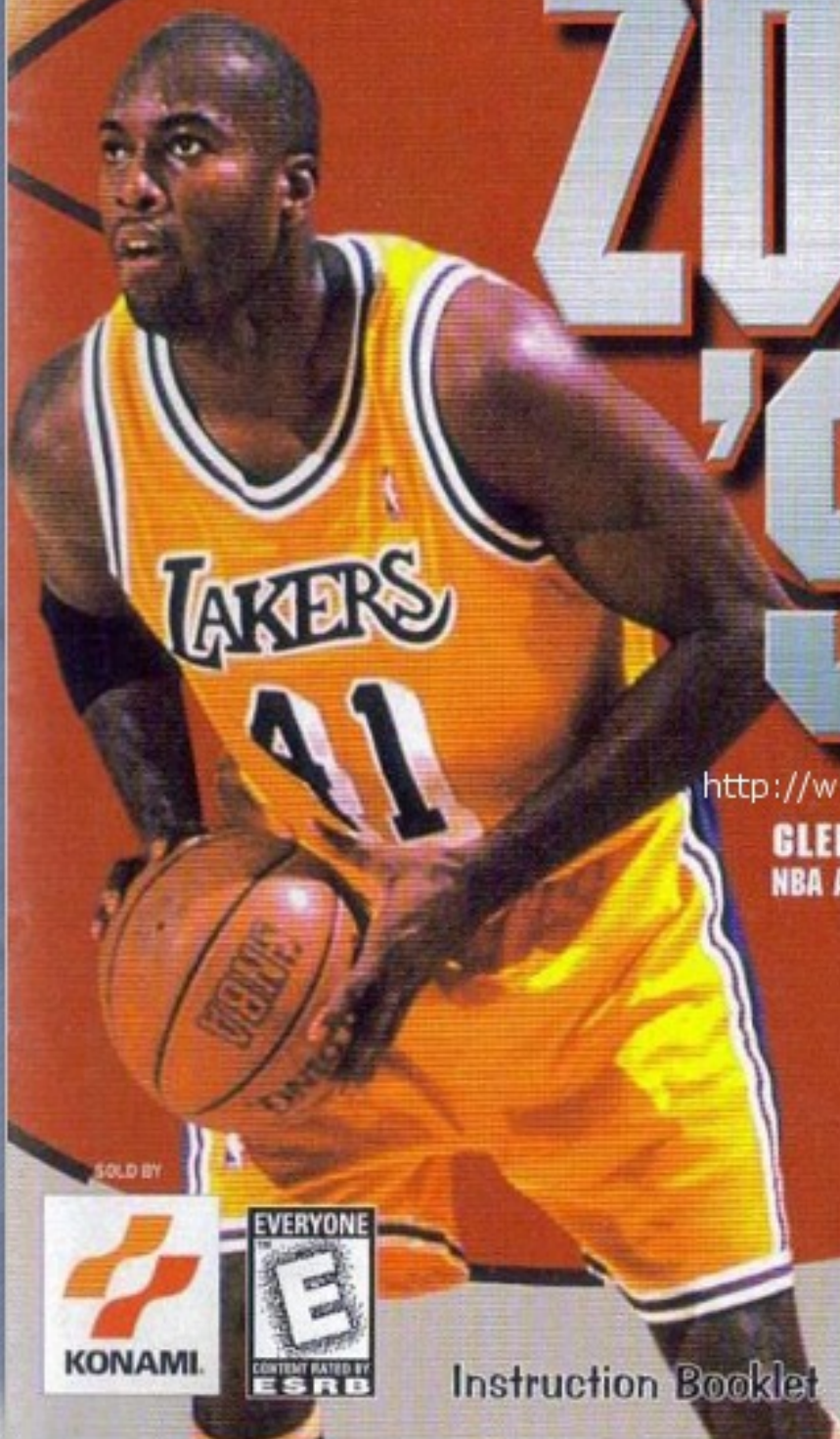


NUS-NBZE-USA



# IN THE ZONE '99



<http://www.emulation64.fr>

**GLEN RICE**  
NBA ALL-STAR



SOLD BY



Instruction Booklet



[Emulation64.fr](http://www.emulation64.fr)



# NBA in the Zone '99

## Contents

Controller Pak/Rumble Pak

3

Fouls and Violations

5

Starting Up

7

Set Up Screen

17

Controls

20

Options/Game Config/Load

24



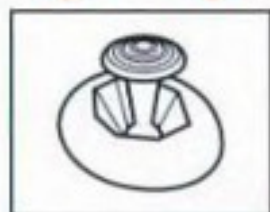
## Control Stick Function

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

## Getting Started



**Warning:** Never insert or remove a Game Pak when the power is on!

1. Make sure the power is OFF on your N64®.
2. Insert the GAME TITLE Game Pak into the slot on your N64.
3. Press firmly to lock the Game Pak into place.
4. Turn the power switch ON.
5. At the Title Screen, press START when prompted to begin GAME TITLE.

**Note:** If you want to save games, insert the N64® Controller Pak into the controller before starting play.



# Controller Pak/Rumble Pak

## Controller Pak

- It is possible to save and load data when using a Controller Pak (sold separately).
- With the Controller Pak, you can save Created Player data. To do this, connect a Controller Pak to the Player 1 controller.

*\* Refer to the instruction manual included with the Controller Pak for more detailed information on use.*

## Creating Notes (Saving Files)

The Controller Pak memory area is divided into 123 pages. All 123 pages are required to save NBA In the Zone '99 files.

If there are no NBA In the Zone '99 files on the Controller Pak, the Note Creation screen will appear on screen after you press Start at the Title screen. To create a Note, select YES and press the A Button.

## Controller Pak Error Messages

- "Insufficient pages to create a new note."  
Although it is possible to continue playing the game, you cannot save your data. Either replace the Controller Pak or delete all the data in the current Controller Pak.
- "Starting game without using backup data. To save your data, switch off the power, connect a Controller Pak, and restart the game."

You have started a game without using any backup data. If you wish to save your game, first turn off the power on the game machine. Install a Controller Pak and restart the game.



- "No Notes available to delete."

This message is displayed when there are no game Notes stored on the Controller Pak. Either delete unnecessary Notes or create a new Note.

- "Cannot create Note."

"Cannot load this file."

"The Controller Pak is malfunctioning."

Switch off the power and verify that the Controller Pak is mounted properly. If the message still appears when you turn the power back on, the Controller Pak may be damaged. Try replacing with a different Controller Pak or read the instruction manual included with the Controller Pak.

## Rumble Pak

- This game supports the Rumble Pak (sold separately). When mounted on your controller, the Rumble Pak causes your controller to vibrate, for example when you dunk the ball during a game.

- When playing a game using a Controller Pak, begin the game with the Controller Pak connected to your controller. Then replace the Controller Pak with the Rumble Pak, following the instructions on the screen.

- When saving and loading data, replace the Rumble Pak with the Controller Pak, following the instructions on the screen.

*\* Don't remove the Rumble Pak during a game until a message instructs you to do so.*



# Fouls and Violations

## Fouls

- Fouls are broadly categorized as violations or fouls. Violations result in possession of the ball being turned over to the opposing team. Fouls differ according to whether they are committed on offense or defense.
- In general, when a defensive player fouls an opponent who is in the act of shooting, the opponent is awarded free throws. When the opponent is not in the act of shooting, the opponent's team restarts play by throwing the ball in. Fouls committed on offense always result in the opposing team gaining possession of the ball.
- **Out of bounds**  
The ball touches the court outside of the sideline or endline.
- **Shot clock violation**  
If the offensive team fails to shoot the ball within 24 seconds, possession of the ball is turned over to the opposing team.
- **10-second violation**  
If the team possessing the ball fails to move the ball to their opponent's side of the court within 10 seconds, possession of the ball is turned over to the opposing team.
- **5-second violation**  
If a team fails to throw in the ball within 5 seconds, the opposing team gains possession of the ball.



**- 3-second violation**

If a player remains within the paint on the opponent's side of the court for 3 seconds, the opposing team gains possession of the ball.

**- Back court**

Back court is a violation in which an offensive team moves the ball to the opponent's side of the court and then back to their own side of the court.

**- Traveling**

Traveling is a violation in which a player with the ball moves his feet more than a fixed limit without dribbling the ball.

**- Goal tending**

If a player touches a ball shot by the opponent when the ball is higher than the rim and on a downward path, the shot is considered good and points are awarded to the shooter.

**- Foul out**

A player who is charged with six personal fouls is ejected from the game and is not allowed to return during that game.

**- FT Penalty Situations**

When a team is assessed with five or more fouls (four in overtime) in a quarter, the opposing team is awarded with free throws.

*\* Fouls and violations can be modified in Rules under Options.*



## Starting Up

### Basic controls used in the Select Screen

- Control Stick (+Control Pad) Highlight selections
  - A Button Select/Continue
  - B Button Cancel/Return
- \* The Main Menu includes Mode, Options, Game Config, and Load selections.*

### Main Menu Screen



### Mode

- **Exhibition:** 1-4 players, versus or team play  
To play, choose two teams from among the 29 available teams.
- **Season:** 1-4 players, versus or team play  
Play through the regular season and try to lead your team to the playoffs, and ultimately the NBA Finals!
- **Playoffs:** 1-4 players, versus or team play





Enjoy the playoffs your way, by setting the number of games, the number of participating teams, and the pairings.

- **All-Star:** 1-4 players, versus or team play

Choose your favorite athletes to play an all-star game.

- **3-Point Shootout:** 1-4 players, versus play

A shooting contest in which you try to make the most shots from 3-point range.

- **Stats**

View the '97-'98 statistics

- **Schedule**

View the schedule for the '98-'99 season.

- **Player Edit**

Use this mode to create a player just the way you like.

## Options

Set options for game play, including game settings and rules.

## Game Config

Change general game settings related to controls and displays.

## Load

Load game data for Playoffs and Season stored in the Controller Pak.



## Exhibition

### 1. Select the teams

Select two teams to play each other using the Control Stick (+Control Pad).

Choose which of the two teams you wish to control, using the Control Stick (+Control Pad), and select it with the A Button.

### 2. You can edit your team settings in the Set Up Screen.

If you do not change the settings, you will play the game with the initial settings.

*\* For more information on the Set Up Screen, refer to p.17.*

## Season

Play through the regular season and try to lead your team to the playoffs, and ultimately the NBA Finals!

*\* If Trade Deadline is set to ON, a time limitation will be imposed on trades. In the NBA, trades are allowed through February 20.*

Once you have picked your team and adjusted any options, you can view the schedule to check upcoming games.

- **Game Results:** displays scores for games
- **User teams schedule:** displays the schedule for only the players' teams
- **All teams schedule:** displays the schedule for all NBA teams including the players' teams; in addition, it is possible to view the schedule of each team
- **Schedule:** displays the schedule for the selected team
- **Stats:** allows you to view statistics from the current season or previous '97-'98 season
- **Simulation:** simulates a game based on the stats and outputs a result
- **Reset:** skips to the oldest schedule for the player's team that has not been played yet



You can edit your team settings in the Set Up Screen.  
*\* For more information on the Set Up Screen, refer to p.17.*

## Playoffs

Enjoy the playoffs your way, by setting the number of games, the number of participating teams, and the pairings.

- Selecting Playoffs will bring up the Playoff Settings Screen, where you can change settings for participating teams and number of games. When you are finished, select OK and enter the changes with the A Button. Once you have chosen your team(s), you can view the tournament and team pairings diagram for both the Eastern and Western conferences. You can change the team pairings in any way you like.

*\* For more information on the Set Up Screen, refer to p.17.*

## All-Star

Choose your favorite athletes to play an all-star game.

- Selecting All-Star will bring up the Controller Screen. Select which team you will control and enter with the A Button.

*\* For more information on the Set Up Screen, refer to p.17.*



## Stats

View the '97-'98 statistics

- **Team Info.:** look up information on all 29 teams
- **Player Stats:** check out the statistics of your favorite players
- **Standings:** view the win-loss record of each team
- **Exit:** return to the Mode Screen

## 3-Point Shootout

In the 3-Point Shootout, a rack of five balls is placed at each of five locations on the 3-point line. The goal is to shoot in as many of the 25 balls as possible within the time limit. One point is scored for each basket. However, the last ball in each rack is worth two points, making for a maximum possible score of 30 points. The player with the highest point total wins.

## Select 3 Point Shootout from the Main Menu.

Highlight Mode in the Main Menu and then 3-Point Shootout, selecting each with the A Button. There are three modes in the 3-Point Shootout.

- **Practice:** 1 player (one round only)
- **Exhibition:** 2-player versus play mode (one round only)
- **Tournament:** 8-player elimination tournament

Select the mode you wish to play, then the participating players and pairings, and begin the contest!

*\* The time limit for shooting is 60 seconds. If a round ends in a tie, the winner is decided by a playoff, in which players have 24 seconds each.*



## Tournaments

- **First round:** Select 8 players from the 29 teams and the shooting order, and start play.
- **Semifinals:** The top 4 players from the first round advance to the semifinal round.
- **Finals:** The best two players from the first two rounds meet in the finals.

## Controls

- **Pick up a ball from the ball rack:** A Button
- **Shoot:** Using the Control Stick, judge the shooting timing and release the ball at the highest point in your jump, to shoot, simply release the Control Stick.

*\* The tilt of the Control Stick, and the timing of the release determine the accuracy of the shot.*

After shooting the last ball in a rack, the player automatically moves to the next rack. When one round is completed, the scores are displayed and the winner determined.



## Player Edit

You can set parameters for the style and type of players any way you like, or create your own original player. Created players are recorded in the F.A. (free agent) list of the selected team. These players can be used in a game by exchanging players in the F.A. list with those in the team roster.

*\* Up to 15 players can be recorded in a team roster. If there are already 15 entries, another player cannot be recorded until one of the existing entries is deleted.*

*\* For information on deleting a player entry, refer to p.18.*

You can change settings for Name, Face, Jersey #, Position, Height, Weight, Hand, and Bandage. When changing Name or Bandage, press the A Button to open the detailed window.

*\* Uniforms can be changed using the L and R Buttons (not related to the actual team colors).*

- Adjust parameters for the various abilities. Parameters range from 0 to 100.

*\* Fine adjustments can be made to settings having a [triangular mark] on the left side by pressing C Button Left. Press the C Button Right to return to the original screen.*

Once you are finished creating your player, be sure to save.

*\* Data cannot be saved if a Note for this game does not exist in the Controller Pak and you select "Start game without using backup data."*

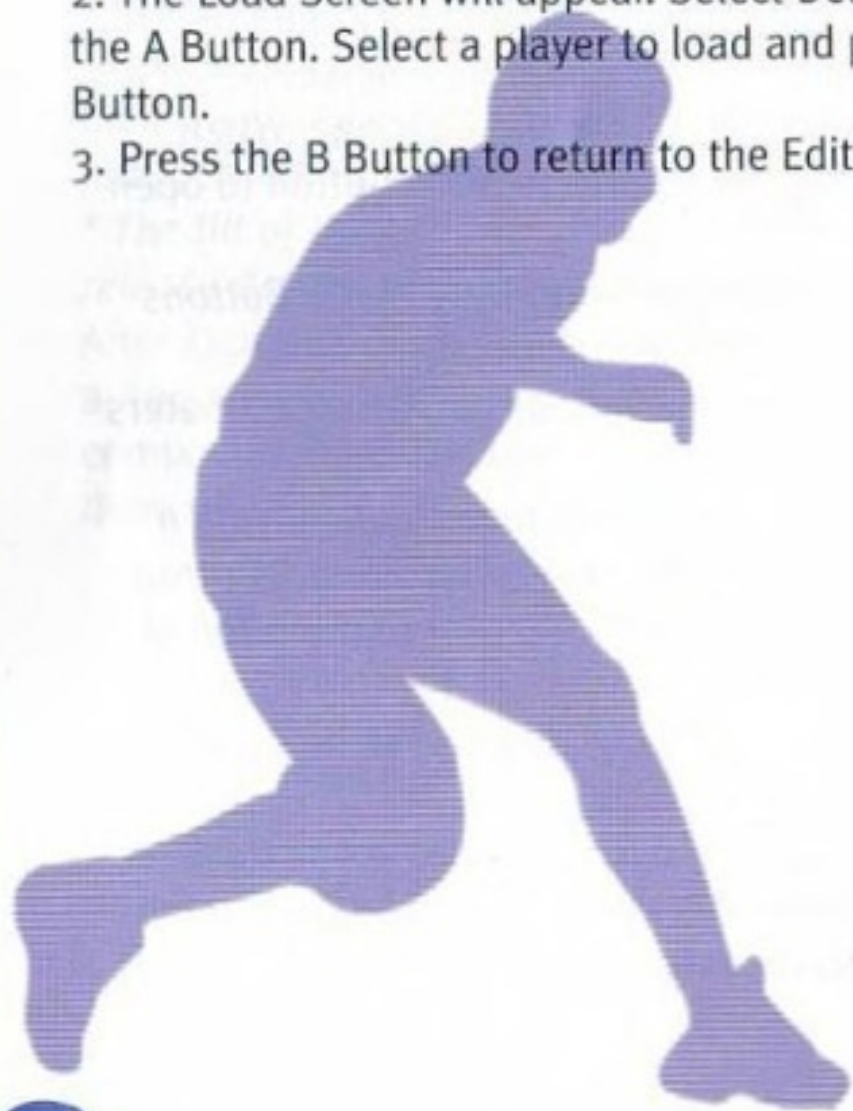


## Loading Edited Players (with modified parameters)

1. Choose Load in the Player Edit Screen and press the A Button.
2. The Load Screen will appear. Select Load and press the A Button. Select a player to load and press the A Button.

## Deleting Edited Players

1. Choose Load in the Edit Screen and press the A Button.
2. The Load Screen will appear. Select Delete and press the A Button. Select a player to load and press the A Button.
3. Press the B Button to return to the Edit Screen.



## Game Screen



- ① Team name/points
- ② Controlled player
- ③ Player name/position
- ④ Shot clock
- ⑤ Time remaining
- ⑥ Quarter number
- ⑦ Data window
- ⑧ Sideline
- ⑨ 3-point line
- ⑩ Free throw line
- ⑪ End line
- ⑫ Paint area

**Player Position Key**

C: Center  
 PF: Power Forward  
 PG: Point Guard  
 SG: Shooting Guard  
 SF: Small Forward





## Pause Screen

Press the Start Button during the game to bring up the Pause Screen. From this screen, you can change game settings or call a timeout. To return to the game, press the Start Button again or select Exit and press the A Button.

- **Timeouts:** Players can be substituted when your team has possession of the ball. In regulation time, each team can take a total of 7 timeouts. However, a team can take only 4 timeouts in the fourth quarter. In overtime periods, each team can take a total of 3 timeouts, regardless of whether they had timeouts leftover at the end of regulation.

*\* It is possible to change the number of timeouts allowed by changing the Time Out Limit in the Options Screen.*

- **Replay:** allows you to turn the replay option ON and OFF
- **Camera Options:** allows you to change the view angle
- **Member Change:** allows you to substitute players after a foul or during free throws

## Substituting Players

1. Select one of the five currently playing players that you want to replace, and press the A Button.
2. Select the player you wish to send in, and press the A Button to make the substitution.

- **Instant Replay:** allows you to playback the game
- **Game Config:** allows you to adjust the Control Config and other options

*\* For an explanation of Key Config, refer to p.24.*



- **Formation Key Set:** allows you to confirm the functions allocated to buttons on the controller
- **Retry:** lets you replay the game
- **Game Quit:** returns you to the Main Menu
- **Exit:** returns you to the game

## Set Up Screen

After completing settings for a game mode, the Set Up Screen is displayed. Here, you can change the starting lineup, trade players, delete entries, and create free agents.

*\* Created players cannot participate in the All-Star games.*

*\* Excluding the All-Star mode, data set in the Set Up Screen can be saved by selecting Save in the Set Up Screen.*

### Order

Adjust the starting lineup of your team.

1. Select Order with the Control Stick (+Control Pad) and press the A Button.

*\* When playing against the computer, you can also select the computer's team.*

2. Select a player from the player list you wish to replace and press the A Button.

3. Select the player to exchange with the first and press the A Button to make the change.

*\* You can view detailed data on the player by pressing the Z Button. The R Button brings up the Number Input Screen, in which you can change the player's jersey number.*



## Deleting an Entry

You can delete a player entry for your team. Deleted players can be reentered as free agents.

1. Select a player from the player list that you wish to delete and press the A Button.
2. Select Remove at the bottom of the player list and press the A Button to delete the player from team records.

## Trade

Trade allows you to trade players with other teams.

1. Select Trade with the Control Stick (+Control Pad) and press the A Button.

*\* When playing against the computer, you can also select the computer's team.*

2. Select a player from the player list you wish to trade and press the A Button.

*\* You can view detailed data on the player by pressing the Z Button.*

3. Select a team to trade with from the team list and press the A Button.

4. Select a player from the other team's player list to trade for your player and press the A Button.

5. The Number Input Screen will appear. Choose a number from 00-09, select OK, and press the A Button. If you do not wish to change the player's number, simply press OK.

*\* You cannot choose a number already being used by another player on your team.*



## Free Agents

Players deleted from the team roster can be reentered as free agents.

*\* Up to 15 players can be entered on a team's roster. If there are already 15 entries, another player cannot be recorded until one of the existing entries is deleted.*

1. Select F.A. with the Control Stick (+Control Pad) and press the A Button. Players deleted from a team roster are displayed in the F.A. player list.
2. Select a player from the F.A. player list you wish to add to the team roster and press the A Button.

*\* You can view detailed data on the player by pressing the Z Button.*

## Save/Load in the Set Up Screen

It is possible to save and load order data, trade data, and free agent data that has been changed in the Set Up Screen.

1. Select Save in the Set Up Screen and press the A Button.
2. Select Load in the Set Up Screen and press the A Button.

*\* Data cannot be saved or loaded if a Note for this game does not exist in the Controller Pak and you select "Start game without using backup data."*

## Formation Select

You can change the formation for each team. Here the L and R Buttons can be used to view the different formations.

The Control Stick is used to move the player in any direction.



# Controls

## Offense

**A Button:** Pass

**B Button:** Shoot and jump

**R Button:** Display icon

**C Button Up:** Hold ball up

**Z Button:** Drive (Dash)

**C Button Left:** Dribble Change

**C Button Right:** Spin move

**Pin Point Passing:** Press and hold the R Button and press the corresponding C Button to pass.

## Defense

**A Button:** Steal, intercept

**B Button:** Block shot

## Shooting operations

The jump shot is most effective when you are close to the basket and release the B Button when the player is at the highest point in his jump. (The type of shot is determined by the position of the player and other circumstances when the player presses the B Button.)

**Lean in:** When player has his back to the basket, push the Control Stick in the direction of the basket and press the B Button.

**Fade Away:** Push the Control Stick in the opposite direction of basket and press the B Button.

**Double Clutch:** Press the B Button in the middle of a dunk move.



## Free throw operations

Hold the Control Stick Down and release it to shoot the ball.

*\* Save up power by repeatedly hitting the A Button and shoot the ball with precise timing.*

*\* The tilt and pulled state of the Control Stick has an effect on the outcome.*

## Instant replay operations

Press Start during play to display the Pause Screen. Choose Instant Replay in the Pause Screen to show a replay of the previous play.



**A Button:** Play

**B Button:** Pause

**C Button LEFT:** Rewind

**C Button RIGHT:** Fast Forward

**C Button UP:** Advance frame by frame

**C Button DOWN:** Rewind frame by frame

**L Button:** Change camera angle

**+Control Pad:** Change window, ON/OFF



## Manual Camera Mode

1. Select the Manual Camera View by pressing the L Button.

**Press and hold the Z Button:**

**A Button:** Camera height down

**B Button:** Camera height up

**C Buttons LEFT/RIGHT:** Rotate around the focal point

**C Button UP:** Zoom in

**C Button DOWN:** Zoom out

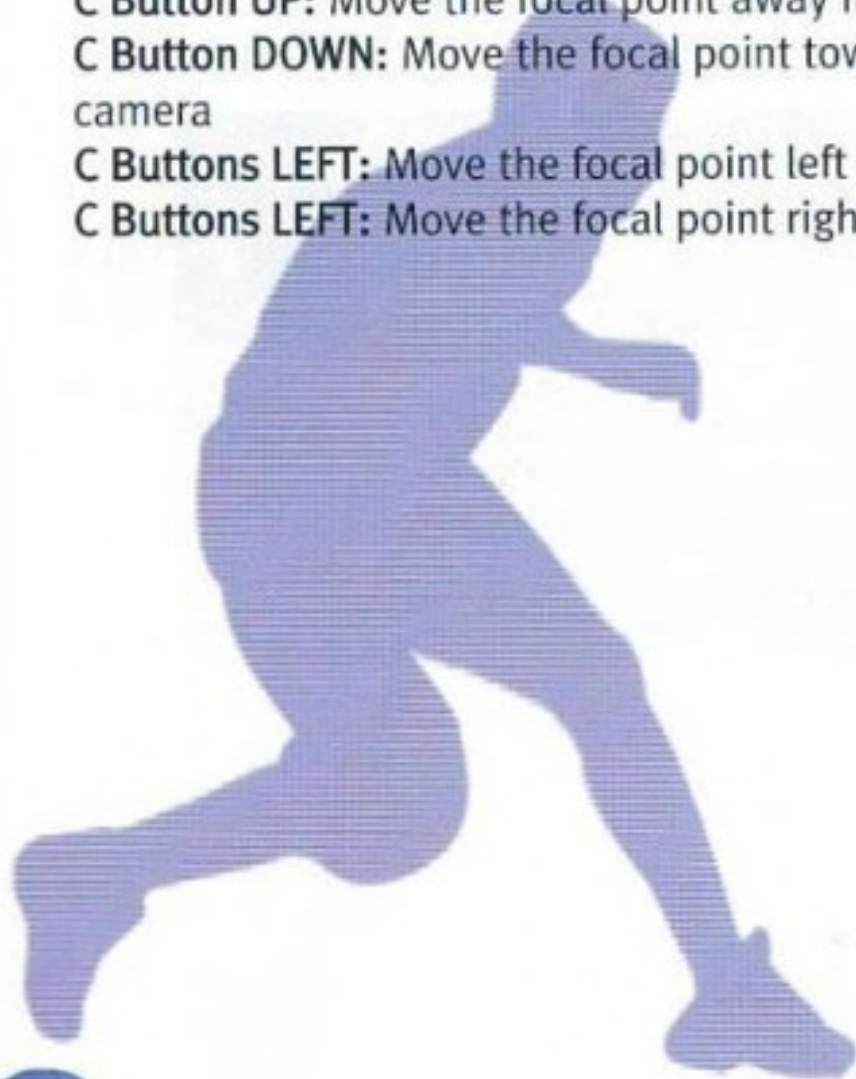
**Press and hold the Z Button:**

**C Button UP:** Move the focal point away from the camera

**C Button DOWN:** Move the focal point towards the camera

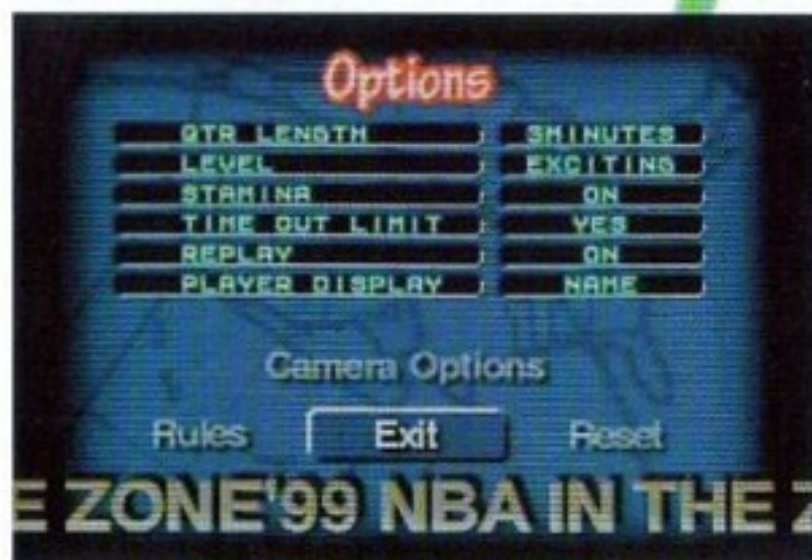
**C Buttons LEFT:** Move the focal point left

**C Buttons RIGHT:** Move the focal point right



## Options/Game Config/Load

Items changed in Options and Game Config are automatically saved on the Controller Pak.



### Options

- **Qtr. Length:** The length of one quarter can be set to 3, 5, 8, or 12 minutes.
- **Level:** The level of difficulty can be set at one of 4 different levels.
- **Stamina:** Sets whether players tire during a game.
- **Timeout Limit:** Sets whether the number of timeouts in a game are limited.
- **Replay:** Sets whether replays are displayed during a game.
- **Player Display:** Sets whether players are identified with a Name, Number, Position, or None during a game.
- **Camera Option:** Allows you to set viewpoint for a game.
- **Rules:** Allows you to set the game rules.





## Game Config

- **Key Config:** Allows you to change button settings on the Controller.
- **Sound Out:** Enables you to change settings for sounds used during the game.
- **Announce:** Toggles the announcer's voice ON/OFF.
- **Reset:** Returns settings to the initial settings.

## Load

Load game data for Playoffs and Season stored in the Controller Pak, as well as stats data and Options and Game Config data.

1. Select Load in the Main Menu and press the A Button.
2. Choose the file to load and press the A Button.

