

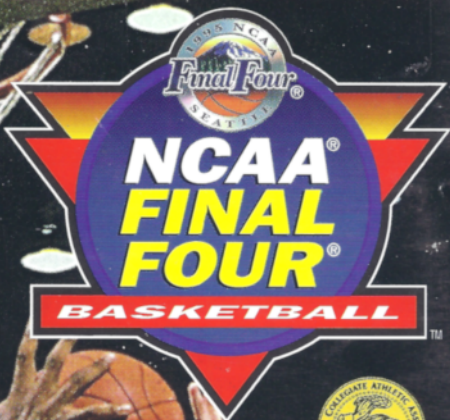
SEGA™

INSTRUCTION MANUAL

GENESIS™



LICENSED BY SEGA ENTERPRISES, LTD. FOR
PLAY ON THE SEGA™ GENESIS™ SYSTEM.



WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

CONTENTS

HANDLING YOUR SEGA CARTRIDGE	2
STARTING THE GAME	3
USING A MULTI-PLAYER ADAPTER	4
GAME MENU	5
OPTIONS	6
GAME CONTROLS	7
USING A 6-BUTTON CONTROL	11
SPECIAL MANEUVERS	12
PAUSE SCREEN	12
REPLAY	13
TIME-OUT	13
TEAM SELECTION	14
INITIALS ENTRY	15
LINEUP SELECTION	15
SELECT LINEUP CONTROLS	17
PLAYING THE GAME	20
NCAA RULES	25
HINTS AND TIPS	29
CREDITS	30
LIMITED WARRANTY	31

HANDLING YOUR SEGA CARTRIDGE:

The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.

Handle it with care. Do not bend it, crush it or submerge it in liquids.

Do not leave it in direct sunlight or near a radiator or other source of heat.

Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.



STARTING THE GAME



Make sure the power to your Sega Genesis is turned OFF. Insert the **NCAA Final Four Basketball** game, then turn the power ON.

Press the START Button to begin the game. If you wait 20 seconds, you'll see a demo. When you're done watching, press the START Button to return to the Title screen, then press the START Button again to go to the Game Menu.

USING A MULTI-PLAYER ADAPTER

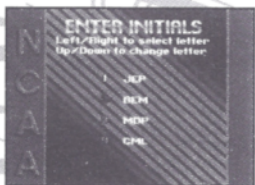
Up to 5 players can play at the same time using a Sega Team Player or other multi-player adapter. For 5 player capability, plug in the control cable on your multi-player into port number 2 on Genesis.



Then plug your fifth controller into the number 1 port on your Genesis machine. In Exhibition Game, the players may all be on one team and play against the CPU or play against each other on two teams. In Tournament Game, all human players must be on the same team.

In games with 2 to 4 human players on one team, if CPU gets the ball, then human player closest to the ball controls that player.

You will be assigned a Control Pad color in the Initials Entry screen (see Initials Entry). This color will appear above your player's head when you press the B Button (or Y Button using a 6-button Control Pad) for Player Identification.



To set up the Team Player or other multi-player adapter, follow the instructions that came with it.



GAME MENU



In the Game Menu, you may choose to play an Exhibition Game, start a New Tournament, resume a saved Tournament, Practice your game, attempt Free Throws or change your game Options.

To select, press the D Pad DOWN/UP to move the basketball to your selection, then press the START Button.

EXHIBITION GAME

Allows both teams to be selected and controllers to be on opposing teams. It's good for practicing gameplay against another team before your team plays in a Tournament.

NEW TOURNAMENT

Requests one team to be selected and seeds a tournament. The team's opponents are determined by the Tournament brackets. All controllers must be on the same Tournament team.

TOURNAMENT

Selects the next game to be played in a saved Tournament.

PRACTICE

Lets you practice your maneuvers on the court with 2 players and a ball.

FREE THROWS

Lets you practice free throws.

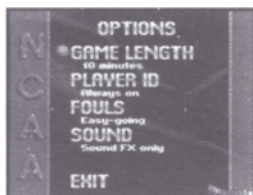
OPTIONS

Changes the Game Length.



OPTIONS

In the Options menu, you may change the Game Settings, turn ON/OFF your Player ID, choose the type of Foul calls and adjust the Sound.



Press the D Pad DOWN/UP to move the basketball to your selection, then press the START Button to select. Press the D Pad LEFT/RIGHT to scroll through the choices. To return to the Game Menu, select EXIT and press the START Button.

GAME LENGTH

Choose a 10, 20, 30 or 40 minute game.

NOTE:

The minimum game time for a tournament is 20 minutes.

PLAYER ID

Select Always On or Only On Button Press.

FOULS

Pick Easy Going, None or Strict foul calls.

SOUND

Hear Sound FX Only, no sound (Mute) or Full sound.



GAME CONTROLS

GENERAL CONTROLS

START Begins game.
Pauses and resumes game.

**Player Identification:
B Button**

Every time the B Button is pressed, you will see the Player Identification symbol over your player's head for 1/2 second.

NOTE: The Player Identification symbol will not appear if multiple buttons are pressed for an advanced move.



OFFENSE – WITH THE BALL

Shoot: C Button

Press the C Button to shoot for the basket.



Dunk/Layup: B Button + C Button

Press and hold the B Button, then press and hold the C Button. Your player must be within the 3 point line and at least 10 feet from the basket to execute this move. To practice this move, go to Practice, stand above the free throw line, face the hoop and execute a dunk.



Pass: A Button

Press and hold the A Button and a target will appear over the default pass receiver. While holding the A Button, press the D Pad to change receivers. When the teammate you've selected has the ball over his head, release the A Button and you will pass the ball.

Overhead Pass: B Button + A Button

Raise the ball over your player's head by pressing and holding the B Button then pressing the A Button. You may have to press the B + A combo a second time to get the ball overhead. The first press will only pick up the dribble if dribbling. Release the two buttons, then press and hold the A Button and you will enter the Pass-mode. Use the D Pad to select the receiver, then press the B Button. Release the B Button and A Button simultaneously to pass.

NOTE: This is a very important part of the half court offense as chest-level passes are easily intercepted in a half-court set.

Bounce Pass: A Button + B Button

Press and hold the A Button to enter the Pass mode. Press and release the A Button and B Button simultaneously to bounce the pass.

SPECIAL PASSING NOTE: When you are in Pass mode and want to cancel the pass, tap the C Button quickly.

Turbo Run: B Button + D Pad

While running, press and hold the B Button and your player will accelerate after running one or two steps.

D PAD

Press the D Pad in the direction you want to run.

NOTE: The game will not allow players to double dribble.

OFFENSE – WITHOUT THE BALL

Jump/Rebound: C Button

Turbo/Shift: B Button

Hands Up to Receive Pass: B Button + A Button

Switch Players: B Button + C Button



DEFENSE

Steal: A Button

When your player is near an opponent with the ball, press the A Button to steal the ball. Be careful, you may foul him.



Hands Up: B Button + A Button

Press and hold the B Button, then press and hold the A Button. This move is valuable for rebounding and stealing lob passes.

Jump/Rebound: C Button

When your player is near an opponent, press the C Button to jump and block his shot or pass.

Switch to Player Closest to Ball: B Button + C Button

Intentional Foul: A Button + B Button + C Button

USING A SEGA ARCADE PAD OR OTHER 6-BUTTON CONTROL PAD

It is recommended that you use a Sega Arcade Pad or other 6-button Control Pad to play

NCAA Final Four Basketball

since you will be able to reduce the number of buttons you'll have to push at once.



In addition to the controls used on a 3-button Control Pad, you will also be able to use the following controls:

Change Players: X Button

To switch the player that you control, press the X Button.

Player Identification: Y Button

Press the Y Button to see the player Identification symbol over your player's head.

Intentional Foul: Z Button

NOTE: You will not need to use the Mode Button to play this game.

SPECIAL MANEUVERS

Floating Ball Control

Whenever a computer-controlled player on your team gets the ball, control of that player goes to the last human controlled-player to have the ball.

Bank Shots

You will be able to bank shots near the basket and at angles.

Fake Shots and Jumps

To make a fake shot/jump, hold the C Button down for less than 1/4 second. Tapping the button for a jump (without the ball) if your player is not standing still may abort the jump before starting the upward motion.

PAUSE SCREEN

When you need a break from playing an Exhibition or Tournament Game, press the START Button to pause the game. In the Pause screen you may choose to see a Replay, take a Time-out or Exit the game.



REPLAY

Pressing the A Button when the game is paused takes you into Replay mode. The Replay mode memory is cleared when the shot clock hits 28 seconds.

To see the replay, press the D Pad RIGHT. If you want to see the replay again, press the D Pad LEFT to rewind then press the D Pad RIGHT. To pause the replay while you are watching it, press the A Button.



For a Slomo (Slow Motion) Replay, press and hold the B Button.

Press the START Button to exit Replay mode.

TIME-OUT

A time-out may be called if the clock is stopped and opposing team is not throwing the ball in or if the player's team has possession of the ball. Taking a time-out brings up the Lineup screen. Each team gets 3 time-outs per half.

HINTS: Use your time-outs wisely to rest and substitute your players.

Taking a time-out is the only way to check a player's current fatigue level.

The game will resume after you exit the Lineup screen. If you want to EXIT the game and return to the Game Menu, press and hold the B Button, then press the START Button.

TEAM SELECTION

To choose a team, press the D Pad UP/DOWN to move the basketball to the team name on the screen, then press the D Pad LEFT/RIGHT to scroll through the 64 alphabetical choices.



In Exhibition Game, the top team is the Visiting Team and the bottom team is the Home Team.

Press the START Button when you are finished.

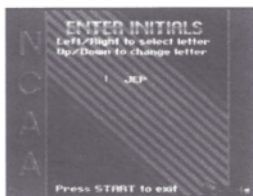
NOTE:

- 1) In Exhibition Game, you (or a player controlling the other team) will also need to select your opponent's team.
- 2) In Tournament Game, only one team display row will appear and you will not see the UP/DOWN message on the screen.

INITIALS ENTRY

For both the Exhibition and Tournament Games, you will need to enter your initials.

An Initial Entry Line with default initials will appear for each controller detected.



To enter your initials, press the D Pad UP/DOWN to cycle through the letter choices. To go to the next letter, press the D Pad LEFT/RIGHT and the selected letter will be highlighted.

Press the START Button when you're done.


LINEUP SELECTION

The Select Lineup screen assigns controllers to players in the game and sets the starting lineup. You may use any active controller to move the basketball and make changes.



When you are finish, press the START Button. To exit the game and return to the Game Menu, press the B Button and the START Button simultaneously.

You'll see your initials next to the team you'll control.
Your team is made up of the following:



P	Point Guard
G	Guard
S	Small Forward
F	Power Forward
C	Center

To change your default lineup, press the D Pad UP/DOWN to move the basketball to a player's name, then press the D Pad LEFT/RIGHT to substitute the player.

NOTE: You may also change your team's line-up during half-time or during time-outs.

SPECIAL NOTE: You may substitute a player who plays a different position into an available slot. Substituting players who are not playing the correct position will probably not hurt you on defense, and may help you on offense even though the player is playing out of position.

Press the START Button to begin playing.



SELECT LINEUP CONTROLS

Turn Initials ON/OFF

Press the C Button to turn a human player's initials ON/OFF.

NOTE: Any controller can turn another controller OFF, but a controller can only turn itself ON.

Move Initials to a New Player Position

Press the C Button then press the D Pad UP/DOWN to move the basketball to a different player. Press the C Button again to select.

Player Info Screen

Press the B Button to view statistics on a selected player.

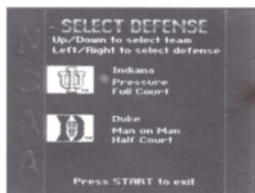
Edit Player's Name

Once you are in the Player Info screen, press the A Button to edit the player's name. Press the D Pad UP/DOWN to cycle through available characters and press the D Pad LEFT/RIGHT to move the cursor. Press the A Button again to confirm the name change then press the START Button to return to the Player Info screen.



Select Defense Screen

Press the B Button and A Button to view the Select Defense screen. Any defensive changes will not be implemented if the ball is already in the front court, but they will be in effect the next time the team is down court.



You may choose from a number of formations. Press the D Pad UP/DOWN to select a team (Exhibition Game only), then press the D Pad LEFT/RIGHT to choose the defense.

Choose from:

- Man-on-man, Half Court
- Man-on-man, Full Court
- Zone, Half Court
- Zone, Full Court
- Pressure, Half Court
- Pressure, Full Court

Press the START Button to exit.

Game Stats Screen

Press the A Button to view the Game Stats screen which tells you how well your team is doing.

Georgetown							
	Pt	Sh%	Re	St	Fl	Mi	Fa
Quinn	0	0%	0	0	0	2	0
Woods	2	100%	0	0	0	2	0
Whittington	0	0%	0	0	1	2	0
Burton	4	100%	0	0	2	0	0
Hendley	4	100%	1	0	0	2	1
Henderson	0	0%	0	0	0	0	0
Parsons	0	0%	0	0	0	0	0
Carter	0	0%	0	0	0	0	0
Isaiah	0	0%	0	0	0	0	0
Lowe	0	0%	0	0	0	0	0
Rodriguez	0	0%	0	0	0	0	0
Quinn	0	0%	0	0	0	0	0
Turner	0	0%	0	0	0	0	0
Bradley	0	0%	0	0	0	0	0
TOTAL	10	100%	1	0	1		

Press button to continue

The following categories are available:

Pt – Points Scored

Sh % – Shooting Percentage

Re – Rebounds

St – Steals

Fl – Fouls Committed

Mi – Minutes Played

Fa – Fatigue Factor (how tired your player is)

When you are finished reviewing the Game Stats, press any button to continue.



PLAYING THE GAME

NCAA Final Four Basketball is a completely accurate basketball simulation. Like a real player, you should practice as much as you can so you know how to maneuver around the court before you head to the Tournament.

NOTE: On an inbound play, the CPU will take control of the human-controlled inbounder. When the CPU takes control, you will see an AI over the inbounder's head.

PRACTICE MODE

In Practice mode, you can learn the controls and practice all of your moves before you start playing a game against another team. All the controls you'll need are displayed on the Help screen. If you need help remembering what a control does, press the START Button at any time to view the Help screen.



In Practice mode, only two players are on a completely clear full court with one ball. If only one controller is detected, the second player will be controlled by the CPU. If two or more controllers are detected, there is one player for each controller. To begin practicing, press the START Button. Press the C Button to return to the Game Menu.

PASSING

Chest High Passing

When you're wide open and there's no danger of an opponent stealing the ball, press the A Button for a chest high pass.

Overhead Passes

The only way to go in half-court offense! To make an overhead pass, press the B Button, hold it down and press the A Button.

Bounce Passes

Press the B Button while holding the A Button and your player will make a bounce pass.

NOTE: Press the D Pad RIGHT/LEFT/UP/DOWN to choose a player to receive your pass. The player will be designated by a target over his head.

NOTE: For six button controller, once in pass mode press the X Button to exit pass mode while holding the A Button.

CATCHING

Just like a real basketball game, human-controlled players need to face the ball to receive a pass. If the receiver is on the run, he will catch the ball without facing it. Otherwise, the ball will peg him in the head.

SHOOTING AND JUMPING

Press the C Button to shoot or jump.



Slam Dunk

Slam dunks are the best reward you can get! To slam dunk, when your player is right by the free throw line, press and hold the B Button then press the C Button. You'll see your player grab the rim and slam the ball in.

PICKING YOUR PLAYER UP

When your guy gets knocked down, press any button to get him back up and playing.

To exit Practice mode, press the START Button to go to the Help screen, then press the C Button to return to the Game Menu.

FREE THROW MODE

In Free Throw mode, grab the ball and make as many free throws as you can. You're free to shoot whenever you want – there's no shot clock counting down the seconds and there's no opponent breathing down your back.



Press the C Button to shoot. You can practice centering the arrow during the shooting motion by pressing the D Pad LEFT/RIGHT immediately after shooting.

You may adjust the Free Throw Shooting percentage between to 32% and 95% by pressing the D Pad UP/DOWN. The arrow will move faster for lower percentages and slower for higher ones.

NOTE: The Intentional Miss (pressing the B Button) move will work, but it doesn't help when you are practicing.

To pause, press the START Button.

Press the C Button to return to the Game Menu.

EXHIBITION GAME

Practice playing against another team in Exhibition Game. Choose a strong team and try playing against a weaker opponent to continue to practice your moves.



Choose Exhibition Game, select your team and your opponent, enter your initials, then select your lineup. Press the START Button to begin the game.

HINT: Exhibition Game is a great place to practice substitutions.

NEW TOURNAMENT

Now, you're ready for the real excitement! Make your way through the ranks from the first round of Regionals all the way to the Final Four.



To start a New Tournament, choose New Tournament, then select a team. Next you'll see whom your team will play in the first regional matchup.

To view all the Tournament brackets, press the A Button in the Tournament Field screen, then use the A Button to cycle through Tournament bracket screens. Press the START Button to exit.



Enter your initials, then select your team's lineup. Press the START Button to begin the game.

At halftime and at the end of the game you'll see the Leading Scorers Screen which will tell you who scored the most points for your team as well as the opposition.



Press the START Button to see a more detailed breakdown of the scoring.

You will be able to continue this Tournament until you lose a game or until you choose New Tournament in the Game Options menu. Only one Tournament is saved at a time. If New Tournament is chosen in the Game Menu, the Tournament is erased unless you immediately choose to return to the Game Menu.

If power is interrupted or a reset occurs during a Tournament game before the game is saved, it will be lost.



RESUMING A SAVED TOURNAMENT

To resume a Tournament in progress, choose Tournament in the Game Options menu. You will then go right into your most recently started Tournament. Press the C Button to return to the Game Menu.

NCAA RULES

Game Play

The game is played in two halves and five minute overtime periods.

Time-outs

Each team is granted three time-outs per half and one extra per overtime period. Unused time-outs are rolled over to the next period, so a team could use two in the game and three in overtime.

Scorer's Horn

The Scorer's Horn sounds in this game.



Starting the Game Clock

The clock starts on an in-bounds play when:

- 1) a player on the court touches the ball,
- 2) the ball is touched after a free throw is missed and no more are to be shot,
- 3) the ball is thrown in and touches a player after a made free throw,
- 4) a jump ball is controlled by a player.

Stopping the Game Clock

The clock stops when:

- 1) there is a time-out called,
- 2) the ball goes out-of-bounds,
- 3) there is a foul or violation,
- 4) a basket is made in the last 60 seconds of play.

Shot Clock

The shot clock is placed above the backboards and allows the team with the ball 35 seconds to shoot and hit the rim or make a basket. A buzzer will sound when the shot clock has expired. If a shot is in the air when the buzzer sounds and it hits the rim or goes in, it is not a violation.

The shot clock will be turned off when it has more time remaining than the game clock.

Resetting the Shot Clock

The shot clock will be reset when:

- 1) a shot hits the rim,
- 2) there is a foul or other violation,
- 3) there is a change of possession,

The shot clock does not restart until a team establishes control of the ball (inbound).

Stopping the Shot Clock

The shot clock stops, but is not reset, for time-outs and when a defender hits the ball out-of-bounds. It is not stopped or reset when the ball is loose.

Jump Balls

There are no Jump Balls after the opening tip-off.

Calls Against Players

Players may be called for the following violations:

- 1) three seconds in the lane,
- 2) ten seconds bringing the ball up court,
- 3) going backcourt,
- 4) taking more than five seconds to in-bound the ball.

NOTE:

- 1) Traveling, double dribble and kicked balls do not occur in the game.
- 2) Goaltending and offensive basket interference are not allowed in the game.

Personal Fouls

Players may be called for personal fouls, defensive or offensive. Illegal screens will not be called in the game. Offensive fouls do not count as team fouls (see Team Fouls).

Each player will be allowed five fouls for the entire game. After committing the fifth foul, he must be replaced by a substitute and may not return.

When a player is fouled while shooting, he gets three free throws if the shot was a three-pointer and missed, two free throws if the shot (not a three-pointer) was missed and one free throw if the shot went in.

Team Fouls

When a team has committed seven fouls in one half, the other team is said to be in the "bonus" situation for foul shooting. Any non-shooting and non-offensive fouls are awarded special free throws that are "one-plus-one."

One-plus-one means that the second free throw is only shot if the first one is made. If the first is missed, the ball is live and the play continues.

After a team commits its tenth foul in a half, its opponent must shoot two free throws for all non-offensive fouls.

Technical Fouls

No technical fouls will occur in the game.

In-bounding

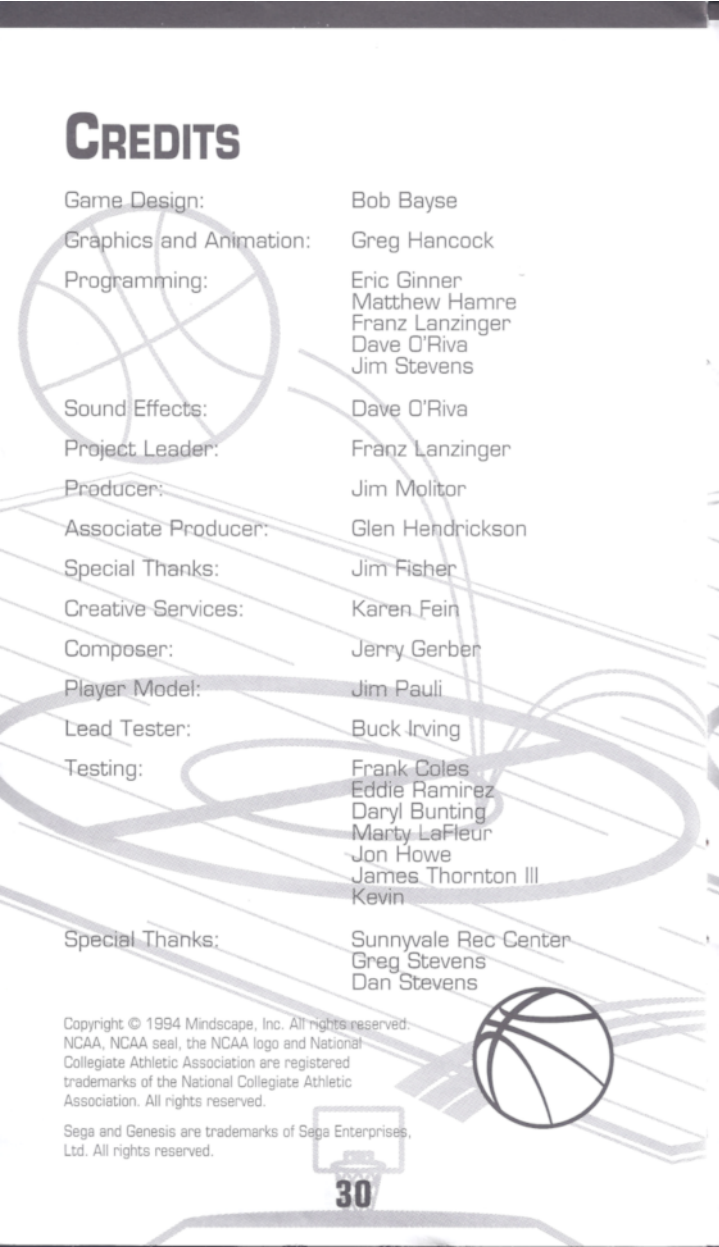
When throwing a ball in-bounds after making a basket, in official NCAA Basketball, it is legal for the in-bounder to move along the baseline or to pass to a teammate who is also out-of-bounds behind the baseline before the ball is thrown in. However, in this game, it will not be allowed.

In all other cases of in-bounding, the in-bounder may not move until he passes the ball in. All in-bounding teams have five seconds to pass in the ball once set, since there is no referee to hand them the ball.

HINTS AND TIPS

- 🏀 **NCAA Final Four Basketball** rewards you for shooting when you're open – you'll find that you have a greater chance of making it in.
- 🏀 Start your slam dunks and lay-ups early – you'll do best if you start around one step in from the 3 point line.
- 🏀 Play within your defense or you'll just give points to the opposition.
- 🏀 Use the on-screen HELP whenever possible.

CREDITS



Game Design:	Bob Bayse
Graphics and Animation:	Greg Hancock
Programming:	Eric Ginner Matthew Hamre Franz Lanzinger Dave O'Riva Jim Stevens
Sound Effects:	Dave O'Riva
Project Leader:	Franz Lanzinger
Producer:	Jim Molitor
Associate Producer:	Glen Hendrickson
Special Thanks:	Jim Fisher
Creative Services:	Karen Fein
Composer:	Jerry Gerber
Player Model:	Jim Pauli
Lead Tester:	Buck Irving
Testing:	Frank Coles Eddie Ramirez Daryl Bunting Marty LaFleur Jon Howe James Thornton III Kevin
Special Thanks:	Sunnyvale Rec Center Greg Stevens Dan Stevens

Copyright © 1994 Mindscape, Inc. All rights reserved.
NCAA, NCAA seal, the NCAA logo and National
Collegiate Athletic Association are registered
trademarks of the National Collegiate Athletic
Association. All rights reserved.

Sega and Genesis are trademarks of Sega Enterprises,
Ltd. All rights reserved.

LIMITED WARRANTY

Mindscape warrants to the original purchaser of this product that the recording medium on which this software product is recorded will be free from defects in material and workmanship for ninety (90) days from the date of purchase. Defective media returned by the purchaser during the ninety (90) day period will be replaced without charge, provided that the returned media have not been subjected to misuse, damage or excessive wear.

Return defective media to point of purchase. You must include a dated proof of purchase, a brief statement describing the defect, and your return address.

Mindscape does not warrant that this software product or the recording medium on which it is recorded (collectively "Cartridge") will meet the purchaser's specific requirements. ANY STATEMENTS MADE CONCERNING THE UTILITY OF THE CARTRIDGE ARE NOT TO BE CONSTRUED AS EXPRESS OR IMPLIED WARRANTIES.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED. ANY IMPLIED WARRANTIES INCLUDING IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE EXCLUDED.

IN NO EVENT WILL MINDSCAPE BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY KIND IN CONNECTION WITH THE CARTRIDGE.

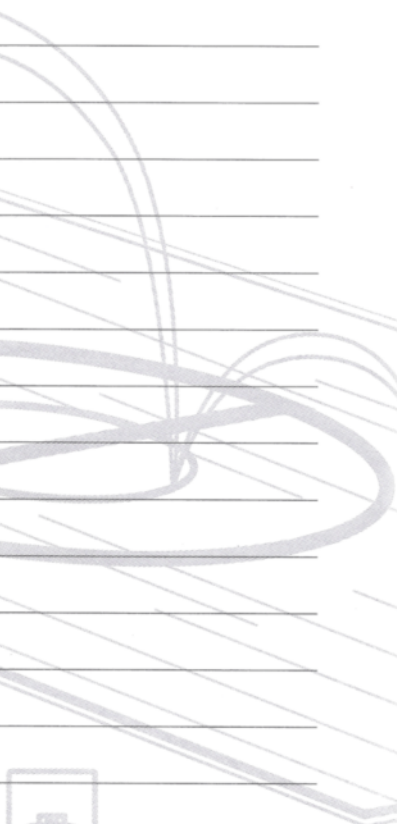
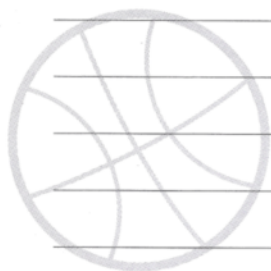
Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Address all correspondence to:

Mindscape, 60 Leveroni Court, Novato, CA 94949

or call: USA (415) 883-5157

Patents: U.S. #'s 4,442, 486/4, 454, 594/4, 462, 076; Europe # 80244;
Canada #'s 1,183,276/1,082,351; Hong Kong # 88-4302;
Germany # 2,609,826; Singapore # 88-155; U.K. # 1,535,999;
France # 1,607,209; Japan #'s 1,632,396.

NOTES



NOTES



SEGA AND GENESIS ARE TRADEMARKS
OF SEGA ENTERPRISES, LTD.
ALL RIGHTS RESERVED.



MINDSCAPE, INC.
60 LEVERONI COURT, NOVATO, CA 94949

PRINTED IN U.S.A.