

SEGA
GENESIS
16-BIT CARTRIDGE



DAVID ROBINSON'S[★] SUPREME COURT™

INSTRUCTION MANUAL

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**For game play help, call
1-415-591-PLAY**

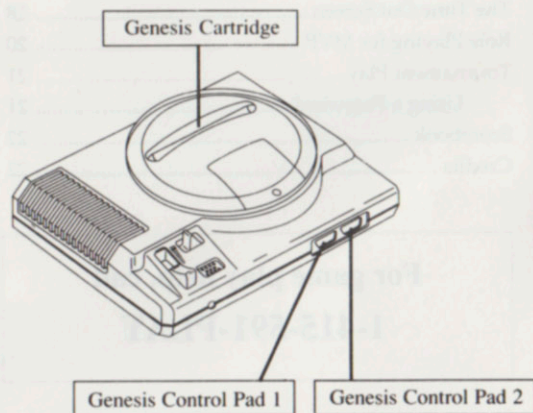
Starting Up

1. Set up the Genesis System and plug in one or two Control Pads.
2. Make sure the power switch is OFF. Then insert the *David Robinson's Supreme Court* cartridge into the console.
3. Turn the power switch ON. The Sega screen will appear.

Note: If you don't see the Sega screen, turn the power switch OFF. Make sure the Genesis System is set up correctly and the cartridge is **firmly** inserted in the console. If the system is connected to a TV, make sure it's tuned to the correct channel (3 or 4). Then turn the power switch ON again.

4. Press **Start** to begin.

Important: Always make sure the power switch is OFF before inserting or removing the Genesis cartridge.



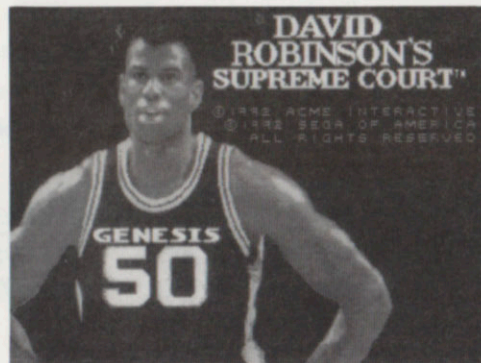
David Robinson's "TIP"

Monster slams and awesome net attacks are only part of David Robinson's "TIP" — Total Individual Performance. Now it's your turn to get on the court and face "The Admiral."

You'll dazzle 'em with 24 incredible moves, including fast breaks and tomahawk slams. Blister the hardwood with flashing runs. Stuff in spin dunks, one-handers and hoop-hangers at rim-rattling speed.

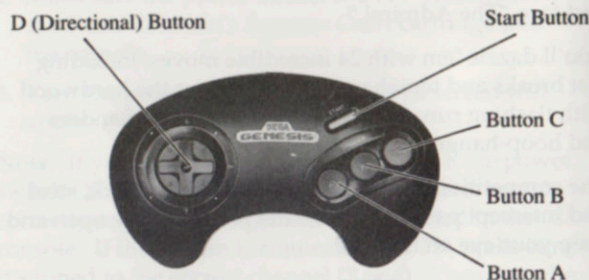
The competition is smart — and fast. They block, steal and intercept passes, just like the pros. So stay open and keep your eye on the ball!

Pour on your own "TIP," and get ready to take on David Robinson himself in the final, full-tilt Allstar challenge!



Take Control!

This section explains how to use the Control Pad buttons in *David Robinson's Supreme Court*.



Screen Controls

Start Button:

- Starts the game.
- Exits from one screen to the next.
- Pauses the game action. Press again to resume play.

D-Button:

- Moves the highlight on the Options screen (UP/DOWN) and changes the settings (LEFT/RIGHT).
- Scrolls through the choices on the Team and Player screens (UP/DOWN).
- Sets/changes a character in the brackets on the Password screen (UP/DOWN) and moves the brackets (LEFT/RIGHT).

Button B:

- Selects a team on the Team screen.
- Selects players on the Player screen.

Game Controls

On Offense:

- Throw in. Press the **D-Button** to turn, and **Button A** to throw in.
- Dribble. Press the **D-Button** in any direction. Release for a stationary dribble.
- Pass. Press **Button A**.
- Shoot. Press **Button B**. Press, hold briefly and release for a higher jump.
- Call for pass. Press **Button C** (only in Role Play mode).
- Call time out. Press **Start**, then press **Button A** to go to the Time Out screen.

On Defense:

- Run. Press the **D-Button** in any direction. Release to stand still.
- Steal. Press **Button A**.
- Block. Press **Button B**.
- Switch man. Press **Button C** to switch control to the man nearest the ball.

On Either Team:

- Tip. Press **Button B**.
- Free throw. Press and hold **Button B**. Release when the Free Throw indicator is directly over the basket.

Time Out Screen Controls

- Move the highlight. Press the **D-Button** in any direction.
- Select a team player. Highlight the team player and press **Button A**.
- Make a substitution. Select a team player. Then move the highlight to a sub at the top of the screen and press **Button A**.
- Change the man a player is guarding. Select a team player. Then move the highlight to a man on the other team and press **Button A**.
- Change the level of defense. Highlight a team player and press **Button B**.
- Exit. Press **Start**.

Quick Start

Press **Start** at the Title screen. Move through the Options screen first, and then the Team and Player selection screens. Press **Start** to exit each screen in turn and go to the tip.

- See pages 12-14 for Options information.
- See pages 15-17 for Team and Player information.

The Tip

Welcome, sports fans. Gil Godfrey here, joining you for this exciting SSN all-pro hoop contest. David Robinson is in the TV booth, and he'll be with us at the half with his take on the action. Listen to that crowd cheer! It's time for the tip!



Tip Action:

Button C Jump and tip.

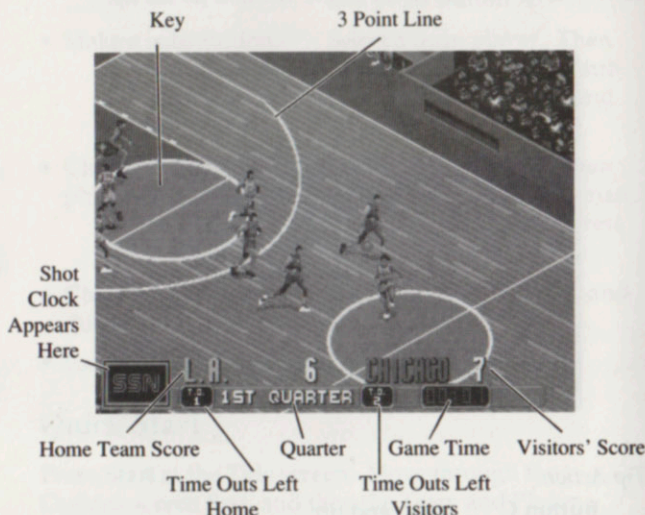
The players wear their team colors. The home team's color is also painted on the court. The home team scores on the left side of the court during the first half. Then the teams change sides after the half-time break.

TEAM COLORS

L.A. – Yellow	Detroit – Orange
Chicago – Purple	New York – Green

The Sweat

Latham passes to Carson for a pick and roll. He shoots. Light boxes out and gets the rebound. He's up court . . . in the key . . . Preston picks his pocket!



Offense Action:

- D-Button** Turn/dribble. Release to stand still.
- Button A** Throw in/pass.
- Button B** Shoot. Press, hold briefly and release for a higher jump.
- Button C** Call for a pass (only in Role Play mode).

Scoring Tip:

Higher jumps can put your shot over a block attempt. Hold down **Button B** for just a moment before releasing. You'll be called for travelling if you hold the button too long.

Defense Action:

- D-Button** Run. Release to stand still.
- Button A** Steal.
- Button B** Block.
- Button C** Switch control to man nearest ball.

Scoring Tip:

Watch the ball handler, and switch control to the defender he's running toward. When he gets close, quickly press **Button A** to steal, then cut and run for a fast-break slam dunk.

Player Control Arrows

The arrows on screen signal different things when you're on offense, on defense, and in Role Play mode.

On Offense:

You control the ball handler. A large green arrow, pointing up, signals the man you will pass to. The arrow points sideways to show the location of your receiver when he is off-screen. If the arrow is red, your passing chances are risky. Your control switches automatically when you pass (with **Button A**).

On Defense:

A small green arrow, pointing down, signals the man you're controlling. The arrow points sideways to signal his location when he is off-screen. Use the **D-Button** to move him on-screen. Press **Button C** to switch control to the man nearest the ball.

In Role Play Mode:

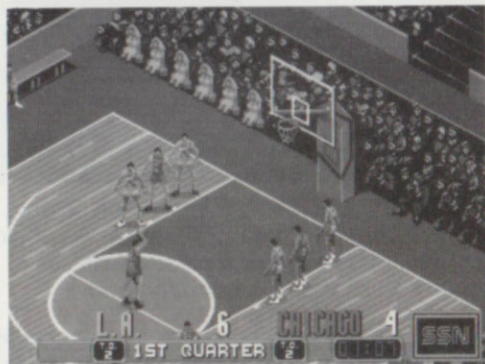
The man you control is signalled by an arrow that's the same color as the man's jersey. You always control the same man during play in Role Play mode (see page 20).

Violations and Fouls

The refs call all violations and fouls. After a violation, the ball changes possession and the offense takes it out of bounds for the throw in. After a foul, the player who was fouled is allowed two free throw attempts.

Free Throws

The player takes his position at the foul line. Watch the Free Throw indicator, which moves side to side and over the basket. The best time to shoot is when the indicator is directly over the basket.



Free Throw Action:

Button B Press and hold to set up for the shot.
Release to shoot.

Scoring Tip:

Games can be won or lost from the foul line. Perfect your free throw by learning to time the indicator, and **only** shoot when the indicator and basket meet.

Half Time and Post Game

Wow, David, Detroit really proved its case with Malone's 360 spin dunk in the last two minutes. What a rim-screamer! But you're the judge. What are your predictions for the second half?

David "The Admiral" Robinson joins Gil Godfrey at the half with expert advice for both teams. Read what he has to say. Then press **Start** to exit to the Stats screen, and again to return to the court. The teams will change sides for the second-half action.



Gil Godfrey returns for a post-game wrap at the end of the contest. Note down the passwords he gives you when you're playing in Tournament mode. You can use them to replay Tournament games later (see page 21).

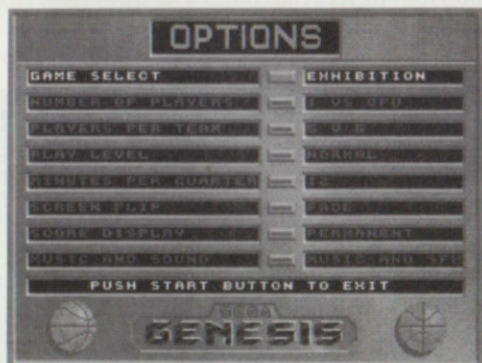
Press **Start** to exit to the Stats screen, and again to play a new game or resume Tournament play.

Setting Game Options

You can change the game settings on the Options screen before you begin play. Press the **D-Button** to move the highlight and choose the settings you want:

- UP/DOWN moves the highlight.
- LEFT/RIGHT changes the setting.

Press **Start** at any time to exit the screen.



Game Select:

- EXHIBITION
- TOURNAMENT

In EXHIBITION mode, you can play one game against the CPU or another player, or watch the CPU compete against itself. You can also take advantage of the Role Play feature and take part in an Allstars game. (See page 20.)

In TOURNAMENT mode (1 Player only), your team competes in a series of games against three other teams. Win the tournament to go on to the Allstars championship game. (See page 21.)

Number of Players:

- 1 VS CPU
- 1 VS CPU (RP)
- 1 VS 2
- 1 VS 2 (RP)
- CPU DEMO

These options are only available in Exhibition mode. Select the "RP" settings for Role Play mode. In that mode, you control one man throughout the game. When you play extremely well, you win the MVP award and compete in the Allstars game. (See page 20.)

Tournament Stage:

- START OVER
- USE PASSWORD

These options are only available in Tournament mode. Choose START OVER to begin a new tournament. Select USE PASSWORD to replay any game of a previous tournament. (See page 21.)

Players Per Team:

- 5 V 5
- 3 V 3

Choose the number of players per team in Exhibition mode. (Role Play mode and Tournament mode only allow 5 V 5.)

Play Level:

- BEGINNER
- NORMAL
- SUPERSTAR

Start out with some BEGINNER practice games. Then advance to NORMAL play against teams with standard shooting skills. When you play SUPERSTAR, the hotshot competition rarely misses a chance to score.

Minutes Per Quarter:

- 12
- 9
- 6
- 3

Select how long the quarters will last.

Screen Flip:

- FADE
- INSTANT

Set whether the screen will fade or change instantly when the action moves from front court to back court.

Score Display:

- PERMANENT
- UPDATES ONLY

Change the setting to UPDATES ONLY when you don't want the scoreboard permanently on screen.

Music and Sound:

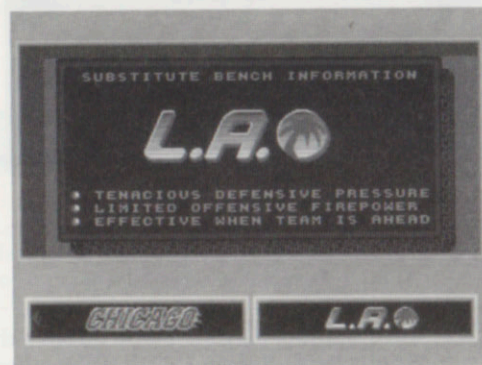
- MUSIC AND SFX
- MUSIC ONLY
- SFX ONLY
- NO SOUND

Select a setting to hear all, some or none of the game's music and sound effects.

Choosing a Team and Players

Use the Team and Player screens to put your ball club together. On both screens, press the **D-Button** UP/DOWN to scroll through the choices. Press **Button B** to make selections.

The Team Screen

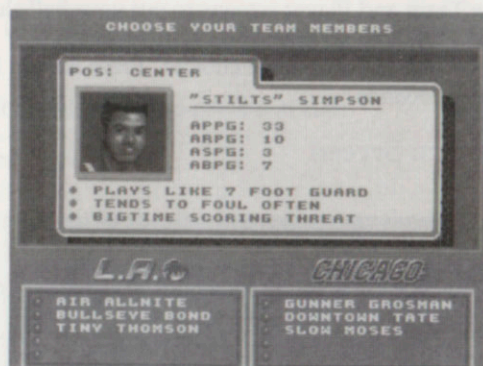


- In 1 Player games, you select your club first, and then the CPU chooses its club.
- In 2 Player games, Player 1 chooses a club first.
- In Tournament mode, you select your club first, and then the CPU lines up the other clubs.

Each of the four clubs has its own bench personality. Study the bench information so you can add to its strengths or fill in its weaknesses when you choose the players (on the next selection screen).

The automatic Coin Flip screen follows the Team screen. Press **Start** to go on to the Player screen.

The Player Screen



APPG – Average Points Per Game
 ARPG – Average Rebounds Per Game
 ASPG – Average Steals Per Game
 ABPG – Average Blocks Per Game

Teams take turns drafting players. Scroll through the player cards (press the **D-Button** UP/DOWN) when it's your turn. Select the players (press **Button B**) who add to the skills listed in your team's bench information.

For example, say you picked Chicago. That team has hot shooters but lacks strength on defense. So you'd want to bring in players like "Airman" Jones, a defensive specialist, and "Hawk" Hudson, a great stealer.

At the bottom of the screen, the first two players listed are guards, the middle one is a center, and the last two are forwards. You can fill the positions in any order. For example, you could draft your center first, and then choose your guards. If your drafting order follows the other team's, choose a position that the other team hasn't yet filled. That way you get first choice from the roster.

Note: Press **Start** to let the CPU select all the lineups.

Sample Team Lineups

DETROIT

- Loaded with fast runners
- Fouling always plagues them
- Best at fast breaks

SAMPLE LINEUP:

"Gunner" Grosman, guard
 "Cat" Carson, guard
 "Slow" Moses, center
 "Hoops" Hogan, forward
 "Flash" Fenwick, forward

CHICAGO

- All men have hot shooting
- Defense is the missing link
- Good for quick scoring

SAMPLE LINEUP:

"Downtown" Tate, guard
 "Airman" Jones, guard
 "Kool-Dee" Light, center
 "Skyhigh" Harris, forward
 "Hawk" Hudson, forward

L.A.

- Tenacious defensive pressure
- Limited offensive firepower
- Effective when team is ahead

SAMPLE LINEUP:

"Bullseye" Bond, guard
 "Pockets" Preston, guard
 "Stilts" Simpson, center
 "Mugsy" Malone, forward
 "Legs" Latham, forward

NEW YORK

- Good rebounds & ball control
- General lack of speed
- Best against slow offenses

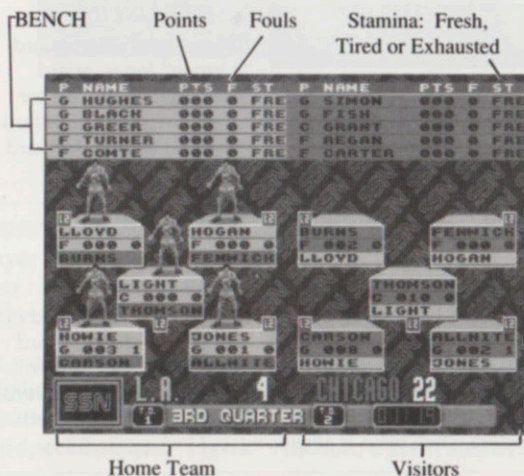
SAMPLE LINEUP:

"Air" Allnite, guard
 "Hollywood" Howie, guard
 "Tiny" Thomson, center
 "Crashin" Burns, forward
 "Lucky" Lloyd, forward

The Time Out Screen

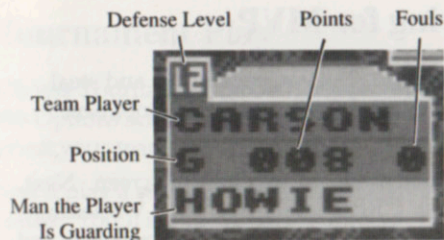
Press **Start** to pause the game. If you are on offense, you can call a time out now by pressing **Button A**. You'll go to the Time Out screen, where you can make substitutions and change your defensive strategy.

In 2 Player games, the offense can call a time out when either player pauses the game. When you get to the Time Out screen, the player on defense (with men showing) will use the screen first. When that player presses **Start**, the player on offense can use the screen.



To Make a Substitution:

- Use the **D-Button** to highlight a team player.
- Press **Button A**. The highlight will flicker.
- Use the **D-Button** to highlight a man on the bench.
- Press **Button A** to complete the substitution.



To Change the Man the Player Is Guarding:

- Use the **D-Button** to highlight a team player.
- Press **Button A**. The highlight will flicker.
- Use the **D-Button** to highlight a man on the opposing team.
- Press **Button A**. The player will now guard the opposing team's man that you highlighted.

Scoring Tip:

Double-team a high-scorer on the opposing team by putting two of your men on to guard him.

To Change the Level of Defense Played:

- Use the **D-Button** to highlight a team player.
- Press **Button B** to set the defense level:
 - 01 Loose defense.
 - 02 Standard defense.
 - 03 Tight defense.
 - 04 Last-ditch defense.

To Return to the Game:

- Press **Start**.

Role Playing for MVP

The Role Play feature lets you pass, shoot and steal your way to MVP, and challenge David Robinson to a hoop-bending showdown.

Choose Exhibition mode on the Options screen. Next, select a Role Play ("RP") setting and the 5 V 5 setting. Then draw your fast-break artists, slam specialists and ball stealers. The first player you draft is the man you will control during the game.

Your man will be signalled on court by an arrow that's the same color as his jersey. You control that player for the entire game. Otherwise, your button controls are the same as for regular play. In addition, you can call for the pass on offense by pressing **Button C**.

An MVP award is presented after the game. If you win the award, your team challenges the awesome Allstars, featuring David Robinson as their center.

Choose your MVP team from the roster. This is the ultimate challenge, since you won't know what your bench abilities are until after you see the Time Out screen.

The MVPs are in white jerseys, the Allstars wear black, and all players have Superstar shooting skills in this full-tilt main event.

Tournament Play

Choose Tournament mode (1 Player and 5 V 5 only) on the Options screen, and the Start Over setting. Then select your team and draft your players.

You'll play a series of games against all three of the other teams. You'll see the team standings at the half-time break and at the end of the games. The teams will be seeded for the playoffs after the first rounds. Win a playoff victory to compete in the *David Robinson Supreme Court Allstar* championship.

Gil Godfrey will give you a password after each Tournament game. Write down the passwords and the games they match. You can use the passwords to replay any Tournament game.

Using a Password



For a Tournament game rematch, choose Tournament mode and the Password setting on the Options screen. Exit to go to the Password screen, and enter a password. Press the **D-Button UP/DOWN** to set or change a character in the brackets. Press **LEFT/RIGHT** to move the brackets. Press **Start** to exit and begin the game.

Scorebook

Name	YOU	OPP	YOU	OPP	YOU	OPP
Team						
Score						

Name	YOU	OPP	YOU	OPP	YOU	OPP
Team						
Score						

Name	YOU	OPP	YOU	OPP	YOU	OPP
Team						
Score						

Credits

Designed by: Jerry Albright, Brian Howarth

Programming: Brian Howarth

Art design: Russel Comte, Jeff Godfrey

Additional art: Terry Lloyd, Leslie Doughty

Marketing management: Hugh Bowen

Music: Russell Lieblich, Mark Miller

Sound effects: Brian Howarth

Producers: Jerry Albright

Sega of America, Michael Latham

Testers: Jerry Markota, Scott Rohde, Javone Alonzo,

Jerry DeYoung, Steve Patterson, Joel Limmer, Jef Feltman,

Doug Lanford, Vy Nong, Tom Phillips, Mark Lindstrom,

James Maxwell, Bernard Whang

Manual: Carol Ann Hanshaw

Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System.
- 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 break 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.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at this number:

1-800-USA-SEGA

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.



SPORTS TALK BASEBALL™

500 PRO PLAYERS, BASED ON 1991 STATS

Bottom of the ninth. Two outs, two on. The pitcher takes a long look and delivers. The steal is on! The catcher throws to second. Safe! Here's the three-two pitch. Ball four. This is trouble!

Sports Talk Baseball delivers!

Non-stop play-by-play announcing pulls you off your seat and into the batter's box. Slug with your bat high like Ruben Sierra or hammer with Cecil Fielder's wide-open stance. Watch Ken Griffey, Jr. scramble for shoe-string catches! "Ironman" Cal Ripken, Jr. dives for hard shots in the hole!

Here's all the 1991 stats and over 500 pro players, including Kirby Puckett, Roger "The Rocket" Clemens, and "Doc" Gooden. Sharpen your team with pinch hitters and ace relievers like Dennis Eckersley. Seasons stretch up to 162 games including pennant race. A bench-full of batting styles, searing pitcher control and Sega Sports Talk hit home with all the big league baseball you can handle. And Conseco's up next...

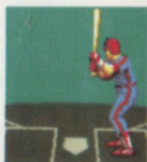
Ready at the plate. The wind-up. A fast ball!



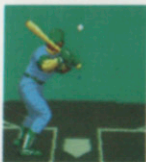
Andre Dawson and Mark Grace on base.



Will Clark



Lenny Dykstra



Terry Steinbach



Travis Fryman



672-0790

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Patents: U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)