

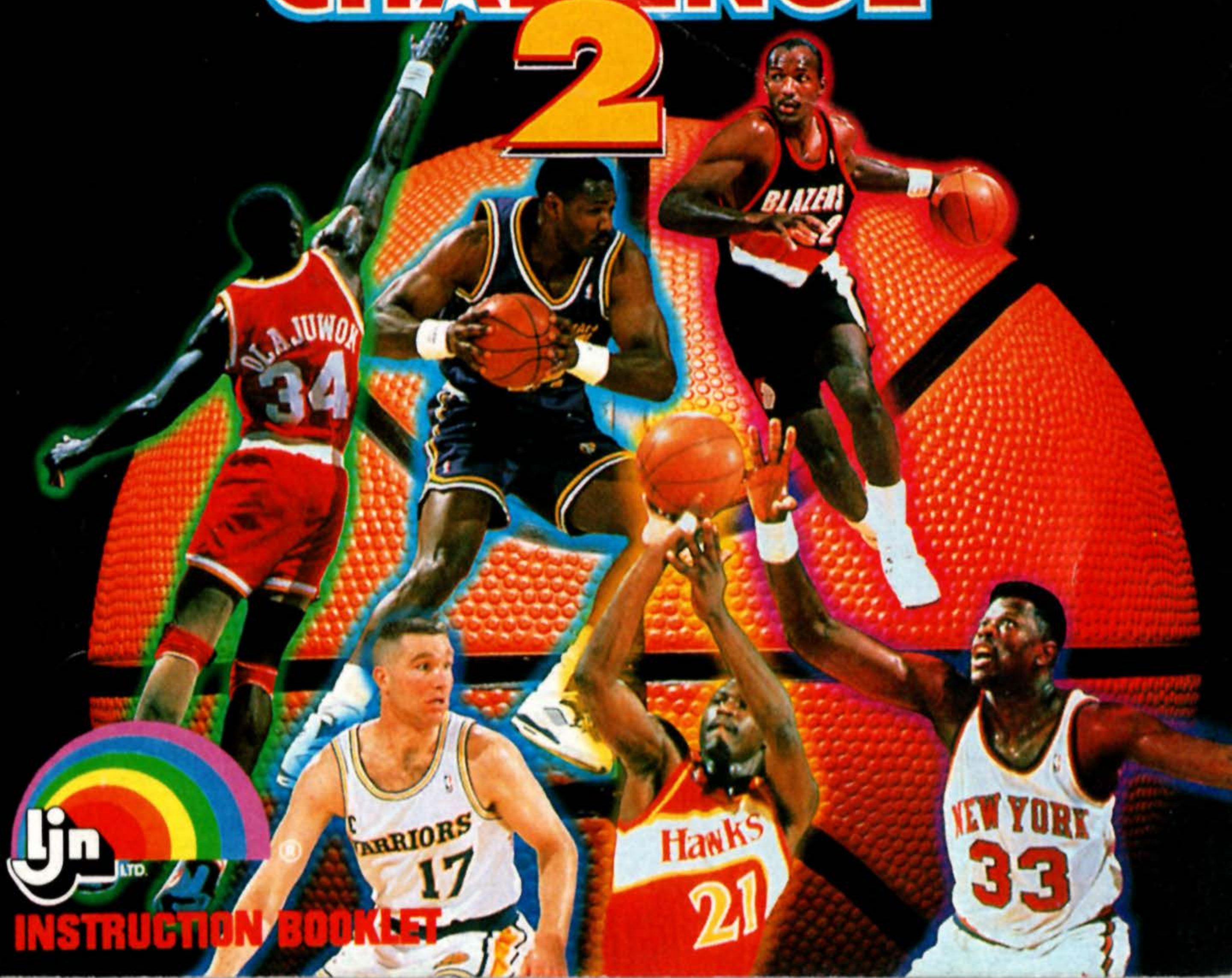
Nintendo®

GAME BOY®

# ALL-STAR CHALLENGE

# 2

DMG-H2-USA



INSTRUCTION BOOKLET





THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO GAME BOY SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.





# SAFETY FIRST...

This is a high precision game with complex electronic circuitry. It should not be stored or used in places that are very hot or cold. Never hit or drop it. Never attempt to open it or take it apart.

Don't touch the connectors or get them wet or dirty; this will damage the game circuitry. Keep them clean by storing the Game Pak in its protective case.

Don't clean with benzene, paint thinner, alcohol or similar solvents.

If you play for long periods of time, take a 10 to 15 minute break every hour or so.





# LET'S TAKE THE GAME TO THE BASKET...

You've played NBA All-Star Challenge...you've met the challenge. Are you ready to master NBA All-Star Challenge 2? The best of the NBA challenges you. Can you meet the test?? It's hotter, has new games, and has even more exciting plays.

Pick from the premier players in the NBA; every team is represented. You can make an NBA player perform at top level for a stand full of anxious fans. You can

match-up the best against the best. You can take on the best.

Give the fans what they want...a spectacular performance.







## THE NAME OF THE GAMES

You can play six-count 'em—six different games against the computer or another player using the Game Boy™ Game Link™ System. The 6 games are:

- \* **One-On-One**
- \* **Free Throw Competition**
- \* **Three-Point Shootout**
- \* **Slam Dunk**
- \* **Accuracy Shootout**
- \* **One-on-One Tournament**







Whether you play against the computer or against an opponent, the game play is very similar, so all descriptions in this book, unless otherwise noted, will be for the One Player version. Any differences will be covered under *Two-Player Preparation* on page 19.

## **SELECT GAME**

\* UP or DOWN ARROW on the CONTROL PAD — Select one of the six games.

\* START — When the B-ball is at your game choice. You will automatically move to the GAME SCREEN you have chosen.

**Go for it!!**







# ONE-ON-ONE

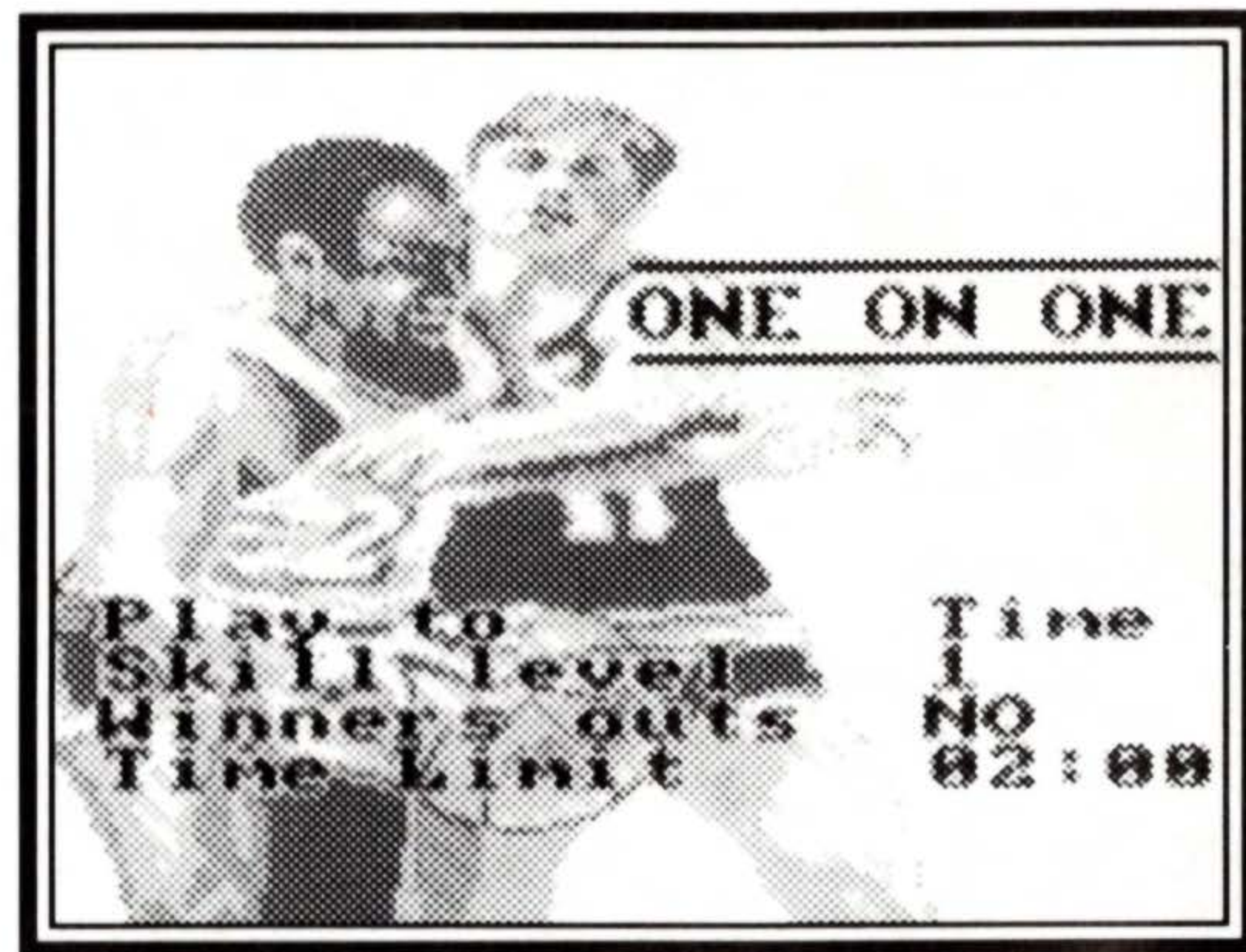
*One-on-One* is intense — quick shots, steals and rebounds make for exciting play. This is just what you'd expect, the ultimate half-court showdown. Make sure you turn in a thrilling performance.

Drive past your opponent, make the play and take your rightful place in NBA history.

## ONE-ON-ONE CHOICES

PLAY TO:

\* A BUTTON and B BUTTON —  
Select the score you want to play



to. A BUTTON increases the score — B BUTTON decreases the score.

\* TIME — If you want a timed





game, do not select a score-leave TIME in place. The game will play for the time limit you select below.

**SKILL LEVEL:**

\* A BUTTON and B BUTTON — Cycle through the 3 levels.

**NOTE:** 1 is the easiest — 3 is the hardest.

**WINNERS OUT:**

\* A BUTTON and B BUTTON — Cycle through "Yes" and "No" to indicate whether the player who

made the basket will retain possession or not.

**TIME LIMIT:**

\* A BUTTON and B BUTTON — Cycle through the four available time limits.

**NOTE:** You will play to SCORE or TIME. If you selected a score to play to, then the game will play without a time limit.

Press the START button to go to the Select Players Screen.



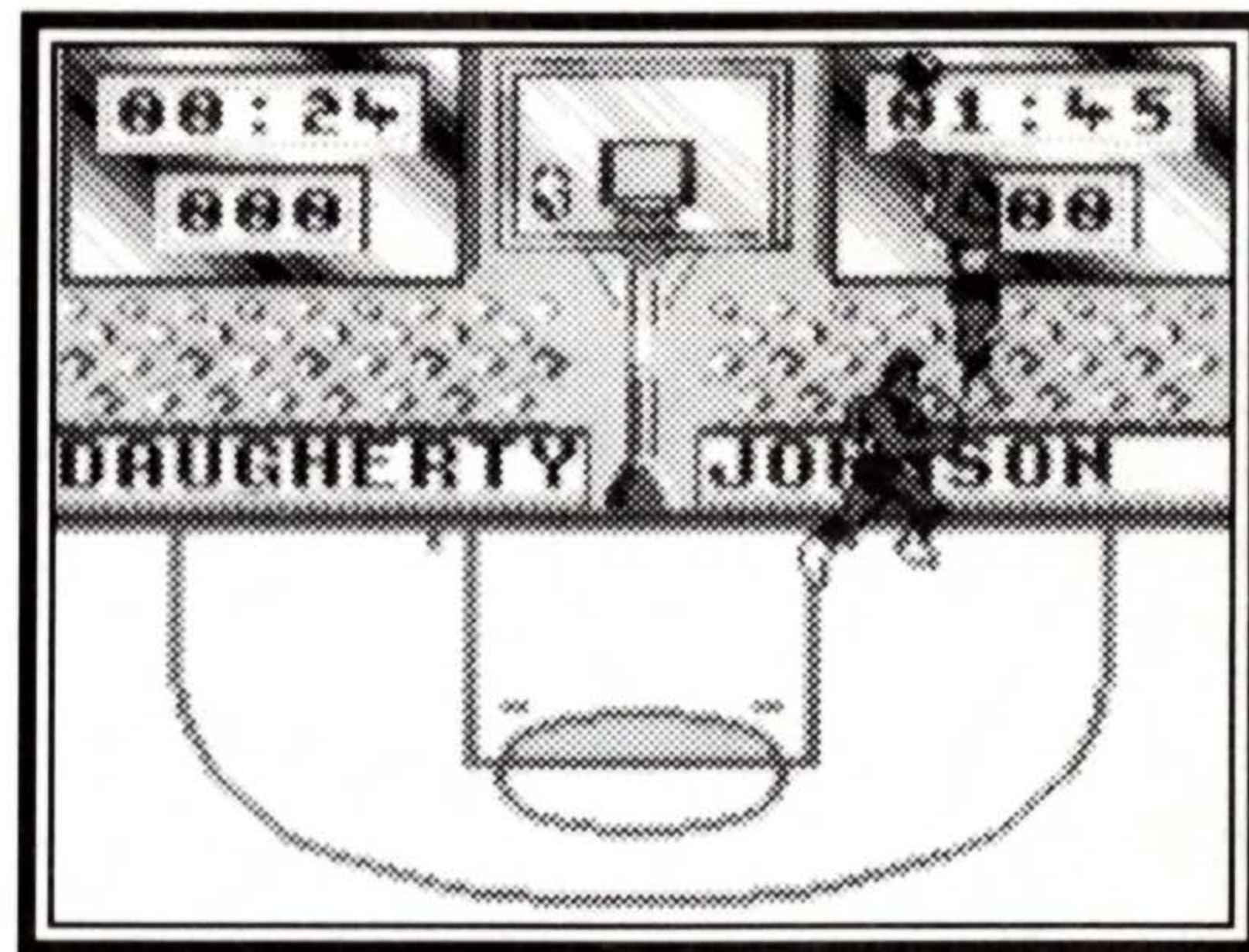


# SELECT PLAYERS

There is a player for every NBA team. Each player's picture, team logo and stats are shown. You will choose a player for yourself and one for the computer.

- \* A BUTTON or B BUTTON — Cycle through the 27 players.
- \* START — Chooses a player.

**NOTE:** Players are selected in the same way for all six games.







## HOW TO PLAY

From schoolyard showmanship to the proud tradition of the NBA, this is your opportunity to play with the best. You are playing to a packed house. Show them you can revolutionize the game. *One-on-One* is the hottest game in town — dazzle the fans with your ball handling, dominate your opponent and you can lead the league!

**Go for it!!**

## OFFENSE:

- \* JUMP SHOT — Press A BUTTON once to jump, press A BUTTON again to shoot.
- \* SLAM DUNK — When close to the basket, press A BUTTON to jump, then press B BUTTON to slam dunk.

## DEFENSE:

- \* BLOCK — Press A BUTTON to jump and block an opponent's shot.
- \* STEAL — Press B BUTTON to steal the ball from your opponent.





**NOTE:** Both players normally face the direction they are moving in, but if you want to continue to face the same way, even after changing direction, hold the B BUTTON while moving.

Don't be afraid to play the game intensely, but make sure you show good sportsmanship.

**VIOLATIONS:**

Charging. Blocking. Travelling. Didn't clear the ball. Shot clock violation. You can be called for a

violation and lose the ball just as if you were on an NBA court.





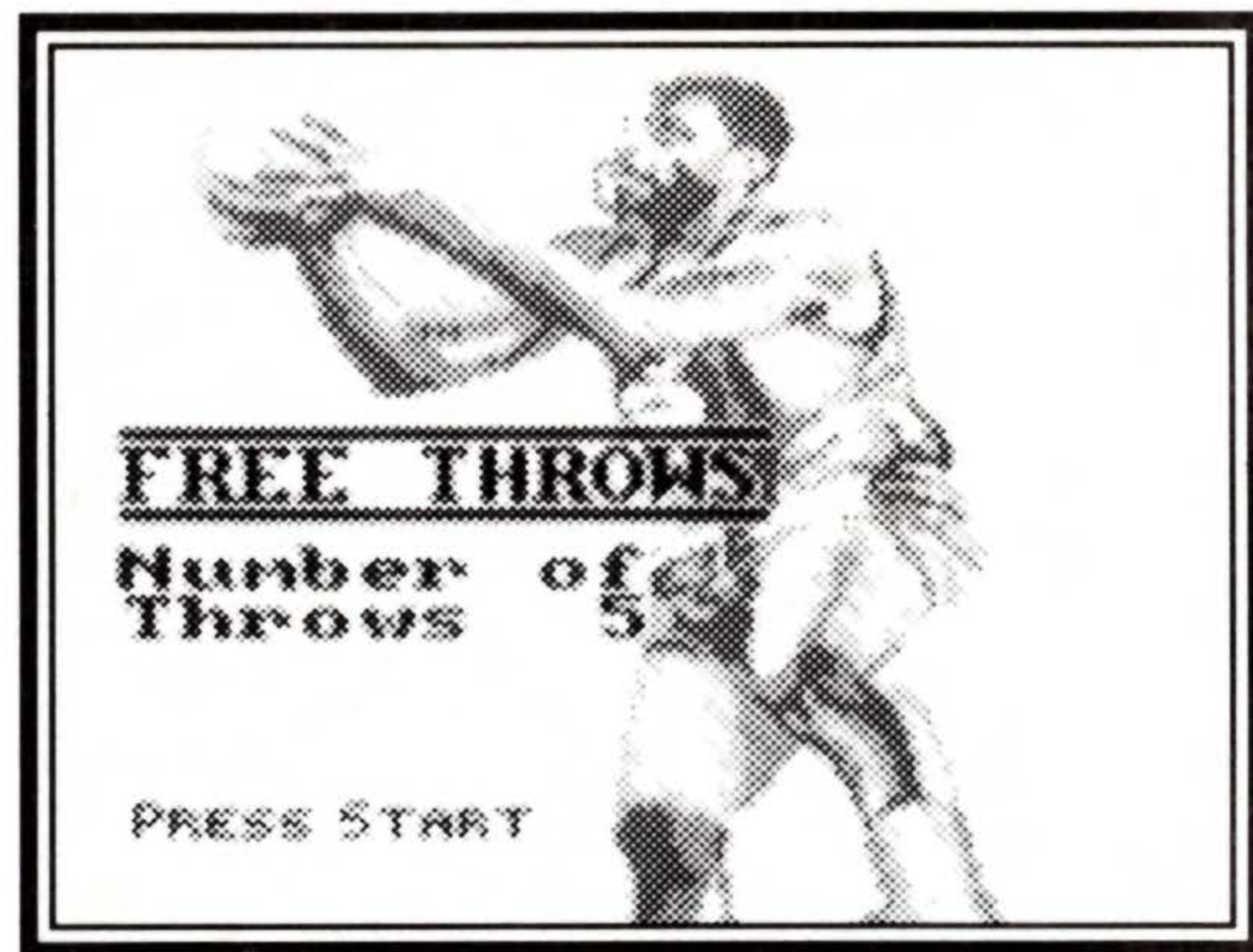


# FREE THROW COMPETITION

Guarantee an increase in your personal PPG (points per game). Excite the fans with your ability to sink a basket from the foul line. If you take your foul shooting seriously and practice often, you can lead the league. It's one more way to assure your place in the record book.

## THE SET-UP

Choose the number of shots you want to attempt by pushing







either the A BUTTON or the B BUTTON. Then Press START to access the Player Selection screen. SELECT PLAYERS as described on page 7.

## HOW TO PLAY

There's an art to consistently sinking the ball from the foul line. As you play, you're looking over your shoulder at the basket. The cursor is moving randomly and is only partially under your control. Line up your shot by centering the cursor over the basket...you can't ask for a better

shot than this.

## Go for it!!

- \* CROSSKEY — To center the cursor in the box on the backboard.
- \* SHOOT — Press A BUTTON.







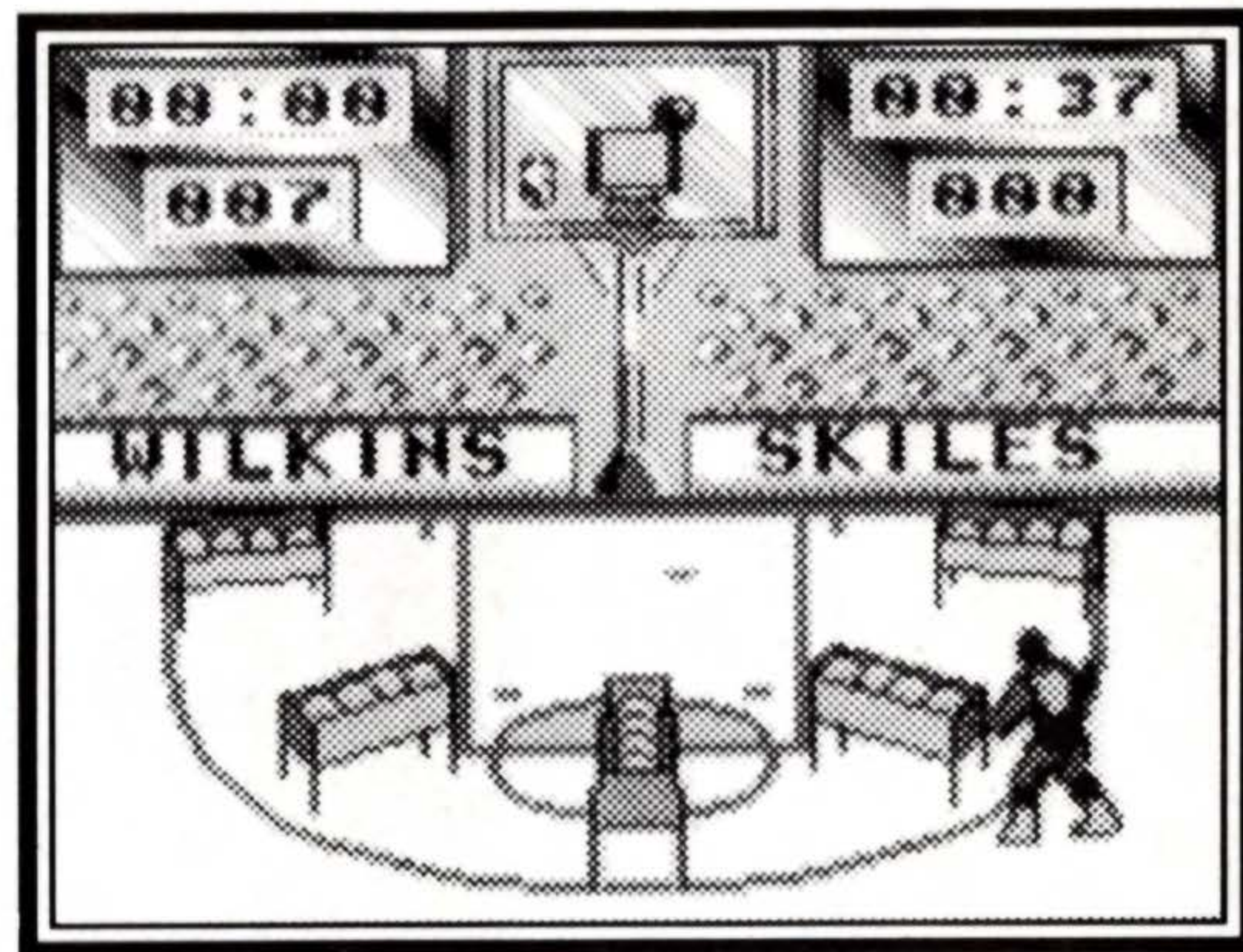
# THREE-POINT SHOOTOUT

You've got to get in the "rhythm." Shoot five balls from each of five different locations around the 3 point line and watch the fans cheer when you put one in the hoop. Choose WARMUP before challenging the best of the NBA. Do it...let it flow...get the timing and you get the basket.

## CHOOSE THE GAME

Select CONTEST or WARMUP.

SELECT PLAYERS as described on page 7.



## HOW TO PLAY

\* SHOOT — Press the A BUTTON to jump; press A BUTTON again to shoot. It's all in the timing. Practice...practice...practice.





## **CONTEST**

You shoot 25 times, fives times from each location. Then your opponent does the same. Make every shot count. The first four shots are worth 1 point each. The last shot from each location is worth 2 points. Make it count! What makes this contest even more of a challenge is the pressure of a 60 second time limit. Don't lose your cool when the 10 second warning buzzer sounds.

In the top box in the upper left corner, shots are counted down

from 5 to 0 in each position. Baskets scored are recorded in the box directly below. The one-minute time clock is in the upper right corner of the screen. Your opponent's baskets are recorded below the time clock.

## **WARMUP**

Select your NBA player and practice...practice...practice.

**NOTE:** In WARMUP, there is no time pressure. Take your time and improve your skills. Beat your own best record.

**Go for it!!**





# SLAM DUNK

You're doing this for the sheer excitement you get from ramming the ball through the net. When you do it right, it sends chills up and down your spine. Rule the air and dazzle the audience as you glide in and jam the ball. The Slam Dunk is the ultimate offensive weapon. Showcase your ability as you attack the basket in an aerial assault! When you know exactly where to begin, how long to hold, and when to slam the ball

through the hoop, you will be an unparalleled player.

Check out the backboard when you slam it.

## **CHOOSE THE GAME**

Select WARMUP or CONTEST.

## **WARMUP**

Means just that. Practice and master each dunk. There's an "X" to mark the spot where you begin your jump for the slam dunk. You get three tries and you choose the dunks: One





Handed Windmill, Double Hand Slam, Maximum Air, Backwards Jam, Swing the Cat or 360% Whip. You can then choose to continue WARMUP or go on to CONTEST.

## **CONTEST**

One player: SELECT PLAYER as described on page 7. Choose the dunk. You shoot, then the computer goes. You each have three dunks.

Two player: Player 1 selects and then Player 2 chooses. Then

choose the dunk. You shoot, then your opponent shoots. You each get three dunks. Three judges give scores after each dunk which are tallied after each contest to name the winner.

## **HOW TO PLAY**

- \* APPROACH THE BASKET — Use the CONTROL PAD.
- \* GO AIRBORNE — Press A BUTTON.
- \* SLAM — Press B BUTTON.



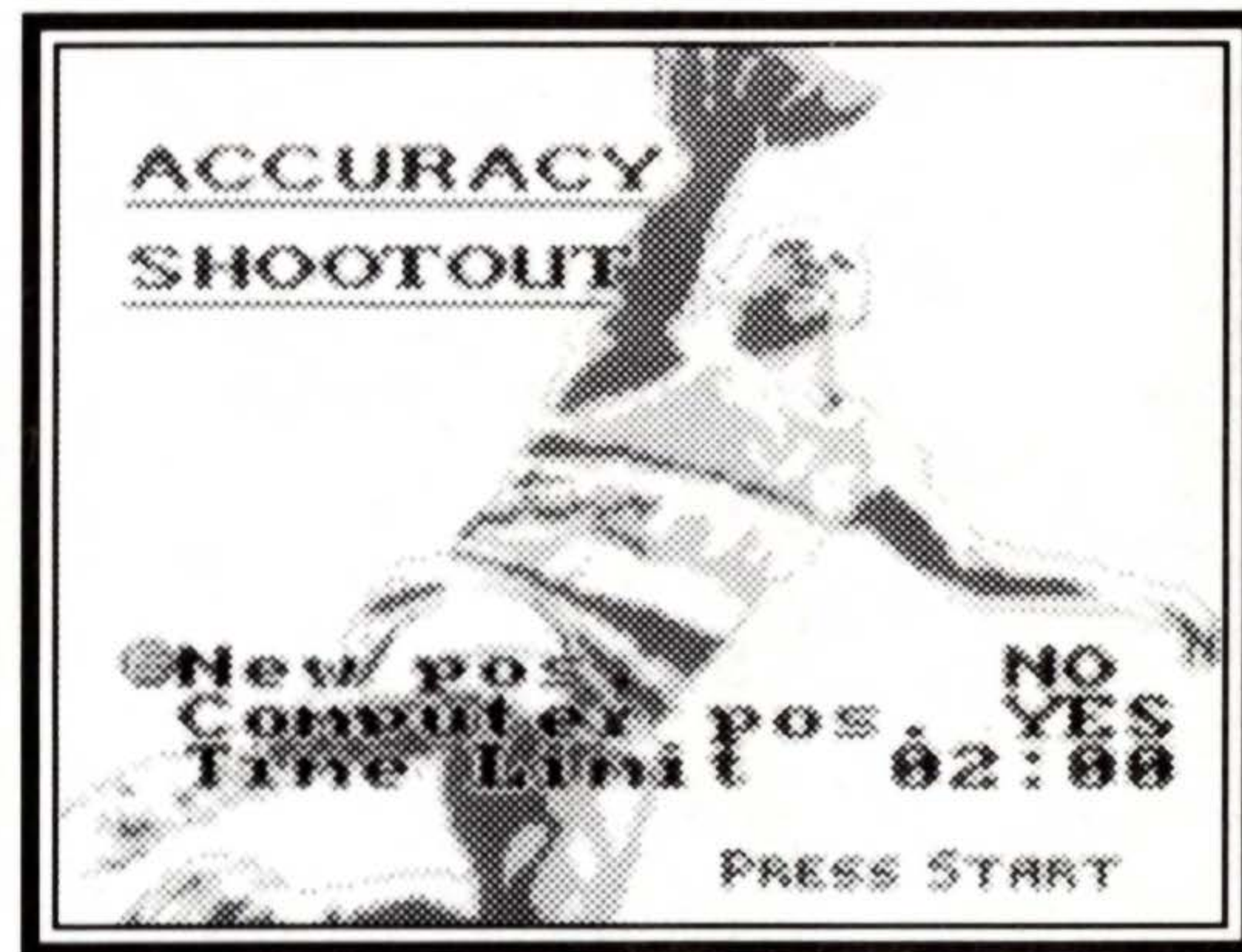


# ACCURACY SHOOTOUT

Hone your shooting skills. Here's your opportunity to practice quick-shots from around the court. Don't worry about an opponent, just concentrate on making as many shots as you possibly can within the time period. The instant the game begins, the clock starts to run. Hustle and get the highest score you can.

## THE SET-UP

Choose whether you or the computer will select the shot positions, then set the time and select your player. Use the DOWN ARROW on the CONTROL PAD to make selections.



## NEW POSITIONS

You will choose the ten positions you want to shoot from. To select a position, move the "X" to that spot and press START. Another "X" will appear; move it to the





next position you want to shoot from, then press START again. Continue until you have selected ten shooting spots. The game will automatically start when the tenth spot has been selected.

**NOTE:** Shooting positions appear in the order you chose them.

### **COMPUTER POSITIONS**

These positions are picked randomly by the computer.

### **TIME LIMIT**

\* A BUTTON and B BUTTON — Cycle through the four available time limits.

Press START for the Player Selection screen and SELECT PLAYERS as described on page 7.

### **HOW TO PLAY**

- \* Move the player over to the "X".
- \* JUMP/SHOOT — Press A BUTTON once to jump, press A BUTTON again to shoot.
- \* Move to the blinking "X's" and shoot until time runs out. The fun of being a pro is going from the practice court to prime time action.

**Go for it!!**





# ONE-ON-ONE TOURNAMENT

**NOTE:** One player mode only.

You've had time to scout the competition and rework your strategy. It's Tournament time. Your screaming fans demand fast paced action, devastating offense and pressure defense. You've had the practice. Give 'em cool three point shots, lightning quick steals and thunderous slam dunks. Be an innovator and lead the league. Prove you're the best.

## THE SET-UP

You are offered the same choices as regular One-on-One play.

## SELECT PLAYERS

Select 4 players and 4 opponents. SELECT PLAYERS as described on page 7.

## HOW TO PLAY

Play 4 elimination games...  
Winners are announced.

WORTHY	}	GAME 1
SEIKALY		
WILKINS	}	GAME 2
ROBINSON		
THOMAS	}	GAME 3
ROBERTSON		
SKILES	}	GAME 4
RICHMOND		





Good sportsmanship and polished ball handling skills minimize violations. Don't penalize yourself. The winners of the first four games are matched in games 5 and 6. A final game decides the champion. You're ready...

**Go for it!!**

### **TWO-PLAYER PREPARATION**

To enjoy two-player head-to-head action, connect two Game Boy units together with the Game Link. Insert NBA All-Star

Challenge 2 cartridge into each unit and turn on both power switches. When the NBA title screen is visible, either player can press START. This automatically puts you into two-player mode.

### **TWO-PLAYER VERSION GAMES**

Playing against another person instead of the computer is the same for most of the games, except for the following exceptions:





## ACCURACY SHOOTOUT

Only one of you can pick the spots to shoot from. Once those spots are chosen, both of you will shoot simultaneously, each on your own court. You will be able to see the other player's score as well as your own.

## TOURNAMENT

Unlike the other 5 games, the Tournament is strictly designed as a One Player game.





# **LJN Ltd. LIMITED WARRANTY**

LJN, LTD. warrants to the original purchaser only of this LJN software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This LJN software program is sold "as is", without express or implied warranty of any kind, and LJN is not liable for any losses or damages of any kind resulting from use of this program. LJN agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any LJN software product, postage paid with proof of date of purchase, at its Factory Service Center. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if defect in the LJN software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE LJN. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL LJN BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS LJN SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

**LJN Ltd., 1 Spring Street, Oyster Bay, N.Y. 11771 LJN Hotline: (516) 624-9300**  
**Distributed by Acclaim Distribution, Inc.**

All NBA and Team Insignias depicted are the properties of the respective NBA teams and NBA Properties, Inc. and may not be reproduced without written consent of NBA Properties, Inc. Nintendo®, Game Boy®, Game Link™ and the official seals are trademarks of Nintendo of America Inc. LJN® is a registered trademark of LJN, Ltd. ©1992 LJN, Ltd. All rights reserved. Printed in Japan.



PRINTED IN JAPAN