OZISOFT GAMESMEN PACK

THE SECRET OF MONKEY ISLAND

and

TV SPORTS BASKETBALL

FOR AMIGA AND IBM

The Secret of Monkey Island™

THE SECRET OF

MONKEY ISLAND™

Amiga® Reference Card

Contents

Your **Secret of Monkey Island** package should contain the following:

- ❧ Four 3.5" disks
- ❧ One User's Manual
- ❧ This Reference Card
- ❧ One Dial-A-Pirate Wheel

Getting Started

Note: If you are playing from floppy disks, we recommend that you first make backup copies of all disks and put the originals in a safe place. The disks are not copy-protected, so to copy them, just follow the instructions that came with your computer.

You can play from either a hard disk drive or a floppy disk drive:

From a floppy drive, insert the Secret of Monkey Island Disk 1 in your disk drive (DF0:) and boot off this disk. Open the disk icon and double-click on the **Monkey Island** icon.

If your Amiga has more than one floppy disk drive, you can play **The Secret of Monkey Island** by swapping disks in the drives when prompted.

To install The Secret of Monkey Island on a hard disk, double-click on the **Install Monkey** icon on the **Secret of Monkey Island**

Disk 1. From the list of options, select the hard disk partition on which you wish to install the game. Insert subsequent disks as prompted on-screen.

To load the game from your hard disk, open the **Monkey Island** hard disk drawer, and double-click on the **Monkey Island** icon.

Keyboard Controls

All of the verbs used in the game can also be selected by using keyboard commands. Each key corresponds to one verb. Pressing the appropriate key once is equivalent to moving the mouse pointer over the verb on-screen and pressing the left mouse button. The keys are mapped as follows:

O	W	U
Open	Walk to	Use
C	P	L
Close	Pick up	Look at
S	T	N
Push	Talk to	Turn on
Y	G	F
Pull	Give	Turn off

Q – scrolls the inventory up

A – scrolls the inventory down

#1-6 – selects from inventory objects shown on the screen and dialog choices in a conversation

Save/Load Instructions

If you are playing from floppy disks, you will need to prepare a blank, formatted disk BEFORE you start to play. This disk will become your save/load disk. Hard disk players will have their games saved in the directory with the game files.

Press **F5** when you want to save or load a game.

If you are playing from floppy disks, you should insert your save/load disk when prompted. Note: Be sure to wait until the drive light turns on—then off—before selecting **LOAD** or **SAVE**. Once the save/load screen is displayed, you can move the mouse pointer and click on **SAVE**, **LOAD**, **PLAY**, or **QUIT**. The save/load option will not be available during the opening sequence or the closing credits.

To SAVE:

Click on the **SAVE** option. The current list of saved games will be displayed in slots along the left side of the screen. Select a slot by moving the mouse pointer over it and clicking. Now type a new name for that slot or use the backspace key to change the existing name. Pressing **ENTER** will reactivate the mouse pointer. Click on **OK** to save the game, or **CANCEL** if you have changed your mind and do not wish to save it.

Warning: If you save to a slot that has been used before, the previously saved game will be overwritten by the new one.

To LOAD:

Click on the **LOAD** option. The current list of saved games will be displayed in slots along the left side of the screen. Select a slot by moving the mouse pointer over it and clicking. Click

Function and Command Keys

Save or Load a Game	**F5**
Bypass a Cut-Scene	**ESC** or press both mouse buttons at once.
Restart the Game	**F8**
Pause the Game	**SPACE BAR**
Message Line Speed:	
Faster	**+**
Slower	**–**
Reposition Instantly (Use instant repositioning if you find scrolling is too slow.)	**CTRL r**
Exit Game	**ALT x** or **CTRL c**
Win the Game	**CTRL w**
Version Number	**CTRL v**

on **OK** to load the game, or **CANCEL** if you have changed your mind and do not wish to load it.

Warning: Loading a previously saved game will cause you to lose the game you are currently playing.

The Secret of Monkey Island™

IBM®/Tandy® Reference Card

Contents

Your Secret of Monkey Island package should contain the following:

- Eight 5.25" disks or four 3.5" disks
- One User's Manual
- One Dial-A-Pirate Wheel
- One Upgrade Certificate

Getting Started

Note: We recommend that you first make a backup copy of all disks and put the originals in a safe place. The disks are not copy-protected, so to copy them, just follow the instructions that came with your computer.

You can play The Secret of Monkey Island from either a hard disk drive or a floppy disk drive, but we recommend using a hard drive if your computer has one. Some animations and sound effects will be omitted when the game is played from floppy disks.

To play The Secret of Monkey Island from a floppy drive, after booting your computer, place Disk 1 in drive A , type **a:** and press **ENTER**.

When you see the **A>** prompt, type **monkey** and press **ENTER** to start the game.

Follow the instructions on screen, and insert other disks when prompted to do so.

To install The Secret of Monkey Island on a hard disk, we have provided a utility that will automatically copy the program to your hard disk from the floppies included in the package. To run it, boot your computer, then insert Disk 1 in drive A, type **a:** and press **ENTER.** (This utility will also work from drive B.)

When you see the **A>** prompt, type the word **install** followed by a space, the letter of your hard disk, a colon, and then press **ENTER**. For example, if your hard disk is 'C', type:

install c:

and press **ENTER**. Follow the prompts to insert each disk in order. This will install the game in a directory called **monkey** on your hard disk. You can move the game if you wish by simply copying all the files into a new directory.

To play the game from your hard disk use these commands:

Switch to the correct drive (for example, type **c:** and press **ENTER**).

Type **cd \monkey** and press **ENTER** (to change to the correct directory).

Type **monkey** and press **ENTER** (to start the game).

Setting Preferences

When loaded, the program will select the best graphics mode for your machine. It will also check to see if you have a mouse driver or joystick installed, or an AdLib,™ CMS/GameBlaster, or CMS/SoundBlaster sound board, and will set up the game appropriately. If you wish to override these default settings, you may do so by adding the following letters (separated by spaces) after typing **monkey** when you start the game:

a	AdLib Music Synthesizer or SoundBlaster sounds
g	Gameblaster sounds
ts	Tandy sounds
i	Normal sounds (internal speaker)
m	MCGA graphics mode
v	VGA graphics mode
c	CGA graphics mode
e	EGA graphics mode
t	Tandy 16-color graphics mode
d	Use 2 floppy drives
mo	Use mouse control
j	Use joystick control
k	Use keyboard control

For example, to start the game in CGA graphics mode with AdLib sounds, type:

monkey c a

Cursor Controls

For keyboard cursor control, use either the arrow keys or the keypad:
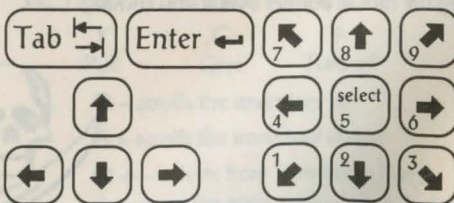
Use the **ENTER** or **5** keys to select objects on the screen for use in the sentence line, as well as to se-lect a line of dialog in a conversation. Press the **TAB** key to use a highlighted verb with the object the cursor is pointing to.

You can use a mouse for cursor control if you have installed a compatible mouse driver. The left mouse button corresponds to the **ENTER** key on your keyboard. The right mouse button corresponds to the **TAB** key on your keyboard. If you have both a mouse and a joystick installed, you may select one as your controller by holding down the **CTRL** key and pressing **m** for mouse or **j** for joystick. You may also recalibrate your joystick if the cursor is drifting across the screen by centering the joystick and pressing **CTRL j.**

Keyboard Controls

All of the verbs used in the game can also be se-lected by using keyboard commands. Each key corresponds to one verb. Pressing the appropriate key once is equivalent to moving the cursor over the verb and pressing the controller button. The keys are mapped as follows:

O Open	**W** Walk to	**U** Use
C Close	**P** Pick up	**L** Look at
S Push	**T** Talk to	**N** Turn on
Y Pull	**G** Give	**F** Turn off

Q – scrolls the inventory up
A – scrolls the inventory down
#1-6 – select from inventory objects shown on the screen and dialog choices in a conversation

Save/Load Instructions

If you are playing from floppy disks (and not a hard drive), you will need a blank, formatted disk BEFORE you start to play. This disk will become your save/load disk. If you are playing The Secret of Monkey Island from a hard disk, your games will be saved in the directory with the game files.

Press **F5** when you want to save or load a game. If you are playing from floppy disks, you will be asked to insert your save/load game disk.

Once the save/load screen is displayed, you can move the cursor and click on **SAVE**, **LOAD** or **PLAY**. The **SAVE/LOAD** option will not be avail-able during the opening sequence or the closing credits.
To SAVE:

Click on the **SAVE** option. The current list of

Function and Command Keys

Save or Load a Game	**F5**
Bypass a Cut-Scene	**ESC** or press both mouse/joystick buttons at once.
Restart a Game	**F8**
Pause the Game	**SPACE BAR**
Sound Control (controls the internal speaker only)	**CTRL s**
Message Line Speed:	
Faster	**+**
Slower	**–**
Reposition Instantly (Use instant repositioning if you find scrolling is too slow.)	**CTRL r**
Mouse On	**CTRL m**
Joystick On (Be sure to center joystick first.)	**CTRL j**
Exit Game	**ALT x** or **CTRL c**
Win the Game	**CTRL w**
Version Number	**CTRL v**

saved games will be displayed in slots along the left side of the screen. Select a slot by pointing the cursor to it and clicking. Now you will be able to type a new name for that slot or use the backspace key to change the existing name. Pressing **ENTER** will re-activate the cursor. Click the cursor on **OK** to save the game, or **CANCEL** if you have changed your mind and do not wish to save it.
To LOAD:

Click on the **LOAD** option. The current list of saved games will be displayed in slots along the left side of the screen. Select a slot by pointing the cursor to it and clicking. Click the cursor on **OK** to load the game, or **CANCEL** if you have changed your mind and do not wish to load it.

Warning: Loading a previously saved game will cause you to lose the game you are currently playing.

The Secret of Monkey Island™

Created and Designed by Ron Gilbert

Written and Programmed by Dave Grossman, Tim Schafer, and Ron Gilbert

Background Art by Steve Purcell, Mark Ferrari, and Mike Ebert

Animation by Steve Purcell, Mike Ebert, and Martin Cameron

Original Music by Michael Land, Barney Jones and Andy Newell (of earwax productions), and Patrick Mundy

"SCUMM" Story System by Ron Gilbert, Aric Wilmunder, and Brad Taylor

Produced by Gregory D. Hammond

Lucasfilm Games V.P. and General Manager, Stephen D. Arnold

Managing Director, Doug Glen

Director of Operations, David Fox

Marketing Manager, Stacey Lamiero

Public Relations, Betsy Irion

Administrative Support by Wendy Bertram, Meredith Cahill, Alexa Eurich, Paula Hendricksen, Debbie Ratto, Andrea Siegel, and Lisa Star

Lead Testers, Judith Lucero and Kirk Roulston

Package Design by Catherine Flanders

Marble Paper by Peggy Skycraft

Illustrated by Steve Purcell

Package Design Coordinated by Lyza Swearingen Latham

Manual Design by Mark Shepard

Thanks to Noah Falstein, Orson Scott Card, James Wood, Carol Traylor, and Carolyn Knutson

Special thanks to George Lucas

READ THIS FIRST... IT'S IMPORTANT!

Although you may have played other Lucasfilm games, there are a few differences in **The Secret of Monkey Island** that you should be aware of.

The interface you use to play the game now has an "auto-highlight" feature that highlights an appropriate verb when the cursor touches an interesting or useful object on the screen. For example, when the cursor touches a door that can be opened, the verb **Open** is highlighted on the screen. By pressing the right (or second) controller button or equivalent key (see your reference card for details), you can automatically perform the highlighted action—in this case, opening a door. Don't worry, though, this won't give away solutions to any puzzles!

Also, you do not need to "double-click" on objects (or **anything**) to use or activate them. A single click of the controller button should be used consistently throughout the game.

About The Secret of Monkey Island

In **The Secret of Monkey Island**, you play the role of Guybrush Threepwood, a young man who has just hit the shores of Mêlée Island (somewhere in the Caribbean). Our naive hero's travels have led him to Mêlée Island in a quest to fulfill his life's ambition...to become a fierce, swashbuckling, bloodthirsty **Pirate**. Unbeknown to Guybrush, however, there have been some strange happenings in the area surrounding Mêlée Island and the more mysterious Monkey Island. As he walks into this maelstrom of mystery, Guybrush will soon be very aware that things are not what they appear to be, that even bloodthirsty pirates can be scared, and that there's more to being a pirate than swinging a sword and drinking grog!

Here's where you come in... You direct the actions of Guybrush as he first explores Mêlée Island and then ventures on to Monkey Island. On Mêlée Island, Guybrush will have to prove himself worthy of becoming a pirate by completing **The Three Trials**. Through the course of completing these trials, you and Guybrush will learn much about pirate life and local folklore. But don't be surprised if you find that some of the people you meet seem rather anachronistic!

If this is your first computer adventure game, be prepared for an entertaining challenge. Be patient, even if it takes a while to figure out some of the puzzles. If you get stuck, you might need to solve another puzzle first or find and use an object. But hang in there and **use your imagination**, and you will guide Guybrush to discover...**The Secret of Monkey Island!**

Getting Started

To start the game on your computer, please use the computer reference card included with the game. It contains all the instructions specific to your computer.

Copy Protection

Once you've started the program, a screen will appear displaying a pirate's face (actually a combination of two faces). You will be prompted to enter a date that was significant in that pirate's life at a given geographical location. Use your **Dial-A-Pirate** wheel to match up the top and bottom halves of the pirate face you see on the screen. Then, locate the window on the wheel that matches the geographical location mentioned on the screen. Using the keyboard, type the date you see in the window.

Don't lose your Dial-A-Pirate wheel! Without it, you won't be able to play the game. If you lose the Wheel, you may purchase another from Lucasfilm Games. Call 1-415-721-3333 for more information.

Playing the Game

After the opening title sequence and introduction, Guybrush will meet the Official Lookout for Mêlée Island. When they've finished talking, Guybrush will walk down to the dock at one end of the town of Mêlée. You may begin directing his actions as soon as he gets to the dock. The screen is divided into the following sections:

1) The Animation Window is the largest part of the screen and is where the animated action takes place. It shows the "camera's-eye view" of the room or location that the main character is in. Dialog spoken by the characters, as well as game-related messages, also appear here.

2) The Sentence Line is directly below the Animation Window. You use this line to construct sentences that tell Guybrush what to do. A sentence consists of a **verb** (action word) and one or two **nouns** (objects). An example of a sentence you might construct on the Sentence Line is "Use shovel on dirt." Connecting words like "on" or "with" will automatically be inserted by the program.

3) Verbs must be selected from the words in the columns below the Sentence Line. To select a verb, position the cursor over the word and press the **left** mouse/joystick button or the **ENTER** key. Verbs are highlighted in a bright color when an obvious use for them appears in the Animation Window. For example, when Guybrush is near a door that can be opened, positioning the pointer over the door will highlight the verb **Open**. Pressing the **right** mouse/joystick button or the **TAB** key (to emulate the right button) will use the highlighted verb with the object, which in this case opens the door. But remember, although a verb is highlighted, that one verb may not be the only way to use an object. Try the other verbs as well!

4) The Inventory is the area to the right of the Verbs. At the beginning of the game the inventory is empty. When Guybrush picks up or is given an object to use during game play, the object is added to the Inventory. There is no limit to the number of objects Guybrush can carry (after all, he's young and strong!). When there are more than six objects in the Inventory, arrows appear to the left of the list. Use them to move the list up or down.

Nouns (objects) can be selected in two ways. You may select a noun by placing the cursor over an object in the Animation Window. Many objects in the environment, and all usable objects in the game, have names. If an object has a name, it will appear on the Sentence Line when you position the cursor over it. If no name appears for an object on the screen, you can be sure that it has no significance other than as part of the background. You may also select nouns by clicking on them in the Inventory.

To move Guybrush around, simply point the cursor where you want him to go, and click. Notice that **Walk to** is the default verb in the Sentence Line—this is because moving around is what Guybrush will be doing most often.

"Cut-scenes" are short, animated sequences—like scenes from a movie—which can provide clues and information about the characters. They're also used to show special animated sequences, as when Guybrush gets himself into a fight while "exploring" a mansion. When you are viewing a cut-scene, you do not direct the action.

Things to Try in the Town of Mêlée

Look at the poster on the first house at the dock. Select the verb **Look at** with the cursor by pressing the left mouse/joystick button or the **ENTER** key. Notice that the words "Look at" appear on the sentence line. Position the cursor over the poster and press the left mouse/joystick button or the **ENTER** key. This completes the sentence "Look at poster" on the sentence line. If Guybrush is not already standing in front of the poster, he will walk over to it and read it to you.

Open the door of the SCUMM BAR. Place the cursor over the door to the bar. You will notice that the verb **Open** is highlighted. Press the right mouse/joystick button or **TAB** key to open the door.

Go into the SCUMM BAR.

Talk to each of the pirates who pop up on the Sentence Line inside the bar...they'll provide you with useful information. See the next section entitled "Talking to Characters" for more information.

Talk to the Important-looking Pirates seated in the adjoining room. They're full of good advice about how to become a pirate!

See if you can outwit the Cook to get into the kitchen for a look around.

Once in the kitchen, step out onto the dock...you might be able to have some fun with that bird!

Talking to Characters

There are plenty of "colorful" characters in the game with whom you can converse. Each person Guybrush meets will have something to say, whether friendly or unfriendly...helpful, or unhelpful! Often, you can talk with someone at one point in the game, and then return to them later to get new information. To talk with a character, position the pointer on them and press the right
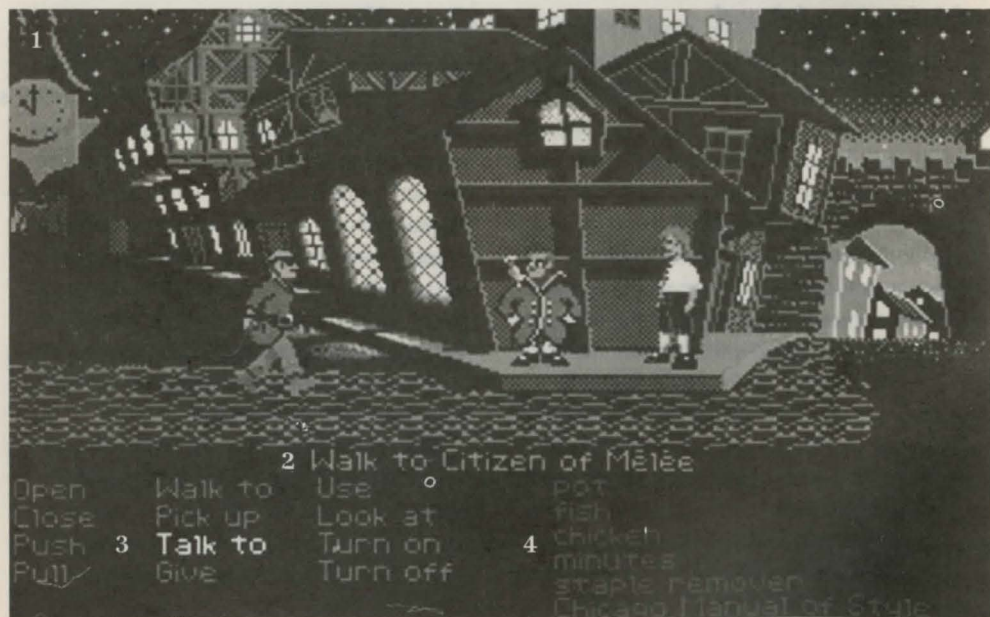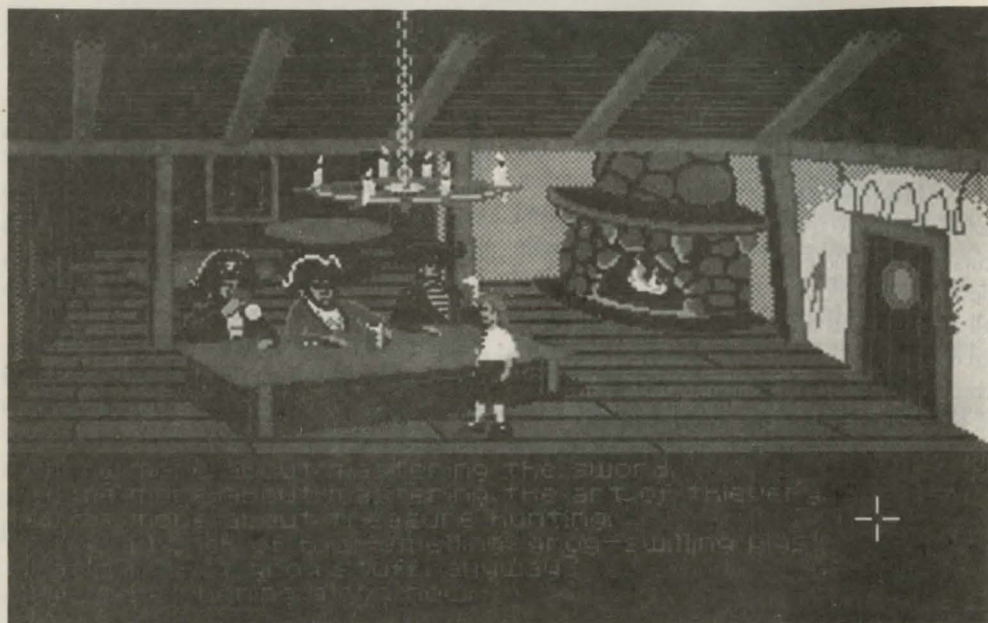
mouse/joystick button or the **TAB** key to use the **Talk to** verb automatically.

In a conversation, you will have to select what Guybrush says from among the possible phrases at the bottom of the screen. Just click on the phrase you want him to say. Of course, what Guybrush says will affect how other people respond. And, as conversations continue, you could be presented with a new array of dialog choices. Don't worry – we'll never punish you for selecting the "wrong" or funny dialog response. After all, you're playing this game to have fun!

Function Keys

To save your progress in a game, enabling you to turn the computer off and start again later in the same place, use the save feature. Simply press the Save/Load Game function key (**F5** on most computers – see your Reference Card for more information). Note: The name you use for a saved game must be at least two letters long.

To load a game you have saved, use the Save/Load Game function key any time after **The Secret of Monkey Island** has been loaded.

To bypass a cut-scene, press the **ESC** key, or press both mouse/joystick buttons at once. See your computer reference card for details. After you've played **The Secret of Monkey Island** several times, you may want to use this function to skip over scenes you have seen before, including the title sequence.

To restart the game from the beginning, press the key indicated on your reference card (**F8** on most computers).

To pause the game, press the **SPACE BAR**. Press it again to resume play.

To adjust the speed of the Message Line to suit your reading speed, press the keys indicated on your reference card (+ and - on most computers).

To turn the sound off and on, press the keys indicated on your reference card. **Note:** Sound for some computers can only be adjusted with the volume control on the monitor or television.

Our Game Design Philosophy

We believe that you buy games to be entertained, not to be whacked over the head every time you make a mistake. So we don't bring the game to a screeching halt when you poke your nose into a place you haven't visited before. We make it clear, however, when you are in a dangerous situation.

We think you'd prefer to solve the game's mysteries by exploring and discovering, not by dying a thousand deaths. We also think you like to spend your time involved in the story, not typing in synonyms until you stumble upon the computer's word for a certain object.

Unlike conventional computer adventures, you won't find yourself accidentally stepping off a path, or dying because you've picked up a sharp object. There are a few dangerous situations where Guybrush can die, but to anticipate them takes just a little common sense, not excessive paranoia. Save the game when you think you may be entering a dangerous area, but don't assume that every wrong step will result in death. Usually you'll get another chance.

A Few Helpful Hints

🖎 Pick up everything you can. Odds are, at some point all those strange things will serve some purpose.

🖎 If you get stuck and can't figure out how to proceed, try looking through all the items you've found and thinking about how each one might be used. Think about the places you've gone, and the people you've met. Chances are there will be a connection that'll put you back on track.

🖎 There is more than one way to solve many of the puzzles.

🖎 If you want to speed up game play, order a hint book from Lucasfilm Games. In the United States: 1-800-STAR-WARS (1-800-782-7927). In Canada: 1-800-828-7927.

🖎 If you want to access our automated hint line, call 1-900-740-JEDI (1-900-740-5334) in the United States only. The cost is 75¢ per minute. If you're under 18, first get your parent's or guardian's permission.

🖎 If you need technical assistance, call 1-415-721-3333. We're sorry, but no hints can be given on this line.

CINEMAWARE

Proudly Present

TV SPORTS BASKETBALL
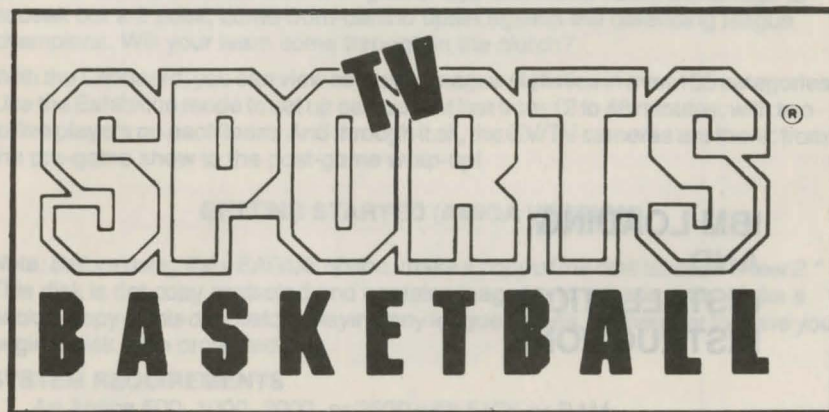
Manual
and
Keyguide

IBM LOADING AND INSTALLATION INSTRUCTIONS

1. Insert T.V. Sports Basketball Disk 1 into floppy drive. Change the current drive to access this disk.

2. To run the install program type install <press enter>. Follow on screen instructions on how to configure the game.

3. Type BBV <press enter> to run T.V. Sports Basketball.

INTRODUCTION

Welcome to *TV Sports: Basketball,* the most realistic and exciting basketball simulation ever created!

TV Sports: Basketball has something for everyone. The arcade action is fast-paced and authentic, with all the slam-dunks, three-pointers, and fast breaks of the real thing. Play through hot streaks when you can't miss a shot, and struggle through droughts when you go 0-for-9 at the foul line. Hear the home crowd roar as you make your patented 360°, behind-the-back slam. Witness the height differences as your 7'6" centre defends their 6'2" guard. Use that home count advantage to squeak out a 2 point, come-from-behind upset against the defending league champions. Will your team come through in the clutch?

With the Clipboard, you can view complete league statistics in over 135 categories. Use the Exhibition mode to set up games that last from 12 to 48 minutes, with two to five players on each team. And through it all, the CV/TV cameras are there: from the pre-game show to the post-game wrap-up!

GETTING STARTED (AMIGA VERSION)

Note: *Before using the* LEAGUE *option, make a copy of the disk labelled "Reel 2."* This disk is not copy protected and contains league and season data. Make a backup copy of this disk before playing any league games. Remember to leave your original disk write protected.

SYSTEM REQUIREMENTS
1. An Amiga 500, 1000, 2000, or 2500 with 512K or RAM.
2. A joystick connected to port 2.

OPTIONAL EQUIPMENT
1. Additional RAM. Users whose Amigas have 1Mb or more of RAM will enjoy enhanced sound.
2. A second joystick. For all options involving more than one player, connect a second joystick to port 1.
3. A Parallel Port Joystick Adapter, with a third and fourth joystick. Up to four players may play in exhibition games with this adapter.

Baseline: 50 ft.

19 ft.

Key

Foul line 15 ft. from basket

12 ft.

Sideline: 94 ft.

Three-point line

3 ft.

23 ft.
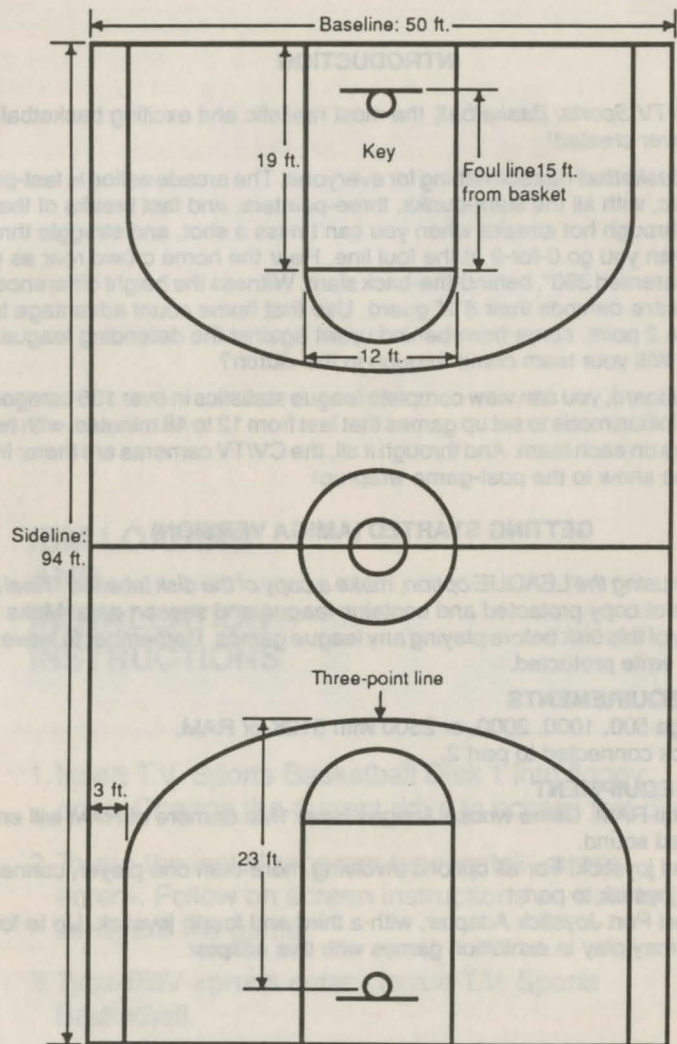
LOADING THE GAME

If needed, boot your Amiga with Kickstart 1.2 or above. At the Workbench prompt insert "REEL 1" in the internal drive (dfO:) and "Reel 2" in the external drive (df1:). The game loads automatically. One drive users should follow the on-screen prompts to exchange disks.

Note: Never exchange disks unless the program requests it.

THE ORIGIN OF THE SPORT OF BASKETBALL

Most modern sports are derived from games that have existed for centuries. Basketball, on the other hand, was invented late in the 19th century (1891) by a young Canadian clergyman, Dr. James Naismith. Naismith was working as a physical education instructor at a YMCA school in Springfield, Mass., when he was asked to come up with some type of activity which could be played indoors during the cold winter months. He wanted to design a game which involved a great deal of aerobic activity and developed coordination, with a minimum of physical contact (since the game had to be played indoors). He decided to use a large ball so no other equipment would be needed, and to use an elevated goal so scoring would depend more upon skill than brute strength. Naismith used old peach baskets as goals which were nailed to the balconies at each end of the gym. Someone had to climb up and get the ball every time a goal was scored.

RULES OF THE GAME

From this humble beginning, basketball has become one of the most popular and exciting sports in the world. Below is a summary of the official rules of the game, as laid out by the Cinemaware Basketball Association (CWBA).

OBJECT

The object of the game of basketball is to throw a large inflated ball through one or two elevated goals. When this is accomplished during the normal course of play it is called a *field goal*, or *basket*, and is worth two points. If the throw is made from outside of the *three-point line*, it is worth three points. After certain violations of the rules, called *fouls*, the fouled team may be awarded *free throws*, which are worth one point. The team scoring the most points wins.

THE COURT

The game is played on a basketball *court*, which measures 94 feet long and 50 feet wide. The lines running the length of th court are called *sidelines;* the lines running the width of the court are called *baselines*. The area enclosed by the side and baselines is considered *in-bounds;* everything else is *out-of-bounds*. A *mid-court*

line is drawn across the court exactly halfway down its length. On each end of the court is a rectangular area called the *key,* which is centred along the baseline, extends 15 feet into the court, and is 12 feet wide. The side of the key that runs parallel to the baseline is called the *free throw line:* it is from this line that penalty throws are taken.

The goals, also called *baskets* or *hoops,* are placed at either end of the court, and are mounted on a 6 ft by 4 ft *backboard* that is suspended 9 feet above the key and 4 feet in from the baseline. The basket itself is a metal ring 18 inches in diameter with white netting hanging from it, placed 10 feet above the floor.

PLAYING BASKETBALL
When a team receives the ball, they attempt to move the ball *downcourt* (toward the basket their opponents are defending) to score. A player may only advance the ball by passing it to a team-mate or by bouncing *(dribbling)* it while running or walking. The player may not run or walk with the ball unless he is dribbling.

When a player tries to shoot a field goal, two things may happen. If the shot is good, that team scores and a player from the other team takes the ball out-of-bounds and throws it in to a team-mate, who advances the ball to their basket. If the shot is missed, the ball bounces off the basket and the players try to get the *rebound.* Once the defensive team gets the ball, they become the offence and try to advance the ball downcourt to score.

SKILLS OF MODERN BASKETBALL
Basketball involves several key skills related to manipulating the ball. Most important of these are passing, shooting, and rebounding.

Passing means throwing the ball to another player. Passes may be thrown to any player, including the opposition if you are not careful . Any pass which leads directly to a player making a basket is called an *assist.*

Shooting refers to throwing the ball at the basket. One of the most important skills is the ability to shoot accurately. A typical basketball game will include such shots as the one or two-handed *lay-up,* the one-handed *jump shot,* the *pivot* or *hook shot,* and even the *slam-dunk.*

Rebounding is gaining possession of the ball when a shot is missed.

PLAYERS
A full roster on a basketball team is 12 players, plus the coach. In a standard game, five players for each team are in the game at all times: a *centre, two guards* and *two forwards.* Although every team member must be able to pass, shoot, and rebound with some degree of skill, each position requires some specialised skills. Taller players are often better rebounders and more effective shooters from the *inside* (within about 10 feet of the basket), while shorter players are generally quicker and more accurate at shooting from *outside.*

Guards: The two guards, or backcourt men, are usually the smallest and quickest men on the team. Facing downcourt, the left guard (called the *point guard*) usually brings the ball from the backcourt (where the opponents' basket is located) to the forecourt (the team's own basket). The right guard is sometimes called the *shooting guard.* The guards handle the ball more than the other players. The guards' most important function is to make things happen on the court by getting the ball to an open player and making sure the forwards and centre remain effective throughout the game.

Forwards: The forwards try to position themselves near the corners of the forecourt so they are in position to shoot or rebound. A forward should be a good defensive player who can prevent the player he is guarding from taking an effective shot. Most teams use a *small forward* who is a quick, accurate outside shooter, and a *power forward* who can make a large number of rebounds.

Centres: The centre is usually the tallest member of the team. He plays near the key and is primarily responsible for getting rebounds. Most of the shots taken by a centre are from inside.

PENALTIES
There are two types of penalties in the CWBA: violations and fouls.

Violations: When a players commits a violation, the ball is given (*turned over*) to the other team, who must throw it in from the baseline. There are five violations called

in the CWBA. *Travelling* is called when a player presses his button to take a jump shot, but does not release it's button before he treds on the ground. A *three-second violation* is called when an offensive player stays in the key for more than 3 consecutive seconds. A *five-second violation* is called if he does not make the in-bounds pass to one of his team-mates in 5 seconds or less. A *ten-second violation* is called if the offence does not get the ball over the mid-court line within ten seconds of being inbounded. A *24-second violation* is called if the offensive team does not attempt a field goal within 24 seconds.

Fouls: Personal fouls are violations of the rules involving personal contact between players. Each player is allowed a limited number of fouls per game before he is disqualified (*fouls outs*) and forced to sit out the remainder of the game on the bench. (The number of fouls allowed depends on the length of the game – see *Fouling Out,* page 34).

The result of most fouls is to award the fouled player one or two free throws. *Charging,* when the ballhandler runs into a defender who has established position, is not punished with free throws in the CWBA; the ball is given to the other team. Some free throws are awarded on a *one-and-one* basis: if the player makes the first free throw, he gets a second shot. If a player is fouled in the act of shooting and the ball goes into the basket, he is awarded one throw (a potential *three point play*). If the ball does not go into the basket, he is awarded two free throws. When a player fouls out, he is automatically replaced by the highest-rated player (in the same position) from the bench.

GAME MENUS

The main menu has three options: EXHIBITION, LEAGUE PLAY, and CLIPBOARD. To select an option, move the joystick up or down until the basketball icon is next to your choice, then press the button.

EXHIBITION GAMES

TV Sports: Basketball allows you to choose any two teams and have them play. The game does not count in the league standings (see *League Games,* page 23), nor are statistics from exhibition games added to the team stats display (see *The Clipboard,* page 27). You may play exhibition games as one player vs. the computer, two players in head-to-head competition, or with two players as team-mates. Exhibition mode also allows the player to play with two to five players per team, and with quarters that last from three to twelve minutes.

Starting an exhibition game: Select EXHIBITION from the main menu, then select ONE PLAYER, TWO PLAYERS or TEAM-MATES. When the clipboard appears, change the number of players on each team, the length of the quarters, or both,

then choose two teams by moving the pencil to the desired teams and pressing the button. Your selection is highlighted. The first team you select (highlighted in red) is the home team; the second team (highlighted in blue) is the visitor. The joystick in port 2 is always the home team. In two-player games, port 1 is always the visitor. When both teams are chosen, the game begins.

Team-mates: In order to play as Team-mates, you must have a joystick plugged into both ports one and two. Make your selections as described above to start the game. All Team-mates games use the Roleplaying option (see *Roleplaying,* page 26). In Team-mates games, joysticks 1 and 2 control players on the home team.

Three and four players (Amiga version): TV Sports: Basketball allows up to 4 players to play simultaneously during Exhibition games. To play with more than two players, you must plug a Parallel Port Joystick Adapter into your parallel port. You may use the F6 key to toggle joysticks three and four on and off at the substitution screen (see *The Substitution Screen,* page 28). Activating the third and fourth joysticks automatically, turns on the Roleplaying option.

The first press of the F6 key places these new players in the available spaces on the home team. The next press places them on the visiting team, and the third press removes them. For example, in a three-on-three Team-mates game, the first press places J3 (joystick three) on the home team. J4 doesn't appear, because there is no room on the home team. The second press places both J3 and J4 on the visiting team, and the third press eliminates them.

LEAGUE GAMES

The CWBA consists of 28 teams divided into two conferences and four divisions. Each team may have a human or computer *owner*. If you want to play in a league

by yourself, simply change one of the teams from COMP to HUMAN (see *Changing ownership*, page 37). In order to participate in the arcade sequences during a league game, at least one team must be human-owned. You can compete in a league with up to 27 other people, with each person selecting a team to own.

To start a new season, select NEW SEASON. If you wish to edit one or more teams (for example, to change a team's ownership), select EDIT TEAM (see *Editing a team,* page 37). When you are finished, or if you choose not to edit a team, select SAVE LEAGUE. (Note: Even if you do not want to edit a team, you *must* use SAVE LEAGUE to begin a new season.) When you are ready to play a game, select LEAGUE PLAY from the main menu, then CONTINUE SEASON from the league menu. All league games are five-on-five player games, with twelve-minute quarters.

Warning: SAVE LEAGUE *permanently erases* from your league disk all games played in an existing season, including all statistics! You are allowed only ONE season and ONE league per disk. To play more than one season at a time, simply make additional copies of Reel 2.

The weekly schedule: When you choose CONTINUE SEASON, you see a schedule of the current week's games. A blue C indicates a computer-owned team and a red H marks the teams which are human-owned. (If your team does not have a red H, you forgot to change the ownership and must go back and edit the team.) Move the pencil to the centre of the clipboard over the game which features your team and press the button. This game is now highlighted. To start the game, move the pencil to PLAY and press the button. If you do not wish to play a game, select CLIPBOARD to exit.

Hold and Auto modes: The right side of the schedule screen has a status column which indicates whether a game is in Hold or Auto mode. All games default to Auto unless they involve human teams. In which case they are put on Hold. Games in Auto mode are played automatically when PLAY is chosen¡ Games in Hold mode are not played until they are selected as described above, or changed to Auto mode. While you play your league game onscreen, all the games in the Auto mode are decided play-by-play offscreen. If you don't select a game before you select PLAY, all the games in the Auto mode are resolved.

To toggle games betwen the two modes, move the pencil to the status column of the appropriate game and press the button. This allows you to either hold a computer vs. computer game and watch it later, or auto-play a human team's game if that player is not available to play. This second option is useful because no one can advance to the next week until all of the games for the current week have been resolved.

The playoffs: The top two teams from each of the four divisions, eight teams in all,

go to the playoffs. Each divisional champion plays up to three games (a *best-of-three* series) against the runner-up from their conference's other division: a team must win two games to advance. The two teams remaining from each conference play for the conference championship, which is a *best-of-five* series. The conference champions play a *best-of-seven* series to decide the CWBA Championship.

Ties between two teams for runner-up in a division are settled as follows.
1. If the teams have played head-to-head, then the team with the winning record from that matchup is sent to the playoffs.
2. If the teams each have won an equal number of games in head-to-head match-ups, the team with the best point differential (points-for minus points-against) over the entire season is sent to the playoffs.

Three way ties are decided by point differential, so it pays to score as many points as possible in each game.

Note: After one team becomes the CWBA Champion, the other teams get "up for the game" by playing tougher against the defending champion. If you win the championship, be prepared for a tough season to follow.

THE CLIPBOARD
The CLIPBOARD option offers complete statistics for the league in progress on your league disk. (Statistics generated during exhibition games are *not* included.)

In the screens described below, the pencil moves around to various selections. Move the pencil to the selection of your choice and press the button. The Clipboard menu gives you the following choices.

VIEW SCHEDULES: This is a weekly schedule of the league games. The + and − icons at the top of the screen allow you go forward or backward in the schedule. Scores of games that have already been playing appear; the blue scores are the winners.

VIEW STANDINGS: The Standings screen allows you to analyse the record of every team in every division. From left to right you can see: win/loss record (W.L); average points for the team per game (PF/G); and average points against the team per game (PV/G). Each team can be selected; click on one to view its schedule (a complete list of opponents and scores of games that have already been played).

LEAGUE LEADERS: The best and worst performances in the league are represented here in up to 69 different categories. Choose from the four options at the bottom left to view leaders in twenty-four different combinations: the TOP 10 or BOTTOM 10 performers in the league: INDIVIDUAL, TEAM or TEAM DEF. (team defence) performances: SCORING or MISC. (miscellaneous) statistics; and AVERAGES or TOTALS. Each category can be selected; the column in red shows the current stat. For example, to see the best scorers, click on TOP 10, INDIVIDUAL, SCORING, TOTAL and PTS.

STATS BY TEAM: Complete stats are kept for each member of every team in the CWBA. Select a team from the team menu. The first screen you see gives a comprehensive analysis of the team's scoring ability broken down by field goals, three point shots, and points per game. You may also access the team roster from this screen. (You *cannot* make any changes to the player's abilities on this screen: it is for information only). The last two lines of each column give totals for the team and its opponents.

Both LEAGUE LEADERS and STATS BY TEAM display these statistics.

- MISC, AVERAGES and TOTALS:
  Rebounds (REB), Assists (AST), Blocked shots (BLK), Steals (STL), Turnovers (TRN), and Personal fouls (PF).

- SCORING TOTALS:
  Field goals made and attempted (FGM, FGA). Three-point shots made and attempted (3PM, 3PA). Free throws made and attempted (FTM, FTA), and Total points scored (PTS).

- SCORING AVERAGES:
  Field goal percentage (FG%). Three-point shot percentage (3PT%). Free

throw percentage (FT%), and Average points per game (PTS/G).

You may also print statistics with a printer; see *Printing Statistics,* page 40

TEAM STATISTICS				
CINEMAWARE	SCORING AVERAGES			
PLAYER	FG%	3PT%	FT%	PTS/G
GARNER	51.6%	35.1%	86.0%	30.8
CUTTER	50.0%	41.6%	40.0%	3.0
TODD	42.8%	0.0%	50.0%	0.6
SIMMONS	44.5%	40.0%	52.1%	5.2
ALBRIGHT	57.1%	38.2%	85.5%	19.2
TRUELOVE	44.2%	0.0%	50.0%	2.2
RIORDAN	48.9%	54.5%	67.1%	12.2
PLATT	49.6%	66.6%	53.4%	6.6
HILBERS	50.0%	0.0%	0.0%	0.7
DUGGAN	45.0%	37.5%	50.0%	13.4
COOK	52.2%	0.0%	40.0%	3.1
GODFREY	48.9%	33.3%	41.3%	12.7
CINW	50.1%	37.8%	63.1%	110.7
OPP.	49.0%	31.3%	61.5%	112.3

MISC. STATS

TOTALS

TEAM ROSTER   CLIPBOARD

THE ARCADE GAME

Once you have selected a game, either exhibition or league, the telecast begins live and direct from courtside with Max McGill on CWTV. However, if you want to skip the pre-game show and go straight to the substitution screen to see the starting lineup (to the tipoff in five-on-five games), just press your button again within two seconds of selecting the visiting team (Exhibition) or pressing play (League).

Each team in the league has its own team colour. Home teams wear jerseys in their team colour: visiting teams wear blue jerseys.

During the game, you control the player whose jersey is darker than those of his teammates. When not in Roleplaying mode, you change players as the game progresses. On offence you are always the man with the ball. When you are on defence, you control the last player on your team to have the ball, until you tap the button, which switches you to the man closest to the ball.

After the action begins, you may pause the game by pressing the spacebar.

TIPOFFS

At the beginning of all five-on-five, full-length games, the tipoff appears. The jumper on the left is on the home team; the one on the right is from the visiting team. Press your button to crouch and release it to jump for the ball. In a two-player game, the referee does not throw the ball until at least one player crouches. If you do not release the button, the computer eventually jumps for you, but you are unlikely to win the tipoff.

THE SUBSTITUTION SCREEN

The substitution screen gives game statistics and vital information regarding the condition of your players. It appears automatically at the begining of the game and at the end of each quarter. If you want to make a substitution at other times, you may call a time-out (see *Time-outs,* page 32), or press the spacebar during a *dead ball* situation (the time between a score or violator by your opponent and the following in-bounds pass).

When your computer opponent calls for a substitution during a dead ball, you have 30 seconds to make substitutions as well. If you call for the dead ball substitution, you have 60 seconds. You also have one minute between quarters and during a computer opponent's time-out.

The top half of the screen shows each team's score and the status of the players in the game. The pictures of the players show their fatigue levels: as they get more tired, they hunch over more. The boxes underneath show their positions, names, points (PTS), personal fouls (PF), and the opponents they are guarding. The lower

half of the screen shows the time left on the substitution clock, the quarter, the time remaining in the quarter, the number of time-outs remaining for each team, the players sitting on each team's bench, and the current game options (see *Game Options,* page 35).

Note: In games with less than five players on the court for each team, only the next seven highest-ranked players appear on the bench. For example, in a two-on-two game, the three lowest-ranked players do not appear.

To make substitutions: Move the basket cursor to the player you want to rest and press the button. This player is now highlighted. Move the cursor to the player on

the bench you wish to put in the game and press the button again. The two players switch places.

To change defensive assignments: Use the cursor to select your player, then move it to the other team and select the opponent you wish your player to guard. You may use this method to double-team an opponent, or just to switch the assignments of your players.

To have players trade positions: Use the cursor to select one player, then select another player. The two players trade positions. You may, for example, have your forwards switch sides or have the centre and a guard trade positions.

To change the player your joystick controls: When using the Roleplaying option, select the player you want to control and press the button, then move the basketball back to him and press the button again. The joystick indicator appears in the box under that player.

Each change takes effect as soon as you make it. If you finish making changes before the time-out ends, select DONE to continue the game. (In two-player mode, each player must select DONE to exit.) If you do not press DONE within the time allotted (as shown in the lower half of the screen), the computer exits back to the game. If the time-out expires before you complete a change, that change does not take effect.

THE PLAYCALLING SCREEN
The playcalling screen appears during the game whenever the players are crossing mid-court. During the screen you do not control the players, but are setting up the next play. At the top centre of the screen is a small half-court diagram that represents the offensive players positions: It does not show their actual locations on the court. On either side of this diagram is a roster of the players in the game for each team. One side is highlighted: that team is on offence. The basketball icon is positioned next to the current ballhandler between his points (PTS) and personal fouls (PF).

For each offensive player, there is a red arrow or dot located between their number and their name on the roster. These show the direction to push the joystick (the dot indicates a button press) to select that player. The offensive team selects a player to try to get open, and the defensive team chooses an opponent to guard more closely. When you choose a player, your team's name flashes to confirm that you have made a selection.

CINW 105 T.O. 2					REP. 106 T.O. 1		
NO.	NAME	PTS	PF		NO.	NAME	PTS	PF
32	GARNER	30	2		15	GIANUKAKIS	17	2
33	ALBRIGHT	19	3		21	GRAHAM	25	3
31	DUGGAN	13	4		31	ANDERSON	9	3
20	RIORDAN	12	5		45	ORESTAD	15	4
52	GODFREY	12	4		33	STREETER	23	3

02:18

LAYING OFFENCE
When you are on offence, you are trying to pass the ball in to a team-mate, bring it across mid-court within ten seconds, and then put the ball through the hoop before the 24-second shot clock runs out. You may advance the ball by dribbling or passing.

Dribbling: A player starts dribbling as soon as he gets the ball and continues until a defender makes him stop. Once a player *picks up his dribble* (stops dribbling), he may not dribble again; he must either pass or shoot.

Passing: Passing is the fastest way to move the ball around the court although it is a bit more risky than dribbling. When one of your team-mates thinks he is open, he will raise his hands to signal for the pass. (You always have one player who is at

least partially open.) Tap your button to throw the ball to him. Time your passes carefully to avoid having the ball stolen. (For more details on passing, see *Game Options,* page 35.)

Shooting: Shooting basically involves two moves: jumping up and releasing the ball. Holding down the button causes your player to jump up and releasing the button causes him to release the ball. Release the button when he reaches the top of his jump to shoot most effectively. If you do not release the ball, you will be called for travelling and the ball is turned over to the other team. Remember to hold the button while the player is going up; if you just tap the button, you pass the ball whether there is a safe pass available or not. Note: If some of your opponent's players are directly between you and the basket, do not push the joystick toward the basket when you shoot or you may be called for charging.

Free Throws: If an opponent fouls you, you may be awarded one or more free throws. Shooting a free throw is similar to shooting a field goal, except that you have to time the shot using a small green line that moves back and forth across the backboard. Push and hold the button, then release when the line is centred. You have only a few seconds to release the ball before the computer does it for you. The closer the line is to being centred, the more successful your shot will be. Another factor in making free throws is the player's shooting ability. A good shooter may make the shot even if the bar is off to one side; a poor shooter may miss even if the bar is in the centre of the backboard.

Offensive Strategy: If you get the ball by rebounding, try to pass it quickly to the man farthest downcourt. This kind of high-speed offensive attack down the length of the court is called a *fast break,* and is used to outrace the defenders for a quick score.

If you cannot use a fast break, try to set up a *screen* once the ball is down-court, in a screen play, an offensive player tries to position a team-mate between himself and the defender guarding him to get an open shot.

PLAYING DEFENCE
The goal of the defence is to prevent the offence from scoring. More often than not in basketball, the offence does score. However, if the defence is successful at least part of the time, your team can win. Remember the old adage: "Offence sells tickets: defence wins games."

Quickness is the key to good defence. In a man-to-man defence, players generally defend opponents in the same position (guards defend guards and forwards defend forwards). The primary goal of the defender is to prevent the player he is guarding from getting the ball, or to force him to shoot from a bad position.

While playing defence, try to do three things. First, when guarding the ballhandler, try to force him to pick up his dribble. To do this, keep getting in his way. Once he picks it up, he must pass or shoot. Stay close to him and stay in front of him. Make him go around you. If he gets by you, press your button to switch to the player closest to him (unless, of course, you are in Roleplaying mode).

Also, try for the turnover. There are several ways you can take the ball away from the other team. When guarding the ballhandler, press the button to attempt the steal. If you can force a violation, your team gets the ball. If your attempts fail, you may be called for a foul.

Finally, when his man shoots, try to block his shot. To do this, press the button when he is going up for the shot. Timing is a big factor – if you can jump at the same time as your opponent, your chances increase. As in stealing, unsuccessful block attempts often result in foul calls.

TIME-OUTS
Only the team in possession of the ball can call a time-out. First, you must press the spacebar (pausing the game), then press your button. You are prompted to press the button so a time-out is not called by mistake. The game can be paused

at any time by pressing the spacebar. The number of time-outs each team gets depends on the length of the game.

Length of each quarter	3 min	6 min	9 min	12 min
Time-outs per half	2	3	4	5

GAME CLOCKS
During the game, two clocks may appear. The 24-second shot clock is shown in the lower right corner of the screen when you have five seconds left to shoot. The game clock appears in the lower left corner of the screen during the last ten seconds of each quarter.

FOULING OUT
A player is allowed to commit a limited number of personal fouls before he fouls out of the game. The number of fouls permitted depends on the length of the game.
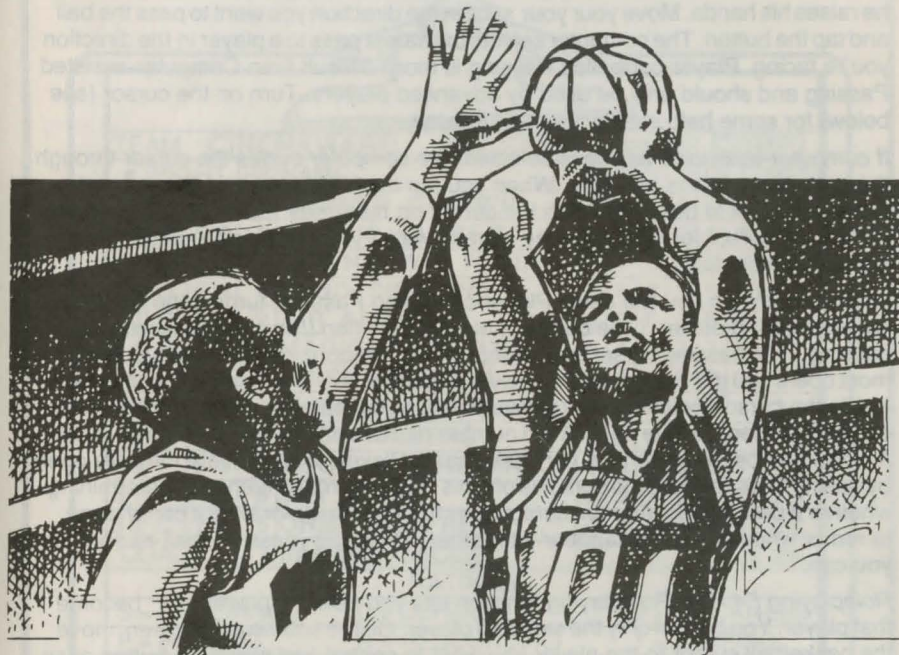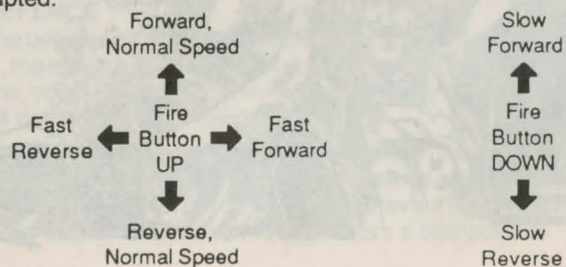
Length of each quarter	3 min	6 min	9 min	12 min
Fouls to foul out	3	4	5	6

OVERTIME
Basketball games cannot end in ties. In 9 and 12-minute exhibition games and all league games, overtime periods lasting 5 minutes are added until there is a winner. In 3 and 6-minute exhibition games, the overtime period lasts for 2 minutes.

INSTANT REPLAY
During play, you may press F10 to view an Instant replay of the last sequence. Your joystick controls the action just like the buttons on a VCR. Push forward with the joystick to replay forward at normal speed. Pull back to reverse at normal speed. Right will play foward at double speed, while left will reverse at double speed. Press the button and move the joystick foward to see the replay in slow motion foward, or pull the joystick back with the button depressed to see the slow motion replay in reverse. Press F10 again to resume play. Pressing F10 in the middle of a play temporarily suspends that play. When you resume play, the play will continue as if it was not interrupted.

```
Forward,                              Slow
Normal Speed                          Forward
     ↑                                   ↑
     Fire                                Fire
Fast ← Button → Fast                    Button
Reverse   UP    Forward                  DOWN
     ↓                                   ↓
Reverse,                               Slow
Normal Speed                          Reverse
```

GAME OPTIONS
In order to make the game enjoyable for players at all levels of ability, several options have been added to change the difficulty of the game. These game options are on the bottom of the substitution screen and are printed in red or grey. Red indicates that the option is on and grey means it is turned off. Some game modes do not allow access to all the options, so if one does not appear at the bottom of the screen, you cannot change it. For example, Fatigue cannot be turned off during a league game, so it will not show on the substitution screen. The default modes are: Player-controlled Passing, Cursor on, Roleplaying off, and Fatigue on. The *default* modes are set for a *moderately difficult level of play*. To toggle the functions on and off, press the appropriate function key.

Passing F2: This lets you toggle between Player-controlled Passing and the simpler computer-assisted passing. If Player-controlled Passing is selected, you have

complete control of the passing game. When one of your team-mates gets open, he raises his hands. Move your your stick in the direction you want to pass the ball and tap the button. The computer selects the safest pass to a player in the direction you're facing. Player-controlled Passing is more difficult than Computer-assisted Passing and should only be used by advanced players. Turn on the cursor (see below) for some help in selecting a safe pass.

If computer-assisted Passing is selected, the computer cycles the cursor through the open players one at a time. When you tap the button to pass, the computer passes the ball to the player with the cursor on his jersey. Because the computer moves the cursor for you, you may have to wait if you are trying to pass to a particular individual.

Cursor F3: When you are using Player-controlled Passing, turning the Cursor on makes passing easier. (The cursor is always on when using computer-assisted passing.) The passing cursor is an orange circle that appears on the player who is most open, and the cursor has that player's number in it. The colour of the number inside the cursor indicates the relative safety of the pass. A green number in the cursor represents a safe pass. A red number marks a pass which is somewhat risky. A white number represents a *very* risky pass. Players also indicate they are open by raising their hands. If the cursor is off, this is your primary method of determining whether a pass is safe. A green cursor does not stay green for long; it can change to red or white or even disappear altogether. Therefore, pass the ball as soon as you can.

Roleplaying F4: The Roleplaying function lets you select a player and "become" that player. You control only the selected player. On the substitution screen, move the basketball cursor to the player you want to control and press the button once. The cursor moves to DONE, so move it back to the player and press the button again. The joystick indicator is now on this player. When you return to the game and think you are open for the pass, tap the button to call for the ball.

Fatigue F5: As the game progresses, players get tired and their effectiveness is hampered, necessitating changes in the line-up. Players recover during time-outs, between quarters, and while on the bench. The players can be fresh, tired, exhausted, or injured. Any player who is injured is out for the rest of the game. The players on the bench have their fatigue levels listed by their name. The fatigue levels of the players in the game are depicted by their posture as shown on the substitution screen. Monitor your players' conditions in order to get the best performance from each member of your team. For example, any player left in for an entire 48-minute game is exhausted by the end and could easily be injured. Every player has a different amount of stamina. If you are playing an exhibition game, you may turn the Fatigue function off and your players will remain fresh throughout the game.

TEAM	CINEMAWARE		ABV CINW		OWNER COMP.						
#	PS	HT	RK	NAME	S	P	D	R	Q	J	TOT.
32	G	6'2	1	GUNNER GARNER	8	5	4	2	6	7	32
4	G	5'9	6	COOKIE CUTTER	4	6	5	3	5	4	27
42	G	6'5	10	DOWNTOWN TODD	3	4	5	4	3	4	23
45	G	6'4	4	SPUD SIMMONS	5	6	4	5	5	4	29
33	G	6'2	2	AIR ALBRIGHT	8	2	6	4	6	5	31
34	F	7'0	12	MAGIC TRUELOVE	4	4	4	3	3	3	21
20	F	6'8	9	BRICK RIORDAN	6	3	5	6	2	2	24
13	F	610	11	JUMPIN-JACK PLATT	5	6	4	5	1	1	22
0	F	7'3	13	HACK HILBERS	2	2	5	3	1	7	20
31	F	6'5	3	DOCTOR DUGGAN	5	5	5	5	5	5	30
51	C	7'2	8	SKY COOK	5	3	3	6	5	3	25
52	C	7'4	5	OHMI GODFREY	4	2	7	5	5	5	28
COACH			7	JAMMIN' JACOB							26

---RATINGS---

S = SHOOTING	D = DEFENSE	Q = QUICKNESS
P = PASSING	R = REBOUNDING	J = JUMPING

SAVE CHANGES   CANCEL

EDITING A TEAM

Whenever you start a new season, you have the option of editing a team. You can change the team name (and choose a 4-letter abbreviation for that team), the players' names, their rankings and ratings, and the team ownership (HUMAN or COMP). Just move the pencil to the item you want to change and press the button.

Changing ownership: Move the pencil to the upper right corner and change the owner from COMP to HUMAN by pressing the button.

Changing names: Move the pencil to the item you want to change and press the button. A flashing red cursor appears in the first column of the input area and moves to the right as you enter a name. Team names may be up to 13 characters long;

abbreviations up to 4 characters. Players' names must be entered as a first and last name only and may be up to 17 characters long. Last names longer than 9 characters may be abbreviated on the substitution screen and some statistical screens.

Changing rankings and ratings: Move the pencil to the ranking you wish to change and press the button. When you change a player's rank, you must enter leading zeros (08. for example) since the computer will only accept two digits. The players are ranked from 1 to 13 and the rankings determine the total number of "talent points" that a player is allocated. The best player (ranked #1) is given 32 total talent points and the worst player (ranked #13) is given 20 talent points. The talent points are divided among six categories: Shooting, Passing, Defence, Rebounding, Quickness, and Jumping (see *Ratings,* below, for an explanation of these categories). To change the distribution of talent points, move the pencil to the player's Shooting rating and press the button. The maximum number of talent points a player may have in any one category is eight and the minimum is one. When you change a player's ranking, the old rank, along with its distribution of talent points, is graded to the player who formerly held the new rank.

Example: A guard is ranked 13 and his points are placed as follows: S:5, P:4, R:1, Q:5, J:1. A forward on the same team is ranked 4, and his points are S:7, P:3, D:6, R:6, Q:2, J:5. When the owner of the team decides to improve his guard to the 4th-ranked player on his team, the forward becomes number 13, with S:5, P:4, etc.

If you have completed editing your team select SAVE CHANGES from the bottom of the screen. This is a temporary save function which allows you to edit other teams if you wish. In order to save the changes permanently for later use, you must select SAVE LEAGUE from the NEW SEASON menu. Once you have done this, you have a *permanently modified* league disk. Several editing sessions may be used to create a multi-league. When all the players are satisfied with their teams, select CONTINUE SEASON to begin league play.

The Cinemaware team cannot be edited. You can select it as your in both team exhibition and league play (you can change the ownership), but cannot make changes to any player.

RATINGS

As you edit your team, keep in mind that all of the areas a player is rated in are interrelated, and a low or high rating in any area will affect performance in other areas.

Shooting: The Shooting rating refers to outside shooting. Whether a shot is made is determined by shooting ability, proximity of a defender and his defensive ability, jumping, momentum, and the timing of the button release.

Passing/ballhandling: The Passing rating affects the number of passes stolen, the chance of a defender to stop you while you are dribbling, and the number of passes shown as safe (green). A player with a good passing rating has more opportunities to make safe passes.

Defence: The defence rating affects the player's ability to force the ballhandler to pick up his dribble, to steal passes, and the number of fouls called against the player.

Rebounding: The higher the Rebounding rating, the more likely a player is to get a rebound. Rebounding is also affected by height and jumping ability.

Quickness: The Quickness rating doesn't have any direct correlation to a particular skill, but affects how fast a player moves around on court, how often he gets open for passes, how effective he is on the fast break, and how closely he can guard an opponent.

Jumping: Overall, this determines how high a player jumps, but also has an impact on rebounding, blocking shots, and shooting. Better jumpers are more effective in all these areas.

The ranking of the team's coach has a subtle effect on the game. A well-coached team shoots free throws more accurately, makes more steals, and turns the ball over less frequently.

PRINTING STATISTICS

You may print out statistics for the last game played and for the current league season, as well as the team rosters. Reel 2 contains three files: GAMESTATS.PRT, SEASONSTATS.PRT, AND ROSTERS.PRT. These are normal text files. To print them, you may use any word processing program, or the following Amiga DOS command:

copy REEL2: (filename) prt: