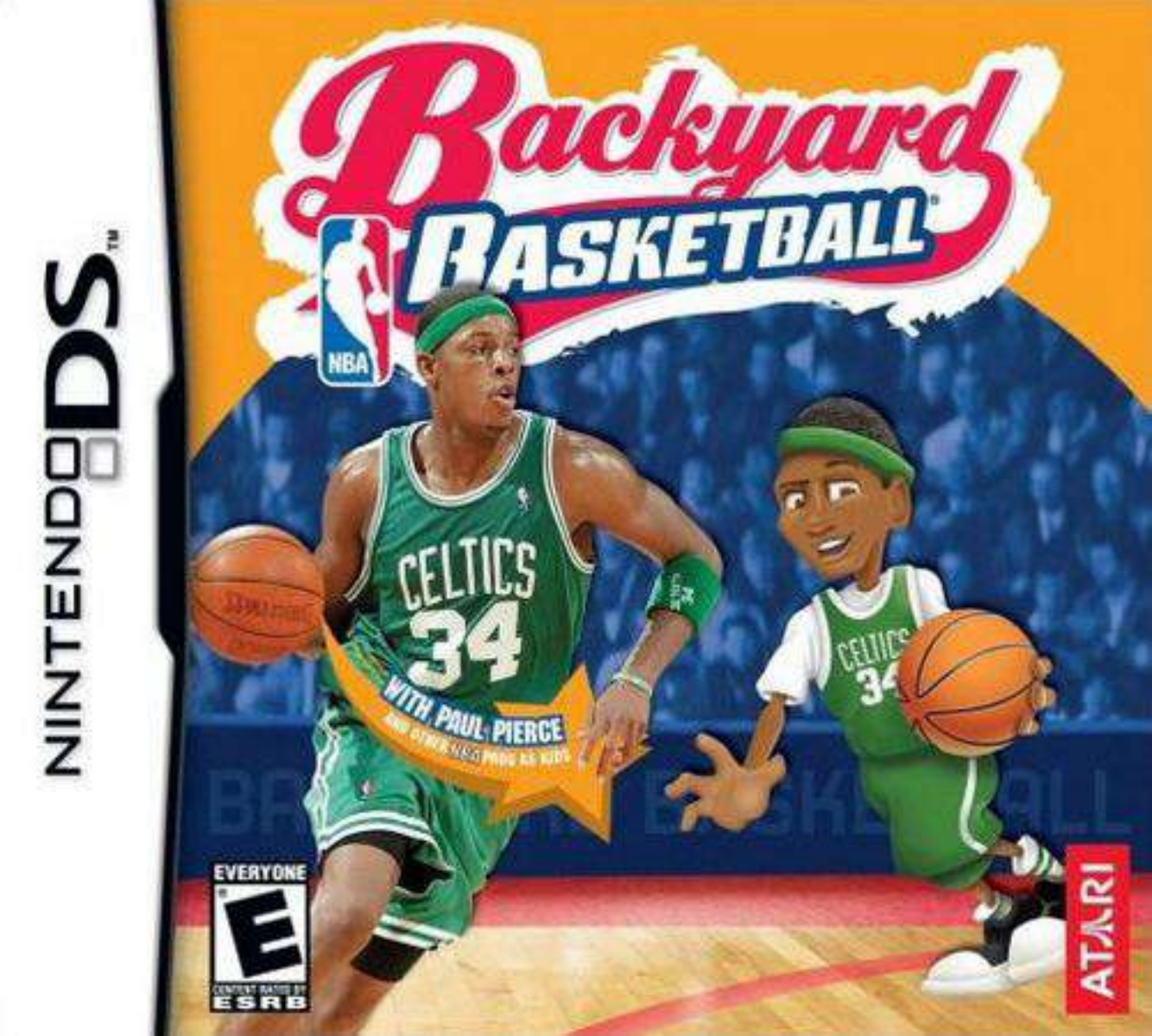
NINTENDO DS™
Backyard
BASKETBALL
NBA
CELTICS
34
WITH PAUL PIERCE
EVERYONE
E
CONTENT RATED BY
ESRB
ATARI

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV–E

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THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

Wireless DS Multi-Card Play 1-2

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

EVERYONE E CONTENT RATED BY ESRB

Nintendo

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GETTING STARTED

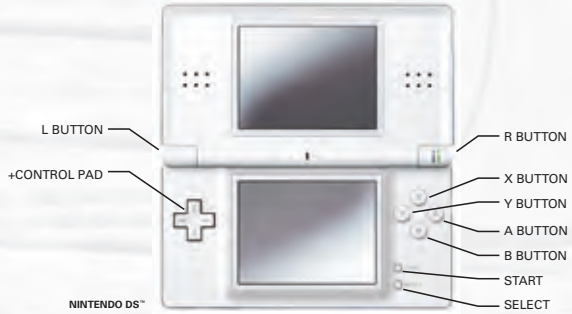
1. Turn OFF the Power Button on your Nintendo DS™ System. Never insert or remove a Game Card when the power is ON.
2. Insert the Backyard Basketball® Game Card into the Game Card Slot on the Nintendo DS System. To lock the Game Card in place, press firmly.
3. Turn ON the Power Button.
4. When the Title Screen appears, touch the Touch Screen to begin.

SAVING AND LOADING

With Auto-Save set to ON (see “Options” on page 8), your Season Play progress is automatically saved following the completion of each game. To pick up exactly where you left off in the season schedule, simply sign in as the same coach.

Note: Games played in Play Now, Pick-Up Game, Mini-Games and Multiplayer modes are not saved.

CONTROLS



Menu Controls

ACTION	CONTROL
Cycle Menu Choices	**+Control Pad**
Accept	**A Button**
Back	**B Button**
Cycle Screens (when selecting teams and players)	**R Button / L Button**
Quick Start (randomly selects players, courts, etc.)	**START**

Gameplay Controls

To use in-game stylus control, you must turn Touch Gameplay ON in the Options menu. To use **+Control Pad** control, you must turn Touch Gameplay OFF in the Options menu.

ACTION	Button Control	Stylus Control
Move Player	**+Control Pad**	Tap and drag the stylus to the desired location
Shoot the ball (offense)	Press and hold the **A Button** to make player jump. For the most accurate shot, release the **A Button** at the highest point in the jump, or when the shot meter is full.	Tap and hold the shot meter at the bottom of the screen to make the player jump. For the most accurate shot, release when the shot meter is full.
Pump fake (offense)	Tap the **A Button**	Tap the shot meter
Pass the ball (offense)	**B Button**	Tap desired player
Switch players (defense)	**B Button**	Tap desired player
Block / Jump / Rebound (defense)	**A Button**	Tap the currently selected player
Spin Move (offense)	**Y Button**	Tap the currently selected player
Swipe / Steal (defense)	**Y Button**	Tap the player holding the ball
Turbo	**L Button** or **R Button**	**L Button** or **R Button**
PAUSE menu	**START**	**START**

WELCOME TO BACKYARD BASKETBALL®!

Backyard Basketball is out on the Nintendo DS system! Create your own portable basketball team with Backyard Kids and cool kid versions of National Basketball Association® stars! It's slam-dunk action full of wacky courts and crazy power-ups!

MAIN MENU

PLAY NOW

Jump straight into the game; no need to choose teams, players, or courts.

PICK-UP GAME

Play a single game where you can choose a court, teams and players. Pick-Up games do not affect Season Play statistics (see "Pick-Up Game and Season Play Setup" on page 10).

SEASON PLAY
Lead your team through a rigorous Backyard Basketball Association season and compete for the BBA championship (see "Pick-Up Game and Season Play Setup" on page 10). Do well in this 14-game season and you will unlock NBA players and extra courts.

MINI-GAMES
Test your shooting skills in a quick game of Around the World or Hot Shot (see "Mini-Games" on page 15).

MULTIPLAYER
Play some two-player hoops over DS Wireless Play using two Nintendo DS systems (see "Multiplayer" on page 21).

OPTIONS
Configure sound settings, on-screen info, camera angles, touch gameplay, and auto-save settings (see "Options" on next page).

EXTRAS
Check out the Backyard Kids' biographies and learn about the conditions that influence players' abilities. You can also see who helped create *Backyard Basketball* in the Credits section.

OPTIONS
Music – Turn the background music ON / OFF.

SFX – Turn the sound effects ON / OFF.

On-Screen Info – Turn on-screen info ON / OFF. When set to ON, the name of the player you are controlling is displayed underneath that player. If Fatigue is set to ON, the energy level of that player is displayed as well.

Camera – Toggle the camera angle between PRESS, ACTION, and TIGHT modes. In PRESS mode the camera swings around a pivot point on the side of the court to follow the ball as it moves from one side of the court to the other. In ACTION mode the camera moves back and forth along the side of the court, and always keeps the same angle of view. In TIGHT mode the camera zooms in on the area around the player with the ball.

Touch Gameplay – Turn touch gameplay ON / OFF. When set to ON, you use the stylus to control the players. When set OFF, you use the **+Control Pad** to control players.

Auto Save – Turn the Auto Save feature ON / OFF. When set to ON, your progress is saved automatically after each Season Play game. When set to OFF, you are prompted before saving.

PAUSE MENU
Press **START** to pause the game and display the Pause Menu. You can select from the following options:

Resume Game – Return to the current game.
Time Out – Call a timeout for your team to edit your player lineup.
Options – Change game options.
Quit – Quit gameplay and return to the Main Menu. **Note:** Your progress in the current game will not be saved.

PICK-UP GAME AND SEASON PLAY SETUP

Play a single game where you set the rules and then choose a court, teams and players. Pick-Up games do not affect Season Play statistics.

COACH SIGN-IN SCREEN (Season Play only)

Create a New Coach

Select **New** to create a coach and start a new BBA season. Enter a coach name, select OK and press the **A Button**.

Sign In Existing Coach

Select an existing coach and press the **A Button** to resume a season already in progress.

Copying a Coach

Select Copy and press the **A Button**, then select the coach you want to copy and press the **A Button** again to confirm.

Deleting a Coach

You can save up to two coaches. To delete a coach, select Delete and press the **A Button**. Select the coach you want to delete and press the **A Button.**

GAME SETUP SCREEN

Set gameplay options for the current game or season.

Game Difficulty – Choose a difficulty level: **Easy, Medium,** or **Hard**. Note that changing the difficulty also switches all other gameplay options to their defaults for that difficulty level.

Quarter Length – Choose 2-, 4- or 6-minute quarters.

Fatigue – Turn player fatigue ON / OFF. When set to ON, players will tire over the course of a game. If On-Screen Info is set to ON in the Options menu, player energy levels are displayed on the screen; the lower the percentage shown, the more fatigued your player.

Power-Ups – Set power-ups to **None**, **Some** or **Many**.

Fouls – Turn fouls and violations ON / OFF.

Shot Assist – Turn shot assist ON / OFF. When set to OFF you will need to time your shots based on the highest point of a player's jump, rather than a full meter.

The above gameplay options are set automatically, depending on the difficulty level you choose. You may also change any of these options individually by using the **+Control Pad**.

SELECT TEAM SCREEN

Choose one of 30 NBA or six Backyard teams. Use the **L Button** and **R Button,** or tap the arrows with the stylus, to view more teams. Press the **A button** to select a team.

COURT SELECT SCREEN

Select from **eight** standard courts and **two** unlockable bonus courts. You can unlock bonus courts by winning the Conference finals and the BBA championship in Season Play mode.

BALL TOSS (Pick-Up Game only)

Just like in a real neighborhood game, the teams play the traditional Logo and Valve guessing game to determine who chooses players first. Use the **+Control Pad** to select either the logo or valve side of the ball, and press the **A Button** to stop the ball from spinning. If the ball lands with the chosen side up, then Player 1 chooses first. Otherwise the CPU player chooses first.

SELECT PLAYER SCREEN

Picking Players

Use the stylus or the **+Control Pad** to cycle through the available players and highlight the kid you want to select. Use the **L Button** and **R Button**, or tap the arrows on the Touch Screen with the stylus, to view more players.

Press the **A Button** to confirm your choice.

Continue making picks until you have six kids on your team. In Pick-Up Game mode, Player 1 and the CPU alternate picking players.

To randomly choose players, press **START**.

Creating Custom Players

You can create and save up to seven custom players.

Select the "?" player icon and press the **A Button**. Then, select a New player slot and press the **A Button**. Use the **+Control Pad** to choose a nickname and physical attributes, and distribute the available skill points across the skill options. Then, press the **A Button** to finalize and save your custom player.

Loading Custom Players

To load a custom player, select the "?" player and press the

A Button. Highlight a player slot containing a saved custom player and press the **A Button**.

Deleting Custom Players

To delete a custom player, select the "?" player and press the **A Button**. Select Delete and choose the custom player you want to delete. Press the **A Button** again and choose Yes to confirm.

SEASON PLAY MENU (Season Play only)

Play Game – Start your next scheduled game.

Team Lineup – Adjust your current team lineup (see "Team Lineup Screen" next page).
Team Schedule – Check which other teams your team is scheduled to play, along with the results of previous games.
Team Reports – View player statistics, player milestones, and league standings. **Note:** The Player Milestones screen only tracks custom-made player achievements.
Team Photo – View a team snapshot and tap on team members with the stylus to view their bios and skills.

TEAM LINEUP SCREEN

You can set up your player positions at the Team Lineup screen. When satisfied with your choices, press the **A Button** to return to the Season Play Menu.

Change Player Positions

Use the **R Button** to select a player. Move the player to a new position by pressing the **+Control Pad UP** and **DOWN**, then press the **R Button** to confirm the new position.

MINI-GAMES

AROUND THE WORLD

In this one-on-one, turn-based game, players try to go "around the world" by making a series of shots from different locations arranged in a circular arc around the basket. Each time a basket is made, the scoring player advances to the next position to attempt the next basket. To win, a

player must advance from the starting position on the right side of the basket to the last position on the left side, and then all the way back again. If a basket is missed, the ball is handed off to the next player, who starts at the last position that he or she left off.

HOT SHOT

Hot Shot is a one-on-one, turn-based game. Each player can select from several marked shooting locations on the court, each with its own point value. There are three rounds of play, and the kid with the most points at the end of the third round is the winner.

GAME SCREEN

ON THE COURT

GAMEPLAY ICONS

Selected Player

The **green circle** icon highlights the player you are currently controlling.

Pass-To Player

The **red circle** icon highlights the open player you can pass to.

Opponent with ball

The gray circle icon highlights the opponent player in possession of the ball.

Shot Meter

For the most accurate shot, shoot the ball when the Shot Meter at the bottom of the screen is full (this corresponds to the highest point in the player's jump).

Button Control: Press and hold the **A Button** to jump and charge the Shot Meter, then release to shoot.

Stylus Control (if Touch Gameplay is ON): Tap and hold the shot meter located at the bottom of the screen.

POWER-UPS

Do well on the court and you'll boost your Power-Up Meter. Fill the meter to gain amazing abilities. All power-ups are described in the following chart.

Offensive Power-Ups

Super Dunk – Dunk the ball from nearly anywhere on the court for a guaranteed basket.

Hot Hands – Fire up your accuracy so you're almost guaranteed to make a basket from anywhere on the court.

Cherry Picker – As soon as your team has the ball, one of your teammates gets teleported right under the basket so you can pass to them for an easy shot.

Robot Ball – Watch the ball become robotic and automatically find its way into the basket!

Chance Shot – This is a mean one: next time your opponent scores a basket, their score is reduced by twice the point value of that basket, while your score is increased that amount.

I Am Rubber – Your opponent's next shot bounces off the backboard and sails all the way across the court to score an automatic 3 points for your team.

Defensive Power-Ups

Frostbite – Make your opponent miss almost all of their baskets with this one. Your blast of air makes their shot accuracy plummet.

Magnet Steal – Like a powerful magnet, your player can steal the next pass attempted by the offense with ease.

Fly Swatter – Smack down any of your opponent's shot attempts without even trying.

Butterfingers – This power-up makes the ball super slick like butter, so it pops out of your opponent's hands when touched.

Hover – Hold down the jump button and your player hovers in the air! Great for blocking shots.

Jumping Bean Ball – Boing! Boing! The ball bounces erratically, so the other team can't retain possession.

General Power-Ups

Ice Cream Truck – Your opponents can't resist the allure of the ice cream truck, and are distracted until you successfully make a basket.

Nap Time – The other team is getting very sleeeeepy… now's the time for you to go for the basket.

Super Speed – Your team goes temporarily hyperactive, making it easy to outrun your opponent.

Sticky Feet – This power-up would be great for your opponent if they wanted to climb walls… but unfortunately for them it just makes them feel like they're walking on flypaper on the court.

110% Juice – This juicy power-up resets your entire team's stamina to full status (including the players on the bench).

Fatigue Indicator

Next to each player's name in game you will see a Fatigue % value. The Fatigue % shows the amount of energy that a player has remaining. **Note:** The Fatigue % does not appear when the Fatigue option is set to OFF (see "Options" on page 8).

GAME SUMMARY SCREEN

The Game Summary screen displays overall stats between periods and at the end of a game. When finished viewing the Game Summary screen between periods, press the **A Button** to continue. See "Player Stats" on page 23 for details on the stats categories.

EXTRAS

Select Extras from the Main Menu to view the following:

Player Cards – Check out the Backyard Kids and the kid versions of NBA stars. Learn about each player's biography and basketball skills. Use the **+Control Pad** and press the **A Button** to select a player and view his or her information.

Credits – View the list of people who helped create *Backyard Basketball*.

MULTIPLAYER

You can play a *Backyard Basketball* wireless multiplayer game using two Nintendo DS systems. **Note:** Two *Backyard Basketball* Game Cards are required.

STARTING WIRELESS MULTIPLAYER MODE

- Insert a Backyard Basketball Game Card into each system and switch the systems ON.
- At the Main Menu, both players select the Multiplayer option.
- Player 1 selects a slot, and waits for Player 2 to join the same slot.
- When both players are listed on the screen, Player 1 can press the **A button** to proceed.
- Select Regular game for classic three-on-three basketball against your opponent, or choose Around the World or Hot Shot to go one-on-one. See "Mini-Games" on page 15 for one-on-one game rules.

OFFICIAL BBA RULES

Backyard Basketball uses rules similar to those used by the National Basketball Association, with a few modifications.

SCORING

2-Point Field Goal: A successful shot taken from inside the 3-point line is worth 2 points.

3-Point Field Goal: A successful shot taken from beyond the 3-point line is worth 3 points.

Free Throw: A player is given two uncontested ("free") shots at the basket from the free-throw line when a foul or violation occurs. Free throws begin after the fifth team foul in a quarter.

TIME

- There are four 2-, 4- or 6- minute quarters in the game (see "Options" on page 8).
- There is a 24-second shot clock. The shot clock resets when a shot is made, when the ball hits the rim, or when a turnover occurs. Possession goes to the opposing team when the shot clock reaches zero.
- Each team receives three time-outs per half, and one timeout per overtime quarter (as needed).
- Overtime consists of one-minute quarters (as needed).

PLAYER STATS

P	Points
PPG	Average points per game
A	Assists
APG	Average assists per game
R	Rebounds
RPG	Average rebounds per game
OFF	Offensive rebounds
DEF	Defensive rebounds
PF	Personal fouls
B	Blocks
BPG	Average blocks per game
S	Steals
SPG	Average steals per game
TO	Turnovers
TPG	Turnovers per game
FGM	Field Goals Made
FGA	Field Goals Attempted
FG%	Field goal percentage
FTM	Free throws made
FTA	Free throws attempted
FT%	Free throw percentage
3PM	3-point shots made
3PA	3-point shots attempted
3P%	3-point shot percentage

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Check out new games, contest and activities at:

www.backyardsports.com

TECHNICAL SUPPORT (U.S. & CANADA)

Help Via Email

If you are experiencing technical problems with *Backyard Basketball* and did not find a solution in this manual, our tech support can be reached via email at this address:

techsupport@backyardsports.com

Or visit our website at www.backyardsports.com to find our FAQ (Frequently Asked Questions) documents and Hints/Cheat Codes if they're available.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via Email, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. We may also require you to register as a user on the site in order to access the consent forms.

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