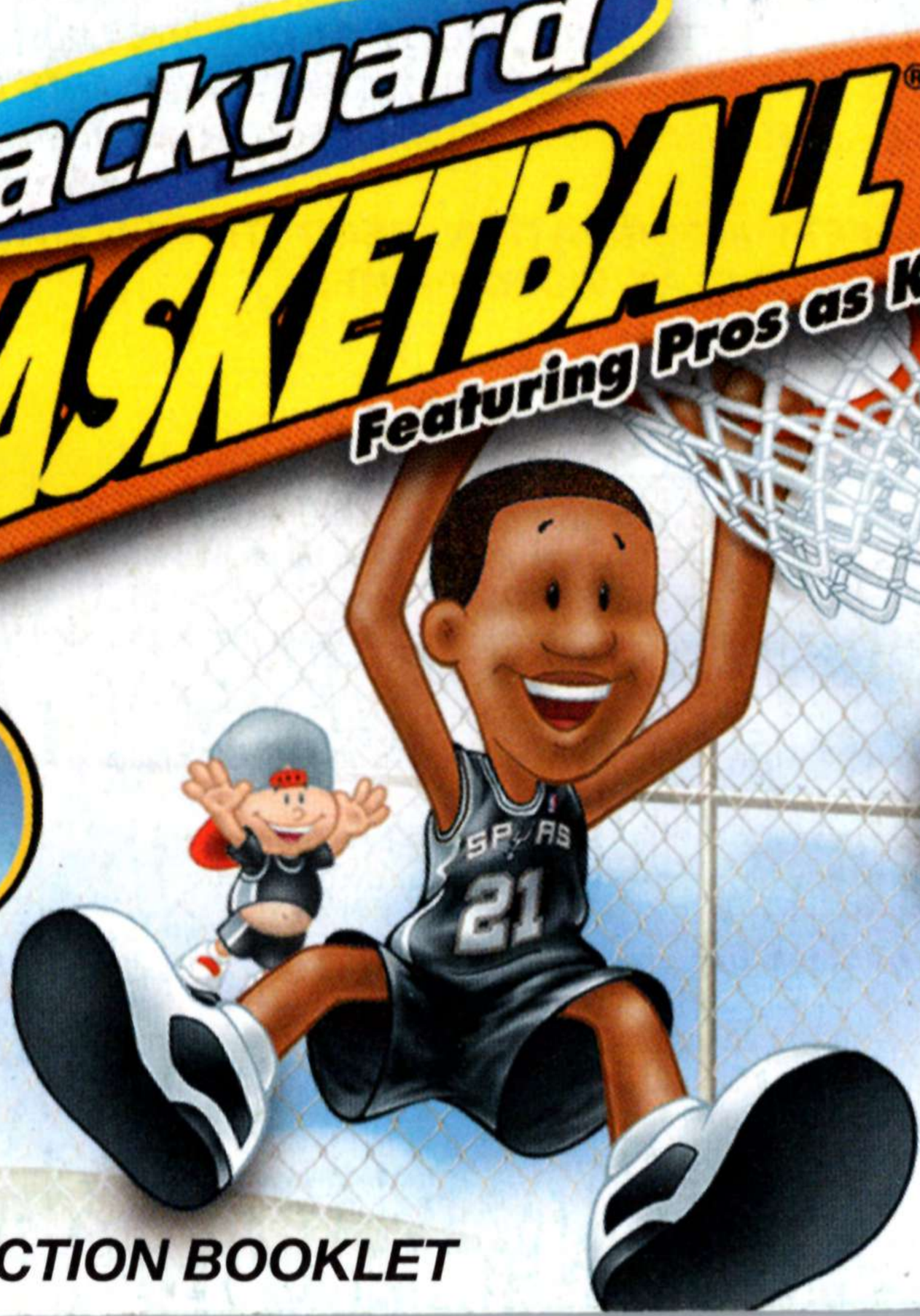
AGB-AYBE-USA

GAME BOY ADVANCE®

Backyard BASKETBALL®

Featuring Pros as Kids!

TIM DUNCAN



INSTRUCTION BOOKLET

NBA

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PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK 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 - 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.
- If your hands, wrists or 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 or arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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Official Nintendo Seal®

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK CABLE.

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GETTING STARTED

1. Switch the Nintendo® Game Boy® Advance system OFF. Never insert or remove a Game Pak while the Game Boy Advance is ON.

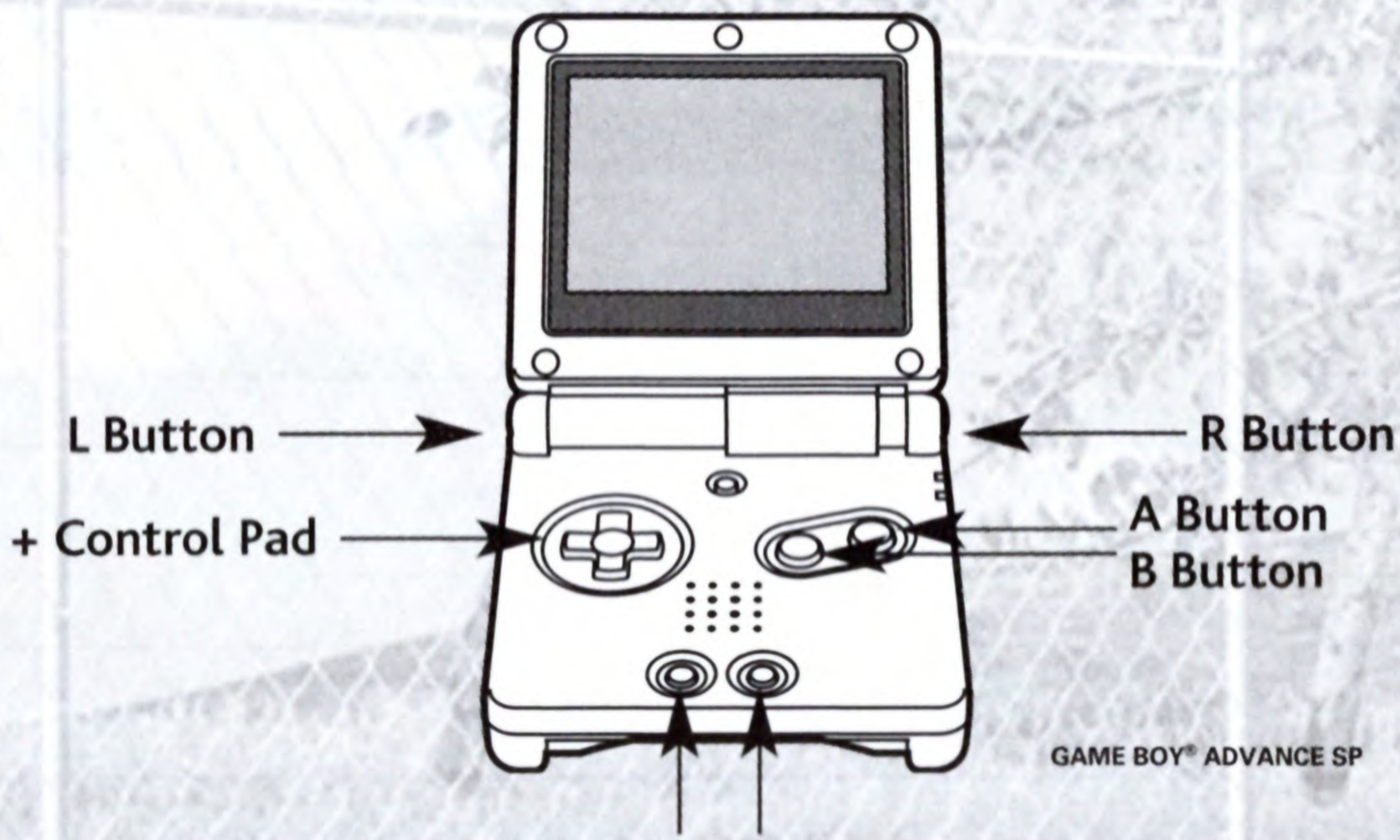
2. Insert the *Backyard Basketball*® Game Pak into the slot on the Game Boy Advance. Press firmly to ensure the Game Pak is correctly inserted.

3. Switch the Game Boy Advance ON. The title screen should appear. If the title screen fails to appear, return to step 1.

4. When the title screen appears, press **START** to proceed to the Main Menu.

Note: For multiplayer games, connect two Game Boy Advance systems (each with a *Backyard Basketball* Game Pak) via a Game Boy® Advance Game Link® cable. (See "Multiplayer" on page 21 for details.)

CONTROLS



GAME BOY® ADVANCE SP

Menu Controls

CONTROL	ACTION
+ Control Pad	Navigate menu / Cycle menu choices
A Button	Accept
B Button	Back
R Button	View more teams (Select Team screen)
L Button	View more teams (Select Team screen)
START	Accept / Continue / Jump to game (when available)
SELECT	Display Info Barry / Hide Info Barry

Gameplay Controls

CONTROL	ACTION
+ Control Pad	Move player
A Button	**Offense:** Press and hold to jump; release to shoot / Tap to pump fake the ball
	Defense: Block / Jump / Rebound
B Button	**Offense:** Pass **Defense:** Switch players
R Button	Turbo
L Button	**Offense:** Spin move **Defense:** Steal
START	Pause Menu

SAVING AND LOADING

With Auto Save set to ON (see "Options" on pages 9-10), 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.

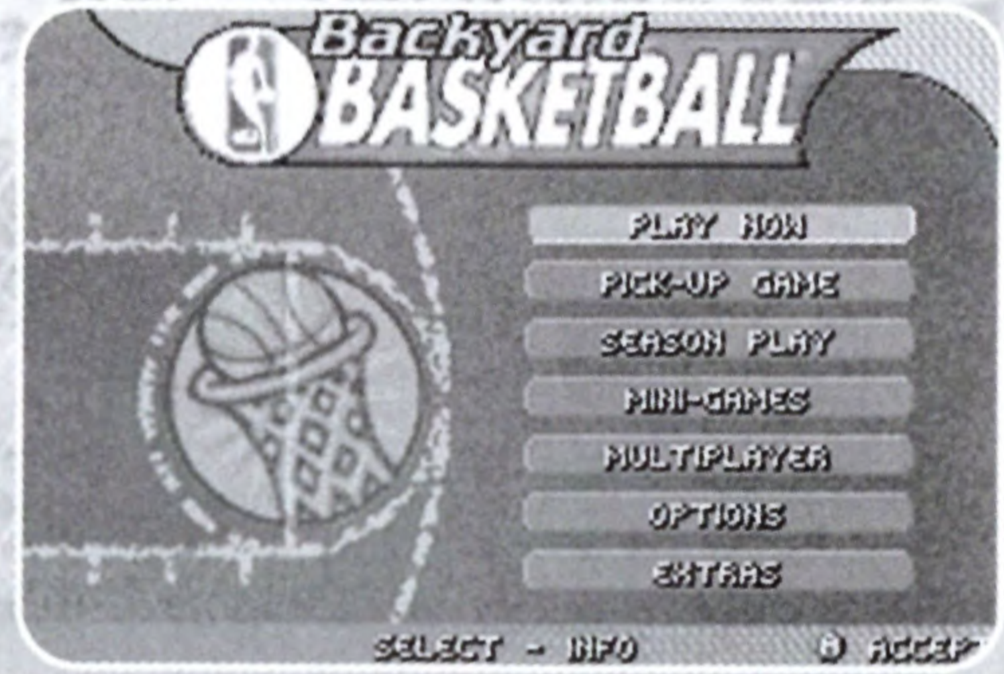
WELCOME TO BACKYARD BASKETBALL®!

For the first time ever, *Backyard Basketball* is on the Game Boy Advance! Create your own portable basketball team with Backyard Kids and cool kid versions of NBA stars! It's slam-dunk action full of wacky courts and crazy *Backyard Basketball* power-ups!

MAIN MENU

PLAY NOW

Play a spontaneous game with randomly selected teams and players on a random court. The results of Play Now games do not affect Season Play statistics.



PICK-UP GAME

Play a single game where you choose a team, players and a court. The results of Pick-Up games do not affect Season Play statistics (see "Pick-Up Game and Season Play Setup" on pages 12-17).

SEASON PLAY

Lead your team through a rigorous BBA season and compete for the BBA Championship (see "Pick-Up Game and Season Play Setup" on pages 12-17).

MINI-GAMES

Test your shooting accuracy in a quick game of Hot Shot, or tune up your all-around basketball skills in Practice mode (see page 18).

MULTIPLAYER

Play some two-player hoops in Multiplayer mode (see "Multiplayer" on page 21).

OPTIONS

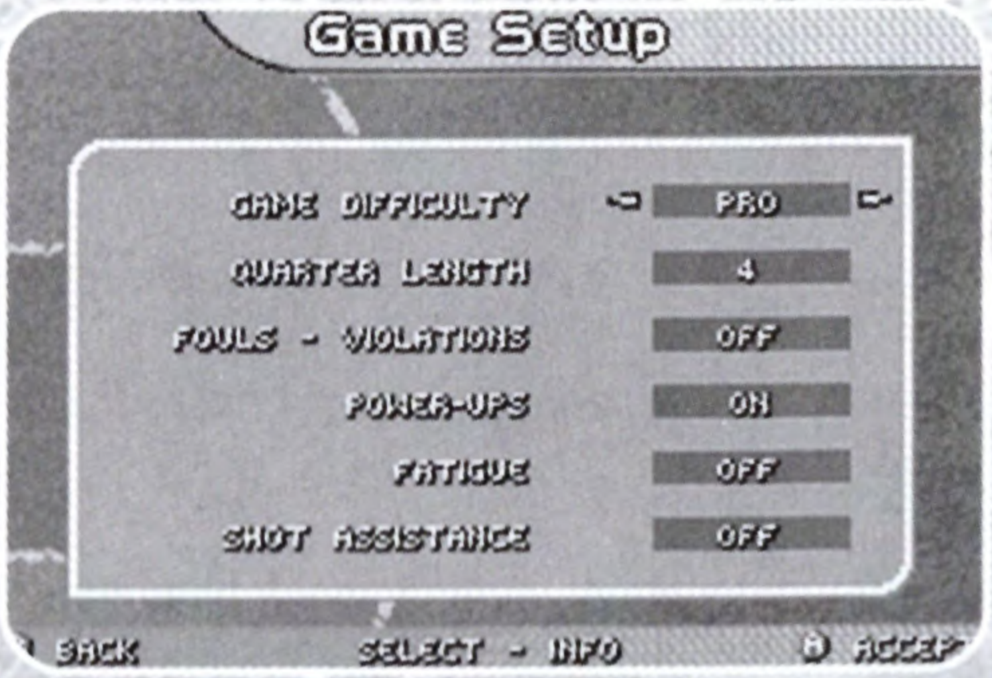
Configure gameplay rules and general settings (see "Options" on pages 9-10).

EXTRAS

Check out the Backyard Kids' biographies and view awards. You can also see those that helped create the *Backyard Basketball* game in the Credits section.

OPTIONS

Game Setup



Game Difficulty – Choose a difficulty level: **Rookie, Pro** or **All Star**.

Quarter Length – Choose 2-, 3- or 4-minute quarters.

Fouls / Violations – Turn fouls and violations ON / OFF.

Power-Ups – Turn power-ups ON / OFF.

Fatigue – Turn player fatigue ON / OFF. When set to ON, players will tire over the course of a game.

Shot Assistance – Turn shot assistance ON / OFF. When set to ON, your players will automatically shoot the ball once the Shot Meter becomes fully charged (see "Shot Meter" on page 19 for additional details).

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

General Options

Music – Turn the background music ON / OFF.

Commentary – Turn the pre-game commentary ON / OFF.

Display Fatigue Bar – Turn the Fatigue Bar ON / OFF (see "Fatigue Bar" on page 20 for details).

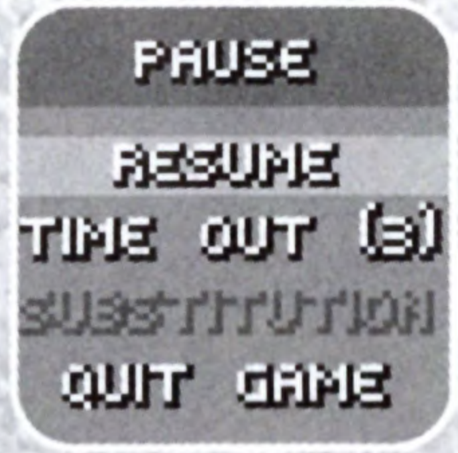
Display Initials – Turn player initials ON / OFF. Player initials help you see who is who on the court.

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

Shot Meter – Turn the Shot Meter ON / OFF (see "Shot Meter" on page 19 for details).

Brightness – Select screen brightness appropriate for the Game Boy Advance, the Game Boy Advance SP or for a television.

PAUSE MENU



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

Resume – Return to the current game.

Time Out – Call a timeout for your team and edit your player lineup.

Substitution – Substitute players on the bench for players on the court.

Quit Game – Quit the game and return to the Main Menu. **Note:** Your progress in the current game will not be saved.

INFO BARRY

At any menu or selection screen, press **SELECT** to bring up Info Barry. Info Barry displays useful information about menu items and controls. When you're finished, press **SELECT** to hide Info Barry.

PICK-UP GAME AND SEASON PLAY SETUP

COACH SIGN-IN SCREEN (*Season Play mode*)

Create a New Coach

Create a coach and start a new BBA season. Enter a coach name, select OK and then 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** again to confirm.

GAME SETUP SCREEN

Set gameplay options (see "Game Setup" on page 9 for details) for the current game or season.

TEAM SELECT SCREEN

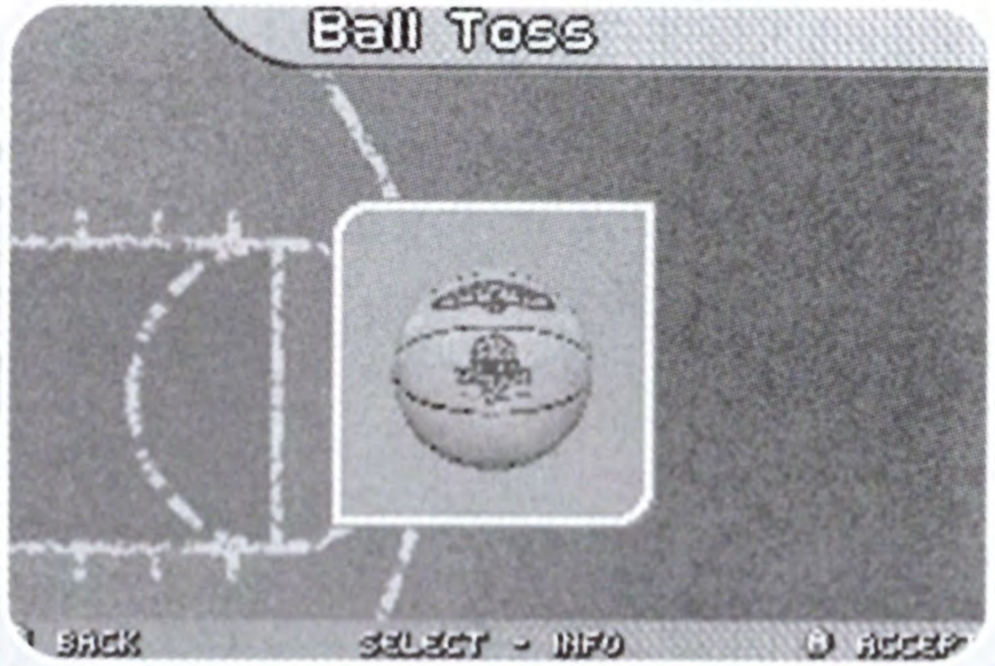
Select one of 30 NBA or six Backyard teams.
Use the **L Button** or **R Button** to view more teams.

COURT SELECT SCREEN

Select from four 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). **Note:** In Season Play, The court you choose becomes your home court.

LOGO AND VALVE (*Pick-Up Game mode*)

Just like in a real neighborhood game, the teams play the traditional Logo and Valve guessing game to determine who chooses first.



Press the **A Button** to stop the ball from spinning. If the ball lands logo side up, then Player 1 chooses first. If the ball lands valve side up, then Player 2 or the CPU player chooses first.

PLAYER SELECT SCREEN

Filled Player Slots

Player Skill Ratings

Player Portraits

Player Information

Press the **R Button** to view more about a player, including his or her biography and skills.

Picking Players

- Use the **+ Control Pad** to cycle through the available players and highlight the kid you want to select.
- Press the **A Button**.
- Select Yes and press the **A Button** again to confirm your choice.
- Continue making picks until you have five kids on your team.

Note: In Pick-Up Game mode, Player 1 and the CPU alternate picking players.

Creating Custom Players

You can create and save up to ten custom players.

- Select the "?" player icon and press the **A Button**.
- Select a New player slot, and then choose a nickname and physical attributes.
- Press the **A Button** to accept.
- Use the **+ Control Pad** to distribute the available skill points across the skill options, and 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**. Select Yes to confirm your selection.

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.

Jump to Game

At any time during player selection, press **START** to quick-start the game. Random kids will be chosen for the remaining open player slots and then the game will begin.

SEASON PLAY MENU (*Season Play mode*)

Play Game – Start your next scheduled game.

Edit Lineup – Adjust your current team lineup (see "Edit Lineup" on the next page).

My Team Page – View your player milestones, team news and team photo.

League Report – View your team's season statistics, standings, schedule, playoff schedule and awards.

Game Setup – Configure gameplay options (see "Game Setup" on page 9).

Edit Lineup

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

Change Player Positions

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

Substitutions

Select Manual if you want to make your own player substitutions during a game. Select Auto if you want the game to automatically make player substitutions for you.

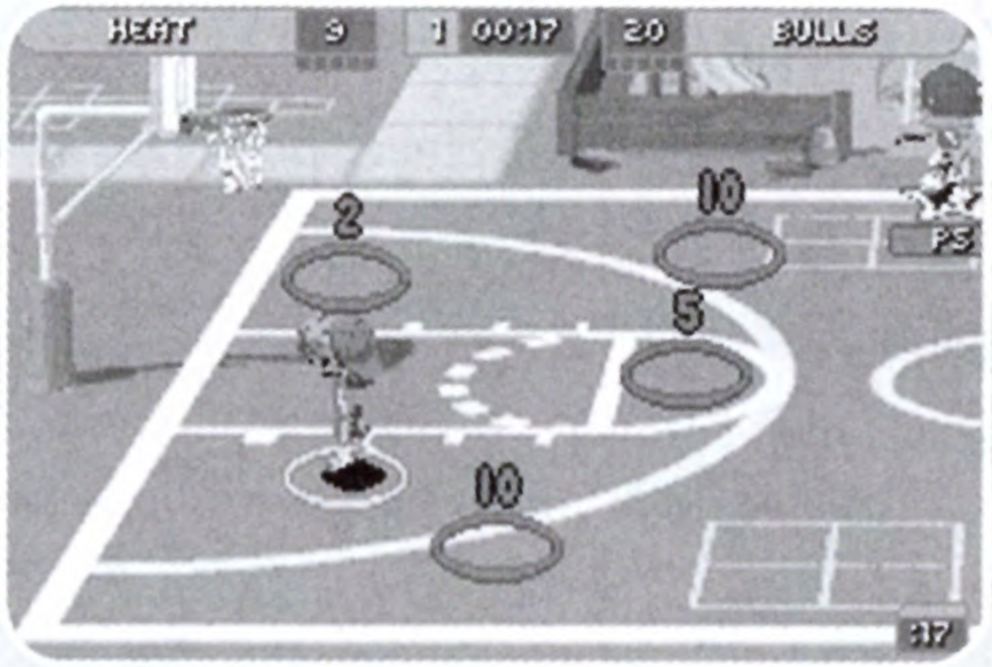
PRE-GAME COMMENTARY

Before the tip-off, commentators Sunny Day and Barry Dejay announce the team matchup. Press the **A Button** to advance their commentary. If you want to get right into the action, press **START** to skip the commentary.

MINI-GAMES

PRACTICE

Select a court, and then practice your shooting, passing and dribbling skills. When you're finished practicing, press **START** and select Quit.



HOT SHOT

Hot Shot is a fun, one-on-one game. Each player can select from several 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

Current Quarter

Game Clock

Current Score

Referee Message

Shot Clock

GAMEPLAY ICONS

Selected Player
The star icon highlights the player you are currently controlling.

Player 2
The bull's-eye icon highlights the open player you can pass to.

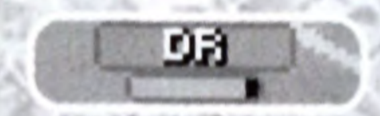
Player 3
The circle icon highlights the third player on your team.

Shot Meter
For the most accurate shot, shoot the ball when the Shot Meter is full. Press and hold the **A Button** to charge the Shot Meter, and then release to shoot. **Note:** The Shot Meter does not appear when the Shot Meter option is set to OFF (see "General Options" on page 10).

Off-Screen Icons
The red triangle icon points to the player you are controlling when he or she is offscreen. The blue triangle icons point to the other players on your team.

Power-Up
Run over power-ups to gain amazing abilities, including Hot Hand, Super Speed and more. Power-ups last for one possession or up to five seconds.

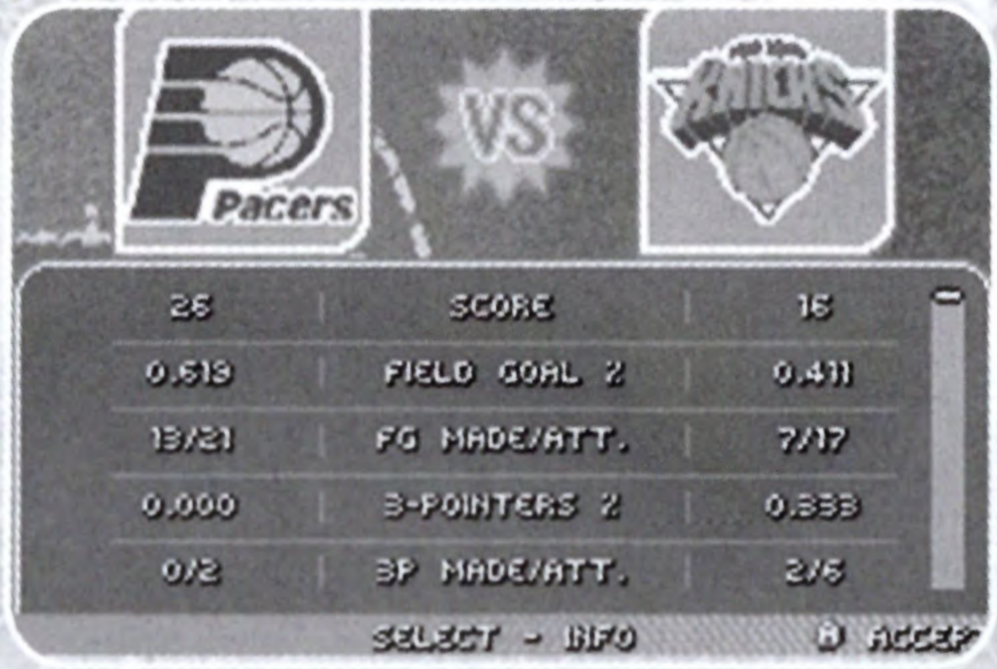
Fatigue Bar



The Fatigue Bar shows the amount of energy that a player has remaining. **Note:** The Fatigue Bar does not appear when the Fatigue option is set to OFF (see "Game Setup" on page 9).

GAME SUMMARY SCREEN

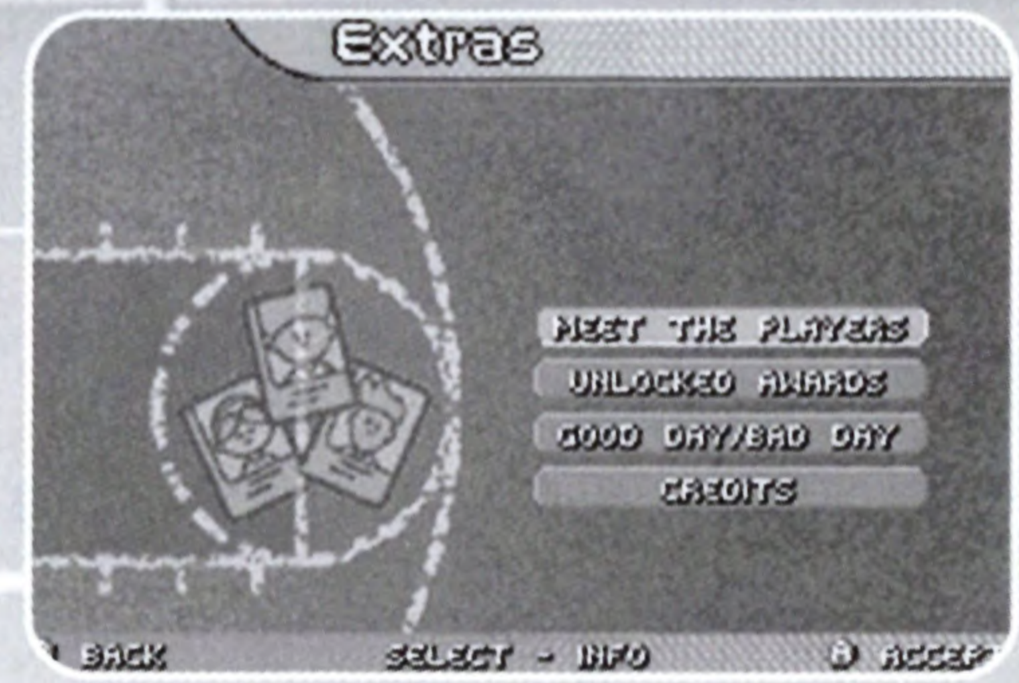
The Game Summary screen displays overall stats between periods and at the end of a game. When finished viewing the Game Summary screen between periods, press the **A Button** to continue. See "Stats" on page 23 for details on the stats categories.



EXTRAS

Select Extras from the Main Menu to view the following:

Meet the Players – 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.



Unlocked Awards – View the awards that you have unlocked during gameplay. Awards include Rookie of the Year, MVP and more.

Past Game MVPs – View information about past winners of the Player of the Game award.

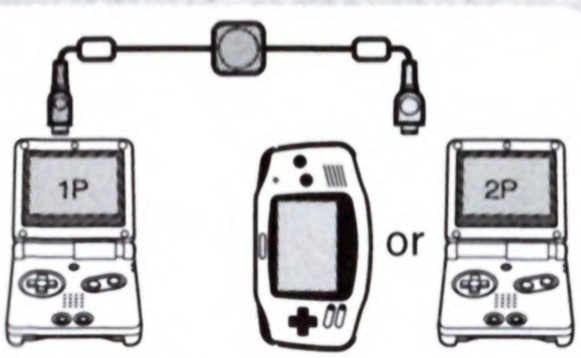
Credits – View a list of the people who helped create *Backyard Basketball*.

MULTIPLAYER

You can play a *Backyard Basketball* multiplayer game by using two Nintendo Game Boy Advance systems and a Game Link cable. **Note:** Two *Backyard Basketball* Game Paks are required for multiplayer linked games.

CONNECTING GAME BOY ADVANCE SYSTEMS

- Before connecting the Game Boy Advance Game Link cable, both Game Boy Advance systems must be switched OFF.
- Connect the Game Link cable to each of the systems.
- Insert a *Backyard Basketball* Game Pak into each system and switch the systems ON.



2-Player Game

- From the Main Menu, both players must select the Multiplayer option. Select Head-to-Head for classic three-on-three basketball against your opponent, or choose Hot Shot to go one-on-one.

- The player connected to the purple connector on the Game Link is Player 1 and controls the game settings.

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 one, two or three 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-, 3- or 4-minute quarters in the game (see "Options" on pages 9-10).

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 timeouts per half and one timeout per overtime quarter (as needed). Overtime consists of one-minute quarters (as needed).

STATS

PLAYER STATS	
GAMES	Games played
MIN	Total minutes played
MPG	Minutes played per game
PPG	Points per game
PTS	Total points
RPG	Rebounds per game
DEF	Defensive rebounds
OFF	Offensive rebounds
REB	Total rebounds
AST	Assists
FGA	Field goals attempted
FGM	Field goals made
FG%	Field goal percentage

PLAYER STATS	
3PTA	3-point shots attempted
3PTM	3-point shots made
3PT%	3-point shot percentage
FTA	Free throws attempted
FTM	Free throws made
FT%	Free throw percentage
BLK	Blocks made to date
BPG	Average blocks per game
STL	Steals made to date
SPG	Steals per game
TO	Turnovers
TOPG	Turnovers per game

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ATARI WEB SITES

To get the most out of your new game, visit us at:

http://www.atarikids.com

To send e-cards to your friends, download wallpapers, or get access to other free stuff, visit our Freebies section at:

www.us.atari.com/freebies

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

www.ataricommunity.com

Kids, check with your parent or guardian before visiting any web site.

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Use of Atari web sites is subject to terms and conditions, which you can access at:

www.us.atari.com/terms_of_service.asp

TECHNICAL SUPPORT (U.S. & CANADA)

Help Via the Internet

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

http://www.atarisupport.com

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone in the United States & Canada

For phone assistance, call **Atari Technical Support** at **(425) 951-7108**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

This console-based product has automated support, which includes information such as game-play tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when

prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

Warranty Policy in the United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.

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