MAGIC
M.V.P.
JOHNSON

MASTERTRONIC

IBM USERS

5 1/4" VERSION

Disk one holds the SBA LEAGUE information and is the primary disk.

Disk two holds the Side View module.

Disk three holds the Cheerleaders module.

3 1/2" VERSION

Disk one holds the SBA LEAGUE information and is the primary disk.

Disk two holds the Side View and Cheerleaders module.

AMIGA USERS

Disk one holds the SBA LEAGUE information and is the primary disk.

Disk two holds the Side View module.

C-64 USERS

Disk one holds SBA LEAGUE DISK SIDE ONE.

Disk two holds SBA LEAGUE DISK SIDE TWO.

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MAGIC M.V.P. JOHNSON - PLAYERS' MANUAL

The realism of the professional game will be brought home to you with Magic M.V.P Johnson. Now you can experience the fast action of NBA Basketball on your home computer. Dribble downcourt and zigzag to outmaneuver the opponent guarding you. Pass to your teammate on the give-and-go, and cut inside the key just as he snaps it back to you for the slam-dunk.

Earvin Johnson received his nickname "Magic" after a 36-point, 16-assist, 16-rebound performance in high school. He was the top draft choice in the 1979 NBA Draft, and a great bargain at that, considering that he led the previously moribund Los Angeles Lakers to their first championship since 1972. Magic Johnson immediately took the Kareem Abdul-Jabbar-led Lakers to a position as one of the NBA's elite teams. The Lakers, in the next ten years, won five NBA championships, made eight appearances in the Finals, and showcased Magic Johnson as perhaps the greatest inspirational leader in the game's history.

Magic M.V.P. Johnson has many dimensions. It is a very playable five-on-five basketball simulation, with a freely usable joystick interface, with the following capabilities:

— Lay-ups, jump shots, and many other offensive moves

— Pinpoint passing

— Defense

— Shot-blocking

— Player injuries

— Coaching strategies

— Intentional fouls

— Player Substitutions

— Side-view of the court

— Halftime Cheerleader show

— Create your own players and teams in the SBA (SPORTTiME Basketball Association) League

— Play according to college rules (separate Option Module available by calling **1-800-752-9426**), or see the enclosed catalog for more information.

— Control actual pro teams from the 1989-90 season (when the Portland Trail Blazers met the Detroit Pistons in the Finals), plus other teams from other seasons (separate Option Module available by calling **1-800-752-9426**).

If you're a basketball nut, you've come to the right place.

MANUAL INFORMATION

The words "Select" or "Selecting," in this manual, refer to the process of moving the joystick to highlight an item on the screen, and pressing the fire button on your joystick.

Keyboard users (for IBM only) can highlight an item on any screen using the arrow cursor keys, and pressing <spacebar> on the keyboard to activate the item. You can also define the arrow cursor keys. To select keyboard or joystick control, see the STARTING THE GAME section.

Several sections of this manual refer to a File Requester screen. It is used whenever you want to save data from the current league, create a new league, or delete a previously saved league. The file requester screens for the IBM, Amiga, and C64/128 versions of this game differ slightly from each other, and they are each described in the RESET THE LEAGUE section of this manual.

FOR ALL MACHINES:

Make copies of all your disks, and put your originals in a safe place. The copies will be your working copies of the game. Do not use your original disks to play this game! While playing, Magic M.V.P. Johnson writes data to the disks you use.

You can use formatted floppy disks to save your data. Make sure all the disks you use are not write protected, and that disks for saving data are formatted before you start the game.

Amiga and C64/128 versions support only joystick control.

GAME INFORMATION (IBM)

Magic M.V.P. Johnson can be played on 100% IBM-compatible machines with 512K of RAM, and Tandy, CGA, EGA, MCGA, or VGA graphics.

It can also be played on machines with one or two floppy disk drives; however, we do recommend installing the game to the hard disk.

Two Option Modules (plus a Cheerleader Halftime Show disk) are included with the game. Other Option Modules are available separately. For information, see the catalog included in the box, or call **1-800-752-9426.**

HARD DISK INSTALLATION (IBM)

After booting, insert the *MAGIC M.V.P. JOHNSON* DISK #1 in your floppy drive. Type the following command:

A: (or **B**:) <enter>

Type:

PLAY <enter>

When the O.M.N.I. Screen appears, select the SBA Side-View option button, and then select the INSTALL Action button.

You will then be asked if you want to INSTALL the SBA League onto the hard disk. Press the YES button. You will then be asked to name the directory, which will become the path name. If the path name displayed at the bottom of the screen is O.K, press the <enter> key. If you wish to change it, type in your own path name and press the <enter> key. (Press the ESCape key to abort the procedure.)

You will then be asked if you are sure you want to install the SBA League to the given path name. Press the YES button. After this, the message HARD DISK INSTALLATION IN PROGRESS PLEASE WAIT will be displayed.

You will then be asked if you want to INSTALL the SIDE-VIEW option into the hard disk. Press the YES button. The message HARD DISK INSTALLATION IN PROGRESS PLEASE WAIT will be displayed.

You will then be asked if you want to install the Cheerleader option into the hard drive. If so, press YES. You will be asked to insert the Cheerleader disk into your floppy drive. You will be told when your installation is complete. If you want to run the game from your hard drive, you must now exit the O.M.N.I. screen and restart the game from the hard drive, as described below.

STARTING THE GAME (IBM)

If you're playing with floppy disks, insert the Magic disk and type PLAY at the A: or B: prompt, press enter and the game will soon begin.

If you're playing off your hard drive, (you must have already installed the game onto the hard drive as described in the previous section) get to the "C:" prompt and type:

CD\ BKBALL <enter> (assuming that's the name of the game directory)

This will put you into the game directory. Type:

PLAY <enter>

and the O.M.N.I. screen will soon appear.

If you want to play without sound, type **PLAY NS**. This will turn off the credits music, and all sounds within the game.

Pressing the <F1> function key during a game will cycle between no sound, a tone after each successful basket, or a crowd noise after each successful basket.

JOYSTICK CONTROL SCREEN (IBM ONLY)

A control screen will appear, which allows you to select between joystick and keyboard control for up to two players. To select, use the Up and Down arrow keys, depending on whether your joystick is plugged into Joystick Port 1 or Port

2, and if one or two players are using the keyboard. When you've made your selections, press ESCAPE. You will enter the game. The O.M.N.I. (Options Manager and Installer) Screen will soon appear.

If you don't have a joystick, and two people are playing, you can assign sets of keys to each player. The control screen automatically defines two sets for you, and displays them on the screen. We recommend using the default settings for two-person keyboard use.

HARD DISK INSTALLATION (AMIGA)

Any Amiga with at least 512K of memory, Kickstart 1.2 or better, and a disk drive can be used.

Plug a joystick into Port 2 of your computer (Joystick 1). For two-player games, plug a second joystick into Port 1 (Joystick 2).

PLAY

Get to the O.M.N.I. Screen as described previously. From there select the **SBA Side-View** option button, and then select the INSTALL Action button.

You will then be asked if you want to INSTALL the SBA League onto the hard disk. Press the YES button. You will then be asked to provide a path name. If the name displayed at the bottom of the screen is O.K., press the <enter> key. If you wish to change it, type in your own path name and press the <enter> key. (Press the ESCape key to abort the procedure).

You will then be asked if you are sure you want to install the SBA League to the given path name. Press the YES button. After this, the message HARD DISK INSTALLATION IN PROGRESS PLEASE WAIT will be displayed. After a few moments, the game will install. To run the game from the hard disk, exit the O.M.N.I. screen, remove your floppy disks, close the window and restart the game from the hard disk.

STARTING THE GAME (AMIGA)

If you're playing the game from floppies, you can boot the game directly from the internal floppy drive, run the game from Workbench, or run from CLI. You can also install the game onto a hard disk (as described above).

To boot directly:

After loading Kickstart, place the *Magic M.V.P. Johnson* disk in the internal floppy drive at the Workbench prompt. The O.M.N.I. (Options Manager and Installer) Screen will soon appear.

To load from Workbench:

Boot up with a Workbench disk, version 1.2 or later.

Insert the *Magic M.V.P. Johnson* disk into any disk drive.

Double click on the drawer containing Magic M.V.P. When the window opens, double-click on the Player icon. The game will begin loading, and the O.M.N.I. (Options Manager and Installer) Screen will soon appear.

To run from CLI:

Insert the *Magic M.V.P. Johnson* disk into a disk drive.

Type:

cd "Magic M.V.P. Johnson;" <enter>

Type:

"Magic M.V.P. Johnson" <enter>

and the game will begin to load. The O.M.N.I. (Options Manager and Installer) Screen will soon appear.

If you're playing off your hard drive, get to the "C:" prompt and type CD\BKBALL <enter> (assuming that's the name of the game directory). This will put you into the game directory.

Type:

PLAY <enter>

and the O.M.N.I. Screen will soon appear.

STARTING THE GAME (C64/128)

Magic M.V.P. Johnson requires one disk drive, and one joystick.

Plug a joystick into port 1 of your computer. This is Joystick 1. If two players are present, plug a joystick into port 2.

Turn on your monitor, your disk drive, and the computer (the C128 must be run in C64 mode).

Insert the Magic M.V.P. Johnson disk (remember to use the backup!) into your floppy drive and close the drive door or latch.

Type the following:

LOAD"*",8,1

and press the RETURN key. The O.M.N.I. (Options Manager and Installer) Screen will soon appear.

THE O.M.N.I. SCREEN

Any game options that you have installed into the system (such as SBA Side-View) will be highlighted here in white letters. Any game options not installed will be shown in grey letters.

A large hand pointer will also appear, which is controlled by your joystick or keyboard. Use the pointer to select any module.

By moving the pointer over a previously installed option, and pressing the fire button, you can activate the game. The option you pressed will begin to blink. Press the PLAY button with the space bar or the fire button to begin.

Selecting the same Option button twice in a row will toggle that choice on and off.

NOTE

Most options shown on the O.M.N.I. screen are not included with *Magic M.V.P. Johnson*. Refer to the catalog included in the box, or call **1-800-752-9426** for more information.

THE SBA (SPORTTiME Basketball Association) GAME SCREEN

The SBA League consists of 24 teams, each of which is named after a major basketball city. The 24 teams are split into two conferences, East and West. Each conference has two divisions of six teams each.

The SBA screen shows the current standings (won-lost records) of each team. Standings are updated following a full round of games in the league.

Your team, and your next opponent, are displayed in their team colors. Their names will flash in the display. If two human teams are used, the next team to play flashes along with their opponent.

Below the standings, the Main Menu displays the following eight options:

VIEW LEAGUE HISTORY
TEAM RECORDS
RESET THE LEAGUE
O.M.N.I. SCREEN
VIEW A TEAM HISTORY
IMPROVE TEAM
SHOW PREVIOUS GAMES
PLAY NEXT GAME

The Main Menu options are discussed below.

NOTE

You must RESET THE LEAGUE before you can play the game. See the RESET THE LEAGUE section for more information.

MAIN MENU OPTION #1: VIEW LEAGUE HISTORY

This option shows the win-loss records of each team in your league for the past nine seasons. Teams are displayed in their respective divisions, with the team with the best overall record displayed first, and the worst team listed sixth, or last, in their division.

The total number of completed seasons is shown on the bottom of the screen, along with the number of games that have been played in the current season.

Two options are displayed at the bottom of the screen, RETURN and OTHER.

Highlighting RETURN and pressing the fire button will bring you back to the main menu screen.

Highlighting OTHER and pressing the fire button will display a set of league rules. Those rules include:

— The number of games per season

— The number of minutes per quarter

— The length of playoff rounds for division, conference, and the championship finals.

These rules can be changed by creating a new league in the RESET THE LEAGUE option.

MAIN MENU OPTION #2: TEAM RECORDS

This screen keeps a statistical record of the best overall game performances by your players and by your team, since the creation of your league. These records include the most points scored by an individual player and by a team, highest number of rebounds, blocked shots, and other team and individual statistics.

You can press the fire button at any time to return to the main menu.

If two human-owned teams are playing in the league, move the joystick up or down to compare records.

Three conditions are necessary for record-breaking stats to be included on this screen:

1) A human-owned team must be playing.
2) The record must occur in a regular season league game (playoffs and practice do not count).
3) The games must be either watched or played by the human player.

MAIN MENU OPTION #3: RESET THE LEAGUE

In order to play Magic M.V.P. Johnson, you must first RESET THE LEAGUE.

To **RESET THE LEAGUE** see upcoming section.

This menu option allows you to create a new basketball league, and to set up the rules under which the new league will operate. The league currently in use is displayed.

You can also load, save, or delete any previous leagues you have created. If you wish to do so, the file requester screen will appear. The following information describes the file requester for each computer format.

The File Requester screen for the IBM is as follows:

The top of the file requester shows the current option.

The upper right of the screen shows all your available disk drives, both hard disk and floppy.

The large box on the left of the screen displays directories and the names of files located on the selected disk drive. Whenever a directory is selected (including PARENT directories), its files are displayed.

Once a file is selected, its name appears in the file name box. The name of the directory in which the file is located is listed just above the file name.

The sub-menu at the bottom of the screen contains the following options:

LOAD SAVE DELETE RESET CANCEL

To LOAD, SAVE, or DELETE files, select the desired option with the joystick or keyboard. Press and release the fire button, and the File Requester screen will appear.

To complete a LOAD, SAVE, or DELETE, you must select a disk drive, a directory name, a file name, and an option (LOAD, SAVE, and DELETE), in that order.

To select a disk drive, highlight the desired drive from the upper right of the screen. It should correspond to the drive which contains the disk or files you need to access. The directory name box is then updated to show the drive you selected.

You must then select the directory name from the file box, by highlighting it with the joystick/keyboard and pressing the fire button. It will then appear in the directory name area. The file box is then updated to show all the league files in that directory.

Select the desired file name from the file box. That name will appear in the file name area on the screen. You can also type in the file name by moving the joystick pointer to the file name area and pressing the fire button. When the cursor appears, the file name can be typed in.

When selecting the option (LOAD, SAVE, or DELETE), be sure that the disk that contains the data you want is in the correct disk drive.

The LOAD option allows you to load a previously created league.

The SAVE option allows you to save the current league setup and all of its history, for future use on floppy disk or hard drive. This option allows you to save statistics - not actual games. If you try to quit in the middle of a game to save it, you will forfeit that game (see COACHING section). Remember to use a non-write-protected, formatted floppy disk for saving data.

The DELETE option enables you to delete a previously saved league from floppy or hard disk.

The RESET option will first erase the current league being used (save the league first if you don't want it lost permanently), and will then step you through the creation of a new league.

The CANCEL option enables you to return to the Main Menu with no action taken.

NOTE

The File Requester screen does not apply to Option Modules, which are installable into the game. You must exit the game to the O.M.N.I. Screen to install any Option Modules.

The File Requester screen for the Amiga is slightly different from the IBM version.

The Heading: at the top of the screen, it displays the currently selected option.

The File Box: Near the top of the screen, displays the names of all the drawers first, and then the names of all the files that are related to the current League. To scroll through the information in the file box, use the joystick to move the on-screen arrow over either of the arrows on either side of the file box and select by pressing the Fire button.

The Drawer Name: Below the File Box is where you will find the name of the current drawer. The volume that contains the drawer is displayed before the drawer name. The name of the drawer changes whenever a new one is selected from the file box, or when another drawer name is typed in. Selecting it again or pressing the<enter> key enters the new information.

The File Name: Below the drawer name is the area where the current file name is displayed. The name changes whenever a new file name is selected from the file box.

The Volumes: To the right of the screen, this shows where the information will be saved to or loaded from. One internal floppy drive (DF0:), and two external floppy drives (DF1: and DF2:) will be shown. (You may not have all these floppy drives in your system, however.) Hard disk partitions will also be shown. If selected, the volume name will appear in front of the drawer name. If you type it in, you must put a colon (:) at the end of the volume name.

Remember to use only formatted floppies to save your data!

To LOAD, SAVE, or DELETE files, select the desired option with the joystick. Press and release the fire button, and the File Requester screen will appear.

You must provide a volume name, drawer, and a file name, as follows:

Position the on-screen arrow over the desired name in the File Box and select it by pressing the fire button. That name will then appear in the File Name area. You can also position the on-screen arrow over the file name area, and, by pressing the fire button, you can then type in the name of the file you want, and press RETURN. Once that's done, you then select the option (LOAD, SAVE, or DELETE) to perform on the file.

The File Requester screen for the C64/128:

1) Heading. The title at the top of the screen displays the name of the disk that is currently in the disk drive. Selecting the heading causes the directory of that disk to be displayed in the File Box.

2) File Box. The box that displays the names of those files which correspond to the current league. Non-league files will not be displayed. Up to 11 file names can be displayed. Non-league files occupy room on the disk, and cut down on the available disk space for storing data. When a file is selected, it appears in the file name area.

3) File Name. Below the File Box is an area where the name of the current league file is displayed. It changes whenever a new file is selected from the file box or another file name is typed in.

The word EXIT will be shown at the bottom of the screen. EXIT, if selected, takes you back to the RESET THE LEAGUE screen. To the right of the EXIT option will be either LOAD or SAVE, depending on the option originally chosen from the RESET THE LEAGUE screen.

To load or save League data on the C64/128, perform the following steps:

1) From the RESET THE LEAGUE screen, move the joystick over the desired option, and select it.

2) Remove the League disk from the disk drive.

3) To SAVE the current information, insert a properly formatted disk with enough free space to hold the new data and close the drive latch. To LOAD, insert the disk that contains the desired League, and close the drive latch.

4) Use the joystick to move the on-screen arrow until it points to the heading at the top of the screen. Press and release the fire button, and in a moment the heading will change to show the name of the current disk. All the files that belong to the league will be shown in the file box. You must now provide a file name and the option you want. Select a file from the file box with the joystick, or move the joystick to position the on-screen arrow over the file name area, and press the fire button. Type in the file name you want and press <enter>. Either way, select either LOAD or SAVE.

On the C64, the only way to delete a League file from a disk is to do the following:

1) Use one of the quick load cartridges available in stores. Most of these cartridges contain some sort of DELETE feature which allows you to delete files. Only delete files which you have created. Those files will have the ending .SB0.

2) If the file is on a floppy disk, do the following:

a: Turn your computer and disk drive off and on again to reset them. (C128 users must run in C64 mode.)
b: Insert the disk which contains the league file to delete.
c: Type OPEN 15,8,15 and press the RETURN key.
d: Type PRINT#15,"S0:name.SB0" and press RETURN .
e: Type CLOSE 15 and press RETURN.

Your file will be deleted from your floppy disk.

For All Machines:

If RESET is selected, the following information will be requested for creating a new league:

1) The NUMBER of human teams in the league. "1" or "2" can be selected.

2) The NAMES of the human teams. In the box, type a team name (up to ten characters), and select RETURN or press <enter> on your keyboard. If there are two human teams, the process is repeated for the second team.

3) CHOOSE YOUR DIVISION allows you to select which of the four league divisions your team will play in. Move the joystick up, down, left, or right to cycle through the selections. Only one human team per division is allowed.

4) MINUTES PER QUARTER allows you to choose either a 3, 6, 9, or 12 minute quarter. The length you choose will be fixed for every league game that your team plays. You can only change this by resetting the league again or by playing a practice game.

NOTE

There are 4 quarters per game, excluding possible overtime periods.

5) NUMBER OF GAMES PER SEASON allows you to choose a 5, 8, 13, 16, or 21 game regular season schedule. The length you choose will be fixed for every season thereafter. You can only change this by resetting the league again.

6) LENGTH OF PLAYOFFS selects the number of games needed to win each of the three rounds of the playoffs. You can choose a one game series (BEST OF ONE), a two out of three series (BEST OF THREE), or a three out of five series (BEST OF FIVE). A different series length may be chosen for each round. For example, a one game elimination can be played for the Division, a three-game series for the Conference, and a best three out of five for the Championship.

All of the selected information is then displayed, along with an OK/CANCEL prompt. If any of the information above is incorrect, select CANCEL and repeat the above steps, or select OK if the data is correct. Your league has just been created.

MAIN MENU OPTION #4: O.M.N.I SCREEN

This is the Options Manager and Installer screen described previously in the Starting The Game section.

MAIN MENU OPTION #5: VIEW A TEAM HISTORY

This statistic screen shows the records of each team's performance for the last nine seasons, in fuller detail than the League History screen. One team at a time can be displayed here.

Two options, RETURN and VIEW TEAMS, are present at the bottom of the screen.

When first selecting the Team History option, a human-owned team will always appear.

You can, however, view any team in the league by selecting VIEW TEAMS at the bottom of the screen. Press and hold the joystick button (or <spacebar>on the keyboard) down, and move the joystick up and down (or use the arrow cursor keys on the keyboard) to cycle through any of the other teams. To go back to the Main Menu, simply select RETURN.

A large number of statistical records are presented on this screen. Those records are kept for a team for the last nine years of its existence (1 through 9, 2 through 10, etc.). The columns on the screen are as follows:

"W" - Wins

The number of games won by the team that season.

"L" - Losses

The number of games lost by the team that season.

"PCT" - Percentage

The won-lost percentage of the team, calculated by dividing
the number of wins by the total number of games for that season (W/W+L = PCT).

"PF" - Points For

The total number of points scored by the team for that season.

"PA" - Points Against

The total number of points scored against the team for that season.

"DV" - Division

The place within their division the team finished that season.

"CN" - Conference Playoff Results

Winning the Conference Championship is signified by an asterisk (*) in this column. If a team did not win the conference, or failed to make the playoffs, a dash (-) is placed here.

"TR" - Trophy Results

The winner of the SportTime Trophy (or Championship) for that year is signified by an asterisk in this column. If a team did not win the championship, or failed to make the playoffs, a dash is placed here.

"RT" - Rating

A team's final ranking compared to the other 23 teams at the end of the season.

Team ratings are important, because Trading Points (treated as "money" to help teams in trading for other players) are awarded to teams based on them. Trading Points are discussed in the upcoming section IMPROVE TEAM.

The bottom line of the chart contains the 9-year totals for all the above statistics, except for Division Finishes, Season Ratings, and Winning Percentage which are shown as 9-year averages.

For human-owned teams, a separate and more detailed set of statistics are kept.

Human-Owned Team Statistics can be viewed by moving the joystick to highlight the season of interest, and pressing the fire button.

A sideways-scrolling screen will appear. At the far left, the players' names are listed. Player stats run in columns across the screen.

By moving the joystick to the right, different screens of player and team statistics can be viewed. Moving the joystick to the left brings you back to the first Team Statistic screen. All statistics are described below. Press the Fire button to return to the Team History screen at any time.

P - Position of the player on the team (Center, Forward, Guard, or Reserve)

G - Number of games that player played in for that season.

MIN - Total # of Minutes Played.

FGA - Field Goals attempted by that player during the season.

FGM - Field Goals made by that player.

PCT - Field Goal Shooting percentage for that player.

FTA - Free Throws Attempted by the player during the season.

FTM - Free Throws Made by the player during that season.

PCT - Free Throw Shooting percentage for that player.

REB - Rebounds taken by the player that year (balls grabbed after missed shots).

PF - Total number of Personal Fouls committed by the player that year.

D - Disqualifications, or the number of times a player fouled out of games.

STL - The total number of steals a player made during that season (such as stripping the ball from an opposing player, or intercepting a pass).

BLK - The number of Blocked shots the player had that year.

PTS - The total number of points scored by the player that year.

3PA - 3-point shots attempted by the player that year.

3PM - 3-point shots made by the player that year.

PCT - The percentage of three-point shots made by the player that year.

Player Averages

AVG MIN/G - Average number of minutes per game by the player during that season.

AVG PTS/G - Scoring average per game by the player for the season.

Team Averages

FIELD GOAL PCT - The field goal shooting percentage for the entire team.

FREE THROW PCT - The team free throw shooting percentage.

3 POINT PCT - The team's shooting percentage for 3-point shots.

POINTS - The average number of points scored by the team during that season.

POINTS ALLOWED - Average number of points allowed by the team for the season.

STEALS - The average number of steals per game by the team for the season.

BLOCKS - The average number of blocked shots per game by the team for the season.

REBOUNDS - The average number of rebounds per game by the team.

MAIN MENU OPTION #6: IMPROVE TEAM

The process of improving a team requires three options, which are listed at the bottom of the IMPROVE TEAM screen. They are:

TRAINING CAMP
RECRUIT A PLAYER
TRY A PLAYER TRADE

TRADING POINTS

Trading points are used as money to help you make your deals. To recruit, trade players, or improve your players at training camp, you must spend trading points. You can have up to 2000 points at any time.

You are allotted 250 trading points at the beginning of the league. If you win the championship, you will be awarded just 50 trading points for the next season. If you finish dead last, however, you will receive an allotment of 1200 trading points, which basically allows you to rebuild your team. Teams anywhere in between receive allotments according to their ratings.

Injuries in the Game

Injuries to your players can occur at any time during a game. Older players, though their skills may be greater, tend to be more injury-prone than younger players. Players can be injured while fouling (or being fouled by) somebody, or can play to such a level of exhaustion that they can hurt themselves.

In short, injuries usually follow some aggressive work by a player. They occur whether a human or computer is controlling the team.

When an injury occurs the player is out for the rest of the game, and maybe longer. Players are out for 1 - 10 games, depending on the severity of the injury. If a player is hurt for one game, he'll only miss the rest of the game in which he suffered the injury. A three-game injury means that the player will be out for the rest of the current game, plus two more.

If a player is injured during a practice game, he is out only for the duration of that game.

A red number next to the player's name on any screen means that he is injured, and shows the number of games he will miss because of the injury. When the number reaches zero, it disappears and the player can return to action.

TRAINING CAMP

The object of training camp is to improve your players' skills. Trading points are used as currency for training camp. The more trading points you use, the greater the improvement.

NOTE

You can bring your players to training camp only once during the season.

When the screen appears, your team will be shown, with their four skill categories (Outside Shooting, Inside Shooting, Overall Control, and Running Speed) in four columns, with each player's current skill level placed next to a box. Their ages, injuries (if any), and positions are also shown. Only two skills for each player may be improved in training camp (such as Outside shooting and Speed, or Inside shooting and Control), but any of the four skills may be selected for improvement by each player:

O - Outside Shooting. Athlete's ability to hit the outside shot.

I - Inside Shooting. Ability to hit the shots near the basket.

C - Overall Control. Abilities at ballhandling, physical control, and avoiding personal fouls.

S - Running Speed. Athlete's ability to run, turn, and pivot quickly.

Each of these four skills is assigned a number, representing the level of proficiency in each category. Values are 0-9, with 0 being worst and 9 being best.

The boxes are used to check off, with the joystick, which categories you wish the players to improve in.

To do so, move the pointer, with the joystick or the keyboard arrow cursor keys, over the desired box for each player and press the fire button on your joystick (or <spacebar> on the keyboard). If the skill can be improved, the box will change color as defined by the key at the bottom of the screen. If the skill cannot be improved, the box will turn another color. When all your selections have been made, move the arrow to START TRAINING CAMP and press the Fire button. You will then be asked how many trading points you wish to use during training.

The more players and the more skill categories you choose per player, the more diluted the applied trading points become. For example, 100 trading points applied to only one player will have a greater effect on that player than if you were to apply the same 100 points to ten players. Enter a number and press <enter>. After camp, press the fire button to return to the IMPROVE TEAM screen.

You can use a maximum of 1000 trading points in training camp.

RECRUIT A PLAYER

Recruiting a player is the process of obtaining a player from the minor leagues. Recruiting costs 10 times the total skill points for each player in trading points. All players recruited are considered healthy 22 year old rookies. To recruit a player, you must also get rid of a player from your roster, because only twelve players per team are allowed on a team roster.

When the Recruiting screen appears, its top half displays the 12 current players on your squad, along with their ages, positions, injuries (if any), and their skills.

On the bottom half of the screen are a series of slide bars. Each of these bars represents one of the four skills described earlier: Outside shooting, Inside

shooting, Overall Control, and Running Speed. The skills are the same as described in the TRAINING CAMP section.

Note that the maximum sum of any recruited player's skills is 10, with no single skill greater than 5.

To recruit a player:

Select the player that you want to replace by highlighting the row containing his name and pressing the fire button. The player's name will appear in the NAME BOX on the lower right of the screen.

If you choose the wrong player, simply highlight the row with the correct player's name and press the fire button again.

You now create the rookie you want to join your team.

Four slide bars are used to create the primary skills of the player you are recruiting. **You move the slide bars by highlighting the desired skill category, pressing the fire button, and moving the joystick right or left to move the "slider" for adjusting the player's skills in the selected category. The value at the end of the slider bar shows the actual skill level.** The shooting skills, Outside and Inside, are grouped together, as are Control and Speed. You can use up to 5 skill points for either, but not both, of the skills. By moving the slide bars, you can arrive at the values you want (for example, 4 for Outside, and 1 for Inside, or 5 for Outside and 0 for Inside). Press the Fire button when done.

If you want a player who is strong inside, slide the bars to higher values of Control and Inside shooting. If you want an effective point guard, allocate your points between Outside shooting and Speed. If you want a player who can develop in all phases, allocate at least a point to all four areas.

When you are done, you can type in a new name for your rookie player, by moving the joystick to highlight NAME and selecting it. The player's former name will disappear from its box. You can then type in a new name (maximum of eight characters) with the keyboard. Press the <enter> key, and the name will be set. If you change your mind, the process can be repeated the same way. Select OK when the names and skills of the players are correct.

When you're done, select RETURN to move back to the IMPROVE TEAM screen.

TRY A PLAYER TRADE

The TRY A PLAYER TRADE screen allows you to trade players with other teams, and to study weaknesses and strengths of each team in the league. Unless a trade is being made between two human-owned teams (see upcoming section), the computer will supervise, or arbitrate, the trade.

Your team is always displayed on the **left** side of the trading screen, listing player names, ages, positions, injuries (if any), and skills (**O, I, C**, and **S**). When you enter this screen, the team that you will play next in a league game is displayed

on the right side with the same attributes. Team totals and averages appear below. **You can only trade with the team displayed on the right.**

To change the team you wish to trade with to any other team in the league, select **VIEW TEAMS** with the joystick or keyboard. Press and hold down the fire button, and move the joystick up or down to change the team (on the right) being viewed.

When the team you want to trade with is shown, select **TRY TRADE.**

If you have at least 50 trading points available, the Arbitration Fee is displayed along with an OK/CANCEL prompt. If you highlight and select CANCEL, the trade will be cancelled. If you select OK, the trade will continue with 50 points deducted from your Trading Points for the Arbitration Fee.

NOTE

The factor of AGE affects tradability. Skills may increase as a player gets older, but his endurance may decline, and proneness to injuries increases.

Once you enter the trading screen, you will be prompted to offer a player in trade. Injured players can be traded as well as healthy ones. The first player on your team will appear highlighted. To choose a different player to trade from your team (left side of the screen), move the joystick up or down. Stop when the player you want to trade is highlighted. Press the fire button to select him.

You can then select a player from the other team you wish to trade with in the same way. *You can only trade for players that play the same position as the player you wish to trade (Guard, Forward, Center or Reserve).* A center, for example, can only be traded for another center.

You can also offer an unspecified amount of trading points to sweeten the deal. Type in a number and press RETURN. Your current amount of trading points is shown, with the arbitration fee already subtracted. You don't have to offer any points, but depending on the players being traded, your odds may be significantly reduced if you do not. The more trading points you offer, the better your chances are. If you don't want to offer any points, just press the <enter> key.

The percentage chance of the trade being accepted will then appear on the screen.

At this point, you are offered one last chance to back out of the trade, by selecting NO. You can have half the arbitration points fee refunded to you by doing so. To attempt the trade, select YES.

If the trade is successful, the players will be swapped, and the trading points offered will be transferred to the other team. If the trade is refused, the players remain on their rosters and the trading points you offered are returned to you.

NOTE

Whether or not a trade is successful, you will be charged an arbitration fee of 50 Trading points for each attempt to trade players.

For trades between two human-owned teams, the 50 point arbitration fee is still required. Each team's trading points are displayed at the bottom of the screen (where the team totals are usually shown) as soon as you agree to pay the 50 trading points requested by the arbitrator.

After the players from each team have been selected and any additional trading points have been offered, the team which is receiving the trade offer will be asked if they wish to accept or refuse the trade. Select YES to accept, or NO to decline.

MAIN MENU OPTION #7: SHOW PREVIOUS GAMES

This option first displays the results of all other games that were played in the league in the last round. After seeing the scores for the last round, you can press the fire button or <spacebar> to view the playoff tree. Until the current season you're playing in ends, and you enter the playoffs, the playoff tree will only show the playoffs from last season.

The playoff tree is a screen which displays the rounds of the playoffs, and the teams that played or are playing against each other. If your team does not make the playoffs at the end of the season, the entire tree is displayed with all games completed and the Championship team shown at the end of the tree at the right side of the screen.

If your team is in the playoffs, only those rounds which are currently being contested are displayed.

For any game, overtime periods can be played, and are shown with an "OT" next to the game score.

Game forfeits are also recorded. For any forfeited game, you lose a certain amount of trading points, based on the number of games per season.

NOTE

If you turn off or leave in the middle of a game, you will automatically forfeit that game, and the forfeit will show in the scores and standings.

You can exit out of this screen at any time by pressing the fire button.

MAIN MENU OPTION #8: PLAY NEXT GAME

This option launches you into the basketball game screen. The following section explains how to play the game, using the joystick or keyboard to control the players.

Before playing, the Play Next Game screen allows you to change some of the rules for the game.

NOTE

If you only want to play a practice game, some rules (such as Shot Clock, and Minutes Per Quarter) can be changed. If you're playing a League game, those values are fixed. To change rules for league games, you must RESET THE LEAGUE.

The Play Next Game screen is divided into four sections: DETAILS, CONTROL, RULES, and START. Each of them is described below.

DETAILS Section

For practice games only, you can change the length of each quarter. By pointing to the MINUTES PER QUARTER option and selecting it, the value can be cycled between 3, 6, 9, and 12 minutes per quarter. **For league games**, quarter lengths are fixed according to the settings defined in the RESET THE LEAGUE section.

Team colors can also be changed, by moving the joystick so that the on-screen arrow points to one of the players below the team's name. Press and hold down the fire button while moving the joystick up or down until the desired team colors appear. Release the fire button to select those colors.

The color of the key can also be changed, by moving the joystick so that the on-screen arrow points to the key (**key** meaning the center area of the court extending from under the basket to the free throw line). Press and hold the fire button while moving the joystick up or down to cycle through the available colors. When the desired key color is displayed, release the fire button.

FOR IBM ONLY: You can also select the video mode you want to play in: CGA, EGA, or VGA. Video mode is selected with the joystick and the fire button. In **EGA** or **VGA** mode, the BALL, KEY, COURT, or TEAM UNIFORM can have their colors changed. In this case, move the on-screen arrow to highlight one of the words (BALL, KEY, COURT, or TEAM UNIFORM). Press and hold the fire button while moving the joystick up or down to cycle through the available colors. When the desired key color is displayed, release the fire button.

In **CGA** mode, you can change the four colors used for the COURT and the PLAYERS. To do so, move the joystick to highlight **PALETTE** on the screen. Press the fire button until the desired colors are displayed. To switch the color of the UNIFORMS, move the joystick to point to one of the team names, and press the fire button.

For the C64/128 version only:

You can change the team colors, the color of the court's key, and the court colors for both league and practice games, as follows:

1) To change a team color, move the joystick so that the on-screen arrow points to one of the players below the team's name. Press and release the fire button to cycle through the available colors.

2) To change the court color, move the joystick so the on-screen arrow points to one of the outer court boxes. Press and release the fire button to cycle through the available colors.

3) To change the key color, move the joystick so the arrow points to the center key box. Press and release the fire button to cycle through the available colors until the desired color is shown.

CONTROL Section

The names of the two teams scheduled to play next are displayed. **For practice games only**, the teams next scheduled to play can be changed to any teams in the league. Point the on-screen arrow at the team name you want to change. Press and **hold** down the fire button while moving the joystick up or down until the desired team appears.

For the C64/128 version only, move the joystick so the on-screen arrow points to one of the team names. Press and release the fire button to cycle through the team names until the desired team is displayed. Repeat this procedure for the other team if you wish.

To select controls for each team, move the on screen arrow until it points to JOYSTICK 1, JOYSTICK 2, or COMPUTER in the Control section. Press and release the fire button to cycle through the allowable choices for each team. One joystick cannot control both teams. You can only control the opponent's team in a PRACTICE game.

In this section, you can also select Player and Coach options. Both teams in the game can be controlled by Joystick/Keyboard (if you have two human-owned teams playing) or by computer.

The advantages of coaching your team are the ability to call timeouts, make substitutions, and change your game strategy, which may help your chances of winning. Coaching is described later in this chapter.

RULES Section

The rules screen allows you to change rules of the game, and to play practice games. Some of the rules, such as the length of the shot clock, can only be changed in a practice game. You may select whether the game to be played is a League or a Practice game by pointing to that setting and pressing the Fire button or the <spacebar>. Remember that certain options can only be used if the game is a practice game. When League play is selected, the program automatically checks all the settings previously described and resets them to legal League values.

You can change the shot clock length to 18, 24, 30, or 36 seconds, for Practice games only. To do so, point to the shot clock length number, and press the fire button until your choice appears. In LEAGUE games, the shot clock is a function of the quarter length. The shortest shot clock of 18 seconds is in effect for game quarters of 3 minutes in length, while the longest shot clock length of 36 seconds is used for 12 minute quarters. A 6-minute quarter uses a 24-second shot clock,

while a 9-minute quarter uses a 30-second shot clock. Thus, when you select your length of a quarter for League games, the duration of the shot clock is automatically set for you. The length of quarters for League games is defined in the RESET THE LEAGUE section.

START Section

Two options, CANCEL and PLAY BASKETBALL, are displayed here. Select CANCEL to return to the Main Menu or PLAY BASKETBALL to begin play.

HOW TO PLAY THE GAME

If the next game is a League game and the computer is both coaching and controlling your team, you have the option to watch the game or skip it. YES starts the game, and NO quickly plays the game out and displays the final score along with the other completed games around the league.

Coaching Your Team

The method of coaching your team is actually a pretty simple process. Once you've made all your choices and selected PLAY BASKETBALL, a Coaching Screen will appear. You can move the joystick to highlight any coaching strategy you wish to use. Once you have the option you want, press the Fire button to select it.

After each selection, another set of coaching options will appear. You'll need to keep selecting until all your choices have been made, and then you can give the order to PLAY.

At any time during a game, press F8 to get to the coaching box. Here, you can change joystick control of your coach or team. If you want to control your team with the joystick, keyboard, or hand over control to the computer, select the option with the on-screen arrow, and press the fire button or the acebar until the control you want is displayed. Press F8 again to return to the game.

Each set of coaching options is described below. The coaching options only appear if you have decided to coach your team.

1) Offensive Rebounding

You can choose from two options: HIT THE BOARDS or PROTECT FAST BREAK. In other words, you can be aggressive at the offensive end to try to get second shots, or you can protect against a fast break by the opposing team should they get the rebound.

2) Offensive Playmaking

Here you can choose from three options: WORK INSIDE, NORMAL PLAY, or WORK OUTSIDE. The strategies are fairly self-explanatory: you can try to pound the ball inside if you have a strong inside shooting and rebounding team, or opt for an outside game with your guards and forwards, or have a normal mix of the two.

3) Offensive Ball Control

Three options are available: WORK CLOCK, QUICK SHOT, or MIX.

You can choose to use all the time you have on the shot clock before you shoot (good for the end of a game if you're leading), or try for quick shots in a run-and-shoot offense, or mix your strategies.

4) Defensive Rebounding

You can choose from three Defensive Rebounding tactics: HIT THE BOARDS, FOUL, or SET UP FAST BREAK. After a foul is committed, the FOUL option defaults back to HIT THE BOARDS.

You can elect to crash the boards aggressively, commit a quick foul if the other team gets the ball back (often, to stop the clock near the end of the game or a quarter), or to send players down the court to try to get a quick score. Each strategy has its advantages and disadvantages.

If you crash the boards aggressively, you may get the ball more often but you won't get many cheap points. If you send players downcourt on the chance of a fast break, it may be easier for the other team to get the rebound and score.

5) Defensive Playmaking

You have four coaching options for your defense: EXPECT INSIDE, NORMAL PLAY, TRY STEAL, and EXPECT OUTSIDE. The options are simple: you can concentrate on the inside and give up the outside shot, gamble on steal attempts, try defending on the perimeter while leaving the inside almost unguarded, or use a normal defensive stance that combines all three.

6) Defensive Ball Control

Three defensive ball control options are available: MAN TO MAN (where each player defends one player), DOUBLE TEAM (where the nearest available player tries to help out against the man with the ball on the other team), or MIX, which combines man-to-man with occasional double-teaming.

7) Roster

You can choose from four options for managing your roster: PLAY, which starts the game, SUBS, which allows you to substitute players, AUTO, which allows you to set your lineup to a specific style of play (see next paragraph), and VIEW STATS, which allows you to assess your players' abilities on the fly.

If you choose AUTO from the Roster selections, you will need to choose from four options to maximize your lineup for a given strategy. Those options correspond to the skills your players possess: SPEED, INSIDE, OUTSIDE, and CONTROL. This means that you can set your lineup automatically to emphasize any of these four skills, depending on what strategy you want to pursue.

For example, if you choose both SPEED and OUTSIDE, your lineup will consist of the five fastest players on your team, who have the best outside shooting

ability. If you just choose SPEED, the computer will simply select the five fastest players on your team, regardless of shooting ability.

To select the skills you want to emphasize under the AUTO option:

1) Move the joystick in the direction of each category that you want to use.
2) Release the joystick following each selection. The joystick will return to the center position.
3) After selecting your categories, press the fire button to start the substitutions.

AUTO may change the players you choose from SUBS, so you may want to go to SUBS again to verify your lineup before starting play.

NOTE

Injured and ejected players must be replaced before the game can resume. Players about to shoot free throws cannot be removed from the lineup.

To initiate substitutions, select SUBS. Your team will be displayed in the lower half of the screen, with each player's name, position, and **current** skill levels (as a player tires, skill levels can decline). The first five names listed are the players who will be out on the floor when play resumes. The remaining seven names are the players on the bench.

The box at the top of the roster listing (the Info Box) contains the name and position of the highlighted player on the roster, his four skill levels **as they were before the game started,** the number of fouls he has committed (E = ejected and the player must be replaced), the number of games he will miss because of an injury (if any), his field goal percentage in the game, and his HOT value (described below).

You can see from the player's skills which ones are better outside shooters, which ones control the ball better, how tired each one is, and so on.

To substitute players:

1) To remove a player from the lineup, use the joystick to move the highlighted bar until it illuminates the name of the player you wish to bench or move to a new position. (You can only select from the top five players currently in the lineup. If a player was just injured or ejected from the game, his name will already be highlighted, and all the information in the Info Box will show the information for that player.) **Press the fire button once.**

2) If you move the joystick up or down, you will notice a second highlighted bar. The second bar is used to select a player to substitute with. To pick the second player for substitution, use the joystick to move the highlighted bar until it highlights the name of the player you wish to use. You'll notice that you can only choose players who are Reserves or who play the same position as the player you are substituting. *Only players who are eligible to switch with the first player can be selected.*

3) Press the fire button once again. The two players will automatically switch places in the roster. If you want to make more substitutions, repeat the steps above.

4) **If you are done making substitutions**, move the joystick to highlight any player. Press the fire button once. Leave the highlight over the same player, and press Fire again. You will be returned to the Roster Options of PLAY, SUBS, AUTO, and VIEW STATS. **This substituting of a player with himself is the only way to leave the SUBS option.**

Remember that your coaching methods, and the timeliness of your time-outs and substitutions, may make the difference between winning and losing!

HOT Values

A player's HOT value is a way for you to see which players are capable of shooting the ball to their maximum ability - in other words, to see if they are on a "hot streak." By watching this figure, you can see if players will begin to cool off even before they begin to miss too many shots.

All players start the game with a HOT value of 1.000. A player's value can go down for a number of reasons - mounting pressure in the game which causes him to miss a shot, a player "ball hogging," the player not passing the ball to an open teammate for an easy basket, or even the crowd turning against a player.

As the HOT value decreases, the accuracy of the player's shots declines as well, always relative to his natural shooting abilities. For example, a player with an Outside shooting value of 9, an Inside skill value of 9, and a HOT value of .875 is still a better shooter than a player with Outside and Inside values of 5 and a HOT value of 1.000.

The HOT value can increase for a number of reasons, including unselfishly passing the ball to a teammate for an open shot, sacrificing the body to 'take the charge' and draw the foul for the good of the team, or even playing tight defense.

Remember, basketball is a team game that requires all five players to act as one cohesive unit. It pays to let all of your players participate in the offense instead of relying on a few good players.

The Players

The players are only allowed to play in their assigned positions. They have specific areas on the court in which they move during the course of a game. **Forwards** play down low by the baseline (closer to the left or right of the screen). **Guards** are between the top of the key and half court. The Center patrols both the high and low post in and around the key. When playing the game, you control the Center, and can move him anywhere on the court. It's a good idea, however, to play around your assigned position.

The Basketball Court

The basketball court is seen from a side-view perspective. Half the court is displayed at any one time. Since this is a full-court, five-on-five game, the court scrolls across the screen as the teams move from side to side. The court screen displays across the top the current score of the game, the game clock, and the shot clock, which is shown near each team's bench.

Below the court, other information is displayed along the bottom of the screen:

1) The names of the teams
2) The current score of the game
3) Time remaining in the quarter
4) Current quarter
5) Teams' Effective Power (see next section)
6) Players' names shown by their positions as currently seen on the court. The highlighted player's name is either the one with the ball or the last one to have touched it. As the players move about on the court, their names change position. An arrow next to the Center's name indicates the basket at which his team is currently shooting.

Effective Power

A teams' Effective Power is a measurement of how tired each team's five players on the court are. An E.P. of 100% shows a team as being fully rested.

A teams' effective power is influenced by the age of the players and how long they've been out on the court. Older players fatigue faster, lowering the E.P. percentage faster than younger players would. The Effective Power is calculated by looking at the current skills of the five players on the court and comparing them with what those skills would be if they were fully rested. E.P. percentages will increase if tired players are replaced with rested players from the bench. This provides a coach with the means to determine when to make substitutions.

Calling Timeouts/Pausing the Game

Only the team with the ball can call a timeout.

At any time during the game, press the **F6** function key on your keyboard to pause the game. You can then call a time out for changing strategy, substituting a player, etc. You'll have a total of 8 timeouts for a game. Use them wisely! Press **F6** again to resume play.

You can only call a timeout after pausing the game. **To call a timeout, press the fire button.**

Once you are finished with the coaching options, the game begins.

Joystick/Keyboard Control

When your team is on the court, you control one player (the Center) at all times, and can catch and pass the ball, dribble the ball up court, attempt shots from anywhere in the court, rebound missed shots, and play defense. Teammates will pass the ball to each other, or to you if you call for it, by pressing the fire button.

However, it's wise to let your other players get involved. You can pass to any of them for an open shot, or to move the ball down the court.

To move your player around the court, simply move your joystick in the direction you want him to run. If you are playing with a keyboard, you can use the arrow

cursor keys (or other set of keys you've defined) on the keyboard to move your player around, and the acebar to make the player jump, shoot, pass the ball, etc.

INBOUNDING THE BALL:

When you're controlling the Center and you are inbounding the ball, move and hold the joystick in the direction of the player you want to receive the pass. Press the fire button and the ball will be thrown to him. If another player is inbounding, you have only a few seconds to get open and call for the ball. Press the fire button, and the ball will be thrown to you.

TO PASS THE BALL TO A TEAMMATE:

When you possess the ball, move and hold the joystick in the direction you want the ball to go, and press the fire button. The ball will move in the exact direction you point.

Be careful, as your teammates are moving too, and you may need to lead them to get the ball in the right place.

Remember that other players on your team may be good shooters, and may be able to help you win the game with their scoring and passing.

TO RECEIVE A PASS FROM A TEAMMATE:

Simply press the fire button on your joystick. If it is possible to do so, a teammate will pass the ball to you. Be careful, because if you are moving, the passer may miss you, and throw the ball out of bounds.

TO ATTEMPT A SHOT:

Press the fire button on your joystick, and hold it down for a second. A shot will then be attempted by your player.

If you are close enough, you may even slam dunk! If your player has a low Control skill level, he may break the backboard. This results in a technical foul plus a free throw for the other team. Be careful!

NOTE

Remember to keep track of the shot clock!

TO BLOCK A SHOT:

Press the fire button, and the Center will jump to try to block a shot or a pass.

TO REBOUND A MISSED SHOT:

If your player (the Center) is near the basket, press the fire button, and your player will jump and try to rebound the ball after a missed shot.

TO DOUBLE-TEAM THE PLAYER WITH THE BALL:

Run over and position your player. The opposing Center will now be open, however.

IF A FOUL IS CALLED:

Keep track of fouls on your players. Too many on a player will result in his ejection from a game. The following table shows how many fouls will result in ejection of a player, based on the minutes per quarter of a game:

Minutes Per Quarter	# of Fouls which cause Ejection
3	3
6	4
9	5
12	6

Depending on the foul, a player can make a shot after he is fouled. He then gets a free throw for a possible three-point play, or four-point play (if he's fouled while making a three-point shot!). If the foul causes a player to be ejected from the game, an 'E' will be displayed next to his name.

If a team is ever reduced to only five players because of injuries and ejections, those five have to play the remainder of the game. Additional injuries will not occur, but fouls probably will.

If a player cannot be ejected from the game: A 'T' is displayed next to his name, and a one-shot technical foul is assessed to his team in addition to the personal foul against him. Teams can be awarded an unlimited amount of technical fouls, which each cause one free throw to be awarded to the opposing team. Additional fouls by that player will cause another technical foul along with the personal foul.

The player who was fouled then attempts the technical shot and the free throw(s). The ball is dead after the technical shot and cannot be rebounded. If the last free throw is missed, the ball is live and can be rebounded. If the last free throw is made, the ball is inbounded by the other team.

Personal fouls cause either one or two free throws to be awarded to the other team, as shown below:

Type of Foul	Basket made: does it count?	# of Free Throws awarded
Defensive	Yes : Yes	One
Defensive	No	Two
Offensive	Yes : No	Two
Offensive	No	Two

TO SHOOT A FREE THROW:

If the Center is at the free throw line, press and release the fire button to shoot the ball. All other players automatically shoot the ball.

NOTE

The average of the player's Outside and Inside Shooting skills forms the player's free throw shooting ability. The higher those skills are, the better a free thrower the player will be.

IF A GAME GOES TO OVERTIME:

If a game ends in a tie, it will go into overtime. If an overtime period ends with the teams still tied, more overtime periods will be played until a team wins. All normal game rules apply, except that two additional timeouts are awarded to each team to use during each overtime period. The length of overtime periods is shown below:

Minutes Per Quarter	Length of Overtime Period
3	2
6	3
9	4
12	5

GAME STATS:

When a game ends, the Game Stats screen will appear with the final score and selected stats for both team's players (shown in their team colors). Above the game stats, the teams' scores per quarter are listed, along with the final score. Each stat column is also either totaled or averaged at the bottom. Players are listed on the left with their stats listed to their right:

MN - Total # of Minutes Played.

FGA - Field Goals attempted by that player during the game.

FGM - Field Goals made by that player during the game.

FG% - Field Goal Shooting percentage for that player.

FTA - Free Throws attempted by the player during the game.

FTM - Free Throws Made by the player during the game.

FT% - Free Throw Shooting percentage for that player.

PT - Points scored by the player in the game.

RB - Rebounds taken by the player that game (balls grabbed after missed shots)

F - Number of Personal Fouls committed by the player during the game.

ST - The number of steals a player made during the game (such as stripping the ball from an opposing player, or intercepting a pass)

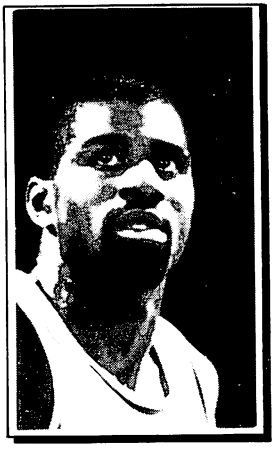
BL - The number of Blocked shots the player had that game.

Each team can be viewed by moving the joystick up or down. You may need to scroll to the side with the joystick to view all the information.

The game automatically times out in this screen, and after a short delay, the League module will begin to reload. To prevent this, alternate between each team's stats by moving the joystick every minute or so. This lets the computer know you're still studying the stats. You can also press the fire button at any time to return to the League module.

THE CHEERLEADERS

During halftime of each game, you'll be asked if you want to watch the cheerleader halftime show. To do so, select YES. If not, select NO. At any time, you can press to stop the halftime show and resume the game.



32 EARVIN "MAGIC" JOHNSON

HT: 6-9 **WT:** 220
Position: Guard
Born: August 14, 1959 (Lansing Michigan)
High School: Everett (Lansing)
College: Michigan State '81
Residence: Los Angeles
Selected by the Lakers in the first round (first overall) of the 1979 college draft.

1987-88: In 1986-87, Earvin earned his first MVP award after leading the team in scoring and the league in assists . . . last year his value could best be illustrated by what happened when he wasn't around . . . the Lakers were 49-10 when he re-injured his strained right groin muscle March 10 in Chicago, and lost as many times in the next 19 games (9-10) as he missed (10) and worked his way back into the lineup . . . didn't have such a bad season, anyhow, averaging 19.6 points, his second-highest average for a full season, and 11.9 assists to rank second in the league . . . voted to the All-NBA First Team sixth year in a row . . . failed to shoot 50 percent FGs for the first time in in his career, finishing at .492, but had the second-highest FT pct. of his career and made his career-best 11 3FGs . . . ranking third on the club in scoring . . . had some of his best games at the end of the season, tying the club single-game (regular season) record for assists he shares with Jerry West getting 23 April 20 at Dallas . . . had three Triple-Doubles in the final eight games of the season and finished the season with a league-high 12 Triple-Doubles, 95 lifetime . . . passed Jerry West, Nate Archibald, Guy Rodgers and Bob Cousy April 15 vs. Phoenix to move into third place on NBA's all-time assist list with 7,037 . . . seven of his top nine assist performances were on the road. Lakers finished the season 13-10 after he was injured, 5-5 without him, now 59-40 without him lifetime . . . hit 85-202 FGs (.421) over his last 19 games . . . season high 39 points vs. Houston Jan. 18, the most by a Laker all year, 14 rebounds at New York March 9 . . . double figure assists in 50 of his 72 outings . . . season highlight was his buzzer-beating bank shot from 20 feet lifting Lakers to a 115-114 win in Boston Dec. 11, initiating the club's 15-game winning streak . . . earned lone Player of the Week honor that week, after winning that honor unprecedented five times in 1986-87 . . . led the team in assists in 66 of his 72 outings, scoring 21 times and rebounds on 14 occasions . . . averaged 19.9 points, 5.4 rebounds and a team-leading 12.6 assists in the playoffs . . . had his playoff-high 28 points twice, including Game 1 of the Championship Series vs. the Pistons . . . averaged 21.3 points, 6 rebounds and 14.7 assists vs. Spurs, 10.7 points, 4.6 rebounds and 10.3 assists vs. Utah, 19.1 points, 5.7 rebounds and 13.6 assists vs. the Mavs and 21.1 points, 5.7 rebounds and 13 assists in the Championship Series against the

Pistons . . . had three dreams fulfulled in the Championship Series vs. Detroit: he got to play for the Championship in front of his father for the first time, he got to play for a title in his hometown for the first time, and he played for back-to-back Championship teams . . . hit 7-14 3 FGs in the playoffs, 5-58 combined in his first eight post-season campaigns . . . with Lakers trailing, 0-1, in the Championship Series he overcame a bout with the flu to produce 23 points, seven rebounds and 11 assists in 42 minutes as the club evened the series . . . had 17 points and 19 assists at the All-Star Game the second highest total in All-Star history and three below the mark he set in OT in 1984.

CAREER: The Lakers made Earvin the first player selected in the 1979 college draft, using a pick the club acquired as compensation when Gail Goodrich signed as a free agent with the Jazz prior to the 1976-77 season . . . was first rookie in NBA history to be named MVP of the Finals after getting 42 points, 15 rebounds and seven assists while starting at centre replacing the injured (sprained ankle) Kareem Abdul-Jabbar to lead the Lakers past Philadelphia in the sixth and final game of the 1980 Championship Series . . . owns numerous Laker rookie records including assists (583), steals (187) and FT pct. (810) . . . became the third rookie in club history to score 1,000 points . . . became first rookie to start in the All-Star Game since Elvin Hayes in 1969 . . . unanimous member of the All-Rookie team and runners-up to Larry Bird in the Rookie of the Year voting . . . became the third player to have won NCAA and NBA titles back-to-back joining Bill Russell and Henry Bibby, and Billy Thompson became the fourth in 1986-87 . . . missed 45 games during his sophomore campaign due to torn cartilage in his left knee, though his 21.6 scoring average was his highest until this past season . . . returned from that injury on Feb. 27 and averaged 22.4 points and nine rebounds, sinking 54 percent of his FGs over the final 16 games . . . won his second playoff MVP award in three years as the Lakers captured another in 1962 . . . joined Oscar Robertson and Wilt Chamberlain as the third player to record 700 points, rebounds and assists that season . . . led the league in steals (2.67) for the second year in a row and placed second in assists (9.5) . . . had 18 double-doubles that year . . . set a club record with 13 offensive rebounds at Houston in 1981-82 . . . 1982-83 marked the first year he was selected to the All-NBA First Team and he's been a fixture on the team ever since . . . led the league in assists that season (10.5) . . . broke Jerry West's club record with 829 assists that season, and he's improved the record in three of the five seasons since then . . . in 1983-84, he was the innaugural winner of the Schick Pivotal Player Award, top vote-getter of the Sporting News All-NBA team . . . led the league in assists averaging an NBA record of 13.1 Tied Jerry West's club record with 23 assists in a game against Seattle and set an NBA playoff record with 24 assists agianst Phoenix in the Western Conference Final . . . had 968 assists in 1984-85, the third highest total in NBA history at that time, though he did not lead the league . . . handed out his 5,000th career assist March 13, 1986 versus Seattle . . . became the first player to receive more than one million votes in

the 1986 All-Star balloting . . . had his greatest season in 1986-87 joining Willis Reed, Moses Malone and Larry Bird as the only players to be named NBA MVP of ther regular season and championship series in the same season . . . scored his 10,000th point at Portland February 6, 1987 . . . became all-time leader in assists in all-star game competition . . . ranks third on the NBA all-time assist chart, tops among active players and needs 175 feeds to pass no. 2 Len Wilkens . . . ranks seventh all-time in steals, second among active players behind Maurice Cheeks . . . all-time NBA playoff leader in assists and steals and eighth in minutes FTM . . . passed Jerry West to become Laker's all-time leader in assists and tops the club in assists average and steals, second in offensive and defensive rebounds, fourth in minutes and FTM, fifth in FTA, points, scoring average and blocked shots, sixth in FGM and EG percentage, seventh in games and eighth FGA and FT percentage and rebounds.

COLLEGE: Led Michigan State to a 25-5 record as a freshman as the Spartans won their first Big Ten title in 19 years . . MSU went 26-6 his sophomore year and won the NCAA Tournament, beating Indiana State and Larry Bird in the final . . . named Final Four MVP that year, his first of three titles and post-season MVP awards in a four-year span that included his first three pro seasons . . . selected by the Lakers as the number one pick in the NBA draft following his sophormore year.

PERSONAL: Earvin received his nickname "Magic" from a Lansing sportswriter after a 36-point, 16-rebound, 16-assist performance in high school . . . spent part of the summer conducting his basketball camps, and speaking at various others around the country . . . also travelled to Hawaii and the Bahamas, and played in a few charity All-Star Games . . had another dream come true when both teams topped 200 points (203-202) in his annual "Mid-Summer Night's Magic" All-Star Game benefiting the United Negro College Fund before a sold-out crowd at The Forum . . . this year's game and the black-tie dinner netted over $650,000 after expenses, and he's helped raise more than $1.5 million for UNCF over the past three summers . . . voted American Express NBA Man of the Year for 1986-87 by the fans for his charity and community service work . . . voted to the NBA's official All-Interview first team the past two years . . . he and the Bird were the first athletes to appear in a rock video, Loverboy's "Working for the Weekend," in 1986 . . . has numerous nationwide endorsements and actively involved with several charities, including a program for students with reading disabilities in Lansing . . . avid softball player and a rabid baseball and football fan . . . his autobiography, "Magic," was published in the spring of 1983 . . . plans to return to school to finish the requirements for the communications degree he put on hold when he left school to join the NBA after his sophomore year . . . Earvin is single and lives in Los Angeles.

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