

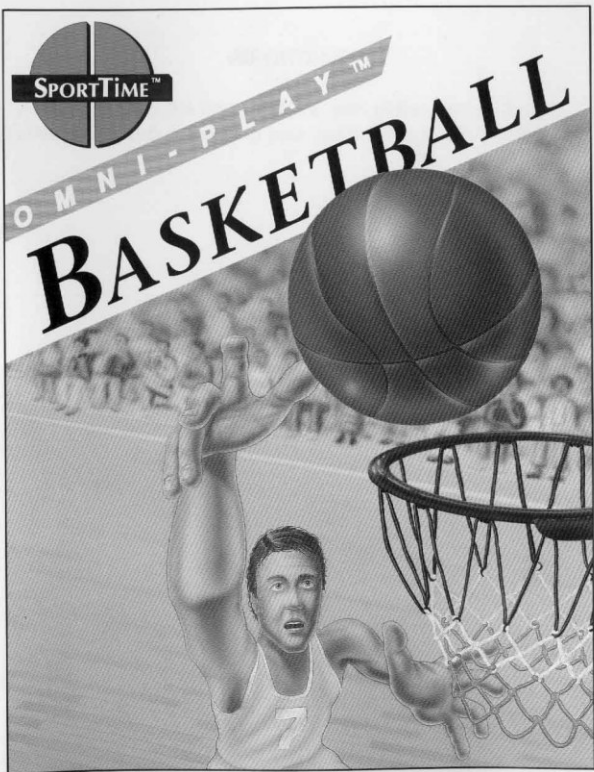
COLLEGE

LEAGUE MODULE



OMNI-PLAY™

BASKETBALL



INSTRUCTION MANUAL



OMNI-PLAY™ BASKETBALL's

"COLLEGE" League Option Module (Version 1.0)

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THE "COLLEGE" LEAGUE MODULE VERSION 1.0

UPDATE INFORMATION

As you know, we've promised to improve your *OMNI-PLAY™* System, "SBA" League, "END-VIEW" Game and other Option Modules from time to time. Sometimes these updates will include new features which enable you to enjoy your basketball experience even more. Sometimes these updates will fix those "bugs" that occasionally slip through, despite our extensive play testing. Sometimes updates will do both.

If any special updates are required for your computer format, the enclosed "COLLEGE" League Module disk will contain a modification program called "UPDATE." This program will automatically update your disks for you. Follow all instructions carefully. Once the Update program is run successfully, you'll be ready to play.

All updates **must be made to the floppy disks** which you are currently using (or hard drive) before beginning play of your new "COLLEGE" League Option Module!!! As always, we recommend that you make copies of your master disks and only use those copies for playing and updating.

Please now see the enclosed Update Card for more information. All modules being updated are listed there along with instructions for you to follow. After following the Update Card's instructions, you can return here to find out more about your new "COLLEGE" League...

GENERAL INFORMATION

Welcome to the annual College Basketball Championships!! It's a sixty-four (64) team Tournament which will decide the National Champion. Your mission is to take the team of your choice all the way to the Finals and to win that competition. There is no regular season to worry about here; the sixty-four (64) teams included in this Tournament have already made it by either winning their Conference outright, winning a postseason tournament or being selected as an "at-large" representative. The teams are simulations of actual collegiate teams - the best of the 1989 season. (Other Season Disks are available separately for both past and future seasons.)



The Tournament is comprised of four Regions (Midwest, Southeast, East and West). Each Region is represented by sixteen teams. The teams within each Region are ranked from 1-16 based on their overall strengths and weaknesses (popular consensus). The teams play against one another in single elimination matches, or "winner take all", to determine the best collegiate team in the land.

The top-ranked team (#1) always plays the lowest-ranked team (#16) in each Region's first round. Other initial matchups are #2 vs. #15, #3 vs. #14, etc. In the second round of action, the first Regional winners compete again to narrow the overall field to 16 teams. The next two rounds of play reduce the field to the Semifinals round with only the four Regional Champions remaining. Here, the winners of the East and West Regions compete against each other while the winning teams from the Midwest and Southeast Regions do the same. The resulting two winners then meet in the Finals - a one game showdown to decide the best!

This "COLLEGE" League Module allows either one or two human players to each take control of any team in any Region. You can coach, play, do both or just watch the action. Since you always know which teams play against each other in the first round, you can setup a Tournament to play against a friend immediately. Or even pick two teams from different Regions and try to steer them both into the Finals. You can test your coaching and playing skills by picking one of the poorer teams in the Tournament. Or if you're a beginner, just take control of a top-ranked team.

A large amount of information is at your disposal throughout the Tournament to help you guide your team to the top. Need some background information on your team? Look no further than the **SEASON** history screen, where regular season player and team statistics and other information is provided. Curious about the records your team has been establishing during Tournament play? Take a peek at the **TEAM** records screen, where fifteen player and team records are compiled and continually updated!

About the Players

Unlike players in the "SBA" League Module, **age** is not a factor in any player's performance. Since all players are young collegiate athletes, it is assumed they are all in excellent condition. However, players still fatigue and recuperate during the game. A player's Rested Percentage (as seen on the "SUBS" screen) tells you just how rested each player is. This number will go down whenever that player is out on the court. While on the bench, players recuperate and eventually work their way back up to full strength and a 100% Rested Percentage.



Every player in the "COLLEGE" League has different skills as in the "SBA" League, but in this module the skill values cannot be seen by you. This is a simulation of real college ball. The more you know or learn about the actual players and teams, the better you will be at making the best use of your players as individuals. For those of you who don't follow college ball enough to be already familiar with the players, examine the **SEASON** screens (from the HISTORY option on the Main Menu). These screens show you how many Points, Rebounds and Assists the selected teams' starting five players averaged during the regular season. Since the regular season is a good indicator of playoff performance, you should have all the information you need right here.

NOTE: Any rebounding or assist stats that are too small to be significant are not displayed.

Also, when playing the "COLLEGE" League Module with the "END-VIEW" Game Module, you will find "Nick and Bob's" Pregame Show very helpful, if not indispensable. As they compare the strengths and weaknesses of your team and its next opponent, "listen" carefully for the kinds of helpful tips that can make all the difference for you as coach and player.

The starting five players on every team are the actual players who performed for their particular school during the regular season of that year. Seven "other" players form the bench of the team and are simply listed by position instead of by name.

At the start of a game, when all players are 100% rested, it is important to know that regardless of the team:

- * The starting five players are always more skillful than their teammates.
- * Forward 1 may or may not be better than Forward 2.
- * Guard 1 may or may not be better than Guard 2.
- * Reserve 1 may or may not be better than Reserve 2.
- * All players are better than the Reserves.

About the Game Clock

Same as in the "SBA" League, except that now the clock will **not stop** after a successful field goal in the last minute of play or in overtime.



About the Teams

Since the players' actual skills are less obvious to the gamer than were players in the "SBA" League Module, how do you know which teams are really good (without help from Nick and Bob, of course)? The answer is **ranking**. Every team in the Tournament is ranked from 1-16 within their Region. Rankings can be found to the left of the team names on the current Tournament Tree and on the Season History Screen for each team. By looking at these numbers, you can get a quick idea of the relative skills of the teams as compared to each other.

Another way to determine a team's quality is to study all of the information on the Season History Screen. Of particular importance should be the Team Summary section. Though comical at times, the Summary contains some helpful information.

TIP: Try to determine a team's overall *depth*. That is, the ability of the players backing up the starters. The more depth a team has, the more quality players they have sitting on the bench. During games therefore, substitutions for rest, ejection or even injuries should not concern some teams as much as they will those teams with less talented players on the bench.

About Injuries

Injuries are handled as they are in the "SBA" League Module. The only exception is that when a player is injured he is **out for the rest of the current game only!** Come the beginning of the next game, the player will be OK and ready to rejoin the action.

During Any Game

OVERTIME

Extra periods are still just an extension of a regulation half, and are treated as such in the game. The length of each extra period is based on the length of the halves as listed in the following chart:

Minutes per half

4
8
12
16
20

Minutes per overtime

1
2
3
4
5



FOULS

As the following chart illustrates, players are ejected from a Tournament game after a certain number of personal fouls depending on the length of the halves.

<u>Minutes per half</u>	<u># of Fouls which cause ejection</u>
4	2
8	3
12	4
16	4
20	5

FREE THROWS

Personal fouls cause either one or two free throws to be awarded to the other team as detailed in the following charts.

If the player is fouled while shooting the ball:

<u>Type of foul</u>	<u>Basket made? : Does it count?</u>	<u># of free throws awarded</u>
Defensive	yes : yes	one
Defensive	no	two
Offensive	yes : yes (if shot prior to foul)	one and one
Offensive	no	one and one

NOTE: *Allowing a player to shoot a "One and One" free throw is special to the College League. If the player misses the first free throw, the ball is "live" and in play. However, if he makes the first free throw, he is awarded another free throw. The ball is then "live" and in play following the shot if it misses. The ball is inbounded by the other team if the shot is successful.*

If the player is fouled while passing or dribbling the ball:

<u>Type of foul</u>	<u># of free throws awarded</u>
Defensive	one and one
Offensive	one and one