ADVANCED
BASKETBALL
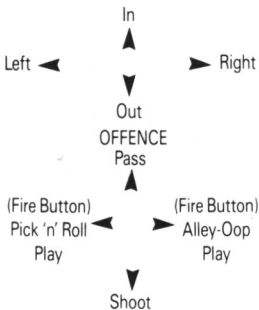## *Simulator*

instruction leaflet

MASTERTRON*i*C

6. **Jerseys** — The left jersey changes the team colours for the visiting team. The right jersey changes the team colours for the home team.
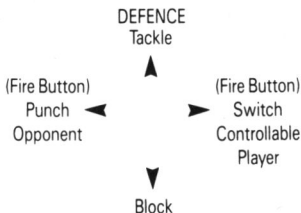
7. **Shower** — You've played enough, and you want to head for the showers.

Controls

You can control one of your players on your team. Your team mate will be controlled by the computer based on your movements of the controllable player. On offence, you control the man with the ball. On defence you control the man guarding the goal. On defence, you can switch your controllable player by moving the joystick right while pressing the button.

Your controllable player will follow the movement of your joystick as follows:

```
                        In
                        ▲
                        │
     Left ◄─────────────┼─────────────► Right
                        │
                        ▼
                       Out
                     OFFENCE
                      Pass
                        ▲
                        │
   (Fire Button)    ────┼────    (Fire Button)
   Pick 'n' Roll        │        ► Alley-Oop
   Play                 ▼        Play
                      Shoot
```

```
                    DEFENCE
                    Tackle
                      ▲
                      │
(Fire Button)                    (Fire Button)
  Punch     ◄─────────────────►    Switch
 Opponent                       Controllable
                      │             Player
                      ▼
                    Block
```

HOW TO PLAY THE GAME:

Offensive Hints

If your team has the ball (offence) your goal is to make a basket. Your team mate can help you by blocking the man guarding you, or run to an open area for a shot. Once you pass the ball to your team mate, you can now control the man who caught the ball. A lot of passing will make it difficult for the defence to keep up with you, and you can get a better shot. The chances of scoring increase the closer the shooter is to the basket.

The shot clock tells you how much time is left to shoot the ball. High school and college rules give 45 seconds, the pro's get just 24 seconds to shoot.

NOTE: Your shooting percentages increase if the defence is not close to you.

There are two special plays that can make a big difference. They are the alley-oop and the pick 'n' roll. These plays need

practising to execute them well, so go to the coach and practice them.

Defensive Hints

If your opponent has the ball, you are the defensive team and your goal is to keep them from making a basket. Keep your controllable player close to the player with the ball. It is best to stay between your opponent and the basket.

Remember that you become the defensive team after you miss a shot when playing offence. So be ready to play defence immediately, hustle back as fast as you can.

The closer you play to the offence the less likely he is to make his shot. Percentages decrease by playing close to your man. This also allows you to block his shot.

Remember that your opponent has to shoot before the shot clock counts down to zero, so keep defending hard until the opponent has to take a long shot.

Rules for Two-on-Two Play

Fouling occurs when defence plays too close or offence shoves its way into a defensive man.

After five fouls, free throws will be shot. If you're to take the shot, made free throws count as one point.

Punching an opponent is illegal, but it may make you feel better. If the referee happens to see it, you will get a foul called on you.

The game is divided into 4 quarters of three minutes each.

The team with the highest score at the end of the quarter wins.

An overtime session occurs when the game ends in a tie.

There are two special plays that can be initiated: the alley-oop and the pick 'n' roll. Consult with the coach to learn these plays.

Any shot taken and made outside of the three-point line is worth three points.

Controls

Use Joysticks.

Port one for the home team, port two for away (2 player game)

F1   to restart
F3   to get statistics
F5   to pause game

Loading Instructions

Hold down SHIFT key and press RUN/STOP. Press PLAY on tape. Program will load and run.

SIMULATEUR PERFECTIONNE DE BASKETBALL

INTRODUCTION

Jeu de basket entre deux équipes de deux joueurs assurant la vitesse et la stratégie du vrai basket d'équipe. Avec votre coéquipier vous essayez de réussir le maximum de paniers

contre vos adversaires. C'est un jeu assez rapide utilisant tout le terrain, aussi une défense bien conçue avec des passes astucieuses peuvent aboutir à des percées offrant la possibilité de paniers à casser la planche!

Vers le haut

▲

A gauche ◄   ► A droite

Vers le bas

ATTAQUE
Passe

▲

(Bouton feu) ◄   ► (Bouton feu)
Pick 'n' Roll   Alley-Oop

▼

Shoot

DEFENSE
Plaquage

▲

(Bouton feu) ◄   ► (Bouton feu)
Coup de poing à   Déplacement
un adversaire   joueur
          manoeuvrable

▼

Blocage

COMMANDES

Manettes

Porte 1 pour l'équipe qui reçoit, porte 2 pour les visiteurs
(jeu à deux).

- F1   pour recommencer
- F3   pour obtenir des statistiques
- F5   pause

INSTRUCTIONS DE CHARGEMENT

Maintenez la touche SHIFT abaissée et appuyez sur RUN/STOP.
Appuyez sur PLAY sur la cassette.

Le programme se chargera et puis se déroulera.

SIMULATORE PALLACANESTRO AVANZATA

INTRODUZIONE

Questa è una partita di pallacanestro a due contro due, che
presenta tutta la velocità e la strategia di gioco di una gara a
squadre complete. Ti troverai a giocare insieme al tuo compagno
per battere i tuoi avversari. Il ritmo e veloce e dovrai giocare a
tutto campo, dove una accorta difesa e passaggi accurati
possono risultare in rapidi contropiede e in una schiacciata a
canestro strabiliante.

```
                    Dentro
                      ▲
                      |
Sinistra  ◄───               ───►  Destra
                      |
                      ▼
                    Fuori
```

<div align="center">

VERTEIDIGUNG

Ball wegnehmen

▲

</div>

(Feuertaste)   ◄   ►   (Feuertaste)
Gegner boxen   Steuerbaren
                                            Spieler
                                            schalten

<div align="center">

Blockieren

</div>

STEUERUNG

Joysticks.
Port 1 für die Heimatmannschaft, Port 2 für Gastmannschaft
(Spiel für 2 Spieler).

F1   Neustart
F3   Spielstand sehen
F5   Spielpause

LADEANWEISUNGEN

SHIFT niedergedrückt halten und RUN/STOP drücken. PLAY auf
dem Kassettenrecorder drücken. Darauf lädt und läuft das
Programm.

ACCORTA

Passa

▲

(Bottone di Fuoco)   ◄   ►   (Bottone di Fuoco)
Pick 'n' Roll   Alley-Oop

Tira

DIFESA

Contrasto

▲

(Bottone di Fuoco)   ◄   ►   (Bottone di Fuoco)
Colpisci Avversario   Scambia Giocatore
                                                            Controllato

▼

Muro

Usa il joystick.
La squadra di easo, nella porta 1, quella ospile nella porta 2.

F1   per riprendere
F3   per ottenere le statistiche
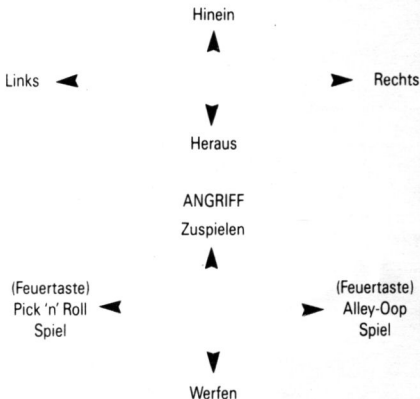F5   per sospendere il gioco

ISTRUZIONI DI CARICAMENTO
Tieni schiacciato il tasto SHIFT e premi RUN/STOP.

BASKETBALL-SIMULATOR FÜR FORTGESCHRITTENE

EINFÜHRUNG

Hier ist ein zwei-zu-zwei Basketballspiel, das dem Mannschaftsspiel in Geschwindigkeit und Strategie in keiner Weise nachsteht. Versuchen Sie, zusammen mit Ihrem Partner Punkte gegen die gegnerische Seite zu gewinnen. Das Tempo ist rasant, und Sie spielen auf dem gesamten Spielfeld, was eine clevere Verteidigung erfordert. Durch Zuspielen läßt sich ein rascher Durchbruch erzielen, der zu einem rückbrettzerschmetternden Treffer führen könnte . . .

Hinein

▲

Links ◀   ▶ Rechts

▼

Heraus

ANGRIFF
Zuspielen

▲

(Feuertaste)   (Feuertaste)
Pick 'n' Roll ◀   ▶ Alley-Oop
Spiel   Spiel

▼

Werfen

notes:-