SportTime™
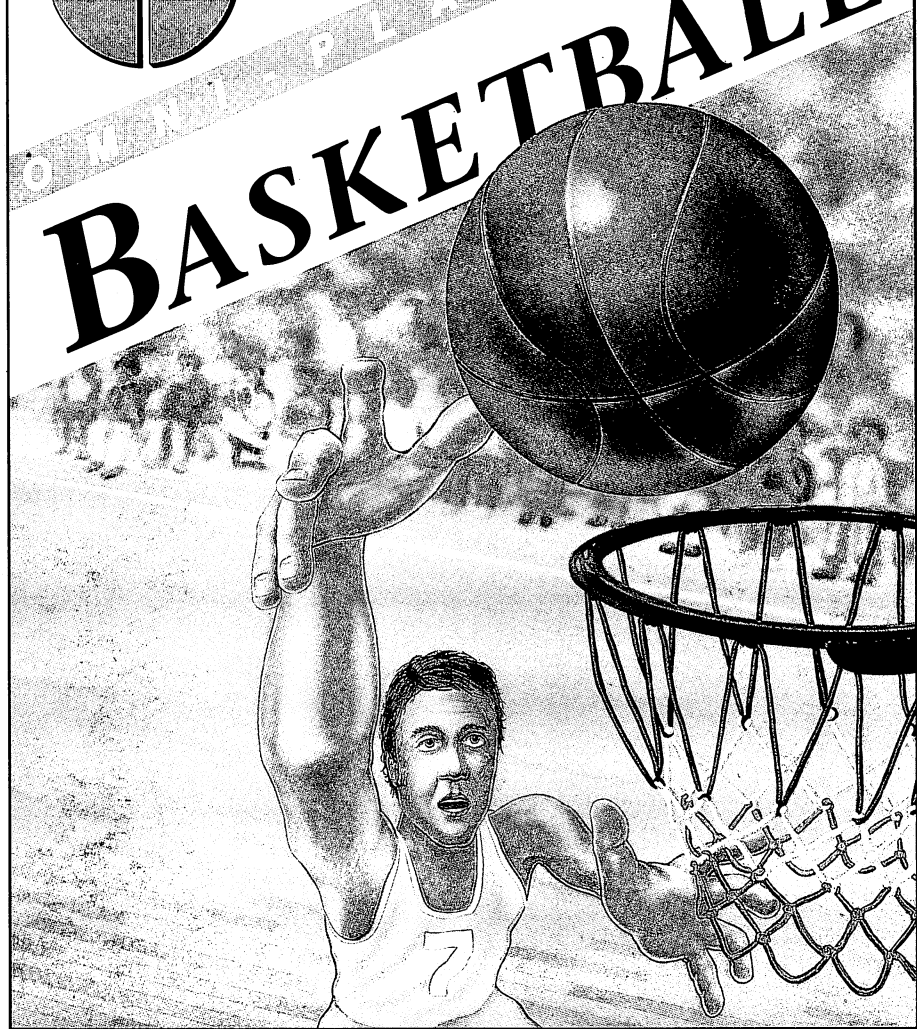
BASKETBALL

"COLLEGE" LEAGUE MODULE
INSTRUCTION MANUAL

IMPORTANT:

Please read the first *UPDATE* part of the manual for information about updating your disks to the latest Versions.

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.)

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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.

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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	Minutes per overtime
4	1
8	2
12	3
16	4
20	5

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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.

Minutes per half	# of Fouls which cause ejection
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:

Type of foul	Basket made? : Does it count?	# of free throws awarded
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:

Type of foul	# of free throws awarded
Defensive	one and one
Offensive	one and one

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SUBSTITUTIONS

Substitutions are handled exactly the same as in the "SBA" League Module. The only difference is in the amount and type of information presented on the "SUBS" screen.

1. Your team roster is displayed with each player's name, position and current **rested percentage**. A percentage of 100% means the player is totally rested.
2. The smaller box at the top of this roster listing, called the "INFO BOX", now contains a **ranking** of the player as compared to his teammates. This number is based on each player's current overall skills and will range from 1 - 12. A "1" means he is the best player on the team and a "12" means he is the worst. You can see from your players' Rankings which ones are currently more skilled, while their Rested Percentage lets you see how tired they are. Choose the players wisely so that their abilities are used in a strategic manner. More than one player on a team can have the same ranking if their skills are currently close enough. Also note that a player's ranking changes during the course of a game as he and his teammates tire or rest.
3. If all of the players from any one position and the Reserves are unable to play because of injury or ejection, a player from another position will be allowed to play that position instead. Because of the superlative skills which the average collegiate player possesses, players are not penalized in any way for playing out of position in this special case.

About the Main Menu

The Main Menu screen is divided into three parts. The **bottom** of the screen contains the 5 main options you can select from: **OMNI, RESET, HISTORY, PLAY** and **TREE**. Some of the options will lead to further sub-options.

The **right** side of the screen contains a "radar map view" of the whole Tournament Tree. The Tournament's current progress can be seen here while the square box outlines the area of the Tree that is currently being viewed in detail on the **left** side of the screen.

NOTE: *The C-64/128 version does not allow you to follow the progress of the entire Tournament on the right side of the screen.*

The Left Side

On this detailed view of the Tournament Tree, your team and your next opponent will be flashing if you're still alive in the competition. If two people have their own teams in the same Tournament, then the human-controlled team that is next scheduled to play will be flashing. Next to each listed team name at the beginning of the Tree (in Round 1) are the teams' respective **rankings**. Within each Region, each team is ranked from number 1 to 16. These rankings reflect the general consensus of the overall abilities of each team as compared to the others within the same Region. The rankings cannot be changed as they are fixed to the simulated Tournament year. The 1989 College Season is included with this "COLLEGE" League Module. Previous seasons are available separately as will be future seasons.

The initial competition matchups are always the same. In the first round, the best team in a Region always plays the worst according to the rankings, the second best team plays the next to worst team, and so on. As games are played, the scores are listed below the team names and the Tournament Tree is updated to show which teams advanced to the next round. Any number in parentheses next to a score refers to the number of Overtime periods the game lasted. Teams that lose a single game are eliminated from play until a new Tournament is created or the same one is replayed.

As long as a human team is still competing, each round of the Tournament will wait for the human team to play. When all human teams have been eliminated from the Tournament, however, the computer teams will immediately finish up the remainder of the Tournament.

The Right Side

A miniature version of the Tournament Tree can be found on the right side of the screen. You cannot read the team names or the scores of the games here, but you can follow the different paths to see how far individual teams progressed (see previous NOTE).

The **square outline** over the miniature Tree is actually a cursor which selects the area of the Tree to be displayed on the left side of the screen (see section entitled TREE for more information).

The Bottom Side

Along the bottom of the screen are all of the options available during a Tournament. Some of these options will lead to even more options. Ultimately, these options give you access to all of the statistical and historical information available. Select from:

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OMNI   RESET   HISTORY   PLAY   TREE

The "OMNI" option brings you back to the O.M.N.I. Screen which is fully described in the main *OMNI-PLAY*™ BASKETBALL Instruction Manual.

To select any option, use your joystick to highlight the desired option and then press the fire button. If you are playing the game for the first time, select **RESET** now and read on.

MAIN MENU SELECTIONS

RESET
This option allows you to create a new Tournament and set up some of the variables about the way the new Tournament will operate. It also allows you to load, save or delete any previous Tournaments which you may have already created.

When this option is selected, you will see the following sub-options:

LOAD   SAVE   DELETE   RESET   CANCEL

NOTE: SAVING, LOADING and DELETING Tournaments all require the use of the **File Requester Screen** *as described in the main OMNI-PLAY*™ BASKETBALL *Reference Card and* Instruction Manual. ***It is assumed that all disks used to SAVE your Tournaments have already been formatted properly!*** *Also, the sub-option "DELETE" is not available in the C-64 version.*

1. The "LOAD" option allows you to load a previously saved Tournament. In addition, a special file can be accessed only from the LOAD option. You will see it listed in **red** as "**1989**" (found on Side 2 of C-64 disks). This is the *master* 1989 College Season included with this module. Separately available disks will allow you to add yet other *master files* simulating specific years in history and the future. You cannot delete this file with the DELETE option. If you SAVE another file named "1989", it will show up on the File Requester Screen in a different color and will be treated as any other Tournament file.
2. The "SAVE" option allows you to save the current Tournament setup and all of its history for future use.

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3. The "DELETE" option erases a previously saved Tournament from disk or hard drive.
4. The "RESET" option will first clean out the current Tournament being used (save this Tournament first if you don't want it lost forever) and then this option steps you through the creation of a brand new Tournament. However, Team and Player data always remain unchanged.
5. The "CANCEL" option allows you to return to the **MAIN MENU** with no action taken.

Creating a New Tournament

If the sub-option "RESET" is selected *(Remember to "SAVE" your current Tournament first or it will be lost forever):*
1. You are asked the NUMBER OF HUMAN TEAMS playing. Select either "1" or "2" by moving the joystick left or right until the desired number highlights and pressing the fire button.
2. You are then asked to CHOOSE YOUR TEAM. Move the joystick either up or down until the desired team is displayed. Each teams' ranking and Region are shown as well. Press the fire button when done. If there are two human teams playing, the message is repeated for the second team.

NOTE: You should already know which team you want to play with by studying their Season History screens. If you are playing for the first time, we recommend you pick a top-ranked team like ILLINOIS to start off.

3. "MINUTES PER HALF" allows you to choose either a **4, 8, 12, 16** or **20** minute half. Unlike the PRO or the SBA Leagues, COLLEGE does not have four quarters but simply two halves. The length you choose will be fixed for every TOURNAMENT game that your team plays. To change this, you must either "RESET" the Tournament again or play a PRACTICE game (see section entitled "PLAY").
4. "SHOT CLOCK" allows you to choose either a **20, 25, 30, 35, 40** or **45** second shot clock. The length you choose will be fixed for every TOURNAMENT game thereafter. To change this, you must either "RESET" the Tournament again or play a PRACTICE game.
5. The Main Menu is then displayed. If you want to change any information, select "RESET" and repeat the above steps. If the information is correct, you are ready to begin Tournament play!

HISTORY

This option allows you to select from a variety of sub-options and discover a wealth of information about your team, every other team in the Tournament and past Tournaments you have already played. Choose from the following sub-options by moving the joystick until the desired sub-option highlights and pressing the fire button:

TEAM   SEASON   RETURN   TOURNAMENTS

Selecting "RETURN" will return you to the Main Menu and display the current Tournament Tree along with the original options. Choosing any of the other three sub-options will lead to new screens as follows:

TEAM

This screen keeps "Hall of Fame" records of the best overall game performances by your players and by your team since the creation of your Tournament. PRACTICE games don't count and TOURNAMENT games must be either watched or played by the human player.

This screen works essentially the same as in the "SBA" League Module. However, instead of showing the "Season" and the "Game" in which the record was set, the "COLLEGE" League Module shows the **Tournament Number** and the **Round Number** in which the record occurred. The "Season" never changes unless you use one of the College Season Disks available separately, but by repeatedly playing the same created Tournament, the Tournament Number will increase each time to show you how many complete Tournaments you have played since creating the Tournament from the "RESET" option.

1. To return to the HISTORY screen, press the fire button.
2. If two human-controlled teams are in the same Tournament, their records can be compared alternately by moving the joystick back and forth.

SEASON

This sub-option brings up summaries of each team's regular **Season History**. The year which is being simulated always appears in the heading for these summaries (**1989** is the season included). When this option is first selected, your team, as seen by the **team name in the upper center of the screen,** will be the team displayed.

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The following information is available for each team:

Along the top of the screen:

•RECORD	This team's final regular season won-loss record.
•HOW QUALIFIED	How this team got into the Tournament (either by winning their Conference in the regular season, by winning a postseason tournament or by being selected as an "at-large" representative).

In the middle of the screen, for the actual starting five players:

•POSITION	The player's position (C - Center, F - Forward or G - Guard).
•PLAYER	The last name of the player. (Only eight characters are shown, so longer names have been shortened.)
•POINTS	The average number of points per game the player scored during the regular season.
•REBOUNDS	The average number of rebounds per game the player grabbed during the regular season (if significant).
•ASSISTS	The average number of assists per game the player dished out during the regular season (if significant).

Near the bottom of the screen:

•TEAM SUMMARY	Some witty lines which sum up the Tournament hopes of each team. (They also inform you as to the relative depth of each team.)
•LAST SHOWING	The year and the outcome of the last time this team made it into the Tournament.
•REGION (RANK)	The Region and Rank within that Region of this team for the season simulated.
•COACH	The Head Coach of this team that season.

To view the Team History of your next opponent:
1. Move the joystick either left or right.
2. Move the joystick left or right again and your team's Team History reappears.

To view any other teams' Team History:
1. Move the joystick up or down and then release to cycle through all 64 teams, one at a time. Or,...
2. Hold the joystick in either the up or down position to rapidly cycle through the Team Histories.

To return to the HISTORY sub-options screen:
1. Press the fire button.

TOURNAMENTS

This sub-option allows you to examine a maximum of twenty (20) past Tournaments (plus the current Tournament) in detail. Available for viewing will be those Tournaments played since the current Tournament setup was created. In this way, you can study a documented history of play under the same conditions you've defined and with the team you have selected.

To view previous Tournaments (and the current one as well):
1. Move the joystick to the right until TOURNAMENTS highlights along the bottom of the screen.
2. Move the joystick up or down to cycle among all past Tournament Trees. The number displayed below the miniature Tree on the right side of the screen tells you what Tournament of the series you are looking at (the Series Number). The very first Tournament you played after creating a new Tournament was #1. It is also the oldest of all the Tournaments in the series. The last and newest Tournament in the series will show the word "CURRENT" above the appropriate Series Number.

To change the Tree's detailed view (on the left side of the screen):
1. Select the desired Tournament as described above.
2. Press and hold down the fire button.
3. While moving the joystick around you'll notice the **square outline** on the miniature Tree moving accordingly.

NOTE: *The current **Version Number** of the "COLLEGE" League Module you are playing will be shown at the top of the miniature Tree. This is important as updated versions of this Module may become available in the future.*

To return to the Main Menu:
1. Release the fire button.
2. Move the joystick to the left so that RETURN highlights.
3. Press the fire button again.

PLAY

This screen allows you to fine tune some more aspects of how any one Tournament game will actually play and to also start that game. After the Championship game (the last game of a Tournament), this option will automatically change to read **NEXT**. Select it to begin a whole new Tournament in the series with the same team and conditions. (This is when the Tournament Series Number actually advances to the "next" number.)

Otherwise, this PLAY screen works essentially the same as in the "SBA" League Module.

NOTE: *If you are a good enough player to win the College Basketball Championship, the "Head Coach" of your team may be seen celebrating the hard-won victory with his squad. Please note that the Coach pictured on this screen is not meant to resemble any one person in particular. The graphics are merely intended to offer some appropriate display of victory and team unity!*

TREE

This option allows you to change the detailed view of the Tree. You need to do this in order to view different Round matchups, the resulting scores of games and the various Regions of the current Tournament Tree in general.

The miniature Tree on the right side of the screen is a small replica of the larger version on the left. You cannot read the team names or the scores of the games here, but you can follow the paths of individual teams to see how far each has progressed. A **solid** line indicates that the team won that Round, and if the solid line extends all the way to the far right side of the screen, that team is the champ. A **dotted** line, however, symbolizes defeat. You know a team is still alive in the Tournament until a dotted line appears. This gives you a quick feel for where the winning teams came from and who they had to play.

NOTE: *As previously mentioned, some computer formats (such as the C-64) may not allow you to follow the progress of the entire Tournament in this manner.*

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Moving the **square outline** which is superimposed over the miniature Tree allows you to view that outlined portion of the Tree in detail on the left.

To change the square outline's position:
1. Move the joystick until the option "TREE" is highlighted.
2. While holding down the fire button, move the joystick until the square is over the area you wish to view in detail.
3. Release the fire button.

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"COLLEGE" League Module

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TWO POINTS
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