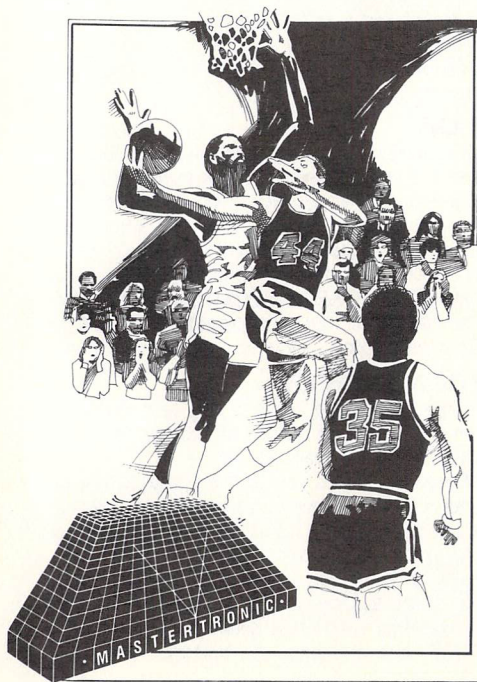


SLAM-DUNK



INTRODUCTION

This is a two-on-two basketball game that captures the speed and strategy of team basketball. You will work together with your teammate to score against your opponent. The pace is fast and you will play full court . . . meaning clever defense and passing can result in a fastbreak, possibly ending in a backboard-shattering SLAM DUNK.

TIP OFF

1. The joystick for a single player game is to be inserted into the front joystick port. For two player games, the front joystick port controls the home team.
2. Turn on your computer and disk drive.
3. Insert disk into drive with label face up.
4. Type LOAD "*"8.1 and press RETURN
5. The game will load and provide you with the Options Screen.

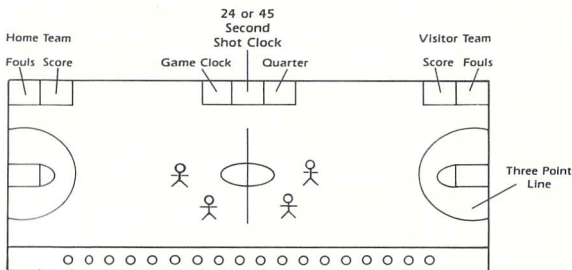
OPTIONS SCREEN

Use either joystick to point to any item on the screen. Press joystick button to activate that option. The items available are:

1. **Marquis** — takes you to the Game Setup Screen. Use the joystick to point to the box marked "Skill Level" and use the button to change from high school to college pro skill levels. In the same way, the "Players" box sets game to one or two players.. When you are satisfied with these settings, point to the "EXIT" box and press the button.

2. **Mastertronic Logo** — Shows you the names of the people who worked hard to bring you this game. Press your joystick again to return to the options screen.
3. **Coach's Door** — Takes you to the practice session. Here the coach will take you through all of the moves and plays. Pay attention to what he says, because you will need these plays to beat the pros.
4. **Arena** — When you have the game options set the way you like, this door leads you onto the hardwood to play the game.
5. **Television** — Shows you a video tape demonstration of a sample game.
6. **Jerseys** — The left jersey changes the team colors for the visiting team. The right jersey changes the team colors for the home team.
7. **Shower** — You've played enough, and you want to head for the showers.

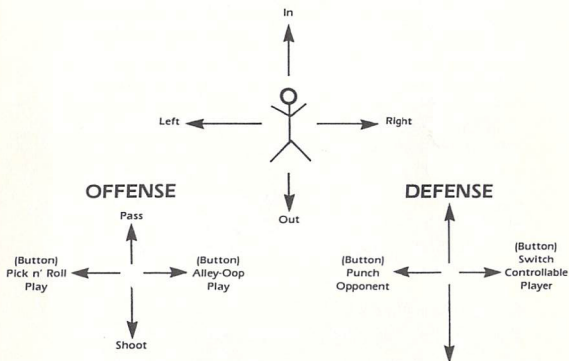
THE GAME SCREEN



CONTROLS

You can control one of your players on your team. Your teammate will be controlled by the computer, based on your movements of the controllable player. On offense, you control the man with the ball. On defense, you control the man guarding the gall. On defense, 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:



SPECIAL KEYS

F1 to restart

F3 to get statistics

F5 to pause game

HOW TO PLAY THE GAME:

Offensive hints:

If your team has the ball (offense) your goal is to make a basket. Your teammate 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 teammate, you can now control the man who caught the ball.** A lot of passing will make it difficult for the defense to keep up with you, and you can get a better shot. The chances of making the shot 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 pros get just 24 seconds to shoot — so you better hustle!

Note your shooting percentages increase if the defense 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 practicing to execute them well, so go to the coach and practice them.

Defensive Hints:

If the 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 offense. So be ready to play defense immediately, hustle back as fast as you can.

The closer you play to the offense 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 defense plays too close or offense shoves its way into a defensive man.

After five fouls, free throws will be shot. If you're shooting free throws, simply hit the button 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.