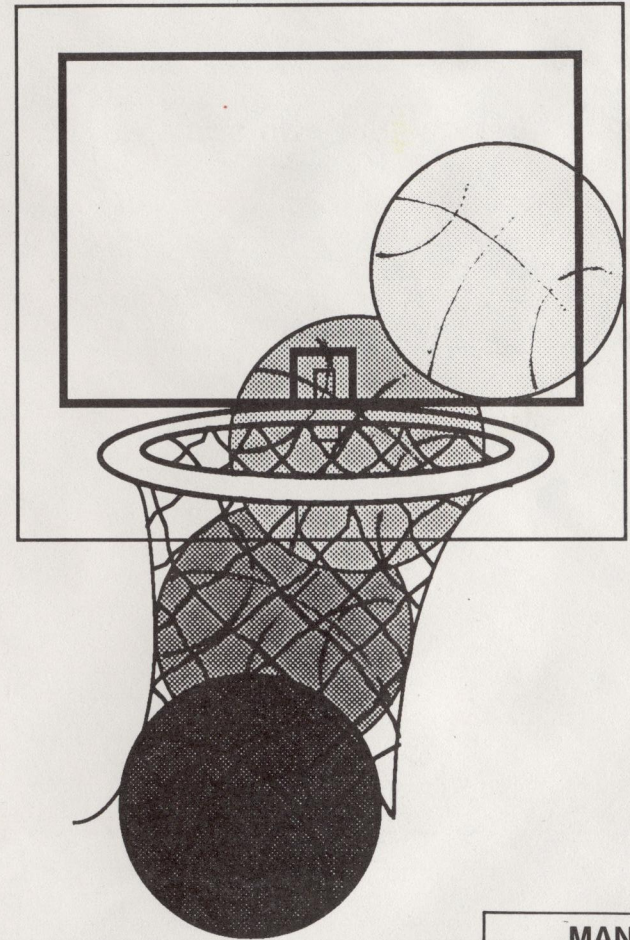


Fast Break



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Home Computer Software

A71841EM

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MANUAL
ENGLISH

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Fast Break



Slammers vs. Jammers. Two of the fastest breaking teams since the invention of Lycra gym shorts. A legendary basketball rivalry, up there with L.A. and Boston. Jammers in green, Slammers in white.

This is Real Hoops: My six against yours, three-on-three on court, 24 seconds, six fouls you're gone. It's a fast-release outlet after a major bound, two no-look passes, a quick pump fake, dribble drive, and downtown with the Slamma-Jamma...

Getting Started

- Connect your joystick to port 1. For the two player game, put another in port 2.

DISK

- Turn on your computer and disk drive.
- Insert the Fast Break game disk into the drive, label side up.
- Type **LOAD""8,1** and press Return.

CASSETTE

- Turn on your computer and insert the program cassette, label side up. Rewind fully.
- Hold SHIFT and press the RUN/STOP key; then press play on your cassette recorder.

Take a few seconds to enjoy the Title and Credits screens, then a Game Selection screen appears.

Note: You can press RESTORE anytime to return to this screen. Your current game will then automatically end.

Choose your game

Move your joystick up or down to highlight one of the bar menus on the Game Selection screen:

Six minute Quarters: Select the time for each quarter by pressing the fire button until you find the duration of your choice (3, 6, 9 or 12 minutes). Then go to another bar menu.

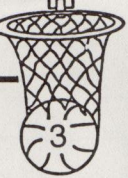
Jammers vs. Slammers: Pick your favourite team and opponent by pressing the fire button until you're satisfied with one of 3 options (Jammers vs. Slammers - two players, no computer-, C Jammers vs Slammers - Jammers played by computer, Slammers is your team-, Jammers vs Slammers C - Your team is Jammers and Slammers are played by the computer).

(SPACE) to start game: Select a game mode by pressing the fire button until you find the one you like (Start game, Playmaker - Slammers white, Playmaker - Jammers green, practice)

Note: The practice mode is only available when you select the two-player option.

If you select "Start Game" or "Practice", press the space bar to reveal the Players screen. If you choose "playmaker", read on.

Playmaker - Design your own strategy



1. You have selected in the Game Selection screen, the option "Playmaker" for your team.
2. Press the space bar to reveal the Playmaker screen: Your players take their positions; one of them blinks.
3. Read the Play box (lower left). You can design the blinking player to make up to four moves during this particular play.
4. Move him to the desired location and press the fire button. Do this 4 times, then the second player blinks, awaiting his designated moves.
5. When the moves of all three players are set in this way, press the space bar to return to the Game Selection screen. Your play is automatically recorded as number 15 in your playbook.

Note: A player doesn't have to make four moves in every play. If you want him to move just twice, for example, press the fire button three times after you make his second move. You don't want him to move at all? Press the button four times right were he stands.

Choose three players

The Players screen contains a 6-man Roster and 15-play Playbook for each team. Every player is a first-rate hoopster, but only three per team can play at a time. So you have to select your starting line-up: one Centre (C), one Guard (G), one Forward (F). At each position, you have two players to choose from. To choose:

1. Move your joystick up or down to highlight one of your team's positions.
 2. One player is already listed, press the fire button to list the second.
 3. Leave the selected player's name in the bar, then choose the other two spots.
-

* Scouting reports

When you highlight a player, a brief description of his strengths and weaknesses automatically appears at the bottom of the Roster. This helps you create the best player mix for your team and your playing style.

* Statistics

Fast Break automatically tracks each player's statistics for the current game and records them at the end of the scouting report.

0/0 FG = Field Goals made/Field goals attempted (Field Goals = Shots).

0 PF = Personal Fouls (making contact in a non-contact sport)

0 ST = Steals (taking the ball away from the other team)

0 TO = Turnovers (giving the ball to the other team when you shouldn't)

Select up to four plays

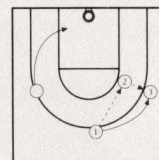
14 out of the 15 plays in the team's PLAYBOOK are pre-designed plays (see below). You can design the 15th. You can select up to four plays at the beginning of each game (not necessarily four), then change your selections during timeouts and between quarters. 9 out of 14 are offensive plays, 5 are defensive.

To select the play

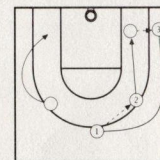
1. Move your joystick to highlight the word **Playbook** beneath your Roster.
2. Press the fire button. A playlist replaces the Roster. Move the joystick up and down to scroll through the 15 plays. Four selected plays are marked with an *
3. To change a selection, highlight the play and press the fire button, the * disappears. Highlight another play which has no *, press the fire button and the * appears.

* Offensive plays

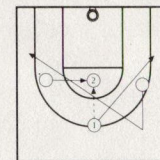
1. Those diagrams only tells you where your players are going to move. The execution of the play is depending on your skill.
2. The numbers indicate the succession of players you control (they blink!) during the play.
3. Dotted lines suggest passes (but they are optional).



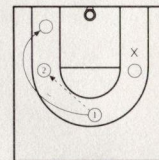
Screen Hi Rt



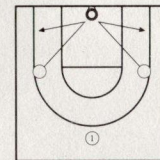
Screen Lo Rt



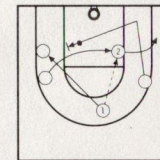
Scissors Rt



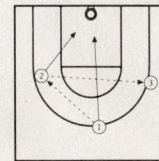
Pick N Roll



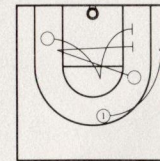
Reverse Cut



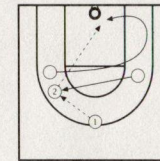
Pivot Rt



Give N Go



Db1. Screen Rt



Ally-Oop



* Defensive plays

Fast Break: Your two computer-controlled men break towards centre court when the other team shoots, counting on you to grab the rebound and make the quick outlet pass.

Man-2-Man (T): T = Tight. Your two computer controlled players cover their assignments very closely.

Man-2-Man (L): L = Loose. Your two computer-controlled players play off their man, giving them the shot, but trying to prevent the drive.

Trap: Your two computer-controlled players always follow the ball handler.

DbI Team: One of your computer-controlled men always follows the ball handler, which allows you to join or "double team" him.

Gameplay

You're ready to play basket ball. Press the space bar and the Game screen appears. If the computer team has the ball, get ready to play defense. If it's your ball, the boys are standing, waiting for you to make something happen.

* Controls

1. Move your joystick to control the blinking player (there is only one per team at a time). Each player can face and move in eight directions.
2. To change the player you control, press and release the fire button.
3. Touch the ball with your player and he automatically picks it up, move and he dribbles.



* The Game Screen

1. At the bottom of the screen, the team controlling the ball, the quarter, the time remaining in the quarter, the time remaining on the 24-second clock, and the score are indicated.
2. Only half of the court appears on screen. Dribble the ball over the centre line to make the second half of the court appear.
3. The two play boxes (Jammer- lower left, Slammer- in the middle) show you which man has the ball and which man guards him.

* Inbounding the ball

1. Check the play box to see if your team has possession of the ball.
2. Move your blinking player to pick up the loose ball, then take it over the end line beneath your basket.
3. Face your man in the direction of one of your other players. Press and release the fire button quickly to pass inbounds. Use slower players to inbound the ball so that you can pass it in to the faster ones.

* Passing

Face your ball handler in the direction of a teammate. Press and release the fire button quickly. Beware opponents!

* Shooting

1. Shoot anytime you have the ball on your end of the court.
 2. Press the fire button and hold it down to make your shooter go up for a jump shot.
 3. Release the fire button to release the shot at the top of the jump. Beware opponents!
-

* Scoring

1. A Field goal from within the three-point line (the arc that extends beyond the top of the key) is worth two points.
2. A Field goal from beyond this line is worth three points.

* Blocking shots

When a shooter goes up for his shot, press the fire button to make your defender go up with him. Bear in mind that your opponent does the same when you shoot!

* Calling offensive plays

1. Linger with the ball near the half court line for a few seconds, or dribble the ball into the key then back toward the centre line, and suddenly the action stops. Your play box reads: Call offensive play.
2. Press the fire button and **keep it down**.
3. Move the joystick in the direction of the arrow beside the play you want. That play is now set. Release the fire button (If you don't want to call a play, just release the fire button, without moving the joystick).
4. Your players continue to play the same pattern until you shoot.

* Calling defensive plays

1. When the offensive team calls a play, play stops, and your play box reads: Call defensive play.
 2. You can select a defensive play (same instructions as for the offensive play selection) after the offensive team calls a play.
-

* Rebounding

1. Move your player to the hoop as quickly as you can after a shot.
2. As the shot comes off the rim, press the fire button and **keep it down** to make the player jump for the ball.

* "Steal"

To steal, guard the dribbler closely. When he faces you with the ball, touch him and you strip away the ball safely. You foul him if he is not facing you.

* Personal Fouls

Two kinds of Personal Fouls are called in this game: Charging (when your ball handler runs over a defender) and Foul (when you hack a dribbler or shooter). Each player is permitted six personals before he's thrown out of the game. When a player fouls out, the second man in his position automatically takes his place.

* Violations

1. Violations are infractions of the rules. They result in Turnovers (the other team gets the ball).
2. Violations include

24-Second rule: from the moment you gain possession of the ball, you have just 24 seconds to shoot the ball, or the other team gets it. If you shoot and miss but grab the rebound, the 24-second clock (at the bottom of the Game screen) resets, and you have another 24 seconds to shoot.



Half court Violation: When you inbound the ball beneath the basket you're defending, you have just 10 seconds to dribble or pass the ball over the centre line into your half of the court. The ten-second count begins the moment your player receives the inbound pass.

Finally certain violations doesn't even exist in Fast Break. You can't dribble or pass the ball out of bounds; you can't dribble or pass the ball back across the centre line once you've crossed it (Over and Back); You can't double dribble.

* **Substitutions**

1. Change players as often as you'd like, but only during a timeout (no matter who calls it) and between quarters.
2. To do so, move the joystick up or down to highlight the player(s) you want to remove; Then press the fire button to replace him.

* **Timeouts**

1. You get three per half, six for the game.
 2. You can only call time after a field goal, when the ball is out of bounds.
 3. To do so, press the space bar. Press the fire button, the players screen appears and you're automatically assessed for the timeout.
-



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