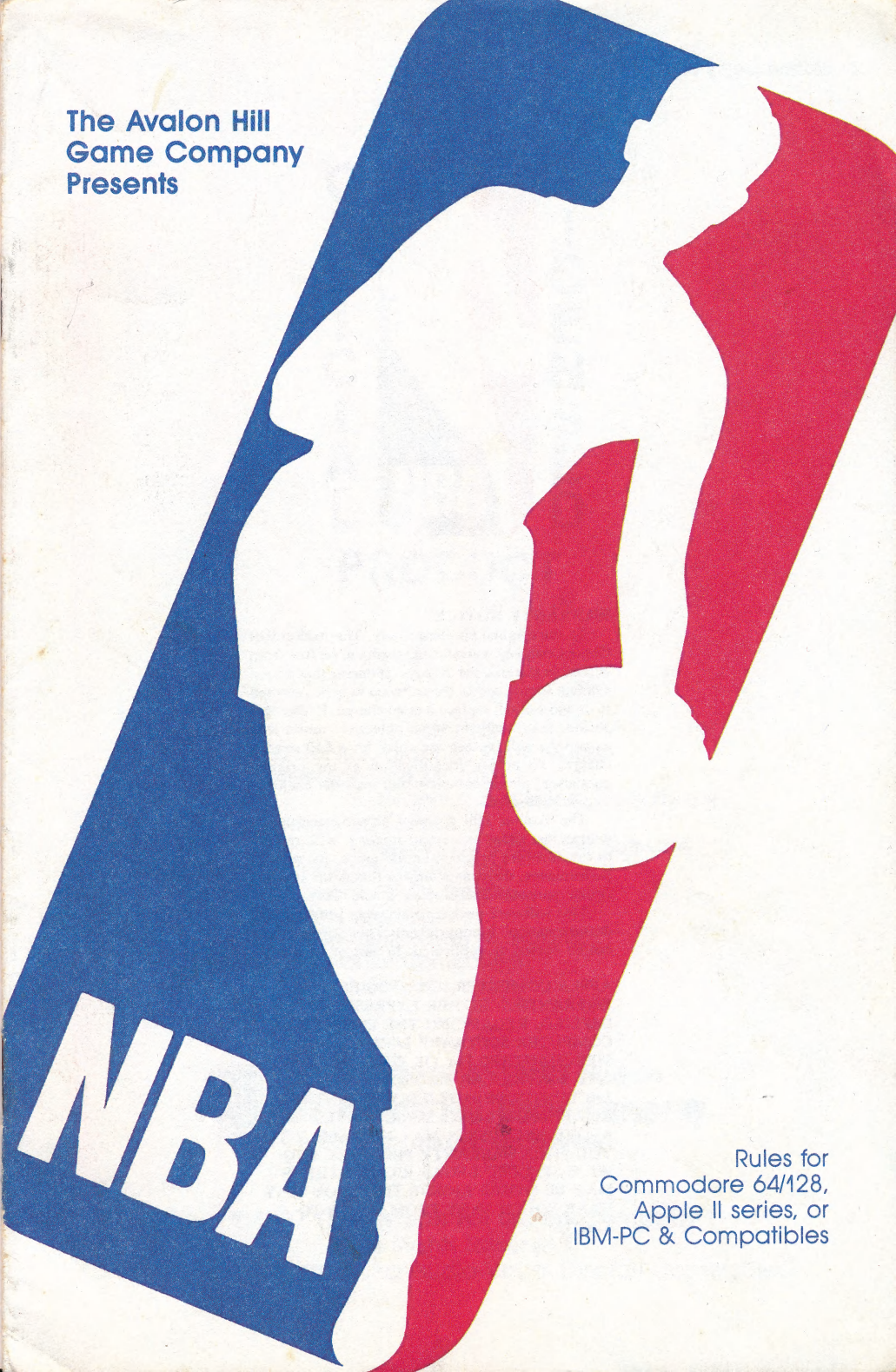


The Avalon Hill
Game Company
Presents



NBA

Rules for
Commodore 64/128,
Apple II series, or
IBM-PC & Compatibles

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microcomputer games DIVISION

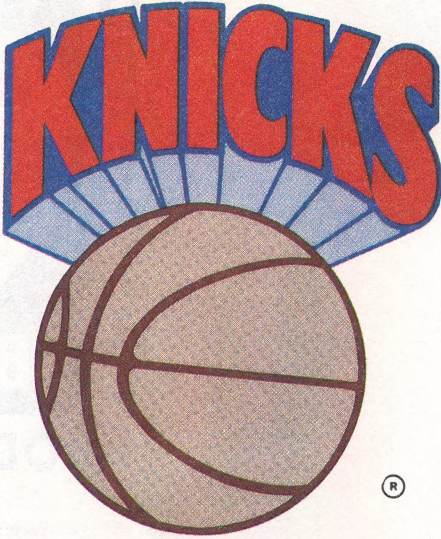
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LOADING INSTRUCTIONS

Commodore® 64/128

Remove or disable all cartridges and plug in any joysticks before turning the computer on. Turn the computer on, put the disk in the drive and type **LOAD"*",8,1**.

If you get a **FILE NOT FOUND** error, type **LOAD"*",8,1** again without re-setting the machine.

The time it takes to play a Quick Play game is affected by the background color of the screen. Before the first animation sequence appears, the scoreboard is grey. Afterwards, the scoreboard is dark grey at top and green at the bottom. If the Quick Play option is chosen before the scoreboard appears in three colors, the speed of the

game is increased by about 10% because the computer does not have to draw the three colors after each play.

Apple® II series

Turn the computer on with the disk in the drive.

IBM-PC®

To load the game, load DOS 2.0 or higher. Then, put the disk in drive A and type **NBA** and press the return key.

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SECTION 1: PLAYING A GAME

This section discusses the Play NBA Basketball option and describes all of the

commands used. Section 2 refers specifically to the Update/Create Stat Disk option.

1. 1959-60 BOSTON CELTICS
2. 1964-65 BOSTON CELTICS
3. 1965-66 PHILADELPHIA 76ERS
4. 1966-67 BOSTON CELTICS
5. 1969-70 LOS ANGELES LAKERS
6. 1969-70 NEW YORK KNICKS
7. 1970-71 BALTIMORE BULLETS
8. 1970-71 MILWAUKEE BUCKS
9. 1971-72 LOS ANGELES LAKERS
10. 1972-73 NEW YORK KNICKS
11. 1973-74 BOSTON CELTICS
12. 1974-75 GOLDEN STATE WARRIORS
13. 1976-77 PORTLAND TRAILBLAZERS
14. 1977-78 WASHINGTON BULLETS
15. 1978-79 SEATTLE SUPERSONICS
16. 1982-83 PHILADELPHIA 76ERS
17. 1985-86 LOS ANGELES LAKERS
18. 1985-86 HOUSTON ROCKETS
19. 1985-86 MILWAUKEE BUCKS
20. 1985-86 BOSTON CELTICS

Enter the number for the visiting team first, followed by the home team. In the solitaire version, the visitor or home team may be assigned to the computer coach.

**DO YOU WISH TO PLAY AT A
NEUTRAL SITE?**

If No is chosen, the home team gains a slight advantage in its shooting percentage and the visiting team an equal disadvantage.

0=ALL COMPUTER GAME
1=ONE PLAYER GAME
2=TWO PLAYER GAME

If the All Computer Game option is selected, you will be asked to enter the number of games to be played. The games will be played one after another and stop only when the last game is played. Game statistics are accumulated at the end of each game. While up to 99 games can be played, no more than 3 should be played because some statistics may keep track up to 99 after which they "turn over" and begin counting again from zero.

(HOME TEAM)	TIME	(VISITING TEAM)
00	12:00	00

TO	PF	QUARTER	TO	PF
4	00	1	4	00

STARTING LINEUP

(HOME TEAM)	POS	(VISITING)	POS
1-PLAYER	F-#	1-PLAYER	F-#
2-PLAYER	F-#	2-PLAYER	F-#
3-PLAYER	C-#	3-PLAYER	C-#
4-PLAYER	G-#	4-PLAYER	G-#
5-PLAYER	G-#	5-PLAYER	G-#

PLAY SELECT / OUTCOME

JUMP BALL

#=any number from 1 to 5 that represents the player's defense rating. A dash will appear if the team played prior to 1974.

The game is ready to begin. The scoreboard screen is divided into three parts. The upper third displays the current score, the time left, the quarter, and the number of time outs and personal fouls each team has.

The middle third shows who is on the court, what position they play, and their defense rating. The defense rating ranges from 1 (poor) to 5 (great) and is based upon a player's statistics for steals and blocks, neither of which were kept before 1974. NBA rules that players prior to 1974 do not have this rating and if a pre-1974 team plays a post-1974 team, the defense rating will not be used at all.

Press the C key to change the lineup or any other key to begin play.

In all versions, the following keys may be used when the scoreboard appears:

(B)ox score displays the statistics accumulated so far to either the printer or the screen.

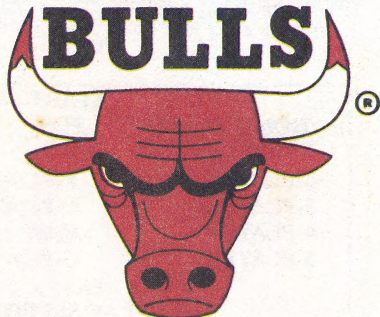
(G)raphics toggle. Press this key twice. This turns the graphics on or off. We suggest that if your accumulating computer league statistics to turn the graphics off first before engaging the quick play version of the game.

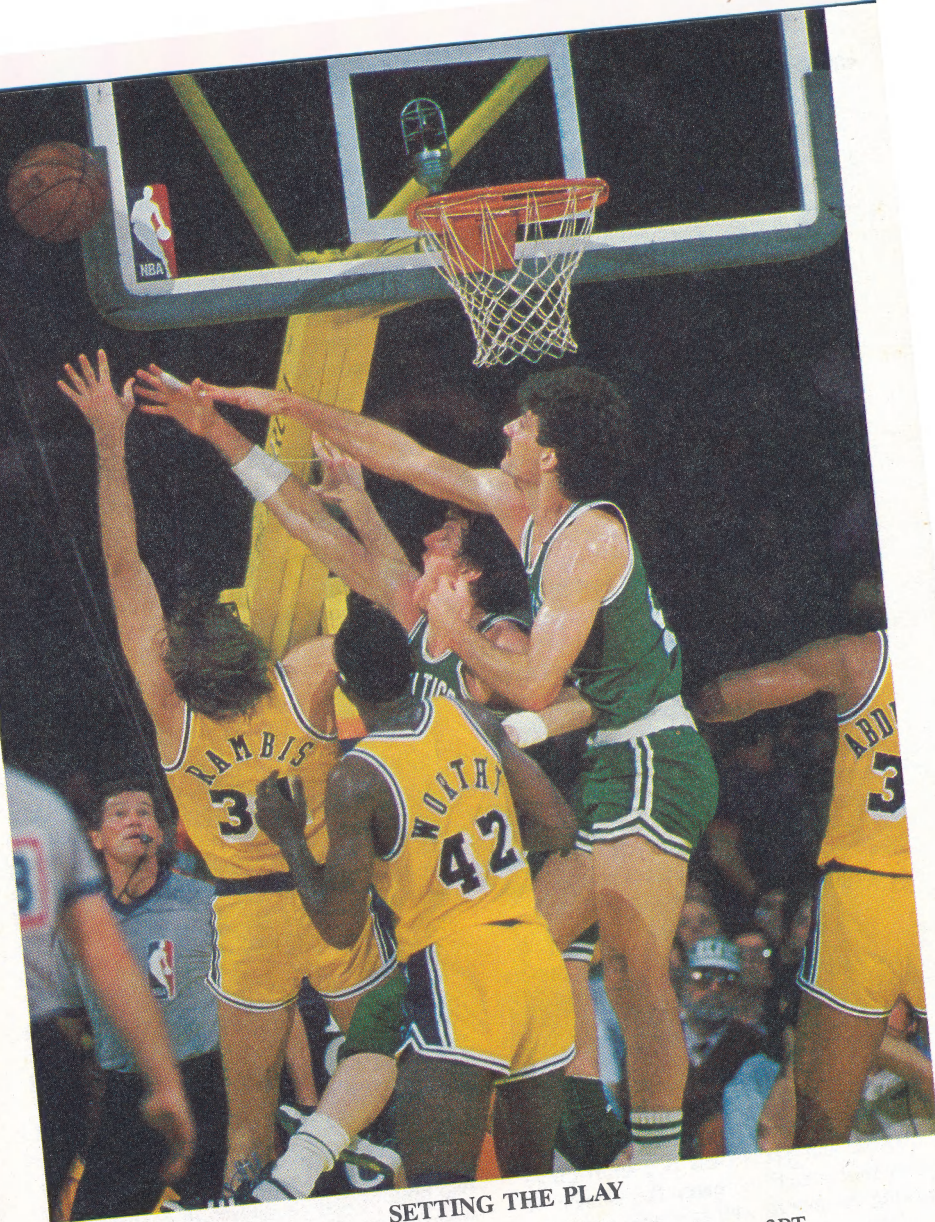
(Q)uick play. Press this key twice. This speeds up the processing time of the game which when the graphics are turned off allows a complete All Computer Game to be played in a few minutes.

(R)e play. This ends the game and returns you to the main menu.



**CHICAGO
BULLS**





SETTING THE PLAY

NAME	POS	FGA	FGM	FG%	ASST	3PT
1=PLAYER	F-#	###	###	##	###	##
2=PLAYER	F-#	###	###	##	###	##
3=PLAYER	C-#	###	###	##	###	##
4=PLAYER	G-#	###	###	##	###	##
5=PLAYER	G-#	###	###	##	###	##

Key

POS: position and defense rating; FGA: field goals attempted; FGM: field goals made; FG% shooting percentage; ASST: assists; 3PT: three-point play rating.

10—Calling The Plays

Each offensive possession begins by selecting the point guard who brings the ball upcourt or throws the ball in. Choose your point guard (also called the play maker) by typing in 4 or 5. No matter which is selected, he will begin the play from the top of the key (the area between midcourt and the half-circle beyond the foul line). Once play begins, player 4 occupies that spot even though the animation will not show the players switching position.

- 1=SHOOT
- 2=PASS
- 3=KILL CLOCK

Each offensive allows you up to two passes after putting the ball in play before you must shoot. Passes can be made to any player. A pass increases the chance of making the shot because you're working the shooter into a better position. It also increases the chance for a turnover.

Kill Clock can be chosen at anytime. At that moment, 24 seconds is subtracted from the game clock and no shot is taken unless the defense chooses the "Try for steal/block shot" option, in which there is also a chance of a stolen ball or a foul.

- 1=OUTSIDE SHOT
- 2=DRIVE AND SHOOT
- 3=3-POINT SHOT

Outside Shot: this is a 15- to 25-foot shot. This decreases the chance of a steal or blocked shot but also reduces the shooting percentage due to the longer distance.

Drive and Shoot: this is a short-range jump shot which increases the chance of making the shot as well as a steal or block.

3-Point Shot: this is a shot from beyond 25 feet. Each player is rated for his ability at this skill, ranging from 1 (poor) to 5 (excellent).

- 1=TAKE IT BACK OUT
- 2=PUT IT BACK UP
- 3=REBOUND AGGRESSIVELY
- 4=GUARD AGAINST FAST BREAK

This screen sets up your defensive alignment. Unlike the previous screens, 0 to 2 numbers can be typed in depending upon how you want to position your team. Pressing the return key without entering a number orders a normal offense. Otherwise, there are two sets of selections to make. Choose from options 1 and 2 to set the rebounding strategy, and from 3 and 4 to set the position of the players.

Take It Back Out or Put It Back Up: The advantage of putting it back up is that the rebounder is usually closer to the basket so his chance of scoring increases. Less time is taken off the clock as opposed to taking it back out. The disadvantage is that you cannot choose who gets the rebound and you may end up turning the ball over.

Rebound Aggressively or Guard Against Fast Break: An aggressive rebound increases the chance of getting an offensive rebound as well as the defense scoring on a fast break. The exact opposite happens if you guard against the fast break.

For example, if the other team is pulling the fast break frequently, you may type in 4(return). If at the same time you have one good shooter and you want to feed the ball to him, you may type in 14(return).

- 1=GUARD AGAINST OUTSIDE SHOT
- 2=GUARD AGAINST LAY UP
- 3=TRY FOR STEAL/BLOCK SHOT
- 4=PLAY FOR FAST BREAK ON REBOUND
- 5=DOUBLE TEAM PLAYER

Like the previous screen, one of the first two options may be chosen in conjunction with options #3 or #4. Option #5 may also be added. Pressing the return key without entering a number chooses a normal defense.

Guard Against Outside Shot/Guard Against Lay up: self-explanatory.

Try For Steal/Block Shot: this selection increases the chance for either a steal or a foul. Unless the offense is trying to kill the clock, then it will automatically result in either a steal or a foul stopping the clock.

Play For Fast Break On Rebound: by reducing the chance for a defensive rebound, your players will be in position to attempt a fast break.

Double Team: one player may be double teamed. This decreases that player's field goal percentage dramatically, but also leaves a player open, usually the center. Naturally, his field goal percentage increases if he attempts a shot. The chart below lists which player is open when one is being double teamed.

When this player is double teamed	This player is open
Player #1 (F)	Player #4 (G)
Player #2 (F)	Player #5 (G)
Player #3 (C)	Player #1 (F)
Player #4 (G)	Player #1 (F)
Player #5 (G)	Player #2 (F)

REBOUNDS AND ASSISTS

Here's how we determine who gets the rebound. The number of rebounds each player had that season is calculated as a percentage of the team's total number of rebounds. During play, each player's percentage is totaled and adjusted up or down so that 100% is reached. Rebounds are assigned based on each player's adjusted percentage. So if a team has a strong rebounder in with four weak rebounders, that player should get the majority of rebounds.

Assists are credited according to official NBA rules, which states that one is granted only if the pass materially affects the result of the shot. For this reason, passing to a player who makes an inside shot is automatically awarded an assist. About 60% of the passes to a player making an outside shot is eligible for an assist.

OFFENSIVE PLAY SELECTION

Shooting an outside shot decreases shooting percentage and defensive stealing and blocking percentages block by 5%. Driving inside increases those same percentages by 5%.

Rebounding Aggressively increases the chance of a rebound by 5%, but if the Play

For Fast Break On Rebound was chosen, the chance of succeeding increases by 30%.

Guard Against Fast Break decreases the chance of rebounding by 5% but reduces the chance of a fast break by 20%.

DEFENSIVE PLAY SELECTION

Guard Against Outside Shot decreases an outside shot's chance of succeeding by 5% and increases an inside shot by the same amount.

Guard Against Layup decreases an inside shot's chance of succeeding by 5% and increases an inside shot by the same amount.

Try for Steal/Block Shot increases the chance of stealing, blocking or fouling by 5%.

Double-teaming a player reduces his shooting percentage by 25% and increases the open player by the same amount. This has no effect on other player's shooting.

Playing for a Fast Break reduces the chance of getting the rebound by 5% but if the break succeeds it increases the guard's shooting percentage by 10%. These percentages can be changed if the offense chooses Guard Against Fast Break.

DEFENSE RATING

A player's defense rating affects the shooting percentage of the man he is guarding according to the following table:

Rating	Effect On Shooting %
1	+3%
2	+1%
3	0%
4	-1%
5	-2%

TIME OUT

A time out subtracts half the time required for the next play. Either side may call a time out at any time, so both players should agree beforehand if they're going to follow NBA rules.

C64/128: press the f1 key to call a home team time out, the f3 key for the

visiting team.

Apple II: press the Ctrl+A key to call a home team time out, the Ctrl+B key for the visiting team time out.

IBM-PC: press the f1 key to call a home team time out, the f3 key for the visiting team time out.

BOX SCORE

The box score can be displayed to the screen or printer at any point or immediately after a game. Pressing the B key while the scoreboard is displayed causes the "Do You Wish To Print?" question to appear. Make sure your printer is turned on before selecting Y. Selecting N automatically displays the box score to the screen. Press the return key to view additional player's stats. Pressing return again returns you to the scoreboard screen.

PTS are calculated by scoring two for each field goal made, one for each free throw made and three for each three-point play made.

3PT counts the number of three-point shots made. Note that each successful shot is listed also under the FGA and FGM column, and counts as three points in the PTS column.

TIME is the number of minutes left that a player can play until he becomes tired and loses his effectiveness. This number goes down for each minute the player remains in the game.

SUBSTITUTIONS

To make the game as flexible as possible, the substitution rules do not follow official NBA rules. In the game, a team may substitute a player at any time. Also, when a player fouls out, it is up to the player to make the substitution himself. If you're involved in a two-player game, you may wish to settle the question of when to allow substitution before play begins.

To substitute a player, press the C key, then either H or V to access that team's

roster. When the roster screen appears, you can press a special key to rotate between the two sets of statistics (see below to see which key). Send in the sub by entering the number of the man you want to send in followed by a number from one to five indicating where that man will go. The starting lineup is then recalculated to include the sub's name.

Any number of substitutions can be made. If you do not want to substitute or want to reenter play, press the return key without typing a number first.

To view more statistics on the substitution screen, press the f3 key (IBM or Commodore versions) or the Ctrl+B key (Apple II).

JOYSTICK CONTROL OF THE GAME

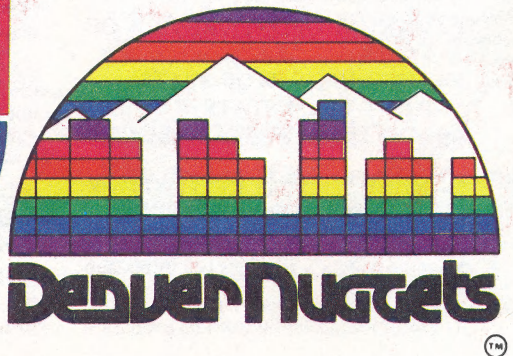
The Apple II and Commodore versions of NBA can be played by plugging a joystick into either port. As one player selects his plays, the other player should not manipulate his joystick as NBA does not distinguish between the two ports. Once the game begins, these actions will affect play:

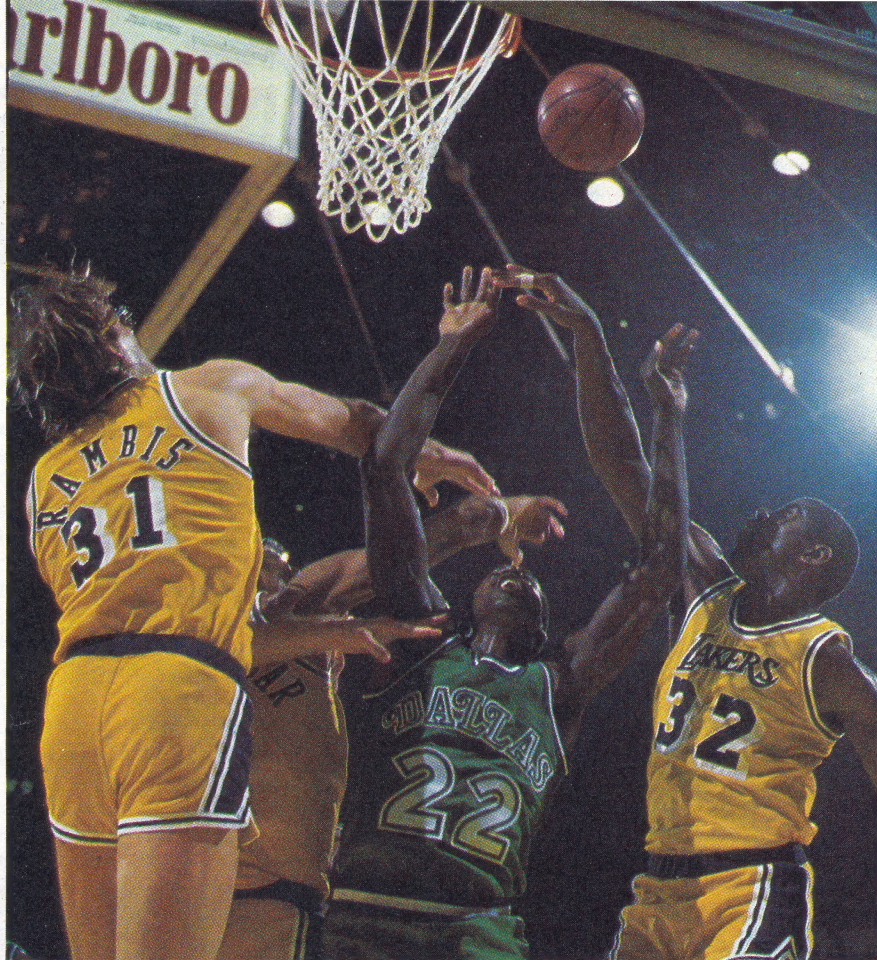
1. Pushing the joystick up selects option 1.
2. Pushing the joystick to the right selects option 2.
3. Pushing the joystick down selects option 3.
4. Pushing the joystick to the left selects option 4.
5. Pressing the fire button while pushing the joystick up selects option 5.

Push the joystick with a steady pressure then release it to make your choice. The fire button also acts as the return key, so when making multiple choices at the same time — like when you're setting your defense — push the joystick in the direction(s) you wish and then press the fire button.

The joystick will work only when selecting plays. Time outs, substitutions and printing stats still require the keyboard.

Midwest Division (Western Conference)—13





SECTION 2: UPDATE/ CREATE STAT DISK

This option lets you keep track of your team's statistics. It'll allow you to format a disk, save game results, and create or revise team stat files.

- 1=MANUAL UPDATE/REVIEW OF STATS
- 2=AUTO UPDATE OF STATS
- 3=PRINT TEAM STATS
- 4=ADD TEAM TO STAT KEEPING DISK
- 5=INITIALIZE STAT KEEPING DISK
- 6=EXIT STAT/UPDATE

Keeping a team's statistics is a three-step process:

1. Option #5 must be used to prepare a

disk so that it can be used to keep NBA statistics. A disk formatted by any other program will not work as option #5 formats the disk in a special way and adds the file it needs to work. This disk can hold up to 26 teams.

Warning: during the initialization process, the disk is completely erased. Do not use for a disk that contains programs or data that you want to keep.

To initialize a disk, select option 5. NBA will prompt you to put a disk to be initialized in the drive.

2. A stat file must be created for every team whose statistics you want to keep. This is done by selecting option #4. When prompted, put the disk that has the team on

it into the drive. This can be an official season disk, the game disk (if you want to keep stats on any of its 20 teams), or a team that you created. NBA reads that team file and asks you to put your stat disk in the drive. This is the disk that you had initialized above. NBA writes the file to that disk. What you now have is a stat file in which all the statistics are set to zero. When you save game results, those statistics will increase. These statistics can also be altered with option #1.

3. Play a game. At the end, press the R key; the main menu will appear. Select option #2 (Update/Create Stat Disk), then option #2 (Auto Update of Stats). You will be asked "Do You Wish To Update The Visiting Team Stats." If you type in N, then those stats are discarded. If you type in Y, you will be asked to put a stat disk in the drive. NBA will automatically search and update that team's stat file. The same procedure is followed for the home team.

OTHER OPTIONS

Before you can use any of these commands, you must have a stat disk prepared and at least one team stat file already on it.

QUESTIONS OF PLAY

The clarity of these rules has been verified by *Software Testers of Universal Microcomputer Programmers (STUMP)* and deemed "complete" in all facets of instruction. Please re-read them in areas that seem unclear at first reading. Questions on play can be answered by the factory *only* if they are phrased in a format that can be answered by a yes, no or short phrase, and if it comes with a self-addressed stamped envelope. We regret that the volume of mail we get precludes answering questions on programming or design philosophy.

IF YOU CANNOT LOAD THE PROGRAM

1. Check your equipment carefully to be sure that all cables and connections are correct.
2. Re-read the section in your computer's manual that tells you how to load software. Try to load software again.
3. If possible, load another program from a tape or disk you know works on your computer. This will prove that your equipment works. Try once more to load your game.
4. If a friend or the local computer store has a similar computer, try loading the software on it. If it loads there but not on your machine, there is either

Manual Update/Review Of Stats

This allows you to look at and alter any stat file. Load in a team according to the prompts.

Note that the player at the top of the list is highlighted and his stats appear at the bottom. The highlight bar can be moved down by pressing the space bar repeatedly. When it reaches the bottom of the list, the highlight bar will be relocated automatically at the top.

To alter a player's stats, press the return key. To keep the first stat, press the return key again. To change it, type in a number and a + or - to indicate if the number should be added to or subtracted from it. Follow the same procedure for the subsequent stats.

To exit the screen, press the f1 key (Commodore or IBM) or the CTRL + A key (Apple).

Print Team Stats

You will be prompted to choose a team from the stat disk, then if you want to print that team. Make sure your printer is on before answering Y. Answering N allows you to scroll through the team stats on-screen.

a compatibility problem or your computer is not working properly.

5. The normal reason software will not load is disk drive head misalignment. Your computer may be able to save and load programs on its own disk drive, but be unable to read software made on a different disk drive for this reason. Be sure your heads are correctly aligned. Your local computer store or dealer can help you with this.

6. If the program still cannot be loaded, send the software, with a complete description of the problem (what type of computer you have, what the computer says, if anything, when you try to load the software or play the game, and what you did to try to get it to load) to:

MICROCOMPUTER GAMES DIVISION

The Avalon Hill Game Company

A MONARCH AVALON, INC. COMPANY
4517 Harford Road
Baltimore, Maryland 21214

Defective software will be replaced. Please allow at least 4 weeks turnaround time.



portland



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