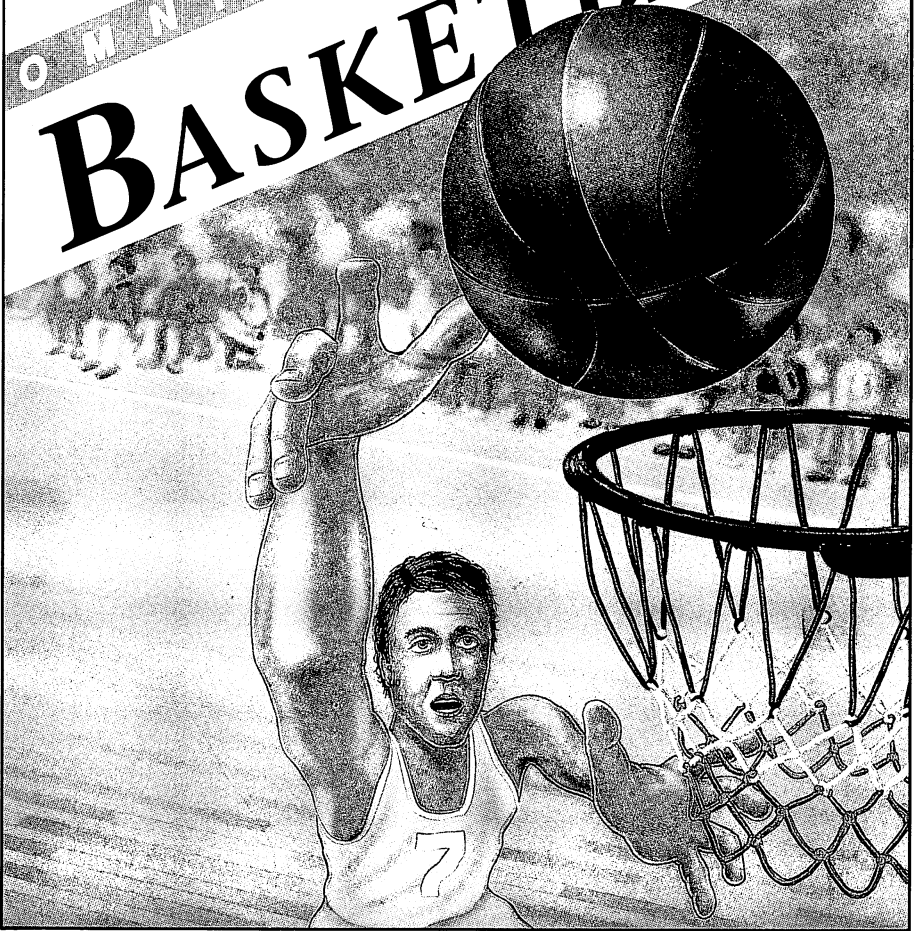




OMNI-PLAY™ BASKETBALL



**“SIDE-VIEW” GAME 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
“SIDE-VIEW” Game Option Module
(Version 1.0)

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NOTE:	
Part (C) applies to the C-64 version of this module only.	



THE “SIDE-VIEW” GAME 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 “SIDE-VIEW” Game 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 “SIDE-VIEW” Game 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 “SIDE-VIEW” Game...

GENERAL INFORMATION

This Option Module lets you enjoy the sport of basketball in ways similar to the “END-VIEW” Game Module (i.e. coaching), but also offers you a big difference in the way you play down on the hardwood. It is assumed you already have a complete understanding of the “END-VIEW” Game Option Module and have thoroughly read the main *OMNI-PLAY™* BASKETBALL Instruction Manual. **The following information, therefore, will only concentrate on the differences between the “END-VIEW” and “SIDE-VIEW” modules.**



PART A: The Coach

The Coaching Screen

All coaching is controlled exactly the same as in the "END-VIEW" Game Module with the following exceptions:

1. You will **always** choose one of three Offensive Ball Control Attitudes:
WORK CLOCK, QUICK SHOT or MIX

This will be the third decision you will make on the Coaching Screen and it will now appear even if you are controlling the Center during the game. This is because you no longer directly control every player on your team with the joystick. You are only in control of the Center. Since the other players must decide on their own whether or not to take a shot, only by coaching can you help affect your teammates' decisions.

2. You will **always** choose one of three Defensive Ball Control Attitudes:
MAN TO MAN, DOUBLE TEAM or MIX

This will be the sixth decision you will make on the Coaching Screen and it will now appear even if you are controlling the Center during the game. This is because you no longer directly control every player on your team with the joystick. Of course, when you are controlling of the Center, you can decide to double or even triple team the ball handler with your Center. Your teammates will decide on their own (with your input via the Coaching Screen) whether or not to double team, play man-to-man or mix it up.

Substitutions

Similar to the "END-VIEW" Game Module. For additional instructions on substituting players, please see the section covering Substitutions in the manual that describes the League Module in which you are currently playing.

PART B: The Court, Players and Game

The "SIDE-VIEW" Game Module allows you to completely control the Center on your team and only the Center while the computer controls the other four players on your team (as per your coaching instructions). This complete control means that in addition to telling your Center to pass, shoot, rebound, block or steal - you can now move him around anywhere on the court with the joystick. You can also take charge of your team offensively by making your



teammates pass the ball to you anytime you want and by strategically setting “picks” for your teammates or by using the “picks” they set for you. Make big plays on defense by double and triple teaming your opponent or by boxing your opponents out of the key for the rebound. Even allow your computer teammates to do their thing while you wait at mid-court for the breakout pass. You are free to run anywhere on the court and control the pace of the game in your quest for victory!

The Court

All of the action down on the hardwood is now viewed from the side. The court will scroll left and right as the camera follows the movement of the ball. This method allows you to see all of the excitement as it happens from your courtside view at the SPORTTime Garden.

The same information as in the “END-VIEW” Game Module is displayed except that only the Shot Clock appears near each team’s bench. In addition, the arrow next to each Center’s name on the bottom of the screen indicates the basket at which that team is currently shooting.

The Players

Same as in the “END-VIEW” Game Module, unless you are controlling the Center on your team. In that case, you are free to run him anywhere on the court. Regardless of where you position the Center on the court, his name always appears in the middle of his four teammates’ names at the bottom of the screen. The names of his teammates, however, appear in two different layouts depending on the direction of the basket at which they are shooting (as signified by the arrow next to the Center’s name).

When a team is shooting at the basket on the right side of the screen, the names of the guards are listed to the left of the Center (left guard on top and right guard on the bottom) and the names of the forwards are listed to the right of the Center (left forward on top and right forward on the bottom).

When a team is shooting at the basket on the left side of the screen, the names of the forwards are listed to the left of the Center (right forward on top and left forward on the bottom) and the names of the guards are listed to the right of the Center (right guard on top and left guard on the bottom).

NOTE: As in the “END-VIEW” Game Module, the positions of the names change to relate to the actual position of the players as they run up and down the court.



Offense

When your team is in possession of the ball, you are on offense. Except for when you control the Center, the players perform automatically as dictated by your coaching instructions. In some situations - during a free throw attempt, for example - the Center you control will be forced to run to and stay in certain spots on the court for a limited time. Once the ball is “live” and play restarts, you are free to move him anywhere.

Your teammates will pass and shoot the ball amongst themselves unless you specifically call for the ball!!! They will never pass you the ball unless you ask for it. It's up to you to see passing outlets and shooting opportunities whenever they occur during a game and to have your players pass the ball to you (or you to them) at those precise moments! Passing is also very important for keeping a player out of trouble. For example, a teammate with foul problems shouldn't handle the ball often because he might pick up another foul while dribbling or driving to the hoop.

When a Center is being controlled by a human player, he will appear in a different color than his computer teammates. The color used will vary from computer to computer and may also be based on the overall jersey color of your team.

As in real basketball, shorter passes have a better chance of reaching their intended target than do longer passes. It therefore pays to look at the whole court and see the location of your teammates before either releasing the ball or calling for a pass. It is also wise to **stop running** before you call for a pass, since your teammates will pass the ball to the location on the court where you were at the moment you called for the ball. In other words, your teammates do not know where you are going and will not try to lead you with the pass.

Unlike the “END-VIEW” Game, even though you may not actually see a teammate on the screen, you can still pass him the ball. When you can't see a player on the screen, he must be quite a distance down court. Therefore, the odds of a successful pass are lowered based on the overall skills of the player passing the ball.

NOTE: Your teammates will pass the ball to you as soon as you call for it, regardless of your location or actions at that time or theirs. If your teammate is in the process of shooting or passing however, he will not pass you the ball.

The bounce pass

A bounce pass has been added to the current chest pass. You should note that the computer will decide which type of pass to make. Since the bounce pass



is easier to intercept, defensively you should always be on the lookout for it. Offensively, although the computer will try to use the bounce pass only under the safest conditions, you should try to pass only when you are confident you're not "forcing the play."

To call for the ball from a teammate:

1. Your team must be in *physical* possession of the ball.
2. Press and release the fire button.
3. The ball will then be passed to you.

To pass the ball:

Same as in the "END-VIEW" Game Module except you cannot directly make other teammates pass to other teammates. You can only make them pass to you and you to them. They will pass among themselves if left alone as guided by your coaching instructions.

Inbounding the ball

When you're controlling the Center who is inbounding the ball, you will pass the ball in the same manner as in the "END-VIEW" Game Module. However, if a teammate is inbounding the ball, you as Center will have only a quick three to four seconds to get open and press the trigger to request the ball. If you don't request the ball within that time, your teammate will inbound the ball to another player.

Shooting the ball

Same as in the "END-VIEW" Game Module except that your teammates will shoot on their own - as per the coaching instructions.

Defense

When your team does not have possession of the ball, you are playing defense. Your computer teammates always position themselves to cover their opponents according to the coaching instructions received (as in the "END-VIEW" Game Module), but you are now free to position the Center anywhere you want. If you help a teammate guard another player, the Center you normally guard will be open to receive a pass. **Your teammates will not cover your player for you**, so be careful.

Also, your teammates will only double team the opposing players if you select the appropriate option on the Coaching Screen. Otherwise, they will mostly guard their opponents in a man-to-man defensive style. If you have given the Coaching instructions to double team, you can then use your Center to aggressively triple team!



No matter which opponent inbounds the ball, the Center you control is free to run anywhere on the court. Lay back to prevent a fast break outlet pass, double team an unsuspecting player or even hamper the man who is standing out of bounds with the ball - it's all up to you.

Fouls

For specific information on the number of fouls needed for a player to be ejected, or the number of free throws awarded to a fouled player, please see the appropriate sections in the manual that describes the League Module in which you are currently competing. If you are using this "SIDE-VIEW" Game Module in conjunction with the "SBA" League Module, this information can be found in the "END-VIEW" section of the main *OMNI-PLAY™* BASKETBALL Instruction Manual.

NOTE: Players will be allowed to play out of their normal positions when their team loses too many players due to injury or ejection...

Overtime

For specific information on the number of minutes each overtime period lasts, please see the section covering Overtime in the manual that describes the League Module in which you are currently competing. If you are using this "SIDE-VIEW" Game Module in conjunction with the "SBA" League Module, this information can be found in the "END-VIEW" section of the main *OMNI-PLAY™* BASKETBALL Instruction Manual.

Shot Clock

For specific shot clock lengths, please see the section covering the Shot Clock in the manual that describes the League Module in which you are currently competing.

Game Clock

For specific information regarding the Game Clock, please see the section in the manual that describes the League Module in which you are currently competing. If you are using this "SIDE-VIEW" Game Module in conjunction with the "SBA" League Module, this information can be found in the "END-VIEW" section of the main *OMNI-PLAY™* BASKETBALL Instruction Manual.

The Start of a Quarter or Half

The team shown on the bottom right side of the screen (Team 2) inbounds the ball to start the 1st and 4th quarters (or when playing from the "COLLEGE"



League Module, the 1st half), and the team shown on the left (Team 1) inbound the ball to start the 2nd and 3rd quarters (or when playing from the “COLLEGE” League Module, the 2nd half). In case of an overtime game, the teams alternate inbound the ball each extra period beginning with Team 2.

The Cheerleaders

Your halftime entertainment consists of watching our SPORTTime bevy of beauties perform their fast-paced exploits to a pulsating beat down on the hardwood. Their various routines are sure to lift your spirits should your team be losing, and are guaranteed to keep a smile on your face if you’re ahead at this point in the game.

1. Before each performance, some fun-loving cheerleaders appear on the screen asking if you’d like to watch them perform.
2. If you would, select “YES” by moving the joystick until it flashes.
3. Press and release the fire button, and sit back and relax. Soon the girls will begin a most athletic routine.
4. At the end of their routine, the second half of the game will begin automatically. To stop the cheerleaders any time sooner, press the **F8** function key. The girls will stop and the second half of the game will begin soon.
5. To skip the cheerleaders’ performance completely, select “NO” in the same manner. The second half of the game will begin shortly.

Game Stats

Same as in the “END-VIEW” Game Module with the following additions:

1. Above the statistical headings, each teams’ score per quarter or half (the first number) and their cumulative total score at that point in the game (the second number) are displayed. (PTS this period / TOTAL PTS so far).
Example:

TEAM1:	22/22	25/47	31/78	28/106
TEAM2:	34/34	23/57	28/85	24/109
2. Depending on the statistic, the bottom of each column now displays either Totals or Averages for each team in each category. This added information has created the need to move the joystick left or right to scroll these statistics slightly so that you can view all of the information.
3. Players are now sorted by Total Points (PT) with the player scoring the most in the game listed first.



Ball Color

If you have any trouble seeing the ball, press and release the **F3** function key. The color of the basketball will cycle through the available shades of orange and brown.

PART C: Playing in the “SBA” League...

The color you select for your opponents’ uniforms on the **PLAY NEXT GAME** screen may change to a different color once the game begins. This will only occur for the computer team or the second human-controlled team (Team Two). The color change is necessary to prevent a Center on one team (who is always shown in a different color from his teammates) from blending in with the opponent’s uniforms.

If the color you select for your team is from the same **color group** as your opponent’s color, their color (and that of their Center) will change. The following chart displays the 14 available team colors from the 5 different color groups.

<u>Group 1</u>	<u>Group 2</u>	<u>Group 3</u>	<u>Group 4</u>	<u>Group 5</u>
Blue	Red	Green	Black	White
Light Blue	Light Red	Light Green	Dark Gray	Light Gray
Cyan	Orange			
	Brown			
	Purple			

If both team colors are from the same color group, Team Two’s uniform color will automatically change to a different color as will that of their Center according to the following chart:

<u>Team 2's original color</u>	<u>Team 2's new color</u>	<u>Team 2's Center's new color</u>
Blue	Red	Light Red
Light Blue	Black	Dark Gray
Cyan (greenish blue)	Dark Gray	Black
Red	Blue	Light Blue
Light Red	Light Green	Green
Orange	Light Gray	White
Brown	Light Gray	White
Purple	Dark Gray	Black
Green	White	Gray
Light Green	Light Red	Red
Black	White	Gray
Dark Gray	Cyan	Blue
White	Red	Light Red
Light Gray	Purple	Light Red



NOTES: _____

"SIDE-VIEW" Game Module



Proof Of Purchase
TWO POINTS
2

