

COMMAND SUMMARY CARD

Jordan vs. Bird: One on One

This Command Summary card contains the loading instructions and keystrokes for the Commodore version of *Jordan vs. Bird: One on One*. Please see the manual for information on general game play.

Loading the Game

1. Remove all cartridges and plug your joystick in port 1.
2. (C128 owners: Put your computer in C64 mode by holding down the **C** Commodore key when you turn on the computer.) Put the GAME DISK in the disk drive and turn the disk drive on. Turn on the computer and monitor.
3. At the READY prompt, type **LOAD"EA",8,1** and press **<RETURN>**. If you have trouble loading the game, disconnect any secondary peripherals from the back of the disk drive (i.e., the fast loader, second disk drive, or printer) and try loading again.
4. Once the game loads, you'll see the opening screen and hear the digitized theme song. If you want to bypass this, press the space bar.

Playing with a Joystick

Offensive Moves

Shuffle/Run — The joystick moves the player in whatever direction you point it. The player will run unless his back is to the net; then he shuffles. To make him go from a shuffle to a run while his back's to the net, keep the joystick held down.

Turnarounds — Double click the button to make the offensive player turn his back to the net (this makes it harder for the defensive player to steal the ball).

Jab step — At the start of play, a diagonal push of the joystick to the right causes the player to take a jab step (a step to the right with the right foot). A diagonal push to the left causes him to take a crossover step (a step to the left with the right foot).

Fake jump shot — To make a player fake a jump shot, quickly press and release the button.

Shoot — To make a player shoot, press the button and let go of the button (ball) while the player is in the air. If he doesn't let go of the ball, he'll travel. The shot you take depends on your location and the timing on your ball release.

Jump shot — To take a jump shot, let go of the joystick so it's in the neutral position, press the joystick button, and then let go of the button when you want the player to shoot.

Slam dunk

To slam dunk in a 1-on-1 game

Run towards the basket and push the joystick all the way forward just when you want to go airborne. Click to jam the ball. You have to be near enough to the basket to slam dunk; if you're too far, you'll do a finger roll or regular shot.

To slam dunk in a Slam Dunk game

1. The tape (black line) on the floor is the take-off spot.
2. From the edge of the screen, run towards the take-off spot with the button held down.
3. Once you're in the air, pull the joystick back quickly for a more creative jam.
4. Let go of the button when you want to stuff the ball. If you're too far away from the basket or if you hold onto the ball too long, you'll miss the dunk. Jordan must be facing the basket when he slams.

Finger roll — Run towards the basket and press the button when you're near the basket. To do a successful finger roll, you have to shoot from the right distance: if you're too close to the basket, you'll dunk; if you're too far, you'll take a jump shot. For a successful finger roll, the player must be facing the basket when he attempts it.

Rebound — To get the rebound, you need to gain control of the ball before your opponent does. As the ball is coming down, click the button to jump for the ball.

Defensive Moves

Shuffle/Run — Shuffling and running on defense is controlled the same as on offense.

Steal — Double click the button to attempt a steal.

Block — To try to block your opponent's shot, press the button.

Rebound — The defensive rebound is the same as the offensive rebound.

Key Commands

<F1>	Exit to Game Options	Takes you to the Game Options menu from anywhere in the game. (Doesn't exit the game.)
<F5>	Dunk Selection screen	Returns you to the Dunk Selection screen (only available on Slam Dunk Warm Up).
<F7>	Pause	Freezes the action on the screen. Press <F7> again to resume game.

Exiting the Game

To exit the game, remove your disk from the drive and turn off the computer.

Game Options Screen

There are several different options on the Game Options screen for the C64:

- **SLAM DUNK/3 POINT** — Choose up to four players for the Slam Dunk or 3-Point Contests.
- **FOLLOW THE LEADER** — This only affects the Slam Dunk Contest. If you choose "yes," Jordan will pick the slam dunk that the players will do. If you choose "no," all the players can choose their own slam dunks.
- **CLEAR THE BALL** — If you choose "yes," you'll have to clear the ball after a rebound. (For a definition on "clear the ball," see page 14 of the manual.)
- **SHOT CLOCK** — You can turn the shot clock on or off.
- **WINNER SCREEN** — Choose "no" if you don't want to see the winners screens and special congratulatory messages.

Game Notes

- In tie games, *Jordan vs. Bird: One on One* uses the Sudden Death Overtime format. If the game clock runs out and the score is tied, the player who makes the next shot wins the game.
- The Slam Dunk Contest lets you retry a missed dunk once per round. Everybody gets three dunks per round, not including the extra one if you blow a dunk. If you're in mid-air and you know you've missed your best dunk, you might consider missing the shot all together and giving it another try.
- You can warm up two different ways in the 3-Point Contest. Choose 3-Point Warm Up to practice unlimited shots with no score. Or, turn the shot clock off and choose 3-Point Contest; this lets you play for a score without the time pressure.
- On 1-on-1 Warm Up, both players warm up at the same time.
- Sound on/off option, boss button, time out keys, instant replay, and keyboard control for players are unavailable on the C64.

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