

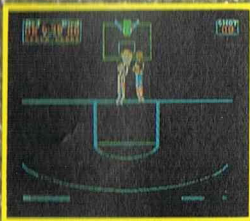
ONE-ON-ONE

by Eric Hammond, Larry Bird and Julius Erving

Roundball and the stuff of dreams:

1. Take the two best players in the basketball today. Interview them. Photograph them in action. Study their moves. Study their styles.

2. Then, with their help, bit by bit craft a scenario on computer disk. Create in the machine an event which may never happen in real life. Put the two together on a dream court for an electronic afternoon of one-on-one.



3. Make it real, sure—with fatigue factors. Hot and cold streaks. Fouls. A shot clock. But maybe throw in a little whimsy too—a funny referee, a shattering backboard, even instant replay.

4. The name of the game is One-on-One. You're Larry Bird or you're Dr. Julius Erving. That's the last decision you'll have plenty of time to make.

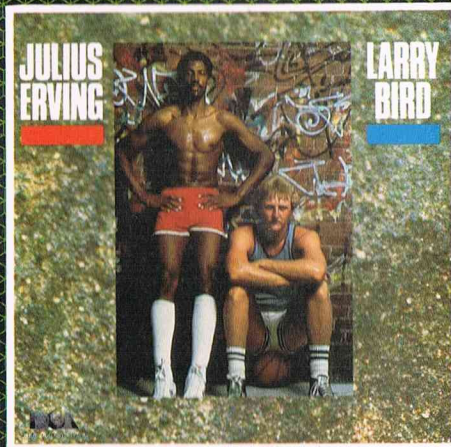
ONE ON ONE

AS 12010



ONE-ON-ONE

from Electronic Arts



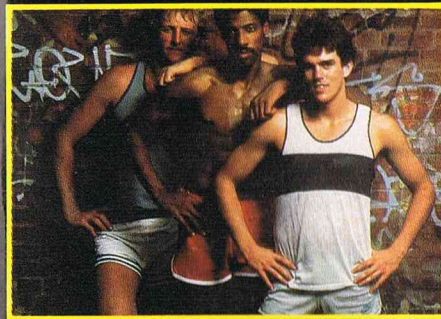
Fast Load
Chrome Tape

A Basketball
Action program for the
COMMODORE 64
U.S. No. 2 HIT

ariolasoft



ONE-ON-ONE



To start

Turn on your computer. Insert cassette into cassette player. Press Shift and Run/Stop together. Press Play on tape. Plug your joystick into Port 1.

To leave demo

Press the joystick button or the space bar.

To choose Game Options

1. Move the joystick up and down (or press F7) to move the highlight through the option groups. Press the joystick button (or F5) to select the option group you want. Always select **PLAY BALL!** last as this option commences game action.
2. Move the joystick left and right (or press F7) to move within an option group. Press the joystick button (or F5) to select the option you want.

Select Game

There are four levels of play:

1. Park and Rec—The referee tends to be asleep. Shots are both easier to block and easier to make.

2. Varsity—The ref begins to take his responsibility seriously.
3. College—The standard settings.
4. Pro—Taking the computer on at this level with either player is like playing a champion on his home court.

Play Mode

You can play the role of either player and the computer will play the other, or you can play a friend.

Select End of Game

If you choose the Timed Game, you can decide whether you want the four quarters to be 2, 4, 6 or 8 minutes long. Time will be kept by the scoreboard clock (upper left corner of the display). If you choose Play to Set Score, you may opt for a traditional "play to 21 game" or pick any 2 digit number you want.

Winner's Outs/Loser's Outs

"Winner's Outs" means that the player who just made the shot stays on the offense. "Loser's Outs" means that the player who was scored against gets the ball next.

Player control

The joystick moves the player around the court.

On offense, 1) pushing the button starts a jumpshot, 2) releasing it releases the ball toward the basket, 3) a quick push of the button causes the player to spin 180°.

On defense a button push, 1) goes for a steal if the offensive player is dribbling, 2) goes for the block if the offensive player is shooting, 3) goes for the rebound if a shot is already in the air. If the defensive player gets the rebound, he must take the ball out beyond the free throw line (the side of the square furthest from the basket) before he tries to shoot. If not, the message "Offense didn't clear the ball" appears and a restart is necessary.



Joystick required
AS 12010



ELECTRONIC ARTS

Scoring

Successful shots taken from behind the three point line score three points, regular ones score two points, free throws score one. If the 24 Second Clock, also called the Shot Clock (upper right hand corner of the display), runs down before the offensive player shoots, the game restarts with the opponent in possession.

Player Characteristics

The capabilities of the on-screen players reflect those of their real life counterparts. Dr. Julius Erving is the player in the all blue strip. Larry Bird is the player in the white shirt. Dr. J. is programmed to be a step quicker driving to the basket. His moves in close are fancier and he can stretch higher and farther and hang in the air longer. Larry Bird is bigger and stronger so he's a better rebounder and plays a more physically intimidating defensive game. He's also got the better outside shot.



Fouls

Offense

1. Travelling: failure to release ball during jump
2. Charging: initiating contact with a stationary defense player

Referee

Is the referee reliable? It will pay you to learn to play by his rules and opinions, especially against free throw aces.

Fatigue

Continuous running and jumping tires a player out; dribbling slowly and in place gives a little energy back to both players; calling time out gives everyone a full rest. All this is reflected by changes in each player's Fatigue Bar along the bottom of the screen. The longer the bar, the more fatigued the player. Tired players don't move as quickly as, or defend and shoot as well as, fresh or rested ones. To call a time out press J. for Dr. J. or B. for Bird prior to restarting play after scoring.

Hot Streaks

There's no Hot Streak Bar. But the opportunity to get hot is built into the game. You'll have to feel when it's happening to you and act accordingly.

Special Keys

To return to the options screen: press F1
To turn sound on/off: press F3
To turn slow motion on/off: press 3
To pause Game: press CTRL

3. 24 second violation: failure to get a shot off before time runs out on the shot clock

Defense

1. Hacking: going for a steal and hitting the offensive player instead
2. Blocking: physically moving into the offensive player

Either of these results in:

Prior to bonus situation, offensive player gets ball out of bounds and shot clock is reset. Otherwise, offensive player goes to the free throw line for a "one-on-one" (he shoots one free throw and, if he makes it, he shoots another).

3. Hacking or blocking an offensive player while he's in the act of shooting.

This results in:

Offensive player goes to the free throw line for one free throw if his shot goes in, two if it doesn't.

Bonus situation exists when the defensive player has committed more than 5 fouls. When the ball goes out of bounds, play will always resume at the top of the free throw circle.

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(i) The first voucher you send us will be held in your name and we will add another voucher ABSOLUTELY FREE. Both these vouchers will then count towards the first discounted item for which you apply e.g. if you want the joystick simply send us one more voucher and your cheque.

(ii) To enter the prize draw, you must answer the question on the voucher correctly and fill in all the details on the back. ALL VOUCHERS FULLY COMPLETED WILL GO INTO THE DRAW.

(iii) If you want to take advantage of the discount offer, but not the prize draw, simply ignore the game-related question. But you must still complete the details on the back of each voucher.

(iv) Your voucher(s) and, where applicable, a crossed cheque for the required sum (which includes postage and packing), payable to 'Ariolasoft Special Offer Account', should be sent to: PPA Limited, Dept. A.S., 72 Westfields Avenue, LONDON SW13 0AU.

(v) This voucher must be received by Mon. 27th May 1985, to be valid for either the final prize draw or redemption.

(vi) Please allow 28 days for delivery of any item(s).

(vii) The monthly prize draw will be held on the last Friday of each month commencing in December 1984. Vouchers must be received by the Monday of that week or they will go into the draw the following month. Prizewinners will be notified by post. Each voucher is valid for one draw only.

(viii) Ariolasoft UK and PPA Limited accept no responsibility for the non-receipt of vouchers and cheques and will not enter into any correspondence regarding redemption of the vouchers until your cheque has been cleared. Their employees will be ineligible to enter the prize draw.

(ix) The winners of each monthly prize draw will be drawn at random from all correct entries received. The judges decision is final and no correspondence will be entered into.

(x) Posting of this voucher amounts to acceptance of these conditions.

(xi) This offer is not open to the trade, and is subject to availability.

(xii) No cash alternatives will be offered.

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