



FTP Sports Games

COURTSIDE BASKETBALL

GAME INSTRUCTIONS

Feel The Pulse of the Game

COURTSIDE BASKETBALL



OVERVIEW

COURTSIDE BASKETBALL by FTP Sports Games is a full simulation of the game of basketball. There are two methods of play for COURTSIDE BASKETBALL. A Cards and Charts version uses a double-sided Play Result Card deck which combines with Individual Offensive and Defensive cards for each player and a Game Center Chart which serves as the Primary Chart for the game. Most of the results come from the Game Center Chart. Three other Charts are used for Referee Interactions, Physical Play Responses/Referee Interactions and Injury Checks. A Physical Play and Momentum Tracker is also used to keep track of those events. The vast majority of results come from the Play Result Cards and the Individual Player Cards. A Computer Game Center version, which is a Macro-Enabled Excel file, replaces the Play Result Card deck and the other Charts and Tracker. The Computer Game Center version automates all of Play Result Card deck and Chart references. The Computer Game Center allows you to tally statistics with a click of the mouse and tracks those statistics to be transferred into a Team Stat File. Those statistics can then be tracked League-wide.

In COURTSIDE BASKETBALL, players attempt to make Offensive Moves which can be countered by a Defender. This allows for a seamless match-up between Offensive and Defensive Players. Moves like Post-Up, Drive to the Basket, Jump-Shot and Create Offense allow each individual player to mimic his true-life Offensive Skills. Pick & Roll plays, a staple of basketball, is also included. Defensive players are of paramount importance, which is why each player has his own Defensive Card. This allows an Offensive Card and Defensive Card to "match-up" and work together to provide the results of the plays. Team Defense is of equal importance and can force Offensive Players into bad shots. Rebound Battles are fun and include everything from Outlet Passes to Put-Back Dunks and Tip-Ins with one Draw of the Cards or Click of the Mouse. Yes, Dunks! Certain plays lead to a Dunk Chart or Dunk Section where nearly a hundred Dunks are possible depending upon the player and the scenario.

In COURTSIDE BASKETBALL, Defensive Players are rated for their ability to stop the specific type of Offensive Moves. Rim Defenders like Mark Eaton and Manute Bol play an important part as they can Block or Alter Interior Shots. Pace of Play is also an important part of COURTSIDE BASKETBALL. Teams may choose to Push the Pace or Slow the Pace Down. Pushing the Pace can open up the Running Game which relies on effective guard play to Push the Ball or Wing-Men to Run the Floor for easy buckets. A wide range of Auxiliary Plays include Scrambles for the Ball, Crazy Bounces and Attempted Saves - all with a Draw of the Cards or Click of the Mouse. Momentum is a factor in COURTSIDE BASKETBALL and can lead to easier shots and defensive stops. Coaches must strategically use Time Outs to slow down the Momentum of a hot team. Physical Play is an important part of basketball and is well represented in COURTSIDE BASKETBALL and occurs seamlessly within game-play. Referee Interaction is also crucial. There are calls that can go either way resulting in a team being upset with the Referees, which leads to a Referee Interaction, and Head Coaches attempting to "work" Referees for future calls. All of this and more is included in COURTSIDE BASKETBALL making each game fun and exciting!

SECTIONS

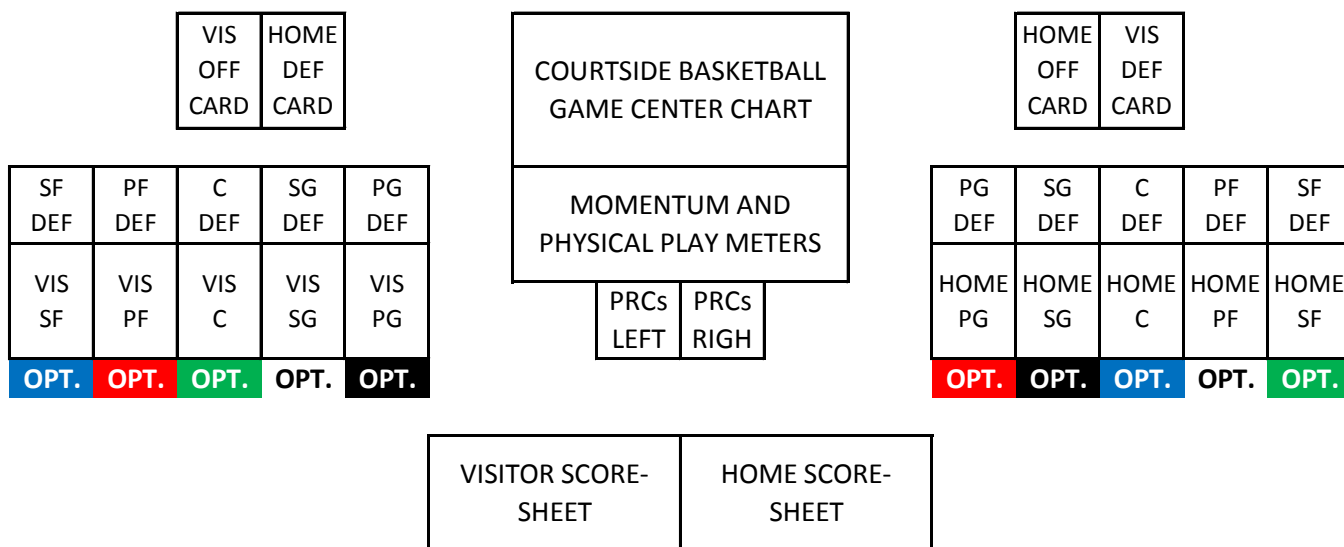
***This Instruction Manual is for both the Cards and Charts Version and Computer Game Center Version**

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SECTION 1 - Game Setup

-Choose two opponents for a game

-The teams and game materials should be set up in the following way:



*If you are using the COURTSIDE BASKETBALL Computer Game Center, place the computer in between the two teams. You do not use the Charts, Momentum Meters, Play Result Cards or Scoresheets.

MATCHUPS Each player from each team in COURTSIDE BASKETBALL has two cards: an Offensive Card and a Defensive Card. This allows you to easily set the defensive matchups for your team. Place the defensive card of the player directly above the offensive player he is matching up with. You can switch these matchups at any time.

TEAM CARDS Each team has a set of Home and Away Team Cards consisting of 1 Offensive Card and 3 Defensive cards. Place the Away Offensive Card above the Visiting Teams' Offensive Players and the Home Defensive Card of your choosing to the right of it. Place the Home Offensive Card above the Home Team's Offensive Player and the Away Defensive Card of your choosing to the right of it. *The Defensive Cards will be explained in detail below.

SECTION 2 - The PLAY RESULT CARDS and the COURTSIDE BASKETBALL GAME CENTER

COURTSIDE BASKETBALL uses a deck of cards, called the PLAY RESULT CARDS-PRCs for short, to draw 3 different types of random numbers. These random number ranges are 1-100, 1-20 and 1-10. These numbers correspond to an Individual Player Card (Offensive/Defensive), a Team Card (Offensive/Defensive), a section of COURTSIDE BASKETBALL GAME CENTER or another chart. Other symbols and numbers are listed on the PRCs and are used to determine players involved in Auxiliary Plays, Rebounds, Fouls, Fastbreaks and other game plays.

THE PLAY RESULT CARDS

There are 100 Play Result Cards. They are doubled-sided to work in conjunction with one another to provide extensive randomness to the types of numbers involved and play results. Each card is full of numbers, letters and directives which will be explained throughout this instruction guide. Once familiar with the process of using these PRCs, you will find that each game of COURTSIDE BASKETBALL flows smoothly as there are minimal chart references because most play results involve PRCs and individual player cards.

While playing the game, the deck of cards is placed in a stack. As a card is drawn, it is flipped over to reveal the other side and placed next to the main deck so that there is a Left Side and Right Side in view. Once all cards are drawn, they are re-shuffled and play continues. The game averages 2 shuffles per quarter, depending upon pace of play.

The PLAY RESULT CARDS
Double-Sided Deck

TOP OF CARD - LEFT SIDE
PRC

16	COMMIT FOUL	1
INSIDE	ASSISTS +2nd HIGH	
FOUL ON	STOLEN BY	
PF	2nd HIGHEST	
FASTBREAK PASS	FB-D	
3pt SHOT	C	
LOOSE BALL	TURNOVERS	
SCRAMBLE	TRAVELING	
IN BOUNDS PLAY	3pt	
FULL-CHECK	T.O. VISITOR	
ALLEY-OOP	FAST BREAK AUX	
COMPLETE PASS#1/100	FLAGRANT FOUL[1]	
DOUBLE TEAM	3	
IND DEF DOUBLE/10	20	9 PF

31	3-POINT OFFENSE	15
[INT B C]		F# 4
V PHY	IRATE	
FASTBREAK	OUTLET	
2 on 1	SF	
STEAL	BLOCK RESULT	
FASTBREAK	FASKTBREAK	
1/2 COURT FINAL	FULL COURT FINAL	
POSSESSION	1/2 COURT SHOT	
FULL COURT PRESS	F.C. PRESS AUX	
AUX	ATTEMPTED SAVE	
7	AUXILIARY PLAY	
C	KICKED BALL	
9	54	0.1 7.4

BOTTOM OF CARD - RIGHT
SIDE PRC

PRIMARY RANDOM NUMBERS LOCATED ON THE LEFT PRC

#20 The Left PRC contains a Random Number 1-20 referred to as #20 and is used for Auxiliary Plays, Double-Teaming, Interior Blocks and Pick & Roll Plays.

#10 The Left PRC contains a Random Number 1-10 referred to as #10 and is used for Defensive Stop Checks, Fouls, Double-Teaming and Individual Defender Blocks.

SECONDARY RANDOM NUMBERS LOCATED ON THE LEFT PRC

L20 The Left PRC contains a Random Number 1-20 referred to as L20 and is used for Auxiliary Plays.

L100 The Left PRC contains a Random Number 1-100 referred to as L100 and is used for Auxiliary Plays, Dunks and Referee Interactions.

PRIMARY RANDOM NUMBERS LOCATED ON THE RIGHT PRC

#100 The Right PRC contains a Random Number 1-100 referred to as #100 and is used for Offensive Moves, Pace of Play, Field Goal Attempts, Free Throw Attempts, 3Pt Shots and triggers Auxiliary Plays.

*The #100 has specific color coding for certain numbers and is explained in detail below.

3 POINT OFFENSE The Right PRC contains a Random Number 1-20 referred to as 3-Ball 20 and is used to trigger the 3-Point Offense.

SECONDARY RANDOM NUMBERS LOCATED ON THE RIGHT PRC

R20 The Right PRC contains a Random Number 1-20 referred to as R20 and is used for Auxiliary Plays.

L100 The Right PRC contains a Random Number 1-100 referred to as R100 and is used for Auxiliary Plays, Dunks and Referee Interactions.

COMBINED RANDOM NUMBER BETWEEN THE LEFT AND RIGHT PRCs

The Left and Right PRCs contain a Random Number 0-9. These numbers are **COMBINED** together to create a Random Number 1-100 and is referred to as C100. It is used to determine what Rebound Scenario takes place and is involved in specific Physical Play Checks and Auxiliary Plays.

*Each of the other sections of the Pay Result Cards will be explained in detail throughout this instruction manual.

SECTION 3 - The Pre-Game Warm-Up

During the Pre-Game Warm-Up, you will determine the style the Referees will use to officiate the game and any adjustments to Physical Play and determine specific strategies for each team.

PRE-GAME REFEREE CHECK Draw a card and use the L100 to refer to the Referee Interaction Chart to determine if the Referees will:

CALL IT TIGHT More fouls will be called leading to a greater chance of upset coaches and players.

NORMAL A normal amount of fouls will be called.

LET THEM PLAY Less fouls will be called leading to a greater chance of upset coaches and players.

*Place the corresponding Strategy Tile for Referees near your game play area.

OPTIONAL RULE If you choose, you can have the Referees "Swallow the Whistle" in the final 4 minutes of the 4th Quarter and any Overtime Period by switching the Referees Style to LET THEM PLAY if it is not already there. This gives the feeling of the Referees letting more contact take place at the end of the game.

PHYSICAL PLAY ADJUSTMENTS Make adjustments to Physical Play according to the following:

NON-CONFERENCE Allow 5 Physical Plays to happen before tallying the first Physical Play on the Tracker.

*Use this for Non-Conference opponents who rarely play each other.

REGULAR SEASON Make no adjustments to Physical Play.

*Use this for opponents who play within the same conference/division or have a past playoff history, etc.

PLAYOFFS Start the game on Physical Play Number 5 on the Tracker.

*Use this for playoff games between teams who are not Rivals.

RIVALS Start the game on Physical Play Number 10 on the Tracker.

*Use this for games between Rivals or a heated series between teams.

SETTING STRATEGIES During the Pre-Game Warm-Up you will also need to set the Strategies for each team.

OFFENSIVE OPTIONS During each offensive possession, ball movement is determined by color coding. With a Draw of the Cards or Click of the Mouse, a color will be revealed. These colors are: Green, Blue, Black, Red or White. These colors correspond to an Offensive Option Tile of the same color that is assigned to an Individual Player. During the Pre-Game Warm-up and every time a substitution is made, you must determine how these Offensive Option Tiles

are assigned to the players on the floor. Each color represents a percentage of offensive touches. Each player has an offensive grade. These grades are: A, B, C or D. This helps determine who should receive a majority of the touches, etc.

Offensive Options are broken down by percentage:

OFFENSIVE OPTION	30% of the touches.
OFFENSIVE OPTION	25% of the touches.
OFFENSIVE OPTION	20% of the touches.
OFFENSIVE OPTION	15% of the touches.
OFFENSIVE OPTION	10% of the touches.

Offensive Grades represent the usage level of a player:

A	high usage/primary offensive option
B	above average usage/secondary offensive option
C	average usage/secondary offensive option
D	below average usage/lowest offensive option

Place the Offensive Option of your choosing, by color, underneath the Offensive Player. The ball movement will take place among the players on the floor according to how you assign these Offensive Options and can be changed at any time. Perhaps you see that a specific offensive player has an advantage over his defender. You could make that player the Primary Offensive Option (Green) even though he is a B or C Offensive Grade. There are no restrictions and you can assign these options however you desire. Normally, A or B Offensive Grades would be Green or Blue colors and C or D Offensive Grades would be Black, Red or White colors etc.

ASSIGNING MULTIPLE COLORS You can assign more than one Offensive Option color to a player. This should happen rarely and is used for players like Wilt Chamberlain early in his career when he averaged 50 points per game, or Michael Jordan when he was averaging around 37 points per game. These players will be given an A for Offensive Grade, but other players on the floor will be C or D grades. Assigning 2 colors insures that the player will receive the amount of touches to achieve a high point per game average.

COURTSIDE TIPS - Green, Blue, Red and Black Poker Chips make excellent Offensive Option Markers. If you have these colors, you do not need white - simply don't place a marker under the White Option Player as the absence of a marker will indicate the color white.

PACE OF PLAY During the Pre-Game Warm-Up and throughout the game, you must determine what kind of pace the teams will play with. Pace of Play occurs after rebounds and made baskets. The options are:

PUSH THE BALL	Will have a team playing at its Normal Pace of Play specific to that team and the era.
PUSH TEMPO	Will have a team pushing the tempo to create more Transition Offense and Break opportunities but will commit more turnovers.
PUSH BREAK	Will have a team forcing the tempo to create more Transition Offense and Break opportunities but will commit more turnovers.

SLOW TEMPO will be discussed below.

Choose the Pace of Play for each team and place the corresponding Strategy Tile next to the Offensive Team Card for each squad. Pace of Play Strategy may be changed at any time throughout the game.

CRASH BOARDS/GET BACK During the Pre-Game Warm-Up and throughout the game, you must determine if you want a team to Crash the Boards will all players focusing on Offensive Rebounding OR if you want to sacrifice Offensive Rebounding to have 1 or 2 players Get Back to defend against Transition Offense and Fast Breaks.

CRASH BOARDS	Will involve all players on the Offensive Boards.
GET BACK +1	Will sacrifice Offensive Rebounding by 5% to have 1 player drop back to increase Transition or Break defense by 10%.
GET BACK +2	Will sacrifice Offensive Rebounding by 10% to have 2 players drop back to increase Transition or Break defense by 20%.

Choose the Crash Boards/Get Back Strategy for each team and place the corresponding Strategy Tile next to Offensive Team Card for each squad. This strategy may be changed at any time throughout the game.

OFFENSIVE FOCUS During the Pre-Game Warm-Up and throughout the game, you must determine if you want a team to Work the Ball for the best shot available, Focus on 3Pt Shots or Force 3Pt Shots. This comes into play when a 3Pt Shot is called for but the Offensive Option Color is assigned to a player that isn't s 3Pt Shooter. If you are Working the Ball for the best shot, the 3Pt Attempt will be passed up for a better shot, closer to the basket. If you are Focusing on 3pt Shots the "touch" on that possession will transfer to a 3Pt Shooter. If you are Focusing 3Pt Shots, a 3Pt Shot will be attempted, but at a lower percentage if the Offensive Option Color is assigned to a non-3Pt Shooter.

WORK THE BALL	Will have the team focus on getting the best shot available.
3Pt SHOT	Will have the team focus on working the perimeter for 3Pt Shots.
FORCE 3Pt SHOTS	Will have the team focus on getting 3Pt Shots, even if they are forced.

Choose the Offensive Focus Strategy for each team and place the corresponding Strategy Tile next to the Offensive Players for that team.

GAME PLAY

SECTION 4 - Timing

Game Timing Sequences are broken down into :15 second increments. The Visitor and Home Scoresheets have 2 :15 second increments for each minute of the quarter until the final minute of the quarter when the possessions are broken down by :10 second increments until there are :10 seconds left in the game at which point there are two possessions which are :05 seconds in length.

Each Timed Possession requires a :15 increment to be circled. This represents the clock winding down for the period. There are also untimed possessions which will be discussed later as well as how to handle the last :60 seconds of a quarter. At times a team may keep the ball for 2 or even 3 timed sequences due to offensive rebounds, etc. In this scenario you will circle a time sequence on the opponents' score sheet also, so that there may never be more than 1 time sequence of difference between the two teams. In short, you do not want to mark 2 or 3 time sequences in a row on the same scoresheet as this will "unbalance" the clock.

VISITOR SCORESHEET

	11	10	9	8
1	:15	:15	:15	:15
2	:15	:15	:15	:15
3	:15	:15	:15	:15
4	:15	:15	:15	:15

HOME SCORESHEET

	11	10	9	8
1	:15	:15	:15	:15
2	:15	:15	:15	:15
3	:15	:15	:15	:15
4	:15	:15	:15	:15

In this example, we see that the VISITOR SCORESHEET has 2 timed sequences circled and the HOME SCORESHEET has 1 timed sequence circled. Possession-wise, there is 11:15 left in the quarter. If the Visiting Team were to have the next Timed Possession, it would be marked on the HOME SCORESHEET.

**If at any time you notice your Scoresheets are un-balanced, simply mark the possession(s) on the Scoresheet that is "short" until the Scoresheet is balanced.*

TIMED POSSESSIONS/TIMED SEQUENCES

Set-Offense Possessions

Transition-Offense Possessions

Re-Set Possessions after a Long or Tip-Out Offensive Rebound

The Next Possession after a Non-Free Throw Shooting Foul

The Next Possession after a Loose Ball Foul by the Defensive Rebounding Team (Non-Free Throw Shooting)

UNTIMED POSSESSIONS/UNTIMED SEQUENCES

Fastbreaks

Possessions following a Turnover on a Fastbreak or Transition Offense Possession

Whenever the ball is knocked out of bounce and the Offensive Team retains Possession

When an Illegal Defense Warning is called

Each of these Timed Possessions/Timed Sequences are explained in detail below.

SECTION 5 - Center Tip/Jump Balls

Each Basketball game begins with a Center Tip. In older seasons, each quarter began with a Center/Tip to determine who starts the game with possession of the ball. During the game, there are other instances of Tie-Ups after Loose Ball Scrambles and during Blocked Shots. Each of these scenarios follow the same procedure for the Center Tip/Jump Ball.

Compare the D-REB Rating for the players involved.

In this example, Robert Parish has a D-REB Rating of 76 and Kareem Abdul-Jabbar has a D-REB Rating of 69. Subtract the lower D-REB rating from the higher D-REB Rating and **add** that difference to 50. That is the range for the higher player

to win the Jump Ball. In this case Parish has a D-REB advantage of 7 over Abdul-Jabbar. This gives Parish a 1-57 range for

Robert Parish					
G	81	65	80		
FATIGUE MINUTES			38	10	
BLOCK			5	F#	D-REB
I-SHOT	J-SHOT	3-P	3.0		76
35	39	+1		9	27
					OUTLET

K. Abdul-Jabbar					
G	79	65	79		
FATIGUE MINUTES			39	10	
BLOCK			5	F#	D-REB
I-SHOT	J-SHOT	3-P	3.4		69
39	41	+1			OUTLET

winning the Jump Ball and Abdul-Jabbar a 58-100 range. **Draw a New Card** or **Click Mouse** and use the #100 number to determine who wins the Jump Ball. If the #100 number is within that Player's Range, he wins the tap. If it is a Center Tip to start a game or quarter, that team has possession of the ball and your next move to Run-Offense Full-Court, described below. If it is a Jump Ball after a Tie-Up, etc. that takes place on one half of the court or the other, the winning team does the following: a) if the Offensive Team wins the tap, proceed to an Offensive Re-Set Possession or b) if the Defensive Team wins the tap, they control the ball and you proceed to Run-Offense Full-Court.

If the players have the same D-REB Rating, assign 1-50 to the Home Team and 51-100 to the Visiting Team.

TIP VIOLATIONS		
STEAL	HOME	1-5
TIP	AWAY	96-100
REFEEEE BAD THROW		6-8
RE-JUMP		93-95
TIP O.B. RE-JUMP		50

When the #100 number used to determine who wins the tap falls within the TIP VIOLATIONS number ranges, the following occurs:
 STEAL TIP - The Home or Away player jumps early in an effort to "steal" the tip, and the opposing team gets possession of the ball.
 BAD THROW - The Referee makes a bad throw, re-jump.
 TIP O.B. RE-JUMP - Neither team gained possession, re-jump.

SECTION 6 - Description of Possessions

In COURTSIDE BASKETBALL, there are three types of Offensive Possessions:

SET-OFFENSE

A slower-paced possession where a team runs its Half-Court Offense.

RE-SETS

The same as Set-Offense above. Re-Sets take place after an Offensive Team wins a Rebound Battle.

*Long or Tipped-Out Offensive Rebounds result in the Offensive Team Re-Setting the Half-Court Offense as well.

TRANSITION-OFFENSE

Is the pace in between Set-Offense and Fastbreak. Not fast enough to be an all-out break, Transition Offense, also known as "Early" Offense, attempts to look for opportunities for open shots before a defense is able to set up.

FASTBREAK-OFFENSE

A High-Tempo game that looks to create 3 on 2 or 2 on 1 advantages for easy baskets.

SECTION 7 - Initiation of Possessions

The three types of Offensive Possessions are initiated in one of the following ways:

PACE-CHECK

Each time a team inbound the ball on their own end with the full length of the floor to travel, a Pace Check occurs to see if they get out in Transition or run a Set-Offense.

*A team may choose to push the tempo or slow the pace of the game down. (These options are described below).

OUTLET

Each individual player is given an OUTLET Rating used to initiate a Fastbreak or Transition Offense after a Defensive Rebound. If no outlet is available the team runs a Set-Offense.

AUXILIARY PLAY

Steals, Blocked Shots and other plays can also lead to Fastbreak or Transition opportunities. If a Fastbreak or Transition Offense opportunity is not available, a team will run a Set-Offense.

PACE-CHECKS

To initiate a Pace-Check, **Draw a New Card** or **Click Mouse** and refer to the Right PRC the Team Offensive Card.

The Right PRC contains #100 which is used to determine if the Offense creates Transition or runs its Set Offense.

#100

OFFENSIVE PLAYER	66	INT B	
	18	PF	
	10		
INSIDE		HOME	
FOUL ON	PF	4	STOLEN BY
		HIGH	

COMPUTER GAME CENTER CUT-OUT

The Computer Game Center Cut-Out shows where the #100 is located

Los Angeles (L)	
AWAY	
WESTERN CONFERENCE	
COACH	Pat Riley
OVERALL RECORD	62-20 PPG 117.3
AWAY RECORD	27-14 PPG 109.5
OFFENSE	
TRANSITION	
29	
SLOW PLAY POSSESSIONS	
-	
OFFENSE DRAW FOUL	
4	
3 POINT SHOT ATTEMPTS	
1	

85	3-POINT OFFENSE	
	5	
INT B C		F# 4
REFEREE		
PHY		
FASTBREAK	OUTLET	
2 on 1	PG	
STEAL	BLOCK RESULT	
POSSESSION	SHOOTER	
1/2 COURT FINAL	FULL COURT FINAL	
POSSESSION	T.O.	
FULL COURT PRESS	F.C. PRESS AUX	
BR-PRS PG?TM-O/T.O.	BLOCK/CHARGE	
6	AUXILIARY PLAY	
SFA	KICKED BALL	
12	3	3.1 8.2

RIGHT PRC

If the #100 is equal to or less than the TRANSITION OFFENSE Rating of the team [Red Box], they get out in Transition. If the #100 is higher than the TRANSITION OFFENSE RATING, the team runs a Set-Offense. In this example, both the

Right PRC and the Computer Game Center have #100s higher than the TRANSITION OFFENSE for Los Angeles which indicates they will run a Set-Offense.

OUTLETS

Each time a defensive player wins a Rebound Battle (described below), you use the #100 that determined the result of the Rebound Battle and check to see if it is low enough to fit within the Defensive Player's OUTLET Rating.

#100

PHYSICAL RESPONSE	45	INT B
	11	C
	6	DRAW FOUL
OUTSIDE		HOME
FOUL ON	PF 4	STOLEN BY HIGH

COMPUTER GAME CENTER CUT-OUT

A-P	STL 8	F-S 14	OB 19	1.9
O-F	10	P-L 18	A-P 20	
FOUL	P/S	STOP DRIVE	POST	
2	5	4	5	
AUX-PLAY				
P-LANE INT-BLK P&R - DDOUBLE				
8	2	6	10	
Larry Bird				
G 82	65	81		
FATIGUE MINUTES 44 11				
BLOCK 2		F# D-REB		
I-SHOT J-SHOT 3-P		2.1	75	
37	37	-3	11	31

26	3-POINT OFFENSE	16	F# 4
FASTBREAK		OUTLET	
3 on 2		PG	
STEAL		BLOCK RESULT	
FASTBREAK		FASTBREAK	
1/2 COURT FINAL		FULL COURT FINAL	
FORCED J-SHOT		STEAL	
FULL COURT PRESS		F.C. PRESS AUX	
BR-PRS PG?TM-O/T.O. PASS LANE?/F-BREAK			
AUXILIARY PLAY			
HG	24 SHOT CLOCK VIOLATION		
13	62	3.3	6.0

RIGHT PRC

In this example, Larry Bird wins a Rebound Battle. Use the same #100 to determine the Rebound Battle Result and check that against his OUTLET Rating. All players have two OUTLET Ratings: **Blue for Fastbreak** and **Green for Transition**. The Right PRC #100 of 26 is low enough to be within Bird's Transition OUTLET Rating, indicating he quickly gets the Outlet Pass ahead and his team is now in Transition-Offense. The #100 from the Computer Game Center Cut-Out is above **BOTH** his Fastbreak and Transition OUTLET Ratings, meaning his team will run a Set-Offense. When the result is low enough to be within his Fastbreak OUTLET Rating, he rebounds the ball and immediately gets it to an outlet for a Fastbreak.

**Some players have a dash mark - instead of a number meaning the player does not have a Fastbreak or Transition OUTLET Rating. In this case, the team will always run a Set-Offense. You will find these players on teams during eras of play when the Pace of Play was very slow.*

AUXILIARY PLAYS

Auxiliary Plays like Steals, Blocked Shots and Loose Balls may lead to Fastbreak or Transition opportunities. There are no checks for these; the PRCs, Game Center Charts or Computer Game Center will dictate when these take place.

The PRC to the right shows that a Steal or Blocked Shot will result in a Fastbreak for that team. The section of the Computer Game Center below shows that a Transition will occur by the team making a Steal and a Fastbreak will occur after a blocked shot. If a Transition or Fastbreak is not available, the result will read POSSESSION instead.

3 on 2	SG	FOUL ON	PG	4
LOOSE BALL		V-P	PLA	
CRAZY BOUNCE				
STEAL		TRANSITION SET-UP		
BLOCK	FASTBREAK	H-P	PO	
IN-BOUNDS	FASTBREAK SET-UP			

COMPUTER GAME CENTER CUT-OUT

26	3-POINT OFFENSE	16	F# 4
FASTBREAK		OUTLET	
3 on 2		PG	
STEAL		BLOCK RESULT	
FASTBREAK		FASTBREAK	
1/2 COURT FINAL		FULL COURT FINAL	
FORCED J-SHOT		STEAL	
FULL COURT PRESS		F.C. PRESS AUX	
BR-PRS PG?TM-O/T.O. PASS LANE?/F-BREAK			
AUXILIARY PLAY			
HG	24 SHOT CLOCK VIOLATION		
13	62	3.3	6.0

RIGHT PRC

SECTION 8 - Set-Offense Possessions

Once it is determined that a team does not get out in Transition or a Fastbreak, as described above, the team will then attempt to Work the Ball and score with a Set-Offense. Check four things once you determine the team will run a Set-Offense: a) Does the defense force a Stop b) Is a foul drawn or committed c) Does an Auxiliary Play happen and d) Which offensive player receives the ball. All four of these things take place on the same **Draw of the Cards** or **Click of the Mouse**. (See Below)

PROGRESSION OF SET-OFFENSE POSSESSIONS

A) Determine if the Defense Makes a Stop

PACE-CHECK DRAW OF CARDS OR CLICK OF MOUSE

I-SHOT	J-SHOT	3-P	FT	O-REB	
+6	50	20	42	80	-1
HT	6-9	WT	220	YRS	6
PPG	25.8	MPG	37.8	APG	6.8
FG%	45.6	3PT%	42.3	FT%	80.6
MPG	38.0	STL	2.0	TO	3.2
DRB	11.0	DRB	10.0	DRB	10.0
DISH	6	AUX-P	0	O-REB	6
I-SHOT	20	T-D	59	A	
P&R	58	O-F	14	T	95
3PT	24	OB	12	DK	94
DRY	16	A-P	2	JSP	94

Los Angeles (L)				
AWAY				
WESTERN CONFERENCE				
COACH Pat Riley				
OVERALL RECORD	62-20 PPG 117.3			
AWAY RECORD	27-14 OPG 109.5			
DEFENSE				
TRANSITION	3			
SET-OFFENSE	3			
BREAK				
STOP	2			
P&R D	D-AUX FOUL			
16	94 5			
TEAM FIELD GOAL DEFENSE				
I-SHOT	J-SHOT	TRANS	FORCE	3pt
71	71	78	-10	

4	9	
OUTSIDE	ASSISTS	HIGHEST
FOUL ON	STOLEN BY	FB-D
C	HIGHEST	SF
FASTBREAK SET-UP	TRANSITION SET-UP	
1-HAND BOUNCE PASS	GIVE&GO DUNK(L-IN)	
LOOSE BALL	TURNOVERS	
CRAZY BOUNCE	TRAVELING	
IN BOUNDS PLAY	3pt	HOME
AUX-PLAY	YES	HOME
ALLEY-OOP	FAST BREAK AUX	
TIP BALL D#/10	PLAYER CONTROL F.	
DOUBLE TEAM	4	
DOUBLE PF/10	49	6
		SF

85	3-POINT OFFENSE	5
INT B C	5	F# 4
PHY	REFEREE	
FASTBREAK	OUTLET	
2 on 1	PG	
STEAL	BLOCK RESULT	
POSSESSION	SHOOTER	
1/2 COURT FINAL	FULL COURT FINAL	
POSSESSION	T.O.	
FULL COURT PRESS	F.C. PRESS AUX	
BR-PRS PG/TM-O/T.O.	BLOCK/CHARGE	
AUXILIARY PLAY	KICKED BALL	
6	12	3
SFA	3.1	8.2

Boston	
HOME	
Boston Garden	
COACH K.C. Jones	
OVERALL RECORD	67-15 PPG 114.1
HOME RECORD	40-1 OPG 104.7
OFFENSE	
TRANSITION	26
SLOW PLAY POSSESSIONS	
-	
OFFENSE DRAW FOUL	
4	
3 POINT SHOT ATTEMPTS	
1	

OFFENSIVE PLAYER	42	[INT B]
	2	PF
	8	
BEST		HOME
FOUL ON	SF	5
STOLEN BY	2nd	

COMPUTER GAME CENTER CUT-OUT

- On both the Right PRC and the Computer Game Center Cut-Out, the #100 is higher than Boston's Transition Offense Rating. Boston will attempt to run a Set-Offense. See Blue Arrows
 - On both the Left PRC and the Computer Game Center Cut-Out, the #10 is higher than Los Angeles' Stop Rating for Set-Offense. The Ball will now go to an offensive option. See Red Arrows
 - Because Los Angeles did not make a Defensive Stop, the Set-Offense is run through the Green Offensive Option. The Offensive Option Section of the Right PRC corresponds to the Offensive Options you have assigned to that team. In this example, a poker chip has been used. See Black Arrows
- In this example, the Celtics will run a Set-Offense because the #100 is higher than their Transition Offense Rating. The Lakers did not make a Defensive Stop because the #10 is higher than their Stop Set-Offense Rating. The Right PRC shows Offensive Option Green, which corresponds to Larry Bird. Bird now has the ball with Offensive Options available, which are covered below.

If the Left PRC or Computer Game Center had a #10 equal to or lower than the Lakers' Stop Set-Offense Rating, as shown in the cut-out of the Left PRC to the right, they would have made a Defensive Stop. Defensive Stops on a Set-Offense will be covered below.

3	2	
INSIDE	ASSISTS	2nd HIGH
FOUL ON	STOLEN BY	FB-D
SG	3rd HIGHEST	SF

B) Determine if a Foul is committed or drawn

PACE-CHECK DRAW OF CARDS OR CLICK OF MOUSE

Los Angeles (L)				
AWAY				
WESTERN CONFERENCE				
COACH Pat Riley				
OVERALL RECORD	62-20 PPG 117.3			
AWAY RECORD	27-14 OPG 109.5			
DEFENSE				
TRANSITION	3			
SET-OFFENSE	3			
BREAK				
STOP	2			
P&R D	D-AUX FOUL			
16	94 5			
TEAM FIELD GOAL DEFENSE				
I-SHOT	J-SHOT	TRANS	FORCE	3pt
71	71	78	-10	

16	COMMIT FOUL	1
INSIDE	ASSISTS	2nd HIGH
FOUL ON	STOLEN BY	FB-D
PF	2nd HIGHEST	C
FASTBREAK SET-UP	TRANSITION SET-UP	
NO-LOOK PASS	PASS ON THE MONEY	

14	DRAW FOUL	6
OUTSIDE	ASSISTS	*HIGHEST
FOUL ON	STOLEN BY	FB-D
PG	HIGHEST	C
FASTBREAK SET-UP	TRANSITION SET-UP	
NO-LOOK PASS	PERFECT LEAD PASS	

Boston	
HOME	
Boston Garden	
COACH K.C. Jones	
OVERALL RECORD	67-15 PPG 114.1
HOME RECORD	40-1 OPG 104.7
OFFENSE	
TRANSITION	26
SLOW PLAY POSSESSIONS	
-	
OFFENSE DRAW FOUL	
4	
3 POINT SHOT ATTEMPTS	
1	

OFFENSIVE PLAYER	97	MO CHK
	2	COMMIT FOUL
	3	
OUTSIDE		VISITOR

OFFENSIVE PLAYER	88	INT B SF
	19	
	4	DRAW FOUL
OUTSIDE		VISITOR
FOUL ON	HIGH	4
STOLEN BY	HIGH	

COMPUTER GAME CENTER CUT-OUTS

The #10 on the Left PRC and the Computer Game Center used to determine Defensive Stops, is also used to determine if a foul is committed or drawn - if the COMMIT FOUL or DRAW FOUL symbols are showing.

On both the Left PRC and Computer Game Center Cut-Out, we see that the COMMIT FOUL symbol is showing. In both cases, the #10 used to determine if a Defensive Stop is made is also used to determine if the Lakers will commit a foul. The Left PRC #10 and Computer Game Center #10 both call for COMMIT FOUL Checks and the #10 is equal to or less than the Lakers' FOUL Rating. A foul will be called, which takes place while the Celtics attempt to organize the Set-Offense. See Red Arrows.

On both the Left PRC and Computer Game Center Cut-Out, we see that the DRAW FOUL symbol is showing. In both cases, the #10 used to determine if a Defensive Stop is made is also used to determine if the Celtics will draw a foul. The Left PRC #10 is higher than the Celtics' DRAW FOUL Rating, so a Foul would not be drawn and because that same #10 is higher than the Lakers' Set-Offense Stop Rating, the Celtics would then run the Set-Offense. In the Computer Game Center Cut-Out, the #10 is low enough to be within the Celtics' Draw Foul Rating. A foul will be called. See Blue Arrows.

***If a Defensive Stop takes place at the same time a foul is either CALLED or DRAWN, the foul is called as it takes precedence over the Defensive Stop.**

See the Auxiliary Booklet for information on assigning the foul.

Fouls that take place during the initiation of a Set-Offense are Non-Shooting fouls. After determining which player is called for the foul, assign a Team Foul to the defensive team. Once the defensive team accumulates five fouls, the offense will shoot Bonus Free Throws. If the team is not yet in the bonus, the offense will inbound the ball for a Re-Set Possession. (Described below).

C) Determine if an Auxiliary Play takes place

PACE-CHECK DRAW OF CARDS OR CLICK OF MOUSE

Los Angeles (L)		
AWAY		
WESTERN CONFERENCE		
COACH Pat Riley		
OVERALL RECORD 62-20	PPG 117.3	
AWAY RECORD 27-14	OPG 109.5	
DEFENSE		
TRANSITION 3	STOP 3	SET-OFFENSE 3
BREAK 2		
P&R D 16	D-AUX 94	FOUL 5
STL TO OB AP 5 11 19 20		
TEAM FIELD GOAL DEFENSE		
I-SHOT 71	J-SHOT 71	TRANS 78
FORCE 3pt -10		

98	3-POINT OFFENSE	
MO CHECK	19	F# 5
PHY		IRATE
FASTBREAK 3 on 2	OUTLET SG	
STEAL	BLOCK RESULT	
FASTBREAK	TRANSITION	
1/2 COURT FINAL	FULL COURT FINAL	
STEAL	STEAL	
FULL COURT PRESS	F.C. PRESS AUX	
FOUL PG? 4	PASS LANE?/F-BREAK	
AUXILIARY PLAY		
OFF FOUL AWAY FROM BALL	19	7 4.5 9.3
OFFENSIVE PLAYER	97	MC CHK
	2	COMMIT FOUL
	3	
OUTSIDE		VISITOR

RIGHT PRC

When Drawing a Card or Clicking the mouse reveals a #100 equal to or higher than the defensive teams' D-AUX number, an Auxiliary Play is triggered. The #100 on the Right PRC and the #100 on the Computer Game Center are both higher than the Lakers' D-AUX number. An Auxiliary Play will take place. See the Auxiliary Booklet to determine what the AUX PLAY will be. See Red Arrows

REFEREE INTERACTIONS

You will notice that on the Computer Game Center Cut-Out, there are two different play results possible. An Auxiliary Play in favor of the Lakers and a Foul Committed by the Lakers which would favor the opposition. When two different plays are possible, a Referee Interaction takes place. These calls can go either way and will result in one of the teams being upset with the officiating. See Blue Arrows

COMPUTER GAME CENTER CUT-OUT

*More information will be given below on Referee Interactions.

D) Determine which player will receive the ball in the Set-Offense

PACE-CHECK DRAW OF CARDS OR CLICK OF MOUSE

When Drawing a Card or Clicking the mouse on a Pace-Check reveals that: a) the defense does not make a Stop, b) a foul is neither committed nor drawn and c) an Auxiliary Play does not take place; the offensive team now runs the Set-Offense.

On that same Right PRC used for the Pace-Check, the color of the Offensive Option is matched up with Offensive player and that player receives the touch during that possession and the Set-Offense runs through him. That player has the ball with all Offensive Options Available. See Blue Arrow

27	3-POINT OFFENSE	
	3	F# 4
	UPSET	
FASTBREAK	OUTLET	
AUX	PG	
STEAL	BLOCK RESULT	
TRANSITION	D-POSSESS	
1/2 COURT FINAL	FULL COURT FINAL	
POSSESSION	FORCED 3pt SHOT	
FULL COURT PRESS	F.C. PRESS AUX	
BR-PRS PG/TM-O/T.O.	CRAZY BOUNCE	
AUXILIARY PLAY		
DEF FOUL AWAY FROM BALL	13	70 3.9 4.2
PF		

RIGHT PRC

I-SHOT	J-SHOT	3-P	FT	O-REB
*30	24	0	78	-2
+7	47	*59/90	76	2.9
Kevin McHale				
HT 6-10	WT 210	YRS 5		
PPG 21.3	MPG 8.1	APG 2.7		
FG% 57.4	3PM% 0	FT% 77.6		
MPG 35.3	STL 0.4	TO 2.2		
PASS SHOOT DRIVE POST				
92	75	64	86	
21	BR	-	17	21
20	DR	14	14	14
AUX-PLAY		9	32	
DRAW FOUL		7	18	34
DISH	AUX-P	O-REB	BREAK	
1100	TO 20	T-D	99	B
54	O-F 16	T	95	20
3PT 16	OB 13	DK 93	P & R	
DNK 18	A-P 2	IS(F) 87		
				3



3-BALL OFFENSE

In eras of basketball that include the 3Pt Shot, there is one more thing to consider when determining who receives the offensive touch during a Set-Offense Possession.

Each of the above examples were from the Celtics and Lakers from the 1985-86 Season Set. Below, is the Atlanta Hawks team card from the 1996-97 Season Set. The Celtics have a 3 POINT SHOT ATTEMPTS Rating of 1 and the Hawks have a rating of 6. The 3 POINT SHOT ATTEMPTS Rating is compared against the 3-POINT OFFENSE Number on the Right PRC, which is a random number of 1-20. If you are using the Computer Game Center, the 3-POINT OFFENSE Number is the #20 shown below. **See Red Arrows**

Boston HOME
 Boston Garden
 COACH K.C. Jones
 OVERALL RECORD 67-15 PPG 114.1
 HOME RECORD 40-1 OPG 104.7
OFFENSE TRANSITION 26
 SLOW PLAY POSSESSIONS -
 OFFENSE DRAW FOUL -
4
 3 POINT SHOT ATTEMPTS **1**

Atlanta HOME
 Omni Coliseum
 COACH Lenny Wilkens
 OVERALL RECORD 56-26 PPG 94.8
 HOME RECORD 36-5 OPG 89.4
OFFENSE TRANSITION 9
 SLOW PLAY POSSESSIONS -3
 OFFENSE DRAW FOUL -
4
 3 POINT SHOT ATTEMPTS **6**

RIGHT PRC
 80
 3-POINT OFFENSE **2**
 INT B PF # 5
 PHYSICAL RESPONSE
 FASTBREAK 2 on 1
 OUTLET
 STEAL BLOCK RESULT
 FASTBREAK DISH
 1/2 COURT FINAL FULL COURT FINAL
 FORCED J-SHOT T.O.
 FULL COURT PRESS F.C. PRESS AUX
 FOUL PG? SCRAMBLE
1
 AUXILIARY PLAY
 ILLEGAL DEFENSE
 15 97 4.7 2.9

COMPUTER GAME CENTER CUT-OUT
 OFFENSIVE PLAYER
 15
 4
 5
 OUTSIDE VISITOR
 FOUL ON HIGH 5 STOLEN BY HIGH

COMPUTER GAME CENTER CUT-OUT

Anytime a team runs a Set-Offense and the 3-POINT OFFENSE Number is equal to or less than the team's 3 POINT SHOT ATTEMPTS Rating, the team may shoot a 3Pt Shot instead of working the ball inside.

Both the Right PRC and the Computer Game Center Cut-Out shows a 3-POINT OFFENSE Number within Atlanta's 3 POINT SHOT ATTEMPTS Rating, but both 3-POINT OFFENSE Numbers are above the Celtics' 3 POINT SHOT ATTEMPTS RATING. **See Red Arrows**

The more 3Pt Shots a team attempted, the higher their 3 POINT SHOT ATTEMPTS Rating.

STRATEGY

As outlined above, you must choose an Offensive Focus Strategy for both teams. This comes into play when the 3-POINT OFFENSE Number is within the team's 3 POINT SHOT ATTEMPTS but the Offensive Option Color has the ball going to a player who does not shoot a significant amount of 3-Pointers.

WORK THE BALL

If you choose the WORK THE BALL Strategy and the 3-POINT OFFENSE Number is within the teams' 3 POINT SHOT ATTEMPTS Range, but the Offensive Option has the ball going to a player who does not shoot a significant number of 3-Pointers, the ball is worked for a better shot and the player indicated retains the ball.

3Pt SHOT

If you choose the 3Pt SHOT Strategy (Green in color to signify the team having the "Green Light" for 3-Pointers) and the 3-POINT OFFENSE Number is within the team's 3 POINT SHOT ATTEMPTS Range, but the Offensive Option has the ball going to a player who does not shoot a significant number of 3-Pointers, the ball will be rotated to a 3-Point shooter.

DETERMINING A 3-POINT SHOOTER

To determine if a player is a 3-Point Shooter, do the following: Look in the SHOOT column of the player in question. If the player has a 3Pt Number that is at least 10 greater than his DISH Number, he shoots a significant amount of 3-Pointers. He is considered a 3-Point Shooter and will take the shot if the 3-POINT OFFENSE number is within the team's 3 POINT SHOT ATTEMPTS Range and he is the player indicated to receive the Offensive Touch **AND** the team is employing a 3Pt SHOT Strategy.

When comparing Christian Laettner and Steve Smith

I-SHOT	J-SHOT	3-P	FT	O-REB
24	17	35	82	-2
+4	40	-	81	3.2
Christian Laettner				
HT 6-11	WT 235	YRS 4		
PPG 18.1	RPG 8.8	APG 2.7		
FG% 48.6	3Pt% 35.2	FT% 81.6		
MPG 38.3	STL 1.2	TO 2.7		
B				
PASS SHOOT DRIVE POST				
PASS 91	SHOOT 73	IS 55	POST 79	
A-O 25	SHOOT 22	IS 21	POST 26	
DISH 24	SHOOT 18	IS 18	POST 18	
AUX-PLAY 11 32				
DRAW FOUL TRANSITION 13 26 48 60				
DISH AUX-P O-REB BREAK 5 13 26 48 60				
IS+1 100	TO 20	T-D 98		
JS+2 65	O-F 15	T 95	26	59
3PT 37	OB 12	DK 92		
DNK 9	A-P 2	IS(F) 87		
POWER FORWARD - C 3				

I-SHOT	J-SHOT	3-P	FT	O-REB
11	19	34	85	+2
+5	35	-	84	2.2
Steve Smith				
HT 6-7	WT 200	YRS 5		
PPG 20.1	RPG 3.3	APG 4.2		
FG% 42.9	3Pt% 33.5	FT% 84.7		
MPG 39.1	STL 0.9	TO 2.4		
A				
PASS SHOOT DRIVE POST				
PASS 92	SHOOT 75	IS 80	POST 56	
A-O 31	SHOOT 37	IS 27	POST 22	
DISH 28	SHOOT 18	IS 18	POST 18	
AUX-PLAY 8 40				
DRAW FOUL TRANSITION 5 6 26 49 86				
DISH AUX-P O-REB BREAK 5 6 26 49 86				
IS+2 100	TO 20	T-D 99		
JS+2 67	O-F 16	T 97	28	59
3PT 69	OB 13	DK 94		
DNK 12	A-P 2	IS(F) 89		
SHOOTING GUARD - SF 4				

from the Atlanta Hawks and the 1996-97 Season Set, Laettner has a 3Pt Number that is only 4 greater than his DISH Rating. He is not considered a 3-Point Shooter. The volume of his 3Pt shots will come from his own offensive game or being set up for a 3Pt shot by a teammate. In contrast, Steve Smith has a 3Pt Number 19 greater than his DISH Rating. He is a 3-Point Shooter, and when the ball is rotated in search of a 3-Point Shooting option, he can be chosen.

***If the PACE-CHECK Draw of Cards or Click of Mouse indicates a 3Pt Shot will be attempted and the Offensive Option color is assigned to a 3Pt Shooter, he takes the 3Pt Shot.**

HOW THE BALL IS ROTATED IN SEARCH OF A 3-POINT SHOOTER

When a team is employing the 3Pt SHOT Strategy and the original Pace-Check Draw of Cards or Mouse Click indicated the ball going to an Offensive Option that is not a 3Pt shooter, the ball will be rotated in search of a 3Pt Shooter by doing the following:

If the #100 is **EVEN** you move up the hierarchy of Offensive Option Colors until you find a 3Pt Shooter.

If the #100 is **ODD** you move down the hierarchy of Offensive Option Colors until you find a 3Pt Shooter.

OFFENSIVE OPTIONS COLOR HEIRARCHY



As an example, we have the Celtics from 1985-86.

They are employing the **3pt SHOT**

Strategy. Their opponent does not make a

Defensive Stop and the Right PRC (shown to the side) has a 3-POINT OFFENSE Number that is within Boston's

3 POINT SHOT ATTEMPTS Rating. The Offensive Option Color shows the ball going to Kevin McHale. McHale, however, is not a 3Pt Shooter, so the ball will be rotated.

Because the #100 is odd the ball will be rotated DOWN the Offensive Options Color Hierarchy until a 3Pt Shooter is found.

In this example, Boston has only one 3 Point Shooter - Larry Bird. Danny Ainge, the Black Offensive Option,

does not have a high enough difference between his 3Pt

Number and DISH Number, so he is skipped. The ball continues down the Offensive

Options Color Hierarchy until all options are exhausted, and then moves to the top, where

we find Larry Bird. He will take the 3Pt Shot.

If a 3Pt SHOT Strategy is chosen, but no player has a significant enough difference between his 3Pt Number and Dish Number, do the following to find the 3Pt Shooter:

If the #100 is **EVEN**, the player with the greatest difference between his 3Pt Number and DISH Number will shoot

If the #100 is **ODD**, the player with the 2nd greatest difference between his 3Pt Number and DISH Number will shoot

FORCE 3Pt SHOTS A team may choose the FORCE 3Pt SHOTS Strategy when they are desperate to get back into a game when trailing and need to rack up some 3-Balls. Forced 3Pt Shots are discussed below.

GAMEPLAY TIP - When playing with teams from the modern 3Pt Shot era, especially from the mid 90s and on, place teams with a 3 POINT SHOT ATTEMPTS Rating of 4 or higher in the 3Pt SHOT Strategy most of the time. Place teams with a 3 POINT SHOT ATTEMPTS Rating of 3 or less in the WORK THE BALL Strategy most of the time.

SECTION 9 - Offensive Options Within a Set-Offense

Once a team is in the Set-Offense, meaning the Defense didn't make a Stop, no fouls were committed and no Auxiliary Play takes place, the ball is moved to the player whose Offensive Option Color matches with the Offensive Option Color indicated on the Right PRC or the Computer Game Center. That player now has the following Offensive Options Available:

- POST** Attempt a Post-Up Move
- DRIVE** Attempt to Drive to the Basket
- SHOOT** Attempt a Jump Shot
- PASS** Attempt to Create Offense for Teammates
- FORCE 3Pt** Attempt to Force a 3Pt Shot
- PICK&ROLL** Attempt to Execute a Pick & Roll

55		3-POINT OFFENSE	
INT B C		F# 4	
FASTBREAK		OUTLET	
2 on 1		PG	
STEAL		BLOCK RESULT	
POSSESSION		D-POSSESS	
1/2 COURT FINAL		FULL COURT FINAL	
POSSESSION		1/2 COURT SHOT	
FULL COURT PRESS		F.C. PRESS AUX	
BR-PRS PG?TM-O/T.O.		BLOCK/CHARGE	
1		AUXILIARY PLAY	
SF		ILLEGAL DEFENSE	
13		22 3.8 1.8	

I-SHOT	J-SHOT	3-P	FT	O-REB	
*30	24	0	78	-2	
+7	47		*59/90	76 2.9	
Kevin McHale					
HT	6-10	WT	210	YRS 5	
PPG	21.3	RPG	8.1	APG 2.7	
FG%	57.4	3PM%	0	FT% 77.6	
MPG	35.3	STL	0.4	TO 2.2	
PASS SHOOT DRIVE POST					
PASS	92	SHT	75	LS 64	
DRB	14	DRB	17	DRB	21
DRB	20	DRB	14	DRB	14
AUX-PLAY	9	TRANSITION	18	34	49
DRAW FOUL	9	TRANSITION	18	34	49
DISH	AUX-P	O-REB	BREAK	6	7
IS+3	100	TO	20	T-D	99
IS+2	54	O-F	16	T	99
3PT	16	OB	13	DK	93
DNK	10	A-P	2	IS(F)	87

I-SHOT	J-SHOT	3-P	FT	O-REB	
24	20	42	90	-1	
+6	50		89	2.1	
Larry Bird					
HT	6-9	WT	220	YRS 6	
PPG	25.8	RPG	9.8	APG 5.8	
FG%	45.6	3PM%	42.3	FT% 89.6	
MPG	38.0	STL	2.0	TO 3.2	
PASS SHOOT DRIVE POST					
PASS	95	SHT	79	LS 86	
DRB	43	DRB	30	DRB	27
DRB	36	DRB	23	DRB	23
AUX-PLAY	23	TRANSITION	10	55	55
DRAW FOUL	9	TRANSITION	6	32	42
DISH	AUX-P	O-REB	BREAK	6	7
IS+3	100	TO	20	T-D	99
IS+3	58	O-F	14	T	95
3PT	24	OB	12	DK	94
DNK	16	A-P	2	IS(F)	88

Boston	
HOME	
Boston Garden	
COACH	K.C. Jones
OVERALL RECORD	67-15 PPG 114.1
HOME RECORD	40-1 OPG 104.7
OFFENSE	
TRANSITION	
26	
SLOW PLAY POSSESSIONS	
-	
OFFENSE DRAW FOUL	
4	
3 POINT SHOT ATTEMPTS	
1	

I-SHOT	J-SHOT	3-P	FT	O-REB	
22	25	36	90	+4	
+2	30		87	3.1	
Danny Ainge					
HT	6-4	WT	175	YRS 4	
PPG	10.7	RPG	2.9	APG 5.1	
FG%	50.4	3PM%	35.6	FT% 90.4	
MPG	30.1	STL	1.2	TO 1.6	
PASS SHOOT DRIVE POST					
PASS	89	SHT	71	LS 79	
DRB	45	DRB	25	DRB	40
DRB	38	DRB	20	DRB	20
AUX-PLAY	9	TRANSITION	6	27	31
DRAW FOUL	9	TRANSITION	6	27	31
DISH	AUX-P	O-REB	BREAK	6	7
IS+3	100	TO	20	T-D	-
IS+3	54	O-F	16	T	99
3PT	17	OB	13	DK	93
DNK	9	A-P	2	IS(F)	97

ANALYZING OFFENSIVE PLAYER CARDS

POST PLAYER

I-SHOT	J-SHOT	3-P	FT	O-REB			
*30	23	-	77	-			
+6	46	*59/90	75	3.4			
K. Abdul-Jabbar							
HT	7-2	WT	225	YRS	16		
PPG	23.4	RPG	6.1	APG	3.5		
FG%	56.4	3Pt%	.0	FT%	76.5		
MPG	33.3	STL	0.8	TO	2.6		
A							
PASS SHOOT DRIVE POST							
PASS	93	SHT	78	IS	42	POST	84
A-O	30	3Pt	-	DNK	22	DNK	27
DISH	27	DISH	19	DISH	19	DISH	19
AUX-PLAY							
DRAW FOUL							
TRANSITION							
DISH	AUX-P	O-REB	BREAK				
IS+2	100	TO	20	T-D	97		
JS+2	55	O-F	14	T	94	26	77
3PT	18	OB	11	DK	91	P & R	
DNK	12	A-P	2	IS(F)	85		
4							

ALL-AROUND PLAYER

I-SHOT	J-SHOT	3-P	FT	O-REB			
*30	26	-	77	-1			
+7	45	*59/90	75	2.9			
James Worthy							
HT	6-9	WT	225	YRS	3		
PPG	20.0	RPG	5.2	APG	2.7		
FG%	57.9	3Pt%	.0	FT%	77.1		
MPG	32.7	STL	1.1	TO	2.0		
B							
PASS SHOOT DRIVE POST							
PASS	92	SHT	76	IS	81	POST	84
A-O	22	3Pt	-	DNK	24	DNK	27
DISH	21	DISH	15	DISH	15	DISH	15
AUX-PLAY							
DRAW FOUL							
TRANSITION							
DISH	AUX-P	O-REB	BREAK				
IS+1	100	TO	20	T-D	98		
JS+2	54	O-F	16	T	95	36	82
3PT	16	OB	13	DK	91	P & R	
DNK	10	A-P	2	IS(F)	86		
3							

CREATOR

I-SHOT	J-SHOT	3-P	FT	O-REB			
27	23	23	87	+2			
+7	48	-	85	1.9			
Magic Johnson							
HT	6-8	WT	215	YRS	6		
PPG	18.8	RPG	5.9	APG	12.6		
FG%	52.6	3Pt%	23.3	FT%	87.1		
MPG	35.8	STL	1.6	TO	3.8		
B							
PASS SHOOT DRIVE POST							
PASS	94	SHT	73	IS	87	POST	83
A-O	65	3Pt	34	DNK	36	DNK	36
DISH	55	DISH	33	DISH	33	DISH	33
AUX-PLAY							
DRAW FOUL							
TRANSITION							
DISH	AUX-P	O-REB	BREAK				
IS+6	100	TO	20	T-D	100		
JS+7	62	O-F	12	T	99	10	23
3PT	31	OB	11	DK	98	P & R	
DNK	20	A-P	2	IS(F)	92		
13							

JUMP SHOOTER

I-SHOT	J-SHOT	3-P	FT	O-REB			
16	29	0	79	+6			
-15	-	-	69	4.4			
Ronnie Lester							
HT	6-2	WT	175	YRS	5		
PPG	2.5	RPG	.4	APG	2.0		
FG%	50.0	3Pt%	.0	FT%	78.9		
MPG	8.2	STL	0.3	TO	1.6		
C							
PASS SHOOT DRIVE POST							
PASS	85	SHT	68	IS	55	POST	-
A-O	58	3Pt	37	DNK	36	DNK	-
DISH	50	DISH	35	DISH	35	DISH	-
AUX-PLAY							
DRAW FOUL							
TRANSITION							
DISH	AUX-P	O-REB	BREAK				
IS+4	100	TO	20	T-D	-		
JS+5	54	O-F	6	T	100	2	8
3PT	16	OB	2	DK	-	P & R	
DNK	7	A-P	2	IS(F)	97		
9							

You determine the Offensive Ability of a player by looking at the Ratings assigned to him for PASS, SHOOT, DRIVE and POST. Each of these Ratings is out of 100. The higher the Rating, the better the player is at that aspect of his Offensive Game.

POST PLAYER Abdul-Jabbar is predominantly a Post Player as he has a high POST RATING. He is also good at moving the ball.

ALL-AROUND PLAYER Worthy is a good All-Around Player as he has high Ratings for POST, DRIVE, SHOOT and PASS. Worthy could also be considered a Slasher as he has a high DRIVE Rating. Players who have a high DRIVE Rating, but low POST and SHOOT Ratings are primarily Slashers who try to get to the hole. This is a big part of Worthy's game.

CREATOR Magic Johnson is, of course, a Creator. In his PASS Column, you will notice that there is a big difference between his AUX-PLAY Number of 10 and his DISH Rating in the PASS Column. This means he will be able to Create Offense for his teammates. Johnson is also good at getting to the hole as he has a high DRIVE Rating and he is good in the POST, with his high POST Rating. Johnson is one of the greatest All-Around Players of all-time. The Ratings on his card bear this out. You will notice that in each of his SHOOT, DRIVE and POST Columns, there is a significant difference between his AUX-PLAY Number and the DISH Number in each of those columns. That means that even though he is attempting to Drive to the Hole or Post-Up, he will still find players for effective offensive opportunities.

JUMP SHOOTER Ronnie Lester, as a Point Guard, is of course a Creator who can create offensive opportunities for his teammates. When it comes to his own Offensive Game, however, he is primarily a Jump Shooter. He is not even rated for Post Moves and has a fairly low Drive Rating. When he has the ball he will either try and create for teammates or look for a Jump Shot.

ANALYZING DEFENSIVE PLAYER CARDS

POST DEFENDER

A-P	STL	4	F-S	16	OB	19	0.9
O-F	6	P-L	18	A-P	20		
FOUL P/S STOP DRIVE POST							
3 5 2 5							
AUX-PLAY							
P-LANE INT-BLK P&R - DDOUBLE							
4 5 - 10							
Robert Parish							
G	81	GS	80	FATIGUE MINUTES	38	10	
BLOCK					F# D-REB		
5					3.0		76
I-SHOT	J-SHOT	3-P	OUTLET				
35	39	+1	9		27		

ALL-AROUND DEFENDER

A-P	STL	8	F-S	14	OB	19	1.9
O-F	10	P-L	18	A-P	20		
FOUL P/S STOP DRIVE POST							
2 5 4 5							
AUX-PLAY							
P-LANE INT-BLK P&R - DDOUBLE							
8 2 6 10							
Larry Bird							
G	82	GS	81	FATIGUE MINUTES	44	11	
BLOCK					F# D-REB		
2					2.1		75
I-SHOT	J-SHOT	3-P	OUTLET				
37	37	-3	11		31		

PERIMETER DEFENDER

A-P	STL	8	F-S	11	OB	19	2.1
O-F	10	P-L	18	A-P	20		
FOUL P/S STOP DRIVE POST							
2 3 3 -							
AUX-PLAY							
P-LANE INT-BLK P&R - DDOUBLE							
9 1 8 6							
John Stockton							
G	82	GS	82	FATIGUE MINUTES	41	11	
BLOCK					F# D-REB		
1					2.4		62
I-SHOT	J-SHOT	3-P	OUTLET				
42	38	-5	7		16		

You determine the Defensive Ability of a player by looking at the Ratings assigned to him for P/S (On-Ball Defending of Passes/Jump Shot Defending), DRIVE and POST. Each of these Ratings is out of 10. The closer the Rating is to 10, the better the player is Defensively at Stopping an Offensive Player attempting execute that type of move.

POST DEFENDER

Robert Parrish is primarily a Post Defender. He fares decently against the DRIVE, but provides very good Post Defense.

ALL-AROUND DEFENDER

Larry Bird is a good All-Around Defender. He defends the Post very well and also provides very good On-Ball Defense with his P/S Rating of 5. He is not quite as good at Stopping the Drive, but still above average.

PERIMETER DEFENDER

John Stockton is a Perimeter Defender. He is pretty good at On-Ball Defense and Stopping the Drive, but has no Rating for Post Defense.

OTHER RATINGS

Players who have AUX-PLAY Ratings in the 80s have a high ability to make Steals, draw Offensive Charge Fouls, Force Shots that are more easily blocked and harass a ball-handler and force him into making passes that are more easily picked off in the Passing Lanes.

CHOOSING MATCHUPS

When determining which player a defender will guard, most often you will match up the Defensive PG with the Offensive PG, the Defensive C with the Offensive C and the Defensive SF with the Offensive SF, etc. However, you may choose to have a particular player match-up with a different opponent because his Defensive Skill-Set matches up better with that particular player. For example, the Offense may have a Slashing/Driving PF and your SF is better at Stopping the Drive. You may elect to have your SF match-up against that particular PF and your PF guard their SF. You can choose any match-up you wish, and they can be changed at any time.

COURTSIDE BASKETBALL GAME FLOW

COURTSIDE BASKETBALL is a simulation of the game of Professional Basketball. COURTSIDE BASKETBALL, like real basketball, plays out through the possessions each team has in a game. Unlike real basketball, however, COURTSIDE BASKETBALL does not include each dribble or pass of the ball. Each possession is instead a Synopsis of a real-life basketball game. Instead of dribbling or passing the ball around, each COURTSIDE BASKETBALL possession focuses on a particular player to receive the basketball (touch) to start the possession and events play out from there. The Six Offensive Options described above are available for your choosing at this point.

YOU HAVE TWO OPTIONS:**CHOOSE AN OFFENSIVE MOVE**

Once it is determined that a team will run the Set-Offense and a specific player receives the ball, you must now choose which Offensive Move he will attempt to execute. Analyzing the cards just above, it is clear what Kareem Abdul-Jabbar will do if he receives the primary touch on a possession. He will attempt to make a Post-Up Move. He may also look to PASS and create offensive for a teammate, but his strength is in the Low Post. James Worthy will either attempt to Drive to the basket or execute a post move. Magic Johnson is good at everything. Make your choice and sit back and watch the Magic Man do his thing. The fun comes from imagining yourself as the players on the court or the coach watching the game Courtside. Each player will mimic his real life counterpart, and you will learn the strengths and weaknesses of the players through the games you play.

AUTOMATIC OFFENSIVE MOVES

If you do not wish to be involved in choosing the Offensive Moves of each player, you can automate those moves instead. To automate Offensive Moves, have each player execute the move they are best at. In this example, Jabbar would work the low post each time he touches the ball. If an All-Around Player like James Worthy touches the ball, have him execute the move his defender is least adept at stopping. If he's guarded by an All-Around Defender, do the following: use the last #100 to make the determination. If the #100 is **ODD**, Drive to the basket. If the #100 is **EVEN**, Post-Up. This will allow players who like to sit back and watch events play out to enjoy the rhythm and flow of COURTSIDE BASKETBALL.

TIME CLOCK

Once you determine a team will run a Set-Offense, mark a time sequence on the Score-Sheet or click the Possession Button on the Computer Game Center. This should always take place at the beginning of a Set-Offense Possession because the events that transpire will "run" time off of the clock.

	11	10	9	8
1	15	15:15	15:15	15:15

**SECTION - 10 How the Offensive and Defensive Player Cards Work Together**

In COURTSIDE BASKETBALL, each Offensive Move combines the Offensive Player Card of the player in possession of the ball and the Defensive Player Card of his individual defender. Other players may factor into the result of the play. In this way, a defender has the same chance to influence a play as the offensive player. In fact, as you play games and become familiar with COURTSIDE BASKETBALL, you will see the impact good and great defensive players can have on a game. Likewise, poor defenders will see the player he is guarding burn him time and again for chances at easy buckets.

Each player in COURTSIDE BASKETBALL has an Offensive and Defensive Card. The Individual Defensive Card of a player is placed above the Individual Offensive Card of his opponent because the two cards "combine" together to provide the result of an attempted offensive move. The Left PRC #10 is used to determine if a defender is able to make a Defensive Stop. The Left PRC is also used to determine if a foul is committed or drawn on the move. The Right PRC #100 is used to determine what takes place during the actual individual move. If you are using the Computer Game Center, the #10 and #100 are found in the Play Result Section.

#10

1	5
INSIDE	ASSISTS
FOUL ON	STOLEN BY
LEFT PRC CUT-OUT	

OFFENSIVE PLAYER	50	INT B
	11	PF
	6	
FOUL ON	SG	5
	STOLEN BY	2nd
HOME		

COMPUTER GAME CENTER CUT-OUT

The #10 from the Left PRC or the Computer Game Center Play Result Section corresponds to the STOP Ratings of the Defender. If the #10 is within the Stop Rating for the type of Offensive Move attempted: he makes a Defensive Stop. See the Red Boxes

COMMIT FOUL

16	COMMIT FOUL	3
OUTSIDE	ASSISTS	
FOUL ON	STOLEN BY	FB-D

OFFENSIVE PLAYER	81	INT B
	12	COMMIT FOUL
	2	
FOUL ON	PG	5
	STOLEN BY	HIGH
VISITOR		

The #10 from the Left PRC or the Computer Game Center Play Result Section corresponds to the COMMIT FOUL Rating of the Defender. If the COMMIT FOUL Symbol is showing on the Left PRC or the Computer Game Center, and the #10 next to it is within the Defender's FOUL Rating, he Commits a Foul. See Black Boxes

DRAW FOUL

20	DRAW FOUL	4
BEST	ASSISTS	LOWEST
FOUL ON	STOLEN BY	FB-D

OFFENSIVE PLAYER	14	
	1	
	10	DRAW FOUL
FOUL ON	HIGH	5
	STOLEN BY	HIGH
VISITOR		

See Green Boxes

The #10 from the Left PRC or the Computer Game Center Play Result Section corresponds to the DRAW FOUL Rating of the Offensive Player. If the DRAW FOUL Symbol is showing on the Left PRC or the Computer Game Center, and the #10 next to it is within the Offensive Player's DRAW FOUL Rating, he Draws a Foul.

A-P	STL	6	F-S	12	OB	19	1.5
O-F	8	P-L	15	A-P	20		
FOUL	P/S	STOP DRIVE	POST				
4	4	2	4				
AUX-PLAY	90						
P-LANE INT-BLK P&R	- DDOUBLE						
6	3	3	8				
Kurt Rambis							
G	74	GS	74				
FATIGUE	MINUTES	27	7				
BLOCK	2			F#	D-REB		
I-SHOT	J-SHOT	3-P		4.5	80		
37	39	-		6	31		

I-SHOT	J-SHOT	3-P	FT	O-REB	
*30	24	0	78	-2	
+7	47	*59/90	76	2.9	
Kevin McHale					
HT	6-10	WT	210	YRS	5
PPG	21.3	RPG	8.1	APG	2.7
FG%	57.4	3Pt%	.0	FT%	77.6
MPG	35.3	STL	0.4	TO	2.2
PASS	SHOOT	DRIVE	POST		
92	75	64	86		
AUX-PLAY	9				
DRAW FOUL	6				
DISH	AUX-P	O-REB	BREAK		
21	17	21			
20	14	14	14		
IS+1	100	TO	20	T-D	99
JS+2	54	O-F	16	T	95
3PT	16	OB	13	DK	93
DNK	10	A-P	2	IS(F)	87

This general description applies to each of the specific moves: PASS, SHOOT, DRIVE and POST. The Ratings vary for each player between the four types of moves, but the manner in which each move is resolved is the same.

GAP BETWEEN OFFENSIVE PLAYER'S MOVE RANGE AND THE DEFENSIVE PLAYER'S AUX-PLAY RANGE

There is usually a gap between the Offensive Player's Range for each individual move and the Defender's AUX-PLAY Range. When the #100 falls into this gap, it triggers a BALL ROTATION, which will be covered in depth below.

#100

38	3-POINT OFFENSE	12
FOUL ON	SG	5
	STOLEN BY	2nd
RIGHT PRC CUT-OUT		

OFFENSIVE PLAYER	50	INT B
	11	PF
	6	
FOUL ON	SG	5
	STOLEN BY	2nd
HOME		

COMPUTER GAME CENTER CUT-OUT

Both the Offensive and Defensive Players have Ratings that are assigned to the #100. Defensive players have an AUX-PLAY Rating on the high side of 1-100, usually 90 or higher. The Offensive Player has a series of ratings that start, on average, around 85 and proceed down to 1. See Yellow Boxes

DEFENDER'S AUX-PLAY RANGE

If the #100 from the Left PRC or the Computer Game Center Play Result Section is equal to or greater than the Defender's AUX-PLAY Range, a Defensive Auxiliary Play is triggered.

OFFENSIVE PLAYERS'S AUX-PLAY RANGE

If the #100 from the Left PRC or the Computer Game Center Play Result Section is equal to or less than the Offensive Player's AUX-PLAY Range, an Offensive Auxiliary Play is triggered. See the Blue Box

OFFENSIVE PLAYER'S MOVE RANGE

If the #100 from the Left PRC or the Computer Game Center Play Result Section is greater than the Offensive Player's AUX-PLAY Range, but equal to or less than his PASS, SHOOT, DRIVE or POST Range (depending upon the move initiated), he makes an offensive move.

SECTION - 11 INDIVIDUAL MOVES - Defender Involvement

Defense is just as important in COURTSIDE BASKETBALL as it is in real-life basketball. In COURTSIDE BASKETBALL, Defenders have the ability to force Offensive Players into bad shots, turnovers and offensive fouls. Good Defenders are worth their weight in gold as they have the ability to disrupt the offensive game of even the best players.

This section will cover how a Defensive Player Card is read and what its involvement is each time an Offensive Player attempts a move. The process is the same, no matter what type of move is attempted.

Each time an Offensive Player initiates a move and **New Cards are Drawn** or the **Mouse is Clicked** you refer to the #10 on the Left PRC or the #10 on the Computer Game Center Play Result Section:

WHEN THE #10 IS BLUE

If the #10 is equal to or less than the STOP Rating for the type of move attempted by the

3

Offensive Player, the Defender has made a Defensive Stop. He has played effective defense and will force the Offensive Player into a bad shot. If the move attempted was a Post-Up Move or Drive to the Basket, a Forced Inside Shot will occur. If the Offensive Player was attempting a Jump Shot, a Forced Jump Shot will take place.

If the Offensive Player was attempting a 3Pt Shot a forced 3Pt Shot will occur.

Blue Background Denotes "Good Defense"

WHEN THE #10 IS ORANGE

If the #10 is equal to or less than the STOP Rating for the type of move attempted by the Offensive Player, the Defender has made a

4

Physical Defensive Stop. The Result is the same as when the #10 is Blue: meaning the Offensive Player will attempt a Forced Shot of some kind, but the descriptive action of the Defensive Stop is physical. The Defensive Player makes the Stop **AND** his team **MAY** be given a Physical Play Point - discussed below.

Orange Background Denotes "Good Physical Defense"

NO DEFENSIVE STOP

If the #10 is greater than the Defensive Player's STOP Rating for the type of Offensive Move attempted, NO DEFENSIVE STOP IS MADE. The Offensive Player will take a Normal Shot.

IMPORTANT

*A Defensive Stop does not indicate a missed shot. The Offensive Player may still make the shot, but a Defensive Stop means it will be much harder for the Offensive Player to do so.

A-P	STL	7	F-S	14	OB	19	1.8
O-F	9	P-L	18	A-P	20		
FOUL		P/S	STOP	DRIVE	POST		
2		4	4	4	4		
AUX-PLAY		P-LANE INT-BLK P&R - DDOUBLE		84			
8		3	8	8			
Scottie Pippen							
G	82	G5	82	44	11	F#	D-REB
FATIGUE MINUTES							
BLOCK		2		2.5		68	
I-SHOT	J-SHOT	3-P	OUTLET				
39	37	-4	7	16			

Scottie Pippen from the 1996-97 Season Set

DEFENSIVE AUX-PLAYS

When a **Drawn Card** or **Mouse Click** reveals a #100 equal to or higher than the Defensive Player's AUX-PLAY Rating, a Defensive AUX-PLAY occurs.

See the Auxiliary Booklet for more information on resolving a Defensive AUX-PLAY.

***IMPORTANT - If the Defensive Player makes a Defensive Stop - meaning the #10 is within his Defensive STOP Rating for the type of move attempted AND the #100 is equal to or above his AUX-PLAY Rating, the AUX-PLAY occurs instead of the Forced Shot. If the #10 indicated Physical Play, you still give the Defensive Team a Physical Point, but you refer to the AUX-PLAY to determine the result.**

COMMIT FOUL WHEN THE #10 IS BLUE

When the **COMMIT FOUL** Symbol is showing and the #10 is within the Defensive Player's FOUL Rating, he

COMMIT FOUL

1

Commits a foul. **IF** Continuation is called, meaning the Offensive Player may still get a Shot Attempt for a possible AND 1, and the #10 is within the Defensive Player's STOP Rating for the Offensive Move attempted, the Continuation Shot Attempt will be Forced. This indicates the Defensive Player Committed a Foul **WHILE** playing good defense. **Continuation is covered in the section under each type of Offensive Move*

COMMIT FOUL WHEN THE #10 IS ORANGE

Everything is the same as **COMMIT FOUL** when the #10 is **BLUE**, **EXCEPT** that the Player Commits a Hard/

COMMIT FOUL

2

Physical Foul. The Defensive Team **MAY** be given a Physical Point, depending upon the result of the play.

PHYSICAL PLAY

Physical Play will be covered in depth below. In short, if a Physical Defensive Stop leads to a missed shot by the Offensive Player, the Defensive Team will be given a Physical Point. If the Offensive Player makes the shot after a Physical Defensive Stop, the Offensive Team will be given a Physical Point.

SECTION - 12 INDIVIDUAL MOVES - Post-Up

OFFENSIVE OPTION

Once a Set-Offense possession has begun and the ball is rotated to the player indicated by the Offensive Option Color and you have marked a time sequence or clicked possession to run the clock, it is now time to attempt an Offensive Move.

INITIATE THE MOVE

Determine that the player will attempt to make a Post-Up move. As COURTSIDE BASKETBALL is not a pass-by-pass or dribble-by-dribble game, the player does not dribble into the post, the ball is instead rotated and fed to him in the post automatically upon determining that he will attempt the Post-Up move.

DRAW A NEW CARD or CLICK THE MOUSE - to initiate the move

This section will cover the Offensive Involvement in the Post-Up Move. The Defender's Involvement is discussed above. Cartwright's Defensive Card is here for reference.

A-P		STL 2	F-S 6	OB 19	0.6	
O-F		4	P-L 8	A-P 20		
FOUL	P/S	STOP DRIVE	POST			
4	1	-	1			
AUX-PLAY		96				
P-LANE INT-BLK P&R		DDOUBLE				
3	1	1	2			
Bill Cartwright						
G 63	GS 63	FATIGUE MINUTES 26 6				
BLOCK		1				
I-SHOT		J-SHOT		3-P		F# D-REB
41	43	+3		4.4	69	
				OUTLET 7		
Hakeem Olajuwon						
HT 7-0	WT 255	YRS 8				
PPG 26.1	RPG 13.0	APG 3.5				
FG% 52.9	3Pt% .0	FT% 77.9				
MPG 39.5	STL 1.8	TO 3.2				
PASS		SHOOT		DRIVE		POST
PASS 93	SHT 78	IS 61	POST 81			
A-O 35	DISH 3PT -	DISH DNK 26	DISH DNK 31			
DISH 33	DISH 19	DISH 19	DISH 19			
AUX-PLAY		11		40		
DRAW FOUL		6		15 31 61 69		
DISH		AUX-P		O-REB		BREAK
IS+1 100	TO 20	T-D 97		C		
JS+2 60	O-F 14	T 93		36 84		
3PT 27	OB 11	DK 89		P & R 3		
DNK 12	A-P 2	IS(F) 83				

Cartwright and Olajuwon from the 1992-93 Season Set

DEFENSIVE AUX-PLAY If the #100 is equal to or greater than the Defensive Player's AUX-PLAY Number, a Defensive AUX-PLAY takes place. See the Auxiliary Booklet for more information on resolving a Defensive Aux-Play

POOR BALL ROTATION If the #100 is greater than the Offensive Player's PASS Rating, but less than the Defensive Player's AUX-PLAY Rating, the ball is Rotated, but not effectively. In essence, the #100 is greater than the Offensive Player's POST Rating, so he doesn't execute a Post-Move and will Rotate the ball. Because the #100 is greater than his Pass Rating, the Ball Rotation is ineffective: A Forced Shot will occur - discussed below.

BALL ROTATION If the #100 is greater than the Offensive Player's POST Rating, in his POST COLUMN **BUT** not greater than his PASS Rating in his PASS COLUMN, he does not execute a Post-Up Move and instead the Ball is Rotated. Poor Offensive Players will have a lower PASS Rating resulting in more Bad Rotations of the ball leading to Forced Shots.

IMPORTANT - If the Defender Makes a Defensive Stop, it takes precedence over Ball Rotation - the Offensive Player will instead take a Forced Inside Shot.

POST MOVE If the #100 is greater than the Offensive Player's DNK (DUNK) Rating, but equal to or less than his POST Rating, he executes a Post-Up Move and he will take an Inside-Shot **UNLESS** the Defender Makes a Defensive Stop in which case the Offensive Player would take a Forced Inside Shot.

POST MOVE - DUNK If the #100 is greater than the Offensive Player's DISH Rating, but equal to or less than his DNK Rating, he executes a Post-Up Move that results in a DUNK. **If** the Defensive Player Makes a Defensive Stop, the Offensive Player will attempt a Forced Dunk. Forced Dunks are covered below.

POST MOVE - DISH If the #100 is greater than the Offensive Player's AUX-PLAY Number, but equal to or less than his DISH Rating, during the process of executing a Post-Up Move, he finds a teammate for a Shot Attempt and Dishes the ball to him. Dishes are covered below. **If** the Defensive Player makes a Defensive Stop, the Offensive Player will attempt a Forced Inside Shot.

OFFENSIVE AUX-PLAY If the #100 is equal to or less than the Offensive Player's AUX-PLAY Number, an Offensive AUX-PLAY takes place. See the Auxiliary Booklet for more information on resolving an Offensive Aux-Play

DRAW FOUL When the **DRAW FOUL** Symbol is showing on the Left PRC and the #10 next to it is equal to or less than the Offensive Player's DRAW FOUL Rating, he draws a foul on the Post-Up Move.



CONTINUATION If the #100 and the #10 are **BOTH ODD** or **BOTH EVEN** Continuation is called and the Offensive Player will get a Forced Inside Shot IF the Defender Made a STOP or a Normal Inside Shot if no STOP is made.

SHOOTING FOULS/NON-SHOOTING FOULS IF Continuation is not called you must determine if the Foul is a Shooting Foul or Non-Shooting Foul. If you are playing with the Cards and Charts, Draw a New Card. If the #20 is 15 or less, a Shooting Foul is called. If it is higher, the foul occurred during the move before a shot is attempted. If you are using the Computer Game Center, use the #20 showing at the time the foul is called.

SECTION - 13 INDIVIDUAL MOVES - Drive

OFFENSIVE OPTION

Once a Set-Offense possession has begun and the ball is rotated to the player indicated by the Offensive Option Color and you have marked a time sequence or clicked possession to run the clock, it is now time to attempt an offensive move.

INITIATE THE MOVE

Determine that the player will attempt to make a Drive move. In the general flow of the offense, the player touching the ball is in position to attempt a Drive to the basket. He either dribbled into this position or received the ball in this position. This happens automatically.

DRAW A NEW CARD or CLICK THE MOUSE - to initiate the move

A-P	STL 7	F-S 16	OB -	2.8	SHOOTING GUARD - SF - PG
O-F	9	P-L 20	A-P -		
FOUL P/S STOP DRIVE POST					
2 5 5 5					
AUX-PLAY 79					
P-LANE INT-BLKP&R - DDOUBLE					
12 5 9 10					
Michael Jordan					
G 82 65 82					
FATIGUE MINUTES 46 12					
BLOCK 4					
I-SHOT J-SHOT 3-P 2.9 66					
39 37 -4 8 20					
I-SHOT J-SHOT 3-P FT O-REB					
19 17 30 83 -2					
+9 43 - 82 2.0					
Dominique Wilkins					
HT 6-7 WT 200 YRS 5					
PPG 30.7 RPG 6.4 APG 2.9					
FG% 46.4 3Pt% 29.5 FT% 82.6					
MPG 37.8 STL 1.3 TO 2.8					
PASS SHOOT DRIVE POST					
PASS 92 SHT 84 IS 81 POST 79					
DISH A-O 24 3PT 20 DNK 38 DNK 31					
DISH 23 16 16 16					
AUX-PLAY 9 35					
DRAW FOUL TRANSITION					
8 9 23 79 98					
DISH AUX-P O-REB BREAK					
IS+1 100 TO 20 T-D 97 A					
JS+2 53 O-F 15 T 94 68 95					
3PT 15 OB 13 DK 86 P & R					
DNK 10 A-P 2 IS(F) 78 D					
SMALL FORWARD - SG					

This section will cover the Offensive Involvement in the Drive Move. The Defender's Involvement is discussed above. Jordan's Defensive Card is here for reference. Previous sections will be referenced when the instruction is exactly the same*

DEFENSIVE AUX-PLAY	See Post-Up Section*
POOR BALL ROTATION	See Post-Up Section*
BALL ROTATION	See Post-Up Section*

IMPORTANT NOTE - OVERLAPING RATINGS This matchup between Wilkins and Jordan is shown because it brings an important note to light. Jordan's AUX-PLAY Number and Wilkins' PASS Rating OVERLAP. Jordan's AUX-PLAY Number also OVERLAPS with Wilkins' I-S Number. When OVERLAPS Take place, do the following:

-IF the #100 is **ODD**, use the Offensive Player's Result

-IF the #100 is **EVEN**, use the Defensive Player's Result

For example, if the #100 is 80, the result would be a Defensive AUX-PLAY by Jordan because 80 is **EVEN** and it fits in the OVERLAP between Wilkins' I-S Number and Jordan's Defensive AUX-PLAY Number. A #100 of 81 would result in Wilkins DRIVING to the basket.

If the #100 is 87, the result would be a BALL ROTATION by Wilkins because 87 is **ODD** and above his DRIVE Rating but within his PASS Rating.

DRIVE MOVE If the #100 is greater than the Offensive Player's DNK (DUNK) Rating, but equal to or less than his I-S Rating, he executes a Drive Move and he will take an Inside-Shot **UNLESS** the Defender Makes a Defensive Stop in which case the Offensive Player would take a Forced Inside Shot.

DRIVE MOVE - DUNK If the #100 is greater than the Offensive Player's DISH Rating, but equal to or less than his DNK Rating, he executes a Drive Move that results in a DUNK. **If** the Defensive Player Makes a Defensive Stop, the Offensive Player will attempt a Forced Dunk. Forced Dunks are covered below.

DRIVE MOVE - DISH Same as Post Move - Dish. See Above Post-Up Section*

OFFENSIVE AUX-PLAY See Post-Up Section*

DRAW FOUL

CONTINUATION

The Same Process is used as outlined above in the Post-Up Section

SHOOTING FOULS/NON-SHOOTING FOULS

AUX-PLAYS - CALLS THAT CAN GO EITHER WAY and REFEREE INTERACTION This section applies to each of the Individual Moves: Post-Up, Drive, Shoot, Pass, Pick & Roll and Force 3Pt Shot.

You will notice, as you begin to play games, that there are times when a Commit/Draw Foul and Offensive or Defensive AUX-PLAY occurs at **THE SAME TIME**. This is done on purpose. These are calls that can go either way and they trigger the Interaction between the Players/Coaches and the Referees.

*This will be covered in greater detail below

Wilkins and Defensive Player of the Year
Jordan, from the 1987-88 Season Set

SECTION - 14 INDIVIDUAL MOVES - Shoot

OFFENSIVE OPTION

Once a Set-Offense possession has begun and the ball is rotated to the player indicated by the Offensive Option Color and you have marked a time sequence or clicked possession to run the clock, it is now time to attempt an offensive move.

INITIATE THE MOVE

Determine that the player will attempt to work for a Jump Shot. In the general flow of the offense, the player touching the ball is in position to attempt to look for a jump. He either dribbled into this position or received the ball in this position. This happens automatically.

DRAW A NEW CARD or **CLICK THE MOUSE** - to initiate the move

A-P	STL	7	F-S	11	OB	19	1.7	SHOOTING GUARD
O-F	9	P-L	18	A-P	20			
FOUL		P/S	STOP DRIVE		POST			
3		2	2		-			
AUX-PLAY				91				
P-LANE INT-BLKP&R		- DDOUBLE						
7		1		5		4		
Bird Averitt								
G 78 FATIGUE MINUTES 35 9								
BLOCK		1		F# D-REB				
I-SHOT		J-SHOT		3-P		3.3		62
41		39		-3		8		40
O-REB								
16		19		22		77		+1
+2		23		-		74		3.1
Ticky Burden								
HT 6-2 WT 185 YRS R								
PPG 19.9 RPG 2.8 APG 1.8								
FG% 45.0 3Pt% 22.2 FT% 76.7								
MPG 30.7 STL 1.5 TO 2.5								
PASS		SHOOT		DRIVE		POST		
87		81		69		35		
A-O		3Pt		DNK		DNK		
-		19		20		18		
DISH		DISH		DISH		DISH		
22		17		17		17		
AUX-PLAY				12		16		
DRAW FOUL				10		27		59
6				20		27		59
DISH		AUX-P		O-REB		BREAK		
IS+1		100		TO		20		T-D - B
JS+1		50		O-F		14		T 99 8 59
3PT		9		OB		11		DK 98 P&R
DNK		5		A-P		2		IS(E) 92 C
A								
SHOOTING GUARD - PG								
2								

This section will cover the Offensive Involvement in the Shoot Move. The Defender's Involvement is discussed above. Averitt's Defensive Card is here for reference. Previous sections will be referenced when the instruction is exactly the same*

The Shoot Move incorporates a wide variety of moves. A player may dribble into position for a jump shot, come off of a screen, take a turn-around jumper or even begin a drive move and pull-up for a jump shot. None of these things take place specifically in the course of the game but are instead part of your own imagination. In short, the Shoot Move covers all Jump Shots from inside the 3pt Line to the key area and is limited only by your imagination and how you choose to visualize the action.

DEFENSIVE AUX-PLAY	See Post-Up Section*
POOR BALL ROTATION	See Post-Up Section*
BALL ROTATION	See Post-Up Section*
SHOOT MOVE	If the #100 is greater than the Offensive Player's 3Pt Rating, but equal to or less than his SHT Rating, he executes a move that leads to a Jump-Shot UNLESS the Defender Makes a Defensive Stop in which case the Offensive Player would take a Forced Jump-Shot.

SHOOT 3Pt SHOT	If the #100 is greater than the Offensive Player's DISH Rating, but equal to or less than his 3Pt Rating, in the process of looking for a Jump-Shot, the Offensive Player takes a 3Pt Shot instead. If the Defensive Player makes a Defensive Stop, the Offensive Player will attempt a Forced 3Pt Shot.
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SHOOT MOVE - DISH	Same as Post Move - Dish. See Above Post-Up Section*
OFFENSIVE AUX-PLAY	See Post-Up Section*

DRAW FOUL	The Same Process is used as outlined above in the Post-Up Section
CONTINUATION	
SHOOTING FOULS/NON-SHOOTING FOULS	

IMPORTANT NOTE - FOULS AND CONTINUATION ON 3PT SHOTS

Ticky Burden and Bird Averitt from the 1975-76 ABA Season Set

Fouls on 3Pt Shot Attempts are less common than fouls called on normal Jump Shots. On the **Draw of Cards** or **Click of the Mouse** that leads to a 3Pt Shot being attempted:

Use the #20 instead of the #10 to determine if a Foul is Committed or Drawn. This **DOUBLES THE LIKELIHOOD** that a Foul **WILL NOT** be Committed or Drawn.

FORCING TOUCHES

As an option, you can choose to "force" the ball to a specific Offensive Option. When making a Pace-Check **Draw of the Cards** or **Click of the Mouse**, you can "force-feed" the ball to a different player instead of having the ball go to the player indicated by the Offensive Option Color. Do the following:
The player on the "forced-touch" will now attempt to execute a move. Everything applies as normal **EXCEPT**: if the #100 is **EVEN** the shot will be forced regardless of whether the Defender Makes a Stop. **ODD** - play occurs as normal.

SECTION - 15 INDIVIDUAL MOVES - Pass(Create)

OFFENSIVE OPTION

Once a Set-Offense possession has begun and the ball is rotated to the player indicated by the Offensive Option Color and you have marked a time sequence or clicked possession to run the clock, it is now time to attempt an offensive move.

INITIATE THE MOVE

Determine that the player will attempt to Create Offense for his teammates. In the general flow of the offense, the player touching the ball is in position to attempt to set-up teammates. He either dribbled into this position or received the ball in this position. This happens automatically.

DRAW A NEW CARD or CLICK THE MOUSE - to initiate the move

A-P	STL 10	F-S 14	OB 19	2.4	
	O-F 12	P-L 18	A-P 20		
FOUL					
	P/S 3	STOP DRIVE 3	POST 2		
AUX-PLAY 86					
P-LANE INT-BLK P&R - DDOUBLE					
	10	1	6	6	
Fat Lever					
G	78	65	77		
FATIGUE		MINUTES		40	10
BLOCK					
		1	F# 2.8	D-REB 67	
I-SHOT	J-SHOT	3-P	OUTLET		
40	38	-4	9	44	
I-SHOT	J-SHOT	3-P	FT	O-REB	
27	23	23	87	+2	
+7	48	-	85	1.9	
Magic Johnson					
HT	6-8	WT	215	YRS	6
PPG	18.8	RPG	5.9	APG	12.6
FG%	52.6	3Pt%	23.3	FT%	87.1
MPG	35.8	STL	1.6	TO	3.8
B					
PASS SHOOT DRIVE POST					
PASS	94	SHT 73	I-S 87	POST 83	
DISH A-O	65	DISH 3PT 34	DISH DNK 36	DISH DNK 36	
DISH	55	DISH 33	DISH 33	DISH 33	
AUX-PLAY 10 72					
DRAW FOUL TRANSITION					
	6	4	49	57	87
DISH AUX-P O-REB BREAK					
IS+6	100	TO 20	T-D 100	A	
JS+7	62	O-F 12	T 99	10	23
3PT	31	OB 11	DK 98	P&R	13
DNK	20	A-P 2	IS(F) 92	A	

This section will cover the Offensive Involvement in the Pass Move. The Defender's Involvement is discussed above. Lever's Defensive Card is here for reference. Previous sections will be referenced when the instruction is exactly the same*

DEFENSIVE AUX-PLAY
POOR BALL ROTATION
BALL ROTATION/PASS

See Post-Up Section*
See Post-Up Section*
If the #100 is greater than the Offensive Player's

A-O Rating, in his PASS COLUMN **BUT** not greater than his PASS Rating in his PASS COLUMN, he Rotates the Ball.

IMPORTANT - If the Defender Makes a Defensive Stop, when an Offensive Player is attempting to Create Offense for teammates, a POOR BALL ROTATION is the end result.

PASS MOVE - ALLEY-OOP

If the #100 is greater than the Offensive Player's DISH Rating, he attempts to throw an Alley-Oop Pass. Alley-Oops are discussed below in the section on Dunks.

PASS MOVE - DISH

If the #100 is greater than the Offensive Player's AUX-PLAY Number, he Creates Offense for a teammate by setting him up for a shot attempt **WITH** an increased chance of the shot being made.

DISH PASSES

This applies to a DISH Pass in any of the four Offensive Moves.

DRAW A NEW CARD or CLICK THE MOUSE

Use the #100 and refer to the Player's DISH COLUMN on the lower left hand of his Offensive Card. Determine where the #100 fits into the range of possibilities. Each player has the same four categories:

- IS + #** A teammate is set up for an Inside Shot with a bonus of + the # showing.
- JS + #** A teammate is set up for an Jump Shot with a bonus of + the # showing.
- 3PT** A teammate is set up for a 3PT Shot with a bonus of the Creating Player's Assist Rating on the lower right hand side of his card. 13 in Magic's case.
- DNK** A teammate is set up for a Dunk. In older eras when players did not dunk as frequently, the player shoots a Lay-In instead. This also applies to players you know do not dunk, like Steve Kerr.

**The execution of these shots is covered below*

Magic Johnson and Fat Lever from the 1985-86 Season Set

This is a powerful offensive weapon. Having a player like Magic Johnson or John Stockton is a tremendous advantage. You may consider making this type of player

a Green or Blue Offensive Option, even if he does not score at a high rate.

OFFENSIVE AUX-PLAY

See Post-Up Section*

DRAW FOUL

When a foul is drawn while attempting to create offense, it is a Non-Shooting foul.

SECTION - 16 INDIVIDUAL MOVES - Forced 3Pt Shot

Whenever a team runs a Set-Offense and the 3-POINT OFFENSE #20 was higher than the team's 3-POINT SHOT ATTEMPTS Number, the team may still Force a 3Pt Shot. Follow the same procedure for a SHOOT Move. If the #100 is within the Offensive Player's Range from his AUX-PLAY Number to his 3Pt Number he shoots a 3Pt Shot that is normal and not forced. The DISH possibility is ignored. If the #100 is above the Player's 3Pt Number but equal to or less than his SHT Number, he shoots a Forced 3Pt Shot. The Defensive Player's Involvement is the same as normal and described above.

SECTION - 17 INDIVIDUAL MOVES - Pick & Roll

OFFENSIVE OPTION

Once a Set-Offense possession has begun and the ball is rotated to the player indicated by the Offensive Option Color and you have marked a time sequence or clicked possession to run the clock, it is now time to attempt an offensive move.

INITIATE THE MOVE

Determine that the player will attempt to run a Pick&Roll. In the general flow of the offense, the player touching the ball is in position to run the Pick&Roll. He either dribbled into this position or received the ball in this position. This happens automatically.

I-SHOT	J-SHOT	3-P	FT	O-REB	
21	20	37	86	+4	
+2	43	-	85	2.3	
Chris Paul					
HT	6-0	WT	175	YRS	6
PPG	19.8	RPG	3.6	APG	9.1
FG%	47.8	3Pt%	37.1	FT%	86.1
MPG	36.3	STL	2.5	TO	2.1
A					
PASS	SHOOT	DRIVE	POST		
95	75	91	-		
DISH A-O	60	DISH 3PT	41	DISH DNK	31
DISH	52	DISH	30	DISH	30
AUX-PLAY	8	TRANSITION	75		
DRAW FOUL	5	O-REB	86	BREAK	
DISH	100	AUX-P	20	T-D	
JS+4	71	O-F	16	T	
3PT	47	OB	14	DK	
DNK	21	A-P	2	IS(F)	
				P & R	
				A	

A-P	STL	F-S	OB	19
7	11	16	20	1.7
O-F	9	P-L	A-P	
FOUL P/S STOP DRIVE POST				
2	2	30	1	
AUX-PLAY				
P-LANE	INT-BLK	P&R - D	DOUBLE	
7	2	4	4	
Russell Westbrook				
G	66	GS	66	
FATIGUE	MINUTES	41	11	
BLOCK 1 F# D-REB				
I-SHOT	J-SHOT	3-P	2.3	64
41	39	-3		OUTLET
			4	14

Oklahoma City				
AWAY				
WESTERN CONFERENCE				
COACH Scott Brooks				
OVERALL RECORD	47-19	PPG	103.1	
AWAY RECORD	21-12	OPG	96.9	
DEFENSE				
TRANSITION	2	STOP	2	
BREAK				
		1		
P&R D D-AUX FOUL				
17	94	6		
PERIMETER DEFENSE				
I-SHOT	J-SHOT	TRANS	FORCE	3pt
73	67	77	-9	

I-SHOT	J-SHOT	3-P	FT	O-REB	
*30	19	13	52	-5	
+9	46	*60/90	51	3.3	
Blake Griffin					
HT	6-10	WT	251	YRS	1
PPG	20.7	RPG	10.9	APG	3.2
FG%	54.9	3Pt%	12.5	FT%	52.1
MPG	36.2	STL	0.8	TO	2.3
A					
PASS	SHOOT	DRIVE	POST		
92	75	76	80		
DISH A-O	29	DISH 3PT	19	DISH DNK	
DISH	27	DISH	18	DISH	
AUX-PLAY	10	TRANSITION	36		
DRAW FOUL	7	O-REB	91	BREAK	
DISH	100	AUX-P	20	T-D	
JS+4	65	O-F	15	T	
3PT	36	OB	12	DK	
DNK	11	A-P	2	IS(F)	
				P & R	
				D	

Chris Paul will initiate the Pick&Roll with Blake Griffin providing the Screen. Russell Westbrook is the Individual Defender on Chris Paul.

A Team Defense Rating applies to Pick&Rolls as well. These cards are from the 2011-12 Season Set.

The Player in possession of the ball, determined by the Offensive Option Color, is running the Pick&Roll. The Pick Player may be chosen from any of the other 4 players on the floor.

Offensive Grade

Each Offensive Player is given a grade of A, B, C or D for the P & R (Pick&Roll). This will determine which Column you use on the Game Center Chart or which button you will push if you are using the Computer Game Center. See the **Yellow Box** on Chris Paul's Offensive Card.

Defensive Grade

Each Defensive Player is given a numerical P&R - D grade for Defending the Pick&Roll. This grade number is out of 20. Some players will have a dash [-] instead, meaning they are not able to provide effective On-Ball Defense against the Pick&Roll. The higher the number, the better. This grade number starts at 1 and goes up. See the **Blue Box** on Russell Westbrook's D-Card.

Team Grade

Each team is given a P&R D Grade. This grade is out of 20 and starts at 20 and goes down. Some teams will have a dash [-] instead, meaning they are not effective, as a team, at Defending the Pick&Roll.

See the **Blue Box** on Oklahoma City's Team Defensive Card.

DRAW A NEW CARD or **CLICK THE MOUSE - to initiate the Pick&Roll**

FIRST DRAW

Left PRC #20	INDIVIDUAL DEFENDER	If the #20 is equal to or less than the Defender's P&R D Number, he makes a Stop.
	TEAM DEFENSE	If the #20 is equal to or higher than the Team's P&R D Number, a Stop is made.

*When a Stop is made on the Pick and Roll, do the following:

If the #20 is **ODD** the Player Initiating the Pick & Roll will take a Forced Shot.

If the #20 is **EVEN** the ball will be Rotated for a Forced Shot.

Right PRC #100	1-5 PHYSICAL RESPONSE	If the #100 is 1-5, the P&R is Physical and a Response Occurs. See Below
	6-15 PHYSICAL RESPONSE	If the #100 is 6-15, the P&R is Physical. See Below

*This Information is contained on the Game Center Chart as well.

SECOND DRAW

Right PRC #100	Is used to determine the result of the Pick&Roll by referencing the Pick & Roll Section of the Game Center Chart. Use the column associated with the P&R Grade of the Offensive Player.
Left PRC #20	Is checked for any Pick&Roll Auxiliary Plays like: the Offensive Player's Ability to work around a Stop on the Pick&Roll, an Illegal Screen or an Defensive AUX-PLAY by the Defender.

COMPUTER GAME CENTER

If you are using the Computer Game Center, do the following:

P&R A	P&R C	PICK&ROLL A	3	ALLEY-OOP SCREENER
P&R B	P&R D			

Click the Button that matches the P&R Grade of the Offensive Player. The #20 will be shown along with the result of the Pick&Roll. Any Auxiliary Play or Physical Play will show as well.

- COMMIT FOUL** The Individual Defender of the player initiating the Pick&Roll may still Commit a Foul as normal.
- DRAW FOUL** The Offensive Player initiating the Pick&Roll may still Draw a Foul as normal.

Fouls occurring during the execution of the Pick&Roll are Non-Shooting Fouls.

PICK&ROLL PLAY RESULTS The Offensive Player Initiating the Pick&Roll:

OFFENSIVE FOUL	Commits an Offensive Foul	DISH-JUMP SHOT	Dishes to a Teammate for a Jump Shot
TURNOVER	Turns the Ball Over	DISH 3pt SHOT	Dishes to a Teammate for a 3Pt Shot
DRIVE DUNK	Drives for a Dunk	AUX-PLAY/20	Has an Offensive AUX-PLAY Check
DRIVE INSIDE SHOT	Drives for an Inside Shot	ROTATE BALL	Rotates the Ball
JUMP SHOT	Takes a Jump Shot	ALLEY-OOP SCREENER	Throws an Alley-Oop to the Screener
3pt SHOT	Takes a 3Pt Shot	PASS SCREENER DUNK	Passes to the Screener for a Dunk
DISH-INSIDE SHOT	Dishes to a Teammate for an Inside Shot	PASS SCREENER I-S	Passes to the Screener for an Inside-Shot

PICK&ROLL AUX-PLAY RESULTS

D-PLAYER AUX PLAY	Check the Defensive Player's AUX-PLAY
ILLEGAL SCREEN F#/10	If the Left PRC #10 is equal to or less than the Screener's Commit Foul Number, he is called for an Illegal Screen
WORK AROUND D-AST#/10	If the Left PRC #10 is equal to or less than the Assist Rating of the Player Initiating the Pick&Roll, he works around the Defense and still gets a result for the Pick&Roll

SECTION - 18 Shot Attempt Results, Blocked Shots and Assists

COURTSIDE BASKETBALL uses a Range of 1-100 to determine if an Inside Shot or Jump Shot is made or missed. This Range of 1-100 is divided into four sections:

OFFENSIVE PLAYER	DEFENSIVE PLAYER	TEAM DEFENSE CARD	MOMENTUM/ATHLETIC
1-30	31-60	61-90	91-100

Jerry West
HT 6-2 WT 175 YRS 1
PPG 30.8 RPG 7.9 APG 5.4
FG% 44.5 3Pt% FT% 76.9
MPG 41.2 STL TO

I-SHOT	J-SHOT	3-P	FT	O-REB
19	15	-	77	+3
+4	44	-	76	2.0

A

PASS	SHOOT	DRIVE	POST
95	81	90	81
34	3PT	DNK	DNK
29	19	19	19

AUX-PLAY 8 **TRANSITION** 51
DRAW FOUL 11 **O-REB** 29 **BREAK** 72
DISH 100 **T-D** - **A**
IS+3 62 **O-F** 16 **T** 99 **P&R** 1 68
3PT - **OB** 14 **DK** - **P&R**
L/D 15 **A-P** 2 **IS(F)** 88 **B**

Al Attles
G 75
FATIGUE MINUTES 39 10

A-P	STL	F-S	OB	19
10	11	13	18	2.4
O-F	P-L	A-P	20	

FOUL	P/S	STOP	DRIVE	POST
4	2	2	1	1

AUX-PLAY 88
P-LANE INT-BLK P&R - DDOUBLE
12 2 4 4

BLOCK 1 **F#** D-REB
4.1 **66**
I-SHOT **J-SHOT** 3-P **OUTLET**
42 40 10 50

Philadelphia
HOME
Philadelphia Civic Center
COACH Frank McGuire
OVERALL RECORD 49-31 PPG 125.4
HOME RECORD 18-11 OPG 122.7

DEFENSE
TRANSITION 2 **STOP** 2 **SET-OFFENSE**
BREAK 1

P&R D 18 **D-AUX** 92 **FOUL** 4
STL TO OB AP 8 14 19 20

TEAM FIELD GOAL DEFENSE
I-SHOT **J-SHOT** **TRANS**
71 71 78

Lakers
Momentum
Meter
93

For example, Jerry West is being guarded by Al Attles. West makes a SHOOT Move, which Attles does not stop. Now we will determine if West makes the Jump-Shot. See the **Yellow Boxes**.

DRAW A NEW CARD or CLICK THE MOUSE

If the #100 on the Right PRC is:

- 1-30** The J-Shot Section of the Offensive Player's Card is Referenced. West has a Make Range of 1-15.
- 31-60** The J-Shot Section of the Defensive Player's Card is Referenced. Attles allows a Make Range of 31-40.
- 61-90** The J-Shot Section of the Philadelphia Team Defense Card is Referenced. Philly allows a Make Range of 61-71.
- 91-100** This Section takes into account which, if either team has Momentum AND/OR if the Offensive Player can make an Athletic/Power Adjustment to make the Shot.

MOMENTUM MAKES

As a team gains Momentum, it begins to move up the Momentum Meter. The Momentum Meter is from 91-100. If neither team has Momentum, the Meter sits at Nothing. As one team begins to climb the Momentum Meter, it will move up from 91 to 92 to 93, etc. all the way up to 100. Only one team can have Momentum. *The accumulation of Momentum Points will be discussed in detail below.*

In the example from above, the Lakers currently have the Momentum up to 93 on the Meter. This means that if the #100 used to determine if West makes the Jump Shot is 91-93 he gets a Momentum Make.

ATHLETIC/POWER MAKES

Each player has an Athletic/Power +Rating. The player himself is not given an Athletic or Power Rating, this is left open to the judgment of each player of COURTSIDE BASKETBALL. Players like Michael Jordan, Dominique Wilkins and Blake Griffin will obviously be "Athletic" Players. Players like Shaquille O'Neil, Wes Unseld, Akeem Olajuwon and Bob Lanier will be the "Power" Players. By default, most small guards and forwards would be considered Athletic and most Big Men would be considered Power Players. In either case, the process for determining a make or miss is the same:

If the Left PRC #20 is within the Player's Athletic/Power Rating, he makes the shot. If not, the shot is missed. Jerry West has an Athletic/Power Rating of +4. See the **Light Blue Box**. If the #20 is 1-4 he makes the shot, if not the shot is missed.

The process of determining makes and misses is the same for Inside-Shots as the Jump-Shot process outlined in this example.

THE * RATING

Some player shoot for a high enough percentage that their Make Range spills over into the Individual Defender's Range and/or the Team Defense Card's Range. These players have a *30 showing in either or both of the I-SHOT and J-SHOT section of their card.

Shaquille O'Neal has a *30 as a Rating for his I-SHOT. In the **Green Box** just above his last name you see *59/89. This means that along with making every shot within his own range of 1-30, he will also get makes on his Individual Defender's Card if the #100 is 59 or 60. He will also get makes on the Team Defensive Card if the #100 is 89 or 90. The * Range on the left of the / is a # up to 60, where it ends. The * Range on the Right of the / is a # up to 90, where it ends.

THE - RATING

Some players have a dash [-] instead of a number. This means that the player misses every shot he takes when the #100 is 1-30, which is his Range.

I-SHOT	J-SHOT	3-P	FT	O-REB	
*30	11	0	48	-6	
+9	43	*59/89	47	3.3	
Shaquille O'Neal					
HT	7-1	WT	325	YRS	4
PPG	26.2	RPG	12.5	APG	3.1
FG%	55.7	3Pt%	.0	FT%	48.4
MPG	38.1	STL	0.9	TO	2.9
A					
PASS	SHOOT	DRIVE	POST		
89	78	58	76		
29	20	37	37		
28	20	20	20		
AUX-PLAY				11	
DRAW FOUL				30	
9				15	
DISH				32	
AUX-P				75	
IS+1				83	
JS+2				83	
3PT				9	
DK				15	
P&R				85	
DNK				8	
A-P				2	
IS(F)				76	
				3	

Shaquille O'Neal from the 1996-97

Season Set

INSIDE SHOTS

INSIDE SHOTS - SPECIFIC RESULT NUMBERS, INTERIOR BLOCKS AND DEFENDER BLOCKS

When you look through the Play Result Cards or click the mouse on the Computer Game Center which cycles the play result numbers, you will see that the #100 has specific numbers that are color-coded. These color codes involve specific instructions and other results.

MISSED INSIDE SHOTS - FOLLOW UPS

When a player takes an Inside-Shot and the result numbers are:

60					When the #100 results in a missed Inside-Shot (involving the numbers shown at the
61	62				left), the player taking the shot is AUTOMATICALLY the Offensive Rebounder -
86	87	88	89	90	meaning he attempts to follow his own shot

INSIDE SHOTS - INTERIOR BLOCKS

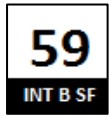
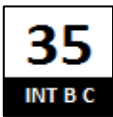
When a player takes an Inside Shot and the #100 is in the Individual Defender's I-SHOT Range of 31-60 or the Team Defensive Card's I-SHOT Range of 61-90, you must check for an Interior Block.

Interior Blocks involve the Help-Side Defense of a Center, Power Forward and, to a lesser extent, the Small Forward. Players like Mark Eaton, Manute Bol, Bill Russell and Wilt Chamberlain excel at providing "Rim Defense" meaning they can block or alter shots taken at the hole. In the case of Eaton and Bol, their coaches sacrificed offense for their ability to provide outstanding interior defense.

INTERIOR BLOCK NUMBERS IN THE INDIVIDUAL DEFENDER'S RANGE OF 31-60

31-57 ODD	The Center will be checked for an Interior Block
32-56 EVEN	The Power Forward will be checked for an Interior Block
58-60	The Small Forward will be checked for an Interior Block

The Right PRCs show a symbol beneath the #100s that require a check for an Interior Block



#35 has an INT B C symbol showing beneath it. This is to remind you to check for an Interior Block by the C

#44 has an INT B PF symbol showing beneath it. This is to remind you to check for an Interior Block by the PF

#59 has an INT B SF symbol showing beneath it. This is to remind you to check for an Interior Block by the SF

When the Individual Defender of the player shooting the ball *IS* the player listed on the Interior Block, you still check for the Interior Block. The visual here, is that the player is taking an Inside-Shot and the Interior Block will be from BEHIND the player.

CHECKING FOR INTERIOR BLOCKS

When a player is to take an Interior-Shot and you **Draw a New Card or Click the Mouse** and:

The #100 is within the 31-60 Range or 61-90 Range an Interior Block is possible - Look at the Symbol beneath the #100 to determine which Defensive Player will be checked for the Interior Block.

The #20 on the Left PRC is used to check for the Interior Block. If the #20 is equal to or less than the Defender's INT-BLK Range, he WILL make an Interior Block **UNLESS** the offensive player can work around the Interior Block with Athleticism or Power.

Consider the following Example:

Charles Barkley attempts a DRIVE Move and successfully makes it to the basket.

He will now attempt an Inside-Shot. **Draw a New Card or Click the Mouse.** The #100 is 35. Barkley's Individual Defender is Karl Malone. 35 is within Karl Malone's I-SHOT Range, meaning Barkley will make the shot BUT #35 has an INT B C Symbol, meaning the Center may make an Interior Block. The Left PRC #20 is 5. We now check to see if 5 is within the Center's INT-BLK Range. Mark Eaton is the Center and 5 is within his INT-BLK Range of 17. Eaton will make the Interior Block IF Barkley is unable to maneuver around him. **Draw a New Card or Click the Mouse:**

We will now check Barkley's Athletic/Power Rating shown in the **Light Blue Box** on his card.

+# If the #20 is equal to or less than Barkley's Athletic/Power Rating he maneuvers around Eaton's block. If the #20 is above Barkley's Athletic/Power Rating, Eaton makes the block. *See the Auxiliary Booklet for the result of a Blocked Shot.*

The **Blue Number**, next to Barkley's Athletic/Power Rating of +8 is his range for making the Athletic/Acrobatic/Power move he used to avoid the Blocked Shot. If the #100 is equal to or less than the **Blue Number**, Barkley makes the altered shot. If it is higher he misses the shot. IMPORTANT, If the Result Numbers show a FOLLOW UP attempt, after a missed Inside-Shot, Barkley will attempt to rebound the ball after the miss.

A-P	STL	2	F-S	17	OB	19	0.5
O-F	4	P-L	18	A-P	20		
FOUL	P/S	STOP DRIVE	POST				
4	5	-	5				
AUX PLAY		- 89					
P-LANE INT-BLK		P&R - DDOUBLE					
2	17	-	10				
Mark Eaton							
G	80	GS	80	FATIGUE MINUTES	38	10	
BLOCK		16	F#	D-REB			
I-SHOT	J-SHOT	3-P	4.0	76			
35	39	+1	7	32			

A-P	STL	6	F-S	15	OB	19	1.5
O-F	8	P-L	18	A-P	20		
FOUL	P/S	STOP DRIVE	POST				
4	5	2	5				
AUX-PLAY		- 87					
P-LANE INT-BLK		P&R - DDOUBLE					
6	2	3	10				
Karl Malone							
G	81	GS	76	FATIGUE MINUTES	37	9	
BLOCK		2	F#	D-REB			
I-SHOT	J-SHOT	3-P	4.3	79			
37	39	-	5	30			

A-P	STL	2	F-S	17	OB	19	0.5
O-F	4	P-L	18	A-P	20		
FOUL	P/S	STOP DRIVE	POST				
4	5	-	5				
AUX PLAY		- 89					
P-LANE INT-BLK		P&R - DDOUBLE					
2	17	-	10				
Mark Eaton							
G	80	GS	80	FATIGUE MINUTES	38	10	
BLOCK		16	F#	D-REB			
I-SHOT	J-SHOT	3-P	4.0	76			
35	39	+1	7	32			

I-SHOT	J-SHOT	3-P	FT	O-REB			
*30	28	23	69	-7			
+8	45	*60/90	68	4.1			
Charles Barkley							
HT	6-6	WT	252	YRS	1		
PPG	20.0	RPG	12.8	APG	3.9		
FG%	57.2	3Pt%	22.7	FT%	68.5		
MPG	36.9	STL	2.2	TO	4.4		
B							
PASS	SHOOT	DRIVE	POST				
90	73	15	82	77			
AUX-PLAY	16		32				
DRAW FOUL	TRANSITION						
7	11	27	57	85			
DISH	AUX-P	O-REB	BREAK				
100	20	T-D	97	A			
JS+2	53	O-F	11	T	92	36	73
3PT	14	OB	7	DK	88	P&R	4
DNK	9	A-P	2	IS(F)	81	C	

GOALTENDING

During the process of checking a Player's Athletic/Power Rating in an attempt to avoid a block, if the Left PRC #20 *IS* 20 the Defender has blocked the shot on the way down and GOALTENDING is called. The basket counts.

DRAW FOUL

In the process of checking for an Interior Block. If the Left PRC or Computer Game Center shows the Draw Foul symbol and the #10 accompanying it is within the Offensive Player's Draw Foul Range, he Draws a Foul. Because this occurred it will be a shooting foul. If the basket is good or goaltending is called, the basket counts and the player gets a bonus free throw (depending upon the era).

COMMIT FOUL

Likewise, if the Commit Foul symbol is showing, you check the player attempting to make the Interior Block. If the #10 is within that Defender's Commit Foul Range, he Commits a Foul. The basket may still be good just as with a Drawn Foul.

INSIDE SHOTS - DEFENDER BLOCKS

Individual Defender Blocks are similar to Interior Blocks in that they are triggered by specific numbers within the #100 Range.

When an Offensive Player takes an Inside-Shot and the #100 is within the Individual Defender's I-SHOT Range of 31-60 AND the #100 is one of the following specific numbers an Individual Defender Block may occur.

31	32	33
41	42	43
51	52	53

When the #100 is within the Individual Defender's I-SHOT Range of 31-60, these numbers specify that the Individual Defender may block the Shot.



You will notice that on the PRCs and the Computer Game Center, these numbers in **Red** have an altered Interior Block Symbol colored in **grey** with [brackets] around it. This means that on Inside-Shots, if the Individual Defender does not make a block, the Interior Block Defender may still block the shot.

STL 4	F-S 14	OB 19	
A-P 6	P-L 18	A-P 20	1.1
FOUL 2	P/S 4	STOP DRIVE 2	POST 4
AUX-PLAY 5	5	3	88
P-LANE INT-BLK P&R - DDOUBLE			
Kevin Garnett			
G 60	GS 60		
FATIGUE MINUTES			
BLOCK 4			
I-SHOT J-SHOT 33	35	-3	81
			OUTLET 3 12

When **Drawing a New Card or Clicking the Mouse** to determine if the player makes the Inside-Shot, do the following:

FORCED INSIDE-SHOT

If the Inside-Shot was forced, use the #10 on the Left PRC and check it against the Individual Defender's BLOCK Rating, which is different from his Interior Block Rating. If the #10 is within the Defender's BLOCK Rating, he will Block the Shot, **UNLESS** the Offensive Player maneuvers around the block, as outlined above.

INSIDE-SHOT

If the Inside-Shot was not forced, use the #20 on the Left PRC and check it against the Individual Defender's BLOCK Rating. Everything, including Goaltending and Drawn/Committed Fouls, is exactly the same as outlined above in Interior Blocks.

If the Individual Defender **DOES NOT MAKE THE BLOCK**, use the Left PRC #20 on that same **Draw of the Cards or Click of the Mouse** to determine if the Interior Block Defender listed is able to make the block.

FORCED INSIDE SHOTS

Whenever it is determined that an Inside-Shot is Forced, do the following:

Eliminate the Individual Defender and Team Defense Ranges. In other words, you use only the Offensive Player's Inside-Shot Range to determine if the shot is made or missed. Obviously, this greatly reduces the percentage for a made Inside-Shot when it is forced. This shows the power and the value of good defenders. The Momentum/Athletic Range still applies.

SHOOTING FOULS

This was touched on above in the Interior Block Section, but will be explained further here.

Anytime you **Draw New Cards or Click the Mouse** to determine if an Inside-Shot is made or missed, and the Draw Foul or Commit Foul symbol is showing AND the #10 is within the Draw Foul Range of the Offensive Player or the Commit Foul Range of the Defensive Player, a foul is committed **ON THE SHOT**.

If the Inside-Shot is made, the player gets the basket and the bonus free throw. If the Inside-Shot is missed, the player will take 2 Free Throws (other eras may have specific rules). Individual Defender Blocks, Interior Blocks, Forced or Non-Forced and Momentum/Athletic all apply.

IMPORTANT - This divides the fouling process into two stages. Fouls committed during the process of an Offensive Player attempting a move, which will either be called *On the Floor* or allowed to play-out through *Continuation* **AND** Fouls committed during the Shooting Process are, of course, Shooting Fouls.

JUMP SHOTS

JUMP SHOTS - SPECIFIC RESULT NUMBERS AND DEFENDER BLOCKS

Just like Inside-Shots, Jump-Shot misses have Specific Result Numbers that are the same color-coding as Interior-Shot misses, but with different results.

MISSED JUMP SHOTS - BALL OUT OF BOUNDS

When a player takes a Jump-Shot and the result numbers are:

60			
61	87	89	
62	86	88	90

The Ball caroms off of the rim and hits the shot-clock. The Defense is awarded the ball

During the Rebound Battle the ball goes out of bounds to the Offensive Team

During the Rebound Battle the ball goes out of bounds to the Defensive Team

For the sake of ease, **ODD** - favors the **Offense** and **EVEN** - favors the **Defense**. When the ball goes out of bounds after a shot the team is awarded either a Team Offensive Rebound or a Team Defensive Rebound, for statistical purposes.

JUMP SHOTS - DEFENDER BLOCKS

There are no Interior Blocks on Jump-Shots, only Individual Defender Blocks. The process is **EXACTLY** the same as outlined above in the Inside-Shot section **EXCEPT** that there is no additional Interior Block Check. Either the Individual Defender will block the Jump-Shot on those specific numbers or fail to do so.

FORCED JUMP SHOTS

The process for a Forced Jump-Shot is exactly the same as a Forced Inside-Shot, except that you are using the J-SHOT Ranges for the Offensive Player, the Individual Defender and the Team Defense Card. The Momentum/Athletic Range is also exactly the same.

SHOOTING FOULS

The process for Shooting Fouls is exactly the same as outlined above in the Inside-Shot section.

3Pt SHOTS

3Pt Shots are handled differently than Inside-Shots and Jump-Shots. Instead of dividing the #100 Range into four sections, the Offensive Player has a 3-P Rating for 3Pt Shots and the Defensive Player has a 3-P Rating which is a +#, a -# or a dash [-]. The Individual Defender's 3-P Rating is added to or subtracted from the Offensive Player's 3-P Rating. The new total is the 3Pt Range for the Offensive Player.

For example, Steve Kerr is being guarded by Gary Payton. After determining that Kerr will take a 3Pt Shot, you subtract Payton's 3-P Rating of -4 from Kerr's 3-P Rating of 46. The new 3Pt Range is 42. **Draw a New Card or Click the Mouse.** If the #100 is within the New Range of 42, Kerr makes the 3Pt Shot. If the #100 is higher, he misses. Momentum/Athletic does apply here, so take that into consideration.

DISH 3Pt SHOTS

If an Offensive Player Creates offense for a teammate and Sets him up for a 3Pt SHOT with a Dish Pass, that player's Assist Rating # is added to the 3-P Rating of the player taking the 3Pt SHOT. For example, Michael Jordan Creates offensive and Sets-Up Kerr for a Dish 3Pt SHOT. Jordan has an Assist Rating of 4. Four is added to Kerr's 3Pt Range of 46. The new 3Pt Range is 50. Follow the exact same procedure outlined above to determine if the 3Pt Shot is made.

FORCED 3Pt SHOTS

There are 3 ways a Forced 3Pt Shot can happen:

- 1) In the **Pace-Check Draw of Cards or Click of Mouse**, the 3PT OFFENSE Number is within the 3 PT SHOT ATTEMPTS Rating **AND** the Defense made a STOP because the #10 is within the Defensive Team's SET-OFFENSE STOP Range. The 3Pt Shooter is determined as outlined above and then a Forced 3Pt Shot is attempted.
- 2) An Offensive Player attempts a SHOOT Move and the #100 is within his 3Pt Range **AND** the #10 is within the Individual Defender's P/S Rating. The Offensive Player will now take a Forced 3Pt Shot.
- 3) The offense is in a Forced 3Pt Strategy and the player takes a Forced 3Pt Shot.

A-P	STL	9	F-S	12	OB	19	2.2
O-F	11	P-L	18	A-P	20		
FOUL							
	P/S	4	STOP	4	DRIVE	4	POST
	AUX-PLAY						84
P-LANE INT-BLK P&R - DDOUBLE							
	9	1	7	8			
Gary Payton							
G	82	GS	82	FATIGUE	45	12	
BLOCK							
I-SHOT	J-SHOT	3-P	F#	D-REB	2.3	65	
40	38	-4	7	18			
Steve Kerr							
HT	6-3	WT	175	YRS	8		
PPG	8.1	RPG	1.6	APG	2.1		
FG%	53.3	3Pt%	46.4	FT%	80.6		
MPG	22.7	STL	0.8	TO	0.5		
PASS SHOOT DRIVE POST							
PASS	90	SH	69	IS	95	POST	-
A-O	20	3P	40	DNK	-	DNK	-
DISH	18	DISH	11	DISH	11	DISH	-
AUX-PLAY							
DRAW FOUL							
	1	4	18	19	54		
DISH AUX-P O-REB BREAK							
IS+1	100	TO	20	T-D	-	C	
JS+2	61	O-F	18	T	100	1	8
3PT	29	OB	17	DK	-	P&R	B
DNK	9	A-P	2	IS(F)	99		

OB	AP	4
19	20	
INDIVIDUAL DEFENSE		
ANS	FORCE	3pt
15	-12	

Each Team Defensive Card has a FORCE 3pt number. This is a negative number. When a Forced 3Pt Shot is to be taken, the FORCE 3pt Rating of the Team is subtracted from the 3-P Number of the player taking the 3Pt Shot. That is now the Range used to determine if the shot is made or missed.

3 Pt SHOTS - DEFENDER BLOCKS

An Individual Defender can block a 3Pt Shot Attempt. Use the exact same procedure for the Defender Block as outlined in the Jump-Shots section above.

3Pt SHOOTING FOULS

The Drawing and Committing of Fouls on 3Pt Shots is resolved in the exact same way as any other shot attempt **EXCEPT**:

The #20 is used to determine if the Foul is Drawn or Committed **INSTEAD** of the #10. This indicates that there will be less of a chance that a foul is called on the 3Pt Shot.

Specific eras have different rules on fouls called on 3Pt Shots - meaning the possibility of 4 point plays, or shooting 3 Free Throws. Consult the rules specific to the era in which you are playing the game.

MISSED 3Pt SHOTS - BALL OUT OF BOUNDS

Missed 3Pt Shots follow the same procedures as outlined in the Jump-Shot section for missed shots and the specific numbers indicating the ball is played out of bounds during a Rebound Battle.

OPEN JUMP SHOTS

In-Bounds Plays and specific End of Game scenarios will call for an Open Jump-Shot (Open J-Shot).

For Open Jump-Shots:

Add the J-SHOT Rating of the Offensive Player to the J-SHOT Rating of the Individual Defender guarding him. This replaces the normal range associated with Jump-Shots. This normally increases the possibility of a made Jump-Shot, as the player is deemed "open". **Draw a New Card or Click the Mouse.** If the #100 is within the New Range for the Open Jump-Shot, the shot is made. If not, the shot is missed.

Everything else associated with Jump-Shots is exactly the same as outlined in the Jump-Shots section above.

LAY-INS

There are 2 types of Lay-Ins: Half-Court Set Lay-Ins and Transition/Fastbreak Lay-Ins

HALF COURT LAY-INS

Half Court Lay-Ins occur when an In-Bounds Play calls for a Lay-In and a non-Dunking player is called on to Dunk, whether from a Dish Pass or during a Pick&Roll. Non-Dunking Players are known by their lack of a DNK Range in their DRIVE and/or POST Columns. If there is a dash [-] instead of a DNK Range, they attempt Lay-Ins instead of Dunks.

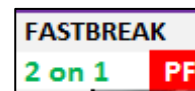
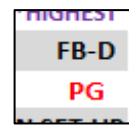
There is not a Range associated with Lay-Ins like Inside-Shots or Jump-Shots, instead do the following:

Lay-Ins are **AUTOMATIC MAKES UNLESS** the #100 is:



If the #100 is either Yellow or Blue an AUTOMATIC BLOCK will occur **UNLESS** the Offensive Player can maneuver around it with his Athletic/Power Ability.

The Left PRC and the Computer Game Center have a section showing the Fastbreak Defender. In **Red Lettering** on the PRCs and with a **Red Background** on the Computer Game Center. This player will



Left PRC

Computer Game Center

automatically Block a Lay-In, even if he doesn't have a INT-BLK or BLOCK Rating UNLESS:

The Offensive Player is able to work around this by **Drawing a New Card** (no need to click the mouse as the #20 is already showing). If the #20 is within the Player's +# from his Athletic/Power Rating, he either maneuvers around or powers through the block. You do not check the Blue Number, only the +#. Fouls may be Drawn or Committed as normal.

INTERIOR OR DEFENDER BLOCKS If the #100 shows a number associated with Interior Blocks or Defender Blocks, those apply. Follow all of the same procedures as outline above. IF the #100 is Blue AND it calls for an Automatic Block, the Automatic Block is credited as outlined just above. **GOALTENDING APPLIES IN BOTH CASES.**

If the #100 falls within the 91-100 Momentum/Athletic Range, it is an **AUTOMATIC MISS** unless the team has Momentum and the #100 is within their current Momentum Meter Range OR the Offensive Player gets an Athletic/Power Make by checking the #20.

TRANSITION/FASTBREAK LAY-INS WILL BE COVERED BELOW

DUNKS

Just like in real basketball, Dunks add flavor and fun to COURTSIDE BASKETBALL. Whenever a Play Result calls for a player to Dunk the ball, do the following:

Draw a New Card or Click the Mouse to determine if the Offensive Player is fouled while Dunking the ball. If the Draw Foul or Commit Foul Symbols are accompanied by a #10 that is within the Offensive Player's Draw Foul Range or the Defensive Player's Commit Foul Range, a Foul will be called. Now you must check the result of the Dunk.

TYPES OF DUNKERS

There are 3 types of Dunkers:

AVERAGE

Average Dunkers are players who lack Athleticism or Power. Most Dunkers will be in this category and range from players like: Jeff Hornaceck, Jeff Malone, Bill Laimbeer, Jack Sikma, Bill Hanzlik, etc.

ATHLETIC

Athletic Dunkers are players who possess Athletic Flair. Players like: Dominique Wilkins, Michael Jordan, Vince Carter, Dr. J, Blake Griffin, etc.

ATHLETIC

Power Dunkers are players who can shake and rock the backboard and make the rim suffer. Players like: Shaquille O'Neal, Darryl Dawkins, Charles Barkley, Karl Malone, etc. Some players, like Blake Griffin can be considered **BOTH** Athletic and Power Dunkers.

DUNK SCENARIOS There are 5 types of Dunk Scenarios:

- TRAFFIC** Traffic Dunks occur during Half-Court Sets from Post-Up or Drive Moves and Transition.
- ALLEY-OOP** Alley-Oop Dunks can occur during the Half-Court, Transition or Fastbreaks.
- FASTBREAK** Fastbreak Dunks occur when a team is out on the Break.
- PUT-BACK** Put-Back Dunks occur when a player Dunks a missed shot without landing and going back up.
- AFTER REBOUND** After Rebound Dunks occur after a player gets an Offensive Rebound, comes down with the ball and goes back up for a Dunk.

CARDS AND CHARTS VERSION If you are playing with the Cards and Charts version of COURTSIDE BASKETBALL, after determining whether a Foul is Drawn or Committed - Refer to the Dunks Chart:

DETERMINE THE TYPE OF DUNKER Choose the type of Dunker from the Average, Athletic or Power Category. The type of Dunker is not included on the Player's Card. This is left up to your knowledge of the players and your imagination. When in doubt: consider players as Average, Swingmen and smaller Power Forward as Athletic and Centers as Power. Refer to that section of the chart.

REFERENCE THE SCENARIO Refer to one of the five scenarios under the type of Dunker Category you chose.

Draw a New Card

Use the #100 on the Right PRC to determine the Dunk Result Description

Use the L100 on the on the Left PRC to determine if an Auxiliary Play takes place.

*If an Auxiliary Play is not triggered, the play ends with the Dunk described.

AUXILIARY PLAYS

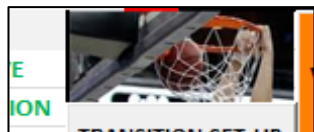
- DELAY OF GAME** If the L100 is 1-3, a Delay of Game is called.
- MISS?** If the L100 is 4-8, the Dunk Might be missed.
If the R100 on the Right PRC is **ODD** - the Dunk is Missed **EVEN** - the Dunk is not missed.
- POSTER** If the L100 is 9-13, a Poster occurs; meaning the Dunk was made over a Defender.
Use the R100 on the Right PRC to determine which player is Dunked over - think Shawn Bradley!
- BLOCK?** If the L100 is 14-18, a Block **MIGHT** Occur.
Use the R100 on the Right PRC to determine which player may Block the Dunk. If the Player indicated has a BLOCK Rating **GREATER** than the number showing, he Blocks the Dunk.
- SPECIAL RESULTS** If the L100 is 19, a Special Result **MIGHT** Occur.

THE DUNK IS MADE. Draw a New Card.

Use the #100 to Determine which Special Play, if any, is made. If the #100 is greater than 31, there will be no Special Play. Special Plays include: Shattered Backboards, Broken Rims, Technical Fouls and Players Falling after Dunks.


COMPUTER GAME CENTER VERSION If you are playing with the Computer Game Center version of COURTSIDE BASKETBALL, after determining whether a Foul is Drawn or Committed:

Determine the Type of Dunker and Dunk Scenario as outlined above.



Click the DUNK BUTTON (the picture with the ball being Dunked). It will take you to the DUNKS PAGE of the Computer Game Center.

The DUNKS PAGE has 5 Buttons: one for each of the 5 Dunk Scenarios. Click the Dunk Scenario Button first, according to the Scenario in the game you are playing. Next, click the Type of Dunker Button, according to the player Dunking the ball. The results will now be shown. Any Auxiliary Play will be showing. The results are the same as outlined above.

AVERAGE		ATHLETIC		POWER	
IN TRAFFIC	ALLEY-OOP	FASTBREAK	PUT-BACK	AFTER REBOUND	
AUXILIARY PLAYS			DUNK SCORE		
RESULTS					

Once you are finished, click the picture of the basketball on the floor - it will take you back to the main GAMECENTER Page.

DUNK SCORES In COURTSIDE BASKETBALL, each Dunk is scored. Athletic and Power Dunks have a Dunk Score Range of .01 up to 10.0 and Average Dunks have a Dunk Score Range of 0.1 to 5.0. The Computer Game Center gives you the score of each Dunk. If you are playing the Cards and Charts version, **Draw a New Card** and refer to the score showing for

the Type of Dunker on the play.

FREE THROWS

Each player has a FT Rating used for shooting Free Throws. The Free Throw Rating is a number out of 100. When you determine that a player will shoot Free Throws. **Draw a New Card or Click the Mouse.** If the #100 is within the player's FT Range, he makes the Free Throw. If the #100 is above the player's FT Range, he misses the Free Throw.

MOMENTUM If a team has Momentum, there is a higher chance that the Player will make the Free Throw. If the Free Throw is missed, but the #100 is within the Team's Momentum Meter Range (assuming they have Momentum), do the following:

Isolate the first digit of the players FT Rating. For example, a player has a FT Rating of 75. The first digit is 7. Use the #20. If the #20 is within the isolated first digit, the player makes the Free Throw. If not, the Free Throw is missed.

60 If during a Free Throw Attempt, the #100 is the Yellow 60, a Lane Violation may occur. **IF** the Free Throw is made and the #20 is 1-10, the Offensive Team Commits a Lane Violation: the Free Throw is not counted. If this is the last Free Throw to be taken at that moment, the Defensive Team is credited with a Team Defensive Rebound and will take the ball out under their own basket. If the Free Throw is missed, the Defensive Team Commits a Lane Violation: the player will get another attempt. **IF** the #20 is 11-20, on a Missed Free Throw, the ball bounces above the backboard and out of play, hitting the Shot Clock. The Defensive Team is credited with a Team Rebound and takes the ball out under their own basket.

BLUE #S When the #100 is the Result Number on the final Free Throw Attempt at that moment, the **Blue Numbers** apply, just as they do on missed Jump-Shots, meaning the ball is played out of bounds and awarded to the Offensive or Defensive Team as outlined in the Jump-Shots Section.

FATIGUE FREE THROWS When a player is Fatigued (covered below), use the **Light Blue Number** underneath his FT Rating. Everything else is the same as a Normal Free Throw procedure outlined above.

ICING THE SHOOTER During the last minute of a game, a Coach may attempt to ICE a Free Throw Shooter on Free Throw attempts that will either **TIE** a game or give that team the **LEAD**.

The Coach must call a Time-Out. **Draw a New Card or Click the Mouse.** If the #100 is 1-25, the Shooter is ICED and will use his Fatigue Free Throw Rating, the **Light Blue Number** beneath his FT Rating for the Free Throw Attempt(s). If the #100 is 26-100, the Free Throw Shooter is not iced.

NO RATING Some players have a - or 0 instead of a number for a FT Rating. When this is the case, the only way that that player can make a Free Throw, is if his Team has Momentum and he gets a Momentum Make, described above.

FORCED SHOTS ON PACE-CHECKS

In SECTION 7 - Initiation of Possessions, instructions were given on Pace-Checks. When a team makes a Defensive Stop against a team trying to initiate a Set-Offense (this does not apply for teams that were able to get out in Transition), a player will take a Forced Shot. You must determine the player who will take the shot, and what kind of Forced Shot he will attempt.

18	2
OUTSIDE	ASSISTS
FOUL ON	STOLEN BY
C	2nd HIGHEST
	PF

83	3-POINT OFFENSE
INT B C	5
	F# 4
PHY	ANGRY

For example, using Cut-Outs from the Left and Right PRCs, the #100 on the Right PRC is above the Offensive Team's TRANSITION Rating and the #10 is within the Defensive Team's STOP SET-OFFENSE Rating. The Defense gets a STOP

because the team was attempting to run a Set-Offense, but the Defense played effective enough Team Defense to get the STOP. The Offensive Team **MUST** take a Forced Shot. The Offensive Option Color is BLACK: the player assigned the color black will take a forced shot.

Draw a new Card.

The Section on the Left PRC with a Grey Background and White Lettering identifies what kind of Forced Shot will be taken. In this case, it will be an Inside-Shot. The Right PRC #100 is used to determine if the player makes or misses the Forced Inside-Shot. Remember, Forced Shots only include the Offensive Player's Range for a given shot. 38 is above 30, so it is almost certainly a miss. The number 38 also carries a INT B PF Symbol, so you would use the Left PRC #20 to check if it is within the PF's INT-BLK Range. This same process is repeated for Forced Jump-Shots after a Pace-Check.

16	7
INSIDE	ASSISTS
FOUL ON	STOLEN BY
HIGH	HIGHEST
	C

38	3-POINT OFFENSE
INT B PF	12
	F# 4

BEST When BEST is showing on the next Draw of the Cards after a Pace-Check reveals a Forced Shot, you will use the higher of the Offensive Player's I-SHOT or J-SHOT Ratings.

COMPUTER GAME CENTER If you are using the Computer Game Center, the Offensive Option Color and the type of Forced Shot showing **ON THE SAME CLICK** that determines the Defense makes a STOP during a Pace-Check, are the player and shot type used. In this example, using the Computer Game Center Cut-Out to the right, 79 is higher than the Offensive Team's TRANSITION RATING. The #20, which is 1, is within the Offensive Team's 3 POINT SHOT ATTEMPTS Rating, but they are using a WORK THE BALL Offensive Strategy. The #10, which is 2, is within the Defensive Team's STOP SET-OFFENSE Rating, so the Offense will take a Forced Shot. The Black Offensive Option will take an Forced Inside-Shot. **Click the Mouse** and resolve the play from there.

OFFENSIVE PLAYER	79	INT B	
	1	C	
	2		
	INSIDE	VISITOR	

**This applies to Ball Rotations as well*

FORCED SHOTS FROM POOR BALL ROTATION

Forced Shots that take place due to Poor Ball Rotation, are handled in the exact same manner as outlined above in the FORCED SHOTS ON PACE-CHECKS Section. In other words, on the same **Draw of Cards** that led to the result of a Poor Ball Rotation, the Offensive Option Color will be the Player taking the Forced Shot. **Draw a New Card**. The type of Forced Shot will be revealed on the Left PRC with the Shot Result revealed on the Right PRC using the #100.

BALL ROTATION SHOTS

Use the exact same procedure for determining who will take the shot after the Ball Rotation and what kind of shot will be taken.

IMPORTANT - the player who made the move that led to the Ball Rotation can still end up taking the Shot, as the ball may be worked back to him as the result of a Ball Rotation.

As above, the Offensive Option Color showing on the Right PRC used to determine that a Ball Rotation will take place, is the Offensive Option that will take the shot. **Drawing a New Card** will reveal what kind of shot is taken and the Right PRC will provide the #100 used to determine if the shot is made or missed. Unlike Forced Shots, however, shots that take place after a Ball Rotation use all 4 of the Ranges: Offensive, Defensive, Team and Momentum/Athletic. All procedures are followed as outlined above: INT-BLKs, Defender Blocks, etc.

DISH ADJUSTMENTS ON INSIDE-SHOTS and JUMP-SHOTS

Remember, if a player sets-up a teammate for an Inside-Shot or Jump-Shot through the process of Creating Offense, the player who will attempt the Inside-Shot or Jump-Shot will get the +# adjustment for either I-S (Inside-Shot) or J-S (Jump-Shot) added to the Shot Make Range from: the Offensive Player, Individual Defensive Player and Team Card.

For example, a PG Creates Offense and sets-up a teammate for a Jump-Shot. In the PG's DISH COLUMN, he has a J-S +5. The player indicated for the Dish Jump-Shot is the SF who has a J-SHOT Rating of 14. His Individual Defender has a J-SHOT Rating of 41. The Team Defense Card shows a J-SHOT Rating of 70. Because the PG set the SF up for a DISH Jump-Shot +5 will be added to each of those Ratings. They would now be: Offensive Player 19, Defender 46 and Team Defense 75. You then resolve the play from there.

SELECTION OF TEAM DEFENSE CARDS

You will notice that each team has 3 different Team Defense Cards. This allows for strategy on your part. The 3 different Team Defense Cards are:

TEAM FIELD GOAL DEFENSE CARD This Team Defense Card has the same Rating for I-SHOT and J-SHOT. This indicates that the team is focusing on the Interior Defense as much as closing down on the perimeter.

PERIMETER DEFENSE CARD This Team Defense Card focuses on closing down on the Jump-Shooters on the perimeter. The J-SHOT Rating will be lower, but the I-SHOT Rating will be higher.

INTERIOR DEFENSE CARD This Team Defense Card focuses on collapsing down towards the Key to provide better interior defense. The I-SHOT Rating will be lower, but the J-SHOT Rating will be higher.

You may change these Team Defense Cards at any time. While learning the game, it may be best to use the Team Field Goal Defense Card until you are comfortable with game flow and procedures.

Strategy and Flexibility are added with these different Team Defense Cards. For example, you may have an outstanding Rim Defender like Manute Bol who is awesome at Interior Blocks. He will protect the interior of the defense. A coach in this situation may focus on closing down the perimeter as Bol will protect the Rim on Inside-Shots.

ASSIST CHECKS

Assist Checks determine which player made the critical pass immediately prior to a basket.

You make an Assist Check:

-After any Ball Rotation, both Normal and Poor

-Forced Shots occurring after a Defensive Stop on a Pace-Check

-Whenever a Player makes a move that leads to a basket (you are checking for a Give & Go)

Dish Set-Ups do not require an Assist Check because you know which player made the assisting pass.

How to make an Assist Check:

15	COMMIT FOUL	7
INSIDE	ASSISTS	*HIGHEST
FOUL ON	STOLEN BY	FB-D

DOUBLE PG/10	
ASSIST	68
*HIGHEST	

The Left PRC, shown on the left, and the Computer Game Center, shown on the right, both have ASSISTS Sections. This Section will have a reading like: HIGHEST, 2nd HIGHEST, 3rd HIGHEST, LOWEST or [NOTHING]. When a player makes a basket from Ball Rotation and Forced Shots after a Pace-Check you look there to see if there is a Reading. If there is, that player is credited with an Assist on the made basket.

Each Player has an Assist Rating on the bottom right of his Offensive Card (Red Box below). You compare the Assist Rating of the four other Offensive Players after a made basket from a Ball Rotation or Forced Shot after a Pace-Check and a Hierarchy is formed: from Highest Assist Rating to Lowest Assist Rating.

ASSISTS AFTER BALL ROTATION and FORCED SHOTS AFTER A DEFENSIVE STOP DURING PACE-CHECK

For example, Kevin McHale makes an Inside-Shot after a Ball Rotation.

<table border="1"> <tr><th>I-SHOT</th><th>J-SHOT</th><th>3-P</th><th>FT</th><th>O-REB</th></tr> <tr><td>25</td><td>30</td><td>38</td><td>92</td><td>+4</td></tr> <tr><td>+1</td><td>27</td><td>-</td><td>84</td><td>2.7</td></tr> </table> <p>Jerry Sichting HT 6-1 WT 168 YRS 5 PPG 6.5 RPG 1.3 APG 2.3 FG% 57.0 3Pt% 37.5 FT% 92.4 MPG 19.5 STL 0.6 TO 0.9</p> <table border="1"> <tr><th>PASS</th><th>SHOOT</th><th>DRIVE</th><th>POST</th></tr> <tr><td>87</td><td>69</td><td>15</td><td>80</td></tr> <tr><td>27</td><td>18</td><td>-</td><td>-</td></tr> <tr><td>23</td><td>15</td><td>15</td><td>-</td></tr> <tr><td>8</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>2</td><td>12</td><td>27</td><td>60</td></tr> <tr><td>52</td><td>17</td><td>100</td><td>3</td></tr> <tr><td>13</td><td>14</td><td>DK</td><td>P & R</td></tr> <tr><td>6</td><td>A-P</td><td>2</td><td>IS(F) 98</td></tr> </table> <p>POINT GUARD D</p>	I-SHOT	J-SHOT	3-P	FT	O-REB	25	30	38	92	+4	+1	27	-	84	2.7	PASS	SHOOT	DRIVE	POST	87	69	15	80	27	18	-	-	23	15	15	-	8	-	-	-	2	12	27	60	52	17	100	3	13	14	DK	P & R	6	A-P	2	IS(F) 98	<table border="1"> <tr><th>I-SHOT</th><th>J-SHOT</th><th>3-P</th><th>FT</th><th>O-REB</th></tr> <tr><td>22</td><td>25</td><td>36</td><td>90</td><td>+4</td></tr> <tr><td>+2</td><td>30</td><td>-</td><td>87</td><td>3.1</td></tr> </table> <p>Danny Ainge HT 6-4 WT 175 YRS 4 PPG 10.7 RPG 2.9 APG 5.1 FG% 50.4 3Pt% 35.6 FT% 90.4 MPG 30.1 STL 1.2 TO 1.6</p> <table border="1"> <tr><th>PASS</th><th>SHOOT</th><th>DRIVE</th><th>POST</th></tr> <tr><td>89</td><td>71</td><td>15</td><td>79</td></tr> <tr><td>45</td><td>25</td><td>21</td><td>21</td></tr> <tr><td>38</td><td>20</td><td>20</td><td>20</td></tr> <tr><td>9</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>6</td><td>27</td><td>31</td><td>65</td></tr> <tr><td>54</td><td>16</td><td>100</td><td>4</td></tr> <tr><td>17</td><td>13</td><td>DK</td><td>P & R</td></tr> <tr><td>9</td><td>A-P</td><td>2</td><td>IS(F) 97</td></tr> </table> <p>SHOOTING GUARD - 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C B</p>	I-SHOT	J-SHOT	3-P	FT	O-REB	*30	24	0	78	-2	+7	47	*59/90	76	2.9	PASS	SHOOT	DRIVE	POST	92	75	15	64	21	-	-	17	20	14	14	14	7	18	34	49	6	-	-	-	100	20	100	99	16	13	DK	P & R	10	A-P	2	IS(F) 87	<table border="1"> <tr><th>I-SHOT</th><th>J-SHOT</th><th>3-P</th><th>FT</th><th>O-REB</th></tr> <tr><td>24</td><td>20</td><td>42</td><td>90</td><td>-1</td></tr> <tr><td>+6</td><td>50</td><td>-</td><td>89</td><td>2.1</td></tr> </table> <p>Larry Bird HT 6-9 WT 220 YRS 6 PPG 25.8 RPG 9.8 APG 6.8 FG% 49.6 3Pt% 42.3 FT% 89.6 MPG 38.0 STL 2.0 TO 3.2</p> <table border="1"> <tr><th>PASS</th><th>SHOOT</th><th>DRIVE</th><th>POST</th></tr> <tr><td>95</td><td>79</td><td>15</td><td>86</td></tr> <tr><td>43</td><td>30</td><td>27</td><td>28</td></tr> <tr><td>36</td><td>23</td><td>23</td><td>23</td></tr> <tr><td>10</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>6</td><td>32</td><td>42</td><td>68</td></tr> <tr><td>100</td><td>20</td><td>100</td><td>99</td></tr> <tr><td>58</td><td>14</td><td>T</td><td>95</td></tr> <tr><td>24</td><td>12</td><td>DK</td><td>P & R</td></tr> <tr><td>16</td><td>A-P</td><td>2</td><td>IS(F) 88</td></tr> </table> <p>SMALL FORWARD - 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You take the four remaining players on the floor: Sichting, Ainge, Parish and Bird and glance at them in

Hierarchical Form from Highest to Lowest. Let's say the ASSISTS Section shows Lowest, like the Left PRC Cut-Out to the side. Parish has the Lowest Assist Rating. He would be credited with an

ASSISTS	LOWEST
FOUL ON	FB-D

Assist on McHale's made Inside-Shot after Ball Rotation. Therefore, in the process of the Ball Rotation, Parish made the last pass before McHale's shot.

If the ASSISTS Section shows [NOTHING], no Assist is credited. The * is disregarded on Ball Rotation Shots.

MORE THAN 1 PLAYER SHARING A RATING

Any time more than 1 player shares a Rating and you need to determine which player will be credited with the Assist (also works for Rebounds and Steals), you do the following:

If 2 or more Players share the Rating, use the #20 on the Left PRC or Computer Game Center:

2 Players	1-10		11-20				
	Player on the Left		Player on the Right				
3 Players	1-7		8-13		14-20		
	Player on the Left		Player in the Middle		Player on the Right		
4 Players	1-5		6-10		11-15	16-20	
	Player on the Left		2nd Player to Left		2nd Player from Right	Player on the Right	
5 Players	1-4		5-8		9-12	13-16	17-20
	Player on Left		2nd Player from Left		Player in Middle	2nd Player from Right	Player on Right

ASSISTS AFTER A PLAYER SCORES FROM AN INDIVIDUAL MOVE

Even if an Offensive Player scores a basket from an Individual Move, you still check for an Assist **BUT**:

An Assist only occurs if the Reading in the ASSISTS Section from the PRC or Computer Game Center has an *Before it. The ASSIST Section from the Computer Game Center showing to the right has an *in front of 3rd HIGHEST. If a player made a basket from an Individual Move an Assist would be given: i.e., they worked together on the play.

ASSIST	23
*3rd HIGHEST	

SECTION - 19 Rebound Battles

Each time a shot is missed a Rebound Battle follows immediately to determine who will gain possession of the ball.

During a Rebound Battle, you will:

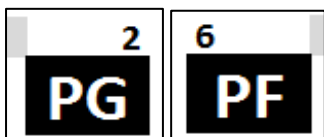
- Determine where the Rebound Battle takes place
 - Check to see if the Rebound Battle will be Physical
 - Determine if a Loose Ball Foul will occur during a Rebound Battle
- Determine which players are involved
- Determine who wins the Rebound Battle and what takes place next

LOCATION OF REBOUND BATTLE

CARDS AND CHARTS VERSION

If you are using the Cards and Charts version of COURTSIDE BASKETBALL do the following:

Using the SAME Left and Right PRCs that are showing after a missed shot, look at the Rebound Battle Sections from the lower right side of the Left PRC and the lower left side of the Right PRC. These left and right Rebound Battle Sections work together. The two numbers showing are read TOGETHER to form a range of 01-00. 00 is read as 100.



This Range Number - 26 in the example to the left - is then used to check the Game Center Chart to determine where the Rebound Battle takes place.

The Rebound Range Number will fit into and correspond to a Rebound Battle Location section of the REBOUND area of the

Game Center Chart. In the example showing, 26 fits into the CLOSE - NORMAL section. This means that the Rebound Battle will take place CLOSE to the basket and is not Physical or Uncontested.

The Rebound Battle Locations are:

CLOSE	Right around basket allowing for Put-Back Dunks and Tip-Ins
KEY	In the Key area a little further away from a Close Rebound
LONG	Outside of the Key area increases chances for Transition or a Fastbreak
TIP-OUT	A player Tips the ball which is then rebounded
LOOSE BALL	A Loose Ball Scenario occurs to determine who wins possession

PHYSICAL When the Rebound Battle is considered Physical, the winner of the Rebound Battle will win a Physical Point for his team.

UNCONTESTED When the Rebound Battle is considered Uncontested, the Offense or Defense will win the Rebound Battle automatically.

REBOUND	
CLOSE	
NORMAL	42
PHYSICAL	44
UNCONTESTED DEF	45
UNCONTESTED OFF	46
KEY	
NORMAL	69
PHYSICAL	71
UNCONTESTED DEF	72
UNCONTESTED OFF	73
LONG	
NORMAL	89
PHYSICAL	90
UNCONTESTED DEF	91
UNCONTESTED OFF	92
TIP-OUT	
NORMAL	96
PHYSICAL	97
LOOSE-BALL	100

COMPUTER GAME CENTER VERSION

If you are playing COURTSIDE BASKETBALL with the Computer Game Center, the Rebound Battle information is showing at the same time you read the numbers from the Play Result Section that determined there was a missed shot. The Computer Game Center Cut-Out to the right shows the Rebound Battle Location of CLOSE.



Physical Rebound Battles, showing to the left, have the Rebound Location Color-Coded in **Orange** which denotes a Physical Rebound Battle.



Uncontested Rebound Battles, showing to the left, have the Rebound Location Color-Coded in **Red** or **Green** which denotes an automatic win by the Defense - Red or the Offense - Green.

PLAYERS INVOLVED IN THE REBOUND BATTLE

After determining the Location of the Rebound Battle, you now must determine which players are involved.

CARDS AND CHARTS VERSION

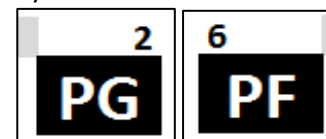
If you are using the Cards and Charts version of COURTSIDE BASKETBALL, you must now:

Draw a New Card.

The Players showing in the Rebound Battle Section of the Left and Right PRCs are the two players involved.

OFFENSIVE PLAYER	The Offensive Player is shown on the Left PRC
DEFENSIVE PLAYER	The Defensive Player is shown on the Right PRC

The players are shown by the position they are currently playing at.



The PG and PF are involved in the Rebound Battle

OTHER SYMBOLS Occasionally, other symbols will be showing:

H	The Player with the Highest Offensive (- #) or Defensive Rebound Rating
HF	The Forward with the Highest Offensive or Defensive Rebound Rating

HG The Guard with the Highest Offensive or Defensive Rebound Rating

***** When the * Symbol is showing before a position or H/HF/HG this means that the player may be called for a Loose Ball Foul during the process of determining who wins the Rebound Battle, this will be covered, in depth, below.

^ The ^ Symbol indicates that a Guard may be rewarded with the Rebound if he meets specific criteria, which is covered below.

COMPUTER GAME CENTER VERSION If you are using the Computer Game Center version of COURTSIDE BASKETBALL, the players showing in the Rebound Battle Section of the Computer Game Center **AT THE SAME TIME** the information is showing that led to a missed shot **ARE** the two players that will battle for the Rebound.

DETERMINE WHO WINS THE REBOUND BATTLE

Once you have determined the Location of the Rebound Battle and which players will be involved:

-Determine the Rebound Range between the two players.

OFFENSIVE REBOUND RATING Each Offensive Player Card has an O-REB Rating for Rebound Battles. This can be either a + or - Number. The **MORE NEGATIVE** the -Number is, the better that player is at Offensive Rebounding. The **HIGHER** the +Number is, the worse that player is at Offensive Rebounding. If a dash [-] is showing, the Offensive Player will effect no change on the Defensive Player's Rebound Rating.

DEFENSIVE REBOUND RATING Each Defensive Player Card has a D-REB Rating for Rebound Battles. This will be a number between 1-100. The higher the number the better the player is at Defensive Rebounding.

DETERMINE THE RANGE To determine the Range for the Rebound Battle, Add or Subtract the Offensive Player's O-REB Number to or from the Defensive Player's D-REB Number. This new number provides the Rebound Range on that particular Rebound Battle.

For Example, after a missed shot you determine that the Rebound Battle Location is CLOSE and the players involved are the two Centers, Malone and Laimbeer. To determine the Rebound Battle Range between those two player:

I-SHOT	J-SHOT	3-P	FT	O-REB			
23	9	0	79	-8			
+6	39	-	78	2.6			
Moses Malone							
HT	6-10	WT	215	YRS	11		
PPG	23.8	RPG	11.8	APG	1.2		
FG%	45.8	3Pt%	0	FT%	78.7		
MPG	36.6	STL	0.9	TO	3.5		
A							
PASS	SHOOT	DRIVE	POST				
91	77	39	78				
A-O		DNK	17	25			
DISH	17	DISH	15	DISH	15		
AUX-PLAY	12	22					
DRAW	10	FOUL	18	23	50	56	
DISH	AUX-P	O-REB	BREAK				
IS-	100	TO	20	T-D	97	C	
IS+1	51	O-F	13	T	93	32	87
BPT	10	OB	10	DK	89	P&R	
DNK	7	A-P	2	IS(F)	79		
1							

A-P	STL	3	F-S	13	OB	19
O-F	5	P-L	15	A-P	20	0.7
FOUL P/S STOP DRIVE POST						
3	3	1	3			
AUX-PLAY						
P-LANE INT-BLK P&R - DDOUBLE						
3	3	2	6			
Bill Laimbeer						
G	82	GS	82			
FATIGUE MINUTES 41 11						
BLOCK						
I-SHOT J-SHOT 3-P 3.6 D-REB						
39	41	+1	11	39		
OUTLET						

-Subtract Malone's O-REB Number of -8 from Laimbeer's D-REB Number of 84. The Rebound Battle Range is 76.

Draw a New Card or Click the Mouse

If the #100 is equal to or less than 76, Laimbeer wins the Rebound Battle.

If the #100 is greater than 76, Malone wins the Rebound Battle.

This is where the excitement takes place as there are many things that can occur as the Result of a Rebound Battle:

OFFENSIVE REBOUND Offensive Rebounds lead to:

- Put Back Dunks
- Tip-Ins
- Dunks after a Rebound
- Inside-Shots and Inside-Shots with Fouls
- A new Offensive Possession

DEFENSIVE REBOUND Defensive Rebounds lead to:

- Possession of the ball
- Transition Offense or Fastbreaks

OFFENSIVE REBOUNDS

CLOSE When an Offensive Player wins a Rebound Battle in the CLOSE Location:

Use the same #100 that determined the player won an Offensive Rebound:

PUT-BACK DUNKS If the #100 is equal to the T-D Number in the Offensive Player's O-REB COLUMN, (see Red Box) he will attempt a Put-Back Dunk.

Draw a New Card or Click the Mouse and check for a DRAW FOUL or COMMIT FOUL, using the procedure outlined above. Use the process described above to determine the result of the Dunk.

If a Foul is DRAWN or COMMITTED, the Put-Back Dunk counts, if made, and a Free-Throw Bonus is given.

GREEN If the #100 is Green - Offensive Goaltending is Called, the basket is taken away.

TIP-INS If the #100 is equal to or greater than the T Number, but less than the T-D Number in the Offensive Player's O-REB COLUMN, he will attempt a Tip-In.

Draw a New Card or Click the Mouse and check for a DRAW FOUL or COMMIT FOUL, using the

procedure outlined above.

To determine if a Tip-In is made:

Use the #100. If it is equal to or less than the Team Defensive Card's I-SHOT Number, it is made. If it is higher than the Team Defensive Card's I-SHOT Number, the Tip-In is missed.

Momentum/Athletic Results apply here.

If a Foul is DRAWN or COMMITTED, the Tip-In counts, if made, and a Free-Throw Bonus is given.

GREEN

If the #100 is Green - Offensive Goaltending is Called, the basket is taken away.

DUNKS

If the #100 is equal to or greater than the DK Number, but less than the T Number in the Offensive Player's O-REB COLUMN, he will grab the Rebound, land, and then Dunk the Ball.

Draw a New Card or Click the Mouse and check for a DRAW FOUL or COMMIT FOUL, using the procedure outlined above. Use the process described above to determine the result of the Dunk.

Make sure you use the AFTER REBOUND Column in the DUNKS Section.

If a Foul is DRAWN or COMMITTED, the Dunk counts, if made **AND** a Free-Throw Bonus is given.

INSIDE-SHOTS (FOUL)

If the #100 is equal to or greater than the IS(F) Number, but less than the DK Number in the Offensive Player's O-REB COLUMN, he will grab the Rebound, land, and then attempt an Inside-Shot and simultaneously Draw a Foul.

Draw a New Card or Click the Mouse. You do not need to check for a foul as this is automatic.

Follow all procedures for determining if an Inside-Shot is made or missed.

INSIDE-SHOTS

If the #100 is lower than the IS(F) Number, the player grabbing the Offensive Rebound will automatically attempt an Inside-Shot. Follow all procedures for an Inside-Shot.

KEY

When an Offensive Player wins a Rebound Battle in the KEY Location:

Use the same #100 that determined the player won an Offensive Rebound:

PUT-BACK DUNKS

If the #100 is within the Player's T-D Number, he does not attempt a Put-Back Dunk. He may instead make a move to the basket and attempt a Dunk.

Draw a New Card or Click the Mouse. Because this is an "Offensive Move", everything described in the Offensive Moves Sections above is relevant here EXCEPT that if the #100 is within either the Player's I-S Number of his DRIVE COLUMN or the Post Number of his POST COLUMN, he will attempt a Dunk. Check for Drawn or Committed Fouls, AUX-PLAYS, Dishes, etc. If the Result will be a Dunk - use the AFTER REBOUND Dunk Section.

TIP-INS

If the #100 is within the Player's T Range, he will not attempt a Tip-In. He may instead make a move to the basket and attempt a Lay-In.

Draw a New Card or Click the Mouse. Follow the exact same procedure just above, with the end result being a Lay-In instead of a Dunk. Follow all procedures for a Lay-In described above.

DUNKS

If the #100 is within the Player's DK Rating, he will attempt an After Rebound Dunk.

**Follow the exact same procedure as PUT-BACK DUNKS, just above.*

IS(F)

If the #100 is within the Player's IS(F) Range, he will attempt an Inside-Shot or Jump-Shot and simultaneously Draw a Foul.

Draw a New Card or Click the Mouse. When getting a Shot after a Rebound in the Key, the Offensive Player will either take an Inside-Shot or Jump-Shot. This is automatically decided. When checking the #100 to determine if the Shot is made, reference the I-SHOT and J-SHOT Make Numbers. Use whichever Make Number is higher on his own Offensive Card, his Individual Defender's Card and the Team Defensive Card. Use whichever is higher between the I-SHOT and J-SHOT. This will tell you which type of Shot was taken. Use all procedures including, Drawing and Committing Fouls.

IMPORTANT - Interior Blocks are in Play for **BOTH** types of Shots: I-SHOT and J-SHOT. This brings to life the series of events that take place after Rebounds in the Key.

SHOTS

If the #100 is lower than the IS(F) Number, the player grabbing the Offensive Rebound will automatically attempt a Shot. Follow all procedures in the IS(F) Section immediately above **EXCEPT** that the Foul will not occur automatically.

TIP-OUT

When an Offensive Player wins a TIP-OUT or LONG Rebound Battle, no follow up shots are taken.

LONG

Instead, the Offense gets a Re-Set Possession.

Re-Set Possessions after TIP-OUT or LONG Offensive Rebounds are an **ADDITIONAL POSSESSION**. Mark of

a Time Sequence on the Scoresheet or Click the POSSESSION button with the mouse.

LOOSE BALL FOULS

If the * was showing in front of the Offensive Player Indicated for the Rebound Battle, he Commits a Loose Ball foul during the Rebound Battle **IF** the #10 is within his Commit Foul Range.

SLOW PLAY

If you want to Slow Down the Pace of Play, you can Pull The Ball Out after an Offensive Rebound in the CLOSE or KEY Location. This will result in a Re-Set Possession.

UNCONTESTED OFFENSIVE REBOUNDS

The Player Indicated automatically wins the Offensive Rebound in the Rebound Location Indicated **BUT** you still **Draw a New Card or Click the Mouse** to get a #100 to check against the Offensive Player's O-REB COLUMN **AND** to check for Loose Ball Fouls, if one is indicated.

DEFENSIVE REBOUNDS

When the Defensive Player wins the Rebound Battle in the CLOSE, KEY, TIP-OUT or LONG Location, use the same #100 that determined the Defender won the Rebound Battle:

FASTBREAK

If the #100 is equal to or less than the **Blue Number** in the Defensive Player's OUTLET Section, (See the **Green Box** on Laimbeer's Card) he rebounds the ball, makes an OUTLET pass and triggers a Fastbreak.

TRANSITION

If the #100 is greater than the **Blue Number** in the Defensive Player's OUTLET Section, but equal to or less than his **Green Number**, he rebounds the ball, makes an OUTLET pass and triggers a Transition Possession.

SET-OFFENSE

If the #100 is greater than the **Green Number** in the Defensive Player's OUTLET Section, the team will move up the floor and run a Set-Offense. The next Draw of Cards will determine if the Defense Makes a SET-OFFENSE STOP and which Offensive Option Color is indicated.

IMPORTANT - The **Blue** and **Green** Numbers may be modified if the Team is employing a Strategy that Pushes the Ball. This will be covered below.

Some Players have a dash [-] instead of a **Blue** or even **Green** Number. These players are on teams from eras that played at a Slower Pace.

LOOSE BALL FOULS

If the * was showing in front of the Defensive Player Indicated for the Rebound Battle, he Commits a Loose Ball foul during the Rebound Battle **IF** the #10 is within his Commit Foul Range.

THE ^ SYMBOL

If the ^ Symbol is showing in front of a Defensive Player indicated for a Rebound Battle, he is the player involved in the Rebound Battle **BUT**, if he wins the Rebound, the Defensive Rebound is credited to a PG or SG **IF** there is a PG or SG with a Defensive Rebound Rating of 66 or higher.

This means the Defensive Player winning the Defensive Rebound did the work, but the Guard, if he has a D-REB Rating of 66 or higher ultimately grabbed the Defensive Rebound.

UNCONTESTED DEFENSIVE REBOUNDS

The Player Indicated automatically wins the Defensive Rebound in the Rebound Location Indicated **BUT** you still **Draw a New Card or Click the Mouse** to get a #100 to check against the Defensive Player's OUTLET Section **AND** to check for Loose Balls Fouls, if one is indicated.

LOOSE BALL REBOUNDS

When a Loose Ball is indicated for a Rebound Battle, the Rebound Battle does not take place. Instead you refer to the Loose Ball Section to determine the result. Make sure you credit the player involved in the Loose Ball Section with a Rebound if a player is indicated. If not, give the winning team a Team Rebound.

FOLLOW UP REBOUNDS

In the Inside-Shot Section above, specific numbers indicated that the player shooting the Inside-Shot is involved in an automatic Follow-Up attempt. This means he is **AUTOMATICALLY** the Offensive Player in the Rebound Battle, everything functions the same from that point forward.

SECTION - 20 Other Types of Offensive Possessions

RE-SET OFFENSIVE POSSESSIONS

Throughout this Instructional Manual, reference has been made to Re-Set Possessions. Re-Set Possessions occur:

- After a LONG or TIP-OUT Offensive Rebound
- After the Offensive Team recovers a Loose Ball where Scrambles for the Loose Ball lead to a Re-Set of the Shot
Clock once the Offensive Team takes control of the ball
- After the Offense wins a Jump-Ball that occurred during a Loose Ball

Re-Set Offensive Possessions follow the exact same procedure as a Set-Offensive Possession.

- Mark a Time Sequence and Draw a New Card or Click the POSSESSION Button which subtracts a Time Sequence and re-cycles the numbers in the Computer Game Center.
- Check the #100 to see if it is high enough be to within the Defensive Team's D-AUX Range.

-Check for a Drawn or Committed Foul

******YOU DO NOT CHECK FOR A DEFENSIVE STOP**

-Instead, the Ball goes to the Offensive Option associated with the Offensive Option Color with that player having all Offensive Options available.

IN-BOUNDS PLAYS

In-Bounds Plays are run when the Offensive Team is In-Bounding the ball

after:

NEW POSSESSION STARTED

-An Offensive Team Rebound where the ball was knocked out of bounds and the Offensive Team will In-Bound the ball for a new possession (Time Sequence Marked or POSSESSION Clicked).

-After a Non-Shooting Foul when the Defense is called for a Foul and no Bonus Free Throws were awarded. (Time Sequence Marked or POSSESSION Clicked).

SAME POSSESSION

-After the ball is knocked out of bounds DURING a play (No-Time Sequence Marked or POSSESSION Clicked).

-After an Illegal Defense Warning (No-Time Sequence Marked or POSSESSION Clicked).

TO RUN AN IN-BOUNDS PLAY

Draw a New Card OR Click POSSESSION if a New Possession is started OR Click Play Result if the In-Bounds Play occurs during the Same Possession.

POSSIBLE RESULTS

FULL-CHECK

The Offensive Option Color determines who gets the ball - and that player attempts a move.

UNLESS the Defense makes a SET-OFFENSE DEFENSIVE STOP with the #10 **OR** the #100 is equal to or greater than the Defense's D-AUX Number **OR** a Foul is DRAWN or COMMITTED at this time.

D-CHECK

The Offensive Option Color determines who gets the ball - and that player attempts a move.

UNLESS The Defense makes a SET-OFFENSE DEFENSIVE STOP **OR** a Foul is DRAWN or COMMITTED at this time. The D-AUX is not checked.

POSSESSION

The Offensive Option Color determines who gets the ball - and that player attempts a move.

Only DRAW FOUL and COMMIT FOUL are check here. D-STOP and D-AUX are not checked.

OPEN J-SHOT

The Offensive Option Color determines who gets the ball - and that player takes an Open Jump-Shot.

LAY-IN

The Offensive Option Color determines who gets the ball - and that player takes attempts a

Lay-In (Follow all procedures for a Lay-In) **UNLESS** a Foul is DRAWN or COMMITTED.

AUX

An Auxiliary Play Occurs. *See the Auxiliary Booklet for information on Aux Play Results.*

No DRAW or COMMIT Foul Checks take place.

T.O.

The Offensive Team In-Bounding the ball commits a 5-Second Turnover **UNLESS** a foul is DRAWN or COMMITTED.

SECTION - 21 Transition Possessions

Transition Possessions are initiated:

-During a Pace-Check

-From an Outlet Pass after a Defensive Rebound

-From Defensive Plays like Steals and Blocked Shots

-From Auxiliary Plays

FIRST STEP

DEFENSIVE STOP/D-AUX PLAY/FOUL

You must first determine if a DEFENSIVE TRANSITION STOP occurs, a D-AUX play occurs or if a Foul is Drawn or Committed. TRANSITION DEFENSIVE STOPS do not lead to a Forced Shot, it instead slows down the Transition Possession and forces the team to run a Set-Offense, meaning the team will miss out on possible easy baskets from Transition.

PACE CHECK

If Transition is initiated from a Pace-Check, the #10 showing on the Left PRC or the Computer Game Center will determine if a TRANSITION STOP is made. **IF** the #10 is within the Defensive Team's STOP TRANSITION Rating, the Stop is made. If the #100 is equal to or higher than the Defensive Team's D-AUX Number, a D-AUX Play occurs. Also check for Drawn or Committed Fouls.

ALL OTHER TYPES

When Transition is initiated in any other way you must:

Draw a New Card or Click POSSESSION*, to check for a DEFENSIVE TRANSITION STOP, a D-AUX Play or

a Drawn or Committed Foul.

*Once Transition is initiated you Mark a Time Sequence or Click POSSESSION as Transition Possessions count as Timed Sequence Possession.

IF A TRANSITION STOP OCCURS The Offensive Option Color determines which player will receive the ball and play will continue with that player having all Offensive Options available.

IF A TRANSITION STOP DOESN'T OCCUR Proceed to the 2nd Step.

SECOND STEP

You must now determine which player has possession of the ball in Transition.

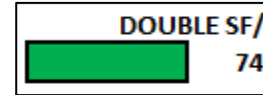
The Right PRC and the Computer Game Center both have sections called OUTLET. If a player position is showing in the OUTLET Section, that player - either a PG, SG or SF has possession of the ball in Transition. If the OUTLET Section is blank and does not show a position you instead look at the bottom left hand side of the Left PRC or the Computer Game Center Play Result Section to see which Offensive Option Color is indicated. That color will determine which player has the ball in Transition.



Right PRC



Computer Game Center



Offensive Option Color Indicator on Left PRC

THIRD STEP

The player in possession of the ball will now make a Transition Move.

You refer to the TRANSITION Section of the Offensive Player Card (See the Red Box on LeBron James' Card). There are 4 numbers in a row. These 4 numbers correspond to the following:

OFF AUX-PLAY	TRANSITION SET-UP	TAKE IT TO THE HOLE	TRANSITION J-SHOT
3	37	73	95
RED NUMBER	1st GREEN NUMBER	2nd GREEN NUMBER	BLACK NUMBER

*These numbers are from the LeBron James card to the right. Each player will have a unique series of numbers. The higher the Red AUX-PLAY Number, the more will the player be in Transition. The higher the 1st GREEN NUMBER, the more the player will look to set-up a teammate in Transition. The higher the 2nd GREEN NUMBER, the more the player will look to Take it to the Hole in Transition. The higher the BLACK NUMBER the more the player will look to take a Transition Jump-Shot.

Players like Magic Johnson or John Stockton are devastating in Transition because they have a high number for setting-up teammates for Transition Dunks or Lay-Ins. Players like LeBron are finishers who take it strong to the rack.

I-SHOT	J-SHOT	3-P	FT	O-REB			
28	24	36	77	+1			
+9	53	-	76	1.5			
LeBron James							
HT	6-8	WT	240	YRS	8		
PPG	27.1	RPG	7.9	APG	6.2		
FG%	53.1	3Pt%	36.2	FT%	77.1		
MPG	37.5	STL	1.9	TO	3.4		
A							
PASS	SHOOT	DRIVE	POST				
PASS	95	SHT	78	LS	85	POST	83
A-O	49	3PT	32	DNK	40	DNK	37
DISH	43	DISH	26	DISH	26	DISH	26
AUX-PLAY							
DRAW FOUL	8	TRANSITION		64			
		3	37	73	95		
DISH	AUX-P	O-REB	BREAK				
IS+3	100	TO	20	T-D	96	A	
JS+3	66	O-F	13	T	92	44	84
3PT	38	OB	12	DK	87	P & R	
DNK	18	A-P	2	IS(F)	79	A	
6							

MAKE THE MOVE

Draw a New Card OR Click the Play Result

Button:

AUX-PLAY

If the #100 is equal to or less than the Player's Red Number, an Offensive AUX-PLAY will occur. Consult the Auxiliary Play Booklet for the result of an Offensive Aux-Play.

TRANSITION SET-UP

If the #100 is greater than the Player's Red Number but equal to or less than the Player's 1st Green Number, he will look to Set-Up a player for a Dunk or Lay-in.

TAKE IT TO THE HOLE

If the #100 is greater than the Player's 1st Green Number but equal to or less than the Player's 2nd Green Number, he will look to take it strong to the basket for a Dunk.

TRANSITION JUMP-SHOT

If the #100 is greater than the Player's 2nd Green Number but equal to or less than the Player's Black Number, he will pull up for a Jump-Shot in Transition.

BALL ROTATION

If the #100 is greater than the Player's Black Number but equal to or less than the Player's Pass Number in his PASS COLUMN, he Rotates the Ball in Transition. Only 2 Rotations may take place. After the 2nd Rotation, the player with the ball must attempt an Offensive Move.

TURNOVER

If the #100 is greater than the Player's Pass Number in his PASS COLUMN, he turns the ball over in Transition. Logically, you will conclude that there are more chances for turnovers in Transition. The following Possession after a Transition Turnover is un-timed.

MOVE RESULTS

TRANSITION SET-UP

CARDS AND CHARTS VERSION

If you are playing the Cards and Charts version of COURTSIDE BASKETBALL:

Draw a New Card.

OFFENSIVE OPTION

Use the Right PRC Offensive Option Color to Determine which player will receive the Transition Set-up.

COMBINED C100

Use the Combined 100 Number from the Rebound Section of the two PRCs and refer to the Game Center Chart in the Transition Set-Up Section to determine if the pass will be an Alley-Oop, Lay-In or Dunk.

DEFENDER

Use the Left PRC in the FB-D Section to determine which player will be the Transition Defender. It is the position listed in **Red**.

ASSIST#

Use the Number from the Right PRC Rebound Section. This number will be from 1 to 0. 0 is read as 10. Immediately check this against the Assist Rating of the Player making the Transition Set-Up Pass. If the Number from the Right PRC Rebound Section is equal to or less than the Player's Assist Rating, he will make a descriptive pass on Dunks and Lay-Ins. If the Number is higher than the Player's Assist Rating, the pass will be made, but not a descriptive pass (ignore the following step).

DESCRIPTIVE PASS

If the Passing Player qualified for a descriptive pass, look at the Transition Set-Up Section of the Left PRC. This will tell you what kind of descriptive pass is made.

GIVE&GO PASSES

If the descriptive pass is a Give&Go, you instead check the Assist Rating of the player receiving the pass. If the Number from the Right PRC Rebound Section is within **HIS** Assist Rating, he gives the ball back to the passer for a Lay-In or Dunk. If not, he finishes the play with the Lay-In or Dunk.

This Draw of the Cards reveals who will receive the Transition Set-Up, what the Transition Set-Up Pass will lead to, who the Transition Defender is and if a Descriptive Pass takes place or not.

*If the Player making the Pass is the Offensive Option Color indicated, use the method described in the 3-Ball Section to move up or down the Hierarchy of Offensive Option Colors.

COMPUTER GAME CENTER

If you are playing the Computer Game Center version of COURTSIDE BASKETBALL:

Click the Transition Set-Up Button.

It will automatically display all of the information described above.

TRANSITION SET-UP RESULT

Draw a New Card or **Click the Play Result Button.**

The Transition Defender will determine what takes place next. Use the #10 and check against the Transition Defender's STOP DRIVE Rating. If the #10 is equal to or less than the Transition Defender's STOP DRIVE Rating, he **CONTESTS** the Dunk/Lay-In. If the #10 is higher than the Transition Defender's STOP DRIVE Rating, the Dunk/Lay-In is **UNCONTESTED**.

CONTESTED

The Transition Defender makes it more difficult for the Dunk/Lay-In to be made.

-If the #100 is equal to or less than the I-SHOT Make Range on the Team Defense Card, the Dunk is made (proceed to the Dunk Chart)/ the Lay-In is made.

-If the #100 is in the Green Momentum/Athletic Range, the Dunk/Lay-In will be made IF the #100 falls into the Offensive Team's Momentum Meter Range OR the #20 is within the Player's Athletic/Power Rating.

UNCONTESTED

The Transition Defender is unable to make the Dunk/Lay-In more difficult

-The Dunk/Lay-In is automatically made UNLESS the Defending Team **HAS** Momentum on its Meter. If it has Momentum, any #100 that falls within the Defending Team's Momentum Meter Range is missed.

*Having Momentum helps the Defensive Team in this scenario

BOTH CONTESTED AND UNCONTESTED

On both **CONTESTED** and **UNCONTESTED** Transition Dunks/Lay-Ins, the Automatic Blocks apply just like in the Lay-Ins Section above.

 If the #100 is a **Yellow 60** or any **Blue Number**, the Dunk/Lay-In will automatically be blocked:

-By the player listed in the FB-D Section of the PRC or Computer Game Center. Because a new card was drawn or the mouse was clicked, it may very well be a different player.

UNLESS

-The Offensive Player is able to maneuver around the Block with his Athletic/Power Ability.

DUNKS - If the Transition Set-Up Shot was going to be a Dunk and the Yellow or Blue Numbers are

involved AND the Offensive Player maneuvers around the Block with Athletic/Power Ability, this gives you the visual of a Very Athletic Play or a Big-Time Power Dunk. These situations can have you jumping out of your seat: a la Vince Carter or LeBron James.

ASSIST - If the Offensive Player Converts, give the player setting him up an Assist.

TAKE IT TO THE HOLE

When a player Takes it to the Hole in Transition, the result will be a Dunk or a Lay-In for players who are not Dunkers.

There is no need to Draw New Cards or Click the Mouse to determine the FB-D Defender. Use the player listed in the FB-D Section of the PRC or Computer Game Center that is showing, when the #100 indicated a Take it to the Hole Move.

TAKE IT TO THE HOLE RESULT Draw a New Card or Click the Play Result Button.

Follow the exact same procedure outlined just above in the section for TRANSITION SET-UP RESULT. The Transition Defender will either CONTEST the Dunk or Lay-In OR it will be UNCONTESTED.

ASSIST - Complete an Assist Check. **IF** the Reading has an *, the Offensive Player worked with another player on a Give&Go. Give the player indicated an Assist.

FOULS On both the Transition Set-Up and Take it to the Hole, on the Draw of Cards or Click of the Mouse that reveals the result, check to see if the Offensive Player DRAWS a Foul or the Transition Defender COMMITS a Foul.

DRAW FOUL Nothing changes, determine if the Dunk/Lay-In is made or missed and assess the Foul and any Free-Throws as normal.

COMMIT FOUL If the Player Commits a Foul:

If the #10 is **BLUE**, the Foul makes it harder for the player to get a make on the Dunk/Lay-In. Drop the Make Range in the scenario described above DOWN to the Transition Defender's I-SHOT Range. Everything else plays out as normal.

If the #10 is **ORANGE**, the Foul is Physical, making it even more difficult for the player to get a make on the Dunk/Lay-In. Drop the Make Range in the scenario described above DOWN to the Offensive Player's I-SHOT Range.

If the Offensive Player **STILL** makes the Dunk/Lay-In **GIVE HIS TEAM** a Physical Point. If the Offensive Player **MISSES** the Dunk/Lay-In **GIVE THE DEFENSIVE TEAM** a Physical Point.

FLAGRANT FOUL You must now check for a Flagrant Foul. Draw a New Card and refer to the Flagrant Foul Section of the Game Center Chart to determine if the Foul is Flagrant. In the Computer Game Center, click the FLAGRANT? Button to determine if the Foul is Flagrant.

INTENTIONAL FOUL The Transition Defender may Intentionally Foul the Offensive Player in hopes of not giving up an easy bucket and send the player to the line and "make him earn it." Follow all procedures outlined just above in the COMMIT FOUL Section, except that there is no Foul Check, the Foul is automatic.

TRANSITION JUMP-SHOT

In Transition, the player may pull-up for a Transition Jump-Shot.

There is no need to Draw New Cards or Click the Mouse to determine the FB-D Defender. Use the player listed in the FB-D Section of the PRC or Computer Game Center that is showing, when the #100 indicated a Transition Jump-Shot.

TRANSITION JUMP-SHOT RESULT Draw a New Card or Click the Play Result Button.

The Transition Defender will determine what takes place next. Use the #10 and check against the Transition Defender's STOP DRIVE Rating. If the #10 is equal to or less than the Transition Defender's STOP DRIVE Rating, he CONTESTS the Jump-Shot. If the #10 is higher than the Transition Defender's STOP DRIVE Rating, the Jump-Shot is UNCONTESTED.

CONTESTED

The Transition Defender makes it more difficult for the Jump-Shot to be made.

-Just like a Forced Jump-Shot, only the Offensive Player's J-SHOT Rating is used to determine if the Jump-Shot is made or missed.

-Momentum/Athletic AND Defender Blocks both apply as they do in a Forced Jump-Shot described earlier.

UNCONTESTED

The Transition Defender is unable to make the Jump-Shot more difficult.

-The Process is exactly the same as a Jump-Shot

EXCEPT that on the Team Defensive Card, you **IGNORE** the Team's J-SHOT Rating and **INSTEAD** use the Team's TRANS Rating which is significantly higher.

-Momentum/Athletic AND Defender Blocks both apply as they do in a normal Jump-Shot.

FOULS

Drawing and Committing Fouls works exactly the same as in the Jump-Shot Section described earlier in this manual **EXCEPT** that the Transition Defender is the Defender Checked for a Committed Foul.

TRANSITION 3-BALLS

If you are playing with a team in the 3Pt SHOT Strategy AND the Transition Offensive Player is going to take a Transition Jump-Shot:

Check the 3PT OFFENSE #20 on the Right PRC or the #20 on the Computer Game Center.

If the #20 is within the Team's 3PT SHOT ATTEMPTS Range, the Player will take a 3Pt Shot

-Follow the exact same procedure outlined in the 3Pt Shot Section outlined above, with the Transition Defender involved in the outcome of the 3Pt Shot.

BALL ROTATION

When the Result of the play indicates the Transition Player will Rotate the Ball, check the Offensive Option Indicated on the lower left hand side of the Left PRC OR the Offensive Option Indicated on the Computer Game Center Screen and **ROTATE** the ball to that player. If the Rotation indicates the ball will be given to the player who **HAS** the ball - he keeps it and continues to work within the flow of the Transition Offense.

The **EXACT SAME** process is completed again.

Draw a New Card or **Click the Mouse** to determine what that player will do in Transition and follow all procedures outlined in this section to determine what Transition Move will be made.

2 ROTATIONS

Only 2 Rotations may take place. If no move is made after the 2nd Transition, the Offensive Option Indicator will determine which player has the ball. That player will now attempt an Offensive Move.

There is no Defensive Stop determination here, the Offensive Player proceeds with a move.

TURNOVER

When the Result of the play indicates a Transition Turnover by the player in possession of the ball - the ball is turned over to the other team. Credit a turnover to the player involved and the other team takes the ball out under their own basket and a Pace-Check follows. The following possession will be **UN-TIMED**.

SECTION - 22 Fastbreak Possessions

Fastbreak Possessions are initiated:

- During a Pace-Check (Only available if a team is Pushing the Pace - described below)
- From an Outlet Pass after a Defensive Rebound
- From Defensive Plays like Steals and Blocked Shots
- From Auxiliary Plays

IMPORTANT

Fastbreak Possessions are un-timed. The subsequent possession **IS TIMED**, but the actual FASTBREAK POSSESSION does not count a Time-Sequence.

FIRST STEP**D-STOP**

Draw a New Card or **Click Play Result**.

STOP BREAK

If the #10 is within the Defensive Team's STOP BREAK Rating, they get back and slow down the Fast Break. The Offense will now run a Set-Offense AND a Time-Sequence is counted by circling a :15 on the Scoresheet or clicking the POSSESSION Button.

FOULS

Draw and Commit Foul Checks only occur if the Defense STOPS the Break; if they don't stop the Break, no Foul Check Occurs.

NO STOP

If the #10 is above the Defensive Team's STOP BREAK Rating, they don't get back and the Fastbreak proceeds.

NO D-AUX CHECKS OCCUR DURING A CHECK FOR A STOP BREAK

SECOND STEP

The **SECOND STEP ONLY OCCURS IF THE DEFENSIVE TEAM DOES NOT STOP THE BREAK.**

DETERMINE WHAT TYPE OF FAST BREAK THE TEAM HAS AND IF AN OUTLET PLAYER IS INVOLVED

CARDS AND CHARTS VERSION

Draw a New Card

In the FASTBREAK Section of the Right PRC, a 3 on 2, 2 on 1 or 1 on 0 Break will be indicated.

Draw a New Card

PLAYER

The Offensive Option Color showing at the bottom left of the Left PRC is the player who has received the ball in the Fast Break.

OUTLET

If the Outlet Section of the Right PRC shows a player - that player feeds the ball to the Offensive Option and will be given an Assist if that player finishes the break with a basket - if the player **INSTEAD** passes the ball

on the Fastbreak, the original OUTLET Player is no longer involved in an Assist.

COMPUTER GAME CENTER VERSION

You do not need to click a button. The information showing in the FASTBREAK and OUTLET Sections at the time you determined if the Defense made a BREAK STOP, **IS** the information needed for the Fast Break.

AUX If AUX is showing in the Fastbreak Section - you immediately check the Fastbreak Aux-Play

THIRD STEP

The player in possession of the ball will now make a Fastbreak Move. You refer to the BREAK Section of the Offensive Player Card (See the Red Box on LeBron James' Card). There are 2 numbers listed. These 2 numbers correspond to the following:

FASTBREAK DUNK	FASTBREAK LAY-IN
44	84
1st BLUE NUMBER	2nd BLUE NUMBER

*These two numbers are from the LeBron James card to the right. Each player will have a unique pair of numbers which reflect his style of play on a Fastbreak. When the numbers are higher, it indicates a "Fastbreak Finisher." When the numbers are lower, it indicates a "Fastbreak Distributor."

MAKE THE MOVE

Draw a New Card OR Click the Play Result

Button:

FASTBREAK DUNK

If the #100 is equal to or lower than the 1st Blue Number, the player looks to Finish the Break with a Dunk.

FASTBREAK LAY-IN

If the #100 is greater than the 1st Blue Number and equal to or lower than the 2nd Blue Number, the player looks to Finish the Break with a Lay-In.

ANYTHING OVER THE 2nd BLUE NUMBER OF THE PLAYER INDICATES THE PLAYER WILL EITHER: A) DISTRIBUTE THE BALL ON THE BREAK OR B) TURN THE BALL OVER

The Number involved in a Fastbreak Turnover **DEPENDS** upon which type of Fastbreak was indicated - these numbers are to the right.

FASTBREAK SET-UP

If the #100 is greater than the 2nd Blue Number BUT LESS than the Red Number associated with the type of Fastbreak that is taking place, player will Set-Up a teammate for a Dunk, Lay-In or 3Pt Shot.

FASTBREAK TURNOVER

If the #100 is equal to or greater than the Red Number, a Fastbreak Turnover takes place. The other team will take the ball out under their own basket and a Pace-Check will occur. This next possession **WILL BE TIMED**.

**If the Offensive Option Color is assigned to the player who is the OUTLET for a Break, he keeps the ball and play proceeds.*

MAKE THE MOVE

Draw a New Card OR Click the Play Result

Button:

FASTBREAK DUNK and LAY-INS

Fastbreak Dunks and Lay-Ins follow all of the exact same procedures as the Take it to the Hole Move in the Transition Section above. *Consult that Section and follow the Procedure Precisely.*

FASTBREAK SET-UP

Fastbreak Set-Ups follow the exact same procedure as Transition Set-Ups, but you reference the Fastbreak Set-Up Section of the Left PRC to determine what the descriptive pass is; if the player MAKES a descriptive pass, you reference the Game Center Chart Fastbreak Set-Up to determine what the result of the pass will be. The process is the same. *Consult the Transition Set-Up Section and follow the procedure substituting the Fastbreak Set-Up Sections accordingly.*

3Pt SHOT

Occasionally, players will do things contrary to their Coaches' wishes giving these Coaches grey hair or indigestion and may even wrinkle Chuck Daly's well-pressed suits. If the Fastbreak Set-Up is a 3Pt Shot, determine the shooter as normal. *Follow all procedures for a 3Pt DISH SHOT.*

*If you are using the Computer Game Center, click the Fastbreak Set-Up Button to reveal the information.

1 on 0 FASTBREAKS

1 on 0 Fastbreaks do not involve a Fastbreak Set-Up. The player will either Finish with a Dunk or Lay-In or Turn the ball over. No Fouls are checked. BUT if the shot result is 100 on a Lay-In, it is missed.

I-SHOT	J-SHOT	3-P	FT	O-REB	
28	24	36	77	+1	
+9	53	-	76	1.5	
LeBron James					
HT	6-8	WT	240	YRS	8
PPG	27.1	RPG	7.9	APG	6.2
FG%	53.1	3Pt%	36.2	FT%	77.1
MPG	37.5	STL	1.9	TO	3.4
A					
PASS	SHOOT	DRIVE	POST		
95	78	85	83		
A-O	3PT	DNK	DNK		
49	32	40	37		
DISH	DISH	DISH	DISH		
43	26	26	26		
AUX-PLAY				9	
DRAW FOUL				64	
TRANSITION				8	
DISH				3	
AUX-P				37	
O-REB				72	
IS+3				95	
TO				20	
T-D				96	
JS+3				66	
O-F				13	
T				92	
3PT				38	
OB				12	
DK				87	
DNK				18	
A-P				2	
IS(F)				79	
P & R				A	
A				6	
SMALL FORWARD - SG					

85	3 on 2
95	2 on 1
97	1 on 0

SECTION - 23 Pace Options

In COURTSIDE BASKETBALL, you have options for Pushing the Ball to increase the Pace of the Game or Slowing the Pace of the Game.

THE RUNNING GAME

If you want to Push the Pace of the Game, choose from one of the 3 Running Game options: Push Ball, Push Tempo or Push Break. Each of these Strategies **adds** a Fastbreak Range to a Pace-Check and **modifies** the TRANSTION Rating of the Offensive Team and the OUTLET Rating of the Defensive Rebounder. This creates an opportunity for a Running Game **IF** the Guards and Small Forwards can Push the Ball **OR** the Big Men can Run the Floor.

MODIFIERS

NUMBER BEFORE /

The Number Before the Slash gives a Fastbreak Range of 1-5 on a Pace-Check and **ADDS** 5 to the **Blue Fastbreak Outlet Number** of the Defensive Rebounder

NUMBER AFTER /

The Number After the Slash **ADDS** +5 to the TRANSTION RATING of the Offensive Team on Pace-Checks and **ADDS** +5 to the **Green Transition Outlet Number** of the Defensive Rebounder

PUSH BALL

[5/+5] D AUX -2

D AUX -

The D AUX -2 Number **SUBTRACTS** -2 from the D-AUX Number on the Team Defensive Card, leading to more Turnovers, etc. for teams Pushing the Pace **OR** it **SUBTRACTS** -2 from the Fastbreak Turnover Numbers, leading to more Turnovers on Fastbreaks for teams Pushing the Pace.

You can see this is a Risk/Reward proposition which is exactly the case in real basketball. When trailing in a game or if you get the sense you can put a team away by Pushing the Pace, the increased Tempo **MAY** lead to easy Baskets **BUT** can also lead to more turnovers.

Boston	
HOME	
Boston Garden	
COACH	K.C. Jones
OVERALL RECORD	67-15 PPG 114.1
HOME RECORD	40-1 OPG 104.7
OFFENSE	
TRANSITION	
26	

PUSH BALL	
[5/+5] D AUX -2	

A-P	STL	4	F-S	16	OB	19	0.9
O-F	6	P-L	18	A-P	20		
		STOP DRIVE		POST			
		3	5	2	5		
		AUX-PLAY		88			
		P-LANE INT-BLK P&R - DDOUBLE					
		4	5	-	10	CENTER	
Robert Parish							
G	81	GS	80	38	10		
FATIGUE MINUTES							
		BLOCK		5			
		I-SHOT		J-SHOT		3-P	
		35	39	+	1	# D-REB	
						3.0 76	
						OUTLET	
						9 27	

PACE-CHECK

To make a Running Game Check on a Pace-Check you:

- Give Boston a Fastbreak Range of 1-5
- Add +5 to Boston's TRANSTION Number of 26 for a Transition Range of 31.
- Subtract -2 from the Defensive Team's D-AUX Number (not shown).

AFTER STEALS, BLOCKED SHOTS OR AUX PLAYS

Anytime the result of a Steal, Blocked Shot or Aux Play is POSSESSION of the ball, when using the Running Game Strategies, you make a PACE-CHECK the same way it is described just above to try and Push the Pace after those types of plays.

OUTLET

To make a Running Game check on an Outlet Check you:

- Add +5 to Parish's **Blue Outlet Break Number** of 9, increasing the **Fastbreak Outlet Range** to 14.
- Add +5 to Parish's **Green Transition Outlet Number** of 27, increasing the **Transition Outlet Range** to 32.
- Subtract -2 from the Defensive Team's D-AUX Number (not shown).

PUSH TEMPO

[10/+10] D AUX -4

PUSH BREAK

[20/+20] D AUX -6

The **PUSH TEMPO** and **PUSH BREAK** Strategies **INCREASE** each of the Fastbreak and Transition Ranges even more, but also **SUBTRACT** even more from the Defensive AUX Number

MODIFIED RANGES

To determine if a team will be able to get out in the RUNNING GAME, you must check the following:

Where does a #100 fit into the Modified Range?

PACE-CHECK

Using Boston's Team Card and the Push Ball Pace Option, we see the following range:

PUSH BALL

[5/+5] D AUX -2

PUSH BALL FASTBREAK?

5

ORIGINAL TRANSITION

26

PUSH BALL TRANSITION?

31

PUSH BALL FASTBREAK?

When checking the #100, if the #100 is within the PUSH BALL FASTBREAK? Range, you move to determining if the players involved can get out in the Running Game - FASTBREAK.

ORIGINAL TRANSITION

When checking the #100, if the #100 is greater than the PUSH BALL FASTBREAK? Range, but equal to or less than the ORIGINAL TRANSITION Number, the team is out in Transition as described in the Transition Offense Section above. *Everything described there is followed precisely EXCEPT that the D-AUX Number is Modified.*

PUSH BALL TRANSITION?

When checking the #100, if the #100 is greater than the ORIGINAL TRANSITION Number BUT less than or equal to the PUSH BALL TRANSITION NUMBER, you move to determining if the players involved can get out in the Running Game - TRANSITION.

*AGAIN, Green Indicates the Increased Opportunities due to Pushing the Ball.

FAILED PUSH FASTBREAK?

IF the players fail to get out in the Running Game during a PUSH BALL FASTBREAK? Check, **BUT** the original #100 that indicated a PUSH BALL FASTBREAK? **IS** still within the team's ORIGINAL TRANSITION Number, they still get a Transition Offense Possession **UNLESS** the ball is turned over. **IF** the original #100 was greater than the team's ORIGINAL TRANSITION Number, they **WILL** run the Set-Offense instead.

*Teams from eras of very slow play may have TRANSITION Numbers as low as 1, 2 or 3. When this is the case, the Failed Running Game check will most likely lead to Set-Offense.

FAILED PUSH TRANSITION?

IF the players fail to get out in the Running Game during a PUSH BALL TRANSITION? Check, they **WILL** run a Set-Offense **UNLESS** the ball is turned over.

OUTLET

Using Parrish's Defensive Card and the Push Ball Pace Option, we see the following Range:

PUSH BALL

Green Backgrounds Indicate an increased chance - grey indicates the original number

[5/+5] D AUX -2

ORIGINAL BLUE #

9

PUSH BALL FASTBREAK?

14

ORIGINAL GREEN #

27

PUSH BALL TRANSITION?

32

*The exact same procedure is followed **EXCEPT**:

If the #100 is within the **Original Blue Fastbreak Outlet Number**, the team gets a Fastbreak Possession, following the procedures outlined for a Fastbreak above **EXCEPT** you -2 from the Fastbreak Turnovers.

Once the #100 is above the **Original Blue Fastbreak Outlet Number**, the **EXACT SAME** process as outlined just above takes place.

RUNNING GAME CHECKS

Draw a New Card and refer to the RUNNING GAME Section of the Game Center

Chart. The #100 from the Right PRC corresponds to the right hand column which is divided into two sections: PUSH BALL and RUN FLOOR. The #20 from the Left PRC is then used depending upon if the #100 is in the PUSH BALL or RUN FLOOR Section.

PUSH BALL

If the #100 is within the PUSH BALL Section, a PG, SG or SF will be referenced.

The #20 will determine what the PG, SG or SF must do to pass the PUSH BALL check.

TR/100

If the C100 number is within the Player's Set-Up Transition Rating,

which includes the AUX-PLAY **Red Number** and the Transition Set-Up **Green Number**, the player passes the check. If the C100 is within the Player's AUX-

PLAY Red Number, an OFFENSIVE AUX-PLAY occurs.

AST/10

If the #10 on the Left PRC is equal to or less than the Player's Assist Rating, he

passes the check.

CHK D

If the #10 on the Left PRC is equal to or less than the Defensive Team's STOP TRANSITION Number, they prevent the Offensive Team from getting out in the Running Game.

The check fails.

OPEN

Indicates OPEN FLOOR - no further check is required - the check is passed.

RUN FLOOR

If the #100 is within the RUN FLOOR Section, two players will combine together to determine if the team passes a RUNNING GAME Check. The #100 will reference a SF, PF or C with a letter grade of A, B, C or D in brackets. This checks a Big Man's ability to get out and Run the Floor. The Letter Grade in the BREAK Section of the Offensive Player Card is used. The RUN FLOOR Check will show which letter grade the positional player must have to pass the check. If the player has that grade or better he gets out in the Running Game.

TRANSITION

6 61 62 97

RUNNING GAME			
PUSH BALL			
5	TR/100	30	PG
10	AST/10	40	SG
15	CHK D	50	SF
20	OPEN		
RUN FLOOR			
5	PG4	52	SF[A]
8	PG 6	56	SF[B]
10	PG 8	62	SF[C]
12	SG 3	70	SF[D]
13	SG 4	72	PF[A]
20	-	76	PF[B]
		82	PF[C]
		90	PF[D]
		91	C[A]
		93	C[B]
		96	C[C]
		100	C[D]

BREAK
A
48 92

The Left #20 is used to determine if a PG or SG has the ability to push the ball and "FIND" the Big Man Running the Floor. The Left #20 will show a PG or SG with a number. If the PG or SG has an Assist Rating equal to or better than the Number showing - he Pushes the Ball to the Big Man who is out in the Running Game.

If either of those player's fail the check, the Running Game Check is failed.

PASSED PUSH BALL CHECK If the PUSH BALL Check is passed, the team is out on a Fastbreak or Transition depending upon which increased option led to the RUNNING GAME Check. If it is a Fastbreak, you follow all the procedures for a Fastbreak outlined above EXCEPT that the player who Pushed the Ball **IS** the Outlet **AND** remember to subtract the number required for Fastbreak Turnovers. If it is a Transition, you follow all the procedures for a Transition outlined above EXCEPT that the player who Pushed the Ball **IS** in possession of the ball in Transition. Remember to subtract the number required from the Defensive Team's D-AUX Number.

FAILED PUSH BALL CHECK If the PUSH BALL Check is failed, the team will either be in Transition or run a Set-Offense as described above **UNLESS** the ball is turned over.

PASSED RUN FLOOR CHECK If the RUN FLOOR check is passed, the team is out on a Fastbreak or Transition depending upon which increased option led to the RUNNING GAME Check. If it is a Fastbreak, you follow all the procedures for a Fastbreak outlined above **EXCEPT** that the player who RAN THE FLOOR **WILL** make a Fastbreak move with the player who PUSHED THE BALL as the Outlet. If it is a Transition, you follow all the procedures for a Transition outlined above **EXCEPT** that the player who RAN THE FLOOR **IS** in possession of the ball in Transition and the player who PUSHED THE BALL is the Outlet. Remember to subtract the number required from the Defensive Team's D-AUX Number.

FAILED RUN FLOOR CHECK If the RUN FLOOR Check is failed, the team will either be in Transition or run a Set-Offense as described above **UNLESS** the ball is turned over.

COMPUTER GAME CENTER If you are using the Computer Game Center, click the RUNNING GAME Button. All of the information described above will be shown automatically. Proceed from there.

DEFENSIVE REBOUNDING PENALTY Teams attempting to Push the Pace of the Game place emphasis on players getting out early for increased Transition and Break options and focus less on Defensive Rebounding.

When you are using the PUSH BALL or PUSH TEMPO Strategies you must also lay down the D-REB ADJUSTMENT

PUSH BALL
[5/+5] D AUX -2

PUSH TEMPO
[10/+10] D AUX -4

D-REB ADJ
-5

Rating of -5 next to the Defensive Players of the team looking to Push the Ball or Push the Tempo.

When you are using the PUSH BALL or PUSH TEMPO Strategies you must also lay down the D-REB ADJUSTMENT

PUSH BREAK
[20/+20] D AUX -6

D-REB ADJ
-10

Rating of -10 next to the Defensive Players of the team looking to Push the Break.

Each Defensive Rebounder will receive either a -5 or -10 penalty to his Defensive Rebound Rating.

SLOW PLAY You can also choose to slow down the Pace of Play with Slow Play. Each team can run up to 20 Slow Play Possessions. Each Offensive Team Card has a Slow Play Possessions Number or lack of Number. This tells you how many Slow Play Possessions a team would average by Quarter. If the Rating is -2, that team will average 2 Slow Play Possessions per Quarter. When you run a Slow Play Possession, you CIRCLE TWO :15 Time Segments or click the Pace- Button next to the Team Section on the Computer Game Center. This will subtract two Time Sequences in the Computer Game Center. Slow Play, for teams in the 1980s and earlier, when Pace was higher - should only be employed as a Strategy when ahead in the 4th Period, if ever. When you choose Slow Play - a Set Offense is Run.

SECTION - 24 Defensive Options

In COURTSIDE BASKETBALL, you have several Defensive Options at your disposal. You can sacrifice Offensive Rebounders Crashing the Boards and have them Get Back to defend better against good Transition or Fastbreak Teams. You can Double-Team effective Offensive Players. You can call for the Full-Court Press or Half-Court Trap to try and force more turnovers on the opponent. You can even have your PG pick the other team's PG up and pressure the ball while he brings it up the floor. As always, there is a Risk-Reward Factor for each of these options.

GET BACK

As a Default, you will have an Offensive Rebounding Strategy of Crash the Boards. Place that tile next to the Offensive Players. This will involve each Offensive Player attempting to pick up easy buckets with Offensive Rebounds.

However, if you are playing against a highly effective Transition and Break team AND you have a low STOP TRANSITION Team Rating OR the other team is looking to get out in a Running Game, you can have 1 or 2 players "Get Back", sacrificing Offensive Rebounding to increase the likelihood of a STOP on a Break or Transition.

GET BACK +1 This Strategy has one player drop back early when a shot is put up to provide more effective defense against the Transition and Fastbreaks.

Replace the CRASH BOARDS Tile with the GET BACK +1 Tile and the D-RED AJD +5 Tile.

GET BACK +1

D-REB ADJ
+5

+1 will be added to the Team's STOP TRANSITION and STOP BREAK RATINGS.
+5 will be added to the Defensive Rebound Rating for each Defensive Rebound as an Offensive Rebounding Penalty for sacrificing Offensive Rebounding to "Get Back."

GET BACK +2 This Strategy has two players drop back early when a shot is put up to provide more effective defense against the Transition and Fastbreaks.

Replace the CRASH BOARDS Tile with the GET BACK +2 Tile and the D-RED AJD +10 Tile.

GET BACK +2

D-REB ADJ
+10

+2 will be added to the Team's STOP TRANSITION and STOP BREAK RATINGS.
+10 will be added to the Defensive Rebound Rating for each Defensive Rebound as an Offensive Rebounding Penalty for sacrificing Offensive Rebounding to "Get Back."

*The players dropping back are NOT SPECIFIED it is simply a team philosophy.

GETTING BACK vs RUNNING GAME When a team has a Running Game Strategy to Push the Ball, that team has a Defensive Rebound Penalty of -5 or -10. Team's with a Get Back Strategy to defend against Transition and Breaks have an Offensive Rebounding Penalty of +5 or +10.

GET BACK +1 cancels out PUSH THE BALL and PUSH THE TEMPO
GET BACK +2 cancels our PUSH THE BREAK

*Any other combination may leave a team with a +5 or -5 Adjustment to Rebounding.

DOUBLE TEAM

As a strategy you can choose to double-team a specific player whenever he has the ball OR you can use double-teaming as a strategy and double-team any player who has the ball (this is more like the rotating/trapping defense teams used at times in the 70s, 80s and 90s - where the defense tried to rotate and double/trap any player with the ball).

Whenever a double-team is in effect and the Offensive Player Attempts to make a move:

Refer to the DOUBLE TEAM Section of the Left PRC or Computer Game Center **INSTEAD** of the Offensive Player's Individual Defender.

One of the following will be listed:

POSITION/	Either a position will be listed, indicating which player will double-team, or IND-DEF will be
IND DEF/	listed, indicating the Individual Defender of the Offensive Player is Referenced. If the
	doubling player listed is the Individual Player, you use him.
/10	Out of /10 indicates you will use the player referenced and his DOUBLE Defensive Rating our of 10
/20	Out of /20 indicates you will use the player referenced and his DOUBLE Defensive Rating our of 20
OFF PLAYER AUX	OFF PLAYER AUX indicates you will check the Offensive Player's AUX for the Result.

For example, you are Double-Teaming Kiki Vandeweghe.

The DOUBLE TEAM Section Reads SG/10. **Draw a New Card** or **Click the mouse.**

DEFENSIVE STOP If the #10 is equal to or less than Ainge's DOUBLE Rating of 6, he makes the Defensive Stop - a Forced Shot will occur. If the DOUBLE TEAM Section would have shown an out of /20 Reading, you would use the #20 and determine if it is equal to or less than Ainge's DOUBLE Rating.

PASSING OUT Each Offensive Player has an ability to Pass Out of a Double Team (see the **Red Box** on Vandeweghe's Card)

When Drawing a New Card or Clicking the mouse to get the result of the play, if the #100 is within the Player's PASSING OUT Rating, he passes the ball out of the Double-Team.

BALL ROTATION/OPEN MAN When the Offensive Player Passes Out of the Double Team, you must determine if he either Rotates the Ball for a Rotation Shot or finds the Open Man (the Offensive Player, the Double-Teaming Defender

Danny Ainge
 FOUL 3 P/S 3 STOP DRIVE 3 POST 1
 AUX-PLAY 89
 P-LANE INT-BLK P&R - DDOUBLE 6 1 6 6
 BLOCK -
 I-SHOT 41 J-SHOT 39 3-P -3
 SHOOTING GUARD - PG - 63
 F# D-REB 3.1 63
 OUTLET 7 25

Kiki Vandeweghe
 I-SHOT 28 J-SHOT 24 3-P 13 FT 87 O-REB +2
 +4 43 - 85 2.1
 HT 6-8 WT 220 YRS 5
 PPG 24.8 RPG 2.7 APG 2.4
 FG% 54.0 3Pt% 12.5 FT% 86.9
 MPG 35.3 STL 0.7 TO 2.2
 PASS SHOOT DRIVE POST
 PASS 94 SHT 77 IS 90 POST 84
 A-O - 14 18 15
 DISH 18 DISH 13 DISH 13 DISH 13
 AUX-PLAY 8 O-REB 37
 DRAW FOUL 8 5 15 29 53
 DISH AUX-P O-REB BREAK
 IS+1 100 TO 20 T-D 100 B
 JS+1 54 O-F 15 T 98 16 72
 3PT 16 OB 13 DK 96 P & R
 DNK 12 A-P 2 IS(F) 88 D 2

left). The Assist Rating of the player is used and INSERTED into the PASSING OUT Rating. This INSERTED Number gives a Range within a Range. For example, Vandeweghe has an Assist Rating of 2 and a Passing Out Rating of 37. Each time the singles digit is between 1 and 2, **AND** the #100 is WITHIN his Passing Out Range, he will find the Open Man for a Dunk or Lay-In. In other words if the #100 is 1, 2, 11, 12, 21, 22, 31 or 32 Vandeweghe finds the Open Man. Players with a high Assist Rating like Magic Johnson or John Stockton will have a much higher chance of finding the Open Man. Be Careful when attempting to Double-Team that type of player!

BALL ROTATION

If the Result is a Ball Rotation, follow all procedures for that type of shot.

OPEN MAN

If the Result is an Open Man, follow all procedures for a Dunk or Lay-In for the Offensive Player the Double-Teaming Defender is assigned to. If the original DOULBE TEAM section referenced the Individual Defender, use the Offensive Option Color to determine who the Open Man will be. IF the Offensive Option Color **IS** the Offensive Player with the ball, follow the procedure for moving up or down the Offensive Color Hierarchy to find the Open Man.

NO DEFENSIVE STOP - NO PASSING OUT

If no Defensive Stop is made and the Offensive Player does not Pass Out of the Double-Team, the play proceeds as normal, following all previously given instructions.

HALF-COURT TRAP

As a Strategy you can set up a Half-Court Trap. Follow the procedures outlined in the Auxiliary Booklet for a Half-Court Trap.

TIMING

If the Trap Fails, the Offensive Team will run a Set-Offense with no Defensive Stop check on the Team Card. A Timing Sequence is marked or POSSESSION is clicked.

If a turnover occurs or a foul occurs, no Timing Sequence is marked and POSSESSION is not clicked.

FULL COURT PRESS

As a Strategy you can set up a Full Court Press. Follow the procedure outlined in the Auxiliary Booklet for a Full Court Press

TIMING

If the Press Fails, the Offensive Team will run a Set-Offense with no Defensive Stop check on the Team Card. A Timing Sequence is marked or POSSESSION is clicked.

If a turnover occurs or a foul occurs, no Timing Sequence is marked and POSSESSION is not clicked.

PICK UP FULL COURT

As a Strategy you can have your PG pick up the other PG bringing the ball up - Full Court.

THIS CAN ONLY OCCUR DURING A PACE-CHECK as the Team must be inbounding the ball under its own basket in order for the Defensive PG to pick up - Full Court.

PACE-CHECK

During the Pace-Check if the #100 is:

EVEN - use the Defensive Team's Ratings for STOP TRANSITION and STOP SET-OFFENSE.

ODD - use the PG's STOP DRIVE Rating in place of the Team Ratings to determine if a STOP is made against TRANSITION or a SET-OFFENSE.

D-AUX

During the Pace-Check if the #100 is:

EVEN - use the Defensive Team's D-AUX Number.

ODD - use the Defender's D-AUX Number.

FOULS

During the Pace-Check:

Use the Defender's Commit Foul Range when the COMMIT FOUL Symbol is involved.

*As you can see, this Strategy is effective for teams who have Poor Defensive Stop Ratings BUT have a PG with an effective STOP DRIVE Rating and a low D-AUX Rating. Be careful because:

All foul checks will be against the Defender.

Each 2 times you use this Strategy for the specific player SUBTRACT 1 minute from his Fatigue Ratings.

SECTION - 25 Physical Play and Physical Responses

Throughout this Instruction Manual, reference has been made to Physical Play. Physical Play occurs:

When a Defender makes a Stop and the #10 is **Orange**.

A Rebound Battle is Physical - colored **Orange**.

The Pick&Roll indicated **Physical Play**.

An Auxiliary Play involves **Physical Play**.

The team making the play in each of the situations is awarded a Physical Point that counts toward the overall Physicality of the Game and Momentum.

AWARDING A PHYSICAL PLAY POINT

For the Cards and Charts version, you keep track of Physical Points on the Physical Play and Momentum Tracker. Each time a team wins a Physical Point, you move the Physical Play Tracker by 1 and move the Momentum Meter in favor of the team by 1. As the game progresses and Physical Points accumulate, you will notice that the game Physicality changes from: Normal to Bumpy, Bumpy to Physical and Physical to Very Physical. This allows you to have an understanding of what is taking place in the game. If you are playing the Computer Game Center version, you click the Physical Play Point Button for the team receiving the Physical Point. V-P is assigned to the Visiting Team and H-P is assigned to the Home Team. In the section just beneath the Scoreboard, the different levels of Physical Play will show starting with BUMPY. Normal is not shown, but indicated with a dash mark.

V-P	PLAY RESULT	ILLEGAL DEF	20	20	
H-P	POSSESSION		1	2	3
MINUTE					
			BUMPY		

PHYSICAL PLAY RESPONSES

In COURTSIDE BASKETBALL, when the players respond to Physical Play, the fun begins. This captures the true Physical Nature of basketball and really captures the Physical Feel of a game and is representative of the Celtics and Lakers matchups in the 1980s, and the Bad Boy Pistons and Bulls games from the late 1980s into the early 1990s.

Each time a Physical Play Occurs, you will also check for a Physical Response.

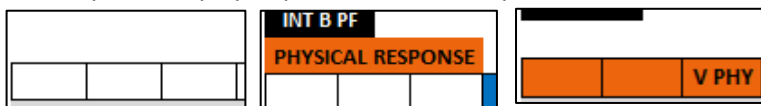
Pick&Roll and Auxiliary Plays will automatically show when a Physical Response takes place.

Defensive Plays and Rebounds that involve Physical Play require a Physical Response check.

DEFENSIVE PLAYS

When a Physical Play occurs on a Defensive Play - where either the Defensive Player or Offensive Player wins a Physical Play Point - you check the Right PRC. The Right PRC has a section dedicated to Physical Responses. This Section has a 3-part Meter that matches the current Physical Level of the game. When the game is in Normal Physical Mode - a Physical Response will only occur when PHYSICAL RESPONSE is showing above the meter. When the Meter has the first section filled, Physical Response will happen when the game is Bumpy and the Bumpy level is filled **AND** on up to Very Physical. The more Physical the game, the greater chance for a Physical Response. **IF** the Meter is empty, there is no chance for a Physical Response. All Physical Responses equal to or less than the Meter THAT match the current game level are used. For example, if a game is in the Physical Level and Bumpy is showing as a Response to Physical Play - you proceed to the response.

The Cut-Outs of the Right PRC to the right show the different levels from empty to Normal and on up to Very Physical (Bumpy and Physical are not showing).



When using the Computer Game Center, Physical Responses occur when: PHYSICAL RESPONSE colored in ORANGE matches and ORANGE #10 Number and the play was indeed Physical.

PHYSICAL RESPONSE	11
	3
	8
INSIDE	

REBOUNDS

When a Rebound is Physical, you check the lower part of the Right PRC when you Draw the Cards to determine what the Rebound Battle will be. If the Game Center Chart indicates that the Rebound Battle will be Physical and the lower part of the Right PRC has a R100 Number in an **Orange Box** - numbers 1-25 a Physical Response will happen depending upon the current Physical Level of the game.

NORMAL	1-5	PHYSICAL	11-15
BUMPY	6-10	VERY PHYSICAL	16-25

H	+5	PHY	V
KEY		H	
DOUBLE C/20			

When using the Computer Game Center, if the Rebound is Physical (colored in **Orange**) and the section just above it shows PHY (colored in **Orange**) a Physical Response occurs during the Rebound Battle.

THE ACTUAL RESPONSE

Draw a New Card and refer to the REFEREE REACTIONS TO PHYSICAL PLAY Section of the Game Center Chart. Reference the Section according to the play type: either during a Normal Play or during a Rebound.

Use the L100 on the Left PRC to determine the Physical Play.

Use the R100 on the Right PRC to determine what the response is between the players.

This will let you know what is going on between the players.

Draw a New Card and use the #100 to determine what the response of the Referee will be. Use the column associated with the current Physical Play Level of the game. Determine how the Referee Responds and assign any Fouls, Technical Fouls or Ejections.

Draw a New Card

Use the L100 to determine what the Effect on the Game will be:

If Cooler Heads Prevail - Re-Set the Physical Play Tracker back to 0

If a Fight Occurs use the EXTRA PLAYERS INVOLVED Section and PLAYERS IN A FIGHT ARE EJECTED

Use the R100 to determine if a QUICK BUMP or ESCALATION in Physical Play will occur and adjust the Physical Play Tracker accordingly.

When Pick&Rolls or Auxiliary Plays indicate a Physical Response, you move right to the Physical Response Chart.

If you are using the Computer Game Center:

Click the Button for During Play or During Rebound. Everything you need to resolve the Physical Response automatically shows at that point.

PHYSICAL/REFEREE INTERACTIONS				
BUMPY				
DURING REBOUND	PHYSICAL PLAY			
DURING PLAY	REACTION			
EXTRA PLAYERS INVOLVED				
PHYSICAL PLAY BUMP 5	QUICK BUMP IN PHYSICAL PLAY BUMP 5			RESET PHYSICAL PLAY

*Remember that Physical Fouls on Transition Dunks and Lay-Ins can also lead to a Physical Response.

When a Flagrant Foul occurs with the game in Physical or Very Physical Game Level, you do not need to check for a possible Physical Response - it is automatic. Move immediately to a Physical Response and determine what the Referee's Reaction will be.

SECTION - 26 Referee Interactions

Another exciting part of COURTSIDE BASKETBALL is the interaction between the Players/Coaches and the Referees. As mentioned before, there are specific instances in COURTSIDE BASKETBALL where a play could go either way. These plays are:

A Defensive Player Commits a Foul AND an Offensive Player makes a turnover.

A Defensive Player Makes a Defensive Stop BUT the ball is knocked out of bounds.

A Defensive Player Commits a Foul AND an Offensive Player Commits a Charge (classic block/charge scenario).

Any time two results are possible

DEFENSIVE STOPS ARE NOT INCLUDED UNLESS THE BALL IS KNOCKED OUT OF BOUNDS

DETERMINE WHICH WAY THE CALL GOES

The Left PRC and the Computer Game Center BOTH have VISITOR/HOME Sections where one or the other will be shown.

If **Visitor** is showing - the call goes in favor of the Visitors.

If **Home** is showing - the call goes in favor of the Home team.

Out of 100, 55 are Home and 45 are Visitor. This gives the Home team an edge in calls - just like real life.

PASS OB		
3pt	VISITOR	
YES		

Left PRC

OFFENSIVE	18		
	10		
OUTSIDE		HOME	

Computer Game Center

The team the call went against will now have a Referee Interaction - covered below.

TEAM MOOD WITH REFEREES

Each time a team has a Referee Interaction, you Bump the team up 1 number. On the Scoresheet, this is on the far right of the page. Each time a Referee Interaction takes place, circle the next number. On the Computer Game Center, the section just below the Scoreboard and beneath the Physical Play Tracker, the Visiting Team on the left and the Home Team on the Right have their Team Mood with Referees Monitor. As a team accumulates points, the Mood will change from Normal to Upset, Upset to Angry and Angry to Irrate. The more upset the team becomes the more likelihood further Referee Interactions will take place. This process follows the exact same system as Physical Play.



The Right PRC contains a Referee Mood Meter. This is used for the following types of plays. Whenever a Player is called for a Foul, turns the ball over,

REFEREE		

R MOOD	
1	
2	
3	
4	
5	
6	UPSET
7	
8	
9	
10	ANGRY
11	
12	IRATE
13	
AND UP	

commits a Charging Foul or has the ball stolen from him AND the Referee Interaction Symbol - equal to or less than the current Mood of the team - initiates a Referee Interaction. For Example, if the Team Mood is IRATE and the Meter Level shows UPSET, a Referee Interaction takes place. In Normal Mood, a Referee Interaction happens only when REFEREE is appearing above the Mood Meter. When the Mood Meter shows IRATE, an interaction only takes place if the team is in an IRATE Mood with the Refs.

When playing with the Computer Game Center this happens automatically. The Play Result Section will show a REF Symbol when a Referee Interaction is possible. If a play that can lead to a Referee Interaction takes place AND the REF Symbol is showing, the Interaction happens. If the Symbol is Not Showing, the Interaction does not take place. Team Mood Points are only assessed when this type of play IS possible and the REF Symbol is showing. That is the same if you are using the Cards and Charts - the Team Mood Points and Interactions only happen if the Right PRC leads to one.

OFFENSIVE PLAYER	17		
	11		REF
	2	DRAW FOUL	
	BEST	VISITOR	
	FOUL ON PG 5	STOLEN BY 3rd	

DETERMINE THE RESULT OF THE REFEREE INTERACTION

If you are using the Cards and Charts version of COURTSIDE BASKETBALL: Reference the REFEREE INTERACTIONS Section of the Game Center Charts.

Draw a New Card.

The L100 will indicated whether the Referee Interaction is between the Referee and the Player Involved, Head Coach, Assistant Coach or Other Player.

The R100 will indicate if the Head Coach Attempts to Work the Referees

Draw a New Card.

The #100 is used to determine the result of the Referee Interaction according to the current Team Mood with the Referees.

Assign any Technical Fouls or Ejections as they occur.

If the Result is a Referee Issuing a Stern Warning, you circle another Team Mood Number and repeat the process of a Referee Interaction Check. This is a lengthy interaction between the Player or Coach and the Referee.

The #10 is used to determine if the Head Coach is able to Work the Referees.

The Team Card will indicate how many Home or Away wins the team has. Take the first digit of that total. For example: 7 wins would have a first digit of 0 - 07. Anything in the teens would have a first digit of 1, etc.

ADD that number to:

AWAY TEAM
3

HOME TEAM
5

The number will reveal a range; 1 to a #. If the #10 is equal to or less than that range, the Head Coach has worked the Referees.

For example, in 1985-86, the Celtics won 40 games at home. If K.C. Jones has a chance to work the Referees, you take the first digit of 4 and add it to 5, since the Celtics are home. Jones has a Working the Referees Range of 1-9. The #10 is checked against that to determine if he Works the Refs.

When a Head Coach Works the Referees, place the WORKING THE REFEREES Tile next to his team. The NEXT TIME a call comes up that can go either way HIS team will get the call. The WORKING THE REFEREES Tile is now removed and the opposing team AUTOMATICALLY gets a Referee Interaction.

If the HEAD COACH is ejected during the game - the Assistant Coach only has a range of 1 to try and Work the Referees, regardless of whether the team is Away or Home.

When you are using the Computer Game Center:

Scroll down to the REFEREE INTERACTIONS Section and everything needed to resolve the play is visible once you click the Away or Home Team Button for adding a Team Mood Point, beneath the Scoreboard.

REFEREE INTERACTIONS		
BUMP +1	VISITOR INTERACTION WITH REFEREES	
PLAYER	MOOD WITH REFEREES	Upset With Officials
REFEREE CHOOSES NOT TO INTERACT		

IMPORTANT

Once the Head Coach is ejected, interactions with him are directed to the Bench, in general, and do not lead to further Technical Fouls or Ejections. Team Mood Points are STILL accumulated BUT any results directed to the Head Coach are ignored. The Assistant Coach tries to work the Refs as outlined above.

SECTION - 27 Momentum

Throughout this Instructions Manual, reference has been made to Momentum. Momentum is very important in Basketball. In COURTSIDE BASKETBALL, teams that gain and play with Momentum will have a slight increase in made baskets and a very small chance of taking baskets away from the opponent. For the Cards and Charts version of COURTSIDE BASKETBALL, the Physical Play and Momentum Tracker will help keep you on top of who has Momentum. If you are using the Computer Game Center, this is done automatically.

ASSIGNING MOMENTUM POINTS Physical Play Points and Scoring Lead to an accumulation of Momentum. Add Momentum Points to a team according to:

PHYSICAL PLAY	1 POINT
FREE THROW	1 POINT
MADE 2pt SHOT	2 POINTS
MADE 3pt SHOT	3 POINTS

As you can see, just like in real basketball, when a team goes on a "Run" they will start to gain Momentum or take Momentum away from the Opponent. As a coach, if this is happening to your team you may want to consider a Time-Out, a Defensive Strategy or changing the Pace of the Game to counter a "Run."

TIME OUTS Just like in real basketball, Time Outs in COURTSIDE BASKETBALL can be very valuable. When the other team has Momentum - beginning from a Momentum Rating of 91 and higher, you may call a time out to try and slow down the Momentum of that team.

Time Outs SUBTRACT 5 Momentum Points from a team playing with Momentum.

For example, a Team has 8 Momentum Points - this puts them in a Momentum 93. This means that on each Shot Attempted, 91-93 will be added as a Momentum Make Range, etc. If you call a Time Out to cut into that Team's Momentum, you would Subtract 5 Momentum Points down to a 3 Momentum Points, putting the team in a Momentum 91; this will cool down their shooting - a little. **IMPORTANT** - you can't call a Time Out to add Momentum for your team - you can only drop it down to 0; meaning neither team has Momentum.

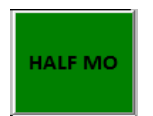
IMPORTANT - Be careful with your Time Outs; you may need them later in the game in order to stop a Momentum Run, Ice a Free Throw Shooter, Move the ball to Half-Court for a final possession or prevent a 10 Second Turnover on a Full Court Press.

HALF-TIME At Half-Time, Momentum Re-Sets back to 0.

GAUGING MOMENTUM Think of Momentum as a gauge or thermometer. Starting from 91 and moving up to 100, the more Momentum a team accumulates the more good things happen. As you learn to play games in COURTSIDE BASKETBALL, managing Momentum is a challenging and fun aspect of the game.

TRACKING MOMENTUM If you are playing the Cards and Charts version of COURTSIDE BASKETBALL, you move the pawn or disc to assign or take away Momentum Points - or Re-Set them to 0. If you are playing the Computer Game Center version, look at the image below.

		AWAY																	HOME				
		VISITOR TURNOVERS																	HOME TURNOVERS				
		O-REB																	O-REB				
		D-REB																	D-REB				
		T.O.																	T.O.				
		20 T.O.																	20 T.O.				
		VISITOR - ILLEGAL DEFENSE																	HOME - ILLEGAL DEFENSE				
		CRASH BOARDS																	CRASH BOARDS				
		PACE -																	PACE -				
		-MO																	-MO				
F	PG	Lee Mayberry	0	15	3	6	1	2	0	0	1	1	2	1	0	3	9	23	PG				
F	SG	Blue Edwards	4	15	3	7	0	4	2	3	0	2	1	0	0	2	8	23	SG				
F	C	Rich Manning	2	6	0	1	1	1	0	0	0	0	0	0	0	0	3	6	C				
F	PF	Pete Chilcutt	3	12	3	4	0	1	0	0	1	3	1	0	1	0	6	20	PF				
F	SF	Lawrence Moten	2	6	0	2	0	1	0	0	0	0	1	0	0	0	0	6	SF				
TOTALS		10	29	68	3	18	8	9	13	29	14	5	5	17	48								
PF	99	MOMENTUM 3	PF	FAT	FGM	FGA	3PM	3PA	FTM	FTA	O-R	REB	AST	STL	BLK	TO	PTS	MIN					
F	PG	Howard Eisley	0	15	2	3	0	1	0	2	1	1	12	0	0	3	4	23	PG				
F	SG	Brooks Thompson	0	6	0	0	0	1	0	2	0	1	0	0	0	0	6	6	SG				
F	C	Greg Foster	3	6	3	4	0	0	2	4	0	2	0	0	0	0	8	11	C				
F	PF	Adam Keefe	2	15	1	2	0	0	0	0	1	6	0	1	0	0	2	23	PF				
F	SF	Shandon Anderson	2	17	5	6	3	5	4	4	1	7	0	3	0	0	23	25	SF				
TOTALS		45	64	5	16	15	26	14	47	28	9	4	16	48									



Half-Time Momentum Re-Set Button

The Momentum Number 99, in the example above, is shown just above the PG for the Away and Home Teams. In this case, the Jazz have a Momentum Rating of 99. They blew out the Grizzlies at home. If you call a Time-Out, you push the -MO Button (black) to take away Momentum Points from the other team **IF** they are playing with Momentum. Other than that, everything is done automatically. Anytime you click the Physical Button for a team, it will automatically give that team a Momentum Point. Click the HALF MO button to Re-Set for half-time.

SECTION - 28 Fatigue

Fatigue is an important part of basketball. Managing the minutes of your players in COURTSIDE BASKETBALL is important. Fatigued players suffer in two ways: defensively and at the Free Throw line. Even tired players can usually muster the strength to perform offensively: like the famous Jordan performance in the NBA Finals at the Utah Jazz when he had the flu. It is on the defensive end that players really feel the effect of Fatigue as well as the Free Throw

Line.

Each player has a Game Total Fatigue Rating and a Consecutive Minutes Fatigue Rating.

A-P	STL	6	F-S	12	OB	19	1.6
O-F	8	P-L	18	A-P	20		
FOUL	P/S	STOP	DRIVE	POST			
1	3	3	3	3			
AUX-PLAY				89			
P-LANE INT-BLK P&R -				DDOUBLE			
7	1	4	6				
Magic Johnson							
G	72	GS	70	FATIGUE MINUTES	42	11	
BLOCK				F#	D-REB		
I-SHOT	J-SHOT	3-P	1.9	69			
40	40	-1	12	OUTLET	39		

In the FATIGUE MINUTES Section of Magic Johnson's Defensive Card, we see 2 numbers: 42 and 11. 42 corresponds to Magic's Game Total Fatigue Rating and 11 corresponds to Magic's Consecutive Minutes Fatigue Rating. Tracking Fatigue is optional in COURTSIDE BASKETBALL. Even though it is an important aspect of the game, it is optional for your use. If you do decide to use Fatigue, you must keep track of each minute played for each player.

CARDS AND CHARTS VERSION If you are playing the Cards and Charts version, on the

PLAYER		FOULS									
		1	3	5							
		2	4	6							
11	10	9	8	7	6	5	4	3	2	1	0

Scoresheet under the section for each player there is a Minute Tracker starting from 11 and going to 0. Whenever a player enters the game, place a Circle BEFORE the minute the player entered the game - if the player Starts, place a Circle BEFORE 11 (the numbers are the base minute numbers - i.e. 12:00 doesn't have any seconds, as soon as play starts the clock ticks to 11:59 and Down), so base minutes are used here. When the player exits the game, place an X on the actual base minute. This will help you keep track of Consecutive Minutes Played.

COMPUTER GAME CENTER VERSION In the Computer Game Center Version, this is performed for you automatically. Each time you assign a Global Minute Player - it will automatically add a minute played for each player CURRENTLY in the game. Each player has a FAT Column on his Statistical Line - this is a white number on a red background. This keeps track of Consecutive Minutes Played - Total Game Minutes appears further to the right on the Statistical Line.

92	-	PF	FAT	FGM
PG	Maurice Cheeks	3	6	4
SG	Andrew Toney	3	6	1
C	Roy Hinson	5	6	4

ASSIGNING MINUTES Each time the clock ticks down to a whole minute, 8:00 or 5:00, etc. The MINUTE with Yellow Lettering will appear on a Blue Background - this informs you that you need to click the MINUTE Button - Blue Lettering with Yellow Background. This will assign each player in the game a Minute Played. The Minute Reminder will disappear the next time you click possession.



WHEN DOES A PLAYER BECOME FATIGUED? A player does not become Fatigued just because his Total Minutes or Consecutive Minutes Number is reached. A player becomes fatigued when **HIS** Team MAKES a substitution of any player on the floor and his Total Minutes for a game or Consecutive Minutes Player IS **HIGHER** than that Fatigue Rating. For example, Magic has a Consecutive Minutes Fatigue Rating of 11. If he plays 12 Consecutive Minutes or more **AND** his team makes a substitution **BUT** he stays in the game, he is now Fatigued.

FATIGUE EFFECT When a player becomes Fatigued you make the following adjustments:

FREE THROWS When attempting Free Throws, the player will use his Fatigue Free Throw Rating.

DEFENSE Players have their STOP RATINGS for P/S, DRIVE and POST lowered.

If a Player has a Rating of 2 or higher, Fatigue drops his STOP Rating down to 1.

If a Player has a Rating of 1 or lower, Fatigue drops his STOP Rating down to - (No Stop) and his D-AUX number is ignored when the #100 is equal to or above his D-AUX Number.

A-P	STL	6	F-S	12	OB	19	1.6
O-F	8	P-L	18	A-P	20		
FOUL	P/S	STOP	DRIVE	POST			
1	3	3	3	3			
AUX-PLAY				89			
P-LANE INT-BLK P&R -				DDOUBLE			
7	1	4	6				
Magic Johnson							
G	72	GS	70	FATIGUE MINUTES	42	11	
BLOCK				F#	D-REB		
I-SHOT	J-SHOT	3-P	1.9	69			
40	40	-1	12	OUTLET	39		

TRACKING FATIGUED PLAYERS To keep track of Fatigued Players, place a penny or

button on the Fatigued Player's Defensive Card to remind you to make those simple changes.

REST Players gain rest and can return to action after they are subbed out of a game and sit on the bench for at least a minute. This prevents you from having to track Rest Minutes along with Fatigue Minutes.

HALF-TIME Consecutive Fatigue Minutes Re-Set back to 0 at Half-Time (this does not Re-Set Total Minutes).

SECTION - 29 End of Period/Game Scenarios

The last minute of each Period has a few distinct things that take place:

- The Game Clock ticks down by :10 second increments instead of :15 UNTIL you reach the final 10 Seconds, then it ticks down by :05.
- Set-Offensive Possessions REQUIRE 2 Time Sequences to be Circled or 2 POSSESSION Button Clicks.
- Fastbreak Possessions ARE Timed and take ONE :10 Timed Sequence.
- A team may Push the Pace Openly and Freely and enter Transition Offense when desired, they do not require

it to occur during a Pace-Check, Outlet or other manner. Everything else applies as normal, but the initiation of a Transition Possession is at the behest of the coach.

-Slow Play is not allowed in the final minute of play.

-In the final minute of play, if a team gains possession: after a made basket by the opponent, a Defensive Rebound or Steal/Block Recover; a Time Out may be called and the ball moved up to Half-Court.

END OF GAME SCENARIOS

There is nothing more exciting in basketball than a Game Winning Shot. The Strategy and results of last minute game scenarios have fans on the edge of their seats. This applies in COURTSIDE BASKETBALL as well. Below are specific procedures for end of Period or Game Scenarios.

:10 SECONDS REMAINING

When a team has possession with :10 Seconds left, they will work for a Final Shot. Mark the last 2 Circles or Click the POSSESSION Button twice. This will take the clock down to 0:00

Run a Set-Offense Possession **WITH EVERYTHING** applying as normal - The game plays out until the FINAL BUZZER.

:05 SECONDS REMAINING

When a team has possession with :05 Seconds left, they will have a 1/2 Court Final Possession. Mark the last Circle or Click the POSSESSION Button once. This will take the clock down to 0:00

Draw a Card or Click 1/2 Court Button. Specific Plays will be indicated - The game plays out until the FINAL BUZZER.

:00 SECONDS REMAINING NO BUZZER YET

If the FINAL BUZZER has not gone off yet AND the team has the ball at Half-Court or moved it there after a Time Out - use the same procedure as outlined in the :05 SECONDS REMAINING Section just above - but the BUZZER will be closer to going off.

:00 SECONDS REMAINING

When a team has possession with :00 Seconds left, they will have a FULL COURT FINAL Possession. This occurs when a team doesn't have a Time Out to move the ball to Half-Court.

Draw a Card or Click the FULL COURT Button. Specific Plays will be indicated. *Unlike scenarios above, whatever takes place from a FULL COURT Action - is the last action of the game.

THE FINAL BUZZER

CARDS AND CHARTS VERSION

When playing with the Cards and Charts version of COURTSIDE BASKETBALL, once the clock is at 0:00 play continues until the FINAL BUZZER goes off. Each time you **Draw a Card**, to determine the result of a play, you use the L100 on the Left PRC. If the L100 is between 1-40, the FINAL BUZZER will sound **AFTER** the next Play Result. If the L100 is 41-100, play continues until the FINAL BUZZER results from checking the L100.

COMPUTER GAME CENTER VERSION

When playing with the Computer Game Center version of COURTSIDE BASKETBALL, **ANY TIME** BUZZER is showing on the Game Clock, the BUZZER will sound **AFTER** the next Play Result. In other words, only after POSSESSION or PLAY RESULT is clicked to get the result of a Move, Shot, Rebound etc. **AND** BUZZER is showing, it will go off after that next play. All other Button Clicks, like Stat Keeping, MINUTE adding, etc. cycle the numbers on the Screen which can show BUZZER **BUT** BUZZER is ignored in this circumstance.



FINAL BUZZER	
FINAL PLAY	
PLAYER MOVE	Goes off after NEXT Play: Shot, Steal, Foul, etc.
PLAYER SHOT	IF MISSED - the Rebound will be the Final Result - all Offensive Rebounds from IS(F) on the player card are attempted Tip-Ins. IF MADE - a FULL COURT Scenario or HALF-COURT Scenario (if the team was able to move the ball to Half-Court after a Time Out) - the ACTION SHOWING will be the Final Play.

3Pt SHOT

When a 3Pt SHOT is needed by a team to tie a game on the FINAL POSSESSION and they have the ball at Half-Court, use the 3Pt Section of the Play Result Cards or Computer Game Center to determine what takes place.

All actions for the FULL COURT, 1/2 COURT and 3PT Final Plays are covered in the Auxiliary Booklet.

NO CALLS

When a DRAW FOUL or COMMIT FOUL Symbol shows up on the Final Possession:

ODD - if the #10 is ODD No Call is made.

EVEN - if the #10 is EVEN the Foul is called.

*This play is controversial AND will result in an immediate Referee Interaction with the Team the call went against.

END OF PERIOD SCENARIOS

End of Period Scenarios do not usually include Time Outs to move the ball to Half-Court, etc. Instead, if the team is taking the ball out under their basket or a Rebound occurs and the Next Play IS the Final Play,

use the FULL COURT Button or PRC Section. If :05 is remaining, use the 1/2 COURT Button or PRC Section.

SECTION - 30 Injuries and Delay of Game

Injury Checks, in the Cards and Charts version, occur when AUX-PLAY is showing on the Right PRC and the L100 on the Left PRC is 1-5. If AUX-PLAY is showing on the Right PRC and the L100 on the Left PRC is 6-10, a Delay of Game Warning/Technical Foul will occur. This is only in Dead-Ball Situations - made baskets, fouls, etc.

3-POINT OFFENSE	
16	
AUX-PLAY	F

For the Computer Game Center - if the INJURY Symbol is showing, you check for an Injury. If D.O.G. is showing in the Play Result Section AFTER a made basket or Dead-Ball Situation, a Delay of Game Warning/Technical Foul will occur.

REMEMBER - Delay of Games can also occur after Dunks.

Whenever an INJURY Check occurs, consult the Injury Chart for the Cards and Charts version, to determine which player is involved and what the length of the Injury will be. For the Computer Game Center version, scroll down to the INJURIES Section - the information will be automatically displayed.

Use the Games Played for the Injured Player and use the chart to determine what the length of his injury will be.

SECTION - 31 Special Player Ratings

In COURTSIDE BASKETBALL, some players have Unique and Special Ratings.

I-SHOT	J-SHOT	3-P	FT	O-REB	
26	19		61	-9	
+15	74	-	60	1.1	
Wilt Chamberlain					
HT	7-1	WT	275	YRS	2
PPG	50.4	RPG	25.7	APG	2.4
FG%	50.6	3Pt%		FT%	61.3
MPG	48.5	STL		TO	
PASS SHOOT DRIVE POST					
PASS	99	SH	89	IS	85
POST					99
A-O	-	3PT		DNK	40
DISH	18	DISH	14	DISH	14
AUX-PLAY					10
DRAW FOUL					59
DISH	13	AUX-P	10	O-REB	84
IS+1	100	TO	20	T-D	93
IS-1	63	O-F	12	T	88
3PT	-	OB	11	DK	78
L/D	19	A-P	2	IS(F)	65

POSITION* When a player has an * showing after his position, he does not need to be subbed out of the game for Fatigue and does not suffer a Fatigue Effect. His Defensive Card will show Fatigue Minutes, but they are only used for Overtime. The Consecutive Minutes applies to Overtime. Chamberlain has a Consecutive Minutes Fatigue Rating of 14. This means he will not become Fatigue UNTIL 14 Minutes of Overtime Play has elapsed.

A-P	STL	6	F-S	18	OB	-	3.1
O-F	8	P-L	20	A-P			
FOUL P/S STOP DRIVE POST							
	1*	4	-	4			
AUX-PLAY							
P-LANE	INT	BLK	P&R	-	DDOUBLE		
20	20				8		
Wilt Chamberlain							
G	80	FATIGUE MINUTES	55	14	F#	D-REB	
BLOCK							
I-SHOT	J-SHOT	3-P	1.1	85*			
36	40		16	58			

FOUL* If the Player has a Foul Rating with an * after it, he cannot Foul Out. Once 5 Fouls are called on that player, another player will be assigned the foul. On FOUL COMMIT Checks, he will only Commit a Foul if the #20 is 5 or less.

D-REB* If the Player has a D-REB Rating with an * after it, he will get any Defensive Rebounds that are meant for a Guard and the #100 is ODD.

D-REB+ If the Player has a D-REB Rating with a + after it, Any Rebound Battle that indicates an H, HG or HF involves HIM, even if he is not the High D-REB Rating.

SPLIT OFFENSIVE GRADE

When a player has a smaller Offensive Grade next to his Offensive Grade, he is an extraordinary Alley-Oop Target. Whenever a player attempts a PASS MOVE to Create Offense and the #20 is within that Player's Assist Rating, the Alley-Oop Target moves into position for the Alley-Oop which is then thrown to him.

I-SHOT	J-SHOT	3-P	FT	O-REB	
*30	2	0	53	-7	
+8	42	*56/86	49	3.8	
DeAndre Jordan					
HT	6-11	WT	250	YRS	3
PPG	7.4	RPG	8.3	APG	-3
FG%	53.2	3Pt%	0	FT%	52.5
MPG	27.2	STL	0.5	TO	1.1
PASS SHOOT DRIVE POST					
PASS	88	SH	47	IS	52
POST					81
A-O	-	3PT	-	DNK	31
DISH	12	DISH	11	DISH	11
AUX-PLAY					10
DRAW FOUL					11
DISH	3	AUX-P	8	O-REB	59
IS-	100	TO	20	T-D	94
IS-	61	O-F	17	T	90
3PT	30	OB	13	DK	83
DNK	4	A-P	2	IS(F)	80

A-P	STL	11	F-S	15	OB	-	2.2
O-F	13	P-L	20	A-P			
FOUL P/S STOP DRIVE POST							
	2*	2	2	1			
AUX-PLAY							
P-LANE	INT	BLK	P&R	-	DDOUBLE		
9	4				93		
Oscar Robertson							
G	79	FATIGUE MINUTES	50	13	F#	D-REB	
BLOCK							
I-SHOT	J-SHOT	3-P	2.7	78+			
42	42		15	56			

TWO OFFENSIVE GRADES

Whenever a Player has two Offensive Grades split by a / mark, that player is given 2 Offensive Option Colors automatically.

SECTION - 32 Other Information

PHYSICAL TONE

As part of the Pre-Game Check, you can adjust the Physical Tone at the start of the game. The options are:
 Non-Conference - For Regular Season games for teams who rarely see one another from separate conferences.
 Regular Season - For Regular Season games between Conference or Division opponents.
 Playoffs - The Playoffs always add Physical Intensity.
 Rival - Rivals will obviously have a more Physical Tone to the start of their games.

ADJUSTMENTS

Non-Conference - Allow 5 Physical Plays to occur before giving either team a Physical Point.

Regular Season - Make No Adjustments.

Playoffs - Start each Playoff Game with 5 Points on the Physical Play/Momentum Tracker.

Rivals - Start each Game Between Rivals with 10 Points on the Physical Play/Momentum Tracker.

*You may want to start Playoff Games in Rival Mode for Playoff Series' that become very physical. Think of the Pistons/Bulls matchups in the late 80s or early 90s, as well as some of the Heat/Knicks matchups from the late 90s or some of the Celtics/Lakers Finals matchups. Remember McHale taking out Rambis?

COOLING MOOD

If the Game Center Chart of Computer Game Center shows COOL MOOD, that team will Cool its Mood with the Referees. Re-Set their Team Mood back to 0 points. If you are using a paper Scoresheet, you have circled points up to this point. When you Re-Set back to 0 use a Square to tally mood points and then X's if another Re-Set takes place.

REFEREE MODE

As part of the Pre-Game warm-up, you need to check what Mode the Referees will be in. On the Game Center Chart, in the Referee Interactions Section, Draw a New Card and use the #100 to determine if the Referees will be in Normal Mode, Call it Tight Mode or Let Them Play Mode.

NORMAL MODE

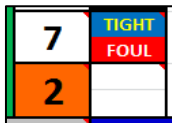
In Normal Mode, play from the Play Result Cards and Computer Game Center proceeds as normal.

CALL IT TIGHT MODE

In Call it Tight Mode, more fouls will be called. The following Symbol shows when a Foul is to be called in the Call it Tight Mode.



When TIGHT FOUL is showing on the Left PRC and the #10 is within the Defender's COMMITT FOUL Range, a TIGHT FOUL is called. For **EVEN** Numbers, this will evoke a Referee Interaction, even if the Right PRC does not show a Referee Interaction.

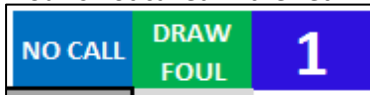


When TIGHT FOUL colored in Blue and Red is showing on the Computer Game Center and the #10 is within the Defender's COMMITT FOUL Range, a TIGHT FOUL is called. For **EVEN** Numbers, a Referee Interaction takes place as described just above.

*Call it Tight Mode only applies to Defender Committ Fouls **NOT** Drawn Fouls by Offensive Players.

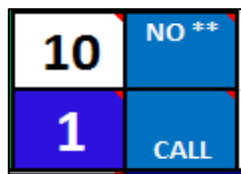
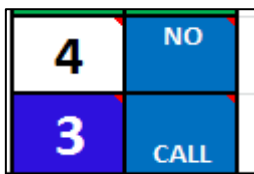
LET THEM PLAY MODE

In Let Them Play Mode, less fouls will be called. The following Symbol shows when a Foul is not called in the Let Them Play Mode.



When NO CALL is showing next to either DRAW FOUL or COMMIT FOUL and the #10 is within either the Offensive Player's Draw Foul Rating or the Defensive

Player's Commit Foul Rating - NO CALL IS MADE. The Referee decides not to Call the Foul. For **EVEN** Numbers, this will evoke a Referee Interaction, even if the Right PRC does not show a Referee Interaction.



For the Computer Game Center, this is represented by the NO CALL Symbol. The Draw or Committ Foul is not shown. If the NO** CALL Symbol is showing with the two **, a Referee Interaction will take place if the #10 is within EITHER the Offensive Player's Draw Foul Rating or the Defensive Player's Committ Foul Rating.

REFEREE INTERACTIONS

Tight Foul Calls will obviously lead to a reaction from the Defensive Team and No Calls on Fouls will lead to a reaction from the Offensive Team - when those Reactions are indicated.