

# ONE-ON-ONE

**JULIUS  
ERVING**

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**LARRY  
BIRD**

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THE MANUAL

# INTRODUCTION

"I think the thing that separates good players from great players is that the great players are there to be great. They anticipate." — Julius Erving, during one of the game design sessions.

Like the game of basketball itself, **Julius Erving and Larry Bird Go One-on-One** rewards you for playing with your head as well as your hands. Master the joystick moves, get your timing down pat, hone your reflexes till you can handle the Pro Level — and you can still lose if you get out-thought.

To help you keep that from happening, inside you'll find:

- a rundown of your game options,
- a tour of the added touches that give the game its depth,
- key quotes from the Doctor and Bird, spoken during the game design sessions.

Go for it. May the best dreamers win.



# GAME CONTROLS

## GAME OPTIONS

Each time you begin a session with **One-on-One** you'll be asked to tell the computer what kind of game you want to play. The **Joystick** moves the highlight from option to option; **Left Fire Button** selects whatever is highlighted.

## SELECT GAME

There are four levels of play available:

- 1) **Park and Rec** — The referee tends to be asleep in this one, so don't expect many fouls to be called. Shots are both easier to block and easier to make.
- 2) **Varsity** — The ref begins to take his responsibility seriously. Shooting and blocking require more finesse and timing.
- 3) **College** — The standard settings. Get good at this level and your pride will be well deserved.
- 4) **Pro** — Though the 24 Second Clock still ticks 24 times, the ticks will come faster. Taking the computer on at this level with either player is like playing a champion on his home court. Speed is what you might call one of your computer's strong suits.

## PLAY MODE

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

## SELECT END OF GAME

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

## WINNER'S OUTS/LOSER'S OUTS

Winner's Outs means that the guy who just made the shot stays on offense. Loser's Outs means that the guy who got scored on gets the ball next.

## PLAYER CONTROL

If you're an experienced joystick handler, you do what comes naturally. The stick moves the player around. On offense, 1) pushing the left button starts a jumpshot. 2) releasing it releases the ball toward the basket, 3) pushing the right button causes the player to spin 180°. On defense, 1) pushing the left button starts a block jump. 2) pushing the right button goes for a steal. If the defensive player gets the rebound, he must take the ball out beyond the free throw line before he tries to shoot. For more detailed information about the playing personalities programmed into each of the on-screen characters, see **PLAYER CHARACTERISTICS** on the next page.

## SCORING

As in pro ball, successful shots taken from behind the three point line score three points, regular ones score two points, free throws score one. If the 24 Second Clock, also called the Shot Clock (upper right hand corner of the display), runs down before the offensive player shoots, a turnover results.

# ADDED TOUCHES

## PLAYER CHARACTERISTICS

The capabilities of the on-screen players reflect those of their real life counterparts. The computer knows the shooting percentages (guarded and unguarded) for each player from each area of the court, and it knows what their pet shots are. How well you score will depend on your timing, how effectively you're being guarded, whether you're playing as J or Bird, and where you're shooting from.

Dr. J is programmed to be a step quicker driving to the basket. His moves in close are fancier and he can stretch higher and farther and hang in the air longer. Larry Bird is bigger and stronger so he's a better rebounder and plays a more physically intimidating defensive game. He's also got the better outside shot. You can ignore these facts if you want to. There's no rule that says you've got to play to win.

## FOULS

The offensive player loses the ball if he travels, charges or fails to get a shot off before the 24 Second Clock runs down. If he is fouled by the defensive player, he gets the ball out of bounds or goes to the free throw line. See the chart on the back cover of this manual for a complete listing of fouls and their consequences.

Is the referee reliable? He's just like the ones in the big bad world outside your computer. You'll like him when you're winning. You won't when you're not. And it will pay you to learn to play by his rules and opinions, especially against free throw aces.

## FATIGUE

Continuous running and jumping tires a player out; dribbling slowly and in place gives a little energy back to both players; calling time out gives everyone a full rest. (Press #1 on the controller to take a time out. Play resumes after a few seconds.) All this is reflected by changes in each player's Fatigue Bar (J's shows up on the lower right Bird's on the lower left). The longer the bar, the more fatigued the player.

The reason you need to care is that tired players don't move as quickly as fresh or rested ones, and they don't defend or shoot as well either. That's programmed in, so you can't afford to ignore what the Fatigue Bars are trying to tell you. Larry Bird insisted on this feature: "We've got to have it. In the real game you can tell if you're getting tired and do something about it. You ought to be able to do that in this game too."

## HOT STREAKS

Larry Bird: "There's no doubt when you get the flow going. Hit 4 or 5 in a row and the next time down you might stop and shoot from anywhere. You know you're going to get it."

Julius Erving: "The capability to make a shot is directly related to having the right to miss it. If you've made 5 or 6 baskets in a row, you have the right to miss it anywhere on the court, so you're going to go out there and take the next shot from anywhere you want to."

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

## SHATTERING BACKBOARDS

You'll be pretty pleased with yourself when a particularly ferocious dunk shatters the backboard.

