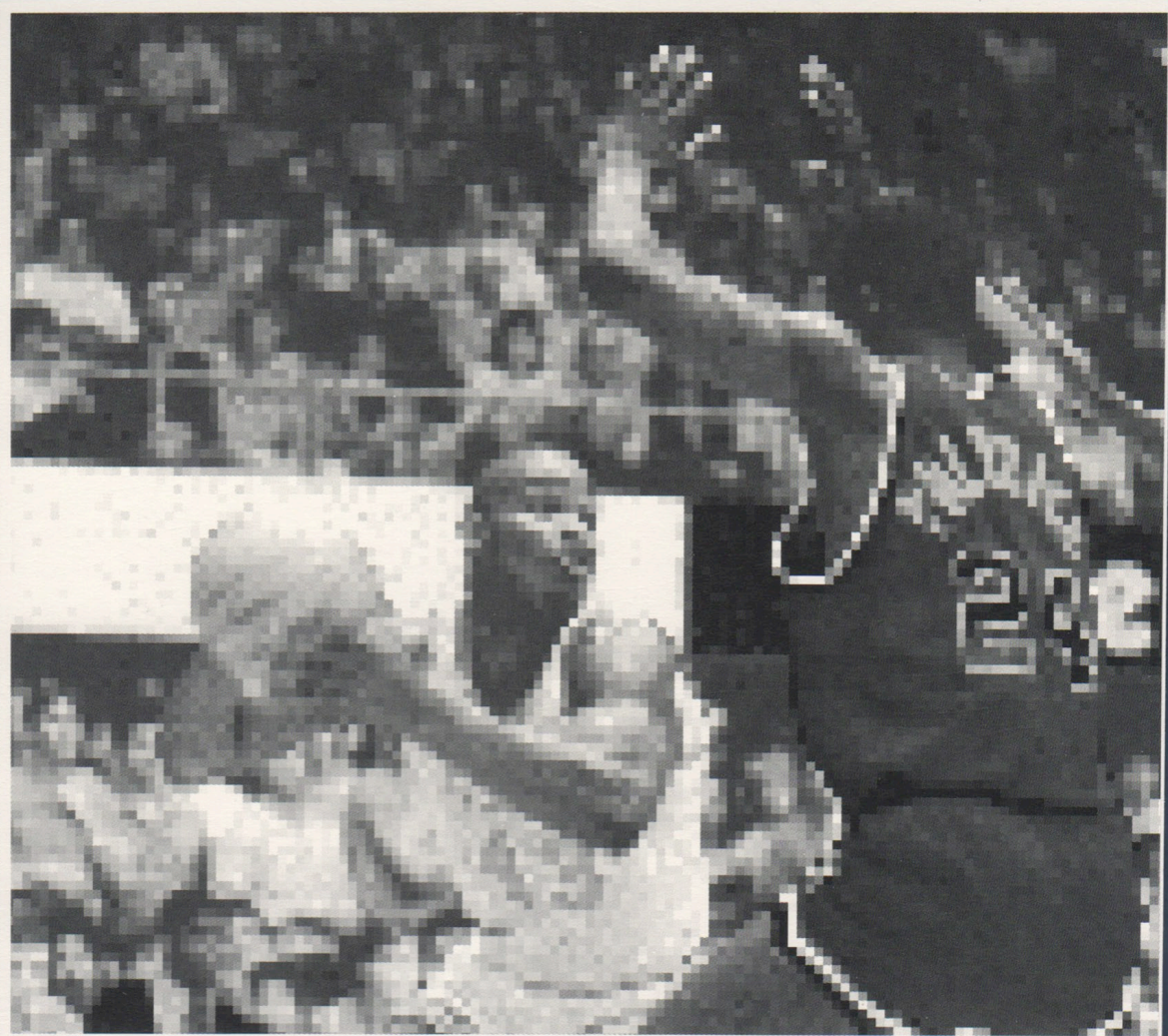


XORTM
CORPORATION

BASKETBALL CHALLENGE



IBM PC and Compatibles

USER'S GUIDE

Dear Basketball Challenge User,

Congratulations on purchasing Basketball Challenge.

Basketball Challenge is another fine product we are proud to bring to you. The concept, design and software development of Basketball Challenge was done by a team at Systems Unlimited, Inc., led by Dutch Owens.

Your team is ready. The head coach has recruited the talent and taught the players his system, doing most of the work for you. His playbook and scouting reports are available to you, but since he is temporarily unavailable for tonight's game, YOU have been chosen to lead the troops to victory!

But what is so challenging about coaching a basketball game? In football, for example, the coach's role is integral to the game: he calls all the offensive and defensive plays and determines who plays and who doesn't in given situations. But to the casual observer, basketball is a game in which players run around and try to get an open shot, and five defenders try to stop them. What is there to do except watch the action, substitute players when you think it's necessary, and argue with the officials?

Observing basketball coaches in action doesn't help. Some coaches remain seated with apparent calm throughout the game, only rising to give some instruction to a player or beckon for a substitution. Others pace violently, signalling with cryptic finger patterns on every trip down floor, pointing and yelling at their players as they execute the offense or defense. What is happening here?

Modern basketball has evolved from a simple contest of physical skills into what some analysts call a "chess game", where the complex interplay of sophisticated offenses and defenses and the subtle management of player matchups and momentum can defeat even the most impressive talent. Indeed, between any but the most mismatched teams, the game is won or lost as much in the mind as on the floor, and as much by the skill and experience of the coach as of the players.

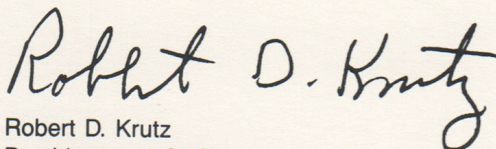
Basketball Challenge lets you in on the action, to find for yourself how subtle and difficult the challenge really is. Good luck, and enjoy!

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Also make sure you check the XOR Catalog that was enclosed in your product box for descriptions of NFL Challenge, PRO Challenge, Oligopoly, and Bermuda Square. These sport simulations and the other games are of the finest quality on the market.

Sincerely,



Robert D. Krutz
President and CEO

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Part I: Tutorial - A Tour through the Game

The best way to learn how to play Basketball Challenge is simply to start playing it. The game isn't difficult to control, and there are no overwhelming arrays of difficult plays from which to choose. The challenge is not so much the number of options you have, but how to "read" the action on the court and the flow of the game in order to make the right adjustment at the right time.

To get started, we'll guide you through a step-by-step "tour" of all the options you will have during the game, explaining each one. We'll be as simple as possible, but, necessarily, we'll have to use some basketball jargon and address some technical issues such as offensive sets and defensive overplays. If you're not sure of your grasp of these matters, you can read the Glossary in part V before doing the tutorial. The best way to learn is by doing. Consider your first game a practice game, and try all the options to see what effect they have on the action. By the middle of the first half you'll probably be comfortable with your coaching options and can concentrate on strategy.

1. Installation/Starting the Game

Basketball Challenge comes on one Floppy diskette, the Program/Team Disk. This diskette is not copy protected, and we authorize you to make a copy of the diskette for backup purposes. We also authorize you to copy the contents of the diskette onto a hard disk if you have one. Doing so is not necessary, but will slightly reduce the time required to load and run the program.

Without any further pregame instructions, let's get Basketball Challenge up and running. Turn on your computer system, and "boot up" whatever version of DOS you have. Your next step depends on what kind of disk drives you have.

ONE FLOPPY DISK DRIVE: Place the Program/Team Disk in drive A.

TWO FLOPPY DISK DRIVES: Place the Program/Team Disk in drive B.

ONE FLOPPY AND ONE HARD DISK DRIVE: If you have enough room on your hard disk, place the Program/Team Disk in the floppy drive, and copy all of the files to the hard disk.

Change to the disk drive where your Program/Team Disk is located, type BB and press Enter [↵]. The screen will clear and you will see a number of startup screens, followed by the first game option menu.

NOTE: For the game to run properly on a machine with only one floppy disk drive, the file: COMMAND.COM must be copied from your DOS disk to the Basketball Challenge disk.

2. Choosing Game Options

There are several game configuration questions that must be answered before play can begin. Use the function keys, the numeric keypad, or the top-row number keys to indicate your selection from each menu. If you make a mistake, and want to "go back" one or more questions, simply press the escape [Esc] key.

Number of Coaches

The program will ask you to "Choose the number of Human Coaches". Select the appropriate key to indicate you want to: play against the computer; play against another person; or watch the computer play itself. Should you change your mind once play has begun, you can change the coach (Human/Computer) for either team.

Choose your Keypad

When the game actually starts, most of your coaching decisions will be made using a keypad. There are two keypads for use: the ten function keys on the left side of the keyboard, and the ten number keys on the numeric keypad on the right side of the keyboard.

When choosing the Number of Coaches, if you elected to play against another person, or to watch the computer play against itself, you will not see a "Choose your Keypad" question. The coach's keypads will be determined by the selection of the left and right teams.

However, if you chose to play against the computer, you have the option of using either the left or the right keypad. When prompted to "Choose your Keypad", indicate your choice using the appropriate key.

Select the Left Team

Next, you will be prompted to "Select the LEFT Team" from a list of twenty teams. You will see a small triangle next to the first team on the list. This is the cursor, and you can move it from team to team using the arrow keys. Use the up [↑] and down [↓] arrow keys to move up and down the list of teams, and the left [←] and right [→] arrow keys to move between the two columns. Press the Enter [↵] key to make your selections.

Select the Right Team

Choose the right team in the same manner as the left team. The team chosen as the left team will be highlighted as a reminder. For a straight comparison of coaching skill, you are allowed to have a team play against itself.

Where are you Playing?

Either team can be given the home court advantage, or you can play at a neutral court. When prompted for "Where are you Playing?", indicate your choice using the appropriate key.

Choose your experience level

During actual play, your coaching decisions will be made through a series of menus. In certain situations, if a menu is shown, and you do not make a selection from it within a certain amount of time, the menu will automatically go away. The length of time that a menu remains on a screen is determined by your experience level. When prompted to "Choose your experience level" indicate your choice using the appropriate key.

Choose a playing speed

Different computers run at different speeds, which directly influences how fast the players on the court move around. When prompted to "Choose a playing speed", select the option that most closely matches your computer type: slow; medium (IBM PC/AT); or fast (IBM PC or PC/XT). In general, the faster your computer, the slower you want the animation to perform. Play speed will also impact the scoring by each team. If a play is too fast, some unrealistic scores may result.

Indicate your type of monitor

Finally, you will be prompted to "Indicate your type of monitor." Choose between Color and Monochrome. A color monitor is preferable due to some of the game's color coding, but everything runs fine on a monochrome monitor. If a monochrome monitor is indicated, all players on the left team will be underlined.

3. Pregame Preparation

After answering all of the Game Option questions, the players have taken the court for pregame warmup. A Pregame Preparation menu allows you to: start the game; view team profiles; compare team strengths; and find out about the game developers.

The team profiles detail the player's names, heights, positions, and offensive and defensive playing skills. If you are serious about beating your opponent, study the team profile. A player's height, weight, and ratings on offense and defense will help you determine how to match him to an opponent. Matchups can be critical to your success. Part II of this User's Guide "Basketball Coaching Notes" provides additional detail on individual matchups. Also, pay attention to your (and your opponent's) strengths and weaknesses indicated at the bottom of the team profile.

If you elect to compare team strengths, you will see both inside and outside offensive and defensive team ratings, and a forecast as to who should win the game, and by how many points.

For game development credits, select the last option "About this Game."

Now take a deep breath, call your team over to the bench, and get ready to send your best five players out. Select "Start the Game", and the screen will assume its game format. Above the court is the scoreboard containing team names, team fouls, time outs remaining, the game clock and the shot clock.

Depending on the number of Human Coaches, each coach will be provided a "Dead Ball Options" menu. This menu allows you to: Change the Offense, Change the Defense, or Make Substitutions.

If you want to read about these options before play begins, press the [F] key to Freeze the game, and read through step 12. Otherwise, let's play ball! If you froze the game, press any key to continue.

4. Changing your starting lineup/substituting players

Press [F3] (or [3] if you're the RIGHT team) to select the Change Lineup option. A window that overlaps the bottom of the basketball court will appear. In this window is the heading "Select Active Player" followed by a list of your team members. The first five players listed are your starters; the remaining five players are sitting on the bench. For each player you will have the following information: height in feet (') and inches ("), the position(s) he is best suited to play (G for guard, F for forward, C for center), and the number of personal fouls he has committed. The foul tally is kept current throughout the game to remind you of your players' foul trouble, but is obviously zero before the game begins.

To change your starting lineup, all you do is change the order in which your team members are listed. The first five players listed will always be in the game; the sixth through tenth players will always be on the bench. Taking a player from the first five and replacing him with a player from the second five removes the first player from the game and substitutes the second player. To change your lineup, press the key listed to the left of one of your first five players. Notice that the heading at the top of the window has changed to "Now select substitute", and the player you selected will light up if you have a color monitor. Now select a substitute player from the bottom half of the roster and press the key listed to the left of his name. The positions of the two players will be switched so that the bottom man is now in the top half of the listings and vice versa. You can reverse this change by following the same procedure.

You can also use this option to change the positions of your starting five. If you change the first player and the second player, for instance, you will have converted your point guard to a big guard (and your big guard to a point guard). A word to the wise: make these changes very carefully.

There are TWO VERY IMPORTANT things to keep in mind:

FIRST, the way the players are listed determines their positions in the game:

- THE FIRST PLAYER is your POINT GUARD.
- THE SECOND PLAYER is your BIG GUARD.
- THE THIRD PLAYER is your SMALL FORWARD.
- THE FOURTH PLAYER is your POWER FORWARD.
- THE FIFTH PLAYER is your CENTER.

SECOND, each position requires different abilities and involves unique execution of duties. Any particular player will be qualified to fill only one or possibly two positions. Assigning a player to fill a position he is not qualified for puts him at a distinct disadvantage. Your opponent will be given an immense advantage at that particular position. Your small forwards and power forwards can usually be interchanged without severely handicapping your team's play. The same is true for your guards, unless your big guard is a poor ball-handler or your point guard doesn't shoot well. Centers should stick to being centers; some centers are, however, swing players who are indicated as such (C/F) and can play equally well as forwards.

As a rule, the starting five that the roster displays at the beginning of a game are the best five players at their positions. You should have good reason for wanting to change them before the game begins. During the game you may need to substitute as players get tired or accumulate fouls or have a bad game.

You may have noticed when you were practicing how to make a substitution, that once you were done, the message over the roster returned to "Select Active Player". This arrangement allows you to make as many substitutions as you wish at one sitting (it is also handy for those who have trouble making up their minds). In order to return to the first window which listed your basic options, you will need to press the appropriate key: If you are using the left keypad, the key to press is the escape [Esc] key; if you are using the right keypad, then the key to press is the minus key [-]*. Once your key is pressed, the substitution window should be replaced by the "Deadball Options" menu. There are several other windows in the game that for your convenience are designed so that you must exit them (they will not automatically disappear). Always leave these windows by using the escape key or the minus key, depending on which side of the keyboard you control.

* If the window did not change when you pressed the minus key, then press the NUM LOCK key located above the up arrow. Now press the minus key again and the substitution window should clear as described above.

Offensive Options

5. Calling a Shot

Let's look at the options available to you on offense. At the start of the game your first option is "Change Offense". Press the key indicated to the left of the "Change Offense" option, and a new menu will appear. The menu heading is now "Offensive Options". The first item listed is "Call a Shot". You will ordinarily be calling offensive shots during the action of the game. Time will be tight since the game plays on as you assign shots to be attempted. It's a good idea to familiarize yourself with the sequence of keys that you will be using to call shots in the heat of the game.

Keep in mind that you do not have to call every shot that your players attempt. The players will always be looking for open shots as they run the offense, and will shoot automatically when a good shot is available. In fact, it is sometimes wiser to let the players play, unless you have a specific objective in mind.

You will be able to call shots when your team is on offense or on a dead ball when the clock is stopped. Your instruction will remain in effect only until the shot is attempted or a turnover, foul, violation or time out occurs. When you call a shot during a dead ball, the instruction will be in effect when your team starts its next offensive set.

When you press the "Call a Shot" key, a list of your men on the court will appear under the question "Player to Shoot?" Select the player you want to take the next shot. The next question is "Type of Shot?" and is followed by a list of your choices: layup, short jumper, long jumper, or set shot. These are described in brief here for you:

Layup — a shot where the ball is put through the basket by "laying it up" off the backboard. This shot can only be taken when the player is right next to the basket. If you call a layup for a player in an area other than the lane or the low post (see the glossary for definitions), the player will have to dribble in to the basket to attempt the layup. This move is called a DRIVE to the

basket — it is something most players have a hard time executing against a good defense. Call layups only for your skilled offensive players (rated either 9 or 10), or for a player who is assigned under the basket.

Short Jumper — The most common shot, the short jumper is a simple jump shot from less than three-point range. This is always a safe call. When the player takes the shot, it may be either a turnaround jumper, a hook, a half-hook, or the ordinary jump shot. These special moves are ways to get off the shot without having to be wide open and they are up to the player to do. You call the short jumper, let the player use the best method to execute the shot.

Long Jumper — A three-point shot attempt. Be careful in calling this shot. Your player must have the ability to hit from outside range. A risky call.

Set Shot — A high-percentage shot that can be taken only when the player is open. A set shot may be a two or three point shot depending on the range of the player called to attempt it and the area from which you tell him to shoot.

Once you have chosen a shot for your player, the next menu asks "Area to Shoot From?". If you do not know how the basketball court is divided into areas, please consult the glossary in this guide to familiarize yourself with the lane, low posts, high posts, wings, corners and top of the key.

Things to consider when calling the area from which to shoot include: where your player ordinarily is during the offensive set, the type of shot (a drive for a layup will start in the area you indicate), and the shooter's shooting ability. If you choose an area for your player to shoot from and he is playing in a different area during most of the game, then your player will not only have to get to the area you assign, but his teammates will have to get him the ball, help him to get open, and then he has to attempt the shot. All of these maneuvers take time and time is very valuable.

6. Calling a Play

Offensive plays in basketball are particular variations of the offensive set (which is described next in this section). Plays are designed to confuse or surprise the defense and produce open, easy shots for the offense. Please consult part IV of this guide for the descriptions of the offensive plays in the Playbook. Press the key indicated to the left of the "Call Play" options and you will get an idea of what is included in the Playbook. You can exit this option without calling a play by pressing your keypad's escape key.

Note that every offensive set has its own unique set of plays.

7. Changing your Offensive Set

When playing offense, team members are assigned to various court areas from which they execute a planned sequence of movements designed to get them open for good shots. This assignment of players to a plan is called an "offensive set" which may be either simple or complex, depending on the team and the players involved.

In order to change this set of instructions for your team, press the key indicated on the left of the "Change the Set" option in your "Offense Options" menu. You will see the list of offensive sets in your team's Playbook. There are six sets, listed in order, from the most conservative set at the top to the riskiest and most aggressive set at the bottom. See part IV of this manual for description of each set and some hints about which to use under what circumstances.

8. Changing the Offensive Tempo

Tempo is an important consideration for you as the coach. In order to view your offensive tempo, press the key indicated to the left of the "Change Tempo" option in your offensive options menu. There are five tempo variations available to you. Your current tempo is highlighted. Each tempo has a precise bearing on the game and we will briefly describe them here:

Very Slow — Your players will never run a fast break. They will be deliberate and careful when bringing the ball up the court. On offense, they will play a delay game, passing the ball until the shot clock gets low and then putting up the best shot. You might use the very slow offense, which is not particularly fun for players or fans or coaches to watch, when you feel that your opponent is overpowering and you want to frustrate them and keep the ball out of their hands. The risk in using this offense is that your passing game will put you at risk for turnovers and the turnovers may put you in such a deep hole that you will have to play faster in order to catch up.

Slow — Faster than very slow, not an outright delaying tactic, but your players will be more deliberate in choosing the open shot. This offense is useful for the same situations as the very slow offense and it carries the same risks. You may be tempted to use this offense to "sit on a lead", but that's a risky strategy to adopt.

Normal — Your players don't rush the game; they will pass the ball around looking for an open shot. If a fast break is available after a defensive rebound, they will take it. A good overall tempo, particularly if you are not exactly sure what you want to do at the moment. A good balance of risk and gain.

Fast — Your players almost always fast break after a defensive rebound unless the guards are covered. On offense, they will not waste any time, but will rapidly find and take the first open shot. This is a good tempo to select when you are confident in your offense, or if you are behind your opposition but not desperate.

Very Fast — Your players will fast break on every transition. There are generally few or no passes in the half-court offense and the first open shot is taken. The disadvantages are that your players will get tired, you will increase your risk of turnovers, and you sacrifice control over your offense since you will not have the time to give instructions before a shot is put up (unless you, too, are Very Fast). Use this to your best advantage as a sudden surprise tactic or when you are desperate to catch up.

When you have chosen an offensive tempo to suit your style of coaching, press the key necessary to make the change and you will automatically be back at the "Offensive Options" menu.

9. Calling Time Out

If you call a Time Out now, before the game starts, the officials will laugh at you . . . so, please, wait. During the game, when you are on offense or when there is a dead ball, you will be able to call a Time Out. If you call Time Out while the game is underway, you may be a little annoyed that the Time Out does not always take place instantaneously. This is only one of the frustrations of coaching (as you will surely come to learn) . . . sometimes it takes a few seconds for the referee to notice that your team is trying to call a Time Out. Reasons to call Time Out might include any of the following: 1) to break your opponent's momentum during a surge, 2) to settle your players down and give them a short rest, or 3) to stop the clock late in the game when you are behind and time is necessary to think, call the perfect play and fine-tune your offense.

Defensive Options

10. Select the Type of Defense

Now it is time to start thinking about defense. At the start of the game, your second option is "Change Defense". Press the key indicated to the left of the "Change Defense" option, and a new menu will appear. The menu heading is now "Defensive Options". There are three basic defenses in basketball: Man-to-Man, Zone, and Full Court Pressure. We will describe each of your defensive options more thoroughly below:

Man-to-Man Defense

Man-to-Man is the most basic defense and the one most commonly used. In the Man-to-Man, each of your players is assigned to guard a player on the opposing team. If you select a Man-to-Man defense, each player will guard his man whenever that man is within shooting range — 20 feet or so from the basket. Whenever the offensive player has the ball or is within one pass of the ball, your defensive player tries to stay in between his man and the basket. If the man your defensive player is guarding is more than 20 feet from the basket, then your defensive player can move in to help guard others. The player's defensive mission is to prevent an open shot at the basket, while staying in position to keep the offense from driving around him. The main advantage of the Man-to-Man defense is that it provides good to excellent defensive coverage in a flexible way. The main risk is in having a weak defensive player exploited to open up offensive opportunities.

To select the Man-to-Man defense, press the key indicated to the left of the "Man-to-Man" option. After the selection, the offensive option menu will automatically appear. You may want to make additional defensive changes to fine-tune the game-plan to fit your particular team. Please read on to learn more about matching up players or controlling your defensive pressure.

The Zone Defense

A Zone Defense is fundamentally different from a Man-to-Man Defense in that instead of being assigned to guard individuals, your defenders guard specific areas of the basketball court (or "zones"). This takes some pressure off of individual players and is the preferred method of defending if your defense is weak (or your players are tired or in foul trouble). The Zone Defense has more advantages: the Zone protects the inside game so that your opponent is forced to rely more on his outside shots; and, since your men are already inside, they are in better position to rebound those outside shot attempts by your opposition. The main disadvantage is in having opponents left open for the outside shots.

To select the Zone Defense, press the key indicated to the left of the "Zone Defense" option. Another menu will allow you to choose the type of zone you want. After the "Type of Zone" selection, the Defensive Options menu will automatically reappear.

Full Court Pressure Defense

The Press is a special form of Man-to-Man Defense where instead of guarding opponents only near the basket, your team members stick like glue to their opponents no matter where they are on the court. The objective is to disrupt the other team's offense by making them worry about whether they will be able to make their passes (as opposed to their worrying about whether they will be able to make their field goals). A Press is great fun for the fans to watch and will produce turnovers when it is well executed. There are, however, many risks in using the press: your players are much more likely to commit fouls, they will tire quickly (pressing is hard work), and the tight defense opens scoring opportunities for the offense in drives to the basket around your pressing defenders.

To select the Full Court Pressure Defense, press the key indicated to the left of the "Full Court Pressure" option. After the selection, the Defensive Options menu will automatically reappear.

Attempt Steal/Foul Defense

The Steal/Foul Defense is a specialty defense. Your players will try desperately to steal the ball at every opportunity. If they fail at stealing the ball, they will deliberately commit a personal foul on the opposing player. This defense is not for the weak-hearted and is best saved for that desperate end-of-the-game situation where you are only slightly behind. You must be willing to gamble that your opponent will miss the free-throws you have allowed him, and then be confident that your team will get the rebound. There is a low chance of success with this strategy, but there is a chance . . .

To select the Steal/Foul Defense, press the key indicated to the left of the "Attempt Steal/Foul" option. After the selection, the Defensive Options menu will automatically reappear.

11. Set Individual Matchups

One of the most basic and important decisions you will make as coach is that of your offensive and defensive matchups. The assignment of your players to your opponent's players can be critical to your success. The computer automatically assumes that each player on your team is guarding the player on the other team who plays the same position. This is a reasonable assumption and requires that you only make CHANGES in the guarding arrangement if you so desire. Unless there are special considerations at the start of the game, we advise that you not make any changes until you see how your team is playing (as assigned at the beginning of the game). Since you may want to make changes as the lineups change during the game, we will describe how to do so here.

To set individual matchups, press the key indicated to the left of the "Change Matchups" option. The next menu will read "Player to assign?" with a list of your five active players below and the player they are guarding (indicated by position number). To switch the matchup between your two guards, for example, press the appropriate key to select the position of your point guard. The window will change to show your opponent's players underneath the heading "Doe Guarding:", where "Doe" will actually be the name of the player you have selected. Simply press the key for the player you want "Doe" to guard. When you do this, the first menu ("Player to assign?") will reappear, and there will now be a warning message below indicating that someone on the opposing team is UNGUARDED. This is because when we assigned the first man to someone else, we temporarily had a double-team against that opposing player, leaving another opposing player open. Unless your opponent has a very strong player to double-team, and a very weak one to leave open, we don't normally want to do this, so go through the assignment procedure again to switch assignments on another man so as to have everyone covered. Make as many changes as you like. Press the Escape key of your keypad to return to the Defensive Options menu.

12. Controlling your defensive tempo

Well, offensive tempo is obvious, but what about defensive tempo? This refers mainly to how tightly your players will guard their opponents. Why not guard as tightly as possible all the time? On defense, as in other things, there are tradeoffs; and guarding too tightly can lead to disaster as quickly as guarding too loosely. The trick is to get the right pressure on your opponents at the right times. Read Part II: Basketball Coaching Notes for tips on controlling momentum using defensive pressure.

We should note that defensive tempo as described below only applies in Man-to-Man and Full-Court Pressure Defenses. In a Zone Defense, tempo has a different meaning, discussed in "Zone Defenses", below.

It's also important to note that how tight your players guard only applies when the offensive player being guarded is more than 10 or 12 feet from the basket. When an offensive player gets close in, your players will automatically play them tight regardless of the current tempo.

To set the defensive tempo, press the key indicated to the left of the "Defensive Tempo" option. These are the six tempo variations available to you:

Very loose: This is called a "sag", and implies that your players don't guard very closely at all. In this game, Very Loose means that defenders will try to stay HALFWAY between their man and the basket. This is the defense you might use against poor outside shooters. It offers rest for your players, compared to a tight defense, and protects the inside similar to a zone without being a true zone defense. It's obvious risk is that opponents are left open on the outside.

Loose: This is not a sag. Each player plays his man, but stays 4-6 feet from him. This is effective in preventing drives to the basket, but can leave good shooters open for jump shots. There is little risk of fouls in this tempo.

Average: This is a "normal" pressure, where your players stay close to their matchups, but not too close, so as to prevent drives. This is a good compromise defense, with increased effort and chance of fouls over the looser ones, but better protection against open jump shots and drives.

Tight: This is a tighter version of Average tempo, where you want to put extra pressure on passes and shots. You make the offense work harder, but so do your players, and there is increased chance of fouls being committed by your players.

Very Tight: The most aggressive and risky of the tempos, your players will play right "in the face" of their opponents, trying to impede their progress and force turnovers. Beware of the high risk of fouls and easy layups if your opponents have the skills to handle the pressure. This tempo can be very effective as a surprise tactic.

You will notice that the sixth tempo option is called "INDIVIDUAL TEMPO". This is a way to allow individual players to guard at a different tempo than the rest of the team. The two most obvious examples are: first, when the opposing team has a powerful offensive "star", but the other four players are less of a threat, you would want to play them looser but stay tight on the star with your best defensive man. Second, the opposite, where an opposing team has one or two weak offensive players, and you want to sag on them while protecting the others tightly.

To assign individual tempos, first assign the team tempo you want. This assigns ALL players to that tempo. Then, select the individual tempo option and the title of the tempo menu will change from "Team Defense" to "Individual Defense". Select the tempo you want to individually assign. A new menu appears showing your players, and you can select which player to change. You can switch back to Team tempo again from the Individual Defense menu. It's a toggle, but it's not permanent: the next time you enter the defensive tempo window from the Defense Options window, the mode will again be Team Defense.

13. Starting the game

Finally! After all that, you might think "Wow! And I haven't even starting playing yet!". But in fact, we've seen about all the options we'll be using throughout the game. But as we will say again in part II, preparation is the key to victory. Let's start things and see what happens. If you pressed [F] to freeze the game at the end of Step 3, press any key to continue the game.

From the Dead Ball Options menu, press the escape key (if two of you are playing, the RIGHT player must press the minus key also.) Things will start appearing, but don't panic. Wait until all 10 players have moved out onto the court, then press the [F] key on your keyboard to temporarily "freeze" the action on the court.

Look at your screen. The first thing you probably noticed is that the ten numbers appeared at the bottom of the court and started moving to the center of it. Each number represents a player. If you have a color monitor, the LEFT team will be colored red, and the RIGHT team will be in blue. If you have a monochrome monitor, the LEFT players are underlined, the RIGHT players are not.

Each team has players numbered 1 through 5. These numbers are very significant, because they represent the positions being played on the teams: 1 is the point guard, 2 is the big guard, 3 is the small forward, 4 the power forward, and 5 the center. This system corresponds to the notation used in most standard coaching diagrams used in basketball.

Below the court, you will see each team's active player roster, showing their position numbers, names and how many personal fouls they have. This lets you know who's in the game for both teams while play is going on.

Above the court are two lines containing the scoreboard. This shows, in the center, the time remaining in the current half, and below that the shot clock. You also see the scores of the two teams, and some special information about each one: "TO" is the number of time outs each has remaining in the game, and "TF" is the number of team fouls accumulated in the half.

Below the rosters, at the bottom of the screen, a message appeared saying "The players are taking the court for the jump". This is called the "radio commentary", and will appear continuously during play to help explain the action on the court. The messages appear as if announced over the radio by a somewhat (but not entirely) repetitious play-by-play man.

Now that you know what's on the screen to help you, let's proceed with the action. You pressed the [F] key to "freeze" the game, which is a feature you may need for such things as answering the phone. This is NOT the same as calling a Time Out, but is a feature not available to real coaches, that of freezing the game in "mid-air" until resumed. There is no penalty for doing so, you may do it as many times as is necessary in a game. You will note a message which appears below the rosters, indicating that you can resume your game by pressing any key.

The radio message disappears, and the players resume motion. When they are all in position, the referee will toss the ball, and someone will catch it — we don't know who, because every game is different.

Now you're up against your first challenge — keeping up with the action. Just watch for a while; we'll help you. Notice that the number of the player who has the ball is white, with a blue or red background depending on his team. He will either pass the ball, or he will dribble and you will see him move. The trouble is, everybody else is moving too! On every pass, shot, or other event, the radio commentary keeps you informed. Many fans wonder if they should watch the court action or the commentary. The best answer is to try to watch both, concentrating on the radio when you're lost. After a short time, the action on the screen becomes easier to follow, and you will rely on the commentary less and less, except for essential information such as who is shooting, if a shot is good, and who is fouled when a foul is called. We've added some sound effects to help, such as a short "bump" sound whenever a shot is put up — which is intended to be the sound of the ball hitting the basket. Whenever a foul or violation is called you will hear the referee's whistle to let you know the ball is dead. You can turn off these sound effects by pressing the [S] key on your keyboard during play.

It's not necessary that you do anything. Your players know how to play the game, and can play without any direction from you. We'll get more involved in a minute, but at first, for a few minutes, familiarize yourself with the action of the game.

Part of the excitement of watching basketball is that it is a fast-moving, fluid game where anything can happen in the blink of an eye. As you watch, you may see jump shots, layups, missed shots, rebounds, fast breaks, turnovers, fouls, and more — just like in a real game. But as soon as a foul or violation occurs, the clock stops, one or both of the rosters disappear, and the same Dead Ball options menu we so carefully examined before the game started appears again. This means that any time the clock stops you can change your offense, defense, or make substitutions. When you're ready for the game to resume, press the escape key for your keypad.

14. Yelling at your players during the game

Watching is nice, but you didn't get this game just to be a spectator — for that you've got a TV or can buy a ticket. You know you can change things when the clock is stopped, but you can also direct your players while the action goes on. Notice that to either side of the court there are big white blocks "F1" on the left and "1" on the right. What this means is that if you are the LEFT team and press [F1] while your players have the ball (thus, they are on offense), the Offensive Options window will appear and you can press function keys to call a shot, a play, select a new set, change the tempo, or call Time Out. Similarly, the RIGHT player can do the same by pressing the [1] key on the numeric keypad. Both players operate completely independently of one another. The team with the ball will get the Offensive Options menu, the other team will get the Defensive Options menu. Note that the words "Offense" and "Defense" appear next to each baseline to indicate the current status of each team.

When you make changes while play is going on, it's as if you were yelling instructions to your players from the bench or sideline. The players will try to execute the instructions, but not instantly. There will be delays as they hear and shift to a new set, as they must be careful to change smoothly and not commit a stupid turnover. If you call a shot or play, your players may have to work for many seconds as they move and pass the ball to get it into the hands of the designated shooter, which, of course, the defense is trying to prevent. You have no guarantee that the play or shot will work, or even that it will be attempted — there could be a turnover, a foul, or another player could get an irresistible opportunity and shoot. Sometimes, the defense is so tight that the designated shooter can't get a pass — your players will put up another shot automatically rather than let the shot clock expire.

Be aware of your limitations: on offense, you can't change your defense, and vice versa. And since the game proceeds in real time as you select options from windows, be aware that the action on the court can make your instructions irrelevant before they're completed. If, for example, on offense you are calling a shot (a three-step process) and a turnover happens before you are finished, the windows will vanish before your eyes, because you are now on defense and your shot call is automatically cancelled.

From here on out, it's yours! Practice while the game is happening, see what happens with the various options. For such a simple game, we think you'll find it an amazing challenge!!

NOTE: Once you have started making offensive and defensive selections, the "Offensive Options" and "Defensive Options" windows will remain your starting point until you [Esc] or [-] from them.

15. Options available during play

There are a number of game options which can be selected during play that can be helpful to you. Each option is selected by pressing a particular key on the keyboard. These options are available whether you are playing zero, one, or two human players.

Please note that while in most cases pressing an option key will result in an instantaneous response from the program, there are some situations where several seconds may elapse until the program is able to respond to your request. When you hit an option key and nothing happens, please be patient and wait a few seconds before trying again.

These are the available options and what they do:

[F] Freeze the game

If you followed the tutorial, you have already used the freeze option. Pressing the [F] key during play causes the game to instantly freeze the action. This is not a Time Out, and there is no penalty for using the freeze option. To resume play, press any key.

[X] Exit the game

Pressing the **[X]** key will cause the game to freeze, and you will be prompted "Exit (Y/N):". If you respond **[Y]** and press enter, the game will be stopped, and you will return to DOS. If you respond **[N]** and press enter, the game will resume as if it had never been interrupted.

[L] Learn mode toggle

Remember the question in the opening dialog about "Indicate your experience level?". If you responded that you are "just learning", you were automatically placed in Learn mode. What this means is that you have unlimited time to look over the menus and respond with the options you want. If you're not in learn mode, each menu has a 10-second delay, after which if you haven't responded the menu will disappear as if you had cancelled it. This is a boon to experienced players, who then do not have to press their cancel keys each time the Dead Ball Options window appears — which can be often in a game with a lot of fouls or turnovers. But for those just learning, a menu disappearing is a great annoyance, so we provide Learn mode. Learn mode is toggled with the **[L]** key: press it once when Learn mode is on, and Learn mode goes off. Press it when Learn mode is off, and it turns on.

[C] Computer Coach

Use this option during the game to assign the computer to coach either the left side or the right side team. Then press **[L]** to have the computer coach the left team or press **[R]** to have the computer coach the right team.

[H] Human Coach

Use this option during the game to switch to having a human coach for either the left side or the right side team. Then press **[L]** to have a human coach for the left team or press **[R]** to have a human coach for the right side team.

[R] Results (Statistics)

At halftime, and at the end of the game, you are automatically shown individual player statistics in a format similar to the official "stat sheets" coaches see at those times in a game. But you can request statistics at any time during play by pressing the **[R]** key. The statistics will be displayed and the game will freeze until you exit the statistics display. Available from the statistics subsystem are player statistics, and a shot chart (like a real shot chart in basketball).

In case you aren't familiar with a standard basketball "stat sheet", here is a key to the column headings:

FGM	Field Goals Made
FGA	Field Goals Attempted
PCT	Field Goal percentage
FTM	Free Throws Made
FTA	Free Throws Attempted
PCT	Free Throw percentage
REB	Rebounds
AST	Assists
TO	Turnovers
PF	Personal Fouls
PTS	Total Points scored

[D] Speed Delay Adjust

Pressing the **[D]** key will allow you to change the speed you selected in the "Choose a Playing Speed" game option question. The options presented after you press **[D]** are **[S]** for Slow, **[N]** for Normal, and **[F]** for Fast. On an IBM PC or XT system, the "normal mode" is **[F]** for Fast. On an IBM AT, the mode is **[N]** for Normal. The slow speed option is provided as an option to handle machines faster than the AT.

[S] Sound toggle

Basketball Challenge provides some sound effects, such as the referee's whistle, the ball hitting the basket, and the time-expired horn. You can disable these sound effects by pressing the **[S]** key while the game is in progress. This option is a toggle - pressing **[S]** again will turn the sound back on.

16. A final word

One of our favorite phrases about this game is that basketball coaching is exciting, frustrating, and tense. We mean every word.

It's exciting when you notice that the opposing center, for instance, is looking a little sloppy. So you decide to call your center for a layup from the low post, and watch as your players work the ball in to him for a perfect dunk in the opposing centers face — and draw a foul for a three-point play! A good call, and you saw it.

But it's frustrating when you see the same thing, make the call, but the point guard throws the ball away, or the center travels, or perhaps a turnover happens just as you're calling the play and suddenly the offensive menu disappears because you're now on defense.

And it's tense, when after a long, hard game against a better team, when time after time you came back from big deficits with brilliant coaching moves and lots of luck, you get to the final 18 seconds, 1 point down, with the ball at midcourt and your point guard fouled out. What do you call? Let 'em play and pray, or select your best shooter for a short jumper from the wing? Run the clock down? What about a turnover? — It's YOUR call.

Part II : Basketball Coaching Notes

Decisions made on the sidelines are only part of a basketball coach's job (albeit the part we fans see most dramatically displayed!). A successful coach in college ball will be putting a lot of effort and scrutiny into the recruiting of freshmen and transfers for his team; recruiting the right players for the right team is largely responsible for the success or failure of the team. All coaches must be teachers, motivators, and strategists working out the complex interrelationships between offense and defense . . . and then making it all work! In Basketball Challenge, all you have to do is concentrate on winning the game, the rest of the coaching has already been done for you!!!

These notes are provided largely to cover the major aspects of basketball coaching. You must be familiar with the basic technical terms of the game, such as the layout of the court, player positions, and offensive and defensive options. If you need to review any of these, refer to Part V, THE GLOSSARY as needed.

1. Preparation

Talent, skill and experience are qualities that you look for and foster in your players. To successfully coach a team to victory, you must draw on your players' talents and skills and use them to your best advantage against an opponent. At the same time, you must manage an array of other factors.

The first consideration you must weigh is the talent (or lack of it) of your players as opposed to the talent of your adversary. The good coach will manage to keep an opponent from taking advantage of his team's weaknesses, while exploiting the weaknesses of his opponent. Ideally, you want to create mismatches. You would rather place your superior offensive player in a slot up against a less talented defender. Conversely, you want to avoid tipping the scales the other way and pitting your less skilled man against a more skilled and confident opponent. Matchups alone can provide quick defeat if not taken into account. Spend some time before each game noting your team profile and that of your opponent . . . note especially the weaknesses and strengths of the players listed. Never underestimate the second string either.

2. Player Management

Treat your computer generated team like they were real players. In other words, take into consideration the fact that they will get tired if left to play hard for long stretches...give them some time on the bench to rest up, particularly if you are in a fast-paced, high scoring game. A tired player will be less effective on both offense and defense. Also, not all players have the same stamina...centers often tire more easily.

Your players have feelings and some will respond better to being under pressure than others. Pay attention to how your individual players are performing. You can't count on consistent performances even from your star players (though your stars usually are more consistent than less talented or experienced players). When a player is not doing well, bench him for awhile; it may be a disaster to leave him in the game.

3. Controlling the Tempo

Ideally, you want to set the tempo of the game. And you want to set that tempo so that the game is played to best favor your talent (or lack of talent). Generally, the more overmatched you are by your opponent, the slower you want the game to go. The main reason for that is possession: the slower you go, the longer you have the ball, the less time they have to score. On the other hand, if your players stack up better than your competitor's, then you will want to take the fast breaks and try to have a high scoring game. It is not always easy to play your tempo. Remember, the other coach is trying to do the same thing!

4. Momentum

Any coach worth his salt will tell you that basketball on any level, from the parking lot to the pro court, is a game of "surges", where one team dominates to pull ahead only to have the other team pick up and then pull even or take the lead. All coaches would love to count on the pendulum always being on the upswing, but the truth is, that it just isn't that consistent. In the fast, fluid, pressurized world of basketball competition, the whole team may get "down" and then events may pick them up and they begin to feel better. . . and play better basketball.

Management of the mysterious but all important momentum factor is probably the single most difficult coaching strategy that you will be challenged to master.

Individual players each have their own momentum. Each team also has an overall momentum. This momentum, positive or negative, directly influences your odds of success on offense and defense. Nothing will display to tell you that momentum is ebbing . . . you must train yourself to "feel" it in both your individual players and your team. You have only indirect control over momentum.

FACTORS THAT MAY CONTRIBUTE TO A POSITIVE MOMENTUM

- Completing a difficult field goal attempt
- A three-point play in your favor
- Blocking a shot
- Sinking a three-point shot
- Creating a turnover

FACTORS THAT MAY CONTRIBUTE TO A NEGATIVE MOMENTUM

- Several possessions with no chance to score
- Missing easy shots
- Having the ball stolen
- Having shots blocked

You will best help a player who seems to be "down" by putting him on the bench for awhile. You may be able to make a significant dent in your opponent's positive surge by calling a Time Out . . . but keep in mind that you will also affect your own momentum by doing so.

5. Stars

Effective use of your star players, combined with good defense, can be the difference between a win and an almost-won. Remember that stars are stars because of their talent and experience — don't be too quick to bench a star because his shooting is off for a few shots. Give him time to be effective. Use your stars. Don't depend on your regular offense to do it for you. You should call the shots and plays that will best use your star talent. If your star player is showing that he can drive around the defenders to the hoop, then call more layups for him.

Stopping your rival's stars will be vital to your game, too. Put your best defensive man on him; double team him if necessary, or even press to keep the ball out of his hands.

Part III: Basic Basketball Rules

In order to enjoy playing Basketball Challenge, you should have a basic knowledge of the rules of the game. It's not necessary to know every detail that a referee must; but, if you aren't fully versed in the very basic information below, then you will want to look it over.

THE PLAYERS

Each team has five players on the court during active play. You will also have five players on the bench. It is customary to refer to players as either guards, forwards, or centers. The rules of the game do not specify how these positions are played or the roles that the players assume, however, there are some basic universal customs that dictate the formation of your lineup.

The Guards: There are typically two guards playing on each team, although in some variations of play, there are three. The first man is called the point guard, and he is possibly the most important member of your team. His duties are to handle the basketball and to pass it to other members of the team while they are in good position to score. He may also choose to shoot. In choosing your point guard, you want a player with good judgment, excellent ball-handling ability, and as much quickness as he can muster. Your other guard is referred to as the big guard, or shooting guard. His duties are to share the ball-handling responsibilities of the point guard, and to contribute to the offense by scoring and taking some of the pressure off the point guard. Both guards need not be particularly tall, although a tall guard has an advantage. It's most important that your guards be able to handle the ball surely and without mistakes and that they be able to shoot the ball accurately from a long distance away from the basket.

The Forwards: These are typically taller, stronger players whose duties are to score. Both forwards usually have the ability to get open and shoot from a medium to short distance away from the basket. It is important for your forwards to have good, but not necessarily excellent, ball-handling abilities and judgment. You want them, of course, to also shoot well. Forwards should be quick; in order to be successful, they must elude defenders so that they have an open shot to the basket. A particularly desirable trait in a forward, or a guard for that matter, is that he be able to drive to the basket. A good drive will mean he can move the ball in close, around or through the defenders, and score a basket in close range.

The Center: There is only one center on your team and he is usually the tallest player. Typically, his role includes positioning himself close to the basket to receive a pass from a guard or forward, whereupon he will shoot. Since very tall men tend to have fewer ball handling skills, a good center would have above average capabilities in this area. Of greatest importance are strength — to retrieve the ball if a shot is missed — and shooting ability. Good judgment and good passing are very important since the center attracts a lot of attention and can create scoring opportunities for other players.

It is important for you, as coach, to realize that each of your player positions is not interchangeable with the others. Not all players can play all positions. Players who have guard skills may not be good forwards or centers, and a tall man who has mastered the center position would probably make a lousy guard. Some players can play in more than one position. These players are designated as guard/forward or forward/center. Since the burden of deciding who plays in which position is up to you, the coach, be careful to keep men and their skills as closely matched to the position as possible. To assign a player out of his designated position(s) is a fundamental and disastrous mistake that you will want to avoid. You will find the designations for your players' positions in the Team Profile screen of Basketball Challenge.

The Action

Each basketball game is played in two blocks of time called halves. In the college game, each half is 20 minutes long; in the professional game each half is further divided into quarters of 15 minutes each. Thus, the total playing time of a college game is 40 minutes, a professional game 60 minutes.

After preparing your starting lineup of players, and giving them their instructions, the game begins with the center jump. This is an event where both centers align themselves in the center of the court, and an official tosses the basketball into the air. The two centers then try to direct the ball to their teammates.

Whichever team gets the ball first is called the offensive team, and the other team is called the defensive team. The offensive team's goal is to score points by shooting the ball through the basket, and of course the defensive team's goal is to prevent them from doing this successfully. After the offensive team has either scored or failed to do so, the defensive team becomes the offense, and vice versa.

Each team is assigned one of the two baskets at either end of the court. The half of the court that the offensive team's basket is in is called the frontcourt, and the other court is the backcourt. The assigned baskets alternate at the half (or the period), so if your team is assigned one basket in the first half, they will be assigned the other in the second half.

During the time the offensive team is trying to score, the ball is said to be a live ball, and you as a coach are restricted in what you can do. You may give instructions to your players while they play, whether they are on offense or defense. You may NOT substitute players for others, or change the positions your players are playing. You may NOT call Time Outs unless your team is the offensive team.

The offensive team has only so many seconds in which to attempt to score, and this time is referred to as the shot clock. This is 45 seconds in the college game, and only 24 seconds in the professional game. If the offense does not attempt a shot during this time, the shot clock is said to expire, and the ball is given to the other team. If a shot is attempted, but missed, and the offense recovers the ball, the shot clock is again reset to its original 45 or 24 seconds.

The action of the game continues in this alternating fashion until either time expires in the quarter (professional), half, or game; or unless a foul, violation, or Time Out occurs.

Fouls, Violations, and Time Outs

The action is continuous, and the ball stays "live", until one of three events occurs (other than time expiring, as above): a Foul, a Violation, or a Time Out. When one of these occurs, the ball becomes a dead ball, and you have no coaching restrictions. You may give instructions to your players for offense or defense, substitute players for others, and change the positions of players. Each of these three events is described below:

Foul: While the ball is live, players are not allowed to touch players of the opposing team, except for "incidental contact" which does not affect the outcome of the play. If players do touch one another, this action is called a "personal foul", and the penalty for committing such a foul is described in detail below:

- If the foul was committed by a defender against an offensive player in the act of shooting the ball, and the shot was missed, the offensive player is given 2 free throws.
- If the foul was committed by a defender against an offensive player while shooting, and the shot was made, the fouled player is given one free throw.
- If the foul was committed by a defender against an offensive player while not shooting, and there have been 6 or more previous fouls committed by the defender's team in the half, the fouled player is given one free throw, and if he hits that one, he is given one more, called a bonus. This free throw arrangement is called a one-and-one.
- If the foul was committed by an offensive player against a defensive player, this is called a player control foul (or, an Offensive foul), and no free throws are awarded, but the ball is given to the defender's team the same as a violation, below.

In the college game, an individual player is allowed to commit only 5 personal fouls during a game. On the fifth foul he is disqualified and can play no more in that game. In the professional game, players are allowed 6 fouls and are disqualified on the sixth foul.

There is another kind of foul, called a technical foul. This involves some form of undesirable behavior on the part of the coaches and/or players other than personal fouls. There are a variety of reasons for technical fouls, but the most common is unsportsmanlike conduct on the part of the coach, such as abusing a referee. The penalty for a technical foul on the coach is two freethrows by the opposing team, and the ball given to that team.

Violation: There are various restrictions on how the offensive team can control the ball as they attempt to score. Some of these restrictions are:

They must move the ball out of the backcourt and across the timeline (ten-second line) before ten seconds elapse.

Players cannot simply run with the ball, they must either pass or dribble. A pass is simply throwing the ball to a teammate. Dribbling is bouncing the ball on the court surface as you move. Players cannot step out of bounds of the court area, nor can they pass the ball outside of this area.

A player, when closely guarded, cannot hold the ball for more than five seconds.

No offensive player can remain in the lane area for more than three seconds while his team has the ball. Allowances are made for players who have dribbled into the lane to try to score.

The penalty for violating any of these movement rules is that the violating team must give the ball to the other team.

Time Outs: The offensive team may call a Time Out, or either team can call a Time Out when the ball is dead. This means that the ball becomes dead for up to one minute, after which the offensive team again resumes play by tossing the ball in from the sidelines. Teams are allowed only 5 Time Outs per game, except when the game goes into overtime; they are then allocated one additional Time Out per overtime period.

Part IV: The Standard Playbook For Basketball Challenge

1. Introduction

Typically, a basketball team uses a relatively simple group of offensive sets (sometimes only one!), and has several "variations" of those sets, which could be called "plays". Most coaches prefer to keep things simple because basketball is such a fast-moving game that excessive mental complexity can lead to more mistakes than opportunities. And, of course, every coach has different favorite sets and plays for offense and defense.

In Basketball Challenge, we offer you a group of 6 offensive sets from which to choose, with 5 or 6 plays related to each set. Every team has the same sets and plays available. But, each set and each play is designed to take advantage of certain strong points of a team, and to exploit weak points in the opposition. Thus, some sets may be very effective for a team with strong guards, for example, but lead to disaster for a team with marginal guards but a strong inside attack. In this Playbook, we will give you guidance on which sets and plays might be good for certain situations, but under actual game conditions you need to be flexible and know what's working and what isn't.

Naturally, we make extensive use of technical terms in our discussions of these plays. If you're not familiar with these terms, review the glossary at the end of this manual before proceeding with the plays themselves.

A few general points about the sets and plays:

Both the sets and the plays are organized so that lower numbers favor outside players, and high numbers favor inside. This makes it easy to select and experiment without knowing every play. If you have good guards, but a weak center or forwards, consider trying mainly lower number sets such as low post and high post, and also call plays with lower numbers, which rely more on the skills of guards than inside players.

Of course, the success of these plays depends on what the defense will allow. If a play doesn't work the first time, that doesn't mean it is fundamentally flawed, but you should be aware that each play is designed to exploit a weakness and if your opponent isn't weak at that position your success rate will be low.

Low Post Set

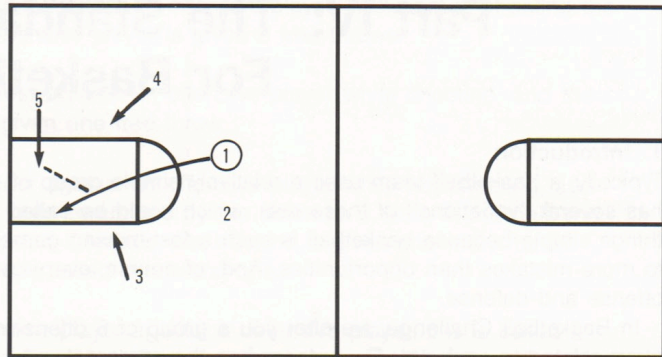
The Low Post set is a standard, general-purpose offensive alignment, and is the default set when you first enter Basketball Challenge. The guards are positioned at the top of the key, the point guard on the strong side. The forwards are at the wings, with the power forward on the strong side. The center plays the low post.

Strengths: Favors a balanced attack and can score from inside and outside, particularly when your guards and forwards can penetrate to the basket. Good when your center isn't very mobile but can score if he gets the ball in close.

Weaknesses: Requires good driving guards, or good outside shooting since only the center is positioned inside and he can more easily be double-teamed.

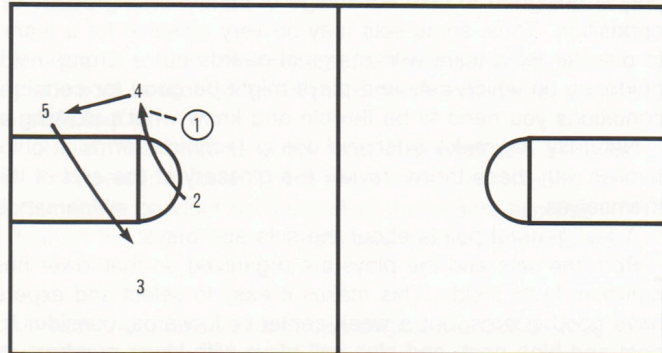
Point Penetrate: Point Guard drives the lane, passing to center or forward, or laying it up if none are open.

Use against weak inside defense when your point guard and center are quick and strong.



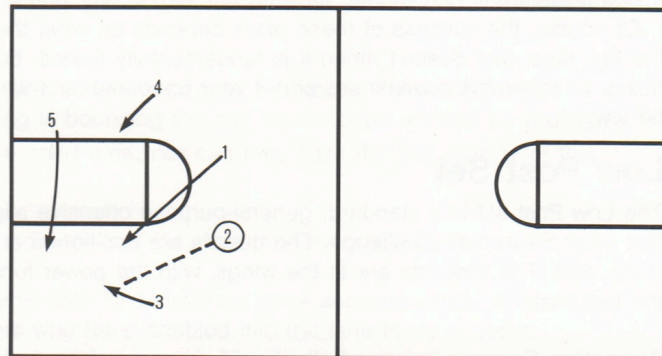
Flash & Flare: Center and power forward move to the posts to fake inside. Big guard pops out to the wing for a shot.

Use to take advantage of a good outside shooting big guard or a weak number 2 defender.



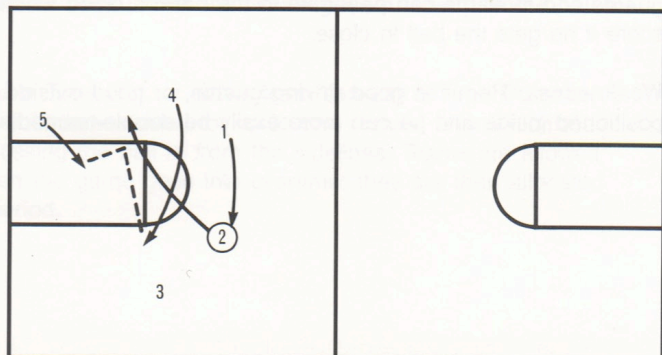
Weak side gun: Point guard and power forward fake inside. Small forward shoots from the wing behind a double screen.

Use to take advantage of a good outside shooting small forward or overplaying defense.



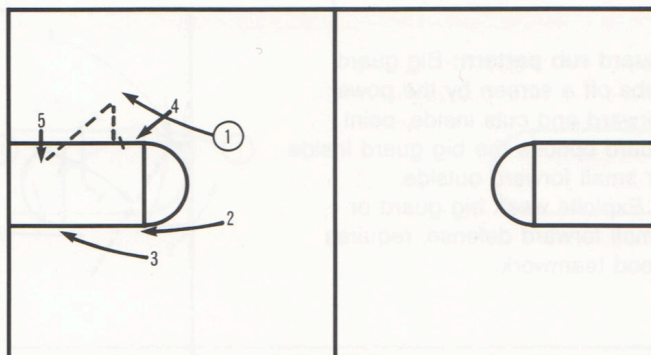
High post position: Center pulls to the high post, Big guard drives inside and has options to power forward or center.

Use to exploit strong power forward and good big guard. Good against weak inside defense.



Inside power: Team overplays on the strong side, point guard has inside options to center and power forward.

Use to exploit strong center with good inside moves. Objective in a dunk by the center.



High Post Set

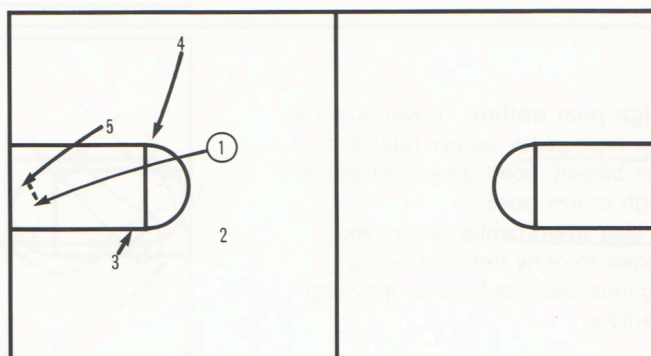
This is the same basic alignment as the Low Post set, except the center is pulled up to the high post, where his abilities as a passer and driver can be exploited.

Strengths: Use this alignment when you have a center with good judgement and who is a good ball handler, passer, and outside shooter. Many options are created with a tall ball-handling center at the high post to pass to players driving to the basket and popping outside to take a shot.

Weaknesses: All players are moved to outside or near-outside areas, so need to be able to drive inside to score, or be good outside shooters. If your center is not a good passer or not very mobile this set can take him out of the offense.

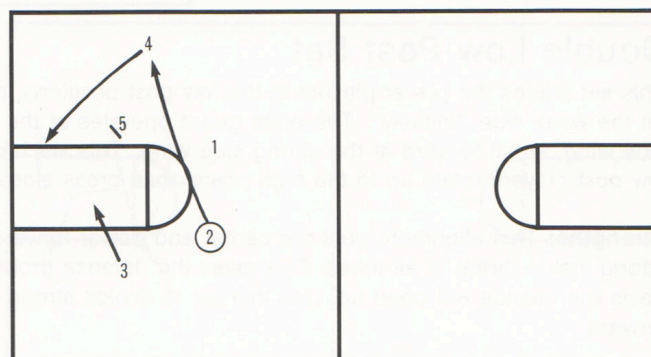
Point Penetrate: Point Guard drives the lane, passing to center or forward, or laying it up if none are open.

Use against weak inside defense when your point guard and center are quick and strong.



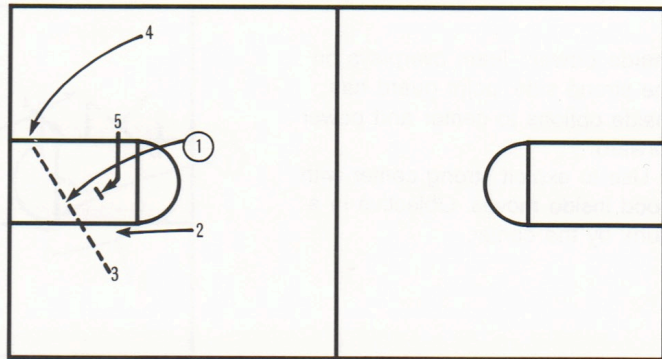
Outside Series: Power forward fakes drive inside, then options to either guard or small forward for an outside shot.

Use with good ball handling power forward when he or the center are receiving tight defensive pressure.



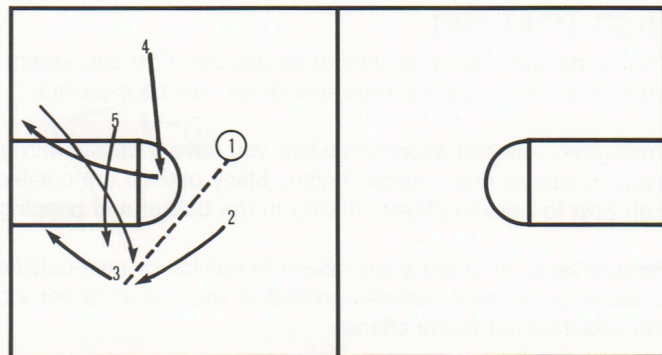
Guard rub pattern: Big guard rubs off a screen by the power forward and cuts inside, point guard options the big guard inside or small forward outside.

Exploits weak big guard or small forward defense, requires good teamwork.



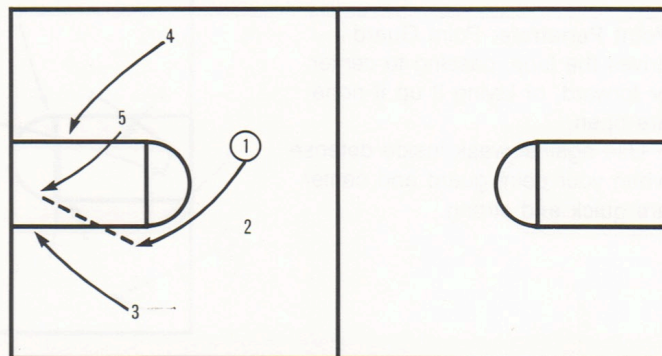
Strong-side overplay: Center and forwards overload the strong side, power forward shoots or cuts to the basket behind a double screen.

Use when your power forward is an outside threat or against weak inside defense.



High post option: Forwards cut to the high posts, center rotates to the basket, point guard options to high or low post.

Use when center is an inside threat to draw defense. Good against weak defensive opposing centers.



Double Low Post Set

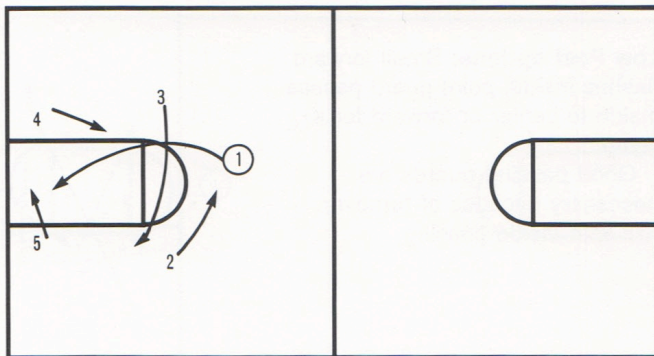
This set places the power players in the low post positions, power forward on the strong side, center on the weak side "initially". The point guard operates at the top of the key, big guard on the weak side wing, small forward at the strong side wing. This set has a rotation pattern where periodically the low post players rotate up to the high posts, then cross sides while outside players flash inside.

Strengths: This alignment puts the center and power forward close to the basket, maintaining a strong inside threat at all times. This gives the defense problems since if they concentrate on the posts the outside will open up. Use this set to exploit strong inside power in your center and power forward.

Weaknesses: Depends on scoring abilities of center and power forward, and passing of wing players.

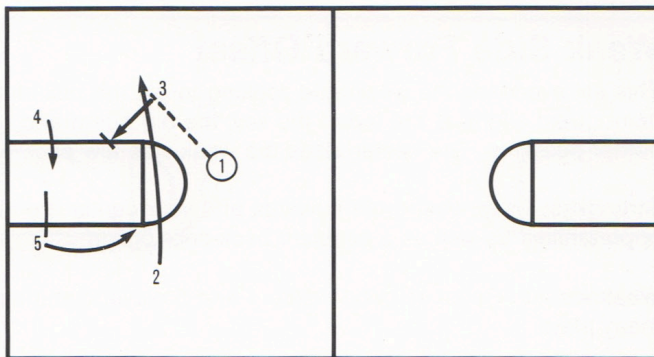
Point Penetrate: Point Guard drives the lane, passing to center or forward, or laying it up if none are open.

Use against weak inside defense when your point guard and center are quick and strong.



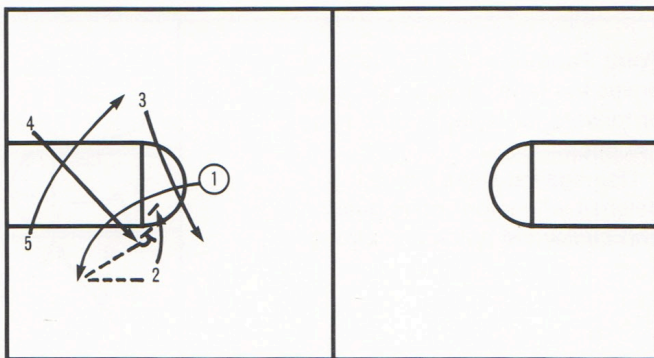
Flash & Flare: Center and power forward move to the posts to fake inside. Big guard pops out to the wing for a shot.

Use to take advantage of a good outside shooting big guard or a weak number 2 defender.



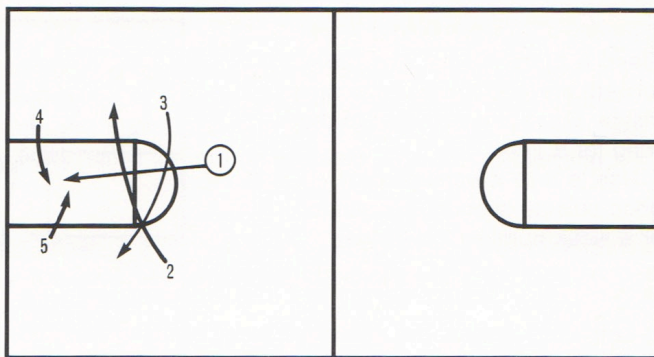
Cross the post: Inside players align on the strong side, then quickly switch for a double screen behind which the small forward can shoot.

A good shooting small forward and quick inside players make this work.



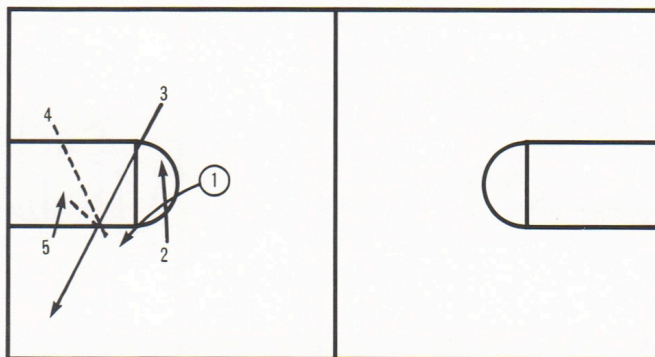
All penetrate: All players flood the lane in an attempt to pass to the center or power forward for an inside move.

Good passing guards are necessary because of turnover risk with inside passing.



Low Post options: Small forward flashes inside, point guard passes inside to center or forward for a layup.

Good passing guards are necessary because of turnover risk with inside passing.



Weak Side Forward Offset

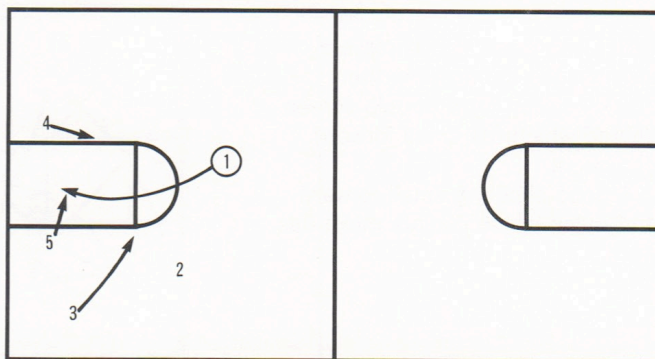
This set overloads the weak side, looking to get the ball inside to the center or either forward. The point guard aligns at the top of the key, the big guard and small forward at the weak-side wing and corner positions. The center takes the weak-side low post, and the power forward the strong low post.

Strengths: Used when both forwards and your center are inside threats, it provides many inside opportunities as well as a constant back-door option.

Weaknesses: Requires good inside 4 and 5 players, and a good small forward since the 3 player keys many plays.

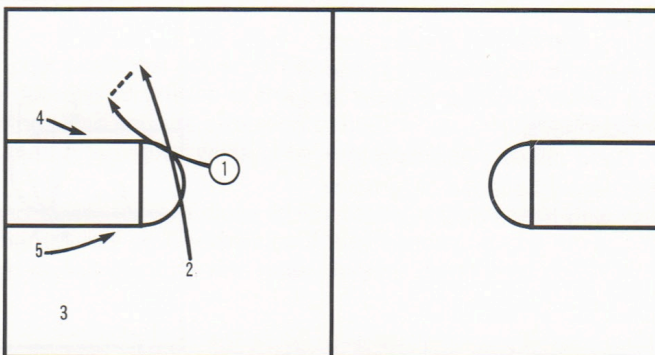
Point Penetrate: Point Guard drives the lane, passing to center or forward, or laying it up if none are open.

Use against weak inside defense when your point guard and center are quick and strong.



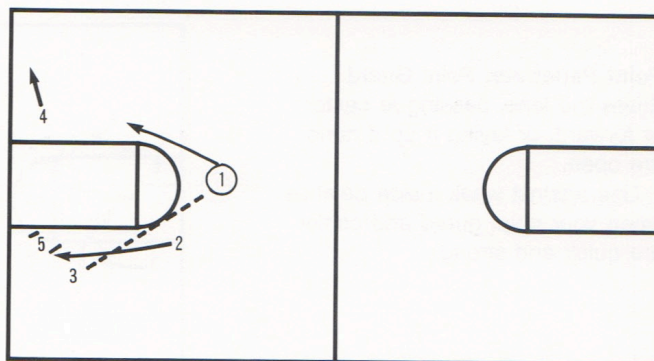
Flash & Flare: Center and power forward move to the posts to fake inside. Big guard pops out to the wing for a shot.

Use to take advantage of a good outside shooting big guard or a weak number 2 defender.



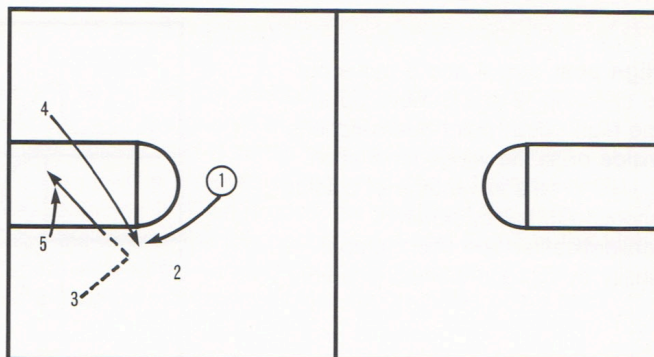
Weak side option: The small forward or the big guard shoots over a double screen in the corner.

Use with a good outside shooting small forward.



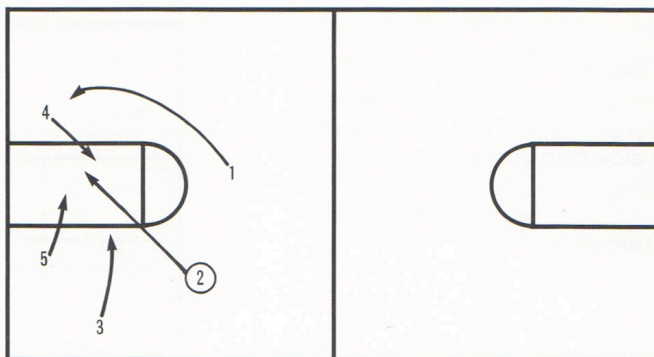
Power drive: Clear out for the power forward to drive to the basket from the high post.

Use to exploit driving ability of your power forward.



Outside in: The guards penetrate to the lane to draw the defense for a backdoor pass to the center.

Use with a powerful center and good passing point guard.



Double Stack Set

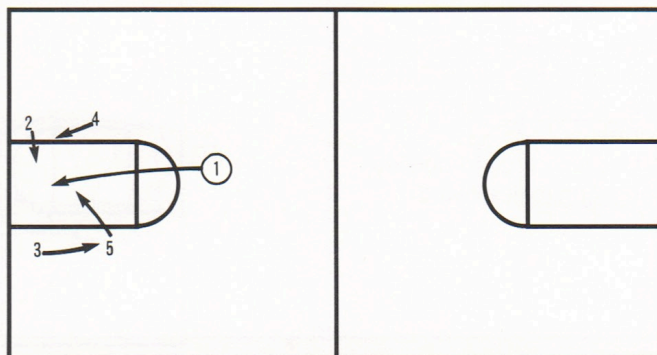
The double-stack alignment pressures the defense by placing four players inside on the four posts. It can produce medium range jump shots from both sides, and by making the defense play tight it can open opportunities for drives by all players. The point guard takes a position at the top of the key, while the big guard and small forward take the low posts, small forward on the weak side. The center and power forward take the high posts.

Strengths: An excellent offense for a balanced attack, it emphasizes short jump shots by all players. Particularly effective when the 4 and 5 players are good ball handlers and passers.

Weaknesses: Relies heavily on the ability of the point guard to direct the attack and pass to the right players. Does not promote an effective perimeter game with long jumpers by the guards.

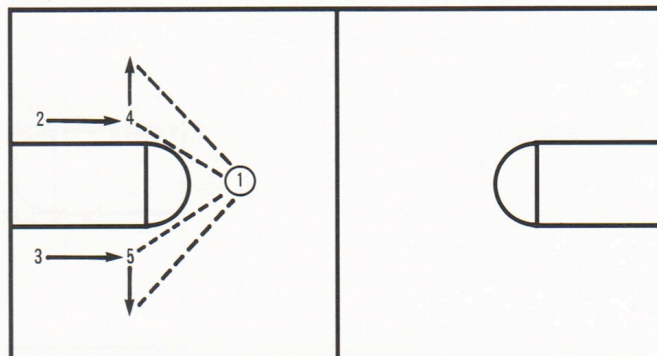
Point Penetrate: Point Guard drives the lane, passing to center or forward, or laying it up if none are open.

Use against weak inside defense when your point guard and center are quick and strong.



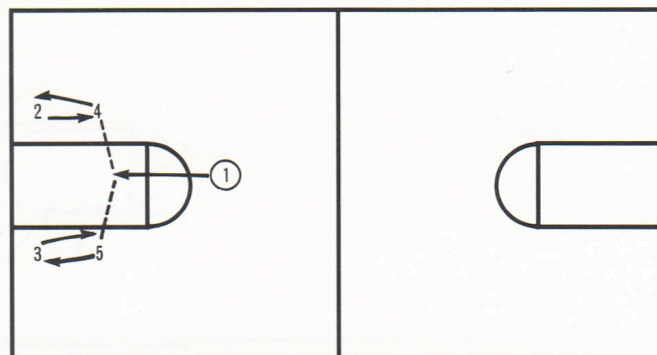
High post out: 4 and 5 move out to the wing, 2 and 3 move up to the high posts, point guard options inside or to the wings for a shot.

Use to take advantage of outside shooting threat by power forward/center and short jumper ability by big guard/small forward.



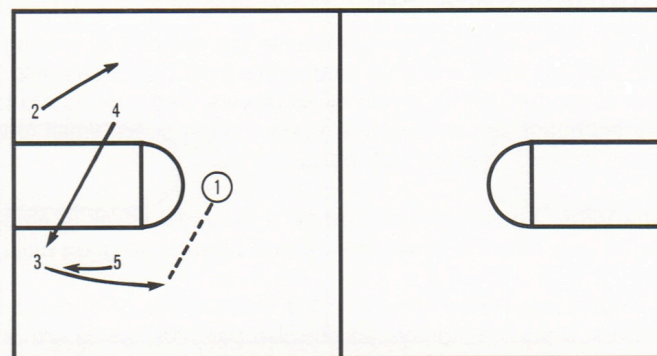
Low post roll: 4 and 5 roll to the low post, and 2 and 3 move up to the high post. Point guard fakes inside then opens to 2 or 3 for a jump shot.

Use against tight overplay defense.



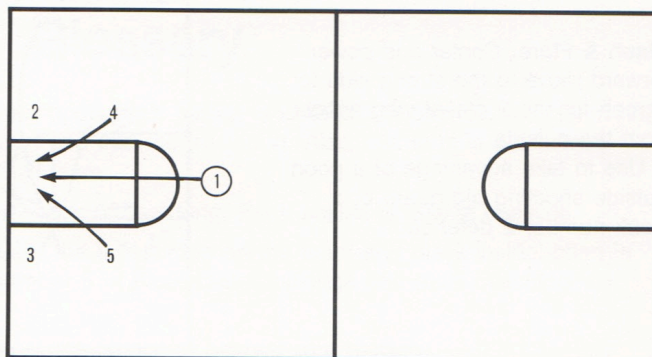
Low post pull: 4 and 5 pull weakside, and 3 moves to the wing to screen for a shot by 3.

Use to take advantage of a good shooting small forward or poor defense at the 3 position.



High post in: 4 and 5 cross into the lane where 1 will drive for a dish to 4 or 5 for a dunk.

Use when power forward and center are strong inside players and point guard is a good penetrator.



The Wheel Set

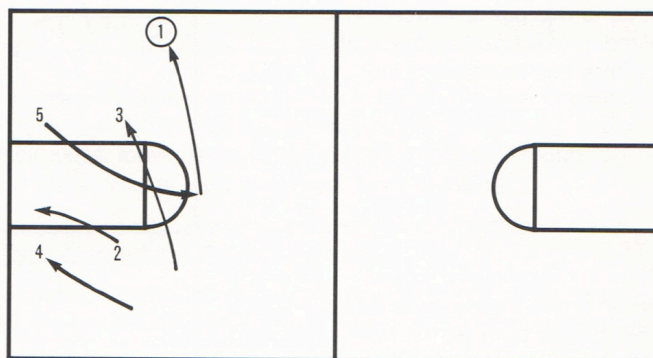
Relying on constant motion and sharp passes, the wheel set can produce inside scoring opportunities by all players. Initially, the set is like a low post set, with the guards at the top of the key, forwards on the wings, and center at low post. But the players quickly start a series of quick rotations, always looking for the open short shot. First, 2 cuts low post while 1 moves to the wing and 3 flashes to the high post and 5 moves up to the top of the key replacing 2. Then 4 goes low post from the wing position while 2 moves high and 5 drives across the lane to the low post. Then 4 and 5 pull to the high post while 2 gets back to the top of the key and 3 cuts to the wing. If no scoring opportunity yet, players reset to the original set and re-execute the wheel movements. Most opportunities come from mistakes in the defense on 2, 4, or 5.

Strengths: Good against tight defenses, it produces lots of inside shots.

Weaknesses: Relies on good passing, prone to turnovers. Not as effective when center (5) or big guard (2) is not effective.

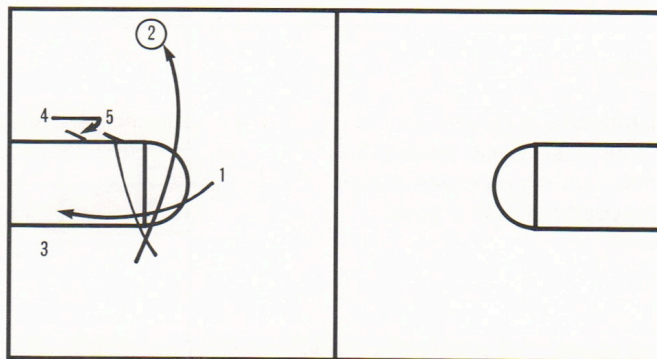
Point outside: Point guard shoots from his normal passing position in the wheel or lobs inside for a dunk.

Use when power forward and center are both good and point guard is a good penetrator.



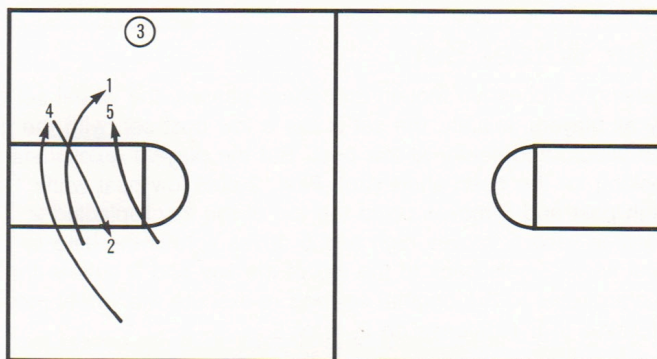
Flash & Flare: Center and power forward move to the strong side to screen for the 2 player who shoots from the outside.

Use to take advantage of a good outside shooting big guard or a weak number 2 defender.



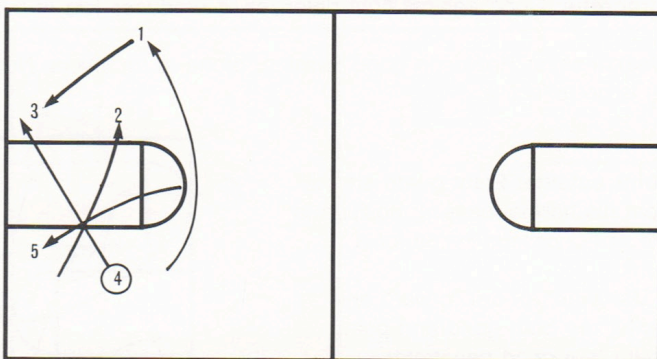
Forward out: Small forward pops out to the wing for a short jumper.

Use as a variation on the usual inside options of the wheel, or against a weak 3 defender.



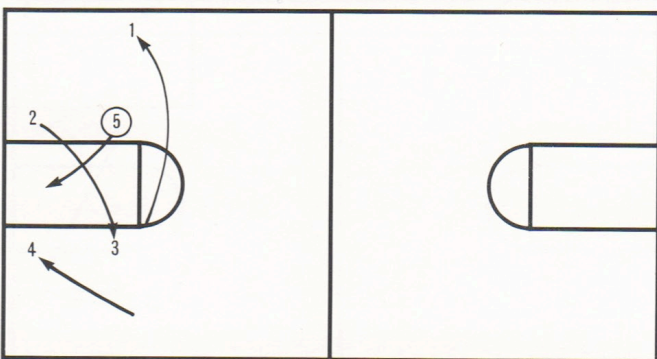
Power drive: the 4 player drives to the basket from his normal position in the wheel.

Use to overpower a weak 4 defender. Don't use if your 4 player has poor ball handling ability.



Center drive: the 5 player drives to the basket from his normal position in the wheel.

Use to overpower a weak 5 defender. Don't use if your 5 player has poor ball handling ability.



V. Glossary

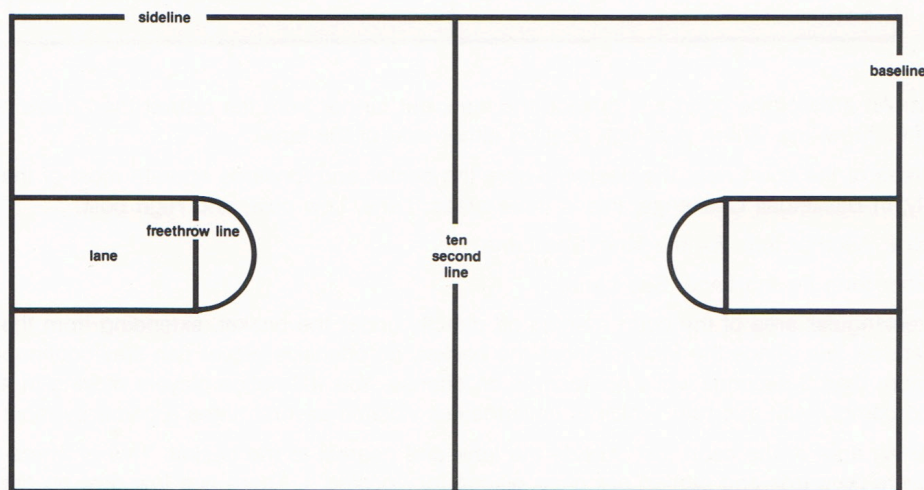
Backcourt: The half of the court in which your opponent's basket is located. On offense, your team has 10 seconds to get the ball out of the backcourt and into the frontcourt. Also, this term is sometimes used to refer to the two guards on a basketball team.

Baseline: The lines on the ends of the court, each 50 feet long. Each basket is near a baseline.

Center: A player position. The center is usually the tallest man on the team and plays inside, often in the low post or high post. This is position number 5 in Basketball Challenge and most coaching diagrams.

Corner: The area of the court in the corners of the frontcourt nearest your basket.

Court: The area the basketball game is played on. It is 94 feet long by 50 feet wide, and is divided into various areas, as shown in this chart:



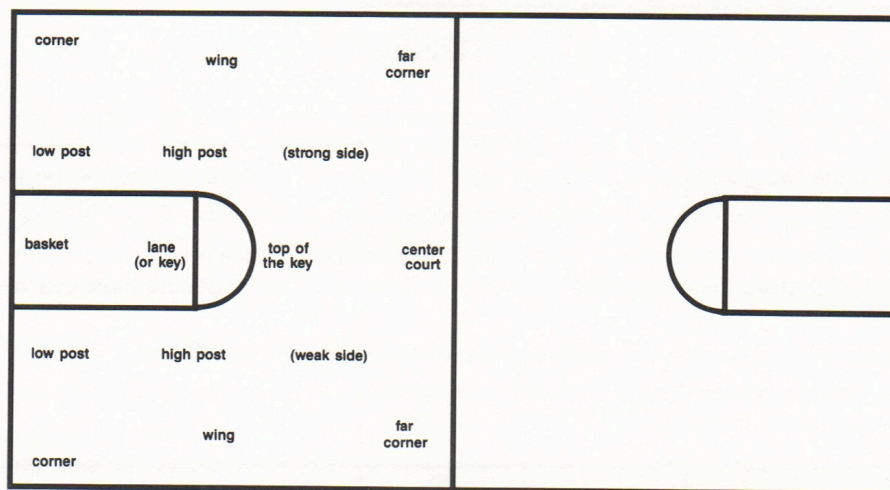
Forward: A player position. There are typically two forwards playing on each team. The two forwards are usually termed small forward (position 3 in Basketball Challenge and most coaching diagrams), and power forward (position 4). Depending on their skills, forwards can play inside or outside, though typically their roles are that the small forward plays outside, and the power forward inside.

Freethrow line: A line at the end of the lane (see below), from which players shoot freethrows. On a real court, there is a circle drawn around this line called the Freethrow circle.

Frontcourt: The half of the court under your team's basket, where all offensive activity for your team takes place. Also, when referring to a part of the basketball team as the "frontcourt", this refers to the forwards and center.

Guard: A player position. There are typically two guards on each team, termed the point guard (position 1 in Basketball Challenge and in most coaching diagrams), and the big guard (position 2). Big guard is sometimes called shooting guard, or simply other guard. The two roles are different, in that the point guard handles the ball most often and directs the team on the court, whereas the big guard is more concerned with scoring.

Halfcourt: Half of the court, each halfcourt is either the frontcourt (where you are on offense) or a backcourt (where you are on defense). Each halfcourt has two sides, the left side as you face the basket (also called weak side) and the right side (or strong side). Each halfcourt side has several areas which have names, as shown on the next page:



High post: An area of the court just outside the lane, but farther from the basket than a low post — up near the freethrow line. There is a high post on either side of the lane.

Inside: Areas of the court near the basket, where the center and forwards operate most of the time. Technically, in Basketball Challenge, this is three areas: Lane, Low post, and High post.

In the paint: Another term for the lane. See Lane.

Key: Another term for the Lane. See Lane.

Lane: A rectangular area of the court marked off directly under the basket, extending from the baseline to the freethrow line. Since the lane is under the basket, no offensive player can stay continuously in the lane for more than 3 seconds while his team is on offense. You will notice players moving in and out of the lane to comply with this rule, which is nevertheless violated several times a game by most teams.

Low Post: An area of the court just outside the lane and nearest to the basket. This is where your inside players (forwards and center) are often placed (or "posted"). There is a low post on each side of the lane.

Outside: These are areas of the court away from the basket but still in scoring range. Guards and the small forward (sometimes the power forward and even the center) play in this area. Technically, in Basketball Challenge these areas are the corner, wing, and top of the key.

Screen: A move where one (or two) players get into position in front of another player so as to allow him an unmolested shot by keeping opposing players from effectively guarding the shooter.

Sideline: The lines on the long sides of the court. Each are 94 feet long.

Strong side: The right side of the frontcourt as you face the basket. So called because most players are right-handed and this in theory makes the right side the stronger side. See also Weakside.

Top of the key: Area of the court around the freethrow line, and and outside the lane. See also Lane.

Weak side: The left side of the frontcourt as you face the basket. See also Strong side.

Zone defense: A type of defense where the players protect areas of the court ("zones") rather than guarding individual opposing players. There are various types of zones, usually numbered as to the alignment of the players in that zone, for example, a 1-2-2 zone would have 1 player guarding the top of the key, two players guarding the high post areas, and two players guarding the low posts. Zones are not stationary, but shift as the position of the ball changes.



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