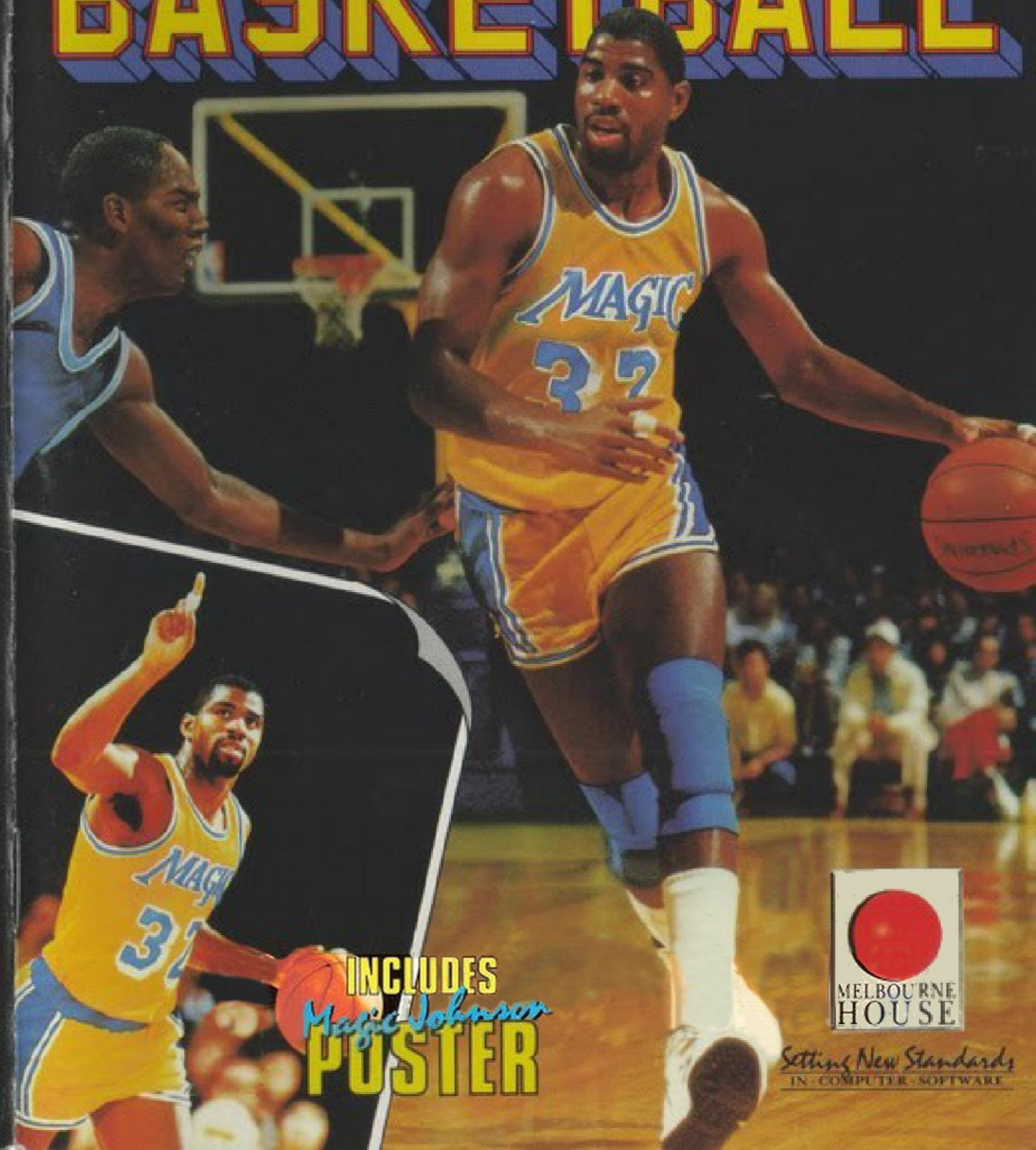


Magic Johnson's BASKETBALL



INCLUDES
Magic Johnson
POSTER



Setting New Standards
IN COMPUTER SOFTWARE

Magic Johnson's
BASKETBALL

a direct translation of the coin-op favorite

Magic Johnson's
**FAST
BREAK**
BASKETBALL



Setting New Standards
IN · COMPUTER · SOFTWARE

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Melbourne House is a member of the Virgin Mastertronic Group

INTRODUCTION

Arcade action brings the realism of the professional game home to you in this direct translation of the popular coin-op arcade game, "Magic Johnson's Fastbreak Basketball."

Now you can experience the fast action of a real Arcade sports game on your home computer. Dribble downcourt and zig-zag to outmaneuver the opponent guarding you. Pass to your teammate and then cut inside the key just as he snaps it back to you for you to slam-dunk it in.

It's a Magic show!

LOADING THE GAME

(Before you begin, plug in your joystick(s) if it/they are to be used in playing the game. If you are using only one joystick and there are two joystick ports, make sure it is in Port 1.)

1. Load DOS into your computer.
2. At the A> prompt, insert your Magic Johnson's Basketball Disk into drive A and close the drive door.
3. Type 'MJ' then press (RETURN).
4. When prompted, type the number of joysticks you will use for the game. If no joysticks are to be used, type 0.
5. Center the joystick(s) and type 'Y' when again prompted.

To continue beyond the title screen, press the spacebar. The Options Select Screen, which appears next, is used to set up the game; it is explained in detail on page 6.

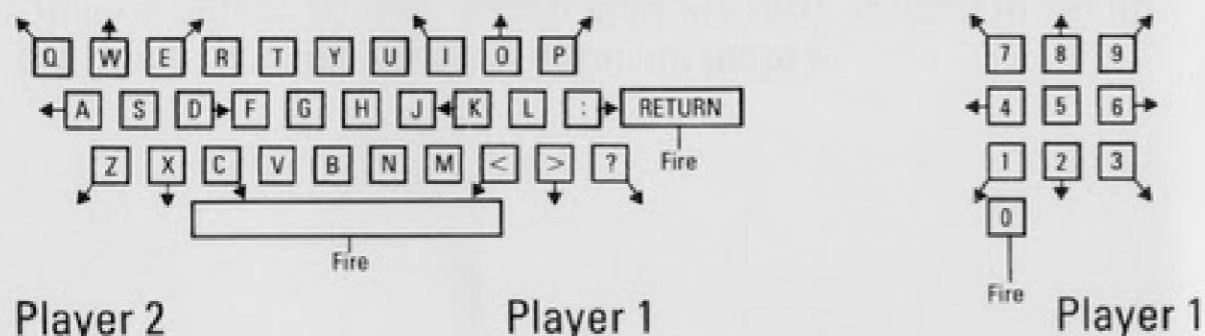
HARD DISK INSTALLATION

1. Create a subdirectory using the 'mkdir' or 'md' command.
EXAMPLE: mkdir magic (RETURN)
2. Insert your Program Disk into drive A and close the door.
3. Copy all files from the Program Disk to the subdirectory created.
EXAMPLE: copy a:*. * c:/magic
4. To play the game, from the c> prompt you must first change to the directory you've installed the game in.
EXAMPLE: CD /magic (RETURN)
5. Once in the correct directory, type MJ and press (RETURN).
The game will now load and run directly from the hard disk.

GAME CONTROLS

You may use either the joystick, numeric keypad or keyboard to play Magic Johnson's Basketball. No matter which you choose, you may control only one player (on your team) at one time.

Player 1 (the red/green jerseys, who are shooting for the basket on the left side of the court) can be controlled either by the joystick (if there are two, the joystick in Port 1), or by the numeric keypad (keys 7, 8, 9, 4, 6, 1, 2, and 3) or by the keys on the right hand side of the keyboard (I, O, P, K, :, <, >, and ?). For Player 1, the 0 key or Return or Enter keys function as the firebutton, which is used in passing, shooting, stealing, etc.



Player 2 (the blue jerseys, who are shooting for the basket on the right side of the court) can be controlled either by a second joystick, or by the keys on the left hand side of the keyboard (Q, W, E, A, D, Z, X, C). For Player 2, the spacebar functions as the firebutton, which is used in passing, shooting, stealing, etc.

The fire button (or the 0 or Enter key or the spacebar, depending on what controls you are using and whether you are Player 1 or Player 2) is used in conjunction with the directional controls to make the following moves:

OFFENSIVE MOVES

Shoot (Field Goal attempt): Press the fire button (or 0 key or spacebar) and move the joystick down (or press the corresponding key for down).

Pass to your teammate: Press fire and move up.

Alley Oop: To initiate the Alley Oop play (tell your teammate to cut in toward the basket), press fire and move left. Then press fire and move down as he reaches the basket.

DEFENSIVE MOVES

Blocking a Field Goal attempt: Position yourself in front of the shooter and press fire and move down.

Stealing: With you and your opponent facing each other, press fire and move up.

Punching/Hacking: Press fire and move left.

Switch Player Control: To control the other defensive player (you will usually want to do this when the offensive team passes the ball to the person your teammate is guarding), press fire and move right.

OTHER CONTROLS

F1 Display statistics screen

F5 Pauses game

F9 Ends game, returns to option selection screen.

OPTION SELECTION SCREEN

DIFFICULTY LEVEL OPTIONS

- High School – 3 minute quarters, 45 second shot-clock. Recommended for beginning players.
- Collegiate – 4 minute quarters, 30 second shot-clock. Intermediate level; prepare for the NBA draft.
- Pro – 6 minute quarters, 24 second shot-clock. Highest difficulty level. Definitely not for Rookies.

PLAY OPTIONS

- One Player – Player 1 vs. the Computer. Win this game and earn the right to play One-on-One with Superstar Earvin 'Magic' Johnson himself!!! See page 18.
- Two Player – Player 1 vs. Player 2.
- Demo – Computer vs. Computer (one quarter only).
- Training – in this mode the computer will demonstrate how to perform the move(s) of your choice, then give you the chance to practice as many times as you like!

THE TRAINING MODE

You may choose from any of the following:

- General Training – This mode will give you an overview of the function keys used in the game.
- Blocking Shots – Shows you how to keep the opponent from scoring.
- Stealing - Games are won and lost on turnovers. One or two steals could make all the difference.
- Passing – They say an assist is just as important as any shot. Be a team player and pass the ball.
- Shooting – “Five-four-three-two he takes the shot, it’s up . . . it’s good!” (Well, maybe with some practice . . .)
- Slam-dunk – Go down-town against the Computer or Player 2, but be careful not to jam too hard . . . after all, the backboard is only glass.
- Alley-oop – Pure poetry-in-motion. Need I say more?
- Sucker-punch – Now I don’t want to sound unsportsmanlike or anything, but if the game is close . . .
- Exit – Will return you to the Option Selection Screen.

GAMEPLAY

After choosing a level and an opponent, you're ready for the Tip-off! Press fire to get to the Game Screen. Four players and a referee will run onto the court. Move down and press fire to start.

THE GAME SCREEN

The Scoreboard is located at the top of the screen. Displayed are the following:

- Quarter
- Time remaining in the quarter
- Time remaining on the shot-clock
- Score of each team
- Number of fouls for each team

The Court is shown in two parts: the first when the ball is thrown in, and the second when a player crosses over the half-court line.

NOTE: A shot may be taken only from the second half of the court.

The Referee is at the bottom of the court. He calls them like he sees them. No arguments, or it's off to the showers for you.

OFFENSIVE GAME PLAY

Once you have the ball in your possession, you become the offensive team.

Although inbounding the ball is automatic, there are several offensive moves which you control.

DRIBBLING

Whenever a player gains possession of the ball, he will automatically start dribbling and continue to dribble until he shoots (attempts a field goal), passes, or loses the ball.

THE PASS

Passing the ball back and fourth is a good way to throw-off the defense. To pass, press fire and move up. The ball will go to your teammate, who you will now control.

Caution: Your opponents will try to steal the ball any chance they get. Use short, controlled passing instead of longer ones. This will lower the chance of your giving the ball to your opponent.

As you move your player toward the basket, your teammate will also try to get into position for a field goal attempt. So if you can't get clear, try passing the ball to him.

FIELD GOAL ATTEMPTS

A field goal can be attempted only from your opponents' home court. To shoot, move down and press fire.

Try to get clear before you try for a field goal. Shots are easily blocked by the computer or an opposing player when the shot is taken from directly in front of him.

The type of shot (jump shot from long distance or slam dunk from close in) will depend on your positioning. If the shooter is underneath the basket (and it looks like he would be physically able) he will automatically slam dunk the ball. Otherwise the shooter will perform a jump shot.

For all difficulty levels, Field Goals made from beyond the outer arc score 3 points each. Field goals made from inside the outer arc score 2 points each. Free throws are worth 1 point each.

Whether or not you make a shot will depend on how close you are to the basket, how well you are guarded, and the difficulty level you're playing at.

NOTE: Free-throws are accomplished using the same controls as those for a field goal.

OFFENSIVE FOULS

Charging will be called when the person dribbling the ball runs into a defender who is stationary. This is a personal foul.

Each team is allowed 5 personal fouls in each half before any penalty (besides the loss of the ball) is awarded (unless a player is fouled while taking a shot). After 5 fouls, the fouled team is awarded free throw attempts from the foul line.

VIOLATIONS

A violation is an infraction of the rules. There is only one violation that will be called on Magic Johnson's Basketball.

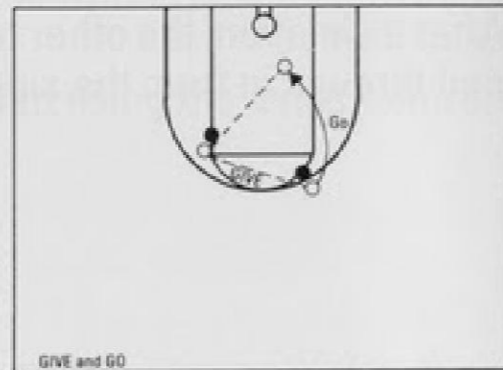
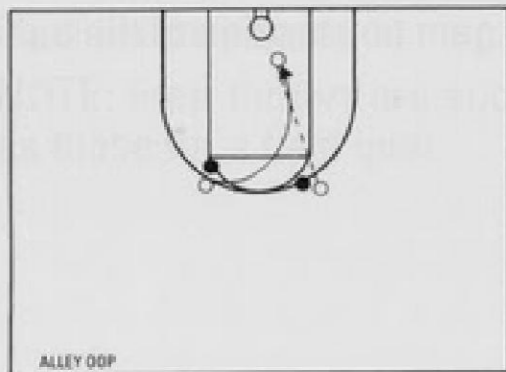
If a shot is not attempted before the shot-clock expires, your opponent will take possession of the ball. This is known as the 24-second rule, although you will note that if you are not playing at the professional difficulty level, you will have longer before the shot-clock expires.

After a violation, the other team will gain possession of the ball and throw it in from the side line.

OFFENSIVE PLAYS

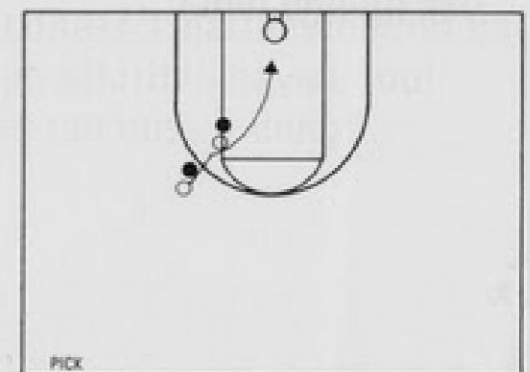
Alley Oop: To initiate the Alley Oop play (tell your teammate to break for the basket), simultaneously move left and press fire. Then move down and press fire. You will arc the ball toward the hoop, which may actually result in the scoring of a basket with no assistance from your teammate. If not, and if your timing is right and your teammate is in position, he will jump up and slam the ball into the basket.

Give and Go: To explain this play, we will designate the two teammates as Man A and Man B. Man A passes the ball to Man B (simultaneously move up and press fire), then Man A cuts in toward the basket (left and fire to tell teammate to break for the basket), then Man B passes to Man A (up and fire), then Man A shoots (down and fire).



Post Up: In this simple play, you position your teammate under the basket and then pass to him when you get a chance. Just give the command used in the Alley Oop which tells him to break for the basket (left and fire). Then, after he's solidly in position, look for an opportunity to pass to him (up and fire). Of course, after the player under the basket receives the ball, you control him – just give the command to shoot (down and fire) and he should slam it in!

Pick: This is a simpler version of the Pick 'n Roll. In the pick, you use your teammate to "pick off" your defensive opponent, leaving yourself free to shoot unchallenged. To perform this play, run straight at your teammate. Just before reaching him, veer sharply to the left or right and run around him. The defensive player guarding you may run into your teammate. Or you may just confuse him and slow him down for a few seconds. But you should buy at least a little time and get ahead of him. Of course, you should make for the basket and shoot (down and fire) as soon as you can, before he can catch up to you and get close enough to block your field goal attempt.



DEFENSIVE GAME PLAY

Well, you know what they say: "The best offence is a good defense." In the event that this statement is true, please pay close attention to the information that follows. The defensive game may well be won and lost right here.

BLOCKING

Position yourself in front of the shooter and simultaneously move down and press fire. Your player will jump up into the air with outstretched arms and attempt to block the shot.

You will want to stick as close to the ball handler as possible (without fouling him) for your blocking to be effective.

STEALING

You can't score unless you have possession of the ball, so unless you're prepared to wait until your opponent scores, you'll want to get good at stealing the ball.

With you and your opponent facing each other, simultaneously move up and press the fire button. (If your opponent is not facing you, you will not be able to steal the ball, and you also risk fouling him.)

INTERCEPTION

Another way to gain possession of the ball when you're on defense is to intercept a pass. To accomplish this, you must position yourself between the ball handler and his teammate. Then when the ball is passed, you won't have far to leap for it.

SWITCH PLAYER CONTROL

If the offense is passing a lot, you will need to develop the ability to change the player you are guarding very quickly.

To control the other defensive player (you will usually want to do this when the offensive team passes the ball to the person your teammate is guarding), simultaneously move right and press fire.

DEFENSIVE FOULS

It isn't very sportsmanlike, and if you do it too often your opponents will be awarded a free throw. But punching or hacking can be useful in throwing your opponents off balance at a critical moment. (It can also make you feel better if you're a little frustrated.)

Press the fire button and move left. It doesn't matter whether he is facing you. Just make sure you can afford to have a foul called against you – the referee does not miss a thing!

GENERAL STRATEGY

REBOUNDING

Move your player – offensive or defensive – to the hoop as quickly as you can after a field goal attempt is made, you should be waiting for the ball when (if) it bounces off the rim, either to slam it in (if you're on offense) or to grab it and break for the other basket (if you're on defense).

The first player to touch the ball will have possession.

PERSONAL FOULS

Each team is allowed 5 personal fouls in each half. The first 5 fouls are remedied by giving the ball to the fouled team. After that, for each foul, free throws will be awarded to the team that has been fouled. Strategically this means that you don't need (or want) to avoid fouling. However you should only foul another player when there is an advantage to be gained by doing so.

THE MAGIC SHOW

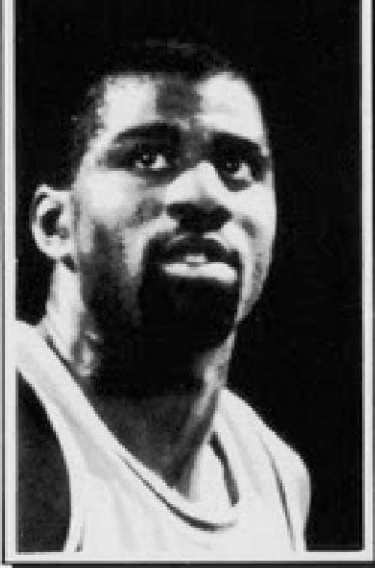
If you can beat the computer (one player only), you'll be awarded the opportunity to play the ultimate One-on-One: you against Magic Johnson!

The rules for this contest follow street-style one-on-one:

- half court only – both players shoot for the same basket
- no backcourting – lose your own rebound and Magic can shoot now!
- no referee – however, this doesn't mean you can go ahead and foul whenever you like.
- only one quarter – no extra time to figure Magic's moves out.

This is a unique test of your abilities, can you beat Magic? Not unless you're very, VERY good. But you can keep trying. And improving.

Now go have some fun. As Magic says "It's party time!"



32 EARVIN "MAGIC" JOHNSON

HT: 6-9 **WT:** 220

Position: Guard

Born: August 14, 1959 (Lansing Michigan)

High School: Everett (Lansing)

College: Michigan State '81

Residence: Los Angeles

Selected by the Lakers in the first round (first overall) of the 1979 college draft.

1987-88: In 1986-87, Earvin earned his first MVP award after leading the team in scoring and the league in assists . . . last year his value could best be illustrated by what happened when he wasn't around . . . the Lakers were 49-10 when he re-injured his strained right groin muscle March 10 in Chicago, and lost as many times in the next 19 games (9-10) as he missed (10) and worked his way back into the lineup . . . didn't have such a bad season, anyhow, averaging 19.6 points, his second-highest average for a full season, and 11.9 assists to rank second in the league . . . voted to the All-NBA First Team sixth year in a row . . . failed to shoot 50 percent FGs for the first time in his career, finishing at .492, but had the second-highest FT pct. of his career and made his career-best 11 3FGs . . . ranking third on the club in scoring . . . had some of his best games at the end of the season, tying the club single-game (regular season) record for assists he shares with Jerry West getting 23 April 20 at Dallas . . . had three Triple-Doubles in the final eight games of the season and finished the season with a league-high 12 Triple-Doubles, 95 lifetime . . . passed Jerry West, Nate Archibald, Guy Rodgers and Bob Cousy April 15 vs. Phoenix to move into third place on NBA's all-time assist list with 7,037 . . . seven of his top nine assist performances were on the road. Lakers finished the season 13-10 after he was injured, 5-5 without him, now 59-40 without him lifetime . . . hit 85-202 FGs (.421) over his last 19 games . . . season high 39 points vs. Houston Jan. 18, the most by a Laker all year, 14 rebounds at New York March 9 . . . double figure assists in 50 of his 72 outings . . . season highlight was his buzzer-beating bank shot from 20 feet lifting Lakers to a 115-114 win in Boston Dec. 11, initiating the club's 15-game winning streak . . . earned lone Player of the Week honor that week, after winning that honor unprecedented five times in 1986-87 . . . led the team in assists in 66 of his 72 outings, scoring 21 times and rebounds on 14 occasions . . . averaged 19.9 points, 5.4 rebounds and a team-leading 12.6 assists in the playoffs . . . had his playoff-high 28 points twice, including Game 1 of the Championship Series vs. the Pistons . . . averaged 21.3 points, 6 rebounds and 14.7 assists vs. Spurs, 10.7 points, 4.6 rebounds and 10.3 assists vs. Utah, 19.1 points, 5.7 rebounds and 13.6 assists vs. the Mavs and 21.1 points, 5.7 rebounds and 13 assists in the Championship Series against the

Pistons . . . had three dreams fulfilled in the Championship Series vs. Detroit: he got to play for the Championship in front of his father for the first time, he got to play for a title in his hometown for the first time, and he played for back-to-back Championship teams . . . hit 7-14 3 FGs in the playoffs, 5-58 combined in his first eight post-season campaigns . . . with Lakers trailing, 0-1, in the Championship Series he overcame a bout with the flu to produce 23 points, seven rebounds and 11 assists in 42 minutes as the club evened the series . . . had 17 points and 19 assists at the All-Star Game the second highest total in All-Star history and three below the mark he set in OT in 1984.

CAREER: The Lakers made Earvin the first player selected in the 1979 college draft, using a pick the club acquired as compensation when Gail Goodrich signed as a free agent with the Jazz prior to the 1976-77 season . . . was first rookie in NBA history to be named MVP of the Finals after getting 42 points, 15 rebounds and seven assists while starting at centre replacing the injured (sprained ankle) Kareem Abdul-Jabbar to lead the Lakers past Philadelphia in the sixth and final game of the 1980 Championship Series . . . owns numerous Laker rookie records including assists (583), steals (187) and FT pct. (810) . . . became the third rookie in club history to score 1,000 points . . . became first rookie to start in the All-Star Game since Elvin Hayes in 1969 . . . unanimous member of the All-Rookie team and runners-up to Larry Bird in the Rookie of the Year voting . . . became the third player to have won NCAA and NBA titles back-to-back joining Bill Russell and Henry Bibby, and Billy Thompson became the fourth in 1986-87 . . . missed 45 games during his sophomore campaign due to torn cartilage in his left knee, though his 21.6 scoring average was his highest until this past season . . . returned from that injury on Feb. 27 and averaged 22.4 points and nine rebounds, sinking 54 percent of his FGs over the final 16 games . . . won his second playoff MVP award in three years as the Lakers captured another in 1962 . . . joined Oscar Robertson and Wilt Chamberlain as the third player to record 700 points, rebounds and assists that season . . . led the league in steals (2.67) for the second year in a row and placed second in assists (9.5) . . . had 18 double-doubles that year . . . set a club record with 13 offensive rebounds at Houston in 1981-82 . . . 1982-83 marked the first year he was selected to the All-NBA First Team and he's been a fixture on the team ever since . . . led the league in assists that season (10.5) . . . broke Jerry West's club record with 829 assists that season, and he's improved the record in three of the five seasons since then . . . in 1983-84, he was the inaugural winner of the Schick Pivotal Player Award, top vote-getter of the Sporting News All-NBA team . . . led the league in assists averaging an NBA record of 13.1 Tied Jerry West's club record with 23 assists in a game against Seattle and set an NBA playoff record with 24 assists against Phoenix in the Western Conference Final . . . had 968 assists in 1984-85, the third highest total in NBA history at that time, though he did not lead the league . . . handed out his 5,000th career assist March 13, 1986 versus Seattle . . . became the first player to receive more than one million votes in

the 1986 All-Star balloting . . . had his greatest season in 1986-87 joining Willis Reed, Moses Malone and Larry Bird as the only players to be named NBA MVP of their regular season and championship series in the same season . . . scored his 10,000th point at Portland February 6, 1987 . . . became all-time leader in assists in all-star game competition . . . ranks third on the NBA all-time assist chart, tops among active players and needs 175 feeds to pass no. 2 Len Wilkens . . . ranks seventh all-time in steals, second among active players behind Maurice Cheeks . . . all-time NBA playoff leader in assists and steals and eighth in minutes FTM . . . passed Jerry West to become Laker's all-time leader in assists and tops the club in assists average and steals, second in offensive and defensive rebounds, fourth in minutes and FTM, fifth in FTA, points, scoring average and blocked shots, sixth in FGM and EG percentage, seventh in games and eighth FGA and FT percentage and rebounds.

COLLEGE: Led Michigan State to a 25-5 record as a freshman as the Spartans won their first Big Ten title in 19 years . . . MSU went 26-6 his sophomore year and won the NCAA Tournament, beating Indiana State and Larry Bird in the final . . . named Final Four MVP that year, his first of three titles and post-season MVP awards in a four-year span that included his first three pro seasons . . . selected by the Lakers as the number one pick in the NBA draft following his sophomore year.

PERSONAL: Earvin received his nickname "Magic" from a Lansing sportswriter after a 36-point, 16-rebound, 16-assist performance in high school . . . spent part of the summer conducting his basketball camps, and speaking at various others around the country . . . also travelled to Hawaii and the Bahamas, and played in a few charity All-Star Games . . . had another dream come true when both teams topped 200 points (203-202) in his annual "Mid-Summer Night's Magic" All-Star Game benefiting the United Negro College Fund before a sold-out crowd at The Forum . . . this year's game and the black-tie dinner netted over \$650,000 after expenses, and he's helped raise more than \$1.5 million for UNCF over the past three summers . . . voted American Express NBA Man of the Year for 1986-87 by the fans for his charity and community service work . . . voted to the NBA's official All-Interview first team the past two years . . . he and the Bird were the first athletes to appear in a rock video, Loverboy's "Working for the Weekend," in 1986 . . . has numerous nationwide endorsements and actively involved with several charities, including a program for students with reading disabilities in Lansing . . . avid softball player and a rabid baseball and football fan . . . his autobiography, "Magic," was published in the spring of 1983 . . . plans to return to school to finish the requirements for the communications degree he put on hold when he left school to join the NBA after his sophomore year . . . Earvin is single and lives in Los Angeles.