BASKET MASTER

Basket Master...the latest sports blockbuster!
An all-action bonanza as you face either the computer or take on your friends in a frantic head-to-head tussle with one of the fastest sports around.
Stay on your toes as you dribble the ball down the court, your opponent hot on your heels, then with a steady hand and a keen eye shoot for a basket, it's fast, it's furious, it's fun. Defend your zone, tackle your opponent, race against the clock as your run, turn, leap then slam-dunk the ball through the net.
Watch your moves in slow-motion replay and hear the crowd go wild.
It's 3-D action all the way with brilliant high-resolution graphics and stunningly authentic sound effects in this superb sports simulation from Imagine.
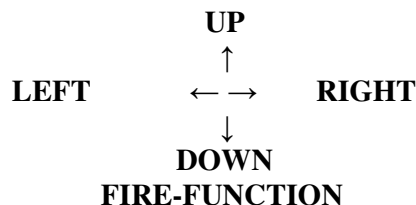Go for it! Be a Basket Master!

LOADING

  1. Place the cassette in your recorder ensuring that it is fully rewound.
  2. Ensure that the MIC socket is disconnected and that the volume and tone controls are set to the appropriate levels.
  3. If the computer is a Spectrum 48K or Spectrum + then load as follows. Type LOAD"" (ENTER). (Note there is no space between the two quotes). The " is obtained by pressing the SYMBOL SHIFT and P keys simultaneously.
  4. Press PLAY on your recorder and the game will load automatically. If you have any problems try adjusting the volume and tone controls and consulting Chapter 6 of the Spectrum manual.
  5. If the computer is a Spectrum 128K then follow the loading instructions on-screen or in the accompanying manual.

CONTROLS

The game is controlled by keyboard which is fully re-definable or joystick

KEYBOARD	LEFT COURT	RIGHT COURT
UP	1	0
DOWN	Q	O
LEFT	S	H
RIGHT	D	J
FUNCTION KEY	Z	M

JOYSTICK

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                    UP
                    ↑
       LEFT      ← → →      RIGHT
                    ↓
                  DOWN
              FIRE-FUNCTION
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CONTROL OPTIONS

If you are going to play against the computer select the controls for player one.
In case two players take part different controls must be chosen for each of them.
When redefining keys certain combinations may arise which cause logistic problems, the predefined keyboard option avoids this problem.

PLAY OPTIONS
ONE PLAYER
You must play against the machine, which simulates professional basketball style of play.
TWO PLAYERS
You can compete against your friends and test your skills in Basketball.
LEVELS
You are allowed to select one of three gamelevels, BEGINNER, AMATEUR or NBA. (It is very difficult to win on this last level).
CHANGE NAMES
Enter your name into the left court, (if two players take part, into whichever side you are playing).

CONTROL OF THE PLAYERS
ADVANCE AND DIRECTION
The keys make the player advance in the desired direction. So if the pplayer isn't carrying the orientation of his body will coincide with the direction in which he advances.
However if the player is carrying the ball the orientation of his body doesn't change, but he will move in the chosen direction, thus being able to keep the ball away from the opponent. If when carrying the ball you wish to change the orientation of the player's body press the key of the direction chosen and, right after, without letting the key go, press the Function key. Once the player has reached the desired orientation release the Function key.
THROWING
When you have the ball you can throw towards the basket in the following manner:
Pressing the Function key only the player will jump; with a second press the player will throw the ball in the way best suited to the orientation of his body.
Example:

1. Sky-hook   2. Turning half way around   3. Forwards etc
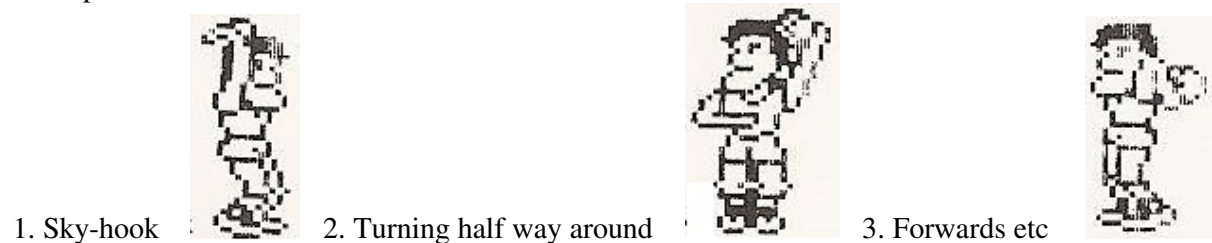
SLAM-DUNKS
To perform a slam-dunk it is necessary to be in the zone directly under the basket. By pressing the function key the player will rise until he slams the ball in the basket. While rising decide which type of slam-dunk we want to perform by using the control keys.
STEALING THE BALL
In order to take the ball away from the opponent, approach him, pressure him, watch his movements and, at the moment he isn't covering the ball, snatch it away by pressing the function key.
REBOUNDS
To capture a rebound you must pay close attention to the shadow of the ball in order to detect where it is going. Jump up and capture the ball using the function key.

STRUCTURE OF THE SCOREBOARD
A - Energy bar indicated the physical state of the player.
B - Personal foul counter indicates how many fouls a player has committed.

C - Indicates how close the ball is to you when a ball appears it means that you are in an ideal position to capture it.
D - Scoreboard counter keeps track of each player's points.
E - Message area indicates the name of the player who has committed foul and type of foul.
F - Chronograph times the 5 minutes of each period.
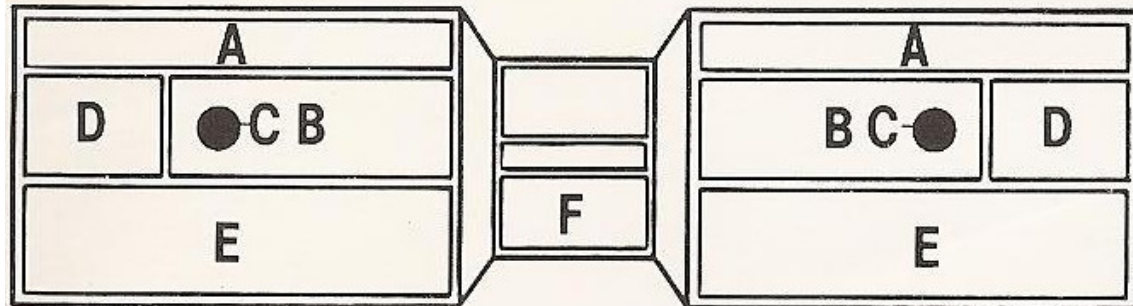
PLAYING STRATEGIES
STEALING THE BALL
Cover the ball when attacking right after stealing it, thus preventing the opponent from getting it back.
DRIBBLING
Controlling the orientation of the player's body will allow you to change direction and thus dribble the ball away from the opponent and gain a good position for throwing.
COVERING THE ZONE
The computer simulator's strong point is slamming the ball down the basket when in the zone. To avoid this, cover the zone and force him to throw from farther away.
INTERCEPTING THE BALL
Pay attention to your opponent when he throws from far away. Get near him, jump and you will intercept an otherwise sure basket.
TIREDNESS AND ENERGY
Take advantage of your moments of maximum energy and recover your strength when you are feeling weak. Try to tire out your opponent. The effectiveness of your throw is determined in part by tiredness, and remember, you can't perform a slam-dunk if you are tired out. Keep an eye on the bar on the scoreboard indicating your energy level.

INFRACTIONS
The software reorganises the following infractions:
      1. Travelling back-court
      2. Out
      3. Personal fouls. Avoid commiting any of them.

PERSONAL FOULS
They can be committed when attacking or defending.
When attacking you must avoid contact with the opponent when approaching the basket. Be careful with slam-dunks when the opponent is defending his zone.
When defending you must avoid stealing the ball if it is properly covered by the opponent and never pressure from behind.

ACTION REPLAYS

Whenever a slam-dunk takes place the repetition of the play will appear in close-up and slow-motion.

HALF-TIME, STATISTICS AND END OF THE MATCH

The match is made up of two periods of 5 minutes playing time with a half-time rest. During the half-time and at the end of the game a statistical table with percentages and results of each player will appear on the screen.

The game can also end when one of the players is expelled because he has committed too many fouls, which means that even if you're ahead on the scoreboard, you still lose.

GOOD SHOOTING!

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