Court Side College
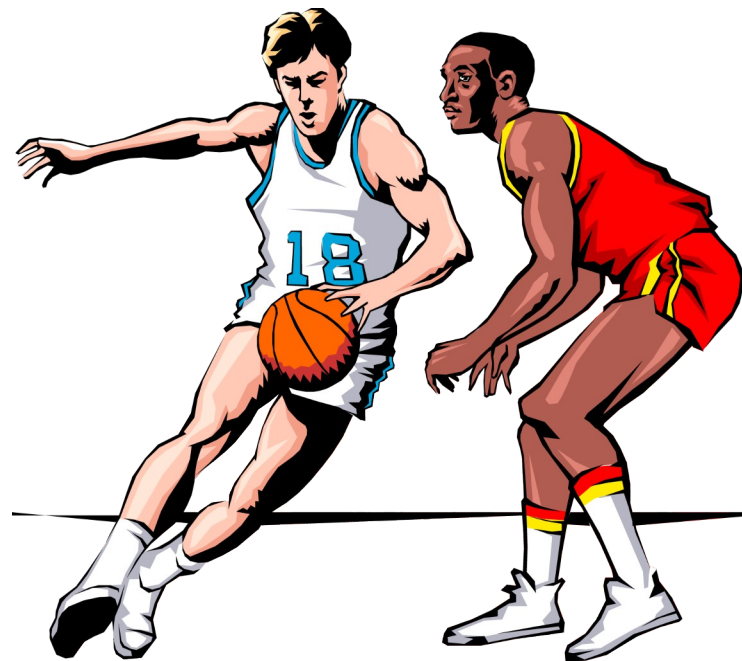
BASKETBALL

Version 5.00

All the realism and excitement

of college basketball in a computer game!

LANCE HAFFNER GAMES

Court Side College Basketball

Courtside College Basketball is a sports simulation that allows you to coach your favorite teams - past or present. It represents years of extensive research and is one of the most realistic simulations of college basketball.

All teams have been rated to give the most accurate results possible. There are several special features, including the 10-minute ticker and the ability to adjust contribution ratings at game time.

You control the strategy by using substitution, selecting shots and managing the defensive and offensive styles of play.

PLAY SINGLE GAME

The first option from the welcome screen is to Play a game. Since that's where you'll spend most of your time, let's take you through the process - from Setup to Box Score.

You are first presented with a number of options for customizing game play. These are designated by both numbers 1 through 9 and letters A to E. To change any option, simply press the key corresponding to the number/letter.

(1) Play Mode – choose between Computer vs. Computer (a full computer simulation), Human vs. Computer or Human Opponent (play against your friend)

(2 & 3) Team Selection – You clearly can't play a game until you select your teams. To select a team, you will first input a season identifier for the teams file. This should match the extension of the file you want to use. (this is often equal to the team year; see TEAM MANAGEMENT for more on this).

If requiring the last season disk you used, just hit ENTER. Use arrow keys to navigate through the lists, then select the team and press ENTER. You are then asked to confirm the team.

Disable Players – Once confirmed, you will have the opportunity to disable players. You are allowed to disabled up to 5 players per team, depending on the size of the roster. The players and number of games played will be displayed for you.

To disable a player, simply enter their corresponding number or letter. To re-enable the player, simply hit this number again. You MUST have 8 active players to start a game. (**Note**: The computer automatically does this at random, so it is a good idea to check it.)

(4) Location – Choose whether the home team will have home court advantage, or if the arena is neutral. Home court advantage impacts a team's performance.

(5) Shot Clock- Choose between the 45, 35 or 30 second shot clock, or to have no shot clock at all. Some offensive strategies are dependent upon this selection (ie, the "Milk the Clock" offensive strategy) To use the "Hold Ball" vs. "Passive Zone" (a popular tactic in the pre-clock era), you cannot be using a shot clock.

(6) 3 Point Shot – This option lets you choose whether or not teams are allowed to take the 3-point shot. The 3-pointer was officially adopted for the 1987 season. All teams from this point forward are rated to shoot three's. Schools who did not play with the three pointer are not rated for it.

(7) Fouls to Disqualify – You can type "7" to toggle this between 5 and 6 (some conferences experimented with 6 fouls during conference play).

(8) Free Throws on 10th Foul – Beginning in 1991, two FT's were awarded on the 10th foul of each half and each succeeding foul. Type "A" to toggle this on or off.

(9) Start Game – When you have all your options set and your teams selected, type "9" to start play.

(0) Save Settings – Type "0" and the game will permanently save your settings so they will automatically come up each time you play the game.

(A) Play-by-Play Delay – Set this speed for how fast you can read (or how much you want to!). This sets for how many seconds commentary stays on the screen. We recommend a value of 1.2. If you just want the results of a game, use a value of 0.

(B) Human Coach – You can toggle this to determine, as coach, if you will only select lineups, strategy and the occasional passing choice. Or, you can choose to both coach and play, in which case you can also make shot selections as well.

(C) 3 FTs When Fouled Attempting A Three – From the 1991 season forward, 3 FT s have been awarded when fouled shooting a three. From 1987 – 1990, only 2 FTs were taken in this situation.

(D) 1 FT 1 st 6 Fouls – Prior to the 1973 season, on the first 6 non-shooting fouls of each half, the fouled player attempted 1 FT. From 1973 forward, the rule has been changed so the fouled team simply takes the ball out of bounds.

(E) Play-by-Play – Choose either Lance's classic Play-by-Play, or verbose. Classic Play-by-Play will display only the basic information such as who has the ball and his shot %. Verbose commentary gives a full scrolling description during the game.

STARTING THE GAME

When starting, you are asked for the starting time of your game. This is only used for the 10-minute ticker and is OPTIONAL.

Some notes on the 10-Minute Ticker:

(1) Use the auto-schedule feature to schedule up to 32 games. Be sure to put in the starting times of each game. Let the computer play these games without watching the final results.

(2) Put in the starting time of the game that you are going to play. (At least 1 team must be coached by a human).

(3) Press "T" at any time during play to display the games in progress. Scores are updated about every 4 minutes of playing time. At the end of your game, they will also be displayed as finals.

EDIT PLAYER CONTRIBUTION PERCENTAGES

These numbers represent the percent of time a player shoots, rebounds and fouls in relation to other players on the team. You may adjust these to your liking. In fact, if you want to replay a historical game, you can reproduce player usage by entering precisely the total player's shots, RB and fouls from the box score. Then calculate each player's percentage of the total and use it here.

SELECTING THE STARTING LINEUP

When the computer controls a team, it selects the line-ups. As human coach, you select yours. The 0 and 1 slots are for guards. 2-4 slots are forwards and center. Each team's roster will be displayed on the screen. Each player is rated for:

- FG – 2 point FG %
- 3FG – 3 point FG %
- %3A – percentage of shots that are 3's
- FT – Free Throw %
- ORB – Offensive Rebound Rating
- DRB – Defensive Rebound Rating
- RB – Total Rebound Rating
- PA – Passing rating
- S – Steal rating
- B – Block rating
- CX – Contribution rating (how much the player can shoot, rebound and foul without tiring. This varies depending on opponents, numbers of players disabled and contribution %)
- PT – Points scored (during this game)
- F – Fouls (during this game)
- FC – Foul Commit Rating

The letter/number next to the player's name at the left of the screen is their roster number. Players currently in the lineup appear in the team's colors. Use the roster number for your selections. Enter guards in the 1st two spots (0 and 1). Enter forwards next, and then the center. You have a chance to make any changes, or enter a '6' if no changes are required. The computer determines lineups for any teams it is playing automatically.

HALF-COURT DEFENSES

SOLID MAN TO MAN – This is the man to man used by most teams. In this defense, your team will allow fewer offensive rebounds. Shot % will be slightly lower with a few easy buckets given up.

PRESSURE MAN TO MAN – In this defense, the team tries to pressure the ball and at overplay passing lanes. This will create more steals and turnovers. Fouls, offensive rebounds, and easy baskets will increase as well. Three-pointers will be harder to come by. Excessive fatigue may become a problem if this defense is employed for an extended period of time and to some extent, the offense will be affected fatigue wise.

PASSIVE 2-3 ZONE – In this defense, the tempo of the game is slowed. This defense causes less steals and turnovers. Less fouls will be committed in this defense. Blocking out RB's is most difficult, therefore a few more offensive rebounds will be grabbed. In general, FG% will be a little higher vs. this defense, but easy buckets are harder to come by. Not a good defense against the 3-point shot. If you have players who are excessively fatigued, you can rest them in this defense.

AGGRESSIVE 1-3-1 TRAPPING ZONE– In this defense, the team tries to trap the ball and steal it or force a turnover. Steals and turnovers will increase. Fouls, easy buckets and offensive rebounds will also increase. Excessive fatigue may become a problem for the defensive players.

FULL-COURT PRESSES

FULL-COURT MAN TO MAN PRESS – The purpose of this is to slow the pace of the game and work on tiring the opposition's guards. When employed, the offensive team will be asked which player to bring the ball up against this press. It is better to choose the player with the highest pass rating. A turnover or steal in the back court here can be disastrous. You need to keep an eye on your guard's excessive fatigue ratings when facing this press.

FULL-COURT MAN TO MAN (RUN AND JUMP) – This is the all out double team press. You can create a lot of steals and turnovers using this press. You may even force an occasional 10 second violation. When they break this press, easy buckets are quite common. Excessive fatigue can really be a problem if this defense is employed for any length of time.

2-2-1 PASSIVE ZONE PRESS – This is more or less a nuisance press. It will take some time off the clock and cause an occasional turnover or 10 second violation. Excessive fatigue is slight.

1-2-1-1 FULL COURT TRAPPING PRESS – This is the press that made UCLA famous in the 60's. This press can create a lot more turnovers and steals and can result in easy baskets at either end of the floor. Fouls and excessive fatigue can definitely become a problem for the team using this defense.

MAN TO MAN DENIAL AND FOUL (LAST MINUTES) **–** You can use this special defense when you are behind in the late stages of the game. It is a desperation defense and will usually result in either a 5 second violation inbounding the ball, steal, foul, or breakaway lay up for the other team.

OFFENSIVE STYLE

Normal – This is the normal offensive pattern for this team.

Aggressive – The offense works extra hard for a really good shot. You will find more above average shots, while turnovers and steals will also increase.

Safe – In this offensive style, the primary focus is on avoiding turnovers. However, shot selection won't be quite as good either.

Quick Offense (Last 3 Minutes) – Usually employed when you are behind. You need to get shots off more quickly and to do so you will sacrifice shooting accuracy.

Delay Offense (Last 3 Minutes) – Mostly used when ahead. While you are not in a total stall, you are trying to take care of the ball and run some clock. Can still get good shots, just not as frequently.

NOTE: The following offenses, if used excessively, will dramatically alter your team and individual statistics. Never the less, we have included them as coaching options to allow you more diversity in coaching strategy.

Milk Clock to 15 Seconds – You must be using the shot clock. In this defense, the team attempts to take time off the clock each trip down the floor and only looks for a shot during the last 15 seconds.

Stall – Only take really good shots. You must be within 10 points of your opponent to use this. TO's and steals will be very few. This is primarily employed by teams who are facing a vastly superior opponent in hopes of reducing the game to a 21 – 20 type affair they feel they would have a chance to win.

Total Stall (Last 3 Minutes) – This is the spread or the Carolina 4 Corners. In this you are foresaking all shots and making the defense foul.

Hold Ball vs. Passive Zone – You must be ahead and no shot clock. This was primarily used when a team was ahead and attempted to force a defense out of a passive zone. This offensive strategy more than anything is probably the reason the shot clock was adopted.

NOTE: The defensive coach can hit "D" to come out of the passive zone at anytime if facing this offense or any other stall.

Shoot Only 3-Pointers (Last 3 Minutes) – You can shoot only threes using this strategy in an effort to catch up quickly.

CRASHING THE BOARDS

In the last 2 minutes of the game, the computer allows you to send virtually all 5 players to the offensive boards in a desperate attempt to score. This will increase the chance of a put back basket, but may result in a lay-up at the other end if the other team rebounds.

FATIGUE AND CONTRIBUTION

Each player has a "CX" rating. This will vary depending upon the opponent you are playing. For example, Princeton players' CX rating will be lower than if you are playing a run'n'gun' team. This rating is the number of times a player can shoot, rebound, or foul during a given game. Each time a player shoots, rebounds or fouls, this CX will be decreased. If CX gets to 0, then this player will be severely reduced in his shooting, passing, rebounding and defensive skills. During the last 2 minutes of each game and overtimes, the "CX" ratings are suspended and players perform to their normal levels of skill. Disabling players at the beginning of a game also affects CX ratings. You can go into the Change Contribution Percent at the beginning of the game to modify these percentages.

Last 5 Seconds Strategy

In a close game when you are behind by 3 or less points with 5 or less seconds left in the game, a special strategy screen will appear on the screen with several options for last second strategy.

EXCESSIVE FATIGUE

The "EF" column reflects each player's condition during the game. This becomes a consideration when you employ defenses that make players work harder than normal (Pressure M-M and full court presses). The more aggressive the press, the quicker the EF will increase. When EF reaches 5, the players' abilities will be severely limited. Offensive players EF will also increase, but not as quickly as defense. When using the M-M press, the guard bringing the ball up the floor will be fatigued more than the other players.

Ways to reduce EF are as follows:

1. Play a 2-3 zone. Players will tend to rest due to the nature of this defense

2. Call time out. Players will recover slightly during a time out.

3. Replace a player. If a player rests on the bench for a couple of minutes he will fully recover and his EF will return to 0.

4. Halftime. Players will fully recover during halftime.

TIMEOUTS

While you can substitute, change offensive style and defense during any deadball situation, there are advantages to calling timeouts:

1. Occasionally the team who called timeout will experience increased offensive and/or defensive effectiveness.

2. Employing any press will be more effective during a time out than if done on the fly during a deadball situation.

3. Calling a timeout with a player at the foul line has the possibility of "icing" the FT shooter.

GAMEPLAY ACTION

During action, the screen is divided into 3 sections.

The top section is the scoreboard with the team names, score, clock, quarter, team fouls, team rebounds, team turnovers, and BONUS light (if either team is in the shooting bonus).

The shot clock also appears at each end of the count shown on the screen.

The middle section of the screen describes the play action itself and options are displayed. Action choices are also displayed as follows:

(1) Shoot

Go for it. Be confident.

<Enter> – Pass the ball

Continue to work the ball for a better shot. Sometimes will you be given a choice of player – press the corresponding key (0-4) to pass.

(2) [Offense] Call Time Out

(T) Ten Minute Ticker

If you are using the auto schedule and want to check on the progress of other games, this will give you the latest scores.

(D) Change Defense from 2-3 Zone

If you are employing a passive 2-3 zone and the other team is using a stall tactic on offense, this key allows you to "come out" of the zone and play a more aggressive defense.

The bottom 1/3 of the screen displays both teams starting line-ups. The following information is displayed for each player.

- FG – 2 point FG% (an "*" means the player is rated for 3 point shots)
- FT – Free Throw %
- RB – Rebound Rating
- CX – Contribution rating. When this reaches "0" it will turn red. The player should be replaced until the last 2 minutes of the game.
- EF – Excessive fatigue. If this reaches "5" it will turn red and the player should be rested.
- PA – Pass rating.
- PT – Points scored.
- F – Fouls.

Play-by-play also helps you know who has the ball and the quality of shot they have to work with. If you chose to display shooting percentages, you can also see how likely the carrier is to make the shot.

(O) OPTIONS

Pressing "O" at any time during game play lets you quickly make changes to the Play Mode and Play-by-Play Delay.

END OF GAME STATISTICS

At the end of the game, a complete statistical report is displayed on the screen. This may also be sent to the printer or a text file. Auto-play automatically generates a file of each box score. These files may be edited in a text editor or word processor

STATS COMPILER

This feature allows you to compile the schedule, team and individual statistics after each game. After the stats are displayed at the conclusion of a game, you are prompted to "Save Stats (YN)". While saving a teams' stats, the name of the file being saved is display. This filename is the school or city name, followed by a period, followed by a 2 digit year. Exceptions are teams with a period or space in their name. Those characters are replaced by an underline "_" key.

> i.e.   91 WASHINGTON = WASHINGTON.91
>   70 GOLDEN STATE = GOLDEN_ST.70
>   75 ST.LOUIS = ST_LOUIS.75

TEAM MANAGEMENT

These are separate functions which are not part of the basic game, and are documented in a separate manual.

REPLAY ASSESSMENT

These functions allow you to view and print statistics for a single team, as well as create files to track team statistics over the course of a career.

VIEW / PRINT COMPILED STATS

This allows you to view stats from games that you have played. You need to select the team and disk ID to review. You may view the results on screen or print them.

TEAM CAREER OPTIONS

This module includes the following career statistical functions:

- **Create and Merge Initial Stat File** – this lets you create a file that can be used to track team stats over the course of a career (several years). You will need a completed season's stats for the team.

- **Merge / Update Career Files** – this lets you add a year's stats to an existing career record

- **View Career File** – this lets you view the results for a team across the career file being tracked

- **Print Career File** – this lets you print the results for a team across the career file being tracked

- **View / Print Career Records** – this lets you view leaders and records for the target team during the period covered by the career. See who is setting franchise records!

MODIFY REPLAY STATS

In the 80's and 90's, stats were difficult to update for play-by-mail leagues as disks couldn't be shared. This feature made it possible to update those stats and change any that might have been entered in error.

Eventually the "Merge Separate Statistical Files" feature was developed to simplify this process. This feature was revived for both historical and testing purposes. Replay stats have no bearing on the game play or accuracy, and modifications are not verified for impact in related stats / categories.

MERGE SEPARATE STATISTICAL FILES

These are 2 separate routines for joining stats stats compiled for different weeks from 2 different sources. This is useful when you split a schedule between individuals and need to combine those results for the season. The "Road" stats are the ones that need to be added / merged to your "local" stats.

This will add stats together cumulatively, so if there is overlap in games played, you will have an excess of data for the season.

LEADERS AND RECORDS

These functions contain a variety of features which allow you to create a league and to maintain records and statistics for games played in that league.

When you enter this utility you will be presented with two similar menus - one for CONFERENCES and one for NATIONAL ORGANIZATIONS. The particulars of each are discussed blow.

Manage Conferences:

This is often the first option you will want to use. This permits you to create your own conference and lets you edit these after they have been created. When you create a conference you will be asked to give that conference a name. Then, you will designate how many teams are in the conference and finally you will be prompted to refer to a season disk (or disks – if you are creating a conference composed of teams from different years) to pick the teams you want to be in the conference

Manage Organizations:

You use this option when you want to create a national organization in which a number of conferences will be members.

IMPORTANT: *You must create conferences BEFORE you set up a national organization! The organization will require you to choose existing conferences to be placed into it!*

This option functions like option 1. When you decide to create a national organization you will be asked to name it. Once this is determined you will select conferences (from those you have already created via option 1) to comprise your national organization.

Options Used When Working with *Conferences*:

1. **Update Stats / Standings:** *Even though you may save stats at the end of a game, these stats are NOT accumulated into the conference records until you utilize this option. When you select this option for a conference the computer will compile all stats for the games teams have completed. This is of course necessary so that you can see who your conference leaders are in various statistical categories. In effect you MUST update your stats after games are played before any of the following will be useful to you.* The first time you use the option all your teams should have played at least one game. Thereafter you may use this option as often as you want.

2. **View / Print Reports:** This utility lets you view league stats for your conference. Remember you must update stats (option 3) before you can use this option.

3. **Head-to-Head Results:** This allows you to compare the stats of a given team to those of other conference teams.

4. **Conference Records:** Use this selection to see who holds conference records in a number of categories.

5. **Expanded Leaders:** This option lets you view a more comprehensive list of players for a variety of statistical categories.

6. **Delete Conference Stats:** Use this option to restart your conference statistics. This might be useful if you have played a conference season and now want to replay it.

Options Used When Working with *National Organizations*:

7. **Update Poll / Stats:** this option functions like option 3. Y*ou MUST use this option to gather stats from all organizational games played before other options (such as viewing or printing league leaders) will be useful.* The first time you use this optional, all teams should have played at least one game. After, you may use this option as often as you want.

8. **Access Nat'l Reports:** This utility lets you view league stats for your organization. Remember you must update stats before you can use this option.

9. **National Records:** This option lets you view the all time records for your organization across many statistical categories.
10. **Delete National Stats:** Use this option to restart your organization's statistics. This might bye useful if you have played a season and now want to replay it.

SCHEDULES AND BOXSCORES

The auto-scheduler options allow you to schedule any number of games to be played. Simply input the information required. If the computer is set to play the games, it compiles stats and creates the 10 minute ticker files automatically.

You can also play a game from the schedule on your own. If you have entered all of the start times properly, the ten minute ticker will be available and will update scores at about 4 minute intervals during each period. This way you can keep tabs on other games of interest at the same time.

If, for any reason, your game is interrupted while running, all is not lost. When you return to the game, choose the "Play Game" option again. Auto-play should resume again, and you will only have lost the most recent game in progress. Or, you can delete the file GAME82 in your game directory to stop auto-play.

NOTE: It is generally recommended that you not simulate more than 500 games at-a-time, despite the game not restricting you.

GENERATE A STANDARD CONFERENCE SCHEDULE

This option may not fully be working, but is intended to help you auto-create a schedule for your favorite conference.

BOXSCORE MAINTENANCE / PARAMETERS

These options let you clean up your collection of box scores, as well as set the parameters for when special boxscores will automatically be saved. Special boxscores are generated when certain threshold are hit, and indicate a noteworthy performance by a team or player.

CONFIGURE GAME PATHS

(You only need to do this if you have files in custom folders.)

If you want to change the drives and folders the game uses to find data, use this option to specify to look for the teams, stat and leader files.

For each entry, type in the full path of the hard disk where the files reside on. If your folder on the hard drive is CollegeBB, and it is inside a larger folder for Haffner games, you might use the following:

> Leaders - C:\Haffner\CollegeBB\Leaders
> Teams - C:\Haffner\CollegeBB\Teams
> Stats – C:\Haffner\CollegeBB\Stats

PUTTING IT ALL TOGETHER

Now that you know what the game can do, if you are looking to do more than just play a game, it may be a bit overwhelming to consider where to start. In this section, we'll go over how to manage a single season – from start to finish. Afterwards, we'll go over the concepts of managing multiple seasons as a "career".

WHAT YOU NEED

For the season you are looking to play, you need to be sure you have each of the files:

- A teams file (BASK.yyyy) with the players
- Conference files (.LIB, .TMS) for tracking conferences
- Organization files (.CON) for tracking an organization
- A schedule file (.SCD) with games.

If you want to recreate an existing College season, files have been provided for you with the game. Of course, you can also create your own files.

- A teams file = from the *Team Management* menu, use the INPUT A NEW TEAM option
- Conference files = from the *Leaders And Records* menu, use the MANAGE CONFERENCES option
- Organization files = from the *Leaders And Records* menu, use the MANAGE ORGANIZATION option
- A schedule file = From the *Schedules And Boxscores* menu, use the ENTER A NEW SCHEDULE option

PLAYING A SCHEDULE

Once you have these files, your first order of business is to simply play the schedule games! Use the PLAY AN EXISTING SCHEDULE option to select the schedule file. Once it is open, review it to get familiar with the numbers associated with each game. When ready, press "P" to play games. Enter a start game and end game and wait for the results. *(for purposes of computer memory, it is NOT recommended to play all games at once)*

REVIEWING THE RESULTS

Whether you play the full season, or just a few weeks, you probably are going to want to look at stats at some point. There are a few ways to do this. From the *Replay Assessment* menu, you can use the VIEW / PRINT COMPILED STATS option to see stats for your favorite team. You can also use the COMPARE REPLAY STATS TO ACTUAL option if you want to check how accurate the replay is. Of course, if you didn't play the full season, this might not be very useful.

If you're more interested in seeing how everyone in the league is doing, you'll want to compile leaders. From the *Leaders / Standings / Records* menu, choose the option to UPDATE STATS / STANDINGS. After selecting a league file you can also choose to update the record books. This makes the most sense if you have finished your season.

Either way, when done, you can now use the ACCESS CONFERENCE REPORTS option to look at the results. The concept of Expanded Leaders works similarly. After using the UPDATE option to compile the numbers, you can view them. Consider them more detailed reports and queries. For example, want to know who has the highest FG% in your league? Or which players have the most play time? This is where you do it.

If you have any more games to play, repeat the above steps as needed to complete the season.

CAREER OPTIONS

At this point, you should have a good overview of how to run your favorite season and see how things went down. However, if you want to go deeper and follow your favorite team over several years, you'll need to use some extra features. These will all be under the *Team Career Options* menu.

First, as the option hints at, you'll need to use the CREATE AND MERGE INITIAL STAT FILE option. This gives you a chance to associate one team's single season stats with a file that can track stats over the course of several seasons (the "career"). Unless you're doing this in pieces, you'll need to be sure to specify you're doing a final update.

As you simulate new seasons for your team, you'll use the MERGE / UPDATE CAREER STATS option. The process is very similar to creating the initial file. As with every other game feature, UPDATING files is necessary before you can view reports.

To view stats / reports for your team, you'll need to start with the VIEW CAREER FILES option. When you're ready to check on franchise players, you'll want to prepare career records. Use the UPDATE CAREER LEADERS option first. This will give you a chance to review Career Records.

SUMMARY

We sincerely hope Courtside College Basketball brings you and your friends hours of enjoyment. It has been a joy for everyone to bring it all together. Every effort has been made to make the game of basketball as realistic and exciting as possible. We even play it ourselves!

A PERSONAL WORD FROM THE DESIGNERS

At the age of thirteen I began creating and playing every type of sports game imaginable. I was looking for games that were fun, fast, and accurate but without the hassle of dice rolls and pouring over mounds of charts. Then, after becoming a computer programmer, I drew on more than 20 years of sports gaming experience and began to create these games originally, at least for my own enjoyment because I wanted to write sports games that I wanted to play.

As other people began to play them, I realized that they had universal appeal among both sports fans and gamers. So, after an initial four years of development and playtesting and an additional 10 years of being on the market, receiving feedback, and adding many new features, I believe that you are playing the most realistic and enjoyable computer sports simulation on the market today.
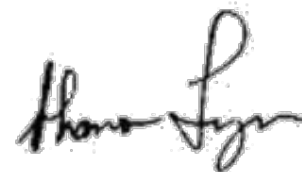
However, over the years I have come to realize there is a lot more to life than computers and sports games. On January 5, 1978, I confessed my sins to Almighty God and asked for forgiveness through his Son, Jesus Christ, who died on a cross for my sake. In fact, the really great news is that God is not willing for any to perish, but wants everyone to have eternal life through faith in Christ. He gave me the talent to create these computer sports games and I hope they bring you many hours of joy and happiness.

Sincerely,

I have known Lance since 1987 while completing my chemical engineering degree at the University of Arkansas. I became a part of the Lance Haffner team with the introduction of my Standings and League Leaders disks, followed by the Draft/Trade/Change Ratings disks. Things have sure come a long way since those days. I also share Lance's religious beliefs and hope that his message is taken to heart. Since being with Lance, I have worked on all of the games. I have enjoyed talking to the many customers who have called with suggestions, complaints or simply just to talk. We here at Lance Haffner games are making a new commitment to high standards in quality and excellence for our products and customer support. Please feel free to write us or call us. It is easy to find things that are wrong, but never let anyone know. Feedback is the only way that we will ever know how we perform in the eyes of the users. Lance and I have spent many hours and plane trips to see each other while developing this version of the game and we sincerely hope that you enjoy it. In closing, I would like to offer a special thanks to my wife, Leanne, who was pregnant through this whole period and patiently tolerated both Lance and myself as we worked out the details and who gave birth to our first, Hanna Deanne Lynn on Valentine's Day, 1992.

Sincerely,

I do not know Lance Haffner closely, but have been close to his work for decades. I first played 3-in-1 Football as a preteen and enjoyed the opportunity it gave me to live out my childhood sports fantasies. For years in the internet era, I tried to discover what happened to Lance Haffner Games only to learn the sad truth of it's demise. When finally discovering the games decades later, I was ecstatic, but could only think about how much potential the games still had.

When Lance was first approached about the opportunity for this work, I was not only stunned that the code was available, but even more so that Lance was so kind as to let the Facebook community have access. Having spent an amount of my tech career programming solutions equal to that of actually solving them, the dream of seeing the games reach their potential was now able to be a reality.

Like Lance and Shannon, I have also been close to the works of God for decades. While producing games is exciting, the joys of life are temporary without the motivation that comes from knowing and serving Jesus. Because of His death, I can live free from the bonds of sin that ruin man's own efforts for lasting peace and joy. God has given me many talents, but no gift is greater than that of his lasting salvation.
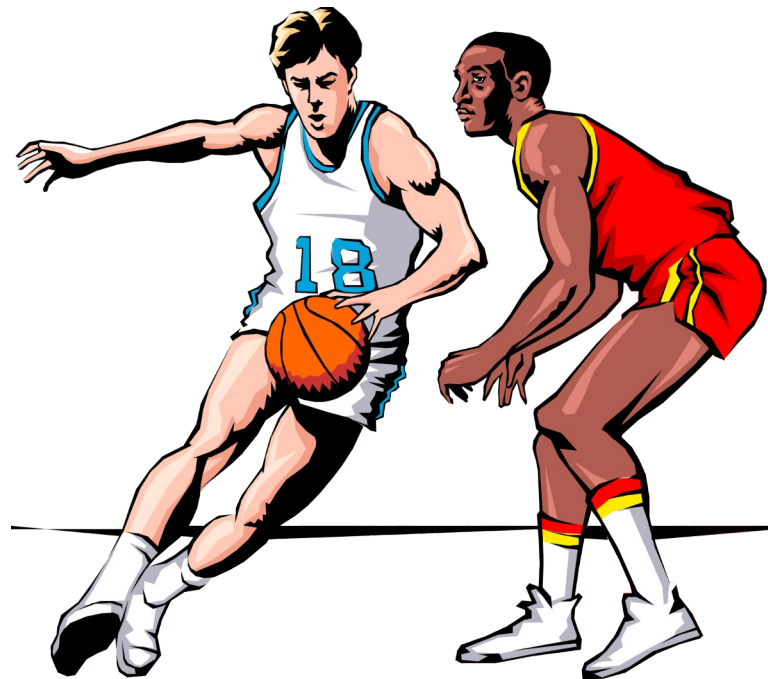

Sincerely,

Jason Leonard

Court Side College

BASKETBALL

Version 5.00

TEAM MANAGEMENT OPTIONS

LANCE HAFFNER GAMES

COURTSIDE COLLEGE BASKETBALL

TEAM MANAGEMENT OPTIONS

INPUT A NEW TEAM

Select this option when you want to enter new teams for Basketball – The Pro Game. The information found in this section is also useful when drafting or editing a team.

NOTE: Use whole #'s throughout this procedure, no decimals.

SEASON AVERAGES

(These are averages per game for one team.)

1. **Season FGA/G** – In 2023, a college team averaged 59 FGA/G; high schools averaged 32. (See season average chart at the end of this section.)
2. **Season RB/G** – In 2023, a college team averaged 35 RB/G; high schools averaged 28.
3. **Season FG%** – In 2023, colleges shot 45%; high schools about 46%.
4. **Season Steals/G** – In 2023, a college team averaged 7 per game; high schools averaged about 8.
5. **Season Turnovers/G** – In 2023, a college team would average 12 per game; high school teams average 4.
6. **Season 3 FGA/FGA%** – This is the percent of total FGA's that were 3 point attempts. In 2023, colleges shot about 22%; high schools were about the 35%.
7. **Season 3 FGA%** – In 2023, college teams hit about 34% of their 3 pt. shots; high schools shot about 32%.

OMITTING CERTAIN STATS

Input allows you to omit certain stats that were not kept in earlier seasons. You may input ratings instead.

The statistical categories you may omit are: assists, steals and turnovers, personal fouls, and blocks.

Simply check Y or N as to whether you have the stats or not. If you do not have the stats for any or all of these categories, it would be the best choice to input the stats and let the computer calculate the ratings.

TEAM STATISTICS

(Total statistics for the season)

1. **TEAM #** – The unique number for your team. It is suggested that a separate disk be used for each season or set of teams. It is important that new teams be added in sequential order. You can achieve this by leaving the value blank.

   In short, don't begin a new disk with team number 100. When a new team is inputted, the disk allocates space for that team number and all teams less than that. If you started a new disk with team number 100, the size of your team database would be about 100,000 bytes, even though only one team is on the disk. If you had started with team number 1, the database size would be about 1,000 bytes.

   However, if you plan to go back and enter new teams for slots 1 – 99, the size of your team database will not increase since that space was already allocated by team 100.

2. **DISK ID** – This feature in all Haffner games allows you to place more than one season's database of teams in a file without erasing others. Each database is simply tacked on a file extension to give it a distinct name. For example, the 1989 teams would be stored in PROBBTMS.89, or the Great Pro Teams of the Past are in PROBBTMS.GRT

The disk ID should contain no periods or spaces, and have some significance for the teams. Season disks provided by the community will use 4 digit year of the appropriate season.

3. **TEAM NAME** – The team name format is a 2 digit year, followed by a space, followed by the team name. ENTER as '84 CENTRAL HS'. '75 COLO ', ETC.

4. **TEAM NICKNAME** – this would correspond to the team mascot. For example, "TROJANS" or "BEARS"

5. **STRENGTH OF SCHEDULE ADJUSTMENT** – This determines how the team is relative to others. An average major conference would be valued 0. Strong conferences such as BIG EAST and ACC will have negative ratings. Higher ratings indicate weaker schedules. Ratings can also vary from team to team within a conference.

Example: BIG 8 = 2, but Oklahoma might be 0, while Missouri might be -2. Iowa State could be 2.

This means Missouri had a tougher non-conference schedule than Oklahoma, who faced a tougher non-conference slate than I.S.U. Independents should be aligned with the conference they played most. Divisions II, III and NAIA should range between 13 and 20.

5. **HOME COURT FACTOR** – (1-6) This is how strong this team plays at home.

6 & 7. **TEAM COLORS**

(8 – 18) **TEAM TOTALS** – Input the actual season totals for the team and their components.

8. **FGA** – Field goals attempted

9. **FG%** – Field Goal %

10. **FTA** – Free throws attempted

11. **FT%** – Free throw %

12. **RB –** Rebounds

13. **AST –** Assists (if unavailable, enter 0)

14. **FOULS –** (if unavailable, enter 0)

15. **TO** – Turnovers (if unavailable, enter 0)

16. **STLS –** Steals (if unavailable, enter 0)

17. **3 FGA** – # of 3 pt. FGA (opponents only)

18. **3 FGA %** – 3 pt. FG% (opponents only)

19. **OPP 2FG%**

ACTUAL STATS

20. **GAMES PLAYED** – number of games the team played for the season

21. **WINS**

22. **LOSSES**

23. **POWER RATING**

24. **COACH** – use no more than 15 characters. It is recommended to use only the first letter of the first name. For example, B.BORDEN

25. **ARENA** – use no more than 40 characters.

26. **AVERAGE ATTENDANCE** – the average number of attendees for the team across all home games

INDIVIDUAL STATISTICS

Each team roster can have up to 10 players. If a team has less than 10 players, put 'X' in name and '1' in the stat categories, except 3 FGA and 3 FG%. Put 0 in those.

1. **PLAYER'S NAME –** Please keep to 12 characters or less.

2. **POSITION**

3. **GAMES –** # of games he played in. If unavailable, # of games team played.

4. **MP –** Minutes played (Total). If unavailable, use '0'.

5. **FGM –** field goals made

6. **FGA –** # of shots player attempted during season.

7. **FTM –** free throws made

8. **FTA –** Total # of free throws taken during the season.

9. **OFF RB –** Total # of offensive rebounds during the season. (**NOTE –** If you don't have OFF RB, enter '0')

10. **DEF RB –** Total # of defensive rebounds during season. (**NOTE:** If you don't have offensive rebounds, enter total rebounds here)

11. **PF –** Personal fouls committed during season. If unavailable, handle same as #10 above.

12. **AST –** Total # of assists during season. If this stat is unavailable and you pressed 'N' when asked earlier if you had this stat, enter 0 and you will be given an opportunity to input ratings directly later on.

13. **BLK –** Total blocked shots a player had during season. If unavailable, handle same as #10 above.

14. **STL –** Total # of steals for season. If unavailable, handle same as #10 above.

15. **3 FGA –** Total # of 3 pt. shots taken during season.

16. **3 FG% –** 3 pt. FG%, whole #. Example .32 would be 32.

17. **DEFENSE**

On the pages that follow are charts summarizing the average values per season. You can use this is a handy reference when having to make the above calculations and data entry.

Values are taken from Sports-Reference at https://www.sports-reference.com/cbb/seasons/game-averages.html

Care has been taken to round the numbers to the nearest whole number to give meaningful representation for the game's calculations.

COLLEGE BASKETBALL SEASON AVG. CHART

YEAR	FGA/G	FG%	RB/G
1939	64	26	51
1940	64	26	51
1941	66	27	53
1942	66	27	53
1943	67	28	54
1944	67	28	54
1945	68	28	54
1946	68	28	54
1947	69	29	53
1948	69	29	53
1949	67	31	52
1950	68	32	51
1951	69	33	51
1952	70	34	54
1953	69	35	53
1954	68	35	52
1955	69	37	51
1956	69	38	51
1957	68	38	50
1958	67	38	48
1959	66	39	47

COLLEGE BASKETBALL SEASON AVG. CHART

YEAR	FGA/G	FG%	RB/G
1960	66	39	47
1961	66	41	46
1962	67	40	47
1963	64	42	44
1964	67	43	45
1965	68	43	44
1966	69	44	46
1967	66	44	44
1968	67	44	45
1969	66	44	44
1970	68	44	45
1971	68	44	45
1972	67	45	44
1973	70	45	42
1974	68	45	41
1975	68	46	39
1976	66	47	38
1977	65	47	38
1978	64	47	37
1979	62	48	36
1980	60	48	35

YEAR	FGA/G	FG%	RB/G
1981	58	48	34
1982	56	48	33
1983	57	48	34
1984	56	48	33
1985	57	48	34
1986	57	48	34
1987	59	46	36
1988	58	47	35
1989	59	47	36
1990	59	47	36
1991	59	47	36
1992	60	46	36
1993	59	45	36
1994	61	44	38
1995	60	44	37
1996	59	44	37
1997	57	44	36
1998	58	44	36
1999	57	44	36
2000	58	44	36
2001	57	44	36

COLLEGE BASKETBALL SEASON AVG. CHART

YEAR	FGA/G	FG%	RB/G
2002	57	44	36
2003	56	44	35
2004	56	44	35
2005	56	44	35
2006	56	44	35
2007	55	44	34
2008	55	44	35
2009	56	44	35
2010	56	44	35
2011	55	44	35
2012	55	44	35
2013	55	43	35
2014	55	44	35
2015	54	44	34
2016	58	44	36
2017	58	44	36
2018	58	45	36
2019	58	44	35
2020	58	44	36
2021	58	44	35
2022	58	44	35

COLLEGE BASKETBALL SEASON AVG. CHART

YEAR	FGA/G	FG%	RB/G
2023	59	44	36

INPUTTING YOUR OWN RATINGS

STEALS AND TURNOVERS

The computer will display what the team's ST rating should be. By raising and lowering the individual team steal ratings, you should get the ST rating as close to what the computer says it should be as you can.

INDIVIDUAL STEAL RATINGS

Most players will have 1. Some subs will have 0. Guards will usually have 1, 2, or 3. A real pick pocket will have 4. The higher these ratings are, the higher the team's ST will be.

TEAM OFFENSIVE STEAL ADJ.

Range is -10 to 10. This is how well a team protects the ball from being stolen or intercepted. The lower the number, the better the team is at holding on to the ball.

> Increasing this number by 1 lowers ST by .4.
> Decreasing this number by 1 raises ST by .4.

TEAM TURNOVER RATING

Average = 4. Range = 1 to 7. This reflects a team's tendency to turn the ball over. The higher this number, the more a team will turn the ball over.

> Increasing this number by 1 lowers ST by 1.5.
> Decreasing this number by 1 raises ST by 1.5.

TEAM DEFENSIVE TURNOVER ADJ.

Average = 0. Range = -4 to 4. This indicates a team's ability to pressure an opponent and force turnovers.. The higher this number, the better they are at it.

> Increasing this number by 1 lowers ST by 1.5.
> Decreasing this number by 1 raises ST by 1.5.

INPUTTING ASSIST RATINGS

The screen will allow you to input ratings for each of the 10 players. After you have finished, the computer will calculate an AA rating. This rating should equal approximately 3. You can raise and lower the rating and raising and lowering various players' assist ratings.

INPUT FOUL COMMIT RATINGS

This screen allows you to input how often a player fouls. Average = 40. Range = 15 to 99. When you are finished, PF should = 40 or be close.

SHOT BLOCK RATINGS

This allows you to enter block ratings for the players.

EDIT AN EXISTING TEAM

Select this option to edit teams that already exist. Refer to the input a Team section for info on the team and player ratings.

PRINT TEAM ROSTER / REPORT

VIEW TEAM ROSTER / REPORT

These are self-explanatory. You will first have to select a Disk ID, before then choosing the team you want to review.

You'll be able to see team record, player stats and team totals for everything from Minutes and Shot percentages to Rebounds, Assists, Fouls, Steals and Blocks.

DRAFT PLAYERS

You can draft a completely new team from existing teams, or draft players to an existing team. Drafting players 'copies' their ratings to this new team and does not remove them from the original team. A blank roster will be full of players named 'XXX' because the game knows to ignore this name.

Follow the on-screen instructions to add players to your team. Refer to the Input a Team section for info regarding team ratings.

To create a new team, you must first enter team #, DISK ID and name. Then the following fields are required:

4. **TEAM STAMINA RATING –** This determines at what tempo your team will play. This number will range from 70 (Princeton) to about 150 (Oklahoma), with 114 being average.

5. **DEF FG ADJ –** This will range from 10 to -10 with 0 average. '-' is better.

4. **DEF 3 FGA/FGA ADJ –** This is how well the team defends the three pointer from being taken. (-5 to 5, 0 average). '-' is better.

5. **DEF 3FG% –** This is how well the team will defend the 3 shot % (-5 to 5, 0 average) '-' is better.

6. **OFF STEAL RATING –** This is how well the team takes care of the ball. (6 to 2, 4 average) lower is better.

7. **OFF TURNOVER RATING –** Rate at which team turns the ball over. (6 to 2, 4 average) lower is better.

8. **DEF TO ADJ –** Turnovers this team causes (4 to -4, 0 average) higher is better.

9. **DEF FOUL ADJ –** How often will this team foul. (5 to -5, 0 average) lower is better.

10. **ENTER 99 IF USING 6-9 –** Just enter 99 here, always.

11. **TEAM COLORS**

12. **TEAM COLORS**

13. **TEAM FGA/G –** How many FG/G should this team to attempt? Average is 59 or 60. Slow teams attempt 50 to 45. Running teams, 70 to 75.

14. **LEAGUE FGA/G –** Average FGA for one team in your league or population of teams, usually 59 or 60

15. **TEAM GAMES PLAYED –** # of games this team will play

16. **HOME COURT FACTOR –** (1 to 6) How strong at home? Higher is better. 3 is average.