BASKETBALL

The Pro Game

Version 5.00

All the realism and excitement

of pro basketball in a computer game!

LANCE HAFFNER GAMES

BASKETBALL – THE PRO GAME

Basketball – The Pro Game is a sports simulation that allows you to coach your favorite pro teams past or present. This game represents years of extensive research and is a realistic simulation of pro basketball.

All teams for this version of the program have been rated to give the most accurate results possible. There are many special features including the 10-minute ticker, the ability to adjust contribution ratings at game time, and the ability to adjust game play for a specific era.

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

PLAY A 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) MODE OF PLAY

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 OPTIONS 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) GAME 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 24 or 30 second shot clock, or to have no shot clock at all. The first few years of the NBA had no shot clock. The ABA used a 30 second shot clock in its early years, but later adopted the 24 second shot clock. Many other pro organizations use a 30 second clock.

(6) THREE POINT SHOT

This option lets you choose whether or not teams are allowed to take the 3-point shot, as it was not always used in Pro Basketball.

(7) SHOW SHOT PERCENTAGES

Toggle this to "Yes" if you'd like to see the percentages for each shot before taking it. Choose "No" if you'd prefer to go on instinct (sometimes Play-by-Play can clue you in on shot success)

(8) GAME TYPE

This determines whether this is a regular season or playoff game. In a playoff game, teams tend to play more defense. Also, total shots and FG% are decreased based on historical trends.

(9) START GAME

Select this option once you have all settings as you desire.

(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) BONUS AFTER FOUL

Choose the number of fouls that must be committed against a team before they begin to earn bonus free throws.

(D) NUMBER OF FREE THROWS

For most situations, choose "Current Rules" in which circumstances determine the number of free throws. For a more historic approach (prior to the 1980s), select "3 to make 2, 2 to make 1".

(E) FREE THROW RULES

Choose whether all fouls reward a free throw, or if only fouls in the bonus situation reward free throws.

(F) PLAY BY PLAY

Choose either Lance Haffner'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.

If the two teams you select are from different seasons, the computer lets you choose to adjust game play to the different eras

(i.e. 1962 BOSTON vs. 1991 BOSTON). If you play in a different era, the team NOT from the chosen era is adjusted to play for that era. This is useful when there are large gaps between the two teams.

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. Increasing a player's percentage increases his shooting frequency and gives him more stamina for rebounding. In fact, if you want to replay a historical game, you 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.

STARTING LINEUP

When the computer controls a team, he selects the line-ups. As human coach, you select your line-ups. Each team's roster of available players will be displayed with their ratings and positions. The maximum roster is 15 players with the following ratings shown:

GP – Games Played	S – Defensive Steal Rating
MG – Minutes/Game	B – Blocked Shot Rating
FG – Adjusted Field Goal %	CX – Overall Stamina
3FG – 3 Point Field Goal %	EX – Stamina Used
%3A – Percent of FGA that were 3's	CN - Condition (T = Tired,EX=Exhausted)
FT - Free Throw %	PT - Points
ORB – Offensive Rebounds/48 MIN	F – Fouls Committed
DRB – Defensive Rebounds/48 MIN	FC – Foul Commit Rating
A – Passing Rating	

These ratings are also shown on the game screen. The exception is that CX will represent the player's current stamina, which decreases as the game goes on.

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.

DEFENSE

Regular Man to Man
Average NBA Man to Man Defense.

Sagging Man to Man
This defense on the average will give up a better percentage shot. However, fewer easy buckets will be made. This defense also yields more defensive rebounds, and will produce fewer turnovers, and floor fouls.

Trapping Man to Man
This is a desparation defense which attempts to trap the ball, thus causing more turnovers. You should use this defense with your higher rated defensive players on the floor. This defense yields more easy buckets, weakens defensive rebounding, and increases the number of fouls committed by the defense.

Tight Man to Man
This defense produces a few more steals and slightly lower percentage shots at the expense of an increase in easy baskets.

Loose Man to Man
This defense produces less steals and less floor fouls along with fewer easy buckets. However, it also allows better percentage shots with average rebounding.

Full Court Press

This will apply pressure after an offensive basket. More steals will occur. However, fouls will increase also. This can be chosen in conjunction with other defenses.

OFFENSE

There are 3 choices: Normal, Aggressive and Safe. This determines whether you work extra hard for the really good shot while risking increased turnovers or play "Safe" passing up many really good high percentage shots while avoiding turnovers.

SHOT SELECTION

If you play without displaying shot percentages, you will have to base your decision to shoot on the play-by-play. A special note should be given to transition baskets. If the commentary says something to the effect that "X is one the run" or "X looks to take it in", go ahead and select Option 1 to shoot. The player will take care of the rest. It might be helpful to play a couple of games displaying shot percentages and observe how they are paralleled with the commentary so that you have a "feel" for the % when playing without showing the percentages.

DEFENSE VS. OFFENSE

The aggressive defenses are related to the player's defensive rating 'S'. Therefore, the best results in the trapping defense and full court press, you should have your best defensive players in the game. Likewise, aggressive offense is related to the pass ratings 'P' and you should have your best rated passers in the game when employing this offense.

TIMING

With every pass, 5 to 7 seconds leave the clock. Each shot ticks off 4 seconds. Within the last 16 seconds of each quarter, the time increments get smaller to allow for a last second shot.

PLAYING THE COMPUTER

The computer will evaluate each personnel and make substitutions when applicable. Near the end of a game, this may slow the play somewhat.

Also in this mode, Option 3 (Intentional Foul) is inoperable. Instead, during the last 4 minutes of the game, the screen displays PLAYER NAME – FT % - INT FOUL (YN). This shows the free throw percentage of the ball handler and asks if you want to foul him. If so, press Y. If you did foul, you will be asked which player committed the foul.

FATIGUE AND CONTRIBUTION

Each player's value under CX is their stamina rating. This indicates how much shooting and rebounding they are capable of compared to the rest of the team. As players shoot and rebound, this value will decrease. At a value of 0, the player is totally exhausted. As in real life, wise substitutions will keep your team fresh during the game and give you an extra edge in the closing minutes of play. If you continue to play an exhausted player, his value on the floor will will be very small. Shooting will be poor, rebounding reduced, passing severely hampered, and his defense will be poor. During the last two minutes of play and overtime periods, fatigue is not a factor.

TIMEOUTS AND SUBSTITUTION

Each team has 7 time outs at the start of the game. You may call a time out only when on offense. At the start of each O.T. period, an additional time out will be awarded to each team.

If you enter the 4th quarter with more than 4 time outs, you will lose the extra ones. Substitutions can be made by either team during a time out, after made free throws, during a dead ball situation, and between periods.

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 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

(3) Intentional Foul

(Only by Defense in last 4 min. of game in human vs. human game)

NOTE: To intentional foul in human vs. computer games, hit 'Y' to foul when prompted or 'N'.

(4) Forced 3 Point Shot.

NOTE: This was added because the game determines when a shot should be an open 3 pointer as opposed to a forced one. The commentary also clues you in. (i.e., "Bird is open from the 3-Point line.") When open, choose Option 1 (Shoot), NOT a forced shot.

(S) Scout Report

Either player can access the Scouting Report, which provides a profile of each team's capabilities.

(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.

(Z) Left Team Strategy

change strategy for team on left side of the screen

(/) Right Team Strategy

change strategy for team on left side of the screen

The bottom 1/3 of the screen displays both teams starting line-ups. All pertinent player information is displayed here, as well as the win-loss record for each team. This information is provided so you can determine who to work the ball to and when to make a substitution (fatigue, foul trouble, etc.)

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

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 boxscore. It names them in the following format: BOXSCORE.game # (i.e., the boxscore for game 3 of an auto-play would be saved as BOXSCORE.3). 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 will be prompted to "Save Stats (YN)". If you wish to save stats, select Y.

TEAM MANAGEMENT / ORGANIZATION

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

REPLAY STATISTICS AND REPORTS

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.

ENCYCLOPEDIA / TEAM REPLAY OPTIONS

This module includes the following career statistical functions:

- **Create and Merge Initial Career File** – this option 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 options lets you add a year's stats to an existing career record
- **View / Print Career Stats** – this option lets you view and print the results for a team across the career file being tracked. Before using this option, you must have compiled career leaders using the "Update" feature blow.

- **Edit Career Stats** - this option lets you modify the stats that have been recorded while keeping track of a team career.
- **View/Print Career Records** – this options lets you view leaders and records for the target team during the period covered by the career. See who is setting franchise records!
- **Update Team Career Leaders** – this compiles all the available career stats into a file that can be loaded to quickly view or analyze results.

COMPARE REPLAY STATS TO ACTUAL

This options lets you see how a team's replay stacks up to the actual stats recorded for that year. This is a good gauge of how accurate your replay was.

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 / STANDINGS / RECORDS

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

1. **Create – Edit League**: This is often the first option you will want to use. This permits you to create your own league and lets you edit it after it has been created. When you create a league, you are prompted to give it a name. Then you are prompted to name any divisions within the league. Finally, you will designate which teams you want as members in the league.

2. **Update Stats / Standings For League:** Even though you may save stats at the end of a game, these are NOT accumulated into league records until you use this option. When you select this for a league, the computer will compile all stats for the games teams have completed. This is necessary so you can see who your league 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. From there you can use this option as often as you want.

3. **View/Print Results For League:** This utility lets you view league stats after they have been updated (see above).

4. **Head-to-Head Results and Stats:** This allows you to compare the stats of a given team to those of other league teams.

5. **League Record Books:** Use this selection to see who holds league records in a number of categories

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

7. **Delete All Stats For League**: Use this option to restart your league statistics. This might be useful if you have played a season and now want to replay it.

SCHEDULER / AUTOPLAY / BOXSCORES

The auto-scheduler allows you to schedule any number of games for the computer to play by itself. Simply input the information required and after the computer has played the games, it compiles the stats and creates the 10 minute ticker files automatically. When it asks you if you want to save this file for future use, you can answer 'Y' and save all of the schedule information you have entered. This allows you to replay the same set of games later. Assign a meaningful file name when saving so you can identify the file later.

After the auto scheduler has played the games and compiled the stats, you can play a game from the schedule on your own. If you have entered all of the start times properly, you can access the ten minute ticker any time during the game and it will update scores at about 4 minute intervals during each quarter. This way you can keep tabs on other games of interest at the same time.

NOTE: 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. If everything is fine, the auto-play should resume and play to completion. If this does not happen, you will have to delete the file GAME82 in your game directory to play any more games.

CONFIGURE DRIVES FOR TEAMS, STATS

(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 ProBB, and it is inside a larger folder for Haffner games, you might use the following:

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

Please note that the system does not work well detecting folders with space (" ") in the name.

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 (FCTEAMS.yyyy) with the players
- League files (.LIB, .TMS) for tracking divisions
- A schedule file (.SCD) with games.

If you want to recreate an existing Pro 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*, use the INPUT A NEW TEAM option
- League files = from the *Leaders / Standings / Records*, use the CREATE / EDIT A LEAGUE option
- A schedule file = From the *Autoplay / Scheduler / Boxscores*, 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. (f*or 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 Statistics / Reports* 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 VIEW / PRINT 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 batting average in your league? Or which pitchers have strikeouts? 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 *Encyclopedia / Team Replay 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 Basketball – The Pro Game 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.
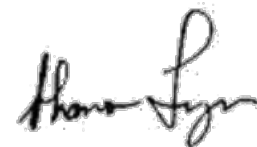
However, over the years I have come to realize there is a lot more to life than computers and sports games. On January 5, 1978, I confessed my sins to Almighty God and asked for forgiveness through his Son, Jesus Christ, who died on a cross for my sake. In fact, the really great news is that God is not 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.

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Version 5.00

TEAM MANAGEMENT OPTIONS

LANCE HAFFNER GAMES

BASKETBALL – THE PRO GAME

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.

TEAM RATINGS

You may input pro, semi-pro or make up your own teams. You may need to do a few calculations along the way before entering data. The formulas below should assist you with this. It is highly recommended these formulas be setup in a spreadsheet to make things easier and to have less room for error. Also, you should calculate ratings for *all teams* before any are entered.

For league season averages that you do not readily have available, take the average from your population of teams.

LEAGUE INFORMATION

1. **NUMBER OF GAMES** – This is the number of games in a season. For the pros, this is 82.

2. **AVG FGA/G** – Average number of shots taken per game. Current avg is 88.

3. **AVG RB/G** – Average number of total rebounds per game. Current avg is 43.

4. **LEAGUE FG%** - Average League shooting percentage. Current is 48%.

5. **AVG PF/G** – Average number of fouls per game. Current is 20.

6. **LEAGUE 3-PT FG%** - 3-point field goal percentage for the league. Current is 36%.

7. **LEAGUE POWER ADJ** – 0 for NBA teams. ABA teams may be anywhere from 1 to 5.

TEAM INFORMATION

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 BASK.89, or the Great Pro Teams of the Past are in BASK.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 BOSTON'. '75 ST.LOUIS', ETC.

4. **TEAM NICKNAME** – this would correspond to the team mascot. For example, Stars, Hornets or Mavericks.

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AVG FGA/G – Average number of shots taken per game. Current avg is 88.

AVG RB/G – Average number of total rebounds per game. Current avg is 43.

LEAGUE FG% - Average League shooting percentage. Current is 48%.

AVG PF/G – Average number of fouls per game. Current is 20.

LEAGUE 3-PT FG% - 3-point field goal percentage for the league. Current is 36%.

LEAGUE POWER ADJ – 0 for NBA teams. ABA teams may be anywhere from 1 to 5.

TEAM INFORMATION

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 BASK.89, or the Great Pro Teams of the Past are in BASK.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 BOSTON'. '75 ST.LOUIS', ETC.

4. **TEAM NICKNAME** – this would correspond to the team mascot. For example, Stars, Hornets or Mavericks.

7. **TEAM GAMES PLAYED** – Number of games that the team stats are based upon
8. **HOME WINS** – If unavailable, enter 60% of total wins
9. **HOME LOSSES** – If unavailable, enter 40% of total losses
10. **ROAD WINS** – If unavailable, enter 40% of total wins.
11. **ROAD LOSSES –** If unavailable, enter 60% of total wins
12. **TEAM TEXT COLOR (0 – 15)**

    0 – 7 ARE THE SAME AS FOR BACKGROUND COLOR

8 – GRAY	11 – BRIGHT CYAN	14 – YELLOW
9 – BRIGHT BLUE	12 – BRIGHT RED	15 – BRIGHT WHITE
10 – BRIGHT GREEN	13 – BRIGHT PURPLE	

13. **TEAM BACKGROUND COLOR (0-7)**

0 – BLACK	3 – CYAN	6 – BROWN/ORANGE
1 – BLUE	4 – RED	7 – GRAY/WHITE
2 – GREEN	5 - PURPLE	

14. **TEAM ABBREVIATION** – this should be the 3 character abbreviation for the team that will show in the scoreboard (ie, CHI, BOS)
15. **COACH'S NAME** – use no more than 15 characters. It is recommended to use only the first letter of the first name. For example, B.BORDEN
16. **ARENA NAME** – use no more than 40 characters.

TEAM OFFENSIVE / DEFENSIVE INFORMATION

1. **FIELD GOALS MADE** – If unknown, or drafting a team, total up all players on the team.
2. **FIELD GOALS ATTEMPTED** – If unknown, or drafting a team, total up all players on the team
3. **FREE THROWS MADE** – If unknown, or drafting a team, total up all players on the team.
4. **FREE THROWS ATTEMPTED** - If unknown, or drafting a team, total up all players on the team.

5. **OFFENSIVE REBOUNDS** – Enter 0 if you do not have them.
6. **DEFENSIVE REBOUNDS** – If you had offensive rebounds, enter only defensive rebounds here. However, if you enter 0 for offensive rebounds, enter total rebounds here. A league average will be applied accordingly.
7. **TEAM ASSISTS**
8. **TEAM FOULS**
9. **NUMBER OF DISQUALIFICATIONS** – Enter 0 if you do not know, informational only.
10. **TEAM STEALS**
11. **TEAM TURNOVERS**
12. **TEAM BLOCKED SHOTS**
13. **TEAM 3 – FGM**
14. **TEAM 3 – FGA**

TEAM INDIVIDUALS

You are allowed to enter up to 15 players per team. If you have less than 15 players, enter XXX as the player name and you will proceed to the end input and save team prompt.

1. **NAME** – 12 CHARACTERS MAX
2. **POSITION** – Acceptable positions are G, F, C, GF, FG, FC, CF
3. **GAMES PLAYED**
4. **MINUTES PLAYED**
5. **FIELD GOALS MADE**
6. **FIELD GOALS ATTEMPTED**
7. **FREE THROWS MADE**
8. **FREE THROWS ATTEMPTED**

1. **OFFENSIVE REBOUNDS –** The same procedure applies for individuals rebounding as for team stats. Enter 0 if you don't have them.

2. **DEFENSIVE REBOUNDS** – See notes on Team Rebounding.

3. **ASSISTS**

4. **PERSONAL FOULS**

5. **DISQUALIFICATIONS** – aka times fouled out

6. **STEALS**

7. **BLOCKED SHOTS**

8. **3 POINT FIELD GOALS MADE**

9. **3 POINT FIELD GOALS ATTEMPTED**

10. **HI-GAME POINTS**

11. **PENETRATION – (1 – 9)**. 5 IF NOT SURE

12. **DEF ADJ - (-5 to 5)**. 0 IF NOT SURE

13. **ACTIVE FLAG** – 0 = active, 1 = automatically disables a player at start of a game.

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 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 TO NEW / EXISTING TEAM

You can draft a completely new team from existing ones, or draft players to an existing team. Drafting players 'copies' their ratings and does not remove them from the original team.

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

To create a new team, you must first choose a year to normalize the league status to. Afterwards, you will only need to enter the following fields:

7. **DISK ID**
8. **TEAM NAME**
9. **TEAM NICKNAME**
10. **TEAM ABBREVIATION**
11. **COACH NAME**
12. **ARENA NAME**
13. **TEAM TEXT COLOR (0 – 15)**
14. **TEAM BACKGROUND COLOR (0-7)**

TRADE PLAYERS

Select this option for trading players between teams. If you have saved stats for either team, you will be asked about trading players' compiled stats go with them to their new team.

After selecting the Disk ID and team for each side of the trade, you will then be able to select players. Finally, you can review selections before completing the trade.

ADJUST PLAYING TIME

The program allows you to change the usage of any player on any team. Either one you have drafted or any team that comes with the game. This is done by allowing you to change the player # of games played and his minutes played per game. His actual GP and MP/G are displayed on the left-hand side of the screen. If you decide to change him back to his original usage, simply change the new ratings back to match his originals on the left.

If you are customizing the MP/G for a team you have just drafted, it is a good idea to make the total MP/G figure at the bottom of the screen equal to 240.