

# **BASKETBALL**

**THE PRO GAME**

version 4.1



Now 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 two-player, player vs. computer, or computer vs. computer simulation that allows you to coach your favorite pro teams past or present.

This game represents years of extensive research is a realistic simulation of pro basketball itself. All of the teams for this version of the program have been completely re-rated to give the most accurate results possible. There are many new features introduced in this version including the 10-minute ticker, the ability to adjust contribution ratings at game time, and the ability to take teams from two different eras of play and select which era to play in.

You control the strategy by substitution, shot selection, defensive style of play, and offensive style of play.

### **PRE GAME WARMUPS**

Begin by typing 'HELLO' at the prompt and select 'P' for Play-A-Game. You will then see a menu with options numbered from 0-9. Some options toggle by pressing the number, others prompt you for further information.

### **MODE OF PLAY (1)**

Pressing the 1 key will toggle through selections of computer vs. computer, human vs. human, computer is team 1, and computer is team 2.

### **TEAM SELECTION (2) & (3)**

With the proper team disk in the drive, enter the team number from the enclosed list. The disk ID is the extension of the file where the team is located. Look on the teams list to find the proper ID for the

team that you selected. Here is a sample explanation:

For most pro teams and special edition teams, the disk ID is the year of the team.

(EX.. 91 DALLAS; DISK ID = 91)

You will then be asked to make sure that the proper teams disk is in the drive. After pressing a key, the team name should appear and you are asked if this is the team you want. If not, press 'N' and select again. Otherwise you will be asked if you want to deactivate any players for the game. You have the ability to disable players for both human and computer controlled teams. If you have used the GM function from the main menu to deactivate players, those players will be automatically disabled, but may be manually activated at this point. If you do choose to activate one, it would be for the current game only until you used the GM function to permanently activate the player.

### **THREE POINT SHOT (4)**

Pressing 4 will toggle the 3-point shot from Y to N.

### **SHOT CLOCK (5)**

Pressing this key will toggle between the 30 second and 24 second shot clock. The ABA used the 30 second shot clock in its early years, but later adopted the pro 24 second shot clock.

### **SITE (6)**

This toggles between at team 1, at team 2, or at a neutral site. Home court advantage is definitely a factor in basketball.

### **MESSAGE DISPLAY TIME (7)**

You set this speed for how fast you can read. This determines how long play commentary will stay on the screen. If you don't care about play description and you just want the result of a play, type '0' for superfast mode. It is fine to enter fractions of a second also (i.e. 0.7).

### **START GAME (8)**

Select this option once you have selected your two teams, and all settings are as you wish. If 2 teams have not yet been selected, the program will not allow you to continue.

### **REGULAR SEASON OR PLAYOFF (9)**

This determines what type of game this is. In a playoff game, teams

tend to play some defense and total shots, as well as FG%, are decreased according to historical trends.

### SAVE DEFAULTS (0)

This will store all of your settings for the next game that you play, except for the teams. Those must be selected for each game.

### STARTING THE GAME

You will now be asked for the starting time of your game. This is used for the 10-minute ticker and will be explained later. If the two teams you select are from different seasons, the computer informs you that the two teams could have potentially played in different eras and styles of play (i.e. 1962 BOSTON vs. 1991 BOSTON). The computer then asks you which era you would like to play in, or make no adjustment at all. If you choose to play in one era as opposed to making no selection, the team not chosen from the era is adjusted accordingly to play in the selected era. This adjustment is more critical when there are large time gaps between the two teams.

After selecting the era, you are prompted as to whether you wish to change any of the contribution ratings. Increasing a player's percentage will increase his shooting frequency and give him more stamina for rebounding, especially if he is a big rebounder. The team total must add up to 100 percent before the program will allow you to continue.

### SELECTING THE STARTING LINEUP

Each team's roster of available players will be displayed on the screen with their ratings and positions. Each team has a maximum roster of 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 with one exception. On the game screen, CX represents stamina remaining and

will decrease to 0 as the game progresses.

The letter/number next to the left of the player's name at the left of the screen is his roster number. Players currently in the lineup appear in the team's colors. As you enter the starting lineup, use the number or letter to the left of his name. On the starting lineup, enter your guards in the 1<sup>st</sup> 2 spots (0 and 1 for the starting lineup). Enter your two forwards next, and then the center. If you wish to make any changes, type (0-4) for the person you wish to change and then select the appropriate roster number/letter to replace him. Enter a '6' if no further changes are required.

The computer will determine lineups for any teams that it is playing. After both lineups have been set, you are prompted for a compiled stats disk for each team. If you do not have one, just hit enter to proceed. The teams' current W-L records are retrieved for display on the game screen.

### PLAYING THE GAME

During action, the screen is divided into 4 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 bottom section of the screen is devoted to the team lineups. All pertinent player information is displayed here, as well as the won-loss record for each team. This information is provided so that you can determine who to work the ball to, when to make a substitution because of fatigue, foul trouble, etc. The middle section of the screen describes the play action itself and options are displayed.

The 24 second clock appears at each end of the count shown on the screen. Each action takes about 5 to 7 seconds off the clock. The play-by-play also helps to let you know who has the ball and the quality of shot that he has to work with. If you chose to display shooting percentages, you also see how likely that he is to make the shot. Also displayed is the current defensive style for the team on defense and the current offensive style for the team on offense.

Action choices are also displayed as follows:

- 1 – Shoot
- 2 – Time Out (Offensive Team) (# of time outs remaining)
- 3 – Intentional Foul (Last 4 min. of game by defense and only 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:** The forced 3 point shot has also been added because the game now determines when a shot should be an open 3 pointer as opposed to a forced one and the commentary also clues you in. (i.e., “Bird is open from the 3-Point line.”) In this case, you would select Option 1, for Shoot as opposed to trying to just throw one up with Option 4.

Z – Pop-up Strategy Change for Team on Left of Screen  
/ – Pop-up Strategy Change for Team on Right of Screen  
T – Ten Minute Ticker Display

## **FATIGUE AND CONTRIBUTION**

You will notice that each player has a value under CX. This is their stamina rating and indicates how much shooting and rebounding they did compared to the rest of the team. As the game and players shoot and rebound, this value will decrease. Once it reaches 0, the player is totally exhausted. As in real life, wise substitutions will keep your team fresh throughout the game and you give that extra edge in the closing minutes of the game.

If you continue to play an exhausted player, his value on the floor will be very small. His shooting will be very poor, rebounding reduced, passing severely hampered, and his defense will be poor. During the last two minutes of a game and all 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 you are on offense. Option 2 is the time out selection. At the start of each O.T. period, an additional time out will be awarded to each team. If you enter the 4 th 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.

## **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, will produce fewer turnovers, and produce less floor fouls.

### **Trapping Man to Man**

This is a desperation 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 VERSUS 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 tend to slow the play somewhat.

Also in this mode. Option 3 (Intentional Foul) is inoperable. Rather, 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 player with the ball and asks if you want to intentionally foul him. If so, press Y. If not, press any other key. If you did foul, you will be asked which of the players committed the foul.

### **TEN MINUTE TICKER**

This option allows you to monitor the progress of up to 32 other games that you have previously played using the auto-play function. See AUTO SCHEDULER below for further details.

### **AUTO SCHEDULER**

**NOTE:** This function will only work if installed to a hard disk because the files that it generates exceed the space on a floppy disk.

The auto-scheduler allows you to schedule up to 32 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 that you have just entered. This allows you to replay the same set of games later without having to enter all of the information again. Give it a file name such as 'BUFFALO.SAV' or 'BOSTON.SCH'. The name should be a maximum of 8 characters and the extension 3 characters.

After the auto scheduler has played the games and compiled the stats, you can play a game and 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 play your game and keep tabs on other games of interest at the same time.

**NOTE:** If for any reason, your computer is turned off or reset while an auto-schedule series is running, all is not lost. Boot up the game by typing 'HELLO' and select option 'P' for play a game. If everything is fine, the auto-play should resume and play to it's completion. However, if play does not continue, you will have to delete the file GAME82 in your basketball directory in order to play any more games.

### **END OF GAME STATISTICS**

At the end of the game, a complete statistical report will be displayed on the screen. This may also be sent to the printer or to an ASCII text file. Auto-play automatically generates an ASCII text 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. While saving that teams' stats, you are told the name of the file it is saving the stats under. This filename is important because you need to know it for looking at your saved stats. The filename is the school or city name, followed by a period, followed by a 2 digit year. Exceptions are those teams that have 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\_STATE.70  
75 ST.LOUIS = ST\_LOUIS.75

### **VIEW / PRINT COMPILED STATS**

Selecting this option allows you to view stats saved from games that you have played. You will need to enter the name of the stat file as outlined in the section, STATS COMPILER. You may view the results on screen or print them.

### **ENTER A NEW TEAM / CHANGE EXISTING TEAMS, DRAFT TEAM, TRADE PLAYERS**

These are separate functions which are not part of the basic

game. They are available from Lance Haffner Games on the DRAFT/TRADE/CHANGE RATINGS DISK. The options are on the menu so that if you do decide to purchase this disk, you may move with ease from the game disk to this one.

### **STANDINGS AND LEAGUE LEADERS**

This is a separate disk available from Lance Haffner Games.

### **LEAGUE UTILITIES**

This is a separate disk available from Lance Haffner Games.

### **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.

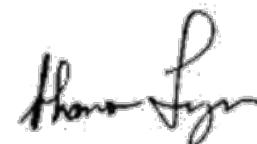
However, over the years I have come to realize there is a lot more to life than computers and sports games. On January 5, 1978, I confessed my sins to Almighty God and asked for forgiveness through his Son, Jesus Christ, who died on a cross for my sake. In fact, the really great news is that God is not 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,



### **DAMAGED DISKS AND SOFTWARE**

Lance Haffner Games will replace an out-of-warranty defective disk provided that the disk is sent postpaid with proof-of-purchase, a brief description of the problem and a check or money order in the amount of \$9.95 (U.S. dollars) to Lance Haffner Games. Tennessee residents please add 8 1/4% sales tax. Terms and prices are subject to change without notice.

### **SUMMARY**

We sincerely hope that Basketball – The Pro Game brings you and your friends hours of enjoyment because we have sure enjoyed putting it all together. We have made every effort to take the game of basketball and make it as realistic and exciting as we can. We play it ourselves!

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**LIMITED 30-DAY WARRANTY**

Lance Haffner Games will replace this product free within 30 days of purchase if defective in material or manufacture, provided it is delivered or sent postpaid with proof of purchase (dated sales receipt) to Lance Haffner Games. This warranty shall be void if the disk has been misused, damaged by playback equipment, or if the purchaser causes or permits the disk to be serviced or modified by anyone other than Lance Haffner Games. No other warranty is expressed or implied.

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DRAFT / TRADE / INPUT

# BASKETBALL

**THE PRO GAME**

version 4.1



***LANCE HAFFNER GAMES***



## **BASKETBALL – THE PRO GAME DRAFT/TRADE/CHANGE RATINGS DISK**

### **(I)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 will also be of value when drafting or editing a team.

### **TEAM RATINGS**

You may input pro, semi-pro or make up your own teams using you and your friends with this program. You might possibly be required to do a few calculations along the way before entering any data. The formulas below should assist you with that task. It is highly recommended that these formulas be set up on a spreadsheet to make the work easier for you and to have less room for error. Also, it is recommended that the ratings for all teams be calculated before any are entered.

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

1. **TEAM #** - The unique number for your team. It is suggested that a separate disk be used for each season or set of teams and that you keep a written record of your team numbers.

IT IS STRONGLY RECOMMENDED THAT NO TEAMS BE ENTERED ON DISKS THAT YOU RECEIVE FROM LANCE HAFFNER GAMES.

These disks are relatively full and there is the possibility that you might erase some of your data by accident.

It is important that new teams be added in sequential order. That is, don't begin a new disk with team number 100. When a new team is inputted, the disk allocates space for that particular team number and all team numbers less than that. For example, 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. **NUMBER OF GAMES** – This is the number of games in a season. For the pros, this is 82.
3. **AVG FGA/G** – The average number of shots taken per game. Current avg is 89.
4. **AVG RB/G** – The average number of total rebounds per game. Current avg is 43.
5. **AVG FG%** - Average shooting percentage. Current is 48.
6. **AVG PF/G** – The average number of fouls per game. Current is 23.
7. **LEAGUE 3-PT FG%** - Three point field goal percentage for the league. Current is 33.
8. **LEAGUE POWER ADJ** – 0 for pro teams. ABA teams may be anywhere from 1 to 5.
9. **DISK ID** – This is a new feature now in all Haffner games that allows you to place more than one season's database of teams on a disk without erasing the others. In all previous versions of our games, only one set of teams could be used on a hard drive at a time.

With the evolution of 3.0, we simply tacked on a file extension to give the database 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 be no more than 3 characters, contain no periods or spaces, and have some significance for the teams. Lance Haffner season disks will use the last 2 digits of the appropriate season for the Disk ID.

### **TEAM INFORMATION**

1. **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.
2. **TEAM NICKNAME** – Your team's mascot such as Stars,

Hornets or Mavericks.

3. TEAM GAMES PLAYED – Number of games that the team stats are based upon
4. HOME WINS – Self Explanatory. Enter 60% of total wins if unavailable.
5. HOME LOSSES – Enter 40% of total losses if unavailable.
6. ROAD WINS – Self Explanatory. Enter 40% of total wins if unavailable.
7. ROAD LOSSES – Enter 60% of total losses if unavailable.
8. TEAM TEXT COLOR (0 – 15) 0 – 7 ARE THE SAME AS BELOW
 

8 – GRAY	11 – BRT CYAN	14 – YELLOW
9 – BRT BLUE	12 – BRT RED	15 – BRT WHITE
10 – BRT GREEN	13 – BRT PURPLE	
9. TEAM BACKGROUND COLOR (0-7)
 

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

#### **TEAM OFFENSIVE OR DEFENSIVE INFORMATION**

1. FIELD GOALS MADE – If unknown, or drafting a team, total up all players on the team.
2. FIELD GOALS ATTEMPTED – Same note from 1 applies.
3. FREE THROWS MADE – See note on 1.
4. FREE THROWS ATTEMPTED - See note on 1.
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 – 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
9. OFFENSIVE REBOUNDS – The same procedure applies for individuals rebounding as it did for the team stats. 0 if you don't have them.
10. DEFENSIVE REBOUNDS – See notes on Team Rebounding.
11. ASSISTS

- 12. PERSONAL FOULS
- 13. TIMES FOULED OUT
- 14. STEALS
- 15. BLOCKED SHOTS
- 16. 3 POINT FIELD GOALS MADE
- 17. 3 POINT FIELD GOALS ATTEMPTED
- 18. HI-GAME POINTS
- 19. PENETRATION – (1 – 9). 5 IF NOT SURE
- 20. DEF ADJ - (-5 to 5). 0 IF NOT SURE
- 21. ACTIVE FLAG – 0 = active, 1 = automatically disables a player at start of a game.

#### **(E) EDIT EXISTING TEAMS**

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

#### **(T)RADE PLAYERS**

Select this option for trading players between teams. If you have saved stats for either of the teams, you will be asked when to use your stats disk too so that the traded players' compiled stats go with them to their new team.

#### **(D)RAFT A TEAM**

Select this option for drafting a new team from the existing teams. Drafting players 'copies' their ratings to this new team and does not remove them from the original team.

Refer to the Input a Team section for the required info regarding team ratings.

#### **(A)CCESS GAME MENU**

#### **(M)ODIFY REPLAY STATS**

This option lets you edit your compiled stats. This would be useful for a mail league.

#### **(C)ONFIGURE DRIVES FOR TEAMS, STATS**

If you ever change the drivers or subdirectories you play in, use this option to tell the DTC disk where to look for the teams and stats file.

Ex.    A:            (if on drive A)  
         B:            (if on drive B)  
         C:\PROBB (if on drive C in subdirectory PROBB)

#### **(G)AMES PLAYED / MINUTES PLAYED**

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.



