

BASKETBALL

The Pro Game

Version 5.19



**All the realism and excitement
of pro basketball in a computer game!**

LHGAMES.NET

GENERAL SETUP

There is no install process for the game because it can run completely by itself from anywhere on your computer. In this section I'll just briefly describe how the game files work together so you can check that you have things setup right.

The game uses four main classification of support files – Leaders, Stats, Schedules and Teams. Out-of-the-box, the game will simply expect all of these files to be in the same folder as Hello.exe. This is because we assume most people aren't concerned with organizing things.

However, the game does have limits as to how many files it can manage in 1 folder. If you intend to manage large collections and gather more file types – stats, leaders, etc. – this can make things difficult.

To deal with this, each “type” of file can be managed from other folders anywhere on your hard drive that suits you. If you extracted the zip files provided with the game, you are likely already doing this.

To have the game able to read files stored in different folders, simply do the following:

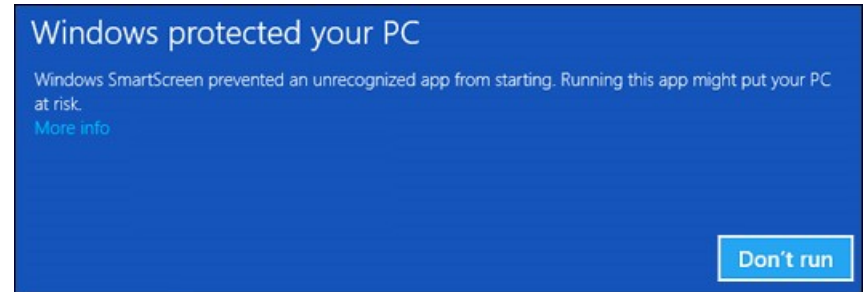
1. Create folders on your computer for each type of file: Leaders, Stats, Schedules, Teams
2. From the menu, use the “Configure Game Folders” option.
3. For each type of file, click the “folder” icon on the right.
4. Use the file menus to browse to the folder you created for that type of file and click OK.

Now, whenever the game looks for files of that type, it will look for them to be in that folder, rather than the game folder.

TROUBLESHOOTING

Issues Opening on Windows

When you try to open the game, either Windows itself or your antivirus program may warn you that the program could be dangerous. Windows will display a warning like the following:



This happens because Microsoft and other vendors have no way to prove the files are from me. Which, more importantly, means they have no way to prove it's not malicious.

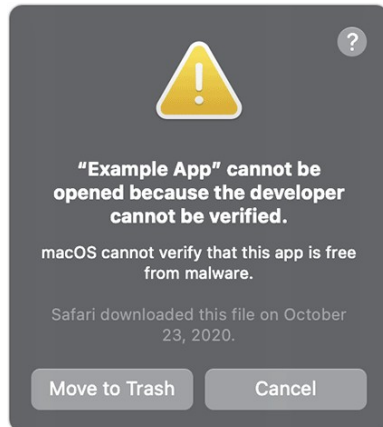
The more the game files are downloaded from the internet, the better reputation it develops with Microsoft. Eventually this could help remove the warning. The alternative is for me to digitally sign the game files, which I currently cannot afford. Rest assured however that the files are safe and will not harm your computer.

To run the game, simply click the small “More Info” link and you'll see a 2nd button option - **Run anyway**. Click that and you'll be fine.

DO NOT disable this feature of Windows (SmartScreen) altogether as it is there for your safety!

Issues Opening on MacOS

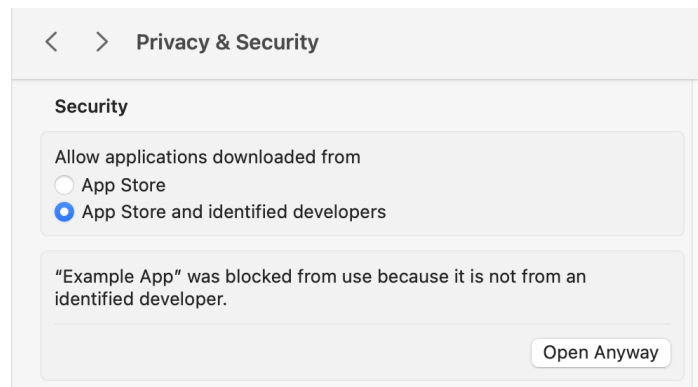
You may receive a message like the one below:



Apple's explanation is much clearer on why this happens. You can learn more about it from the Apple support article:

<https://support.apple.com/en-us/102445>

Apple also makes it very easy to still run the program. Simply open *System Settings* and navigate to *Privacy & Security*. On the right-hand side is a brief card explaining why the app was blocked. Click the small **Open Anyway** button.



Any Other Issues?

If you run into any other problems you think should be covered here, that were not intuitive for you to execute the game, please contact us at support@lhgames.net. It may take a few days to respond but I do read and reply to all messages and will do my best to understand your problem and assist you.

GETTING STARTED

Basketball – The Pro Game is a sports simulation that allows you to coach your favorite pro teams - past or present. This game is the product of extensive research to serve as a realistic simulation of professional basketball at all levels.

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

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. ABA used a 30 second shot clock in its early years but later adopted a 24 second shot clock.

(6) QUARTER LENGTH

NBA, ABA and most professional leagues use 12-minute quarters. WNBA uses 10-minute quarters, as do several smaller leagues and Olympic competition.

(7) NUMBER OF TIMEOUTS

Modern NBA teams are given 7 timeouts to use for the game. Before the 2000-01 season, this was only 6. With shorter quarters, WNBA has offered 4 timeouts up until 2023-24, where it was increased to 5.

(8) TIMEOUT OPTIONS

This option lets you determine a mix of how mandatory timeouts are handled, and how many timeouts teams are limited to in 4th Quarter.

Mandatory timeouts are Taken after the first deadball situation after a certain point on the clock. It's not clear if these were always charged against a team's timeouts.

Starting with the 2017-18 season, the rules clearly state teams are charged for these while simultaneously reducing the number of mandatory timeouts. In the 2018-19 season, timeouts were further restricted by the NBA to just 2 in the last 3 minutes of play

(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 determines 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 COACHES

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) 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.

(D) 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. The ABA first introduced it and was critical to it's popularity

(E) FREE THROW RULES

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

(F) 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".

(G) BONUS AFTER FOUL

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

(H) PLAY BY PLAY

Choose either Lance Haffner's classic Play-by-Play or Verbose. Classic 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

10-MINUTE TICKER

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) Scores are shown for up to 32 games. Be sure each game has a starting time in the schedule, and is set for Computer vs. Computer simulation.
- (2) When prompted, put in the starting time of the game that you will play. (At least 1 team must be coached by a human).

TEAM ERAS

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. Your choice will impact 3 FGA's, Rebounds, Fouls, dunk frequency and availability of Zone defense.

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

Each team's roster is displayed on the screen, showing the following player ratings:

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

The letter/number next to the player's name 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

Man-to-Man

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 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.

Zone

1-2-2 Zone

This defense uses 2 players each at the middle and near the basket, with 1 player at the key. This works similar to a 3-2 Zone but with more pressure at the top to stop teams from initiating offense.

1-3-1 Zone

In this defense, one player is at the key, 3 are in the middle and 1 near the basket. The team tries to trap the ball handlers in corners, increasing opportunities for steals and turnovers. Fouls, easy buckets and offensive rebounds will also increase.

2-3 Zone

This is a slower tempo of defense, which assigns 3 players to baseline and 2 near the basket, forcing more outside shots. This leads to fewer steals, turnovers and less fouls. Defensive rebounds become difficult, so more offensive rebounds are grabbed. 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.

3-2 Zone

The assigns 3 players in perimeter and 2 at the baseline. This makes it harder to attempt or make a 3-pointer. A really good defense against the 3-point shot.

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.

OFFENSIVE STYLES

Normal

Motion Offense – With this style, the offense uses lots of player movement, passing and cutting to get an open shot. Average paced but unpredictable, it's a good choice against Man-to-Man and Zone defense. Balanced performance with low chance of fouls.

Pick & Roll – The offense attempts to use screens and reads to create mismatches. The pace is slightly increased, but it can be predictable when overused. This is weak against a Trap defense and increases turnover risk.

Triangle Offense – This is a balanced, but structured and slower-paced offense. It uses a 3-player “triangle” one 1 side of the court. Average performance with low chance of fouls.

Flex Offense – This offense relies on repeated cuts and screens to free up shooters, especially in the paint. Overall very average performance for a very average pace.

Aggressive

Dribble Drive Motion – In this scheme, teams emphasize driving lanes and perimeter shooters. It is fast paced, and your team will work hard for a really good shot. There is an increased risk of drawing fouls and turnovers are more likely.

Transition Offense – This is the fastest paced offense, usually used when you get possession and want to quickly move up the court and create a fast break. This increases the chance of turnovers, but since you are avoiding the defense you are not as likely to draw fouls.

Safe

Post-Up – This offense is focused on getting the ball to someone near the basket, creating opportunities for perimeter shooters and exploiting mismatches inside the paint. Assists will be lower, and foul draw risk is slightly increased.

Isolation Plays – As the name implies, the focus of this offense is on isolating a single player against their defender. Slow-paced, it's used for clutch plays or when the defender is mismatched. Risk for turnovers and drawing fouls is average.

FATIGUE AND CONTRIBUTION

Each player's CX value is their stamina rating. This indicates how much shooting and rebounding they are capable of compared to the rest of the team. The more players shoot and rebound, this value will decrease. When it reaches 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. Exhausted players will contribute much less to the game and severely reduced in shooting, passing, rebounding and defensive skills. During the last two minutes of play and overtime periods, these ratings are suspended and players perform to their normal levels of skill.

TIMEOUTS AND SUBSTITUTION

You may call a time out only when on offense. You begin the game with a fixed number of timeouts for all 4 quarters. If you enter the 4th quarter with more than 3-4 time outs (depending on the timeout option you chose), you will lose extra timeouts. At the start of each O.T. period, additional time outs will be awarded to each team.

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).

DEFENSE VS. OFFENSE

The effectiveness of aggressive defenses are based to the player's steal rating 'S'. Therefore, for the best results in the Trapping defense and Full Court Press, you should have your best players in the game. Likewise, effectiveness for aggressive offense is related to the pass rating '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.

The bottom 1/3 of the screen displays starting line-ups. All player information is displayed here (the same ratings as from the Lineup Selection), 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.

QUIT

Press Ctrl + Q at anytime to terminate a game in-progress.

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

These are separate functions which are documented at the end of this manual.

***Note:** Team files created in 5.0 are not backwards-compatible with 4.0. Team files created in 4.0 can be converted to use with 5.0, however.*

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.

REVIEW 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.

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 were entered in error.

Eventually the "Merge Separate Statistical Files" feature was developed to simplify this process. This feature was revived for historical and testing purposes. Replay stats have no bearing on 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 compiled for different weeks from different sources. This is useful if you split a schedule between individuals and need to combine the results for the season. "Road" stats are ones that need to be merged to your "local" stats. Stats are added cumulatively, so if there is overlap in games played, you will have an excess of data for the season.

TEAM CAREER OPTIONS

This module includes the following career statistical functions:

- **Create Initial Career Stats 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.
- **Add Career Year to Stats** – this options lets you add a year's stats to an existing career record
- **Remove Players from Career Stats** - this option lets you modify the stats that have been recorded while keeping track of a team career.
- **Review Career Stats**– this option lets you view/print the results for a team across the career file being tracked
- **Review Career Records** – this options lets you view franchise records for the target team during the period covered by the career. Records are only posted if you choose to do so when creating adding years to a Career Stats file.
- **Manage Team Career Leaders** – these options let you view franchise leaders for the target team during the period covered by the career.

You only need to “align” stats if the player names are slightly different in each set of stats. (*This is VERY RARE!*)

LEADERS AND 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. **Manage Leagues:** This is often the first option you will want to use. Use this to create your own league make edits 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 League Stats / Standings:** 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, 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. **Access League Reports:** This utility lets you view league stats after they have been updated (see above).
4. **Head-to-Head Results:** 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.

Options for working with schedules are as follows:

- **“G”** (“Go To Game”) - allows you to find the page where a specific game is located on your schedule. This option is needed only if your schedule is long enough that it spans more than one page.
- **“B”** (“Box Score Options”) - allows you to view the score of a specific game from your schedule. You can also use this option to save the box score or to print it out.
- **“C”** (“Save and Continue”) – If you make changes (edit) to any game you can save these changes to your schedule and then continue to play games – edit other games etc.
- **“A”** (“Add A Game”) - allows you to add a game to your schedule.
- **“D”** (“Delete A Game”) - allows you to delete a game from your schedule.
- **“E”** (“Edit A Game”) - allows you to edit the options of any game on your schedule. For example you could switch from having the computer play the game to having the game played by a human player.
- **“P”** (“Play Games”) - allows you to play any game(s) on your schedule.
- **“X”** (“Save and Exit”) - exit your schedule and go back to the Auto Scheduler main menu.
- **“Q”** (“Quit”) - exit your schedule without saving changes made to it.
- **“R”** (“Reset”) - reset the scores of the games you have already played on your schedule.
- (*Note: there are four other options you may configure, which are located on the top right of the screen. None of these options may be changed directly from this screen. However, by selecting “Edit a Game”, you can manipulate these options for a specific game.*)

SCHEDULER AND BOXSCORES

ENTER A NEW SCHEDULE

Here you can create a schedule for any number of games to be played. Use the interface to add games, inputting all of the information required for each game. Settings used from the last game entered will be saved to help speed things up for the next entry.

PLAY / EDIT AN EXISTING SCHEDULE

Use this to open schedule files you have saved. Once opened, you can make edits or play games. If the computer is set to play games, it compiles stats and creates the 10 minute ticker files automatically. If you play games on your own, and have entered all start times properly, the 10 minute ticker files will still be available. Ticker files will update at 4 minute intervals each period so 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 and you will only have lost the most recent game in progress. Delete the file GAME82 in your game directory to stop auto-play.

EXTRACT TEAM SCHEDULE

This option lets you choose a team that you are interested in playing from an existing schedule. After being asked for a file name, you will choose the target team and schedule file. Any matching games for that team in the schedule file are saved to your new schedule.

CHANGE TEAM CONTROL FOR A SCHEDULE

When working with schedules, you may want to have the computer simulate games that were set for human play. Or perhaps you have teams you want to play from a schedule that is fully controlled by the computer. Use this feature to update the play mode for such teams in any of your schedule files.

MAKE GLOBAL CHANGES TO A SCHEDULE

Use this to make changes to one or more schedule options apply to all games in a schedule. Use this to either correct mistakes you’ve made entering a schedule, or to quickly set options when experimenting.

CONVERT SCHEDULE FILE FROM 4.0

With Basketball: The Pro Game 5.0 having so many new game options, the schedule file format was updated to store settings for each of these. Use this feature to convert custom schedule files from the previous version of Basketball: The Pro Game to this new format. Doing so will automatically populate defaults for the new game options – Number Timeouts, Timeout Options and Quarter Length. You can change these by choosing “Global Changes” to a schedule.

For the reasons above, Schedule files created in 5.0 are not backwards-compatible with 4.0

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 FOLDERS

(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, simply click the button to browse to the folder where the files reside on.

NOTE on subfolders: all the files of that type should be directly in that folder directly. Despite how the support files are zipped for you, not all features of the game support subfolders.

For example, if your Leaders folder is *C:\Haffner\ProBB\Leaders*, using the game to access a Conference file in *C:\Haffner\ProBB\Leaders\Custom* could lead to unpredictable outcomes.

PUTTING IT ALL TOGETHER

Now that you know what the game can do, if you are looking to do more than just play, 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 concepts for 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 (PROBBTMS.yyyy) with the players
- League files (.TMI, .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* menu, use the INPUT A NEW TEAM option
- League files = from the *Leaders And Records* menu, use the MANAGE LEAGUES 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 items 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 REVIEW 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 and 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 LEAGUE 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 MANAGE 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

I hope I've covered everything you need to know. The game isn't pretty in terms of graphics or fluff, but it's speed, accuracy and low cost make it a solid competitor in the sports sim market. Basketball: The Pro Game is the product of countless hours of research and testing, but has been a labor of love for everyone who contributed. Every effort has been made to make it as fun, simple and realistic as possible to play.

While no game can be perfect, I hope Basketball: The Pro Game can be what you need it to be. I also sincerely hope it brings you, your friends and family hours of enjoyment. At the end of the day, if it is something you're able to use for your projects, then it is exactly what it was set out to be.

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.

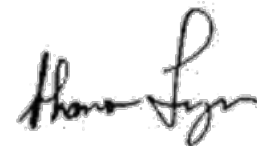
However, over the years I have come to realize there is a lot more to life than computers and sports games. On January 5, 1978, I confessed my sins to Almighty God and asked for forgiveness through his Son, Jesus Christ, who died on a cross for my sake. In fact, the really great news is that God is not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

A handwritten signature in cursive script that reads "Lance Haffner".

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,

A handwritten signature in cursive script that reads "Hanna Lynn".

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,

A handwritten signature in black ink that reads "Juan Leonardi". The signature is written in a cursive, flowing style with a long, sweeping underline.

BASKETBALL

The Pro Game

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, as 2 digit integer (*not .xxx*). 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, as 2 digit integer (*not .xxx*). Current is 36%.
7. **LEAGUE POWER ADJ** – 0 for NBA teams. ABA teams may be anywhere from 1 to 5. Impact on replays is a minor adjustment to FG% based on opponent's League Power Adj.

TEAM INFORMATION

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

Don't begin a new file with team number 100. When inputted, disk space is reserved for 100 teams. This would be wasteful if only one team is on the disk. If you plan to go back and enter new teams for slots 1 – 99, this would be okay because that space is already allocated for those teams.
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.1989, 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 BOSTON'. '75 ST.LOUIS', ETC.
4. **TEAM NICKNAME** – this would correspond to the team mascot. For example, Stars, Hornets or Mavericks.

BASKETBALL – THE PRO GAME

TEAM MANAGEMENT OPTIONS

INPUT A NEW TEAM

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

TEAM RATINGS

You may input Pro, Semi-Pro or custom teams. You will need to perform some calculations along the way. The information below should assist you with this. Be sure to calculate ratings for *all teams* before any are entered.

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

LEAGUE INFORMATION

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

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

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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 file be used for each season or set of teams. New teams should be added in sequential order. You can achieve this by leaving the value blank.

In short, don't begin a new file with team number 100. The file will allocate space for 100 teams before you even start. The size of your file would be about 100,000 bytes, even though only one team is on the disk.

However, if you plan to go back and enter new teams for slots 1 – 99, your data file will not increase in size 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 teams in a file without erasing others. Each file is simply given a unique file extension to distinguish it. For example, the 1989 teams would be stored in BASK.1989, 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 LHGames will use 4 digit year of the appropriate season.

With multiple leagues, the standard convention is to use the 4 digit year for the most common league (ie, NBA). For other leagues, append a letter at the end of the year. For example, W (for WNBA), O (for Olympic). The game is programmed to look for these conventions to determine league-specific replay calculations.

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.

CONVERT DATA FILE FROM 4.0

Before 5.0, Basketball: The Pro Game did not track attendance or arenas. In order for Basketball: The Pro Game to have an accurate reference point from which to determine attendance, team data needs to include average attendance. This requires an update to the team data file (PROBBTMS) so the values can be tracked.

If you have any custom team files you have created in previous versions of Basketball: The Pro Game, you only need to run them through this option to be able to use them in 5.0.

The conversion process is destructive as the original files are deleted. The new files are also not backwards-compatible with 4.0. For this reason, ***be sure to backup any files before converting.***

When choosing this option, you simply have to select the PROBBTMS file associated with your “disk ID” and let the program do the work!