

BASKETBALL

The Pro Game

version 4.37



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 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 itself. 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.

PLAYING 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 Boxscore. 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 _.

To change any option, simply press the key corresponding to the number/letter.

MODE OF PLAY (1)

Choose between Computer vs. Computer (a full computer simulation), Human vs. Computer or Human Opponent (play against your friend)

TEAM SELECTION (2) & (3)

Both of these must be set before you can start a game. First, you will input a season identifier for the teams file. This should match the extension of the file you want to use. (often equal to the team year; see TEAM MANAGEMENT, ORGANIZATION 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. The team name should appear and you are asked to confirm the team. Once confirmed, you will be asked if you want to deactivate any players for the game.

After team selection, 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, so with 10 man teams you will only be allowed to disable 2. (**Note:** *The computer automatically does this at random, so it is a good idea to check it.*)

GAME LOCATION (4)

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

SHOT CLOCK (5)

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.

THREE POINT SHOT (6)

This option lets you choose whether or not teams are allowed to take the 3-point shot.

SHOW SHOT PERCENTAGES (7)

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.

GAME TYPE (8)

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

START GAME (9)

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

SAVE SETTINGS (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.

PLAY-BY-PLAY DELAY (A)

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.

HUMAN COACH (B)

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.

BONUS AFTER FOUL (C)

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

NUMBER OF FREE THROWS (D)

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".

FREE THROW RULES (E)

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

PLAY BY PLAY (F)

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.

Next, 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 choose to play in a different era, the team not from the chosen era is adjusted accordingly to play

in that era. This is more critical when there are large time gaps between the two teams. After selecting the era, you are prompted if you want to change any of the contribution ratings. Increasing a player's percentage increases his shooting frequency and gives him more stamina for rebounding. 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 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 his roster number. Players currently in the lineup appear in the team's colors. As you enter the starting lineup, use the roster number for your selections. Enter your guards in the 1st two spots (0 and 1 for the starting lineup). Enter two forwards next, and then the center. You have a chance to make any changes (type 0-4 for the person to change). Enter a '6' if no further changes are required. The computer determines lineups for any teams it is playing automatically.

PLAYING THE GAME

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
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: *This was added because the game now 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.*

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

The bottom section 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 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 shown 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 he is to make the shot.

OPTIONS

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

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 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.

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 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 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.

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.

ENTER A NEW TEAM / CHANGE EXISTING TEAMS

DRAFT TEAM

TRADE PLAYERS

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

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.

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 early days of the game, stats were difficult to update for play-by-mail leagues in which disks couldn't be shared. This option made it possible to manually update those stats, as well as change any that might have been entered in error.

Eventually the "Merge Separate Statistical Files" feature was developed to simplify this process. Simply enter the path to your remote stats and the values are automatically combined for you - no muss, no fuss.

This feature was revived in this version 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

This module consists of 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 function will add stats together culmulatively, so if there is overlap in games that were 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 stats are NOT accumulated into the league records until you utilize this option. When you select this option for a league, the computer will compile all stats for the games teams have completed. This is of course 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. Thereafter you may use this option as often as you want.
3. **View/Print Results For League:** This utility lets you view league stats. Remember you must update stats before you can use this option
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.

AUTO SCHEDULER

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.

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.

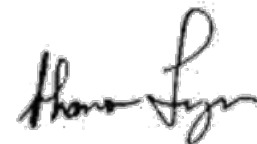
However, over the years I have come to realize there is a lot more to life than computers and sports games. On January 5, 1978, I confessed my sins to Almighty God and asked for forgiveness through his Son, Jesus Christ, who died on a cross for my sake. In fact, the really great news is that God is not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

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 Leonard". The signature is written in a cursive, flowing style.

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DRAFT / TRADE / INPUT

BASKETBALL

The Pro Game

version 4.1



LANCE HAFFNER GAMES

BASKETBALL – THE PRO GAME

DRAFT / TRADE / INPUT ROUTINES

(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.

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** – The average number of shots taken per game. Current avg is 88.
3. **AVG RB/G** – The 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** – The average number of fouls per game. Current is 20.
6. **LEAGUE 3-PT FG%** - Three 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 and that you keep a written record of your team numbers.

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 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. **DISK ID** – This is a feature in all Haffner games that allows you to place more than one season's database of teams on a disk without erasing the others. Each database is 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 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.

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** – Your team's mascot such as Stars, Hornets or Mavericks.
5. **TEAM GAMES PLAYED** – Number of games that the team stats are based upon

6. **HOME WINS** – Self Explanatory. Enter 60% of total wins if unavailable.
7. **HOME LOSSES** – Enter 40% of total losses if unavailable.
8. **ROAD WINS** – Self Explanatory. Enter 40% of total wins if unavailable.
9. **ROAD LOSSES** – Enter 60% of total losses if unavailable.
10. **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	
11. **TEAM BACKGROUND COLOR (0-7)**

0 – BLACK	3 – CYAN	6 – BROWN/ORANGE
1 – BLUE	4 – RED	7 – GRAY/WHITE
2 – GREEN	5 – PURPLE	
12. **TEAM ABBREVIATION** – use a 3 character abbreviation for the team as in a scoreboard (ie, CHI, BOS)
13. **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
14. **ARENA NAME** – use no more than 40 characters.

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. **DISQUALIFICATIONS** – aka 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
 1. **DEF ADJ - (-5 to 5).** 0 IF NOT SURE
20. **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

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

team roster will be full of players named 'XXX' because the game knows to ignore this name. Follow the on-screen instructions to add players to your team.

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

(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.

