

GAMESTAR 

Present

CHAMPIONSHIP

BASKETBALL™

Two-on-Two™

Instructions for
AMSTRAD CPC CASSETTE & DISK
ZX SPECTRUM 48K/128K/+

PLAYER'S GUIDE

PRE-GAME BRIEFING

Basketball. It's the lightning-paced sport played only by super athletes. A game of strategy, guts, stamina, and – most of all – teamwork.

Two-on-two helps you develop the strategies and skills to make you play like a pro. Choose to play one player against the computer, two players against a computer team, or two players against each other. This *Player's Guide* gives you all of the vital information you'll need, so keep it with your kit!

GETTING STARTED

Set up your computer system as detailed in the instruction booklets that accompany your computer, and connect to your TV or monitor. Ensure that any cartridges or peripherals (such as disk drives, cassette players, printers etc.) are disconnected from your computer. Failure to do so *may* cause loading difficulties. (If your computer has a built-in disk or cassette drive you will not be able to disconnect the built-in item, but ensure that any other peripherals are disconnected.

1. If you are using an *Amstrad CPC 464, 664 or 6128* with *CASSETTE*.
 - a) Switch your TV/monitor and computer ON.
 - b) *If your computer has a built-in disk drive* you should now connect a compatible cassette player to your computer, and then type `tape` and press RETURN. This sets your computer ready to load from cassette.
 - c) Insert your cassette into the cassette player. Ensure it is fully rewound.
 - d) Press the CTRL and the small ENTER key together, then press the PLAY key down on the cassette player.
2. If you are using an *Amstrad CPC 464, 664 or 6128* with *DISKETTE*.
 - a) Switch your TV/monitor and computer ON.
 - b) *If your computer has a built-in cassette player* you should switch your computer OFF and connect a compatible disk drive to your computer. Now switch the disk drive and the computer ON and type `disc` and press RETURN. This sets your computer ready to load from diskette.
 - c) Insert the diskette into the disk drive, label side up.
 - d) Type `RUN" DISC` then press the ENTER key
3. If you are using a *Sinclair ZX Spectrum, Spectrum +, Spectrum 128 or Spectrum +2* with *CASSETTE*.
 - a) Connect your cassette player to your Spectrum computer in the usual manner. (If your computer features a built-in cassette player this is already done).
 - b) If you wish to use a joystick, insert the necessary interfaces now. (See *Joystick Notes* below for details of compatible joysticks).
 - c) Switch your TV/monitor, cassette player and computer ON. (If your computer now shows a menu screen, you must select 48K BASIC).

- d) Insert your cassette into the cassette player. Ensure it is fully rewound.
- e) Type LOAD "" then press the ENTER key. Now press the PLAY key on the cassette player.

Basketball will now load into your computer memory. Cassette versions will load in stages, and you will see a variety of flashing colours around the screen as loading occurs.

JOYSTICK NOTES

Amstrad CPC owners may use any CPC compatible joystick.

Interfaces that may be used by Spectrum owners are Kempston, Interface II and cursor compatibles.

CONTROLS

All controls and movements allowed are listed throughout the *Players Guide* as *JOYSTICK* controls or *FUNCTIONS*. Players may prefer to use keyboard keys instead for Player 1 whilst Player 2 must always use keyboard. Refer to the table below when playing by keyboard, P1 indicates Player 1, P2 indicates Player 2, and Functions A – C are specific features that may be used.

Keyboard control table for GBA CHAMPIONSHIP BASKETBALL

| Player No./Function | Spectrum Key | Amstrad Key |
|------------------------|--------------------------------|--------------|
| P1 – Joystick FORWARD | Q | Q |
| P1 – Joystick BACKWARD | A | A |
| P1 – Joystick LEFT | X | X |
| P1 – Joystick RIGHT | C | C |
| P1 – Joystick BUTTON | Z | Z |
| Function A | ENTER | ENTER/RETURN |
| Function B | SPACE BAR | SPACE BAR |
| Function C | CAPSHIFT & T SIMULTANEOUSLY | ESC |
| P2 – Joystick FORWARD | U | U |
| P2 – Joystick BACKWARD | J | J |
| P2 – Joystick LEFT | O | O |
| P2 – Joystick RIGHT | P | P |
| P2 – Joystick BUTTON | M | M |

SELECTING YOUR GAME

Select your game by pressing the SPACE BAR until your required play is highlighted.

PRACTICE SESSIONS

Just as in the real sport, Two-on-Two offers you the chance to warm-up before the game. The scoreboard and the time clock are not active and there are no penalties. Use FUNCTION B key to exit the practice sessions.

1 PLAYER SELECTED

You can practice shooting inside and outside and work on your hook shots, jump shots, slam dunks, tip-ins and rebounds.

2 PLAYER SELECTED

You can practice various shots as well as dribbling, rebounding and tip-ins. You can play straight one-on-one, or you can play "pick-up" games such as "Around the World" or "Horse".

AROUND THE WORLD

Player 1 tries a shot from the baseline – say, at the edge of the key. Every time the player makes a basket, he moves further along the edge of the key, working around the baseline on the other side of the basket. If Player 1 misses a shot, Player 2 gets a turn. When a player misses a shot, he must shoot again from that same spot on his next turn, and so on. The first player to go "Around the World" wins.

HORSE

Player 1 makes a shot from anywhere on the court. Player 2 must then make the same shot or they will get an "H". When Player 1 misses, Player 2 can make a shot from wherever they wish, and Player 1 must make the same shot. Every time a player misses, they get another letter until the word HORSE is spelled. Whoever gets all the letters first, loses. The letters for HORSE do not appear upon the screen, you will need to keep note of them yourself, just as you would on a real court.

HEAD-TO-HEAD (2 PLAYER)

[] With this option, two players play against each other, but each has a computer teammate to help, dressed in a similar colour jersey.

TEAMMATES (2 PLAYER)

[] If you choose this option, both players play together as a team, up against a hard-driving computer team.

CHALLENGE (1 PLAYER)

[] Player 1 pairs with a computer-controlled teammate, and challenges a mighty computer duo. Player 1's team will play as the HOME team.

TACTICAL TIPS

You're in the big-time now. You've got to get out there and give it all you've got. You face some stiff competition, and your teammate depends on you. . . so remember the club saying. . . "tactical tips and timing for top teammates!"

PASSING

To pass the basketball to your teammate, quickly press and *immediately release* the joystick button.

If your teammate has possession of the basketball, you can request they pass it to you by quickly pressing the button. Your teammate will usually pass the ball, but not always – after all, any player can hog the ball now and then! Your teammate may pass the basketball even if you haven't requested it (unless you are moving) as you are open.

To catch the basketball, you must be directly in line with it, otherwise the ball will go out of bounds, or to the opposition.

SHOOTING

When you have possession of the basketball and want to make a shot, first hold down the joystick button. Your player will jump in the air. Release the button when you want your player to make a shot. Timing here is critical – if you release the ball at the top of the jump, you have a better chance of scoring. If you fail to shoot before your player lands, you'll be charged with *travelling*, an offence in Basketball.

[Hook Shots]

To make a hook shot, you must be downcourt near the baseline, with your back to the basket. With a hook shot, the ball is released as the player's arm "hooks" over his head. The advantage of this shot is that it cannot be blocked.

[Slam Dunks]

Probably the most satisfying shot in Basketball – ramming the ball through the hoop! You must be at the baseline as far downcourt as you can go, and you must shoot when you're in one of three areas: under the basket, half a step left of low post left (LPL) or half a step right of low post right (LPR). Finally, there must be no defenders under the basket. If these conditions are met, a slam dunk will always be successful.

[Tip-Ins]

If a player shoots, misses, and then grabs the rebound while directly facing the basket, he'll try again (a tip-in). As long as the player is facing the basket and underneath it, the tip-in will be automatic once the player jumps.

[Rebounds]

A player can rebound only when he's in the area immediately surrounding the basket. To rebound, press the joystick button in the same way you did to make a shot – your player will jump for the ball. Timing the jump is the key to successful rebounding.

[3 Point Shots]

If a player shoots a basket from outside the white 3-point line, that basket is good for 3 points instead of the usual 2! Timing is again critical, and a basket difficult from this distance.

STEALING & BLOCKING

To steal the ball from an opponent, you must “bump” the player *on the side on which he's dribbling or holding the ball*.

To block a shot, move in close to the player in possession of the basketball and press your button to jump (as if you were shooting). Your success will depend upon your timing and how close you are to the other player.

YOUR COMPUTER-CONTROLLED TEAMMATE

Never underestimate your computer-controlled teammate. He's intelligent and fast. If he's got a chance at the basket, he'll take it. Use him when you play – to win. No matter how good you are as an individual player, you'll never make it in the Championship unless you play as a team.

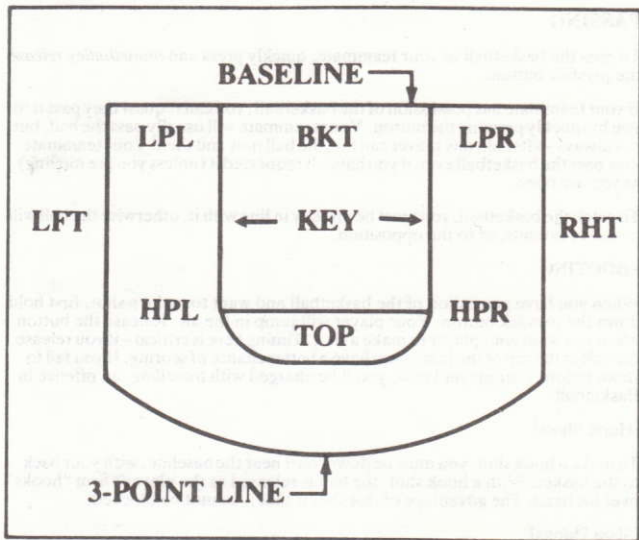
Gameplay in *Gamestar's Championship Basketball: Two-on-Two* shows one half of the full basketball court at a time. Each team may attack the opposition's basket (OFFENSE), and in turn defend their own (DEFENSE) whilst abiding by the rulebook. So gameplay switches from one end of the court to the other each time there is a change of possession or a basket is good.

[Directing your Teammate – the Playcalling Screen]

To instruct your computer teammate how to play when play resumes at the other end of the court, use the Playcalling Screen. The scoreboard is replaced for approx. 7 seconds by the Playcalling Screen while the players automatically run down the court and bring the ball back into play. Within this 7 seconds, you must select an offensive and defensive alignment from the Playcalling screen otherwise the computer will choose one for you.

The Playcalling Screen is divided into OFFENSE on the left and DEFENSE on the right. The offense screen shows the abbreviations BKT, RHT, TOP, LFT and SCR, which represent the five offensive plays you may select now. The Defense screen is similar, showing your options of LZN, HZN, MMD and MML – the four defensive alignments you can choose from.

Select a play by moving your joystick forward, back, left or right depending upon the play you wish to select. For example, forward for BKT or LZN, back for TOP or HZN, right for RHT or MMD and left for LFT or MML. On offense you can also use the joystick button to select the SCR�N play.



ZONES ON THE COURT

[Offensive Plays – LFT, RHT, TOP, BKT, SCR�N]

You have 5 offensive plays from which to choose. Study them carefully – they will help you choose your team tactics.

LFT (left wing): Your teammate runs to the high post left (HPL) or high post right (HPR) and stays there for one second. Then he runs to the left wing (LFT), stays there for up to four seconds, and then runs a random pattern on the left side of the court.

RHT (right wing): Your teammate begins by running to the high post left (HPL) or high post right (HPR) and waits for one second. Then he runs to the right wing, waits for up to four seconds before running a random pattern on the right side of the court.

TOP (Top of Key): Your teammate runs either to the right or left high post (HPR or HPL), waits for 1 second then runs to the top. He waits at the top for up to 4 seconds and then runs a random pattern at the top of the key.

BKT (Basket): Your teammate runs to the high post left or right (HPL or HPR), then drives under the basket. Waits for 2 seconds then runs a random three-step pattern under the basket.

SCRN (Screen): You use your teammate as a screen to block out any defenders trying to cover you. Your teammate runs to HPL or HPR and stays there for 6 seconds, allowing you to dribble around him as he blocks the defender. Then he runs a two-step pattern between the high posts.

[Defensive Plays – LZN, HZN, MML, MMD]

LZN (Low Zone): Your teammate will stay in the key (between the basket and the inner white line on the court). When an offensive player enters his zone, he covers him man-to-man. If both offensive players enter the key (flooding) your teammate will cover the player possessing the ball. In this case, you should cover the player without the ball. When your opponents are not flooding the low zone, your teammate always takes the man in the low zone, and you take the man outside the key in the high zone.

HZN (High Zone): Your teammate covers the player possessing the ball when that player is in the high zone. You cover the player with possession when he enters the low zone area around the key, allowing your teammate to cover the player without the ball.

MML (Man-to-Man Light): Your teammate covers the opposing player who wears the light-coloured jersey.

MMD (Man-to-Man Dark): Your teammate covers the opposing player who wears the dark-coloured jersey.

[Playcalling & Loose Ball]

If nobody grabs a rebound and the ball is loose, the computer will sometimes allow you to regroup your offense and call another play. You'll know this is happening if the playcalling screen appears.

BASKETBALL – THE RULE BOOK

[Quarters]

You'll play four 6-minute quarters in each game. If the teams are tied at the end of the fourth quarter, you'll automatically go into overtime, which is another 6-minute quarter. The amount of time left in each quarter is shown on the clock in the middle of the scoreboard. At the end of each quarter a buzzer rings and the

screen displays which quarter has just been played. You then go immediately into the next quarter.

[Ball into Play]

At the start of the game, the home team (Player 1) always takes the ball out. Each team takes turn each quarter thereafter to bring the ball into play.

[Timeouts and Pause]

To pause the game use the *FUNCTION B* key on your keyboard. If you merely want to pause the game, just use the *FUNCTION B* when you're ready to resume play.

You can call a timeout when you're on offense. If you want to call a timeout, first use the *FUNCTION B* key, then press the joystick button. Each team is allowed five timeouts per half. On the scoreboard you'll notice five little yellow lights on the HOME and VISITOR sides of the board. Each time you call a timeout, one of these lights will go out.

Calling timeouts saves precious seconds at the end of the game. If your team is behind and the clock is about to run out, you should call a timeout right after you've called a play. Your players don't have to run down court now, they'll appear in court in position just as soon as play resumes.

[Quit Game]

To quit a game, press *FUNCTION C* key.

PENALTIES

Fouls and other penalties are displayed upon the scoreboard in flashing letters right after they occur. However, if a player is fouled while shooting, the foul won't be displayed on the scoreboard until after the shot has either gone in for a field goal or missed. Fouling the shooter results in one free throw if the basket is good and two free throws if he misses his shot.

The number of team fouls are displayed on the scoreboard. Teams get five fouls per half, the count is reset to zero at halftime. If a team accumulates more than five fouls in a half, this results in bonus free throws for the other team.

Bumping into an opposing player continuously for more than one second results in a Defensive Foul or Charging penalty.

[Defensive Foul]

Defensive player bumping into player with possession of ball. The penalty is either ball out of bounds to the offense or free throws.

[Charging]

Player with possession of ball bumping into defensive player. Penalty is change of possession or free throws

[Travelling]

Called if you jump to shoot but don't release the ball. Results in a change of possession

[Three-Second Rule]

Invoked if an offensive player stays inside the key for more than three seconds at a time. However, when the ball is in the air or up for grabs, all players can stay in the key. Staying in the key too long results in change of possession

[24-second Shot Clock]

Gives the offensive team 24 seconds to make a shot after which they bring the ball into play. The scoreboard has a **SHOT CLOCK** which counts down the seconds. Failure to make a shot in time results in change of possession.

[Free Throws]

To make a free throw, just push the joystick button and release it. All players can rebound after the last free throw attempt.

THE GAMESTAR TEAM

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