

# Street Sports™ BASKETBALL

## INTRODUCTION

Round up your friends! Grab a Ball! It's time for STREET SPORTS™ BASKETBALL.

Everybody wants to play. There's Butch, a great leaper, and "Magic". There's Kevin, a straight A student and genius of the basketball court, and Dana, who'll add spice to any game. Brad, Julie, Melissa, Ralph, Vic and Radar – they're all ready to play. And though they may be just the kids next door, when it comes to hook shots and slam dunks, they're pros.

So flip a coin. Choose up sides. Out on the street, the action's just about to begin!

## OBJECTIVES

STREET SPORTS BASKETBALL challenges your ball handling skills in a fast-paced game of street basketball. Choose where you want to play – the school playground, a city parking lot, out in the suburbs or in a back alley. Put together your own team from the best on the block. You can play with a friend or against the computer. Dribble, pass, and shoot – it's up to you to make the right moves and take the best shots.

While you rack up points, STREET SPORTS BASKETBALL automatically keeps score. Winning requires a careful combination of strategy, team play, and some fancy footwork on the court. You'll need a sharp eye and a quick hand to come out on top. But win or lose, there are plenty of thrills.

## GETTING STARTED

### LOADING INSTRUCTIONS

#### FOR THE COMMODORE 64/128™ COMPUTER

- Set up your Commodore 64/128 as shown in the owner's manual For Commodore 128, set system to C64 mode.
- Remove all disks from the drives.
- Plug your joystick in as shown in the owner's manual.
- Turn the computer and the disk drive ON.
- Insert the STREET SPORTS BASKETBALL disk into the disk drive, with the label facing up.
- Type **LOAD\*\*\*\*,8,1** and press the **RETURN** key.

#### WITH THE EPYX FAST LOAD™ CARTRIDGE

- Set up your Commodore 64/128 as shown in the owner's manual.
- Plug the joystick(s) in as shown in the owner's manual.
- Insert the STREET SPORTS BASKETBALL disk into the disk drive, with the label facing up.
- Press the **C** = (Commodore) key and the **RUN/STOP** key simultaneously to load the program.

#### COMMODORE 64/128 CASSETTE

Press **SHIFT** and **RUN/STOP** keys together. Press **PLAY** on the cassette recorder.

#### SPECTRUM CASSETTE

Type **LOAD\*\*\*\*** and press **ENTER**. Press **PLAY** on the cassette recorder. Follow screen prompts (e.g. **STOP TAPE** and **START TAPE**).

#### SPECTRUM +2

Use loader option. Press **PLAY** on cassette recorder. Follow screen prompts.

#### SPECTRUM +3

Insert disk. Turn on the computer and press **ENTER**. Game will load and run automatically. (You may need to use loader option.)

#### AMSTRAD CPC CASSETTE

Press **CTRL** and **SMALL ENTER** keys. Press **PLAY** on the cassette recorder.

#### AMSTRAD CPC DISK

Type **RUN\*/DISK** and press **ENTER**. Game will load and run automatically.

#### KEYBOARD CONTROL

Spectrum/Amstrad – Keys are user definable.

## GETTING THE GANG TOGETHER

### CHOOSING THE COURT

So where do you want to play? The first menu screen of STREET SPORTS BASKETBALL gives you four choices:

- the school playground.
- a back alley.
- a street out in the suburbs.
- a parking lot.

To make your choice, move the joystick left or right and you'll see the name of each court highlighted. Keep in mind: each court has its own advantages – and disadvantages. See that oil slick in the back alley? That could mean trouble. Notice that high curb on the suburban court? Dribbling the ball over that could require some fancy footwork.

Look to the top left corner of the screen for a close-up of the court you've selected. Press the **FIRE BUTTON** when you've made your choice.

### SELECTING PLAY OPTIONS

Once you've chosen the court, you'll select the mode of play. If you're playing STREET SPORTS BASKETBALL with a friend, move the joystick to the far left choice. (The word **HUMAN** will be highlighted).

If you're playing against the computer, move the joystick to the far right choice. (The word **COMPUTER** will be highlighted). Press the **FIRE BUTTON** when you've made your choice.

When you play against the computer, STREET SPORTS BASKETBALL allows you to choose the skill level of your electronic opponent – Easy, Intermediate, or Tough.

### CHOOSING SIDES

Next, you'll determine uniform colours for each team – green or blue. If you're playing with a friend, the player who wants to be the green team should press the **FIRE BUTTON**. The other player will be the blue team.

Before you begin choosing a team, however, you need a name. You can go with the old names – the Green team vs. the Blue team, or pick new names. To stick with the suggested team names, just press the **FIRE BUTTON**. To make up your own names, type in your choice and press the **RETURN/ENTER** key.

With the team names selected, it's time to choose sides. See that shining quarter in the top left of the screen? A flip of the coin determines who gets first pick. Move the joystick left to call heads, right to call tails. Whoever presses the **FIRE BUTTON** first flips the coin. The winner of the flip gets first pick.

Check out the ten players lined up across the middle of the screen. If you want to know more about a certain player, move the joystick left or right to get "up close and personal". Press the **FIRE BUTTON** when you're ready to choose a player for your team. You can watch the team you select assemble in the lower part of the screen (green team on the left, blue team on the right).

## UP CLOSE AND PERSONAL

**BUTCH:** Need a toppun? Try Butch. Nobody on the block makes those outside shots like he can. He's got one awesome jump shot – like he's got springs for legs.

**RADAR:** Radar can't run so fast, but they call him "The Slammer". Just get him the ball and he'll rocket through the air, stuffing the hoop with an incredible slam dunk.

**JULIE:** You can count on Julie in a pinch. She never chokes under pressure. The guys may snicker "Butterfingers!" behind her back, but Julie always gets the last laugh.

**MELISSA:** Melissa's got great moves: she can jam with the best of 'em. She shies away from the spotlight, but if you need to move the ball, get it to Melissa.

**RALPH:** Quick and agile, Ralph makes every move look easy. Sometimes, though, his cap slips over his eyes and he'll blow a crucial shot. (Other times that's just an excuse!)

**VIC:** Vic's wearing the radical shades? Just the sharpest shooter on the squad. The others call him a hot-shot, but Vic's one cool dude and he lets you know it.

**BRAD:** Okay, so Brad's no superstar. He's an average shooter and an okay ball handler. Brad might not be the greatest, but he's a good team player.

**"MAGIC":** "Magic's" been playing ball ever since he could walk. Just check out his incredible hook and you'll know why they're calling him 'Captain Hook'.

**KEVIN:** Known as "The Brain", Kevin's a real whiz, both in school and on the court. He calculates the precise trajectory for every shot, so he almost never misses.

**DANA:** This pony-tailed powerhouse adds spice to every game. She may seem a little cautious, but when things get tough, count on Dana to turn up the heat.

Each team has three players. With the teams selected, move the cursor to **PLAY GAME** and press the **FIRE BUTTON** to begin. At the start of each game, you choose what score will end the game. Move the joystick left and right to change the end-game score, then press the **FIRE BUTTON** to begin. (This choice can be made by either player.)

## INSIDE MOVES

### CONTROLLING THE PLAYERS

During the game, you control one player at a time. The player under your control is identified by a lighter uniform. If you don't have the ball, press and hold the **FIRE BUTTON** to assume control of another player on the team.

To move your player around the court, move the joystick in the direction you want to go.

### PLAYING DEFENSIVELY

Using the joystick, keep your player in a position near the opponent with the ball. A few quick moves with the joystick can keep your opponent off balance. And when the time is right, press the **FIRE BUTTON** and the player you control will jump up to block a pass or a shot.

To steal the ball from an opponent, run into the dribbling player face-to-face. Meet head-on and you'll come away with possession of the ball.

### PLAYING OFFENSIVELY

Once you've got the ball, dribble it by moving the joystick in the direction you want to go. You can turn on a dime, make a fast break away from the pack, and clear a space for that dazzling slam dunk. But watch out – your opponents want that ball. To prevent them from stealing it, turn your back if you see them running head-on toward you.

When you're in position to pass to another teammate (your player must be facing the teammate), press the **FIRE BUTTON** to make the pass. You can also pass on the run – a good strategy for outplaying your opponents.

To shoot, get into position facing your basket (green team on the right, blue team on the left). Then press the **FIRE BUTTON**. The player you control will choose the best shot for the moment – jump shot, hook shot, or slam dunk.

### SCORING

Each basket is worth two points. The score appears automatically at the bottom of the screen.

### END OF GAME

When you reach the score you chose before beginning play, the game will automatically end. To end the game at any point during play, press the **RUN/STOP** and **RESTORE** keys simultaneously (CBM 64/128).

Press **CAPS SHIFT** and the **T** key simultaneously, or press **EDIT** key on the "+" machines (SPECTRUM).

Press **SHIFT 1** (Amstrad).

Want to play again? You can start another game using the same court and players, or start over and choose up new sides. When the game is over you will be asked if you want to play again with the same teams. Choose **YES** to play again. Choose **NO** to choose new team members, a new court, and new end-game score.

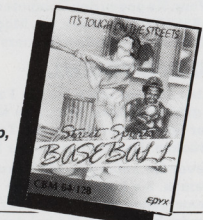
## STREET SPORTS™ BASEBALL

Not like any baseball game you've ever played on a computer. But just like every baseball game you've ever played for real!

■ Make up your team from 16 neighbourhood players.

■ Player differences: hitting, running, fielding, batting, throwing.

■ Pitch fast, slow, a change-up, a curve or a knuckleball. You name it.



## CREDITS

Original program and design by Andrew Spencer.

Original artwork for Commodore 64 version by Suzie Green, Sheryl Knowles and Michael Kosaka.

Spectrum version programming by Jimmy Bagley.

Graphics by David Worton.

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## STREET SPORTS™

## BASKETBALL

### INTRODUCTION

Rassemblez vos amis! Prenez une balle! C'est l'heure de STREET SPORTS BASKETBALL.

Tout le monde veut jouer. Il y a Butch, le grand sauteur et "Magic". Il y a Kevin, l'étudiant de Terminale et génie du terrain de basket et Dana qui peut épicer n'importe quel jeu. Brad, Julie, Melissa, Ralph, Vic et Radar – tous sont prêts à jouer. Et bien qu'ils soient seulement des gosses du voisinage, quand il s'agit d'exécuter des tirs en crochets ou des "slam dunk" (paniers secs), ce sont des pros. Alors faites la pièce. Choisissez les équipes. Tous dans le rue, l'action va commencer!

### OBJECTIFS

STREET SPORTS BASKETBALL lance un défi à votre technique de maniement de la balle dans un furieux jeu de basket de rue. Choisissez où vous voulez jouer – la cour de jeu de l'école, un parking de la ville, les faubourgs ou une ruelle écartée. Mettez sur pied votre équipe en choisissant parmi les meilleurs joueurs de l'immeuble. Vous pouvez jouer avec un ami ou contre l'ordinateur. Dribblez, passez et tirez – à vous de décider des bonnes actions et des meilleurs tirs.

Pendant que vous amassez des points, STREET SPORTS BASKETBALL tient automatiquement le score. Pour gagner, il faut une soignée combinaison de stratégie, jeu d'équipe, de même qu'un jeu de jambes délicat sur la cour.

Vous aurez besoin d'un oeil perçant et d'une main rapide pour avoir le dessus. Perdant ou gagnant, il y a cependant beaucoup de moments passionnants.

### COMMENT COMMENCER

#### INSTRUCTIONS DE CHARGEMENT

##### POUR L'ORDINATEUR COMMODORE 64/128™.

- Réglez votre Commodore 64/128 comme décrit dans le manuel du propriétaire. Pour Commodore 128, réglez le système au mode C64.
  - Retirez tous disques des lecteurs.
  - Branchez votre manche à balai comme indiqué dans le manuel du propriétaire.
  - Mettez sous tension votre ordinateur et allumez votre lecteur de disques.
  - Introduisez le disque STREET SPORTS BASKETBALL dans le lecteur de disques, l'étiquette faisant face vers le haut.
  - Tapez **LOAD\*\*\*\*,8,1** et appuyez sur la touche **RETURN**.
- #### AVEC LA CARTOUCHE EPYX FAST LOAD™
- Réglez votre Commodore 64/128 comme décrit dans le manuel du propriétaire.
  - Branchez le/les manche(s) à balai comme indiqué dans le manuel de l'utilisateur.
  - Introduisez le disque STREET SPORTS BASKETBALL dans le lecteur de disques, l'étiquette faisant face vers le haut.
  - Appuyez sur la touche **C** = (Commodore) et la touche **RUN/STOP** simultanément pour charger le programme.

#### COMMODORE 64/128 CASSETTE

Appuyez sur les touches **SHIFT** et **RUN/STOP** en même temps. Appuyez sur **PLAY** sur l'enregistreur à cassettes.

#### SPECTRUM CASSETTE

Tapez **LOAD\*\*\*\*** et appuyez sur **ENTER**. Appuyez sur **PLAY** sur l'enregistreur à cassettes. Suivez les incitations d'écran (e.g. **STOP TAPE** et **START TAPE**).

#### SPECTRUM +2

Utilisez l'option chargeur. Appuyez sur **PLAY** sur l'enregistreur à cassettes. Suivez les incitations d'écran.

#### SPECTRUM +3 DISQUE

Introduisez le disque. Mettez sous tension l'ordinateur et appuyez sur **ENTER**. Le jeu se chargera et se déroulera automatiquement. (Vous aurez peut-être à utiliser l'option chargeur).

#### AMSTRAD CPC CASSETTE

Appuyez sur les touches **CTRL** et **SMALL ENTER**. Appuyez sur **PLAY** sur l'enregistreur à cassettes.

#### AMSTRAD CPC DISQUE

Tapez **RUN/DISK** et appuyez sur **ENTER**. Le jeu se chargera et se déroulera automatiquement.

**Commands de clavier** – Spectrum/Amstrad – Les touches sont définissables par l'utilisateur.

## COMMENT RASSEMBLER LE GANG

### COMMENT CHOISIR LA COUR

Où voulez-vous donc jouer? Le premier écran de menus de STREET SPORTS BASKETBALL vous donne quatre choix:

- the school playground (la cour de jeu de l'école).
- a back alley (une ruelle écartée).
- a street out in the suburbs (une rue de banlieue).
- a parking lot (un parking).

Pour faire votre choix, déplacez le manche à balai à gauche ou à droite et vous verrez le nom de chaque cour mis en vedette.

Rappelez-vous ceci: chaque cour a ses propres avantages et inconvénients. Vous voyez cette tache d'huile dans la ruelle? Elle peut causer des problèmes. Vous avez remarqué cette grande fosse au bord du trottoir dans la cour banlieue? Cela peut vouloir dire qu'il faudrait un sacré jeu de jambes pour dribbler dessus avec la balle.

Regardez le côté supérieur gauche de l'écran pour voir de près la cour que vous avez sélectionné. Appuyez sur le **BOUTON DE FEU** une fois que vous avez fait votre choix.

### COMMENT SÉLECTIONNER LES

#### OPTIONS DE JEU

Une fois que vous avez choisi la cour, vous sélectionnez le mode de jeu. Si vous jouez STREET SPORTS BASKETBALL avec un ami, déplacez le manche à balai au choix de l'extrême-gauche. (Le mot **HUMAN** sera mis en vedette).

Si vous jouez contre l'ordinateur, déplacez le manche à balai au choix de l'extrême-droite. (Le mot **COMPUTER** sera mis en vedette). Appuyez sur le **BOUTON DE FEU** une fois que vous avez fait votre choix.

Quand vous jouez contre l'ordinateur, STREET SPORTS BASKETBALL vous permet de choisir le niveau technique de votre adversaire électronique – Easy (facile), Intermediate (intermédiaire) ou Tough (dur).

### COMMENT CHOISIR LES CAMPS

Vous devez ensuite déterminer les couleurs des tenues pour chaque équipe – vert ou bleu. Si vous jouez avec un ami, le joueur qui veut l'équipe en tenue verte doit appuyer sur le **BOUTON DE FEU**. L'autre joueur aura l'équipe en bleu.

Cependant, avant de commencer le choix des équipes, vous avez besoin d'un nom. Vous pouvez laisser les noms qui existent déjà – les Verts contre les Bleus – ou bien choisir de nouveaux noms. Si vous voulez maintenir les noms qui vous sont suggérés par l'ordinateur, appuyez simplement sur le **BOUTON DE FEU**. Pour choisir vos propres noms, il suffit de les taper et d'appuyer sur la touche **RETURN/ENTER**.

Une fois les noms des équipes choisis, il faut alors choisir les camps. Vous voyez ce quartier qui brille sur le côté supérieur gauche de l'écran? Un pile ou face déterminera qui aura le premier choix. Pousses le manche à balai à gauche pour choisir face, à droite pour choisir pile. Le premier à appuyer sur le **BOUTON DE FEU** jette la pièce en l'air. Le gagnant a le premier choix.

