# BASKETBALL

**ATARI**
A Warner Communications Company

## GENERAL DESCRIPTION

The objective is to score more points than the opposing player or team. Each basket or goal is worth two points. As each game begins, the timer at the top, center of the screen begins counting down from 4:00. All games start with a "jump ball" at the center of the court.

The HOME team always shoots for the left basket and has the score at the top, left side of the screen. The VISITORS shoot for the right basket and have the score on the top, right side of the screen.

See the GAME DESCRIPTIONS section for a game by game breakdown.

When a basket is made, the player or team scoring the basket is reset to center court for defense. The opposing player or team receives the ball under the basket and then proceeds on offense.

The lines under each basket are the court endlines. A defensive player can cross over either endline. An offensive player CANNOT dribble over the endline nearest their own basket.
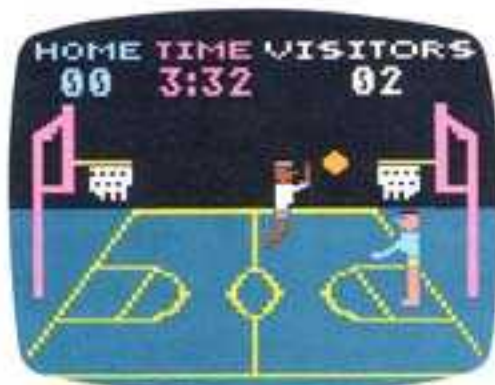
Use your Joystick Controllers with this Game Cartridge. The number of Joysticks required depends on whether you're playing a one, two, three, or four-player game. The controller jack or jacks to use depends on the game number you're playing. (See table.)

| Game Number | Number of Players | Controller Jack Used |
|---|---|---|
| 1 | 1 | 1 |
| 2 | 2 | 1 & 2 |
| 3 | 3 | 1, 2 & 3 |
| 4 | 4 | 1, 2, 3 & 4 |
| 5 | 2 | 2 & 3 |

Be sure to plug the controller cables firmly into the jacks on the front of your ATARI 400™ or ATARI 800™ Console. Hold the controller with the red button to your upper left toward the television screen.

## Inserting Cartridges

This Game Cartridge plays on the ATARI 400 or the ATARI 800 System. Insert in the **LEFT CARTRIDGE** slot on the ATARI 800 System. Be sure the **POWER ON/OFF** switch is **ON**. The ATARI 400 and 800 Systems automatically shut off whenever the cartridge door is lifted. This prevents damage to the computer and to the cartridge. (The power indicator light on the console is on when the cartridge door is closed, and off when the door is open.)

# TO BEGIN PLAY

## Console Controls

Press SYSTEM RESET, then press SELECT to choose the game you wish to play. The numbers 1, 2, 3, 4, or 5 will appear on the screen as you press the SELECT button. After selecting a game press START to begin the action.

# USING THE CONTROLLERS

Move your Joystick in the directions shown in the diagram to maneuver and position your player on the court. Each player and respective teammate dribble automatically and always face their own basket or goal. The defending player and teammate always face the ball.

## Offense

Shooting: Press and hold the red button on your Joystick Controller to aim the basketball when preparing to shoot. Your player stops dribbling and waves the ball either over head, or down lower in front. (See diagram.)

Release the button and your player shoots the ball. If the ball was over head when the shot was made, it will be a long, high arching shot. If the ball was low in front, it will be a short, easy shot.

Passing: The team in possession of the ball has the option of passing it. The player receiving the ball must press and hold the red controller button. The player with the ball presses and releases the red button, as if shooting. However, the ball travels to the other player, rather than to the basket. (Passes may be intercepted by the defensive team.)

## Defense

Blocking shots: To defend against shots made by your opponent or opponents, position your player between the ball and the basket. Press your red controller button as the shooter releases the ball. Your player will jump straight upward and if the timing is right, will block the shot.

You can then attempt to recover the ball. A shot may only be blocked when the ball is in it's upward arc.

Making steals: To steal the ball, place your player's feet even with your opponent's feet. As the ball leaves the opponent's hand during the dribble, move your player into the path of the ball for the steal.

Blocking shots and making steals takes practice and timing. Both of these defensive tactics will become an important part of your defensive strategy.

# GAME DESCRIPTION

### Game 1:

One player competes against one computer player. Use the number 1 controller jack. You are the HOME team shooting for the left basket. Your score is on the top, left side of the screen.

### Game 2:

Two players compete against two computer players. Use controller jacks 1 and 2. Your team is the HOME team.
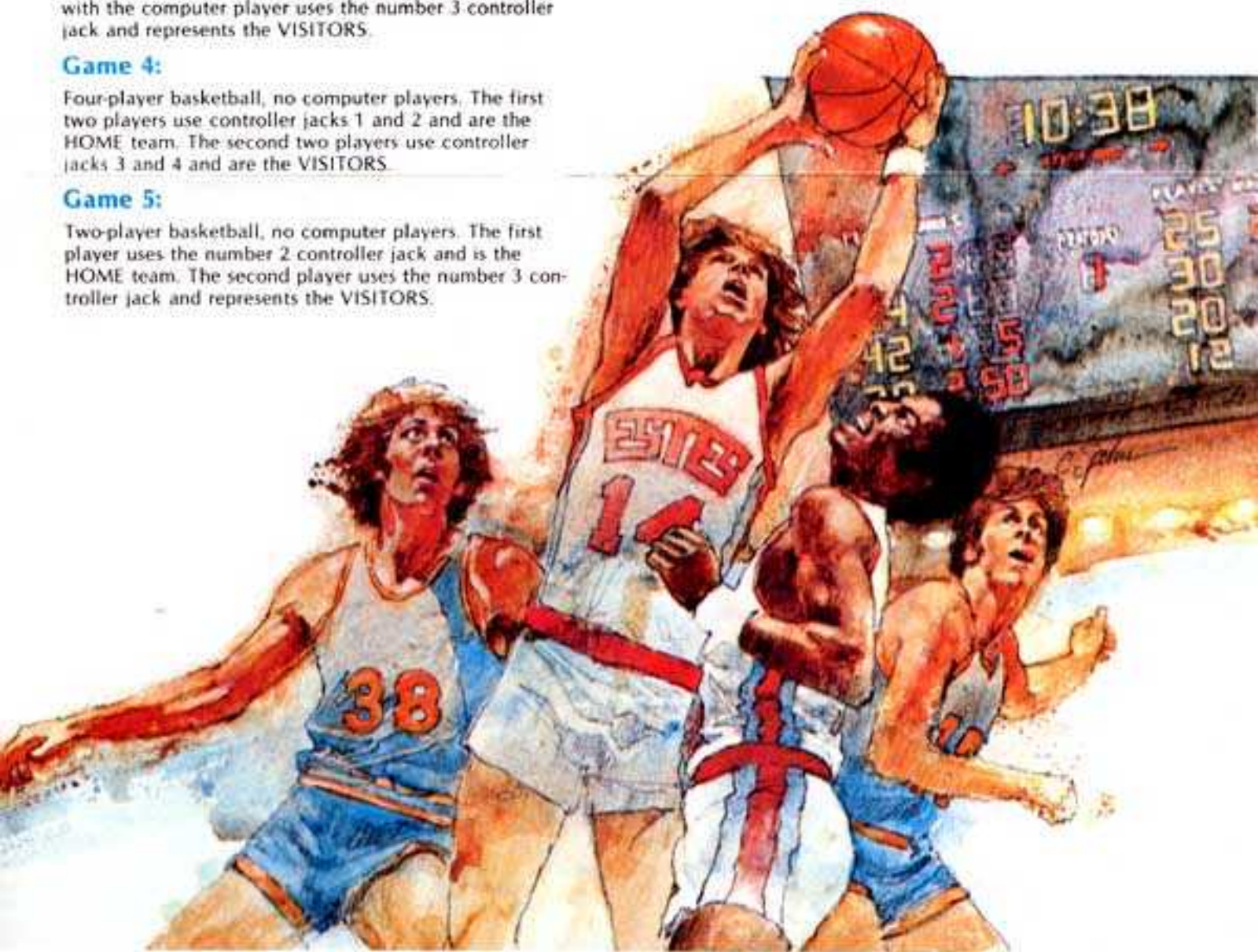
### Game 3:

Two players compete against a team of one player and one computer player. The players using controller jacks 1 and 2 are the HOME team. The other player teaming with the computer player uses the number 3 controller jack and represents the VISITORS.

### Game 4:

Four-player basketball, no computer players. The first two players use controller jacks 1 and 2 and are the HOME team. The second two players use controller jacks 3 and 4 and are the VISITORS.

### Game 5:

Two-player basketball, no computer players. The first player uses the number 2 controller jack and is the HOME team. The second player uses the number 3 controller jack and represents the VISITORS.

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