WELCOME TO WORLD SERIES BASKETBALL

**Congratulations!
You're in the middle of
the World Series Basketball
competition. Everyone's
out to beat you, especially
the skillful computer team.
So if you want to win
the series then you'd better
read this official program.
With the right combination
of passing, shooting
and strategy you may even
become a World Star Player!
Have fun.**

WORLD SERIES BASKETBALL

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LOADING

Type LOAD "" <ENTER> [Note there is no space between the two quotes]. The " is obtained by pressing SYMBOL SHIFT and the P key simultaneously. For further instructions consult the section of your manual which deals with loading programs. Now press PLAY on the recorder. The screen message should appear and the game will load automatically. If this does not happen try adjusting the volume and tone controls up until loading occurs.

USING the MENU

Once the program has loaded the menu screen can be accessed from the demo. mode or title screen by pressing a key.
There are four status boxes: first; one displaying the present number of players or if practice mode is in operation; second, one showing the skill level; third, the largest status box displaying the current control option for the players; and finally one showing the colour of the players on screen.
Further to this there is a list of keys which perform various functions when pressed:
S – to start play;
I – to go to the screen instruction pages;
P – to alter the number of players and also practice mode;
L – to alter the skill level of the game;
C – to go to the controls editor.
G – choose between different colour options
The practice mode can be accessed by pressing 'P' until "Practice" appears. This facility allows you to practice the different techniques required when playing Basketball.

CONTROLS

When C is pressed during the menu the controls editor will appear. Player 1 is given the opportunity to redefine his control keys or select a joystick. There are three function keys shown: 'ENTER' when complete; 'J' to select a joystick (continue pressing to loop through options); or 'D' to redefine the keys. When redefining keys a cursor will flash beneath the option to be redefined, then the key you wish to define.

NOTE 1. When a two player game is selected, Player 2 has the opportunity to use the controls editor after player 1 has pressed 'ENTER'.
NOTE 2. The game hold button is defined as 'H'. This cannot be changed nor can either player define 'H' as a control key.
NOTE 3. In a one player game player 1 has complete freedom to select any control keys except 'T' or 'H'; but in a two player game Player 2 cannot select a key used by Player 1.
NOTE 4. With a Sinclair ZX Interface 2 the port to be used is indicated by 'LHS' (Left Hand Side) or 'RHS' (Right Hand Side). World Series Basketball is one of a few games which allows two players to play simultaneously with a joystick each.
NOTE 5. During play the game can be aborted at any time by pressing 'T' and 'H' ('T' must be pressed first or the game will halt).

THE GAME

The game is divided into two halves of 3 minutes each. The game watch is stopped when the whistle is blown, so no playing time is lost during stoppages.
A game cannot end in a draw. An extra period of 30 seconds is played, plus as many extra periods of 30 seconds until a result is obtained.

SIGNING ON

When you press 'S' to commence play you will be asked to input your name, up to a maximum of 8 letters.
There is a delete facility using the Spectrum delete keys or the Spectrum Plus delete key. If you opt not to enter a name the computer will automatically call you "Player 1" or "Player 2".
When you complete the process press 'ENTER'. The computer will now initialise the screen. Player 1 controls the team in the dark strip and Player 2 (or the computer in a one player game) controls the team in the light strip.
Play will now commence.

BASKETBALL the AIM

The aim of the game for each team is to throw the ball into

their opponent's basket, so scoring a goal, and to prevent the other team from securing the ball or scoring. To achieve this both teams play a "percentage" game. The team on attack endeavours to move the ball to position from which they will have a high percentage chance of scoring, while the defending team attempts to stop the attacking team gaining a position for a good shot, thereby trying to give the attacking team only the poor percentage shots, which are the long range shots and those taken by closely marked players.

STARTING PLAY

The game is started by a "jump ball" at the centre when the ball is thrown into the air between the two players standing in the centre circle. Once the ball has reached the highest point the two players may jump and tap the ball in any direction. From then on, when the ball is in play it may be passed, thrown or dribbled in any direction. Both quick passing and/or dribbling should be used to move the ball into a scoring position.

RULES INFRINGEMENT

The game is stopped when certain rules have been infringed. There are 2 important aspects of play controlled by the rules; these concern contact and certain time rules.

CONTACT

When a player who is in control of the ball comes into contact with a player of the other team, the "foul count" of the offender's team is increased by one, and the ball is given to the non-offending team for a throw in from out-of-bounds at the side line nearest the place where the foul occured. If a player is fouled whilst shooting, and the goal is made then the goal counts, the "foul count" of the offender's team is increased by one and one free throw is awarded. If, however, the goal is missed then two free throws are awarded and if either or both these are unsuccessful, one extra free throw is awarded. If however, the offending team has already committed four or more fouls then two or three free shots are awarded.

TIME RULES

In the game three time rules apply: the 5 second rule, the 10 second rule and the 30 second rule.

5 SECOND RULE

This states that a player on a throw-in from out-of-bounds must throw the ball to another in the court within 5 seconds of receiving the ball. In the event of this rule being infringed the computer will automatically make the player pass the ball in the direction he is facing.

10 SECOND RULE

This states that when a team gains control of the ball in its half of the court it must cause the ball to go into its opponents half of the court within 10 seconds of receiving the ball. A failure to do so results in a loss of possession.

30 SECOND RULE

This rule states that a team in possession of the ball must attempt to score a goal within 30 seconds of receiving the ball. A failure to do so results in a loss a possession.

"BACK to FRONT"

A team will also be penalised with a loss of possession if a player runs from his opponents half into his own half while he is in possession of the ball.

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World Series Basketball programed by the Imagine In-House programing team.
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PRODUCED BY JON WOODS

WORLD SERIES BASKETBALL

Imagine

...the name of the game