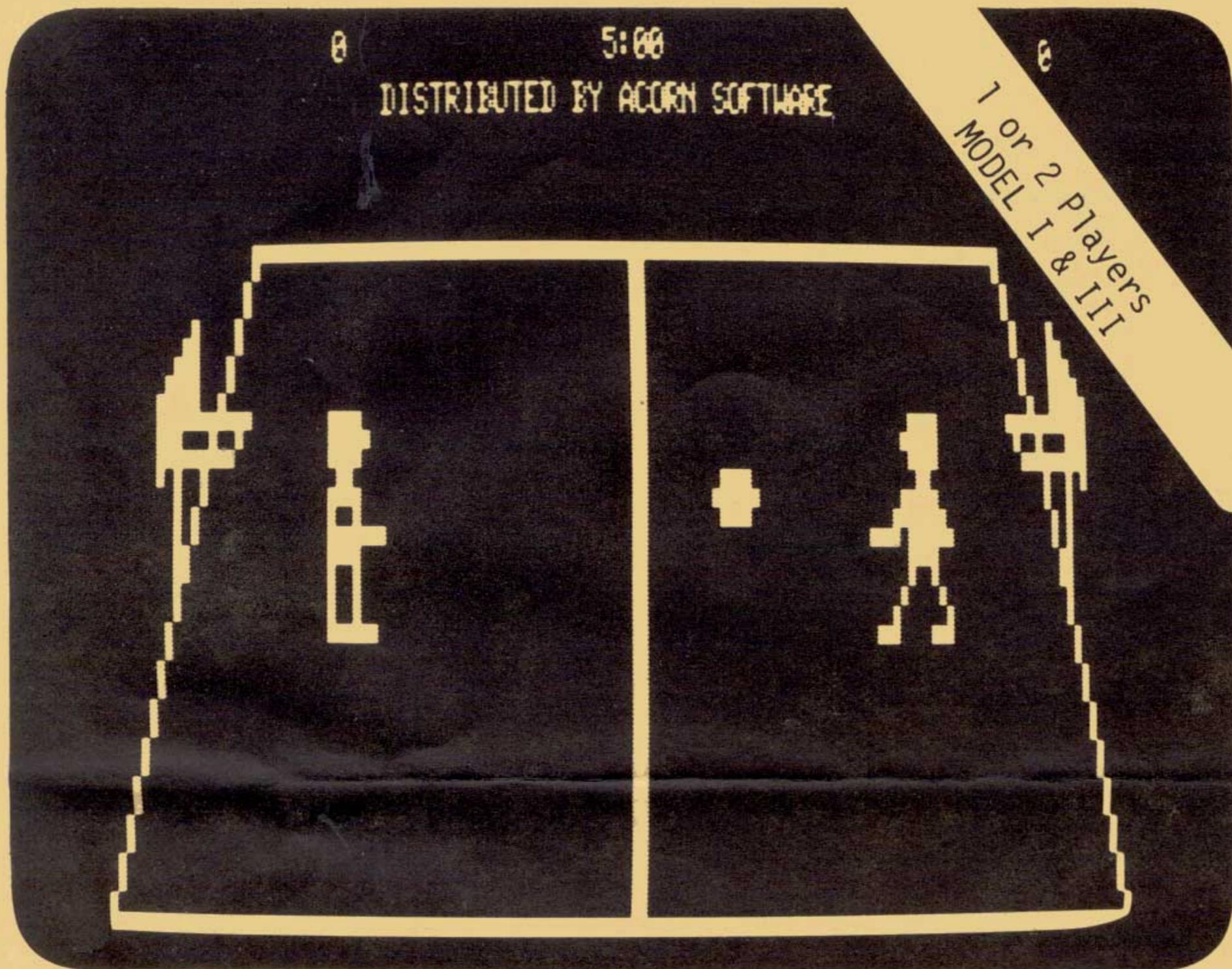


BASKETBALL

by John Allen



Play Against An Opponent Or The Computer
Level II, 16K

For Radio Shack

TRS-80* Microcomputer

*Trademark of Tandy Corporation

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* * * * **BASKETBALL** * * * *

By John Allen
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BASKETBALL is a real-time one-on-one simulation game in machine language with sound effects for the TRS-80. It features:

- .Sound effects which can be played through an inexpensive amplifier.
- .Extensive graphics.
- .Machine language speed.

PROGRAM SPECIFICATIONS

BASKETBALL will run on a Radio Shack TRS-80 Model I microcomputer equipped with Level II Basic or on a Model III. The disk version will operate on a Radio Shack TRS-80 Model I with one or more disk drives. Memory size required is 16K RAM.

LOADING THE PROGRAM

I. CASSETTE: The tape has several copies and is recorded on both sides. Any copy will load both in Model I and in Model III.

A. Model III. Turn off computer system to clear everything from memory. Hold down the <BREAK> key when turning the machine back on. The machine will come up asking "Cass?" Respond by typing in "L". When asked "Memory Size?", default by pressing <ENTER>. Then the machine will display "READY" and ">". At that time, type in "SYSTEM<ENTER>". At the response "*?", put in program name **BASKET** and press enter.

B. Model I. No MEMORY SIZE is required. Default by responding with an <ENTER>. Type "SYSTEM<ENTER>". The machine will respond "*?" Rewind the tape and push PLAY button. Type in program name **BASKET**, press <ENTER>.

C. When correctly loaded, the program automatically begins execution. If "C" error occurs during loading, change volume and begin again. There are copies on each side of the tape. If one does not seem to load, go on to the next. Do try other volume settings as they vary from tape to tape and machine to machine.

II. Model I Diskette:

Turn on your system. Put **BASKETBALL** into drive 0. Boot up the system by pressing the reset button. **BASKETBALL** will execute automatically. Model III Diskettes are not yet available.

Sound: Sound effects for this program come out of the cassette cable that normally plugs into the AUX plug on the cassette recorder. There are two ways to listen to the sound effects:

1. Use the earphone with the cassette recorder. Plug the earphone into the cassette recorder loaded with a blank cassette and then press RECORD and PLAY. As an alternative you can plug some speakers directly into the earphone jack.

2. Use a speaker-amplifier like the Radio Shack 277-1008. In this case simply plug the cable that would normally go into the cassette AUX jack directly into the speaker-amplifier.

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If you have hooked up a cassette recorder through your expansion interface, the sound will be available at the connector for cassette #2.

PLAYING BASKETBALL

The object of this game is to score as many times as possible in the four-minute game period.

To start a two-player game, press <T>.

If there is only one player, select a skill level from 1 to 5-- 1 being the easiest. When one player challenges the computer, the computer is always the home team and shoots at the basket to the right of the screen.

Controlling the Players

Press "H" to display the following diagrams of the keys that control the players:

Away Team
(single player)

 O
K L ;
 .

O = up
. = down
K = left
; = right
L = to shoot

Home Team
(if two players)

 Q
↓ A S
 Z

Q = up
Z = down
↓ = left
S = right
A = to shoot

You may find that the best way to control the Away Team is to use the first three fingers of the right hand on the "K", "L", and ";" keys and the first two fingers of the left hand on the "O" and "." keys. Try the same arrangement for the Home Team with the "↓", "A", "S" and "Q", "Z" keys.

Strategy

Do not be discouraged by the difficulty of controlling the players. This will become easier after the first few games. There is no such thing as a "foul" in this basketball game. Any time either player "catches" the other, the first player steals the ball. The computer is very skilled at doing this, and you can be, too. In order to "catch" your opponent, line your player up so that he covers the other player, i.e. his feet are on the same square as those of his opponent. This, too, can be mastered with practice.

Shooting

The player with the ball may shoot at any time. The closer to the basket, the greater the chance of scoring. It is impossible to score from the far side of the centerline. If a player shoots and misses, the ball lands on the court, and the first player to run to the ball and line his feet up with it picks it up automatically. To avoid a shutout, a player may abort a game in progress and start a new game by pressing < BREAK >.

* * * * BASKETBALL * * * *

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CASSETTE VERSION IS MODEL I AND MODEL III COMPATIBLE.
DISK VERSION IS MODEL I.

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NOTE: **BASKETBALL**'s author has provided this program in a format that does not readily copy. Therefore, there are several copies on each tape. If you would prefer to have the program on disk, you may send the cassette and \$6.00, and we will send you a disk copy. Model III diskettes not available yet.

**** LIMITED WARRANTY ****

This program package will be exchanged if defective in manufacture, labeling or packaging, but except for such replacement the sale or subsequent use of this program material is without warranty or liability.

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