MATTEL ELECTRONICS®

# INTELLIVISION™ Intelligent Television

## CARTRIDGE INSTRUCTIONS

# NBA BASKETBALL*




**(FOR TWO PLAYERS)**

**Jump** and **set** shots, pin-point passing, fast breaks, interceptions, steals and the cheers of the crowd! It's all here and more! Each player has his own 3-man team. Passing can make the difference between a good and a great player! It's your ball — fifteen seconds left on the clock . . . you look for an open teammate to pass to . . . or will you dribble to get free for a jump shot? Ten seconds . . . make up your mind fast . . . four, three, two — shoot! Swish! Two points!

**HOW TO WIN:** If you want to play winning INTELLIVISION™ BASKETBALL, read this booklet!

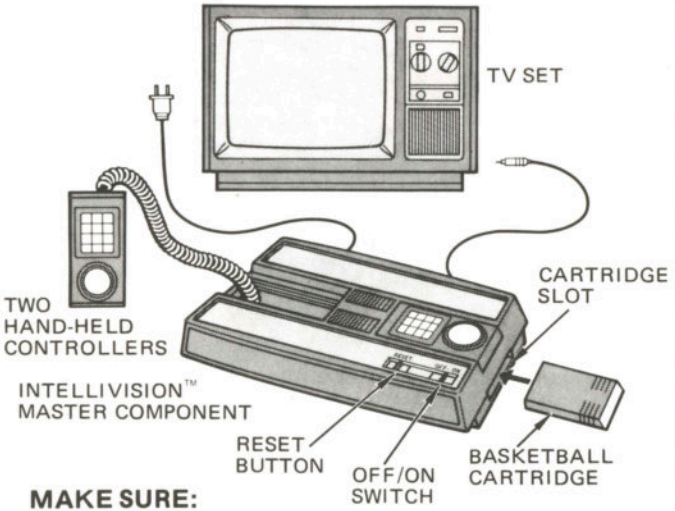
**FOR COLOR TV VIEWING ONLY**

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**OBJECT OF THE GAME** is to sink more baskets than your opponent in 4 regulation quarters. (Times are simulated.) As in the PROS, two points for each basket scored. (No foul shots in this game.) Overtime periods to a decision if needed.

## CHECK YOUR EQUIPMENT



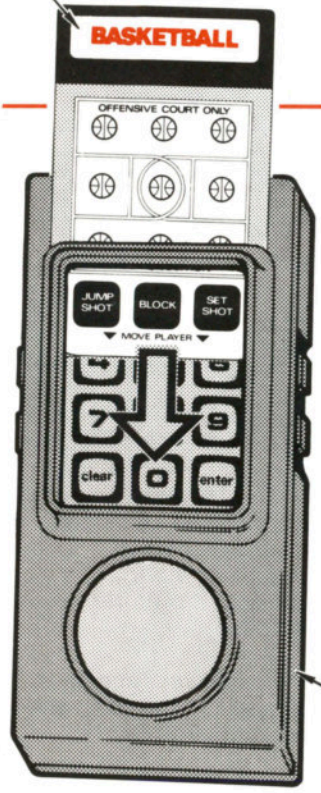

## MAKE SURE:

- MASTER COMPONENT is connected to the TV set and power cord is plugged in.
- TV set is plugged in and properly adjusted.
- BASKETBALL Cartridge is placed in slot and firmly engaged.
- OFF/ON Switch is turned on.

**PRESS RESET BUTTON:**
Title will appear on screen: "BASKETBALL"




OVERLAY



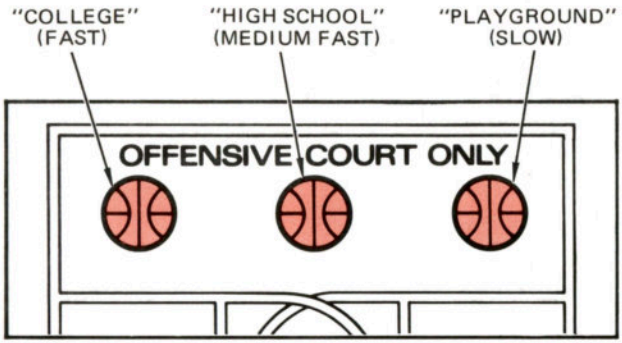

## ADD OVERLAYS:

Find the two BASKETBALL keypad overlays in the cartridge package with this booklet.

Insert one overlay into each Hand-held Controller, like this. Make sure overlays fit tight and are all the way in. The overlays will be your visual guide.

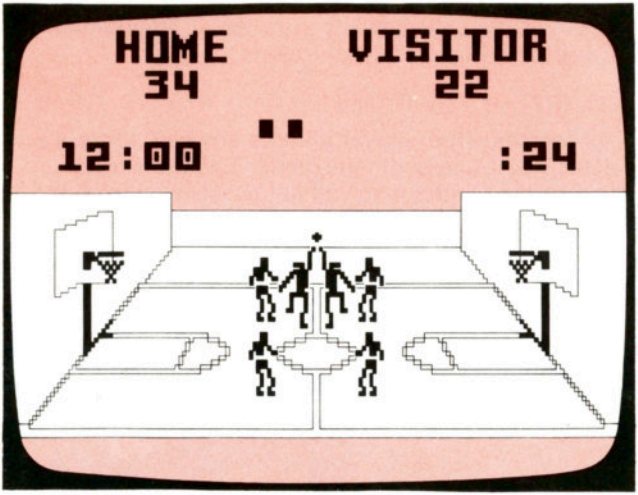
## SELECT THE GAME SPEED AND BRING ON THE TEAMS!

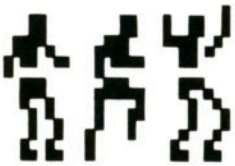
INTELLIVISION™ BASKETBALL can be played at 4 different speeds. When the cassette is inserted and the game title appears, either player lets the computer know which speed you've decided on. To do this, press one of the keys on the top row:



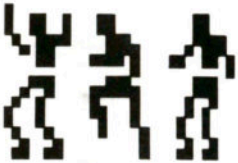

**OR,** if you want to play at the **fastest,** "PRO" speed, just press the Disc on either hand controller. You can set the speed only once, at the beginning of each game. If you change your mind and want to play at a different pace, press the RESET button and start again. NOTE: When the game is speeded up, everything moves faster — passes, running, blocking, etc. It's best to practice at the slower speeds before you try the PRO pace.

A few seconds after you've indicated your speed choice, both 3-player teams run out on the court and move into position for the first Jump Ball of the game.



HOME TEAM



VISITORS TEAM

Team colors help you know which players are yours. The Home Team color is RED; Visitor Team is GREEN.

Each team has two ''automatic'' players — in other words, directed by the computer. The third player on each team is controlled by you or your opponent. The RED team's Controlled Player turns BROWN; GREEN's Controlled Player turns BLACK. On the **offensive** team, the Controlled Player is in actual possession of the ball, or has just passed or shot for a basket. When one of his teammates catches a pass, the

receiver then becomes "controlled." The **defensive** Controlled Player stays the same.

## STARTING THE GAME

As soon as **either** player presses any key, there's a JUMP BALL to begin the game. The computer randomly decides who will get possession from the tipoff (each team has an equal chance). Every quarter (and overtime period) starts with a JUMP BALL.

From this point on, you and your opponent will use these controls:

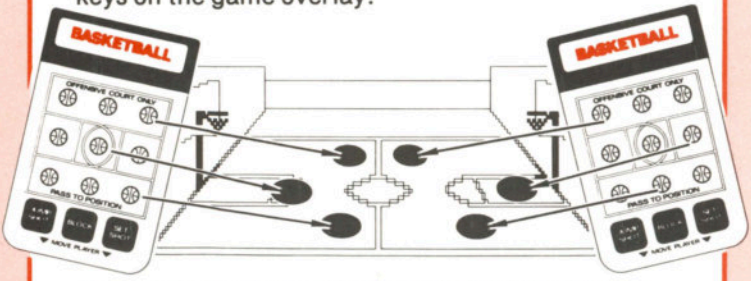


## WHEN YOU HAVE THE BALL

When yours is the offensive team, you can direct your Controlled Player to do 3 things:

**RUN** Use the Disc to run your player by pressing the edge at the direction you want him to move. If you don't press the Disc your player stands in one place, dribbling the ball. The ball can't be stolen when the dribbler is standing still. However, there's a time limit (24 seconds) in which he must pass or shoot . . . or lose control of the ball. The object of running is to get close to the basket. When he's running, steer your player clear of defenders. If he runs into a computer-directed defender, the ball may be stolen. (The defense's Controlled Player can get the ball only when it's passed or shot.) Be quick, make some faking moves, and get the ball in close where high percentage shots can be made — or where you can pass to a teammate.

**PASS** The best attack strategy is to pass the ball to a good shooting position. Use the PASS TO POSITION keys on the game overlay.

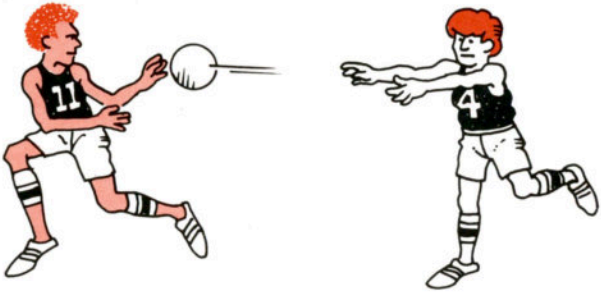



On the overlay you see a basketball court with the two basket areas squeezed together. The balls represent the 9 positions where passes can be received at each end of the court. If you are going for

the right basket your guide to the positions is the right "keyhole" marking; left basket, left keyhole. Teams change sides every quarter, so during the game you'll use these PASS TO POSITION keys at both ends of the court.

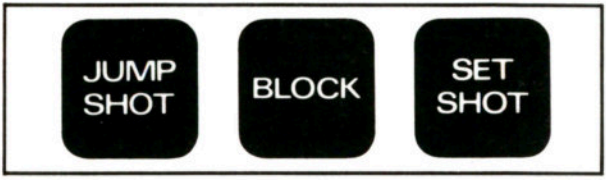
When you pass, you only have to "throw" the ball; one of your computer-directed players will try to catch it. Press the spot where you want the pass to be caught . . . not necessarily where your intended receiver is located at the time. Your player nearest that spot will run to it and try to catch the pass. **He doesn't run to the ball, but to the spot where you sent the ball.**

If you pass to a spot your player can't reach, the ball will go to another player or out-of-bounds.



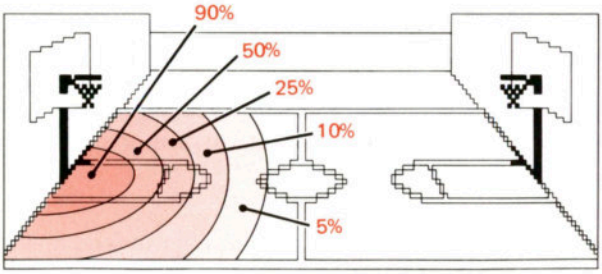

Passing often lets you get around a close defender. However, a long pass into a crowd of defenders will probably be intercepted. The computer-directed defenders will run to the ball (not to your passing target), and long passes give them more time to move. On the other hand, long passes **from** a crowd of defenders work better because the thrown ball goes faster than players run.

**SHOOT** When it comes to shooting, games are won by knowing **where** and **how** to shoot. You've got two kinds of shots: JUMP and SET.




### The Jump Shot

When you press the JUMP SHOT key, your Controlled Player will leap up and shoot for the basket. This shot should be used when you are surrounded by defenders, and preferably when you are close to the basket. As this diagram shows,

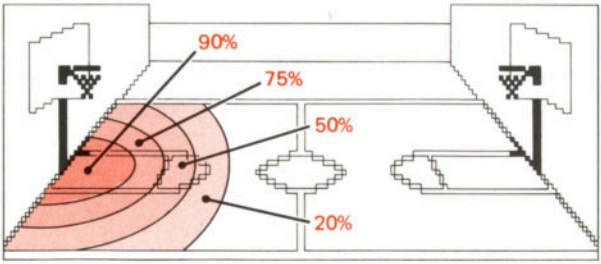



SCORING PERCENTAGES FOR JUMP SHOT

there's not much chance of scoring with a long JUMP shot. Overall, the JUMP is much less effective than the SET shot. So it should be used only when you are under a lot of defensive pressure and when you're pretty close to the basket.

## The Set Shot

When you take a SET SHOT, you'll have a much better chance of scoring. Again, getting the ball closer to the basket will make a big difference in your shooting percentage, as this drawing shows:




SCORING PERCENTAGES FOR SET SHOT

Even though the SET shot will work better than the JUMP most of the time, use it only when you're relatively clear of defenders — otherwise you'll probably be blocked.

**When you're deciding which kind of shot to make, you have to think fast, because the defense will be right after you for that ball. And remember, the clock is running, so you've GOT to pass or shoot in just a few seconds!**

## REBOUNDS

A missed shot bounces off the basket rim (and makes an unmistakable sound) and may be rebounded by either team. To get a rebound, move your shooter to the ball so he can touch it above the waist. The computer-directed defenders will automatically go after rebounds, but the computer-directed offensive players will not, so it's up to you to make the shooter catch his own rebounds. Whichever player gets the rebound will then be guided by the offensive Hand Controller.

## WHEN YOU ARE DEFENDING

Your opponent has three big scoring tactics to use against you: 9 places where passes can be caught, dribbling in close to the basket, plus two kinds of shots. But you can put on a very tough defense. You have 2 computer-directed players constantly moving around the court, always fairly near any pass target spot. If the ball handler runs into one of your computer-directed players, you may steal the ball (at which point **you** go on to the offense and should immediately run or pass the ball down court to your basket). When your opponent takes a shot, you have a powerful counter-move: the BLOCK.

**If your timing is exactly right,** when you're close enough to the shooter, press BLOCK and your controlled player will leap high to block the shot by just getting his outstretched hands on the ball. The computer-directed players are programmed to block every shot they can, but their leaps may not be as well-timed as the one you can make with the BLOCK key.

Any defensive player can intercept a pass by touching the ball above the waist — unless he's very close to the passer. The further you are from the passer, the greater your chances of making an interception.

**Your computer-directed players can steal from the RUNNING dribbler. Use the disc to make your Controlled Player go after passes, shots and rebounds. There are no fouls in this game; however, if you run into any other player you will just be stalled there until one of you disengages — and you could lose a chance to block a scoring shot!**





## THROWING IN

Every time the ball goes out-of-bounds or a basket is made, players will automatically position themselves for the ball to be thrown in by the team now having possession. To start this play, press any key or the Disc. Both clocks will immediately start running, and you've got 24 (simulated) seconds to pass off or shoot.

## SOUND EFFECTS

There are crowd noises, cheers, whistles and buzzers throughout the game. This is what they mean:

| | |
|---|---|
| WHISTLE — | Ball out of bounds. |
| BUZZER — | 24-second clock expires, or end of the period. |
| BOIIINNNG! — | A missed shot hits the rim. |
| SHORT TONE — | Blocked shot, stolen ball, intercepted pass. |
| HIGH "PIP" — & LOW "PIP" | Listen carefully to distinguish these. Every time a RED team pass is completed, you'll hear a short, high "PIP." GREEN completed passes are signalled with a lower "PIP." |
| CHEERS — | A score! 2 points! |

## TIME AND OVERTIME

The two digital clocks between the Scoreboard and the court run when the ball is in play. The left one shows the time left in the quarter. **All times in this game are compressed by using a "fast clock."** The right clock counts down from 24 after every




throw-in, pass, or shot. If a player keeps the ball until this clock hits zero, the whistle sounds and the other team gets possession of the ball.

Lighted squares between the clocks show which quarter is being played.

If the score is tied at the end of the 4th quarter, there's an automatic 5-minute overtime — and additional 5-minute overtime periods until the tie is broken.

After each quarter and overtime period both teams leave the court and return in a few seconds for the next Jump Ball.

## HOW TO WIN!

- Use the **fast break.** As soon as you get the ball by stealing, rebounding, or blocking, **quickly** pass and run down court before the defense can get set.
- Since long passes are easily intercepted, use a **double pass.** For example, if you have one player under the basket and another in the corner, pass to the corner and then pass in for the shot, instead of throwing past defenders from mid-court.
- When running with the ball, use chances to make a **screen play.** If one of your computer-directed players moves between your Controlled Player and a defender, you can drive in close to the basket without having the ball stolen.

- On defense, your Controlled Player cannot steal the ball from the dribbler, so use him as your added **pass coverage.** Stay back to cover potential receivers — **AND** be ready to move close to the shooter to BLOCK.
- Your Controlled Player moves faster than computer-directed players, so if you lose possession, use him as your main defense against the fast break.
- **Remember,** the main factor which determines whether you get a 2-point basket is **shooting position,** so get in close before you take your shot!

## 90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date-of-purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid, to:

Mattel Electronics Repair Center
5000 West 147th Street
Hawthorne, California 90250

for repair or replacement. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.





# HOW TO ORDER YOUR REPLACEMENT OVERLAYS

**NOTE: SEPARATE CARTRIDGES ARE NEEDED FOR THE PROGRAMS LISTED BELOW.**

Complete the order form below and mail it with your check or money order for $1.25 per set of 2 overlays. California residents add 6% sales tax. Address check or money order to Mattel Electronics, Box 2350, Hollywood, CA 90025. Allow 4-6 weeks for delivery. Offer subject to availability.

**Mark quantity ordered**

| | | | |
|---|---|---|---|
| BOWLING | 3333-4289 ____ sets | SKIING | 1817-4289 ____ sets |
| SOCCER | 1683-4289 ____ sets | TENNIS | 1814-4289 ____ sets |
| LAS VEGAS ROULETTE | 1118-4289 ____ sets | GOLF | 1816-4289 ____ sets |
| ELECTRIC CO. MATH FUN | 2613-4289 ____ sets | BASKETBALL | 2615-4289 ____ sets |
| ELECTRIC CO. WORD FUN | 1122-4289 ____ sets | HOCKEY | 1114-4289 ____ sets |
| FOOTBALL | 2610-4289 ____ sets | BACKGAMMON | 1119-4289 ____ sets |
| HORSE RACING | 1123-4289 ____ sets | LAS VEGAS POKER & BLACKJACK | 2611-4289 ____ sets |
| CHECKERS | 1120-4289 ____ sets | ARMOR BATTLE | 1121-4289 ____ sets |
| AUTO RACING | 1113-4289 ____ sets | BASEBALL | 2614-4289 ____ sets |
| SEA BATTLE | 1818-4289 ____ sets | SPACE BATTLE | 2612-4289 ____ sets |
| | | BOXING | 1819-4289 ____ sets |

Amount enclosed _____ Total sets ordered _____

Your name _____

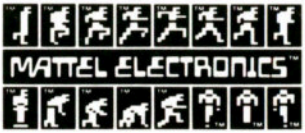
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Intelligent Television




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