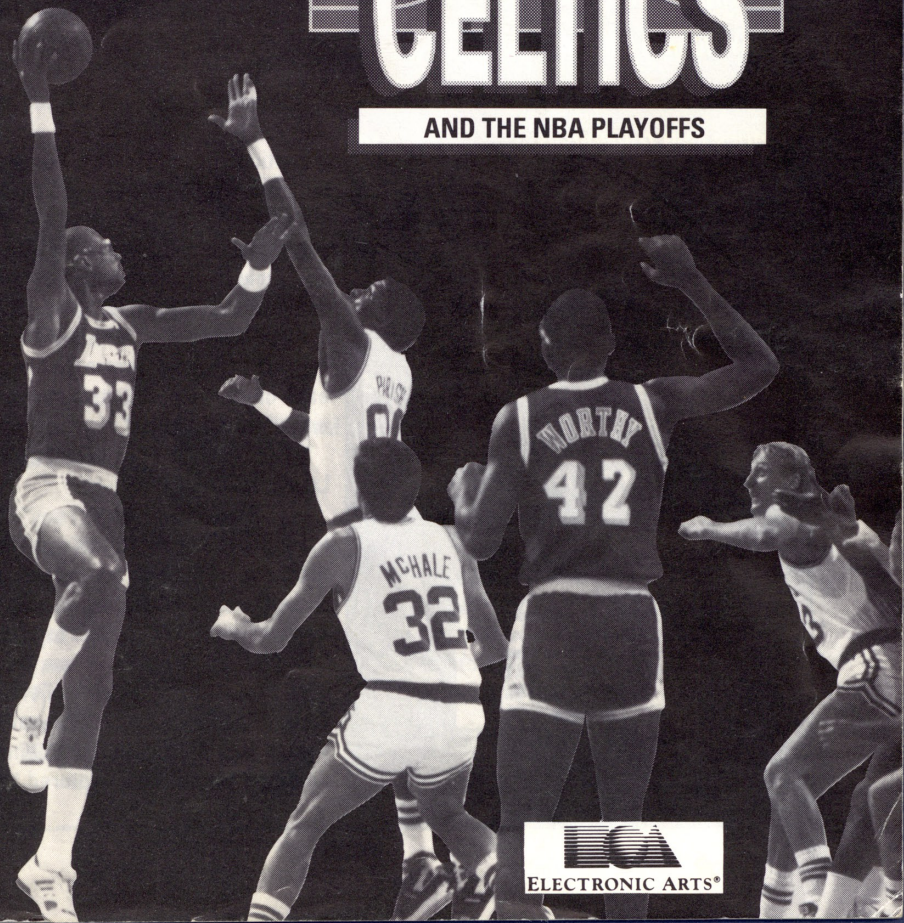


# LAKERS VERSUS CELTICS



AND THE NBA PLAYOFFS



  
ELECTRONIC ARTS®



# LAKERS vs CELTICS

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Five players have been named MVPs in both the regular season and in the playoffs in the same season: Willis Reed, Kareem Abdul-Jabbar, Moses Malone, Larry Bird, and Magic Johnson.



## NBA'S CLASSIC MATCHUP

Basketball began humbly with two peach baskets set nine feet off the ground. Eighteen physical education students — dressed in woolen sweaters and turnverein trousers — sauntered from one end of the gym to the other, tossing the soccer-sized ball into the baskets. After each score, somebody poked the ball down with a rod and play resumed with a jump ball.

Basketball has changed a little since then.

In particular, the players no longer dress for snow, play with a busload of teammates, or stab at a peach basket as a reward for scoring. In general, the game has evolved from a school gym pastime to the most exciting indoor sport, attracting the world's greatest athletes. And NBA basketball has two teams that have faced each other in more post-season play than any other teams in all of sports history.

Lakers vs. Celtics.

In this most persistent and sometimes bitter rivalry, the two teams have competed in the finals 10 times. Boston won the first eight series and the Lakers took the last two. All in all, the Lakers have reached the NBA finals 23 times, and the Celtics 19. From those finals, the Celtics walked away with 16 World Championship banners, while the Lakers have captured 11.



# LAKERS vs CELTICS

But Lakers vs. Celtics isn't just about the those legendary teams. There's a league full of talented players who don't wear royal purple/gold or green/white jerseys. Some of the stars are brash rookies with a fresh brand of court domination; others are seasoned vets with time-tested, game-winning savvy.

Lakers vs. Celtics is simply about the best basketball teams and the best players today. Find out for yourself what Showtime means.

## LOADING — HARD DRIVE USERS

Always boot your computer with DOS 2.11 (refer to package sticker for other compatible DOS versions) before you install or start Lakers vs. Celtics.

### Installing the Game

To install Lakers vs. Celtics on your hard drive, do the following:

1. Type **C:** and press Enter.
2. Type **MKDIR C:\BBALL** and press Enter.
3. Insert the GAME DISK in drive A.
4. Type **COPY A:.\* C:\BBALL** and press Enter.
5. When the copying is complete, replace your GAME DISK with the TEAM DATA DISK.

6. Type **COPY A:.\* C:\BBALL** and press Enter.
7. The game is now copied into the BBALL subdirectory on your hard drive. Put your original disks in a safe place.

### Starting the Game

To start Lakers vs. Celtics from a hard disk:

1. Type **C:** and press Enter.
2. Type **CD\BBALL** and press Enter.
3. Type **BBALL** and press Enter.  
The game will load and you'll see the title screen. Note: See Appendix A, *Loading Features*, for convenient loading features.

## LOADING — FLOPPY DISK USERS

Always boot your computer with DOS 2.11 (refer to package sticker for other compatible DOS versions) before you copy or start Lakers vs. Celtics.

### Copying your Disks

Do not play with your original disks; make copies of your disks to play from. If you're playing with 5.25 inch disks, you'll have to copy two disks. If you're using a 3.5 inch disk, all the information is packed onto a single disk so you only have to copy one disk.


# LAKERS vs CELTICS

## One Drive Systems

1. Put your DOS disk in drive A or B, type **A:** or **B:** (whichever drive you put the disk in) and press Enter.
2. Type **DISKCOPY** and press Enter. You're asked to enter a source disk; put the GAME DISK in the drive and press Enter to start copying.
3. With a one drive system, you must swap disks during the copying process. You're prompted when to insert your source disk (the original) and when to insert your destination disk (the backup).
4. Repeat steps 2 and 3 with the TEAM DATA DISK.

## Two Drive Systems


1. Put your DOS disk in drive A, type **A:** and press Enter.
2. Type **DISKCOPY A: B:** and press Enter.
3. You're prompted to insert your source disk in drive A and the destination disk in drive B. Put the GAME DISK in drive A, put a blank disk in drive B, and press Enter to start copying. With a two drive system, you won't need to swap disks during the copying process. Note: This will only work if both drives are the same size. If your drives are different, follow the One Drive Systems instructions.
4. Repeat steps 2 and 3 with the TEAM DATA DISK.

 DOS commands may vary. If you have any difficulties with copying, refer to your DOS manual for specific information on how to copy files.

## Starting the Game

To start Lakers vs. Celtics from a floppy disk:

1. Insert your *copy* of the GAME DISK in drive A or drive B.
2. Type **A:** or **B:** (whichever drive you put the disk in) and press Enter.
3. Type **BBALL** and press Enter. The game will load and you'll see the title screen. Note: See Appendix A, *Loading Features*, for convenient loading features.
4. 5.25 inch disk users will be prompted to switch disks during the game when necessary.

 The game only runs on one disk drive. Even if you have two disk drives, the game will only use one.

## CHOOSING GAME OPTIONS

1. After the game loads, the title screen appears. Press the spacebar and you get the Lakers vs. Celtics Trivia Quiz. Find the answer in the Basketball Records section (pages 13 to 14) and enter it. Enter numbers only; don't enter decimal points (.).



# LAKERS vs CELTICS

**2.** After you correctly answer the Trivia Quiz, you get the Game Options screen. To move the basketball cursor, move the joystick up or down, or use the up and down arrow keys. Toggle through the options by pressing the joystick button or the Enter key on the keyboard.

## GAME TYPE

**Single** — Plays a single game against any team.

**Tournament** — Enters tournament play.  
You'll play until you're knocked out or win.

## CONTROL

### Player 1 and Player 2

**Computer** — The computer controls the team.

**Joystick 1** — Joystick 1 controls the team.

**Joystick 2** — Joystick 2 controls the team.

**Keyboard 1** — The number keypad controls the team (see page 8 for the layout).

**Keyboard 2** — The main keyboard controls the team (see page 8 for the layout).

## OPTIONS

### Play Mode

**Arcade** — Players do not fatigue.

**Simulation** — Players fatigue. The play mode is automatically set to Simulation in a tournament.

### Play Level

**Pre-season** — This skill level is for beginners. Ref takes it easy on foul

calls. Opponents don't play in your face. Opponents also shoot less, steal your ball less, and get fewer rebounds.

**Reg. season** — This skill level is for intermediate players. The ref makes most calls and opponents play tough.

**Showtime** — The play level is fully charged. The ref cuts you no slack. Opponents play as hard as their stats and bench allow. Tournament mode toughness! The play level is automatically set to Showtime in a tournament.

### Period Length

For single games, choose from 2, 5, 8, or 12 minute periods. There are four periods in a game. Period length is automatically set to 12 in tournament play.

### Sound-Music

You can turn these on or off.

### Resume Tourney

To resume a tournament you've saved, select this. This option only applies when you select "Tournament" under "Game Type."

### Continue

Select this when you're ready to continue.

**3.** After you select Continue, you go to the Single Game screen or the Tournament Tree screen.



# LAKERS vs CELTICS

## PLAYING A SINGLE GAME

1. To play a single game, be sure to select "Single" under "Game Type" on the Game Options screen.
2. Choose the teams. If you're playing against a friend, both of you will use Enter or joystick button 1 to select your teams. If you're playing against the computer, use joystick button 2 to change the computer's team. Or keyboard 1 users can press 5 for home team, 0 for visiting team; keyboard 2 users can press S for home team, Ctrl for visiting team.



The home team is in the top box and the visiting team is in the bottom box.

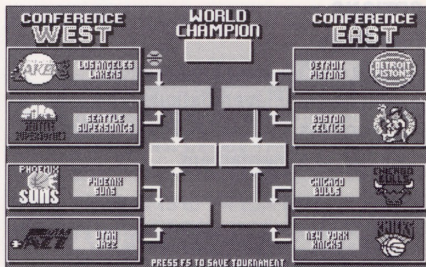
3. After you've selected the teams, press spacebar to continue. You'll see the Roster screen, which shows your starting players and the bench. If you want to give a surprise start to one of your bench players, see page 11 to change your starting lineup. Press the spacebar to go to the stadium. Scoreboard Note: The team

on the left side of the scoreboard is the home team; the team on the right is the visiting team.

4. You play four periods. The team with the highest score at the end of four periods wins. In the event of a tie, you play a five minute overtime period (Exception: If you're playing 2 minute periods, you play a two minute overtime). You keep playing overtime periods until there's a winner.

## PLAYING IN A TOURNAMENT

1. To enter a tournament, be sure to select "Tournament" under "Game Type" on the Game Options screen.
2. Choose your team by moving the basketball cursor in front of the team you want. To move the basketball cursor, move the joystick up or down, or use the up and down keys on keyboard 1 or 2 (see page 8 for keyboard layouts).





# LAKERS vs CELTICS

The outer eight teams are paired off. The initial pairings are randomly made from a list of 24 possibilities for the West and 24 possibilities for the East. The home team is at the top of each pairing.

**3.** After you select your team, press Enter or joystick button 1 to continue.

## Home vs. Visitor

There's no home court advantage. The only difference is which end of the court you start from; the home team starts on the right hand side. The teams switch sides during halftime.

The team on the left side of the scoreboard is the home team; the team on the right is the visiting team.

## End of Each Period

At the end of each period, you automatically get the Team Roster and Stats screens which let you can make substitutions and check out stats (see page 10 for complete details on these screens).

## At Halftime

At halftime, you get the Sports Network screen. This screen shows your score and the other game scores at the half. Press the spacebar to continue to the Team Roster and Stats screens (see page 10 for complete details on these screens).

## Overtime

If the game is tied after four periods, you play a five minute overtime. You'll play as many five minute overtimes as necessary until there's a winner.

## End of the Game

At the end of the game, you return to the Sports Network screen. You'll see the final score of your game and those from the other games. Press the spacebar to return to the Tournament Tree screen. This screen will show the Win-Loss status for each team. You can save the tournament (see below for complete details) or continue. Press the spacebar to continue to the next game in this series (against the same team).

## End of the Round

If you lose the round, you're taken out of the tournament and returned to the Game Options screen so you can try again. Round 1 is best of five, Round 2 is best of five, and Round 3 — the NBA Finals — is best of seven.

If you win the round, you go to the Sports Network screen. Press the spacebar to go to the Tournament Tree screen where you'll see the updated Win-Loss stats and the progress of the other winning teams. Press the spacebar to start playing in the next round against your new competitor.



# LAKERS vs CELTICS

If you make it through the final round, your team name will appear in the World Champion box. Press the spacebar to go to the Victory screen. At the Victory screen, press the spacebar to return to the Game Options screen.

## Saving a Tournament

You can save a tournament after any completed game by pressing **F5**. If you press the spacebar without pressing **F5**, the game will continue, but won't be saved. If you press **Esc** to exit without pressing **F5**, your game won't be saved. You can resume a saved game by selecting Resume Tourney on the Game Options screen.

You can only save one tournament at a time. Each time you save a tournament, the current tournament overwrites the previous one; you can't save two tournaments in progress.

Tip: If you lose a game, you're not stuck with that outcome. At the Tournament Tree screen, *don't* select F5 to save. Instead, press **Esc** to return to the Game Options screen. Then select **Yes** for Resume Tourney and select Continue. You'll resume the tournament where you last saved it. In effect, you resume the tournament as if you never lost the game.

## CONTROLS AND COMMANDS

*The players that you and your opponent can control wear black jerseys.*

### Joystick Users

#### Moving

Move the joystick in the direction that you want your player to move.

#### Ball Control

You'll see references to button 1 and button 2; since joysticks vary tremendously, you'll have to play around with your joystick to determine which is button 1 and which is button 2.

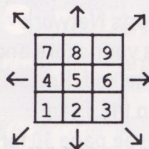
Button	Offense	Defense
1 — <i>press</i>	Shoot	Block
1 — <i>tap</i>	Fake	Steal
2 — <i>press</i>	Pass	Change player

### Keyboard Users

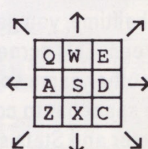
#### Moving

Press a key to move in that direction.

Keyboard 1



Keyboard 2





# LAKERS vs CELTICS

The top playoff scoring performance belongs to Michael Jordan. He scored 63 points in a double overtime loss to Boston in April, 1986



Keyboard 1	Offense	Defense
Enter or 0 (on keypad)-press	Shoot	Block
Enter or 0 (on keypad)-tap	Fake	Steal
5	Pass	Change player

Keyboard 2	Offense	Defense
Shift or Ctrl-press	Shoot	Block
Shift or Ctrl-tap	Fake	Steal
S	Pass	Change player

## Notes on Passing and Changing Players

- The player wearing the black jersey is the one you're controlling. Notice how the black jersey switches from player to player when you pass the ball on offense or change defensive players.
- To pass, point the joystick towards the player you want to pass to and press button 2. If you throw towards two teammates, the nearest player will catch the ball. If you're using the

keyboard, you automatically pass to the nearest player.

- When you change players on defense, you'll switch to the man who's guarding the player with the ball. If you're already guarding the player with the ball, you'll cycle through the other defensive players.

## Game Keys

P	Toggles pause on or off.
F1	Toggles sound-music on or off.
F2	Toggles music on or off (leaves sound effects on).
F4	Home team time out; toggles through all time out screens.
F5	Saves tournament game (only at Tournament Tree screen).
F8	Visitor team time out; toggles through all time out screens.
Esc	Returns to Game Options screen. If you're on the Game Options screen, this returns you to DOS.
Spacebar	Exits Stats screen or advances you to the next screen.



# LAKERS vs CELTICS

## FOULS AND TURNOVERS

### Fouls

An offensive player gets to take two free throws when:

- He's fouled when the defensive player reaches in.
- He's fouled in the act of shooting.

### Turnovers

The offensive player loses the ball if he commits any of the following:

- *Travelling.* After you fake a shot, you cannot continue to move or you travel. You can only fake another shot, shoot the ball, or pass the ball.
- *Charging (offensive foul).* You can't run into a defensive player who's set.
- *24 second shot clock violation.* You have 24 seconds to shoot the ball. You must hit the rim to reset the clock. The 24 second shot clock is above each team's backboard.
- *10 second backcourt violation.* You can't stay in the backcourt killing time. You must advance the ball to the defense's half of the court within 10 seconds.
- *Backcourt violation.* Once you advance the ball over the halfcourt line into the defense's territory, you can't cross back over the halfcourt line into your territory.

- *5 second inbound violation.* You have 5 seconds to get the ball into play.
- *Out of bounds.* You can't leave the boundaries of the court.

## TIME OUTS AND SUBSTITUTIONS

To call a time out, press **F4** if you're the home team or press **F8** if you're the visiting team. You can only call a time out when your team has the ball.

Each team gets five time outs per half. Unused time outs from the first half do not carry over to the second half. There's a free time out after each period.

When you call a time out, you get three screens: Team Roster, Offensive Year Stats, and Defensive Year Stats. Press **F4** (home team) or **F8** (visiting team) to cycle through these screens. When you're ready to return to the game, press the spacebar.

### Team Roster (Substitution Screen)

ALL-STAR EAST						ALL-STAR WEST					
EAST ALL-STARs						WEST ALL-STARs					
YEAR STATS						YEAR STATS					
PLAYER-POS.	NO.	HT.	WT.	HT.	ME	PLAYER-POS.	NO.	HT.	WT.	HT.	ME
EDWARDS	C	33	7-0	240	S	OLAJUWAN	C	34	7-0	250	S
ROBINSON	G	21	6-5	190	S	ELLIS	G	3	6-7	215	S
THOMAS	G	11	6-1	185	S	JOHNSON	G	32	6-4	220	S
BARRETT	F	34	6-5	263	S	HALLOCK	F	32	6-4	255	S
QUINONES	F	21	6-8	240	S	JOHNSON	F	25	6-4	225	S
QUINONES	35	6-4	232	S		CHAMBERS	24	6-10	230	S	
DAUGHERTY	43	7-1	255	S		DAUGHERTY	22	6-7	215	S	
JACKSON	13	6-7	209	S		DUKAKOPO	00	7-0	270	S	
HALLOCK	2	6-10	255	S		COHEN	53	7-0	240	S	
ROBINSON	32	6-10	245	S		FERGUSON	2	6-7	140	S	
EDWARDS	22	6-10	217	S		MULLIN	17	6-7	200	S	
PRICE	25	6-11	170	S		STICKER	18	6-1	175	S	
TIME OUTS: SCORE:						TIME OUTS: SCORE:					
F4: HOME SPACEBAR: RETURN TO GAME						F8: HOME SPACEBAR: RETURN TO GAME					



# LAKERS vs CELTICS

The top five players on your team roster are active; the remaining players are on your bench.

To substitute, select one of the top five; when selected, the player's name will flash. Click joystick button 1 or press Enter to move through the players on the bench. Notice how the highlighted player in the lineup and the players on the bench swap places each time you click joystick button 1 or press Enter.

**POS** Position. C is Center, G is Guard, and F is Forward.

**NO** Jersey number

**HT** Height

**WT** Weight

**HE** Health. Players with 4 are at full health. As the player fatigues, the number decreases. When a player's health rating drops to 2, he becomes noticeably slower and starts to lose his vertical leap.

Kareem Abdul-Jabbar has completed in a record 18 years of post season play.



## Offensive Year Stats

PLAYER	POS.	FG%	FT%	PPG	AST
PARISH	-C	.570	.719	18.6	175
JOHNSON	-G	.434	.821	10.0	472
SHAW	-G	.433	.826	8.6	472
McHALE	-F	.546	.818	22.5	172
BIRD	-F	.471	.947	19.3	29
ACRES		.482	.542	2.2	19
BIRDSONG		.500	.000	2.8	9
GAMBLE		.551	.636	4.3	34
KLEINE		.405	.882	6.5	67
LEWIS		.486	.787	18.5	218
PICKNEY		.513	.800	11.5	118
UPSHAW		.467	.692	6.8	117

This shows the team's offensive stats for the 88-89 season. These figures never change. The abbreviations used are:

**FG%** Field goal percentage. The number of shots made divided by the total number of shots attempted.

**FT%** Free throw percentage. The number of free throws made divided by the number of free throws attempted.

**PPG** Points per game. There's a space in the figure to represent a decimal point; "20 5" means "20.5".

**AST** Assists



# LAKERS vs CELTICS

## Defensive Year Stats

PLAYER-POS.	PF	DQ	BLK	STL	RBND
A-JABBAR	C 196	1	85	38	334
JOHNSON	G 172	0	22	138	607
SCOTT	G 181	1	27	114	302
WORTHY	F 175	0	56	108	489
GREEN	F 172	0	55	94	739
CAMPBELL	108	0	6	37	130
COOPER	186	0	32	72	191
LAMP	27	0	2	8	34
MCMANAMA	51	0	3	4	100
RIVERS	50	0	9	23	43
THOMPSON	224	0	59	58	467
WOOLRIDGE	130	0	65	30	270

This shows the team's defensive stats for the 88-89 season. These figures never change. The abbreviations used are:

PF	Personal fouls
DQ	Number of games player was disqualified (fouled out)
BLK	Blocks
STL	Steals
RBND	Rebounds

## PLAYER CHARACTERISTICS

The players you see are modeled after their real NBA namesakes using their stats from the 1988-89 season. A player's success on offense depends on two things: when you release the button and how closely your player is being guarded.

Joe Dumars is only the second person given the NBA Finals MVP award who was not on the All-Star team. The other was Cedric Maxwell in 1981.



To increase the odds of a shot going in, release the button at the right moment. And try to shake off your defense; the more open you are, the better your chances of burying the shot.

Once you tell a player to shoot, the player decides how to complete the shot. The program statistically determines what the player's best percentage shot is and then tells him to execute. Say a player's a few feet out from the basket: Kareem might skyhook, Larry might take the short jumper, Jordan might go for the slam, and Isiah might finger-roll it in.

Play is designed to be real. Try to turn the Celtics into a fastbreak team, and you may wind up throwing away the ball more often. Try making the Lakers play a half-court game and you'll stunt their explosive scoring potential.

# LAKERS vs CELTICS

## BASKETBALL RECORDS

### NBA Playoff Coaching Records of Active Coaches\*

<i>Coch</i>	<i>Wins</i>	<i>Losses</i>	<i>Pct</i>
Pat Riley	87	38	.696
John MacLeod	47	51	.480
Don Nelson	42	46	.477
Lenny Wilkens	39	35	.527
Doug Moe	33	44	.429
Chuck Daly	32	24	.571
Del Harris	17	19	.472
Mike Fratello	16	19	.457
Cotton Fitzsimmons	13	27	.325
Bernie Bickerstaff	9	10	.474

\*Prior to 1989 NBA Playoffs

### 1989 Stats Winners (Average per game)

Scoring	Michael Jordan	32.5
	Chicago	
Rebounding	Akeem Olajuwon	13.5
	Houston	
Assists	John Stockton	13.6
	Utah	
Steals	John Stockton	3.21
	Utah	
Blocked Shots	Manute Bol	4.31
	Golden State	
Field Goal Pct.	Dennis Rodman	.595
	Detroit	
Free Throw Pct.	Magic Johnson	.911
	Los Angeles	
3-pt. Field Goal Pct.	Jon Sundvold	.522
	Miami	

## All-Stars With Most Games Played

<i>Player</i>	<i>Games</i>
Kareem Abdul-Jabbar	16*
Wilt Chamberlain	13
Bob Cousy	13
John Havlicek	13
Jerry West	12**
Elvin Hayes	12
Oscar Robertson	12
Bill Russell	12
Dolph Schayes	12
Elgin Baylor	11*
Julius Erving	11
Bob Pettit	11

\* selected for another game, but did not play

\*\* selected for two other games, but did not play

Did you know the silhouette in the NBA logo was modeled after Jerry West, who played for the Lakers from 1960-73? West was a 10-time All-NBA first-team selection.



All 16 playoff teams shared in the 1989 NBA Playoff Pool of \$2.4 million. Detroit Pistons — the winners — alone will split \$691,875; that's an average of \$57,000 per player.





# LAKERS vs CELTICS

## 1980s Finals MVPs

<i>Year</i>	<i>Player/Team</i>
1989	Joe Dumars, Detroit
1988	James Worthy, Los Angeles
1987	Magic Johnson, Los Angeles
1986	Larry Bird, Boston
1985	Kareem Abdul-Jabbar, Los Angeles
1984	Larry Bird, Boston
1983	Moses Malone, Philadelphia
1982	Magic Johnson, Los Angeles
1981	Cedric Maxwell, Boston
1980	Magic Johnson, Los Angeles

## 1980s NBA Champions

<i>Year</i>	<i>Champion</i>
1989	Detroit 4, LA Lakers 0
1988	LA Lakers 4, Detroit 3
1987	LA Lakers 4, Boston 2
1986	Boston 4, Houston 2
1985	LA Lakers 4, Boston 2
1984	Boston 4, LA Lakers 3
1983	Philadelphia 4, LA Lakers 0
1982	LA Lakers 4, Philadelphia 2
1981	Boston 4, Houston 2
1980	LA Lakers 4, Philadelphia 2

## All-Time Playoff Records

<i>Team</i>	<i>Years</i>	<i>Wins</i>	<i>Losses</i>	<i>Pct</i>
Los Angeles Lakers	38	276	180	.605
Boston Celtics	31	257	170	.601
Philadelphia 76ers	35	167	143	.539
Milwaukee Bucks	17	84	78	.519
New York Knicks	25	103	102	.502
Seattle SuperSonics	11	55	55	.500
Detroit Pistons	25	87	89	.494
Golden State Warriors	24	94	104	.475
Houston Rockets	12	48	54	.471
Atlanta Hawks	28	98	116	.458
Phoenix Suns	11	47	53	.458
Portland Trailblazers	12	31	39	.443
Denver Nuggets	11	33	47	.413
Utah Jazz	6	18	26	.409
Cleveland Cavaliers	6	12	20	.375
Chicago Bulls	15	36	65	.356

# LAKERS vs CELTICS

## APPENDIX A: LOADING FEATURES

You can load the game with certain features set the way you like just by typing an *argument* after **BBALL**.

The program automatically detects the best graphics mode for your computer — you're not required to enter an argument. However, there are occasions when you'll want to change the graphics mode. Maybe your computer is capable of handling EGA mode, but you'd rather view the game in CGA mode.

The program *does not* automatically detect the best sound driver (except for Tandy). If you want to listen to your Ad-Lib card instead of your PC sound driver, you'll need to instruct your computer to load the Ad-Lib card.

These are the sound and graphics modes you can use:

CGA	Loads in CGA mode.
EGA	Loads in EGA mode.
TANDY	Loads in Tandy mode.
CMS	Uses the CMS sound driver.
ADLIB	Uses the ADLIB sound driver.
MT32	Uses the MT32 sound driver.

The most consecutive home court wins is 38, set by Boston when they won 31 games in 85-86 and 7 in the 86-87 season.



TANDY	Uses the Tandy sound driver.
PC	Uses the PC sound driver.

Let's say you want to load the game in EGA mode; you'd type **BBALL EGA** and press Enter. If you want to load the game in Tandy mode with the ADLIB sound driver, you'd type **BBALL TANDY ADLIB** and press Enter. It doesn't matter what order your arguments are in, just as long as there's a space between each argument.



# LAKERS vs CELTICS

## APPENDIX B: TEAM ROSTERS

This appendix contains a complete listing of all the team rosters in Lakers vs. Celtics.

Players with an asterisk (\*) by their names are starters.

### WESTERN DIVISION

#### Los Angeles Lakers

C	33	K. Abdul-Jabbar*	7-2	267
F	19	Tony Campbell	6-7	215
G	21	Michael Cooper	6-7	176
F	45	A.C. Green*	6-9	224
G	32	Magic Johnson*	6-9	220
G	3	Jeff Lamp	6-6	205
F	31	Mark McNamara	6-11	235
G	14	David Rivers	6-0	180
G	4	Byron Scott*	6-4	193
C	43	Mychal Thompson	6-10	235
F	0	Orlando Woolridge	6-9	215
F	42	James Worthy*	6-9	225

#### Utah Jazz

F	41	Thurl Bailey	6-11	232
F	40	Mike Brown	6-9	260
C	53	Mark Eaton*	7-4	290
G	30	Jim Farmer	6-4	203
G	35	Darrell Griffith*	6-4	195
F	20	Bobby Hansen	6-6	200
F	43	Marc Iavaroni*	6-10	225
F	45	Eric Leckner	6-11	265
G	25	Jim Less	5-11	175
F	32	Karl Malone*	6-9	256
F	44	Jose Ortiz	6-10	225
G	12	John Stockton*	6-1	175

#### Seattle Supersonics

F	44	Michael Cage*	6-9	230
G	3	Dale Ellis*	6-7	215
G	5	Avery Johnson	5-10	175
C	53	Alton Lister*	7-0	240
G	15	John Lucas	6-3	185
F	34	Xavier McDaniel	6-7	205
F	31	Derrick McKay*	6-9	210
G	10	Nate McMillan*	6-5	197
C	23	Olden Polynice	7-0	242
F	35	Jerry Reynolds	6-8	198
F	40	Russ Schoene	6-10	215
G	4	Sedale Threatt	6-2	177

#### Phoenix Suns

F	24	Tom Chambers*	6-10	230
F	23	Tyrone Corbin*	6-6	222
G	25	T. R. Dunn	6-4	195
C	35	Armon Gilliam*	6-9	245
G	14	Jeff Hornacek*	6-4	190
G	8	Eddie Johnson	6-7	215
G	7	Kevin Johnson*	6-2	188
C	28	Andrew Lang	6-11	245
F	9	Dan Majerle	6-6	220
F	45	Ed Nealy	6-7	240
F	34	Tim Perry	6-9	219
C	41	Mark West	6-10	246

### EASTERN DIVISION

#### Chicago Bulls

C	24	Bill Cartwright*	7-1	245
F	40	Dave Corzine	6-11	265
F	22	Charles Davis	6-7	215
F	54	Horace Grant*	6-10	220
F	15	Jack Haley	6-10	240
G	14	Craig Hodges*	6-2	190
F	23	Michael Jordan*	6-6	198
G	5	John Paxson	6-2	185
C	32	Will Perdue	7-0	240
F	33	Scottie Pippen*	6-7	210
F	6	Brad Sellers	7-0	227
G	11	Sam Vincent	6-2	185

# LAKERS vs CELTICS

## New York Knicks

C	33	Patrick Ewing*	7-0	240
F	44	Sidney Green	6-9	220
G	13	Mark Jackson*	6-3	205
G	8	Pete Myers	6-6	180
F	4	Johnny Newman*	6-7	190
F	34	Charles Oakley*	6-9	245
G	11	Rod Strickland	6-3	175
G	6	Trent Tucker	6-5	190
F	55	Kiki Vandeweghe	6-8	220
F	7	Kenny Walker	6-8	217
C	45	Eddie Wilkins	6-10.5	220
F	21	Gerald Wilkins*	6-6	195

## Detroit Pistons

F	23	Mark Aquirre*	6-6	232
F	34	Fennis Dembo	6-6	215
G	4	Joe Dumars*	6-3	190
C	53	James Edwards	7-1	252
G	15	Vinnie Johnson	6-2	200
C	40	Bill Laimbeer*	6-11	260
F	25	John Long	6-5	195
F	44	Rick Mahorn*	6-10	255
F	10	Dennis Rodman	6-8	210
F	22	John Salley	6-11	231
G	11	Isiah Thomas*	6-1	185
G	24	Michael Williams	6-2	175

## Boston Celtics

F	42	Mark Acres	6-11	225
F	33	Larry Bird*	6-9	220
G	12	Otis Birdsong	6-3	195
G	34	Kevin Gamble	6-5	215
G	3	Dennis Johnson*	6-4	202
C	53	Joe Kleine	6-11	271
F	35	Reggie Lewis	6-7	195
F	32	Kevin McHale*	6-10	225
C	00	Robert Parish*	7-0.5	230
F	54	Ed Pinckney	6-9	215
G	20	Brian Shaw*	6-6	190
G	7	Kelvin Upshaw	6-2	180

## East All-Stars

F	34	Charles Barkley*	6-6	263
F	35	Terry Cummings	6-9	235
C	43	Brad Daugherty	7-1	255
C	33	Patrick Ewing*	7-0	240
G	13	Mark Jackson	6-3	205
F	23	Michael Jordan*	6-6	198
C	2	Moses Malone	6-10	255
F	32	Kevin McHale	6-10	225
F	22	Larry Nance	6-10	217
G	25	Mark Price	6-1	175
G	11	Isiah Thomas*	6-1	185
F	21	Dominique Wilkins*	6-8	200

## West All-Stars

F	24	Tom Chambers	6-10	230
G	22	Clyde Drexler	6-7	215
C	0	Kevin Duckworth	7-0	270
C	53	Mark Eaton	7-4	290
G	2	Alex English	6-7	190
G	3	Dale Ellis*	6-7	215
G	32	Magic Johnson*	6-9	220
F	26	Karl Malone*	6-9	225
F	17	Chris Mullin	6-7	200
C	34	Akeem Olajuwon*	7-0	250
G	12	John Stockton	6-1	175
F	42	James Worthy*	6-9	225

In the 89 playoffs, the Pistons averaged 92.9 points per game, the lowest since the NBA adopted the 24 second shot clock in the 1954-55 season.





# LAKERS vs CELTICS

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- Description of the problem you're having

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## LAKERS vs CELTICS

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# Lakers vs. Celtics

## *Addendum*

A few things changed in the manual:

1. If the computer only has 384K, you can't use DOS 3.30; you must use one of the earlier supported versions of DOS.
2. Page 5. You can't use a joystick at the Options Screen; you can only use the keyboard.
3. Page 7. The teams do not change goals at the half.
4. Page 8. After the victory screen, pressing the spacebar does not bring up the Game Options screen. Instead, you're returned to DOS.
5. Page 8. If you're playing in CGA mode, the player you control doesn't have a black jersey. Also, the players do *not* have numbers on their jerseys in CGA mode.
6. Page 15. You won't hear music unless you have a Tandy computer or one of the three supported sound boards.
7. If you want to run the game in CGA mode *and* use the Tandy sound driver on a Tandy computer, type **BBALL TANDY CGA** and press Enter to start the program.