

ATARI 7800™ Game Manual

**SUPER
GAME**

ONE-ON-ONE

BASKETBALL™



**JULIUS "DR. J"
ERVING**

**LARRY
BIRD**

You're out on a dream court for a hot game of One-on-One. You're the Bird. Or you're Dr. J. And that's the last decision you'll have much time to make.

You can play against the computer or challenge a friend. Your capabilities—and your opponent's—will be just like those of All-Stars Larry Bird and Julius (Dr. J) Erving. The computer knows their shooting percentages (guarded and unguarded) and their pet shots. Your scoring ability will depend on your timing, how effectively you're being guarded, and where you're shooting from.

Like the game of basketball itself, One-on-One rewards you for playing with your head as well as your hands. Master the joystick moves, sharpen your timing, hone your reflexes until you can handle the Pro level ... and don't let the other guy out-think you.

Getting Started

1. Insert the One-on-One Basketball cartridge into your ATARI 7800 Pro-System as explained in your owner's manual.
2. For one player, plug your joystick into the left controller jack. For two players, plug a second joystick into the right controller jack.

3. Press the **[Power]** button to turn on your console. In a few moments the title screen appears, followed by the Game Options Menu.
4. Select your options (see **Game Options**). Select one of the Play Ball options last; this starts the game. (To start the game immediately without selecting options, press the left joystick button.)
5. Press **[Select]** for slow-motion play; press it again to resume normal play.
6. Press **[Pause]** to pause a game; press it again to resume play.
7. Press **[Reset]** to redisplay the Options Menu and start a new game.

Game Options

Each time you start a One-on-One session, the Game Options Menu appears. This is where you choose your game-play options. Move your joystick handle forward or back to move from line to line on the menu. Push the handle right or left to move from

Jump! Shoot! Score!

option to option on a line. The option you're on will flash; select it by pressing either joystick button.

PLAY BALL—You can choose to resume the last game, play a new game, or watch a demonstration game. Select an option from this line after selecting options from all other lines, since pressing a joystick button here starts the game.

SELECT GAME—Choose your game level: Park & Rec, Varsity, College, or Pro. Shots are easiest to block and make at the Park & Rec level, hardest at the Pro level.

PLAY MODE—Choose a two-player game, or choose to play against Dr. J or Larry Bird. The computer becomes the All-Star listed; you take on the role of the other Star.

SELECT END OF GAME—Choose to play for a set amount of time, or to a set score. If you choose "Timed game," a Timed Game screen appears. You'll then choose how long the quarters will be: two, four, six, or eight minutes.

If you choose "Play to set score," a Play to Set Score screen appears.

Select either a traditional 21-point game, or set your own game score. If you select "Play to XX points," a score will appear on the bottom of the screen. Push the joystick handle left to reduce the score, or right to increase it.

POSSESSION—"Winner's outs" means that the player who just made the basket will stay on offense. "Loser's outs" means that the other player will receive the ball.

Playing the Game

Move the joystick handle to move your player around the court. The player moves in the same direction you move the handle.

When you have possession of the ball, you can press the right joystick button to call time out (up to three times per player per game). A time out lasts several seconds, then game play resumes automatically.

Offense

Press the left joystick button to start a jumpshot. Release it to

shoot the ball towards the basket. A quick press on the button causes you to spin 180 degrees.

If the shot clock (upper right corner of screen) runs down before you shoot, a turnover results.

Defense

When the offensive player is dribbling, press your left joystick button to go for a steal.

When the offensive player is shooting, press your left button to block the shot.

When the shot is in the air, press your left button to go for the rebound. If you get the rebound, you must take the ball out beyond the free throw line before you shoot.

Illegal Moves

Offense loses the ball for:

- Travelling—failure to release the ball during a jump.
- Charging—running into the defensive player when he's standing still.
- Failing to shoot before the shot clock reaches zero.

Defensive fouls are:

- Hacking—hitting the offensive player.
- Blocking—physically moving into the offensive player.
- Reaching in—going for the steal but fouling instead. If the defensive player has committed fewer than five fouls, the offensive player gets the ball out of bounds and the shot clock is reset. If the defensive player has committed five fouls or more, the offensive player goes to the free-throw line. He shoots one free throw; if he makes it, he shoots another.

If the defensive player fouls while the offensive player is shooting, and the basket is good, the offensive player goes to the free-throw line for one free throw. If the offensive player didn't make the basket, he gets two free throws.

When the ball goes out of bounds, the shot clock is reset and play resumes at the top of the free-throw circle.

Fatigue and Hot Streaks

Continuous running and jumping tires out a player. Dribbling slowly and in place gives some energy back to both players. Calling time out gives a full rest to both players.

Energy loss and gain are reflected by changes in each player's Fatigue Bar (Dr. J's is lower left of screen; Bird's is lower right). The longer the bar, the more fatigued the player. Tired players don't move as quickly as fresh or rested players, and they don't defend or shoot as well.

There's no Hot Streak bar. But the opportunity to get hot, to shoot four or five baskets in a row and then make a shot from anywhere, is built into the game. You'll have to feel when it's happening to you, and act accordingly.

Instant Replays and Shattering Backboards

Sometimes you'll make an especially nice play and the computer will agree by freezing the action and showing you a slow-motion, instant replay. You'll also be pleased with yourself when a particularly ferocious dunk shatters the backboard!

Scoring

Just like pro ball!

Basket made from behind the 3-point line	3 points
Regular basket	2 points
Free-throw basket	1 point

All-Star Strategy

As Dr. J, you're a step quicker when driving to the basket. When you're in close, your moves are fancier; you can stretch higher and farther; you can hang in the air longer.

As the Bird, you're bigger and stronger so you're a better rebounder. Your defensive game is more physically intimidating. You've also got the better outside shot.

Dribble with your back to the other player, making it harder for him to steal the ball.

Shoot while jumping away from the basket—"fall-away" shots are harder to block.

Get between the other player and the basket when going for a rebound.

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