

STATIS PRO BASKETBALL

GAME OF PROFESSIONAL BASKETBALL • 1993 Edition

1. INTRODUCTION:

STATIS PRO BASKETBALL uses a deck of *Fast Action Cards (FAC)* to simulate pro basketball with accuracy and speed. The FAC replace the need for dice, complicated timing systems, and numerous charts by containing all the information needed to resolve the current play.

Each player card duplicates that player's performance for the listed season. The rules and other components remain the same from year to year—only the player cards change. You can update your game every year by ordering a new set of player cards for the current season.

This version of the game uses Base-10 percentages, an improved stamina system, new FAC, gameboard, rules, and score-sheets. Pre-'92-'93 season Player cards are not usable with these materials. However, we've already provided past championship teams printed in red for the new system on the backs of the current Player cards to ease transition into the new system, while allowing you to match today's stars against the best of the past.

2. COMPONENTS:

The game contains the following equipment:

- one rules folder
- one mounted gameboard
- a set of 200 perforated FAC which must be separated
- four Time cards and ten *Primary Defender (PD)* markers
- one score pad
- a set of perforated black player cards representing the most recent pro season on the front and 27 past championship teams printed in red on the backs of the current teams.

Replacement parts can be ordered by mail by sending a stamped, self-addressed envelope to TAHGC, 4517 Harford Rd., Baltimore, MD 21214 and requesting a current Parts List or by calling 1-800-999-3222 Toll Free to place an order with any major credit card. Player cards for the current season can be ordered from the same source and are available at the start of the following season.

GLOSSARY

Become familiar with the following terms before reading the rules:

>: Greater than

Ballhandler: The player currently with the ball.

C (Center): One of the five lineup positions; selected by RPG 41-60.

DEAD BALL DECK: The 20 FAC omitted from the FAC deck at the start of each period (3.1) which are used to resolve plays (8.3) without taking time off the clock.

DEAD BALL SITUATIONS: The game clock stops at the end of each period, during Free Throws, Jump Balls, out-of-bounds situations, and following made field goals in the final minute of each quarter or the final two minutes of a game or Overtime. Substitutions can be made and timeouts called by a team without possession of the ball only during a Dead Ball situation. See 8.6.

D OB (Defender's Ball Out-of-Bounds): See 9B.

FAC (Fast Action Card): One of 200 cards which resolve play.

FB (Fast Break): An opportunity to advance the ball upcourt and score without an Action draw by cross indexing the FOUL # section of the next FAC against the proper Fast Break Column of the FB Chart (10A).

FD# (FOUL DRAWING NUMBER): The FOUL DRAWING rating on a player's card ranks his relative likelihood of being

fouled (the higher the FD#, the more often he is fouled). See 6.1.

FORCED SHOT: A difficult shot taken when the offense is out of ADVANCE options or voluntarily during the last minute of a quarter or the last 2:00 of a game if the Ballhandler's ATTEMPTS rating is less than the Pass #. See 5.2-.3, 8.1.

O OB (Offense's Ball, Out-of-Bounds): See 10E.

OPEN SHOT: The shot immediately following an ADVANCE from a Ballhandler whose ASSIST RATE was greater than or equal to the $\frac{3}{4}$ number to that Ballhandler on the previous FAC. An Open Shot can be taken regardless of Pass #/ATTEMPTS rating, cannot be blocked, is not affected by the PD, and receives a +10 bonus to the shooter's FIELD GOAL rating (4.4).

PASS # (NUMBER): The number following each listed position of an ACTION, ADVANCE, offensive REBOUND, or PRESS reading which shows whether that Ballhandler may shoot or try for an assist.

PENALTY SITUATION: Whenever a team has committed four Team Fouls in a quarter (or three in Overtime), or one Team Foul in the last 2:00 of a quarter, it is in the Penalty Situation and must concede two Free Throws on all *subsequent* non-shooting fouls in that period rather than just awarding the ball out-of-bounds to the offense. See 6.3-.4.

PD (Primary Defender): The opposing player at the same position (or the opposing player marked with the PD card for that position) whose DEFENSE RATE modifies the shooter's FIELD GOAL rate. For example, the Home Team's PF is always the PD of the Visiting Team's PF unless a coach has marked one of his players for a Position Shift with a PD card (see 6.6).

PF (Power Forward): One of the five lineup positions; selected by RPG 61-80.

PG (Point Guard): One of the five lineup positions; selected by RPG 1-20.

POSSESSION: Every time a team gains control of the ball, whether out-of-bounds, by offensive rebound, or steal is the start of a new "Possession" which resets the 24-Second Clock.

RPG (Random Position Generator): A Random Number from 1 to 200 listed at the top right of each FAC which is consulted to decide a position affected by certain plays. RPGs are listed in the gameboard slot of each position. If the team also needs to be determined, RPG's of 1-to-100 select the Home Team; 101-200 select the Visitors. Otherwise, only the last two digits are consulted. For example, the Visiting Point Guard is selected on an RPG of 101-120.

REST PERIOD: The time between the start of a quarter and the draw of any Rest Period Time card, or between the draw of two such cards, or between the draw of a Rest Period Time card and the end of a quarter. The "10:00" and "11:00" cards do not mark the start or end of a Rest Period (14A).

SF (Small Forward): One of the five lineup positions; selected by RPG 21-40.

SG (Shooting Guard): One of the five lineup positions; selected by RPG 81-100.

TIME CARD: Any of four red cards inserted into the FAC deck to show the 5:00, 9:00, 10:00, or 11:00 mark of a quarter.

24-SECOND CLOCK: NBA teams must shoot (and hit the rim) within 24 seconds of gaining possession. This is shown by allowing a team only three ACTION/ADVANCE FAC "passes" per possession (EXCEPTION: four on an Assisted shot; see 4.4). A reference to a new 24-Second Clock always means that the offense has another three "pass" FACs before having to shoot, whether they be PRESS, FB, ACTION, or ADVANCE.

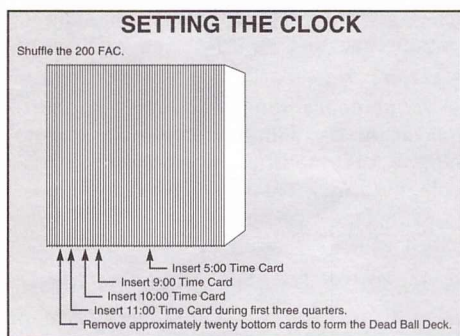
Player Card	FAC Card
Chicago Bulls, 1992-93 Michael Jordan North Carolina, 9 Yrs 6' 6" 198 Lbs Guard in 79 Games Injury Rate is 1	STATS PRO Fast Action Card, RPG # 1 ACTION Pass to PG #1 REBOUND Defense PF SHOT # 1; Lane Violation voids Free Throw; Team Turnover ADVANCE Pass to SF #1. JUMP TO Home OB Defense OB READING Home PG must rest unless * PRESS Pass to C #1 FOUL # 1 of FD1

Three Point ATTEMPTS Rating in parentheses

3. PREPARE TO PLAY:

3.1 FAC DECK:

- Set the four red Time cards aside.
- Separate the 200 perforated FAC and shuffle them into one face-down pile.
- Insert each of the four Time cards into the deck at a height from the bottom of the deck equivalent to the Time Line mark printed on the gameboard. "Cut" the deck by removing approximately 20 cards from the bottom. Place these cards face-down in the "DEAD BALL" Deck section of the gameboard.



Repeat this procedure at the start of each quarter. Do not insert the "11:00" Time card into the deck for the fourth quarter. The physical size of the FAC deck may vary with use. It is not important that each Time card be inserted in the exact

same spot within the deck each time; just make an honest attempt to estimate the insertion points.

For those wishing a more exact procedure:

- Deal four piles of 15 FAC and one pile of 20.
- Place the 20 FAC in the Dead Ball Deck.
- Place the 11:00 card on top of one of the 15-FAC piles and place the pile in the FAC section.
- Put the 10:00 card on top of another pile and place those 16 cards in the FAC section.
- Put the 9:00 card on the third pile and add those 16 cards to the FAC section.
- Divide the remaining FAC into two equal piles of approximately 60 cards.
- Place one of the equal piles in the FAC section and place the 5:00 card on top of it.
- Take the remaining piles of 15 and 60 cards and put them on top of the FAC section.

3.2 LINEUPS: Select two teams, separate their perforated cards, and decide which will be the Home Team. Place the starting lineup for each team in the Home or Visiting Team slots in the center of the board. Guards are placed in "PG" and "SG", forwards in "SF" and "PF", and the center in "C". The opposing player at the same position is considered that player's *Primary Defender (PD)*, so coaches should consider how their best shooters match up against the opposition's best defenders. If a coach wants one or more of his players to defend someone other than the player in the directly opposite position, he must place a red "PD" card listing the position that player will defend partially beneath his player (see 6.6) with the defensive assignment extending down into the red section of the board.

The higher a player's FIELD GOAL rating, the better shooter he is. DEFENSE RATES are given as negative numbers because they subtract from the FIELD GOAL rating of their opponent. Consequently, a DEFENSE RATE of -1 is better than 0.

Players may be placed in lineup positions not listed on their cards (or be the PD of players in positions not listed on their own cards), but are penalized for doing so by halving all four of their defensive ratings (*Defense, Defensive Rebound, Block and Steal*). Fractions are rounded down.

3.3 FIRST TO PLACE: The Visiting team places their players first at the start of each period. The Home coach may observe the Visitor's lineup before placing his own. After a timeout, the coach who called the timeout places his lineup last.

3.4 JUMP BALL: The game starts with a Jump Ball between each team's best rebounders by referring to the "JUMP TO" section of the first FAC to see who controls the ball (see 11). The team winning the opening jump will have the ball to start the first and fourth quarters and should be so noted on the scoresheet. The team losing the opening jump will have the ball to start the second and third quarters.

4. PLAY OUTLINE

4.1 ACTION: When a team gains possession at mid-court or in the defensive end (such as after a field goal, turnover, defensive rebound, or a jumpball at mid-court or in the defensive end) it consults the "ACTION" section of the next FAC to bring the ball up the floor to its basket. ACTION is *not* consulted following an offensive rebound or defensive foul which awards the ball out-of-bounds to the offense. This requires that the ADVANCE or SHOT section of the next FAC be checked when play continues.

4.2 PRESS: PRESS rather than ACTION is consulted when a team gains possession at mid-court or the defensive end *if* the defensive team declares a PRESS. PRESS can only be declared instead of an "ACTION" check and only during the last two minutes of a game *or* immediately following "Dead Ball" situations (see 8.6). Use of the PRESS can result in fatigue problems (see 15F).

4.3 ADVANCE: After the ball has been brought upcourt, the Ballhandler either shoots or ADVANCES the ball. If the Ballhandler does not shoot, consult the "ADVANCE" section of the next FAC.

The offensive team may call for three FAC to "pass" the ball on each possession. Therefore, a team which gets an offensive rebound may ADVANCE the ball three times before it must attempt a field goal. Otherwise, the offensive team is limited to one ACTION/PRESS FAC and two ADVANCE FAC on each possession. Once the offense has used all of its allowable ADVANCE FAC, the Ballhandler must shoot.

Whenever the offense gains a fresh possession at its end of the court, whether by offensive rebound, defensive foul, or kicked ball, it has a fresh 24 Second Clock and may again ADVANCE the ball three times.

4.4 ASSISTS (🏀): Certain ADVANCE results include an "Assist #" following the "Assist" icon (🏀) after a Position "Pass #". If the new Ballhandler has an ASSIST RATE greater than or equal to that 🏀 number, he may ADVANCE the ball again in an attempt to gain an Open Shot for his team. Any player receiving the next ADVANCE from an eligible ASSIST passer *may* shoot *regardless* of the Pass # or his ATTEMPTS rating as an Open Shot. If that next FAC was not a completed pass, that ASSIST opportunity is lost even if the offense retains possession.

An Open Shot cannot be blocked, is not affected by the PD's Defense Rate, and receives a +10 bonus to the shooter's FIELD GOAL rating.

If the shot is good, credit the passer with an assist. If the passer and the shooter are the same player, *credit the assist to the other player in the lineup with the highest ASSIST RATE* (in a typical "give and go" play in which the shooter gave up the ball and received a return pass during the time span of the same FAC).

4.5 SHOOTING: If the Ballhandler is in the frontcourt following an ACTION or PRESS check (or an offensive rebound), he shoots if his ATTEMPTS rating is greater than or equal to the Pass # on that FAC or if his team is out of ADVANCE options during that possession (see 5.1-5.2). Otherwise, the Ballhandler ADVANCES the ball by checking the ADVANCE section of the next FAC.

A team may normally use only three passes (FAC draws) on each possession. A Ballhandler after his team's third pass of that possession whose "ATTEMPTS" rating is less than the last Pass # must attempt a Forced Shot (5.3).

To shoot, record a shot attempt for the shooter on the scoresheet with a "/" mark, and check the "SHOT #" section of the next FAC. If that SHOT # is less than or equal to the shooter's FIELD GOAL rating after modification for the DEFENSE RATE of his PD, the shot is good. Record a goal for that player on the scoresheet by circling the "/" mark and adjust the team score by adding two points. If the SHOT # is higher than the shooter's FIELD GOAL rating, the shot is missed. Consult the REBOUND section of the next FAC to resolve the rebound.

4.6 THREE-POINT SHOT: Only a player with a THREE POINT rating may normally attempt a three-point shot. Players capable of shooting three-pointers have their THREE POINT ATTEMPTS # listed in parentheses following their "ATTEMPTS" rating.

To attempt a Three-Point shot, the Ballhandler must have received a Pass # less than or equal to the number of his THREE POINT ATTEMPTS rating. A player who has received a Pass # less than his THREE POINT ATTEMPTS rating must shoot a Three-Pointer. A player who has received a Pass # equal to his THREE POINT ATTEMPTS rating must shoot either a Three-Pointer or a regular field goal by declaring his preference before checking the SHOT # of the next FAC.

Three-Point attempts should be recorded on the scoresheet with a "3" instead of the typical "/" for a normal field goal attempt. A player with no THREE POINT rating may not attempt a normal Three-Point shot. There are no adjustments to a Three-Point shot (including the +10 ASSIST bonus) although Three-Pointers can be attempted normally after a Pass that qualifies for an assist.

4.61 THREE POINT OFFENSE: During any timeout in the final two minutes of a game, the coach of the trailing team may triple the THREE POINT ATTEMPTS rating of all his players to increase their Three-Point shot opportunities. All FAC drawn after the declaration of the Three Point Offense are affected until the team is no longer trailing, the period ends, or the coach cancels his Three Point Offense.

4.62 THREE POINT DEFENSE: During a timeout, the coach of the leading team may counter a declared Three Point Offense by declaring his own Three Point Defense with the following effects:

- The trailing team's THREE POINT ATTEMPTS Ratings are only doubled instead of tripled.
- The trailing team's THREE POINT % Ratings are reduced by five and its FIELD GOAL % ratings are increased by five.
- The trailing team's ASSIST Ratings increase by five.

4.7 REBOUNDING: If a shot is missed, consult the REBOUND section of the next FAC. It will state which position gets the ball, or it will give the rebound to the player at a certain position with the highest REBOUND rating. It often gives a bonus to the defensive player's REBOUND rating to decide the highest rating for that rebound. Some FAC will give the rebound to the player with the highest REBOUND rating currently in the game or at either of several listed positions. If players tie for the highest REBOUND rating, the rebound goes to the defender. If two eligible defenders are tied for the highest REBOUND rating, the defensive coach chooses which gets the rebound.

5. SHOOTING RANGE:

5.1 ELIGIBLE SHOOTERS: A Ballhandler must shoot if at his end of the court and one of the following conditions applies:

- **PASS RECIPIENT:** A Ballhandler must shoot when he has received a Pass # or offensive rebound # less than or equal to his "ATTEMPTS" rating. [EXCEPTIONS: A Ballhandler may decline a shot of this type in the final 1:00 of any period, or the final 2:00 of a game, or if he has qualified for a possible Assist on the next ADVANCE.]
- **FAST BREAK:** A Ballhandler must shoot if cited by the Fast Break chart, or by certain ACTION, PRESS, or Z READINGS.

5.2 FORCED SHOT: A Ballhandler receiving a pass with a numerical rating greater than his "ATTEMPTS" rating may not shoot unless:

- the offense has used all of its available passes during that possession.
- the Ballhandler is at his own end of the court during the final 2:00 of the game.
- the Ballhandler is at his own end of the court during the final 1:00 of each period.

In all three of these cases the Ballhandler may take a Forced Shot.

5.3 FORCED SHOT RESOLUTION: A Forced Shot must deduct the difference between the last Pass/offensive rebound # and the Shooter's "ATTEMPTS" rating from his FIELD GOAL rating in addition to any modification for the PD's DEFENSE RATE. The PD's BLOCK RATE is doubled for that shot; a BLOCK RATE of "B0" becoming "B1".

EXAMPLE: Larry Bird's "ATTEMPTS" is "20". The Celtics' last allowable ADVANCE during this possession has passed the ball to him with a "25". Bird must attempt a Forced Shot. His FIELD GOAL Rating of 47 must be reduced by five to 42 (the difference between his "ATTEMPTS" of 20 and the Pass # of 25). In addition, he must subtract the DEFENSE RATE of his PD (-1) to achieve a final FIELD GOAL rating for this shot of 41.

5.4 STAMINA: Any player, who has not rested at least one complete Rest Period in each half by the 9:00 mark of the second and fourth quarters, is dropped to the red "Fatigued" section of the lineup display and suffers Stamina penalties for the rest of that half until sufficiently rested. A player who rests temporarily (perhaps due to a Mandatory Rest Z Reading) may not count that as his normal required Rest Period unless he sits out an entire Rest Period. A tired player who remains in play suffers the following penalties until adequately rested:

- His DEFENSE RATE becomes 0.
- His REBOUND, BLOCK, ASSIST, STEAL, ATTEMPTS, and THREE POINT ATTEMPTS rates are halved (fractions rounded down).
- He loses all ties for the awarding of rebounds, jumps, injuries, fouls, etc. including those normally awarded to the defense or Home Team. He is less likely to rebound, and more likely to foul or be injured.
- His team's OFFENSE and DEFENSE ratings are reduced by one letter grade while he remains in play.

Place a ✓ in the "rested" box of each player on the scoresheet when he has sat out the necessary Rest Period in each half.

Place player cards which have been removed from the lineup because of fatigue inflicted by a "Z" Reading in the Mandatory Rest box of the gameboard. They remain there until they have sat out the current Rest Period or are replaced by another fatigued player who plays the same position (see 15F). A player who is benched immediately after drawing a Time Card is eligible to rest for that entire Rest Period. However, after a FAC has been drawn following a Time Card, it is too late for any player remaining in the current lineup to satisfy his Rest requirements for the half during that Time period.

Any player with an asterisk (*) printed after his name, played so many minutes during the season that he does not require a normal Rest Period in the second half. A player with two

asterisks printed after his name does not require a rest period in either half. Such players are still subject to most Z Reading Mandatory Rests.

5.5 DOUBLE TEAMING: During any timeout or before the start of any period, a coach may declare that his team will *always* Double Team *one* particular player whenever that player becomes the Ballhandler *after* an ACTION, ADVANCE, or PRESS pass. He must name the target they will Double Team and his own defender who will join the target's PD in the Double Team. The effects of a Double Team continue until the target player leaves the lineup or the coach cancels the Double Team during any Dead Ball situation.

The effects of a Double Team are:

- The target has his ATTEMPTS rating for all shots decreased by five.
- The target must subtract the DEFENSE RATE of his PD plus an additional five from any non-Open Shot.
- If the target ADVANCES the ball, any completed pass to the particular teammate whose PD is performing the Double Team results in an Open Shot regardless of the Pass #. If that Open Shot is made, credit the target with an Assist.
- The target may ignore mandatory shots dictated by Pass #s and instead ADVANCE out of the Double Team as long as his team has ADVANCE options remaining in their current possession.
- The second defender comprising the Double Team is always charged with the foul of the target (unless the Foul identified another player as the fouler) if the FOUL # section consulted contains "FD5".

6. FOULS

6.1 WHO FOULS WHO?: When a foul is called without identifying the fouler, check the FOUL # section of the next FAC. If any defender has that FOUL # in his FOUL RANGE he committed the foul. If no defender has that FOUL # within his FOUL RANGE, the foul is charged to the PD of the last known Ballhandler during that possession. If the Ballhandler is unknown, check the FD# of the FOUL # section of the *next* FAC. The offensive player whose FOUL DRAWING number relative to his on-court teammates corresponds to the FD# drew the foul. "FD1" is the offensive player in the lineup with the highest FOUL DRAWING number. "FD2" has the second highest FOUL DRAWING number in the lineup, and so on. The PD of the player who drew the foul is then given the Personal. If two players have the same FOUL DRAWING rating, the home coach decides.

6.2 SHOOTING FOULS: If fouled while shooting, resolve the shot attempt. If the shot is good, score the basket and award the shooter one Free Throw. If he misses, the shooter receives two Free Throws and is *not* charged with a field goal attempt on the scoresheet. *All Foul Shots are resolved by cards drawn from the Dead Ball Deck.* If the SHOT # is less than or equal to the player's FREE THROW rating the shot is good and his team is awarded one point.

The shooter may decide not to draw a FAC to resolve a Foul Shot and declare an intentional miss using the next FAC from the Dead Ball Deck to resolve the rebound.

6.21 REBOUNDS: The two best rebounding defenders have their REBOUND rating increased by 5 during a Foul Shot.

6.3 TEAM FOULS: A Team is allowed four Team Fouls per quarter (three per Overtime, and one in the final 2:00 of any period) without being given additional penalties. Neither Technical nor Offensive Fouls (Charging) are Team Fouls. If a team has not committed four Team Fouls during the first ten minutes of any period (or the first three minutes of any Overtime), it is permitted to receive one Team Foul in the final two minutes of that period without additional penalty. Once these limits have been exceeded, the team is in the "Penalty Situation."

6.4 PENALTY SITUATION: Before being in the Penalty Situation, a team fouled by a non-Shooting foul is awarded the ball out-of-bounds at its offensive end with a fresh 24-Second Clock. If the opposing team is in the Penalty Situation, any defensive foul awards two Free Throws. [EXCEPTION: if fouled on a successful field goal attempt, the shooter is awarded only one Free Throw.]

6.5 DISQUALIFICATION: Any player with a total of six Personal (or two Technical) Fouls is disqualified. If a team, because of injury or disqualification, is reduced to less than five players, the last player to be disqualified returns to play. His team is given a Technical for returning a disqualified player and is subject to another Technical for each additional Personal Foul committed by that player during the rest of the game.

6.6 POSITION SHIFTS: A defensive coach after a foul (and without resorting to a timeout) may switch any player to a different position, or change his defensive assignment by placing a PD card partially beneath him before any ACTION/PRESS FAC.

6.7 FREEZING THE SHOOTER: This tactic can be used only during the final minute of a game or overtime in which the teams are within three points of each other. By calling a full timeout just before resolving any foul shot, the shooter's FREE THROW rating is reduced by five for that shot only. If the first shot of a two-shot foul is made, the iced player's FREE THROW rating is returned to normal. However, if he misses the first shot, the iced shooter's FREE THROW rating is decreased an *additional* five (minus 10) for the second shot. Regardless of the outcome, once play resumes the iced shooter's FREE THROW rating returns to normal.

7. STEALS & BLOCKS

7.1 STEALS: Each player has a "STEAL RATE". If a FAC calls for a possible steal ("S# or higher steals"), the STEAL RATE of the cited player(s) is checked. If no position is cited, *any* defender with a sufficiently high STEAL RATE takes the ball. If stolen, the new Ballhandler checks ACTION on the next FAC. Credit the defender with a steal and the intended Ballhandler *after the pass* with a turnover on their respective scoresheets. If the steal is not made, the intended Ballhandler either shoots or ADVANCES the ball normally.

7.2 BLOCKS: Each player has a "BLOCK RATE". If a FAC calls for a possible block ("B# or higher blocks"), the BLOCK RATE of the cited player(s) is checked. If no defensive position is cited, any defender with a sufficiently high BLOCK RATE can make the block. If the block is made, credit the defender with a block and charge the shooter with a field goal attempt on their respective scoresheets.

Blocks are ignored during Free Throws, Three-Pointers and Open Shots.

After a block, check the BLOCK section of the next FAC to see who recovers the ball. If a defender recovers the ball, credit him with a defensive rebound. Check ACTION on the next FAC. If an offensive player recovers the ball, credit him with an offensive rebound. He may shoot or ADVANCE the ball. A recovered block by the offense is not considered a new possession and does not reset the 24-Second Clock. If the offense has already taken all of its allowed ADVANCES during this possession, it is a 24-Second Violation and the ball is given to the defense out-of-bounds.

If "Def. GT" is listed under the "BLOCK" section, the defender has touched the ball on its downward flight or pinned it against the backboard. Credit the player who missed the previous shot with a field goal. Do not credit the defender with a block.

8. THE CLOCK

8.1 QUARTERS: A game has four quarters. Each quarter ends when all of the cards (approximately 180) in the FAC Deck have been used. All FAC are then shuffled and prepared for the next

period as per 3.1. However, if a period ends with an ACTION/PRESS-check with a Pass #, or an offensive rebound, the offensive team may prolong the period one additional card while it draws a new FAC from the Dead Ball Deck to resolve a Forced Shot. If a FAC must be drawn from the Dead Ball Deck to resolve a last shot, that shot must be treated as a Forced Shot regardless of the Pass #.

8.2 OVERTIMES: If a game ends in a tie, five-minute Overtime periods are played until a team wins.

- Shuffle the entire deck, and cut it with the “5:00” card.
- Place that portion of the deck above the “5:00” card (approximately 75 cards) in the FAC space and remove the 5:00 card.
- Place the rest of the deck in the “DEAD BALL” Deck.
- Insert the 10:00 Time card into the 5:00 deck to act as a two-minute warning card – measuring from the bottom – to leave approximately 30 cards after the two-minute warning. Start each Overtime with a Jump Ball between each team’s best rebounders.

8.3 FINAL TWO MINUTES: The clock stops during the final 2:00 of the last quarter and Overtime for made baskets (thus increasing the number of possessions in the closing seconds). Therefore, the Dead Ball Deck is also used for Z Results and RPG draws during the final 2:00. If the Dead Ball Deck runs out before the regular deck, flip the Discard pile, shuffle it, and deal another 20 cards into the Dead Ball Deck.

8.4 TIMEOUTS: Each team is allowed seven timeouts per game plus one 20-second timeout per half. A team may call a maximum of four timeouts in the last quarter and no more than three in the final two minutes. If each team hasn’t called at least as many timeouts as quarters when its Time card is drawn (the 5:00 mark for the Home Team; 9:00 mark for the Visitors), it will be charged with a timeout at the start of its next non-Fast Break possession.

Timeouts allow coaches to make substitutions and conserve time by bringing the ball in at mid-court as per 8.41. A coach can call a timeout only when his team has the ball or in “Dead Ball” situations.

8.41 HALF COURT IN-BOUNDS: Any team calling a timeout in the final two minutes of a game or the last minute of the first three periods, may take the ball out at mid-court by drawing its next ACTION/PRESS card from the Dead Ball Deck to conserve time.



8.42 PLAYS: The team with the ball immediately following a timeout or during its first possession of a period may call a play by naming a player to take the next shot. If the *first* in-bounds pass goes to that player, that player may add ten to his ATTEMPTS rating for that FAC only to get off a shot. Normal DEFENSE RATES apply.

8.5 SUBSTITUTIONS: Coaches may substitute only during Dead Ball situations and timeouts. During a timeout, the coach calling the timeout can place his players on the court *after* seeing his opponent’s placement. Otherwise, the home coach always has the advantage of changing his lineup after seeing the visitor’s lineup. Only one player per team can be substituted during a 20-second timeout.

8.6 DEAD BALL SITUATIONS: Dead Ball situations are when the game clock is stopped. They occur at the end of each period, during Free Throws, Jump Balls, and any situation in which a team is awarded the ball out-of-bounds - such as after a defensive foul, kicked ball, or ball out of play because of a line violation. Dead Ball situations do not occur as a result of a made field goal except during the last minute of the first three quarters and the last two minutes of overtime or the final quarter.

8.7 FOULING TO STOP THE CLOCK: During the final minute of a game following any pass, the defensive coach can foul the Ballhandler intentionally with his PD rather than allow him to ADVANCE the ball. However, he must state his intention to do so before seeing the result of the next FAC. The next ADVANCE, ACTION, or PRESS comes from the Dead Ball Deck.

9. “ACTION” FAC ITEMS

A. PASS TO (POSITION #): The Ballhandler must shoot if the Pass # is less than or equal to his ATTEMPTS rating. If the Assist icon “” is present and the Ballhandler has an ASSIST RATE greater than or equal to the  number, the player may decline the shot and ADVANCE the ball for the chance of an Assisted Open Shot. See 13.C for “Choice”.

B. D OB (DEFENDER’S BALL OUT-OF-BOUNDS): Various turnovers resulting in the defensive team getting the ball and checking the ACTION/PRESS section of the next FAC as it returns the ball to its end of the court. These results include: DOUBLE DRIBBLE, LINE VIOLATION, and TRAVELING. Whenever they occur, a position will be listed also. Charge the turnover to the player at the listed position.

C. CONSULT Z: Check the “Z READING” section of the next FAC to see the result. This often involves situations not related to the act of bringing the ball upcourt such as the fatigue or injury of a player. In such cases, the effect is noted but play continues by checking ADVANCE on the next FAC.

D. DEFENSIVE FOUL: After deciding who fouled who (6.1), the ball is awarded to the offensive team out-of-bounds to ADVANCE the ball unless the defense is in the Penalty Situation.

E. FOULED IN ACT OF SHOOTING: Decide who committed the foul and who took the shot (6.1). Having identified the shooter, check the SHOT # of the next FAC to resolve the shot using the shooter’s FIELD GOAL rating with adjustments for the PD’s DEFENSE RATE. If the shot is good, the shooter is awarded one Free Throw. If the shot is missed, the shooter is awarded two Free Throws and is *not* charged with a field goal attempt.

F. OFFENSIVE FOUL: Decide who committed the foul and turnover by checking the FOUL # of the next FAC, but apply that FOUL # to the *offensive* players’ FOUL RANGE. If that Foul Number falls within the FOUL RANGE of an offensive player in the lineup, give the foul to him. If it does not, draw another FAC, check the FD# in the FOUL section, and give the foul to the offensive player whose Foul Drawing Number is the first (FD1), second (FD2), third (FD3), fourth (FD4), or fifth (FD5) highest Foul Drawing Number in play. This does not count as a Team Foul. The ball is then given to the defensive team out-of-bounds to be returned upcourt with an ACTION/PRESS FAC.

10. “REBOUND” FAC ITEMS

A. DEFENSE (POSITION) FB: The defensive player listed gets the ball and may call for the Fast Break or draw a normal ACTION FAC. [EXCEPTION: The FB option is not allowed on a rebound of a foul shot.]

To use the Fast Break, check the Fast Break chart printed on the board. Find each team’s Offense and Defense rating by checking its Team Card. Cross index each team’s Offense rating with the opponent’s Defense rating on the Fast Break Determination Tables to see which Fast Break column it will use (remembering to drop the letter grade of each team by one for each fatigued player it has on the floor before checking the table as per 5.4). Apply the FOUL # section of the next FAC to the proper Fast Break column to find the outcome.

If the scorer on a Fast Break is also entitled to an Assist (“RPG” or “originator of FB” results), give it to the other player on the floor with the highest ASSIST rating. An unknown defensive fouler on any FB play is always determined by 6.1.

B. DEFENSE (POSITION): The defensive player listed gets the ball and draws a normal ACTION FAC to bring the ball upcourt.

C. HIGH AT (SEVERAL POSITIONS): The player at the listed position(s) with the highest REBOUND rating gets the ball. The card may call for the highest rated rebounder at certain positions, on a particular team, or in the game. If there is a tie for the highest rating, the rebound always goes to the defensive team. If still tied between several defenders, the rebound goes to the tied de-

fender of the coach's choice. A number is often listed to be added to the defender's REBOUND rating when determining who is the highest rebounder. This addition is *not* made to a rebound of a Fast Break shot.

After every possible offensive rebound, there is a #/Ⓢ combination listed in the REBOUND section. If the defender rebounds, this combination is ignored. However, if an offensive player rebounds, the #/Ⓢ combination decides what happens next.

If the offensive rebounder's ATTEMPTS rate is greater than or equal to the listed #, he must shoot by checking the SHOT # section of the next FAC after deducting the DEFENSE RATE of his PD, unless his ASSIST rate is also greater than or equal to the listed Ⓢ number.

If the offensive rebounder's ASSIST rate is greater than or equal to the listed Ⓢ number, he may ADVANCE the ball in an attempt to gain an Open Shot for his team. Any offensive player receiving the next ADVANCE may shoot an Open Shot regardless of the Pass #. If the shot is good, credit the rebounder with an assist. If the shooter is the rebounder, credit the Assist to the other player in the lineup with the highest ASSIST rating.

If the #/Ⓢ combination (of an offensive rebound) is greater than both the rebounder's ATTEMPTS/ASSIST ratings, the rebounder must ADVANCE the ball normally in the first of three allowed ADVANCES for the new possession unless he is otherwise allowed to take a Forced Shot.

D. OFFENSE "POSITION": The player at the listed offensive position gets the ball.

E. OFFENSE TEAM OUT-OF-BOUNDS (O OB): The ball went out of play last touched by a defender. The Offense may ADVANCE the ball three times before it has to shoot. Credit the offense with a Team Rebound.

F. DEFENSE TEAM OUT-OF-BOUNDS (D OB): The ball went out of play last touched by the offense. The ball must now be brought back upcourt with an ACTION/PRESS FAC. Credit the defense with a Team Rebound.

G. OFFENSIVE GOALTENDING (OFF. GT): An offensive player touched the ball while it was in the cylinder. Charge a turnover to the offensive team and give the ball to the defense out-of-bounds. Do not charge the shooter with a field goal attempt.

H. LOOSE BALL FOUL ON DEFENSE: A foul has been called against the defense. Check the FOUL # of the next FAC to see if a defender with that FOUL # in his FOUL RANGE is in play. If not, use the FD# of the next FAC to see which *offensive* player drew the foul. If the fouler has not yet been decided, charge the foul to the PD of the player drawing the foul. If the defense is in the Penalty Situation, the offensive player who drew the foul is given two Free Throws. If the defense is not in the Penalty Situation, the offense is given the ball out-of-bounds and may ADVANCE the ball three times before having to shoot. Credit the offense with a Team Rebound.

I. LOOSE BALL FOUL ON OFFENSE: A foul has been called against the offense. Check the FOUL # of the next FAC to see if an *offensive* player with that FOUL # within his FOUL RANGE is in play. If not, use the FD# of that same FAC to see which offensive player committed the foul. This is not a charging foul; it counts as a Team Foul against the offense. If the offense is in the Penalty Situation, the defensive player who is the PD of the offensive player who committed the foul is given two free throws. If the offense is not in the Penalty Situation, the defense is given the ball out-of-bounds and must ACTION/PRESS the ball upcourt. Credit the defense with a Team Rebound.

J. JUMP BALL: The listed players must contest a Jump Ball (see 11). Credit the winner of the resulting Jump Ball with a Team Rebound.

A team is also statistically credited with a Team Rebound whenever it misses the first Free Throw of a two-shot foul or receives the ball out-of-bounds following a missed Technical Foul.

11. JUMP BALL:

11.1 WHO JUMPS: The players listed on the FAC calling for a Jump Ball contest it. At the start of a game or Overtime the best rebounders for each team contest the Jump to start the period.

11.2 JUMP RESOLUTION: Consult the "JUMP TO" section of the next FAC. If a "+#" is listed, the lower-rated jumper increases his rebound rating by that amount for that jump. The listed position on the better jumper's team following any modification gains possession. If this is the jumper, he is assumed to have received a return pass from the player who controlled the tap - so as not to result in a violation for controlling his own tap.

11.3 EQUAL JUMPERS: If the unmodified REBOUND ratings are equal before the jump, the Home Team player is considered the better jumper. If the modified ratings are equal after the jump draw, the Home Team gains possession.

A team which loses a Jump Ball is charged with a turnover only if it had possession prior to the Jump Ball.

12. "SHOT #" FAC ITEMS

A. NUMBERS 1 to 100: These numbers decide if a field goal or free throw attempt is good. The shot is good if the number is less than or equal to the shooter's rating for the type of shot attempted. Remember that a player's FIELD GOAL rating can be subject to modification by Forced Shots, Assists, and the DEFENSE RATE of his PD.

B. FOULED BY "POSITION" IF FD# > X: Resolve the shot attempt normally. However, *if* it was a field goal attempt *and* if the shooter had a FD# greater than the listed number, charge a foul to the defender at the listed position. The shooter will get one Free Throw if the field goal was good and two if it missed. Do not charge the shooter with a field goal attempt if the shot was missed. If the shooter's FD# is less than the listed number, no foul is called. "FOULED by FOUL #" requires a draw of the next FAC to back the FOUL # section to decide the fouler. If a defender with that FOUL # is not in play, charge the foul to the shooter's PD.

C. B# OR HIGHER AT "POSITION" BLOCKS: If the referenced defender has a high enough BLOCK RATE, the shot is missed regardless of the shooter's rating (unless it is a Free Throw, Three-Pointer or passer-assisted shot). The PD always has his BLOCK RATE doubled during a Forced Shot with B0 becoming B1.

D. AIR BALLS: Shot #s 98-100 are "Air Balls". An Air Ball is rebounded normally. However, it does not hit the rim and does not reset the 24-Second clock. An offensive rebound following an Air Ball does not give the offense three more ADVANCES. If the offensive rebounder has no remaining ADVANCE options for that possession, the defender gets the ball OB on a 24-Second Violation.

An Air Ball on a foul shooter's last-allowed shot automatically becomes "D OB".

E. LANE VIOLATIONS: A Lane Violation against the defense on Free Throw attempts gives the shooter another shot. He is not charged with a missed Free Throw attempt for the first shot. If a Lane Violation is called against the offense, the shooter is not charged with a Free Throw attempt but the offense is charged with a Team Turnover. Lane violations should be ignored when they occur on the first of two free throws.

13. "ADVANCE" FAC ITEMS

A. PASS TO "POSITION #": See 9A. A team may not use more than three ACTION/PRESS and ADVANCES on one continuous possession. If eligible for an Assist, the Ballhandler may ADVANCE the ball even if his team is out of ADVANCE options. However, he may prolong the 24-Second clock only once during each possession and only if the ASSIST opportunity arose on his third pass FAC.

Any offensive player receiving the pass on the next ADVANCE following a qualified ASSIST opportunity is Open and may shoot (regardless of the Pass #) with a bonus of +10 to his FIELD GOAL rating. That shooter cannot have his shot blocked and does not adjust his FIELD GOAL rating by the PD's DEFENSE RATE. If the Field Goal is good, credit the passer with an Assist. Credit the assist to another player with the highest ASSIST RATE on a typical "Give and Go" play if the shooter received the pass from himself.

B. PASS TO "POSITION #"...S# OR HIGHER AT DEFENSE "POSITION" STEALS: If the listed defender has a STEAL RATE higher than or equal to the listed S# he steals the ball. Credit him with a steal and the intended Ballhandler with a turnover. The new offensive team must now use an ACTION FAC to bring the ball upcourt.

C. PASS TO CHOICE: The offensive coach may select any of his players with an ATTEMPTS rating greater than or equal to the PASS # to receive the ball, including the one who had it. He may then shoot within the normal restrictions of the Pass #, or if his team has ADVANCE options remaining may elect to ADVANCE the ball again. If none of his players have an ATTEMPTS rating greater than or equal to the Pass #, the player with the highest ATTEMPTS rating becomes the Ballhandler.

D. DEFENSE FOUL: Use the normal procedure to see who fouled who (6.1). If the defense is in the Penalty Situation, the fouled player is awarded two Free Throws. If the defense is not in the Penalty Situation, the offense is awarded the ball out-of-bounds and may ADVANCE the ball three times before having to shoot.

E. BALL THROWN AWAY, 3- or 24-SECOND VIOLATION: These are turnovers and the ball is given to the defender out-of-bounds who must then ACTION/PRESS it upcourt. The 24-Second Violation is valid only if it occurs on the offense's third/fourth ACTION/ADVANCE of this possession. Otherwise, treat it as a "Pass 40" to the last Ballhandler. The 24-Second Violation is charged as a Team Turnover. The other turnovers are charged to the player at the listed position.

F. KICKED BALL: The offense gets the ball out-of-bounds with a new 24-Second clock and three more allowable ADVANCES.

G. JUMP BALL: Check the "JUMP TO" section of the next FAC to determine who gets the ball (see 11). If the offense keeps possession and is out of ADVANCE options, it must take an immediate Forced Shot by using the Pass # of the SHOT FAC as the basis for any Forced Shot subtraction (checking ACTION, ADVANCE, and PRESS in that order until a Pass # is obtained).

14. "Z READING" FAC ITEMS

A. MANDATORY REST: The cited player needs rest. Drop that player to the red Fatigued section of the lineup until he has been taken out and sat out the rest of the current Rest Period. If a second Z penalty calls for Mandatory Rest of a player while another player at the same position is already in the Mandatory Rest Box, the opposing coach may select which of the two players is subject to the Mandatory Rest. A maximum of three players (one guard, one forward, and one center) on each team are subject to Z-induced Mandatory Rest at the same time. [A two-position player is assumed to be whichever of the two positions does not already contain a fatigued player.] The newly fatigued player is immediately penalized by the Stamina rules (5.4) until he receives the needed rest; the other returns to play normally.

The ball is in the frontcourt with the same Ballhandler who must ADVANCE it. The game continues normally until a legal substitution is made during a Dead Ball situation (8.6). A team may leave a tired player in play at its own risk, and indeed may be unable or unwilling to call a timeout to remove him immediately, preferring to wait to substitute on the next Dead Ball opportunity. If a tired player is not removed before the first FAC after the next Rest Period card is drawn, his Rest Period and stamina penalties are extended through the next Rest Period.

Mandatory Rest results have no effect while the Dead Ball deck is larger than the Discard pile. Instead, the same Ballhandler keeps the ball in the frontcourt and must advance it.

B. FLAGRANT FOUL ON DEFENSE; CHECK FOR EJECTION: Follow the normal procedure to see who fouled who (6.1). The fouled player takes two Free Throws (regardless of the Penalty Situation) and his team gets the ball out-of-bounds. The foul counts as both a Personal and Team Foul. However, draw another FAC and check the FOUL # section again. If the FOUL # is one of the 20 RPG of the same player charged with the foul, that player is ejected for fouling with intent to injure.

C. DOUBLE FOUL: Draw a FAC and check the FD# of the FOUL # section to see which offensive player drew the foul. Charge both that player and his PD with a Personal Foul. Both teams are charged with a Team Foul but regardless of the Penalty Situation neither team is awarded any free throws. Resume play with a Jump Ball between the teams' best rebounders.

D. TECHNICAL FOUL: Draw an RPG FAC to see which player is charged with a Technical. The other team is awarded one Free Throw for its best foul shooter currently in play. Play is resumed with another FAC ACTION/PRESS consultation for the team which last had the ball. If the same player is charged with two Technicals in the same game he is ejected. Technicals do not count against a player's Personal Foul total or the Team Foul total for the period. A Technical against a coaching staff subtracts an Index Point from the *opposing* team. If the opposing team has no Index Points left, the team receiving the Technical *gains* one Index Point instead. *The loss of Index Points is a consequence of "working" the officials. Theoretically, a coach voices his displeasure, risking a "T", to gain the benefit of the doubt on the next close call.*

E. PASS TO CHOICE WHO SCORES AND IS FOULED: The offensive coach gives a field goal and one Free Throw to any player and an Assist to the other player with the highest ASSIST RATE. After selecting the shooter, check the FOUL # section of the next FAC to see if a defender with that FOUL # within his FOUL RANGE committed the foul. If no defender with that FOUL # within his FOUL RANGE is in play, the foul is committed by the shooter's PD.

F. FIGHT & EJECTION: Check the RPG # of two FAC to determine one player from each team. Both players are thrown out of the game. No fouls or Free Throws are awarded.

G. INJURY: Only one player per game can be injured. Any additional injuries during that game are treated as Mandatory Rest results.

The Z READING shows the duration of the injury as being either the rest of the period, half, or game, or this game plus a number of following games equal to the player's Injury rating. If the injury is limited to this game only, it must affect a player in the current lineup. Draw another FAC and check the RPG # at the top of the card to determine the player on either team's current lineup who is injured.

If the injury is for a number of games, it can affect anyone on the team indicated by the RPG # of the next FAC—not just the current lineup. The injury is given to any player on that team of the coach's choice with the same Injury rating as listed on the Injury Z READING who has not yet missed as many games as reported on his player card. If no player with games left to miss has that injury rating, the injury must be given to the player with the next highest Injury rating with games still left to miss. If no player has a higher Injury rating, the injury must be given to the player with the Injury rating closest to that listed on the Z Reading who still has games left to miss. If two or more players are equally subject to the injury rating and only one is in play, the injury must be given to the player who is in the current lineup. If it affects someone on the bench, consider it a "practice" injury incurred earlier.

A player who is injured is noted on the scoresheet for the rest of the game (even if he returns after the needed rest). That player's ratings are reduced by two for the rest of the game. For

example, a player's DEFENSE RATE of Minus 5 would become Minus 3 if he were injured. A DEFENSE RATE of -1 would become +1 if he were injured. This penalty is cumulative with (and applied after) any Stamina penalties (5.4) if the player is also tired.

Play stops to remove an injured player from the lineup as soon as his team has possession of the ball. No timeout is required. If an offensive player is injured, play stops immediately and resumes with the first of two allowed ADVANCES. If a defensive player is injured, the Ballhandler retains possession and must use the first of two allowed ADVANCES. Play continues normally until the defense controls the ball unless the Ballhandler's PD is the injured player. In that case, he may shoot an Open Shot regardless of the PASS # due to the injured defender until he is removed from play for the required time period.

NOTE: If replaying an entire season, a player can always play at least as many games as listed on his card. Players may play more games than listed on their card if able to avoid injuries, but never less.

EXAMPLE: Larry Bird played 45 games in the 1991-92 season. Once he has missed a total of 37 games due to injury (82-45 = 37), the greatest additional injury duration he will suffer is the balance of the current game.

EXPANDED ATTEMPTS: If a player is unavailable to start a game because of a prior injury, the coach may increase the ATTEMPTS rating of another player at his position by half (fractions rounded down) of the ATTEMPTS of the missing player for that game. The substitute player must have less ATTEMPTS than the injured player. If no such player is available, the added ATTEMPTS must be split evenly (dropping all fractions) among all players at that position on the roster.

TEN-DAY CONTRACTS: If, due to injury, a team has less than eight usable players or less than one player capable of playing each position (in addition to the five starters), it must use a nameless marginal substitute player from the Ten-Day Contract player cards to fill out its roster. All such substitutes for a given position have identical ratings. Their Foul Range of "X" includes all numbers of the missing player they replace.

H. THREE POINTER: The offensive player with the highest THREE POINT ATTEMPTS rating hits a Three-Point shot and is fouled by his PD for a possible four-point play. If no player with a THREE POINT ATTEMPT rating is in play, the coach may select the player.

I. GREAT NIGHT: The player on either team who currently has scored the most points has his "ATTEMPTS" and "THREE POINT ATTEMPTS" ratings doubled for the rest of the game. If tied for the most points, the player enjoying the Great Night is:

1. • the one with the highest ATTEMPTS rating, or
2. • the one with the best FG % in the current game, or
3. • Coach's decision (use RPG to choose team if both teams tie).

J. ILLEGAL DEFENSE WARNING: The offense gets the ball out-of-bounds with a reset 24-Second Clock (three more possible ADVANCES) the first time it is called. On each subsequent warning against the same team, the offense shoots one Technical Free Throw with its best foul shooter and gets the ball out-of-bounds with a reset 24-Second Clock.

K. ACCIDENTAL TIP-IN: An opposing player has accidentally knocked a rebound into his opponent's goal. The next missed field goal by either team is automatically tipped in by whoever rebounds the shot. If it is a defender, credit the field goal to his PD instead (and ignore any FB possibility). The tip-in is ignored if the rebound goes out-of-bounds.

L. ELBOW FOUL ON DEFENSE: Treat the same as 6.1 except that the fouled player is awarded two Free Throws regardless of the Team Foul situation and the fouler is charged with both a Technical and a Personal Foul.

M. DEAD BALL FOUL: The defense has fouled on an out-of-bounds play. Treat the same as 6.1 except that the fouled player is awarded two Free Throws regardless of the penalty situation.

N. STOLEN BY PD OF AN RPG & FB: Draw a FAC RPG to see who committed the turnover. Credit the steal to his PD and draw another FAC to resolve the FB on the 'A' column (regardless of the Fastbreak Determination Tables) by consulting its FOUL # section.

O. DESPERATION HEAVE: A three-pointer is thrown in from beyond half court by any RPG player at the buzzer, but only if drawn as the last FAC of the period from the FAC pile (not the Dead Ball Deck). This occurs automatically in addition to and regardless of the other use for which the last FAC was drawn if the opposing team lost possession of the ball on the last FAC to either a Jump To or PRESS result.

15. "PRESS" FAC ITEMS

A. DEFENSE FOUL: Same as 9D.

B. INTENTIONAL FOUL: Treat the same as a Defense Foul except that the offense is awarded two Free Throws and possession of the ball out-of-bounds.

C. PASS TO CHOICE #: Treat the same as 13C.

D. PASS TO "POSITION #": Same as 13A.

E. PASS TO CHOICE WHO SCORES: The offensive coach may award an automatic field goal to the player of his choice and an assist to the non-shooter with the highest ASSIST RATE.

F. CONSULT Z: Identical to ACTION "Consult Z" result (9C). However, after drawing and resolving the Z READING normally, draw five more FAC from the DEAD BALL pile and check their Z READING sections to see if any of the defenders must undergo Mandatory Rest. All extra Z READINGS, other than Mandatory Rest for defenders, are ignored. The offensive coach may choose to ignore any Mandatory Rest result caused by these extra draws if they would allow another player undergoing Mandatory Rest to return to play (14A).

G. TURNOVERS (D OB): "Ball Not Put in Play in Time", "Traveling", "Line Violation", "Double Dribble", "Ball Thrown Away" result in the defense receiving the ball out-of-bounds and being able to return the ball with an ACTION/PRESS FAC. Charge the turnover to the player at the listed position.

H. OFFENSIVE FOUL: Same as 9F.

I. JUMP BALL: See 11.

J. DEAD BALL FOUL: Same as 14M.

K. TRAP: This reduces the offensive possession by one allowable Advance.

16. TEAM INDEXES

Each team has a card listing its Fast Break Offense and Defense letter ratings as well as its "Home Court" and "Road" numerical Index Points. Index Points rate a team's ability to win at home or on the road. A team can spend Index Points for certain advantages until it has none remaining. However, a team can never use more than one-fourth of its Index Points (fractions rounded up) in the same period. In addition, these points can only be traded for different results when specific situations occur. They also must be declared and used before the next FAC is drawn. Consequently, the coach spending an Index Point will not necessarily know which player's foul (16C) he is voiding. Index Points can never change the result of more than the most recent card drawn.

Rather than both teams having Index Points, the smaller amount is subtracted from the larger amount, leaving only the higher rated team with Index Points to start play. Regardless of the rating of each team, the maximum Index Points allowed in a game is 12 (although Technicals [14D] can restore used Index Points).

EXAMPLE: A team with a Home Index of -1 playing a team with a Visitor Index of -3 would start the game with the difference of two Index Points. If the Home Team had one Index Point and the Visitor had a rating of -3, the Home Team would begin play with four Index Points.

A. STEAL OF BALL: Any DEFENSE FOUL result on an ACTION, ADVANCE, or PRESS result can be changed to a steal for the previous fouler at a cost of two Index Points. Alternatively, any Steal can be changed to a Defense Foul by the previous stealer.

B. REBOUND TO HIGH: Any REBOUND going to the other team's highest rated rebounder at the cited position can be changed to the player at that same position on the other team for a cost of one Index Point. Only Rebound results calling for the highest rated rebounder can be changed in this manner. If the FAC called for the rebound to go to the highest rated rebounding defender, the team overturning that result must give the rebound to its highest rated rebounder. Similarly, if the FAC called for the rebound to go to the best rebounder at PF, the other team must give the rebound to his PF in overturning the result.

C. FOULS: Any foul can be ignored at a cost of one Index Point. If the foul occurred during a shot attempt, resolve the rebound or field goal normally. If it occurred during a rebound, draw another FAC to resolve the rebound. If it occurred during an ACTION, ADVANCE, FB or PRESS, the Ballhandler is considered to have the ball in the frontcourt but is too closely guarded to shoot and must ADVANCE the ball unless the voided foul occurs during a Fast Break "Fouled While Shooting". In that case, another FAC is drawn to resolve the shot normally. If out of ADVANCE options, the ball is awarded to the defense on a 24-Second Violation.

D. IGNORING FORCED REST: A team can ignore a "Z result" calling for Mandatory Rest of one of its players at a cost of one Index Point but only during a Timeout. The Ballhandler is in the frontcourt but must Advance the ball on the next FAC.

17. CONVERSION

17.1 SHOOTING: To convert player cards from prior years to the new system, change their FIELD GOAL, THREE POINT, and FREE THROW ratings from Base 8 to Base 10 by using the following Base 8: Base 10 Conversion Table:

11:1	12:3	13:5	14:6	15:8	16:9	17:11
18:13	21:14	22:16	23:17	24:19	25:20	26:22
27:23	28:25	31:27	32:28	33:30	34:31	35:33
36:34	37:36	38:38	41:39	42:41	43:42	44:44
45:45	46:47	47:48	48:50	51:52	52:53	53:55
54:56	55:58	56:59	57:61	58:63	61:64	62:66
63:67	64:69	65:70	66:72	67:73	68:75	71:77
72:78	73:80	74:81	75:83	76:84	77:86	78:88
81:89	82:91	83:92	84:94	85:95	86:97	87:98

17.2 ASSISTS: Use the following conversion chart:

36:A1	41:A2	43:A3	45:A4	47:A5	51:A6
53:A7	56:A8	58:A9	61:A10	63:A11	65:A12
67:A13	71:A14	72:A15	74:A16	75:A17	76:A18

17.3 FOUL RANGE: Multiply each player's Foul Range by 1.56 and renumber so that they do not overlap.

17.4 DEFENSE RATE: The calculation for DEFENSE RATES has changed from that used in prior editions. However, those wishing to maintain the same relative Defense ratings used on the old cards may use the following conversion chart:

M6:-10	M5:-9	M4:-8	M3:-7	M2:-6	M1:-5	0:-4
P1:-3	P2:-2	P3:-1	P4	P5		

17.5 THREE-POINTERS: The Three-Point shot was not introduced until the 1979-80 season. When playing a pre-1979 team against a post-1979 team, the Three-Point shot is not allowed. However, players with a Three-Point rating may elect to use it instead of their normal FIELD GOAL rating for a long two-point shot if the PASS # would have given them a Three-Point shot in a modern era game. Like the modern three-pointer, it cannot be blocked or affected by the PD. It can be assisted. The only dif-

ference is that it counts for two points instead of three and a trailing player does not triple his THREE POINT rating in the final 2:00 (4.6).

17.6 DIFFERENT ERA COMPARISONS: Blocks and Steals statistics were not kept before the 1973-74 season. Team defensive field goal percentages were not kept before the 1970-71 season. This complicates the already highly subjective task of comparing the defensive talent of teams and players from different eras. As the sport has evolved, so too have player ratings. The older teams will tend to rebound better than the modern era simply because shooting percentages were lower and consequently there were more rebounds to be had. This unrealistic rebounding edge should be somewhat offset by their lower shooting percentages and correspondingly higher defense ratings. However, there can be little doubt that modern-day players are superior to the earlier NBA stars. Indeed, in the era of Mikan the game was barely recognizable as the sport it has evolved into today. It was not until the advent of the 24-second clock in the 54-55 season that the game began to blossom. Refinements to the foul rules and other more recent improvements such as the three-point shot have made comparisons of stars of different eras more difficult than in more traditional sports such as baseball where the statistical purity of the game has always been preserved, even as some would say, at the expense of its entertainment value. Early pro basketball history is not a glorious past. Competitive balance was very poor; leading to a tainted, but storied Celtics dynasty unsurpassed in any sport. In the 56-57 season for example, the entire Eastern Division finished ahead of the entire Western Division, making the final round of the playoffs more of an afterthought than a climax. Major reworking of the foul rules were only slowly forthcoming to free the game from a plague of deliberate fouls.

All of this is a reminder that any player's statistics are not necessarily a true indication of how he will fare when playing with different teammates - let alone against players of a different era. Draft fantasy leagues which put players on fantasy teams are engaging in educated conjecture. A player with great defensive skills on one team may be judged merely so-so in a different defensive scheme. Likewise, it should go without saying that offensive statistics will vary greatly based on such factors as Minutes Played when his team circumstances change. There is only one ball in basketball. Placing the five greatest scorers of all time on the same team will not necessarily result in the greatest scoring team of all time. That elusive something which makes up "team chemistry" defies quantification.

SAMPLE GAME

In the following commentary, each time a FAC is drawn it will be identified by a "•" and the RPG # of that FAC. Only the section of the FAC referred to for the play in progress will be shown. See the illustration at the top of the next page.

- RPG 5 **JUMP TO** +3 SF

The game starts with a Center Jump between the two best rebounders: Ewing and Grant. Ewing's REBOUND rating is six higher than Grant's, so the Knicks (who are the home team) will control the tap unless the JUMP TO result is +7 or higher. Since the result is only "+3", Charles Smith, the Knicks SF, controls the tap. The game is underway. Record the initial Jump Ball for the Home Team at the bottom right of the score-sheet. Smith must draw an ACTION FAC to bring the ball upcourt.

- RPG 14 **ACTION** Pass to PF #4

Smith passes to Oakley underneath. Because Oakley's ATTEMPTS rating is > the Pass # of 4, Oakley must shoot. His FIELD GOAL rating of 51 is reduced by the DEFENSE RATE of his PD (Grant's 8). He will score on a SHOT # of 43 or less.

- RPG 104 **SHOT #** 4. Blocked by PD with B3 or higher.

The Shot Number of 4 is well within Oakley's FIELD GOAL Range. Normally this would be a bucket for Oakley. However, there is a possible Block of the shot by Oakley's PD. Sure enough, Grant has a BLOCK rating of B3 so the shot is blocked. Record a FG attempt for Oakley, a Block for Grant, and check the next FAC to see what happens to the ball.

<p>New York Knicks 1992-93 Glen (Doc) Rivers Marquette 10 Yrs 6' 4" 185 Lbs Guard in 77 Games Injury Rate is 1</p> <p>FIELD GOAL: 48 ATTEMPTS: 6(2) THREE POINT: 32 FREE THROW: 82</p> <p>REBOUND: 10 FOUL RANGE: 38-45 FOUL DRAWING: 8.5 BLOCK RATE: B0 ASSIST RATE: A13 STEAL RATE: S7</p> <p>DEFENSE RATE: MINUS 7</p> <p>Copyright 1993 by The Avalon Hill Game Company</p>	<p>New York Knicks 1992-93 Charles Oakley Virginia Union 8 Yrs 6' 9" 245 Lbs Forward in 82 Games Injury Rate is 0</p> <p>FIELD GOAL: 51 ATTEMPTS: 5 THREE POINT: 72</p> <p>REBOUND: 32 FOUL RANGE: 56-64 FOUL DRAWING: 7.8 BLOCK RATE: B1 ASSIST RATE: A3 STEAL RATE: S4</p> <p>DEFENSE RATE: MINUS 8</p> <p>Copyright 1993 by The Avalon Hill Game Company</p>	<p>New York Knicks 1992-93 Patrick Ewing Georgetown 8 Yrs 7' 0" 240 Lbs Center in 81 Games Injury Rate is 1</p> <p>FIELD GOAL: 50 ATTEMPTS: 19(1) THREE POINT: 14 FREE THROW: 72</p> <p>REBOUND: 33 FOUL RANGE: 1-7 FOUL DRAWING: 18.5 BLOCK RATE: B5 ASSIST RATE: A3 STEAL RATE: S2</p> <p>DEFENSE RATE: MINUS 9</p> <p>Copyright 1993 by The Avalon Hill Game Company</p>	<p>New York Knicks 1992-93 Charles Smith Pittsburgh 8 Yrs 6' 10" 244 Lbs Center Forward in 81 Games Injury Rate is 1</p> <p>FIELD GOAL: 47 ATTEMPTS: 9 THREE POINT: 78</p> <p>REBOUND: 20 FOUL RANGE: 15-23 FOUL DRAWING: 16.8 BLOCK RATE: B4 ASSIST RATE: A4 STEAL RATE: S2</p> <p>DEFENSE RATE: MINUS 3</p> <p>Copyright 1993 by The Avalon Hill Game Company</p>	<p>New York Knicks 1992-93 John Starks Oklahoma State 4 Yrs 6' 5" 185 Lbs Guard in 80 Games Injury Rate is 1</p> <p>FIELD GOAL: 47 ATTEMPTS: 15(4) THREE POINT: 32 FREE THROW: 80</p> <p>REBOUND: 8 FOUL RANGE: 8-14 FOUL DRAWING: 13.3 BLOCK RATE: B0 ASSIST RATE: A10 STEAL RATE: S4</p> <p>DEFENSE RATE: MINUS 9</p> <p>Copyright 1993 by The Avalon Hill Game Company</p>
00-1 10d SG	08-19 8d PF	09-1 4d C	01-2 14d SF	02-1 9d PG
SG RPG 81-100	PF RPG 61-80	C RPG 41-60	SF RPG 21-40	PG RPG 1-20
<p>Chicago Bulls 1992-93 B. J. Armstrong Iowa 4 Yrs 6' 2" 180 Lbs Guard in 82 Games Injury Rate is 0</p> <p>FIELD GOAL: 51 ATTEMPTS: 10(2) THREE POINT: 45 FREE THROW: 86</p> <p>REBOUND: 6 FOUL RANGE: 16-20 FOUL DRAWING: 6.0 BLOCK RATE: B0 ASSIST RATE: A8 STEAL RATE: S3</p> <p>DEFENSE RATE: MINUS 1</p> <p>Copyright 1993 by The Avalon Hill Game Company</p>	<p>Chicago Bulls 1992-93 Horace Grant Clemson 6 Yrs 6' 10" 220 Lbs Forward in 77 Games Injury Rate is 1</p> <p>FIELD GOAL: 51 ATTEMPTS: 11(1) THREE POINT: 20 FREE THROW: 62</p> <p>REBOUND: 27 FOUL RANGE: 10-15 FOUL DRAWING: 10.2 BLOCK RATE: B3 ASSIST RATE: A4 STEAL RATE: S3</p> <p>DEFENSE RATE: MINUS 9</p> <p>Copyright 1993 by The Avalon Hill Game Company</p>	<p>Chicago Bulls 1992-93 Bill Cartwright San Francisco 14 Yrs 7' 1" 245 Lbs Center in 63 Games Injury Rate is 4</p> <p>FIELD GOAL: 41 ATTEMPTS: 5 THREE POINT: 74</p> <p>REBOUND: 19 FOUL RANGE: 33-40 FOUL DRAWING: 7.8 BLOCK RATE: B1 ASSIST RATE: A4 STEAL RATE: S2</p> <p>DEFENSE RATE: MINUS 5</p> <p>Copyright 1993 by The Avalon Hill Game Company</p>	<p>Chicago Bulls 1992-93 Scottie Pippen Central Arkansas 6 Yrs 6' 7" 210 Lbs Guard Forward in 81 Games Injury Rate is 1</p> <p>FIELD GOAL: 49 ATTEMPTS: 16(1) THREE POINT: 24 FREE THROW: 66</p> <p>REBOUND: 20 FOUL RANGE: 5-9 FOUL DRAWING: 11.2 BLOCK RATE: B2 ASSIST RATE: A10 STEAL RATE: S6</p> <p>DEFENSE RATE: MINUS 10</p> <p>Copyright 1993 by The Avalon Hill Game Company</p>	<p>Chicago Bulls 1992-93 Michael Jordan North Carolina 9 Yrs 6' 6" 198 Lbs Guard in 78 Games Injury Rate is 1</p> <p>FIELD GOAL: 51 ATTEMPTS: 26(3) THREE POINT: 35 FREE THROW: 84</p> <p>REBOUND: 17 FOUL RANGE: 1-4 FOUL DRAWING: 18.5 BLOCK RATE: B2 ASSIST RATE: A8 STEAL RATE: S7</p> <p>DEFENSE RATE: MINUS 10</p> <p>Copyright 1993 by The Avalon Hill Game Company</p>
00-1 10d SG	08-19 8d PF	09-1 4d C	01-2 14d SF	02-1 9d PG
SG RPG 81-100	PF RPG 61-80	C RPG 41-60	SF RPG 21-40	PG RPG 1-20

New York Knicks
1992-1993 Season
Pat Riley
OFFENSE
D
DEFENSE
A
HOME COURT
37-4 9 Index
ROAD
23-18 2 Index
Stats Pro Basketball Game
Copyright 1993 by The Avalon Hill Game Company

Chicago Bulls
1992-1993 Season
Phil Jackson
OFFENSE
B
DEFENSE
B
HOME COURT
31-10 8 Index
ROAD
26-15 3 Index
ATL 3-0, CLE 4-0, NY 4-2, PHX 4-2
Stats Pro Basketball Game
Copyright 1993 by The Avalon Hill Game Company

HOME TEAM (RPG 1-100)

VISITOR TEAM (RPG 101-200)

- RPG 158 **BLOCK** Offense SG

Doc Rivers has recovered the blocked shot. Credit him with an offensive rebound. He may shoot or ADVANCE the ball. He opts to shoot. His FIELD GOAL rating of 48 is reduced by 1 for Armstrong's DEFENSE RATE.

- RPG 141 **SHOT #** 41

The SHOT # is within Rivers' modified FIELD GOAL range. Credit Rivers with a Field Goal. Give the Knicks two points. The Bulls must now bring the ball upcourt, trailing 0-2.

- RPG 103 **ACTION** Pass to PG #26 3/6

Jordan brings the ball upcourt. The Pass and Assist Numbers are both within his ATTEMPTS and ASSIST ratings of 26 and 8 respectively so he can either shoot or ADVANCE the ball for an Assist opportunity. He chooses to ADVANCE.

- RPG 47 **ADVANCE** Pass to C #8 3/12

The pass goes to Cartwright for an Open Shot. Even though Cartwright's ATTEMPTS rating is only 5, he still shoots because Jordan has set him up for an Open Shot. His FIELD GOAL rating of 41 is increased by ten to 51. Ewing's DEFENSE RATE is ignored.

- RPG 144 **SHOT #** 44. Blocked by PD with B4 or higher.

The shot is good because it falls within Cartwright's expanded Field Goal range of 51. The block by Ewing is ignored because Open Shots cannot be blocked (4.4). Credit Cartwright with a Field Goal, Jordan with an assist, and the Bulls with two points. The Knicks return the ball upcourt, tied 2-2.

- RPG 145 **ACTION** Pass to PG #37

Starks is the ballhandler but because his Attempts rating of 15 is less than the Pass # of 37 he must ADVANCE the ball.

- RPG 38 **ADVANCE** Pass to PF #7 3/10

The ball is thrown into Oakley, but because his ATTEMPTS rating of 5 is less than the Pass # of 7 he must ADVANCE the ball. His ASSIST rate of 3 is insufficient to try for an assist with this ADVANCE.

- RPG 123 **ADVANCE** Pass to PG #32 3/10

Oakley kicks the ball back out to Starks. The Knicks, having passed the ball three times, are now running out of time and must shoot even though the Pass # of 32 is still beyond Stark's ATTEMPTS rating. Normally, this would require that Starks put up a Forced Shot on the next FAC. However, because Starks has qualified for a possible assist, he is allowed to ADVANCE the ball one more time (13A).

- RPG 153 **ADVANCE** Pass to Choice #27

Starks would like to pass the ball to Oakley who has the highest shooting percentage for an Open Shot, but he must pass the ball to a player with an ATTEMPTS rating greater than or equal to the Pass #27. Since no Knick has that high an ATTEMPTS rating, he must (13C) pass it to the Knick with the highest ATTEMPTS rating. Ewing takes the Open Shot with a modified FIELD GOAL rating of 60 after adding ten for the Open Shot.

- RPG 197 **SHOT #** 97.

Despite the Open Shot, Ewing misses. Record a field goal attempt for Ewing and check for the rebound.

- RPG 20 **REBOUND** Highest PF; Add +1 to Defense #2 3/3

Oakley gets the offensive rebound. After deducting Grant's DEFENSE RATE of 9, Oakley shoots with a Field Goal range of 42. Credit Oakley with a rebound and a Field Goal attempt.

- RPG 51 **SHOT #** 51

Oakley misses the tip, but at least he draws iron and resets the 24 Second Clock. Now there is a new battle for the rebound.

- RPG 95 **REBOUND** Defense C FB

Cartwright gets the rebound and starts a Bulls Fast Break (10A) by drawing the next FAC. Credit him with a defensive rebound.

- RPG 16 **FOUL #** 16 or FD1

Cross-indexing the Bulls B offense with the Knicks A defense results in using the C Column of the Fast Break Chart. This results in a basket for Pippen and an assist for Cartwright as the "originator of the Fast Break". Bulls lead 4-2.

- RPG 181 **ACTION** Fouled in Act of Shooting

The Knicks have brought the ball back upcourt and drawn a foul during the shot (9E). To see who fouled who, draw another FAC.

- RPG 152 **FOUL #** 52 or FD3

52 is not within the FOUL RANGE of any Bulls starter. Since there was no previous known ballhandler (6.1), the foul cannot be charged to his PD. Therefore, another FAC must be drawn to determine who drew the Foul.

- RPG 10 **FOUL #** 10 or FD1

"FD1" indicates the Knick with the highest Foul Drawing Number drew the foul from his PD. We now know Ewing took the shot and was fouled by Cartwright. Resolve Ewing's shot after deducting Cartwright's DEFENSE RATE of 5 from Ewing's FIELD GOAL rate of 50.

- RPG 13 **SHOT #** 13. Fouled by PF if shooter's FD# > 4.

The shot # of 13 is well within Ewing's modified Field Goal range of 45 so the shot is good. The conditional foul by the PF is ignored since we've already established that Cartwright fouled him first. Credit Ewing with a field goal and charge Cartwright with his first Personal and the Bulls with their first Team Foul. Ewing now draws a FAC from the Dead Ball Deck to resolve his Foul Shot.

- RPG 171 **SHOT #** 71

Ewing completes his three-point play by drawing less than his FREE THROW range of 72. The Knicks now lead 5-4. Credit Ewing with a made foul shot.

- RPG 164 **ACTION** Traveling - D OB. Turnover RPG

The Bulls bring the ball upcourt and are called for traveling before they can get a shot off. To determine who committed the turnover, another FAC is drawn to check the RPG. RPG # 69 is drawn indicating that Grant committed the turnover.

- RPG 173 **ACTION** Defensive Foul

The Knicks return the ball upcourt and are fouled before taking a shot. The next FAC is consulted to see who committed the foul (6.1).

- RPG 4 **FOUL #** 4 or FD1

Since 4 is within the FOUL RANGE of Jordan, he is charged with his first Personal Foul and the team's second Team Foul. The Bulls are not in the Penalty Situation, however, so no fouls are shot and the Knicks again take the ball out of bounds with a fresh 24 Second Clock.

- RPG 121 **ADVANCE** Pass to SF #31

Charles Smith has the ball but is unable to shoot because his ATTEMPTS rating of 9 is less than the Pass # 31, so he must ADVANCE the ball.

- RPG 56 **ADVANCE** Pass to PF #10 11

Oakley becomes the ballhandler but he too is unable to shoot and must ADVANCE the ball. Normally a team is allowed only two ADVANCES (plus an ACTION) per possession, but since the Knicks got a fresh 24 Second Clock (13D) with the ball already in the front court they may ADVANCE the ball again.

- RPG 126 **ADVANCE** Pass to Choice #21

The ball goes into Ewing who must attempt a Forced Shot because the Knicks are out of ADVANCE options. Ewing's shot is reduced by two for the Forced Shot (Pass #21 - ATTEMPTS of 19) and another minus five for Cartwright's DEFENSE RATE giving him a FIELD GOAL range of 43.

- RPG 43 **SHOT #** 43. Fouled by PG if shooter's FD# > 10.

The Knicks hit the jackpot! Not only is Ewing's shot good, but he has also drawn the second foul on Jordan. Record the third Team Foul against the Bulls, the second Personal Foul against Michael, and draw another FAC from the Dead Ball Deck to resolve the Foul Shot.

- RPG 128 **SHOT #** 28

Ewing has completed another three-point play by drawing less than his FREE THROW rating of 72. Knicks lead 8-4. The Bulls draw another FAC to bring the ball upcourt.

- RPG 193 **ACTION** Consult Z

Something unusual has happened as the Bulls bring the ball to the front court. Another FAC must be drawn to determine what has happened.

- RPG 97 **Z READING** Visitor PG must rest.

Jordan needs a rest. Rather than risk leaving him in the game until the next Dead Ball situation, Chicago calls a 20 Second timeout and replaces him with John Paxson. The Bulls also decide to Double Team (5.5) Ewing with Horace Grant.

- RPG 7 **ADVANCE** Pass to SF #2

Pippen becomes the ballhandler and must shoot with his Field Goal range of 49 minus 3 for Smith's DEFENSE RATE.

- RPG 86 **SHOT #** 86

The Shot Number 86 is not within Pippen's modified Field Goal range. Charge him with a Field Goal Attempt and check for the rebound.

- RPG 183 **REBOUND** Highest SF; #5 16

Smith wrestles the rebound away from Pippen because the defender always wins ties when both rebounders have the same rating (10C). The Knicks bring the ball back upcourt.

- RPG 11 **ACTION** Pass to PG #3

Starks is going to try a Three-Pointer (4.6) since the Pass # (3) is less than his Three-Point Attempts rating (4). There is no modification to the shot for a Three-Pointer.

- RPG 31 **SHOT #** 31.

The shot is good because the Shot # (31) is less than Stark's THREE POINT rating (32). Record a circled "3" in Stark's scoring summary. The Knicks now lead 11-4.

- RPG 15 **ACTION** Pass to C #4

The Bulls bring the ball upcourt and work it into Cartwright for the shot. The Bull's Center only has a FIELD GOAL range of 32 after deducting 9 for Ewing's DEFENSE RATE, but he must shoot since his ATTEMPTS rating is > the Pass # of 4.

- RPG 33 **SHOT #** 33. Fouled by SG if shooter's FD# > 8.

Cartwright misses and although he screams for a foul, none is called since his FOUL DRAWING rating of 7.8 is not > 8. Charge Cartwright with a Field Goal Attempt and draw another FAC for the rebound.

- RPG 143 **REBOUND** Highest rebounder; #14 15

Credit Ewing with a defensive rebound as the highest rated rebounder on the court. Since the rebound was taken by a defender, the Pass and Assist numbers are ignored (10.C).

- RPG 81 **ACTION** Pass to C #15

The Knicks bring the ball upcourt and get it into Ewing for what would normally be his shot with a Pass # well within his ATTEMPTS rating of 19. However, the Bulls earlier declared their intention to Double Team Ewing whenever he receives a pass so his ATTEMPTS rating has been reduced by five to 14 while the Double Team is in effect. Consequently, he must ADVANCE the ball.

- RPG 164 **ADVANCE** Pass to C #4

Despite the Double Team, the Knicks have got the ball back to Ewing for a shot within his reduced ATTEMPTS range. However, the Double Team has also increased his ASSISTS possibility (by making any pass to Oakley whose PD is Double Teaming Ewing) an Open Shot. So he may choose to shoot with a reduced FIELD GOAL range of 40 (deducting five each for Cartwright's DEFENSE RATE and the effects of the Double Team) or ADVANCE the ball in hopes of an assist. He chooses to pass.

- RPG 129 **ADVANCE** Pass to SG #22

Doc Rivers gets the ball, but with a high Pass # exceeding his ATTEMPTS rating. Nevertheless, the Knicks are out of time and Rivers must put up a Forced Shot. He must deduct 16 for the Forced Shot (the difference between the Pass # of 22 and his ATTEMPTS rating of 6) plus an additional -1 for Armstrong's DEFENSE RATE. His FIELD GOAL range for this shot is only 31.

- RPG 172 **SHOT #** 72.

Rivers misses. Record a Field Goal Attempt for him and check the next FAC for the rebound.

- RPG 170 **REBOUND** Highest C; Add +8 to Defense. #18 19

Ewing grabs the offensive rebound (even after adding 8 to Cartwright's poor rebound rating of 19, he still has six less than Ewing's 33). The Double Team on Ewing has no effect yet because he received the ball as a result of a rebound, rather than a pass. He must shoot. His FIELD GOAL range is reduced by five to 45 for Cartwright's DEFENSE RATE, but there is no further reduction for the Double Team.

- RPG 30 **SHOT #** 30.

The shot is good. Credit Ewing with another field goal and an offensive rebound. The Knicks lead 13-4.

THE GENERAL

Now that you know how to play the game, the next problem is probably who to play. We can help you with that only through your subscription to our bimonthly gaming journal. In *THE GENERAL* you'll not only discover all there is to know about this game, but will also learn about our dozens of other exciting simulation games. Every full-color issue is filled with 64 pages of the best strategy and tactics articles on Avalon Hill and Victory Games. Look at all *THE GENERAL* offers:

ADVERTISING: Our Opponents Wanted column allows you to find the players you crave. Each issue contains dozens of such ads seen by our many readers worldwide. The fastest way to find an opponent for this game, whether it be across the street or across the Atlantic Ocean, is probably in the pages of *THE GENERAL*.

SERIES REPLAYS: Follow the course of an entire game played out move-by-move in our pages—amply illustrated and accompanied by commentary by a recognized expert.

HISTORY: Curious about the events portrayed in the game? *GENERAL* articles are the only way to see inside the heads of our designers to see what parallels they've drawn to real life events.

VARIANTS: Tired of the same old game? Chances are that we've printed numerous variations on this game, as well as many others in the pages of *THE GENERAL*. Many are accompanied by a sheet of die-cut counters—all FREE to subscribers—to enhance your enjoyment. Many of our games have had more scenarios printed in *THE GENERAL* than in the game itself.

QUESTIONS & ANSWERS: In our Question Box column you'll find the only official source of commonly asked questions and answers about Avalon Hill games. Be sure to get the issue featuring this game for answers to any questions that have been generated to date.

PRODUCT REVIEWS: If you're interested in other games, you can check them out in the *READER'S BUYERS GUIDE*. The RBG is a game review compiled by our combined readership—the people who actually play the games—not a self-appointed critic. Realism, complexity, components, play balance and playing time are only a few of the categories rated in the RBG.

WHAT'S HAPPENING: Each issue is your vantage point on the broader spectrum of simulation games as we discuss developments in the hobby. Regional game conventions are listed regularly along with news of interest to Avalon Hill gamers. And, of course, no one hears about the new games from Avalon Hill faster than a subscriber who sees them coming and going with details on upcoming games in our Previews column, full page advertisements when they're ready for release, and feature coverage a year later.

CREDITS

ORIGINAL GAME SYSTEM DESIGN: Jim Barnes

1993 REDESIGN & DEVELOPMENT: Donald Greenwood

GAME GRAPHICS: Jean Baer, Georgia Wilson, Charles Kibler, Dave Dobyski

CAMERA DEPARTMENT: Lou Velenovsky

PRODUCTION COORDINATION: Phyllis Opolko

PRINTING: Monarch Services, Inc.

PLAYTESTING: Randolph L. Townley, Curtis Milbourn, Mark F. Mitchell, John C. Legan, Adam Ulrich, Scott Schul, Brett Dedrick, Lind Pratt, Joe Le Pard, Robert Waters



AVALONCON is the National boardgaming championships for Avalon Hill games. Tournament competition can be grueling and rewarding, but there are also less intense gaming events and demonstration games suitable for every age and skill level. The latest information updates and event details are included in the AVALONCON bulletin, which is sent with every *subscriber* issue of *THE GENERAL* magazine, along with player ratings, championship match reports and details of postal matches played around the world. To find out more, subscribe to *THE GENERAL* or, for a sample bulletin, send a stamped, self-addressed envelope with a request for the latest AVALONCON bulletin.

QUESTIONS

We regret that we cannot answer game questions by phone. However, we will try to answer all reasonable queries by mail *provided you observe the following requests:*

1. All questions must be accompanied by a stamped, self-addressed envelope bearing uncanceled U.S. postage sufficient for first class mail. Foreigners unable to secure U.S. postage may purchase an international Reply Coupon sufficient for return postage from their local Post Office. Questions cannot be returned inside other ordered merchandise—keep your questions separate from orders.
2. Do not ask questions for more than one game. If your letter has to go from one designer to another the chances of it being lost or delayed are greatly increased.
3. Identify the game you are asking about. Do not refer to grid-coordinates. You must provide an illustration of any map situation you refer to.
4. Do not ask questions on design or historical subjects. This type of material is best covered in our magazine: *THE GENERAL*. Purchase of the recommended special issue of the magazine pertaining to this game should prove helpful.
5. Do not ask us to rewrite a rule for you or to explain it in other terms. We do not have the time to write individual essay responses to vague questions, nor can we possibly do so with any better results than the version you currently possess which underwent several carefully prepared drafts. Therefore, please phrase your questions in a YES/NO format and refer to the proper rule numbers when posing a question.
6. Please take the time to see if you can answer your own questions. A rereading of the rules will usually clarify most situations. The vast majority of questions we receive are clearly answered in the rules. When writing to us, pose your questions carefully in a YES/NO format. Many questions are so ambiguously worded that they are impossible to answer precisely.

Send to:

GAME QUESTIONS

4517 Harford Road
Baltimore, MD 21214.



© 1978, 1993

The Avalon Hill Game Company

DIVISION OF MONARCH AVALON, INC

Baltimore, MD • Printed in USA • All Rights Reserved

H 3860 21256-3

9260001 Revised 1993