

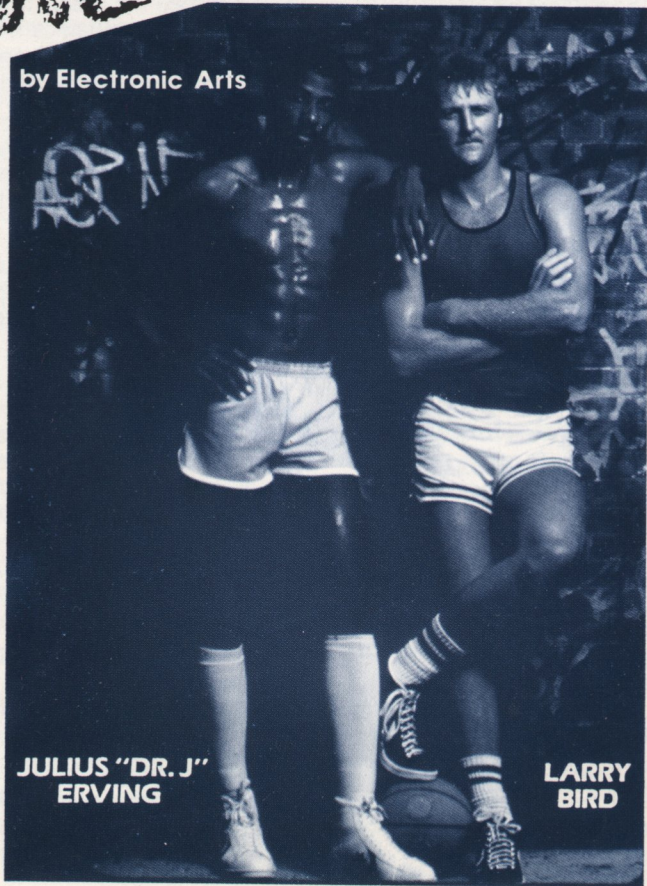
ATARI<sup>®</sup> XE VIDEO  
GAME  
CARTRIDGE

Game Manual

ONE-ON-ONE

BASKETBALL<sup>™</sup>

by Electronic Arts



JULIUS "DR. J."  
ERVING

LARRY  
BIRD

*You're out on a dream court for a hot game of One-on-One. You're 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.*

## System Components

- Atari XE game system console or XE or XL™ computer
- Color TV or color monitor
- One or two joysticks

## Getting Started

1. With your Atari game system turned off, insert the One-on-One Basketball cartridge into the cartridge slot on your console as explained in your owner's manual.
2. Plug a joystick into controller port 1 for one player, and another into controller port 2 for two players.
3. Turn on your TV or monitor, then turn on your console. The One-on-One title screen appears and plays a demonstration game.
4. Press **[Start]** or player 1's joystick button to display the GAME OPTIONS menu. Select your options by following the instructions under **Game Options** in this manual. Select one of the PLAY BALL! options last, then press the joystick button or **[Option]** to start the game.
5. During play, press **[Start]** to redisplay the GAME OPTIONS menu, or press **[Reset]** to redisplay the title screen and watch a demonstration game.
6. During play, press **[Select]** to pause the game; press it again to resume play.



# Jump! Shoot! Score!

## Game Options

With the GAME OPTIONS menu displayed, move player 1's joystick handle forward or back or press **[Select]** to move from line to line; then press the joystick button or **[Option]** to select an option. Move the joystick handle right or left or press **[Select]** to move from option to option on a line. The option currently selected will flash. Press the joystick button or **[Option]** again, then move the joystick handle forward or back or press **[Select]** to move to a new line.

**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 all your other options. Then press the joystick button or **[Option]** again while on this line to start the game.

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

**PLAY MODE** Choose a two-player game, or choose to play against Dr. J or Larry Bird. In

a two-player game, player 1 is Dr. J and player 2 is Larry Bird. In a one-player game, the computer becomes the All-Star named on the menu; you take on the role of the other star.

**SELECT END OF GAME** Choose to play for a set time or to a set score. If you choose a timed game, a TIMED GAME menu appears. Move the joystick handle forward or back to select how long the quarters will be: two, four, six, or eight minutes each. Then press the joystick button to return to the GAME OPTIONS menu.

If you choose to play to a set score, a PLAY TO SET SCORE menu appears. Select either a traditional 21-point game or set your own game score. If you select "PLAY TO XX POINTS," a new screen appears showing a score. Push the joystick handle left to reduce the score or right to increase it. Then press the joystick button to return to the GAME OPTIONS menu.

**POSSESSION** "WINNER'S OUTS" means that the player who just made the basket will take the ball out of bounds. "LOSER'S OUTS" means that the other player will receive the ball.

## Playing the Game

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

During play, press **[Option]** for time outs or slow-motion play. When the **OPTIONS** menu appears, move your joystick handle up or down to select an option, then press the joystick button to resume the game.

**TIME OUT** Only the player in possession of the ball can call time out. A time out lasts several seconds, then game play resumes automatically.

**SLOW MOTION** Select **SLOW MOTION** from the **OPTIONS** menu to slow down game action. To return to normal speed, display the **OPTIONS** menu and select **SLOW MOTION** again.

The scoreboard in the upper left corner of the screen keeps track of both players' scores and fouls, time remaining in the quarter, and what quarter is being played. A timed game ends when the fourth quarter's time runs out. A set score game ends when one of the players earns the set score. The player with the highest score at game's end wins.

## Offense

Press the 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 24-second shot clock (upper right corner of screen) runs out before you shoot, a turnover results.

## Defense

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

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

When the shot is in the air, press the button to go for the rebound. If you get the rebound, you must take the ball out beyond the free-throw line before you can 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 and 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 tire out a player. Dribbling 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 outside 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 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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