

Gameplay Information / Game options

To change game option, hit select switch (score must be 0-0 , otherwise press reset to restart game).

For HORSE, the tens digit in scores will change to “H”. For Around The World, will change to “A”.

Game 1 (default)

One-On-One

To shoot: press and hold button to jump. Release button to shoot. If you do not release button before landing this will result in travelling and change of possession.

--Releasing the button at the top of jump improves probability of making shot.

-- Closer to basket = higher probability of making shot

-- Players can dunk by contacting ball to basket without releasing button. If you are too immediate right or left of goal you can move in the air toward the basket.

Backcourt Rules: Upon rebounding opponent's miss, ball must be taken beyond the 3 point line before you can shoot. This can be disabled by Setting P0 difficulty to A.

Winner's- Outs vs. Loser's Outs (aka Make it- Take it) .

-- default is loser's outs . Setting P1 difficulty to A changes to Winner's Outs.

Steals: Players can steal ball from opponent by moving hands in contact with ball.

-- steal will not always occur . Sometimes nothing will happen and sometimes a foul will occur

Blocks: Players can block opponent's shots by contacting shot while jumping.

--- must be immediately after shot is released , and blocks will not always occur with apparent contact.

Fouls : While attempting to steal , player can commit a foul. After foul, players are reset to starting position. After 3 fouls have been committed, additional fouls will result in one point being added to opponent's score and opponent keeping possession.

Scoring: 2 points or 3 points for baskets. 1 point for being fouled after 3rd time

Game will not end. Players must decide on a score to play to .

Game option 2: HORSE

Doesn't everyone know how horse works?

Players must self-police shots and move to correct positions .

Fouls are disabled in HORSE . so if the wrong player has the ball, the other player just needs to steal ball.

Scoring: First player to earn “E” loses.

Game option 3: Around the World

Not sure if many people played this as kids, but I played it a lot.

--- **This game is self-policing . Players must keep track of their shots and must move to correct positions.**

Rules: Player 0 starts at left three point line position and shoots.

If shot is made, then player moves to position 2. If miss, then player can take a second shot or stay in place and allow next player to begin turn.

If second shot is made, then player moves to next position. If second shot is missed, then player must return to position 1 and start all over .

--- First player to make shots at all 10 positions wins .

Fouls are disabled in Around the World . So if the wrong player has the ball, the other player just needs to steal ball.

Positions (these are suggested positions - players can add or alter positions as desired , as there is no set ending to game):



