BASKETBALL CLASSICS

CLASSICS

Instruction Manual

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NAMO GAMO

This game belongs to:

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Gameplan:

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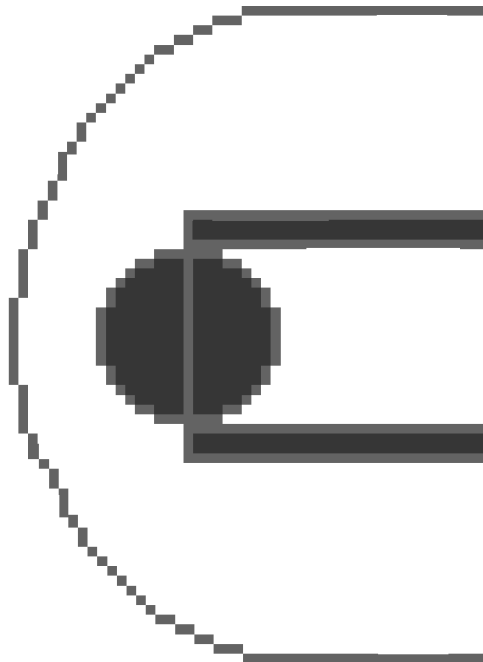
You are the brilliant owner of the world's first 5 on 5, pro basketball game to include:

- Side-scrolling, sweaty arcade action
- Simplified 3-button gameplay
- Decades of rosters with hundreds of teams
- 1000+ players with individualized attributes
- Seamless play calling
- One of a kind dynamic dunking system
- Sensational cut scenes
- 1-Player story mode and season modes
- Unlockable secret teams
- Electric audiences in several arenas

Side-scrolling, arcade action is paired with on-the-fly strategy. 3 button gameplay is easy to pick up, but it is the dynamic play-calling that will elevate you beyond just long bombs and acrobatics.
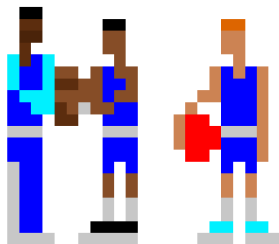
Attribute-rich players make up a vast set of rosters. Dig through decades of teams to find your favorite All-Stars and even unlock mystery teams, like the "Legends", in the immersive story mode.

This manual is filled with tips and tricks. It's your secret weapon. Its power is all you'll need to become the best basketball player in the world!
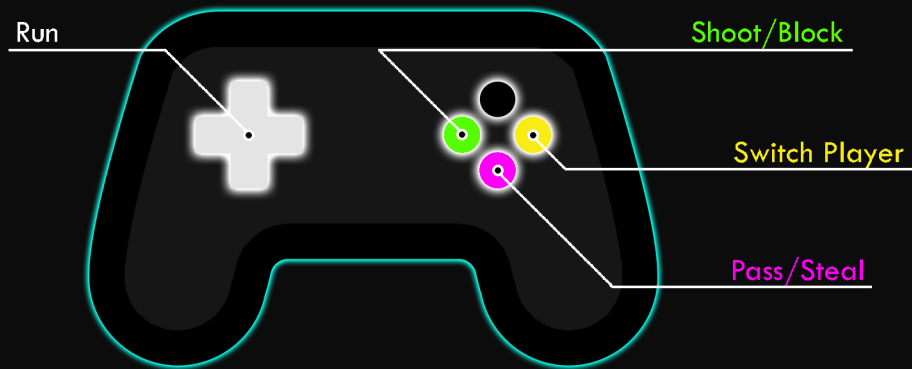
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Since the dawn of mankind, people have been throwing balls into hoops. Basketball is part of our DNA. It's a worldwide pastime played by everyone from babies to grandmas. But you're no baby. You're a genius pro all-star. And it takes someone with serious brain meat to understand each of these topics:
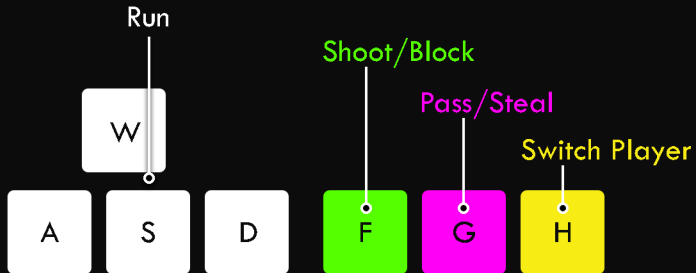
Run

Shoot/Block

Switch Player

Pass/Steal

These controls are typical, default controls, automatically applied to the majority of controllers.
To customize your controls, check out the "CONTROLS" option in the settings menu.

Run

Shoot/Block

Pass/Steal

Switch Player

W		

A	S	D		F	G	H

WASD and **FGH** are the keys automatically assigned on a traditional QWERTY keyboard for Player 1.
Player 2 controls on the keyboard are the arrow keys, along with , . / by default.

By selecting **STORY MODE** from the title menu, you begin a fantastic single player journey. Though your quest may be challenging, you will have the opportunity to unlock various teams on your roster.

THE ROCK OF AGES

Your name is Rook, and you are on a quest to assemble the greatest basketball team of all time. As the story begins, Rook is staring at a basketball, protected behind glass. Right before Rook's eyes, a wise spirit appears. Doc is the spirit, the soul of basketball, and he is here to guide you on your quest.

By spinning the rock of ages, you are transported back in time to play some of the best basketball teams throughout history. Your team begins as the **Scrubs** however, a shadow of what the Legends should be. Players' attributes are all far less than stellar so it will take some skill to beat the past greats.

SELECT YOUR CHALLENGE

In order to transform the **Scrubs** into **Legends,** you'll have to beat each of the legends' teams (*Hint: teams get progressively more difficult as the story progresses. Choose your favorite players to recruit first*). If you lose your match, don't give up! A victory will recruit the legend, and you will see your **Scrubs** converted, piece by piece into the **Legends.**

PG - LA EAST - 1990   A magician with the ball. Passes that fake out even the cameraman.
SG - CHICAGO - 1989   Has the speed and power of a raging bull - on both sides of the court.
SF - BOSTON - 1985   The only thing more golden than his hair is his 3-point shot.
PF - PHILADELPHIA - 1990   This beast can't help himself. He's a mad dog that eats a steady diet of glass.
C - LA EAST - 1977   Don't be decieved by his brains, the crafty captain throws a mean block party.

PHANTOM FIVE

Once you beat all 5 teams, you will unlock the **Legends** team from the STORY roster. This makes them available for **QUICK PLAY**, in both single and multiplayer modes. It is a fantastic accomplishment for sure to assemble such a team of stone cold ballers. But...

did you happen to catch the mysterious hand reaching for the rock of ages during halftime? Looks like your celebration has been cut short by a team of interdimensional beings, bent on dominating your super team. These players have stats that are literally out of this world, and if their shot technique is any indication, its going to be a long and curvy battle to reclaim your ball.

STORY MODE +

You have beaten the Phantom Five! Just think of the parades! The awards!! The commemorative hats!!! You're clearly a gifted player. Well we have a gift for you: a new menu item on the start screen. Story Mode + is an entirely new journey through time. This time, assemble a new team of **Superstars**. Succeed and you'll have a target on your back. Teams will be lining up to challenge you. Win, and they'll all be unlocked.

Basketball Classics gives you the ability to play with hundreds of different teams. Scroll through each of the seasons and try out a whole bunch of teams before you settle in on your favorite. Kick up your feet and get comfortable on the team selection screen for an hour or two and peruse through the 1000+ players along with all of their unique attributes.

When making your choice, remember that team chemistry is critical. Finding the right mix of players for your style of basketball is the key:

If you like to bomb 3 pointers, you may consider Orlando from 2008.

If you want to punish teams at the rim, you may look towards 1985's Houston.

And if you are a cocky son-of-a-gun and want to prove your dominance, I dare you to play with New Orleans, 1977. They bring new meaning to the phrase "one dimensional".

If you somehow are not satisfied with the hundreds of teams available to you, work hard enough in the STORY and SEASON modes and you will unlock some unbelievable power houses.

The best part of basketball is that every player brings a different set of skills to the table. Sure, all players have their own profile picture, different shades of skin, and may rock some rad sneakers, a headband, armband, wristband, and a tattoo or two, but looks can be deceiving. What really counts are their skills. Players' ratings in each of these categories drastically change how they perform on the court.

DEF: Defensive Running Speed
Speed while opposing team possesses the ball.

OFF: Offensive Running Speed
Speed while own team possesses the ball.

STG: Shooting
Player shooting accuracy. Factors into shot score.

PAS: Passing
Partially determines if a pass will be picked off.

STL: Stealing
Increases the probability that a swipe results in a steal.
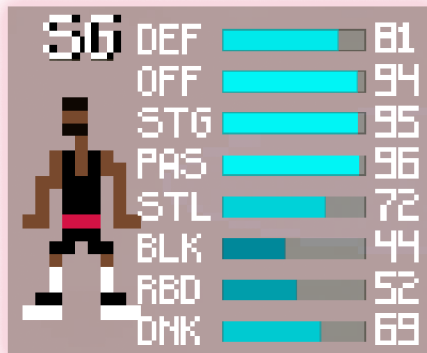
BLK: Blocking
Ability to block. Affects both shots and dunks.

RBD: Rebounding
Speed Boost after a missed shot.

DNK: Dunking Power
Adds moves for manuevering and speed on chasedown.

DEF	81
OFF	94
STG	95
PAS	96
STL	72
BLK	44
RBD	52
DNK	69

CPU Difficulty

When playing a quick match, you can choose the difficulty of your computer controlled opponents. Lower difficulties will alter AI reaction/response/recovery time, lower stats, and wreck their shot release.

Rookie   :   For those who eat mild salsa and use padded toilet seats.

Pro   :   zzzzzzzzzz- sorry, did you say something?

All-Star :   Shoot for the moon, land amongst the stars. Shoot for the stars, land amongst... whatever.

Legend   :   Teddy Roosevelt wrote this about you- "Credit belongs to the man actually in the arena, whose face is marred by dust and sweat and blood." Skamps for your bravery.

Quarter Length

Choose from 1, 2, 3, 5, 8 or 12 minute quarters for your match. Time moves quickly, so 1" in game = 0.3" in reality. Therefore you could complete a match with 3 minute quarters in well under 10 real minutes.

Arenas

Try using the different arenas in this game. Each unique arena is alive with activity, including the really retro ones. Luckily, you'll find some familiar characters on the sidelines, like the coach and your team bench.
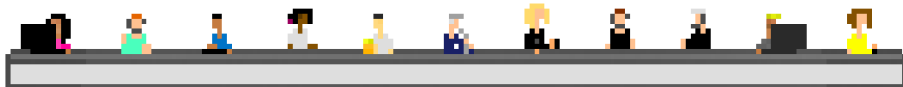
This guy in the handsome suit must have just finished with a visit to the bank (where else do you get a lime green sucker like that?). He is here to get you ready for the match. This is a great opportunity to learn all of the basic functions of the game. If you are playing a 2 player game, then both of you will appear on the same half court. Whether you are playing alone or against a local opponent, it is smart to get loosened up before the tip-off.

After coach waxes sentimental, he will walk you through each of the following functions (in this order):

1) Shooting   4) Blocking
2) Passing   5) Stealing
3) Switching Pass Target   6) Switching Defender

Starting the Match
This warmup is optional. If you prefer to start the game right away, then simply walk up to the referee and tell him you're ready to start. Feel free to do this at any time and get going without any further ado.

Alright gentlemen. Are we ready?   No   Yes

Statistics show that the team who dominates the jump ball at the start of a game will always feel like winners, regardless of the final score.

Winning a jump is simple. All you have to do is tap the jump button (shoot/block) faster than your opponent. There is no advantage given to either player, regardless of a players attributes.

One small note: the CPU's speed at the jump ball is determined by their selected difficulty. So if you choose **Legend**, I suggest you find a jackhammer if you expect to mash that button fast enough to win the tipoff.

Court Layout

P1 Profile Picture

DEF SPD 39
STEAL 42
BLOCK 37
REBOUND 37

SF Houston

SG Bost

Defensive Player Attributes

SF 34

Announcer Text

SF

Quarter and Time Clock

SF

Scoreboard

HOU 25 BO
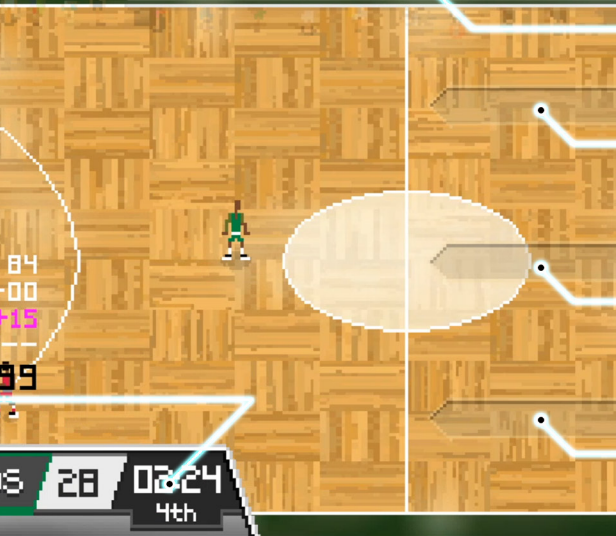
P2 Profile Picture

Offensive Player Attributes

Play Selection Lane
ISOLATION

Play Selection Lane
PICK N' ROLL

Play Selection Lane
OFF—BALL PICK

on for 3

64 OFF SPD
61 PASS
99 SHOOT
52 DUNK
SG Boston

84
00
+15

99

28 03:24
4th

Every player brings to the court a particular set of skills. Some more than others. These icons are to help you recognize these strengths at a glance.

Notice the **PG** on the right? The symbolizes his ability to knock down shots. He has wisely targeted the **SG** who is making a run for the hoop. With all three offensive symbols next to his title, you know he is capable of doing serious damage.

Here is your secret guide to these hieroglyphics of hoopology:

Offensive Symbols

If **Offensive Speed "OFF"**
attribute is **70** or above

If **Shooting "STG"**
attribute is **70** or above

If **Dunking "DNK"**
attribute is **70** or above

Defensive Symbols

If **Defensive Speed "DEF"**
attribute is **70** or above

If **Stealing "STL"**
attribute is **70** or above

If **Blocking "BLK"**
attribute is **70** or above

There is nothing more fundamental to basketball than the jump shot. Sure it seems simple, but it's a fool that thinks they can chuck up any old shot, anywhere on the court, at any time during a game. There are some factors to consider, such as:

Distance from the basket
Shooter's STG stat
Defender's proximity to shooter
Timing of the release

Notice that every shot taken on the court is accompanied by two things. The shot timing bar (as featured in the left image), and the shot score. The shot timing bar is to help you time your release at the top of the jump. The shot score shows up after a shot is taken and represents the % probability that a shot is successful.

Offensive Score (distance + STG + release)
- **Defensive Score** (proximity of defenders)
Final Shot Score (+15 if perfect release)

No one can dribble faster than a pass. It's physics, people. So find the open man and throw him the rock! But like always, there are certain elements that make some passes better than others. You should consider:

Passer's PAS stat
Distance of the pass
Defenders' STL stat

Here's a look under the hood: when a pass is thrown through a defender, the computer makes a simple calculation to decide if it will be PICKED OFF or not. When the ball is thrown through multiple defenders, the chances of an interception increase dramatically. Finding the open passing lane is key.

Switching Players

With 3-button gameplay, choosing your passing target or defender is simple. By pressing the switch button on offense, you will change the intended target of your pass. When on defense, the switch button simply changes the player you are controlling.
Note: the passing target will intuitively change to the closest player you are pointed towards unless the switch button is used.

WARNING: If you do not want to win a championship, then DO NOT READ this section. Because, well... defense wins championships.

STEALING

There are two ways to steal - intercept a pass, or swipe at the ball handler. In order to intercept a pass, all you have to do is get in the way of the ball (see PASSING for more details). To pick their pocket, you'll need to consider:

Distance from ball handler (closer the better)
Defender's STL stat
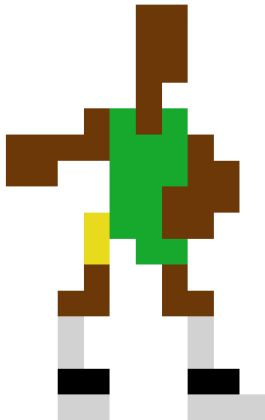## Ball Handler's PAS stat (ball handling ability)

BLOCKING

Jump towards the shooter to stifle their shot. Success is based on:

Defender's distance from shooter (closer the better)
Defender's BLK stat
Timing of block (try to jump in sync with shot)
## Shooter's STG stat

In order to initiate the dunk sequence, just jump towards the basket when you have the ball. If a defender stands between you and the hoop, they will appear for a chance to block. Otherwise, only the dunker will show up in the scene. The objective is to outmaneuver the defender.

Both players are given a set amount of moves based on the dunker's DNK stat and the defender's BLK stat. Using hangtime not common to the human species, move up, down, left and right. You can rise up, double down, and spin around.

You DO NOT need to end with the ball raised to the hoop. Just make sure you don't end on the same level as the blocker, or you might learn the meaning of the word "posterized".

TOP

MIDDLE

BOTTOM

C Brooklyn
BLK: 61
Moves: 6

VS

C Houston
DNK: 99
Moves: 7

BLOCK

TRICK
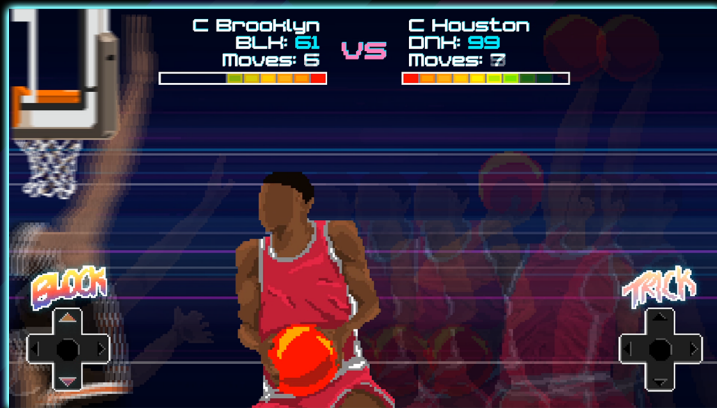
You've stolen the ball at the top of the key, you look down court and see that nothing stands in the way of you and that hoop. Now's your chance to put on a show. Hold your own little dunk contest for all the fans to see. But wait... why do you feel a sudden rush? Some terrible force is careening behind you like a cheetah to its prey. What do you do!?

Don't panic! You've found yourself in a Chasedown Dunk. **Tap the jump button** as fast as you possibly can. Whether you are the dunk-er or the dunk-ee, button mashing will speed up your advance to the basket. The rate that you speed up is based on the dunker's DNK stat and the defender's BLK stat. Then pray that you don't become the victim of some speedy blocker. The celebration dance alone may be too much to bare.

Getting the ball down the court can be a challenge, especially if you are facing a super active defender. After a shot is made, or the ball goes out of bounds, the opposite team will pass it in. At this point, you will control the players without the ball, trying to find an open space. Press the pass button once you're ready, and the ball will be inbounded.

PICKING A PLAY

Setting up a half-court offensive scheme is easy. Simply stay within the play lane (as depicted below) until it fills up to select the play you'd like run. Your team will automatically jump to their positions and await your orders. Note that selecting a play is not required. Often times, the best strategy is to forgo any play calling.

While each play is run in drastically different fashion, each play is initiated the same way. By tapping the pass button, the play will begin.

When no play is selected, your team may still automatically set screens and work to get open while you are dribbling around. Keep in mind, the best coaches use timeouts. Try running a play straight from a timeout.
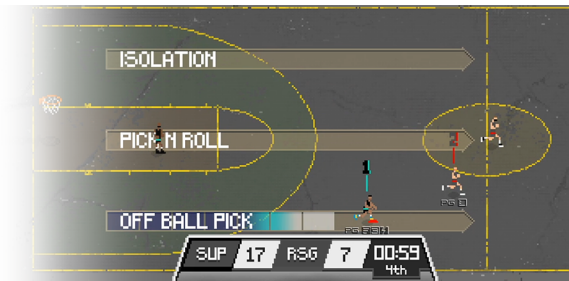
Are you familiar with the phrase, "**going one on one**"? How about "**breaking ankles**"? Or my personal favorite, "**go to work**"? Well, these phrases are referencing ISOLATION play calling.

The concept of Isolation is to move everyone out of the way, so as to isolate a single player. Then, the isolated player is essentially left to play one on one basketball while their teammates stand aside and wait for the rebound.

To run an Isolation play:

1) Get the ball into the hands of the player you want isolated

2) Stay in the Isolation play calling lane

3) Your team will transport to the half court offense

4) Wherever you move, your teammates will disperse

**5) By pressing the pass button, you'll get a short speed boost**

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No play could be more fundamental than the **Pick and Roll**. Used for ages. It has been said that Moses actually brought down 3 stones from Sinai: The 10 commandments, and the X's and O's to run Pick and Roll.

Pick and Roll wreaks havoc on defenses. It opens up the ball handler, forces mismatches, and creates opportunities for buckets.

To run a Pick and Roll play:

1) Stay in the Pick and Roll play calling lane.

2) Your team will transport to the half court offense.

3) Use the switch button to select the player you want to come set the pick for you.

4) By pressing the pass button, your targeted teammate will start running towards you, coming to set a screen (pick).

5) Once the pick has been set, the defenders will be slowed down, leaving you with open space.

6) The screen setter will now run, arm extended towards the hoop. This is the "roll" part of pick and roll.

7) You can now choose to pass, or keep the ball to yourself.
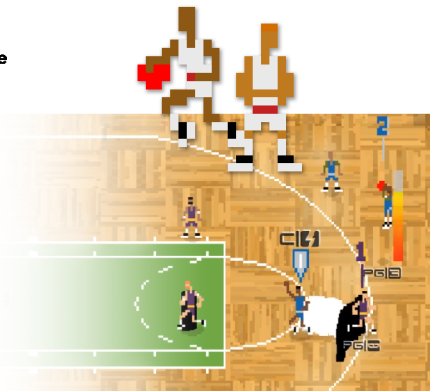
Off-Ball Pick | Play Calling

Want a real mind bender, what if you ran a pick and roll... WITHOUT the ball!?
Well that is the basis for the play known as Off-Ball Pick. Its use is the mark of a true basketball strategist.

The Off-Ball Pick is used to get a player open who does not currently have the ball.
It is perfect for getting your best shooter a wide open shot. Just wait for the play to develop, and feed him the ball. Weather report: 100% chance of rain.

To run an Off-Ball Pick play:

1) Stay in the Off-Ball Pick play calling lane.

2) Your team will transport to the half court offense.

3) Use the switch button to select the player you want to get open.

4) By pressing the pass button, your the teammate nearest the selected man will come over and set a pick for him.

5) Once the pick has been set, the defenders will be slowed down, leaving you with an open target. The man you selected will run towards your position.

6) The screen setter will also run, arm extended towards the hoop, giving you another pass option.

7) You can now choose to pass, or keep the ball to yourself.
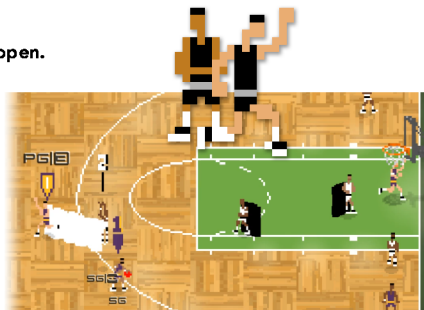
Namo Gamo would like to give a shoutout to all our new and old friends who have shown interest in us and wanted the game to do well. We truly appreciate your support throughout this thrilling adventure:

Matt Bair │ A dedicated play tester and the first to beat the game. Thanks for your advice and support.

Garrett Winborg │ Major help and the first ever to buy the game. You rock!

Austin Freestone │ Big support with creative help and ideas. Mastermind of the "dream team". Thank you!

Ryan Kamins @lowpoly │ A true lover of video games. Works in the big leagues, extraordinary indie dev, and still finds time to support our team. Means a lot to us.

Andrew Begley and NLSC │ Took us seriously from the get go. We are grateful for the podcasts, videos and the ongoing community support from such knowledgeable creators.

The Retro Sports Gamer │ Award winning gamers and sports fans on Youtube. Thanks for your fantastic advice and friendship. We are honored to see you play this game.

Aaron Hickman @hiyadya │ Composer for our trailer. Master of the chip tune. Rock on!

Steve Tom Sawyer @rageofthemage │ You represent everything good about the video game industry.

A special Thanks to **Akihiko Shimoji.** Your guidance and example have been our greatest influence.

Finally, all love to our families (see if you can spot them in the crowd). With years of support through late nights and difficult circumstances. This has truly been a dream to create and we absolutely could not have done it without you. Thanks for your support and patience. We love you.

For Mary   Follow us at NamoGamo.com and on social media (namo_gamo).

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