



BASKETBALL *Classics*

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Printed in the U.S.A

*Instruction Manual*



BASKETBALL *Classics*

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# Notes

This game belongs to:

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Gameplan:

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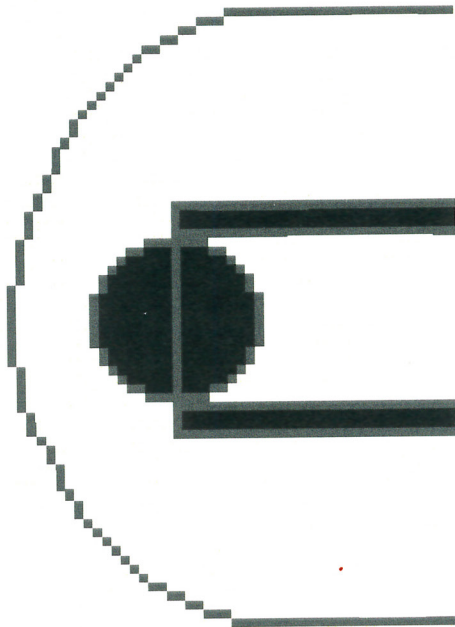
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## Congratulations!

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
- Retro vibes galore
- Decades of rosters with 160+ teams
- 800+ players with individualized attributes
- Seamless play calling
- Sensational cut scenes
- 1-Player Story Mode - unlock secret teams
- Scream-inducing local multiplayer



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.

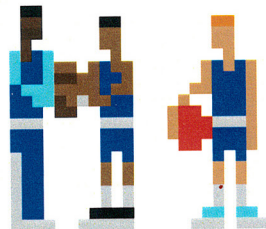
Attribute-rich players make up a vast set of rosters. Dig through decades of teams to find your favorite All-Stars and even unlock mystery teams, like the "Legends", in the immersive story mode.

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!

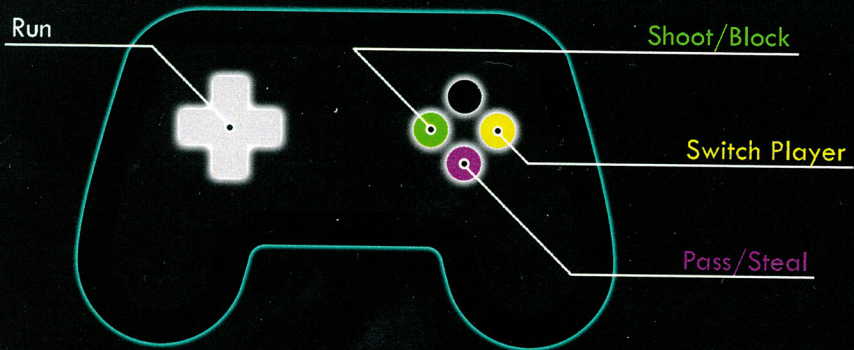
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Since the dawn of mankind, people have been throwing balls into hoops. Basketball is part of our DNA. It's a worldwide pastime played by everyone from babies to grandmas. But you're no baby. You're a genius pro all-star. And it takes someone with serious brain meat to understand each of these topics:

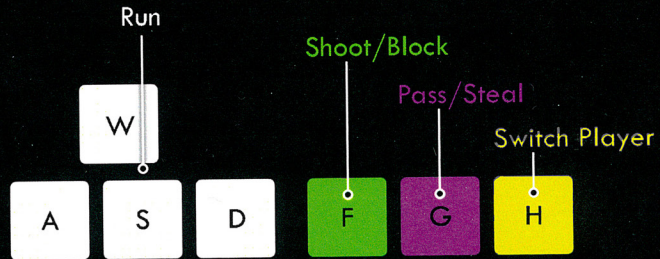
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## Controls



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.



**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.

## Story Mode

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. Julius 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

SG - CHICAGO - 1989

SF - BOSTON - 1985

PF - PHILADELPHIA - 1990

C - LA EAST - 1977

A magician with the ball. Passes that fake out even the cameraman.

Has the speed and power of a raging bull - on both sides of the court.

The only thing more golden than his hair is his 3-point shot.

This beast can't help himself. He's a mad dog that eats a steady diet of glass.

Don't be deceived by his brains, the crafty captain throws a mean block party.

### PHANTOM FIVE

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

### HOW TO BEAT THE PHANTOM FIVE

It is a good thing that you have come looking to the manual for you. First off, you are going to need to be a little sneaky. Also, the Phantom Five are not to be underestimated. They are...  
NEVER GIVE UP!



## Phantom Five



SELECT

In order to transform the  
(Hint: teams get progressively more difficult)  
If you lose your match, don't give up! A victory will  
converted, piece by piece into the Legends.

the legend, and you will see your Scrub

## Rosters

If I may say so myself, one of the greatest parts of Basketball Classics is the ability to play with hundreds of different teams. Hopefully you get a chance to scroll through each of the seasons and try out a whole bunch of teams before you settle in on your favorite. Get comfortable on the team selection screen for an hour or two and peruse through the 800+ players and all of their 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.



## Player Attributes

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 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.

<b>DEF</b>		<b>Defensive Running Speed</b> Speed while opposing team possesses the ball.
<b>OFF</b>		<b>Offensive Running Speed</b> Speed while own team possesses the ball.
<b>STG</b>		<b>Shooting</b> Player shooting accuracy. Factors into shot score.
<b>PAS</b>		<b>Passing</b> Partially determines if a pass will be picked off.
<b>STL</b>		<b>Stealing</b> Increases the probability that a swipe will result in a steal.
<b>BLK</b>		<b>Blocking</b> Ability to block. Affects both shots and dunks.
<b>REB</b>		<b>Rebounding</b> Speed Boost after a missed shot.
<b>DNK</b>		<b>Dunking Power</b> Brings the boom. Factors into the Dunk/Block equation.

## Match Options

### 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** : Credit belongs to the man in the arena, whose face is marred by dust and sweat and blood.

### 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

You're going to love using the different arenas in this game. Each arena is alive with activity, including the really retro ones. Luckily, you'll find some familiar characters, like the coach and your team bench.



## Warmup

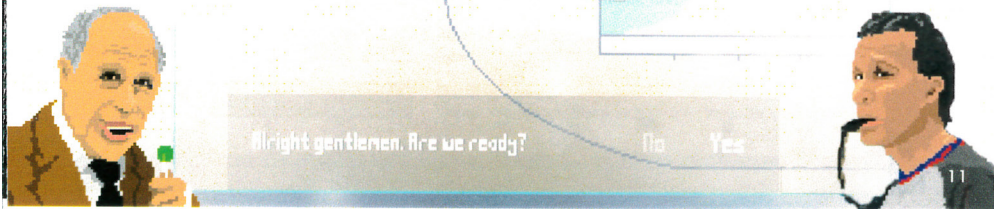
This guy in the handsome suit must have just finished with a visit to the bank (where else do you get a lime green sucker like that?). He is here to get you ready for the match. This is a great opportunity to learn all of the basic functions of the game. If you are playing a 2 player game, then both 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.



## Jump Ball

Statistics show that whoever dominates the jump ball at the start of a game will always feel like a winner, regardless of the ending score.

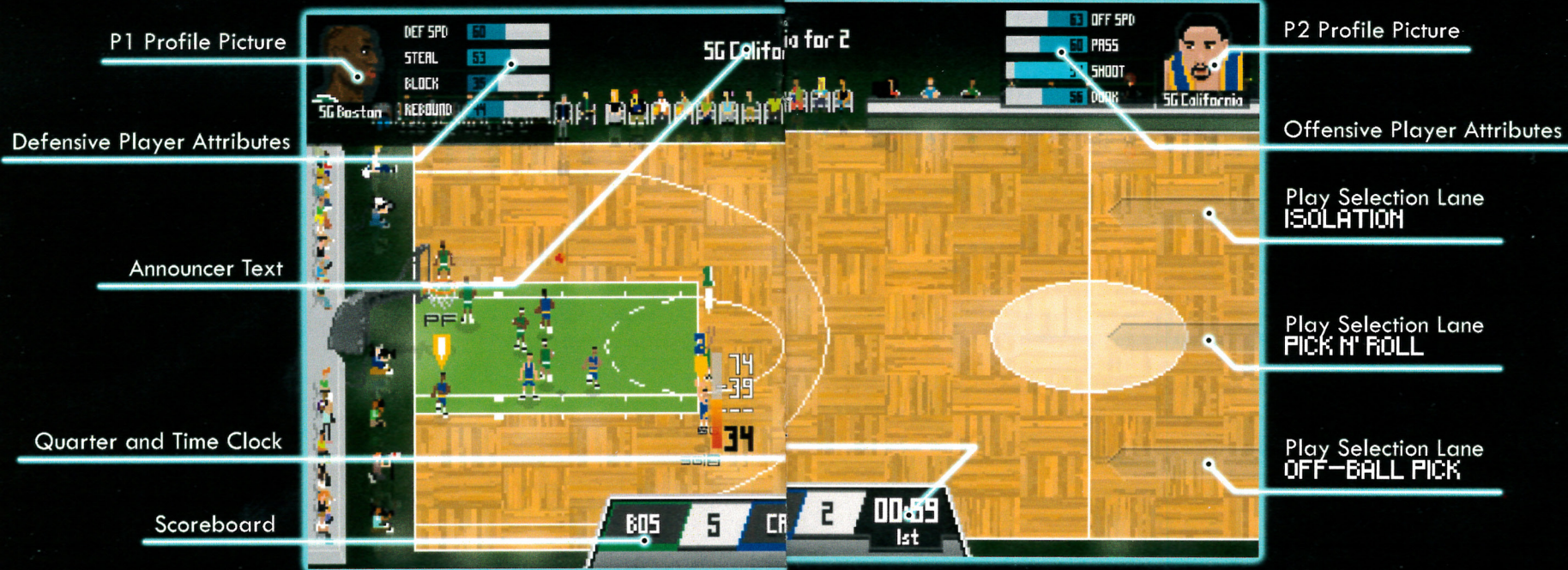
Winning a jump is simple. All you have to do is tap the jump button (shoot/block) faster than your opponent. There is no advantage given to either player, regardless of a player's attributes.



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



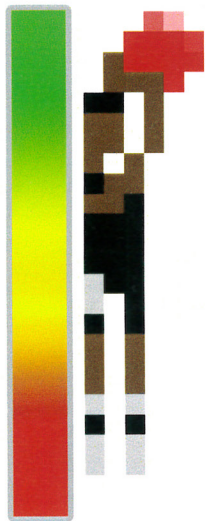
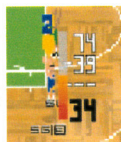
## Shooting

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 **SHT** stat
- Nearest 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 + SHT + release)
- **Defensive Score** (proximity of defenders)
- Final Shot Score** (+15 if perfect release)



## Passing

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.

- Defender's **STL** stat
- Passer's **PAS** stat
- Distance of the pass

For 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

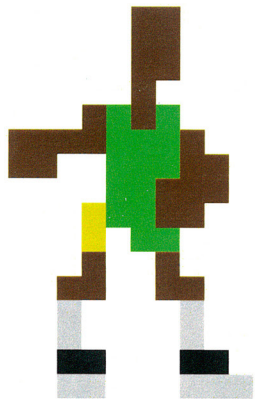
With 3-button gameplay, choosing your passing target or defender is simple. By pressing the switch button on offense, you will change the intended target of your pass. When on defense, the switch button simply changes the player you are controlling.

Note: the passing target will intuitively change to the closest player you are pointed towards unless the switch button is used.



## Stealing and Blocking

**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)

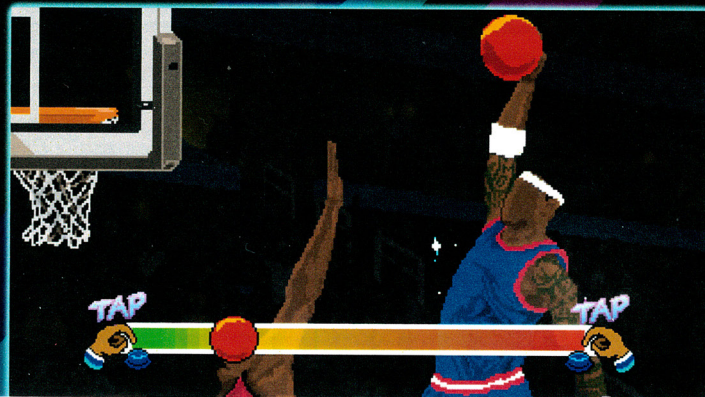
**Shooter's SHT stat**



## Dunking

Nothing could be more satisfying than taking that ball in the palm of your hand, rising up, and throwing it down with undeniable authority. In order to initiate the dunk sequence, just jump towards the basket when you have the ball. Once you get close enough, you'll see the scene below. If the defender is close enough to affect the shot, they will rise up along with the dunker and a status bar. Otherwise, only the dunker will show up in the scene.

The red ball along the status bar shows the probability that the dunk connects. The starting point is based on the dunker's **DMK** stat and the defender's **BLK** stat. The position can then be altered by mashing the jump button. The effect of each tap is multiplied by the factor of the **DMK** and **BLK** stat.



## Inbounding

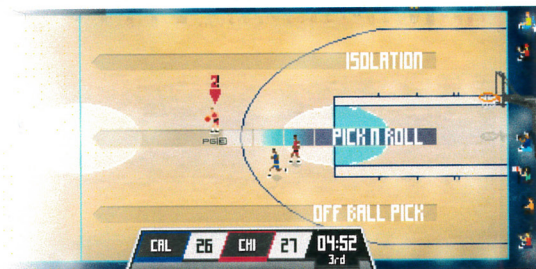
Getting the ball down the court can be a challenge, especially if you are facing a super active defender. After a shot is made, or the ball goes out of bounds, the opposite team will pass it in. At this point, you will control the players without the ball, trying to find an open space. Press the pass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



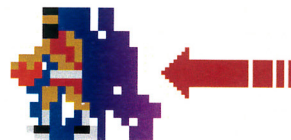
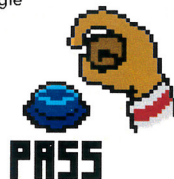
## Isolation | Play Calling

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 speed boost



## Pick and Roll | Play Calling

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.



*Alternate Covers*

