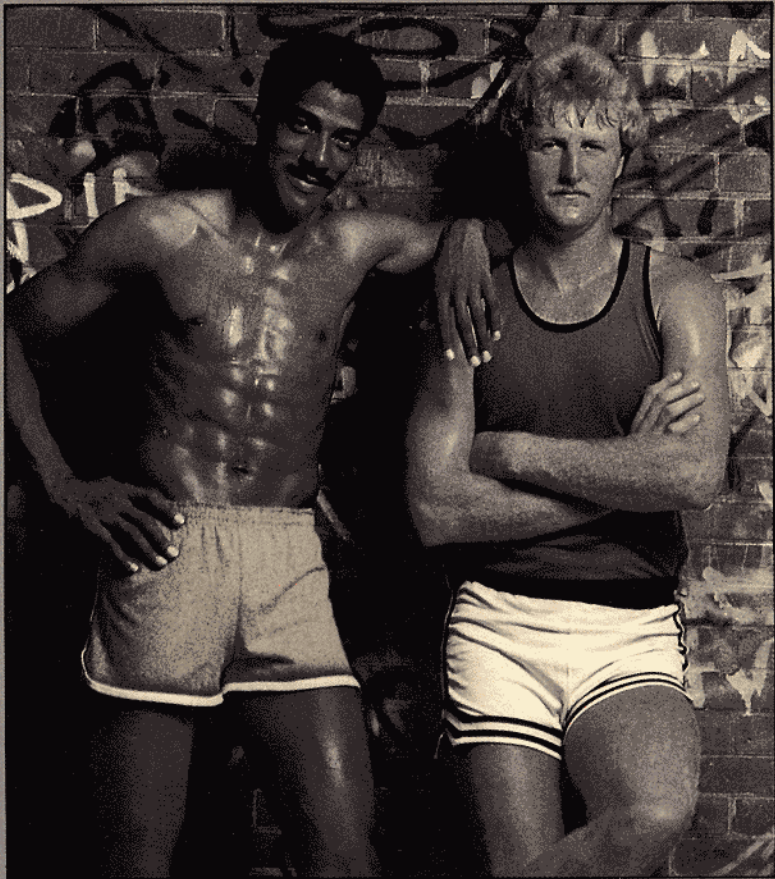


TANDY®

Cat. No. 26-3288

ONE-ON-ONE

Slam Dunk with the Pros on the
Color Computer



**JULIUS
ERVING**

**LARRY
BIRD**

One-on-One Program:
©1983, Eric Hammond
Licensed to Tandy Corporation.
All Rights Reserved.

All portions of this software are copyrighted and are the proprietary and trade secret information of Tandy Corporation and/or its licensor. Use, reproduction or publication of any portion of this material without the prior written authorization by Tandy Corporation is strictly prohibited.

One-on-One Program Manual:
©1983, 1985, Electronic Arts
Licensed to Tandy Corporation.
All Rights Reserved.

Reproduction or use, without express written permission from Tandy Corporation and/or its licensor, of any portion of this manual is prohibited. While reasonable efforts have been taken in the preparation of this manual to assure its accuracy, Tandy Corporation assumes no liability resulting from any errors or omissions in this manual, or from the use of the information contained herein.

CONTENTS

Introduction	1
Required Equipment	2
Loading One-on-One	2
Game Options	3
Select Game	3
Play Mode	3
Select End of Game	3
Winner's Out/Loser's Out	4
Player Control	4
Player Characteristics	4
Fatigue	5
Hot Streaks	5
Fouls	6
Scoring	7
Instant Replays and Shattering Backboards	7
Thinking Offensively	8
Thinking Defensively	10
Larry Joe Bird	12
Julius Winfield Erving II	13
The Larger Game	14

INTRODUCTION

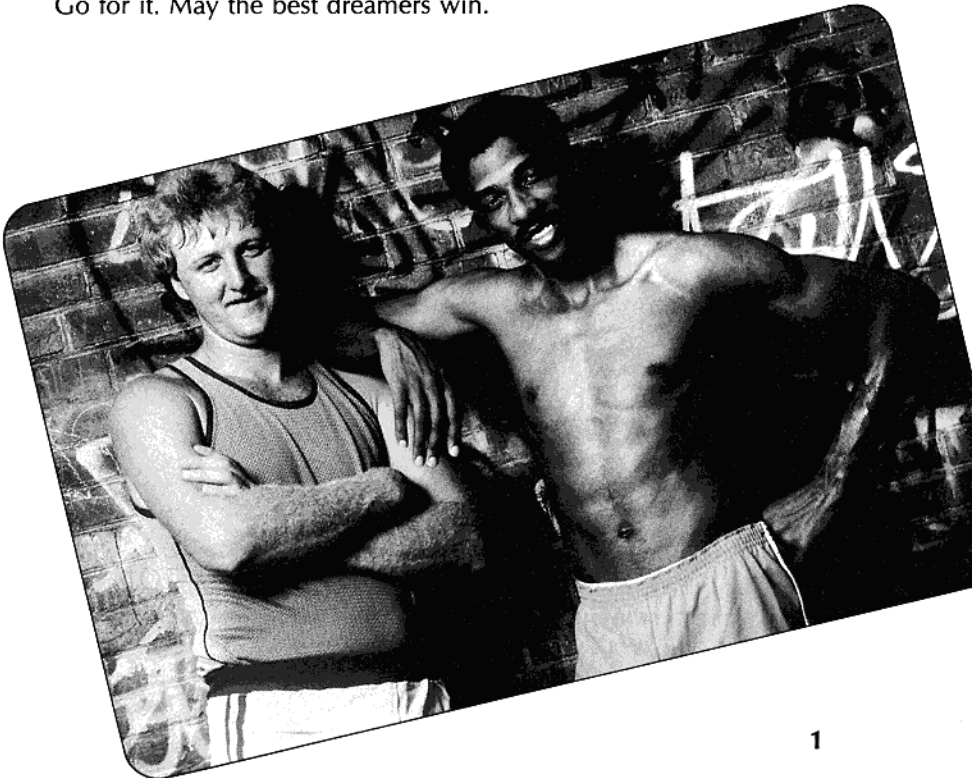
“I think the thing that separates good players from great players is that the great players are there to be great. They anticipate.” — Julius Erving, during one of the game design sessions.

Like the game of basketball itself, **Julius Erving and Larry Bird Go One-on-One** rewards you for playing with your head as well as your hands. Master the joystick moves, get your timing down pat, hone your reflexes till you can handle the Pro Level — and you can still lose if you get out-thought.

To help you keep that from happening, inside you’ll find:

- a rundown of your game options,
- a tour of the added touches that give the game its depth,
- key quotes from the Doctor and Bird, spoken during the game design sessions.

Go for it. May the best dreamers win.



REQUIRED EQUIPMENT

To play One-on-One against the computer, you need the following equipment:

- A Color Computer with 64K of memory (RAM)
- A television (color recommended)
- A Color Computer Disk Drive
- A joystick

Optional Equipment

If you wish to play One-on-One against a human opponent, you need an additional joystick.

LOADING ONE-ON-ONE

Before loading One-on-One, be sure that the Disk Drive and television are properly connected to the Color Computer. If you are playing against the computer, the joystick must be connected to the RIGHT joystick jack.

1. Turn on the computer and any peripheral equipment.
2. Insert the One-on-One diskette into the disk drive.
3. If you have Disk BASIC Version 1.0, type:

RUN "*" (ENTER)

If you have Disk BASIC Version 1.1 (or greater), type:

DOS (ENTER)

The One-on-One copyright message appears. Then, after a few seconds, the demonstration screen displays. To select the game options, press the fire button. The next section explains each of the options.

GAME OPTIONS

Each time you begin a session with **One-on-One** you'll be asked to tell the computer what kind of game you want to play. The right joystick moves the highlight from option to option; the fire button selects whatever is highlighted. If you later change your mind, even in the middle of a game, you can make new choices and resume the game where you left off.

Select Game

There are four levels of play available:

- 1) Park and Rec — The referee tends to be asleep in this one, so don't expect many fouls to be called. Shots are both easier to block and easier to make.
- 2) Varsity — The ref begins to take his responsibility seriously. Shooting and blocking require more finesse and timing.
- 3) College — The standard settings. Get good at this level and your pride will be well deserved.
- 4) Pro — Though the 24 Second Clock still ticks 24 times, the ticks will come faster. Taking the computer on at this level with either player is like playing a champion on his home court. Speed is what you might call one of your computer's strong suits.

Play Mode

You can play the role of either player and the computer will play the other, or you and a friend can play against each other.

Select End of Game

You can choose to play for a set amount of time or to a set score. If you choose the Timed Game, you can decide whether you want the four quarters to be 2, 4, 6 or 8 minutes long. Time will be kept by the scoreboard clock (upper left corner of the display). If you choose Play to Set Score, you may opt for a traditional "play to 21 game" or pick any 2 digit number you want.

Winner's Outs/Loser's Outs

Winner's Outs means that the guy who just made the shot stays on offense. Loser's Outs means that the guy who got scored on gets the ball next.

PLAYER CONTROL

If you're an experienced joystick handler, you do what comes naturally. The stick moves the player around. On offense, 1) pushing the button starts a jumpshot, 2) releasing it releases the ball toward the basket, 3) a quick push of the button causes the player to spin 180°. On defense a button push, 1) goes for a steal if the offensive player is dribbling, 2) goes for the block if the offensive player is shooting, 3) goes for the rebound if a shot is already in the air. If the defensive player gets the rebound, he must take the ball out beyond the free throw line before he tries to shoot.

PLAYER CHARACTERISTICS

The capabilities of the on-screen players reflect those of their real life counterparts. The computer knows the shooting percentages (guarded and unguarded) for each player from each area of the court, and it knows what their pet shots are. How well you score will depend on your timing, how effectively you're being guarded, whether you're playing as J or Bird, and where you're shooting from.

Dr. J is programmed to be a step quicker driving to the basket. His moves in close are fancier and he can stretch higher and farther and hang in the air longer. Larry Bird is bigger and stronger so he's a better rebounder and plays a more physically intimidating defensive game. He's also got the better outside shot. You can ignore these facts if you want to. There's no rule that says you've got to play to win.

Fatigue

Continuous running and jumping tires a player out; dribbling slowly and in place gives a little energy back to both players; calling time out gives everyone a full rest. All this is reflected by changes in each player's Fatigue Bar (J's shows up on the lower left, Bird's on the lower right). The longer the bar, the more fatigued the player.

Tired players don't move as quickly as fresh or rested ones, and they don't defend or shoot as well either. That's programmed in, so you can't afford to ignore what the Fatigue Bars are trying to tell you. Larry Bird insisted on this feature: "We've got to have it. In the real game you can tell if you're getting tired and **do** something about it. You ought to be able to do that in this game too."

To call a time out for Dr. J, press **(J)**; for Bird, press **(B)**. After a few seconds, the game resumes.

Hot Streaks

Larry Bird: "There's no doubt when you get the flow going. Hit 4 or 5 in a row and the next time down you might stop and shoot from anywhere. You know you're going to get it."

Julius Erving: "The capability to make a shot is directly related to having the right to miss it. If you've made 5 or 6 baskets in a row, you have the right to miss it anywhere on the court, so you're going to go out there and take the next shot from anywhere you want to."

There's no Hot Streak Bar. But the opportunity to get hot is built into the game. You'll have to feel when it's happening to you and act accordingly.

FOULS

The offensive player loses the ball if he travels, charges or fails to get a shot off before the 24 Second Clock runs down. If he is fouled by the defensive player, he gets the ball out of bounds or goes to the free throw line.

Is the referee reliable? He's just like the ones in the big bad world outside your computer. You'll like him when you're winning. You won't when you're not. And it will pay you to learn to play by his rules and opinions, especially against free throw aces.

The charts below show a complete listing of fouls and their consequences:

OFFENSE

Name	Description	Consequence
1) travelling	failure to release ball during jump	ball turns over
2) charging	initiating contact with a stationary defense player	ball turns over
3) 24 second violation	failure to get a shot off before time runs out on the shot clock	ball turns over

DEFENSE

Action	Consequence
1) going for the steal and hitting the offensive player instead (hacking), or physically moving into the offensive player (blocking)	1) prior to bonus situation*, offensive player gets ball out of bounds and shot clock is reset; otherwise, offensive player goes to the free throw line for a "one and one" (he shoots one free throw and if he makes it, he shoots another)
2) hacking or blocking an offensive player while he's in the act of shooting	2) offensive player goes to the free throw line for one free throw if his shot goes in, two if it doesn't

*Bonus situation exists when the defensive player has committed more than 5 fouls. When the ball goes out of bounds, play will always resume at the top of the free throw circle.

SCORING

As in pro ball, successful shots taken from behind the three point line score three points, regular ones score two points, free throws score one. If the 24 Second Clock, also called the Shot Clock (upper right hand corner of the display), runs down before the offensive player shoots, a turnover results.

INSTANT REPLAYS AND SHATTERING BACKBOARDS

Sometimes you're going to feel like you just made an especially nice play. Sometimes the computer will agree with you. When that happens it will freeze the action and give you a slow motion instant replay. You'll appreciate the recognition. You'll also be pretty pleased with yourself when a particularly ferocious dunk shatters the backboard.

THINKING OFFENSIVELY

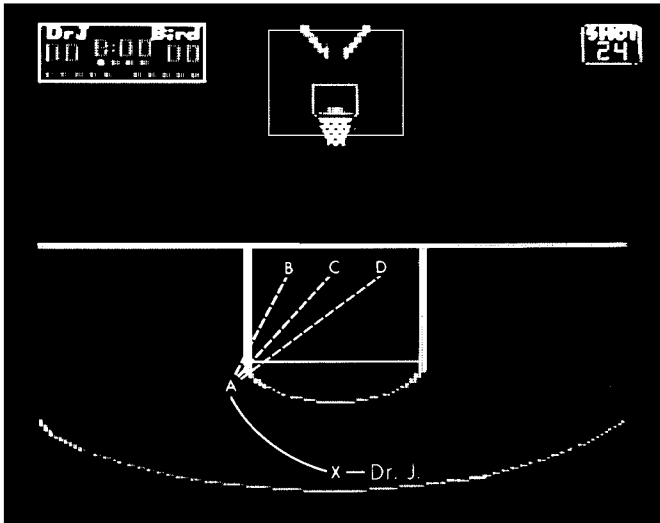
Dr. J.: "The offensive player should always take the advantage of being the initiator."

Bird: "I'd rather shoot from a set position any day than have to get off a quick jumper. There's so much that can go wrong on a quick one. You start out and your balance isn't right, or you think you're closer to the basket than you really are, or fatigue comes in and keeps you from getting all the arch you need . . . Let me set up and my percentage goes way up."

Dr. J.: "Try to fake the other guy off his feet. If you go up while he's coming down, he'll probably foul you. That's how you get the three point play."

Bird: "I just do whatever I need to get the shot off — like sometimes a little step back off a drive so I can get my jump shot. Doctor, he's more of a flashy-type player. He comes on with a lot of finger rolls and spins. Mine's usually a jumpshot or maybe a left or right handed hook." (Designer's note from Eric Hammond: "I sure wish I could've gotten hooks into the game. See me in a megabyte, and I can do it.")

Dr. J.: "If your opponent is hot on your heels, you've got to be willing to switch hands coming in even if it means shooting with your weaker hand. You'll sacrifice maybe a little bit on your shooting percentage, but you'll get that back and more by using the basket and your body to protect against the block."



Bird: "When you're cold, when nothing's falling for you, you've got to move inside. Go for the percentages. Shoot your pet shot. Get it going again from someplace where you can't miss."

Dr. J: "I'll start from the in bounds position knowing what spot I want to get to (A in the diagram). When I get there, I'll shoot if you lay off me and drive (to B, C or D) if you play me too close. Which shot I use to take it home off the drive depends on you. I'll invent what I need."

THINKING DEFENSIVELY

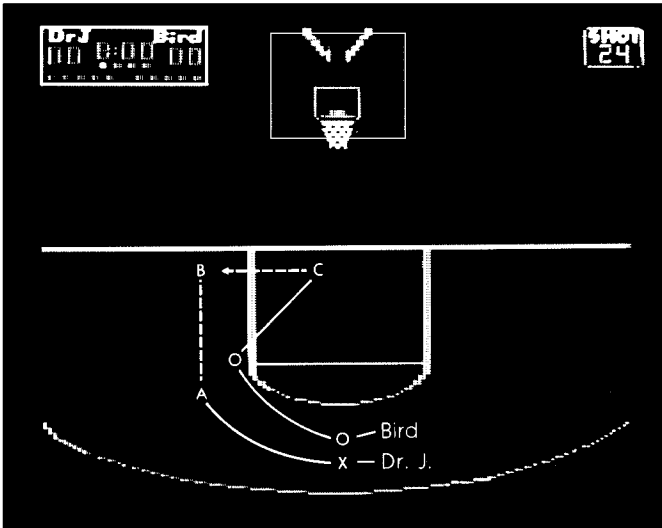
Bird: "The whole game of basketball is defense. And that's what will make this game special. Nobody will be able to master the game just by getting a shot down pat. Get a guy out there and let him play a little defense, let him block shots and steal until he's got the game mastered, and now you've got a contest — two guys going against each other, real competition just like one on one."

Dr. J: "I chase a lot of guys down and block their shots from behind. They go in with what you might call a lazy layup instead of the dunk they've set themselves up for. If you can jump faster than they can get the ball up there, and it doesn't hit the backboard first, you've got a block. And they've got something new to worry about, a new reason to miss."

Bird: "The Doctor's got those big hands — they throw the ball better and are tough to stop — and he jumps so high inside, he can jump right over you. You've got to try to force him outside of his range, make him take the outside shot, push his three foot shots out to five feet, the five foot ones out to ten."

Dr. J: "Larry can hurt you in so many ways, especially with his fakes. Don't leave your feet until you're sure he's left his. And don't let him get long open looks at the basket. His shot's just too good for that. You've got to make him work hard to get the shot off or he'll kill you with that outside shooting ability."

"One more thing. Don't forget that the end line is like having extra defensive people on the court if you know how to use it. If you can



get your opponent on the side of the court and then overplay him on one side so you force him toward the end line, you can really tie him up. Slide with him. Don't let him come back to the middle. And you'll also be in a better position to go for the rebound when he misses."

Bird: "Until you get to within 12 or so feet from the basket, I'll give you plenty of room. If you shoot from outside your range, (any place behind A) maybe I'll go straight to the basket for the rebound instead of trying for the block. If you go on the baseline (B), I'll still move under the basket (C). When I see you end the dribble, I'll begin to move toward you. When I see your feet leave the ground, so will mine."

LARRY JOE BIRD

Born 12/7/56, graduated from Spring Valley High School in French Lick, Indiana and from Indiana State University.

By the time Larry Bird began his senior year at Indiana State, people all over the country were becoming curious about him. The Celtics had drafted him the previous spring as an eligible junior, and sports fans wanted to know just what made him good enough to rate the use of a high first round pick a full year ahead of his likely availability.

The 1979 NCAA tournament delivered a loud, clear answer. Indiana State made the finals, losing only to the Magic Johnson led Michigan State team. And the country had seen a **big** (6'9", 220 lb.), **strong** forward who could crash the boards with the best, pass better than the best, and hit with frightening accuracy from outside.

Larry's first pro season simply underlined the point: without him the Celtics had a 29 - 53 record for the 1978-79 season; their 1979-80 record with him was 61-21, best in the league, and he was named Rookie of the Year and 1st Team All-NBA. The next year the Celtics went all the way to the championship, thanks in no small part to Larry's phenomenal playoff record — he averaged 21.9 points, 14 rebounds and 6 assists per game — and to a key three pointer he hit in the final victory over Houston.

Larry Bird is now generally acknowledged to be the best passer in basketball. He rebounds brilliantly on both ends of the court, has a variety of shots with either hand while driving to the basket, shoots with amazing accuracy from both inside and out, and plays tenacious position defense in addition to blocking more than his share of shots — in short the kind of all-round player who inspires his own teammates as well as the crowd.

“The competition, winning, that's what it's all about for me. There are some guys . . . I don't know if they don't care about winning, but they sure take losing a lot easier. What kills me is going all the way through a game and then losing at the end. If you lose a close one, that really hurts.”

JULIUS WINFIELD ERVING II

Born 2/22/50, graduated from Roosevelt High School, Roosevelt, New York and from the University of Massachusetts, Amherst.

Incredibly, the man now widely acclaimed as the most exciting player in basketball history was signed as an undergraduate free agent. And because he spent the first five years of his professional career with teams in the upstart ABA, many old-line NBA traditionalists still weren't taking him seriously when he joined the 76'ers for the 1976-77 season. Except for those who had seen him play, that is.

By the end of the season, there were no skeptics left. In city after city the crowds turned out to see if the Doctor was as good as rumor would have it. Most went away persuaded that he was better. In the 1977 All-Star Game, he played for 30 minutes, shot 60% from the field, 100% from the line, scored 30 points, grabbed 12 rebounds, had 3 assists and 4 steals and was voted the game's most valuable player. He finished the season with a 21.6 points per game average and was tenth in the league in points scored.

When a 35th Anniversary All-Time NBA team was chosen in 1980, Julius was named to it. In 1981, he was named Most Valuable Player in the NBA. In 1982, he was fifth in the league in scoring and tenth in blocked shots. And in 1983, he gained the prize that had eluded him the longest: his team won the NBA championship.

Julius Erving has moves to the basket that defy description. He says it's because he's worked hard on learning to extend his body the full 100% of its potential. More than a few of his opponents think it's because he has invisible wings. They'll also tell you that if he weren't so good on offense, he'd be known as one of the best all-round players ever to play the game. Because he is.

"I've always felt I could go against guys bigger or stronger or whatever and find a way to go over them, around them, whatever it takes. I always look for the daylight, and if you look for the daylight, the daylight will be found."

THE LARGER GAME

Dr. J: “Even if you just go out to play a pick-up game, you’ve got to have some type of game plan going in. You’ve got to know what you’re capable of doing, what your strengths are, what your weaknesses are and so on. Basketball is definitely a thinking person’s game. If you can’t organize yourself to execute what you’re good at, you can’t play basketball.

What’s your book on yourself?

Dr. J: “I feel anytime I get the ball in the 10 to 15 foot area, I’m a triple threat. Leave me alone and I’ll take the shot. Play me tight and I’ll go around you to the basket. Double team me and I’ll pass off to the open man.”

What’s your book on Larry?

Dr. J: “You’ve got to play him 5 on 5. He really is as good a passer as they say he is.”

Larry, can playing one on one mess you up for the team game?

Bird: “Well, it’s true that basketball as far as I’m concerned is working the ball to an open man for a good shot. But if you play one on one right, use it to work on both hands, to work on your spin moves, to practice making jumpshots with someone right on you — then it’s definitely going to help your overall game.”

Dr. J: “As long as you’re open to the feeling that there’s no limit, then there **is** no limit. It’s a discovery at every turn. Even after playing for 12 years, I can go out this fall and learn something from one of the new guys coming in. Certainly I teach them more than I learn from them. But because I believe new learning is always possible, I can still grow. And that’s what it’s all about, growing past your limits because you believe you can, believe it enough to try, to practice, to work for what you want.”

TERMS AND CONDITIONS OF SALE AND LICENSE OF TANDY COMPUTER SOFTWARE PURCHASED AND LICENSED FROM RADIO SHACK COMPANY-OWNED COMPUTER CENTERS, RETAIL STORES AND RADIO SHACK FRANCHISEES OR DEALERS AT THEIR AUTHORIZED LOCATIONS

LIMITED WARRANTY

TANDY Software is licensed on an "AS IS" basis, without warranty. The original CUSTOMER'S exclusive remedy, in the event of a Software manufacturing defect, is its repair or replacement within thirty (30) calendar days of the date of the Radio Shack sales document received upon license of the Software. The defective Software shall be returned to a Radio Shack Computer Center, a Radio Shack retail store, a participating Radio Shack franchisee or a participating Radio Shack dealer along with the sales document.

EXCEPT AS PROVIDED HEREIN, RADIO SHACK MAKES NO EXPRESS WARRANTIES, AND ANY IMPLIED WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE IS LIMITED IN ITS DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES SET FORTH HEREIN.

Some states do not allow limitations on how long an implied warranty lasts, so the above limitation(s) may not apply to CUSTOMER.

RADIO SHACK SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED OR ALLEGED TO BE CAUSED DIRECTLY OR INDIRECTLY BY "SOFTWARE" LICENSED OR FURNISHED BY RADIO SHACK, INCLUDING, BUT NOT LIMITED TO, ANY INTERRUPTION OF SERVICE, LOSS OF BUSINESS OR ANTICIPATORY PROFITS OR INDIRECT, SPECIAL, OR CONSEQUENTIAL DAMAGES.

Some states do not allow the limitation or exclusion of incidental or consequential damages, so the above limitation(s) or exclusion(s) may not apply to CUSTOMER.

SOFTWARE LICENSE

RADIO SHACK grants to CUSTOMER a non-exclusive, paid-up license to use the Tandy Software on one computer, subject to the following provisions:

- A. Except as otherwise provided in this Software License, applicable copyright laws shall apply to the Software.
- B. Title to the medium on which the Software is recorded is transferred to CUSTOMER, but not title to the Software.
- C. CUSTOMER shall not use, make, manufacture, or reproduce copies of Software except for use on one computer and as is specifically provided in this Software License. Customer is expressly prohibited from disassembling the Software.
- D. CUSTOMER is permitted to make additional copies of the Software only for backup or archival purposes or if additional copies are required in the operation of one computer with the Software, but only to the extent the Software allows a backup copy to be made.
- E. All copyright notices shall be retained on all copies of the Software.

The warranties granted herein give the original CUSTOMER specific legal rights, and the original CUSTOMER may have other rights which vary from state to state.

12/84

RADIO SHACK, A Division of Tandy Corporation

U.S.A.: FORT WORTH, TEXAS 76102
CANADA: BARRIE, ONTARIO L4M 4W5

AUSTRALIA

91 Kurrajong Avenue
Mount Druitt, N.S.W. 2770

BELGIUM

Rue des Pieds d'Alouette, 39
5140 Naninne (Namur)

FRANCE

BP 147-95022
Cergy Pontoise Cedex

U. K.

Bilston Road Wednesbury
West Midlands WS10 7JN

Go **One-on-One** with Julius Erving and Larry Bird — you'll learn more than you bargained for in this fast-paced game for the Color Computer. Not just a mechanized version of basketball, One-on-One rewards you for playing with your head as well as your hands. You'll need to keep a sharp eye on the referee and be aware of your fatigue factor while you play either the computer or a human opponent. You can take advantage of hot streaks and even make such a great shot that you shatter the backboard! Go for it. May the best dreamers win.

To play One-on-One against the computer, you need:

- Tandy Color Computer with 64K memory
- One disk drive
- A television (color recommended)
- A joystick

To play against a human opponent, you need an additional joystick.