

Fast Break Basketball Instructions

For more information visit the Fast Break website at: www.Sportplanet.com/fbb

The full version of Fast Break can be ordered at the website for \$20.

Requirements

Fast Break Basketball requires a windows operating system and a screen resolution of at least 800x600. The recommended system specs are a 300 mhz processor and 64 mb of ram although the game can be played on a lesser system without problems.

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1. File management

- 1.1 Starting a new game: To start a new game go to the file menu and select new game. You will be presented with a menu displaying three choices:

*Fictional players with full league creation draft: This option allows you to start a career with entirely fictional players. The league starts with a 12-round draft through which each team fills its roster.

*Real players with full league creation draft: This option uses real players. The players are distributed to the teams via a 12-round draft.

*Real players, default rosters: This option starts with current rosters for each of the professional teams. All players should have salaries somewhat similar to their real life

salaries. Play starts with the free agency period on order to ensure that all teams have full rosters.

Also, before you click OK, you will need to press the team control button to select which teams will be human controlled. In the team control screen, the teams which don't have the box next to their name checked will be controlled by humans.

1.2 Loading a game: To load a previously saved game, go to the file menu and select load game. The load game screen will come up and display all saved games located in the /save/ directory of the game. To load a game, highlight it in the list and press the load button. To delete a previously saved game, highlight it in the list and press the delete button.

1.3 Saving a game: To save a game at any time, go to the File menu and select the save game option. The save game screen will appear. Type the name you wish to save the game under and then press the save button. To cancel the save, press the exit button without pressing the save button.

1.4 To edit the default league, select Edit default league in the file menu. You will have the option to edit the team names, the cities, and the players.

2 Season Progression

2.1 Begin Season: The Begin Season step prepares the league for games to be played. The league schedule for the season is determined and teams set their rosters for the start of the season.

2.2 Regular Season: During the regular season, progression is handled through the Sim Games option under the Season menu. The regular season last 120 days. During this time teams must have no more than 12 players on their active roster. All-Star weekend takes place on day 60.

2.3 Playoffs: The playoffs are activated at the conclusion of the regular season. All actions for the playoffs are conducted on the playoffs screen. First round series are best-of-five games. The remaining series are best-of-seven games.

2.4 End Season: During this time, players will be aged and will decide on such things as whether or not they want to retire and, if their contract has expired they will either ask their team for a new contract or declare that they will test the free agent market. The draft lottery occurs at the end of this period.

2.5 Rookie Draft: The rookie draft is a two round draft. First round draft picks will be signed to a four-year contract with a salary based upon where they were drafted. Second round picks will receive a two-year deal at \$400k per year.

2.6 Free Agency: Free Agency consists of five days of offers and signings. Players that resign with their teams during this period will not have their salary counted against the cap until the conclusion of the FA period (this is different from NBA rules.) Teams over the cap may offer free agents from other teams either their mid or low exceptions (more on this later) or the minimum salary for the player based on their experience in the league. Teams may sign until their rosters have reached a total of 15 players.

2.7 Training Camps: During training camps, players are re-evaluated by the league scouts. At the end of the period the computer teams will cut their rosters down to 12 players.

3 About the players

Player abilities are rated in sixteen different categories. This is represented through five categories: Inside Scoring, Outside Scoring, Handling, Defense, and Rebounding. Players in the draft pool or FA pool will receive a numerical rating from the scouts for each of these attributes. Players on teams will have their attributes displayed through the following rating system:

0-20 Terrible
21-40 Poor
41-60 OK
61-80 Good
81-100 Excellent

Players also have the following ratings:

Greed: How important money is to the player.

Loyalty: How loyal a player is likely to be towards his current team.

Play for Winner: The importance of playing for a winning team to the player.

Potential: Players will be rated A,B,C,D,F based on the scout's opinion of the player's growth potential. Generally, A means heavy growth, B means moderate growth, C means the player is near his peak, D means the player is regressing, and F means that the player's talent is falling fast. At the start of every career, the potentials of players already in the game are set based on the default potential of the player. The chances of a major swing are based on a player's experience. Players who have been in the league longer are less likely to see a major change in their rating. Also, potential is estimated. There is a chance that the shown potential is not the player's true potential.

4 Trading

Trades between teams may consist of up to five players or picks on each side. If both teams are under the salary cap following a trade, it will always be legal from a salary standpoint. If one team is over the cap, they may not receive more than 115% of the salary of the players that they are trading. Also, players signed to salary cap exceptions and players that have signed free agent contracts in the previous 60 days may not be traded. The trade deadline for each season is day 100.

5 Free Agency

Free agency consists of a five-day period of bidding and signings. Much like the NBA, there are many rules associated with free agent bidding. If a team has cap room, they can offer a player a salary starting at any amount up to the lower of the player's maximum salary based on experience, OR the amount of cap room available. If a team is resigning its own player, and if the player has not changed teams via free agency in the past three seasons, they may offer the player up to a seven-year deal starting at the maximum a player can make based on his experience. Each additional year, the player can be paid an additional 12.5% more than his starting salary. A team may exceed the salary cap to resign its own players. If the player signs with another team, he may sign for a maximum of 6 years with 10% raises.

Exceptions: If a team is over the salary cap it may offer free agents either of its two salary cap exceptions. The first is the Mid-Level exception. It is a one-year deal for \$2.25 million dollars. The other exception is the low exception. It is a one-year deal for \$1.1 million. Each exception may be used once per season. A player signed to an exception may not be traded.
