







section.

### ## HOW TO SCORE ##

- Scoring in basketball is a simple process. To do so, gain possession of the ball, then approach the rim opposite of yours. Points are rewarded when you successfully shoot the ball through the basket located on an elevated rim. Points are valued based on where (or how) you shoot the ball.

2 Points - for a score INSIDE the outer three-point line  
- for a slam dunk

3 Points - for a score OUTSIDE the outer three-point line

1 Point - scoring a free throw

### ## HOW TO DEFEND ##

- To defend your basket from being scored upon, you have 3 options in Double Dribble. You can either steal the ball from the possession of your opponent, block the shot by jumping when they do, or getting a rebound. To steal the ball, quickly run up, and press A while you're overlapping the person with the ball. If performed correctly, the ball will now be dribbling in your hands.

- You can also block a shot, but it's much more difficult. Run up to your opponent, and get close to their proximity. When they elevate to shoot the ball, quickly press A to jump along with them. You must be positioned in their path, or where they're shooting from. If you're accurate enough on your jump (and it's timed correctly), you can reject the ball from going in its arc path.

- Rebounding is simple. When the ball bounces off of the backboard or rim, quickly get to the position where it will hit the court first. If you're the closest to where it hits, you'll gain possession of the ball. However, your opponents may do the same as well.

### ## RULES ##

#### "Travelling"

- This occurs when you hold down the B button too long on a shot, and you touch the ground before releasing the ball. It may also occur when you shoot a deep shot, and then are the first one to touch the ball if it doesn't hit the rim. It's basically another way for saying that you took too many steps without dribbling the ball.

#### "5 Second Non-Dribbling Violation"

- When the ball goes out of bounds, and the opposing team recovers, they usually have to pass the ball in to a teammate before the game will resume. If you can't find anyone open, and don't pass the ball within five seconds, it will count as a turnover to the other team. Basically, if you're passing from the out of bounds location, do it quickly.

#### "10 Second Half Court Violation"

- This occurs when you stay on your own half court with possession of the ball for more than 10 seconds. Once you receive the ball, quickly move to your opponent's side before ten seconds run out, otherwise it counts as a turnover.

#### "24 Second Shot Clock Violation"

- Once you have the ball, your team has twenty four seconds to shoot it. If you don't, this counts as a turnover, and yields the basketball to the other team. To prevent this, take a shot before 24 seconds pass by. As long as the





- From here on, you may set a few options to help customize your game.

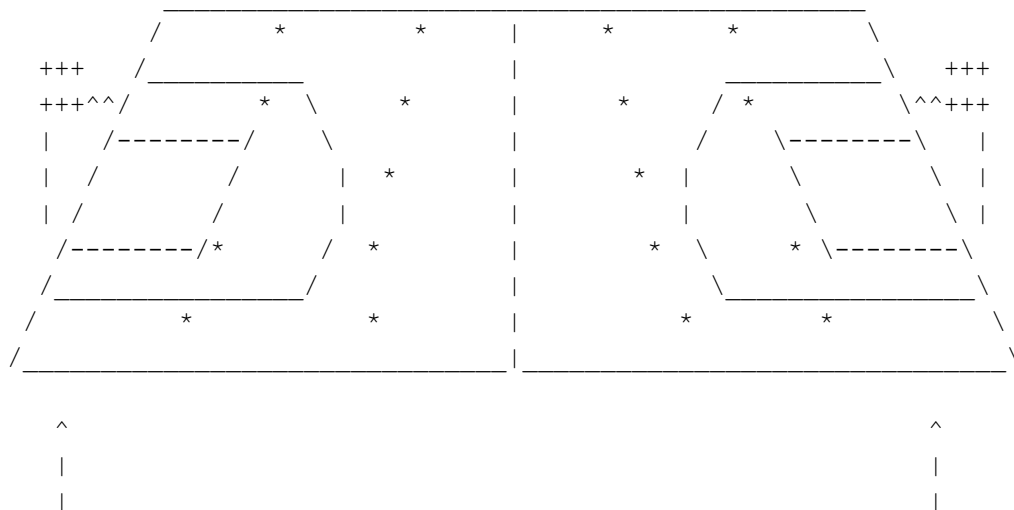
/%\%\/%\ Options /%\%\/%\

- + Time --> (5:00, 10:00, 20:00, or 30:00 minute periods)
  - { Most realistic point totals can be obtained by using 10 minute quarters
  - { If you're more skilled, use 5 minute quarters
- + Team --> (New York Turkeys, Los Angeles Hot Dogs, or Chicago Devils)
  - { Each team has relative advantages & disadvantages, check team profiles section (chapter 3)
- + Level --> (1, 2, or 3)
  - { Determines level of difficulty, with 3 being the hardest
  - { Recommend 2 for beginners, 3 for casual players
  - { CPU takes longer shots on higher difficulties, and plays aggressive defense
- + End --> (starts the game)

/%\%\/%\ Layout of the Court /%\%\/%\

The following is what the basketball court looks like in Double Dribble.

!!! 3-POINT BOOSTERS are special areas on the court where your 3-point accuracy gets a percentage boost. Basically, you'll be much more successful if you shoot the ball from these locations on the court. The locations are marked with a \*



Avoid shooting the ball where the arrows above are pointing

- These areas are sort of like "dead zone" locations. If you attempt a shot in the lower right, or lower left corner, the ball ALWAYS deflects off of the backboard. The game was designed this way as it would be difficult to get a 3D perspective on an NES game. Avoid these shots.

- HALFCOURT is determined by the line in the center of the court. The FREE THROW area is the box inside the outer 3-point circle.

- SLAM DUNKING can be performed by holding down B, and releasing it when your player is close to the rim. Here's a simple example:







