

# Magic Johnson's Fast Break FAQ

by PeTeRL90

Updated to v1.0 on Apr 19, 2006

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VERSION 1.0

FAQ

By: PeTeRL90

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VERSION HISTROY  
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Version 1.0 - April 17, 2006 - Everything is completed.

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TABLE OF CONTENTS  
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- 1.) Introduction
- 2.) Legal Stuff
- 3.) Who is Magic Johnson?
- 4.) Game Mechanics
- 5.) Tips
- 6.) Credits/Thanks

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1.) Introduction  
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Howdy and welcome to my guide for Magic Johnson's Fast Break. This is a very old NES game, and I was quite surprised that my copy of the game still worked, nonetheless that my NES also worked. Out of boredom of not being able to sleep, I popped the game in and played it for a bit, and then decided to write

a guide for this game. Simple, eh?

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2.) Legal Stuff  
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3.) Who is Magic Johnson?  
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Magic Johnson, of course, was an NBA player. I can honestly tell you that I'm not a huge fan of the game of basketball, but Magic Johnson was a great player when he played with the LA Lakers.

Magic Johnson had a so called rival in the NBA, which was Larry Bird. Both of these players carried their teams on their backs, and met a couple of times in the NBA Finals. The number of times they met, I really don't remember.

Then, on one fateful day, Magic Johnson, during a press conference, told the media and the world that he was HIV Positive. Since then, he tried his hands at coaching (the Lakers of all teams) and had his own TV show at one point. Needless to say, his post career was a bit hazy, but his Hall of Fame numbers and playing days are ones that will be remembered for ages.

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4.) Game Mechanics  
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The game is a simple game of 2v2 basketball with the Red team, and the Blue team. You control the Blue Team. The contols are as follows:

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OFFENSE  
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A Button - Shoot  
B Button - Pass  
Start - Pause

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DEFENSE  
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A Button - Steal/Jump when opponent shoots the ball  
B Button - Switch between players  
Start - Pause

The controls are quite simple. However, playing the game will vary. When you boot up the game, you'll be chosen how many players you want. The options are 1 Player, 2 Players, and 4 Players. Note that 4 Players requires an NES Adapter.

Once you select the number of players, you'll be directed to the difficulty setting menu. You can choose between:

Rookie - Easiest mode.  
Average - A bit harder, but still easy.  
Advanced - Not easy, but not hard.  
Expert - Hard, but not too hard.  
Pro - The hardest of them all.

Of course, if this is your first time playing the game, then choosing Rookie would be a smart idea, since you can easily dominate the computer if done right. It's also good to learn how to steal properly and pass properly.

You'll then be taken to the game itself. At the upper portion of the screen, there are three little boxes. Each of them are:

T.F. - Technical Foul. Fouls are really hard to get in this game, but a Technical Foul is when you try to injure a player on purpose, or get into a heated confrontation. There isn't any fighting in this game, though.

Score - Your score, obviously.

24s. - This is the shot clock, which lasts only 24 seconds. If you fail to shoot the ball in those 24 seconds, the other team automatically gets the ball.

Each period consists of 3 minutes. You can check how much time is left by looking at the upper center portion of the screen.

Now then, when you actually get the ball, you can shoot the ball, of course, or pass it. Only pass it if your partner is open, and you're not being blocked by the computer. Here's how the scoring goes:

1 point - You get 1 point if you make a free throw, which occurs when you or

the computer is fouled.

2 points - You make a basket from anywhere inside the outer arch.

3 points - You make a basket from outside the arch to the half court. If you make one of these, a scary picture of Magic's face appears and compliments you for making it.

If you have the ball, be sure not to go back past half court once you pass the white line, or else that's a backcourt violation, and the computer gets the ball.

When playing defense, you need to either steal the ball or block it when the computer shoots it. To steal the ball, you need to run in front of the computer and mash A to get the ball back. Once you get it back, the computer will try to do the same to you.

After each period is over, you'll get a recap on how your game has been so far. You'll get a review of your score, your Field Goal attempts and how many of those attempts you've made. How many fouls you have and how many free throws you've attempted and made, and it'll show you how many Steals you have.

A field goal is when you shoot the basketball inside near the basket, or "in the paint." This is the most used shot in the NBA and it's a common phrase.

You repeat the whole process for 4 periods. The person with the most points wins. After the game is over, you get a last review on how your game went, and then you get a Salary. The Salary in the game is just another verison of the High Score on Arcade games. If you get a Top 10 Salary, you get to put in your initials. Fun, huh?

You're then taken back to the title screen, and you get the option of playing again. That's up to you, though.

That's all there is to the game.

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5.) Tips  
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-Pass the ball often. Passing is an important part of the game in real life, and they made it imporant here too. If you don't pass often, the computer tends to steal the ball a lot. If you're passing, make sure that your partner is open to get the ball, or else the defender will steal it.

-Don't be afraid to drive the lane. Driving the lane means making a run at the basket and either dunking it, or shooting the ball very close to the rim. Dunking has the highest percentage of making a basket, and the further you shoot back, the less of a chance you have to make a basket.

-Likewise, don't be afraid to shoot three pointers. These can be really helpful if you're playing on Pro. Shoot behind the outer arch, or on the sides near the benches, as you have the best chance to make a three pointer from those locations.

-If the computer is right next to you, move in a different direction. Passing the ball when the computer is literally right next to you is a guaranteed turn over on your part. If they're hugging next to you, move in a different direction to shake them off.

-Don't be afraid of Magic Johnson's head. I know, it's creepy, but don't let it distract you. Also, on a small note, Magic Johnson tends to give some bad advice. For example, I had 101 steals and only allowed 10 points after 3 quarters, and he told me to play better defense. In other words, don't listen to him.

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## 6.) Credits/Thanks

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And a huge thank you to you, the reader.

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