

RUNnGUN BASKETBALL

QUICK START INSTRUCTIONS

Using these Quick Start Instructions assumes you have a game loaded and are on the Game Set Up Page.

FROM THE GAME SET UP PAGE

OPENING TIP

Click **GO TO GAMECENTER**

Click area beneath the words - OPENING TIP OFF

TIP OFF WINNER: the number on the right determines result

Click the number on the right

Click **AWAY PACE CHECK** or **HOME PACE CHECK**

Check PACE CHECK r100 within number to left of / is FASTBREAK

PACE CHECK r100 greater than number to left of / is SET OFFENSE

Foul If Foul Showing Check Range

Turnover If Turnover Showing Check Range

Click **AWAY SET OFFENSE** or **HOME SET OFFENSE**

SET OFFENSE

OFF/DEF DECIDER

STANDARD

1-3 OFFENSIVE PLAYER

4-6 DEFENSIVE PLAYER

RESULTS FROM OFFENSIVE OR DEFENSIVE COLUMNS

BT is abbreviation for BUTTON

RESULT	DESCRIPTION	BT 1	EXTRA CHECK	BT2	NEXT ACTION	EXTRA
DUNK	2PT MAKE	M	ASSIST?	<input type="checkbox"/>	OPPONENT PACE CHECK (AUTOMATIC)	
DUNK(F)	2PT MAKE + FOUL	M	ASSIST?	<input type="checkbox"/>	OPPONENT FOUL ON F	FREE THROW
MAKE 2PT	2PT MAKE	M	ASSIST?	<input type="checkbox"/>	OPPONENT PACE CHECK (AUTO.)	
SHOOT 3PT	CHECK OFF 3PT					
	MISS	A			REBOUND CHECK AND RESULT (AUTO.)	
	MAKE	M	ASSIST?	<input type="checkbox"/>	OPPONENT PACE CHECK (AUTO.)	
MAKE 2PT(F)	2PT MAKE + FOUL	M	ASSIST?	<input type="checkbox"/>	OPPONENT FOUL ON F	FREE THROW
MISS 2PT	MISSED SHOT	A			REBOUND CHECK AND RESULT (AUTO.)	
SHOOT 3PT	CHECK DEF 3PT					
	MISS	A			REBOUND CHECK AND RESULT (AUTO.)	
	MAKE	M	ASSIST?	<input type="checkbox"/>	OPPONENT PACE CHECK (AUTO.)	
MISS 2PT(F)	COMMITTS TURNOVER	A			OPPONENT FOUL ON F	FREE THROW
TURNOVER	OFFENSIVE FOUL	A			OPPONENT PACE CHECK (AUTO.)	
OFOUL			<i>*slender black button</i>		OPPONENT PACE CHECK (AUTO.)	

RESULTS SPECIFIC TO OFFENSIVE COLUMN

RESULT	DESCRIPTION	BT 1	EXTRA CHECK	BT2	NEXT ACTION	EXTRA
D-FOUL	DRAWS FOUL ON SHOT?		SPECIAL CHECK: REFEREE CALLS SECTION = FOUL OFF OR NO FOUL w/POSSIBLE TECHNICAL FOUL			
	FOUL				OPPONENT FOUL ON F	FREE THROW
	NO FOUL	A			REBOUND CHECK AND RESULT (AUTO.)	
PLAY-MKR	PASS LEADS TO POSSIBLE SCORE		SPECIAL CHECK: PLAYMAKER PASS TO SECTION = SHOWS PLAYER BALL IS PASSED TO			
THESE ARE AUTOMATIC MAKES	DUNK	M	YES ASSIST	<input type="checkbox"/>	OPPONENT PACE CHECK (AUTO.)	
	A-OOP	M	YES ASSIST	<input type="checkbox"/>	OPPONENT PACE CHECK (AUTO.)	
	2PT SHOT	M	YES ASSIST	<input type="checkbox"/>	OPPONENT PACE CHECK (AUTO.)	
			F FOUL CALLED		OPPONENT FOUL ON F	FREE THROW
	3PT SHOT					
USE NUMBERS PROVIDED TO CHECK RESULT	MISS	A			REBOUND CHECK AND RESULT (AUTO.)	
	MAKE	M	ASSIST?	<input type="checkbox"/>	OPPONENT PACE CHECK (AUTO.)	

RESULTS SPECIFIC TO DEFENSIVE COLUMN

RESULT	DESCRIPTION	BT 1	EXTRA CHECK	BT2	NEXT ACTION	EXTRA
FOUL	COMMITTS FOUL ON SHOT?		SPECIAL CHECK: REFEREE CALLS SECTION = FOUL OFF OR NO FOUL w/POSSIBLE TECHNICAL FOUL			
	FOUL				PLAYER CHARGED FOUL F	FREE THROW
	NO FOUL	A			REBOUND CHECK AND RESULT (AUTO.)	
STEAL	STEALS BALL	A			TEAM GETS PACE CHECK (AUTO.)	

RIM DEFENDER

When showing, check numbers given to see if there is a block. Number on left is r20. Number on right is

Block Rating of the Player

IF BLOCK

REBOUND CHECK AND RESULT (AUTO.)

ROAD WARRIOR/HOME HCA

When showing, check numbers given to see if the result is altered. Number on left is r100. Number on right is Team's Rating. If in range, all results are reserved and a missed shot is the result. If out of range, the result of the play stands.

FASTBREAK		Click AWAY FASTBREAK or HOME FASTBREAK				
RESULT	DESCRIPTION	BT 1	EXTRA CHECK	BT2	NEXT ACTION	EXTRA
1	AUTO MAKE 2PT	M	ASSIST?		OPPONENT PACE CHECK (AUTO.)	
2	AUTO MAKE 2PT	M	ASSIST?		OPPONENT PACE CHECK (AUTO.)	
3	#R100	USE READING SAME AS FOR SET OFFENSE ABOVE WILL BE ON OFFENSIVE PLAYER'S OFFENSIVE COLUMN				
4	#R100					
5	#R100					
6	#R100	USE READING SAME AS FOR SET OFFENSE ABOVE WILL BE ON DEFENSIVE PLAYER'S DEFENSIVE COLUMN				
FREE THROWS		Click PLAYER'S NAME Then AWAY FREE THROW or HOME FREE THROW				
PLAYER MAKES FREE THROW		M			OPPONENT PACE CHECK (AUTO.)	
PLAYER MISSES FREE THROW		A			REBOUND CHECK AND RESULT (AUTO.)	

REBOUNDS					
DESCRIPTION	BT 1	EXTRA CHECK	BT2	NEXT ACTION	EXTRA
DEFENSIVE					
CHECK RANGE AGAINST RATING					
YES DEF REBOUND	D			TEAM GETS PACE CHECK (AUTO.)	
NO DEF REBOUND	O	for opponent player		OPPONENT GRABS OFF REBOUND	SEE BELOW
OFFENSIVE					
CHECK RANGE AGAINST RATING					
YES OFF REBOUND	O			SEE RESULTS BELOW	
NO OFF REBOUND	D	for opponent player		OPPONENT PACE CHECK (AUTO.)	

OFFENSIVE REBOUND RESULTS						
RESULT	DESCRIPTION	BT 1	EXTRA CHECK	BT2	NEXT ACTION	EXTRA
GO UP FOR SHOT	#R100	EXACT SAME AS SET OFFENSE OFFENSIVE COLUMN READING				
RE-SET OFFENSE	Another Possession	Click AWAY SET OFFENSE or HOME SET OFFENSE				
DUNK	2PT MAKE	M			OPPONENT PACE CHECK (AUTOMATIC)	
PUT BACK DUNK	2PT MAKE	M			OPPONENT PACE CHECK (AUTOMATIC)	
RIM DEFENDERS CAN BE INVOLVED IN OFFENSIVE REBOUNDS						
REBOUND LOOSE BALL FOULS						
F	Check r6 against player's rating					

SUBSTITUTIONS

Click the button on the right of the player's stat line for his position: PG, SG, SF, PF or C it will highlight his stat line. Drag the player to an open slot in his team's bench area.

To sub in, click a player from the bench area on his name. It will highlight his stat line. Drag and place him up to the current five players on the floor.

SET LINEUPS

After making a substitution or change to the lineup, always click the SET LINEUPS button.

These Quick Start Instructions will get you right into the action. For full game instructions, open the PDF titled: RUNnGUN BASKETBALL GAME PLAY INSTRUCTIONS