

Slamdunk

All-Star All-Stats NBA Basketball Management



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1 GENERAL RULES

1.1 THE LEAGUE There are sixteen teams in each league, divided into four divisions of four teams each. Team names may be any *except* the names of real teams, subject to the approval of the GM (who may object to names on the grounds of decency, taste or suitability). There are three setup turns before the start of the first season, and one restart turn at the beginning of each subsequent season.

1.2 THE GM The "GM" (jargon for Games Master, by obscure tradition) is the person who runs the league. In more normal terminology the GM would be called a moderator, or an umpire. The game is actually processed by computer, but is supervised by the GM.

1.3 PRE-SEASON At the discretion of the GM the league may play a number of pre-season games, which will use a set of stats from the previous season (the main purpose of such games is to begin shuffling rosters before the real action starts).

1.4 REGULAR SEASON The regular season in Slam dunk is normally twenty four weeks, with each week corresponding to one week in the real life regular season. The game usually takes two weeks break over the Christmas period. Leagues which begin play after the start of the real life season will necessarily have shorter schedules.

1.5 PLAYOFFS For playoff purposes the league is divided into two conferences, the Atlantic and Central divisions forming one and the Midwest and Pacific divisions forming the second. The top team in each division qualifies for the playoffs, along with the two teams in the conference with the next best records (wild cards).

The divisional winner with the best record meets the second wild card team in the first round of the playoffs. In the second round the winners of the first round play for a place in the Finals. If two teams are tied on won-lost record then three tiebreakers are applied, in order: most points scored, least points scored and the flip of a coin.

1.6 DEADLINES Slam dunk uses "posting" deadlines, rather than the usual "arrival" deadlines. The GM sets a deadline each turn and games are normally processed three days after this deadline. Your orders must arrive in time for the games to be processed, and must be postmarked the day of the deadline or earlier.

1.7 TURNSHEETS The turnsheets in Slam dunk show the team selection you made for your last game as well as providing spaces for ordering free agent bids and special actions. For your team selection you only need to fill in those selections that you change. Simply put the player number of the new player selected in the box beneath the box that shows the old selection. You do not need to cross out the old team selections when you enter new ones in the boxes provided.

Think *before* you start filling in the turnsheet (the recommended method is to use your last turn report for scribbling ideas and planning changes, and then transfer your final decisions to the turnsheet after). Your GM will award fines (losing points) against you if you waste his time by making a mess.

In any play-by-mail game, it is necessary to be precise with your instructions. It is *not* the job of the GM to interpret your orders, but only to enter whatever orders he's given (even though there are some "automatic" corrections that are made by the computer to prevent some of the most obvious foul-ups).

1.8 GAME REPORTS Each team has an individual report to show the results of orders from last turn. This includes a current roster listing, along with the individual player statistics accumulated, contract values, wage costs, losing points and so on.

The game results and scorers are listed along with the current league standings, player movements, news of emerging new players, league news, messages and so forth.

1.9 TURN CREDITS One turn credit is deducted for each turn played. Current turnfees are indicated in startup information and game reports. When the prices of turn credits are changed credits already bought are normally still worth a full turn.

1.10 THE PLAYER LIST The player list is all the real life players "signed" or waiting to be signed by the teams in the game. The list is *not* exclusive, and new players can be added on demand. The player list is in alphabetical order of name and shows the player number, real life team and position of each player, and whether he is already signed to a team in the league. The player list isn't a regular part of the game report (it's too expensive) but extra updates can be obtained during the game if necessary.

1.11 ELIGIBLE PLAYERS You're not restricted to signing players who are already on the player list, and you may acquire any player you choose, including players who can't contribute because they do not play in real life. The player list will usually include a number of non-existent or unsuitable players (mistakes by players in other leagues) and you should be wary to avoid these. It is likely that from time to time the unsuitable players will be deleted from the player list. If you have such players signed to your team at the time they are deleted then they will simply disappear. Note, however, that collegiate players cannot usually be added to the player list until they have actually been drafted in real life.

1.12 TRIMMING THE PLAYER LIST It is necessary to keep the player list to a sensible size, and from time to time "duff" players are removed from the list. In general these players will be free agents, but occasionally they will be players signed to teams. In the latter case they are treated as having been "waived" (see paragraph 3.6).

1.13 PLAYER NUMBERS Each player is allocated a "player number" which is his unique identification. In your instructions all players should always be identified by their player numbers (identifying players by name is liable to spelling and typing errors). Note that there is no connection between player numbers in the game and shirt numbers in real life. Shirt numbers play no part in Slam dunk.

1.14 FREE AGENTS Players who are on the player list but not signed by any team in the game are "free agents". Players who qualify for inclusion in the game but aren't included on the player list are also free agents and will be added to the player list as soon as a request is made. If a real life player moves between teams then his status in the game is not affected.

1.15 PLAYER TYPES Each player is classified by the GM as one of four types: centre (CEN), forward (FWD), guard (GRD) or unknown (UNK). This will normally correspond to that player's real life playing position, but in the event of disputes the GM's decision is final. The GM may change the classification of a player between seasons, but not normally during play. A player rated as an "unknown" may be reclassified by the GM at any time, and may not play until classified (so be prepared to provide extra information about any such players you sign). These classifications determine the positions in which a player may be selected.

1.16 YOUR ROSTER Each team has a squad of up to sixteen players "signed". These are the players available for selection each game, and are signed in three setup turns at the start of the game – or by subsequent bids during the season. You cannot sign players above the limit, so it is wise to keep an eye on the size of your roster.

1.17 LOSING POINTS There are no rules for money or finance in Slam dunk. The "currency" for transactions in the game (primarily signing players) is losing points, usually abbreviated to LPs. If, at the end of a season (after the conclusion of the playoffs), a team has more than 250 LPs then half of the excess LPs are lost (e.g. 300 LPs is rounded down to 275 LPs).

1.18 PLAYER VALUES When a player is signed by a team then the amount bid is recorded and becomes the "value" of that player. This determines the cost each turn of retaining that player, and also the number of losing points that are recovered if he is waived. The value of a player is increased by one LP for every ten points he scores (actually whichever is higher of his real-life and game scores, and for this purpose each pair of assists, offensive rebounds and steals count as two points, and each block counts as two points).

1.19 INCOME After each regular season game both teams receive a number of losing points according to the result. The winning team receives forty losing points, and the losing team receives sixty losing points (hence the name, since you get more if you lose). There are no tied games in Slam dunk. Additional income may be gained according to marketing, merchandising and stadium facilities (development). There is no income during pre-season and post-season games.

1.20 COSTS For each player each turn your team pays out losing points equal to one tenth of his current value, rounding down (with a minimum of one LP). This represents his salary. Salaries are not paid for pre-season and post-season games.

Notes: the reason for these rules is to balance the game as evenly as possible, so that losing teams get the resources to help catch up, while winning teams are forced to fight harder and harder to retain their positions. A successful team with a lot of high value players will have fewer LPs available with which to bid for new players (but a successful team should have plenty of LPs available for rebuilding once a few veterans are released).

1.21 MARKETING Each team receives extra losing points each week according to the number of losing points previously spent on marketing (this number is recorded and listed in the team report). The number of extra losing points income each turn is the square root of the total of losing points spent previously to that turn (fractions are rounded down – so stay with square numbers). Half the losing points spent on marketing are carried over into subsequent seasons (i.e. at the start of each season after the first your accumulated total of losing points spend on marketing is halved). You cannot have more than 100 LPs invested in marketing at any time.

1.22 MERCHANDISING Each team when it wins a game may receive extra losing points according to the number of losing points previously spent on merchandising (this number is recorded and listed in the team report). Each time a team wins the merchandising total is reduced by 10%, rounding down, but double this amount is received as income (the merchandising total represents stock in hand and available: this stock is reduced whenever sales are made, but the sale price is double the cost price). The full balance spent on merchandising is carried over into subsequent seasons. You cannot have more than 100 LPs invested in merchandising at any time.

1.23 FACILITIES Facilities in the form of stadium development, services and executive boxes allow you to invest losing points to increase your income. The cost of developing stadium facilities is the square of the level of income to be produced, less the square of the level of income already produced from facilities. The additional income (in losing points) received in any week is the number of games your team has won in the current season, or the level of facilities, whichever is least. The level of facilities is reduced by two at the start of each season. The maximum level of facilities is 10.

1.24 INCOME AND EXPENDITURE As a general rule of thumb the order in which your income/outgoings are processed is as follows: income from games (including marketing, merchandising and facilities) and expenditure on wages, income from waivers, payment for contract actions, checking free agent bids (including fast-signs), poaching, free-agent and fast signings and spending on increasing marketing, merchandising and facilities. As a general rule you must have sufficient losing points to carry out an action, though payment of wages and costs of signing free agents (who you successfully bid for the previous turn) are not subject to this restriction. A team may, therefore, drop below 0 LPs, but then are unable to make bids, contract actions etc, and will be at the mercy of any poaching actions, so this is not a good idea.

1.25 START AND END OF SEASON At the start of a new season a team's marketing total is halved and their stadium development level also drops by two. In addition if the team has an LP balance above 250 LPs then half of the excess LPs are lost (this is usually done at the end of the previous season, after the conclusion of the playoffs). A team's merchandising total is unchanged at the start of the new season (it carries over in full).

Notes: These limitations are intended to preserve a degree of financial balance in the game. If there is no limit on stadium development, marketing and merchandising then a coach could build his team into a financial powerhouse which could simply ignore the reduced income for winning (see 1.19). At the other extreme if there is no carryover limit then a coach might simply decide to save hundreds of LPs during one season so that he could buy up lots of decent players in the future. These rules should restrict a team's ability to do this – not prevent it, for fluctuating fortunes and varying financial management is a key part of the game, but it should be kept within sensible limits.

1.26 NATIONAL LEAGUES Slam dunk may also run in the UK for the Bud League and in Australia for the NBL. The rules for these leagues are almost identical to NBA Slam dunk, with the only significant differences being that there are only eight teams per Slam dunk league (divided into two divisions of four teams), the standard length of season and that in Australia there is no break over Christmas (the NBL season doesn't run over Christmas).

2 SETUP RULES

2.1 NEW STARTS Each team in a new league starting up begins with a balance of 500 LPs and no players signed. There are three setup turns, in which all teams may bid for up to eight players. Bidding is competitive and all bids in a round are counted before a player signs for the team with the highest bid. 25 LPs are added to each team's balance at the end of each bidding round, which ensures that you cannot run out of LPs during the setup period.

2.2 RESTARTS The game is inactive outside the basketball season, and is restarted by the GM at the beginning of the new season. A new league roundup, fixture list, player list, team report and turnsheet is issued to each player. Other teams will be made available to new players as standby places. At the start of a new season each team's Marketing levels are halved, Facilities decrease by two levels and all holdouts are cancelled.

Notes: If you want to return the next season then leave one turn credit behind (or more if you prefer as a hedge against price changes).

2.3 STANDBY PLACES When a new coach is appointed to a team with fewer than 100 LPs then their balance is increased to 100 LPs.

2.4 INITIAL BIDS Bids must be in whole numbers of losing points, and the highest bid gets the player. The amount bid is paid out immediately, and losing bids are ignored. Where equal highest bids are made by different teams then the winning bid is decided at random. During the initial bidding rounds if one or more bids are made for a player then he will sign immediately for the highest bidder.

2.5 NO BIDS If a player fails to submit a set of initial bids for some round then the computer will make up random bids instead. It selects players that no-one has bid for (at random) and signs them for a modest bid. Note that you'll normally only get rubbish this way, but you may get lucky. Note that this only applies if you submit no bids at all: you may choose to submit fewer than eight bids in a round (common in later rounds if you were successful in early rounds and have few spaces left on your roster).

2.6 FINAL ROUND After the third round of bids has been processed the computer attempts to fill up any empty places in the team selection by making further minimum bids at random (this is to minimise the damage done to the team if the coach fails to submit orders for a bidding round).

2.7 FURTHER SIGNINGS Further free agents may be signed later during normal play (with a slightly different system, see section 3).

2.8 CASH LIMITS If you attempt to spend more losing points than you have available then some of your bids are reduced to 1 LP (starting with the last bid made and working backwards until you can afford to sign all the players you bid for).

2.9 ROSTER LIMITS If you attempt to sign more players than will fit on your roster then the new players are signed and waived immediately. Note that it is possible for someone else to sign a player that you bid for, and then exceed their roster limit and be forced to waive him again. In this case the player concerned will still appear as a free agent on the player list, even though your bid was rejected.

3 WRITING ORDERS

3.1 INTRODUCTION Each action is explained in this section, with an example shown in roughly the same format as you'd enter it on your turnsheet. Where an empty box is shown (like [] for example) then that box should be left empty for that action. The "amount" box is printed on the turnsheet with a symbol like so:- [LP] to show that a number of losing points should be entered.

For some actions some other number should be entered (a development level, for instance) in which case we show the "LP" symbol struck out (like [2 ~~LP~~] for example). You may also strike out the "LP" symbol if you wish, or leave it. It is included in the box to act as a reminder that this is the "value" box and should not contain player numbers (it was previously a common error to enter player numbers and values the wrong way round).

3.2 TEAM SELECTION A team selection consists of ten players, which must consist of a starting centre, two starting forwards, two starting guards and backups for each of these five positions. If your selection doesn't

arrive by the deadline then your previous selection will be used instead. Errors in your selection will normally be corrected by the computer.

No player may be played out of position according to his classification (players must match the classification appropriate for the selection). Places in a selection may be left empty if a team has insufficient players (but see 3.4, fines).

3.3 BACKUPS Each team selects two players for each position each game. One is nominated as the starter and the other as the backup. Both the starter and the backup play but in normal circumstances any stats achieved by the backup are halved (rounding down). However, if the backups tally of stats is more than double the starter's tally (for this purpose each pair of assists, offensive rebounds and steals count as two points, and each block counts as two points) then the backup is promoted to start (and his stats count full) and the starter is benched (his stats count half).

3.4 FINES Each turn you will be fined two losing points for each position in your team selection unfilled (including backups).

3.5 PLAYER MOVEMENTS All player movements occur after the games for that week have been played. A player may play in the same week as he is waived. A newly acquired player may not be selected until the turn after his arrival. There are no direct trades in Slam Dunk, but the system of waivers and free agents provides an alternative method of making indirect trades (see waivers and bids, paragraph 3.10 and trades, paragraph 3.18). Unwanted players can be waived, and may then be signed as free agents by other teams. When a player is signed off waivers (i.e. after being waived by someone else) then his previous team receives "compensation".

3.6 WAIVERS Any player in your squad may be waived (released). Half of his current value in losing points is recovered immediately (fractions are rounded down), and the player reverts to being a free agent.

ACTION [WAIVE] **AMOUNT** [] **PLR NUM** [127]

releases player number 127.

3.7 FREE AGENT BIDS A free agent is any player in real life who is not signed by a team in the game. Teams may bid for free agents (up to two per turn). Bids are published in the league report, and a bid is successful if it stands for a turn without a higher bid being made (this is different to the procedure for initial bids, where opponents get no chance to make counter bids). If you make a new bid for the same player as the previous turn then your old bid is cancelled (even if it would still be the highest bid).

Note: If a player you want isn't already on the player list then he doesn't yet have a player number, but you can still bid for him by giving his full name and team. The computer will then allocate a new player number. You may bid for anyone who is not already signed, but no check is made that a player actually exists or is eligible.

Example, to bid 5 LP for player number 292:

PLR NUM[292] **BID VAL** [5] **NAME** [] **FORENAME** [] **TEAM** []

Example, to bid 1 LP for a player not already on the player list:

PLR NUM[] **BID VAL** [1] **NAME** [JONES] **FORENAME** [JOE] **TEAM** [UNK]

3.8 OVERBIDS When a team has made a bid for a free agent then that offer is published in the league report. Other teams may make higher bids for the same player the following turn, but any such "overbid" must be at least 50% higher (rounding up) than the previous highest bid (so for example the minimum overbid of 20 LP is 30 LP, and the minimum overbid of 25 LP is 38 LP). Note that fast-signs cannot be used for overbids.

3.9 COMPENSATION When a free agent is signed then his previous team (if any) receives half the amount bid (fractions rounded down) as compensation, unless the team resigns a player previously signed to them using a fast-sign, in which case compensation is only one quarter of the amount bid.

Note: it is possible to make a profit on a waiver if the player is signed by someone else at a higher value, and there is nothing to stop you placing bids to force the price up for a better profit (at the risk of getting the player back again). It is legal to waive a player and then re-sign him at a lower value (you recover half the difference) but you should be aware that other players are able to make rival bids and steal the player away.

3.10 WAIVERS & BIDS You may make a free agent bid for a player the same turn he is waived by any team, including your own. If you want to set up a trade with another team then you can arrange it so that they make a free agent bid the same turn that you make the waiver, when no-one else will know that the player is available. You can only make such trades at sensible values, as a bid that is too low can be overbid by other players.

3.11 SCOUTING There are two forms of scouting, which you may choose by either indicating the player number of the player to be scouted (in the PLR NUM box) or by leaving the box blank. If you indicate a player number then this provides up to date information on that player (who he plays for, if anyone, and his current value). If you don't give a player number then the computer will try to find a free agent (a player who isn't signed with anyone else). The position of the player scouted will be controlled by your current scouting type. The special actions ANY, CEN, FWD and GRD allow you to change the current scouting type and will also scout a player of that type. Any special actions you do not use will be treated as un-numbered SCOUT actions.

ACTION [SCOUT] **AMOUNT** [] **PLR NUM** [100]

scouts player number 100.

ACTION [SCOUT] **AMOUNT** [] **PLR NUM** []

searches for a free agent.

ACTION [FWD] **AMOUNT** [] **PLR NUM** []

searches for a free agent forward

3.12 MARKETING Teams may spend losing points on marketing to increase their LP income. The amount spent is simply added to the tally of spending (see 1.21). You cannot have more than 100 LPs invested in marketing. If you try to increase your marketing level above 100 LPs the computer will reduce the number invested to the maximum allowed total.

ACTION [MARK] **AMOUNT** [25 LP] **PLR NUM** []

spends 25 LPs on marketing.

3.13 MERCHANDISING Teams may spend losing points on merchandising to increase their potential LP income. The amount spent is simply added to the tally of spending (see 1.22). You cannot have more than 100 LPs invested in merchandising. If you try to increase your merchandising level above 100 LPs the computer will reduce the number invested to the maximum allowed total.

ACTION [MERC] **AMOUNT** [20 LP] **PLR NUM** []

spends 20 LPs on merchandising.

3.14 DEVELOPMENT Teams may spend losing points on stadium facilities to increase their potential LP income (see 1.23). Give the new level required in the "amount" box. The cost is the square of the new level less the square of the existing level. The maximum level of development is ten.

ACTION [DEV] **AMOUNT** [2] **PLR NUM** []

increases facilities to level 2.

3.15 FASTSIGN It is also possible to sign free agents by using the special actions section of the turnsheet, with a FASTSIGN action. In this case it is essential to know the player number of the player to be signed (it is not possible to fast sign a player who is not already on the player list). FASTSIGN actions compete normally with other free agent bids (i.e. the highest bid signs the player, though note that fast-signs cannot be used as overbids – see 3.8) but if successful the player is signed immediately (unlike normally free agent bids where the signing is not completed until the following turn). Any player signed this way has a contract value of 1 LP, irrespective of the amount actually bid. Players who were not free agents at the start of the turn, or players who were free-agents under offer from the previous turn, may not be signed with FASTSIGN actions.

Fastsigns for 1 LP (and *only* 1 LP) are still allowed even if a team is overdrawn (balance below 0 LP). This gives such teams a chance to pick up cheap, low quality players to fill their squad while they fix their finances.

ACTION [FAST] **AMOUNT** [2 LP] **PLR NUM** [113]

fast signs player 113

Notes: The restrictions on fast signing players are to prevent teams using this action to make trades without other teams having the opportunity to make counter bids, and to prevent teams reducing contract values by waiving and fast signing their own players.

3.16 POACHING It is possible to "poach" players already signed for other teams (by letting him know how much more money he'd get if he played for you). If an approach is successful then that team may be forced to make him available to other teams (it is still not possible to sign such a player without other teams having the chance to make offers). Normally this is only possible when a player is under valued, and when the team for which he is signed is seriously short of losing points.

To approach a player, use the special action "POACH", with the amount of your offer in the "amount" box and the number of the player to be poached in the "number" box. Your offer must be at least 50% higher than the current value for that player (exception – see next paragraph) and you pay 20% of your offer immediately (this goes to the player's agent, and he keeps it). The player and your offer are then listed in the "holdouts and trades" section of the league report and also in the team report of his current team.

If a team's balance is less than 0 LP then the requirement that poaches must be 50% higher than a player's value does not apply, and a poach need only be higher than the player's current contract value. If a team's balance is less than -50 LP then a poach may be made at *any* value (including lower than the player's current contract value). However, for such poaches to be successful the team whose player is being poached must have the required balance *both* at the start of a turn *and* when the poach is processed (which occurs after waivers, so the team concerned have an opportunity to waive other players to fix their finances).

Notes: Poaching is included in the game to force team owners to be sensible with their losing points. If you overspend then your players are likely to be tempted away. Note that any team which poaches a player does not have any particular "rights" to that player, and the poach is not a free agent bid for that player. Poaching the player only forces the team who have him signed to decide whether to increase his contract value or leave him on the holdout list (subject to a free agent bid from anyone).

ACTION [POACH] **AMOUNT** [45 LP] **PLR NUM** [100]

3.17 HOLDOUTS When a player is listed as a holdout or trade then his current team may waive him, pay up (by making a CONTRACT action – paying the difference between the holdout value and the current value of the player) or do nothing. If they do nothing and someone (anyone) subsequently makes a free agent bid equal to or greater than the value for which the player is holding out (the amount originally offered) then the player is waived and the free agent bid is processed in the normal way. The team responsible for the initial approach has no special status: to sign a player you've poached you must compete with any other team that's interested, as normal (including the team that waived him).

Players who are listed as "holding out" will still play if selected (unlike holdouts in real life), but they disappear the moment the money is offered for real, unless you take action to keep them (unlike in real life – although the effect is much the same). If a player remains on the holdout list for more than four turns then his holdout is automatically cancelled, at no cost to his current team.

3.18 TRADES It is also possible to place your own players in the "holdouts and trades" section of the game report, by using the TRADE action. This works the same as a poaching action except that it may only be applied to players who are signed for your own team, and does not cost anything (unlike poaching, which costs 20% of the offer value).

The purpose of this action is to make the player available to any other team that will pay the asking price (without being available to teams that offer less). The player is treated the same as a player who is holding out as a result of poaching. There are only four possible results: the player is signed by someone else, he is waived, the team makes a contract action to end the holdout or the player is automatically removed after four turns on the list.

Poaching takes priority over trades. If someone makes a legal poaching offer for less than the holdout value of a player then the holdout value will be reduced to the new poaching offer value (so you cannot use the trade action to hide a player from poaching).

ACTION [**TRADE**] **AMOUNT** [40 LP] **PLR NUM** [28]

offers player 28 for a trade

3.19 CONTRACTS You may increase the losing point value of one of your own players with a **CONTRACT** action, in order to protect him against poaching. Enter the number of the player in the number box and his *new value* in the amount box. You pay the difference between his current value and his new value.

You cannot make a contract action if you cannot cover the cost of the action *nor* if your LP balance is below zero, even if there would be no cost for the contract (rarely a player might be holding out for a value lower than his current contract value, usually because his team is financially overdrawn).

ACTION [**CONTRACT**] **AMOUNT** [25 LP] **PLR NUM** [122]

3.20 PAYALL The **PAYALL** action sets the "Pay All" option. In this case any time one of your players holds out then a contract action is made automatically. The **NOPAYALL** action clears the pay all option if it has previously been set. The pay all option is clear at the start of the game.

ACTION [**PAYALL**] **AMOUNT** [] **PLR NUM** []

Sets the "pay all" option

3.21 EXTRA LISTINGS There are three special actions to produce extra listings: **SCHEDULE**, **ROUNDUP** and **PLAYERS**. These actions produce up to date copies of the schedule, league roundup and player list respectively. The cost is one turn credit, but the extra report is sent to every player in the league. If more than one player calls for the same extra listings action in a given turn then only one is charged (which one is random).

Note: you don't need extra listings very often, if at all, and it's important to send the same listings to everyone, rather than allowing some players to gain an advantage (from having more up to date listings) through spending extra money. You probably won't need to use any of these actions, but they're available if you do.

3.22 MESSAGES The turnsheet also includes a section for player messages, which are published in the league report. All messages are identified by the computer according to who sent them, and our normal restrictions apply (i.e. keep it clean and fair).

4 GAME SCORES

4.1 INTRODUCTION Each week your team scores three point field goals, field goals and free throws according to the scores made in real life by the players in your team selection for that game, subject to various adjustments detailed in this section.

4.2 GAMES THAT QUALIFY Only the most recent game whose stats are available to the GM, played by each team up to and including the date of processing, count towards games that week. For example if your GM is processing games on Thursday (for which the "posting" deadline would normally be the Monday) he will use the results of all games in Thursday's newspaper (Tuesday's games). If any teams were inactive on the Tuesday then Monday's results will be used, or Sunday's etc. Playoff games are run slightly differently, and are detailed in section 4.11. These rules may mean that you know the results of certain games before posting your orders. Your GM may place a restriction on which players he will input stats for, usually a requirement that a player must have played one quarter (12 minutes) for it to be worthwhile inputting his stats.

4.3 BACKUP STATS All backups' stats (remember that a backup who is promoted is considered as being the starter, and the demoted starter is considered as being the backup) are divided by two, with fractions being ignored.

4.4 FIELD GOALS Each player scores as many field goals (worth two points) and long field goals (three point field goals) as he scores in real life, though these may be increased or decreased (see 4.5 and 4.6).

4.5 BONUS FIELD GOALS For each pair of offensive rebounds and each pair of assists a player makes in real life, he scores a bonus (two point) field goal. On average in real-life, teams tend to score a basket once every two possessions, so one bonus field goal is added for every two opportunities created. Defensive rebounds are not included.

4.6 STOLEN AND BLOCKED FIELD GOALS Players may block and steal opponents field goals. In each case each player's blocks and steals are compared to the field goals of his opposite number (e.g. the two starting centers are matched up). If a backup is promoted (see 3.3) then for game purposes he is considered as being the starter. For every block a player produces, one field goal is subtracted from his opponents total. If a player has more blocks than his opponent had field goals then the "left-over" blocks are known as "spare blocks". Note that long field goals *cannot* be blocked. Having calculated a player's blocks he then has the opportunity to steal further field goals. A field goal is stolen from his opponent for every two steals made by the player in real life. Note that long field goals *can* be stolen away, but these will only be subtracted after all normal field goals. Again, if a player has more steals than field goals he can take away (either because the opponent scored very few field goals, or because a number were blocked) then the left over steals are known as "spare steals".

4.7 FREE THROWS AND PERSONAL FOULS A player scores as many free throws (worth one point each) as he scored in real life, subject to a maximum of two per personal foul conceded by his opposite number. For example if a team's starting center concedes three personal fouls, his opponents center can only score a maximum of six free throws. Unused free throws left over are known as "spare free throws". Note also that if a team has a player in their selection who is inactive (for this purpose a player who produces no stats whatsoever) then he is automatically assumed to have conceded four personal fouls. If a team leaves a selection unfilled then it is assumed they used a "nobody" who conceded six personal fouls. These rules are intended to prevent teams avoiding the concession of free throws by selecting duff players, or none at all.

4.8 OVERTIME As in real-life, there are no tied games in Slam dunk. If a game is tied at the end of normal adjudication then overtime is played. A series of tiebreaks are applied, until one yields a winner. In order these are: most spare free throws, most spare blocks, most spare steals, most long field goals, most normal field goals and then the toss of a coin. The winning team in overtime is awarded an extra long field goal.

4.9 GAME REPORTS The game reports for each game show the ten players for each team, in order of the five starters first and then the five backups. A "p" in brackets after a players name indicates that he was selected as a backup and promoted to start, a "b" indicates a player selected as a starter and benched, while "ns" indicates a player who produced no stats. For each player selected the number of long field goals, field goals, free throws, blocks and steals are also given, with the actual scores/blocks/steals made in the game shown on the left and the original stats on the right (e.g. 9/12 means 9 scored from 12 original stats). The number of original offensive rebounds, assists and personal fouls are also shown.

4.10 TRADING DEADLINE One week before the end of the regular season (i.e. after the second-last set of games have been processed) a trading deadline is imposed. After this deadline no further fast-signings, free agent bids or waivers may be made. There is one exception, however, the week after the trading deadline is imposed (i.e. the last week of the regular season) free agent bids may be made for players who were already free agents under offer the previous turn (i.e. overbidding existing bids). This is to prevent teams "swapping" players the week of the trading deadline without other teams having the opportunity to make higher, fairer bids.

4.11 PLAYOFF RULES The rules for "playoff" scores apply in all games when the NBA playoffs are in progress. Usually the first round of the NBA playoffs is used as the final week of the Slam dunk regular season (the NBA send 16 teams to their playoffs, sending all sixteen Slam dunk teams to the playoffs would not be sensible). There are two sets of playoffs: one set for the Slam dunk Finals and the second set for the Consolation Playoffs. The top team in each division go forward into the Slam dunk Playoffs along with two wildcard teams from each conference (see 1.5) and the bottom two teams go into the Consolation Playoffs. In addition to the restrictions under the trading deadline (see 4.10) there are no special actions available during the playoffs, and all financial aspects of the game are suspended during the playoffs. There is no income from games, merchandising, etc and no expenditure on salaries either.

4.12 PLAYOFF SCORES Each player involved in a game played under playoff rules has the opportunity to make bonus scores. If a player also produces stats in real-life, then he scores whichever is the better of his bonus scores and his real-life scores.

Bonus scores are allocated in five categories, long field goals, field goals, free throws, blocks and steals. For each category the team total is divided by a number (approximately equal to or above the week number, and this number is the same for all players involved in that game). This number is then divided by ten for each starter and twenty for each backup in the selection. Fractions of a score may or may not be rounded up (determined by

random chance). If a player's scores for a given week are bonus scores then he concedes four personal fouls and "bo" appears in brackets after the player's name to indicate this.

Example: Dorchester Dunkers have season totals of 99 LFG, 1010 FG, 269 FT, 147 Blk and 174 Stl from 21 weeks. The divisor for the game is 24, so each starter scores "0.4" LFG (which means that he has a 4 in 10 chance of his LFG total rounding up to 1 LFG), "4.2" FG's, "1.1" FT's, "0.6" Blk's and "0.7" Stl's and each backup scores half these values. After possible rounding up John Smith, a starter, has 1 LFG, 4 FG, 1 FT, 0 Blk and 1 Stl. These scores are then compared to his real-life stats (for this purpose each block made and steal made in the game is considered as being worth 2 points, so John Smith's bonus scores are worth 14 points). If his real-life stats are better than his bonus scores then the bonus scores are ignored.

Notes: The bonus scores are intended to generate stats for players who are inactive. Team totals are used instead of player totals, as the latter would discourage teams from trading their best players, not sensible in a trading game.

4.13 ELIMINATION During the playoffs you are only charged for turns in which you have a game. If you eliminated from the playoffs in the first round, then you won't receive a report of the second round as soon as those games are played (there's no point in us sending you a report for a turn when you don't have a game, and don't have a game the next turn either), but you will receive reports after the third Round (the Finals) with full details of the second and third playoff rounds. All players will receive full reports of all the playoffs, regardless of when they are eliminated.

5 TIPPING COMPETITION

5.1 INTRODUCTION The tipping competition is an extra game in which players compete to score points by predicting the results of real life games and runs throughout the regular season. The tipping competition costs nothing to enter, but there is a prize of 100 LPs awarded at the end of each season to the team that finishes at the top of the tipsters table, a prize of 50 LPs for the team that finishes second and a prize of 25 LPs for the team that finishes third.

5.2 EXPLANATION The Tipping Competition is included in Slam Dunk in order to provide an extra diversion, especially for players whose teams are not very successful. Rebuilding a poor team can be a fairly lengthy process, but everyone has an equal chance in the tipping competition, no matter what the state of their team.

5.3 ORDERS On your turnsheet each turn you will find a section devoted to the tipping competition. This section shows the games to be tipped for the next week, and provides a box in which to enter your prediction for the result of that game. Your prediction will be W for WIN or L for LOSE, relating to the team listed first.

Example:-

Miami vs Orlando [W] predicts a win for Miami

Miami vs Orlando [L] predicts a win for Orlando (a loss for Miami).

5.4 RESULTS Two points are scored for each prediction that is correct. Results, scores and accumulated scores are listed in the tipsters table in the league report each turn. If a game is postponed then no points are scored (nor lost).

5.5 GAMBLE The special action GAMBLE alters the scoring system for your tips that week. You score four points for each prediction that is correct but lose three points for each other prediction that is incorrect.

QUICK REFERENCE TABLES

TABLE 1: SPECIAL ACTIONS

Full details on the use of these actions are given in section three.

<u>ACTION</u>	<u>RULE</u>	<u>AMOUNT</u>	<u>PLR NUM</u>
ANY	3.11	–	–
CONTRACT	3.19	new value for player	player number to be given new contract
CEN	3.11	–	–
DEV	3.14	new level required	–
FAST	3.15	amount offered	player number to be fast-signed
FWD	3.11	–	–
GAMBLE	5.5	–	–
GRD	3.11	–	–
MARK	3.12	amount to be spent	–
MERC	3.13	amount to be spent	–
NOPAYALL	3.20	–	–
PAYALL	3.20	–	–
PLAYERS	3.21	–	–
POACH	3.16	amount offered	player number to be poached
ROUNDUP	3.21	–	–
SCHEDULE	3.21	–	–
SCOUT	3.11	–	player number to be scouted
TRADE	3.18	amount wanted	player number to be offered for trade
WAIVE	3.6	–	player number to be waived

TABLE 2: SUMMARY OF GAME ADJUDICATION

1. Check stats for each team to see if any backups are promoted to start.
2. Divide all backups stats by two (rounding down).
3. Each player scores normal (2pt) field goals and long (3pt) field goals one for one.
4. Add one bonus normal field goal for each pair of offensive rebounds and each pair of assists.
5. For each block by each player subtract one normal field goal from opponent.
6. For each pair of steals by each player subtract one field goal (or long field goal if all field goals are blocked) from opponent.
7. Each player scores free throws, up to a maximum of two per personal foul conceded by his opponent.
8. Total up the team tallies.
9. If tallies are equal then determine winner after overtime.