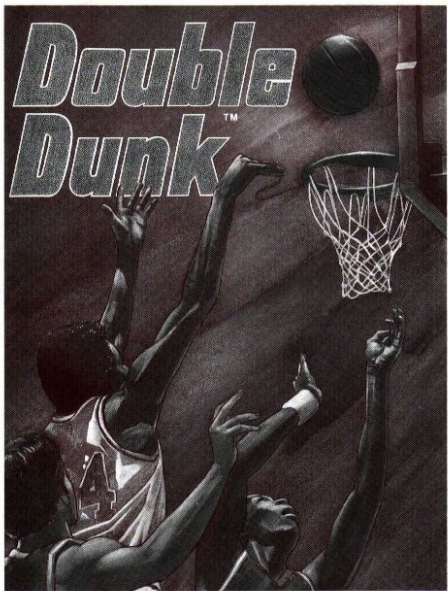


ATARI® 2600® Game Manual

# Double Dunk™



*You've spent the day playing some friendly two-on-two basketball. You and your buddy are psyched. You've aced the last three games, and the other guys are getting desperate.*

*Your inside man dribbles deftly toward the basket. But their man moves in quickly. If he gets the ball, you may get bounced!*

*Your man passes. You get the ball and line up your shot. The last few seconds of the game tick away. Sink this shot quickly, and the game is yours!*

## Getting Started

1. With your television switched on, insert the Double Dunk cartridge into your Atari 2600 (or 7800) as explained in your Owner's Manual.

**Note:** If you have an Atari 2600, make sure the COLOR/BW switch is set to COLOR.

2. Plug a controller into the left controller port for one player; plug a second controller into the right controller port for two players.
3. Turn on your console. The Double Dunk title screen appears. Press **[Select]** to display the game options screen. Move the controller handle up or down to select the seven options. Then, move the controller handle left or right to change (yes or no, 1 or 2 players, and so on) that game option. (See the **Game Options** chart.)

Game Options	Description
One or two players	Play against the computer or an opponent. Select a 1-player or 2-player game.
Game length	The game lasts a set amount of time (2, 5, 10, or 15 minutes) or until one of the teams reaches a certain score (10, 24, 36, or 48 points). Select the time or score you want to use.
3-point shots	Award 3 points for shots made from the area outside the curved line. Select either yes or no.
10-second clock	If the offensive team does not shoot within 10 seconds, the other team gets the ball. Select either yes or no.
3-second lane violation	If an offensive player stays in the lane longer than 3 seconds at a time, the other team gets the ball. Select either yes or no.
Foul Detection	Penalize players for fouls. Select either yes or no.
Team color selection	Select from six team colors. A C (computer), 1 (first player), or 2 (second player) appears under a team's selected color. To select a team's color, move the controller right or left to identify a color. Press <b>[Select]</b> . Choose a different color for each player or the computer.

# Jump Shot!

4. Press **[Reset]** or the left controller fire button to begin the game.
5. During play, press **[Select]** to return to the options screen. Press **[Reset]** to restart the game.

## Playing the Game

Two teams, with two players (Mr. Inside and Mr. Outside) on each team, compete in this basketball game. You control your players with the controller. If your team has the ball, your controller moves the player who has the ball. If the other team has the ball, your controller moves your player who is guarding the man with the ball (the player with his hands raised).

The two players of each team have different playing skills. Mr. Inside (the bigger player) is great at rebounding and blocking shots, can dunk his shots easier, and sets picks for Mr. Outside. Mr. Outside (the smaller player) is adept at stealing the ball and is great at making long shots.

One of the most effective plays is the pick play. The purpose of a pick play is to get both defensive

players hung up on the offensive Mr. Inside, allowing the offensive Mr. Outside to get an open shot. The defensive team can anticipate a pick play by selecting the lower left or lower right position on the controller during play selection. This allows the defensive Mr. Inside to pick up coverage on the offensive Mr. Outside because the defensive Mr. Outside is hung up on the offensive Mr. Inside.

Choose your offensive or defensive play before the ball is put in motion. After a score or a turnover, select your offensive or defensive play. (You don't get to select a play after a defensive foul, rebound, or a steal.) OFF and DEF flash at the bottom of the screen until you choose your offensive or defensive play. To select your play, move the controller into the appropriate position and press the fire button.

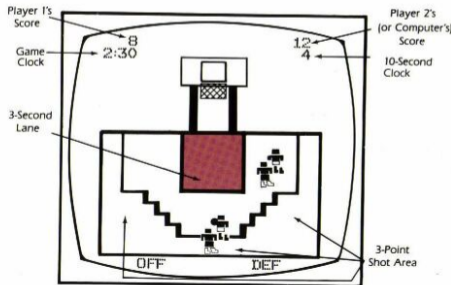
Once the ball is in play, use the controller to move your players. When your team is on the offense, press the controller fire button once to start the next part of your selected play. If you pull the controller handle back and press the fire button while the ball is in play, the player with the ball will ignore

the play and start a jump shot. When the player jumps, press the fire button a second time and the player shoots the ball.

If a player is very close to the basket when he shoots, he will dunk the ball. After an opponent misses a shot and you get the rebound, you must clear the ball by moving your player until both feet are behind the 3-point line before you can shoot for a basket.

If your team is on defense, you can either attempt to steal the ball or jump to block a shot. To attempt a steal, press the fire button while your defensive player is close to the ball carrier. Make sure the ball carrier is dribbling when the attempt is made.

To block a shot, wait until the ball carrier jumps for the shot. Time your own jump to most effectively block the shot.



## The Game Screen

The score appears at the top of the screen, along with the number of points needed to win the game (or the game clock) and the 10-second shot clock.

## Strategy

Keep your opponent off guard by varying your selection of plays.

If the defense has your play covered, remember that you can make the player with the ball shoot at any time.

Shoot at the basket when your player is jumping up. Don't shoot as your player is coming down from a jump. If you wait to shoot, chances are you won't make the basket.

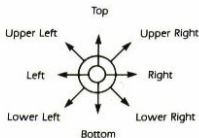
Be careful to stay inbounds when rebounding.

Time your blocks for successful interceptions.

When rebounding, there's no foul called for goal tending.

# Scoring

You score 2 points for each successful shot. If you select the 3-point shot option, you score 3 points for successful shots made from the 3-point shot area. Shots from the foul line after a defensive foul are worth 1 point each.



\*Defenders tend toward the direction chosen (either left or right).

## Offensive Plays

Match the offensive play descriptions below to the controller positions shown above. After moving the controller in the direction shown for a play, press the fire button. Depending upon the number of times you press the fire button, a different action occurs when play begins.

### Pick and Roll Left or Right

**Controller Position** — Upper Left or Upper Right

First button press — Mr. Inside moves to post to set up pick

Second press — Pass to Mr. Inside

Third press — Jump

Fourth press — Shoot

### Give and Go Left or Right

**Controller Position** — Left or Right

First button press — Mr. Inside moves to post to set up pick

Second press — Pass to Mr. Inside

Third press — Pass to Mr. Outside

Fourth press — Jump

Fifth press — Shoot

### Pick Left or Right

**Controller Position** — Lower Left or Lower Right

First button press — Mr. Inside moves to post to set up pick

Second press — Jump

Third press — Shoot

### Mr. Inside Shoots

**Controller Position** — Top

First button press — Pass to Mr. Inside

Second press — Jump

Third press — Shoot

### Mr. Outside Shoots

**Controller Position** — Bottom

First button press — Jump

Second press — Shoot

## Defensive Plays

Select the defensive play by moving the controller in one of the directions shown above. The defensive play you select matches the corresponding offensive play for the same controller position.

### Lane Defense

**Controller Position** — Top

Inside defender guards against pass

### Tight Defense Right

**Controller Position** — Upper Right

Defenders guard close

### Pass Defense Right

**Controller Position** — Right

Defenders guard against passes

### Pick Defense Right

**Controller Position** — Lower Right

Inside defender switches off if pick is successful

### Rebound Position Defense

**Controller Position** — Bottom

Inside defender stays close to basket

### Pick Defense Left

**Controller Position** — Lower Left

Inside defender switches off if pick is successful

### Pass Defense Left

**Controller Position** — Left

Defenders guard against passes

### Tight Defense Left

**Controller Position** — Upper Left

Defenders guard close