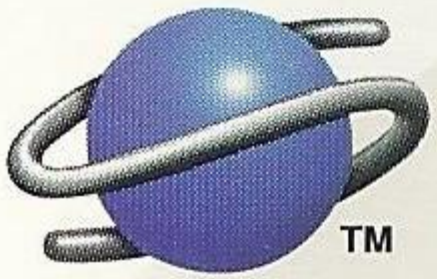
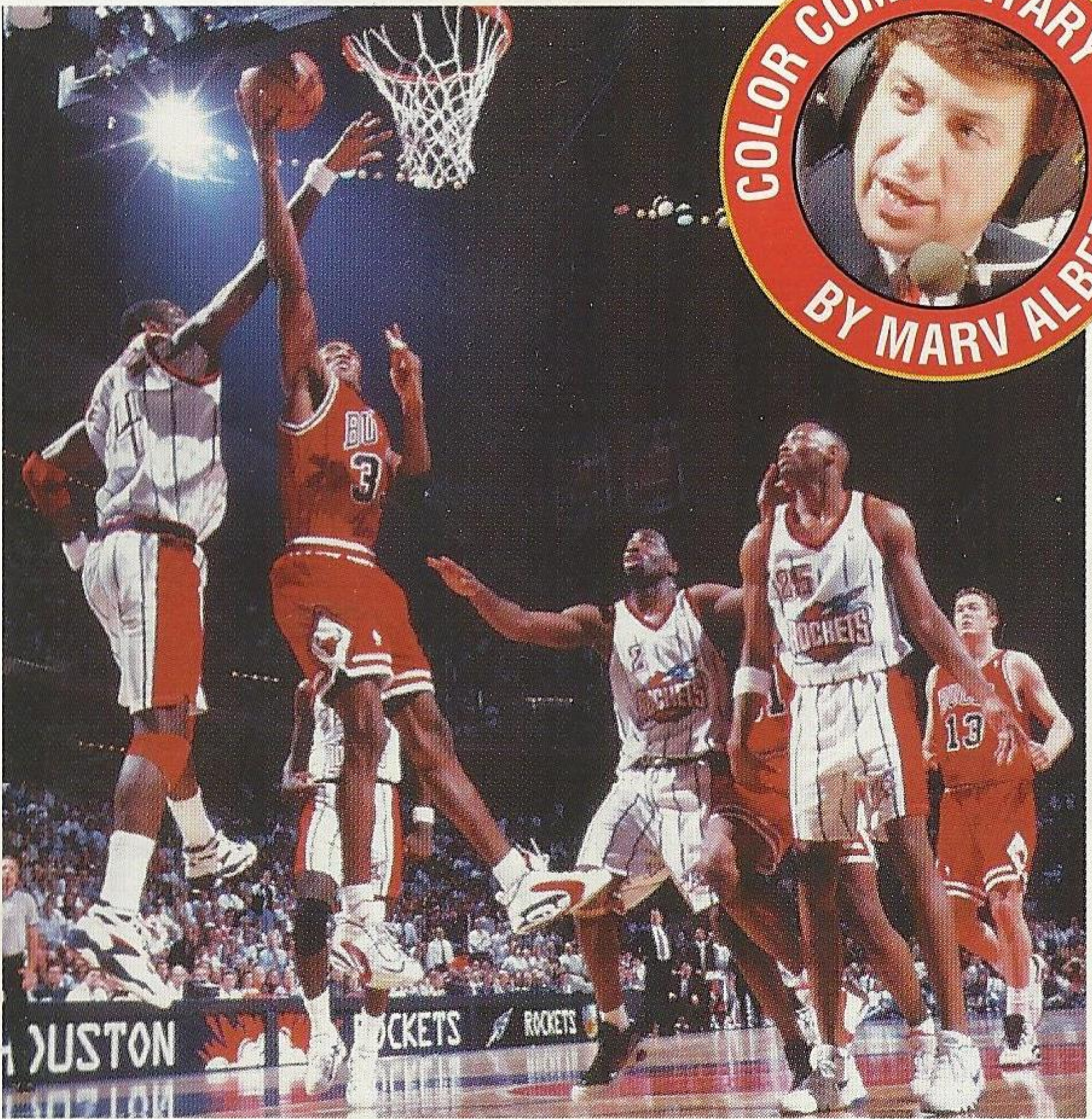


SEGA®



# SEGA™ SPORTS

SEGA™  
SATURN



SEGA

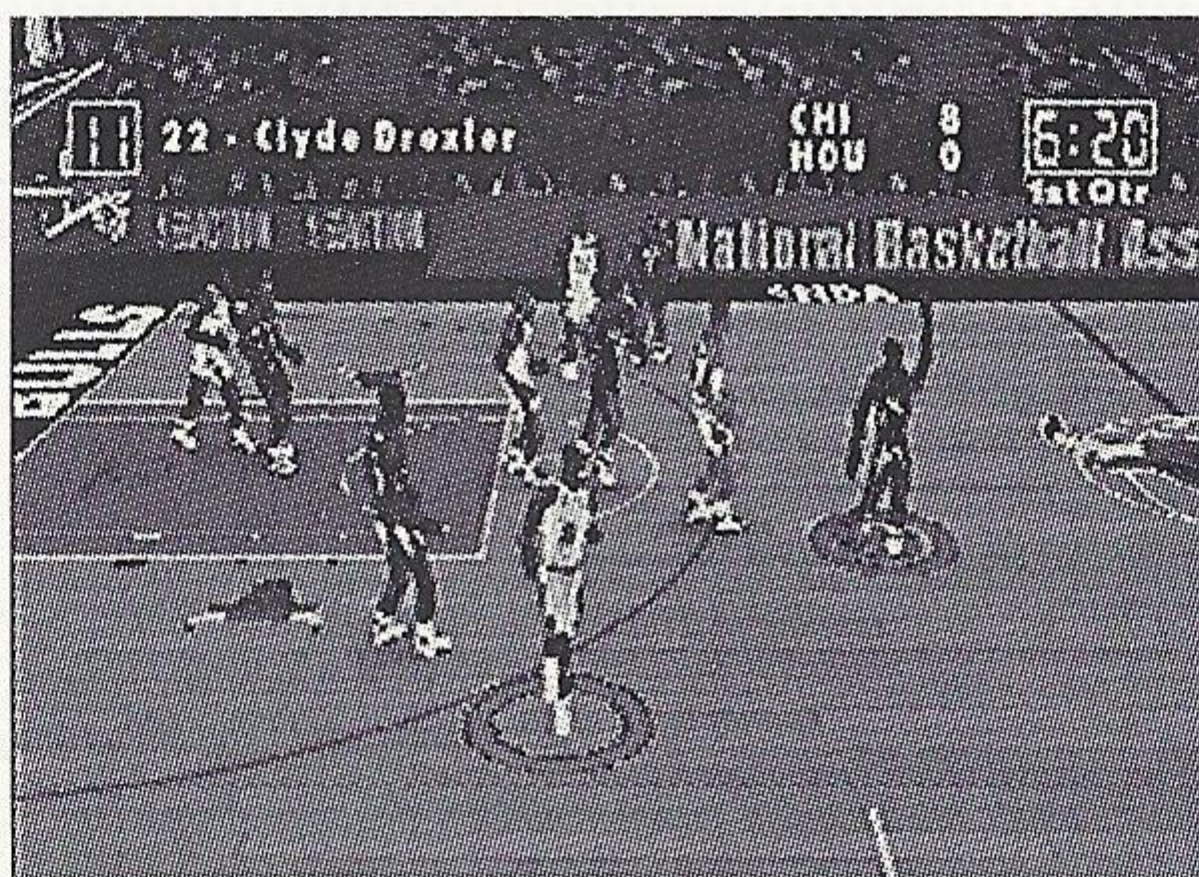
# NBA ACTION



81103



# NBA Action: “I Love This Stuff”



Sega Sports presents NBA Action. The name says it all. All 29 NBA teams from the '95-'96 season. Over 400 NBA players. Hundreds of offensive and defensive plays. Stat tracking. Set up entire league seasons and playoff schedules. Trades. Tomahawk Jams. Surround sound. TV-like camera angles. Marv Albert. It's all here, so crank it up!!



# Control Summary

The sections below outline the basic button controls. For more detailed information about the on-court controls, see *On The Hardwood* on page 11.

## Menus

- D-Pad — Highlight Options
- A/Start — Select Option
- Y — Help Screen
- X — Return to Previous Screen

## Offense

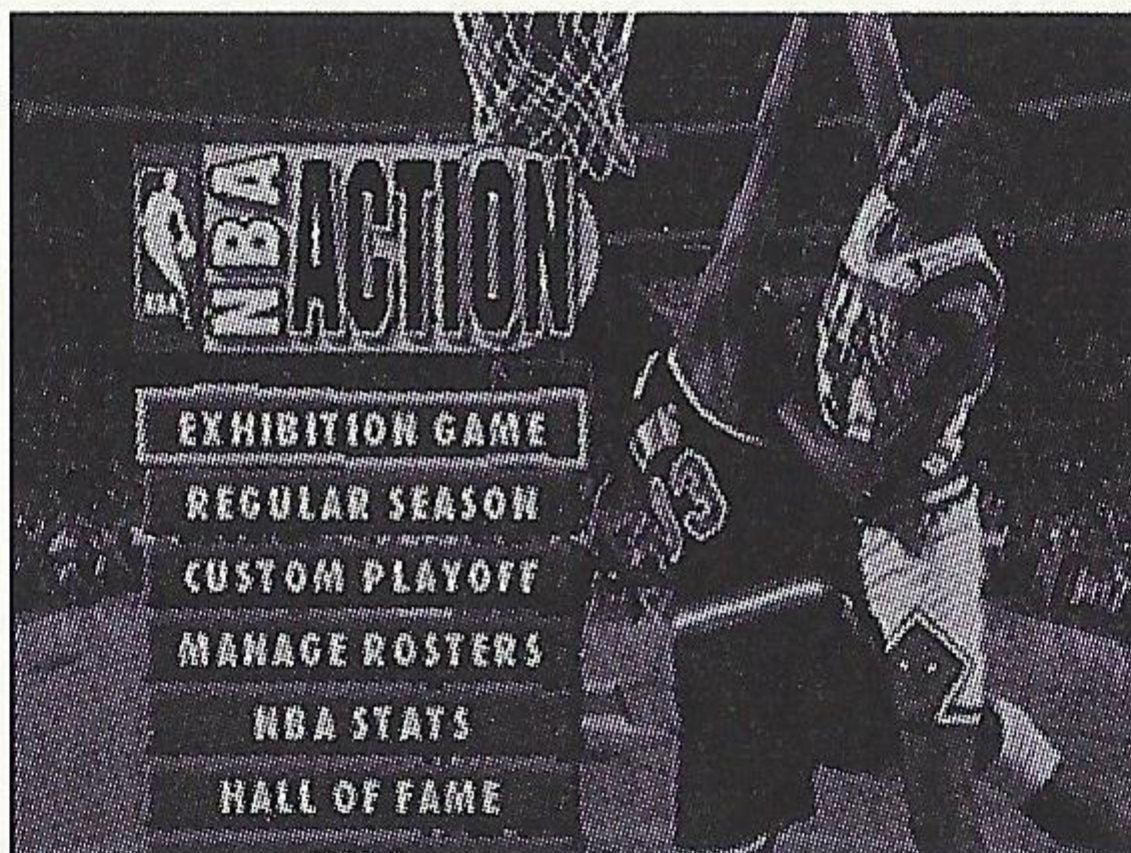
- A—Turbo
- B — Pass
- C — Shoot
- X — Call for Pick/Screen
- Y— Pump Fake
- Z — Jump Shot (fall away, leaner)

## Defense

- B — Activate Defender Closest to Ball
- A — Hand check/Attempt Steal
- C — Jump to Block Shot
- X — Establish Position/Take Charge



# Main Menu



- To go to the Main Menu at any time during the intro, press Start.

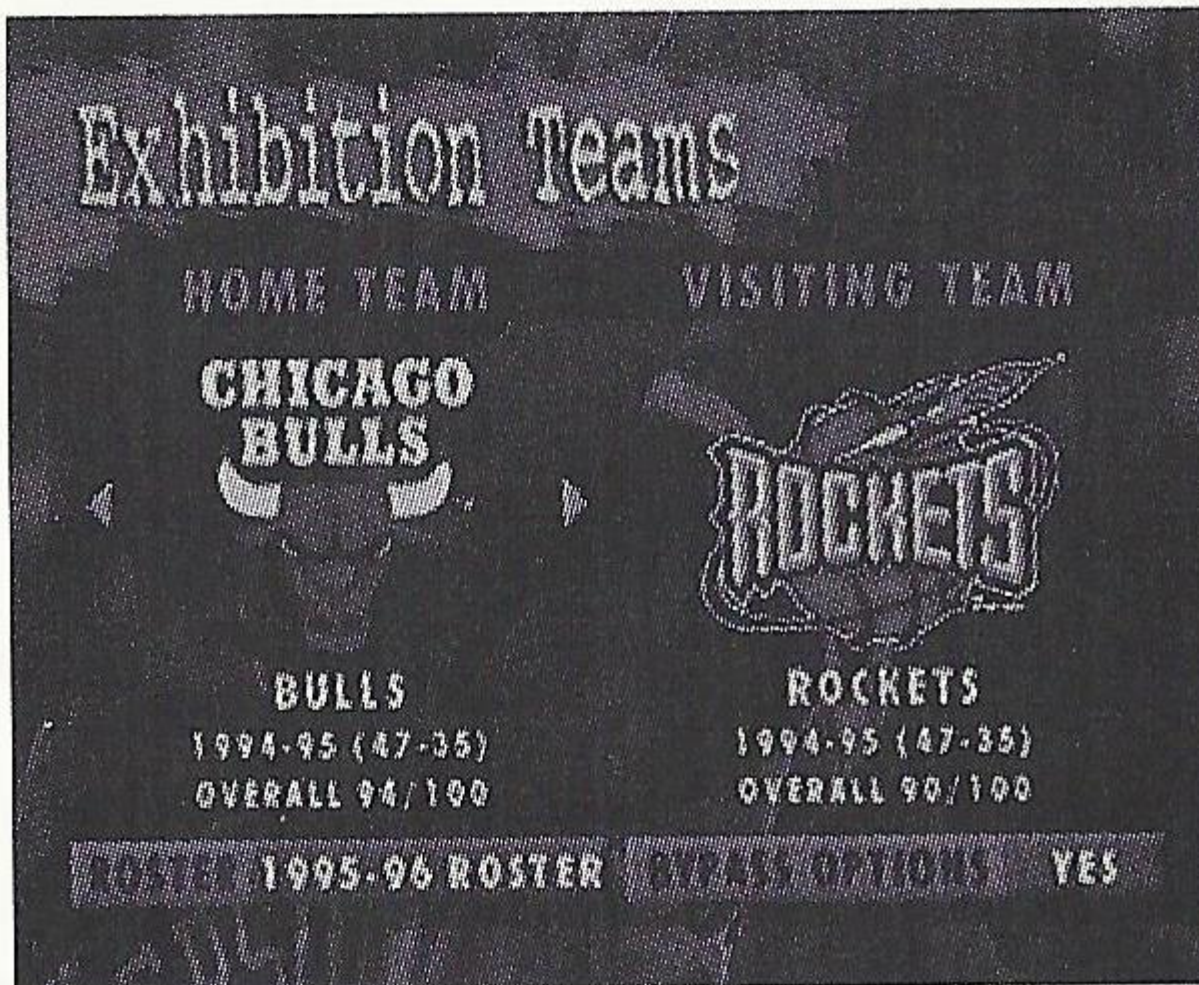
All the menus in the game operate just like the Main Menu.

- To move the highlight to the desired selection, press the D-Pad up/down.
- To select the highlighted item, press A or Start.
- To return to the previous screen, press X.

The following are general descriptions of all the items found on the Main Menu.



## EXHIBITION GAME



An Exhibition Game is like a practice game. The results and stats are not recorded.

### SELECTING TEAMS

Notice that below each team name is the team's strength rating, expressed as a fraction of 100.

- To select the teams, D-Pad left/right to move the highlight box to the Home or Visiting team, and then press A or use the left/right finger buttons to cycle through the teams.

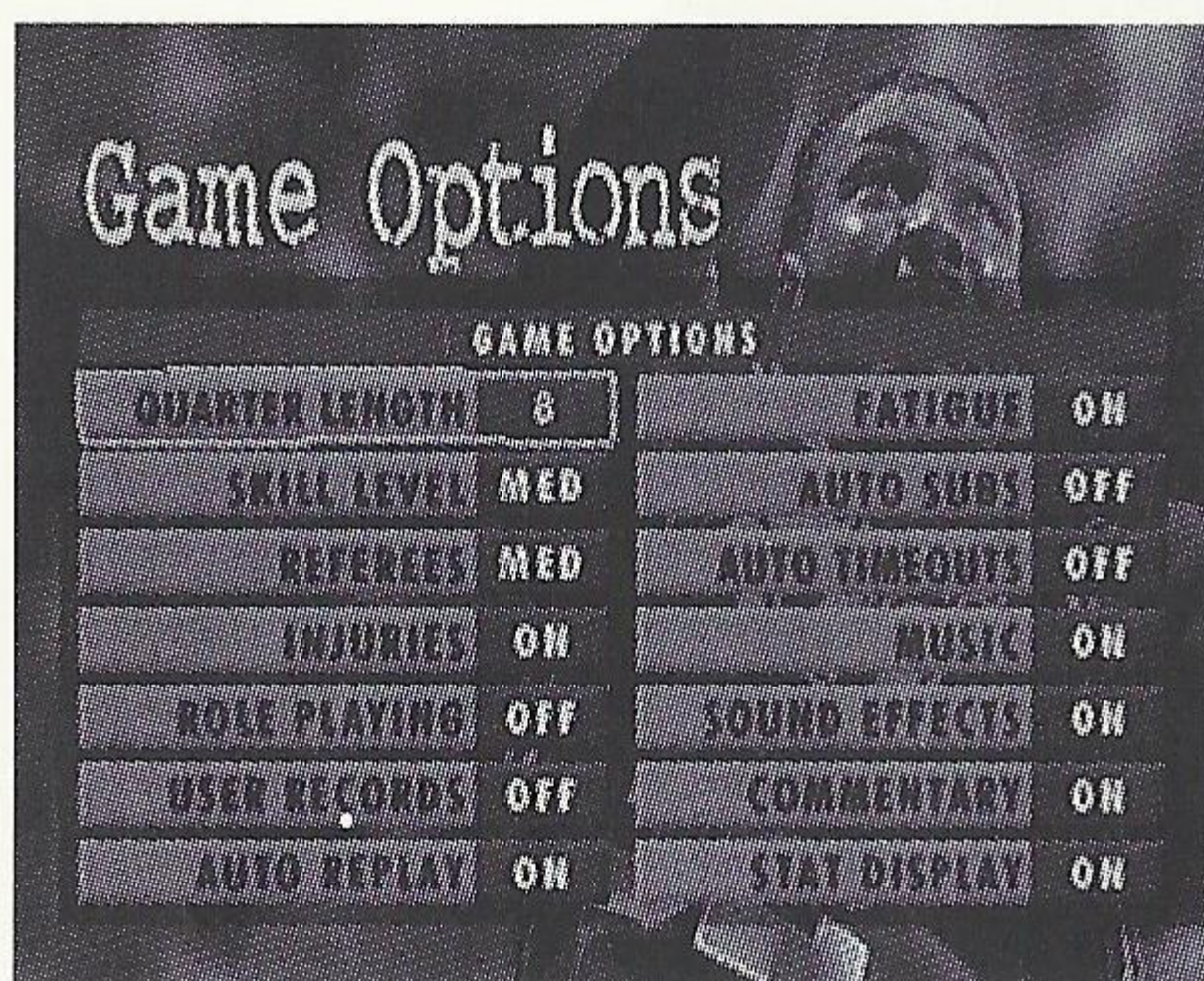
The 1995-96 Roster, which is the base roster contained on the disk, appears as the default roster. If you have created one or more custom rosters, you can select them here.

- To select the roster, highlight the roster box and press A until the desired roster appears.



The Options menu allows you to tailor the game to suit your preferences and skill level. If you prefer to stick with the default settings, make sure the Bypass Options box reads “yes”, and then press Start.

## *GAME OPTIONS*



This screen contains numerous options and settings, which you can use in various combinations. We encourage you to explore the various choices so that you can devise a contest most suited to your tastes.

- To select an option, D-Pad left/right to move the highlight box to the desired option, and then press A to cycle through the available setting or to toggle the option on or off.
- To save the options for future games, press C.

## *QUARTER LENGTH*

There are four different quarter lengths, expressed in minutes. The game clock moves in real time.



## *SKILL LEVEL*

There are three different skill levels. We suggest that you start out on the Easy level and move up from there. In the unlikely event that you master the Hard level, you can increase the difficulty by selecting one of the weaker teams and going up against one of the strongest teams. Or you can create teams from scratch to make things even more interesting.

## *REFEREES*

The three referee settings correspond to the disposition of the Refs. Easy makes the refs their most lenient, and Hard makes them their most vigilant.

## *INJURIES*

When you turn Injuries ON, players for both teams are subject to occasional Injuries. Injuries tend to occur randomly and without warning. With Injuries OFF, you won't have to worry about players getting hurt.

## *ROLE PLAYING*

This feature allow you to play one and only one position on the team. For example, if you select SG, you will always play the Shooting Guard, regardless of substitutions. When more than two players wish to compete, this feature is essential.

With Role Playing ON, the Role Playing selection screen appears after you exit the Game Options menu.



## *USER RECORDS*

The User Records database allows you to track your personal stats, regardless of which team you're controlling. If you wish to include the current game in your User Records, make sure you select YES in this box.

With User Records ON, the User Records selection screen appears after you exit the Game Options menu.

## *FATIGUE*

With Fatigue ON, the players lose stamina while they're on the court, and regain stamina while they're on the bench. With Fatigue OFF, the players remain at full-strength for the entire game.

## *AUTO SUBS*

Auto Subs stands for Automatic Substitutions. With Auto Subs ON, the computer automatically substitutes players for both teams, according to a sensible conservative strategy. This feature becomes most useful when Fatigue is ON and you don't want to interrupt the game to replace tired players. With Auto Subs OFF, the computer will not make any substitutions for you.

## *AUTO TIMEOUTS*

With Auto Timeouts ON, the computer automatically calls timeouts for both teams at strategic times during the game. With Auto Timeouts OFF, the computer will not call any timeouts for you.



## *USER RECORDS*

With User Records ON, the program will prompt you to enter a new user name or to select from the list of previously saved users. The stats recorded in the upcoming game will be saved or incorporated into existing stats. You may also delete user records on this screen.

## *MUSIC, SOUND EFFECTS, COMMENTARY*

For various reasons, you may wish to switch Off one or more of the audio options. If you change your mind, you can always return to the Game Options menu from the Game Paused menu.

## *GAME RULES*

With the top line selected, D-Pad left/right to toggle back and forth between Game Options and Game Rules.

## *PERSONAL FOULS*

With Personal Fouls ON, the refs call fouls. When a player is assessed six fouls during a game, he is disqualified from the game and must be replaced.

## *TEAM FOULS*

With Team Fouls ON, the refs record Team Fouls. Each team is allowed five fouls per half. After the fifth foul, your opponent is in the one-and-one.



## *BOUNDARIES*

With Out of Bounds ON, play stops whenever the ball goes outside the boundary lines of the court, and the ball changes possession. With Out of Bounds OFF, an invisible barrier keeps the players from stepping out of bounds.

## *GOALTENDING*

A blocked shot is considered Goaltending when the ball is blocked on its downward arc toward the basket. With Goaltending OFF, the rule is not enforced.

## *BACKCOURT*

With Backcourt ON, the offensive team cannot take the ball back across the midcourt line once the ball has been taken into the frontcourt. With Backcourt OFF, the rule is not enforced.

## *3 SECOND RULE*

With the 3 Second Rule ON, offensive players are not allowed to remain in the offensive team's key for more than three seconds. When the 3 Second Rule is OFF, the rule is not enforced.

## *HALF COURT*

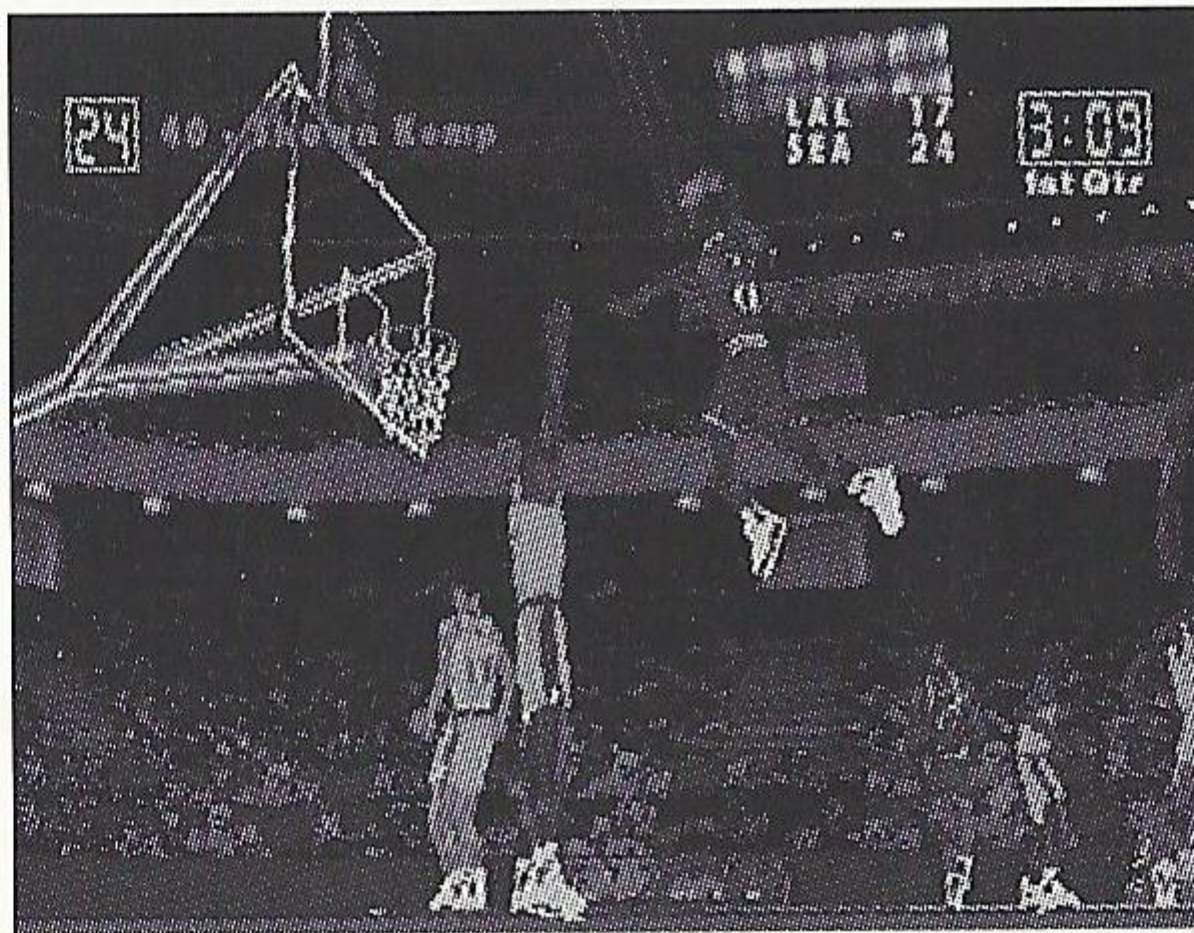
With Half Court ON, the team taking the ball in the back court has ten seconds to bring the ball across the mid-court line into the front court. If the team fails to do so, the ball is turned over to the opponent. When Half Court is OFF, the rule is not enforced.



## *SHOT CLOCK*

Also known as the “24-second clock” or the “play clock,” the Shot Clock requires the offensive team to take a shot within 24 seconds. The shot must hit the rim of the basket in order to reset the clock. When the Shot Clock is OFF, this rule is not enforced.

# On the Hardwood



The controller offers you all the basic basketball moves, on both offense and defense. The faster you learn the button assignments on the controller, the sooner you'll master the game.

## • OFFENSE •

The goal on offense is to put the ball in the hole.

### *SHOOTING (C)*

The C-Button shoots the ball. If you're close enough to



the basket, your player will take the rock to the rack and attempt a dunk. If he's not in dunking range, he'll pull up for a jumper. On a jump shot, you must release the C-Button to release the ball, or else you'll get called for traveling.

Try to release the shot when the shooter is at the height of his jump. This increases the chance of the shot going in.

Tap C for fake shot. Computer opponents may or may not fall for it, just like human opponents.

### *PASSING (B)*

The B-Button, in conjunction with the D-Pad, passes the ball. If you do not press the D-Pad to aim the pass, the pass will go to the nearest player.

### *CALL FOR A SCREEN (X)*

When you press the X-Button, the ball handler raises his arm to call for a screen. One of the teammates will attempt to set a pick.

### *THE PIVOT MOVE (Y)*

By tapping the Y-Button, you can execute the pivot move. Keep in mind that the pivot move picks up your dribble, so be prepared to either shoot or pass after you fake.



### *THE JUMPER (Z)*

There are four ways to shoot the jumper: Leaning forward toward the basket, Falling Away, and Fading to the left or to the right. To attempt a leaning jumper, Press Z with the D-Pad Up. For a fall away, Press Z with the D-Pad Down. For a fading jumper left or right, press Z with the D-Pad left/right.

## • DEFENSE •

### *ACTIVATE CLOSEST DEFENDER (B)*

In non-Role Playing games, the B-Button switches user control to the defender closest to the ball. If you choose not to control the defender closest to the ball, the computer will assume control. When you get good on D, it pays to guard the ball handler yourself, as your chances for a steal or a block (or a foul) are increased.

### *THE STEAL (A)*

Tap the A-Button to try for a steal. Holding the A-Button activates Turbo mode. Be careful not to be too aggressive with the A-Button, as this can lead to a foul. As in real life, timing is most important when trying to come up with a clean steal.

### *THE SHOT BLOCK (C)*

The C-Button causes your defender to jump and try for a Shot Block. As with hand checking, shot blocking can lead to a foul.



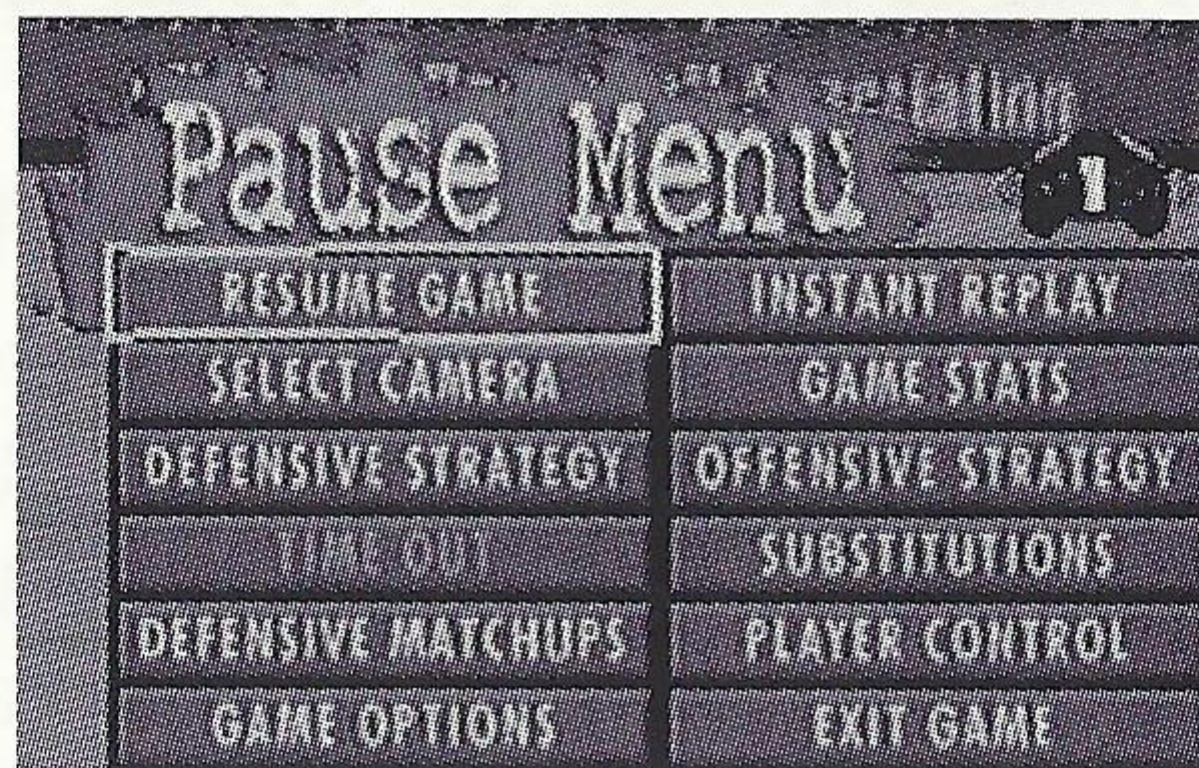
## *ESTABLISH POSITION/TAKE CHARGE (X)*

The X-Button lets you establish your position to take a charge or to box out, making it more difficult for the offensive player to go around you to get a rebound.

## *PLAY CALLING*

Simultaneously press the Top Right finger button + the X, Y, or Z-Button to call a play, whether you're on offense or defense. See the Defensive Strategy and Offensive Strategy sections for information about assigning individual plays to the X, Y and Z-Buttons.

# Pause Menu



The Start button pauses the game. With the game pause, you can select from a wealth of options. To select an option, use the D-Pad to highlight the option and the A-Button to activate it. To return to the Pause Menu, press Start.



## *RESUME GAME*

You'll need to select this option to return to the court.

## *SELECT CAMERA*

The program offers numerous camera angles from which to play or watch the game. The A and B-Buttons cycle through the four different camera angles. The C-Button switches the current camera to the opposite side of the court. When you've found the camera you want, D-Pad to another option and that angle will remain for the game.

## *DEFENSIVE STRATEGY*

The Defensive Strategy screen allows you to assign one of the six defensive sets to the X, Y, and Z-Buttons.

- To change the play strategy assigned to a particular button, highlight the appropriate line and then D-Pad left/right.

The three Defensive Coverage options dictate how aggressively your defenders will pressure their men. Notice the position of the X's on the play diagram as you cycle through the different options.

Press Start to return to the Pause Menu. Make sure you select Yes at the prompt to save the playbook.

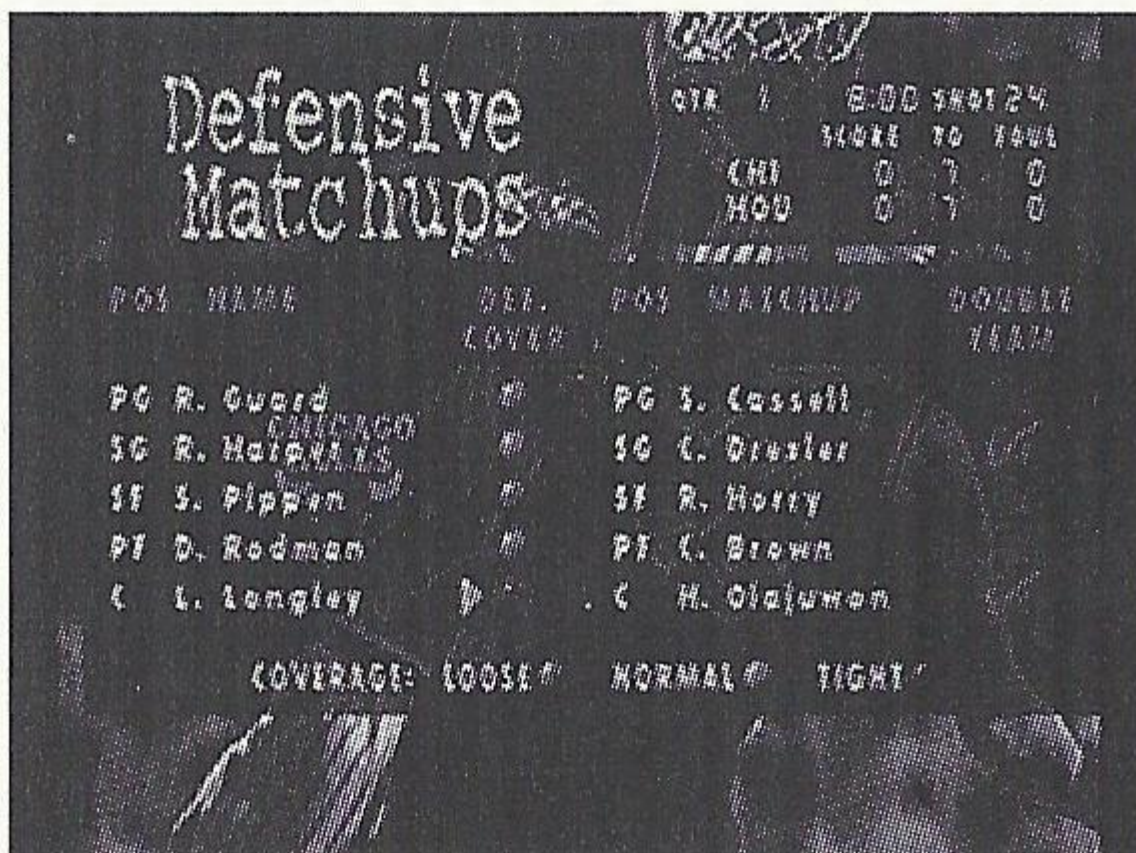
## *TIME OUT*

When you call a Time Out, the clock stops and the ball is inbounded when you resume play. Controlling the



clock can be crucial in the closing minutes of a close game. The number of Time Outs remaining appears in the Time Out box.

## *DEFENSIVE MATCH UPS*



This ingenious screen allows you to customize your defense to suit each team or each situation. You can set the aggression level of each defender, and you can decide which players on the opposing team should be double teamed. To change the aggression setting and make double team assignments, use the D-Pad and the A-Button.

## *GAME OPTIONS*

This selection takes you back to the Game Options screen, described earlier on page 6.



## *INSTANT REPLAY*

The Instant Replay feature enables you to replay the last few seconds of the game, using a variety of different camera angles.

- To play the replay, press and hold B.
- To rewind the tape, press and hold A.
- To advance the tape slowly, frame-by-frame, tap C.
- To cycle through the different cameras, press C or Y.

## *GAME STATS*



This selection offers you a short menu of stat screens for your perusal. Each screen is described below. See the glossary at the end of the manual for an explanation of all the abbreviations used on the stats screens.



## TEAM STATS

CHICAGO BULLS		Team Stats		OPPONENT	
46	Total Score	40			
46	1st Quarter Scoring	40			
17/33	Field Goals	13/30			
.515	Field Goal Percentage	.342			
5/6	3 Point Field Goals	3/8			
.833	3 Point Percentage	.375			
7/10	Free Throws	3/5			

The Team Stats screen breaks down the game stats by team.

- To scroll through the stats, D-Pad up/down.

## PLAYER STATS

NAME	POS	#	STA	ENG	INJ
R. Guard	PG	99	CRT	29	--
R. Harper	SG	9	CRT	29	--
S. Pippen	SF	33	CRT	29	--
D. Rodman	PF	91	CRT	29	--
L. Longley	C	13	DO	29	--
T. Kukoc	SF	7	BCH	100	--
S. Kerr	SG	25	BCH	100	--
R. Brown	PG	0	BCH	100	--

The Player Stats screen breaks down the game stats by player.

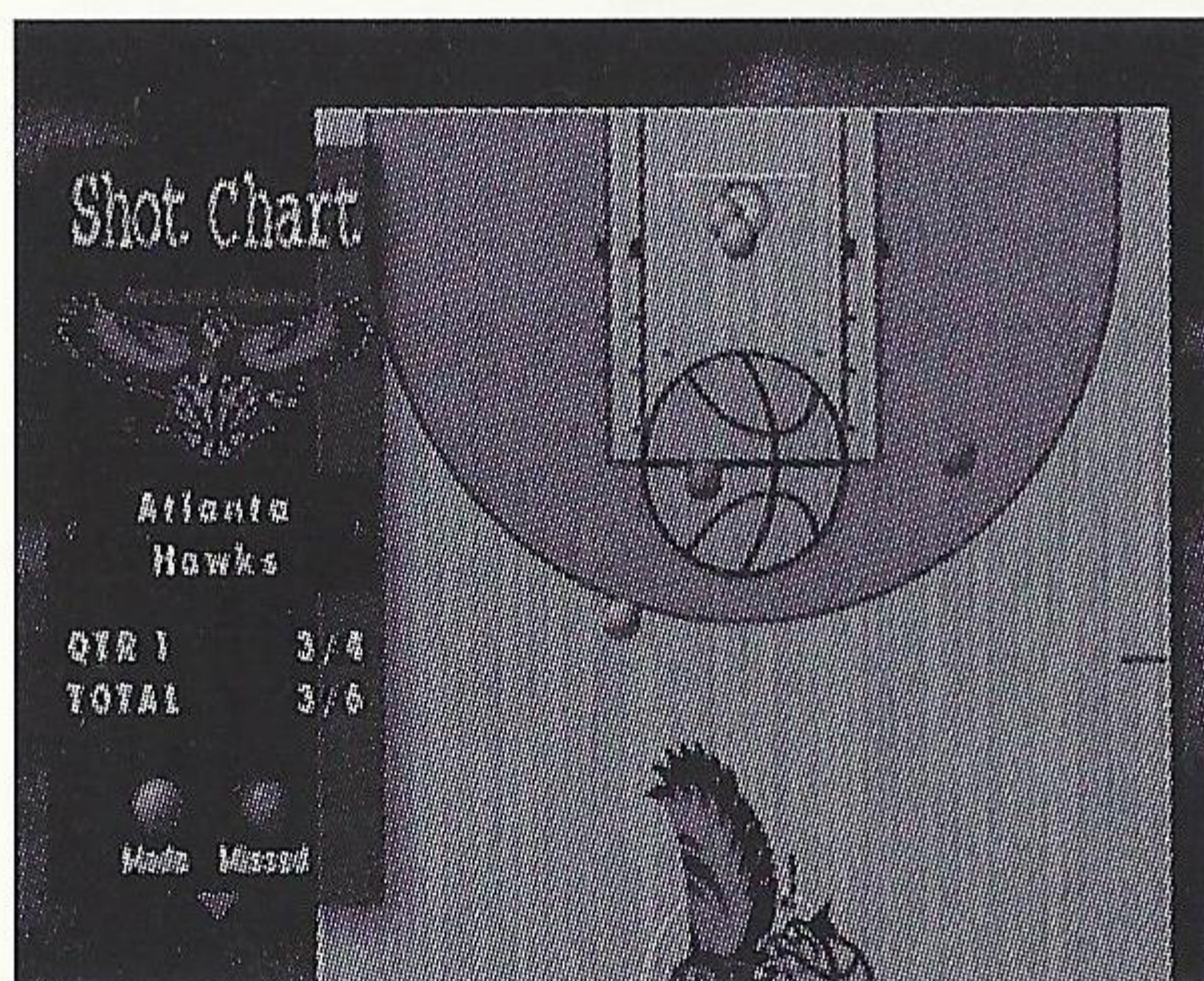


- To switch back and forth between the two teams, use the left/right finger buttons.
- To scroll down the player roster, D-Pad up/down.
- To scroll through the stats, D-Pad left/right.

### *PAD STATS*

This screen shows you the stats of the individual users stored in the user records. See the glossary at the end of the manual for an explanation of all the abbreviations.

### *SHOT CHART*



The color-coded Shot Chart screen shows the exact location of both team's missed shots and made shots. This gives you a graphic representation of your successes and failures.

### *OFFENSIVE STRATEGY*

The Offensive Strategy screen allows you to assign one of the numerous offensive sets to the X, Y, and Z-Buttons. Whenever you want to change your Offensive



Set, you need only come to this screen and press the desired button.

- To change the play set assigned to a particular button, highlight the appropriate line and then D-Pad left/right.

The two Offensive Coverage options dictate the player positions. A Two Guard Front is better suited to a perimeter shooting, fast-break offense. A One Guard Front is better suited to a power, low post game.

Press Start to return to the Pause Menu. Make sure you select Yes at the prompt to save the playbook.

### *SUBSTITUTIONS*

The substitutions screen allows you to manually substitute players. First highlight the player on the court you want to substitute for, and then press B to access the bench.

Use the D-Pad to highlight the bench player you wish to substitute and then press B again to make the switch.

The A-Button scrolls through the player attributes, and the left/right D-Pad cycles through the player stats.

### *PLAYER CONTROL*

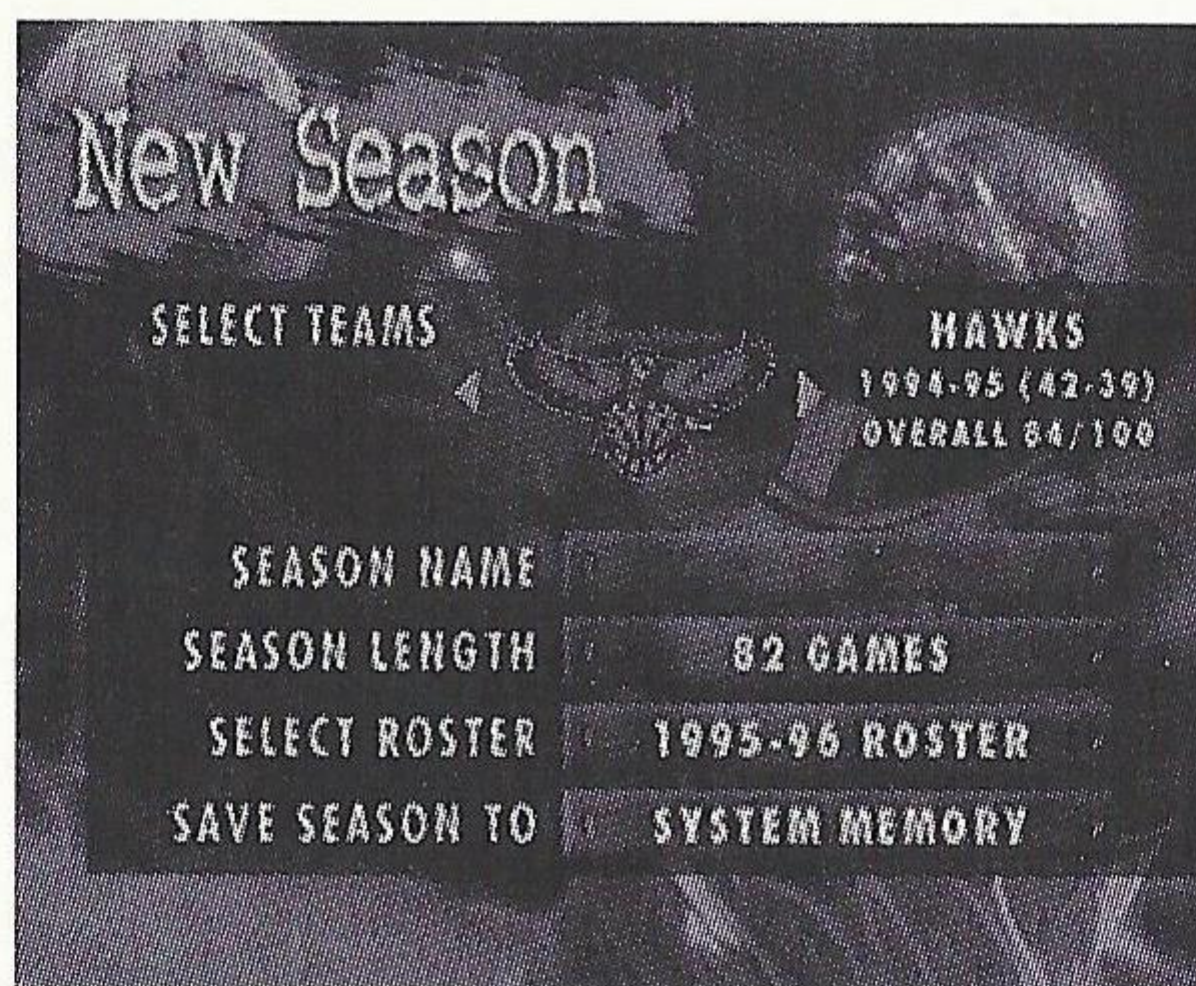
This option lets you assign the controllers to their respective teams.



## *EXIT GAME*

If you wish to return to the main menu without completing the current game, choose Exit Game and follow the on-screen prompts.

# Regular Season



You can play any or all of the games in the course of the season. The computer simulates all the games you choose not to play and generates results. Before you begin a new season, you have to name the season. Select the season's length and roster and decide where the season information will be stored.

## *SELECT TEAMS*

Let's say, for example, that you want to "be" the New York Knicks for the season. You can mark all the Knick's games in advance to make sure that the computer won't simulate any of the results. You can select any or all of the teams in advance for user play.



- To select a team, D-Pad left/right (or use the finger buttons) to find the team, and then press A. A red “selected” tag appears beneath the selected team.
- To de-select a team, press A. The red tag disappears.

### *SEASON NAME*

You need to name each season, so that the computer can keep track of it.

- Move the yellow highlight box to the Season Name line, and press A.

The name can consist of up to 10 characters, all chosen from the alphanumeric.

- Move the cursor to a character, and then press A.
- To delete the last character in the name, move the cursor to DEL, and press A.
- When the name is completed, move the cursor to END, and press A.

### *SEASON LENGTH*

There are three different season lengths to choose from: 28, 56, and 82. Highlight the Season Length box and then D-Pad left/right to cycle through the season lengths.



## *SELECT ROSTER*

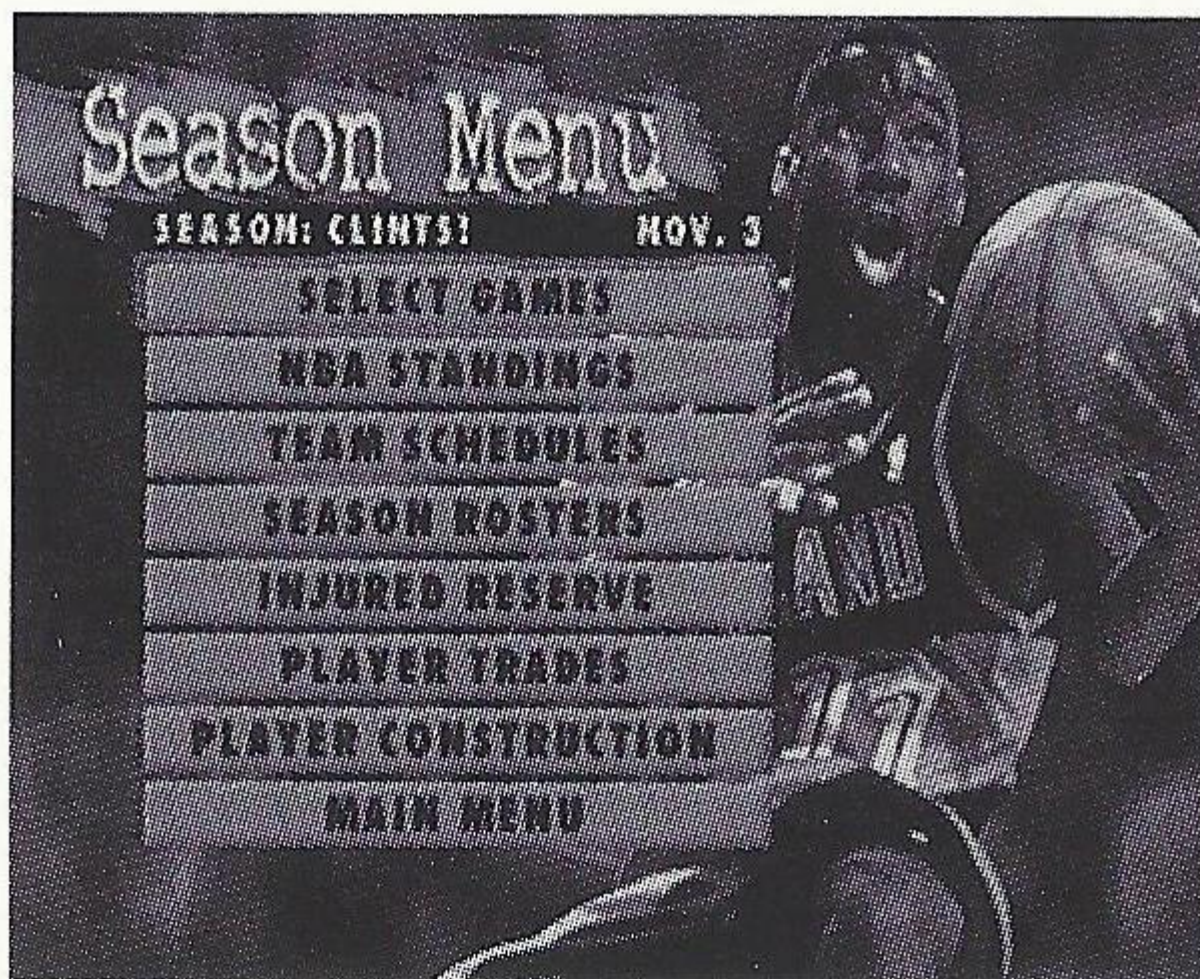
If you've created and saved any customized rosters, you'll be able to select from them on the Select Roster line. Otherwise, you'll be using the standard 1995-96 NBA roster.

## *SAVE SEASON TO*

An empty system memory holds at least one full 82-game season. If you have a memory cartridge or an external memory device, you can save your season there.

- To cancel everything on this screen and return to the previous menu, select CANCEL and press Start or simply press X.
- To save the season to the selected memory and begin the season, press Start.

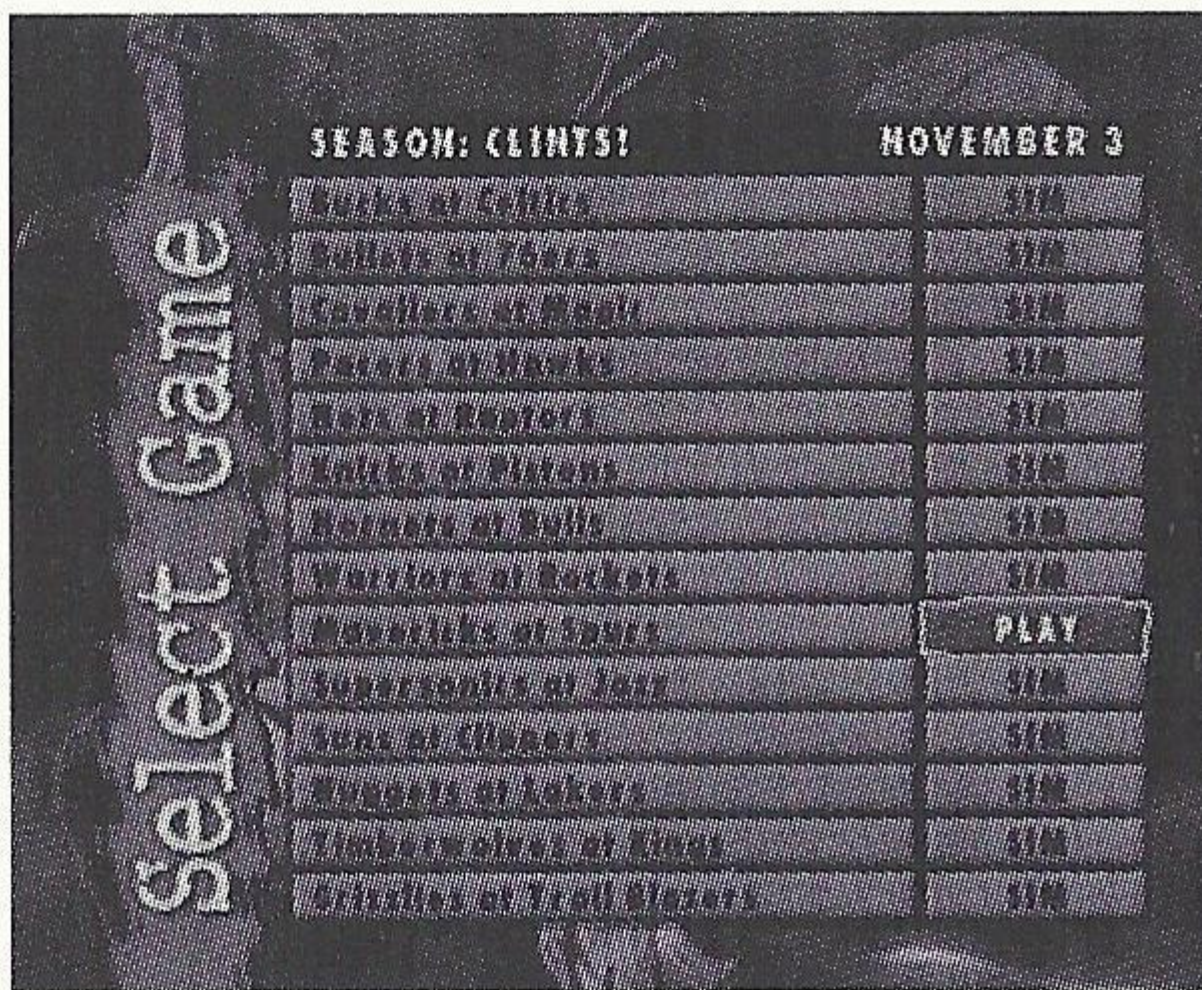
## *SEASON MENU*



The Season Menu offers all the tools you need to create and manage a complete NBA season.



## SELECT GAMES



SEASON: CLINTS?	NOVEMBER 3
Warriors at Pistons	SIM
Pacers at Pistons	SIM
Knicks at Pistons	SIM
Trail Blazers at Pistons	SIM
Clippers at Pistons	SIM
Wizards at Pistons	SIM
Wizards at Bulls	SIM
Warriors at Rockets	SIM
Mavericks at Spurs	PLAY
SuperSonics at Jazz	SIM
Clippers at Clippers	SIM
Wizards at Lakers	SIM
Timberwolves at Timberwolves	SIM
Trail Blazers at Trail Blazers	SIM

All the games not already selected for user PLAY are automatically assigned to the computer for SIM, which stands for simulation. The Select Games screen allows you to make changes.

- To cycle through the schedule, D-Pad left/right.
- To switch a game from SIM to PLAY, and vice versa, move the highlight box to that game and then press A.
- To play the next game on the schedule, press Start.

## NBA STANDINGS

The Season Standings screen shows the Win/Loss records of all the teams, by division. In addition to the Win/Loss records, the screen shows the winning percentage, the number of games behind the division leader, and the record wins over the last 10 games.

- To cycle through the divisional standings, D-Pad left/right.



## *TEAM SCHEDULES*

The Team Schedules screen shows each team's games on a monthly calendar. Games shown in gray are away games, and those shown in orange are played at home.

- To cycle through the teams, use the left/right finger buttons.
- To cycle through the months, press A/B.
- To identify each opponent by name, move the cursor box to the appropriate team logo.

## *SEASON ROSTERS*

The Season Rosters screen shows the player rosters for all the teams. Included in the player rosters are each player's physical dimensions and vital performance statistics from the current season.

- To cycle through the teams, use the finger buttons.
- To scroll through the player list, D-Pad up/down.
- To scroll through the player stats, D-pad left/right.

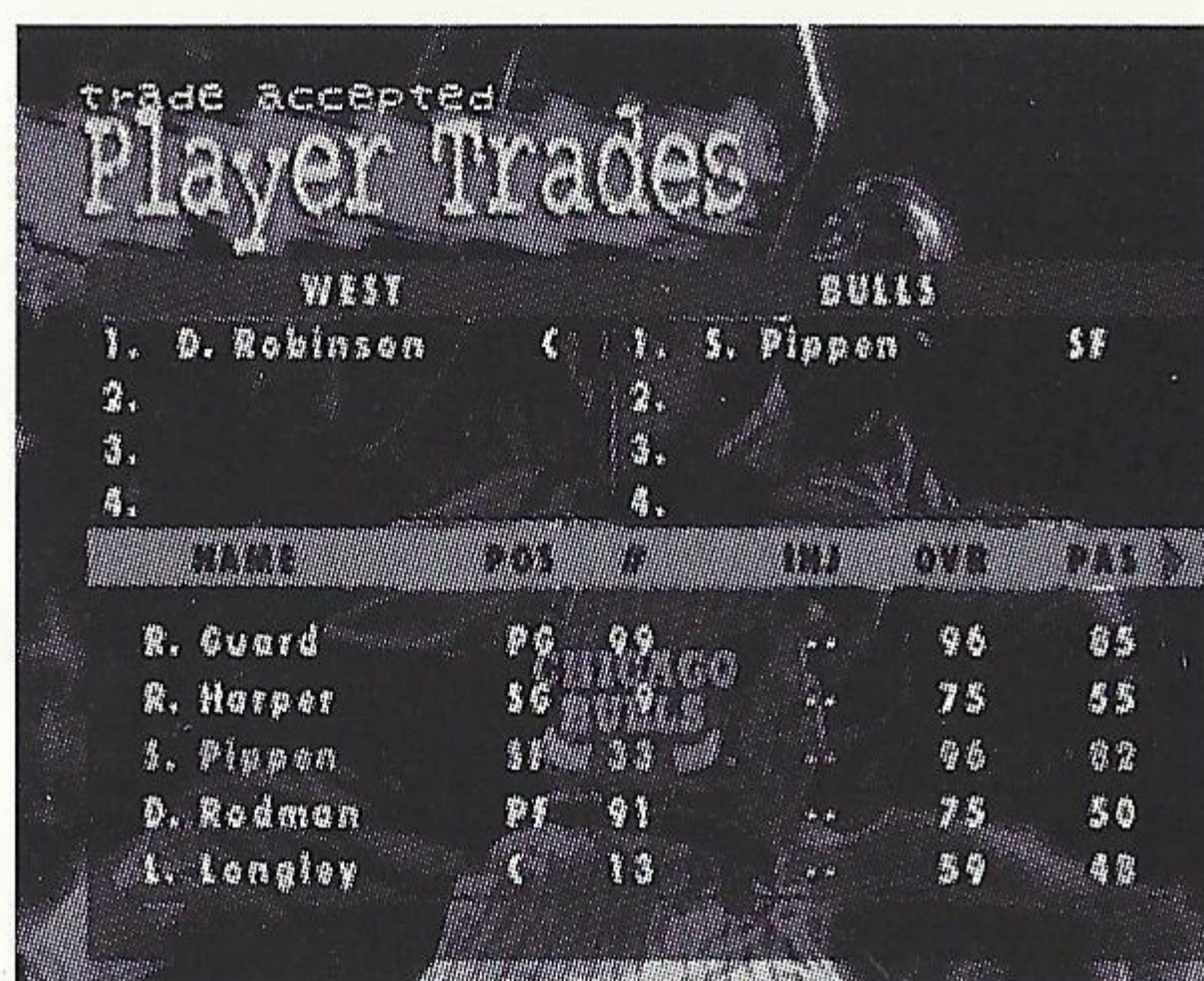
## *INJURED RESERVE*

The Injured Reserve screen displays the active rosters of each team on the upper portion of the screen, and any injured reserve players in the lower portion of the screen.



- To cycle through the teams, use the left/right finger buttons.
- To scroll through the active roster, D-Pad up/down.
- To scroll through the player ratings, D-Pad left/right.

## PLAYER TRADES



You can trade up to eight players at a time—four per team. Trades need not be made on a one-for-one basis, so you can trade one player for four players, or vice versa, if you wish.

- Use the left/right finger buttons to find the team from which you wish to trade player(s).
- D-Pad left/right to scroll through the player ratings.
- D-Pad up/down to highlight the player you wish to trade, and then press A.
- To remove a player from the trade list, highlight the player and press A.

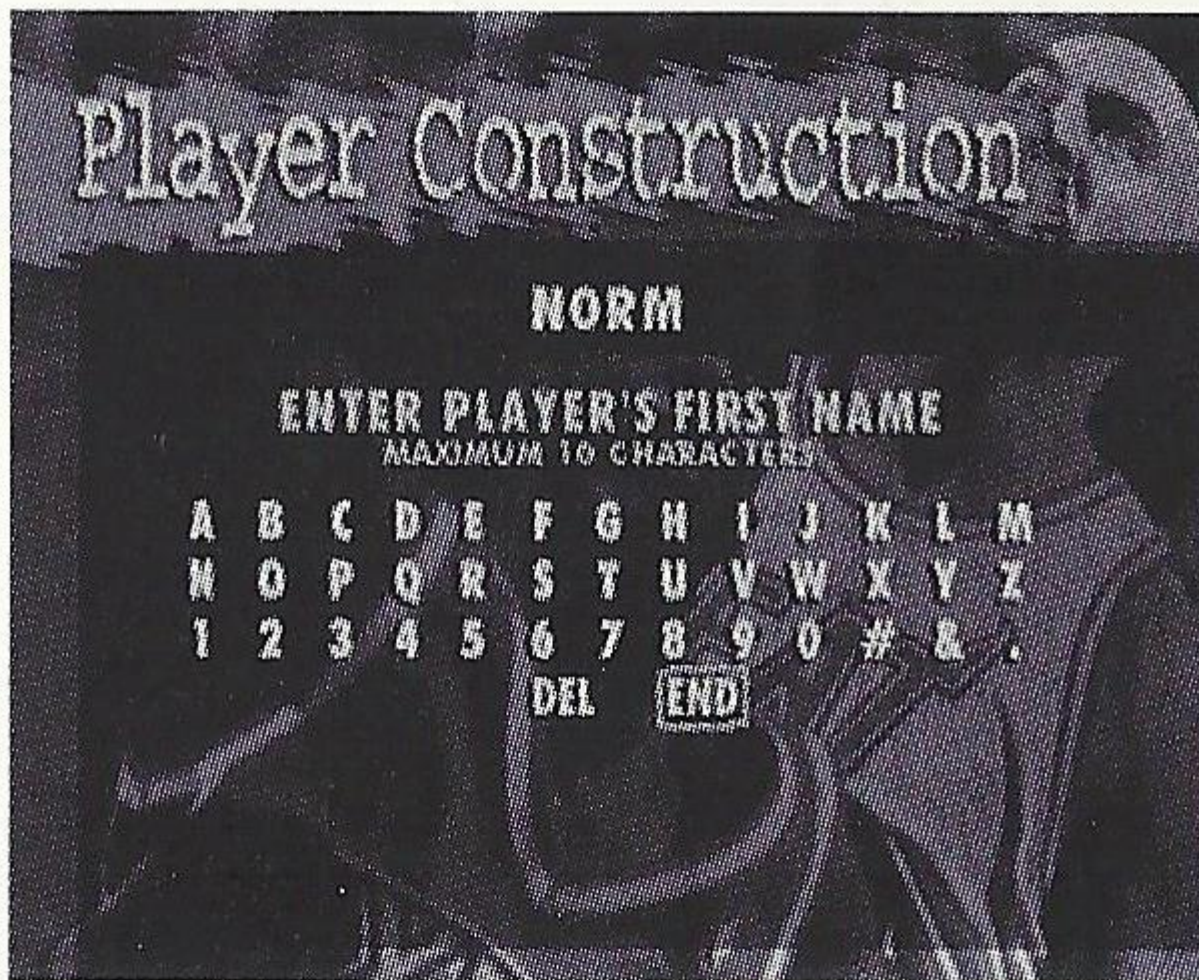


The player to be traded appear on the list in the upper left hand portion of the screen.

- When you've selected all the players you wish to trade, press Start.

Repeat the same process to select the player to be traded for, and then press Start again to execute the trade.

## *PLAYER CONSTRUCTION*

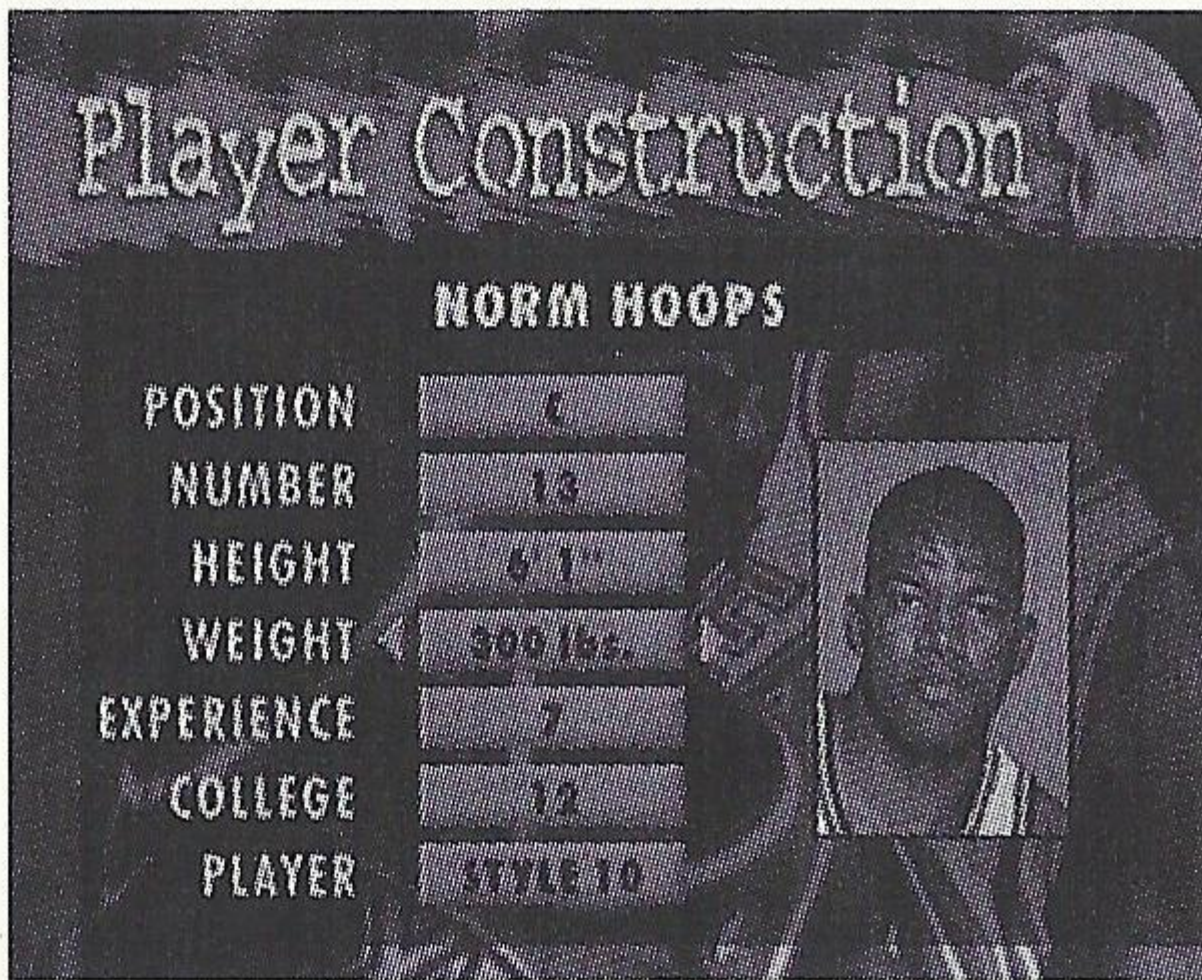


The Player Construction feature allows you to create or edit custom players in the current season only. Make sure the Create/Edit Player box at the bottom of the screen is highlighted, then highlight an empty line on the Custom Player list and press A. The next screen prompts you to name the new player, beginning with the first name.

- Use the D-Pad and the A-Button to select the characters in the first name.
- To enter the first name, select END. Then enter the last name in the same fashion.

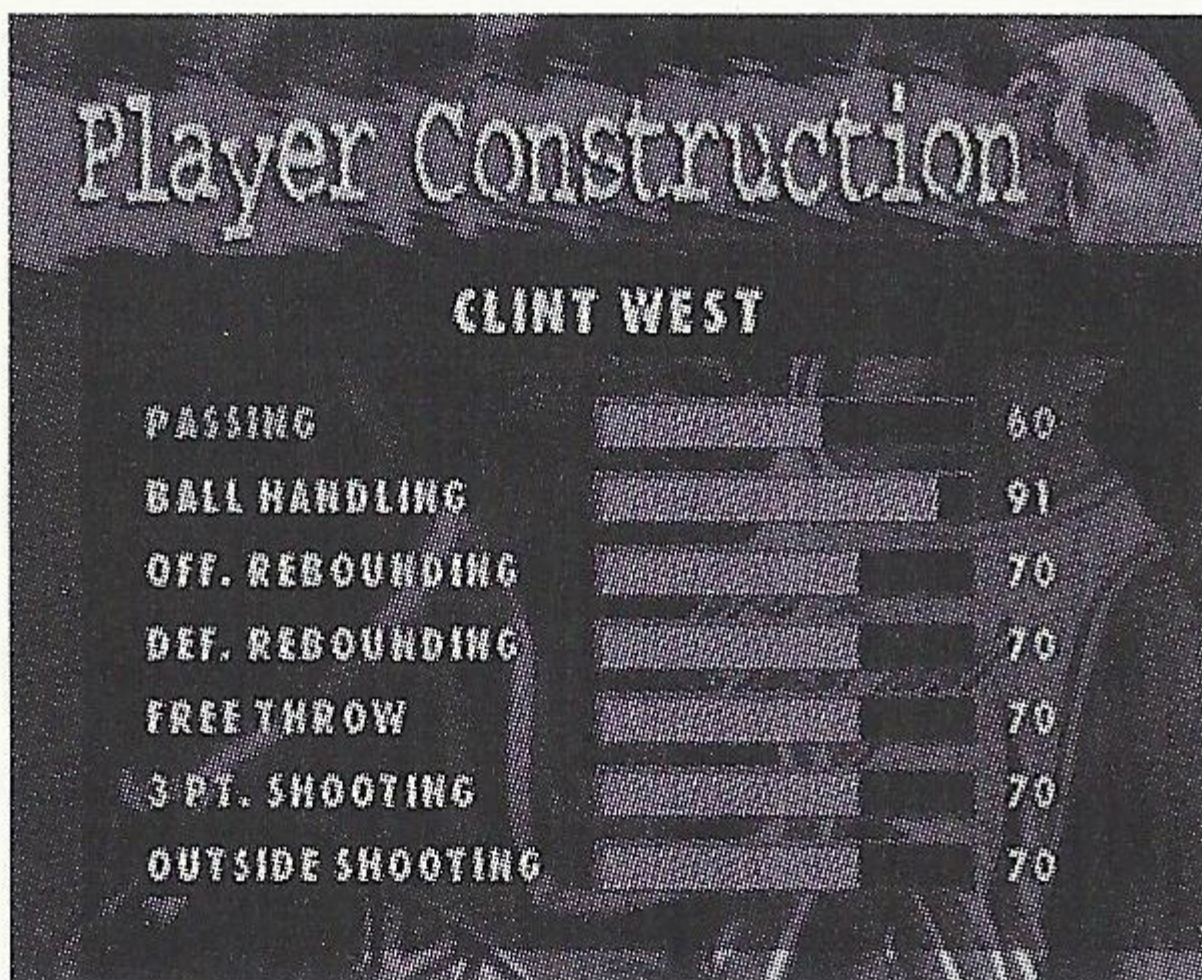


Once you name the player, it's time to enter his attributes and skill ratings.



Before you set the players skill levels, you need to create the player's profile.

- D-Pad up/down to select the area you wish to customize, and then D-Pad left/right to cycle through the available options.
- When you're finished creating the player's profile, press Start.



There are 25 separate skill categories, which govern



the player's performance on the court. A player's rating in each category can range from 40-99.

- To set the skill ratings, D-Pad up/down to select the skill category and then D-Pad left/right to move the rating bar.
- When you're satisfied with the rating you assigned to the player, press A or Start.

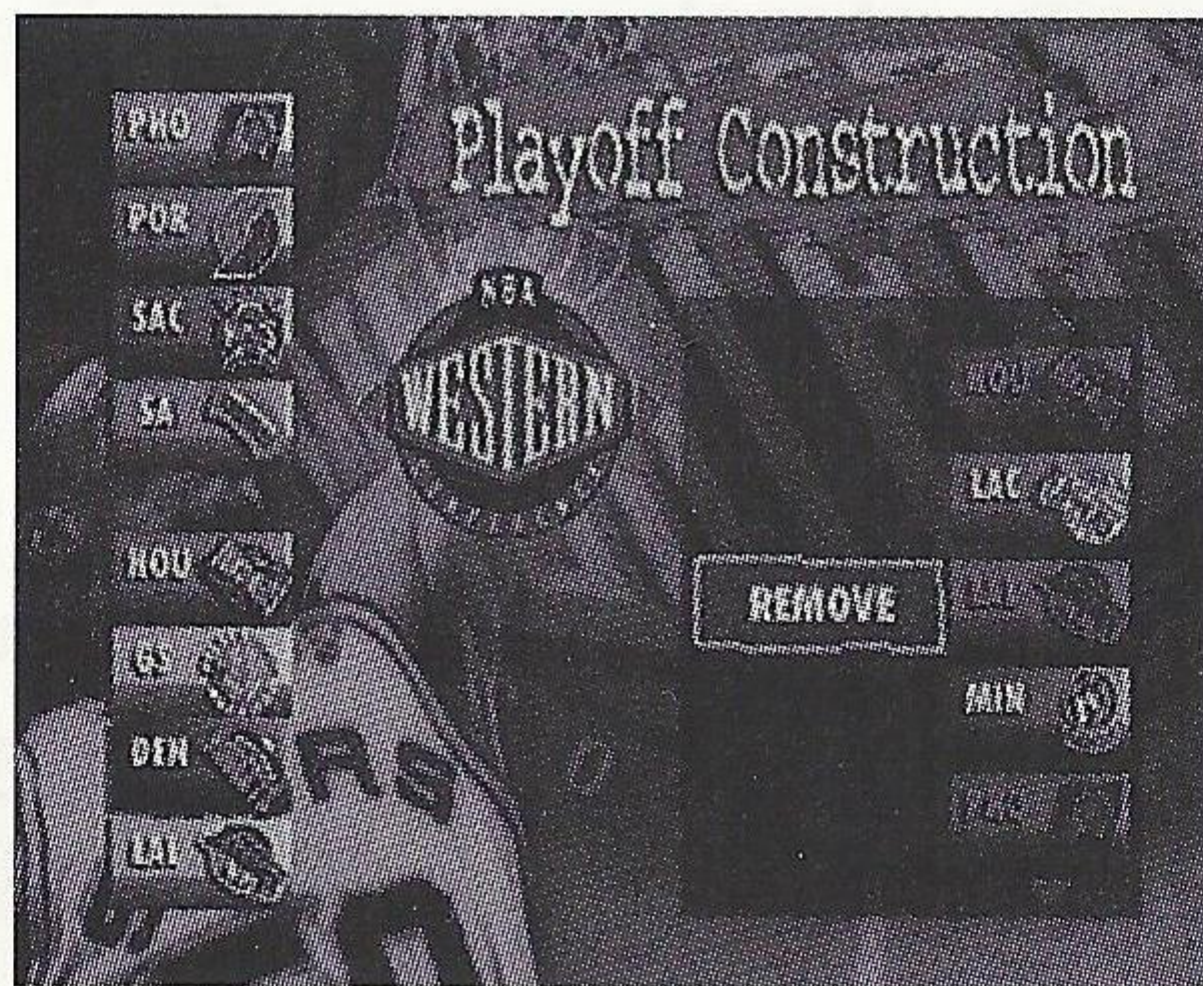
A dialogue box appears, asking if you wish to save the player you've just created. Simply select Yes and press A or Start.

The program returns you to the Custom Player list. If you do not wish to create or edit any more players, highlight Season Menu and press A or Start.

### *MAIN MENU*

Select this option to return to the Main Menu.

## Custom Playoff





The Custom Playoff feature allows you to create a playoff ladder and compete for the championship without having to go through a season.

- To switch back and forth between the Western and Eastern Conferences, D-Pad left/right.
- To select a team for the highlighted playoffs slot, D-Pad up/down to the desired team, and then press A. Use the same process to remove a team.

When you're finished selecting the 16 playoff teams, press Start to go to the New Playoff setup screen. Setup the New Playoff in the same way as you set up a New Season, described on page 22.

### *SELECT GAMES*

To decide which games you're going to play and which games the computer is going to simulate, D-Pad up/down and press A.

### *PLAYOFF TREE*

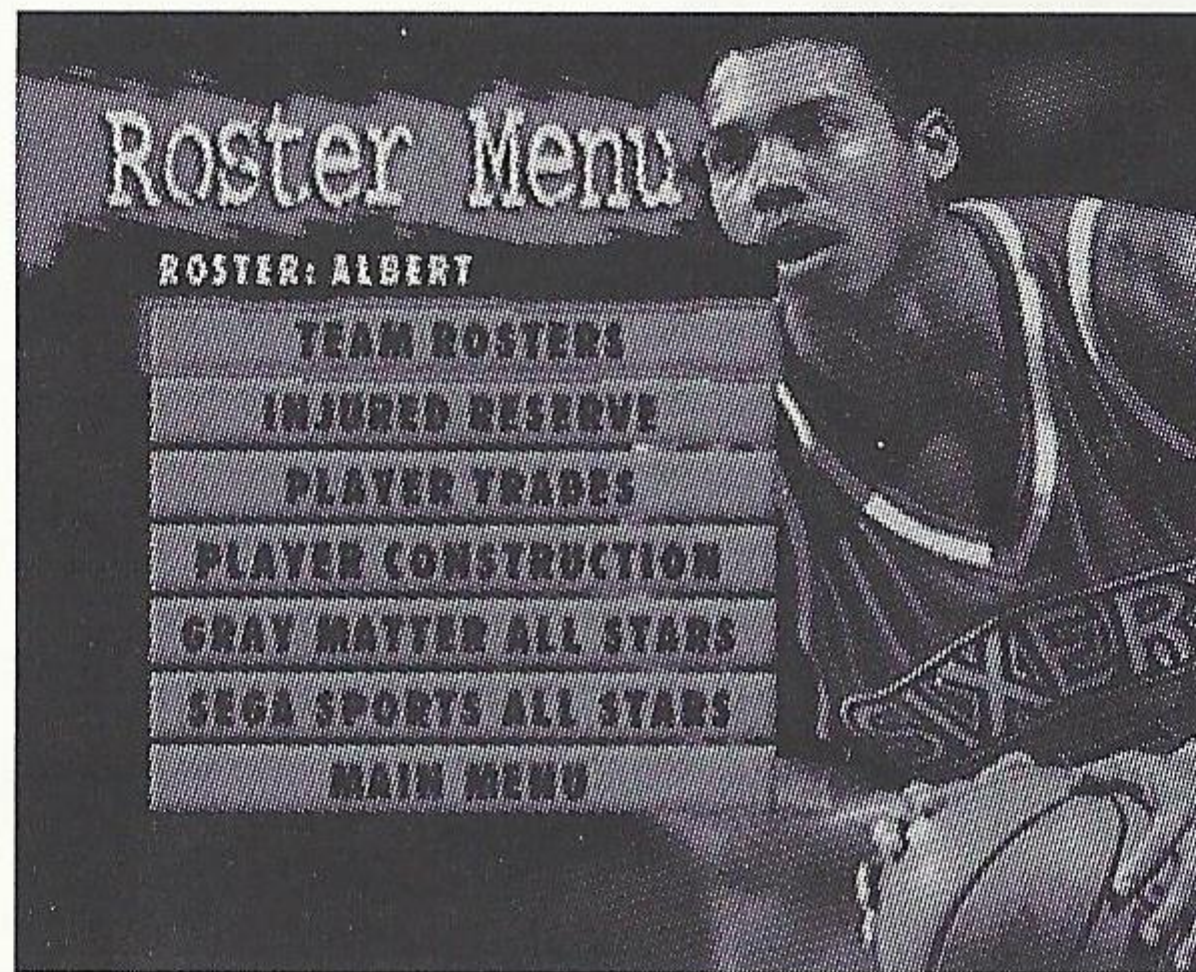
The Playoff Tree keeps a record of the tournament winners and losers. For details on a particular team's performance, highlight the team and press A.

### *PLAYOFF ROSTERS*

The Playoff Rosters screen provides the same information and functions in exactly the same way as the Season Rosters screen.



# Manage Rosters



## *NEW ROSTER*

The New Roster menu allows you to modify an existing base roster. You need to name the roster before you begin modifying it, so that the computer can keep track of your changes.

The New Roster screen works in exactly the same way as the New Season screen.

## *TEAM ROSTERS*

The Team Rosters screen gives you the complete rosters and player stats and every team in the league. The five players listed are the starters.

Use the finger buttons to cycle through all the NBA teams. Use the A-Button and D-Pad left/right to scroll through the player stats.

See the glossary at the end of the manual for an explanation of all the abbreviations.



## *INJURED RESERVE*

The Injured Reserve screen functions exactly as described on pages 25-26.

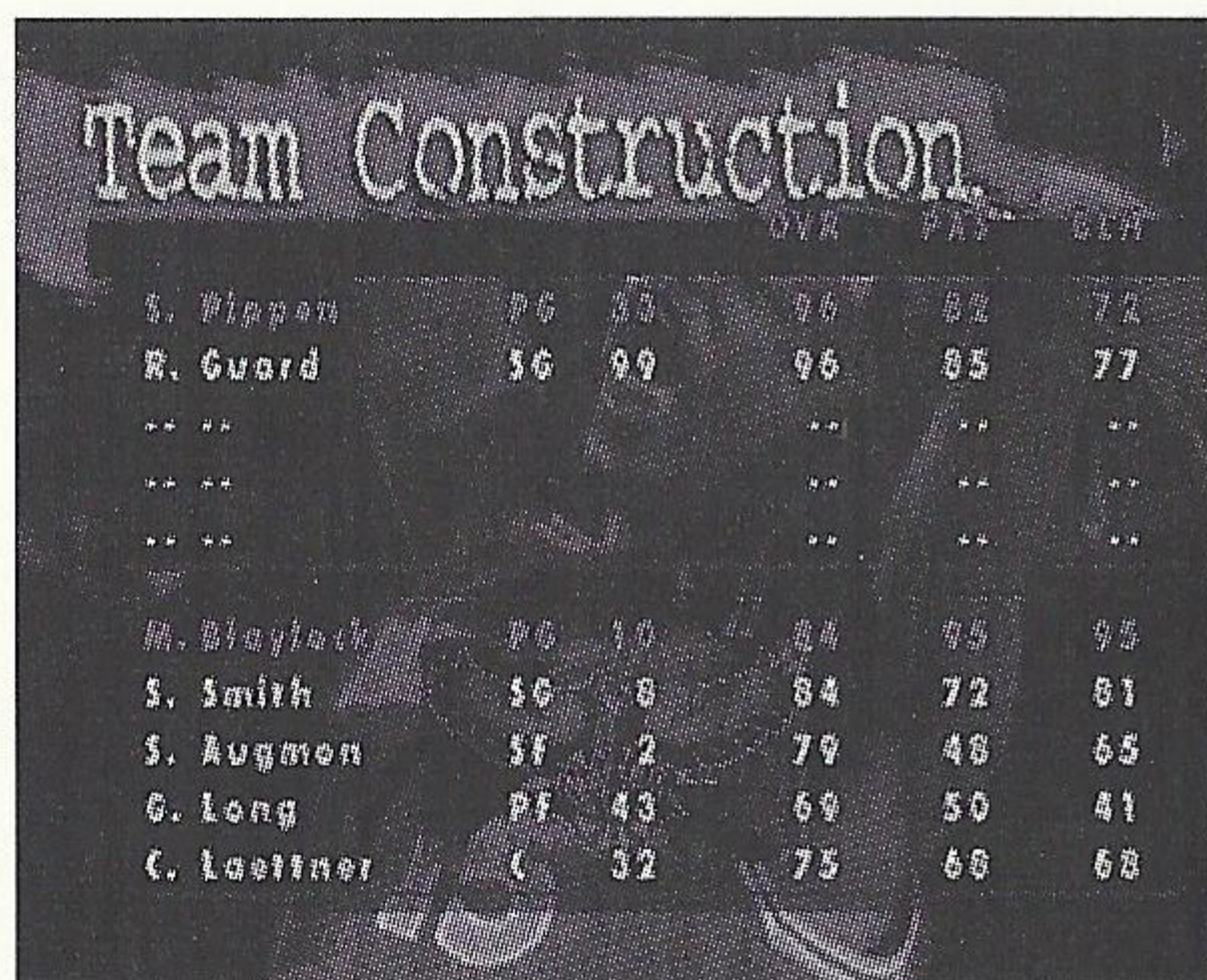
## *PLAYER TRADES*

The Player Trades screen functions exactly as described on pages 26-27.

## *PLAYER CONSTRUCTION*

The Player Construction screen functions exactly as described on pages 27-29.

## *TEAM CONSTRUCTION*



The screenshot shows a screen titled "Team Construction" with a table of player statistics. The table has columns for Player Name, Position, and three numerical values. The players listed are S. Phipps, R. Guard, M. Dwyer, S. Smith, S. Augmon, G. Long, and C. Laettner.

Player Name	Position	Stat 1	Stat 2	Stat 3
S. Phipps	PG	55	96	82
R. Guard	SG	99	96	85
.. ..		..	..	..
.. ..		..	..	..
.. ..		..	..	..
M. Dwyer	PG	10	84	95
S. Smith	SG	8	84	72
S. Augmon	SF	2	79	48
G. Long	PF	43	69	50
C. Laettner	C	32	75	68

Use this screen to construct a team from the rosters of all the NBA teams. The top part of the screen is reserved for the newly constructed team, and the bottom half contains all the existing NBA rosters. Your first five roster selections are your starting five, and they always go in the following order: PG, SG, SF, PF, and C. It's wise to select appropriate players for the start-



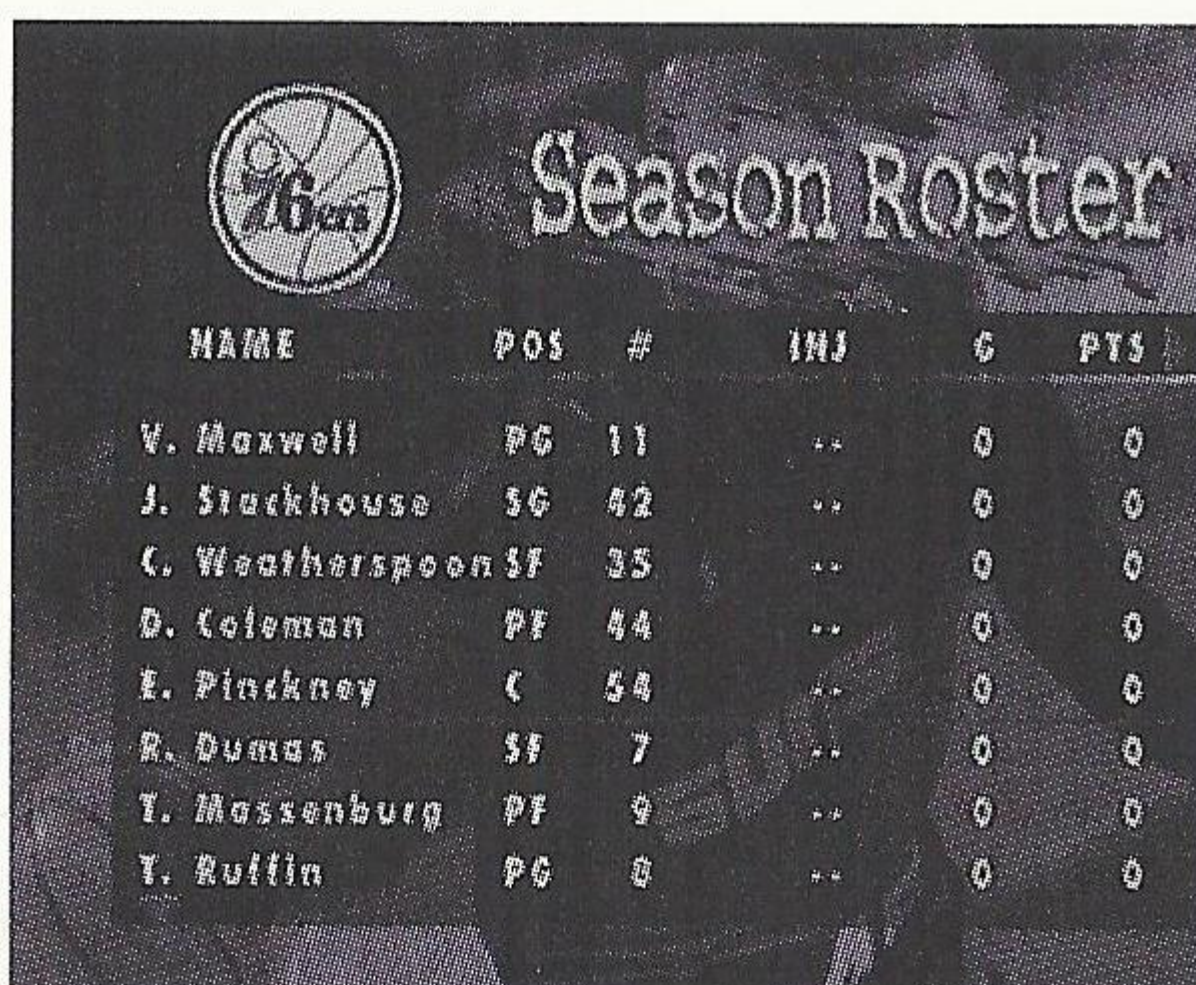
ing positions, so you don't wind up with Vlade Divac playing point guard. After the starting five positions are filled, the remaining players selected keep their listed positions.

- Use the left/right finger buttons to cycle through the team rosters.
- Press B to toggle the highlight from the new roster list to the NBA roster list.
- Press A to select/de-select the highlighted player.
- When you're finished constructing the team, press Start.

## NBA Stats

All the stats in the NBA Stats database reflect the 1994-95 season.

### *NBA ROSTERS*

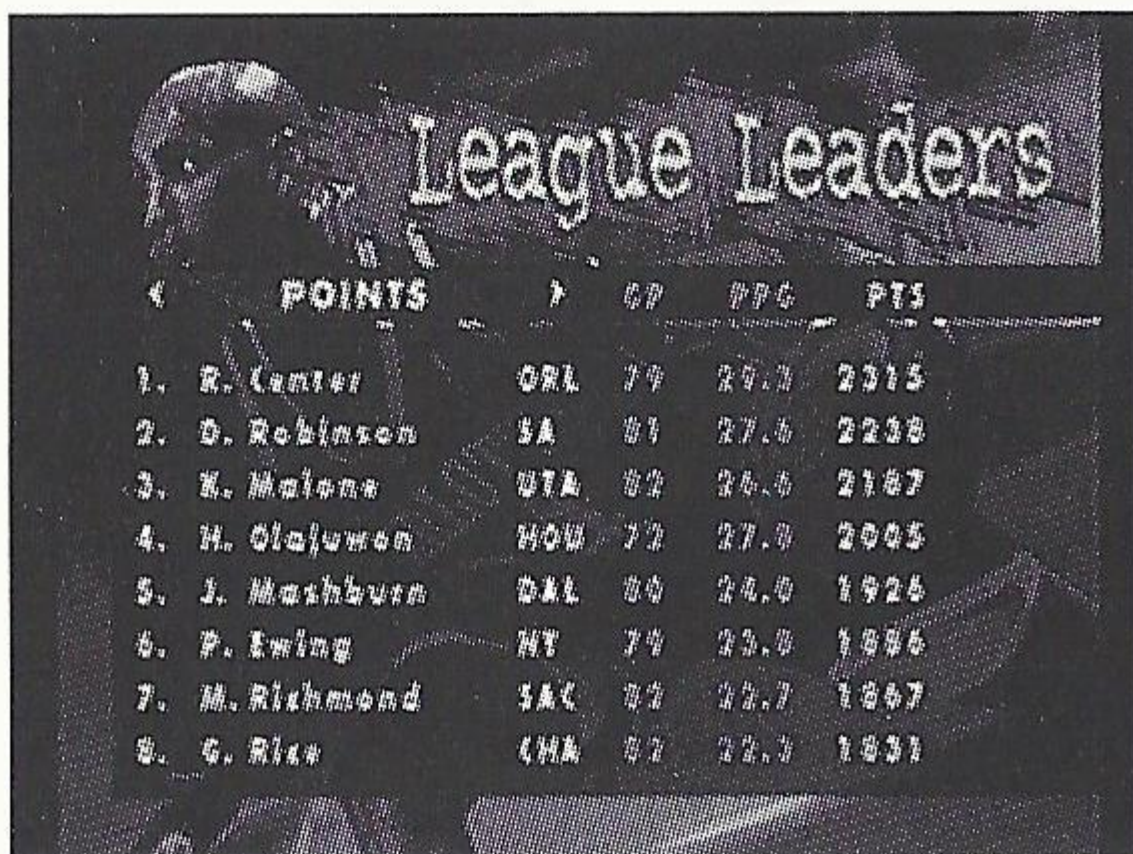


NAME	POS	#	INJ	G	PTS
V. Maxwell	PG	11	--	0	0
J. Stackhouse	SG	42	--	0	0
C. Weatherspoon	SF	35	--	0	0
D. Coleman	PF	44	--	0	0
E. Pinckney	C	54	--	0	0
R. Dumas	SF	7	--	0	0
T. Massenburg	PF	9	--	0	0
T. Ruffin	PG	8	--	0	0

- To scroll through the stats, D-Pad left/right.
- To cycle through the teams, use the finger buttons.



## NBA LEADERS



The screenshot shows a screen titled "League Leaders" with a list of players and their statistics. The columns are labeled "POINTS", "GP", "PPG", and "PTS". The list includes:

	POINTS	GP	PPG	PTS
1. R. Carter	ORL	79	29.1	2315
2. D. Robinson	SA	81	27.6	2238
3. K. Malone	UTA	82	26.6	2187
4. H. Olajuwon	HOU	72	27.0	2005
5. J. Mashburn	DAL	80	24.0	1926
6. P. Ewing	NY	79	23.0	1886
7. M. Richmond	SAC	82	22.7	1867
8. G. Rice	CHA	82	22.3	1831

The NBA Leaders screen contains lists of the leading players in 18 key statistical categories.

- To cycle through the categories, D-Pad left/right.
- To scroll through the list of players, D-Pad up/down.

## Hall of Fame

To help you keep track of who won and by how much, Hall of Fame provides detailed stats and championship recognition.

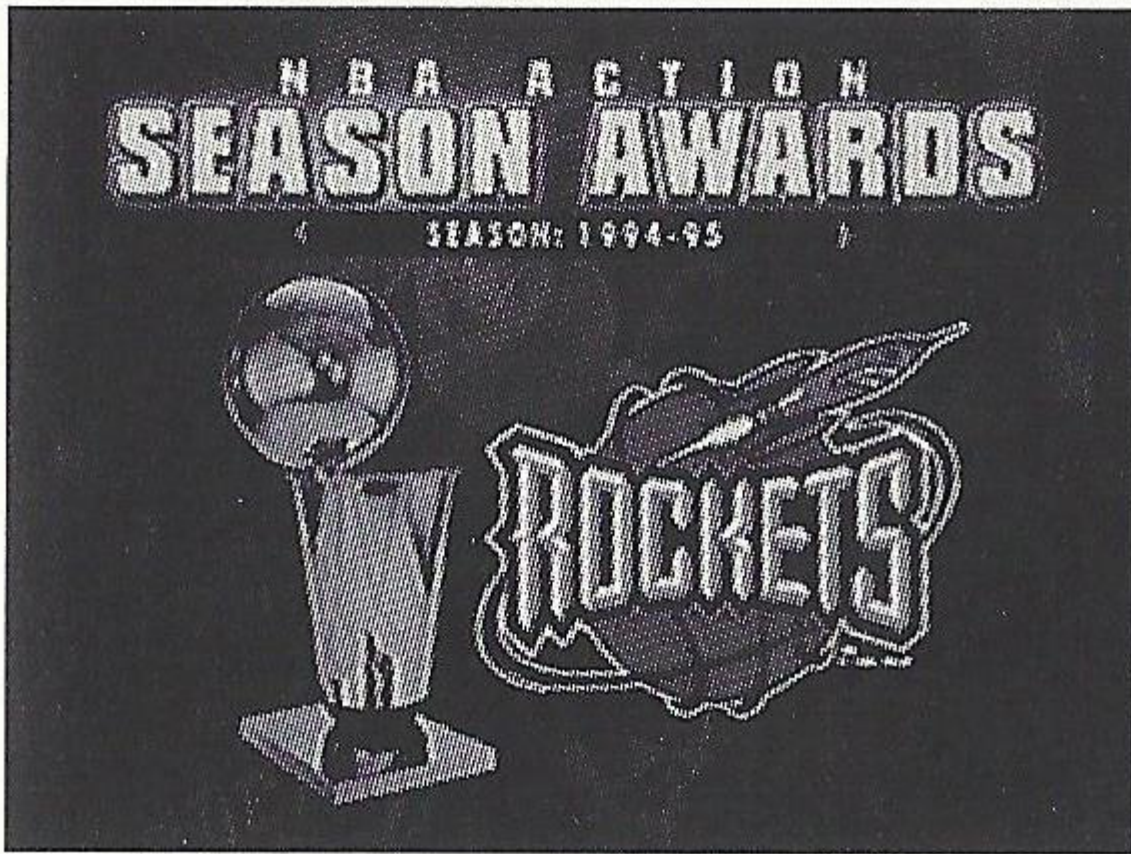
## USER RECORDS

The User Records screen displays the stats for all the saved users.

- To cycle through all the statistical categories, press the D-Pad left/right.



## AWARDS



Go to the Awards screen for a trophy display of all the season champions, beginning with the 1994-95 Houston Rockets.



# Abbreviations

## Player Attributes

OVR-Overall

PAS-Passing

BLH-Ball Handling

ORB-Offensive Rebounding

DRB-Defensive Rebounding

FT-Free Throws

3PT-3Point Rating

OUT-Outside Shooting

INS-Inside Shooting

STL-Steal Ability

BLK-Block Shot Ability

OFF-Offensive Awareness

DEF-Defensive Awareness

SPD-Speed

QCK-Quickness

AGL-Agility

DNK-Dunking Ability

RNG-Dunk Range

JMP-Jump Ability

END-Endurance

DFL-Draw Foul

CFL-Commit Foul

PEN-Penetration Ability

STK-Streakiness

CLU-Clutch Player



## Player Stats

G-Games

PTS-Points

PPG-Points Per Game

FGM-Field Goals Made

FGA-Field Goals Attempted

FG%-Field Goal Percentage

3PT-3Pointers Made

3PA-3Pointers Attempted

3P%-3Point Percentage

FTM-Free Throws Made

FTA-Free Throws Attempted

FT%-Free Throw Percentage

ORB-Offensive Rebounds

DRB-Defensive Rebounds

REB-Total Rebounds

AST-Assists

STL-Steals

BLK-Blocks

PF-Personal Fouls

DQ-Disqualifications

HGT-Height

WGT-Weight

EXP-Experience

COL-College

STA-Status

ENG-Energy

INJ-Injuries



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Assistant Producer

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Product Manager

Brad Hogan

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Special Thanks  
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# Notes



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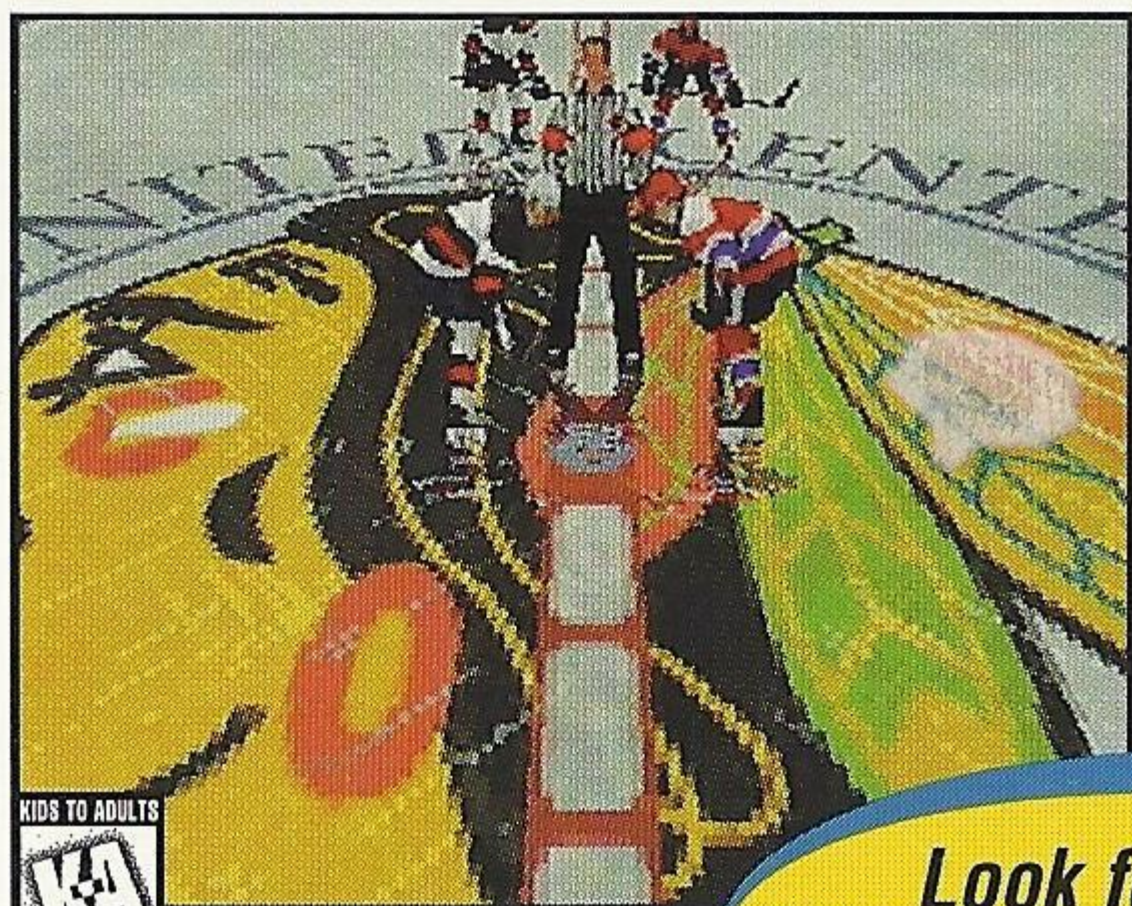
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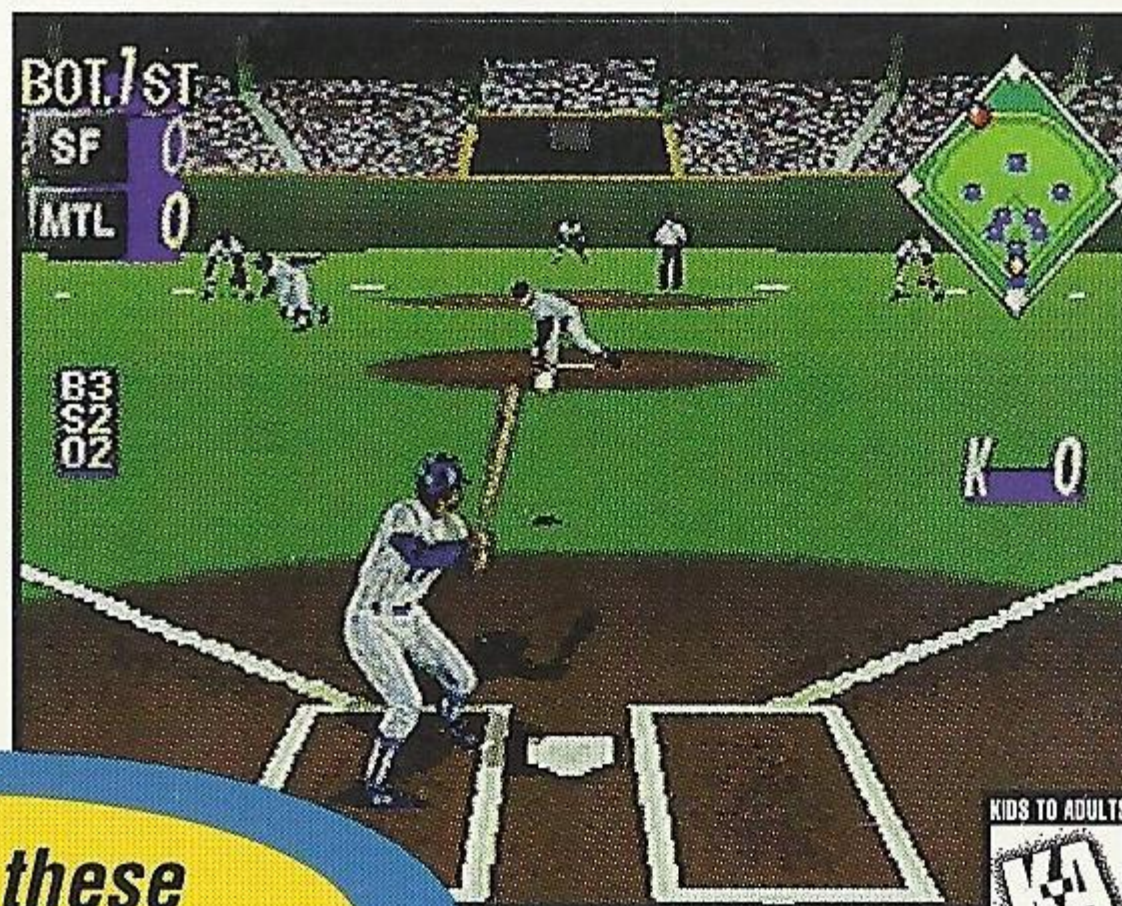
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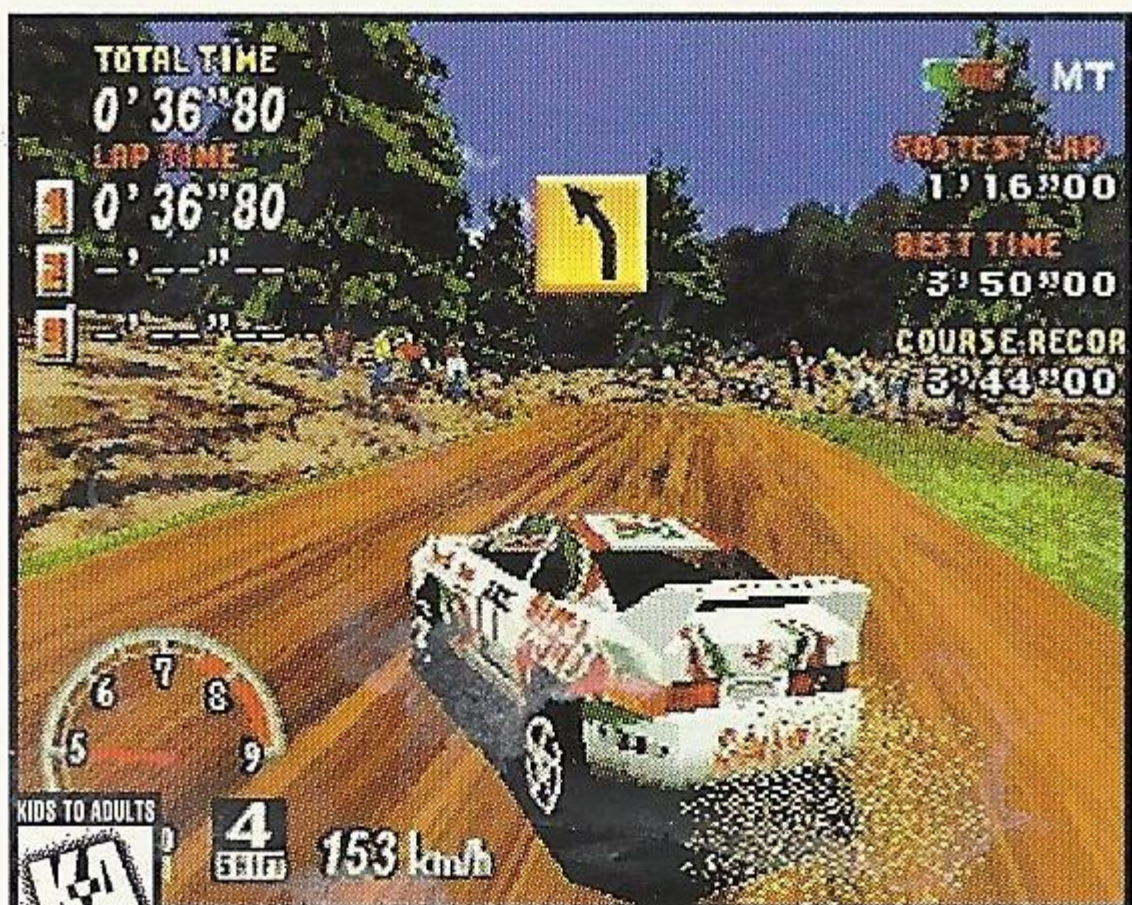
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