Replay Basketball Game

Introduced in 2003, Replay Basketball carries on Replay's tradition of blending realism and playability! Years of development and statistical fine-tuning by designer Dave Loparco have brought many of the best and unique features of our Replay Baseball game to the hardwood. With Replay Hoops, you can test your hand at coaching pro basketball Replay-style, in either solitaire or face-to-face play.

Either way you choose to play, you'll experience many of the same highs and lows as a real-life coach. You'll watch your star players knock down big baskets, grab key rebounds, and dish out flashy assists to teammates for easy buckets. Conversely, you'll have to juggle your lineup when an important player is in foul trouble...or worse yet, out with an injury! In Replay Basketball, a player's defensive ability is as crucial as his offense, and many times you'll need to decide whether to go with the hot hand on offense or to tighten things up with a defensive specialist against the opposition's top scorer. It's your decision!

And Replay Basketball is easy to play, whether you're a hard-core hoops fan or not. Pre-game setup is simple, and using our specially-designed score sheets you can easily keep track of all stats during the game. You can start off with the Basic Game and move on to more details and options of the Advanced Game at your own pace. The game plays with three six-sided dice and our unique deck of two-sided Play Cards, which serve as the game clock as well as to trigger ball possessions and spell out rebound battles. And like our baseball game, Replay Basketball includes a color-coded, laminated Game Book, along with a comprehensive and fun set of rare plays unmatched by any other hoops game. If it happens on a real court, it can happen in Replay Basketball!

Players are rated in many facets of the game, offensively and defensively, including durability and tendency to commit technical fouls and even flagrant fouls. Each team is rated for its ability to win at home and on the road, and for its ability to run and defend the fast break.

Replay Basketball original version comes in a bookcase box and includes all components needed to play the game. Here's what's inside: Full color, laminated, compact all-in-one Game Book with game charts, fast break charts, rare play and end game charts; Play Card Deck & Time cards; red, white and blue dice; 5 score sheets; rules, Lineup Court game board; two sample team sheets from a recent season & two historical teams on card stock.
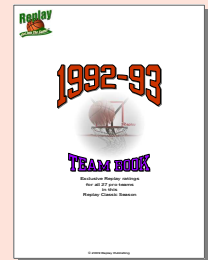
Several strategic options are available in Replay Basketball's advanced mode. You can fastbreak at every opportunity, call for the full-court press, or slow things down with stall tactics to burn extra ticks off the clock. There are options for rebounding strategies designed to make the best use of your personnel and offset your opponents' strengths. All of these options allow you to make your Replay Hoops experience as simple or as detailed as you like.

But no matter what options you choose, you'll find that Replay Basketball *feels* like real basketball!

Companion products to the game, our Yearbooks and e-Team Books are your ticket to relive some of basketball's best moments! Each set contains player ratings on heavy stock, a rundown of the standing and league leaders, and complete team and individual stats for each team. Our Yearbooks feature ratings printed in full color on precut player cards. Our unique e-Team Books offer an inexpensive and portable option and are available as instant printable downloads.

1983-84 BOSTON

62-20

1st - NBA Atlantic
Coach: K.C. Jones
Team TF Rating 4

Away Index **1**
Home Index **2**

Fastbreak OFFENSE **2**
Fastbreak DEFENSE **2**

3 PT Def: **+3**   Prevent 3A?: **6**

Depth Chart			
PF	Bird	McHale	Carr
SF	Maxwell	Wedman	Carr
C	Parish	Kite	McHale
PG	Johnson	Buckner	Henderson
SG	Henderson	Ainge	Wedman

TWO WAYS TO PLAY!
If you like rolling the bones, Replay's standard dice version is the one for you. If you like using fast-action cards to play hoops, we've also got a no-dice version that uses a unique set of two-sided FAC cards printed in color on durable coated card stock. The choice is yours!

What Replay Basketball fans are saying about the game

Recent comments from Replay Hoops fans on the Replay Online Forum…

From Tim Face…
I just completed my replay of the Detroit Pistons 2006/2007 season last night. They wound up with a record of 52 - 30 in my replay. Their actual record was 53 - 29! The accuracy is, once again, amazing! As always, I'll be sending you a copy of the statistics from the season replay so that you can look at them. Thank-you for such a great game which gives us all a pleasant and fun way to use some of our free time. I anxiously await the coming of the 2007/2008 season cards.

Update from Tim on his 07-08 Pistons:
The Pistons are currently 32 - 13 in my replay of last season (2007 - 2008). As you know, I really enjoy the game. I also recently ordered the new FACs. Although I hesitated at first about ordering them, I really like them. The gray dice on the cards really cuts down on the number of cards that are used throughout any given quarter of play.

From Brien Martin…
As most of you know, I have posted a comprehensive review of the game at Replay Hoops Central [shortly after its release in late 2003]. Here's what I have come to learn about the game since my initial review ...
1) The game gives amazingly accurate results, all within the realm of distinct possibilities. What does that mean to the average gamer? It means that your games will fall within the scoring and margins of victory that you would reasonably expect in basketball. You'll have 30-point blowouts, and you'll have last-second shots to win a game. And results in between.

2) The game approximates the "times" in which the seasons are played. That is, if you're playing the 2003-04 season, scoring will be down. If you're playing the 1970-71 season, scoring will be up. The game gets the overall pace and feel of the game, based on the way the game was played at the time, right.

3) The game gives the proper "feel" for certain aspects of the game. For example, it was my long-held belief that the ABA was three-point happy. However, in researching the stats for that season, I discovered that the ABA averaged only 8.24 three-point attempts per game ... way, way below my initial beliefs. In the 1973-74 ABA Co-Op, I experienced that same "rarity" of the three-point shot as "called" by the player cards.
San Diego has been the exception ... they launched 17 three-bies in a recent game ... but ... the Conquistadors (lovingly referred to as the Qs) averaged almost eight per game on their own. Stan Alb ... I mean, Wilt Chamberlain, the coach, allowed the three-ball to be used with abandon.

4) The game is comprehensive ... everything you could want or expect in a basketball game is in there. Rare plays, steals, pressing the ball, stalling, crashing the boards, sagging, playing safe ... and the most innovative design feature of any game, anywhere ... the end-of-game charts.
No other game can match this innovation. In any other game, if the leading team has the ball for the last FAC flip or timing roll, the game is over. End of story. But with Replay, if the team in the lead gives up the ball on the last FAC flip (either by scoring or a turnover or a rebound), then the trailing team gets one shot at tying the game or winning it outright with a last-ditch shot. Personally, I LOVE this feature!!!

Dave Loparco has done a terrific job in designing and developing this game. It flows smoothly, with or without the no-dice method (I use a hybrid ... I use the no-dice FACs for the game results, but the dice to determine the outcomes), has the proper range of results, and is quite simply the best basketball game there is ... period. I won't even discuss any other game. None of them come close to Replay, and I have played them all.

From Mike Featherstone…
I completely agree. I've said before that I believe Replay Basketball is the best table game simulation of a sport I've ever encountered. It is in a class all by itself. Kudos to Dave and Pete. You keep makin 'em and I'll keep buyin 'em.

From Dave Prill…
I'm not a big hoops guy, and certainly not a Replay fanatic (in the best sense of the word), but Replay Basketball is amazing. I think the Replay system might even work better in game where there are direct physical confrontations, like basketball, than in a more abstract game like baseball. You can really see top defensive players control the game, everything from preventing opponents from getting shots, to blocking shots, to stealing the ball, to grabbing rebounds. And best yet, it's a surprisingly simple game to learn and to play. Hopefully interest in the game will continue to grow.

From JT Grady…
The thing I find interesting about Replay Basketball and Baseball is the way the understanding of the game engine and the nuances of the game grow on you over time.
With some games, the more you play the more you might become either bored with or find the nuances more troubling over time. Maybe you discover a catch in the system or find the holes in the engine.
With Replay, the more you play the more you find the hidden treasures of the games.

From Guy Kipp…
I'd rather play Replay Basketball than watch four quarters of an NBA game on TV.

From Matt Rockwood…
Brien and all,
I agree fully with your description of Replay basketball. I do love the ABA and the older seasons....I hope they plan on doing older ABA seasons in the near future. You said it is the best game you have ever played and I will have to agree. My all time favorite was Mickey's Fastbreak, but the ease of play in Replay makes it to the top of the heap. Plus all of the feeling of basketball is built right into it. I have been trying to get back into table games, but had lots of difficulty because of the many different rules that lots of the games of today have. Some of the other games are quick play or just not enough "feel" for the game they are trying to replicate. I can play Replay basketball, leave it on the table and pick it up later when I have more time. No question, it is my vehicle back to the table for game play. I still will dabble with the computer games, but for real enjoyment sake, I'll sit down to some real Replay basketball Hoops....great job "Men of Replay".

From Paul Bastarache (writing about his current 1973-74 ABA replay)…
As someone who almost never watches basketball on TV or really pays much attention to it at all, I sure am playing this game quite a bit. The fact that this particular league and season has me so engrossed is also a surprise, as other than a couple of players, I've never heard of any of them.

From Chris Hawes…
It is really cool that you don't know many of the players and still love playing! It is an amazing game and that ABA set is tremendous.

How to scout players in Replay Basketball...

Each player in Replay Basketball is rated in many areas of play...

Position(s) played

Assist rating

Rebounding ratings
Players are rated for pulling down rebounds on both the offensive and defensive glass. (The smaller ratings are the player's rebound ratings when fatigued. Raised number beside offensive rebound rating indicates drawing fouls on rebounds).

Each column on offense covers a specific aspect of the game:
Col 1: Contested field goal shooting
Col 2: Open shots, rebound shots, hot shooting, 3's
Col 3: Blocked shots, clutch shooting, injury
Col 4: Turnovers, steals, stamina
Col 5: Assists, passing, one-on-one ability
Col 6: Drawing fouls, three point plays

Injury rating

Defensive ratings
Players are rated on a 1 to 6 scale (1 is best, 6 is worst) in each column, to recreate their real-life ability to disrupt shooters, block shots, steal, and guard their man, as well as their fouling tendency

Fastbreak ratings
Ratings for running and defending the fastbreak

Age and Height

Go-To rating
This rating reflects a player's overall involvement in his team's offense.
(1 to 5 scale; 1-rated players are key cogs on offense, while 5-rated players are seldom involved in the game flow.)

"Call 3" rating
Some players can launch more 3-point attempts in comeback situations.

Shooting ratings
Players are precisely rated for shooting 2pt. and 3 pt. field goals, on the fast break, and free throws.

Fouls on 3-point attempts
Some shooters may draw fouls on 3-point shots.

Blue die row
Indicates which teammates receive key passes.

"B" Defensive ratings
Tired players don't defend as well, and each player is rated for his defense while fatigued!

Ball-handling rating
Ability to beat the press and avoid turnovers

Stamina
How many minutes player must rest per half

Season stats line
Per-game stats

Jump ball rating

Ratings for: Technical Fouls Flagrant Fouls

Larry BIRD
1983-84 Boston
PF - SF

	OFF	DEF	ASSIST		27	1
	10 ⁵	**16**	**10**		6'9"	
	6	12			2 PT	41 ¹
					3 PT	23 ⁵*
					FB	45
					FT	62

	1	2	3	4	5	6
1	C2 ?	2	CB ?	ST *	A	F1 *
2	3A ?	2	B ?	ST *	A	F2 *
3	2 ?	2 ⁵	2 $	ST ?	P +	F2
4	2 ?	2 H	2 $	ST ?	P ?	F1 ?
5	2 ?	2 H	2	TO	P ?	F1
6	2 ?	⁵	+ B	F1 *	P ?	2F1

BLUE	SF/PF	SF/PF	C	C	PG	SG
	1	2	3	4	5	6
DEF	2	-	3	1 ¹	3	2
B	4	-	5	3	5	4

FASTBREAK 2 - 3 **JUMP** 2 **BH** 56

G	MIN	PTS	REB	AST	TF	FF	REST
79	38	24.2	10.1	6.6	4	5	3

And how to scout teams...

Each team in Replay Basketball is given its own Stats/Lineup Card...

The **front** of the card lists the team's won-lost record, its place in the league standings, and its coach.
The **reverse** side of each team's Team Stats/Lineup Card lists that team's **Individual Player Stats**.

Team Technical Foul Rating
Teams are rated for how often their coach is called for technical fouls, based on real-life stats.

Home and Away Ratings
Each team is given ratings that reflect its success at home as well as on the road.
These range from 1 to 5 (1 is best).

Fastbreak ratings
Each team is given ratings for the fastbreak: these ratings range from 1 to 5 (1 is best) and reflect a team's ability to both run and defend the fastbreak (Offense and Defense ratings).

For seasons with Three-Point Shots:
Each team is given two defensive ratings that reflect its ability to both defend and prevent three-point shots:
Prevent 3A?
Each team is rated for the number of 3-point shots its opponents take. If an offensive grid roll result is "3A?", check the **blue die** result against the defensive team's **Prevent 3A?** rating; if the **blue die** is **higher**, then consider the play as a pass ("P") and flip over to the next pair of Play Cards. If the **blue die** result is **not higher** than the **Prevent 3A?** rating, the player attempts a 3-point shot.

3 PT Def
This rating reflects a team's ability to defend against three-pointers. For the game, simply add/subtract the team's **3 PT Def** rating to every 3-point shot taken by its opponent. (For some teams, there will be no change). Remember that Replay shooting ranges are in base-6; for example, if a player has a 3-point shooting rating of **31** and the opposing team has a **3 PT Def** rating of **–1**, this player's **3PT** shooting range for this game becomes **26**. Conversely, if a player is rated **26** and the opposition team has a rating of **+2**, the player's **3 PT** range for the game becomes **32**. In addition, remember that all raised numbers stay the same. Only the base number is subject to any change.

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Depth Chart			
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PG	Johnson	Buckner	Henderson
SG	Henderson	Ainge	Wedman

Depth Chart
Each team has a Depth Chart listing its suggested starting lineup and substitution rotation.