The **Replay *e*-Review**

Dear Replay Basketball fan,

This special edition of our Replay newsletter contains playing tips from fellow Replay hoops players, news and info to help enhance your enjoyment of your new Replay Basketball Game. Enjoy!

Replay Hoops FAQ

> *Here are answers to some of the most frequently-asked questions we've heard from Replay Basketball gamers...*

Q: What do the small raised numbers in the offensive grid mean?
A: The small raised numbers on the offensive grids **always have the same meaning** regardless of which column in which they appear: they control the three-point shooting within Replay Basketball. When the three-die roll results in a cell with one of these numbers, look at the blue die…if it's *higher* than the small raised number, ignore the "base" result, as the player is now attempting a three-point shot. Roll the dice and reference the player's **3PT Shooting Rating**.
(Note: Three-point shots also occur on any "3PA" or on any "3PA?" that is not prevented by the defensive team.)

Q: Okay, now I've got a player attempting a one-on-one move (arising from Column 5) and the single-die roll in Column 2 lands on a cell where this is a small raised number next to the "2". What's this mean?
A: Count the basket! The small raised numbers in column 2 **only** come into play on any usual three-die roll in which the red die directs you to column 2...**NOT** on any column 2 rolls resulting from a successful one-on-one moves n**or** offensive rebound follow-up shots from rebound card results. (Note: However, the "hot" shooting "H" *is* still always in effect on any Column 2 shot, if you're using that option. If the player is not in "hot" mode and you roll a "2H", then the shot is missed.)

Q: I've rolled a 3-6 (possible injury)…what's the proper sequence to check for the injury?
A: First, complete the check for the rebound on the missed two-point field-goal attempt. Once the rebound has been determined, you then roll against the player's Injury Rating. If the roll results in no injury or fatigue, continue play as normal; however, if the roll results in injury or fatigue, the player cannot be removed until the next dead ball, and must play at a fatigued state until he is removed.   However, if the rebound results in an offensive rebound, the Offensive Coach may call an immediate time out and remove the affected player. If the Coach decides to keep play moving, then the player must play at a fatigued state until the next dead ball.

Q: Can fastbreak chances occur on steals?
A: As currently written, the rules indicate that fastbreak chances can occur on certain rebounds (including blocked shots), plus on certain plays (including some steals) in the Rare Play Charts.   However, some Replayers have suggested alternate rules to have fastbreaks possibly occur on routine steals arising out of Column 4. Here are a couple of *optional rules* you may want to try:

Optional Rule # 1
When a successful steal arises out of Column 4, check the **existing** blue die result…if it's a 5 or 6 and the team that stole the ball is fastbreak-rated **Double Green**, then a fastbreak chance has occurred. If the team is fastbreak-rated **Green**, then they would get a possible fastbreak if the existing blue die result was a 6. Teams with fastbreak ratings of **Yellow, Red or Double Red** would not receive any "bonus" fastbreak chances.

Optional Rule # 2
Roll one die against the Offensive Fastbreak Rating (the first one listed, reading left to right) of the player who stole the ball. If it's **higher** than the rating, the team is attempting to fastbreak. If not higher, then there is no fastbreak chance, and the next pair of Play Cards are drawn.

Replay Hoops FAQ

...Continued from Page 1

More answers to some of the most frequently-asked questions we've heard from Replay Basketball gamers...

Q. In an overtime game I played, one team really had problems keeping men on the floor to the point I had no guards left to play/sub. My starter got injured with 7:12 left in 4th but there was nobody left to replace him- do I play him fatigued for the rest of the game and disregard the injury, or what?
A. When the last player available at a position during a game is subject to an injury check, play him fatigued and ignore the injury.

Q. Can you list what happens to a "fatigued" player?
When a player is fatigued, here's what changes...

On **Offense**:
Use his smaller "B" rebound rating
All readings ending in "?" go to the defense's benefit
Reduce **all** shooting ratings by **10** (2PT, 3PT, FB, FT)
Add 3 to Offensive *fastbreak* rating

On **Defense**:
Use his smaller "B" rebound rating
Use "B" defensive grades
Add 3 to Defensive *fastbreak* rating

Q. On a Free Throw Rebound, the Power Forward was the free throw shooter - result reads "High at PF - 2 x Blue Die added to Def PF", but shooter still had higher rating—do I use shooter's OFF or DEF Rebound rating?
A. Compare the "offensive" PF's (of the team shooting the free throw) OFF rating against the opposing PF's DEF rating, then modify the opposing PF's rating by the blue die x 2, to find the "final" numbers for comparison. In your case, it sounds like the offensive team gets another chance at the bucket.

Q. On ST? results, if the result is no steal, do you count this as one of three possible passes before 24- second violation?
A. These non-steals do *not* count toward the 24-second violation countdown– only a total of three P's and/or P?'s results in a 24-second violation.

Q. When a steal takes place, I've been giving the defender credit for the steal, of course. Should I also charge the guy the ball was stolen from with a turnover?
A. Yes.

Q. Blocked-shot rebound result leads to another shot by the rebounder. The shot is missed. For rebound result for that miss, is a card flipped or is the showing rebound result used? Most often, the showing result will have been unused since the block sends us to the blocked-shot rebound chart. Similarly, sometimes there's additional action generated from the blocked-shot rebound chart...maybe another block that calls for another roll on the chart. Should a Play Card be flipped at that point?
A. In both cases above, flip to a new set of Play Cards, and use the new rebound result, simulating some additional time coming off the clock. When it's time for another possession determination, flip to the next set of Play Cards, bypassing the "unused" possession result. This situation shouldn't come up that often, so that the impact on the overall scores would be minimal.

Q. How do I determine if a shooter is fouled on a 3-point attempt? The rules refer to some ratings that I can't find--I rolled a 66 on a 3PA, but didn't know what to do from there.
A. Some players will have a special rating for this, just to the right of their fastbreak (FB) and free throw (FT) shooting ratings, in this section of the player card. These ratings, when present, will be a small 11 and 66, indicating that the player in question is fouled when the dice roll for the three-point attempt is either an 11 (chance for a four-point play!) or a 66 (three foul shots...player not charged with a three-point attempt). We've made the criteria fairly strict, so most players will not have this special rating.

Q. Sometimes on an offensive rebound the FAC shows: "Column 2 shot" and sometimes it doesn't. When it does <u>not</u> note the column 2 shot, are you supposed to draw another Play Card?
A. Yes, always draw another Play Card after an offensive rebound, unless the rebound result specifies a Column 2 shot.

Replay Hoops FAQ

...Continued from Page 2

More answers to some of the most frequently-asked questions we've heard from Replay Basketball gamers...

Q. The NBA has changed some of its rules over the years, particularly in the area of fouling and foul shots. Can you go over some of the changes?

A. We've heard this question often from gamers, and J.G. Preston (St. Cloud, MN) provided this terrific overview on the Replay Online Forum:

Here is a history of changes in the NBA's free-throw shooting rules as I understand them. I own all of the Sporting News NBA Guides, from the first edition, 1958-59, through the last edition in the smaller format, 1980-81. Unfortunately the guides did not include the official NBA rules until the 1967-68 edition. Here are the salient rules in place at that time that have since been changed:

1) One-shot (non-shooting) fouls were shot, as one shot, until the bonus went into effect.

2) Fouls committed in the backcourt were two-shot fouls, even when no shot was being attempted. (A backcourt foul defined as a foul against any member of the team in possession of the ball in the backcourt, even if the fouled player was in the forecourt.)

3) Teams were allowed FIVE fouls per quarter, three per overtime. Team fouls beyond the fifth led to a penalty shot, what we graybeards remember as "three-to-make-two" or "two-to-make-one." If a player granted two free throws missed either shot, he would be given a third attempt. If a player awarded one free throw missed his shot, he would be given a second attempt. This accounts for SOME of the higher scoring of earlier eras. (The NBA has never used the "one-and-one" type of rule used in college and high school.)

To my knowledge the following rules have always been in place: Offensive fouls count against the individual but not as team fouls, and they never result in free throws. Likewise "double fouls" (simultaneous foul calls against players on each team) do not count as team fouls and do not result in free throws. A team is automatically in the penalty situation with its second foul in the last two minutes of a quarter or overtime, regardless of the number of previous fouls committed. (In other words, even if you haven't fouled at all in the first 10 minutes of the quarter, your second foul in the last two minutes gives the other team a penalty shot. Of course, if you are already in the penalty going into the final two minutes, you stay there.) A player is disqualified on receiving his sixth personal foul. A player or coach is ejected on receiving his second technical foul.

In 1969-70, the permitted number of team fouls per quarter was changed to FOUR (still three per overtime), where it has stayed ever since. (In other words, you get the penalty shot starting with your opponent's fifth team foul of the quarter.) The 1969-70 rules also introduce the concept of the "loose-ball foul." If a foul is committed in the act of rebounding, the player is charged with a personal foul but there are no free throws awarded, unless the team is in the penalty situation, in which case they get two-to-make-one. The rule book seems a little fuzzy as to whether a loose-ball foul is considered a team foul, but it appears the answer is "yes."

The "loose-ball" situation does not appear to be specifically addressed in earlier rules, so I would assume that the player fouled got one free throw, or two-to-make-one in the penalty situation, and a team foul was charged.

Beginning in 1970-71, if you commit a non-shooting (one-shot) foul, the fouled player gets one free throw if the fouling team is not in the penalty, two free throws (instead of two-to-make-one) if the team is in the penalty. ("Two-to-make-one" still exists at this time, in the event that a player is fouled while making a successful basket, he then gets a second penalty free throw if he misses his first.) The language of the loose-ball foul rule is cleaned up and it becomes clear that a team foul IS charged. Again, NO free throws are taken if the team committing the foul is not in the penalty, and if the team is in the penalty, the fouled player gets two shots.

Beginning in 1973-74, one-shot (non-shooting) fouls resulted in NO free throws unless the fouling team was in the penalty, in which case the fouled player was awarded two free throws. This is the rule still in effect today.

While I do not have the 1981-82 NBA Guide with rules, it is my understanding that two major changes were made that season. The "three-to-make-two" and "two-to-make-one" situations in the penalty were eliminated. Thus if you were awarded two free throws, you only shot two, even if you missed one or both; if you were fouled while making a basket, you got just one free throw, even if you missed it. Also beginning this season, backcourt fouls were no longer considered two-shot fouls but were just like any other non-shooting foul: no free throws if the fouling team was not in the penalty, two shots if the fouling team was in the penalty.

So this to my knowledge is the list of all rules that would effect how you play Replay. I don't know when or what significant rule changes were made prior to 1967. I do know there was a time in NBA history when there was no such thing as a penalty situation, thus trailing teams used to routinely maul an offensive player before he could shoot, give him one free throw and then get the ball back to try to catch up. As you can imagine, this became ugly to watch and violent to play and was addressed.

There were also two rule changes that, while they don't affect the way you play Replay basketball, greatly affected the way basketball was played. In 1954-55 the 24-second shot clock was introduced. (There was no shot clock for the 1952-53 Lakers in the Replay set; the first year of the shot clock the Lakers' team scoring average was 14 points higher than the previous year.) And in 1964-65 the lane was widened from 12 feet to 16 for three-second violation purposes, thus meaning low-post players had to set up shop two feet further from the basket. Also, for those who don't know, the three-point shot was introduced with the 1979-80 season (the distance was shortened slightly, away from the corners, from 1995-95 through 1996-97).

Replay Hoops FAQ
...Continued from Page 3

More answers to some of the most frequently-asked questions we've heard from Replay Basketball gamers...

Q. On the Rare Play Missed Free Throw Chart, Result 64...player committing foul must be removed from game at next dead ball. Is he done for the entire game, or can he return at the dead ball that follows his exit? Or is he out for the quarter, as is the duration result on 64 under "made free throw RP"?
A. I would treat it the same as play #63 from that RP Chart: "Must rest through the rest of the quarter". His coach *may* keep him in, rather than take him out, but player would be considered fatigued through end of the quarter.

Q. On result 66 under Intentional Foul Charts...Def PG fouls Off PG rather hard - Off PF rushes in to defend team mate - gets in fight with Def PG - both are ejected. But then it states that Off. coach selects player off bench to shoot FT's for PG. Why? He was not ejected - did he get hurt?
A. Nice pickup on the Intentional Foul Chart!   I would ignore the part about the Offensive Coach replacing the PG. We're making some changes to the Rare Play/End Game Charts, this typo will be one of the corrections. Thanks!

Q. On a Loose Ball Foul, with the team charged already in the Penalty situation - who shoots, if anyone?
A. Assume that the loose ball foul was committed against the player the fouling player "normally" defends. Thus, for example, if the Offensive C is "over the back", then the Defensive C shoots the free throws.

Here are some helpful playing tips contributed by Replay Hoops players...	Playing Tips

Using the Stall option in 2002-03 games
—from Ken Main:
I've been informally tracking how often I use the Stall. It averages approximately **5** cards a game, and almost always in late-game situations- or when a team is ahead by 12+ at any point after the 6:00 mark of the third quarter. This seems to get scores *and* shots/game/team very near their respective 95 and 81 '02-03 season averages, as Dave Loparco can attest from my box scores [from the 2002-03 co-op replay, on the Replay Forum].

Handling and Tracking Player Rest
—from Vinny Mancini:
I've been using this idea to help keep track of when to bring resting players back into the game: Since the player cards are the same size and shape as the Play Card deck, whenever I remove a player from the game in order to rest, I count off how many cards (5 per minute) he will sit out, and simply insert his card into the Play Card deck at that point. Thus, whenever the Play Card deck reaches that player's card, he will be ready to come back into the lineup.

—from Tim Chandler:
Regarding usage (rest), I list all players on the score sheet. A player who does not start gets a 12 in the rest box. A starter has no entry at the game's start. When a sub enters the game, a dash and the minute of entry are added after the zero. Thus, if a sub enters in the ninth minute, his entry is "12-9", indicating that he was resting from minute 12 until minute 9: A total of three minutes.

When the starter leaves the game at minute 9, his entry is 9, and if he does not come back in during the quarter, a dash and a zero will be added to show that he rested from minute 9 to minute 0, a total of 9 minutes.

If the sub left the game after three minutes then his next entry would be 6-0. His total rest would then equal 9 minutes [(12-9)+(6-0)=9]. Since we are concerned with rest minutes rather than minutes played, the system seems to work pretty well. The rest box on the score sheet is adequate to make these recordings. Of course, when subs enter and re-enter in two consecutive quarters, it can become a little cluttered!

Player Rest in Overtime
—from Ken Main:
Here's my method of handling Column 4 "forced rest" assignments in overtime: If you hit a shaded square in OT and the player has already exceeded his real-life min/g (by 10% or more) during regulation, his must rest for at least 2 minutes, starting at the next dead ball. If there are less than two minutes left in OT, he's gone!   **NOTE:** This rule does not apply to subs in OT if they were on the bench for the first two minutes of OT. Also, ignore any OT forced rest if the player has not yet exceeded his real-life min/game.

Capturing the Fatiguing Impact of Back-to-Back Games
—from Greg Eno:
For season replays, if it's known that the game is the second of a back-to-back:
roll two dice: 2-6, 10-12- "BTB effect".
If unknown, **roll two dice: 2-6, 10-12**– this is a back-to-back game...then **roll again** for "BTB effect" as above.
The "BTB effect" will increase the players' Rest ratings, as follows:
Rest 1 = Rest 3
Rest 3 = Rest 6
Rest 6 = Rest 9
Rest 9 = Rest 12
This simulates the need to give extra rest to players, due to the rigors of a back-to-back game. It forces coaches to be even more cognizant of rest, as they would be in the actual NBA.

—also from Greg:
Double-Teaming Rules
This one is very simple: Call for the double team (defensive players should consist of one guard and one non-guard) *before* flipping next Play Card. If a **2?** occurs on the double-teamed player's card, **roll one die**: **1-4-** missed shot; **5-6-** basket. Consequently, if the "left open" man rolls a **2?**, **roll one die**: **1-4-** basket; **5-6-** missed shot....simple, yet effective. The double teaming players are assumed to be two-timing the targeted player until the next change of possession, or missed FGA.

Enhanced Home Court Advantage
Use the following chart to increase the Home Court Advantage…

INDEX	IGNORE	IGNORE	ADD TO 3PA*
H	4 Fouls	3 TO's	+3
1	3 Fouls	2 TO's	+2
2	2 Fouls	1 TO	+1
3	1 Foul		

—You may ignore *any* foul, as long as it's not in the last two minutes of the game, and it's not a 2F1 foul.
—You may only ignore TO's, *not* steals.
—You must call for an addition to a 3PA *before* rolling the dice for the shot*;* you may only do this **once per game**, and not in the last two minutes)

Tracking Player Stats by Quarters
—from Mark Dobrow:
Here's a simple trick for keeping quarter-by-quarter stats for each player when using the Replay scoresheet: I use four different colored pens (one for each quarter) which lets me track performance-by-quarter automatically.

Limiting Fouls (And Potential Foul-outs) on Low-Foul Players (Wilt!)
—from Kurt Conlan:
Here's my proposed modification of the foul procedure for players who rarely foul:
For any player with a Column 6 Defense rating of 1^5 or better, change his opponent's Column 6 results as follows:
F1 = F1?
F2 = F2*
I believe this will more accurately recreate results for players who seldom foul.

Suggested Rules for Players Playing Out of Position
—from Brien Martin:
Use the following rules when, as a result of injury, fatigue, or ejection, you must play someone our of his normal position:
1) All 'A' and 'P+' results become 'P' results instead
2) The player uses his 'B' ratings on defense
3) Ignore any F1* and F2* results on his opponent's Column 6...change to F1 and F2
4) All ? results against this player on his opponent's Column 6 go to the benefit of his opponent
5) All ST? on the player's Column 4 go to the benefit of his defender
6) Any missed FG results on the player's Col 4 become TO results instead
7) Rebound and Assist ratings are reduced by five, to a minimum of zero

Great Teams Round-Robin Tournament

This past winter, Mark and Andrew Dobrow (Warren, NJ) played one of the first-reported tourneys using the new Replay hoops game, using the sixteen-team Great Teams I set.

Here were the randomly-determined brackets at the start of play:

BRACKET A
70-71 Milwaukee at 52-53 Minneapolis
73-74 Chicago at 77-78 Washington
74-75 Golden State at 64-65 Boston
82-83 Philadelphia at 74-75 Buffalo

BRACKET B
78-79 Seattle at 71-72 Los Angeles
57-58 St. Louis at 68-69 Baltimore
66-67 Philadelphia at 69-70 New York
72-73 Boston at 76-77 Portland

The victors in **Round One**:
70-71 Milwaukee over 52-53 Minneapolis, 4-2
73-74 Chicago over 77-78 Washington, 4-2
74-75 Golden State over 64-65 Boston, 4-2
82-83 Philadelphia over 74-75 Buffalo, 4-1

71-72 Los Angeles over 78-79 Seattle, 4-0
57-58 St. Louis over 68-69 Baltimore, 4-1
66-67 Philadelphia over 69-70 New York, 4-1
76-77 Portland over 72-73 Boston, 4-0

NOTE: You can read the entire game-by-game account of this tourney in the Replay Basketball folder of the Replay Online Forum

Round Two survivors:
70-71 Milwaukee over 73-74 Chicago, 4-1
82-83 Philadelphia over 74-75 Golden State, 4-1

71-72 Los Angeles over 57-58 St. Louis, 4-1
76-77 Portland over 66-67 Philadelphia, 4-3

Semifinals:
82-83 Philadelphia over 70-71 Milwaukee, 4-1

76-77 Portland over 71-72 Los Angeles, 4-3

Finals:
The powerful 82-83 76ers, who whipped through Bracket A, met the surprise team of tourney, the 76-77 Trailblazers, who needed seven games to win each of their two previous Bracket B series. This Final ended up being quite exciting, with Portland even managing to take a 3-2 lead in games in the series, before losing both Bill Walton and Lionel Hollins to injury for Game Six. The Sixers took advantage and won to force a seventh game.

In the nail-biter series finale, the two clubs were tied at 78-78 after three quarters, but the relentless 76ers prevailed 120-112. Julius Erving led all scorers with 37 points in the decisive game, while Bill Walton led the losing Trail Blazers with 28 points. Moses Malone, Philadelphia's extraordinary big man, was named Tournament MVP.

Mark and Andrew are currently undertaking an even larger Great Teams project, a 30-game Round Robin League schedule. You can catch up on the latest progress in the league on Replay's Online Forum.!

2002-03 Detroit Pistons Replay

Greg Eno (Warren,MI) is replaying the 2002-03 Detroit Pistons season, using the 03-04 schedule. Here are Greg's stats at the 30-game mark:

Player	G	MIN	MIN/G	FGM	FGA	PCT	3FGM	3FGA	PCT	FTM	FTA	PCT	Off REB	Tot REB	REB/G	A	PF	STL	BLK	PTS	Avg
Billups	27	838	31	144	345	.420	45	122	.370	136	145	.940	14	91	3.4	84	51	29	6	559	21.0
Hamilton	30	937	31	189	373	.510	13	41	.320	110	128	.860	22	121	4.0	64	58	14	2	527	18.0
Williamson	29	750	26	139	321	.430	3	9	.330	68	98	.690	29	143	4.9	41	74	13	4	355	12.0
Wallace	30	1142	38	142	255	.560	0	1	.000	48	122	.390	113	392	13.1	51	83	36	63	332	11.0
Robinson	30	819	27	85	167	.510	29	80	.360	26	41	.630	17	99	3.3	81	54	22	20	283	9.4
Atkins*	24	448	19	45	106	.420	22	64	.340	13	16	.810	6	20	0.8	52	23	6	0	169	7.0
Prince	20	402	20	39	75	.520	15	28	.540	6	7	.860	8	54	2.7	13	21	8	6	129	6.5
Rebraca	23	331	14	52	94	.550	0	0	.000	34	46	.740	24	94	4.1	9	30	3	11	138	6.0
Okur	21	394	19	50	102	.490	3	24	.130	16	20	.800	19	107	5.1	22	35	1	9	125	6.0
Barry	30	521	17	54	132	.410	18	52	.350	15	22	.680	12	63	2.1	73	45	25	4	177	5.9
Davis	10	117	12	12	24	.500	4	9	.440	6	9	.670	2	10	1.0	5	9	4	0	42	4.2
Curry	27	443	16	34	57	.600	4	17	.240	13	14	.930	10	56	2.1	22	32	15	0	93	3.4
Manning	12	83	7	12	25	.480	3	5	.600	6	8	.750	5	20	1.7	5	7	3	2	39	3.3
TEAM	30			997	2076	.480	159	452	.350	497	676	.740	281	1270	42.33	522	522	179	127	2968	99.0
OPPONENTS	30			1027	2264	.450	102	275	.370	561	720	.780	352	1394	46.47	491	553	224	103	2921	97.0

*Injured list
Overall: 17-13 (7-3)
Home: 8-6
Away: 9-7

Send us your replay results!
*If you're playing or have completed a tournament or replay with **Replay Basketball** or **Replay Baseball**, please feel free to send us your stats and results, and we'll include them in a future issue of the e-Review!*

Here are the top resource websites on the Internet for Replay Basketball gamers:

The Official Replay Sports Games Homepage

http://www.replaybb.com

Newly updated, this is the official home of **Replay Basketball** and **Replay Baseball**! This is the place to purchase our games, as well as find innovations, add-ons, news and other resources for our sports board games.

On our **all-new** website, you'll now find special pages devoted to Replay Basketball, with playing tips and innovations. Here are some of the latest features found on our website's Replay Basketball Innovations page:

■Mike Glaze's Replay Basketball Helper, a program designed to play Replay Hoops at your PC. Mike's amazing helper utility makes quick work of game timing and stat-keeping while still allowing play with the game's player cards.

■A suggested optional system for accurately tracking player rest from Mark Dobrow, complete with Excel sheet for quickly figuring rest requirements

■Brian Davis' Fastscore Basketball Game, a quick-play game designed to recreate game scores as well as wins and losses. A perfect companion product to replay Basketball that allows for league-wide results during a single-team replay.

Replay Sports Game Online Forum

http://forums.delphiforums.com/replayball/start

This site has become *the* place to contact other Replayers and to talk about Replay Basketball (and Replay Baseball!) and to get the very latest news from Replay Publishing.   You'll find plenty of fun and interesting conversation, along with game innovations invented by Replayers, and read about ongoing replay projects (like Mark and Andrew Dobrow's Great Teams 30-game season) group co-op replays (including the 2002-03 Replay Basketball Co-op, run by Dave Loparco; at this point, the co-op regular season is wrapping up, and the playoffs are set to begin soon!) Also, this is where we first post any corrections to yearbooks (including downloadable, printable files of corrected ratings) and also where you'll find free "goodies" from the game company (like occasional free printable teams downloads). The Replay Online Forum is well worth visiting!

Brien Martin's Replay Hoops Central

http://www.geocities.com/aslplayer63/hoopscentral/index.html

Brien's site is devoted exclusively to the Replay Basketball gamer, with several innovations to try including "house rules" to cover various game situations, and a cool FAC Flipper utility for playing Replay Hoops at your PC (this program is the predecessor of Mike Glaze's Basketball Helper utility).   There are even several styles of printable scoresheets for download. A must-visit site for Replay hoops players!

Alleyoop.com

http://www.alleyoop.com

John Hollinger, the author of *The Basketball Prospectus* annual publication, hosts this site devoted to basketball analysis for hardcore pro hoops fans.

Inside Hoops.com

http://www.insidehoops.com

A website to get the latest news, stats and analysis from around the NBA.

HoopsHype.com

http://www.hoopshype.com/home.htm

Another good spot on the Net for hoops news and stats.

The Official NBA Website

http://www.nba.com

The official Internet home of the NBA!

Official Rules Update for Replay Basketball—April 2004

We've been elated by the great response from Replay gamers to Replay Basketball in its first year, and we've received excellent feedback on many areas of play. Based on some of the most consistent feedback from Replayers and our own continued playtest observations, we've pinpointed some changes we're making to fine-tune the game at this time:

Rare Plays off Possession Play Card readings

The response from Replayers to the game's extensive rare play booklet has been "Wow!" There's little doubt that Replay Basketball has an unparalleled system of play-specific rare plays that sets the game apart. But in one area of play, we're finding that we may have a bit *too much* of a good thing...

So we're officially **reducing the number of Rare Play result chances from the Possession Card readings** in the game. Originally, there were *five* possible RP chance Possession cards in the play deck; we're reducing the number to *one*. In the existing deck, we suggest keeping the RP chance on the "Center" possession card, and ignoring all other RP chances on the four other positions' Possession cards. This will still allow the RP Book to come into play on Possession readings, but will reduce the number of references quite a bit, helping to keep play moving.

Technical Fouls on Coaches, Ejections

In continuing our theme of "less is better", we're officially reducing the number of Technical foul chances, particularly those on coaches, in the Rare Play Book.   In several instances, we're changing *automatic* technical fouls to *possible* technical fouls depending upon the **blue die** result; if the **blue die** roll on the Rare Play result is 1-5, there is no TF...if the **blue die** is a 6, it is a Technical Foul.

Here's a list of the Rare Play results to use the blue die determination:

Rare Play Chart	Result #(s)	Change
Possession	12	Use **blue die** roll to determine Technical Foul on Coach: **1-5** No **6** Yes
	44	Roll **blue die** again to see if player kicks photographer: **1-5** No **6** Yes
Rebounds	31	Use **blue die** roll to determine Technical Foul on Coach: **1-5** No **6** Yes
	32	Use **blue die** roll to determine Technical Foul on Coach: **1-5** No **6** Yes
	65	Change result to **blue die** roll to: **1-5** (No, just missed!) **6** (Yes…)
Made Free Throw	21-33	Use **blue die** roll to determine Technical Foul on Coach: **1-5** No **6** Yes
	51-52	Use **blue die** roll to determine Technical Foul on Coach: **1-5** No **6** Yes
	53-55	Use same protocol to select involved bench player, then TF if **blue die** > TF rating
	56	Same as 53-55. except involving bench of Offensive team
	61	Use **blue die** roll to determine Technical Foul on Trainer: **1-5** No **6** Yes
	63	Use **blue die** roll to determine Technical Foul on Owner: **1-5** No **6** Yes
Missed Free Throw	44-62	Use **blue die** roll to determine Technical Foul on Coach: **1-5** No **6** Yes
Stall (Successful)	26	Use **blue die** roll to determine Technical Foul on Coach: **1-5** No **6** Yes
	55	Change to indicate technical foul called on ball handler if **blue die** > his TF rating
	56	Use **blue die** roll to determine Technical Foul on Coach: **1-5** No **6** Yes
Stall (Unsuccessful)	45-46	Use **blue die** roll to determine Technical Foul on Trainer: **1-5** No **6** Yes
	51-52	Change to indicate technical foul called on defender if **blue die** > his TF rating
	61-62	Change to indicate that if officials decide ball remains with offense, technical foul called on Defensive Coach with single die roll then needed: **1-5** No **6** Yes

Coaches' Technical Foul Ratings for the 2002-03 Season

Here's a related innovation to incorporate into your play with the 2002– 03 season. Dave Loparco has developed team ratings on teams' coaches for Technical Fouls based on real-life tendencies. So now you can see the differences between hot-headed coaches and the ones who maintain a cooler head in the heat of battle!

To use these ratings: any time there is *either* an **automatic** or a **possible** Technical Foul on a coach, use the **blue die** to determine if there is actually a TF called; if the roll is higher than the coach's TF rating, it is a technical foul; not higher, no technical foul is called.

Team	TF Rating	Team	TF Rating	Team	TF Rating
Dallas	1	Detroit	4	Houston	5
Miami	1	Orlando	4	Minnesota	5
Utah	2	Portland	4	Milwaukee	5
San Antonio	2	New Jersey	4	Los Angeles L	5
Phoenix	3	New Orleans	4	Chicago	5
Seattle	3	Philadelphia	4	Denver	5
Indiana	3	Sacramento	4	Cleveland	5
Los Angeles C	3	New York	4	Atlanta	5
Golden State	3	Memphis	4	Washington	5
Boston	3			Toronto	5

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