

**JULIUS ERVING AND LARRY BIRD
GO ONE ON ONE**

**APPLE
MACINTOSH**

To Start: Insert the disk in the drive and start it as you would any other.

To Exit Demo: Press the mouse or joystick button or the **SPACEBAR**.

To Choose Game Options: Select the main game options by pulling down each menu and highlighting the desired selection, as you would with any other Macintosh program. See pages 2 and 3 of the manual (which you will find inside the front cover of the package) for more information on the available options, such as skill levels, end game options, and so on.

The inside of this card contains additional information on joysticks and keyboard controls.

Keyboard Controls:

Command R: Return to Main Menu

Command S: Toggle Sound On/Off

Command M: Toggle Slow Motion On/Off

Command W: Pause Game. Resume play by pressing any key.

Command T: Call Time Out (the time out will be charged to the player in possession when Command T is pressed).

Playing Defense from the Keyboard: When two (human) players are going one on one, the one playing offense uses the mouse or joystick and the one playing defense uses the keyboard. The standard (default) settings use the following keys:

I: Move Up

J: Move Left

K: Move Down

L: Move Right

SPACEBAR: Steal or Block

You can change these settings by clicking the appropriate key in the Dialog Box (which appears when you select Two Players from the Players Menu) and then typing in the preferred key. Clicking OK gets you back to the game.

Joystick Control: One on One currently supports the MouseStick™ from Video-7 Inc. Whether you are using a mouse or a MouseStick, the button works the same way: on offense, a quick press and release spins the player 180 degrees, while a slow press and release starts and completes a basket shot. On defense, a press goes for the steal, the block or the rebound, as appropriate.

Mousing Around: If you are using the mouse to control your player, you will find that you need to keep it moving in order to keep your player moving -- if you move it in a certain direction your player will keep moving in that direction until you stop moving the mouse. For this reason, you may find that the mouse works better if you move it slowly and deliberately across the table top. In any case, you should try different techniques to find the one that suits you best.

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