

TMG Pro Basketball

2011 Edition

Game Instructions

Overview

TMG Pro Basketball is a tabletop basketball game designed for 1 or 2 players. The player cards are used in conjunction with game management software for your personal computer. Each player card is designed to capture the strengths and weaknesses of each player's abilities. Most play results are referenced from the player cards. The game management software resolves some of the plays through its internal game charts and formulas. The software also times the game and keeps score. TMG Pro Basketball tracks statistics for teams and individuals derived from the games that you play.

The combination of the cards and software enables you to play games accurately and quickly. A game of TMG Pro Basketball can be played in less than 45 minutes after one becomes familiar with the game.

Getting Started

Install the software and team files according to the **installation instruction sheet** included in the package.

Note: The starting lineups are set through the Card Management Module, which is a separate computer application. Open Card Management Utility to set lineups and actives for your game.

Starting Lineups

You will be able to change the order that players are loaded into the game. The first 5 players listed constitute the starting lineup and the remaining players can be arranged as you wish.

1. Open the team file
2. Select the player to move from the list on the left
3. Click on the slot in the lineup that you want the player to be moved to.
4. Save the lineup when finished
5. Exit (does not save the lineup)

Click on the desktop icon labeled "TMG Pro Basketball 11" or from the Program Menu under TMG Pro Basketball 11I Folder on the **Start Menu**.

Locate two teams from your collection of player cards and then click on the **Select Teams** from the menu along the top of the display. From here you click on **Select Visiting Team**.

You see a file dialog that shows you the folders of the seasons that you have installed. Click on one of those. You see a list of the team files in that season. Select a visiting team. Repeat the process with **Select Home Team**.

You may also determine the **roster size** for these teams. The default size is the number of the players on the roster up to 12. The minimum roster size is 8. The roster size defaults to the active roster size allowed in the home team's league rules for that year. The roster size still can be adjusted before starting the game.

Once two teams are selected, you can determine the conditions under which the game will be played. These are found under the **Game Rules** menu choice. These selections are set after the opening tip and cannot be changed after that. If you do not care to change the Game Rules, you will play under modern rules or the rules of the last game you played.

Neutral Court

Clicking will check the selection and negate the home court advantage as calculated by the game management software. If left unchecked the home team will enjoy the benefits of its home floor.

Rule Set

Clicking introduces you to a list of the seasons that modern pro basketball has been played. Clicking on the appropriate season will automatically set the game to play under all the pertinent rules used during that season. By default, the rules played by selected home team will be set.

Game Options

These options found under the **Game Options** menu choice and are explained later. Some options have a bearing on the game results. Although they can be changed mid-game, it is best to set them before starting a game. All options and rules will be in effect for your next game unless you change them.

Opening Tip

Lay out the player cards in the fashion that they appear on the computer display. The visiting team is on top and the home team is on the bottom. From left to right, the positions are Small Forward, Power Forward, Center, Point Guard, and Shooting Guard. Be sure that the player cards you lay before you match those of the players on the computer display.

You are ready to start the game. Click on the opening tip button, directly below the scoreboard.

The Player Card

The player cards contain information that you will need to make selections from the game management software on your computer.

The top section of the card displays information about the player. The information is helpful in putting the player in his proper role on the court as is the statistical information found at the bottom of the card. These sections are not used to determine any play outcomes

Brief descriptions of the card readings follow:

Floor Action

This section is divided into 4 components of a player's floor game. Each attribute is assigned a number from 1 to 99. This number is set against a random number draw (1-100) provided by the computer game management software. A random number draw that is **equal to or lower** than the number on the player card indicates a reading from the **left side** of the number. A random number draw **higher** than the number on the player card refers to the reading on the **right side**. In all situations a lower random number draw favors the player in question. To simulate the shot clock, a team gets two chances to generate action

A Shot creation ability (Shot or Floor)

Shot - Player will shoot from his Shot Result table *.

Floor – No action occurs and play moves to next segment

“A” occurs on the first segment of a possession. Some players that have a number of 99 may be awarded the ball more often by the computer than the other players on the floor. The defender's F(overall defense)rating is factored in when determining which defensive player gets the ball.

B Player's passing ability (Pass or Choice)

Pass! - Player will pass to another player of your choice for a Pass-Assisted shot. (P)

Choice - You may select any player to the floor to take a normal shot. This includes the shooter.

*Any baskets made off “Choice” will be unassisted. **Pass!** Or Choice takes you to the passing menu, which is described later. The player selected by the computer to execute the “B” play is selected by number of assists. For this reason, Floor B numbers for players such as point guards are magnified.*

C Ball Handling (Floor or Turnover)

Shot – A player will shoot from his Shot Result table.*

Turnover -Player loses ball to opponent

The average number varies depending on the season being used. Players who handle the ball more often and with more skill generally have a lower number.

2 Style of Play (Pass or Shot)

Pass- Player will pass to a teammate for a draw from the Shot Result table.*

Shot -Player will shoot from Shot Result table

This play only occurs on the second segment of play. Players are selected by a formula that is a product of their assists, turnovers, and field goals attempted. An assist will be rewarded to the player making a pass leading to a basket.

Floor Defense

The section is much like Floor Action, but represents the player's defensive abilities. These sections are referred to when the opponent has the ball. On a TMG card all readings referring to a player's defense are printed in **blue**. Positive results are listed to the left.

D Tendency to Foul (Shot or F (1))

Shot – A Player will shoot from his Shot Result table.*

F (1) - A common foul is called on the defender

A player with a number of 99 may be selected by the computer to defend more often. The offensive play is selected by the computer based on his ability to draw fouls.

E Steals (Steal or Floor)

Steal – The ball will be stolen

Shot – A Player will shoot from his Shot Result table*

Players with a Steal number of 99 may be selected by the computer to attempt to steal the ball more often.

F Overall Defense (Floor or Hi %)

Force – Opponent must attempt a Forced Shot (F).

Hi% - Opponent will get to attempt a High Percentage Shot (H)

The average number is 50. This number is determined by the player's team's defense and his contribution to the defense.

K Shot Blocking

BLK - Shot is blocked.

Shot - Opponent will shoot from his Shot Result table.*

Players with a BLK number of 99 may be selected by the computer to attempt to block the shot more often.

** If a three-point shot is taken by the player the special shots menu is presented instead of the shot result menu*

The shot option on the on-screen floor menu may read "Shot >" This indicates that the computer will select a player to take the shot.

Shot Result

When a shot is taken, a random number (1-100) is drawn and applied to this section. Locate the range of numbers that the random draw falls within to determine the result.

Good+Foul

The shot is good and the player will go to the free throw line.

Good

The shot attempt is successful.

Foul(2)

A shooting foul is called on the defending player. The player shooting goes to the free throw line for two shots in most rule sets.

No Good

The shot is missed.

Off. Foul

The player is called for a player-control foul and his team loses possession of the ball.

Special Shots

The player cards list the **free throw** success chance as well as the player's **base number for 2 and 3 point shots**. The base number on the card represents the shot success chance before modifications have been made. The game screen shows the modified chance of success. This number is displayed right above the draw result on the shot menu.

Forced Shots

Forced shots are the result of left-side Floor Defense F draws. They represent shots attempted when smothered by the defender.

Quick Shots

You have the option to call for a Quick Shot from many of the Floor menus. The quick shot is a hurried shot with less chance of successes with less time taken off the clock.

Pass! Shots

Pass! Shots come from left-side draws on Floor B. These are shots taken off a strong pass.

High% Shots

High% Shots come from right-side draws on Floor Defense F. These are shots where the defense fails.

Desperation Shots

These are Shots taken from the back court as the end of periods and have a very low success chance.

Modifications to special shots

The changes made to the base number can be found on the chart accessed through the HELP menu. This chart is in PDF format and is sized to be printed and used as a handy reference card.

Playing TMG Pro Basketball

A new play is initiated by clicking one either the START PERIOD or FLOOR ACTION button. In TMG Pro Basketball, after initiating a play only the appropriate menu is presented on the panel under the scoreboard.

Floor Menu

This menu refers to results found on **Floor Action** and **Floor Defense** on the player cards. This menu indicates who has the ball and who the defender is. A prominently displayed letter refers you to the appropriate section on one of the two Floor sections of the player card.

Click on the **DRAW** button to generate a random number and refer to the player card. Determine the play result (lower or equal to the number uses result to the left, higher to the right) and click on its counterpart on the computer screen. When satisfied that you have correctly entered the result, click on the **Enter Result** button.

For example: A player has “79” on the “A” section of Floor Action. This would mean that on draws of 1-79 you would select “Shot” and on draws of 80-100 you would select “Floor” from the Floor Menu.

Prompts for numbers indexed from defenders' cards are shown above the draw button.

After your selection is made, the appropriate menu will appear.

Other options from the Floor Menu:

There are 4 other choices that may be found on this menu at various times that are available only before a random number is drawn. These choices override the possible result and employ the chosen strategy.

The **Quick Shot** option has the player with the ball take a Quick Shot. Quick shots take much less time off the clock. Use this option when trying to come back late in a game.

The **Hold Ball** option results in no action on the play and the start of a new sequence. This option is not always available.

An **Intentional Foul** may be called. Through a special menu, you may pick whom you want to take the foul.

A **Time Out** may be called.

The floor menu also shows the shot clock. 24 indicates that the play is from the first segment. 12 indicates play is on the second segment. Under the shot clock display is a letter code indicating where the play originated. **BC** appears when the play started from the back court. **FC** is shown when the play originates in the front court.

Shot Menu

The choices offered correspond with choice on the Shot Result section of the player card. Draw a number and refer to the player card. Select the play result and click the Enter Shot Result button. There are no overrides or adjustments made to this draw. Some TMG owners may opt to use an alternative method of generating a random number between 1 and 100, such as 10-sided dice.

The Passing Menu

When it appears, the passing menu will have your player passing to the selected player. A number showing **shot points*** in (parenthesis) follows the name of each offensive player on the floor. Shot points (called B-Shots by some) are the number of passes a player may receive for the rest of the game from the passing menu.

On shots where a choice has been selected by the computer, it is recommended that you enter the play with that player receiving the pass. This will distribute shots realistically for you throughout the game. As a player receives passes, this number goes down. A player's shot points may eventually reach (0). In most cases players who have shot points of (0) will not be shown. Only when the players on the floor are all out of shot points will players with (0) appear. If this happens, the subsequent shots coming from B Pass! will carry a lower success chance as indicated on the strategy chart.

Shot points may be added when players accumulate game minutes over their season game average. Any forced shot counts against this total as does any time you select a player to take a shot.

* Shot points also appear in the B* section on the player grids.

Free Throw Menu

You draw against the player's **Free Throw** number. If the results is equal to or lower than this number then the free throw is good. The team with the ball may call time out.

Special Shot Menu

This menu appears on special shots such as three pointers, forced shots, quick shots, etc. These shots are resolved as GOOD / NO GOOD with a single draw of a random number **against the prompt** shown right above the draw dialogue. If the draw is equal to or lower than the number then the shot is good; higher is missed. The prompt reflects the base number for the shot (player card) after all modifications are made. See Strategy Chart to see what adjustments have been made to the base number.

New Strategy Options added in 2008 version

Shoot 2 / Shoot 3 - Selected Shots

This option is available primarily on the floor menu and affects any subsequent shots in the current play segment. Selecting Shoot 2 means all shots will be 2 pointers. Shoot 3 (if rules permit) sees all shots taken as 3 pointers. Neither option forces a shot to be taken. Adjustments made to special shots are shown on the Strategy Chart

Foul the Shooter

When offered, the shooter will be fouled on the shot. There is a 25% chance that shooter will score in addition to the foul.

Game Management Software

The computer software handles other aspects of the game.

Rebounding

The computer handles all rebounding tasks. The system is very realistic and takes into account shot type, fatigue, player position, era of play, team rebounding average, and other factors. Rebound results are noted on the game screen. Each player's Rebounds / 48 minutes stat is printed on his card. In addition each teams' strategy panel shows basic adjusted rebounding strength of the current lineup.

Some Previous Printings of Card sets had rebounds listed as such:

The top section of the player card indicates the relative rebounding strength of the player. It is more useful than the rebounds / 48 minutes found at the bottom of the card.

Example:

Rebounds

5 | 7

The left side shows offensive rebounding ability, the right side shows defensive rebounding ability. The average is 5. The example player is an average offensive rebounder, but is better than average on the defensive boards. These numbers are provided as a valid and reliable way to quickly evaluate a player's rebounding ability.

Matchups

Make subs for the home team last. This will determine the primary matchups of players. The defender will not always be the player listed at the same position.

Rare Plays and Overrides

During the game, plays such as technical fouls, in-game injuries, flagrant fouls, fouls on and off the ball, and goal tending may pop up. You will be notified when these events occur and the appropriate menus will be available to you.

The Human Element

TMG Basketball is a tabletop game and requires human player(s) to move the action along. There is no computer opponent and no automatic playing of games.

The most demanding responsibility of the human player is to move players in and out of the game. Changes are made both on the computer and with the player cards. Always double check to see if the players on your tabletop reflect the layout on the computer screen.

Making Substitutions

Making a substitution is a matter of highlighting a player from the roster grid on the top of the computer screen and then clicking on the player's name on the floor layout that you want to remove from the game.

The strategy for substitution is based on many factors, but the two most pressing issues are fatigue and foul trouble. The screen display keeps you informed of your players' status in regard to both these factors.

The ten control panels representing each player on the floor provide valuable information.

Foul Information

Each player panel has a small box labeled **PF** on his panel. The number inside the box displays the number of fouls that player has accumulated during the game. If the background of the box turns **Yellow**, that player is in "foul trouble" and may need to be removed from the game. If he should foul out or become ineligible to play anymore, this

box's background will turn **Red**. You will not be able to continue until the player is replaced.

Rest Information

The box labeled RR on the player panel shows the Required Rest needed for that player in the current half. If the player requires no rest for the remainder of the half, the background turns Green. If the required rest exceeds the number of minutes remaining in the half, that player is fatigued for the rest of the half. Should this occur the RR box's background turns Red.

When fatigued, a player is limited in rebounding, shooting and defense and will become a severe liability to your team. He cannot block shots or steal the ball. His rebounding is nullified and his draws for and against special shots is 20 worse.

Notes on Substitutions and player management:

- Substitutions generally can only be made during the times allowed in real pro basketball games.
- More information about your team can be found in the Roster Grids at the top of the screen display. Players that have served their rest have light green backgrounds, and those who are fatigued or ineligible have light red backgrounds. Information on minutes played as well as shot totals can be viewed for those who like to allocate playing time by these factors.
- Players may be played at any position, but the five players on the floor need to have a balance of passing, shooting, rebounding and defense to be successful.

Team Strategy

There is a strategy box on each of the team panels. It provides coaching options outside of those found on the Floor Menu and through wise substitutions.

Press

This coaching option has your players attempt to steal the ball or cause turnovers more so than normal. They will foul more often in the process. Used in spots, this can be an effective option. In the long run it is a losing proposition, especially with weak defensive players.

Effects of Press: On the first segment of play, "D" and "E" floor plays occur more than normal.

Double team

The player getting the ball on half court play will be double teamed. The special shot bonuses / penalties will be more severe on these plays.

Attack

This offense gets the ball to players who like to take the ball to the basket. When the computer selects shooters it will do so based mainly on FTA and PF. More shots may be blocked when this strategy is employed.

Perimeter

This offense gets the ball to players who tend to take jump shots. Normally the computer selects shooters based of FGA, offensive fouls and trips to the line. With this option only FGA are used to select the shooter. More steals may result when this strategy is employed.

Timeouts

Although Timeouts are called from the Floor Menu, the number remaining is shown. Each coach has 8 timeouts during the course of a 48 minute game. A timeout must be called in each period, or it will be lost. The built-in “20 second injury timeout” available in each half must be taken or lost.

Timeouts should be used to:

1. Stop an opponent’s momentum
2. Get a player in or out of the game
3. Avoid a play and generate a new Floor letter.
4. Conserve time
5. Move the ball to front court.

Momentum Bar

The bars indicate a team’s momentum. This affects rebounding and shot making. Timeouts may be used to stem an opponent’s momentum. Momentum does not have any effect until the bar gets half way or more across the indicator. The longer the bar, the more reward is given to that team. The computer will sound a “beep” when the momentum AGAINST your team is becoming critical.

Special Shot draws are adjusted by momentum by the difference between the offensive and defensive momentum.

If the teams are separated by 20 points, momentum is no longer a factor.

Play Light

Checking the box to the right of the player's position (on-court display) indicates that he is playing **light** to avoid fouling. His effectiveness will be diminished, but he will pick up fewer fouls.

Effects of Playing Light: The checked player will not block shots or steal the ball. His opponent will also shoot for a higher percentage off Special Shots. BUT the player will be only 10% as likely to pick up a foul. It is a better strategy to sit the player on the bench than playing him light. Playing light does not have any effect on offensive fouls picked up off the Shot Result table.

Time Management

TMG Pro Basketball is timed to the second. The game length is not determined by a number of fast action cards or rolls. This results in a more realistic use of the game clock in employing strategies. Generally a floor play takes about 12 seconds. A quick shot will take 6 seconds to release if from a backcourt play and 1 second from the front court. Shots may be 1 or 2 seconds. An intentional foul will take 1 to 6 seconds depending on the situation.

Team Pace

Teams play at their natural pace in TMG Pro Basketball. Team pace can be manipulated by opting to hold the ball when the option is presented or taking Quick shots when that option is presented.

“**Fast Breaks**” are handled by the computer. Each team will attempt fast breaks according to their natural pace. Should a “fast break” occur, the first segment play will only take about 6 seconds. Fast break frequency is influenced by the defense.

Fatigue

Players will become fatigued when they exceed their allotted minutes. In neutral court games, players are allowed their average minutes per game plus 4 additional minutes. Home teams receive 6 additional minutes and visiting teams receive only 2 additional minutes. Playing time in previously recorded games have an effect on minutes allocated.

Effects of Fatigue: All Special Shot draws are modified to the bad if player is defending or shooting. Fatigued players have a negative effect on their team's rebounding strength. They do not steal the ball and do not block shots.

Home Court Advantage

Special shots and rebound strength reflect this.

Strategy – Closing seconds of a period

All Floor plays will result in **A** or **2**.

Left Side Result	Back Court	Front Court
Seconds Left: 2-4	Quick	Shot
Seconds Left: 1	Forced	Quick

With less than 60 seconds left in the game more Floor B plays will occur.

Calling time out will advance the ball to the front court and result in a better shot. Selecting three- point offense in appropriate seasons will almost insure that a three-pointer is attempted.

Game Options and Rules (Menus)

The Game Management software is controlled and configured entirely through the pull down menus at the top of the screen display.

File

This menu is available to save, restore or end a game.

Restore Game

This option is only available when first starting the game. It will resume the last game that you saved through the **Save Game** option. All information will be loaded. There is no need to select teams or set options.

Undo Last Play

If AutoSave is active, you may restore the game from the last time the Floor Action button was displayed. Note: the play sequence will not be the same as the play that was rolled back.

Save Game

You may save the game you are playing and play it at a later time. Saving a game will overwrite the previous game that you saved.

Exit

Quits TMG Pro Basketball. It does not save the current game.

Select Teams

This menu is used to select teams.

Game Rules

TMG Pro Basketball has many seasons of the past available. For optimum realism, you should play by the rules that match the season. Selecting a rule set will determine the rules governing fouls and free throws and the availability of three-pointers. This option is not available after the start of a game or restoring a game.

Once you set the rules and either save the game or play it to completion, they will remain in effect in subsequent games and do not need to be reset each time you play TMG Pro Basketball. TMG Pro Basketball is delivered setting is to modern rules.

Upon setting the home team the games rules default to those of the home team. You can still override this through the game rules menu before starting the game.

Game Options

Change Grid Font

You may change the font of the roster grids to your liking.

Game Sounds

TMG Pro Basketball plays sounds corresponding to play results. You may turn them on or off with this option

Auto Save Game

If checked, the current game will be saved at the start of each Floor play. Previously saved games will be overwritten. Do not use if you are starting a new game over an older game that you have saved and want to finish later.

One Click Play

If checked, most menus will not require the use of the ENTER Play buttons after the result has been selected. Auto Save is advised if using this option.

No Fatigue Penalty

Checking this option will allow you to play players without them becoming fatigued. The computer will still show them as fatigued, but when checked, the players' performances are not adversely affected.

No In-Game Injuries

Unchecking this option will allow in-game injuries. In-game injuries account for minor injuries that result in reduced floor time for players. The frequency and duration of these

injuries vary depending on the minutes played for each player. Not recommended for those who manage playing time and rest.

No Image Stretch

TMG Pro Basketball can display player pictures on shot menus. Images can be imported and placed in the player pictures folders.

TableTop Dice

If you choose to use a manual method of generating a random number for shot results and special shots, this option will cause any draw to display the letter “D” instead of a result. This will hide the strategies that, according to the TMG Basketball rules, cannot be used after the draw is revealed. You can still bypass the draw and enter results directly. If this is your desire, you should not employ and strategies after you manually determine the draw.

Reports

You may view, print, or save the game box score and other reports through this menu. TMG Pro Basketball features complete user control over this process, including previewing and setting up your output.

You will be shown the selected report and a menu will let you chose where to direct the printed output.

HTML reports are available for box scores and team season totals. They are designed for posting on forums or e-mail.

How to post HTML results:

An HTML report is displayed through your default browser. While displayed, you can manipulate the report in any way your browser / editor allows. The process of displaying a report involves copying the text and pasting it into the body of an e-mail, forum message, or document. The destination of the HTML text must support rich text or HTML. Often this is a feature that is made available through the wishes of the online host or your mail program. In any event you can SAVE the report as it is displayed as a web page and attach it to e-mail or forum message.

This is an example on how to display a report on my Yahoo! Group. (tmgbasketball as of 3-1-2006):

1. With the HTML report displayed in your browser, Select ALL through the pull-down menu (CTRL-A in MS IE)
2. Copy the selected text. (CTRL -C)
3. Open a new message on Yahoo! Groups and be sure to use the rich text beta option.
4. Paste the text (CTRL- V). Your browser menu may also have a paste command.

Note: You may type notes on the report before choosing to print.

More reports are available from the League Utilities Program

You may immediately see a box score or any of the teams' accumulated season stats (coming into the current game) by clicking on the team name Box Score on the team stats display under the scoreboard.

Help

Allows viewing of this document from the game.
Displays the current version of TMG Pro Basketball

Technical notes:

If sounds are turned ON in TMG Basketball but you have your system speakers off or the volume turned down, the game may appear to pause for brief periods. This is because TMG Basketball is waiting for the sounds to finish playing.

Dragging the menu used to determine shooters for technical fouls and intentional fouls from the upper left corner of the screen where it first appears to a desired location will have the menu appear in its new location for the remainder of the game.

If you resize the screen during play, you can click on the scoreboard background to reset the roster grids.

You may choose to generate draws for any shot. This includes special shots. None of these draws are weighted or modified. 2 10-sided dice of different colors work perfectly for this.

Using Custom Logos

TMG Pro Basketball comes with a wide (if not complete)selection of logos for stock teams. These logos are shipped with the software and are selectable through the card management utility.

Although the team logos are found in the folder \Program Files\TMGBasketball11\logos\ it is possible that they may not appear for the teams on the game screen. A default logo will appear instead. To install the correct logo, use the Card Management logo utility

If you want to use your own logo from an image, (For example, for a fantasy or draft league team), follow these steps:

1. Put your custom logo in the logo folder (Program Files\TMGBasketball11\logos\)
2. Use the logo utility from the Card Management Utility program to attach it to a team.

How to use Player Pictures:

TMG Pro Basketball can show a picture of the shooter on the menu for Shot Results. Images used for this purpose and follow these conventions:

1. Images must directly be in the player pictures folder. Typically C:\Program Files\TMG Pro Basketball\playerpictures\ Do not put pictures in a subfolder under this path.
2. File names must carry the full name of the player as it appears in the game and must be in *.jpg format. Example: **Wilt Chamberlain.jpg** The name is not case sensitive.
3. The native size of the frame is 68 x 88 pixels. Pictures stretch to fit the frame at various screen aspect ratios unless the No Image Stretch option is checked from the top menu.

Many internet sites offer downloads of player pictures that can be made usable for TMG Pro Basketball if the conventions above are followed. No player pictures are packaged with TMG Pro Basketball. **Do not delete or move the default.jpg image or the playerpictures folder from your TMG Pro Basketball folder.**

Card Management Utility

Overview: The Card Management Utility provides tools to manipulate the TMG Pro Basketball team files so that they match the arrangement of your player cards. These tools handle the basic functions that cover most uses of the player cards.

The Card Management Utility is a separate application that has icons both on your desktop and in your program files menu. Click and begin.

The Functions

Starting Lineups

You will be able to change the order that players are loaded into the game. The first 5 players listed constitute the starting lineup and the remaining players can be arranged as you wish.

6. Open the team file
7. Select the player to move from the list on the left
8. Click on the slot in the lineup that you want the player to be moved to.
9. Save the lineup when finished
10. Exit (does not save the lineup)

Change Logo

Each team has a logo displayed in the game. You may change to one of the many logos provided.

1. Open the team file.
2. Browse the logo folder and select the new logo
3. Click – Change Logo
4. Exit

Reset Statistics

This function resets all compiled statistics.

1. Open the team file
2. Either Reset the statistics or cancel the operation

Transfer Players

This function moves players from one team to another. It is useful in making trades or stocking a team that you have created.

1. Select the team that will be exporting (sending) players (left side)
2. Select the team that will be importing (receiving) players (right side)
3. Select player to move.
4. Repeat the operation for additional players from same two teams

Important notes on this function:

- Once the Move Player Button is clicked, the player is moved and the files are saved.
- There is a maximum of 18 players allowed per team. The game software requires 5 players minimum but 9+ is recommended.
- If you inadvertently move a player, select the same two teams, switching sides, and undo the operation.
- You may move players from any team from any season to any team from any season.
- Compiled stats travel with the player. Team stats are tracked separately. Trading a player mid-season will not cause problems.

Create Team

This function makes a new team file with no players.

1. Fill in the information for your new team in the form provided.
2. Click on Create team
3. Select the folder where you want to save the team
4. Name the file
5. Click Save to save the team

Notes:

Files are provided for every set of team cards printed at the time you purchased your last card set. You may not have all the teams that are available in file form.

There is no league structure provided. Grouping teams in folders by league is done for easy access and for the sake of organization. Reports such as league standings and leaders can be done manually (as they normally are with a tabletop game). The files are in a format that makes them easy to manipulate with a spreadsheet or database program and it is possible to formulate custom team and league reports

The utility is designed to have one and one only file entry for each player card. If you want to **create draft or fantasy leagues**, follow these steps:

1. Through Windows, create a new folder in the folder where the TMG software is installed. This will contain the teams for your draft league.
2. Copy all the teams that will supply players for your league to this folder.
3. Create each of your new teams.
4. Use the transfer function to stock teams from the teams you copied.
5. Through Windows, delete the teams in your new folder that were used to stock your league.

League Utility Program

The League Utility is a separate application that has icons both on your desktop and in your program files menu. Click and begin.

It is designed to select team files and organize them into leagues and divisions for the purpose of creating reports such as standings and league leaders. Team files are independent of the leagues formed with this utility. You may reform a league, delete it or even have multiple league structures involving the same teams. All league-based reports are viewed or printed with this utility.

Create a League

You start by creating a league through FILE -CREATE LEAGUE. This simply asks you to point to the team files you want in your league. There must be at least one team and no more than 40 teams selected. As you select teams their locations on your computer are listed. You are telling the utility where to find the teams that will be loaded when compiling reports. Upon saving, you will be asked to name the file (*.LML) that will store information about your league structure. This process uses the conventions of your operating system.

Before saving your league - Name your league as you want it to appear on reports. The same will be needed for any divisions you will be using. If you do not, your league will use

the default names. You can have up to 8 divisions. You only need to rename the divisions you will be using.

Align Teams to Divisions.

If you are not putting your teams in divisions you can skip this step. You must first select a league you have already created from Select League.

To assign a team to a division:

1. Highlight the team file location from the list.
2. Use the drop down box to select a division.
3. Click on the Assign Team to Selected Division button.

Repeat this for all teams in the list.

Your selected league's teams now have divisions assigned to them.
Save the list and their divisions.

If you made mistakes, you can always realign teams by coming back to this menu option.

Now you are ready to view or print reports based on the leagues that you have created.

These utilities should provide you with all the tools needed for most scenarios.

Revisions to this document will be available at <http://tmsportsgames.com>. Do not hesitate to contact me with questions about TMG Pro Basketball or these instructions.

Thank you for your purchasing TMG Pro Basketball
Check <http://tmsportsgames.com> for additional card sets and software updates