

Pansch's Basketball Manager Game 08

Thank you for downloading Pansch's Basketball Manager Game 08 (pb08). It is a rather simple Java-based text-only basketball management game for a single player. This document should give the player a quick introduction to the handling of the game.



The screenshot shows the 'Contracts' screen for the Atlanta Hawks. The interface includes a top status bar with the following information: Season 2007/08, Atlanta Hawks (0:0), 12/17/2007, Next opponent: Boston Celtics, \$1000 \$, and 0 points. The main table lists player contracts with columns for Position, Name, Age, Season, years left, salary, contract extension, and sign. The table contains 15 rows of player data. On the right side, there are several buttons: Roster, Free Agents, Contracts, Trades, Standings, Stats, Player Stats, and Next Game.

Position	Name	Age	Season	years left	salary	contract extension	sign
PG	Anthony Johnson	33	18	1	6	1 years: 4100 \$	Resign
SG	Joe Johnson	26	8	1	3	1 years: 7000 \$	Resign
SF	Marvin Williams	21	2	1	4	1 years: 6500 \$	Resign
PF	Josh Smith	22	3	1	5	1 years: 7200 \$	Resign
C	Al Horford	21	0	1	6	1 years: 6000 \$	Resign
PG	Acie Law	22	0	1	2	1 years: 3000 \$	Resign
SG	Salim Stoudamire	25	2	1	3	1 years: 3000 \$	Resign
SF	Josh Childress	24	3	1	6	1 years: 5000 \$	Resign
PF	Shelden Williams	24	1	1	5	1 years: 3400 \$	Resign
C	Zaza Pachulia	23	4	1	1	1 years: 4500 \$	Resign
PG	Tyronn Lue	30	8	1	3	1 years: 3300 \$	Resign
PG	Speedy Claxton	20	6	1	3	1 years: 3000 \$	Resign
C	Lorenzo Wright	32	11	1	5	1 years: 3700 \$	Resign
-	-	0	0	1	0	1 years: 0 \$	Resign
-	-	0	0	1	0	1 years: 0 \$	Resign

Execute pb08

If you have Java, just doubleclick the pb08.jar File to start the game. As “jar” is also used as a compression format, maybe your computer will try to open it with winrar or another packing program. If that is the case, you should try to manually open it with “javaw.exe” somewhere in C:\java\bin or something like that. If you don't have Java, you'll need to get that first to run the game.

Start a new Game

In the unspectacular main menu, select Game → New Game.
You can select one of the leagues to play in:

NBA_short: Only 14 regular season games per season, BO2 in playoffs

NBA_medium: 29 regular season games (each team once), BO 4

NBA_long: 58 regular season games (each team twice)

You will then be asked to pick a team to play with. Pick one :D

DO NOT CLOSE the small window in the background when the game has loaded, as that will exit the whole program without prompt. By the way, make sure to save your game regularly and use two different files, so if there is some evil bug that killed one file, you still have the other one and don't have to start from scratch.

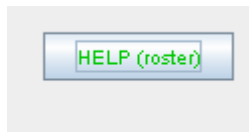
The Info Bar

On the top of the game's main window, the info bar gives you important information at one glance: The currently running season, your team's name, your record, the date, the next opponent, the money you have to sign players, and the points (for the high score list)

The Menu

Navigation is done with the menu on the right side. I'm pretty sure you figured that out all by yourself;)

The Help Button



Some information you might want to know when looking at a specific screen can be found after clicking the HELP button on the top right of the screen. Yeah, that text looks really ugly, but it may still be useful.

Game Rules, Abbreviations etc

I think most of the handling can be learned quickly by trial and error, so I will try to give some insight on how the game works and what a good GM needs to consider:

Match

A match is being simulated in a millisecond, so there is nothing you can do during a game. Exactly 10 players get minutes each game, the starting 5 plus a backup for each position.

Skills

Players have four skills, 1 is the worst, and 10 the best possible value:

- scoring
- passing
- rebounds
- defense

Like one would expect, not all of these skills are equally important for everyone. A point guard needs a good passing rating more than a center, for example. In general it is slightly better to have some specialists than only all-rounders.

Each player has a true position, so if you play him out of position, he will not do as good as he would do on his real position. The penalty is -1 for each skill for a player playing one position off (orange), and -2 for each skill if he plays 2 or more positions off (Like a center playing point guard for example)

An injured player can still play, but he will have skills of (1,1,1,1) for that game.

Energy and Confidence

Probably the most important concept in pb08 is Energy (NRG) and confidence (CON). In a nutshell, Energy decreases when a player plays a prominent role and confidence increases and vice versa. Do not let any of these values drop below one, or the player will take a hit in his skills. So yeah, you gotta bench LeBron and KG from time to time;)

On the other hand, if you manage your rotation well and a player reaches 50 confidence and 20 energy, he will get a “Level Up” and you can choose one skill to improve. The exact rules for energy- and confidence-values changing after a game are the following:

Starting5 {NRG -2} {CON +3}

Backups {NRG +1} {CON +1}

Reserve (11-15): {NRG +5} {CON -2}

A win gives all players who played in the game {CON +1}

Energy and Confidence DO NOT affect the result of a single match though! It does not matter if your starting point guard has a confidence-value of 40 or 4, as long as it is more than zero.

Salary

Well, actually there is no “salary” in pb08. Whenever you need to pay for anything, you do it once and with cash. Also, there is no salary cap to consider. The “salary” of a player is calculated based on his skills, so if you know someone will improve; don’t wait to long to extend his contract.

Waiving a player will cost you nothing, but it won’t give you anything else than a roster spot neither.

Free Agents & Draft

0 1 2 3									
Draft Order									
1. Sacramento Kings ; Jean Castro									
2. Minnesota Timberwolves ; Adam Han									
3. Seattle Sonics ; Curtis Nielson									
4. Indiana Pacers ; D.G. Mata									
5. Philadelphia 76ers ; Nick Li									
6. New Jersey Nets ; Zach Garcia									
7. Milwaukee Bucks ; Pete Schmidt									
8. Los Angeles Clippers ; Thomas Miller									
9. New York Knicks ; Doc Li									
10. Atlanta Hawks ; Tony Chan									
11. Toronto Raptors ; Nico Chan									
12. San Antonio Spurs ; Matthew Fisher									
13. Portland Trailblazers ; Ming Pit									
14. Orlando Magic ; Oleg Bush									
15. New Orleans Hornets ; Simon Jordan									
16. Miami Heat ; Matthew De Jong									
17. Utah Jazz ; Yu Huang									
18. Phoenix Suns ; Utah Edwards									
19. Memphis Grizzlies ; John Richard									
20. Washington Wizards ; Shuhin White									
21. Los Angeles Lakers ; Hassan Roy									
22. Houston Rockets ; Devin Williams									
23. Detroit Pistons ; Isaiah McDonald									
24. Cleveland Cavs ; Jean Hughes									
25. Chicago Bulls ; Trevor Camara									
26. Charlotte Bobcats ; Luther Bountje									
27. Dallas Mavericks									
28. Denver Nuggets									
29. Golden State Warriors									
30. Boston Celtics									
Name	Age	Position	SC	PS	RB	DF			
Nico Chan	22	PG	1	6	6	5			11.
Louis Dakovic	21	PG	1	2	3	1			-
Jean Hughes	20	PF	1	7	7	1			24.
Ethan Stankovic	22	C	1	3	9	7			-
Isaiah McDonald	24	C	4	2	4	7			23.
Doc Li	20	PG	5	5	6	4			9.
Sven Lam	21	SF	3	4	1	7			-
John Richard	21	SF	1	3	7	7			19.
Utah Edwards	20	SF	3	6	4	5			18.
Curtis Nielson	24	PF	7	2	7	7			3.
Owen Mata	22	PF	4	3	2	4			-
Tony Chan	20	SF	6	2	5	7			10.
Caleb Andersen	24	SG	1	3	1	3			-
Cheik Edwards	22	SG	5	2	1	5			-
Luther Bountje	22	SF	6	1	5	4			26.
Nick Li	24	SF	5	5	7	3			5.
Jerome Cool	20	SG	5	1	7	3			-
Sean Gómez	23	SF	4	5	2	2			-
Trevor Camara	20	PF	6	2	6	1			25.
Simon Jordan	23	C	6	6	5	5			15.

First of all: Who are those guys? Don’t worry if you don’t know their names, pb08 just randomly generates Players whenever needed. The most important difference between drafting a rookie and signing a free agent is the price: Rookies don’t cost you any bucks until their rookie deal expires. You need to draft in both rounds, if you don’t want your rookie you can still waive him afterwards or chose “(none)” when asked which player should be released to open a roster spot for him.

Hall of Fame

After 7 seasons, you will get a chance to enter your name to the Hall of Fame (on your local machine).

Editors

You can easily add your own players and teams to pb08 or change the values for existing players. I created them all myself in quite a hurry, so don't expect it to be perfect. If you feel your favorite player is underrated, don't hesitate to make him better. Only save your player, team and league-files in the respective directory, otherwise there will be problems loading the files.

Player Editor

File Name	<input type="text"/>
Last Name	<input type="text"/>
First Name	<input type="text"/>
Position (1,2,3,4,5)	<input type="text" value="0"/>
Age (years)	<input type="text" value="0"/>
Years Pro(0 = Rookie)	<input type="text" value="0"/>
Rating:	0=worst. 10=best
. scoring	<input type="text" value="0"/>
. passing	<input type="text" value="0"/>
. rebounds	<input type="text" value="0"/>
. defense	<input type="text" value="0"/>
<input type="button" value="Abort"/> <input type="button" value="Save"/>	

Rating expects a value between 1 and 10. Positions: 1=PG, 2=SG, 3=SF, 4=PF, 5=C

Team Editor

You can load players into the team and switch their positions. Saving will not close the window, so don't worry if "nothing happens" after clicking the button.

League Editor

The screenshot shows the 'League Editor' window. On the left, there are input fields for 'File Name' (set to 'NBA.lig'), 'League Name' (set to 'NBA'), 'Number of Conferences' (set to 2), 'Playoff Teams each conference' (set to 5), 'Play teams from other conferences(PB)' (checked), 'Number of Meetings (M)' (set to 2), 'Playoffs Best of' (set to 6), and 'Conference Names' (a list of 8 conferences). Below these are 'Abort' and 'Save' buttons. On the right, there is a list of 30 NBA teams, each with its name, record (e.g., (5,8)), and conference (e.g., Eastern Conference). A 'Load Teams' button is at the bottom right.

This might need some explanation:

Play teams from other conferences means weather teams play each other during the regular season. In the NBA they do, in some tournaments like world championship with groups they don't.

Number of meetings (RS) Number of times the teams play each other in the regular season:
For example in a 30-team-league, a value of “2” means 58 regular season games.

Number of conferences That’s conferences, not divisions. So for the NBA, that’s 2.

How to assign teams to conferences: select a bunch of teams from the list by using the <shift> or <ctrl> key, then click on “set” next to the conference name.

long

NBA

2

8

☒

2

4

Eastern Conference

Western Conference

Save

Cleveland Cavs (5.4)	Eastern
Dallas Mavericks (5.3)	Eastern
Denver Nuggets (5.2)	Western
Detroit Pistons (5.4)	Western
Golden State Warriors (5.0)	Western
Houston Rockets (5.4)	Western
Indiana Pacers (5.0)	Western
Los Angeles Clippers (5.0)	Eastern
Los Angeles Lakers (5.5)	Eastern
Memphis Grizzlies (5.1)	Eastern
Miami Heat (5.1)	Eastern
Milwaukee Bucks (5.0)	Eastern
Minnesota Timberwolves (4.5)	Eastern
New Jersey Nets (5.1)	Eastern
New Orleans Hornets (5.4)	Eastern
New York Knicks (5.1)	Eastern
Orlando Magic (5.1)	Eastern
Philadelphia 76ers (5.0)	Eastern
Phoenix Suns (5.7)	Eastern
Portland Trailblazers (4.9)	Eastern
San Antonio Spurs (5.6)	Eastern
Sacramento Kings (5.0)	Eastern

Contact

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The official pb08-site: www.panschke.de/pb08/