

## **BACKYARD BASKETBALL 2007**

### **TABLE OF CONTENTS**

Getting Started .....	4
System Requirements .....	4
The ReadMe File .....	4
Setup and Installation .....	5
Saving and Loading.....	5
Welcome to <i>Backyard Basketball 2007</i> .....	6
Main Menu .....	6
Options.....	7
Pick-Up Game (1-2 Players) .....	7
Season Play (1 Player) .....	10
Mini Games (1-2 Players) .....	13
Pause Menu .....	13
Meet the Players .....	14
Hall of Fame .....	14
Goodies .....	14
Humongous Web Site .....	15
Technical Support .....	15
Credits .....	16
End-User License Agreement .....	18

## GETTING STARTED

### SYSTEM REQUIREMENTS

Processor:	Pentium® III 733 MHz or higher
Memory:	128 MB RAM or higher
Hard Disk Space:	600 MB Free
CD-ROM Drive:	8X Speed or faster
Video:	32 MB SVGA video card (Windows® Me/2000/XP-compatible)
Sound:	Windows® Me/2000/XP-compatible sound card*
DirectX®:	DirectX® version 9.0c (included) or higher

\*Indicates device should be compatible with DirectX® version 9.0c or higher.

### THE README FILE

The *Backyard Basketball 2007* CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print.

To view this file, double-click on it in the *Backyard Basketball 2007* directory found on your hard drive (usually C:\Program Files\Humongous\Backyard Basketball 2007). You can also view the ReadMe file by first clicking on the Start button on your Windows taskbar, then on Programs, then on Humongous, then on *Backyard Basketball 2007*, and then on the Readme file.

## SETUP AND INSTALLATION

1. Start Windows® Me/2000/XP.
2. Insert the *Backyard Basketball 2007* CD-ROM game disc into your CD-ROM drive.
3. If AutoPlay is enabled, a start game screen should appear. If AutoPlay is not enabled, or the start game screen does not start automatically, double click on the My Computer icon, right-click on the CD-ROM icon and choose AutoPlay.
4. Follow the remainder of the on-screen instructions to finish installing the *Backyard Basketball 2007* CD-ROM game.
5. Once the installation is complete, click on the Start button on the Windows taskbar and choose Programs/Humongous/*Backyard Basketball 2007*/Backyard Basketball 2007 to start the game.

**Note:** You must have the *Backyard Basketball 2007* game disc in your CD-ROM drive to play.

### INSTALLATION OF DirectX®

The *Backyard Basketball 2007* CD-ROM requires DirectX® 9.0c or higher in order to run. If you do not have DirectX® 9.0c or higher installed on your computer, click "Yes" when asked if you would like to install it during the installation process.

## SAVING AND LOADING

Your season play progress is automatically saved following the completion of each *BackyardBasketball 2007* season game. To pick up exactly where you left off in the schedule, simply sign in as the same coach. **Note:** No stats are saved if you play Pick-Up games.

## **WELCOME TO BACKYARD BASKETBALL 2007**

### **MAIN MENU**

The main menu is the starting point for all of the Backyard Basketball Association (BBA) action. Choose from the following menu options:

**Pick-Up Game (1-2 Players)** — Play a single game where you can choose a court, teams and players. The results of Pick-Up games are not saved – they do not affect Season Play statistics.

**Season Play (1 Player)** — Compete for the BBA championship in a 14-game season.

**Mini Games (1-2 Players)** — Play a quick game of Around the World, Hot Shot or Horse. You can also work on your basketball skills in Practice mode.

**Meet the Players** — Check out each player's background info and skill ratings.

**Hall of Fame** — Display all of the BBA championship trophies and a list of coaches who won them. You can also view the All Time Records.

**Goodies** — You can unlock secret courts, players and more in Season Play mode. Check here often to see which extras have been unlocked.

**Options** – Adjust game rules and sound settings, or replay the intro movie.

### **OPTIONS**

**RULES:** See "Game Setup Screen".

**SOUND:** Toggle the following sound options ON/OFF:

- Front-End Music
- Menu Sound FX
- In-Game Music
- Commentary
- In-Game Sound FX
- Chatter
- Background Sound FX

**REPLAY INTRO MOVIE:** Replay the *Backyard Basketball 2007* intro movie.

### **PICK-UP GAME (1-2 Players)**

Play a single game where you set the rules and then choose a court, teams and players. Pick-Up games do not affect Season Play statistics.

#### **SET RULES SCREEN**

There are three preset difficulty levels from which to choose: Easy, Medium and Hard. Depending on which level you choose, the following settings are toggled ON/OFF. You can also change these settings individually.

SETTINGS	DESCRIPTION	EASY	MEDIUM	HARD
Quarter Length	Determines how long long each quarter lasts.	3	3	3
Power-Ups	Players earn special abilities by playing well.	On	On	On
Fatigue	Players tire over the course of the game, making player substitutions necessary. As a player fatigues, his or her player marker appears darker.	Off	Off	Off
Fouls and Violations	A player who makes excessive contact is charged with a foul, resulting in free throws for the opposing team.	Off	Off	On
Shot Ring	The yellow Shot Ring icon assists with shooting. When set to OFF, the game aims the ball for you automatically.	Off	On	On
Vibration	Toggle analog controller (DUALSHOCK 2) vibration ON/OFF	On	On	On

### **PICK TEAM SCREEN**

Use the Left Mouse Button and click on the team icon to choose playing either Home or Away, then click the up or down arrows with the Left Mouse Button to cycle through the teams. You are free to choose from all 30 NBA teams and 20 Backyard Teams.

If you want to change the Backyard team colors, left click the Customize button when you've got the team you'd like to play with selected.

When you are done picking your teams, left click on the Accept button to accept and continue to the Pick Court screen.

### **PICK COURT SCREEN**

Use the Left Mouse Button and click the left or right arrows to select the court you'd like to play on. As you play through Season mode, more courts will unlock for you to use for play in either Pick-Up games or new Season play.

Once you have chosen a court, left click on the Accept button to accept and continue to the Pick Players screen.

### **PICK PLAYERS SCREEN**

Teams alternate picking players until both teams have chosen five kids. Select from 15 NBA players as kids as well as 30 Backyard kids. You can also create your own players and customize their hair, body type, name and more!

Left click on the up or down arrows to scroll through the list of available kids you can play with. When you have a kid highlighted that you want on your team, left click on the Accept button to add that kid to your roster.

You can sort the kids by different categories by left clicking on the buttons above the player list. You can also view their bio by left clicking on the Info button.

You can view your roster at any time by left clicking on the Roster button. Once all five kids are chosen, you will be taken to the Team Strategy screen.

### **TEAM STRATEGY SCREEN**

Three kids will automatically be selected for your starting lineup and the other two kids will be substitutions. If you don't like your lineup, you can left click on any kid, then click the kid you want to swap positions with to swap.

You can also switch between your offensive and defensive strategy and you can change your players accordingly. Left click on the buttons on the right side of the screen to toggle these attributes.

Once done, left click on the Accept button to play ball!

## **SEASON PLAY (1 Player)**

Pick a team and 5 players and try to win the BBA Championship! This is also the mode where you can unlock NBA players, extra courts and more.

### **CHOOSE A COACH SCREEN**

Create a new coach and begin a new BBA Season, or select an existing coach to resume a season in progress. You can also delete coaches here.

**New Coach** — If this is your first time starting a season, left mouse click on New Coach to start the Season setup. Left mouse click on the onscreen keyboard buttons to enter your name. Once done with your name, left mouse click on the Done button.

**Sign In Coach** — If you have already made a coach, left click on the coach name, then left mouse click on the Accept button to sign in. You will then be taken to the Sidelines menu.

**Delete Coach** — To delete a coach, left mouse click on the coach you'd like to delete, then left click the Delete button. You will be asked to confirm the delete process. Left mouse click on the Okay button to confirm the deletion.

### **SET RULES SCREEN**

There are three preset difficulty levels from which to choose: Easy, Medium and Hard.

### **PICK TEAM SCREEN**

Left mouse click on the up or down buttons to choose the team you'd like to use in Season play.

If you use a Backyard team, you can customize their home and away colors, as well as the division you will play in. When a Backyard team is highlighted, left mouse click on the Customize button to begin this process.

Left mouse click on the left and right arrows to change the values as you wish. Once all your changes are made, left mouse click the Accept button to accept your changes and continue to the Pick Court screen.

### **PICK COURT SCREEN**

Use the Left Mouse Button and click the left or right arrows to select the court you'd like to play on. As you play through Season mode, more courts will unlock for you to use for play in either Pick-Up games or Season play.

Once you have chosen a court, left click on the Accept button to accept and continue to the Pick Players screen.

### **PICK PLAYERS SCREEN**

Teams alternate picking players until both teams have chosen five kids. Select from 15 NBA players as kids as well as 30 Backyard kids. You can also create your own players and customize their hair, body type, name and more!

Left click on the up or down arrows to scroll through the list of available kids you can play with. When you have a kid highlighted that you want on your team, left click on the Accept button to add that kid to your roster.

You can sort the kids by different categories by left clicking on the buttons above the player list. You can also view their bio by left clicking on the Info button.

You can view your roster at any time by left clicking on the Roster button.

Once all five kids are chosen, you will be taken to the Sidelines menu.

### **SIDELINES SCREEN**

**Play Game** — Play your next season game.

**Team Page** — Display your team photo and player info.

**League Report** — Display the current season standings, schedule and more.

**Statistics** — Display player and team stats as well as your trophy case.

**Strategy** — Set up your offensive and defensive strategies.

## **MINI GAMES (1-2 Players)**

### **HORSE**

Horse is a one-on-one, turn-based game. Each player may shoot from anywhere on the court. If he or she makes the shot, then the other player must make a shot from the same location. When a player misses a required shot, he or she gets a letter. When he or she has enough letters to spell the word HORSE, the game is over, with the win going to the opposing player.

### **PRACTICE MODE**

Select a court, then practice your shooting, passing and dribbling skills. When you're finish practicing, press the Escape key to pause the game and then select Quit to Main Menu.

## **PAUSE MENU**

The pause menu allows you to pause the game for a break, or choose the following options:

**Resume Game** — Return to the current game.

**Instant Replay** — Watch your last play in slow motion.

**Away Timeout** — Review how many timeouts you have left and stop the action so that you can substitute players. Remember, you can only call a timeout when you have the ball!

**Cameras** — Change the camera view. There are three camera options from which to choose:

- Action Camera: The camera scrolls from side to side.
- Press Camera: A Fixed-position camera pans from side to side (default).
- Tight Camera: The camera zooms in on the player with the ball.

**Substitutions** — Substitute a player.

**Stats** — View the statistics of both teams on the court.

**Options** — Adjust the controller setup, game rules and sound options.

**Quit** — Exit back to the Main Menu.

## **MEET THE PLAYERS**

You can view the bios and stats of all the players in the game that you have currently unlocked. You can also sort the list in a different order by left mouse clicking on the buttons above the player list.

## **HALL OF FAME**

### **CHAMPIONS**

Check out all of the BBA Championship trophies and a list of coaches and a list of who won them.

### **ALL TIME RECORDS**

View the greatest achievements in *Backyard Basketball 2007*.

### **CREDITS**

View a list of people that made this game possible.

## **GOODIES**

The Goodies screen displays all of the game extras you have already unlocked and tells you how to unlock more.

## **HUMONGOUS INC. WEB SITE**

Check out new games, contest and activities at:

[www.backyardsports.com](http://www.backyardsports.com)

## **TECHNICAL SUPPORT (U.S. & CANADA)**

### **Help Via the Email**

If you are experiencing technical problems with *Backyard Basketball 2007* and did not find a solution in this manual, our tech support can be reached via email at this address:

[techsupport@backyardsports.com](mailto:techsupport@backyardsports.com)

Or visit our website at [www.backyardsports.com](http://www.backyardsports.com) to find our FAQ (Frequently Asked Questions) documents and Hints/Cheat Codes if they're available.

**Note:** In the event we must send you a Hint Sheet, FAQ document, patch or update disc via Email, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. We may also require you to register as a user on the site in order to access the consent forms.



## **CREDITS**

### **Humongous, Inc.**

Skip Saling  
*Executive Producer*

Aimee Paganini  
Susan Merrill  
*Senior Producers*

Erik Haldi  
*Creative Director*

Bob Givnin  
*Associate Game Designer*

### **803 Productions**

Paul Reynolds  
*Technical Director*

Jenn Eiler  
*Technical Art Lead*

*Special Thanks:*  
André Pope  
Keith Jacobs  
Emerson Brown  
Mikey Pruitt  
Cory Sanders

### **GameBrains**

Brett Bibby  
*Project Lead*

Jean Tan  
*Producer*

Kevin Larken  
*Creative Director*

Tan May Ling  
*Designer*

Tham Chun Neng  
*Lead Programmer*

Ali Mohebbali  
Lee Wei Lun  
Catherine Chai  
*Programmers*

Mark Hayden  
*Additional Programmer*

Mufizal (*3D art*)  
Teo Yong Jin (*2D art*)  
*Lead Artists*

Estelle Sio Seow Yong  
Lau Weng Yean  
*3D Artists*

Terry Saw  
Keith Koh  
*Animators*

Jerome Moo  
Nick Tan Chee Eng  
*2D Artists*

*Original music composed,  
performed & arranged by:*  
Shazrin Saleh

**Many Thanks:**  
Johannes R.J.  
MAVCAP

Harmonisa Anya Bibby  
Lau Ting Jun  
Charlie Merrill  
Mina Paganini  
*Production Babies*

### **Additional Content**

Rafael Calonzo, Jr.  
*Character Design  
Intro Design and Animation  
Scriptwriting*

Tom Witte  
*Intro Animation*

Nick Mirkovich  
*Scriptwriting*

Mark Haldi  
Jeanne Romano  
Lane Reichert  
*Character Development*

Adam Watson  
*As the Commentator*

Ariel Barthelmes  
Holly Brewer  
Amy Broomhall  
Rebecca Davis  
Tim Evans  
Susan House  
Mark Lund  
Dex Manley  
Robin Parks  
Patty Pomplin  
Shelly Reynolds  
Dolores Rogers  
Katie Sagoian  
Kate Wyznowski  
*Voice Talent*

*Audio recorded at:*  
Bad Animals Studio

*"Get Together"*  
*Written, Performed, Recorded  
and Mixed by Chris Ballew  
from The Presidents of the  
United States of America*

*Additional music by:*  
The Doghouse NYC  
Nathan Rosenberg

### **Atari**

Ezequiel "Chuck" Nunez  
*Manager of Publishing Support*

Joy Schnee  
*Director of Strategic Relations*

Cecelia Hernandez  
*Senior Management Strategic  
Relations*

Arthur Long  
*Strategic Relations Specialist*

Dave Strang  
*Manager Engineering Services  
and Compatibility Lab*

Randy Buchholtz  
Eugene Lai  
Ken Edwards  
*Engineering Services Specialists*

**Special Thanks:**  
Mike Rouette  
Steve Bercu  
Frederic Chesnais  
Lauren Schechtman  
Alyssa PadiaWalles  
Paul Pierce

*National Basketball  
Association:*  
Greg Lassen  
Stacey Kerr

*Excel Sports Management:*  
Jaymee Messler  
Annie Civetz

## **END-USER LICENSE AGREEMENT**

**IMPORTANT — READ CAREFULLY:** Please be sure to carefully read and understand all of the rights and restrictions described in this End-User License Agreement (“EULA”).

### **AGREEMENT**

This document is an agreement between you and Atari, Inc. and its affiliated companies (“Company”). The enclosed software game disc(s), cartridge or Game Pak (“Software”) and any accompanying printed materials are licensed to you only on the condition that you accept all of the terms contained in this EULA.

By opening this package and installing or otherwise using the Software you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA you may not install or use the Software and within 15 days of purchase you must contact Customer Support at [www.atarisupport.com](http://www.atarisupport.com).

You will be given a Return Merchandise Authorization number (RMA #). You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you. If this is a PC product, when you install the Software you will be asked to review and either accept or not accept the terms of the EULA by clicking the “I Accept” button. By clicking the “I Accept” button you acknowledge that you have read the EULA, understand it and agree to be bound by its terms and conditions.

### **COPYRIGHT**

The Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. All title and copyrights in and to the Software (including but not limited to any images, photographs, animations, video, music, text and “applets” incorporated into the Software) and any printed materials accompanying the Software are owned by the Company or its Licensors.

### **GRANT OF LICENSE**

The Software is licensed and not sold to you and its use is subject to this EULA. The Company grants you a limited, personal, non-exclusive license to use the Software in the manner described in the user documentation. The Company reserves all rights not expressly granted to you in this EULA.

### **PERMITTED USES**

If the Software is configured for loading on a hard drive, you may install and use the Software on a single computer. You may make and maintain one copy of the Software for backup and archival purposes, provided that the original and copy of the Software are kept in your possession. You may permanently transfer all your rights under this EULA, provided you retain no copies, you transfer all of the Software (including all component parts, the media and printed materials and any upgrades) and the recipient reads and accepts this EULA.

### **RESTRICTIONS**

1. You may not delete or obscure any copyright, trademark or other proprietary notice on the Software or accompanying printed materials.
2. You may not decompile, modify, reverse engineer, disassemble or otherwise reproduce the Software.
3. You may not copy, rent, lease, sublicense, distribute, publicly display the Software, create derivative works based on the Software (except to the extent expressly permitted in the Editor and End-User Variation section of this Agreement or other documentation accompanying the Software) or otherwise commercially exploit the Software.
4. You may not electronically transmit the Software from one computer, console or other platform to another or over a network.
5. You may not use any backup or archival copy of the Software for any purpose other than to replace the original copy in the event it’s destroyed or becomes defective.

### **EDITOR AND END-USER VARIATIONS**

If the Software includes a feature that allows you to modify the Software or to construct new variations (an “Editor”), you may use such Editor to create modifications or enhancements to the Software, including the construction of new levels (collectively the “Variations”), subject to the following restrictions. Your Variations: (i) must only work with the full, registered copy of the Software; (ii) must not contain modifications to any executable file; (iii) must not contain any libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party; (iv) must not contain any trademarks, copyright-protected work or other property of third parties; and (v) may not be commercially exploited by you,

including but not limited to making such Variations available for sale or as part of a pay-per-play or timesharing service.

#### **TERMINATION**

This EULA is effective until terminated. You may terminate this EULA at any time by destroying the Software. This EULA will terminate automatically without notice from the Company if you fail to comply with any provisions of this EULA. All provisions of this EULA as to warranties, limitation of liability, remedies and damages will survive termination.

#### **LIMITED WARRANTY AND DISCLAIMER OF WARRANTIES**

You are aware and agree that use of the Software and the media on which is recorded is at your sole risk. The Software and media are supplied "AS IS." Unless otherwise provided by applicable law, the Company warrants to the original purchaser of this product that the Software storage medium will be free from defects in materials and workmanship under normal use for ninety (90) days from the date of purchase.

The warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. If the Software fails to conform to this warranty, you may at your sole and exclusive remedy, obtain a replacement free of charge if you return the defective Software. Follow the Product Return Procedures described in the Manual. The Company does not warrant that the Software or its operations or functions will meet your requirements, or that the use of the Software will be without interruption or error.

**TO THE FULLEST EXTENT PERMISSIBLE UNDER APPLICABLE LAW, EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING AND WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT. EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DOES NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATION REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS OR OTHERWISE. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF OR LIMITATIONS ON IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU.**

#### **LIMITATION OF LIABILITY**

**IN NO EVENT WILL THE COMPANY OR ITS EMPLOYEES OR LICENSORS BE LIABLE FOR ANY INCIDENTAL, INDIRECT, SPECIAL, CONSEQUENTIAL OR PUNITIVE DAMAGES, OR ANY DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR INJURY TO PERSON OR PROPERTY, FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF PRIVACY, FAILURE TO MEET ANY DUTY AND NEGLIGENCE) ARISING OUT OF OR IN ANY WAY RELATED TO THE USE OR INABILITY TO USE THE SOFTWARE, EVEN IF THE COMPANY OR AN AUTHORIZED REPRESENTATIVE OF THE COMPANY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.**

**IN NO EVENT WILL THE LIABILITY OF THE COMPANY FOR DAMAGES WITH RESPECT TO THE SOFTWARE EXCEED THE AMOUNTS ACTUALLY PAID BY YOU FOR THE SOFTWARE**

#### **CHOICE OF LAW AND VENUE**

This EULA is governed by the laws of the United States of America and the State of New York, exclusive of its conflicts of law provisions. The exclusive venue for litigation regarding or arising from this EULA is New York County, New York and you agree to submit to the Jurisdiction of the courts of New York County, New York for any such litigation.

#### **MISCELLANEOUS**

If any provision or portion of this EULA is found to be unlawful, void, or for any reason unenforceable, it will be severed from and in no way affect the validity or enforceability of the remaining provisions of the EULA.

This EULA constitutes the entire agreement between you and the Company regarding the Software and its use.

## NOTES

"Backyard Basketball © 2007" © 2006 Humongous, Inc. All rights reserved. Produced by Humongous, Inc.  
Distributed by Atari, Inc. Developed by 803 Productions and Gamebrains, Inc.  
Atari and the Atari logo are trademarks owned by Atari Interactive, Inc.  
All other trademarks are the property of their respective owners.

The NBA and individual NBA member Team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective NBA member Teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc.  
© 2006 NBA Properties, Inc. All rights reserved.

Powered by ALCHEMY



Uses Bink Video. Copyright © 1997-2006 by RAD Game Tools, Inc.

