

THREE-POINT FIELD GOALS

The game company also said that it was a little hasty in its instructions for incorporating the three-point field goal into the basketball game. A player, according to the advanced game instructions, could only attempt a three-point field goal when his defensive opponent was playing back.

But that would be unfair to the three-point club, because all a defense would have to do is play them "close" if ahead late in the game. So S-O-M has changed the instructions on that. A three-point attempt can now be attempted regardless of whether the defense is "close" or "back."

If, when the shot is attempted, the dice roll falls on the shooter's

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card (roll of 1, 2, or 3), accept the card reading found at the bottom. If it's on the defensive card (roll of 4, 5, or 6), then the attempt is automatically no good. If the defense is back, again accept the reading on the offensive player's card should it occur; if on the defensive card, however, check the defensive card (result is found at bottom on elementary side).