

CD-ROM BASKETBALL VERSION 6.0 RELEASE NOTES

IMPORTANT WARNING

- We **highly recommend** that you **finish out existing seasons** with the previous version of the game before installing this version. This version introduces changes in the file structure that make it incompatible with prior versions. It is **very important** that gamers in play-by-email leagues do not try to mix and match games played with different versions of the program as this will definitely not work, and will result in corrupted data files!!!

Important Notes

- You should have received the following with your order: One CD-ROM and a Product Code card. Also, you should have received a separate Product Code card for any optional season rosters that you purchased. All documentation for this game is found in the help file. **There is no printed manual.**
- Because the game uses an Authorization System we do not require that you have the CD-ROM disk in your drive after installation.
- We have eliminated the use of 3.5" diskettes for past-seasons and for key disks. All past seasons are included on the game CD-ROM. You will need to purchase a separate Product Code for each past season that you wish to use.
- **DO NOT DISPOSE OF ANY PRODUCT CODE CARDS** because they may be needed in the future to unlock an associated season or feature. For example, The Version 6 Product Code Card will be needed to unlock the 2007-08 rosters when using them with next year's version of the game. **Also you will need to have the Product Code to upgrade to a future version of the game.**

To Install the game...

- Place the Strat-O-Matic Basketball CD-ROM in your CD drive.
- The installation program should run. If it does not then follow these directions:
 - Click on the Start button and then choose Run.
 - Type **D:\SETUP**, then click OK. (If your CD-ROM drive is a different letter, please substitute the appropriate letter)
- After the initial entry screens you are prompted to select a Destination Directory. Select the directory where you wish to install the game. The default directory is **C:\SOMBKW**.
- You will be prompted with a few more dialogs that are self-explanatory, and then the game will be installed. You should not install a particular season unless you own a Product Code for that season (or you own an **original 3.5"** diskette purchased from Strat-O-Matic for use with the DOS basketball game).

Microsoft Vista™ Operating System support has been added

In order to install the game and any patches for Vista your user sign-on should have Administrator privileges. This will allow the DLLs to be registered properly. Also, when installing you might see an "Unknown Publisher" warning message. If so you should click "Run" to proceed.

Vista™ no longer supports Winhelp which our program uses. We hope to convert our help file to a newer format in the future. In the meantime, you can download the Winhelp viewer for Vista™ at the following link: <http://go.microsoft.com/fwlink/?LinkID=82148>

AUTHORIZATION SYSTEM

The authorization system employed by the game is a state-of-the art Internet based system that allows a game or season roster to be active on one machine. The first time you start up a game you will be prompted to enter in your Product Code. When you purchased the game you should have received your Product Code with your order. This code uniquely identifies your ownership of the product. **IMPORTANT: Do not let anyone else know what your Product Code is! It is your private "key" to open up your ownership of a game or season roster. Also do not lose your Product Codes -- you may need them in the future.**

INSTALLING GAME AUTHORIZATION

Before installing the authorization you must first connect to the Internet. If the machine cannot be connected to the Internet then you must follow the Manual method described in the help file. After your Internet connection is established start the game and enter in your Product Code. Then click OK. The authorization to run the game will be transferred from the Strat-O-Matic server to your machine's hard drive. You will now be able to run the game. You only need to do this once -- subsequent runs of the game will start without prompting you for your code. Note that you can only do this transfer one time. If you want to install on another machine you must follow the procedures found below to remove the authorization from your machine.

IMPORTANT: If you are running Norton Internet Security or other similar products (such as firewalls) then you might receive a warning message when you click OK. It is safe to ignore this warning message. If you cannot get around your firewall then you will need to use the Manual method described in the help file.

REMOVING GAME AUTHORIZATION

IMPORTANT NOTE: Before removing game authorization from your machine **first** remove any season authorizations you have installed. If you want to remove the authorization (for example, to move the game to another machine) then connect to the Internet and select the *File / Remove Game Authorization* menu item. Again, you must type in your Product Code. The authorization will be moved from your hard drive back to the Strat-O-Matic server. You can then install the software on another machine and transfer the authorization to that machine.

AUTHORIZATION SYSTEM FOR SEASONS

Authorization for seasons works just like the game. You get a Product Code for each season you purchase. The first time you access the season: the game will prompt you to enter in your Product Code and the authorization for it is transferred from the Strat-O-Matic server to your machine. To move the authorization back to the server select the *File / Remove Season Authorization* menu item and enter in your product code.

IF YOU OWN OLDER 3.5" DISKETTE SEASONS

We no longer sell season disks on 3.5" diskette. However, if you own an older season that is on 3.5" diskette you can activate that season by clicking the *Diskette Transfer* button. You will be prompted to insert the original Strat-O-Matic season diskette.

Note: You cannot transfer back the authorization for a 3.5" diskette to the server because you do not have a Product Code. Therefore, you should hold onto your 3.5" diskettes for use with future versions of the program.

Game Lobby

If you are experiencing problems getting into the Game Lobby (such as crashes or hangs) then run Windows Update and make sure you have the latest version of the .NET Framework installed. Also, on the CD-ROM there is an installer named "vcredist_x86.exe" which you may need to run in order to access the Game Lobby.

Technical Support

The best way to reach technical support is via email – som1@ix.netcom.com Our technical support department can be reached via telephone at 1-516-759-5368. The hours are Monday to Friday, 8:30 A.M. to 12:30 P.M. Eastern time. During peak periods (for example, following the release of a game) it can be very difficult to get through to us by phone, so we recommend using e-mail.

HERE IS A LIST OF THE NEW FEATURES IN BASKETBALL VERSION 6:

We expect to start shipping the basketball computer game by the end of November. We had anticipated shipping earlier than this, but the features on this year's list required more testing than normal. We apologize for the delay. Here is a list of the new features:

- 1) Game Lobby - This is a feature that allows you to hook up with other players to play Netplay games! Now you can hang out in the lobby and chat about Strat Basketball. Feel like playing a game? Just hook up with someone else in the lobby and start playing!
- 2) Batch Reporting - You run the same reports each month, and it takes you half an hour to do them all. Well, not anymore! Batch Reporting allows you to define a batch of reports that you can run anytime in a matter of seconds. A great time saver for league commissioners.
- 3) Team Stats Comparison Report - A new Team Stats Comparison report has been added that shows the players ACTUAL STATS and the REPLAY STATS so that you can compare stats. These comparisons are shown for the players, and team totals are also included.
- 4) Restore League - The ability to restore the league without the defensive profiles has been added. This will come in handy in play-by-email leagues when the commissioner sends out a new league backup. In previous versions of the game the entire league was restored which would wipe out the defensive profiles that each player had set against his various opponents.
- 5) Team Highs/Lows Report - The following have been added to the League Statistics / Team Highs/Lows Report:
 - Most FGA, game
 - Fewest FGA, game
 - Most FTA, game
 - Fewest FTA, game
 - Most 3ptrA, game
 - Fewest 3ptrA, game
 - Fewest 3ptrs made, game
 - Fewest Assists, game
 - Fewest Steals, game
 - Fewest Blocked Shots, game
- 6) Stats Package - Team Turnovers are now tracked by the stats package.
- 7) Copy & Paste Support - In order to facilitate easier copying of players to another league or team Cut, Copy and Paste commands have been added to the Edit menu command on the League Manager screen.
- 8) Play By Play Font - The ability to change the font used for the scrolling Play-by-Play area of the Game Screen has been added. The Update Game Preferences dialog allows you to adjust the font size.
- 9) Computer Coach - The hard-coded computer coach logic has been improved to prevent bringing the starter back into the game in the first half after he has been benched due to foul trouble. Previously, if his substitute also got into foul trouble then he would return to the game.
- 10) New Seasons - Support for the 2007-08, 1966-67 and 1979-80 NBA seasons have been added to the program.

LIST OF BUG FIXES INCLUDED IN VERSION 6:

- 1) Fixed bug that affected the launching of the Report Writer just after switching from/to Daylight Savings Time.
- 2) Fixed bug that occurred at start of play-by-email games where the visiting team's computer manager settings were not kicking in until the first timeout was taken.

LIST OF DATA FIXES INCLUDED IN VERSION 6:

Note: These data fixes cannot be used for seasons already in-progress. You must reinstall a fresh copy of these rosters in order to see these changes.

- 1) 1987-88 Boston - Danny Ainge actual 3-point attempts were corrected to be 357.
- 2) 1980-81 Atlanta - Eddie Johnson's Normal Passing column was wrong - the Position Shots should be Open Position Shots.
- 3) 1981-82 Chicago - All players' block readings were wrong in their X-Columns.