

# Hoops Guide

by The Lost Gamer

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Hoops Guide

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001-General Information

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This is a walkthrough for the Nintendo Entertainment System (NES) game called Hoops. You can e-mail me at [ilovecartoonssomuch@yahoo.com](mailto:ilovecartoonssomuch@yahoo.com), but make the subject "Hoops" or I won't answer. If you want to use part of my guide for some reason, please ask permission first, or else you'll break some law.

002-Story

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You don't need a story for a sports game. All you need to know is that there's a bunch of dudes coming together to play basketball.

003-Characters

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Mr. Doc: All around player who can run, shoot, pass, and dribble.

Jammer: He is not too quick. Great on defense and under the boards.

Barbie: All around player. Can run, shoot, pass, and keep up with any of the players.

Face: Tall and great inside shooter. Plays rough sometimes.

Bomber: Best outside player. Super fast. The playmaker.

Zap: Outside shooter. Fast forward. But weak on defense.

Legs: Best rebounder. Great inside shooter and very fast.

Wiz: Real smart and fast. Not a shooter. Good playmaker. Best passer.

004-Guide

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004a-One Player One on One

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If you play one on one, the computer automatically chooses who your opponent is, based on who you select.

If you select Mr. Doc, you play against Jammer.  
If you select Jammer, you play against Barbie or Face.  
If you select Barbie, you play against Face.  
If you select Face, you play against Bomber or Zap.  
If you select Bomber, you play against Zap or Legs.  
If you select Zap, you play against Wiz.  
If you select Legs, you play against Wiz or Zap.  
If you select Wiz, you play against Legs.

Once you select your player, you get sent to the rules screen. There are three rules you need to decide on: score, style, and court.

Score: The possible scores are 10, 15, 20, and 25. The winner of the game will be the person who is first to get that score.

Style: The possible styles are L-out and W-out. Basically, in L-out, after someone scores, the other player gains possession. In W-out, after someone scores, they remain in possession.

Court: The possible courts are Eastern and Western. It just means you play in a court with a different background.

Once you've chose the rules, you need to decide who starts out with the ball. There are two ways: shoot for possession and around the world. In around the world, the first person to make ten three-point shots from pre-chosen places wins. In shoot for possession, you have a shoot out from the free-throw line.

Shoot for possession: Your player starts out at the free-throw

line. A blue arrow is moving around the net. When you press B, your character will shoot the ball right at the arrow, so try to press B when the arrow is over the net. That way you score. After you shoot, your opponent shoots. A person wins if they score and their opponent doesn't.

Around the World: Your player starts out on the rightmost point on the three-point line. A blue arrow is moving around the net. When you press B, your character will shoot the ball right at the arrow, so try to press B when the arrow is over the net. That way you score. If you score, then you move to the next position on the three-point line (there are ten in all). If you miss, your opponent tries, and you get your next turn after your opponent misses. A person wins if they are the first to make all ten baskets.

If you win either of the two competitions, you start off with the ball. If not, your opponent does. Use the arrow keys to move (you can't go out of the court). Press B to jump, and press B in mid-jump to shoot the ball. Press A to block.

When you don't have the ball, press A to try to block your opponent. You steal the ball by moving in close and pressing B.

When you shoot, it isn't anything special. However, there are four special shots you can make, all of them dealing with slam dunks. When you shoot very close to the net, one of the four special shots will occur.

Special shot #1: You see a slow-motion view of yourself performing a slam dunk.

Special shot #2: You see a slow-motion view of yourself missing the slam dunk (ouch!).

Special shot #3: You see a slow-motion view of yourself jamming the ball while your opponent tries to stop you.

Special shot #4: You see a slow-motion view of your opponent stopping you from jamming the basketball.

If your opponent tries a slam dunk, you get to see the same slow-motion views of them. So if your opponent is close under the net, your best bet is to press A and hope to see special shot #3.

That's pretty much all you need to know. The game will work just like normal basketball does, with fouls and the take-out rule enforced. You can see the scores on the wall behind the net (your score is on the left). Good luck!

004b-One Player Two on Two

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You get to choose a player, and the computer chooses a player. You choose another player, and the computer chooses another player. It follows the same chart:

If you select Mr. Doc, you play against Jammer.  
If you select Jammer, you play against Barbie or Face.  
If you select Barbie, you play against Face.  
If you select Face, you play against Bomber or Zap.  
If you select Bomber, you play against Zap or Legs.  
If you select Zap, you play against Wiz.  
If you select Legs, you play against Wiz or Zap.  
If you select Wiz, you play against Legs.

Not much changes from the one player one on one. The shoot for possession and around the world is the same, with the players alternating.

The gameplay is the same, except that you get to press A to pass when you have the ball. A small 1 appears over the head of the player that you are currently controlling. You'll find that this can be a challenge because the other team seems to work flawlessly. However, you can get around this by using the ever-elusive pass while in midair.

#### 004c-Two Player Two on Two

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Nothing is too different about two player two on two. It's just like normal two on two before. The difference is that you will control one player on your team, and your friend will control the other player on your team. You'll play against a team the computer chooses.

However, if you choose around the world, it will be a competition between player one and player two, not the two teams.

If player number two is Jammer, your best shot is to have W-out style, and leaving him under the net. Simply pass it to him and let him jam. Do this again and again until you win.

#### 004d-Versus One on One

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Nothing about this is different from what has happened before. The only difference is that a second player will play instead of the computer.

A sneaky trick to make it seem as if you are really good at this game is to play it in this mode when there is no second player. That way your opponent won't do anything at all.

#### 004e-Versus Two on Two

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Nothing about this is different from what has happened before. The only difference is that a second player will play instead of the computer.

A sneaky trick to make it seem as if you are really good at this game is to play it in this mode when there is no second player. That way your opponent won't do anything at all.

#### 004f-Watch

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In Watch, you watch a two on two game. You can't do anything to affect the outcome of the game, all you can do is watch. Boring.

#### 004g-Continue

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The continue will take you to a password entry screen. Type in a password (you get passwords from two player two on two and one player two on two). The password entry takes you to the exact same game you were in when you got the password. Not too useful.

#### 004h-The Final Game

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In the password screen, type in MYNSTAUMV to get to the final game. The final game will be your team of Face and Legs against Jammer and Barbie. The style is L-out, up to ten, and the eastern court. It's a two player two on two game.

Play through this to see what happens to each person a few years later.

Mr. Doc: NBA star forward. Signed a major deal with Jaleco Ltd. to promote their smash hit videogame "Hoops".

Jammer: Popular rap DJ in Baltimore. When he is not on the air, he can still be found at the playground.

Barbie: Married her college coach. Beat him at one-on-one during honeymoon and she spotted him eight points.

Face: Ivy-league basketball star and team heartthrob. Waiting tables and trying to break into showbiz.

Bomber: Signed a multi-million dollar contract with the Washington Weasels. Shortest guard in NBA history (wonder why she isn't in the WNBA).

Zap: Top-notch sports agent. Presently looking for seven footers who can play defense. Call now!

Legs: U.S. track star. Hired by major network to do commentary for next Olympics in Teaneck, N.J.

Wiz: Chemist. Discovered how to turn iron into gold, but lost the formula in his messy apartment.

#### 005-Credits

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