
HOW TO PLAY PTG

Instructions for Play

- (1) Select five players on each team to start game, and designate Right and Left Guard, Right and Left Forward and Center. Place starters on PLAYING FIELD, arranged by S-numbers as directed on PLAYING FIELD.
- (2) Designate which opponent each player on your team will guard on defense.
- (3) Roll "PLAY-MAKING DICE" (red dice) ADD them, and consult "TIP OFF AND JUMP BALL CHART" on FLOOR PLAY CHART.
- (4) Team gaining possession of ball rolls ALL FOUR DICE. ADD PLAY-MAKING DICE and refer to TEAM SHOT CARD to determine which position shoots. COMBINE SHOT DICE (Reading the white die before the green die) and find the corresponding BLACK number on the player's card at the designated S-position. Read the GREEN number opposite the BLACK dice number and refer to the FLOOR PLAY CHART. (Be sure to observe any changes due to defender's Class I, II, III or IV, foul rating A, B, C or D or rebounding rating).
- (5) After following FLOOR PLAY CHART, team in possession rolls all four dice again. Whenever a field goal is ATTEMPTED be sure and record it on the TIME CLOCK - 50 SHOTS EQUAL ONE QUARTER. (21 shots per overtime period, if required).
- (6) Whenever a player leaves the game, be sure to record his minutes played (to facilitate realistic use of all players, and re-check defensive assignments).
- (7) Credit an assist to a player when:
 - (a) he is in the game, and
 - (b) a field goal is scored on the play-making dice number opposite his name on the TEAM SHOT CARD, and
 - (c) he doesn't score the field goal himself.
- (8) To attempt FREE THROW, roll SHOT DICE ONLY, refer to fouled player's card. If number opposite dice roll has an asterisk (*) by it, shot is MISSED; if there is no asterisk, shot is GOOD. When last shot is missed, consult MISSED FREE THROW REBOUND CHART.

1 = Left Forward; 2 = Right Forward; 3 = Center; 4 = Left Guard; 5 = Right Guard.

PTG Basketball

1977 Edition Rules Changes

The NBA ratings allow for a faster game with more tactics in player manipulation. The FG% as figured by shots made as against shots attempted are not as accurate as previously, but they are more meaningful as they are now based on actual FG's made per minute of play for each player. This means no longer will a *hot shooter* score too much when in real life he has a high FG%, but does not shoot as frequently as a lower % shooter.

The rule (5) under Instruction for Play *must* be changed in the second sentence to read as follows:

Whenever the four dice are rolled and the floor play chart is consulted for a play result be sure and count it as one timing sequence. Record it on time clock and 50 timing sequences equal one Pro Quarter of play. 21 equals one overtime period. For College 40 time sequences equals 10 minutes or 80 time sequences per half. Do not count any other dice rolls as time elapsed.

Use the new Tip-off and Jump Ball Chart (other side) in place of the one printed on backside of Floor Play Chart. Instead of height use the players' rebound rates on the chart.

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Supplementary Explanations of Rules Not Given on Floor Play Chart

1. **Defensive Chips**— Cut chips on line and separate. Place the proper chip by defensive number on the Card of the man being guarded. This will make it easy to refer to the proper defender column.
2. When No. 5, No. 6 or No. 7 (foul numbers) are found on Floor Play Chart add the following procedure to determine who committed the foul:
Flip one dice only if result is:
 No. 1 — Foul on opposing defensive player
 No. 2 — Foul on opposing defensive Left Forward
 No. 3 — Foul on opposing defensive Right Forward
 No. 4 — Foul on opposing defensive Center
 No. 5 — Foul on opposing defensive Left Guard
 No. 6 — Foul on opposing defensive Right Guard

When this feature is used; it will give a more accurate foul distribution based on actual league statistics as well as more realistic simulation of real basketball.

3. **Special ABA Rule:** Add to Floor Play Chart

Defender	1	2	3	4
No. 47	Good 3 point—FG	Miss—See No. 29	Miss—See No. 25	Miss—See No. 26
No. 48	Good 3 point—FG	Good 3 point—FG	Miss—See No. 23	Miss—See No. 22
No. 49	Good 3 point—FG	Good 3 point—FG	Good 3 point—FG	Miss—See No. 24
No. 50	Good 3 point—FG	Good 3 point—FG	Good 3 point—FG	Good 3 point—FG

4. ****s listed under Note:** need following explanation—
 a. All asterisks, (*), (**), (***) apply in the last two minutes of each quarter on any fouls made in excess of one during those two minutes regardless of the total previous number of team fouls for that quarter.
 b. Thus, if a team has only 3 team fouls during the first 8 minutes of a quarter, it may want to intentionally foul to obtain a possible 2 point or more trade for a 1 point intentional foul. Roll play-making dice in usual way. After finding who shoots or who has the ball to shoot, call intentional foul and give the intentional foul to the opposing defensive player.
Intentional fouls can be called at any time, but it is wise to call them only if your team will not be penalized by the bonus (penalty) free throw.
5. **Individual Playing Time—Games Played...** MIN or minutes played per game and the GP or games played do not have to be followed exactly. They are a guide for realistic play. You may play one man a full game and then play him less or not at all in the next game. You should play everyone in proportion if you don't play a full schedule. For instance if you play a 10 game schedule you should multiply the actual games played by % derived from 10 divided by 82. Eg: Player has 14 GP. Thus, multiply 14 X .122 = 1.72, or he plays in 2 games out of 10 games to be played.
 You may use the top number of GP for any team rather than 82. This is good for college to. Another method might be to get Total Minutes played by multiplying MIN and GP. The player could play a certain number of minutes and not worry about games played. He might be used full time in 3 games and only a limited amount of time in other games, depending upon the caliber of opposition.
6. The following No.'s on the Floor Play Chart do not count as time played or as a shot attempted for players.
 No. 6.
 No. 8, Defender B
 No. 8, Defender C or D
 No. 10, Defender C or D
 No. 46 — counts as time played or same as one attempted shot.
7. Fringe players are given a whole number plus a decimal number for their S number. Some are 3.3; 3.4; 3.6; for example. They would fall then between players as follows — if your five men were S1, S3, S3.4, S5, S9 you would put them in that order and their corresponding number on team shot card would be S1-S1; S3-S2; S3.4-S3; S5-S4; and S9-S5.
 The fringe player assist numbers are given on player card if they conflict with a regular player who is in the game — give assist to both players.
8. Then more than one player has been assigned the same assist number on Team Assist Chart and both are playing give both men an assist. You will get right amount of assists this way even though most scorers only give one assist on a scoring play. Sometimes they give none.

PTG College Basketball Rules

1. The college players are used the same as the Pros except for minor changes below. Note that you use the 1st column numbers as play-making numbers and the second column as number found on the Floor Play Chart.
2. Timing: Colleges play 20 minute halves. You count 80 shots taken as a half played. If overtime is necessary, count 14 shots taken per overtime period.
3. **Floor Play Chart Changes:**
 1. If any foul is sixth or more of the half:
 * — no change
 ** — no change
 *** — ignore directions here and follow the regular directions
 2. No. 46 — offensive steps over end line: defensive team takes ball.
4. Player ratings: If the MINUTES PLAYED or GP is not enough because of injuries or fouls, you may play a man out of position making this change: Make DEF drop 2 ratings. Example: Forward 4B playing center becomes 2D.

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