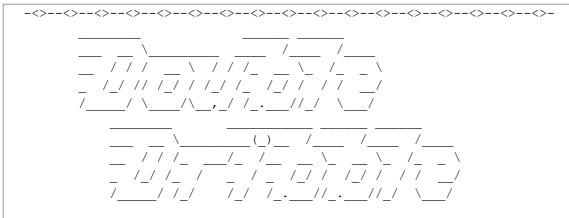
Double Dribble FAQ

by antseezee

Updated to vFinal on Aug 5, 2014



FAO

>>=<<=>>==<<=>>==<<=>>==<

For Nintendo NES
Version Final
By Chris Zawada
User: antseezee

E-mail: antseezee@epix.net
Website: www.z-wad.com
Created: 01/31/04

Last Update: 03/10/11 Copyright 2011 Chris Zawada

Author's Note

Classic sports games have always been a whip back to the past. While none were ever as advanced as many modern Madden, or ESPN games, they had a sense of variation that always brought the player back to play some more. Double Dribble was one of the first basketball games released for the NES back in the classical era. Unlike the NBA Live, or ESPN Basketball series, Double Dribble was designed for more of an arcade feel of basketball. This guide will provide you with a brief overview of the entire game, along with a few shooting strategies, and key ways to overcome CPU opponents. Follow the ball, and dribble your way to a successful slam dunk!

Contributing/Feedback

If you have any contributions, feedback, or strategies you'd like to have added to the guide, contact me via e-mail or on GameFAQs. I'll be more than content to add your segment of information, and will also provide credit. If you have any questions you'd like added to the Common Questions section, ask. I simply don't have the time to sit around thinking of questions. Provide me with what you want to know!

Updates

=03/10/11= vFinal Final update.

=01/06/05 = v Final

FAQ is finished with its final update. This game was always a hybrid classic in my mind, but never rose to the stardom of quality. At least the Lakers

haven't plummeted to these depths.

=01/31/04 = v1.0

Started the FAQ. Should be able to finish it before the weekend ends. Going to provide a few key strategies/hints, team reviews, along with picture diagrams, and a list of involved rules.

- Table of Contents -
- 1) Introduction
- 2) Game Basics
 - > Controls
 - > How to...
- 3) Teams
 - > Profile of each (4 in total)
- 4) Game Modes
 - > Description of each
 - > Hints/Tips/Strategies
- 5) Codes
- 6) Common Questions
- 7) Copyright/Distribution/Reproduction Guidelines
- 8) Proper Credits



- 1) Introduction

Double Dribble was the prototypical arcade-styled basketball game that spurred success on the NES. Originally released in 1987, it was one of the first of its sports genre to actually reach a primitive system. Basically, Double Dribble is an isometric 2D basketball game where you select a team, and play according to the rules of basketball. You can take perimeter shots near the outside to gain the three point advantage. Passing the ball opens up shooting lanes, and gives you a chance for the macho slam dunk. Defense is even a huge part in basketball as players constantly steal possessions from others, and reject would-be scores. The tremendous thing about Double Dribble is the fact that the entire game allows for such exciting matches. This isn't a simulation game, but rather one where a three point shot can make the entire difference between a win or loss. Unfortunately, it's fairly limited in the options you can select from.

There are only three teams the player can choose from (unless playing a versus game). Rosters don't exist. It's basically just a free style basketball game that follows the rules of the game. Additional details such as "shooting spots", and even dunking cutscenes are shown to add certain emotions that modern basketball games tend to miss.

Here's a brief excerpt from the instruction booklet (credit to Konami):

The world championship is at your fingertips. You're 5 on 5 against mighty Los Angeles in a championship series deadlocked at three games apiece. The last six meetings have been grueling. Your opponent's defense has been brutal, his offense awesome. But you've managed to hang through, running your game plan, crashing the glass, forcing turnovers, and firing in three point bombs. Now it's crunch time - the final game. And though your team is battered and bruised, they still have speed to drive the lane, muscle to power past picks, talent to break free underneath, and most importantly enough heart to win. So, primed for victory, you charge into the arena. Fans packed to the rafters

cheer from the edge of their seats. Thousands of reporters wait to make you the hero or the goat. It's all or nothing. And you're up for the challenge. Because you're a pro, ready to be crowned champion of the world.

The basic premise around Double Dribble is that it's more of a "Do or Die" game. The pressure's on, and it all comes down to you in your prime. Don't expect simulator-like results. Games can range up into the 100s when it comes to points.

GAME INFO ##### ////////|\\\\\\

Players: 1-2 Developer: Konami Released: 1987

Rarity: very common Special Features: n/a Cover Art on cartridge:

- Shows player trying to dunk the ball, with another attempting to block it

- 2) Game Basics -

First of all, Double Dribble is not the ultra-realistic basketball game. There are a few key elements you need to understand before you go out and attempt to play the game on your NES. Thankfully, the control system is simple enough to remember by heart, which makes the game an exciting task. Offense and defense are extremely fast paced, with constant passing. You must keep your eyes open to see who's open, and when to shoot. The following will teach you a few basic elements of basketball, along with Double Dribble rules.

/Controls/

-=-=-=-=-=

OFFENSE

B - shoots basketball (hold down, release on peak of jump)

 $\mbox{\mbox{$\mbox{A}}}\ +\ \mbox{control}$ pad - passes basketball to designated player

START - pauses

DEFENSE

A - steals ball, blocks (when player is attempting a shot)

B - switches to next player

START - pauses

FACE OFF

B - jumps to receive ball

FREE THROW

B - to shoot (press when floating ring is directly on the rim)

/How to.../

-=-=-=-=-=

Much like any other sport, even basketball has key rules that must be followed. The following is just a list of key terms, or brief violations you should know about. More in-depth tips can be located under the game modes

section.

HOW TO SCORE

- Scoring in basketball is a simple process. To do so, gain possession of the ball, then approach the rim opposite of yours. Points are rewarded when you successfully shoot the ball through the basket located on an elevated rim. Points are valued based on where (or how) you shoot the ball.

 - 3 Points for a score OUTISDE the outer three-point line
 - 1 Point scoring a free throw

HOW TO DEFEND

- To defend your basket from being scored upon, you have 3 options in Double Dribble. You can either steal the ball from the possession of your opponent, block the shot by jumping when they do, or getting a rebound. To steal the ball, quickly run up, and press A while you're overlapping the person with the ball. If performed correctly, the ball will now be dribbling in your hands.
- You can also block a shot, but it's much more difficult. Run up to your opponent, and get close to their proximity. When they elevate to shoot the ball, quickly press A to jump along with them. You must be positioned in their path, or where they're shooting from. If you're accurate enough on your jump (and it's timed correctly), you can reject the ball from going in its arc path.
- Rebounding is simple. When the ball bounces off of the backboard or rim, quickly get to the position where it will hit the court first. If you're the closest to where it hits, you'll gain possession of the ball. However, your opponents may do the same as well.

RULES

"Travelling"

- This occurs when you hold down the B button too long on a shot, and you touch the ground before releasing the ball. It may also occur when you shoot a deep shot, and then are the first one to touch the ball if it doesn't hit the rim. It's basically another way for saying that you took too many steps without dribbling the ball.

"5 Second Non-Dribbling Violation"

- When the ball goes out of bounds, and the opposing team recovers, they usually have to pass the ball in to a teammate before the game will resume. If you can't find anyone open, and don't pass the ball within five seconds, it will count as a turnover to the other team. Basically, if you're passing from the out of bounds location, do it quickly.

"10 Second Half Court Violation"

- This occurs when you stay on your own half court with possession of the ball for more than 10 seconds. Once you receive the ball, quickly move to your opponent's side before ten seconds run out, otherwise it counts as a turnover.

"24 Second Shot Clock Violation"

- Once you have the ball, your team has twenty four seconds to shoot it. If you don't, this counts as a turnover, and yields the basketball to the other team. To prevent this, take a shot before 24 seconds pass by. As long as the

ball hits the back board, you can fetch the rebound, and continue the process.

"Blocking"

- Occurs when a defensive player fouls (or roughly hits) an offensive player with the ball. Another way for saying a player has been fouled. Yields the offensive player 2 free throws at the FT-line.

"Pushing"

- Occurs when an offensive player pushes off or against a defensive player. Another way for saying a player charged the defense. Yields the defensive player 2 free throws at the FT-line.

"Back Pass"

- Occurs when you pass the ball back to your own half court. You CANNOT pass it back to anyone on the other half court of the ball once you cross into enemy territory. If this does happen, the ball will be turned over to the opposing team.

-<><><>	-<><><>-	<><><>-
---------	----------	---------

- 3) Teams -

As much as I'd like to say that there are literally hundreds of different teams you can play as in Double Dribble, there simply aren't enough. You may only select from 3 different teams in one player mode, and the additional Boston team in Versus mode. For the most part, the lack of an official license really hurt the game's depth, but the gameplay makes up for this downplaying factor. Each team in the game is actually different, and certain teams are stronger in certain areas. Ratings are based on a 1-5 star system, and a brief description is provided of each. Most teams are partially based around their real life counterparts back in 87', but the actual names are fictional.

/Boston Frogs/

-=-=-=

Probably one of the more annoying teams you'll face in the game. Boston is always played by the CPU in 1 player mode, which means you'll hardly be given a chance to ever use them. The reason why is because they're a well balanced, typical 3-point shooting team (and only available in two player mode). Nearly every person on the team can hit the deep ball, and they also play an aggressive zone defense. It's hard to penetrate on the inside court, forcing you to nail many longshots.

/Chicago Devils/

-=-=-=-=-=

Most likely the most balanced team in the game. Similar to the Michael Jordan era, the Devils have players who specialize in one thing. There are usually 1-2 excellent 3-point shooters, along with 2 better defensive specialists. The Devils rely on solid power to muscle their way through the lanes. They have some of the best dunkers in the game, and are a popular pick amongst most single player games. Very streaky, tends to go on momentum shifts quite often.

/Los Angeles Hot Dogs/

-=-=-=-=

My personal favorite, the LA Weiners (as I like to call them) are one of the fastest teams in the game. They rely on pure speed to break to the basket before a team can set down a defense. Similar to the Lakers, although quite not as athletic. They suffer a bit when it comes to shooting, but have one of the best defenses in the game.

Ratings: 3 Point Shot --> ** : Uniforms --> Sky Blue

: Close Range Shooting --> *** : Mascot --> Blue hot dog : Defense --> ***** :

-

/New York Turkeys/

-=-=-=-=-=-=

Unfortunately, New York gets the short end of the shaft. One of the worst teams in the game due to poor shooting. However, they have a decently fast defense that steals the ball quite often. Other than that, I wouldn't recommend them for single player. Their only sole trait is that they have the best close range shooting possible.

Ratings: 3 Point Shot --> * : Uniforms --> Milky White : Close Range Shooting --> ***** : Mascot --> Gray turkey : Defense --> ***

- 4) Game Modes -

Double Dribble is fairly limited when it comes to selecting what you want to do. Konami only offers two different gameplay modes - 1 Player, and Versus (2 player) mode. While it seems fairly limited, the endless amount of possibilities as to how your games can result are quite enjoyable. Not to mention, the arcade feeling of Double Dribble tends to add more replay value than one would expect.

/1P Mode/

-=-=-=

Let's you play against a CPU-controlled opponent. The CPU is always the Boston Frogs, and you must select one team to play as (Chicago, New York, or Los Angeles). Options can be set to customize the game, and you're rewarded with a victory screen if you win the game. Press START on the main menu of the game to enter one player mode.

A cutscene will blare the national anthem as background music while hundreds of fans enter a basketball arena. This is the moment, and the big game where you must succeed.

- From here on, you may set a few options to help customize your game.

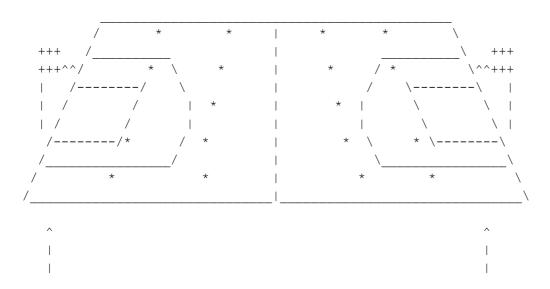
 $%\/\%\/\%\$ Options $\%\/\%\/\%\$

- + Time --> (5:00, 10:00, 20:00, or 30:00 minute periods)
 - { Most realistic point totals can be obtained by using 10 minute quarters
 - { If you're more skilled, use 5 minute quarters
- + Team --> (New York Turkeys, Los Angeles Hot Dogs, or Chicago Devils)
 - { Each team has relative advantages & disadvantages, check team profiles section (chapter 3)
- + Level --> (1, 2, or 3)
 - { Determines level of difficulty, with 3 being the hardest
 - { Recommend 2 for beginners, 3 for casual players
 - { CPU takes longer shots on higher difficulties, and plays aggressive defense
- + End --> (starts the game)

 $/%\/\%\$ Layout of the Court $/%\/\%\$

The following is what the basketball court looks like in Double Dribble.

!!! 3-POINT BOOSTERS are special areas on the court where your 3-point accuracy
gets a percentage boost. Basically, you'll be much more successful if you
shoot the ball from these locations on the court. The locations are marked
with a *



Avoid shooting the ball where the arrows above are pointing

- These areas are sort of like "dead zone" locations. If you attempt a shot in the lower right, or lower left corner, the ball ALWAYS deflects off of the backboard. The game was designed this way as it would be difficult to get a 3D perspective on an NES game. Avoid these shots.
- HALFCOURT is determined by the line in the center of the court. The FREE THROW area is the box inside the outer 3-point circle.
- SLAM DUNKING can be performed by holding down B, and releasing it when your player is close to the rim. Here's a simple example:

	+++		+++
0	^^+++	0 ^^	+++
/@/	1	/@/	
#	1	#	

- If you release the ball too soon, or too late, your shot will make a strange "Shrilled" sound, and the ball will bounce off like a normal rebound. Otherwise, you'll hear a swooshing dunk sound. Also, the game will go to a random cutscene that shows a basketball player dunking it, with numerous camera flashes going off in the background.

Dunk

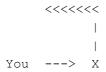
- >> Known dunking moves <<
 - two handed slam dunk
 - reversal dunk

Non-Dunk

- wrap-around arm dunk

- STEALING the ball can be an easy task if you manage your defenders properly. Start off by pressing B to switch to the nearest defender to the ball (preferably in front of the oncoming rusher). The current player you have control of always flashes in bright/dark colors. Once you have control of a defender, quickly run towards the oncoming player with the ball. If the CPU is relatively close to your rim, stay back until they pass for a bit, and lend it off to one of the shooters. The CPU almost always approaches the basket, and then fires only a few feet away. They rarely, if never, shoot the 3 pointer. Once you notice the CPU passes the ball around for a bit, quickly charge in on the opposing player, and tap A to steal the ball. Don't repeatedly tap the button, otherwise you'll steal it, then pass it (which will most likely be intercepted).

- The CPU also has a pattern it uses on higher difficulty to avoid steals.



- If you dash straight ahead for the steal, the CPU may go straight up, and in the same direction, or straight down, and turn in the correct direction. It does this quite often to avoid steals. Your best bet is to intercept it on one of its turnarounds by moving diagonally:



- 5) Codes -

Unfortunately, there's only one available code for Double Dribble actually included on the game. Not much to expound upon. As far as I'm aware, there are no registered Game Genie codes that work for this game. I'd like to give

credit to:

http://www.gamewinners.com/

- for the break the backboard code
 - << Break the Backboard >>
- Select Chicago as your team, then approach your opponent's foul line. Press START, A, B, A, B, then quickly unpause, and pause again. Repeat the process once more, unpause, then quickly dunk the ball to shatter the backboard. This is difficult to execute took a few tries.

-<><><>	-<><><>-	<><><>	-<><>-
---------	----------	--------	--------

- 6) Common Questions -
-)) Gameplay ((
- << Is this the best basketball game for the NES? >>
- Quite frankly, yes. The reason is simply that there's no competition. Not only was this one of the earliest basketball games released for the system, but there were truly only 4-5 different titles that actually could compete. The sole game that resembles anything close to basketball would be Tecmo NBA Basketball, but even that's not as superior as one would hope. The NES was pretty much the ultimate system if you wanted to play football (Tecmo Super Bowl), but suffers otherwise.
- << Are there any other ported versions of the game? >>
- Yes, the game was also released for the Game Boy and Sega Genesis systems. Unfortunately, I've played neither of them, so my opinion of their performance can't be validated. All I know is that Double Dribble on the Genesis wasn't slightly as good as the original NES version, and was easily beaten by the 16-bit masterpieces that EA Sports created during the era.

-<><>	<><	><><>-	<><>	-<><>-
		. \/ \/ \/		

- 7) Copyright/Distribution/Reproduction Guidelines -

This FAQ/Strategy Guide/Walkthrough is my own published work, and copyrighted by Christopher Zawada. Whatever you do, DO NOT edit this FAQ in any way. DO NOT steal anything from this FAQ. If you want to use some information in your own guide, simply ask me. If you want to place this guide on your website, either link to the GameFAQs game page, or download the file and place it on your own web server. Basically, you can post this on your website as long as its in ORIGINAL form, and not linking directly to GameFAQs. Aside from that, all proper credit is due when necessary. Also, don't even think about selling FAQs. Trying to prosper off of other people's work will get you in big time trouble (coming from an eBay seller myself).

This is a list of the current known sites that host my FAQs:

- http://www.gamefaqs.com/
- http://www.ign.com/
- https://www.neoseeker.com/

```
- http://www.cheatcc.com/
- http://www.cheatplanet.com/
- 8) Proper Credit
_____
I'd like to thank the following people for their help in making this FAQ
possible:
)) CJayC (( for constantly updating GameFAQs, and dedicating his entire life
to it. Takes a lot of effort to keep a site going this long.
)) Gamewinners.com (( for providing one sole cheat code on an old styled
basketball game. Even if it's a nifty code to perform, it's worth it for the
shattering effect heard throughout the arena.
)) Konami (( for taking the time out to produce a basketball game on the NES.
Sure, Double Dribble is nothing to drool over, but the fact that it was one of
the few "fun" basketball games out there really brings two thumbs up.
)) Rootsecure.net (( for providing an ASCII generator to redo my guide title.
Helps it look a tad more professional.
  "Some people make sacrifices to make other people happy." - Chris Zawada
  "Frrreeeeeeeeeedddooooooooommmm!" - William Wallace, Braveheart
```

This document is copyright antseezee and hosted by VGM with permission.