

DDSCB2020 Quick Guide

This Guide is designed to provide you with basic information about playing the game. More detailed actions and activities can best be learned through experimentation as you play the game and by asking questions within Wolverine's DDSCB2020 forums.

[**Note:** After downloading and installing the game on your computer, installing a mod from the DDSCB forums to the game that will show correct conference names, team names and nicknames, and logos for teams and conferences, and actual court designs for each team and tournament can provide a more satisfying experience as you play the game.]

Main Menu:

Click on the basketballs to select:

New Association—creation of a new association

Load Association—load and play an existing association

Continue Association—will load the last association you were using

Exhibition Game—can select 2 teams to play an exhibition game (both can be controlled by the CPU or one of the two can be human controlled)

Tournament Maker—can set up and play out 16, 32 or 64 team tournaments

Update Multiplayer League—allows updating of multiplayer leagues

Restore Backup—provides a way to restore a backup of an association

License Key Management—allows management of your game license

Exit Game—closes the game

Create New Association:

1. After loading the game, click on **NEW ASSOCIATION**.

You then will have 3 different modes for 3 different versions of the game (**Challenge**, **Sandbox**, and **Multiplayer**). This guide will show how to create a new association using the Challenge Mode. Creation of a Sandbox association is basically the same except for choosing Sandbox mode rather than Challenge mode. Basic setup for a Multiplayer league is covered later in this guide.

2. Select **CHALLENGE** and the **Basic Game Setup** page will load:

The **STANDARD** mode (the Division I conference alignment) is selected by default, but if you prefer to play the **PROMOTION/RELEGATION** mode, enter a checkmark into the small box in front of that name. (If you choose Promotion/Relegation Mode, the teams will be aligned into twenty-two 16-team conferences (and one independent team) with each conference having teams with similar prestige. At the end of each season 4 teams will move up to a higher conference and 4 teams will move down to a lower conference based on their conference records and success within the conference tourney.)

Create the **Save Name** (abbreviation) you wish to use for your association. Files for your game will be designated by this name.

Enter your **Association Name**.

If want a **start year** different than 2019, change the year.

If you've installed a mod and want the NCAA logo rather than the generic logo, click on **Select Association Logo** and from the "assn" folder within the "logos" folder double click the NCAA logo.

Rename the tournaments if you desire (e.g., NCAA, NIT, CBI and CIT...or whatever else you prefer).

3. Click on **ASSOCIATION SETTINGS** on the bar at the top of the screen which takes you to a new screen:

Association Building Options: The Default is selected, but if you want to use a mod, then enter a check mark in the small box in front of the words "Use Custom File" and then select the mod you desire.

Ratings Scale Options: Choose either 1-10 or 1-100.

Additional Options:

Auto-Save Association will perform an automatic save at the end of each month in the season.

Allow Conference Movement will allow the CPU to occasionally move teams from one conference to another.

Set **Injury Factor Percentage**: Default is 100% but you can increase or decrease injury frequency from 0% to 200% by using the pulldown.

Set **Job Pressure**: Default is Normal, but you can lessen or increase pressure by using the pulldown menu to select Low or High.

Recruiting Option:

Allow **Illegal Recruiting** is the default, but you can eliminate that by removing the check mark.

Prevent Underclassmen Declaring: If you want players to not be able to declare for the pro draft before graduation, place a check mark in the box.

Set Recruiting Difficulty: The default is set to Normal, but you can make recruiting easier or harder by using the pulldown to select Easy, High or Brutal if you desire.

4. Click on **FINALIZE** on the top bar which takes you to a new screen:

If you want to cancel what you've done thus far, click on **Cancel Association Creation** which will take you back to the initial menu. Otherwise click on **Accept Settings/Continue to Coach Creation** which will take you to a new screen:

5. **Bio Information:**

Click on **Select Picture** and choose the picture of your coach.

Clothing Style: Click on the pulldown and then select one of the 55 different clothing styles for your coach.

Enter your coach's **First Name, Last Name, Age, Dream Job** (use the pulldown to select this). If you want a **password**, enter it...but a password is only required for multiplayer leagues.

6. Click on **Personality Traits** from the bar at the top of the page and a new screen will appear:

Select Ambition Level: Use the pulldown to select from Very Low to Very High.

Select Academics Importance Level: Use the pulldown to select from Very Low to Very High.

Select Discipline Level: Use the pulldown to select from Very Low to Very High.

Select Integrity Level: Use the pulldown to select from Very Low to Very High.

Select Temper Level: Select the icon that most approximates what you want for your coach.

7. Click on **Philosophies** from the bar at the top of the page and a new screen will be displayed:

Adjust the **10 sliders** to what you want for your coach (information about each one is provided below each slider).

8. Click on **Skill Settings** on the bar at the top of the screen which takes you to a new screen:

Select Coach Model: Use the pulldown to select from Rookie to Custom.

Select Maximum Development Level: Use the pulldown to select from Rookie to Custom.

Adjust the **5 sliders beneath Current Ratings** (Current Points Remaining are shown below the sliders...before you increase a rating you will need to decrease another rating so that you have available points).

Adjust the **5 sliders beneath Potential Ratings** (Current Points Remaining are shown below the sliders...before you increase a rating you will need to decrease another rating so that you have available points).

9. Click on **Job Selection** from the bar at the top of the screen and a new screen will be provided:

You can enter a specific college by entering the name in the **Search** box. Otherwise you can use the **slider** to move through the head coaching and assistant coaching jobs that are available and **select the job for your coach**.

10. Click on **FINALIZE** on the top bar on the screen to display a new screen:

If you want to cancel the creation click on **Cancel League Creation**. Otherwise click on **Save & Finish League Creation**.

Your association will then be created by the CPU. Click on **Continue** when that process concludes and you will be taken to the Association **Login** screen. Click on **Login** to go to your team's screens. (New associations beginning date is May 1.)

Association and Team Screens

3 bars in upper left corner:

Version of the Game (that you currently have)

Main Menu—takes you to the Main Menu (be sure to save your game prior to proceeding to the Main Menu)

Save—Save game with same file name as presently being used

Save As—Allows saving of the game under a different file name

Sound—Can choose to have game sounds play or be muted

Game Options—Opens a new screen:

Simulation Options (toggle each on or off as desired)

Simulation Style (select which you prefer)

File Options (toggle each on or off as desired)

Task Management Options—the AI will control the various activities for those options you select (and override actions you take related to those options you choose the AI to conduct)

Association Options (allows you to change these three factors, as desired)

Tournament Options (can change the tournament names and logos...be sure to click on SAVE TOURNAMENT CHANGES after each tournament is changed)

Help—Support, guidance, social media, and FAQ's

Credits—Developer info

Back Arrow in upper left corner: Moves you back to your last previous screen.

Left Banner Zone:

Polls & Media—Polls, News, Magazines, Norton Watch, Awards, Injury Report, Bubble Watch. Some of these do not become available until certain dates in the season. Polls, News, Norton Watch, Awards, Injury Report, and Bubble Watch (when available) are updated weekly.

Standings—Standings for any conference. Use the pulldown arrow to select different conferences.

League Leaders—Sortable Team and Player statistics that can be filtered in numerous ways. Use the pulldowns for the various filters to choose different options. Columns can be sorted from high to low (or vice versa) by clicking on the column heading.

Almanac—Player, Coach and Team records, Historical standings, Award winners, Champions, Schools info, Conference info. Use the pulldowns to change available options. Data becomes available after completion of the first season of your association and is updated after each succeeding season.

Coaching Tree—Coaching tree by Team or Head Coach. Use the pulldowns to select the team or head coach whose tree you wish to view.

Tournaments—List of Pre-Conference and Post-Season Tournaments with Defending Champs and dates. Placing your cursor on each tournament icon will shift the view so you can see the trophy for that tournament.

Key Dates—Season Calendar, Recruiting Calendar, and Recruiting Periods. The recruiting actions that can be taken during each period are shown.

Search—Player search a search by name function and with various filters with results that, if desirable, are sortable by conference by using the pulldown menu.

Your Office—Summary information about your coach or other team's head coach including the present season's goals. Coach philosophies can be adjusted by using the sliders. (if you are in a multiplayer league you can submit updates to the league commissioner by clicking on the Export MP File button.)

Inbox—Email list...click on an email to read its contents. Individual emails or all emails can be deleted as desired. Most emails contain information, but some include required action.

Phone—Means to make phone calls to recruits, players, and athletic director. There is a Phone Time Remaining gauge giving an indication of how much remaining phone time is possible each week. To exit this screen click on the End All Calls button which returns you to the last previous screen.

Alerts—Today's notifications of action(s) needed.

Your Notes—Pad to make your own notes and list of player reminders

Recruit Players—Takes you to Recruit Screen (details provided below)

Assign Coaches—Assign recruiting, scouting and practice to individual assistants...be sure to click on SAVE CHANGES after making changes to update and lock your changes.

Practice Plan—Assign time allotments for offensive sets, defensive sets. The percentages you allot should total to 100%. If you haven't allotted all available practice time, the available % remaining will be shown in the box for Practice Time Remaining. Be sure to click on SAVE CHANGES after making changes to update and lock your changes.

User/Commissioner—click to move back and forth between User and Commissioner sites.

Top of screen sections:

Team Name_box in top left side of screen: To change to other teams click on the selection arrow and select from the list of other teams arranged alphabetically by conference.

Dashboard:

List of players with basic information about each. Click on a player's name to open their player card. This also indicates if the player has a scholarship or is a walk-on and the players mood and if the player is injured. Player cards can be accessed on this and other screens by clicking on the player's underlined name. The player card provides a bio, profile, stats, game logs, ratings progression (available after a full season of play), and the ability to contact a player to discuss playing style, attitude, and grades. Editing of player information is possible by going to lower right of the Commissioner screen.

Team Schedule (available after it is created each summer) and Results of each game.)

Team News (short news reports about players and recruits as developed throughout the season.)

Visual graphs (information about team and its next opponent.)

Staff:

Basic information about the team's coaches. Click on a coach's name to open their coach card. Placing the cursor on a coach's picture allows promotion, demotion, contract negotiation, or firing of that coach.

Roster:

Provides ratings for each player (these are based on coach evaluations and are subject to coaching error.)

Stats:

Player statistics with various filters (use pulldown menus).

Recruit Class:

Provides scouting service summary on committed recruits, offers by the team that have yet to be accepted, and players with known interest by the scouting service. Clicking on an underlined recruit's name takes you to his recruit card which can reveal basic information about the recruit, skill ratings, rankings, interests of the recruit and his parents, his top 10 school preferences, and player notes. Icons in the upper right corner indicate if he has interest, if he's visited your school, if you've offered a scholarship to him, and if he is from a pipeline state.

Depth:

Allows movement of players on the depth chart and establishment of playing time for each player. See the notes on this page for instructions on changing the depth chart and sub matrix. There are options to allow the AI to suggest depth chart and sub matrix, the AI to suggest sub matrix only, to store a lineup, to restore a lineup, and to set the sub matrix by minutes. Clicking the blank area immediately to the

right of a player's name shows player stats and toggle positions the player will play and change point at which he will be subbed out when simming.

Strategy:

Allows setting of offensive and defensive strategies. Pages for Offense, Defense, and Pressure Defense should each total 100%. You also can adjust Offensive Focus and Offensive Set Usage (the percentage your team will run sets and amount of freedom you will allow). There also are descriptions of each offensive and defensive set (use the pulldown).

Insights:

Summary of team statistics. Use the pulldown to review different types of information.

School Info:

Background information about team. You can edit team logo, team court, Jerseys as well as selecting a non-conference rival, if desired.

History:

Team, Player and Coach Records and Season Recaps (available after the first full season and then updated after the end of each succeeding season.)

Moving through the Season

If you want to allow the CPU to do all of the summer and fall activities prior to the start of the season up to when games begin being played (November 13), you can select to **Skip Summer** that is provided in the May 1 "Skip the Summer" email.

If you desire to perform the summer and fall activities yourself then move through each step. In the upper left of the screen the **next step** is identified in blue. To proceed click on **Advance** (which also in blue):

Buy Reports: Select the desired scouting reports you wish to purchase from your recruiting budget and then click on the Advance button on that screen.

Summer Travel: Select the desired summer camps you wish to attend and pay for out of your recruiting budget and then click on the Advance button on that screen.

Recruiting: Each week throughout the rest of the summer and season you can take recruiting actions by clicking on **Recruit Players** (within the left banner). This will take you to the **Recruiting screen:**

The Recruiting screen shows the amount remaining in your team's recruiting budget, the number of scholarships you have to offer, and the kind of recruiting period for that week. There is also an icon for Dates that will reveal the recruiting calendar and recruiting periods. Another icon at the top is a question mark for Help. It's highly recommended you become familiar with the information within the Recruiting Help screen. At the top you can also toggle on or off Quick Keys Usage (those keys are explained in the Help screen) and will make it easier and quicker to take the weekly recruiting actions.

Below that information are filters for recruiting.

Recruits that are available within the filters selected will show up beneath those filters. Biographical information will be shown when the Show Bio filter has been selected and Ratings information will be provided when it has been gained if the Show Ratings filter has been selected.

Recruit cards can be opened for any recruit by clicking on their underlined name.

Add recruits you wish to scout and build interest in to your watch and/or call lists by highlighting a recruit and clicking on C to add him to your call list, W to add him to your watch list, or B to add him to both your call and watch list.

Once you have finished creating your call and watch lists, you should then select the recruiting actions you want to take for specific recruits on your list(s). These actions are shown in the right hand section of the recruit screen:

Details—provides information about the details you presently know about a recruit.

Phone—opens a phone call to the recruit where you can try to gain information about his interests and his parents.

Watch Film—provides skill ratings for that recruit

Scout Live—provides notes and information about the recruit

Host Recruit—a recruit will visit your campus and provides his feelings about your school based on that visit (these will be shown in a subsequent email)

Visit Recruit—head coach visits recruit's home and provides his feelings about your school and the visit (these will be shown in a subsequent email)

Offer Scholarship—if you have available scholarships to offer you can click on this to offer a recruit a scholarship. Recruits typically begin accepting offers on Sept.11 but a few may accept scholarship offers a week or two earlier.

Once you have completed all the actions you want to do that week, click on Advance (in blue in the upper left of the screen) and those actions will be taken and you will proceed to the next week.

Schedule: The Athletic Director's schedule will be displayed, but you can change any pre-conference game by selecting another available opponent and selecting to change that game.

Practice Sessions: Player issues may arise and be reported to you via emails for which you have to decide if actions need to be taken. These actions can be take by contacting (phoning) the player and discussing his attitude. There will be feedback from the player and a possible relationship change.

Game Play:

Between November 13 and the end of February, pre-conference and conference games will be played. Conference tournaments begin in March and 4 post-season tournaments begin are conducted from mid-march to early April.

If you have placed a check mark for “Default to Simulating Human Games” within GAME OPTIONS, your team’s games will be simmed. If not, you will play out your team’s games, unless you uncheck the blue box to the left of your team’s game in the Daily Schedule.

To play or sim games, click on the **blue basketball icon** at the top left of the page that appears from November 13 to the end of the post-season tournaments. After you click on the blue basketball icon the Today’s Games screen will open.

If you are simming, you can sim individual days, a week of action, to a specific date, or to the conference tournaments, post-season, or entire season.

If you are playing out your games, click on “Play/Sim Games” and games other than your team’s game will be simmed. If your team has no game that day, the next day will open on the Today’s Game screen and the results of previous day for games teams in your conference played will be shown in the lower left. On the right side, league news will be shown for any team’s in your conference that had games the prior day.

When your team game as a game to be played, after other games on that day have been simmed a screen will open showing the Visiting and Home teams. Click on 2D Gameplay the starting lineups for each team will then be displayed. Click on Go to Tip-Off which will take you court screen where the game can be played.

If you wish to change your lineup, click on Subs/Coaching which takes you to the Coaching Options screen which lists your players with their ratings and game stats. It also has a visual display of your present players who will be on the court. To change players, click highlight the player you want to enter the game from the player list and then click on the player on the visual display who you want replaced. (This screen also allow you to perform actions when a time out is called). To return to the court, click on Close.

On the court/game screen, you can take actions related to Coaching Options, Offensive Options, Defensive Options, and Matchups/Double Teaming. You can also adjust the speed at which the game will play by using the Game Speed slider.

To begin play, click on the advance arrow button (in blue at the top). To pause action, click on the pause button (in blue at the top). There will be a 2D visual display of action on the court along with a Play-by-Play log as action proceeds in the game. The Game Score, Time Outs remaining, Team Foul information, Player and Team stats, and Player Energy will be updated as play continues.

During Time Outs you will be able to call a play (if your team will be putting the ball in play after the time out) and will be able to motivate the entire team or an individual player.

At the end of the half, stats for the first half can be reviewed and your lineup changed (if desired). At the end of the game, click on the advance arrow button (in blue on the top) to review end of game stats.

Load Saved Association:

From the Main Menu select LOAD ASSOCIATION and then choose the .cbb file for an association you've already created that you want to use. If you want to load the association you most recently used and saved, you can click on CONTINUE ASSOCIATION rather than LOAD GAME.

The association will load. Once it's loaded, click on "Continue" and your association will open to the Home screen. The Home Screen provides information about your coach and team goals and includes a the coach's biography, the ability to phone players and the college AD, and coach philosophies.

Exhibition Games:

From the Main Menu, select "Exhibition Game" to play individual exhibition games. You will select the .cbb file for the association you wish to use and click on "open". A screen will appear that allows you to select the two teams you want to play each other. You can also change one team to be under "user" (human) control if you wish by clicking on the button following "Select Control" for that team. If you want both teams to be controlled by the computer, leave the button to indicate "CPU" after "Select Control" for both teams. Then click on "Play 2D" and proceed with the game.

Some players use exhibition games as a way of learning about their players and team before preconference games commence within their association.

Tournament Maker:

From the Main Menu, select "Tournament Maker" to set up and play out your own tournament.

To create a tournament, click on **Create New Tournament** and enter a tournament name, select the number of teams you want in that tournament (64, 32 or 16), and click on Choose Save File and select the .cbb file for the association from which you want to select teams. Then click on Setup Brackets which will take you to the Tournament Setup screen:

If you want the CPU to enter all the teams in the brackets, click on Auto-Fill Brackets. But if you want to fill the brackets yourself:

Select each team and their seed number you want in the tournament and click on Set Seed. That team will then be entered into the bracket. Continue until all bracket spots are filled. Then click on Save Bracket and you will be taken to the screen where you can either sim games (by clicking on Simulate ____ vs ____) or play out games (by clicking on Play ____ vs ____). At any point you can also click on View Stats to view player stats for all teams (stats are sortable by column).

If you want to quit before a tournament is completed, click on Save.

When you complete the tournament, click on Exit which will take you back to the Main Menu.

If you want to come back to the tournament you can do so by clicking on Tournament Maker within the Main Menu and then clicking on Load Previous Tournament and selecting the .cbb file for the tournament you wish to re-enter.

Multiplayer League Setup:

From Main Menu, select New Association.

Choose Multiplayer.

Enter a password (a password is required for Multiplayer leagues) and click Continue.

Select Standard Mode or Promotion/Relegation Mode.

Enter a Save Name for the association.

Enter an Association Name for the association.

Change the Association Logo (if desired).

Change the Tournament Names (NCAA, NIT, CBI, and CIT...or other names, if desired).

Click on Association Settings.

If you want to use a mod, select Use Custom File and select the mod file you want to use.

Decide if 1-10 or 1-100 ratings scales will be used for the association

Decide if Auto Save and Conference Movement will be used.

Set the Injury Factor Percentage, Job Pressure, and Recruiting Difficulty and whether Illegal Recruiting will be allowed and Underclassmen can declare for the Pros. Then click on Finalize and select to Accept Settings/Continue to Coach Creation.

Create a Coach by completing the Bio Information screen, Philosophies screen, Skill Settings screen, and Job Selection screen. Then click on Finalize.

Click on Save and Create New Player and then Continue.

Continue to create as many coaches as you want to start your league.

When finished creating new players (coaches), click on Save & Finish League Creation.

If you want to add new players (coaches) in the future, you can do so from the Commissioners screen.

Each coach will take necessary actions during each action period and export those to the commissioner. The commissioner will import the actions for that period from each coach and advance the association or sim games for that period.

Restore Backup:

This is accessed from the Main Menu. Should your association have a problem and you need to go back to the last successful save, select Restore Backup, select the association file you want, and the .cbb file for that association. Your association will then be restored.