FreeStyle2 GSP Beginner's Guide

FREESTYLE2 Beginner's Guide

(http://freestyle2.gamekiss.com)

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## 1. Getting Ready to Play

1.1 Install and launch

In order to play the freestyle, you have to sign up to be a member of Gamekiss.com. Go to our website and click on sign-up on the upper right corner and enter your e-mail address. You will receive an email which has the link to the webpage where you can register. Once you fill out the registration information form, click on confirm to complete this process.
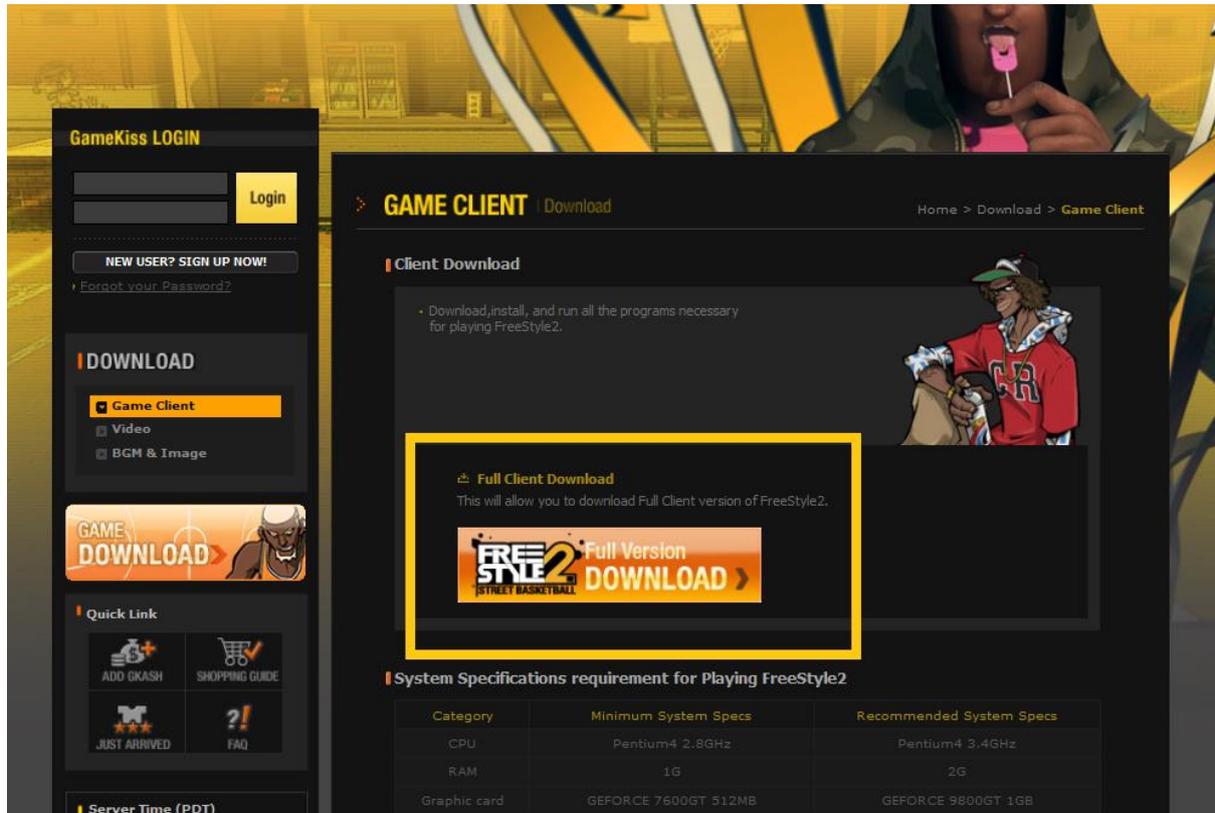
After registration, please download Freestyle2 client from our download webpage. (IMPORTANT: Before download, be sure to check minimum and recommended PC system requirements for running Freestyle2.)

The Gamekiss launcher icon will be created on your main screen once the installation is completed. Click the icon and you can launch Freestyle after the client checks for any updates.

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1.2 Control & shortcuts

a. Default

Option 1

Requler Control	Offense(On-ball)	Offense(Ball-Off)	Defense
↑ ← ↓ →	A Drive	W Screen	W Face up
+ Move	S Pass	S Call Pass	S Steal
Shift	D Shoot Fake(Short)	F Call Alley-oop Pass	D Block
Dash Dribble	D Shoot (Long)	D Rebound	
	Z X C FreeStyle		

Shortcuts	Emotion Sign	Tactics Sign (Atttack)	Tactics Sign (Defense)
~ See Equipped Skills	1 Good Job!	F1 Pick and Roll!	F1 Mark you man!!
Screen Save Screen Shot	2 Nice Pass!	F2 I got it!!	F2 Stop it!!
F10 Shut off Chat	3 Sorry!	F3 Give and Go!!	F3 I'll Stop it!!
< Change ID Display	4 It's Okay!	F4 Slow Down!!	F4 Switch Marking!!
> Change Opponent Display	5 Cheer Up!		
F12 Change Camera View			
Tab See Records			

b. Option 2

Option 2

Requler Control	Offense(On-ball)	Offense(Ball-Off)	Defense
Up : W	Drive: 6	Screen: 8	Face up: 8
Down: S	Pass: 5	Call Pass: 5	Still: 5
Left: A	Shoot/Fake Shoot: 4	Call Alley-oop Pass: 1	Block/Rebound: 4
Right: D	Screen: 8	Rebound: 4	Ceremony(1): 8
	Direct Pass: 7,9		Ceremony(2): 6
	Freestyle Dunk: 1		Ceremony(3): 5
	Baseball Pass: +		Ceremony(4): 4
	Fake Shoot: 2		

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c. Option 3

Option 3

Requler Control	Offense(On-ball)	Offense(Ball-Off)	Defense
Up : W	Drive: L	Screen: I	Face up: I
Down: S	Pass: K	Call Pass: K	Still: K
Left: A	Shoot/Fake Shoot: J	Call Alley-oop Pass: H	Block/Rebound: J
Right: D	Screen: I	Rebound: J	Ceremony(1): I
	Direct Pass: U,O		Ceremony(2): L
	Freestyle Dunk: H		Ceremony(3): K
	Baseball Pass: P		Ceremony(4): J
	Fake Shoot: ;		

2. Creating Characters and positions description

2.1 Creating character

In order to play, you need to create your character.

Click "Create Character" button on character selection page

Select a position, then select a character, quality, and voice of the position. After entering character name, click on "create character" button to complete the process.

2.2 Position Description

- Position Introduction

- **Center(C)**

The backbone of a team and the heart of Defense!

In basketball, which is a kind of sports where the shot success rate is higher near the rim, center is a position with the strongest power to take control of the basket.

Strong points

Under-the-basket shot, Tussle, Block, Rebound

weak points

Slow moving speed, low success rate of long range shot

(The overall performance is likely to get poor far from the basket.)

- **Power forward(PF)**

The anchor and energizer of a team

With strong stamina and outstanding physique, a PF can play various pivotal roles in offense and defense.

Strong points

Dunk, Block, Rebound

Weak points

Low success rate of long range shot. Due to straight forward offense pattern, the influence of this position can be easily diminished when there is a strong big man on the opposing team.

In this case, rather than engaging in reckless offense, it is better to help other teammates score by opening up an opportunity for them through screenplay.

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- **Small forward(SF)**

All-round scoring machine.

Strong points

Mid-range shot, Drive in, penetration

Weak points

SF is a versatile position but sometimes that could work against the team.

When getting an intense marking, it is better to refrain from reckless offense and try to focus on teamwork plays.

- **Point Guard(PG)**

The field commander on the court!

PG, who handles the ball longer than any other positions, can make fantastic team play through speed and accurate passing. This position is considered as the lead-off man who controls both offense and defense from the forefront.

Strong points

Pass, steal, penetration

Weak points

When PG uses team members to score for himself, it could undermine the teamwork and cause chaos under-the-rim due to excessive shot attempts.

- **Shooting Guard(SG)**

The ace of a team and absolute game-changer!

Strong Points

Three pointer, Layup, Penetration

Weak Points

SG, who can easily get narrowed view of a game due to obsession with scoring, is prone to try reckless penetration and three pointer attempts.

3. Game User Interface(UI) Description

3.1 Game Lobby

a. Character Information

b. My records

You can check information regarding your character and attributes as well as your records/rankings within the game. Also, Intense training points customizing is available here.

c. Item

You can store or equip items purchased from item shop and also use random balls.

d. Skill

You can purchase skills/skill slots from skill shop and equip or do practice with purchased skills.

e. Card

You can equip or combine cards and see card illustration book.

f. Community

You can create/join a crew or enter crew home.

g. Tools

- Jukebox(Shortcut J), Back(Shortcut R), Setting(Shortcut O), Help(Shortcut H)

h. Back (Shortcut: ESC)

i. Points/EXP sponsor item

- These items can be purchased at the shop and you will receive regular additional points/EXP buff per match if you use them.

j. Channel Exchange

k. Chat window

l. Megaphone system

- When you purchase and use a megaphone, your message can be shown to all users for a certain amount of time.

m. Create room/Start

n. VIP sponsor

- This item can be purchased at the shop and you will get regular additional points+EXP buff and other benefits when you use it.

3.2 Waiting Room
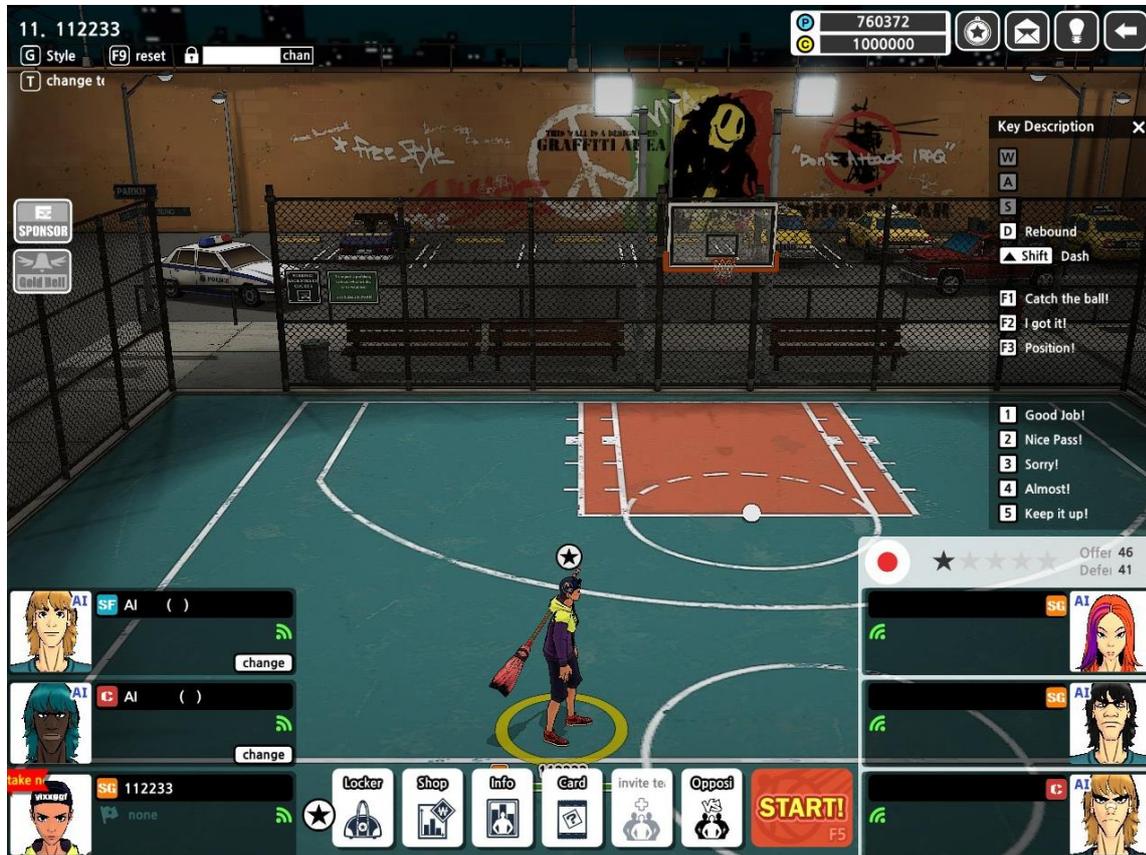
a. User Information

b. Same team

c. User's Connection Status

(Green: Good Yellow: Normal Red: Slow)

d. Room Chief Mark

e. Macro Chat Phrases

f. Locker room

g. Skill shop

h. My skills

i. Cards

k. Invite friends/crew members

l. Start button

3.3 Play Screen

a. Display Shortcuts

b. Our Team's Score

c. Remaining time

d. Opposing Team's Score

e. Game Setting

4. Game Modes Description
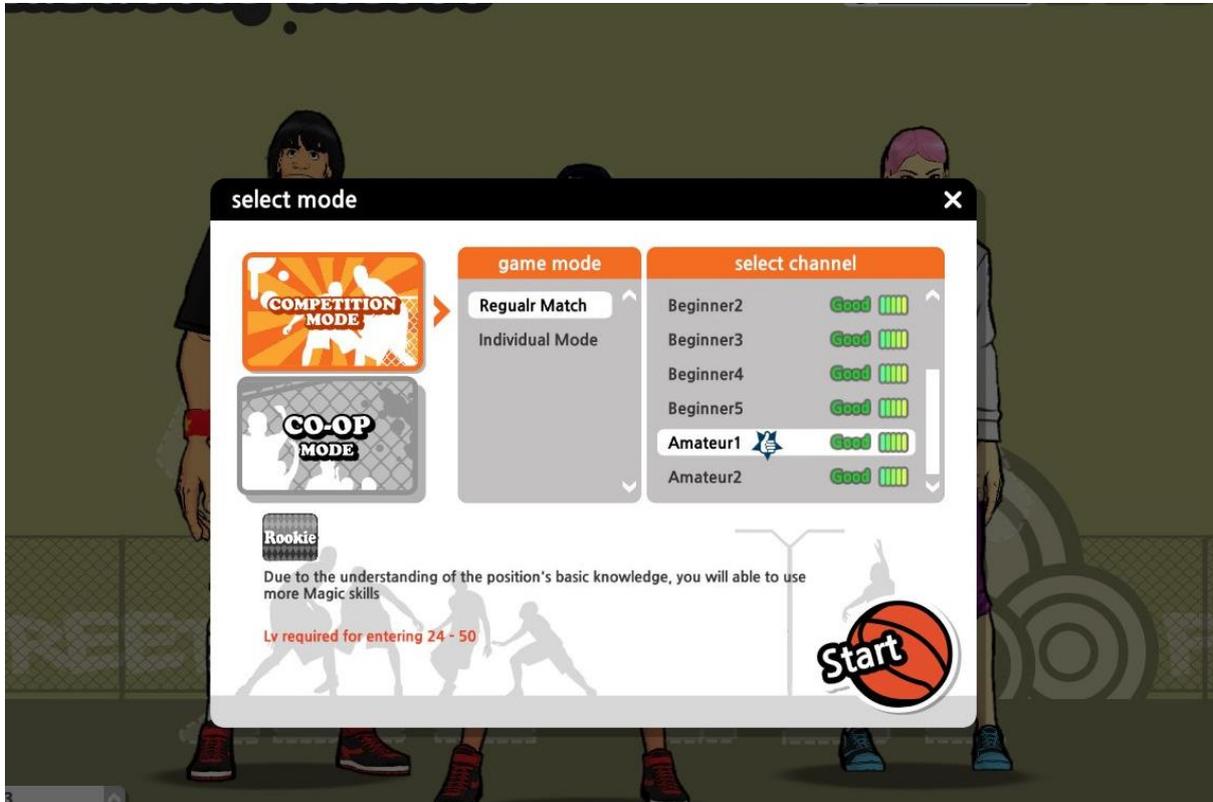
Regular modes are comprised of regular mode and Co-op mode.

Regular mode: This mode is divided into 3 on 3 team match and 1 on 1 individual match. Also, there are separate channels for different levels, thus you can select a channel that suits your competence.
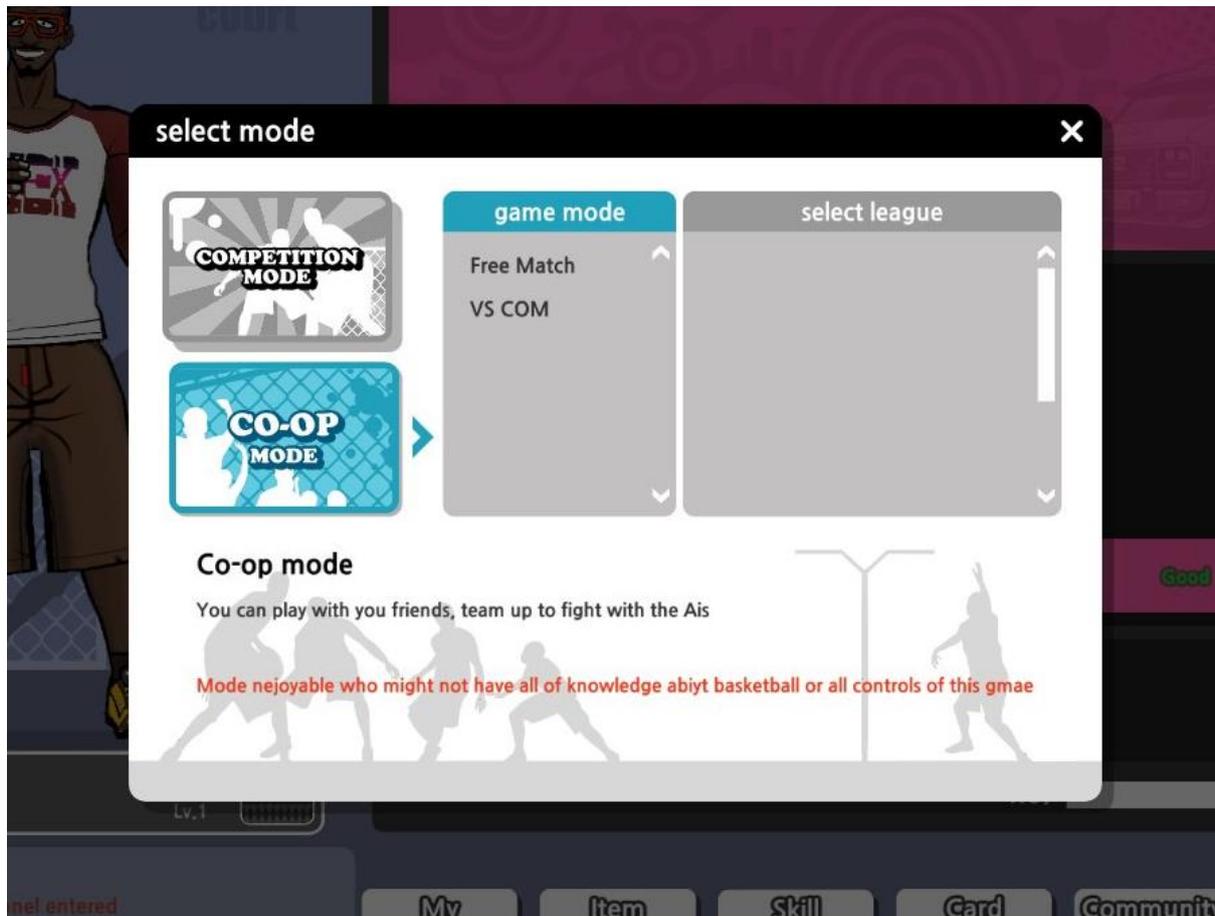
Co-op Mode

This mode is comprise of free-for-all match and VS COM mode.

There are no separate channels for different levels in Free-for-all match and you can engage in a match regardless of your level.

In VS COM mode, you can compete with AI teams representing 15 different regions in the world.

5. Game Rules

1. 24 Seconds Offense Rule

The offensive team must make a shot attempt within 24 seconds of the ball's possession and it must hit the rim. Otherwise, it will be deemed as a violation of 24 seconds offense rule and the game will restart from the court center with the opposing team possessing the ball.

2. Double Dribble Rule

When both hands of a player from the offensive team touches the ball after receiving pass, it is deemed as double dribble and the player must pass the ball to a different player. Otherwise, the character will automatically shoot the ball.

3. Moving outside of three point line In case of Turnover

When the defensive team steals the ball or has acquired the ball's possession, they must move outside of three point line first to make offense attempt.

4. Giving up the Match

During 3 on 3 play, a player can give up the match if the score gap is more than 10 and remaining time is less than 1 min ~ 2 and a half mins. In case where more than two players in the same team give up on the match, it shall be over immediately.