## I SNES/MEGA DRIVE

**■** £Unconfirmed **■** Sports

■ Acclaim

■Programmed by Iguana ■Initiated May ■90 complete ■ Game Boy version planned ■Arcade version available Estimated release February '95

Boomshakalaka! The best baskethall game ever is on its way back in an all new tournament edition...



act - basketball games used to stink more than a sunbathing kip-

per. That was before NBA Jam slam dunked its way onto our screens the best part of a year ago and made the genre its own. What made NBA Jam such a star was its simple and fluid gameplay and of course those unbelievable dunks complete with the odd flaming ball now and again!

Well now NBA Jam's back in an all-new and improved tournament edition. One of the many additions is that for a limited period of time pick-ups will litter the court. Collecting these will result in one of a number of power-ups, including permanent 'He's on Fire!', better defence and even one where a mini earthquake causes opponents to fall over! Each team is now made up of five players, though of course only two can play at once. Substitutes come in handy at the end of a period as players can now be injured by violent shunts from the opposition

Hot spot stars also appear on the court and these either give a higher dunk score (anything from

four to eight is typical) or let the players score outrageous dunks from anywhere on the court. Other new bits include a mode iuice which enables

you to increase the game's (which speed was in the first game but it was a hidden cheat), plus 33

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new secret players include rumoured Mortal Kombat characters. And there's lots more statistics than previously, but that's very boring so I won't go on.

All the players are a lot tighter at defence than previously so high scores are out unless you dunk from a hot spot.

A Pay attention to the coaching tips, some of them are actually quite useful this time round.

A whole host of spectacu lar new dunks will await you including this tasty splits. number.



A The turbo option will remain the same and is indicated when in use by the player's feet being a different colour



Will you be able to discover the 33 secret players noured to include an All-Star team and characters from Mortal Kombat?





A Players can become injured easily, so keep an eye on their injury rating in the stats and sub them quickly if necessary so the injury doesn't become worse.



A Players now have more stats so choosing players is a more complex process.

bered hot spots at top speed and the player will fly into the air and score a spectacular dunk worth the number in the star. And yes you can score from any here on the court.



A The letter in the pick-up corresponds to what it does. So a D will boost your defence while S, for instance, will boost the player's speed.