

NBA Jam

tournament edition

VITAL STATISTICS

FORMAT: Mega Drive

TYPE: Sports sim

SUPPLIER: Acclaim

PRICE: tba

SIZE: 24 megabits

PLAYERS: Four

The closest Mark Sariban usually gets to 'dunking' is a ginger nut and a cup of tea. Unlucky, then, that he has to deal with these pushy Yanks.

A year after the release of *NBA Jam* comes the new and improved *NBA Jam Tournament Edition*. The big question is do you need it? Or more to the point, do you want it?

Jeez, now just where do we start? For one thing, it's faster. There are more spectacular dunks to be performed, more special moves and more secret power-ups to be discovered. With the new juice control, you even have the option of making the game even faster, making the original

Jam players look like a bunch of grannies dressed up in long shorts and Nikes. The graphics have been improved slightly, with brighter screens and better sense of depth.

But the big diff is the tournament mode. Here, all power-ups, secret moves and hidden features are disabled, and there is no CPU assistance. As in the original game, 27 teams are represented. If you beat all of these teams in the tournament mode, you can challenge superstar matchups, special teams and encounter 'other surprises'.

There are now at least three players on each team, with more popular teams having more. Substitutions of team-mates can be freely made during breaks between quarters.

Unlike the original *NBA Jam*, you and a friend can now choose the same team.


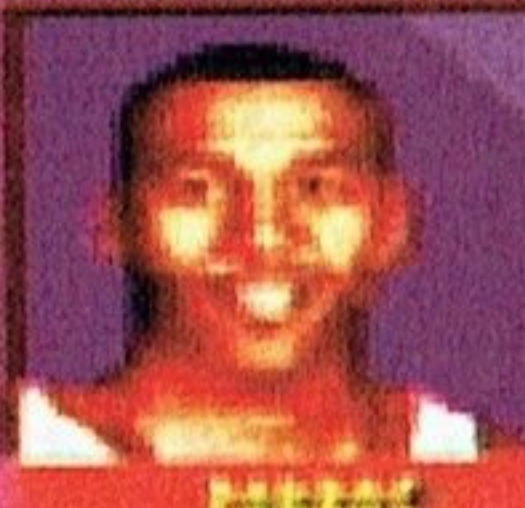


That should solve a few arguments over who is the hotter gamer – no excuses now! There's even a practice feature, giving newcomers a chance to get used to passing and shooting techniques without being hassled by the CPU.

Obviously, a lot of work has been put into this new version, but there is really nothing revolutionary here. This is where Sega Ozisoft's policy of concentrating on the rental market will pay off. We don't think many Megazone readers would fancy forking out big bucks for a cart which is really only an upgrade of an existing classic game. But as for renting it to see the improvements and take on the tournament feature? Run, don't dribble to your nearest Sega rental store for this baby. **M**

second opinion

There's no question that *NBA Jam Tournament Edition* is a great basketball game, but apart from bells and whistles there's not a lot between this and the original; certainly not enough to warrant owners of *NBA Jam* to buy this sequel. **ADAM**

82%

2nd HALF STATS: 26			
	PTS: 11 PTS%: 44.4 ASTS: 2 STLS: 0 BLKS: 0 REBS: 0 INJ: 0		PTS: 11 PTS%: 44.4 ASTS: 2 STLS: 0 BLKS: 0 REBS: 0 INJ: 0
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CPU		CPU	

▲ Having a substitution screen at the end of each quarter has meant the demise of the video half-time report, which is a real shame. Instead you get a run-down of the stats for the first half. Flashing stats indicate the leader in a category. Just make sure you're not the leader in injuries.

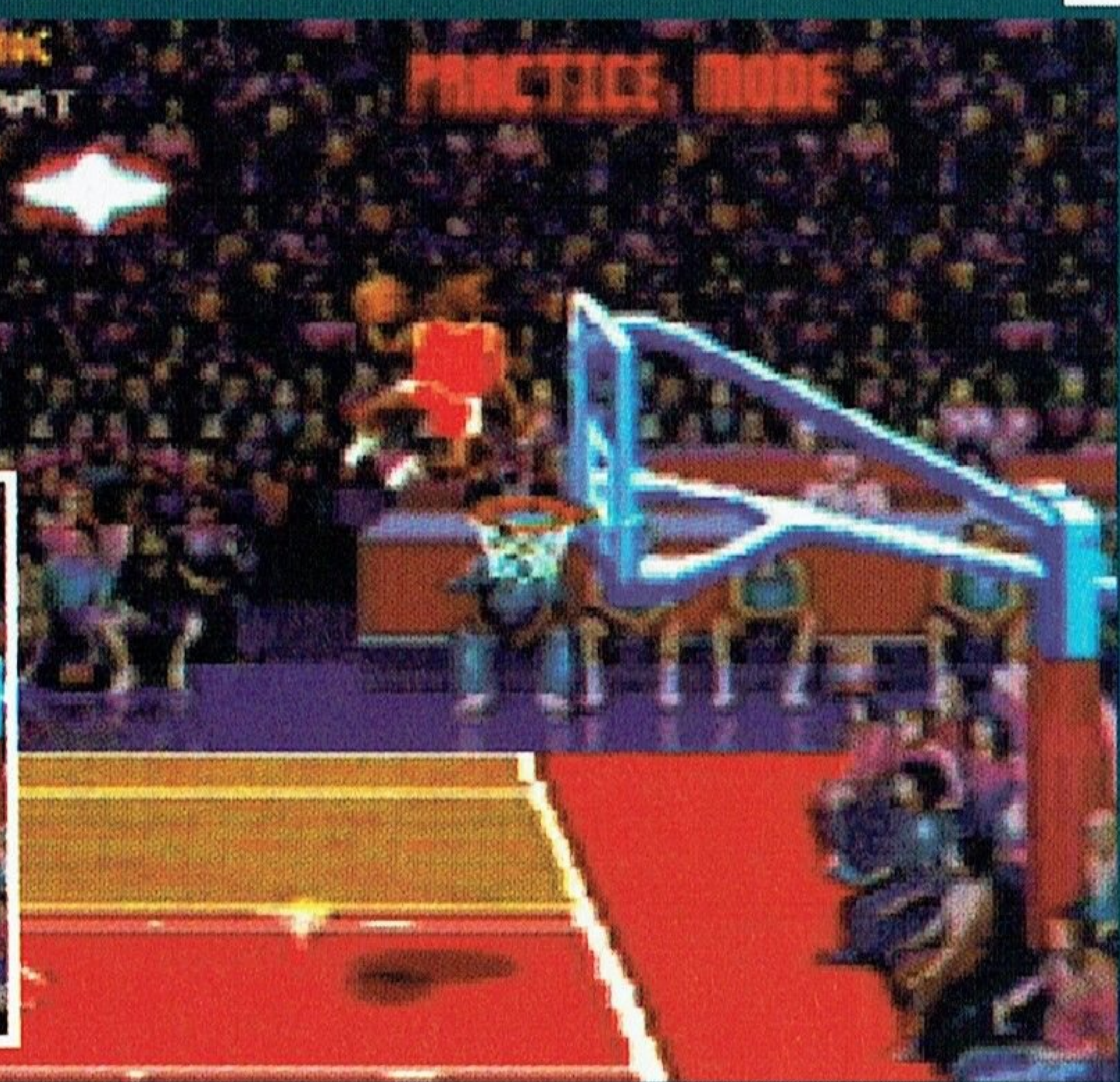
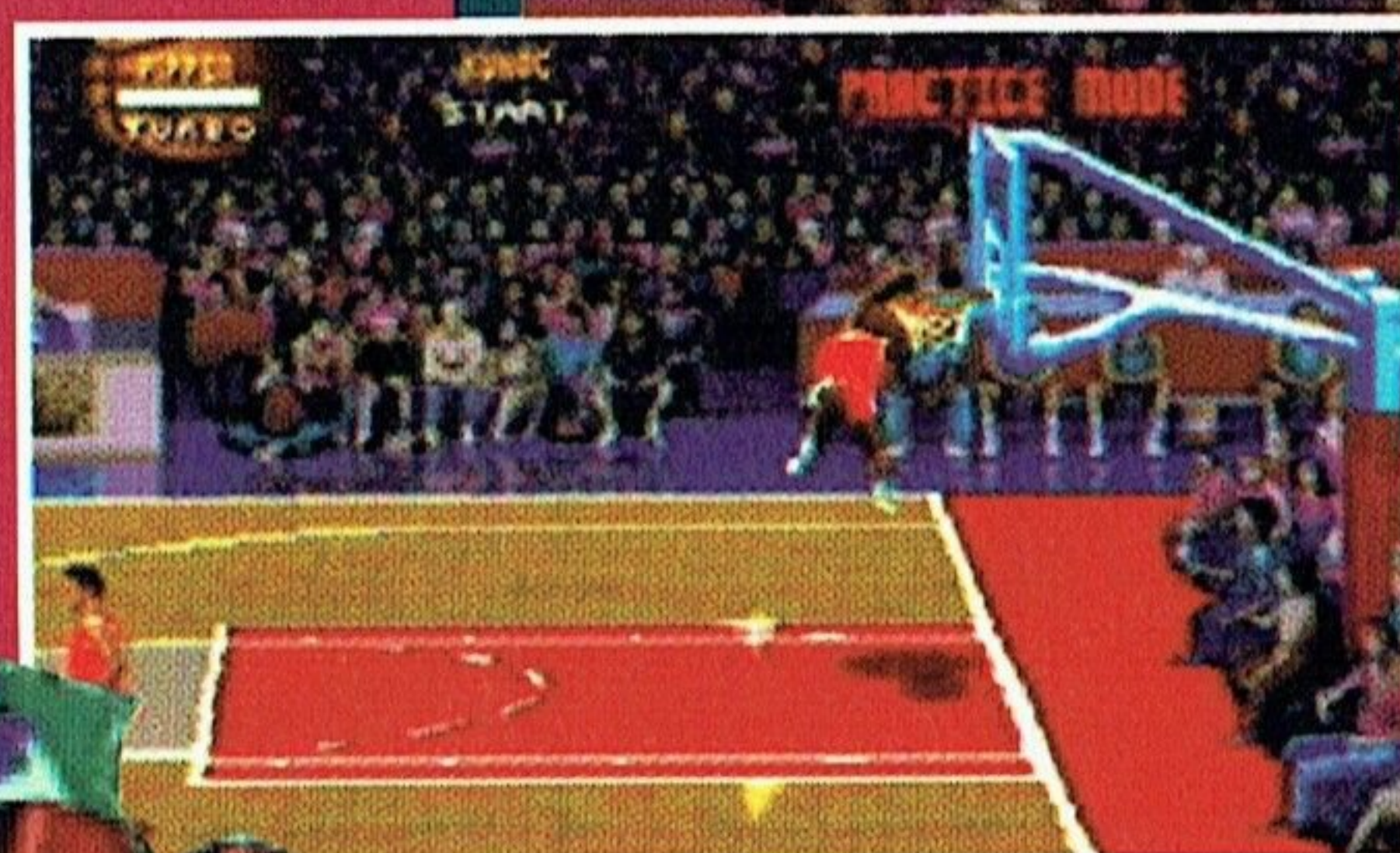
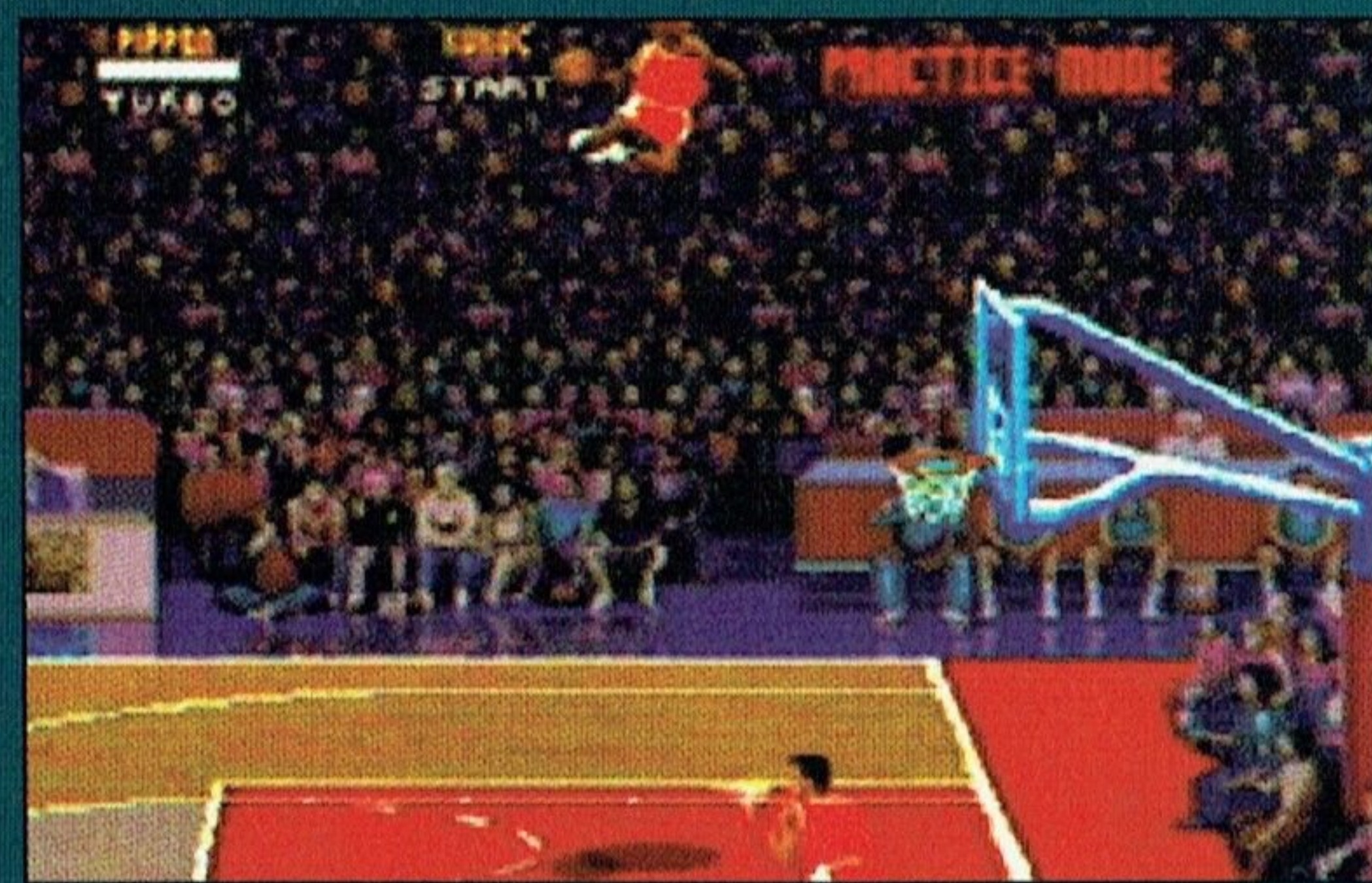
Power up and slam-dunk, man

You can still perform all your favourite slam dunks, and some new ones as well. To help you on your way to becoming a dunking demon, we suggest turning on the power-up option and going into the practice game. Pick up speed and dunk icons for extra bounce and go for one like this...

► Yes, yes, I think that will definitely be enough height...

► Just line her up and...

▼ Wham! In the bag!



New special features menu



This new menu allows you to fine-tune the game to suit your own bizarre and somewhat perverse requirements. And this is what it all means:

The Shot Clock can be adjusted from a maximum of 24 seconds to a minimum of five seconds. Can you make a shot in five seconds? Betcha the CPU can!

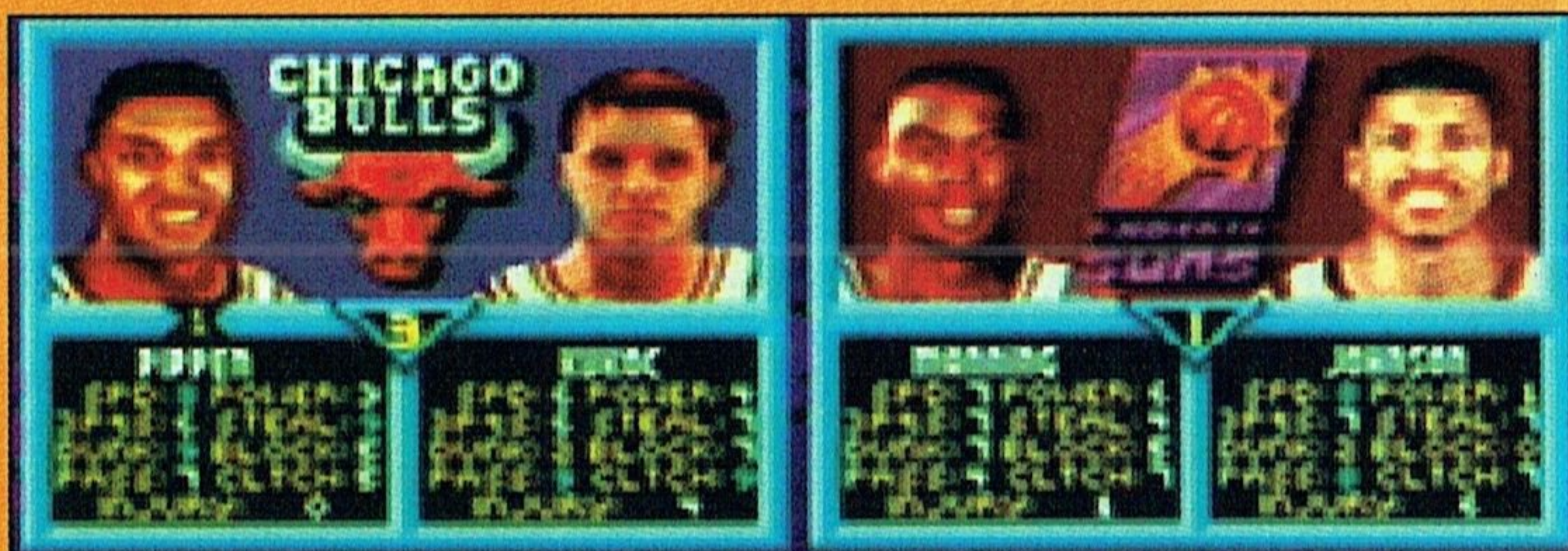
Overtime can set for one, two or three minutes.

Hot Spots allow you to score more points by shooting from certain places on the court.

Powerup Icons can be picked up for extra-special abilities.

Juice Mode turns on juice, which is apparently why O.J. Simpson got nicknamed Orange Juice - for running really fast in football games. Juice can be turned off or set for a pedestrian 'one' to a hyperactive 'four'.

Improved player attributes



In the old *Jam*, players were rated on speed, ability to sink three-pointers, dunks and defence. In the new *Jam*, defence has been split into stealing and blocking ability, and more player attributes have been added. It may seem like a boring old bunch of meaningless statistics, but take note: there are good players and bad players. This is how you tell who can bag a basket from 15 yards out with their eyes closed and who has trouble dunking biccies in their tea.

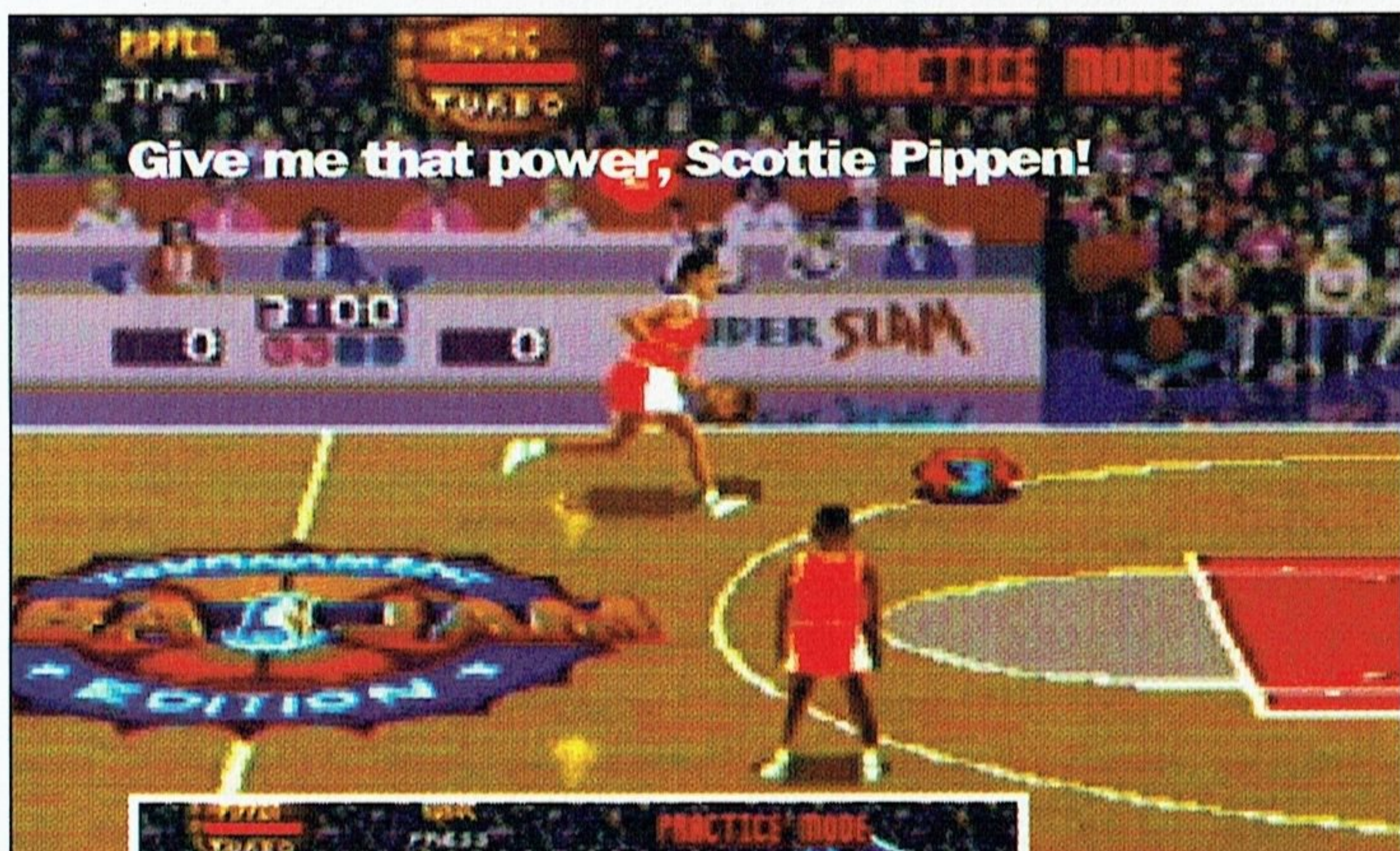
The more **power** your player has, the less likely he is to get knocked over by the opposition.

The higher the **clutch** rating, the more likely the player will make a power move in the last 10 seconds of a quarter.

The better at **passing** your player, the lower the chance of his passes being intercepted.

The **injury** rating appears starting from the end of the first quarter of each game. Getting knocked over causes injuries. The higher the rating, the more mistakes a player makes.

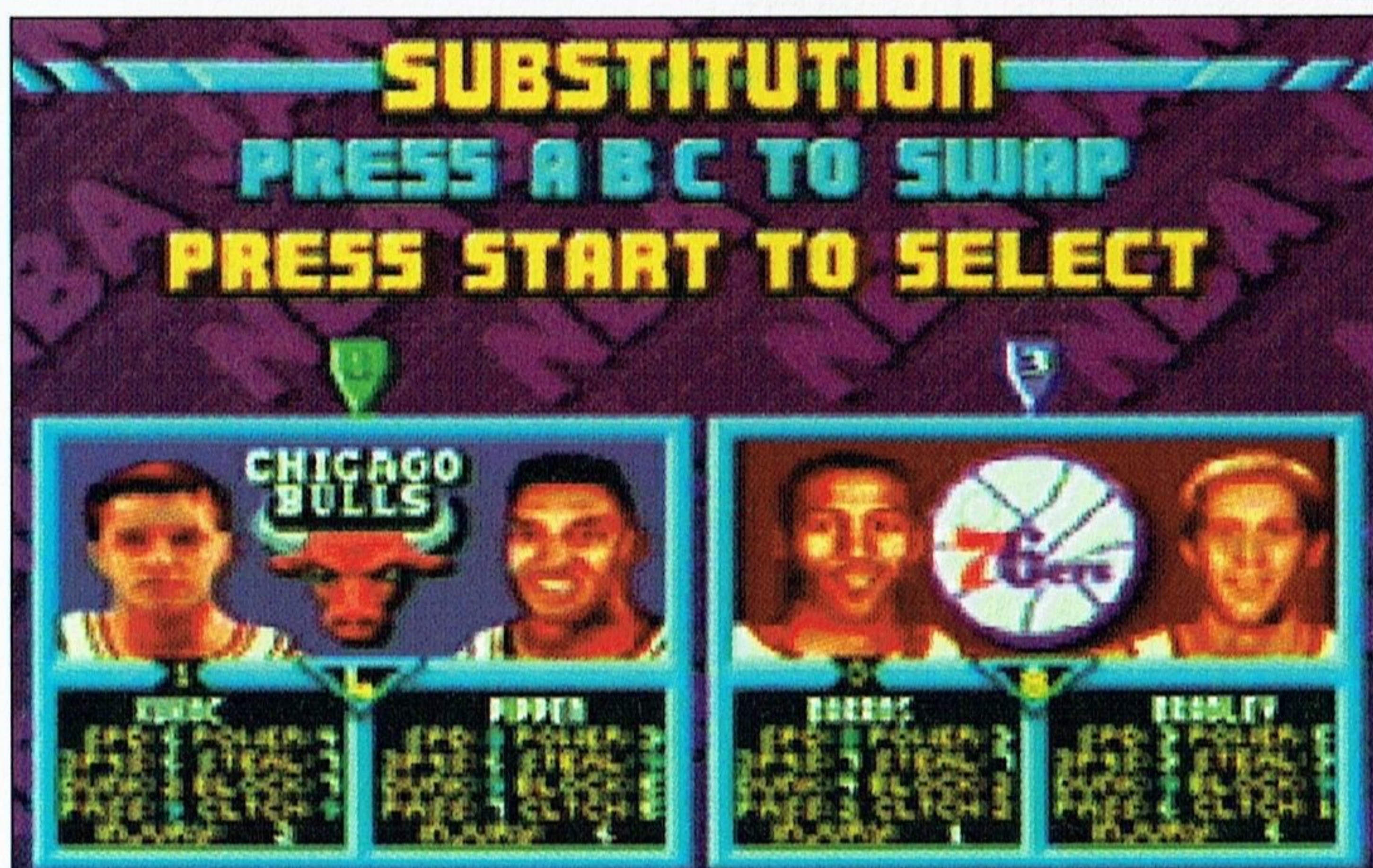
As far as **speed** is concerned, the faster you are the less power you have, and vice versa.



body else down and knocks the ball loose!

◀ Turn on the Hot-Spots option in the Special Features menu to have these star shaped icons pop up randomly around the court. Sink a shot while standing over a hot spot, and it will be worth the number of points on the spot. Hot spots can earn you up to nine points for a single shot.

◀ By selecting the 'Powerup Icons' option, small rotating discs will appear randomly on the court. Run over a power-up to pick it up. All power-up discs have a single letter in their centres - 'F' for instant fire, 'D' for increased dunking ability, 'P' for power, 'S' for speed, '3' for three-pointers and 'T' for turbo. Running over a 'B' disc knocks every-



◀ You'll need to replace players who have been knocked down too many times during the preceding quarter, and make strategic swaps in response to changes the CPU has made to the opposition's team. Match speed with speed, and power with power. Choosing a good team, ie Chicago, gives you a bigger player roster to choose from.

Word

GRAPHICS

There wasn't much room for improvement here, but it does look better!

9

SONICS

Virtually identical with the original with the same strangled commentary.

9

PLAYABILITY

Easy to learn and easy to play. A bit hard on your D-pad thumb, though.

9

STAYING POWER

The tournament mode rounds out a very challenging cart.

9

OVERALL

Acclaim has managed to make a good game better. The final word in basketball sims!

90 PER CENT