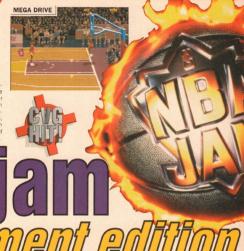
CUG REVIEW

■ SNES/Mega Drive

Sports Acclaim **■ £Unconfirmed** ■ Out March No other versions available
No other versions planned

Has Acclaim done an EA and given us more of the same, or do we really have something different? Well it looks to us like they've done the business...

long time ago, when NBA Jam was a new phenomenon, Acclaim held a big party to celebrate the launch of the 16-bit conversions. One of our friends. Osmond Browne who works for Mean Machines Sega, spent the entire night wandering over to complete strangers and saying: "Don't put butter on your bread, put some Jam on it." Unsurprisingly, this utterly failed to catch on and was promptly forgotten by most people. But now Oz, if he tries really hard, has a second chance for advertising glory.



Or not, as the case may be. It's highly doubtful Acclaim would let our friend Oz anywhere near this, its second biggest title next to the mighty morphin' Mortal Kombat. This, the Tournament Edition, features more teams and options than the original, but retains the same fast-moving, high-scoring, net-combusting action of the original. Fans of the coin-op will know what to expect, and if you've never heard of it before. expect something ace. And remember - don't put butter on



IULTICOLOURED SWAP SECTION

your bread... aah, forget it.

They say there's no substitute for the real thing. Well, thanks to NBA Jam we'd just like to refute that allegation. You see NBA Jam, being an official licence, fea

tures a number of real-life actual players – along with a substitution option accessible during the quarterly breaks. Each player is rated across a number of categories, from speed to 3-point throw accuracy along with an injury rating which rises as your player gets knocked about the court (some players are more susceptible to injury than others, as in real life). If you think you need more coverage in a certain area of the court, or your star player is shot to pieces you can now bring on a third player to replace them. Yeehah.

MEGA DRIVE

The appeal of this game has to be the two player ontion

SNES IST HALF STATS

The half-time stats highlight the top record nerformers



MEGA DRIVE

WHAT'S A HOT SPOT NOT?

NBA Jam Tournament Edition features something quite revolutionary in the sports game field (oh ho ho) – powerup icons. Each flashing bean bestows special powers upon the lucky recipient. Super turbo, extra good stealing abilities, all are present for your pleasure. And just like the Hot Spots, special randomly appearing instant-score zones, also not featured in the original, are in this version. Don't be soft, of course there's not.

Crap gamesplayers – fed up with being derided in the street? Can't take any more sand being kicked in

any more sand being kicked in face? Well have we got news fo NBA Jam Tourney features a pr option, so you can learn the ro am work and basket-scoring with-naving to confront those oh-so-y computer opponents. In no time cky computer opponents. In no time ou'll be a joypad master and loads of dies will love you.





Hit the hot spot.

Grab the power-up for extra powering up abilities. V



It's one of those cutesy lit-



GARY LORD



Pick from your favourite smiley players from out of real life.



SECOND OPINION

Now, I'm no great fan of American sports sims meself, gridiron being my least fave in the videogaming stakes. But I do have a real penchant for a bit of NBA Jamming. The first game had real playability, especially in the two player mode. The Tournament Edition has all the fun of the first version of the game, but with the added delights of power-ups and other gameplay enhancing tweaks. A four player option would've been a good idea though

OTHER VERSIONS

It may not be the Tourn Edition, but it's still the best basketball game on handhelds. Top fun.

GAME GEAR



VERDICT

NBA Jam Tournament Edition resists the usual formula of updating the teams and leaving the gameplay untouched. The addition of hot spots, power-ups and the player selectable juice mode adds variety, and a note of uncertainty to the game. As nice as it is to have all these extras, plus the noticeably faster gameplay, if you've already got the first NBA Jam you'd have to be a pretty big fan to shell out for this. All in all, though, this is an excellent piece of software, and certainly better than the original. RAD AUTOMATIC

- **GRAPHICS** 88
- SOUND 84
- PLAYABILITY 94 **■ VALUE** 91



MEGA DRIVE



VERDICT

I loved NRA lam first time around, but I just can't get used to the hot spots and icons in this version. They make the game, well, rather silly, and the whole thing's a lot more like Speedball than basketbali. But they can be turned off, which leaves with a slightly improved version of the first game, and the excuse for me to say - if you got it first time around, don't bother with this version. If you didn't well, this is bigger, faster and slicker, plus it's got that Mortal Kombat team in there somewhere, if only I could find it...

MARK PATTERSON

- **GRAPHICS** 85 SOUND 82
- PLAYABILITY 93 VALUE 90

