



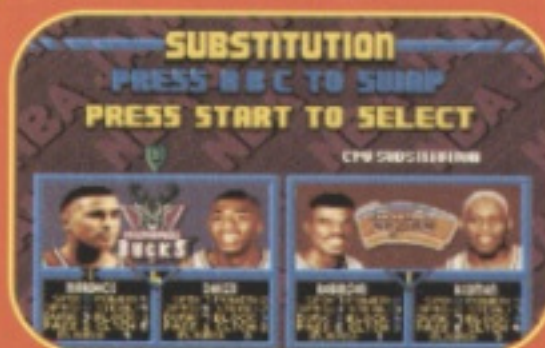
MEGADRIVE PREVIEW

SWIFT

1-4 PLAYERS 24 MEG	RELEASE	MARCH
	BY	ACCLAIM
	PRICE	TBA
	GAME TYPE	SPORT
PERCENT COMPLETE 		

Barely has the frenzy of Megadrive basketball games died down, before it goes and blinkin' well starts up again. Not that we're complaining, mind, because this time the culprit is none other the Crown Prince of Basketball Games, the High Priest of Boom Shakalaka, the Dunkin' Daddio of the Downtown Dribblers. It's NBA Jam, folks! Only this time, it's strutting its stuff under the mysterious moniker of Tournament Edition. It can only mean one thing – in time-honoured tradition they've gone and updated the thing.

Yeh, yeh, we know what you're thinking. You've seen these updated game shenanigans before. John Madden Football, FIFA Soccer, NHL Hockey, even Pele 2 was rumoured to have surfaced (although we don't like to mention that one for fear of contracting the pox). Well, don't go casting any judgements on NBA Jam: Tournament Edition, because this one promises to be more than just another run-of-the-mill console sequel. This is actually a conversion of the four-player Tournament Edition coin-op. Oh yes.



▲ Tired legs? Hey, simply put a different player on. It's easy.



▲ Barbara Windsor makes a surprise appearance (not pictured).

STATS ENTERTAINMENT

Clocking in at 24MEG (the original NBA Jam was only 16MEG), Tournament Edition has certainly put its extra memory to good use. As you'd expect from an updated sports game, the teams have been revised. What's more, each team now has between three and five team members, all with individual stats for power, blocks, steals, clutch and passing. These players can be changed around throughout the game and a good thing too, because now they all suffer from 'vigour depletion'. This basically means that the more each player gets tackled and knocked over, the more injuries they sustain and the weaker their stats get. If a player gets too badly bashed around, they end up almost useless.



COACHING TIPS

CLUTCH ATTRIBUTE.

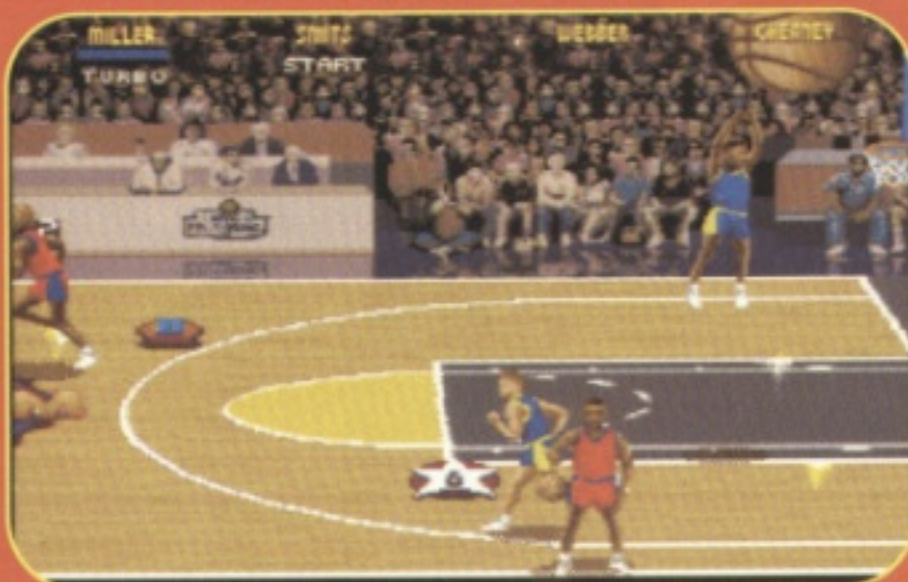
THE GREATER A PLAYERS CLUTCH RATING THE MORE CHANCE THAT HE WILL MAKE A GREAT PLAY IN THE LAST TEN SECONDS OF ANY QUARTER.





TOO HOT TO TROT!

Adding to the frenzied on-court action of NBA Jam: Tournament Edition are the all-new Hot Spots. Should one of your players pass over one of these sections of the court, just hit the shoot button to send them flying through the air before performing a super-dunk! This isn't as easy as it sounds, though, as the Hot Spots tend to move around in a somewhat random fashion. Worst still, in the coin-op they were completely invisible! Fortunately, you can make them visible – turning them into stars – in the Megadrive version. Phew.



▲ "Hey buddy, did you drop a beige lozenge with a big letter B on it?"



▲ The ill-fated 'limbo tackle.'



▲ "Boom Shakala!"
"Don't you mean Boom Shakalaka?"
"No, I read Sega Power's crap stickers."



EXTRA JUICE

There's far more to this sequel than just updated teams. In fact, there's far more to the Megadrive conversion of Tournament Edition than there was to the actual coin-op — the Juice Mode for instance. Remember how this was only a cheat in the home versions of the original NBA Jam? Well now it's a fully-blown option. What's more, it's got four speed settings allowing you to race around the court at anything from a nifty trot to a full-blown gallop.



▲ Nope, no markings on the floor here...





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HIDE AND SEEK!

Perhaps the neatest touches of the original NBA Jam were the many hidden characters to find in the game. Well, we laugh in the face of those hidden characters. "Ptcha!" we say to them. Because Tournament Edition has a staggering 33 hidden characters. Who or what are they? Who knows? We do, actually, but we're not telling you until the review! Exciting stuff, eh?



▲ He's a happy chappy, but he's not a secret chappy. Ho no.



▲ A secret character perhaps? Nope, just a scary fellow.



▲ And when the music stops...



I HAVE THE POWER!

Now here's an all-new feature you don't tend to see in sports sequels – power-ups! Just run over any of the randomly-appearing flashing icons on the court and your chosen player can be endowed with all-manner of supernatural powers. Anything from an instant 'On-Fire', super tackling abilities or even a courtquake, that topples your opponents. As they say in other stupid magazines – Boom Shakala!

