

From: Acclaim

Release: OUT NOW

Price: £54.99

Levels: N/A

Players: 1-4

Welcome to NBA Jam 2! Actually that's not quite true, and that's the problem.

The old Mega crew went just a touch over the top about NBA Jam. For whatever reason they decided to give it huge amounts of coverage and a score that was just a touch too high for my liking. Although it was a perfect arcade conversion, I thought the original game was a little too shallow to warrant essential purchase. 90-odd percent? 80-odd more like. Now though comes NBA Jam Tournament Edition, which as well as having a ridiculously long name, supposedly enhances the original game no end. Shall we take a little look then?

For starters, this is another arcade conversion. By that I mean that a Tournament Edition version of the coin-op did arrive in arcades, and this is not simply a money-spinning idea by

Acclaim. So how has the conversion gone then? Well, surprisingly well actually, and a large pat on the back to Iguana who have done the conversion (and who incidentally impressed Acclaim so much they bought the company!).

PRINCE CHARLES

So another perfect arcade conversion then, eh? Yes. So why the melancholy tone that's so obvious throughout this whole thing so far. Okay, let's just get this out of the way. Although Acclaim might claim (ho ho) that NBA Jam T.E. is an entirely new game, it isn't. While new ideas have been implemented here they are not different enough to make this a worthwhile purchase to people who already own the first NBA Jam cartridge.

Don't buy this if you already own NBA Jam. There. I've said it. Now the good news. Those of you who don't already own NBA Jam are in for a treat.

Remember back when NBA Jam was first released and everyone said, "Yeah, it's really good, but the sound is nowhere near as good as the SNES version"? So, Acclaim released the NBA Jam Mega-CD version to shut everyone up. Well, they really needn't have bothered, because all the extra speech that was pushed onto the CD has now been included on this new Mega Drive cartridge! Team names are now spoken before matches, and all the speech from the arcade machine has made its way across. Very impressive.

Graphically the thing looks very similar to NBA Jam, and as the original has very well animated and defined sprites that is no bad thing. It would have been nice to see some improvement in the graphics, but I guess you can't have everything. So we have the original NBA Jam with better

sound. "What's new?", I hear you cry. Well, if you're nice to me I might tell. C'mon let's hear it. Who's the best editor around? That's awfully nice of you all. Alright, here goes.



(Left) Hey, guess what? It's a dunk! Any money says you'll be tired of the captions by the end.



(Left) A ring-mouth tussle. Can you say ring-mouth? I mean as in 'goal-mouth'? Well I said it anyway!



(Above) Perhaps releasing the ball a little earlier might help mate!



(Above) and the winners are.... Lee's team of course, and Rich comes in dead last.

defensive abilities and even a bomb which causes every other player on the court to fall over.

The icons add to the game tremendously, and make you wonder just how you played NBA Jam originally without it becoming incredibly dull (easy answer, I didn't).

However, that isn't all! Oh no! There are now over 100 NBA stars included in the game. Just what this means to you and I in England is debatable, but the Americans will bloody love it. Anyway, what

TOURNAMENT EDITION

A GORILLA

As well as your usual NBA Jam 'run from one end of the screen to the other' gameplay we have a number of useful icons lying around. These come in two different types, points icons and power-ups. If you shoot the basket standing on a points icon, instead of the standard score you get whatever was written on the icon. This can be anything up to nine points for a single basket! As well as these icons, lingering around the screen are some other useful bits and bobs. These are icons which give you abnormal powers. You can collect permanent fire, speed ups, extra

else? Well according to the blurb there are nine all-new rim-rattling monster dunks. Yes, quite. What that lot of twaddle basically means is that there are many different ways to score a ridiculously over-the-top basket.

DJ JAZZY JEFF

"We want more!", and more you shall have. How about three member for every team instead of two. And how about giving them all different attributes like speed, defence and dunking. That would be quite good wouldn't it. Lucky they put it in then, eh? How about all you would-be manager out there?



(Left) A long range shot from the right hand side of the court has caught the other team unawares. Will it go in? Who cares!

(Right) It's a mighty tussle between the might of player one and the blight of player two. No guesses as to who played the superior player one. Oh alright one guess. Lee? Correct.



(Left) Has anyone read this month's Top 50 yet? Have a look on the last page (page 79), and remember not to leave your Apple Mac unattended so Rich can write nasty things about you.

(Right) Yes, quite. That player could probably make it that high in real life. I'm sure he could. No really. Honest. (and several other well-worn sacastic phrases).



(Left) How on earth was feeble player two supposed to stop the run-away computer from scoring when he'd been flattened? Not get flattened perhaps? Better luck next time Rich.

SECRET PLAYERS AHoy!

WEST	GOLDEN STATE	DALLAS	ATLANTA	And look who it is! The next King of England (probably), Chuck
	LA CLIPPERS	DENVER	CHARLOTTE	
	LA LAKERS	HOUSTON	CHICAGO	
	PHOENIX	MINNESOTA	CLEVELAND	
	PORTLAND	SAN ANTONIO	DETROIT	
	SEATTLE	UTAH	INDIANA	
	SACRAMENTO	ROOKIES	MILWAUKEE	

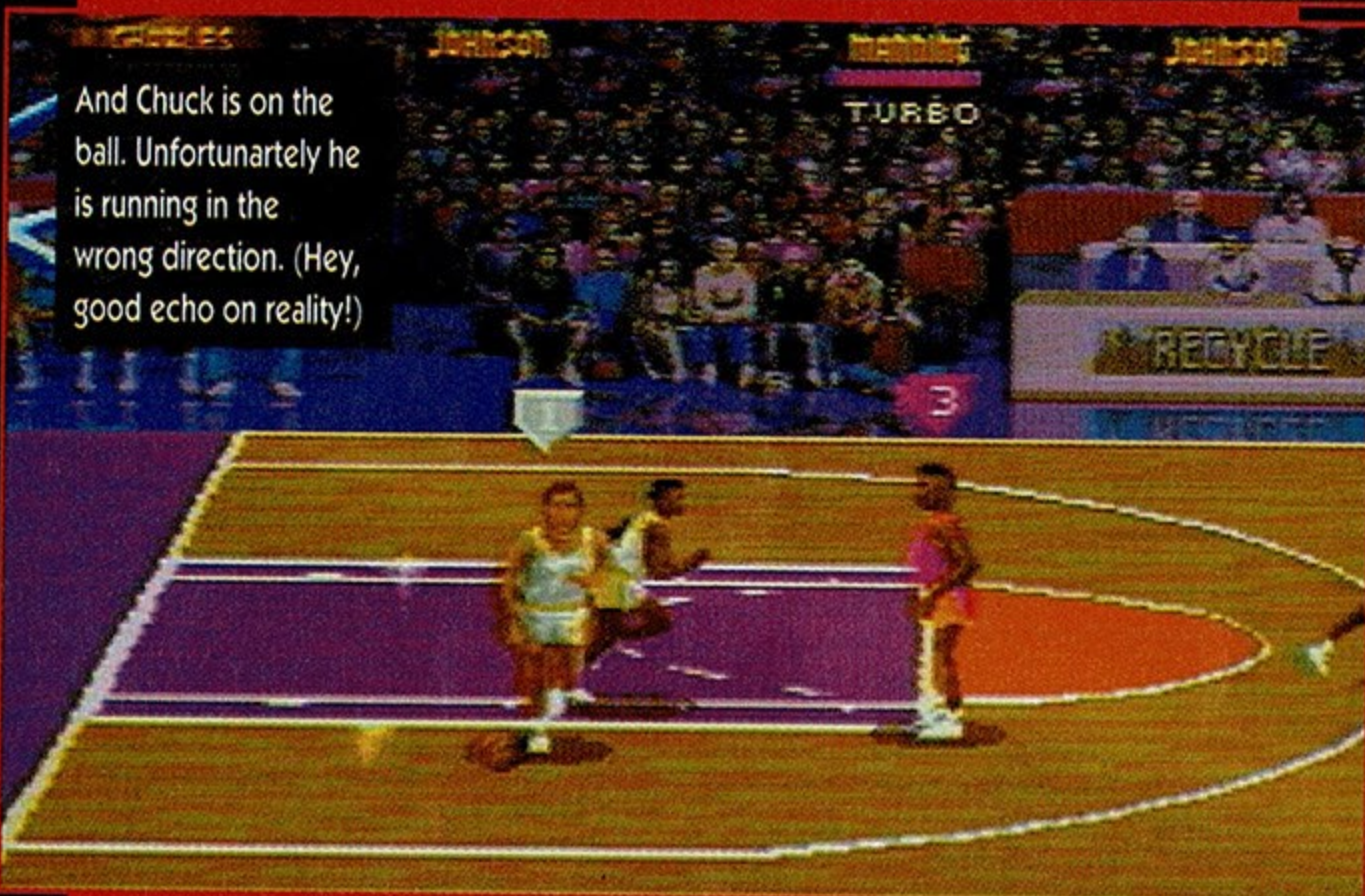
CHARLES
SPEED: 3 POWER: 3
3PTS: 1 STEAL: 1
DUNK: 1 BLOCK: 1
PASS: 1 CLUTCH: 1

JOHNSON
SPEED: 3 POWER: 3
3PTS: 1 STEAL: 1
DUNK: 1 BLOCK: 1
PASS: 1 CLUTCH: 1

MANNING
SPEED: 3 POWER: 3
3PTS: 1 STEAL: 1
DUNK: 1 BLOCK: 1
PASS: 1 CLUTCH: 1

JOHNSON
SPEED: 3 POWER: 3
3PTS: 1 STEAL: 1
DUNK: 1 BLOCK: 1
PASS: 1 CLUTCH: 1

And look who it is! The next King of England (probably), Chuck



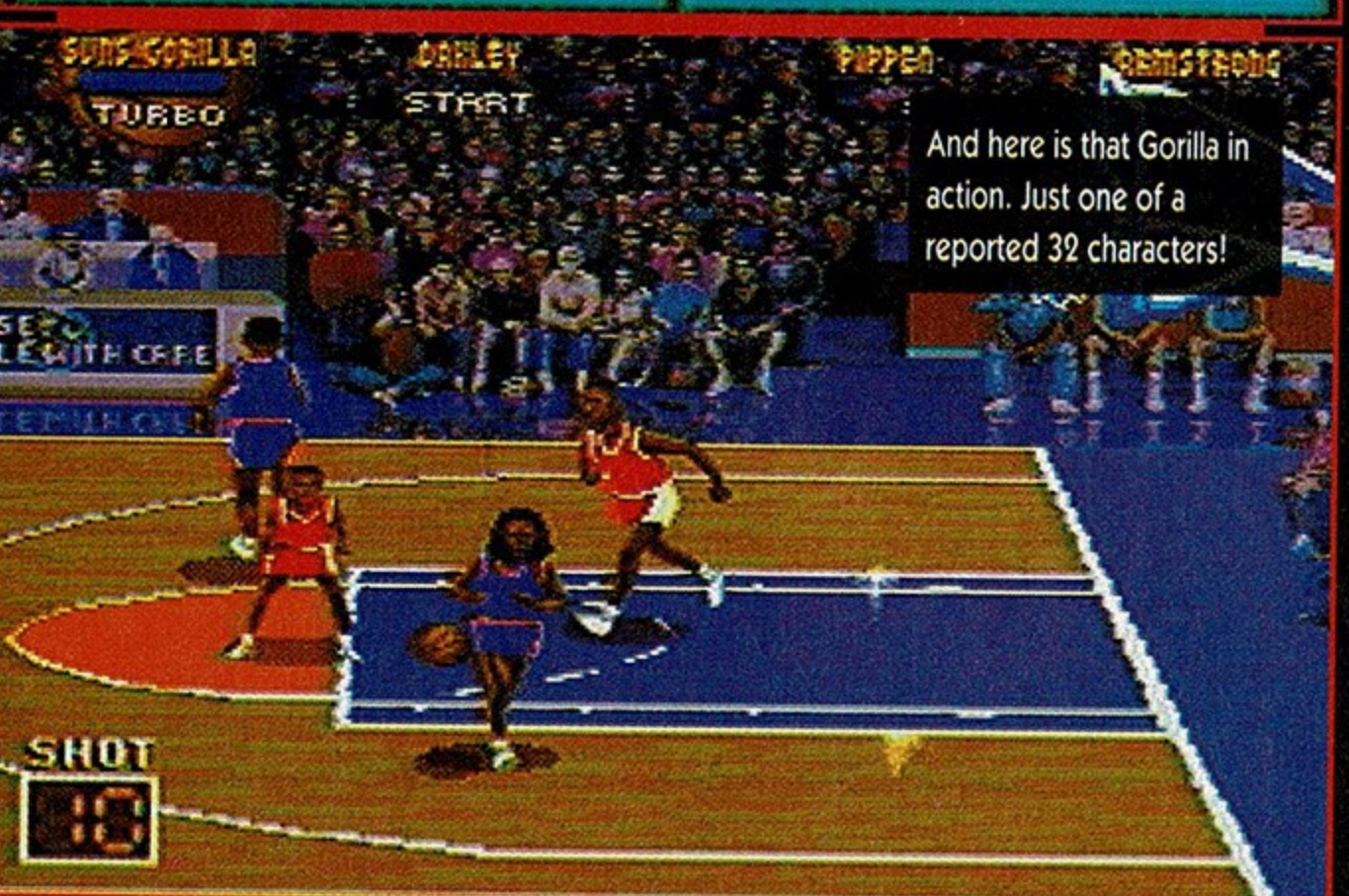
And Chuck is on the ball. Unfortunately he is running in the wrong direction. (Hey, good echo on reality!)

WEST	GOLDEN STATE	DALLAS	ATLANTA	For those readers with a sight disability, the special character is the one on the left. The gorilla you dummies!
	L.A. CLIPPERS	DENVER	CHARLOTTE	
	L.A. LAKERS	HOUSTON	CHICAGO	
	PHOENIX	MINNESOTA	CLEVELAND	
	PORTLAND	SAN ANTONIO	DETROIT	
	SEATTLE	UTAH	INDIANA	
	SACRAMENTO	ROOKIES	MILWAUKEE	
			WASHINGTON	

For those readers with a sight disability, the special character is the one on the left. The gorilla you dummies!

SUNS GORILLA
SPEED: 3 POWER: 3
3PTS: 1 STEAL: 1
DUNK: 1 BLOCK: 1
PASS: 1 CLUTCH: 1

OAKLEY
SPEED: 3 POWER: 3
3PTS: 1 STEAL: 1
DUNK: 1 BLOCK: 1
PASS: 1 CLUTCH: 1



And here is that Gorilla in action. Just one of a reported 32 characters!



"He's on fire!"

Hey look at this galaxy of stars!

STARRING SEAN ROOKS



Standard Karma Sutra gag coming up

DALLAS WINS!

DALLAS 50
NEW YORK 43

FINAL TOURNAMENT EDITION

Best guess. Dallas winning perhaps?



Atlanta have just scored a special star basket!

COACHING TIPS

SUBSTITUTIONS.

SOME PLAYERS MAY BECOME FATIGUED DURING THE GAME. TRY SUBSTITUTING THOSE PLAYERS WITH FRESH PLAYERS AFTER EACH QUARTER.

Listen to the coach. He's rarely full of shit.

1ST HALF

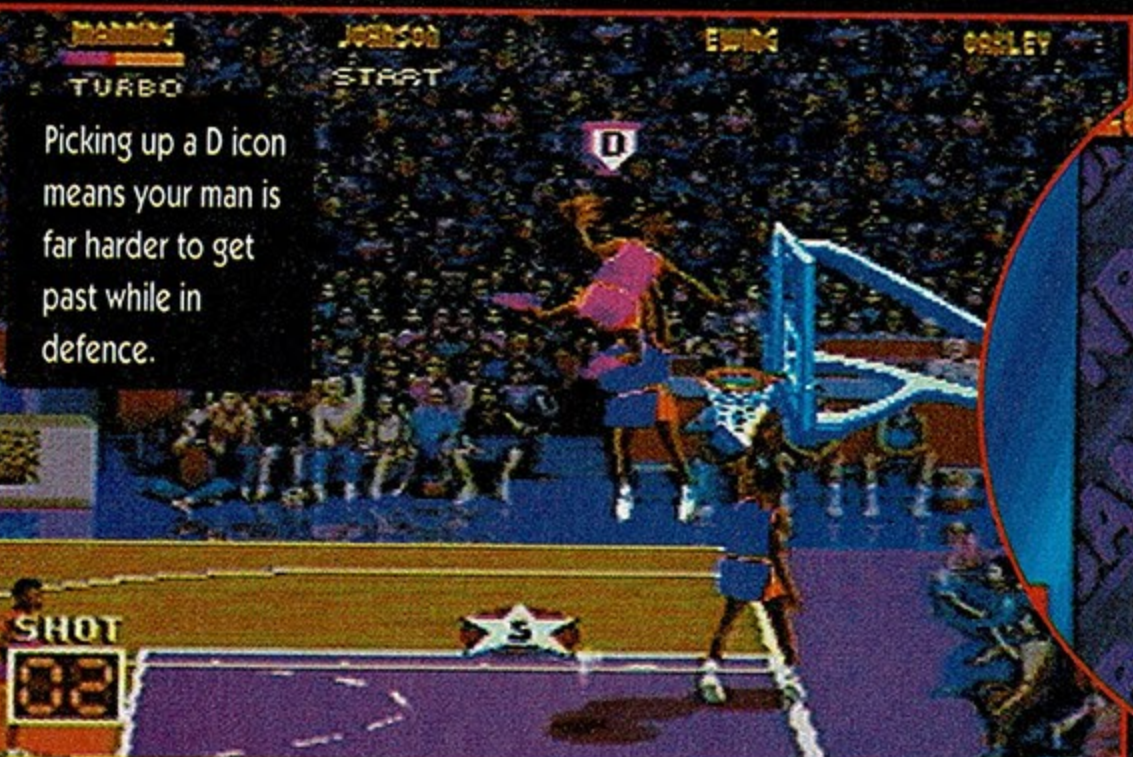
RIC
FG: 3 P: 10
POINTS: 12
ASSISTS: 0
STEALS: 0
BLOCKS: 0
REBO: 0
INJURED: 0

JOHNSON
FG: 3 P: 10
POINTS: 12
ASSISTS: 0
STEALS: 0
BLOCKS: 0
REBO: 0
INJURED: 0

"Hey Rich, when did you go on holiday?"



The infamous, 'Over the top of the head' Jam



Picking up a D icon means your man is far harder to get past while in defence.

LONGEST WINNING STREAKS
(CONSECUTIVE WINS)

DATE	STREAK	W-L
#1 CER	WINS 17	19-7
#2 SNK	WINS 14	18-10
#3 CLD	WINS 10	15-9
#4 NC	WINS 9	16-7
#5 JAF	WINS 8	13-9
#6 APF	WINS 7	12-8
#7 TCG	WINS 7	9-0
#8 CK	WINS 7	7-0



(Left) The fiery ball means, of course, that the person who's just thrown it is on fire. When on fire the ball invariably goes into the basket, no matter where you throw it from.



(Right) Oh look, it's another of those really likely jumps. I realise that the game isn't supposed to be realistic, but some of this stuff is completely beyond belief.



Another fiery chap heads basket-ward. I told you you'd get tired of these captions didn't I? You got tired didn't you? Am I psychic or what?



(Above) "And if you don't want a broken nose, don't get back up"

Would you like to be able to substitute players when they get injured? Sure you would, and now you can!

Ah, I seem to be running out of extra thing to talk about. Oh yeah, now I remember, the hidden characters. Remember how in NBA Jam you could play about eight or nine different extra characters? They were all a bit lame somehow though weren't they? I mean, Bill Clinton for God's sake! Anyway, there are now (reportedly) dozens of hidden extra characters for you to play with, and Acclaim aren't yet giving away any secrets so I can't tell you who they are.

WILL SMITH

Well, now I have run out of new things to talk about, so I'll have to fall straight into 'round up the review' mode. To recap then. I wouldn't recommend you buy this if you already own the original NBA Jam unless you were REALLY into the Tournament Edition coin-op or you're one of those people who just have to have the latest version of a game (and just where do you get your money?). For those who never bought NBA Jam (and to be honest, with the sales figures there can't be that many of you), this is a far better bet. It's faster, smoother has more characters, both real and secret. It has extra bonus power-ups, added animation and much better sound.

It's an excellent action basketball game. It might be a little dull for those who prefer some strategy to their game, as the action only ever seems to consist of running from end to end scoring baskets. However, this is mainly due to the fact there are only ever four players on court at once. It is much better as a multi-player experience of course, and those of you with a Sega Tap lying around gathering dust should go and find it, head down the shops to get a copy and call your mates round for an arcade experience second to none. Just don't expect NBA Jam 2, that's all.

91

PERCENT

"The best just got better, but not by that much."

Lee A Brown



GRAPHICS

9



SOUND

9



GAMEPLAY

7



GAME SIZE

6

