NBA JAM

T.E.
TOURNAMENT EDITION

JAGUAR
64-BIT

GAME MANUAL

MANUAL DE JEU

SPIELANLEITUNG

JAG-WARE
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ATARI Info Consommateur
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Read before using your Atari video entertainment system.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns. Exposure to these patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATE-LY discontinue use and consult your physician before resuming play.

WARNING to owners of projection televisions:
Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating Board.
For information about the ESRB rating, or to register a complaint about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

JAGUAR™ 64-Bit Interactive Multimedia System Game Manual

Handling this Cartridge

The Atari Jaguar Interactive Multimedia Cartridge is intended for use exclusively with the Atari Jaguar System.

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play to rest yourself.
- If for any reason your cartridge does not load, or you see only a red screen, remove, clean, and reinsert the cartridge. If the problem persists, refer to the warranty information included with your Jaguar cartridge.

CONTENTS

JAM IT HOME!

Cut loose, drive for the net, and give it all you've got! With *NBA* 🏀*JAM*™ *TOURNAMENT EDITION*, you're experiencing wham, bam, hoop action like you've never seen before!

NBA 🏀*JAM*™ *TOURNAMENT EDITION* lets you wham it and slam it with rim-rock-ing superstars like Scottie Pippen, Patrick Ewing, Dominique Wilkins, Hakeem Olajuwon, Anfernee Hardaway and Karl Malone! They're all here: The greatest superstars of the sport that has become the greatest game on the globe!

Blast off with the Rockets and the Blazers, display some roundball Magic and Heat, fly high with the Hawks and the Hornets! All 27 NBA® teams are represent-ed as you take to the boards in one-on-one, two-on-two, or two-on-one competition!

Hit the hardwood with slams and turbo-charged Jams! Take the three-point shot from the far end of the court, or Jam it home from under your opponent's net!

You think you know the game?

Think again! With *NBA* 🏀*JAM*™ *TOURNAMENT EDITION* you're entering a whole new world of rim-ramming, hard-hitting hoop excitement!

BEFORE YOU LACE UP THE SHOES

Getting Started

1. Insert your *NBA ⬛°JAM™ TOURNAMENT EDITION* cartridge into the cartridge slot of your Jaguar 64-Bit Interactive Multimedia System.
2. Press the **Power** button.
3. Press the **A, B** or **C** button to go directly to the **Title** screen. Press the **A, B** or **C** button to get to the **Main** menu. If the game goes into Demo mode, pressing the **A, B** or **C** button will bring you back to the **Title** screen.

Memory Save

High scores and game options are retained in the cartridge even if you have turned off your Jaguar 64-Bit Interactive Multimedia System. The cartridge will store up to 100,000 changes. After 100,000 changes have been recorded, no more changes will be retained. To clear currently saved changes, press *, # and the **Option** button while on the *NBA ⬛°JAM™ TOURNAMENT EDITION* **Title** screen.

Controls

Pause   Press the **Pause** button to pause the game. Press the **Pause** button again to resume play.

Game Reset   To reset the game at any time, press the * and # buttons to go back to the beginning.

Choose Your Game

After the opening intro, the **Title** screen appears. You can press the **A**, **B** or **C** button at any time during the intro to bring up the **Title** screen. On the **Title** screen press the **A**, **B** or **C** button to access the Main menu. You can choose to either begin gameplay or access options by using the **Joypad** to highlight an item and pressing the **A**, **B** or **C** button.

> **NOTE:** There are four different player positions in *NBA ®JAM™ TOURNAMENT EDITION*. Players 1 and 2 are teammates, and players 3 and 4 are teammates who oppose them.

HEAD-TO-HEAD mode places two human players on opposite teams. The person with controller 1 is Player 1, but the person with controller 2 is Player 3. You can play one-on-one, two-on-two, or two-on-one competitive games.

TEAM GAME mode puts both players on the same team (Two players vs. computer), making the person with controller 1 Player 1, and the person with controller 2 Player 2. It's you and a friend against the computer!

PRACTICE mode enables you to work on perfecting your passing and Jamming skills. Usable with one or two players, in Practice mode you can set up specialty drills and review and refine your dunks before you take on the NBA®'s best.

OPTIONS

OPTIONS mode allows you to customize your *NBA ⑤°JAM™ TOURNAMENT EDITION* gameplay in a wide variety of ways! (For additional details see *Customize The Game*)

To play using Team Tap™ insert the Team Tap™ plug into port #2. You'll be asked to select the controller number corresponding to the player you wish to control:

Controller 1 -	Player 1
Controller A -	Player 2
Controller B -	Player 3
Controller C -	Player 4
Controller D -	Unused

Everyone who wants to play should then press the **A** button on their respective controllers.

Whether you are using Team Tap™ or not, you will then be asked if you want to enter your initials for record-keeping. Press up or down on the **Joypad** to choose, then press the **A**, **B** or **C** button. This decision affects all players; no player can enter initials if "no" is selected. If "yes" is selected, each player will then be asked to enter his/her initials. Use the **Joypad** to move the cursor to the desired letter, then press the **A**, **B** or **C** button to select. *NBA ⑤°JAM™ TOURNAMENT EDITION*'s record-keeping feature stores each player's record, ranking, winning percentage, and more!

In Head-to-Head and Team modes, you'll then be asked to choose your NBA® team. Use the **Joypad** to highlight the team you want. Both players can pick the same team. Each team is comprised of two players from a roster of three or more NBA® teammates. In addition to the 27 NBA® teams, *NBA* 🏀*®JAM™ TOURNAMENT EDITION* features a rookie team made up entirely of NBA® newcomers. As with regular teams, both players can select rookie teams.

Notice that for every player featured in *NBA* 🏀*®JAM™ TOURNAMENT EDITION*, a field of statistical ability rankings appears below the player's portrait. These figures rate each player on a scale of 0 to 9 in eight important playing categories. Attributes rated are:

Speed: How quick the player is.

3 Pt: Rates how well the player hits the hoop from "downtown."

Dunk: A ranking of what kind of Jammer the player is.

Pass: How accurate a player's passing game is.

Power: The power of a player is important in terms of both his strength and his ability to withstand injury.

Steal: Rates a player's ability to strip the ball from opponents.

Block: How good is this player at rejecting and deflecting attempted shots? The block rating tells no lie!

Clutch: Tells you whether this player comes through when you need him most, or if choking is more his style.

Once you've highlighted your team, press the **B** or **C** button to scroll through the available player combinations on that team. Press the **A** button to lock in your choice.

CUSTOMIZE THE GAME!

The **Options** screen provides you with a wide variety of ways to affect gameplay. To select an option press the **Joypad** up/down. Press the **A**, **B** or **C** button to make your choice on each option.

TIMER SPEED: The speed of the clock may be set from I (extra slow) to 5 (extra fast).

DRONE DIFFICULTY: The competitive intelligence of your computer controlled opponents may be set from I (extra easy) to 5 (extra hard).

TAG MODE: In a one-player or one human per team game, *NBA ®JAM™ TOURNAMENT EDITION* allows you to select how you wish to control your teammate. Off is the default. As in the arcade version, you control one player the entire game, and the computer controls your teammate (unless a human player should "jump in" by pressing the **A**, **B** or **C** button on a separate controller). Tag Mode On enables you to control both the ball-handling and the movement of whichever player on your team has the ball. In other words, you pass off control when you pass off the ball. The "tag" occurs when your teammate gains possession, so if a pass is intercepted, you retain control of the player who passed.

COMPUTER ASSISTANCE: Set on or off. When on, this option will cause the computer to make sure that games remain close by cooling off any team that gets too big a lead! Turn off to give both teams a 'fair shake.'

CHOOSE YOUR PAD: This mode offers you six different ways to set up the buttons on your controller for various pass, shoot, and turbo options.

VIEW/DELETE RECORDS: Activating this option will take you to the record screen. *NBA ®JAM™ TOURNAMENT EDITION* stores records and stats for up to 32 different players. At some point, however, you may wish to make room for a new one. To erase a record, use the **Joypad** to highlight the desired record and press the **A**, **B** or **C** button. You will be asked to confirm

whether you truly wish to delete this record. Press the **A** button to abort your deletion. Press the **C** button to erase the record. Highlight Return to Main Menu and press the **A, B** or **C** button to return to the main **Options** menu.

SPECIAL FEATURES allows you to make additional adjustments to six game features:

1. TOURNAMENT MODE: When on, this prevents use of all powerups and cheats. Notice that when Tournament Mode is on, all other options in the Special Features menu are not available.
2. SHOT CLOCK: May be adjusted from 5 seconds to 24 seconds.
3. OVERTIME: May be adjusted from 1 minute to 3 minutes.
4. HOT SPOTS: When on, will create visible hot spots with different point values. Shoot or Jam from a hot spot and score bonus points! When your player lands on one, you'll hear a sound and the color of the spot will change.
5. POWERUP ICONS: These will enable a player to instantaneously (and temporarily) increase his dunking ability, cause a player to remain temporarily "on fire," and more! Available to be picked up by a human player or the computer-controlled opponent, they appear on screen at random. Here's a directory of available icons you'll find in *NBA JAM™ TOURNAMENT EDITION*:

Increases a player's ability to make the three-point outside shot!

Allows players to perform Monster Jams from anywhere on the court.

 Increases a player's overall speed!

 Increases a player's power.

 Temporarily gives a player unlimited turbo!

 Causes a player to catch fire increasing his ability to sink those incredible slams!

 The Bomb flattens everyone on the court except the player who collects it.

6. JUICE MODE: Talk about high-speed slamming! Turning up the juice increases all players' overall speed by a factor of 1 to 4. Try hitting Turbo when your player's been juiced up to a factor of four! Awesome!

NOTE: Hot Spot or Powerup icon games will not count toward your season record.

Once you've made all of the Special Features changes you want to make, select Options and press the **A, B** or **C** button to lock in your choices.

When you've made all of your Options choices select Return To Main Menu and press the **A, B** or **C** button.

After the first and third quarters, the computer will provide coaching tips to help you improve your game! After the second quarter, the computer will review the players' statistics for the first half.

TIME TO HIT THE BOARDS!

An *NBA ®JAM™ TOURNAMENT EDITION* game is divided into four quarters of three minutes each. A game begins with a tip-off as two players leap for the ball in order to gain control. Possession of the ball at the beginning of the second and fourth quarters goes to the home team (team one). The visiting team (team two) gets the ball at the start of the third quarter regardless of who wins the initial tip or who had the ball when the previous quarter ended. The home team defends the basket at the left side of the screen and scores against the visiting team's basket at the right side of the screen.

The object of the game is to have outscored your opponents when the final buzzer sounds. A basket counts for two points when it is shot from inside the three-point line, and three points when shot from behind it.

A defensive player can block a shot, but only when the ball is on the upward part of its arc. If it is touched by a defender on its downward flight, a goaltending call is made, and points are awarded whether or not the basket was going to go in. Once the ball touches the rim, however, it can be grabbed by any player, either offensive or defensive.

To make identifying the ball-handler easy, whenever a player has possession of the ball, an orange basketball indicator will appear behind his name at the top of the screen. If nobody has possession — the ball is in the air or has been knocked away — there is no indicator.

If a player scores three baskets in a row, he is 'on fire!' During this time, he has unlimited Turbo, and a much better chance of sinking shots from anywhere on the floor! Being 'on fire' lasts for four baskets by the 'on fire' player, or until the next opposing basket goes in. This means that a teammate can score without putting out the 'fire.' The ball glows when the player on fire holds it and smokes when he shoots it.

SUBSTITUTIONS

After the 1st, 2nd and 3rd quarters, *NBA ⑤°JAM™ TOURNAMENT EDITION* allows you to make player substitutions from your team roster. Change the player combination by pressing the **B** or **C** button. When you see the two players on screen you want in the game, press the **A** button to verify your choices and begin the next quarter.

> **NOTE:** When a player completes a season by defeating all 27 NBA® teams, expanded rosters become available for some teams. And special teams become available as well!

Injury: A progressive assessment of a player's health, this ranking will increase as a player sustains increased injury throughout a game. An injured player will suffer degraded play in all attribute areas, so you may wish to substitute a healthy player for an injured one. Sitting a player out for a quarter will completely restore his health.

Joypad

A Button
B Button
C Button
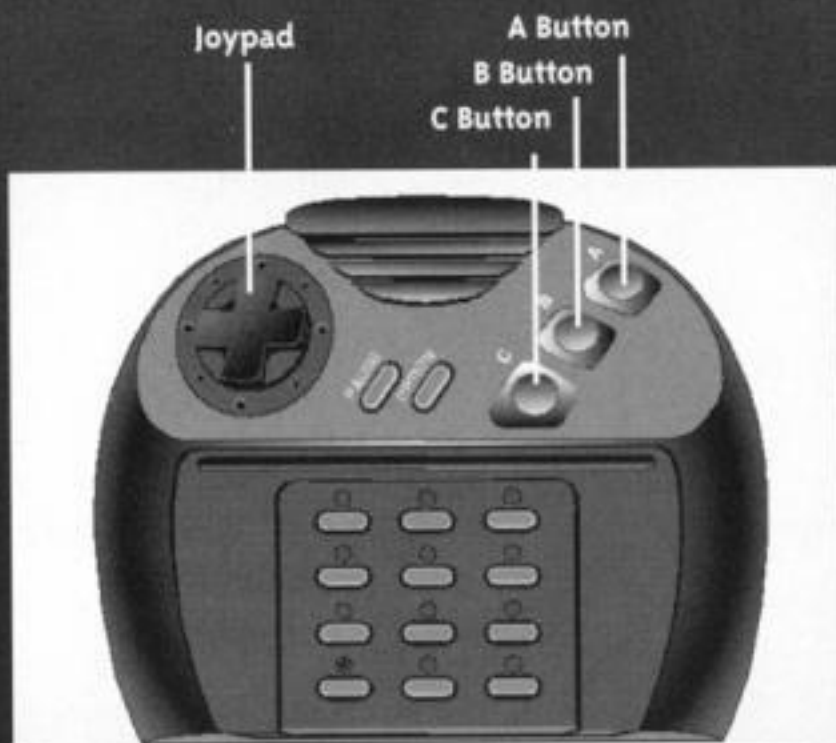
JAM CONTROLS

JOYPAD
Moves your player up and down the court. When any player is off-screen, his position is marked by an arrow with his player number and color. The height of the arrow shows where he is vertically on the court, and distance from the edge shows how far off-screen he is.

SHOOT/BLOCK (Default – the A button)
When your team has the ball, the Shoot button will cause you (and on a one-human team, your computer teammate as well) to shoot for the basket. Your player releases the ball when you release the button. Releasing the ball at the apex of your leap gives your shot greater accuracy, but releasing it quickly or very slowly can often prevent a leaping defender from blocking or stealing the ball. Tapping Shoot once quickly executes a head-fake which may trick the defense, but it stops your dribble so you must either pass or shoot the ball before you can move!

When your team does not have the ball, Shoot/Block causes your player to jump up for a block. Timing is crucial to denying the shot. Jump too early and the shooter can wait until you fall out of the way; jump too late and the shooter can shoot it over you!

Many times your defender will get a piece of the ball without rejecting the shot completely. The ball will flash white whenever your defensive player makes contact with it.

PASS/STEAL: (Default — the **C** button)
When your team has the ball, the Pass button will cause you (and on a one-human team, your computer teammate) to pass the ball to his teammate. But a passed ball is easily intercepted by a defender so look before you pass!

When your team does not have the ball, tapping this button causes your player to swipe at the ball in the hopes of either stealing it or knocking it out of an opponent's hands.

TURBO: (Default — the **B** button or the left and right **Index** buttons on the ProController)
Turbo causes your player to run much faster than he normally would (determined by his attributes). Whether on offense or defense you can blow by a defender or step around a pick and block a shot! Unfortunately, your player has only a limited amount of turbo power, indicated by the meter by your player's name. As you use it, the meter runs down, but when you release Turbo, it begins to regenerate. A player using Turbo can be spotted by his colored shoes! When a player is 'on fire,' he has unlimited Turbo until his 'fire' is put out, but to use the Turbo, the button must still be held!

Tapping Turbo several times quickly causes your player to grab and protect the ball, a move which can often knock defenders away and give you a clean shot at the basket.

TURBO + SHOOT/BLOCK
When your player has the ball near the basket, pressing these two buttons causes you (and on a one-human team, your computer teammate) to go for the Jam, slam-dunking the ball into the basket. There are many spectacular "Ultra-Jams" that can be executed, depending on a number of factors such as the players dunking ability and position. Your player will only Jam if he is moving, however, so be sure to drive towards the hole if you want to slam!

When your team doesn't have the ball, pressing these two buttons makes your player go for a super block, jumping much higher than he ordinarily would!

TURBO + PASS/STEAL
Pressing these buttons will cause the ball-handler to execute a much harder and safer pass than the Pass button by itself. Often these will take the forms of behind-the-back, or bounce passes.

When your player doesn't have the ball, pressing these buttons together makes your player maneuver his way through. He may clear a player out of the way. Be careful, because you can clear your own player too! Defensively this is a useful tool for stealing the ball, bringing down rebounds, and stopping "easy Jams!" Offensively this is a good way to clear an area so a teammate has a clear shot at the basket.

OFFENSIVE CONTROLS

When a player has possession of the ball
(default settings are in parentheses)

	Tap button	**Hold** button	**Press + Turbo**
Shoot/Block (A)	Head Fake	Jump Shot	Dunk
Pass/Steal (C)	Pass	Pass	Super Pass
Turbo (B or **Index**)	Protect Ball	Run Faster	

DEFENSIVE CONTROLS

When a player does not have possession of the ball
(default settings are in parentheses)

	Tap button	**Hold** button	**Press + Turbo**
Shoot/Block (A)	Block	Block	Super Block
Pass/Steal (C)	Steal	Steal	Clear
Turbo (B or Index)		Run Faster	

CREDITS

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