Acclaim

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WE PUMPED UP THE JAM!

NBA JAM T.E.™

TOURNAMENT EDITION

INSTRUCTION MANUAL

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

OFFICIAL NBA LICENSED PRODUCT

MIDWAY

Acclaim

Do you love slammin' jammin' action that heats up the hardwood and threatens the backboards? Do you love to see the brightest talents in the NBA® do their thing? Do you love B-Ball? Then you've come to the right place! Acclaim Entertainment always brings you the best—now we bring you more of it! Instructions for installing and playing NBA® JAM™ TE™ appear first in this manual. You gotta love this!

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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-rocking 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 represented 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

NOTE: NBA® JAM™ TE™ SUPPORTS THE FOLLOWING SOUND CARDS:

Ad Lib, Ad Lib Gold.

Ensoniq Sound Scape General MIDI.

ESS Technology ES688 FM Audio/Digital Audio

General Midi (Roland MPU-401 interface or 100% compatible)

Generic Yamaha OPL3-based FM Audio

Gravis Ultrasound Midi Synth.

Media Vision Pro Audio Spectrum

Media Vision Pro Audio Spectrum 16 or plus

New Media Corporation WaveJammer Digital Audio

PC Speaker

Sound Blaster, Sound Blaster Pro, Sound Blaster 16, Sound Blaster AWE 32 or 100% compatible.

Tandy 3 voice

MINIMUM SYSTEM REQUIREMENTS FOR NBA® JAM™ TE™

- IBM or 100% compatible 486SX/33MHz PC
- 8 MB RAM, double speed CD-ROM drive
- 15 MB hard disk drive space for full installation (2MB for partial install)
- DOS 5.0 or greater
- 1 MB Super VGA video card

INSTALLATION:

1. Turn on your computer. Insert the NBA® JAM™ TE™ CD-ROM disc (located in the jewel case in your package) into your CD-ROM drive (using a disc caddy if appropriate).
2. At the DOS prompt (**C:\>**), type the letter corresponding to the CD-ROM drive on your computer (most are either D or E) followed by a colon (:), then press the ENTER key.
3. At the **D:\>** or **E:\>** prompt, type **INSTALL** [Enter].
4. The NBA® JAM™ TE™ Installation Program will run. Follow the on screen prompts to install NBA® JAM™ TE™ to your hard disk drive. NOTE: You can choose either a **FULL** or **PARTIAL** installation by pressing either the F1 or F2 keys when prompted.
   - Choosing **FULL** installation will install the entire game directly onto your hard drive. This will give the best game performance, and is recommended. You must have at least 15 MB of hard drive space free for a full installation.
   - Choosing **PARTIAL** installation will install only a portion of the game (2Mb) directly onto your hard drive, and access the CD-ROM for the remainder of the of the program. This saves space on your hard drive, but results in longer loading time between quarters.
5. To run NBA® JAM™ TE™ once it is installed on your hard disk, ensure that you are in the NBA® JAM™ TE™ directory, then type 'JAM' [Enter] at the 'C:\ACCLAIM\JAMTE>' prompt.

Once your game is installed, you will be given Sound Card Configuration options. This program automatically detects the proper setting to maximize game performance. Highlight Done when this function is completed. For further information, please see the Technical Supplement.

If you experience any difficulty installing NBA® JAM™ TE™, please consult the Technical Supplement included with your game.

When the NBA® JAM™ TOURNAMENT EDITION™ title screen appears, press ENTER. You will then see a screen featuring these choices: Start Game or Options. Highlight your choice and press the FIRE button or ENTER.

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. To play a four player game, you must have a 4 player Gravis GrIP adapter.

Once you select Options, you will see a screen with the following options:

GAME OPTIONS lets you customize your NBA® JAM™ TOURNAMENT EDITION™ game play in a wide variety of ways!

TIMER SPEED: The speed of the clock may be set from 1 (extra slow) to 5 (extra fast).

DRONE DIFFICULTY: The artificial intelligence of your computer controlled opponents may be set from 1 (extra easy) to 5 (extra smart).

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 an action key or button.) 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".

PLAYER SIZE: Speed up game play by reducing the size of the players. On a slower computer, this can speed up game play considerably. Set player size from 100% down to 60%.

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

1. **TOURNAMENT MODE.** When on, this disallows all power-ups and cheats, and turns computer assistance off. Notice that when Tournament Mode is on, all other options in the special features menu are not available, and that Computer Assistance is automatically turned off on the regular options screen.

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. **POWER-UP 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 CPU, they appear on screen at random intervals. 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 pushing 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 4. Try hitting turbo when your player's been juiced up to a factor of four! Awesome!
7. **FULL MOTION VIDEO.** The halftime and end of game reports feature actual full motion video clips of your NBA® team in action. You may choose to turn this feature OFF or ON.

NOTE: Hot Spot or Power-Up Icon games will NOT count toward your season record.

CONTROL OPTIONS

Use this option to configure your joystick or keyboard. Toggle between Keyboard 1, Keyboard 2, GrIP Pad, Joystick and CPU. After selecting your input device, actions such as Turbo, Shoot/Block and Pass/Steal can be assigned to particular buttons or keys by pressing the desired button/key when an action is listed. When finished, you will automatically return to the options screen.

A NOTE ABOUT GAME TYPES AND INPUT DEVICES:

A Head-to-Head Game places two human players on opposite teams. The person with the 1st input device (Keyboard 1, Joystick 1) is Player 1, but the person with the 2nd input device (Keyboard 2, Joystick 2) is Player 3.

A Team Game places both players on the same team (two players vs. the computer). The person with the 1st input device remains Player 1, but the person with the 2nd input device is now Player 2.

CONFIGURING KEYBOARDS

Two players can play on one keyboard. Note that players may not have the same keyboard control keys.

KEYBOARD DEFAULT CONTROLS

PLAYER 1

PLAYER 2

FOUR BUTTON JOYSTICK DEFAULT CONTROLS

To use more that one joystick, you must have a game card installed or plug a Y cable into the existing game port.

Note: When using a four button joystick, the PASS/Steal function must be configured in the Controls Options screen.

When using either a **TWO** or **THREE BUTTON JOYSTICK**, you must split your configuration between the joystick and a keyboard key.

Move Player = D-PAD

Shoot/Block = 1 BUTTON

Pass/Steal = 2 BUTTON

Turbo = any key chosen on keyboard

Plug a Gravis GrIP into your game port to enable up to four

players to play with joysticks. When using the GrIP, all players must have Gravis six-button pads— the other keyboard and joystick options are disabled.

RECORDS OPTION

Activating this option will take you to the record screen, where you can view and/ or delete records. NBA® JAM™ TOURNAMENT EDITION™ stores records and stats for over 32 different players! At some point, however, you may wish to make room for a new one. To erase a record, press UP or DOWN arrow (cursor) keys to highlight the desired record and press the FIRE button to DELETE. You will then be asked to confirm whether you truly wish to delete this record. Press ESC to abort your deletion, or the FIRE button to erase the record. Press ESC to return to the OPTIONS screen

EXIT MENU

When you're through setting options, highlight Exit and press ENTER. You will return to the Game mode screen, where you can jump into NBA® action!

Before or after setting OPTIONS, highlight START GAME to begin play.

You will then be asked if you wish to enter your initials and birthdate for record-keeping. Press UP or DOWN arrows (cursor) keys to choose, then press the SHOOT KEY/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 and birthdate. Move the cursor to the desired letter, then press the SHOOT KEY/BUTTON to select. Select the month and date. If the initials and date entered are in memory, your record will be immediately recalled. NBA® JAM™ TOURNAMENT EDITION™'s record-keeping feature stores each player's record, ranking, winning percentage, and more!

You will then be asked to choose your NBA® team. Use the direction arrows (cursor) keys OR JOYSTICK 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. Rookie team games do NOT count towards a season.

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 peppy 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 El Foldo is more his style.

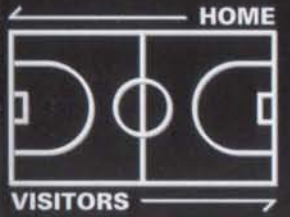
Once you've highlighted your team, use the SHOOT KEY/BUTTON to scroll through the available player combinations on that team, then press the TURBO KEY/BUTTON to lock in your choice.

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 4 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 two), and to the visiting team (team one) at the start of the third quarter regardless of who wins the initial tip or who possessed the ball when the previous quarter ended. The home team defends the basket at the right side of the screen and scores against the visiting team's basket at the left 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.

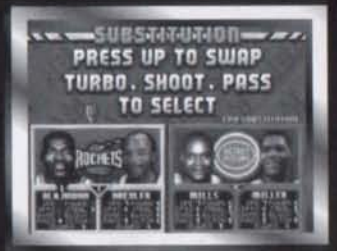
A defensive player can block a shot, but only when the ball is on the upward part of its arc. If it is touched by a defender on its downward flight, a goaltending call is made, and points are awarded whether or not the basket was going to go in.

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! Only one player can be "on fire" at a time. Being "on fire" lasts for four baskets by the "on fire" player or until the next opposing basket goes in, meaning that a teammate can score without disrupting 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® JAM™ TOURNAMENT EDITION™ allows you to make player substitutions from your team roster. Change the player combination by pressing up on your joystick or keyboard. When you see the two players on screen you want in the game, press any button or key to 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.

JAM CONTROLS

Directional Pad/ Keys: 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 showing where he is vertically on the court, and distance from the edge showing how far off-screen he is.

SHOOT/BLOCK: When your team has the ball, the SHOOT KEY/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 quickly several times 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: When your team has the ball, the PASS KEY/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 or key 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: TURBO causes your player to run much faster than he normally would (determined by his attributes), whether on offense or defense, allowing you to blow by a defender, or to 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/keys 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/keys makes your player go for a super block, jumping much higher than he ordinarily would!

TURBO + PASS/STEAL: Pressing these buttons/keys will cause the ball-handler to execute a much harder and safer pass than the PASS button/key 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/keys together makes your player maneuver his way through the crowd. 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

	TAP BUTTON/ KEY	HOLD BUTTON/ KEY	PRESS + TURBO
SHOOT BLOCK	HEAD FAKE	JUMP SHOT	DUNK
PASS/ STEAL	PASS	PASS	SUPER-PASS
TURBO	PROTECT BALL	RUN FASTER	

DEFENSIVE CONTROLS

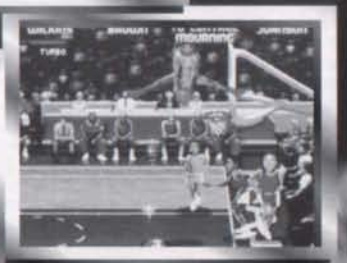
When player does not have possession of the ball

	TAP BUTTON/ KEY	HOLD BUTTON/ KEY	PRESS + TURBO
SHOOT BLOCK	BLOCK	BLOCK	SUPER-PASS
PASS/ STEAL	STEAL	STEAL	CLEAR
TURBO		RUN FASTER	

WHAM IT, SLAM IT, JAM IT!

WHAM IT, SLAM IT, JAM IT!

Practice your turbo-charged Jamming and slamming and see if you can duplicate some of these breathtaking moves!



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This ACCLAIM software program is sold "as is," without express or implied warranty of any kind, and ACCLAIM is not liable for any losses or damages of any kind resulting from use of this program. ACCLAIM agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ACCLAIM software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the full extent of our liability.

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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

Technical Support- For technical support, please refer to the enclosed Technical Supplement for assistance.

Repairs/Service after Expiration of Warranty- If your software requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

ACCLAIM Hotline/Consumer Service Dept. (516) 759-7800
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NBA® JAM™ T.E.™ DOS CD TECHNICAL SUPPLEMENT

If you are experiencing any problems with NBA® JAM™ T.E.™ please take some time to read this technical supplement before calling our technical support number.

NOTE: ACCLAIM does NOT provide technical support for Lights Out Sports Fans. If you experience any difficulty with Lights Out Sports Fans please contact Lights Out customer support at (313) 769-1675.

COPY PROTECTION

We have implemented a copy protection scheme for NBA® JAM™ T.E.™. You MUST have the NBA® JAM™ T.E.™ CD-ROM in your CD-ROM drive in order for your game to run. The program will not allow access to the game unless the CD-ROM is in your drive. You will need to have the CD-ROM in your drive to take full advantage of the music files and full motion video. This holds true regardless of whether you have performed a full or partial installation. Removing the CD-ROM during gameplay will cause the game to crash.

MEMORY MANAGEMENT

NBA® JAM™ T.E.™ was thoroughly tested before its release. If you are having problems with NBA® JAM™ T.E.™ they are most likely related to how your memory is allocated. Outlined below are some procedures for configuring your computer's memory.

Most personal computers are shipped from the factory with the memory configured to run productivity software. Entertainment software frequently requires a more robust memory configuration. For NBA® JAM™ T.E.™ to function properly, we recommend that MS-DOS have a total of about 430K of conventional memory available. The more conventional memory you have in your PC the merrier, but we have had success in running NBA® JAM™ T.E.™ at this setting. You will also need at least 6144K of extended memory. You can check the amount of memory you have by typing MEM [enter] at the DOS prompt (C:\>). The number after "Largest executable program size" is the amount of memory you currently have.

If you are experiencing any type of memory error (i.e. memory allocation, fatal errors, etc.), please execute the following instructions:

- If you are using MS-DOS 6.2 or higher, you can solve your memory problems by rebooting the computer and pressing the F8 key when the screen displays "STARTING MS-DOS". DOS will ask you to confirm all of the drivers that need to be loaded and processed in your CONFIG.SYS and AUTOEXEC.BAT files. If you are uncertain as to which drivers should be loaded, refer to the CONFIG.SYS and AUTOEXEC.BAT file examples in this supplement and/or to your hardware manuals. Note: you may also use a DOS boot disk to simplify the NBA® JAM™ T.E.™ start up process. Refer to the next section.

DOS BOOT DISK INSTRUCTIONS

Using a DOS boot disk allows you to free up more memory without altering the CONFIG.SYS and AUTOEXEC.BAT files on your hard drive. Booting your comput.e.r from a DOS disk does not prohibit you from accessing your hard drive, it simply provides you with another method of configuring your memory.

After you create a DOS boot disk, you will copy your CONFIG.SYS and AUTOEXEC.BAT files onto the boot disk and modify these copies. Use this method to avoid altering the CONFIG.SYS and AUTOEXEC.BAT files on your hard drive, which might affect your memory configuration for running other applications.

WARNING: If you are unsure about how to create a boot disk or feel anything less than 100% confident about doing so, please do not undertake this without assistance. Please refer to our Technical Support number if you need assistance.

If you are using MS-DOS 5.0 or if you have device drivers that need to be loaded (i.e. soundcard, CD-ROM, the HIMEM.SYS driver for upper memory, etc.) then you will need to create a boot disk. Your goal is to have more than 430K of conventional memory available. [Once you have created your boot disk and rebooted your computer, to check how much memory is available, type MEM [enter] at the DOS prompt (C:\>).]

1. In order to create a boot disk, you will need a blank formatted disk for your A:\> drive. Please remember to back up your startup files (AUTOEXEC.BAT&CONFIG.SYS) before undertaking the proposed changes. Your hard drive will not operate properly without these files. If your computer starts up automatically with another program (i.e. Windows, dosshell, etc.) you will have to exit from this program. After doing so, you should see the following prompt: C:\>
2. Insert the blank formatted diskette in the A drive and at the C:\> prompt, type SYS A: [enter] The screen should display SYSTEM TRANSFERRED. Remember: It is very important that you use the A:\> drive for the boot disk. Booting from the B:\> drive will not work.
3. Type: COPY C:\CONFIG.SYS A: [enter]
   The screen should read: 1 file copied.
   Type: COPY C:\AUTOEXEC.BAT A: [enter]
   The screen should read: 1 file copied.
4. Now we have to edit your startup files (CONFIG.SYS and AUTOEXEC.BAT) on the boot disk in order for the boot disk to work. To simplify this process, you may wish to make a printout of your current startup files. You may then use your printout of the startup files as a reference sheet.You will need to remove any extraneous drivers and TSR/memory resident programs; i.e. mouse drivers, anti-virus TSRs, disk caching programs, etc. DO NOT use SPEED DRIVE by Symantec. This may cause problems when running the game.
5. Switch over to the A:\> drive by typing A: [enter]
   Type EDIT A:\CONFIG.SYS [enter]
   The contents of your CONFIG.SYS file should appear on your screen.
   The CD-ROM driver, located in the CONFIG.SYS file, will normally contain the driver name (i.e. SBCD.SYS, SLCD.SYS, CDMKE.SYS, CDRVR.SYS, etc.) followed by the device name of your CD-ROM (i.e. /D:MSCD001, SLCD000). Please exclude the mouse driver, SETVER.EXE, SMARTDRV.EXE and the windows' IFSHLP.SYS drivers.
   Below is an example of what an ideal NBA® JAM™ T.E.™ CONFIG.SYS file looks like:
   [CONFIG.SYS]
   DEVICE=C:\DOS\HIMEM.SYS
   DEVICE=C:\SLCD.SYS /D:SLCD000 /F:1 /N:1 (your CD-ROM driver should look similar to this)
   FILES=40
   BUFFERS=20,0
   STACKS=9,256
   DOS=HIGH,UMB
   DEVICE=???????????? (Certain soundcards require a line in the CONFIG.SYS. If you are uncertain as to whether or not you require this line , please refer to your soundcard manuals, your original CONFIG.SYS or the manufacturer for further details)
   NOTE: While it is important that your file have the same basic line headings, (i.e., DEVICE=C:\???????), the particular configuration will vary for each computer.
6. You should delete and/or add whatever lines are needed to conform to this example. When you are finished making the necessary changes, you may save the file and exit by pressing the Alt + F keys to pull down the file menu, then type X to exit and Y to save.
7. Now you need to edit your AUTOEXEC.BAT files as well. To do so, type:
   EDIT A:\AUTOEXEC.BAT [enter]
   The contents of your AUTOEXEC.BAT file should appear on your screen.
   The soundcard settings, in the AUTOEXEC.BAT file, will usually contain the line SET BLASTER=A??? I? D? T?, where "?" is the number your particular computer uses (refer to the printout of your own startup files).

   Below is an example of what an ideal NBA® JAM™ T.E.™ AUTOEXEC.BAT file looks like:
   [AUTOEXEC.BAT]
   PATH=C:\DOS
   SET TEMP=C:\DOS
   SET BLASTER=A220 I5 D1 T1(your soundcard setting should look similar to this one)
   C:\DOS\MSCDEX.EXE /D:SLCD000 (your MSCDEX line should look similar to this one)
   CD \ACCLAIM\JAMTE (or which ever directory you have installed 'JAM' into) JAM
8. You should delete and/or add whatever lines are needed to conform to this example. After you are finished, you may save the file and exit by pressing the Alt + F keys to pull down the file menu, then typing X to exit and Y to save.

Congratulations, you have just made a DOS boot disk. To use it, just reboot the computer by pressing Ctrl+Alt+Delete. Leave the disk in drive A. You should now have your memory correctly configured to play NBA® JAM™ T.E.™

TROUBLESHOOTING

COMMON QUESTIONS

Q: My joystick is not working with NBA® JAM™ T.E.™. What should I do?

A: Due to the several varieties of PC configurations, many conflicts can arise. The first thing to do is to determine where your joystick is connected. Then you must refer to your hardware manuals to make sure that the jumper settings for the joystick port is set to ON or ENABLED.

NOTE: There can only be one designated gameport for your computer. Make sure that all the other gameports are turned OFF. Another possible solution is to adjust the speed of your gameport. We find that increasing the setting usually gives better results. Consult your gamecard and/or soundcard manuals for instructions on how to do so. Your gameport speed setting may be a physical adjustment or it could be software configurable.As a last resort, you can delete the file, "FRONTEND.DAT" in the JAMT.E. directory. Deleting this file may help to fix your joystick problems.

Q: I have a 100% compatible sound card, but I'm not getting any sound. I don't get it!

A: If your sound card is not listed on the box, but is 100% compatible with one of the cards listed, it may have to be put into Sound Blaster emulation mode. Please consult your sound card manual for more information. Also, make certain that there are no IRQ conflicts with the sound card. The digital speech in the game will not be able to play if such a conflict is present. Run the SETSOUND program located in your JAMT.E.\AUDIO directory. Make sure that after you configure the soundcard, the program verifies that the soundcard was configured successfully.

Note: The MIDI settings do not have to be configured as this game does not utilitize MIDI.

Q: I do not hear any music. Should there be any?

A: Yes, NBA® JAM™ T.E.™ has "Red Book Audio." This means that in order for you to hear the music, you must have an audio "red book" cable connection from your CD-ROM drive to your soundcard. These cables can be purchased at your local computer/software store. An alternative would be to plug a cable from your CD-ROM drive's headphone jack into the LINE-IN input on the soundcard. If you still do not hear any music, most soundcards include mixer programs that enable you to adjust the volume levels (refer to your soundcard documentation). Run this program and make sure that the appropriate audio outputs are set to audible levels.

Q: NBA® JAM™ T.E.™ occasionally locks up. What can I do to alleviate this problem?

A: You may be loading other software that is not compatible with NBA® JAM™ T.E.™. Try running the system from a boot disk. Or, you may not be meeting all the system requirements. Please take note of the requirements listed on the box. You will not be able to play the game unless you meet the minimum requirements. Make sure that all the drivers in your system are up to date. You can also try to change the drivers for your soundcard by running SETSOUND.EXE in the JAMTE\AUDIO directory. Using an incorrect driver will crash the game.

Note for Ensoniq Soundscape/Reveal SFX32 users: If you are having problems configuring your soundcard, try choosing the "Creative Labs Sound Blaster and 100 % compatibles" driver in the SETSOUND screen. Make sure that the soundcard has been put in FM emulation mode.

NBA® JAM™ T.E.™ is not compatible with the IBM Blue Lightning processor. This processor will cause the game to freeze.

Q: The game is running slowly on my system. How can I speed it up?

A: If NBA® JAM™ T.E.™ is running slowly on your system:

- Proceed to the options screen. In the Special Features option screen, increase the juice mode to 4X. In the Game Options screen, you can decrease the overall size of the players down to 60%. Doing so will considerably increase the overall speed of the gameplay.
- Perform a full installation as opposed to a partial installation.
- Disable the sound effects by using the setsound.exe program.
- Make sure that you have at least 256Kb of cache.
- Try using a boot disk to free up some memory.

Q: The game crashes when I play NBA® JAM™ T.E.™ through Windows 95. Help!!

A: If the game is crashing in Windows 95, we recommend that you exit Windows 95 in order to play the game. You can do this in two ways:

1. If you are already in Windows 95, click on the START button and SHUTDOWN the computer. Select "Restart Computer in MS-DOS mode." This should bring you to the MS-DOS prompt (C:\>). Type the name of the directory in which NBA® JAM™ T.E.™ is installed and press ENTER. Then type 'JAM' to run the game.
2. As the computer is "booting up", press the F8 key at the "Starting Windows 95" prompt. Choose the "Command Prompt Only" option in the menu. At the DOS prompt (C:\>), run the file DOSSTART.BAT in the Windows directory to enable the CD-ROM drive. Type the name of the directory in which NBA® JAM™ T.E.™ is installed and press ENTER. Then type 'JAM' to run the game. **To run the game within Windows 95:**
    1. Click on the Start button, located at the bottom left hand corner.
    2. Bring the cursor to the Programs menu.
    3. Select MS-DOS prompt from this menu.
    4. Switch to the directory where NBA® JAM™ T.E.™ is installed. (i.e. C:\ACCLAIM\JAMTE)
    5. Type 'JAM' to run the game.

Q: Why does the game crash when I play NBA® JAM™ T.E.™ through MS Windows 3.1 Windows NT, IBM OS/2 ?

A: Multi-tasking environments can conflict with NBA® JAM™ T.E.™ in their use of memory and other system resources. We recommend playing NBA® JAM™ T.E.™ directly from DOS and not through any other operating environment.

Q: The game plays fine until it reaches half-time. Then it crashes. Why?

A: You may be running SMARTDRV. Make sure that you remove smartdrv from your AUTOEXEC.BAT or you can opt to create a boot disk. See instructions on page 1 of the Technical Supplement. In addition, you may have a video card with less than 1MB of memory. This game requires at least a 1MB SVGA graphics adapter in order to play the full motion video.For a quick workaround, you can turn FMV off in the Special Options screen to avoid crashing at half-time.

Q: When I run the JAM.COM file, I get an error similar to "Fatal Error Code 2... Thanks for playing NBA® JAM™ T.E.™"

A: This usually happens when your video card has less than 1MB of memory or your computer possesses less than 8MB of RAM. Setting up an incorrect sound card driver in the setsound program will also produce this error.

Q: When I run NBA® JAM™ T.E.™ I get an error message: " Not Ready Reading Drive A." What should I do?

A: If you receive this message, make sure that the NBA® JAM™ T.E.™ CD-ROM is located in the CD-ROM drive and that the CD-ROM drive is working. When all else fails, reinstall the product.

ACCLAIM TECHNICAL SUPPORT

PHONE SUPPORT

Acclaim's Technical Support Department can be reached at (516) 759-7800
Monday - Friday from 9 AM to 7 PM Eastern Standard Time.

If, after reviewing this technical supplement, you are still experiencing problems with NBA® JAM™ T.E.™, please read this section and call us. We have a staff of technicians ready to assist you with any problems you may have. PCs today can have many different hardware and software combinations. Because of this, we may need to refer you to a computer company, hardware manufacturer, or system software publisher in order to properly configure your system. When you do call us, please try to be near your computer. It would be very helpful to have access to a fax machine. Please have the following information ready:

- A listing of your computer type and hardware contents.
- The DOS version and the type, if any, of disk compression software. (i.e. Stacker, DoubleSpace, Superstor, etc..)
- The contents of your CONFIG.SYS and AUTOEXEC.BAT files.
- The contents of the MEM statement. This command displays the current amount of available memory.
- The EXACT error message displayed (if any).
- The brand of sound card, the IRQ, I/O address and DMA setting of that card. (You can find this information in the AUTOEXEC.BAT. Just type:
  EDIT AUTOEXEC.BAT {enter}.)
  You should notice a line that looks like this:
  SET BLASTER=A220 I5 D1 T6
  The number following the "A" is the sound card's address, "I" is the interrupt, and "D" is the DMA.

Following is a list of the most popular video board, sound card, and disk compression software manufacturers. If you are experiencing any problems which may be hardware or disk compression related, please give the appropriate manufacturer a call.

Ad Lib, Inc.
Main# (418) 522-6100
BBS# (418) 522-6099
Fax# (418) 522-4919
E-Mail: adlib_multimedia@msn.com
Compuserve: 76560, 711

Advanced Gravis
BBS# (604) 431-5927
Tech# (604) 431-1807
http://www.gravis.com

ATI Technologies, Inc.
BBS# (905) 764-9404
Tech# (905) 882-2626
Main# (905) 882-2600

CH Products
BBS# (619) 598-3224
Tech# (619) 598-2518
http://www.chproducts.com

Cirrus Logic
BBS# (510) 440-9080
Tech# (510) 226-2323
Main# (510) 623-8300
http://www.cirrus.com

Creative Labs
BBS# (405) 742-6660
Tech# (405) 742-6622
Main# (405) 428-6600

Diamond Multimedia
BBS (2400 baud) # (408) 325-7080
BBS (9600+ baud) # (408) 325-7175
Tech# (408) 325-7100

Ensoniq
Main# (610) 647-3930
Fax# (610) 647-8980
http://www.ensoniq.com

Hercules Computer
BBS# (510) 623-7449
Tech# (510) 623-6050
http://www.hercules.com

Media Vision
BBS# (510) 770-0527 - 9600 baud
BBS# (510) 770-0968 - 2400 -14.4 baud
Tech# (510) 882-1177
Main# (800) 770-8600

Orchid Technology, Inc.
BBS# (510) 651-6837
Tech# (510) 661-3000
Fax on Demand# (510) 661-3000
CompuServe GO ORCHID

Roland Corp.
Main# (213) 685-5141 ext. 770

Stac Electronics
BBS# (619) 794-3711
Tech# (619) 794-7300
StacFax# (619) 431-8585
http://www.stac.com

Trident Microsystems
BBS# (415) 691-1165
Main# (415) 691-9211

Turtle Beach Systems
BBS# (717) 767-0250
Main# (717) 767-0200