

INSTRUCTION MANUAL



Akkaim

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or 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 – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

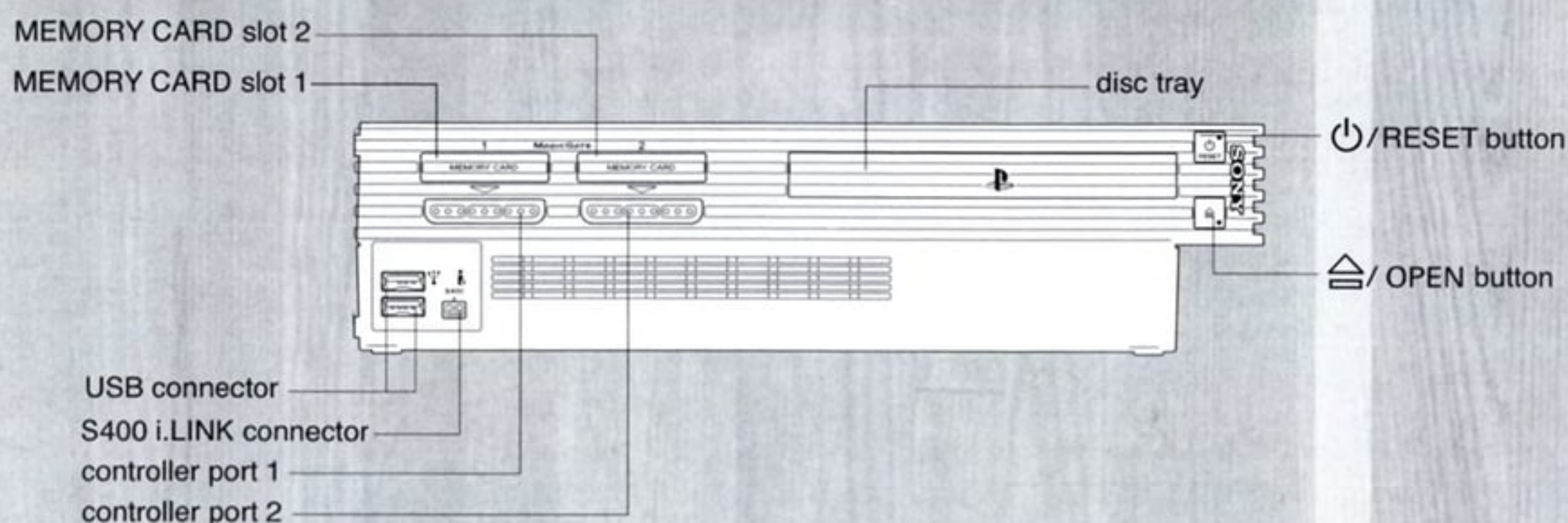
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED



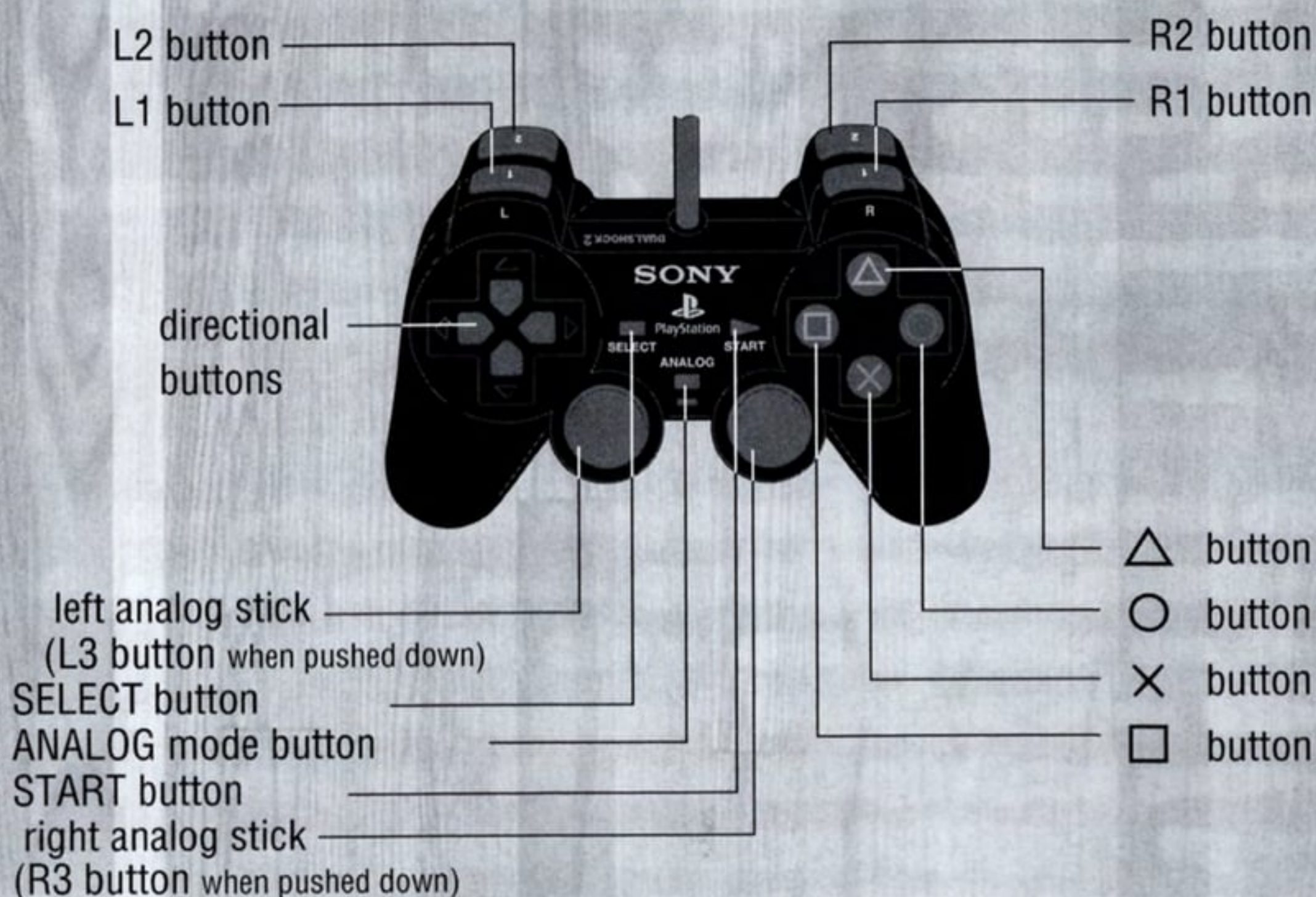
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the NBA JAM disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB) (for PlayStation®2)

NBA JAM only supports MEMORY CARD slot 1. To save game settings and progression, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 (or MEMORY CARD slot 1-A). NBA JAM features an AutoSave system, and the game will automatically save your game progression at certain points. Insertion or removal of the memory card (8MB) (for PlayStation®2) after switching the console on may cause data to be overwritten or lost. NBA JAM also supports manual save and load of game data from the Main Menu, and after performing a manual save / load, the game will again AutoSave your progression at the relevant points.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Note: NBA JAM is for up to six players. To play with more than two players, you must have a multitap (for PlayStation®2) inserted in controller port 1. To play with six players, you must have an additional multitap (for PlayStation®2) inserted into controller port 2.

INTRODUCTION

"He's on Fire!" Sweet words indeed. For those who recall the first time excitement of NBA JAM, those words typify a time when slamming and dunking and displaying your outrageous on-court cool was all about the JAM. For those new to the franchise, this phrase will soon sear its way into your psyche, making it impossible to witness a barbecuing mishap without thinking of wigged out, over-the-top slamming basketball moves that are hard to believe and impossible to forget.

NBA JAM has a proud tradition of offering the most entertaining arcade-style hoops action ever, and now it's back and better than ever in NBA JAM. The classic modes are here, like JAM Tournament and Exhibition play, featuring today's top NBA stars. This time around, you also get a Legends Tournament featuring recent and not-so-recent hoop greats, from the time when basketball shorts required less than ten yards of fabric in a challenging war to see who will be the ultimate victor. We're talking Walton, Wilkens, Malone, Wilt, Gervin, Isiah and over 60 more!

You also have the chance to build your own JAM master players and outrageously talented teams and bring them in to play in all the hallowed NBA arenas and in outdoor-ball mainstays like New York City's Rucker Park and California's Venice Beach.

So sit up and get down to some serious slamming with the return of the game that started it all!

Menu Navigation

Move highlight	Directional buttons/ left analog stick
Action/Select	 button
Cancel/Previous	 button
Help	 button
Toggle Categories	L1/R1 buttons

MAIN MENU

Exhibition Play a single game with up to six players. See page 14 for details.

JAM Tournament Join the JAM Tournament and play against all 29 NBA teams and more to become the NBA JAM champion. See page 14 for details.



Legends Tournament Take a team from today and travel back in time to take on all-star teams from the past and your seat among the greatest NBA Legends of all time! See page 14 for details.

JAM Store Visit the JAM Store to create your own player, start your own team and unlock all of the bonuses and extras in the game. See page 15 for details.

User Profiles Access saved profiles from your memory card, view your stats and unlocked extras, and adjust your controller configuration.

Options Adjust options to suit you. See page 19 for details.

PLAYING NBA JAM 2004

DEFAULT CONTROLS

Shown are the default controls. Controls can be reconfigured by changing the default control in your user profile or by selecting Controller Configuration from the in-game pause menu. Controls differ depending on the game situation.

Actions marked with an asterisk (*) require that you have some turbo left in your meter to perform the action.

OFFENSE WITH BALL

ACTION	CONTROL
Player Movement	Directional buttons or left analog stick
Turbo *	Hold L1, L2, R1 or R2 button
Shoot	● button
Shoot 2 (Super Dunk) *	Turbo + ● button
Fake Shot	Single tap ● button
Pass	⊗ button
Turbo Pass	Turbo + ⊗ button
Dribble Fake	◻ button
Dribble Spin*	Turbo + ◻ button (or any two turbos)
Activate Hot Spot	R3 button
Call For Alley Oop *	Turbo + ● button

OFFENSE WITHOUT BALL

Description	Control
Player Movement	Directional buttons or left analog stick
Turbo *	Hold L1, L2, R1 or R2 button
Call for Shot by CPU	● button
Call For Pass by CPU	◻ button
Push *	Turbo + ◻ button
Switch Players	⊗ button
Jump or Rebound	● or ● button
Put-Back	Hold ● button while rebounding
Jump for Alley-Oop!	Turbo + ● button

DEFENSE

ACTION

Player Movement
Turbo *
Steal
Push *
Switch Players
Jump, Block or Rebound
Super Jump, Block or Rebound *

CONTROL

Directional buttons or left analog stick
Hold L1, L2, R1 or R2 button
□ button
Turbo + □ button
× button
● or ● button
Turbo + ● or ● button

OTHER

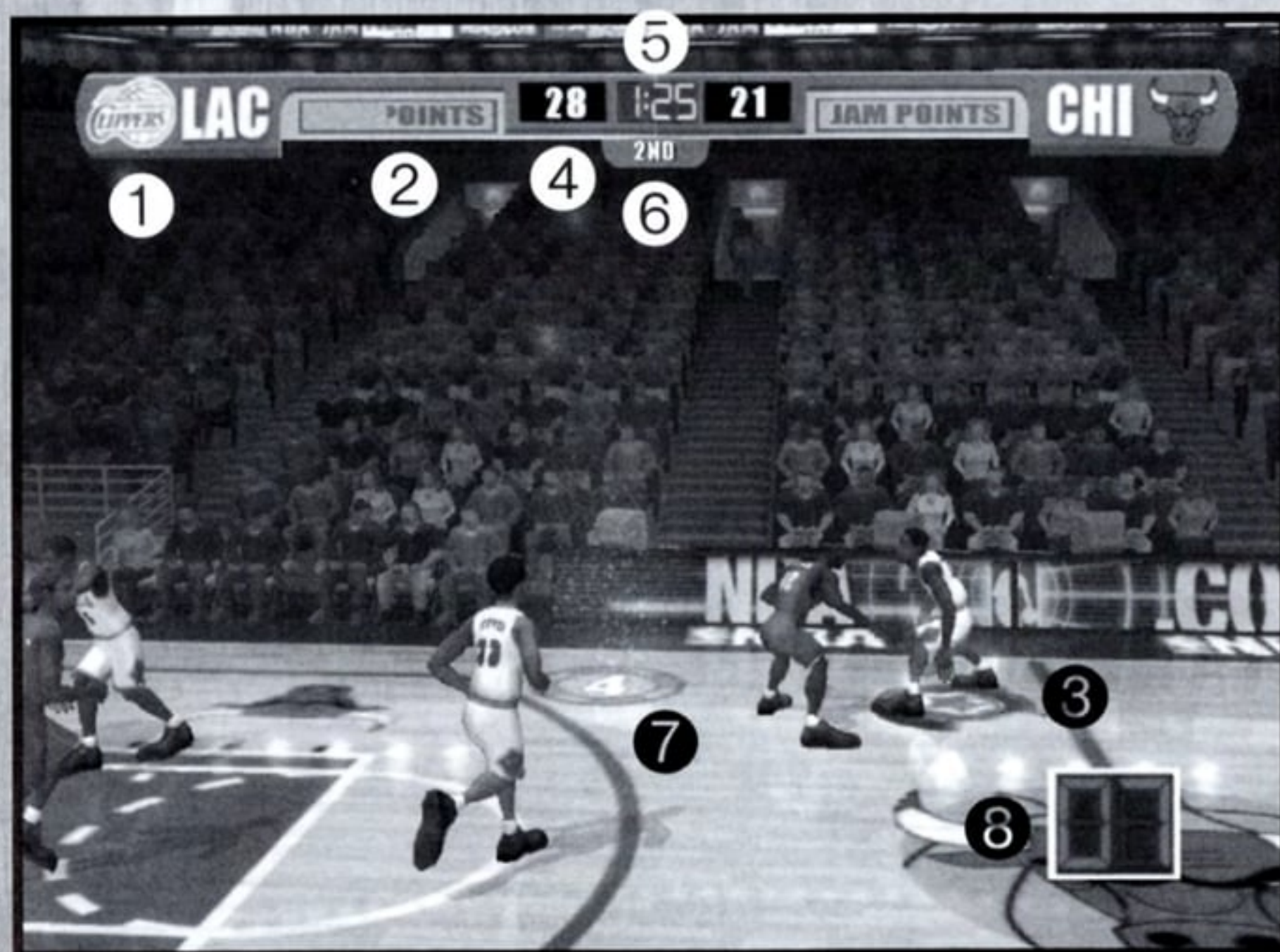
Description

Force Replay
(after a score)
Skip Replay
Rewind Replay

Control

SELECT button
× button
□ button

THE JAM SCREEN



1. Team
2. JAM Meter
3. Turbo Meter
4. Score
5. Time Remaining
6. Quarter
7. Hot Spot
8. Shot Clock

JAM BASICS

Tip-Off

At the beginning of the game or the start of overtime, rapidly press any buttons to build up the tip-off bar to try to win the tip.

Scoring

JAM scoring is typical in some respects, with 2 points awarded for a normal basket and 3 points for baskets from behind the arc. After that, things get a little different. For instance, it's possible to score 7 points for a single shot! How? See "Hot Spots" below.

Turbo

Pressing and holding any turbo button gives your player increased speed and more effective moves. Use it to burn past a defender, perform a stronger dunk, or shove the ball handler to dislodge the ball. However, your turbo does not last forever. The bar at the bottom of your player icon shows the remaining amount of turbo. When the red bar disappears, you have depleted your supply. Release the turbo button to allow your turbo meter to recharge. If you attempt to perform a turbo move that you do not have enough remaining to do, you will perform the weaker version of the move.



button). Soon you'll be soaring through the air with the greatest of ease and coming down sending defenders to their knees.

Jams and Dunks

That's what I'm talking about. It wouldn't be called NBA Jam if wasn't for the high-flying, gravity-defying, in-yo'-face, slam dunks. To get some air and go up for the score, run towards the basket while holding a turbo button and then press 'shoot' (●



Goaltending

Goaltending is called when a ball is on the way down towards the basket and a defender blocks it. The shot is counted as good, whether it would have gone in or not. However, unlike real basketball, once the ball hits the rim, it is up for grabs. Don't be afraid to snatch the ball off the cylinder if it's about to roll in.

On Fire!

If a single player scores three baskets in a row without any opposing player making a basket, that player becomes "On Fire". The powered-up player's attributes will max out and he will have unlimited turbo. He can also choose to block shots that would normally be called for goaltending without penalty. The "On-Fire" effect only lasts 60 seconds of game time, so be sure to take advantage of it while it lasts. The flames will also be doused when the opposing team makes a basket or the player on fire scores 5 times. Only one player can be on fire at a time.

Hint: When a player is one shot away from lighting it up, the ball will smoke when he has possession. Shots that are goaltended don't count for or against a player's shooting streak, so you can use it as a strategy to help your player or hinder your opponent.

Hot Spots

The JAM Meter at the top of the screen fills up when you do various actions on the court like blocks, steals, dunks, etc. When it reaches the maximum it will start flashing to let you know that you can activate a Hot Spot. When you're ready and you have the ball, press the R3 button to make the Hot Spot appear somewhere near the three point line. Get the ball to the hotspot before it disappears and press the shoot button to take a long-distance monster dunk! The point value of the dunk increases by 1 each time you do it, up to 7 points! Each level of Hot Spot requires more Jam Points to reach than the previous level, so you will have to work extra hard to get the big points. The Hot Spot will disappear after 20 seconds or if your opponent gets the ball and makes a basket.

Hint: Passing out of an alley-oop to another player going up for an alley-oop is a great way to get a lot of JAM Points to fill out the meter.

Hot Tip: The JAM Points you earn while playing the game can be used in the JAM Store to unlock special items!

Alley-Oop to Yourself

Want to do an alley-oop but you're all by yourself? If you press a turbo button and the call for alley-oop button (**● button**) when you are on a breakaway, you will throw the ball off the backboard and jump in the air to do your own self-oop. You must have your turbo meter filled to at least one-third and be the closest player to the basket. This will only work if you are moving towards the rim and attempt around the distance of the free throw circle.

Substitutions

No one can stay on the court forever and a tired or injured player will be slower and not nearly as effective. The solution?

Substitute in a fresh player. Here's how. At halftime, the substitution screen will appear. In the bottom left of every player card is the current number of injury and fatigue points that player has received during the game. If the number is anything above 20 or 25 you might want to think about swapping them out with someone who has fresh legs.

To replace the currently selected player, press the **directional button (or left analog stick)** up or down until the player you desire appears. Press the **⊗ button** to confirm your selection and move on to the next player. After all three players for both teams have been selected the second half will begin. Like magic, all the new players replace the old ones.

Hint: Substitutions are not allowed before overtime, so plan wisely when making the second-half substitutions.

Instant Replays

At various times, especially after a remarkable play, the game will automatically show a replay. If a replay isn't shown and you want to see just how you made somebody look silly, you can try to force a replay by quickly hitting the **SELECT button**. To keep replaying any replay from different angles, press the **■ button** anytime before the replay ends. To skip past the replay, press the **⊗ button**.

Note: In a head-to-head game, only the team that scored is allowed to skip the replay.

PAUSING THE GAME

Press the **START** button at any time during a game to pause the action and bring up the Pause Menu. The choices on the Pause Menu are:

Continue Resume play.

Options Adjust the in-game options:

Announcer Volume Adjust announcer volume.

SFX Volume Adjust sound effects volume.

Crowd Volume Adjust crowd volume.

Camera Choose JAM Cam, Sideline, Superfly or Sky High view.

Player Switch Mode Choose Auto (player control is automatic), Manual (you switch control of players) or Locked (no switching of players).

Controller Configuration Choose from among pre-set offensive and defensive control configurations and turn vibration function ON or OFF.

Exit Quit the game. The current game progress will be lost.

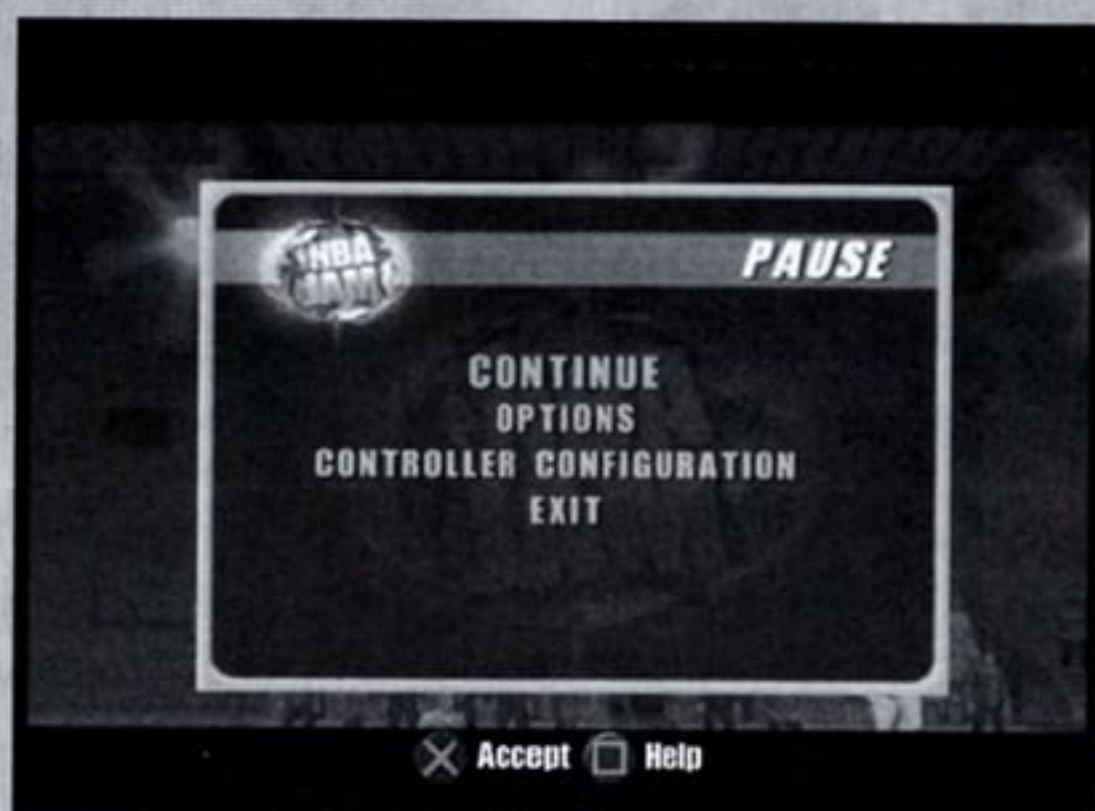
GAME MODES

Exhibition

Exhibition Mode is where up to 6 human players can take on each other or the CPU in a 3-on-3 match up using any of the current NBA teams. You can also use any secret teams that have been unlocked in the NBA Tournament, NBA Legends Tournament or the JAM STORE.

Below is a quick rundown of the rules.

- Regulation time – Four 3-minute quarters
- Overtime – If a game is tied at end of regulation, continue to play single overtime quarters until there is a winner



- No fouls
- No out of bounds
- Goaltending is active (unless your player is on fire)
- 24-second shot clock

PLAYER CONTROL

In Exhibition mode, you can choose to play with up to six human players. You are free to configure the game in any manner, such as 1 human player vs. 3 CPU players, 2 human players vs. 2 CPU players, and so on.

USER SELECT – CHOOSE SIDES

The first thing each player must do before starting a game is pick sides. Press the **START button** to join the game. Press the **directional button** or the **left analog stick** to the ◀ or ▶ to choose home or away as indicated. Press the **ⓧ button** to accept your choice.



CHOOSING PROFILES

After selecting your side, you must choose your user profile. Press the **directional button** or the **left analog stick** to the ◀ or ▶ until the profile you want is selected. Press the **ⓧ button** to confirm your selection. You may select NONE if you do not wish to have your JAM Points or statistics saved.

If you do not already have a user profile, you may select NEW to create one right away. Press the **directional button** or the **left analog stick** to the ◀ or ▶ until the desired letter is highlighted and press the **ⓧ button** to select it. Continue until you have entered your profile name, then toggle to END and press the **ⓧ button**. When all players have chosen sides and selected their profiles, the word READY appears in their user select boxes. Press the **ⓧ button** to go on to the Team Select screen. For more details about profiles, see User Profiles on page 18.

CHOOSING TEAMS

The team select screen lets you choose which two teams are going to head to the court. All users can cycle through the available teams by pressing the **directional pad** or **left analog stick** **↑** or **↓**. If you want the game to choose a team for you, press the random team button (**R1 button**). Press the **× button** to confirm your selection. If there are no human controlled opponents on the other team, you must choose a team for the CPU as well.



STARTING LINEUP SELECTION

Once the teams are selected, you must choose three players from your team to be in your starting lineup. Each active user can press **↑** or **↓** on the **directional buttons** or **left analog stick** to cycle through the available team players to a desired player. When that player is highlighted, press the **× button**. You may press the **□ button** flip the player card over and see his ratings. Continue selecting players until you've chosen your three-man squad. You will have the opportunity to substitute in different players at half-time.



CHEAT CODE ENTRY

Before the game starts, all active users are given a short opportunity to enter cheat codes to mix things up. Cheats can be unlocked in the JAM Store (see below) to do everything from changing the court, the ball, even the announcer! Some cheats must be confirmed by all active users.

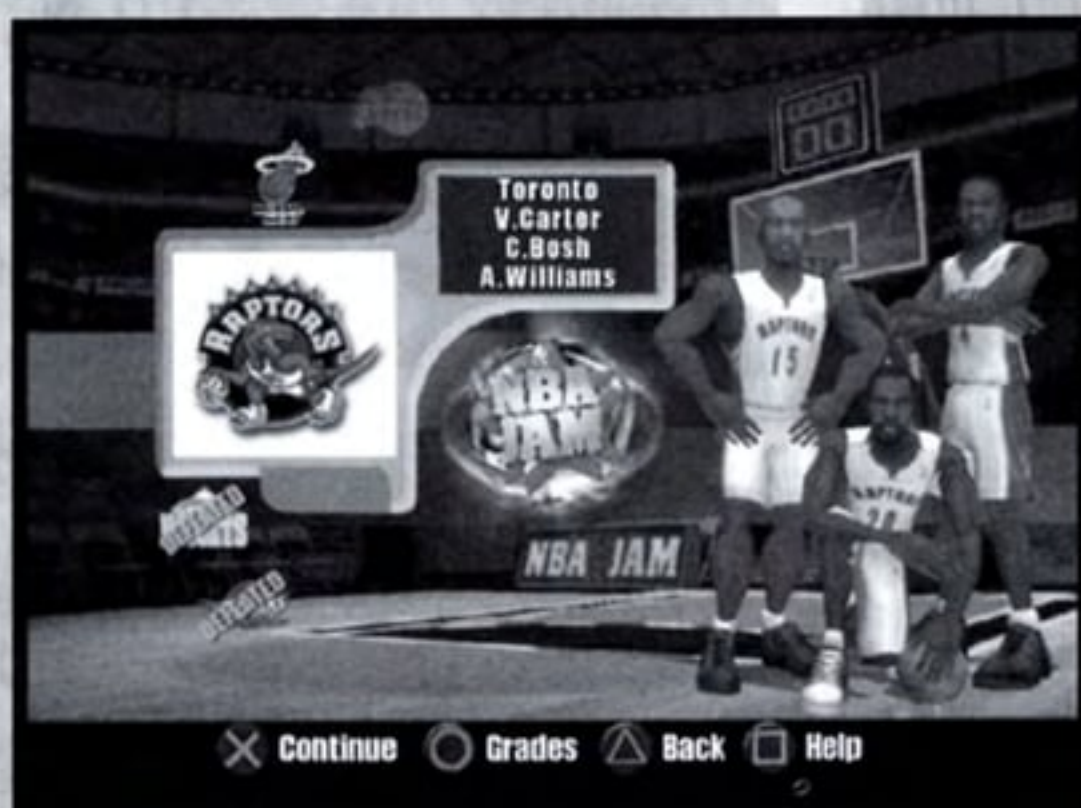
To enter a cheat code, press the **□ button**, **× button**, and **● button** a number of times until the pattern in the cheat code matches the display on the screen. Then press the corresponding **directional button** as the arrow in the code. If you are successful, the name of the cheat will be displayed below your entry box. You may enter as many codes as you like before the timer expires. Some codes may cancel out other codes. You can check your user profile to see which cheats you have unlocked.

TRIVIA

When the match is over a trivia screen will appear giving you the opportunity to earn even more JAM Points. Press the **directional button** or the **left analog stick**  or  to move to your choice for the correct answer before time runs out. Press the  **button** to confirm your choice. All points earned by answering trivia correctly can be used in the JAM Store (see below)

JAM TOURNAMENT

When you first enter the JAM Tournament, you must select your profile by using the **directional pad** or **left analog stick** and pressing  or . Press the  **button** to highlight your selection and continue to the tournament. You can also choose to create a new profile or none at all.



A note on profiles and tournaments: Your progress in the both the JAM Tournament and NBA Legends Tournament (including all unlocked teams) are saved with your profile. If you choose not to enter a profile, you will not be able to save your progress later.

JAM Tournament is a tough challenge, as you try to defeat all 29 NBA teams. This tournament is a single player only mode and allows you to select one of the current NBA teams and go up against every team in the league in a ladder style tournament. You will start at the bottom and work your way all the way up to the top by beating the top team and becoming number 1.

Even after defeating all 29 NBA teams, the challenge isn't over. Secret teams of hidden characters and dream teams will challenge you for the top spot. Every team that you defeat becomes available for use in exhibition mode, making completing the JAM Tournament even more rewarding.

LEGENDS TOURNAMENT

In this single player mode, you embark on a trip through the history of the NBA as you take a team from the current era back to the 50's and 60's and play against teams from each decade until you become the king of the present again. Each team that you defeat becomes available in exhibition mode.

THE JAM STORE

The JAM Store is where you can create players, assemble your own teams and unlock extra things to enrich your day and enliven sagging spirits.

CREATING and EDITING PLAYERS

CREATING PLAYERS

Every user profile is allowed to create one player of their own. Once the created player is saved he will be available on any team the user chooses to play within any game mode. There is seemingly no end to the unlimited variations you can play with when creating a player. You are only limited by your imagination.

Browse through the various category icons by pressing the **L1 button** or **R1 button**. Press **↑** or **↓** on the **directional buttons** or **left analog stick** to highlight the option you want to change. Press the **× button** to activate it and then press **←** or **→** on the **directional buttons** or **left analog stick** to cycle through to the desired setting. Press the **× button** again to confirm your new setting.

BIOGRAPHY

Give your player a name, nickname, number, position and handedness.

PHYSICAL

Decide a player's physical aspects, including body type, height, weight, skin tone, hairstyle and more. You can choose everything, right down to the color of his eyeballs!



ACCESSORIES

Choose everything about the how your gear looks, from eyewear and shoes to decorative tattoos. You can also unlock special equipment in the Unlock Extras portion of the JAM Store (see below).

ATTRIBUTES

Once you've dealt with the name and look of your player, you can tackle the skill aspect. All the players have attribute rankings in various skill categories that range from 1 (worst) to 20 (best). When you first create your player, he will be a complete scrub and have ratings of one in all categories. You must use the JAM Points you have earned in the games to increase the ratings. The higher you wish to set the rating, the more points will be required. It's completely up to you how you distribute the points, so you can make a well-rounded player, a three point specialist, or an eight foot giant monster of the paint. These are the attribute categories:

Speed

Strength

2 Point shooting

3 Point shooting

Dunks

Passing

Rebounding

Dribbling

Steals

Blocks

Clutch

Once you've completed your player, save him to your User Profile by pressing the **● button** and returning to the JAM Store menu. He is now available for play.

CREATING TEAMS

There's no watering down of skill when you create your team and place it to some deserving town, perhaps one that only has two franchises. As with the universe, leagues can expand almost without limit, but each user profile is limited to four created teams made up of three starters and one reserve.

To create your own team, select the Create Team option from the JAM Store Menu. Select one of the four empty team slots and press the **X button**. You can change the team name and logo by selecting the Team Name and moving the **directional pad** or **left analog** to the **◀** or **▶**. If you don't like the default home court for the team, you can select any of the other courts that you have unlocked.

Below the team name and location selection is the player selection. You must select three starting players to create a valid team before you will be allowed to exit and save your team. The players you want to add will require plenty of JAM Points, so be sure not to come empty handed. The more teams you have unlocked, the more players will be available!

UNLOCKING EXTRAS

Use those JAM Points to unlock tons of great special features.

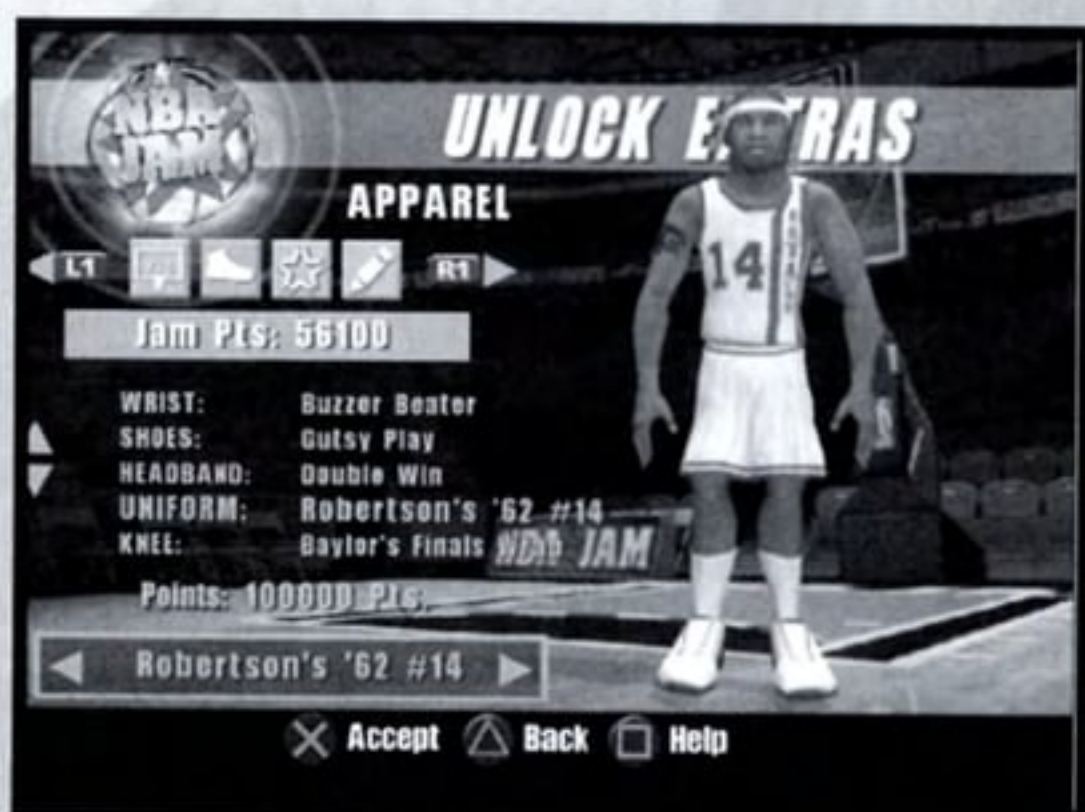
Unlocking Courts

Tired of playing in your everyday NBA Arena? Use some of your JAM Points to unlock one of the Retro Arenas or Outdoor venues available. Once unlocked you may choose the court as one of your created teams' home arena, or use the displayed cheat code to play any exhibition match there.

Unlocking Apparel

Want to get some extra-special threads? Bring in a whole bag of points so that you can unlock some extra special equipment in the Apparel section. All of the equipment that you unlock here gives your player bonus points on particular skills.

Press the **● button** to view the story and powerup info for each item. Go back to Create Player to try on the new digs.



Unlocking Cheats

Sure, no one likes a cheater, but everyone likes cheat codes. Earn enough points and you'll be able to unlock things like Unlimited Turbo, Big Head Mode, and Team Balls. Enter those cheats before an exhibition game and watch the world whirl.

Concept Art

Want a sneak peek at how NBA JAM was developed? Unlock some of the concept artwork for some of the players and secret characters to see the inspiration behind them. Once a drawing has been unlocked, view it by highlighting it and pressing the **ⓧ button**.

USER PROFILES

Once you create a User Profile, you can save your records and stats, created teams and players, options settings and more to a memory card (8MB)(for PlayStation®2). You can save up to eight user profiles on a single memory card.

On the User Profile menu, you have the following choices that you can cycle through with the R1 button and L1 button:

- | | |
|---------------------------------|--|
| MAIN | Allows you to select the active profile for the user profile screen, create a new profile (if there are less than 8 profiles already) and delete any profiles that you don't want to keep anymore. |
| Individual Stats | View your individual stats and records like the number of dunks and steals you have made. |
| Team Stats | View your team stats like your current won-loss record, most points scored, and the number of teams you have unlocked. |
| Cheats | View a complete listing of all of the cheats that you have unlocked and what their codes are. |
| Controller Configuration | Tune your controls to the way you like them. Choose from preset control schemes for offense and defense and turn vibration on or off. Once the configuration is saved in your profile, you won't have to change it again the next time you use that profile. |

OPTIONS

Announcer Volume	Adjust in game announcer volume (left is lower, right is higher).
SFX Volume	Adjust sound effects volume (left is lower, right is higher).
Music Volume	Adjust music volume (left is lower, right is higher).
Crowd Volume	Adjust crowd volume (left is lower, right is higher).
Camera	Changes the default camera angle
Vibration	Changes the default setting for the vibration function
Autosave	If you don't want the game to automatically save your user profiles and game options to your memory card (8MB) (for PlayStation®2), set this setting to OFF. You will then be required to confirm all saves.
Reset Options	Reset options to default settings.
Load Options	Load saved options settings from NBA JAM Save Game.
Accept Changes	Accepts options settings and saves them to NBA JAM Save Game.

Notes

This image shows a single sheet of white paper with horizontal blue ruling lines. A vertical red margin line runs down the right side of the page. The paper appears to be from a notebook or a standard ruled document. There are some faint smudges and shadows across the surface, suggesting it might be a scan of a physical object.

You know our games - now get to know our company.

Check out our exciting career opportunities!

www.acclaim.com/company/careercenter



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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.

Repairs/Service after Expiration of Warranty—If your software product 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 Department

24-Hour Support

<http://www.acclaim.com/support>

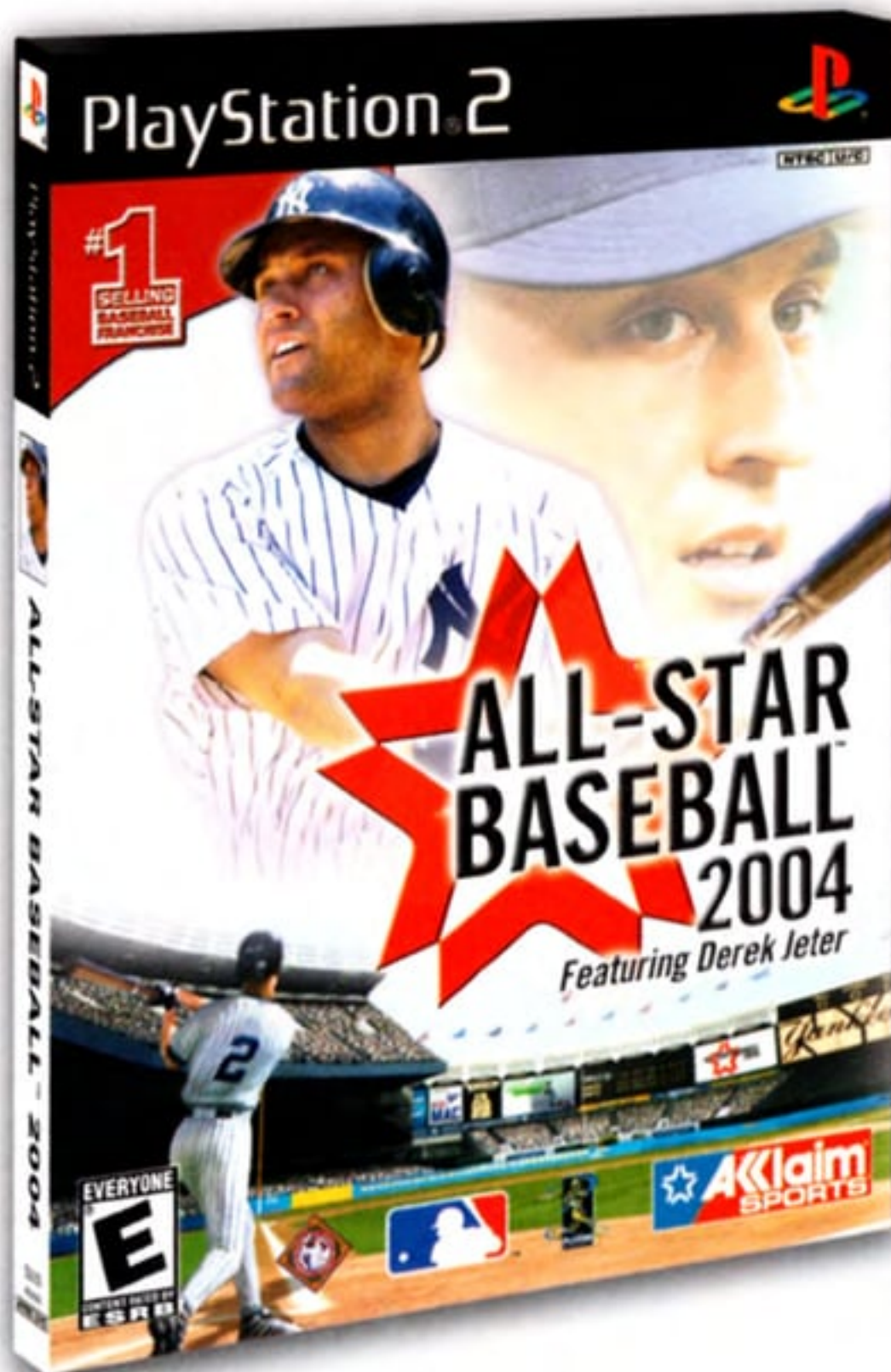
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