Slam N jam

No NBA! Uh, Maybe

A lot of 3DO users were upset when Crystal Dynamics released Slam 'N Jam '95 and it was not an official NBA sanctioned title. The rumors quickly flew that the teams were their, but they were "disguised" and you could find the right team if you looked in a different city (this is beginning to sound like the real NBA). Carefull observers have discovered

Changing the Look

Want to do more than just watch the scoreboard change? How about changing the look of the game? All of the following actions take place after you have made your final choices and the screen turns black. Continue the actions until tip-off (or as instructed).

Percentage Players

How woulld you like to see the percentage of shots completed by your player in action. This allows you to better judge how a player should do under certain circumstances. When the screen goes blank, press and hold the Left Shift button until after the tip-off. After that, a number percentage will be displayed everytime your players go to shoot.

Small Players

This action creates a smaller version of the regular players on the floor. The player size in relationship to the court decreases and creates more realisitic gameplay. When the screen goes blank, click the right shift button on and off continually until the tip-off. At this point, the players are their standard size—press pause and the press to undue pause and your teams should have deminished in size, but not in fun.

Small Players with Shot Percentages

After the blank screen begins, hold the left shift button and hit the right shift button continuoulsy through the tip-off. After the game has started, press pause and then unpause to see the teams. This creates one of the best scenarios to play Slam N Jam.

Big Heads

There are two different Big Head scenarios available: one with normal size bodies and one with small bodies. The enlarged heads makes it possible to see the players' faces clearly and try to spot any apparent stars. This action does not change the game play—it just makes the psuedo players more like their ego enhanced true life versions. Too bad they haven't completed a baseball program with the same feature (now there are some swollen heads).

Big heads on normal people is done by holding the right shif button and hitting the left shift button on and off rapidly from the blank screen through the tip-off. After the game has started, press pause and then unpause to view your

large teams. This will slow some of the action and might be a good way to practice.

Large heads on small bodies is possible by pressing the left shift and right shift buttons on and off alternately in a rapid action.from the blank screen through the tip-off. After the game has started, press pause and then unpause to see a very different type of proffessional basketbell player.

All the codes must be done during the black screen after Van Earl Wright gives his "Welcome to Slam and Jam 95, right after the visitor's stats screen when you hit the continue button to play the game: 1. Shot percentage: Hold the LEFT SHIFT BUTTON during the black screen before the tip off. Everytime you shoot, it shows the percentage of the shot by the player shooting it at that spot. Good to know, especially for 3 pointers. 2. Small players: TAP, NOT HOLD, the RIGHT SHIFT BUTTON in quick non-stop fashion until the tip off. Then pause and unpause and they become small. This code makes the game alot faster and there isn't that annoying sloooooooow down!   3. Small players with big heads: Tap left shift and right shift in an alternating or one after the other fashion non stop until tip off. Pause the game, then unpause it like the previous code and now you have small players with big heads. No benefit. Just very funny to look at. Look like babies or dwarfs. Take your pick . 4. Regular players with big heads: Hold down the right shift button and keep pressing the left shift button

until tip off. Pause and unpause the game and you'll see GIANTS. This slows down the game tremendously and you can imagine why. But fun to look at. 5. Small players with shot percentage: Hold down the left shift and tap the right shift continously until tip off. Pause and then unpause and you get small players with the shot percentage. This is best code to increase your proficiency at the game. Well so far that's it, but I've heard there're are other codes especially one that gives you new teams like a monster team. I'll keep searching. Later.

Subj: how to get the right team   95-05-24 15:53:23 EDT
From: DJEZI

Select the team to the RIGHT of the team you want.

Subj: Real players,arenas,uniforms!   95-05-25 20:10:38 EDT
From: AmauryAco

Even though it doesn't have the real player names, it has the real uniforms, stats, player's numbers (stats and on their uniforms) and arenas like the real thing. When you pick the real team, you pick the one next to it. For example, to be the New York Knicks, you would pick Orlando and to be Orlando, you would pick Philadelphia. I think this game goes by last year's stats in the NBA. The best team is Minnesota or realistically, Houston, which makes sense since they won the championship last year. The players look and move like the real players (look at their physical stats- the real thing!). Even the away uniforms are real. The Orlando away uniforms are awesome with the highlighted blue numbers and black solid color with white stripes. The Los Angeles Clippers and Golden State Warriors are there if you look for the team. Don't look for their names because it's not there. There's San Diego and Oakland, who are the Seattle Supersonics and Los Angeles Lakers respectively. Forget about the licsense, you don't need it. IT'S ALL IN THERE! The only thing now is to play better defense. I haven't beat the computer yet. It's hard because when you control the center, they always take an open outside shot by a series of picks and fast passing which is mostly a 3 pointer, which they usually drain. The only way is to play head up, man to man defense, which sucks because you can't quickly pick the guy you want to use like on offense. You have to keep pressing the button until you get the guy you want rather than using the directional pad and the b button. By the time you get the guy, they have already made their shot or slam dunk, which is really the only thing bad about the game. C'mon, a 6 foot guard slamming from the 3 point line! How can you play defense like that. The computer scored more than 300 points. Is this because of All Sport! Geat game!!

Subj: More Codes!!!!!!   95-06-13 13:18:16 EDT
From: AndrewPhe

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Yes, I do have more SnJ codes other than the 3 that have been posted over and over again on these boards. To all my former Prodigy friends I'd like to apologize for not posting much in the 2 months I've been on AOL, but the billing system is limiting my time to post and you're all so informed anyway. I'll try to post more in the future. So, here are the codes-

Super Speed- While Van Earl is talking before the game starts, hold down A,B,and C together and press P twice.

Super Dunks- While Van Earl is talking before the game starts, hold down A+C together and press P twice.

I've gotten both of these codes to work, but they won't work for me all the time. There's probably something missing that I do some times but not others. In the juice mode even the centers move as fast as point guards. For super dunks I haven't been able to do any myself and they don't happen all the time, but the computer seems to like to do them over me pretty often. These people get WAY up, like whole body lengths over the top of the backboard. You'll know it's happening when you see it. Hope this helps, and don't blame me if the codes don't work every time you try them.

Andrew Phelan
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The 3DO Forum
3DO Reviewer of 2Real?

Subj: Choose NBA teams   95-06-05 00:03:27 EDT
From: RickyS1

If you want to play as a specific NBA team, go to the city on the selection screen, and press the controller right once more and the #s and jerseys will match up with the real NBA... for example, Pheonix is Portland on S&J '95, and San Antonio is Utah. The names are made up, but the numbers and stats will match the NBA player's stats.