



NTSC U/C

PlayStation®



SLUS-00022
70140

SLAM *Signature Edition* IN JAM™

featuring
MAGIC & KAREEM



WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE

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 game 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 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 game 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.

HANDLING YOUR PLAYSTATION® DISC

- This compact disc is intended for use only with the PlayStation® game console.
- 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 the outer edge. Never use solvents or abrasive cleaners.

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Experienced game counselors available M-F 9:00 am – 5:00 pm PST.

Recorded hints available 24 hours a day.

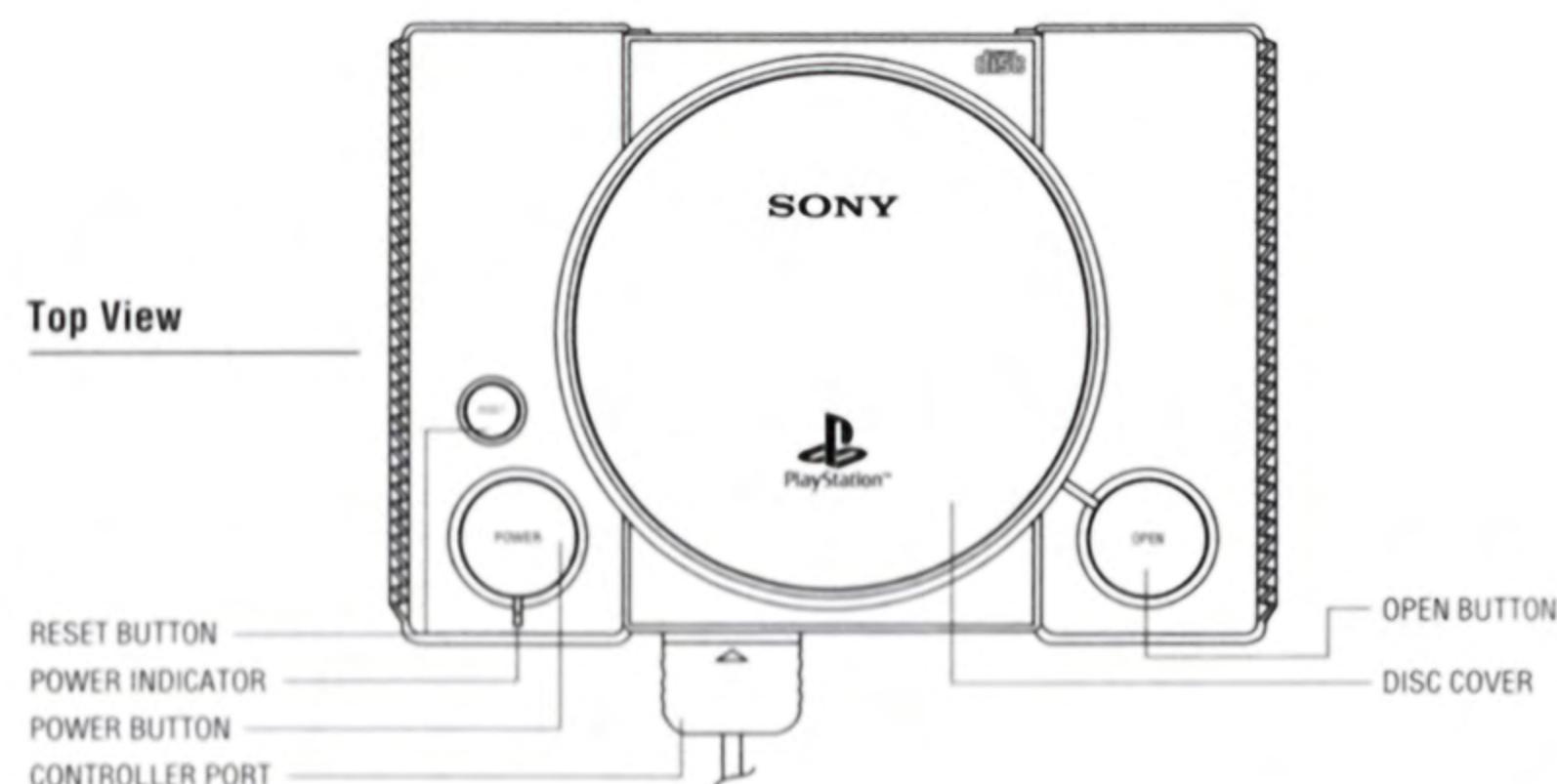
For tech support or warranty information, call 1-650-473-3434.

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SETTING UP

THE HOOK UP

1. Set up your PlayStation® game console according to the instructions in its Instruction Manual.
2. Make sure the power is off before inserting or removing the CD.
3. Insert the **SLAM 'N' JAM** CD and close the CD door.



4. Insert game controllers and turn on the PlayStation® game console.

Note: Up to four players can play by connecting a PlayStation MultiTap and extra controllers before starting the game.

5. Follow on-screen instructions to start a game.

MEMORY CARDS

You can save games at their current level of progress onto memory cards, and resume play on previously saved games. Insert one or two memory cards (sold separately) into the PlayStation® game console before starting play.

If a memory card is full, you won't be able to save games to it. Delete unwanted data or reformat the card before starting play.

Important: Do not remove a memory card while saving or loading games; doing so could damage the game data.

CONTROLS

Directional buttons

Move player around court.
Highlight player to receive pass.

X + Directional buttons

Pass to designated player.



Shake defenders.



Shoot.

L1

Set pick/screen to create open shot.

R1

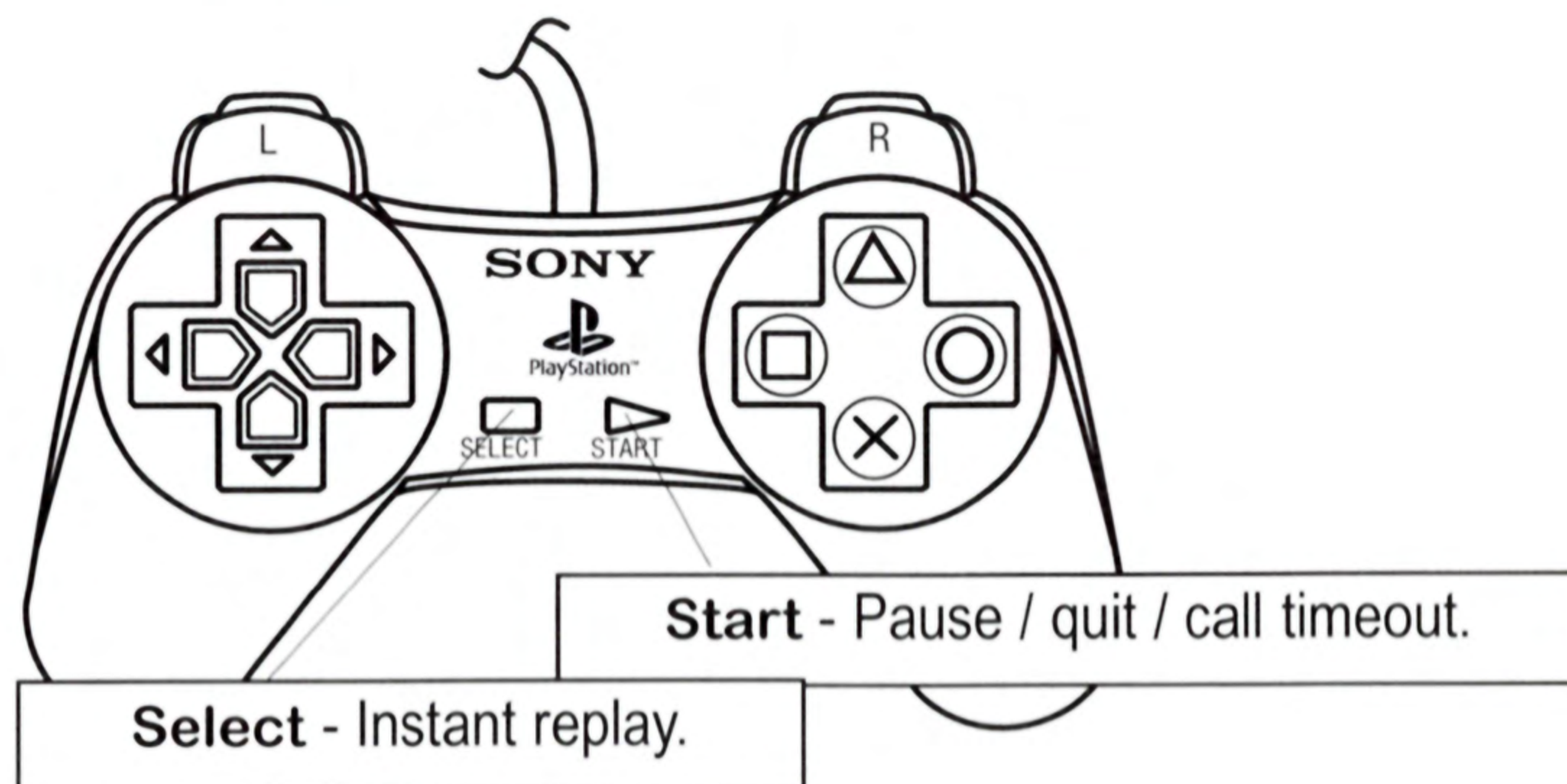
Isolate ball handler in open court.

R2 or L2

Speed burst.

R2 or L2 + ●

Attempt a dunk or special shot
around the basket.



DEFENSE

Directional buttons

Move player around court.



Toggle through defensive players.



Attempt a steal from the ball handler.



Block or rebound.

L1

Double team from left side.

R1

Double team from right side.

R2 or L2

Speed burst.

Note: Use the Options choice on the Main Menu
(pages 11-12) to change the control settings.

MAIN MENU

GAME CHOICES

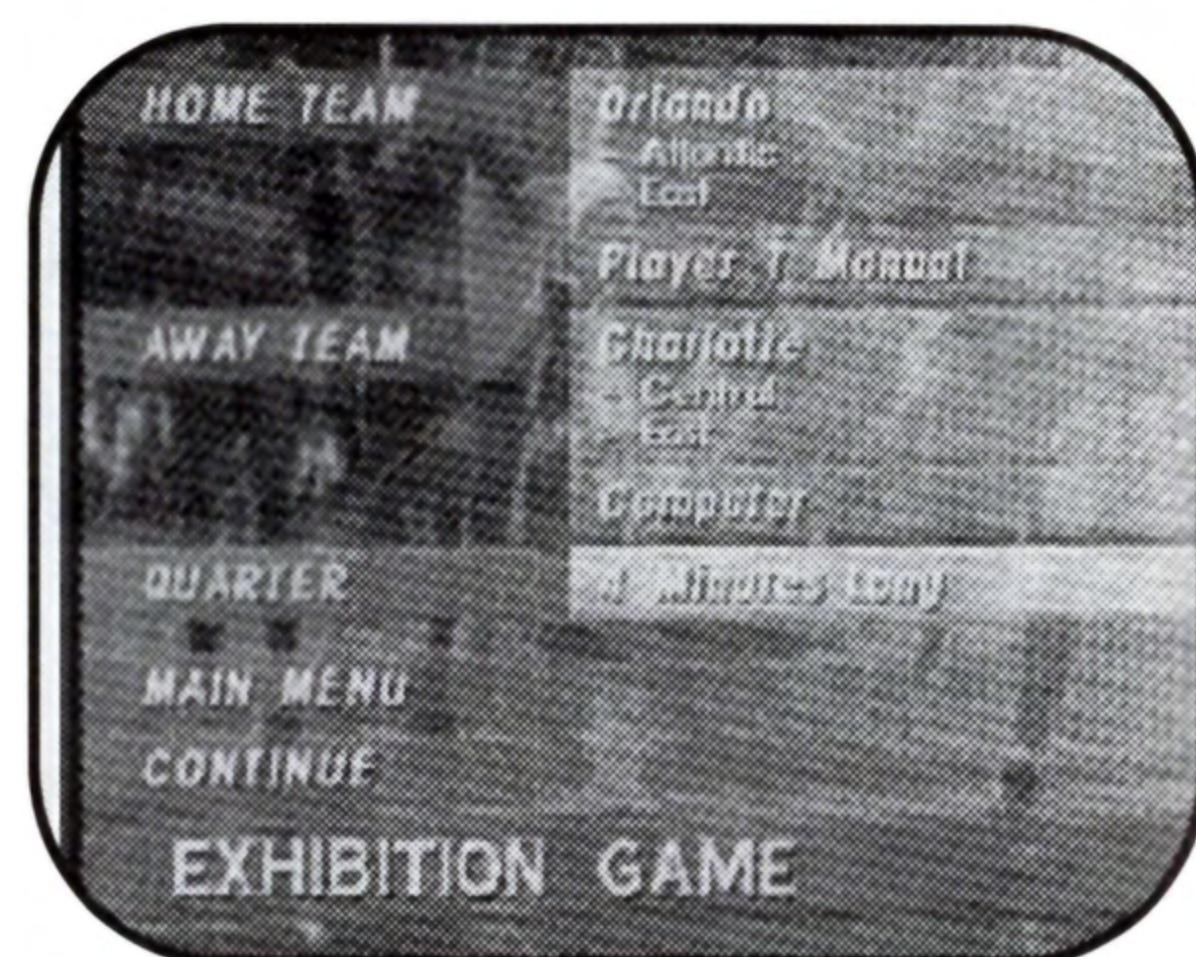
1. Following the game introduction, press **X** or **Start** on the controller to display the Main Menu.
2. Press the **Directional buttons** $\uparrow / \downarrow$ to highlight GAME CHOICES, and press **X** or **Start** to confirm.
3. Press the **Directional buttons** $\leftarrow / \rightarrow$ to highlight additional options, then press $\uparrow / \downarrow$ to continue highlighting options.
4. Choose CONTINUE and press **X** or **Start** to confirm the current settings, or choose MAIN MENU and press **X** or **Start** to exit.



EXHIBITION GAME

Match your team against any opponent in a single game, as a warm-up to season play. Exhibition games do not affect season or playoff standings.

At the Main Menu, use the **Directional buttons** to choose EXHIBITION GAME and press **X** or **Start**. On the Exhibition Game menu, press the **Directional buttons** $\uparrow / \downarrow$ to highlight one of the following options.



HOME TEAM

The Home Team wears white uniforms and starts the game protecting the near court.

1. Press the **Directional buttons** ← / → to cycle through the teams.
2. Press ● to switch conferences.
3. Press ■ to switch teams.
4. Press ▲ to switch divisions.
5. Press the **Directional button** ↓ to highlight PLAYER, and then press ← / → to designate who controls the team. Choose PLAYER 1, 2, 3, 4 or COMPUTER, in MANUAL or FRANCHISE mode (see page 14).

Note: Up to four players can play by connecting a PlayStation MultiTap and extra controllers before starting the game.

AWAY TEAM

Use the same steps as for HOME TEAM, designating a different controller for PLAYER.

QUARTER

Press the **Directional buttons** ← / → to set the time for each game quarter.

MAIN MENU

Exit to the previous menu.

CONTINUE

Press **X** or **Start** to advance to the Scouting Report, which shows the Home and Away Team starters, statistics and the overall league ranking. To substitute players:

1. Highlight STARTERS and press **X** or **Start** to display the Substitution screen.
2. Press the **Directional buttons** ↑ / ↓ to highlight the player to be replaced, and press ← / → to highlight the substitute player.
3. Press **X** to make the switch.
4. Highlight CONTINUE and press **X** or **Start** to exit to the Scouting Report screen.
5. Press **X** or **Start** to begin play.

SCOUTING REPORT		RANK IN LEAGUE				
SHOOTING - INSIDE	5TH					
SHOOTING - OUTSIDE	22ND					
SPEED	3RD					
BALL HANDLING	8TH					
DEFENSE	3RD	OVERALL	7TH			
STARTERS						
		HGT	SHOOTS	SPD	BH	DEF
F	11 JEROME TRACY	6'11"	76-73	66	68	61
F	40 TONY KNOTT	6'8"	82-51	76	55	86
C	44 JESSE BIRNFOED	6'8"	74-38	68	57	71
G	13 ADRIAN BLATT	6'4"	71-76	80	66	75
G	20 PETER PENCE	6'6"	78-54	86	77	75
CONTINUE		QUIT GAME				
HOME - SEATTLE						

HGT - Height
 SHOOTS - Shooting %
 SPD - Court speed
 BH - Ball handling
 DEF - Defensive rating

NEW SEASON

Set up and play a full or short season with any team against a friend or the computer. (The season calendar and player stats can be saved after each game. See page 19.)

1. At the Main Menu, choose NEW SEASON and press **X** or **Start**.

SEASON	Full Season - 82 Games
TEAM	Boston - Atlanta - Trail Computer
QUARTER	2 Minutes Long
MAIN MENU	
CONTINUE	LOAD
NEW SEASON	

2. Press the **Directional buttons** ↑ / ↓ to highlight SEASON, and press ← / → to choose the season length.
3. Choose TEAM, QUARTER, MAIN MENU and CONTINUE options (see "Exhibition Game," pages 4-6.)

FULL SEASON - 82 games EACH TEAM TWICE - 56 games EACH TEAM ONCE - 28 games HALF THE TEAMS - 13 or 14 games
--

Note: The SAVE option becomes available once you start a new season. See page 19.

CONTINUE SEASON

Play the next game in the currently saved season. Statistics and season standings are affected by game play.

1. At the Main Menu, choose CONTINUE SEASON and press **X** or **Start**.
2. On the Continue Season screen, highlight LOAD SEASON and press **X** or **Start**.
3. On the Load Season screen, highlight a memory card. Press **X** or **Start** to load the season saved on that card and exit to the previous screen. (Choose QUIT to exit and ignore the load.)

Note: You can save only one season per memory card.

4. After loading the game and choosing CONTINUE, you can make the following choices: SIMULATE, CONTROLS, MAIN MENU and CONTINUE.

SIMULATE

Simulate a game without actually playing it. Highlight YES and press **X** or **Start**. The computer simulates the game and immediately displays the results.

CONTROLS

Press **X** or **Start** to display the screen for choosing Player options (see "Exhibition Game, Home Team," page 5).

MAIN MENU

Exit to the Main Menu.

CONTINUE

Press **X** or **Start** to begin play. If simulating a game, you'll advance to the next scheduled opponent on the season calendar.

Note: The SAVE option becomes available once you continue a season. See page 19.

NEW PLAYOFFS

Pick a team and take it through a championship series. You play only post-season matches. At the Main Menu, choose NEW PLAYOFFS and press **X** or **Start**.

Note: If you have an existing season saved, you will be prompted to cancel the season in progress.

On the New Playoffs screen, make the following selections: QUALIFIERS, TEAM, SERIES, QUARTER, MAIN MENU and CONTINUE.



QUALIFIERS

Press the **Directional buttons** ← / → to choose one option:

LAST SEASON: Use the last season played.

RANDOM: The computer selects random teams for the playoffs.

TEAM

Same as in Exhibition Game.

SERIES

Press the **Directional buttons** ← / → to choose one option:

STANDARD: The winner of 5 of 7 games advances.

SHORT: The winner of 2 of 3 games advances.

KNOCKOUT: The first team to win advances.

QUARTER

Same as in Exhibition Game.

MAIN MENU

Exit to the Main Menu.

CONTINUE

Press **X** or **Start** to begin play.

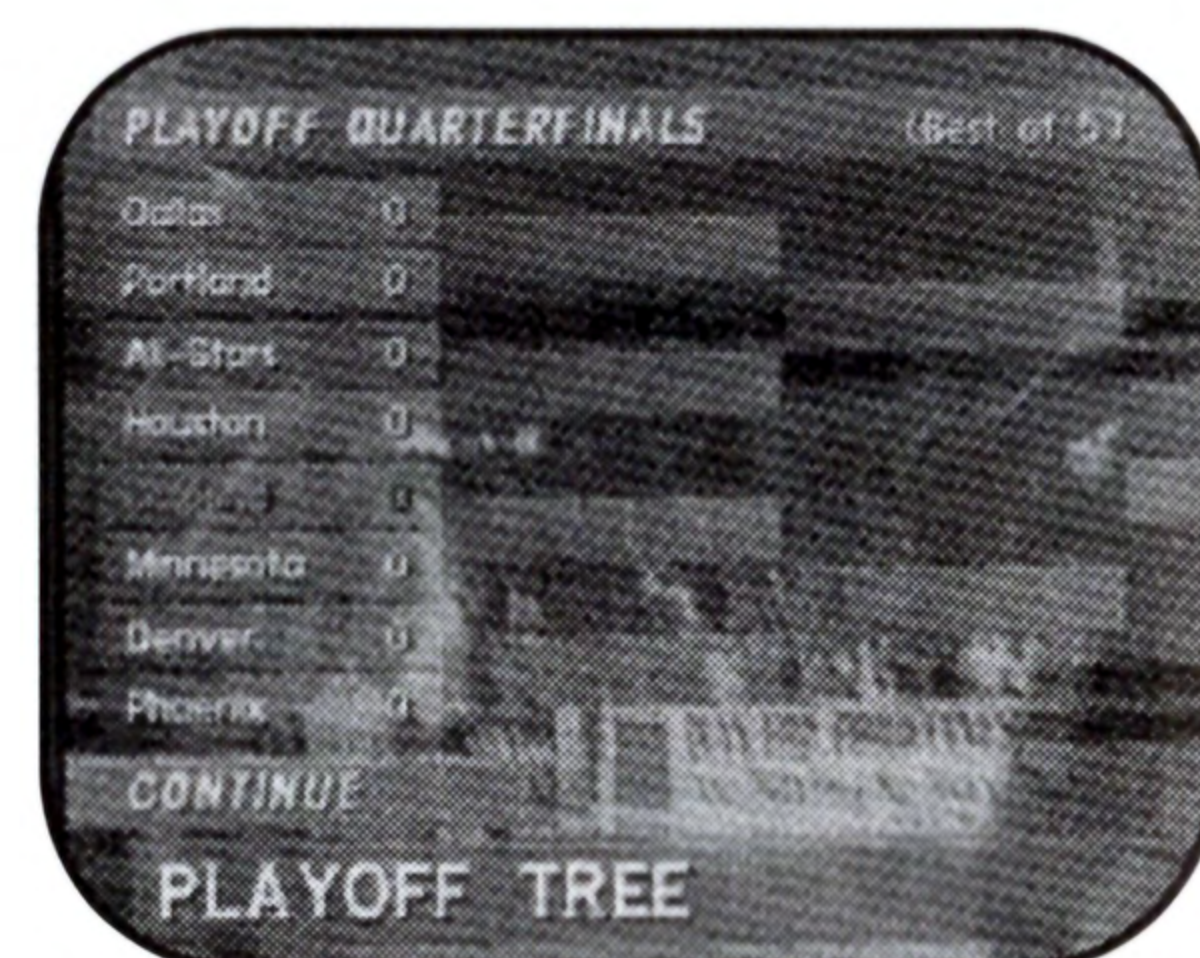
Note: The SAVE option becomes available once you begin new playoffs. See page 19.

CONTINUE PLAYOFFS

Play the next game in the current playoff or a saved playoff series.

1. At the Main Menu, choose CONTINUE PLAYOFFS and press **X** or **Start**.
2. On the Continue Playoffs screen, highlight LOAD PLAYOFFS and press **X** or **Start**.
3. On the Load Playoffs screen, highlight a memory card. Press **X** or **Start** to load the playoffs saved on that card and exit to the previous screen. (Choose QUIT to exit without loading.)
4. After loading the playoffs and choosing CONTINUE, you'll view the Playoff Tree, which shows your bracket, upcoming opponents and current playoff win-loss record.

Note: The SAVE option becomes available once you continue playoffs. See page 19.



STATISTICS

View the current season standings and league statistics, saved after every season or playoff game.

1. At the Main Menu, choose STATISTICS and press **X** or **Start**.
2. The screen shows the latest statistics in the currently loaded Season or Playoff mode. The display includes League and/or Season standings, plus the Top 10 season leaders in all categories.
3. Press **■** or **●** to cycle through the categories.



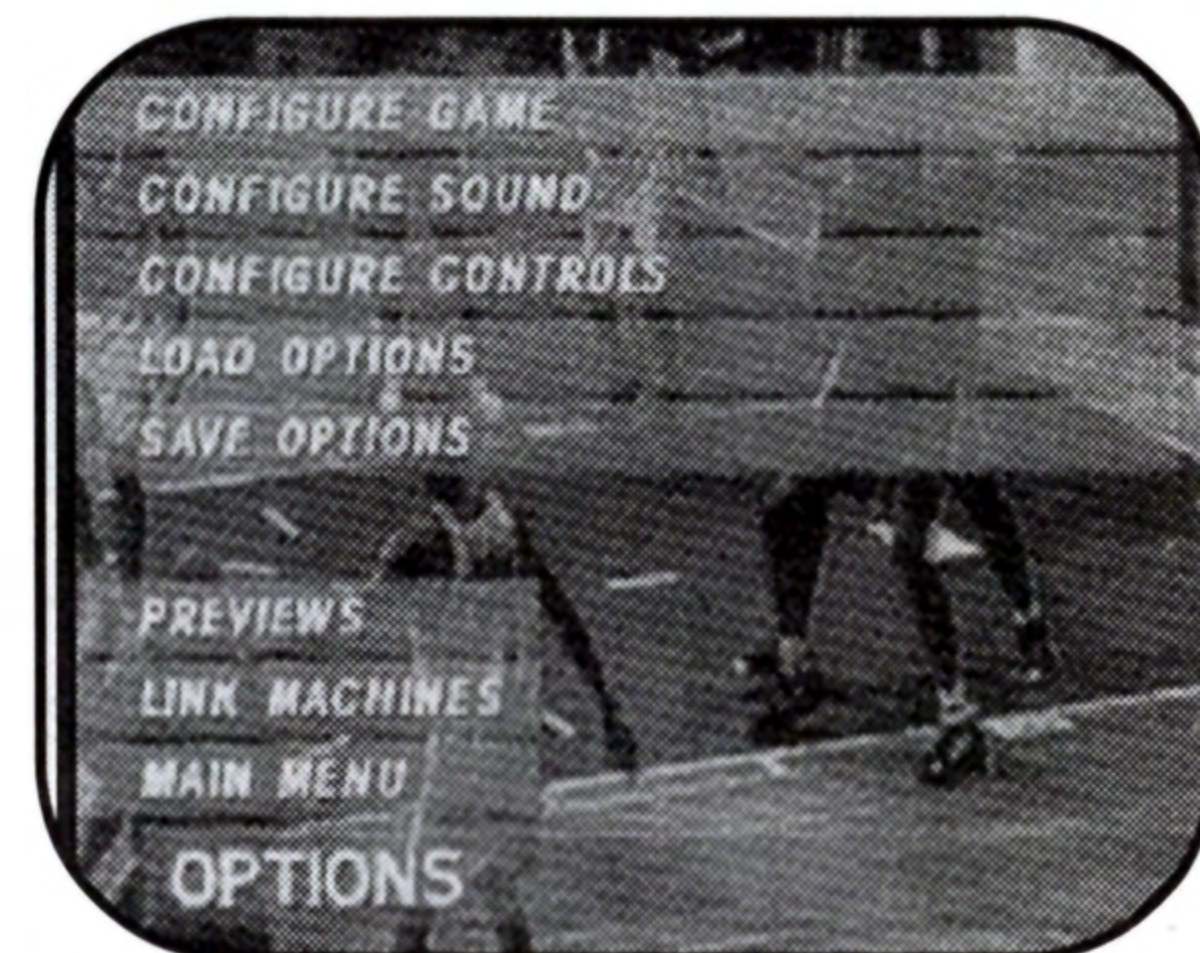
PACIFIC	W	L	Pct	GB
SACRAMENTO	3	1	.750	1
LOS ANGELES	3	1	.750	1
PORTLAND	2	2	.500	2
SEATTLE	2	2	.500	2
PHOENIX	1	3	.250	3
OAKLAND	0	3	.000	3.5

CONTINUE

SEASON STANDINGS

OPTIONS

1. At the Main Menu, choose OPTIONS and press **X** or **Start**.
2. Press the **Directional buttons** **↑** / **↓** to choose items, and press **X** or **Start** to display submenus.
3. Press the **Directional buttons** **←** / **→** to change the settings of highlighted options, and press **X** or **Start** to exit.
4. Choose CONTINUE and press **X** or **Start** to exit.



CONFIGURE GAME

DIFFICULTY: Choose the computer player's difficulty level.

BOUNDARIES: OFF allows players to step out of bounds without penalty. ON prevents it.

FOULS: Choose the level of referee intervention.

FATIGUE: OFF prevents player fatigue. ON-MANUAL lets you control when to substitute fatigued players. ON-AUTO assigns the computer to substitute players as they become fatigued.

SWITCH ENDS: ON means teams will switch ends at half-time. OFF prevents it.

CONFIGURE SOUND

MUSIC, SFX & COMMENTARY: Press the **Directional buttons** ← / → to set volume levels, or turn the features OFF.

CONFIGURE CONTROLS

Highlight each action and press a controller button to assign it. Each button can have only one function. You can reconfigure up to four separate controllers, for up to four players (see page 2). Press **Start** to exit.

LOAD OPTIONS

Restore previously set options by highlighting a memory card and pressing **X** or **Start**. (Choose QUIT to exit without loading.)

SAVE OPTIONS

Save the current options by highlighting a memory card and pressing **X** or **Start**. (Choose QUIT to exit without saving.)

PREVIEWS

Enjoy previews of Crystal Dynamics' hot product lineup.

MAIN MENU

Exit to the Main Menu.

ON THE FLOOR

PLAYERS

PLAYER DESIGNATIONS

Each player is recognized by position. Shooting skill is reflected in player designations:

- **Centers**, the tallest players, block and shoot well inside the paint.
- **Power forwards** are big and strong enough to dominate a game.
- **Guards** are the best ball handlers.
- **Forwards** and **guards** shoot better than centers from the perimeter.



PLAYER SKILLS

Each player's skill levels are measured in statistical percentages. 100% is the highest possible skill level.

PLAYER DESIGNATIONS

G	Guard
PG	Point Guard
F	Forward
PF	Power Forward
C	Center

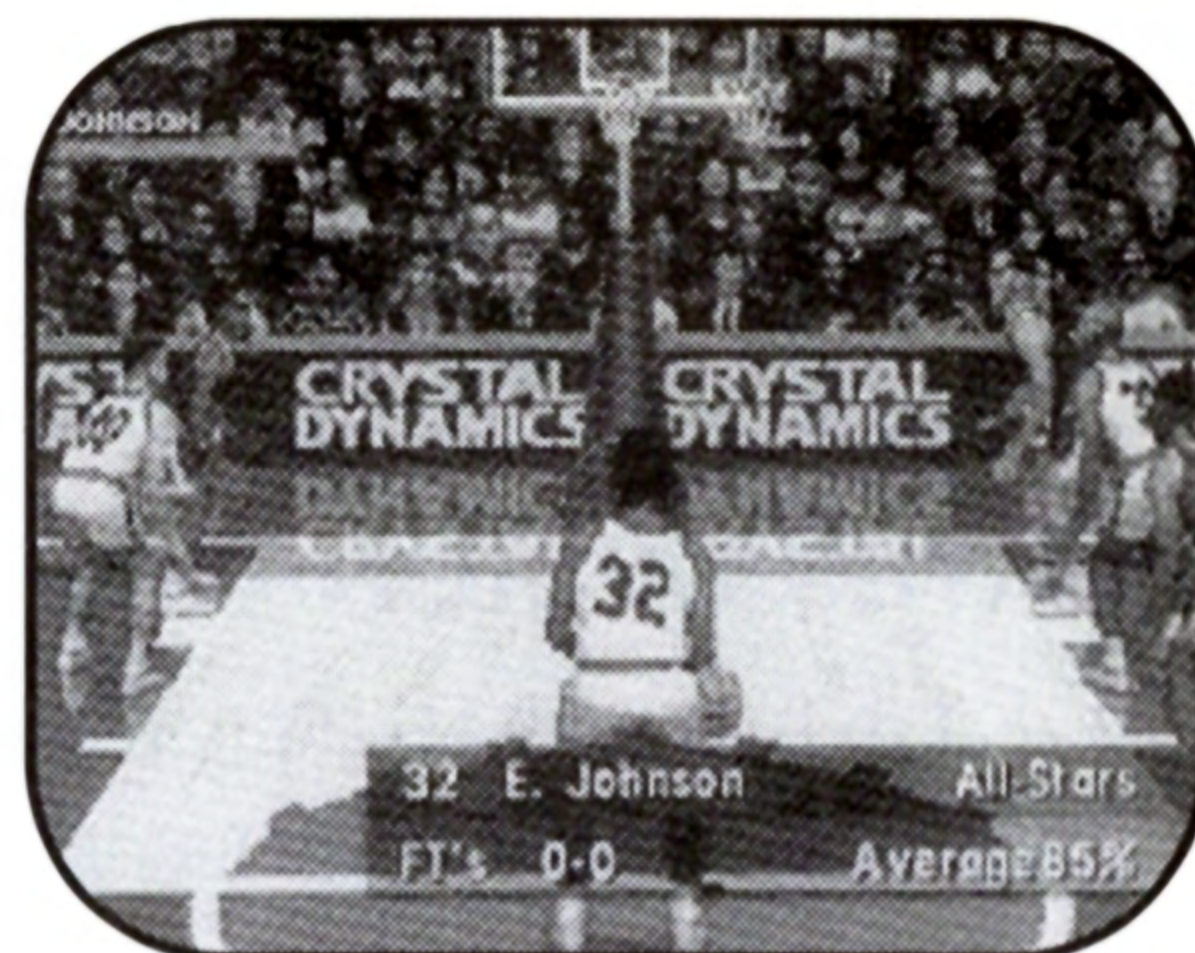
PLAYER STAMINA

When **FATIGUE** is on, a player's performance is measured by his stamina (**STAM**) as shown on the Statistics screen. 100% **STAM** means a player is at his peak performance. As the **STAM** % decreases, the player's performance decreases. Benched players will recover their **STAM**, so substitute your best players in and out with that in mind.

FREE THROWS

During free throws, you'll see two baskets: one stationary and one moving left to right. To shoot, press and hold ●, and release when both baskets align.

Hint: The basket moves slower for good shooters and faster for weaker shooters.



FRANCHISE VS. MANUAL

FRANCHISE mode lets you play as a premier player for a quarter, a half, or the whole game. You can select your favorite player in any position. You designate FRANCHISE or MANUAL mode with the PLAYER option (see "Home Team," page 5) before a game starts.



FRANCHISE

You always control the same man on offense and defense. Press X to pass, then press it again to call the ball back. You can change the player you control mid-game if you have the ball. Press **Start** for a timeout and choose FRANCHISE.

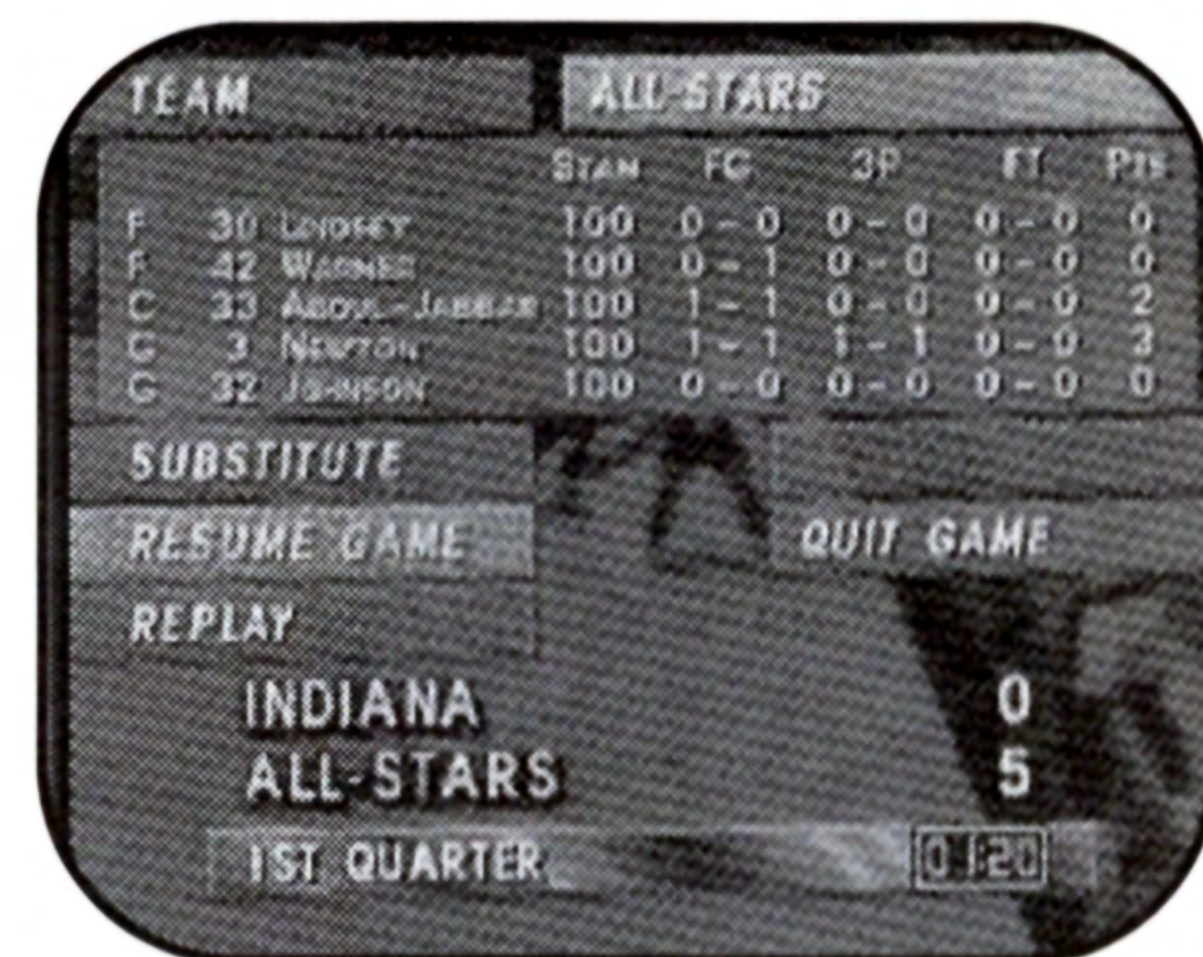
MANUAL

On offense, you always control the player with the ball. On defense, you control the player indicated by your team arrow. Press X to switch control to different players on defense.

PAUSING

Press **Start** to take a break from the action. At the Pause screen, you can choose to RESUME GAME, view a REPLAY, or QUIT GAME.

When you have possession of the ball, pausing also lets you call a TIMEOUT for additional options.



TIMEOUTS

Only the player on offense can call a timeout.

Each team has seven timeouts per game. You can call a timeout in order to substitute players, change a Franchise player, or attempt to break the opposing team's hot streak.

1. Press **Start** when your team has possession.
2. Choose TIMEOUT and press X or **Start**. You now have the additional options to SUBSTITUTE players and change your FRANCHISE player (Franchise mode only).
3. Make our selection and press X or **Start**.

SUBSTITUTIONS

1. When you have the ball, press **Start** to pause the game.
2. Choose TIMEOUT and press **X** or **Start**, and then choose SUBSTITUTE and press **X** or **Start**.
3. Tap ■ or ● to view player stats.
4. Press the **Directional buttons** ↑ / ↓ to highlight the player on the floor who will be replaced.
5. Press the **Directional buttons** ← / → to choose a rested player from the bench.
6. Press **X** to make the switch.
7. Choose CONTINUE and press **X** or **Start**.

SUBSTITUTE			Use ←→▲▼ To Select				
			STAM	FG	3P	FT	Pts
F	3	STEWART	100	0-0	0-0	0-0	0
F	22	PATRICK	100	0-0	0-0	0-0	0
C	32	ROSE	100	0-0	0-0	0-0	0
C	25	CLEGG	100	0-0	0-0	0-0	0
C	1	MORGAN	100	0-0	0-0	0-0	0
C	14	LEVY	100	0-0	0-0	0-0	0
C	8	TOWSE	100	0-0	0-0	0-0	0
F	00	KEEFE	100	0-0	0-0	0-0	0
F	5	STAFFORD	100	0-0	0-0	0-0	0
F	31	WALSH	100	0-0	0-0	0-0	0
C	30	PARKER	100	0-0	0-0	0-0	0
C	30	ROBE	100	0-0	0-0	0-0	0

CONTINUE

SUBSTITUTE - ORLANDO

INSTANT REPLAY

Press **Select** to activate REPLAY mode, or choose REPLAY on the Pause screen and press **X** or **Start**. Then use these controls:

●: Replay at normal speed.

X: Tap for frame advance; hold for fast-forward.

■: Tap for frame rewind; hold for fast rewind.

Directional buttons: Move the fast-break camera.

Start: Exit to the Pause menu. Choose RESUME GAME and press **X** or **Start** to return to the game.

STATISTICS

Statistics appear at the end of every quarter. Press ■ or ●, or press the **Directional buttons** ← / → to view all stats for both teams.

After a game, an MVP is selected based on the game stats.

SCORE BY QUARTERS

Orlando	10	18	6	7	-	41
Charlotte	10	10	12	10	-	42

MVP

33 Alexander Spears Charlotte

Min	FG	3P	FT	Reb	Ass	Blk	Stl	PF	Pts
8	17-35	0-0	0-0	3-5	0	2	3	0	34

CONTINUE

POST-GAME STATISTICS

FOULS

Each player is allotted six personal fouls per game. After the sixth foul, a player is fouled out. You must substitute this player when the Substitute screen appears.

CALL PLAYS

SET PICKS

On offense, press **L1** to set a pick with your teammate, then move around him to lose the opponent. Hit the jump shot or drive to the basket.

ISOLATION

On offense, press **R1** to clear teammates from the lane and go one-on-one against your defender.

DOUBLE-TEAM

On defense, press **R1** or **L1** to double-team from the right or left side.

HOOP HINTS

- To dunk or execute special shots on offense, hold down **R2** or **L2** while pressing ●.
- Tap ● to pump-fake opponents.
- Press ■ to shake off defenders. Tap ■ while standing still to shove opponents to the floor, giving you the open shot.
- Alley-oop: an alley-oop occurs when the ball is passed to a wide-open player who is close or on his way to the basket.
- On defense, use your center to control the paint. Protect against easy drives to the hoop by blocking shots and moving bodies.

SAVING & LOADING

SAVING SEASONS & PLAYOFFS

You can save current seasons and playoffs to a memory card. The season calendar, current player stats and season standings are all saved with the game.

Note: Only one season or playoff can be saved per memory card. Saving the current game will replace a previously saved game. You cannot save Exhibition Games.

1. After completing a season game, choose SAVE SEASON on the Season Calendar screen, and press X or **Start**. Or, after completing a layoff game, choose SAVE on the Playoff Match-Up screen and press X or **Start**.
2. Highlight a memory card. Press X or **Start** to save the game to that card and exit to the previous screen. (Choose QUIT to exit without saving.)

LOADING SEASONS & PLAYOFFS

1. At the Main Menu, choose CONTINUE SEASON or CONTINUE PLAYOFFS and press X or **Start**.
2. Choose the LOAD . . . option and press X or **Start**.
3. Highlight a memory card. Press X or **Start** to load the game saved on that card and exit to the previous screen. (Choose QUIT to exit without loading.)

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To replace defective media after the 90-day warranty period has expired, send the original disc(s) to the Crystal Dynamics address given above. Enclose a statement of the defect, your name, your return address, and a check or money order for \$10.00.

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1. Purchasing both the original GEX and the all new GEX: Enter the Gecko for the PlayStation game console,
2. Print your name, address, age and phone number on a 3" x 5" card,
3. Affix the proper postage and mail the envelope with the card and the original store receipts for the original GEX and GEX: Enter the Gecko to:

Crystal Dynamics GEX Shirt Giveaway
64 Willow Place
Menlo Park, CA 94025

All incomplete forms will be discarded. One shirt per household. Crystal Dynamics is not responsible for lost or stolen mail. Receipts must be dated on or before 9/30/98. All entries must be postmarked by 10/31/98. Only receipts for GEX and GEX: Enter the Gecko for the PlayStation game console will be accepted. Offer good while supplies last. Offer valid to U.S. residents only.

GEX™

GEX™

ENTER THE GECKO

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