A close-up, high-angle shot of a boxer's face, looking upwards with a determined expression. The lighting is dramatic, highlighting the sweat on his skin and the texture of his blue boxing gloves.

**BARKLEY
SHUT UP AND
JAM!**

JAGUARTM
64-BIT

GAME MANUAL

Ringside

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BARKLEY SHUT UP AND JAMI!

**JAGUAR
INTERACTIVE MULTIMEDIA SYSTEM
GAME MANUAL**

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Introduction

Barkley Shut Up and Jam is a two-on-two basketball game. It can be played by one to four players (Team Tap required for 3 or 4 players). There are four players played simultaneously during the game with the computer controlling various players depending on the mode (**DEMO, SINGLE, TWO PLAYERS COMPETE, TWO PLAYERS COOPERATE, THREE PLAYERS, FOUR PLAYERS**) and teammate control (**NO TEAMMATE CONTROL, PASS/SHOOT CONTROL, FULL CONTROL**) chosen.

In **SINGLE** player mode you control the team captain and the computer plays your teammate. Options exist to select the level of control over your teammate (**NO TEAMMATE CONTROL, PASS/SHOOT CONTROL, FULL CONTROL**).



In **TWO PLAYER COMPETE** both players control the team captain of their respective team and the computer plays their teammate. **TWO PLAYER COOPERATE**, Player 1 is the team captain and Player 2 is the teammate. Computer plays the opposing team players. During **THREE PLAYERS**, Player 1 is the captain of Team 1 with player 3 as a teammate, and Player 2 is the captain of team 2 with a computer-controlled teammate. And for **FOUR PLAYERS**, Player 1 is the captain of Team 1 with player 3 as a teammate, and

Player 2 is the captain of team 2 with player 4 as a teammate. **DEMO** mode allows you to watch the computer play the game with no player interaction. Computer randomly selects team composition.

Game Mode, Configuration & Team Selection

While viewing the **TITLE SCREEN** press the **A, B** or **C BUTTON** on **CONTROLLER 1** or **2** to raise the **MAIN MENU**. Use the control pad on **CONTROLLER 1** to move the basketball [cursor] up or down next to **NEW GAME, NEW SERIES, NEW TOURNAMENT** or **CONTINUE TOURNAMENT** (when available). Select your game option with the **A** or **B** button on **CONTROLLER 1** to move on to the **GAME CONFIGURATION** screen.

NEW GAME, NEW SERIES or **NEW TOURNAMENT GAME CONFIGURATION** screens. Using the control pad move the basketball up or down to each line. At each line use the control pad **LEFT / RIGHT** buttons to change the option for that line. Do **NOT** push the **A** or **B** button until all options are configured for what you want. First line selects **1 PLAYER, 2 PLAYERS COMPETE** (play one-on-one against a friend), **2 PLAYERS COOPERATE** (play as a team against the computer), **3 PLAYERS***, **4 PLAYERS***, or **DEMO**. The next line select a **1, 3** or **5 MINUTE QUARTERS** for **NEW GAME, NEW SERIES** or **NEW TOURNAMENT** modes. You also have the option of **PLAY TO 21 POINTS** or **PLAY TO 50 POINTS** in **NEW GAME**

mode only. The next line is teammate control. Use the left/right controls to select **NO TEAMMATE CONTROL**, **PASS/SHOOT CONTROL** or **FULL CONTROL**. In **NEW SERIES** mode there is a fourth line for **BEST OF 5** or **BEST OF 7 GAMES**. Once you have completed your selections use the **A** or **B** button to confirm your selections and move on to the **TEAM SELECTION** screen.

***Note:** You must have a **TEAM TAP** plugged into the second controller input with at least two controllers connected to ports B & C to get the menu selection to appear. Game must be powered up with this controller configuration for menu selection to work.

TEAM SELECTION screen for **NEW GAME** or **NEW SERIES** mode. Use the control pad **LEFT / RIGHT** buttons to move the basketball over the 16 possible players until you find one suitable to act as Captain of your team.



Press the **A** for that players stats and **B** to select that individual. Press the **C** to cancel setup and return to the main menu. When it is your turn use the control pad to **SELECT A TEAMMATE** in the same manner. Selection sequence is captains first then teammates second. After the team selections are made, the two teams player roster will be displayed. To continue press the **A** or **B** button.

In **New Game Mode** you now select your playing location. **CITY SELECTION SCREEN**. You have 8 cities to play

in. Use the control pad to select the desired city then press the **A BUTTON** to begin the game.

In **NEW TOURNAMENT** play use the control pad to select the **TEAM CITY** and the **A BUTTON** to lock it in. In **Tournament Mode** you do not select players. The **Team City** determines players. In **Series Mode** you do not select city since it is a series. **Phoenix** is the city for Tournament Finals.

Using the Controller(s)

Offense

A BUTTON- Activate **POWER CELL** (see **PLAYING THE GAME**)

B BUTTON- Press and hold to jump with the ball then release the **B BUTTON** to shoot the ball, Jump and attempt to hit the ball during a **TIP-OFF**

C BUTTON- Pass the ball, Signal your computer teammate to pass the ball to you, Put a ball into back into play after going out

Defense

A BUTTON- Activate **POWER CELL** (see **PLAYING THE GAME**)

B BUTTON- Jump up to defend against the super dunk

C BUTTON- Attempt to steal the ball from your opponent, While jumping attempt to steal the ball during a super dunk

Directional Pad

RIGHT - Move to the right

LEFT - Move to the left

UP - Move up (toward the top of the screen)

DOWN - Move down (toward the bottom of the screen)



Additional Controls

+ * - reset game and return to title screen

PAUSE BUTTON - pause game. Pressing **B** during pause activates an FX volume adjust control. **RIGHT** or **LEFT** adjust volume up or down respectively.

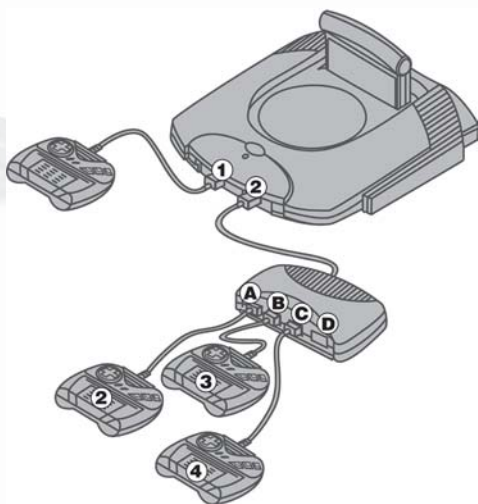
OPTION BUTTON - not used

O BUTTON - toggles title/menu screen music on/off.

Barkley Shut Up and Jam is compatible with the **TEAMTAP** four-player accessory.

Team Tap

If you have the **JAGUAR TEAM TAP Adapter** you can play with up to three of your friends. Player 1 plugs into controller port #1. The **JAGUAR TEAM TAP Adapter** is plugged into **JOYPAD Port #2**, with players 2, 3, and 4 plugged into ports A, B and C on the **TEAM TAP** respectively. Players 1 and 3 are always teammates, and will play against player 2. Player 4 is player 2's teammate. All players are identified with numbered arrows that float above the characters.



1 Player	Human with Jaguar-controlled teammate vs. computer
2 Player	2 Humans vs. one another (or on the same team) with Jaguar controlled teammates (or opponents)
3 Player	2 Humans vs. 1 Human with Jaguar-controlled teammate
4 Player	2 Humans (2 per team) vs. each other

Playing the Game

The **NAMES** and **POWER CELL METERS** for all four players appears across the top of the screen. A status display is exhibited across the bottom of the screen showing the **SCORE** for each team, the **QUARTER** of play and the **TIME** remaining in the **QUARTER**. The game begins at center court with a **TIP-OFF**, (the ball is thrown into the air and one player from each team will then attempt to hit the ball to a teammate). Press the **B BUTTON** to jump and attempt to hit the ball during a **TIP-OFF**. Each player begins the game with **SIX POWER CELLS**, (red energy cells adjacent to each player's name). When a **POWER CELL** is activated a player can move faster and shoot with greater accuracy from anywhere on the court. A regular shot made from within the **3-POINT ARC** will become a **SUPER DUNK** when a **POWER CELL** is activated. In order to activate a **POWER CELL** press the **A BUTTON**, (the rightmost **POWER CELL** will flash white and the remaining cells will flash white in sequence to the left on the **POWER CELL METER**). A **POWER CELL** is only used for a player when that player is used to make a shot. After shot is made all **POWER CELLS** that are active are de-activated. **POWER CELL METER** is restored at the beginning of each quarter.

Scoring

You are awarded **TWO POINTS** for every basket that is made within the **3-POINT ARC** and **THREE POINTS** for every basket that is made from outside of the **ARC**.

Referring

No official referring exists in the game. There is a shot clock that requires a team to make a shot during timed play (**1, 3 or 5 minute quarters**). Shot clock length is determined on the length of the quarter (**10, 15 or 24**



seconds for 1, 3 or 5 minute quarters). It is reset after a basket shot is attempted/completed. If a shot is not made within the appropriate time by the offensive team then a **SHOT CLOCK VIOLATION** occurs. Ball control is transferred to the opposing team where the players for that team go to the opposite end of the court from their basket to place the ball back into play. No shot clock is used during point play mode (**PLAY TO 21 or 50 POINTS**).

End of Half

At the end of each half a **STATISTICS SCREEN** will appear to show statistics for each player, (**POINTS, 2 PTS., 3 PTS., DUNKS, STEALS, BLOCKS** and **REBOUNDS**). The team that is ahead on points at the end of the second half wins the game. After each **SERIES** or **TOURNAMENT** game is completed you will receive a **PASSWORD** which can be used to resume play from that point forward.

TITLE: BARKLEY SHUT UP AND JAM™

SYSTEM: Atari Jaguar 64 BIT SYSTEM

CATEGORY: SPORTS/BASKETBALL

PLAYERS: 1 TO 2 SIMULTANEOUS PLAYERS with optional control of 2 additional players.

Manual Design: Kevin Manne / InterMedia design

Manual Content: Glenn Bruner, Richard Turner



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J9018E
705018-001
Printed in USA