

Slam Dunk 2 (Import) Shohoku Team Guide

by RAMS

Updated to v0.1 on Jan 28, 2004

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Version Update
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V 0.1

- Done the basic info of the FAQ
- Add in some of the player details as well as their moves

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2. Basic Control

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1. Introduction

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Slam dunk was made based on the manga/anime with the same name. Compared with more popular Basketball game like NBA live, the game is a little bit different in terms of gameplay. The game was released in 1995, and there are 6 teams available in the game.

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2. Basic Control

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Offense

A - Dribble

B - Pass

Y - Shoot

Down - Get away from matc-hup

Defense

A - Steal

B - Intercept

Y - Block

Under Basket

A - Boxing out

Y - Jump

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3. Shohoku

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Shohoku wasn't a strong team in terms of basketball. However, things were going to be different with the arrival of the Super rookie Kaede Rukawa. In addition to Rukawa, Hanamichi Sakuragi - ared headed freshman join the basketball club in order to impress Haruko, younger sister of Takenori Akagi. (Shohoku's captain).

Shohoku was a pushover in the previous tournament, with Akagi being the only good player. However, with the arrival of Super Rookie Rukawa, The talented Hanamichi, the return of former Junior High MVP, Shohoku had the potential to surprise everyone.

Story Mode

1st match vs Miuradai

Mitsui, Ryota, Sakuragi, and Rukawa was benched for the first half, for fighting in the gym. (refer to the anime for more details). However, even without them Shohoku managed to get the lead comfortably at the break, 42-24. However, things are about to change with the introduction of bald headed guy for Miuradai

Player to watch: Bald Headed Gui

2nd Match vs Tsukubi

Shohoku went to the second half trailing by 12 points. Try to equalize the score as fast as possible.

3rd Match vs Shoyo

Shoyo are made up of tall player, and their player-coach Kenji Fujima is the dangerman. He is one of the fastest player in the game, as could be seen when he run backto defense. Waht makes it harder, you went to the game trailing

22-31. Tire Fujima out and try not to miss any chances. Grab as many rebound as you can

Players to watch: Fujima, Hanagata

4th Match vs Kainan

It's time to play the defending champion Kainan. In their team, there is the best player in Kanagawa - Shinichi Maki. Also, not forgetting three pointer shooters such as Miyamasu and Jin Soichiro. Don't let Maki to get hold of the ball, and try to prevent Jin shooting from the outside.

Players to watch: Maki, Jin

5th Match vs Ryonan

The last match of the game, you went to the match trailing 26-32. Sendoh is definitely the man to watch here. He is just like Rukawa, except with more stamina. Uuzomi is great in defence, but if you can tire him early in the game it would be good. You might also want to defense inside the arc seeing Ryonan weak point lies on long-range shooting

Players to watch: Sendoh, Uuzomi.

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4. Players

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Coach: Anzai Senzei

Manager: Ayako

Name: Ryota Miyagi
Nickname: Ryochin
Number: 7
Position: Point Guard
Height: 168 cm
Weight(: 59 kg
Grade: 2nd year
Special Moves: Pump Fake - down, up, A
Back Pass - forward, back ,X

Ryota was the shortest player in the team, but this was made up by his great passing ability as well as his pace which was needed for Shohoku's fast break.

Name: Mitsui Hisashi
Nickname: Mitchan
Number: 14
Position: Shooting Guard
Height: 184 cm
Weight: 70 kg
Grade: 3rd year
Special Moves: Fake - back, down, forward, Y (must be done outside the arc)

Mitsui was MVP of junior high. He turned down offer to join otehr basketball powerhouse like Kainan, Ryonan, and Shoyo because of Coach Anzai. He had the ambition to make Shohoku a national champion. However, due to his arrogance, he injured himself on practice and turned away from Basketball until he realize that basketball was his passion.

As a player, Mitsui is easily the best three pointer shooter in the game. Use his ability to shoot from the outside. The downside about Mitsui, is probably his stamina.

Name: Kaede Rukawa
Nickname: None
Number: 11

Position: Small Forward
Height: 187 cm
Weight: 72 kg
Grade: 1st year
Special Moves: Double handed dunk - up, down, up ,A
Dunk - A
Switchover - down, forward, back, Y
Pump Fake - down, up, A
Back Pass - Foward, back, X

The Super Rookie. Rukawa would be the sort of player that's capable of winning the match single-handedly. This is definitely the guy you want the ball to be passed to. His great shooting ability would make him a good finisher. However, just like Mitsui, Rukawa get tired easily, so it would be better to use him at the later stage of the match. storyline-wise, Rukawa is an egoistical ball-hogger who'll try to score by himself.

Name: Sakuragi Hanamichi
Nickname: Red-Headed Monkey, Tensai (Genius (self proclaimed))
Number: 10
Position: Power Forward
Height: 189 cm
Weight: 83 kg
Grade: 1st year
Special Moves: Hanamichi Wall - Y (only works when opponent is using a shot)
Dunk - A
Pump Fake - Up, Down, A
Flyflap - Down, Up, Y

Probably the most eccentric player on the court, also the main character of the naime. Hanamichi may be a begginer, but he was a fast learner and has a great potential to do better. His strength point would be his rebound and defense. However, when it comes to shooting, his shooting is atrocious. Try not to use him for long/mid range shooting.

Name: Akagi Takenori (Captain)
Nickname: Gori (Gorilla)
Number: 4
Position: Center
Height: 197 Cm
Weight: 90 Kg
Grade: 3rd year
Special Moves: Gorilla Dunk - A
Flyflap - down, up, Y

The captain of Shohoku. At last, with talented teammate around him, he won't have to fight his battle alone. Strong at rebound as well as his trademark dunk - Gorilla Dunk

Name: Kiminobu Kogure (Co-Captain)
Nickname: Megume-Kun (Glasses-boy)
Number: 5
Position: Small Forward
Height: 178 cm
Weight: 62 kg
Grade: 3rd year
Special Moves: None

The vice captain of Shohoku, and probably the weakest player in the team.

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5.Credits

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Thanks to the following people for making this FAQ possible

- CJayC for posting this FAQ
- You for reading it

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You can contact me at RAMS1801@hotmail.com

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