

Slam Dunk 2 (Import) Kainan 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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1. Introduction
2. Basic Control

3. Story (Kainan)
4. Players and moves list (Kainan)
5. Credits

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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 match-up

Defense

A - Steal

B - Intercept

Y - Block

Under Basket

A - Boxing out

Y - Jump

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3. Kainan

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Coming Soon

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4. Players

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Coach: Takato Riki

Name: Shinichi Maki (Captain)
Nickname: -
Number: 4
Position: Point Guard
Height: 184 cm
Weight(: 79 kg
Grade: 3rd year
Special Moves: Spin - Back, Down, Forward, A
Back Pass - Back, Forward, X

The best Player in Kainan, if not in the whole game. Captain of Kainan also hailed as the best player in the prefecture. Good in both offense and defense. One of the only point guard in the game that could catch a rebound.

Name: Jin Soichiro
Nickname: -
Number: 6
Position: Shooting Guard
Height: 189 cm
Weight: 71 kg

Grade: 2nd year
Special Moves: Pump Fake - down, Up, A

A truly great shooter. Supposedly, he practised shooting 500 3-pointers everyday. Not blessed with natural talent like Mitsui, but definitely one of the only player in the game that could rival Mitsui in terms of three-pointers.

Name: Kiyota Nobunaga
Nickname: Wild Ape
Number: 10
Position: Small Forward
Height: 178 cm
Weight: 65 kg
Grade: 1st year
Special Moves: Fadeaway
Slam Dunk - A
Pump Fake - down, up, A
Back Pass - Forward, back, X

Think of Sakuragi with Rukawa ability. Not as good as Rukawa, even though he claimed to be the no.1 rookie. A parallel comparison of characters could be drawn between him and Sakuragi. A great player on offense, and he could grab rebound as well.

Name: Mutou Tadashi
Nickname: -
Number: 9
Position: Power Forward
Height: 185 cm
Weight: 75 kg
Grade: 3rd year
Special Moves: -

Nothing special about him, but decent in shooting and lay-up. No special moves, and no ability to grab rebounds.

Name: Kazuma Takasago
Nickname: -
Number: 5
Position: Center
Height: 181 cm
Weight: 80 kg
Grade: 3rd year
Special Moves: Slam Dunk - A

The weakest of the four, from the best 4 teams in the game (Shohoku, Kainan, Ryonan, Shoyo). Lack of special ability unlike Hanagata, Akagi, or Uozumi. The only plus point would be the ability to grab rebounds.

Name: Yoshinori Miyamasu
Nickname: -
Number: 15
Position: Shooting Guard
Height: 169 cm
Weight: 42 kg
Grade: 3rd year
Special Moves: None

Look could be deceiving. You would never thought that Miyamasu is a basketball

player, let alone a good shooter. The second best sixth man in the game after Ikegami of Ryonan.

Playing with Kainan

Kainan is basically a good team. Use Maki and Kiyota as you target men. Use Jin to shoot from the outside. If either Takasago or Kiyota get tired, switch Maki to their respective position and let Mitamasu play as a point guard.

Playing against Kainan

There's almost no weakness. Each player is a threat in its own rights. Even Mutou teh weakes player in teh first team is capable of getting layup consitently. Maki will not figure much in the game as a point guard. Tire out Takasago and Kiyota early.

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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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6. Miscallenous
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To get an All star team, do this when the player of Shohoku are appearing. Hold "R" button and pres "Y","A", "B", "X" rpeatedly

You should heard the phrase "Unbelieavable if you do it correctly."

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You can contact me at RAMS1801@hotmail.com
8:12 AM 11/18/02
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(==RAMS==)

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