

# Slam Dunk SD Heat Up!! (Import) FAQ

by megabassxz

Updated to v1.2 on Feb 9, 2004

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Slam Dunk SD Heat up FAQ
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1. Introduction
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This FAQ is based on Slam Dunk SD Heatup for Snes. I've only played this game on Zsnes which is an Snes Emulator. Slam Dunk is an Anime / Manga about Basketball. It also has 4 movies which are stories in between the Anime series. To learn more about Slam Dunk , visit the websites located at the

links section. Sorry , If you cannot understand some of my English , because I'm not that good in speaking English. Most info here (most specially the game menu , advanced skills & game genie codes) are from other gamers at the GameFAQs messageboard who are playing this game too.

=====  
2. Version History  
=====

Version 1.0

May 03, 2003 - Started the FAQ.

Version 1.1

May 18, 2003 - Added some info about performing the alley hoop.

Version 1.2

May 19, 2003 - Added another info about performing the alley hoop.

=====  
3. Controls  
=====

In this section , I will describe the controls of the game on what I know that each button does.

-----  
3.1 Offense  
-----

A - Turbo / Run faster  
B - Pass  
X - Super (available only when super meter is full)  
Y - Shoot (hold and release for fake)  
L - Switch Players  
R - Switch Players

-----  
3.2 Defense  
-----

A - Turbo / Run faster  
B - Steal , Block , Rebound  
X - No Use  
Y - Push (can also be used to steal)  
L - Switch Players  
R - Switch Players

-----  
3.3 Menu Controls  
-----

A - Select  
B - Cancel  
Y - Cancel  
Start - Confirm Selections

=====  
4. Game Modes  
=====

In this section , you will find the translations of the game modes in the game. These translations are not the exact ones , these are just translations on what I know each option does.

-----  
4.1 Story Mode  
-----

- This mode is where you follow the story of the red-haired , Hanamichi Sakuragi , and his team , Shohoku.

New Game - you start a new game

Password - you get a password after every game you play in Story mode.  
It is located in the Blue box below Sakuragi.

-----  
4.2 Vs. Mode  
-----

- This mode is where you can play against a friend or against the CPU.

-----  
4.3 Tournament Mode  
-----

- This mode is where you can play against a friend or CPU in a playoffs style.

Multiplayer mode - up to eight can play here.

Press Start to set the other players to CPU.

Single player mode - 1 player only. Matches here are all against the CPU.

=====  
5. Game Menu Guide  
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In this section , you will find the translations of some menus in the game. These translations are not the exact ones , these are just translations on what I know each option does.

-----  
5.1 Choose a team menu  
-----

Note : This menu does not appear in Story mode.

First you choose a team and your opponent. Press Start to confirm it. The following are the 8 teams you choose from in order they were in the game:

Shohoku	Tsukubu
Ryonan	Miuradai
Shoyo	Takezono
Kainan	Toyotama

## 5.2 Control Setting Menu

-----  
Here , you choose your controller settings much like in NBA live.  
Press Start to confirm it. For example , you are Player 1 and you choose Shohoku and your friend is Player 2 and he choose Kainan , then you should press left to set Shohoku as Player 1 and your friend right to set Kainan as Player 2.

Shohoku          vs.          Kainan

< -----1P ---- >

< -----2P ---- >

## ----- 5.3 Player Control Menu -----

Here , you can set your player lineup / position or player control.

Switch Player Control > < One Player Control

PG      SG      SF      PF      C      SUB

### ----- 5.3.1 Changing Lineup / Position -----

On the 1st option , press Down to highlight a player , then press the A button to change the position of the player you want. Choose the desired position and press A again to set it.

### ----- 5.3.2 Changing Player control -----

#### ----- 5.3.2.1 Switch Player Control -----

- you can switch to other players of your team throughout the game. Just press Start in the first option after changing line up / position.

#### ----- 5.3.2.2 One Player Control -----

- You control only one player throughout the game. On the 2nd option, press Down twice, then press A to choose which character you want to control throughout the game ( 1P should appear below the player) . Press the A button to set it. Press Start after making the desired settings.

## ----- 5.4 Offense / Defense Menu

-----  
Here , you choose your Offense / Defense , respectively. Press the A button to see a preview of your defense/offense on the lower left of the screen , their descriptions are in Japanese , however. Press B to cancel. Press Start to confirm your selections.

Offensive Defensive  
<-----|-----|-----|-----|----->

Preview Here

Description Here

-----  
5.5 Team Strategy Menu  
-----

Here , you are given 3 options for your team strategy / play. Press Start to select the option. Here are the options and what they do to affect your strategy :

Team Strategy

Basic Play - the basic play of shooting and passing.

Passing Play - play where your teammates will keep on passing and seldom shoot.

Shooting Play - play where your teammates will keep on shooting and seldom pass.

-----  
5.6 Game Time and Difficulty Menu  
-----

Here you can adjust the game time and the difficulty setting. Press left/right to adjust the setting , then press Start to start playing.

Note: The difficulty setting does not appear in Story mode

Game time

< 1 - 20 min. >

Difficulty Setting

< Easy Normal Hard >

-----  
5.7 Pause Menu  
-----

When you pause the game, ( you can only pause when you or your opponent are inbounding the ball ) , you are given the following options: Press A to select one. Pressing Start will get you back to the game.

Timeout - you can call a timeout and do the following:

I think you can only call 6 timeouts per game.

Change Strategy - this will bring you to the Team Strategy menu.

Change Offense / Defense - this will bring you to the Offense / Defense menu.

Substitutions - this will bring you to the Player Control Menu.

Substitutions - you can make substitutions without using a timeout.

=====  
6. Advanced Skills  
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In this section , you will know some of the advanced skills that can be done in the game and how to do them. I got some of this info from other gamers on the GameFAQs messageboard.

-----  
6.1 Super Move  
-----

Each player in any team has a super move that can be done once in a while. To do this , simply press the X button when the yellow super bar (located at the top of the screen near the score) is completely full. The yellow super bar increases automatically when you are running across the court. It decreases when the opponent shoots , steals the ball on you or sometimes when you commit a foul.

-----  
6.2 Slam Dunk  
-----

Only Centers and Power forwards can do this move. To do this , press and hold the A button when approaching the ring then press the Y button. This move can only be stopped by fouling and cannot be blocked.

-----  
6.3 Fade away  
-----

This move is exclusive only to 3 players in the game. They are Rukawa of Shohoku , Sendoh of Ryonan and Hanagata of Shoyo. To do this , press the Y button quickly when your guard is approaching you. This move has great accuracy for a sure shot and can only be blocked with a correct timing.

-----  
6.4 Alley hoop  
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To do this easier , choose the same offense that Ryonan uses. There are two ways to do this , but it seems to me that both randomly works.

-----  
6.4.1 1st Variation  
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Pass the ball to your PG , highlight your PF or C , go to the 3-point lane and pass it to your PF or C.

-----  
6.4.2 2nd Variation  
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Pass the ball to your PG , highlight your PF or C , go to the 3-point lane and press Down , Down-Forward , Forward + B.

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7. Links  
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Here , I will post websites about Slam Dunk that I found through the Yahoo search engine.

<http://liquid2k.com/sdhomecourt/>  
[http://www.geocities.com/Tokyo/Temple/1822/slam\\_manga.html](http://www.geocities.com/Tokyo/Temple/1822/slam_manga.html)  
- here you will find Slam Dunk manga summaries  
<http://www.geocities.com/Tokyo/Flats/9850/eng.html>

=====  
8. Credits  
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CJayC and GameFAQs - without the Messageboard , I could not have gotten some infos from others gamers about this game.

Bandai - for not translating this great game.

Author of Slam Dunk - for making this great anime / manga.

Various messageboard people(all I can remember are ansai and pgmaki)  
- for their tips.

MGDJr. - for winning over me with a 20 point margin.

Cristian Juarez<kinjo1987@lycos.com> and gl00m777<ninja\_master@mekano.cl>  
- for info regarding the alley hoop.

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9. Disclaimer  
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All trademarks and copyrights contained in this document are owned by their respective trademark and copyright holders. I'm in no way affiliated to them.

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## 10. Copyright Info

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If you got a question / comment regarding this FAQ , e-mail me , but put the game title on your subject. If you want to post this somewhere , e-mail me first. If you see this FAQ other than [www.gamefaqs.com](http://www.gamefaqs.com) , e-mail me or CJayC immediately.

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