



HALF-BAKED HALF-TIMERS

At half-time the commentator pops up in the company of David Robinson. Together, they are about as expressive as Ray Wilkins and their observations have an uncanny knack of stating the obvious. During this entertaining interlude however, you are given the opportunity to check on your team stats and those of the opposition.

▲ Here's a decent run-up to the opposition's basket.

SUPREME COURT BASKETBALL

Order! Order! The Supreme Court is now in session and ten men stand in the dock accused of sweating profusely. Their defence? Well, they're basketball players and are in fact perfectly entitled to perspire on the particular court in question.

Get the rack out and stretch those legs because Supreme Court basketball enters the fast, skillful and often frantic world of... well, basketball! There are four teams to choose, each with their fair share of good and bad points. One team might be strong in defence, another might be sharp on the break, but generally they're all evenly matched. Good player selection is essential if opponent's weaknesses are to be exploited, and players too have their good and bad points.

After the jump off it's a matter of effective dribbling, quick passes and accurate shooting on the offence, and determined marking, blocking and stealing on the defence. If a player can get close enough to the basket, a dunk will make sure of two points, but on more desperate occasions the risky three pointer might prove necessary. At the end of the day a can of stay-dry deodorant is recommended!

NAME	PTS	REB	STL	BLK	MIN	PTS	REB	STL	BLK	MIN
F SMITH	000	0	0	0	0	G ROMAN	000	0	0	0
G JONES	000	0	0	0	0	G SPENCER	000	0	0	0
C DABOB	000	0	0	0	0	C HNAUER	000	0	0	0
F BROWN	000	0	0	0	0	F MAXWELL	000	0	0	0
F GREEN	000	0	0	0	0	F WOODS	000	0	0	0

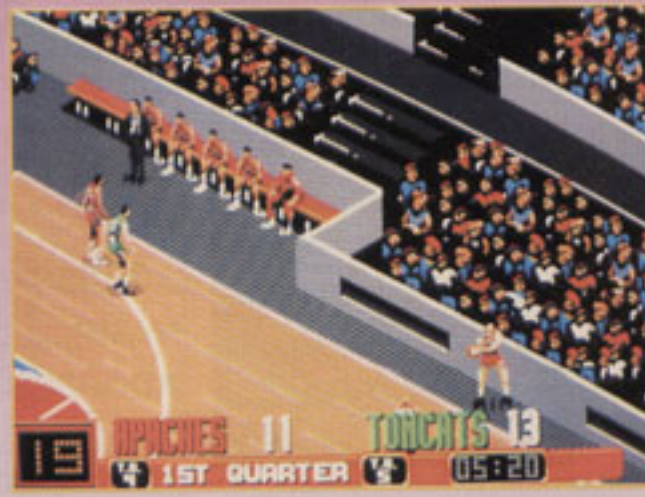
F BURNS	F 000	0	0	0	0	F HARRIS	F 001	0	0	0
C HOGAN	C 010	0	0	0	0	C MALONE	C 000	1	0	0
F THOMSON	F 010	0	0	0	0	F HOGAN	F 000	0	0	0
C MOSES	C 010	0	0	0	0	C BURNS	C 000	0	0	0
G BOND	G 001	1	0	0	0	G HOWIE	G 000	0	0	0
C TATE	C 000	0	0	0	0	C CARSON	C 000	0	0	0
F APACHES	F 11	0	0	0	0	F TORCATS	F 13	0	0	0

▲ Plenty of stats to examine in this game.

▼ The Apaches get a free throw.



▲ It's a good shot!



MUG SHOTS

Once you've decided on a team it's time to look at the players. Each of them possess particular skills that could prove useful. Some are good at shooting inside the key, others might be good ball handlers or dunkers. Almost all players have their disadvantages, so it's worth noting these as well. If you can't make up your mind try judging on hairstyles or whether their eyebrows meet in the middle!



▲ This mean, strutting basketball type introduces the game.

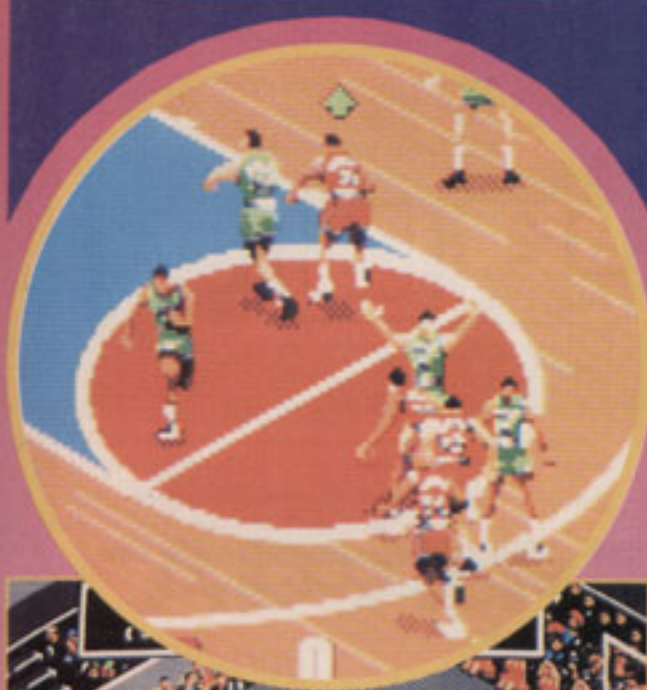
CUT THE ACTION!

Supreme Court basketball uses a cut screen. When the ball crosses the halfway line the angle of vision changes to include more of the court action. This takes a bit of getting used to, since the cut is virtually instantaneous, but once you've played the game a few times the switch becomes second nature.

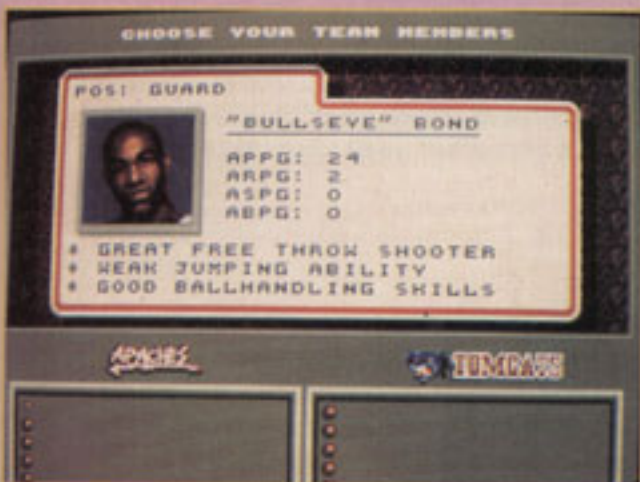
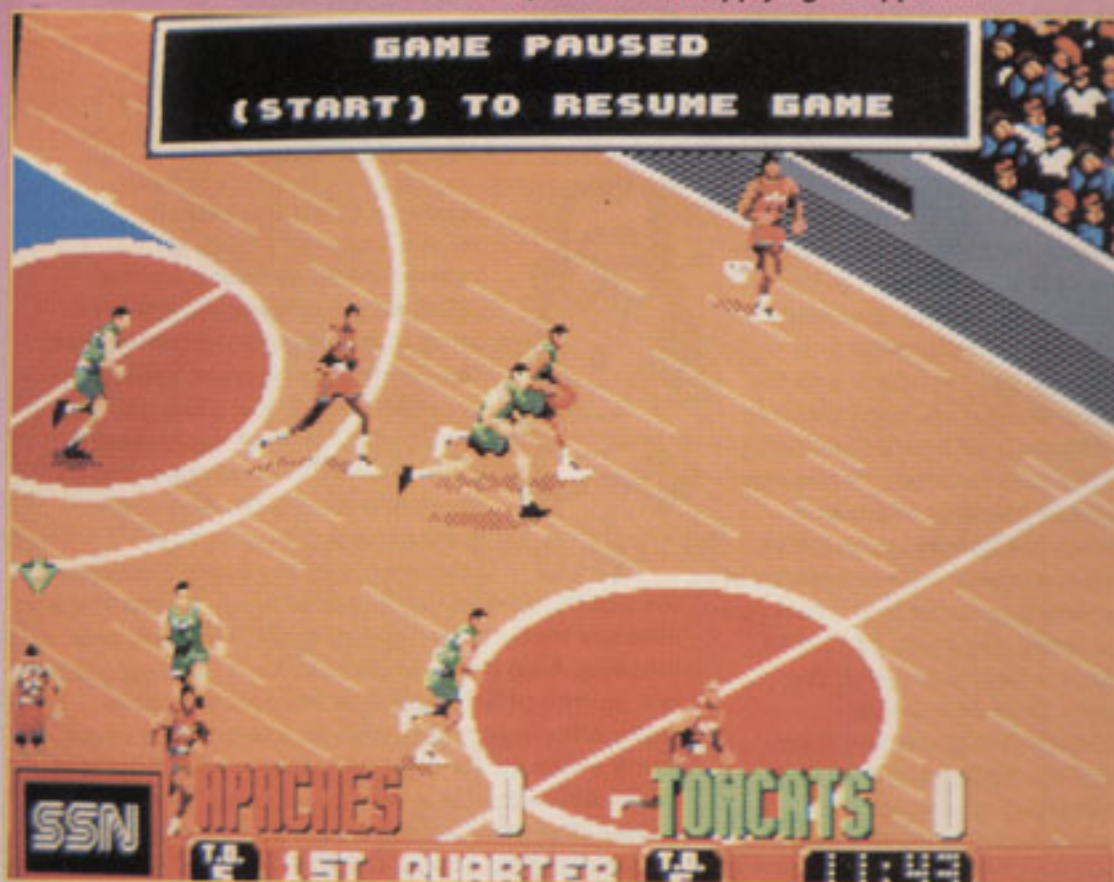
IT'S GOT A BIT TRICKY NOW!



When a player gets close enough he has the chance to dunk rather than make a jump shot. There are a number of different and complicated types to enjoy, from the two handed slam to the leaping hook dunk. But whatever the decision is, it must be made quickly, the longer a player waits, the greater chance the opposition have of stealing the ball.



▼ The Tomcats have the ball and the Apaches are supplying no opposition!





REVIEW

SCUMBAGS!

If a player commits a foul on an opponent who is attempting to shoot, a free-throw is given. Basically all of the normal rules relating to fouls, charging and travelling apply. Looking through the player's stats reveals the notoriously bad foulers. The problem is that some of them are brilliant shots or great dribblers, so weighing up the pros and cons is important



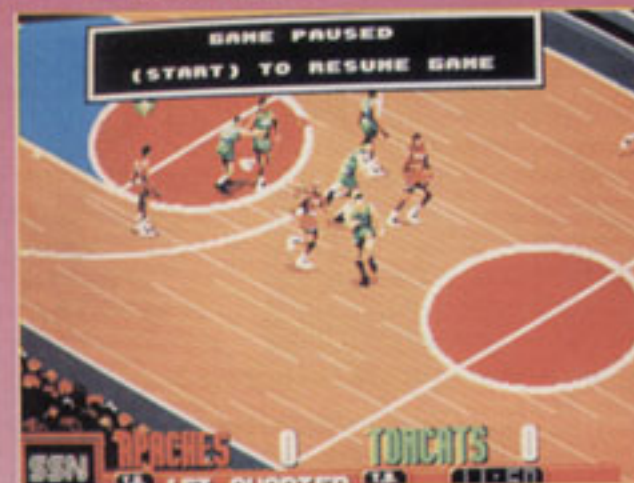
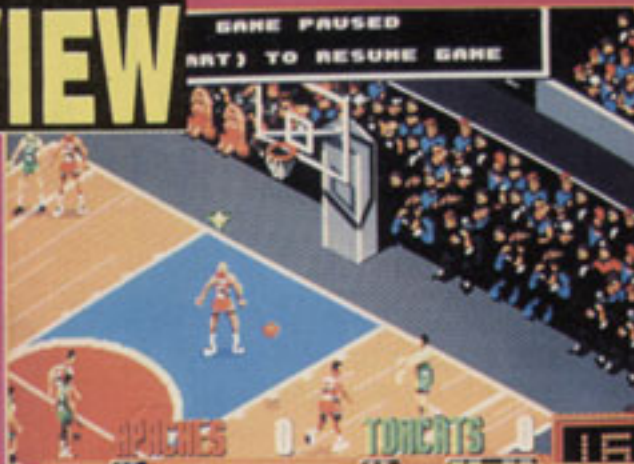
COMMENT



ROB

At the start I found the cut-view irritating to say the least. Every time a player crosses the halfway line with the ball I had to change his direction to compensate for

the change in angle. Another gripe of mine is that Supreme Court basketball fails to capture the razzamataz of the game, in the way that Super Real Basketball did. The action is viewed from too far away which means the excitement of dunking is lost. It's a shame because the animation and graphics are excellent, and the sound is spot on, right down to the basketball boots squeaking on the court surface. While the balance between the teams makes the games competitive, I'd have preferred more teams of varying quality so that when you get really good you can try to beat the best sides with the worst. Supreme Court Basketball is good, but if you want the best, get Super Real Basketball or wait for the forthcoming Bulls Vs Lakers from EA.



COMMENT



RAD

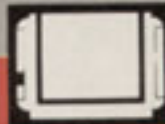
Supreme Court Basketball certainly scores highly for innovation, departing from the usual diagonally scrolling view of other Megadrive basketball games. The halfway line screen switch is irritating at first, but once you get used to this the viewpoint works well, and this is complemented by some stunning animation and great effects. The only real problems with Supreme Court are the poorly worked defensive strategies - it's just a little too tricky to perform pinpoint blocking and stealing. Also the lack of room for a running game is a source of irritation. The only tactic that is really effective is the long-ball pass, which takes some of the excitement out of the game. Supreme Court Basketball is a very good game, it's just a shame that there wasn't a little more thought put into the tactical side of things.



BY: SEGA

PRICE: £34.99

RELEASE DATE: JULY
 GAME DIFFICULTY: MEDIUM
 LIVES: N/A
 CONTINUES: NONE
 SKILL LEVELS: 3
 RESPONSIVENESS: GOOD



PRESENTATION 89%

There are plenty of options and some nice touches like the half-time chit-chat.

GRAPHICS 90%

The animation is excellent, the basketball court is well drawn, and option screens are graphically superb.

SOUND 94%

Very impressive sound effects which create the perfect aural atmosphere. The intro music captures the sports theme perfectly.

PLAYABILITY 79%

Because of the cut screen, play is awkward and the constant ping-pong between angles spoils the excitement.

LASTABILITY 76%

The gameplay flaws mean that anyone other than a basketball freak might get fed up.

OVERALL 78%

Definitely a could-have-been kind of game. It's got excellent graphics and sound, but loses out somewhat in the all-important playability stakes.