

Jordan vs. Bird: One-on-One FAQ (w/ Daladiesman)

by winnie the poop

Updated to v1.0 on Jun 28, 2005

This walkthrough was originally written for Jordan vs. Bird: One-on-One on the NES, but the walkthrough is still applicable to the GENESIS version of the game.

Jordan Vs Bird - One On One (NES) FAQ Volume 1.0 (and Final, hopefully)
by winnie the poop 2 and Psycho Penguin

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i) INTRODUCTION

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winnie the poop 2: Why am I writing for game? Because of two reasons: 1) Because there are no other FAQs for this game, and; 2) because I am an idiot. This game makes me want to go slap your mama so hard that her grandchildren would feel it too. Yes, it's that bad. Jordan rules, Bird rules, but this game sucks. If we have learned anything from the NBA, that's if you have two superstars in the same team, problems will arise. Shaq + Kobe = bad news. But whatever. Just go play the game, but if you want to keep your friends, just don't let them play this game. Mmkay.

Psycho Penguin: Why am I writing for this game? Because winnie put my name on the co author thing. <3 I also helped with reformatting and included some unique information that this guide just could not do without!

For instance, do you know that Bird and Jordan barely played each other when this game came out? And that this was the first sports game to ever have licensed players in it? (even if it only had 2, lol)

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ii) CONTROLS

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Start --- Return to the Menu

Select --- Pause the game
A Button --- Steal (Defense)
B Button --- Shoot (Offense); Jump (Defense)
D-Pad --- Move

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iii) ONE ON ONE - FULL GAME
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Here, you will play as Bird or Jordan in an exciting one-on-one battle against a friend or computer. Here, you will also find out how much this game suck. If you want to keep your friends, don't ever let them play this game. Like the NBA rules, you will receive two points for every basket scored from inside the three-point line and three from beyond the arc.

SET FEATURES

BIRD/JORDAN - Select the player you want to use and who your opponent will be. "1" symbolizes Player 1; "2" Player 2; "C" Computer. So if you want to play against the computer, have your player inputted as "1" and your opponent "C". It is recommended that you play against the computer if you want to keep your friends.

PLAY TO 11 - This feature is not usable in this mode since you will play an entire 4-quarter game. Oh, the pain!

COMPUTER LEVEL - 1 is the easiest, and 4 is the hardest. Doesn't matter which difficulty you choose, you'll lose your sanity.

WINNER'S OUTS - With this feature on, the guy who made a basket will keep their ball for the next possession.

FOULS - Is this a joke? One-on-one? But yes, you will inevitably commit fouls such as charging, traveling, blocking, and pass interference. Turn it on or off, to your preference.

PERIOD LENGTH - The amount of minutes (2, 5, 8, 12) for each quarter. The more minutes, the more you will suffer.

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iv) ONE ON ONE - 15 OR 11
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You can play the classic "to 11" or "to 15" street ball game here. The problem is, it ain't no streetball! The point distribution is not standard here. You will only receive a point for every basket scored from inside the three-point line, and two points outside.

SET FEATURES

BIRD/JORDAN _ Select the player you want to use and who your opponent will be. "1" symbolizes Player 1; "2" Player 2; "C" Computer. So if you want to play against the computer, have your player inputted as "1" and your opponent "C". It is recommended that you play against the computer if you want to keep your

friends.

PLAY TO ?? - Just pick 11 or 15. Whoever gets to that number wins. Whoo-pee.

COMPUTER LEVEL - 1 is the easiest, and 4 is the hardest. Doesn't matter which difficulty you choose, you'll lose your sanity.

WINNER'S OUTS - With this feature on, the guy who made a basket will keep their ball for the next possession.

FOULS - Is this a joke? One-on-one? But yes, you will inevitably commit fouls such as charging, traveling, blocking, and pass interference. Turn it on or off, to your preference.

PERIOD LENGTH - The amount of minutes (2, 5, 8, 12) for each quarter. The more minutes, the more you will suffer.

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v) ONE ON ONE - WARM UP

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All you can do here is to select Bird or Jordan and fool around with yourself, shooting some baskets or whatever. What a joke.

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vi) SLAM DUNK CONTEST

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Yep, the classic All-Star mini-game where Jordan once excelled. Too bad Bird's a white guy that can't jump. You can play with up to 3 friends, but again, it is not a good idea to let your friends play this game, remember? Okay, now, the dunks themselves are hard to figure out, but with my help, you can master those fuckers. There will be five judges rating your dunks. If you miss, you will probably get about 2 or 3 points total, but if you nail a dunk, you can probably get 40 or 45 points out of 50. However, if you do the same dunk, you will get your score halved to about 20 or 25. Here's the walkthrough to each dunk.

For each dunk, you have to HOLD DOWN THE B BUTTON from the moment you jump to the moment the ball reaches the rim. If you do not let go of the button once the ball reaches the rim, you will not make the dunk. Timing is actually critical here, believe it or not.

KISS THE RIM

You have to go to the left corner and run to the right. Hold down B halfway between the three-point line and the blue paint and keep holding it until the Ball reaches the rim and let go.

TWISTER

Just go straight ahead and start jumping once you enter the paint and let go of the B button once you reach the rim and you should receive decent points

out of this.

WINDMILL

Go to the right corner and start running toward the net. Jump from the point that's front of the left-most judge.

TOSS SLAM

This is a bit more trickier than the others, but you will get very good points out of this (45+). Go to the left corner and head for the rim. Start jumping close to the paint but not on it. You should be directly under the number for your totals when you start jumping. You will throw the ball up, but DO NOT RELEASE B BUTTON JUST YET. Keep holding the B button down until your hands are On the rim.

DR. J SLAM

This dunk sucks, because the best I've got out of it was like 25 or so. Just head straight up and start anywhere in the lower half of the paint.

SKIM THE RIM

This dunk is hard to do because you don't know when your guy will dunk. Start from the right corner and jump halfway to the rim, wait for your guy to turn around and release B to dunk.

BACK SLAM

The timing limit here is very narrow. From the left corner, jump halfway to the rim and wait for the player to put the ball between his legs, then start releasing the B button the split-second after that. Although risky, it will give you good points.

STATUE OF LIBERTY

Easy. Just head up and start from the top of the paint. It takes a LITTLE bit of timing but it's really not that bad all in all.

AIR JORDAN

Very nice air here, really. From the right corner, jump just after the three-point line and just watch the dude spin in the air and release B as he nears the rim.

2 HANDED HAMMER

Wide timing limit here. You can dunk late here, but you will get low points off it. From the left corner, jump halway there, and dunk when the guy is just before the rim. The dude should be directly front of the rim when he finishes the job.

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vii) SLAM DUNK WARM UP
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If you want to be comfortable with your dunks in the Slam Dunk Contest, you will have to practice here. You can choose any dunk you want and do it over and over again until you get it right.

<PP> I choose just to actually practice in the dunk contest itself, though. Feels like there's more pressure on you, and besides, the game REALLY doesn't matter at the end of the day, lol. </PP>

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viii) FOLLOW THE LEADER
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This is a stupid game, really. All you do here is just watch the computer do a random dunk and you have to follow him up. It doesn't matter if he or you fail the dunk, you two just keep going. It's nothing like HORSE or whatever. Waste of time.

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ix) 3-POINT CONTEST
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As Bird, you will just shoot some treys (can be played with up to 4 players) around the rim. Shooting is a bit different here. To shoot, press B to jump and press A mid-jump to release the ball. Then you can come back down and press a button to grab another ball. Once you've used all 5 balls in a corner, you can move on to the next corner.

There is something strange about this game, however. You HAVE to watch the ball travel all of the way to the net before shooting another one or the ball suddenly disappears as you grab another ball. Don't know why it's like this though.

The timer will be 60 seconds, and with you having to watch every shot go All of the way before releasing another one, that's not enough.

A common sense tip: shoot at the height of your jump to sink those shots.

Well, I guess that's it.

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x) 3-POINT WARM UP
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What else? Just practice.

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xi) MORE NEEDLESS CRAP
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Time to say our goodbyes...

DISCLAIMER

I don't give a flying shit about you and your wesbite. Just post it. Sell it
To the mafia and the government, whatever, I don't care.

HISTORY

June 28, 2005 --- This guide was born.

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