

File breakdown:

0

Contains text for team names, player names, hidden character names, initials and dates and a lot of other data

Starting at 0x0567f3 is the secret character entry data

First initial 00 00 00 second initial 00 00 00 3rd initial 00 00 00

Then the day then the month

```
000567F0: 00 00 00 43 00 00 00 41 00 00 00 54 00 00 00 02 | C A T 
00056800: 00 00 00 01 06 06 33 D0 00 00 00 42 00 00 00 41 | 3 3 B A
```

CAT January 2nd is Catling

This will align with the name data found earlier in the file:

```
000533B0: 00 00 00 00 00 00 00 43 41 54 4C 49 4E 47 00 00 | CATLING
000533C0: 00 00 00 00 00 00 00 00 CD F0 7F 79 87 54 79 00 00 | i y+Ty
000533D0: 00 04 E0 8A 00 20 C0 00 00 26 00 00 00 00 00 00 | à Š À &
```

Theoretically 16 spaces for the name, then 00s for padding 20 for blank space

The 00 before CD is height

Further along in the data you'll see these numbers:

```
00053E30: 00 00 00 00 00 02 40 00 53 48 41 57 4E 00 00 00 | @ SHAWN
00053E40: 00 00 00 00 00 00 00 42 52 41 44 4C 45 59 00 00 | BRADLEY
00053E50: 00 00 00 00 00 00 0B F5 90 F7 33 96 53 91 00 00 | ß ÷3-S
00053E60: 00 00 09 92 00 00 40 00 00 01 40 00 44 41 4E 41 | ' @ @ DANA
```

0B is the height value. 00 is 6'3" and every increase in value is an inch. 0B is the limit

F5 is unknown

90 is the skin color palette for the body

F7 is the AI level

33 is speed then 3 pointer rating

96 is dunk then pass rating

53 is the power then steal rating

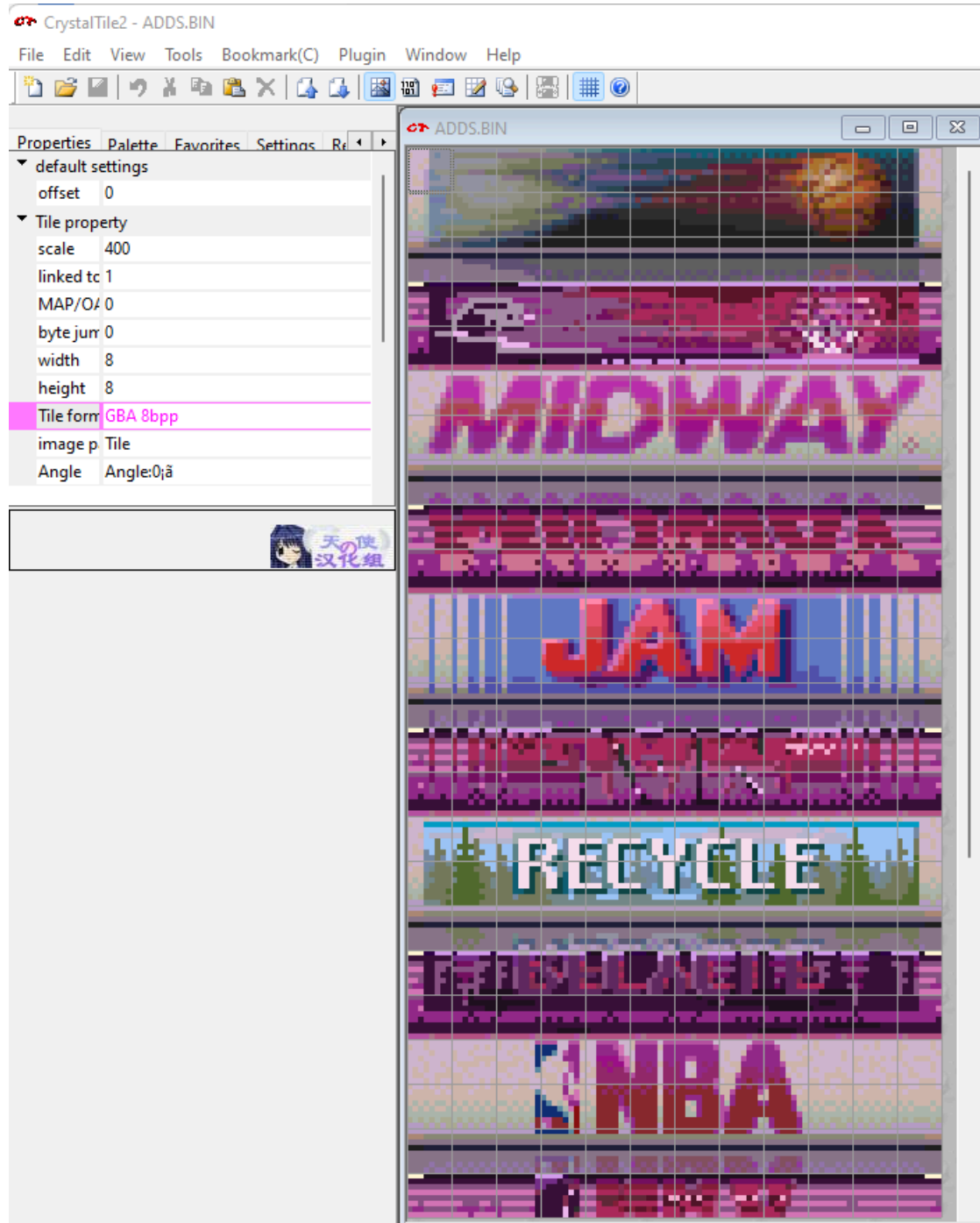
91 is the block and clutch rating

Before the name is the sound tag in done in increments of 64 bits



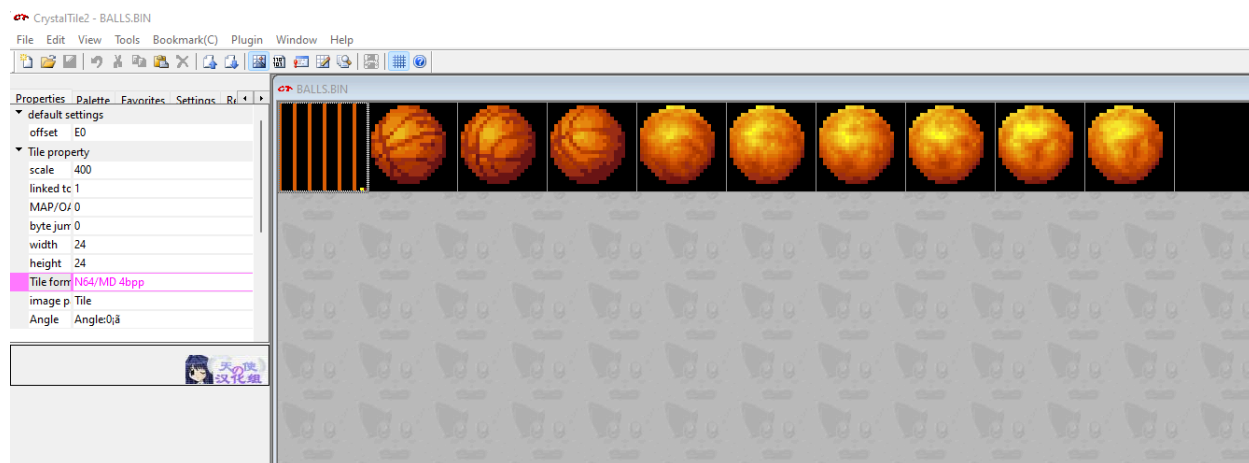
ADDS.BIN

In game advertisements by the scorer's table and their reflections onto the floor

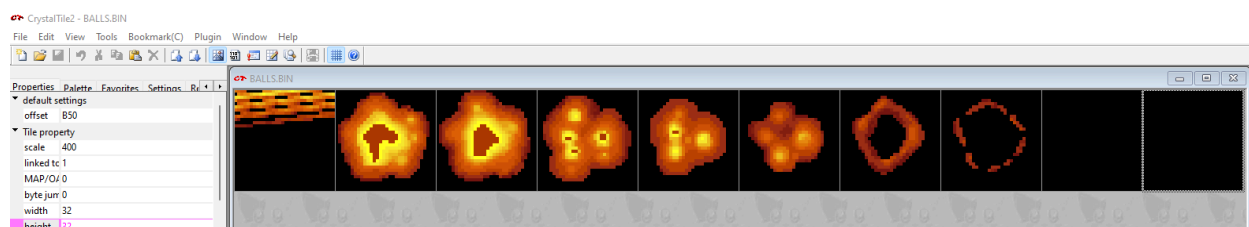


BALLS.BIN

Appears to be the ingame ball sprite including "on fire" variation



And the fire trail too



COURTPRM.BIN

Has an RNC compressed file in it at 0x01ec0

Hold the head palettes in 16 bit format

COURTTMP.BIN

Has an RNC compressed file in it at 0x060ea0, unknown contents

DUK.BIN

Appears to be the index file for the halftime and ending videos

Has header for audio files as well.

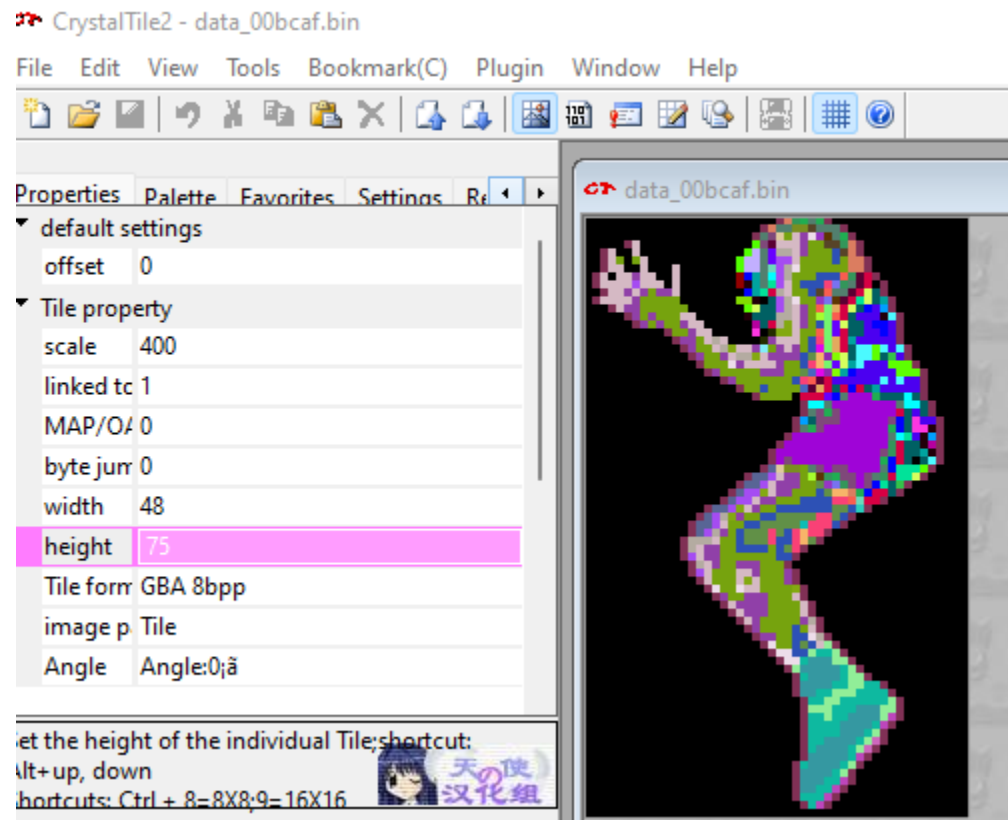
DUKBACK.BIN

Unknown

DUNKS.BIN

Has 347 RNC compressed files in it.

All the frames of animation for the dunks



ICONS.BIN

Tiles for powerup game mode, and pointers for players



IntroSFX

All the team names , selection sound effects and “welcome to NBA Jam”

Loading.bin

RNC compressed 320x224 15 BPP (RGB) loading screen image of the grey basketball on fire

MUGS.BIN

All the player select portraits, compressed with RNC mode 2. 182 compressed files in all.

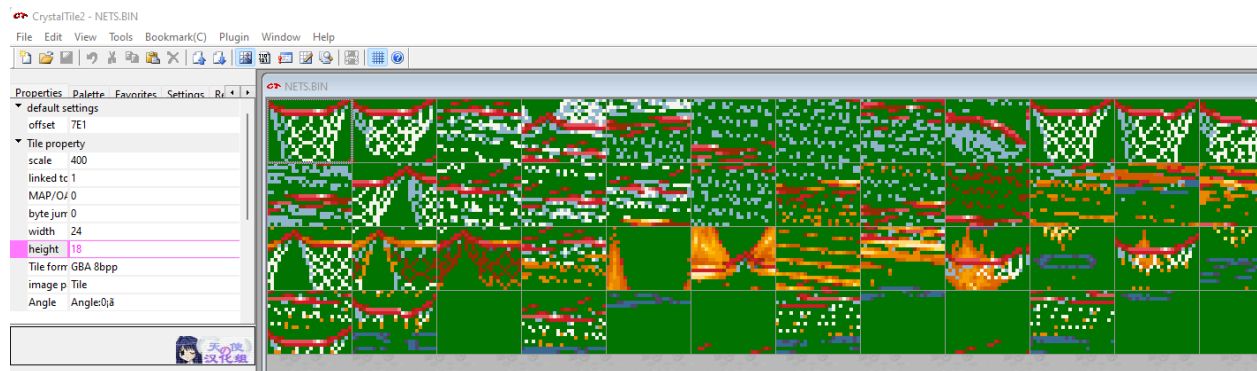
000000 Bradley
00cb5e Pippin
00d3d4 Harper
060744 BENNY
0610E2 BLAZE (Scorpion)
06226C BIRD (Reptile)
062b10 GORILLA
06314C CRUNCH (Stadler)
061980 HUGO (Sonic)

NAMES.BIN

All the player's last names read in alphabetical order, then all the hidden character's names read in alphabetical order after that.

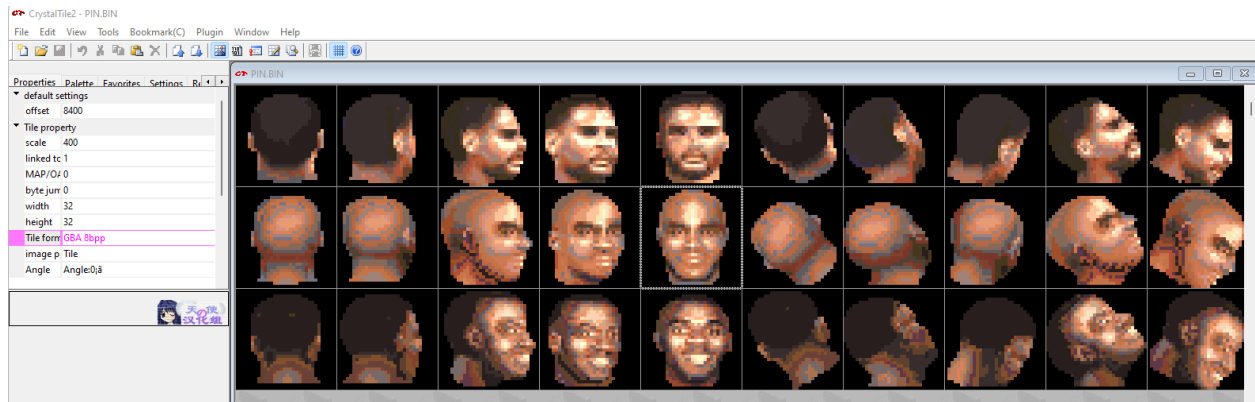
NETS.BIN

All the net variations (ball going through, burning up, etc)



PIN.BIN

All the player heads



Head palettes also seem to be in this file as well. More data to follow

Hugo's palette goes from 2bc000 to 2bc7f

Values are 2 bytes XX XX 32 values

Head palette data is saved in the block before the head.

Palette Formula:

Get the 24 bit RGB values for the color

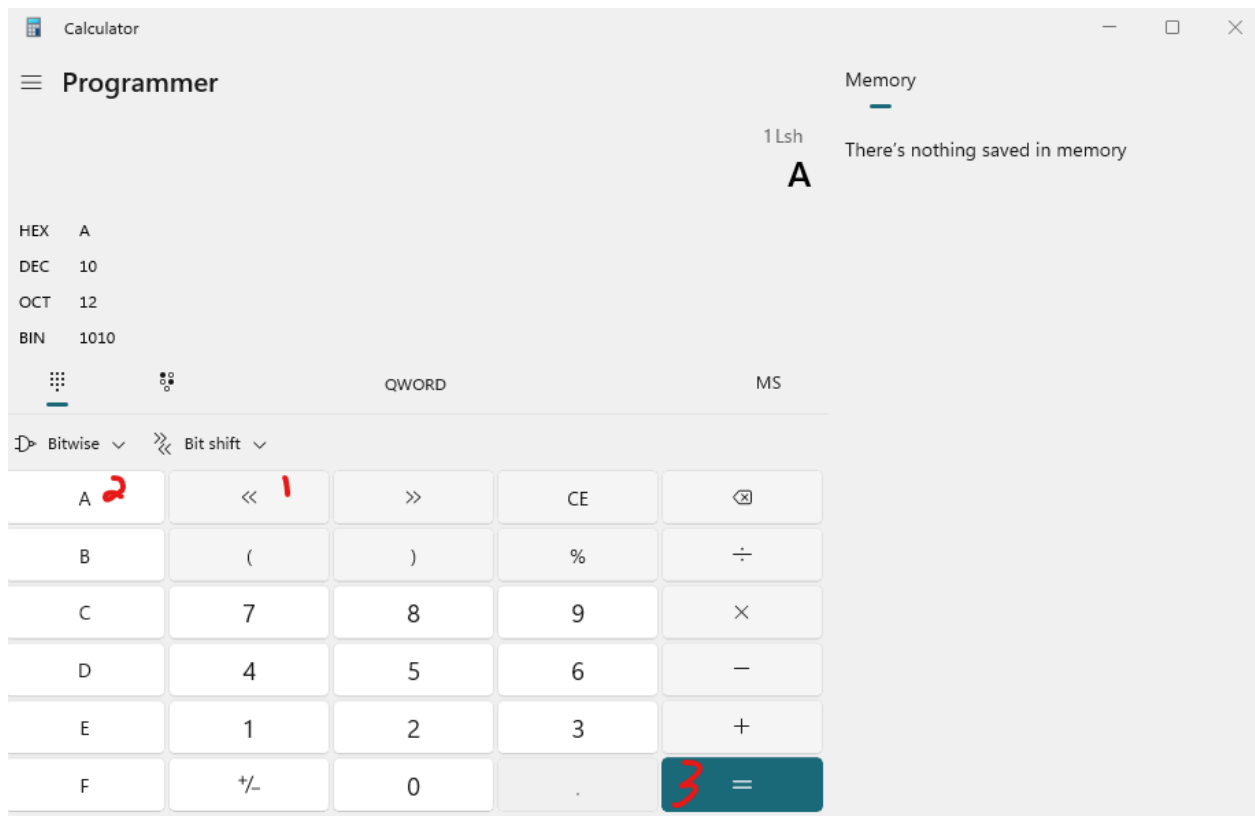
Use http://greekgeeks.net/#maker-tools_convertColor

Use the blue tab to enter values one at a time

Do them in the order of BLUE GREEN then RED NOT RGB

Take the 5:6:5 value from the website

For the first number (BLUE) take it out 10 (A in hex) values



Take the second (GREEN) number out by 5 and leave the last alone (RED)
Add them together then flip the bits
IE if you get 05E1 the saturn value is E105 (little endian is flipped)

PLAYER.BIN

Has 210 RNC compressed files in it. Appears to be all the on court animations for headless bodies



PRESGFX.BIN

Has 4 RNC compressed files in it. Unknown use

QUARTERS.BIN

Has 4 RNC compressed files in it.

Has 15 bit BGR value images for the backgrounds of the screens for the end of each quarter (1st, half time, 3rd, and final score)

REF.BIN

Has 25 RNC compressed files in it, very likely the ref's animation frames.

SHOTCLOK.BIN

No RNC files, likely the big numbers for the shot clock

SOUND1 through SOUND6 .BIN

Verified to be the sound effects and speech from the game

SOUND1.BIN X																	0123456789ABCDEF													
Offset	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F														
00000FF0:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00														
00001000:	46	FC	27	00	0C	B9	53	45	47	41	00	00	5D	6C	66	F0	Fb' 0NSEGA jlfp													
00001010:	70	00	22	00	24	00	26	00	28	00	2A	00	2C	00	60	40	p" \$ & (* , \ @													
00001020:	56	65	72	31	2E	33	31	20	39	35	2F	30	36	2F	32	30	Ver1.31 95/06/20													
00001030:	53	41	54	55	52	4E	28	53	29	20	73	61	6D	70	6C	65	SATURN(S) sample													
00001040:	4E	61	6F	20	56	30	2E	30	30	71	20	20	20	20	20	20	Nao V0.00c													
00001050:	4B	61	73	20	56	30	2E	30	30	63	20	20	20	20	20	20	Kas V0.00c													
00001060:	2E	00	20	40	22	40	24	40	26	40	28	40	2A	40	2C	40	. @ \$ % & ' (* , \ @													
00001070:	4D	F8	70	00	4F	F9	00	00	A0	00	4B	F9	00	10	00	00	Mwp Om Km													
00001080:	4E	BA	24	22	4E	BA	25	58	1B	7C	00	02	04	00	46	FC	Ne\$ "Ne%X Fb													
00001090:	20	00	54	6E	18	64	70	00	10	2E	18	42	D0	40	40	40	Tn dp . Bf @ P @													
000010A0:	72	00	12	2E	18	40	D2	41	D2	41	B2	40	67	04	4E	BA	r . @TATAI@g Ne													
000010B0:	13	6A	10	38	04	E1	02	00	00	60	67	22	78	00	18	2E	j 8 5 ' g " x .													
000010C0:	18	43	B8	2E	18	41	67	16	45	EE	1F	00	08	2D	00	04	C e . Ag E o -													
000010D0:	04	04	66	0A	1B	72	40	00	04	07	52	2E	18	43	4E	BA	f r R . CNe													
000010E0:	02	2E	30	2D	04	20	02	40	00	40	67	A6	3B	7C	00	A7	. 0 - @ @ g ; ; \$													
000010F0:	04	18	3B	7C	00	40	04	22	52	2E	18	27	4E	71	4E	71	; @ " R . ' NqNq													
00001100:	4E	71	4E	BA	01	8A	4E	BA	00	62	10	38	04	83	B0	2E	NqNe JNe b 8 h " .													
00001110:	18	31	67	00	00	52	1D	40	18	31	6B	28	4E	BA	05	22	l g R @ l k (Ne "													
00001120:	78	00	49	EE	10	00	7E	1F	3A	34	40	06	1C	34	40	04	x I o ~ : 4 @ 4 @													
00001130:	E2	4C	1B	86	40	16	D8	44	06	44	00	40	51	CF	FF	EA	b L t @ III D @ QПяк													
00001140:	60	00	00	24	78	00	7E	11	02	75	E0	E0	40	16	06	44	` \$ x ~ uaa @ D													
00001150:	00	20	51	CF	FF	F4	7E	0D	02	35	00	E0	40	16	06	44	QПяф ~ 5 a @ D													
00001160:	00	20	51	CF	FF	F4	60	00	FF	2A	10	2E	18	27	02	00	QПяф ` я * . '													
00001170:	00	03	66	00	01	18	42	47	1F	2F	18	30	67	04	4F	BA	f B C O d Ne													

TNAMES.BIN

Likely the announcer saying the names of the teams.

YY and ZZ Folder seems to be filled with "half time" videos

END is the ending video

All in AVI containers

EDITS SO FAR:

Crunch is Stadler

H Clinton is Subzero

Blaze is Scorpion

Bird is Reptile

Moosekat sound is sonic