André Panza

KICK BOXING™



NEC

TURBO 16 GRAFX™

Thank You

....for buying this advanced TurboChip Game Card, "Andre Panza Kick Boxing"



Before using your new TurboChip game card, please read this instruction manual carefully. Familiarize yourself with the proper use of your TurboGrafx-16 Entertainment Super-System, precautions concerning its use and the proper use of this TurboChip game card. Always operate your TurboGrafx-16 SuperSystem and this TurboChip game card according to instructions. Please keep this manual in a safe place for future reference.

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TurboGrafx™-I6 Entertainment SuperSystem
TurboExpress™ Handheld Entertainment System
TurboChip™ Game Card

WARNINGS

1 **This video game may cause a burn-in image on your television picture tube. A burn-in image is an image which is permanently burned into the inside of the picture tube. Do not leave static or still images (in pause or play mode) on your television screen for extended periods of time. When playing this game, it is advisable to reduce the screen brightness to help avoid image burn-in on the picture tube.**
2 Be sure that the power is turned off when changing game cards.
3 This is a precision device and should not be used or stored under conditions of excessive temperature or humidity.
4 Do not forcibly bend your TurboChip game cards.
5 Do not touch the inside of the terminal area or expose the SuperSystem to water, etc., as this might damage the unit.
6 Do not wipe your SuperSystem or TurboChip game cards with volatile liquids such as paint thinner or benzene.

TurboChip game cards are made especially for use with the TurboGrafx-16 Entertainment SuperSystem and TurboExpress Handheld Entertainment System and will not operate on other systems.

Any duplication, copying or rental of this software is strictly prohibited.

The Fists, Feet and Fury of the World's Greatest Kick Boxer!

When they asked Andre Panza, 3-time World Champion, to help bring you real kick boxing action, he didn't take it lightly! His every move had to be filmed and digitized for over two years to capture the flashing feet and flying fists of the master. Now train in his dojo and customize your attack with a selection of his most devastating punches and kicks. Then turn it loose against 8 international champions! Get your lights kicked out? Go back into training to pump up and then select new hits and strategy for the rematch. A hook punch, a jumping axe kick, and this time, he's yours! Andre's waiting to see what you've got. Don't disappoint him!

Object of the Game

Take on the characteristics of one of 8 different fighters. Then get into the ring against a friend or battle your way through the ranks of 8 computer champions. Come face-to-face against Panza himself for the ultimate kick boxing championship!

Inserting the TurboChip Game Card

1 Remove the TurboChip game card from its plastic case.
2 Hold the TurboChip game card with the title side up and gently slide it into the Game Card Port until you feel a firm click (do not bend the game card or touch its metal parts as this could damage the program).
3 Slide the Control Deck Power Switch to the ON position (if your game card is not inserted properly, the Power Switch will not move all the way to the right).
4 The title screen of your particular TurboChip game card should appear on your television.

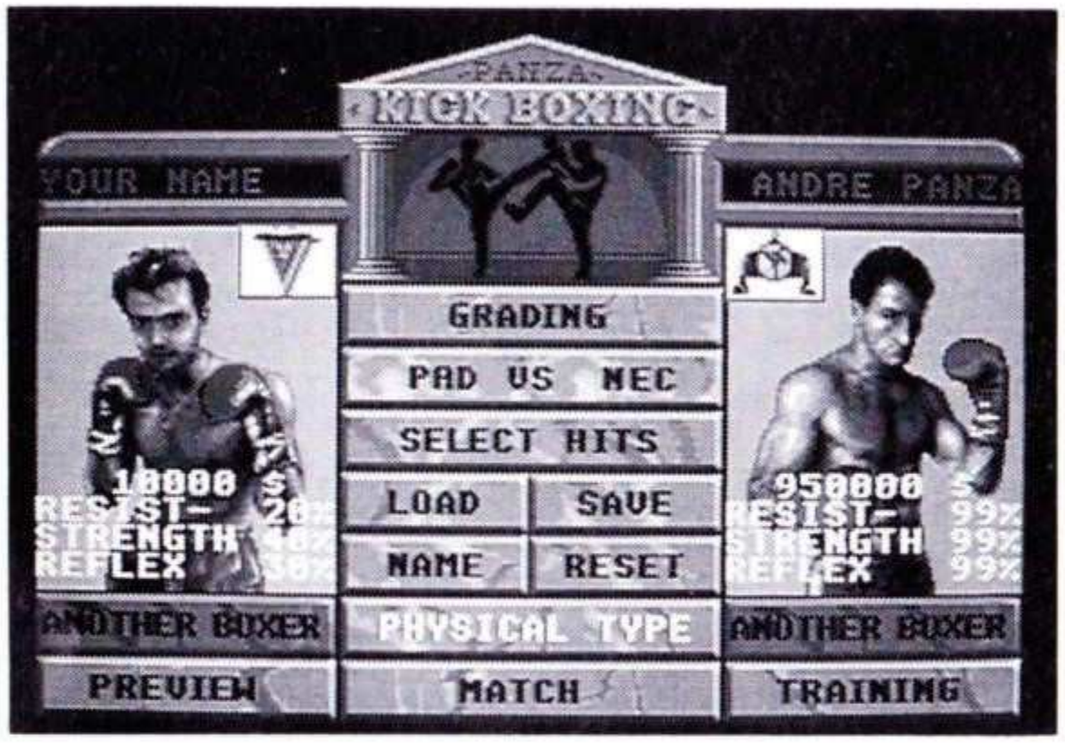
Note: Andre Panza Kick Boxing can be played by one or two players. For two players, a TurboTap and one additional TurboPad controller are necessary. These items should be available from the retail location where your TurboGrafx-16 Entertainment SuperSystem was purchased.

Getting Started and Choosing Your Options

For a Quick Start, see GAMEPLAY on page 6

Getting Started

At the title screen, press any button to make the main menu appear.



Choosing Your Options

Use the Direction Key to select any of the main menu options shown above, then press Button I, Button II or the SELECT Button to enter each choice.

Note: A demo fight will start automatically after a few seconds of inaction when the main menu is on the screen.

Choosing a Playing Mode

To select a playing mode, choose Pad vs. NEC on the main menu. Each time you press Button I, Button II, or SELECT, a different choice will appear.

1 Player

Choose Pad vs. NEC to start on the left side of the ring and fight against the computer. Choose NEC vs. Pad to start on the right.

2 Players

Choose Pad vs. Pad to fight head-to-head against a friend. TurboPad 1 controls the boxer on the left. TurboPad 2 controls the one on the right. TurboPad 1 controls all choices on the main menu.

Naming Your Boxer

Select Name on the main menu and press Button I, Button II or SELECT. Press the Direction Key left and right to select the position of each letter, then up and down to choose each letter. Press Button I or Button II to lock in the name. Press either of those buttons again to make the arrow re-appear. Use the Direction Key to move it to the boxer on the right and name him in the same way.

Choosing Your Options Continued

Grading
Andre Panza and the other 7 computer boxers are graded by dollar value and trophies. When you choose this, you will first see their dollar values based on their physical ratings. Then press Button I, Button II, or SELECT again to see their current trophies. Press any of those buttons again to return to the main menu.

Physical Type
Highlight this, then press and hold Button I, Button II or SELECT to see a rating for the following physical attributes for each boxer on the screen: **Resist**-(Resistance) Ability to resist a knockout. **Strength**-Efficiency of his blows. **Reflex**-Ability to defend against an opponent's blows. You will also see his current dollar value and highest current trophy.

Choosing Your Boxer
On the main menu under your boxer's picture, select Another Boxer. Each time you press Button I, Button II or SELECT you will see another of the 8 boxers available to you. To also see each one's Physical Type, value, and current trophy, hold that button down. Leave the boxer you want on the screen.

Choosing Your Opponent
Highlight Another Boxer under the picture of the computer fighter. Use the method described above to see each of your 8 possible computer opponents. Leave the one you want on the screen.

Note: You will not be allowed to fight a mismatch with an opponent who's physical ratings are much higher than your boxer's.

Choosing Your Boxer's Hits
There are 8 sets of Kick Boxing blows available with a wide variety in each. To view them and assign a set to your boxer, choose Select Hits.

In the Training Dojo, Selection will be highlighted. Press the Direction Key left and right to choose one of the 8 sets and Press Button I.

To view the hits, highlight See and press Button I. Then use the Hitting Technique described in Gameplay on page 6 to try them. When you're done, press SELECT. To view another set, highlight Selection and use the same procedure.

To assign your boxer a set of hits after viewing them, leave the number of that set on the screen, choose Quit and press Button I.

Choosing Your Options Continued

2 Players On choosing Select Hits, both boxers will appear in the Training Dojo, with the fighter controlled by TurboPad 1 in the top room. Both view and assign their hits at the same time.

Preview

This allows you to fight a test round with your boxer's current physical ratings to see if he needs more Training to improve them. Choose Preview to go to the ring, then press Button I, Button II or SELECT to start the fight.

Training

Choose this to improve your boxer's physical ratings. In the Training Dojo, Resist will be highlighted. To improve resistance, rapidly tap Button I to move the gauge that's below your name into the third colored zone (white) and keep it steady for as long as you can.

Strength will highlight next. Increase it the same way you did resistance.

When Reflex highlights, try to kick one of the 3 targets that extend toward your boxer. Press the Direction Key up to hit the top one, left or right for the middle one, and down for the one on the bottom. The more hits you get, the more your reflexes will improve. When time is up, you automatically return to the main menu.

Note: If you train again without fighting, your improvements will be much smaller.

2 Players On choosing Training, both boxers will appear in the Dojo. They work out at the same time, with the boxer controlled by TurboPad 1 in the top room and the one controlled by TurboPad 2 in the room below.

Saving Your Boxer

You can save your boxer's physical ratings and recall them later, even if your system has been turned off. To do so, select Save and press Button I, Button II or SELECT to make the password appear. Be sure to write it down!

You will have to re-name your boxer when you recall him later and select his hits again.

Note: Owners of TurboBooster-Plus and TurboGrafx-CD Players can save names, physical ratings, hit selections, trophies, and Tournament progress. See page 8.

2 Players On choosing Save, an arrow will appear over the boxer on the left. Press Button I or Button II to see his password. Then press either button twice to make the arrow reappear. Use the Direction Key to move it to the boxer on the right, then press any of those buttons to see his password. Press it again to continue.

Choosing Your Options Continued

Recalling a Saved Boxer

You can recall the physical ratings of a saved boxer at a future session. First, make sure to choose the same boxer from the 8 available that you originally saved. Then choose Load and press Button I, Button II or SELECT. Use the Direction Key to enter the password the same way you would enter a boxer's name. Then press Button I or Button II to validate it and press either of those buttons again to continue.

2 Players Recall saved boxers in this way:

- Choose the same 2 boxers from the 8 available that you originally saved.
- Choose Load. An arrow will appear over the boxer on the left.
- Press Button I or Button II.
- Use Direction Key to enter the password.
- Press Button I or Button II to validate it.
- Press either button twice to make the arrow reappear.
- Press Direction Key right to move the arrow to the other boxer.
- Press Button I or Button II.
- Use Direction Key to enter the password.
- Press Button I or Button II to validate it.
- Press either button again to continue.

Fighting a Tournament

Battle your way through the ranks to the World Championship! Choose a 1 Player mode, then choose a boxer and select his hits. Fight and defeat each computer opponent until you come face-to-face with Andre Panza himself!

Each new opponent will be more difficult, with a higher physical rating. To succeed, you must build up your physical ratings, by fighting and training, as you move up.

Standings

After each fight, the winner is awarded the loser's trophy. The winner's physical ratings and dollar value are also increased. The loser's are decreased.

After you win a bout, a screen will appear with the updated rankings, based on dollar values, of the top seven boxers. Then press any button except RUN to see the boxers' current trophy holdings.

Saving a Tournament

When you save a fighter's physical ratings and recall them later, you can resume the Tournament by choosing to bypass opponents you've already defeated.

Gameplay

QUICK START

- At the title screen, press any button.
- On the main menu, Match will be highlighted. Press Button I to start the fight as described below.
- You will be the boxer on the left and assigned the hits in Selection 1.

Starting a Match

Once boxers have been selected, choose Match and press Button I, Button II or SELECT to go to the ring. Then press it again to begin the fight.

Maneuvering in the Ring

Press the Direction Key right to move your boxer to the right and left to move him left.

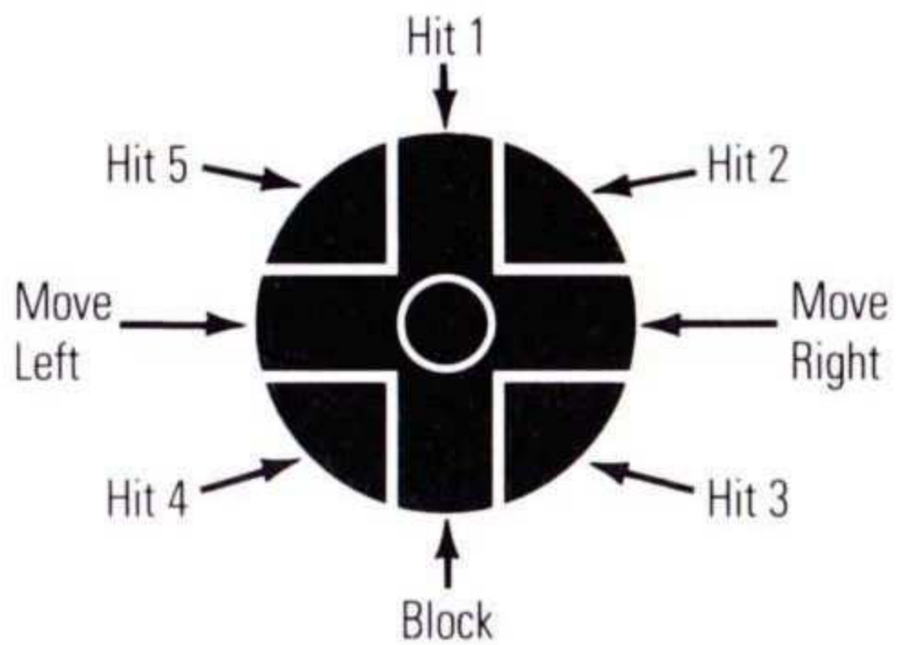
Hitting Technique

There are 13 hits available in the set you've assigned to your boxer. Strike each blow by using the Direction Key alone or by pressing the Direction Key while holding Button I at the same time, as described in the diagrams.

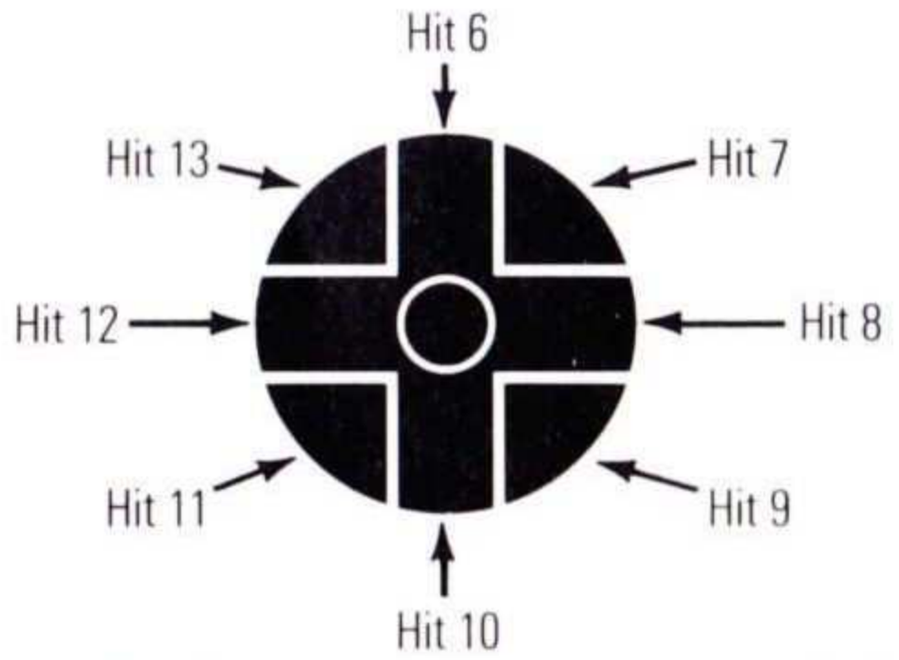
Hitting Effectively

To be effective, you must strike an unprotected and sensitive part of your opponent's body, such as his head, chest or thighs. Effectiveness also depends on Strength of the attacker, Resistance of the opponent, and the power and height of the blow.

Hits with Direction Key alone.



Hits with Direction Key while holding Button I.



Gameplay Continued

Blocking
Your boxer's block (Direction Key down) will depend on his Reflex rating. If it is low, or if he is not being attacked, he will simply cover his face. When it is high, he will choose a more professional dodge, duck or block.

Time Clock
Rounds are one minute each, with five rounds to a fight. The clock above the ring tells you how much time is left in the round.

Vitality Lights
The four lights above each boxer change colors to display his physical condition.

Yellow	Maximum vitality
Orange	Medium vitality
Black	Boxer is depleted. When all four are black, he loses by a knockout.

Recovering
Boxers regain strength between rounds. They may also recover during a fight when there is no attack or when a boxer falls to the ground.

Clinches
When boxers fight too close, they may clinch. The referee will separate them.

Turning Around
After a blow, you may find your back to your opponent. To turn around and continue fighting, press the Direction Key down without pressing any other buttons.

WINNING THE MATCH

Knockouts
When a boxer is knocked down, the referee will count to 8 to give him time to recover. If he can't get up by 10, he loses by a knockout.

Decisions
If there is no knockout after five rounds, the computer will award the decision to the boxer who has fought the stronger fight.

STOPPING GAMEPLAY

Pausing the Game
You can pause the game by pressing the RUN Button on TurboPad 1 or TurboPad 2. Press RUN again to resume play.

Resetting the Game
You can reset the game to the title screen anytime by holding down the RUN Button on TurboPad 1 and pressing the SELECT Button.

Quitting a Fight
During a match, you can press SELECT to reset to the main menu without a loss in your physical ratings if you do so before two of your Vitality Lights go out.

Note for TurboGrafx-CD and TurboBooster-Plus Owners & Playing Tips

Your TurboGrafx-CD system or TurboBooster-Plus features backup memory that allows you to save your boxers, along with their names, physical ratings, trophies, Tournament standings and hit selections. You can recall them later, without a password, even if your system has been turned off.

To save a boxer, choose Save on the main menu and press Button I, Button II or SELECT.

Choosing a Saved Boxer

Choose the same boxer, from the 8 available, that you originally saved. Then choose Load and press Button I, Button II or SELECT. "O.K." will appear above your boxer when he is loaded correctly. The boxer's name, physical attributes, and trophies (if any) will reappear.

Please note: If you reset the game or turn the power off before entering the save, YOUR DATA WILL BE LOST. There is no way to recover it.

What to do if your Memory Unit is at Full Capacity

If you already have the maximum number of Boxers in your memory and try to save another one, the screen will tell you. You can make room by eliminating one or all of the earlier entries. To do so, follow the instructions on the screen.

Note: If you select Format, you will delete all files.

To Avoid Losing Data.

Game information may be lost if the Backup Memory Unit is dropped or exposed to heavy shock. Do not touch the connection (expansion bus) between the TurboGrafx-16 and the TurboGrafx-CD or TurboBooster-Plus.

In addition, game information may be lost if the TurboBooster-Plus system's battery runs out. To keep it "charged", be sure to turn your system on at least once every two weeks!

Playing Tips

You can practice and learn your hits by choosing Pad vs. Pad and trying them out on a non-combative opponent. Don't get caught in a corner! It will keep you from using all your techniques.

Vary your hits as much as possible. A sequence of blows aimed at different parts of your opponent's body will bring you the most success.

Call the TurboGrafx Hotline at 1-900-FUN-TG16 for additional game tips!

Please note: The first 30 seconds of this call are free, but you will be charged 99 cents for each minute after that (up to 5 minutes). The charge will appear on your next phone bill.

Please be sure to ask your parents' permission before you call!

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HOW TO OBTAIN WARRANTY SERVICE

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