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- TV Sports Football™
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*Available Winter 1991

NEC

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1255 Michael Drive
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BOXING

CHAMPIONS FOREVER™



TURBO 16 GRAFX™

Thank You

...For buying this advanced TurboChip Game Card, Champions Forever 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 SuperSystem, 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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TurboChip™ Game Card
TurboGrafx™ -16 Entertainment SuperSystem
TurboExpress™ Handheld Entertainment System

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 the TurboExpress Handheld Entertainment System and will not operate on other systems.

Any duplication or rental of this software is strictly prohibited.

Slug It Out With Five of The Greatest Heavyweights Ever!

The crowd goes crazy as you, the brash young challenger, take on the world's all-time greats - Ali, Foreman, Frazier, Holmes and Norton - in the greatest ring action ever! Be them, with their actual physical traits and fighting styles. Battle them in one dream match after another. Use skill and strategy to land vicious jabs, punishing hooks, body shots and uppercuts. Block, clinch and showboat too! The sound's so intense, you'll feel every punch. And facial close-ups show the damage to prove it! "Ladies and gentlemen!" That's how the action starts. With Champions Forever, it never ends!

Object of the Game

Battle the computer or go glove-to-glove against a friend. Even fight your way through a 15-year career as you try to win the title and hold it to become a Champion Forever!

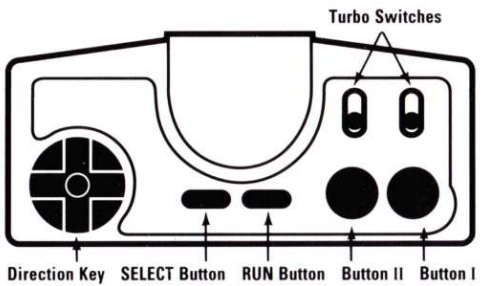
Inserting the TurboChip Game Card

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 erase 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 CHAMPIONS FOREVER BOXING should appear on your television.

Note: Champions Forever Boxing can be played by one or two players. For more than one player, a TurboTap and 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

Before you get started, you should familiarize yourself with the buttons on your TurboPad Controller. Mastering its use is critical to your success at Champions Forever Boxing.



For a Quick Start, see GAMEPLAY on page 5

Getting Started
Photos of each champion and then the title screen will appear. Press the RUN Button anytime to advance to the main menu.

Choosing Your Options
The main menu will now appear on the screen. Use the Direction Key to select from 1 PLAYER, 2 PLAYER and AUTO FIGHT. Then press Button I, Button II or the RUN Button to enter your choice.

1 PLAYER
You fight against the computer. After choosing this, select Exhibition or Career by using the Direction Key and then pressing Button I, Button II or RUN.

Exhibition
Choose this to fight non-Career matches.

Naming Your Boxers
On the Boxer Name Screen, move the Direction Key and then press Button I to enter each letter of your boxer's name. To skip a space, select SPC. When you're done, select END or simply press RUN.

Choosing Your Options Continued

Erasing Letters
Choose the arrow symbols pointing left or right. Then press Button I repeatedly to move the underline cursor to any letter and select DEL to erase it.

Choosing the Boxers
After entering your boxer's name, the Choose Boxer Screen will appear. First, use the left half of the screen to select your fighter.

A boxer will be displayed, along with his record. Press and hold Button II to see his height, weight, reach and comments on his fighting style. Press the Direction Key right to advance to the next boxer or left to return to the previous one. When the boxer you want to select is on the screen, press Button I or the RUN Button to enter your choice.

Now choose your opponent on the right half of the screen in the same way.

Choosing Number of Rounds
After choosing boxers, the Fight Poster will appear announcing a 12-round match-up. You can choose any number of rounds (from 3 to 12) by pressing Direction Key down to decrease the number or up to increase it. Then press RUN and take the ring!

Career
Choose this to start as an unknown challenger and battle your way up through the ranks against all five boxing greats. Try to win the title and hold it as long as you can over a 15-year Career!

Starting a New Career
After choosing Career, select New Game and then press Button I, Button II or RUN. Enter your boxer's name on the Boxer Name Screen just as you would for Exhibition (Please see page 2).

Choosing Your Boxer
On the left side of the Choose Boxer Screen, choose your boxer for a 15-year Career from the three "unknown" challengers. Make your choice just as you would for Exhibition.

The Fight Poster will then appear with your first opponent, the fourth ranked contender in 1968. Press RUN to go to the ring.

Note: Career fights are all 12 rounds.

Choosing Your Options Continued

Continuing a Career
After each match, you will go to a Scorecard Screen and then a Career Summary Screen on which a password will appear (please see page 7). It's a good idea to write it down after every fight. To fight another match right away, just press RUN.

Using the Password
The password allows you to continue your Career, even if your system has been turned off. To do so, select 1 PLAYER from the main menu. Then select Career and then Resume.

On the Password Screen, first re-enter your boxer's name and then press the SELECT Button. Then enter all the letters and symbols of your password and select END or press RUN. The Career Summary Screen will appear. Press RUN for your next match-up.

2 PLAYER
Fight head-to-head against a friend. Choose 2 PLAYER from the main menu using TurboPad 1. The Boxer Name Screen will appear. Each player uses his TurboPad to enter his boxer's name, and then selects END or presses the RUN Button, just as he would for 1 PLAYER (please see page 2).

Note: The circular "bell" cursor for player 1 is red. For player 2, it's grey.

On the Choose Boxer Screen, player 1 makes his selection on the left side and player 2 on the right using the same method described for 1 PLAYER.

After both players enter their choices, the Fight Poster will appear. On TurboPad 1, use the Direction Key to choose the number of rounds and press RUN to get into the ring!

AUTO FIGHT
Watch boxers slug it out in computer controlled bouts. After choosing AUTO FIGHT on the main menu, select Exhibition or Career.

Exhibition
Choose this to watch non-Career matches. Enter your boxer's name, then choose your boxer, your opponent, and number of rounds just as you would for 1 PLAYER (please see page 2). At the Fight Poster, press RUN to go into the ring. Then relax and watch the battle!

Career
Choose this to watch your challenger take on the greats over a 15-year Career. To start a new Career, select New Game. Then choose your boxer's name and your boxer just as you would for 1 PLAYER. At the Fight Poster, press RUN and let the computer take over.

You continue an AUTO FIGHT Career and use passwords just as you would for 1 PLAYER.

Gameplay

QUICKSTART

- Press RUN for main menu.
- Use Direction Key and Button I to choose 1 PLAYER and then Exhibition.
- Use Direction Key and Button I to enter name and then press RUN.
- Press Direction Key left or right to preview boxers and Button I to choose yours.
- Choose opponent the same way.
- Press RUN on Fight Poster to enter the ring.

Introducing the Fighters
On entering the ring, the announcer introduces the combatants. The referee appears and tells you to box. It's time to come out fighting!

Note: The referee re-appears, whenever necessary, in the inset box.

The Time Clock
Rounds are 3 minutes long. A clock with the time remaining will appear at the start, middle, and last 30 seconds of each round.

Maneuvering
Use the Direction Key to move your boxer right, left, up, or down or in any of the four diagonal directions.

Punching
Use the following Buttons to throw different punches. For all except the jab, hold Button I down and press the Direction Key as indicated.

Buttons	Punches
II	JAB—A quick shot to the head. It has the longest range. Effective in keeping opponents away, but does the least damage. It's the only punch you can throw while moving!
I & Right	HOOK to the head.
I & Left	HOOK to the head. Hooks are most effective at medium range and can be very damaging. They take more time than a jab.
I & Down	BODY BLOW—Effective at close range. Slower than a jab.
I & Up	UPPERCUT—Only effective at close range. Can be very damaging, but slower than a jab.

Blocking

BLOCK HIGH	Press RUN to cover your face.
BLOCK LOW	Press and hold RUN and press Direction Key down to block low punches.

Note: You can block while you're moving.

Clinching
Press Button II when you're in close to "tie up" your opponent and keep him from punching. When the referee tells you to "break", you must do so or you may be penalized.

Showboating
Press Buttons I and II together to taunt your opponent with a distinctive showboat move. But you better wait until you're in the clear, because just one punch will deck you!

Strength and Stamina
These are monitored for each fighter by gauges on the Fight Screen.
Strength–Decreases with each punch your opponent lands.
Stamina–Decreases with each punch you throw. When it is empty, you cannot punch.

The Corner Screen
This appears for 30 seconds between rounds, with one side for each boxer. It displays a close-up of the damage to each one's face, the judges' scoring, number of knockdowns and punching status. It also allows you to do either of the following.

Restore Strength and Stamina
Select the red cross icon at the top and then press Button I to boost your strength and stamina. They will increase for as long as this screen remains on, so do it quickly for the greatest benefit.

Increase Your Power
Select the glove icon and press Button I to see how much power each of your punches has and the effectiveness of your blocks. Then select any one and press Button I to increase it.

Note: If you choose to increase power and decide to restore strength instead, you can press Button II to de-select if you have not yet chosen a punch or block.

Knockdowns
When your strength runs out, you will be knocked down. The referee will appear for the count. Tap the Direction Key up repeatedly to get back up. The more you are knocked down, the higher the number of times you must tap up to get up before being counted out.

Knockouts
If a boxer cannot get up by the count of 10, his opponent wins by a knockout. TKO–If a boxer is knocked down 3 times in a round, his opponent wins by a technical knockout.

Winning by Decision
All fights are scored by 3 judges. At the end of each fight, the ring announcer will declare the winner. Whether the fight ends with a KO, TKO or decision, press RUN to see the Scorecard.

Scorecard Screen
This displays round-by-round scoring by 3 judges as well as a punching analysis and number of knockdowns. In Exhibition, press RUN to return to the boxer photo-title screen sequence. In Career, press RUN for the Career Summary Screen.

Career Summary Screen
This displays your ranking for each year, career record and earnings. It also shows the password you'll need to continue your career if you turn your system off.

Career Match-ups
Careers last from 1968 to 1982, with one fight each year. Match-ups are determined by the actual rankings the five heavyweight greats held during those years.

You start ranked fifth in 1968 and fight the fourth ranked boxer, George Foreman. Each time you win, you advance a rank and take on the boxer ranked ahead of you in the following year. If that happens to be the man you just defeated, you jump ahead and fight the next ranked boxer.

Note: This does not apply if you defeat a second ranked boxer who became champ the following year. In that case, you fight him for the title.

When you lose, you keep your rank, but fight the boxer just below you. If he is the one you just fought, you take on the boxer just below him. If there is no boxer lower, you fight the man ahead of you. This way, you never fight a boxer twice in a row, unless it's for the title.

Pausing the Game
You can pause the game during a fight, by pressing the SELECT Button. Press SELECT again to resume play.

Resetting the Game
You can reset the game to the boxer photo-title screen sequence by holding down the RUN Button and then pressing the SELECT Button.

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

Your TurboGrafx-CD System or TurboBooster-Plus features backup memory that allows you to save a Career and resume it without a password, even if your system has been turned off.

Saving Fights in a Career
After each fight, select SAVE on the Password Screen and press Button I. A Press Box window will appear with room to save 3 Careers. To save a new Career, use the Direction Key to select an open line and press Button I. To add to an existing Career, select that line and press Button I. Then press Button I or RUN to make the window disappear. To fight again, right away, select EXIT and press Button I.

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.

Resuming a Career
To continue a saved Career after your system has been turned off, choose 1 PLAYER and then Career. Then choose Press Box to make the saved Careers appear on the screen. Select one and press Button I or RUN. The Career Summary Screen will appear. Select Exit and press Button I or RUN for your next fight.

Note: To de-select the saved Careers screen, press Button II or SELECT.

What to do if your Memory Unit is at Full Capacity
If you already have the maximum 3 Careers in your memory and want to save another new one, you can make room for it by eliminating one of the earlier Careers. To save the first fight of your new Career, select the existing Career you want to eliminate. Then press Button I and your new Career will automatically replace the old one.

To Avoid Losing Career 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
When fighting the computer, it is hard to win by standing in one place and punching. You have to move and block, especially at the higher levels.

Protect yourself more in the later rounds. You're likely to be tired and will suffer more damage when hit.

Call the TurboTeam on the Game Support 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 for this call will appear on your next phone bill.

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

NEC TurboChip™ 90-Day Limited Warranty

NEC Technologies, Inc. ("NECT") warrants this product to be free from defects in material and workmanship under the following terms:

HOW LONG IS THE WARRANTY
This product is warranted for 90 days from the date of the first consumer purchase.

WHO IS PROTECTED
This warranty may be enforced only by the first consumer purchase. You should save your proof of purchase in case of a warranty claim.

WHAT IS COVERED
Except as specified below, this warranty covers all defects in material or workmanship in this product. The following are not covered by the warranty:

1. Any product that is not distributed in the U.S.A. by NECT or which is not purchased in the U.S.A. from an authorized NECT dealer.
2. Damage, deterioration or malfunction resulting from:
   a. Accident, misuse, abuse, neglect, impact, fire, liquid damage, lightning or other acts of nature, commercial or industrial use, unauthorized product modification or failure to follow instructions supplied with the product;
   b. Repair or attempted repair by anyone not authorized by NECT;
   c. Any shipment of the product (claims must be submitted to the carrier);
   d. Removal or installation of the product;
   e. Any other cause that does not relate to a product defect.

HOW TO OBTAIN WARRANTY SERVICE
For warranty information, call 1-800-366-0136 Monday-Friday 8:00 a.m. to 5:00 p.m. Central Time.

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All implied warranties, including warranties of merchantability and fitness for a particular purpose, are limited in duration to the length of this warranty.

EXCLUSION OF DAMAGES
NECT's liability for any defective product is limited to the repair or replacement of the product at our option. NECT shall not be liable for:

1. Damage to other property caused by any defects in this product, damages based upon inconvenience, loss of use of the product, loss of time, commercial loss; or
2. Any other damages, whether incidental, consequential or otherwise.

Some states do not allow limitations on how long an implied warranty lasts and/or do not allow the exclusions or limitation of incidental or consequential damages, so the above limitations and exclusions may not apply to you.

HOW STATE LAW RELATES TO THE WARRANTY
This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

NEC Technologies, Inc.
1255 Michael Drive
Wood Dale, IL 60191-1094