DAVIS CUP™ TENNIS

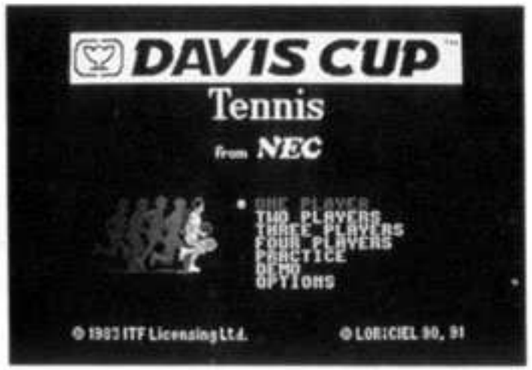


NEC

TURBO 16 GRAFX™

Thank You

...for buying this Advanced TurboChip Game Card, "Davis Cup Tennis"



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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TurboGrafx™-16 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.

Your Racket's on Fire in a Battle of Speed, Skill, and Strategy!

Get ready for explosive court action that pits your best shots against the world's hottest competition! You're shooting out the lights with booming serves and smashing overhead winners. Fire slashing volleys, precise lobs, and tantalizing dropshots with unreturnable backspin. Choose grass, clay, indoor, or hardcourt with stacks of real playing options and a true player's view. Program your player with skills like your favorite pros.Then practice against the ball machine and watch them improve as you power your way to the top of the tennis world!

Object of the Game

Take on 32 top-seeded international pros or create your own players and opponents. Cross rackets with your friends with up to four players. Play singles or doubles in Exhibitions, Tournaments, or special Championship competition. Put all your skill on the line for the ultimate prize, the coveted Davis Cup!

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: Davis Cup Tennis can be played by one to four players. For more than one player, a TurboTap and additional TurboPad controllers 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 7

Getting Started
At the title screen, the main menu will appear.

Choosing Your Options
Use the Direction Key to select from ONE PLAYER, TWO PLAYERS, THREE PLAYERS, FOUR PLAYERS, PRACTICE, DEMO and OPTIONS. Then press Button I to enter your choice.

Note: Before selecting a playing mode, you may want to adjust the length, speed, playing screen, and music by choosing OPTIONS.

ONE PLAYER
Choose this to play against the computer. When you press Button I, the Player Editor Screen will appear.

Naming a New Player
Use the Direction Key to select Name and then press Button I. Press Button II to clear room for the name. Press the Direction Key left and right to select the position of each letter, then up and down to choose each letter. Then press Button I to enter the name.

Choosing Your Nation
Use the Direction Key to select Nation, then press it right and left to view each one. Press down to leave your choice on the screen.

Adjusting Your Skills
You can adjust your skill at hitting Service, Forehand, Backhand, Forehand Volley, Backhand Volley and Smash shots. Each starts with a skill rating of 50% on a scale of 1% to 100%. You have a total Credit of 30 points to add. To do so, use the Direction Key to select any shot and then press it right to increase your ability. You can increase your skill ratings in any combination until your Credit is used up.

You can also add points to your Credit by deducting them from shots. To do so, select a shot and press the Direction Key left. By using your Credit, deducting from some shots, and adding to others, you can create the balance of shot abilities that you want. When you're done, select Continue and press Button I.

Note: To save your player or choose an existing one with TurboBooster-Plus or a TurboGrafx-CD Player, see page 12.

Choosing Your Options Continued

Choosing a Playing Mode
After creating or choosing your player, use the Direction Key to select from Singles Exhibition, Doubles Exhibition, Training, Tournament, Davis Cup, and Championship and then press Button I.

SINGLES EXHIBITION
Choose this and press Button I to play singles non-tournament. On the following screen, choose Select Your Opponent or Create Your Opponent and press Button I.

Selecting Your Opponent.
On the Choose Opponent Screen, you can choose from 2 existing players from each of the 16 different countries. Press the Direction Key left and right to see each one's name and nation, his ranking, shot skills, and a rating of high, low or medium for the following player attributes:

Physical	Physical aptitude.
Reflexes	Reaction speed.
Base Line	Ability and tendency to play at the base line.
Net	Ability and tendency to play at the net.

When the opponent you want is on the screen, press Button I to enter your choice.

Creating Your Opponent
On the Opponent Editor Screen, name your opponent and choose his nation just as you would to create a new player (see page 2).

Adjusting Your Opponent's Skills
Use the Direction Key to select any shot. Then press it right to increase his skill to as high as 100% or left to decrease it to as low as 1%. Then select any player attribute and press the Direction Key right or left to choose a High, Medium, or Low rating. When you're done, select Continue and press Button I.

Note: To save your opponent or select an existing one with TurboBooster-Plus or a TurboGrafx-CD Player, see page 12.

Selecting a Playing Surface
After selecting or creating an opponent, use the Direction Key to choose from Clay Court, Indoors, Hard Court, or Grass and then press Button I to start the match.

Choosing Your Options Continued

DOUBLES EXHIBITION
Select this to play doubles non-tournament matches and then press Button I.

Choosing Your Partner
On the Doubles Partner Screen, press the Direction Key left and right to see the names, shot skills, and player attributes of the 2 computer players from your chosen nation. Choose one and then press Button I.

Choosing Doubles Opponents
On the Doubles Opponents Screen, press the Direction Key right and left to see the names and rankings of the doubles team from each of the other 15 nations. Choose a team and then press Button I.

Selecting a Playing Surface
Use the Direction Key to choose from Clay Court, Indoors, Hard Court, and Grass. Then press Button I.

TRAINING
Choose this to practice against the automatic ball machine and press Button I. Then choose to work on your Base Line, Volley, or Smash shots and press Button I to start the session. As training continues, the machine will fire its shots harder and faster.

TOURNAMENT
Choose this to compete in worldwide tournaments. To win, you will have to survive the 1/16 finals, 1/8 finals, quarter-finals, and semi-finals and be victorious in the finals. It won't be easy!

Choosing a Tournament
Choose an event in the United States, Australia, France, or Great Britain and press Button I. You'll see your first match-up against a computer opponent. Press Button I to begin play and to begin each game.

At the end of the Tournament, press Button I for the Victory Screen. Then press it once for each player to see his shooting statistics. Press it again to return to the main menu.

DAVIS CUP
Choose this for the ultimate competition, a tortuous grind of singles and doubles matches against the world's top players. Only the best make it to the top. Good luck!

Choosing Your Partner
On the Doubles Partner Screen, choose a partner just as you would for Doubles Exhibition. Press Button I to see your first match-up. Then press Button I to begin play and to begin each game.

Continuing Play
At the end of each match, press Button I for the Victory Screen. Then press Button I once for each player to see his shooting statistics.

Press Button I again for the next match-up. If it is a singles match for your computer partner, the computer will determine a winner. Press Button I for the decision.

Choosing Your Options Continued

CHAMPIONSHIP
Choose this to compete in tournaments with a special player improvement feature. As you get better during matches and training, so do your player's skill ratings!

Choosing Your Partner
On the Doubles Partner Screen, choose your partner just as you would for Doubles Exhibition (see page 4). Then press Button I and choose either Tournament or Training.

Tournament
Choose this for your first match-up. Then press Button I to begin play and to begin each new game.

Viewing Your Improvements
After a Championship match, press Button I for the Victory Screen, then press it once for each player to see his shooting statistics. Press Button I again for the Player Screen with your new skill ratings.

After completing a Championship Tournament, you can choose Continue to begin another one.

Training
Choose this to practice with the automatic ball machine and press Button I. Then choose to work on your Base Line, Volley, or Smash Shot and press Button I to begin the session.

Viewing Your Improvements
In about 5 minutes, Training will end. A Statistic Screen will appear showing you the percentage of shots that were successful. Your player's skill rating for this shot will go up based on that percentage. Press Button I to return to the main menu.

Note: To end Training earlier, press the SELECT Button and Button II together.

Note: To save player improvements and an unfinished Championship with TurboBooster-Plus or a TurboGrafx-CD Player, see page 12.

TWO PLAYERS
Choose this with any TurboPad to play head-to-head against a friend or team up against the computer.

On the Player Editor Screen, first Player 1 and then Player 2 select players just as you would in the ONE PLAYER mode.

Choosing a Playing Mode
Use the Direction Key on any TurboPad to select from Singles Exhibition, Doubles Exhibition, and Davis Cup.

SINGLES EXHIBITION
Choose this to play against each other. Then use the Direction Key on any TurboPad to select a playing surface. Press Button I to begin the match.

Choosing Your Options Continued

DOUBLES EXHIBITION
Choose this to team up against any nation's doubles team. On the Doubles Opponents Screen, use any TurboPad to choose doubles opponents just as you would in the ONE PLAYER mode (see page 2). Now use any TurboPad to choose your playing surface and press Button I to begin the match.

DAVIS CUP
Team up against the best in the world in this grueling singles and doubles competition. Choose this and press Button I to see your first match-up. Then proceed as you would for ONE PLAYER (see page 4).

THREE PLAYERS
Player 1 and Player 2 will play doubles against Player 3 and a computer player. Use any TurboPad to choose this from the main menu.

On the Player Editor Screen, all 3 players, in sequence, select a player just as you would in the ONE PLAYER mode (see page 2). Then TurboPad 3 chooses a computer partner. Use any TurboPad to select a playing surface and press Button I.

FOUR PLAYERS
Player 1 and Player 2 will play doubles against Player 3 and Player 4. Use any TurboPad to choose this from the main menu.

On the Player Editor Screen, all 4 players, in sequence, select a player just as you would in the ONE PLAYER mode (see page 2). Then use any TurboPad to select a playing surface and press Button I.

PRACTICE
Choose this to sharpen your skills by returning shots fired by the automatic ball machine. Press Button I to begin.

DEMO
Choose this to watch a match between two top-seeded computer players.

OPTIONS
Unless you make adjustments before choosing your number of players, all matches will be 3 sets long, played at low speed, viewed from the split-screen perspective, and themed with random music.

To make changes, choose OPTIONS from the main menu. Then use the Direction Key to choose the feature you want to adjust and press it left and right to choose from the following:

Matches	Choose 1, 3, or 5 game sets.
Game Speed	Make play easier or more challenging by choosing Very Low, Low, Medium, or High.
Screen	Choose a Split or Single Screen view.
Music	Choose Music 1, Music 2, Music 3, Random, or Off.
Exit	Choose this to return to the main menu.

Gameplay

QUICK START

- From main menu, use Direction Key to choose ONE PLAYER and press Button I.
- On Player Editor Screen, choose Continue and press Button I.
- On Playing Mode Screen, choose Singles Exhibition and press Button I.
- Choose Create Opponent and press Button I.
- On Opponent Editor Screen, use Direction Key to select each shot and continue to tap it left to lower each to 30%.
- Choose Continue and press Button I.
- Select a playing surface and press Button I to start the match.

Starting a Game
Player 1 always serves first. On the split-screen, he and his team are always on the top.

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

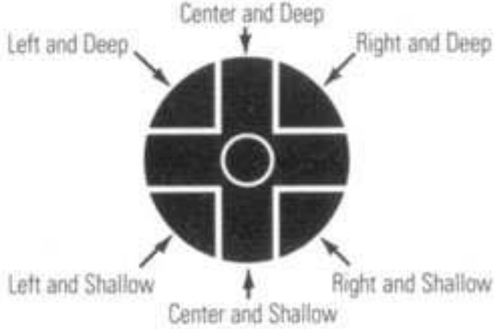
Hitting the Ball
Davis Cup Tennis puts you in control of a remarkable array of shots and serves. With practice, you'll have the weapons you need to become a top player!

Hitting Serves
Press and hold Button I to swing your racket back for a serve and release it to hit the ball. To select and aim different serves, press and hold the Direction Key in the following ways while you hold and release Button I.

Deep Serves
Press and hold the Direction Key up, up-right, or up-left to hit deep serves to the center, the right, or the left of the service court.

Shallow Serves
Press and hold the Direction Key right or down-right to hit shallow serves to the right. Hold it left or down-left to hit them to the left. To hit them to the center, hold it down or don't press it at all.

DIRECTION KEY POSITIONS FOR SERVING.



Shot Technique
After moving into position for any shot, press and hold Button I to swing your racket back, then release it to hit when the ball is in range. Shots are automatically forehand or backhand, depending on which side of the ball you're on.

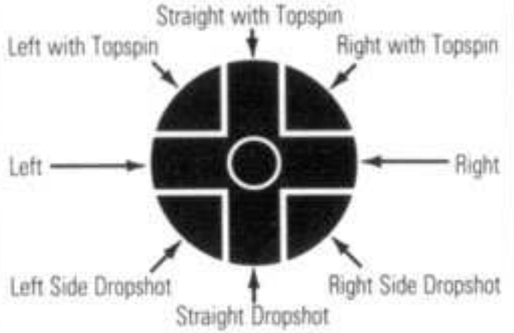
You can select and aim different shots by pressing and holding the Direction Key in the following ways while you hold and release Button I.

Shots Without Spin
Press and hold the Direction Key right or left to hit a shot without spin to the right or left. To hit straight, don't press the Direction Key.

Topspin
Topspin shots bounce lower and faster off the court, making them harder to return. Press and hold the Direction Key up, up-right, or up-left to hit shots with topspin straight, to the right, or to the left.

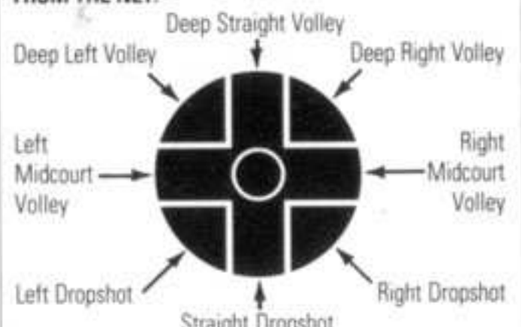
Dropshots
Backspin makes these bounce higher and slower. Press and hold the Direction Key down, down-right, or down-left to hit dropshots straight, to the right, or to the left.

DIRECTION KEY POSITIONS FOR MIDCOURT AND BASE LINE SHOTS.



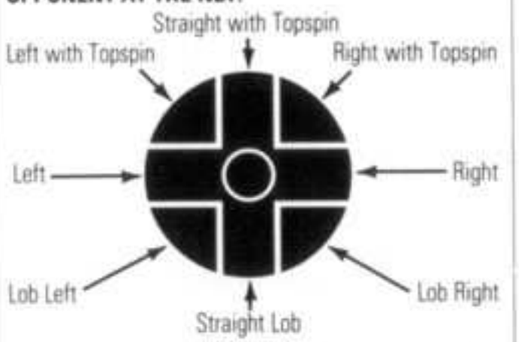
Shots at the Net:
When you're at the net, all shots are automatically volleys. You can still use all combinations of spin and direction to make them more effective.

DIRECTION KEY POSITIONS FOR SHOTS FROM THE NET.



Lobs
When your opponent is at the net, you can hit these shots high over his head. Press and hold the Direction Key down, down-right, or down-left to hit lobs straight, to the right, or to the left. All other Direction Key positions will give you the same shots as those hit from the base line.

DIRECTION KEY POSITIONS FOR SHOTS WITH OPPONENT AT THE NET.



Smash
When you are at the net and your opponent hits a lob, you are allowed to return an overhead smash. Press and hold the Direction Key right or left to hit a smash to the right or left. To hit straight, don't press the Direction Key.

Winning a Game
A player needs 4 points to win and must win by 2 points. At the end of a game, press Button I to continue the match.

Winning a Set
You must win 6 games and win by at least 2.

Winning a Match
In Davis Cup Tennis, you can choose to play the best of 1, 3, or 5 sets to win the match. At the end of a match, press Button I for the Victory Screen. Then press it once for each player to view his statistics. Press it again for the main menu, or in Championship, to see your player's improvements.

Tiebreakers
Depending on the Tournament or event, tiebreaker games are played when players are tied at 6 games each. The first player to score 7 points wins if he leads by at least 2. If not, play continues until a player leads by 2.

STOPPING GAMEPLAY

Pausing the Game
You can pause the game by pressing the RUN Button. Press RUN again to resume play.

Quitting a Match
During play, hold down Button II and press the SELECT Button to end the match and skip to the Victory Screen.

Note: From any menu, this will reset the game to the title screen.

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

Serving Rules and Scoring Points

Serving Rules

A legal serve must travel over the net and land in the service court, diagonally across from the serving position.

A missed serve is called a "fault". If you "fault" twice in a row, you lose the point.

A serve that hits the net and goes over is a "let" and is taken over without counting as a "fault".

You must let the serve bounce once before returning it.

Scoring Points

In tennis, the server's score is always given first.

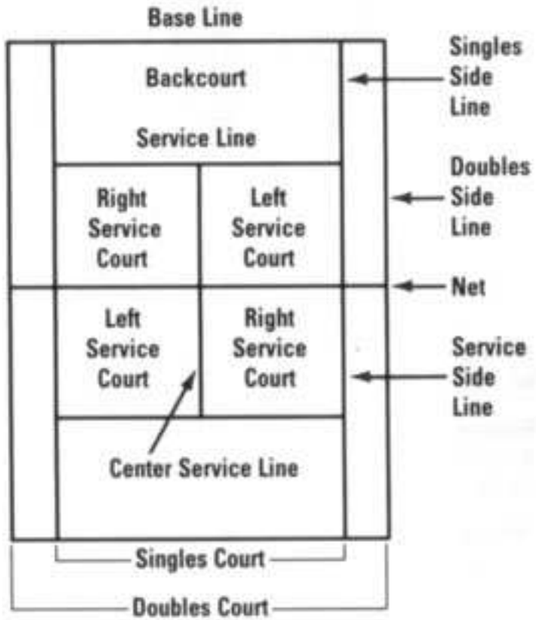
- 0 points is called "Love"
- 1 point is called "15"
- 2 points is called "30"
- 3 points is called "40"
- The winning point is "game"

A game tied at 40 is "deuce" and "advantage" means a player is one point away from winning.

You win a point if:

- Your shot bounces twice in your opponent's court.
- You hit a shot that he is unable to return.
- His shot does not clear the net.
- His shot lands out of bounds,
- He touches the net or hits a return before the ball crosses the net.
- He hits the ball twice trying to return it.

THE TENNIS COURT



Playing Tips

When you're first starting to play Davis Cup Tennis, it's a good idea to lower your opponent's skills and attributes significantly until you get the hang of the game.

Getting into position to return your opponent's shots is vital to your success. Your timing and anticipation will improve with practice, so spend time with the automatic ball machine to make yourself a winner!

Adjust strategy to your opponent's skills. For example, if he's good at the net but weak at the base line, bury him with long lobs. If his forehand is a lot better than his backhand, angle shots across his body.

When you're hitting a shot with topspin, just tap the Direction Key up. If you press it too long, your shot will hit the net!

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!

Note for TurboGrafx-CD and TurboBooster-Plus Owners

Your TurboGrafx-CD system or TurboBooster-Plus features backup memory that allows you to save Players and Opponents, along with their skills, and Championships in progress. You can recall them later, without a password, even if your system has been turned off.

Saving New Players
You can save up to 5 players with their skills and the current ATP Ranking of all 32 opponents. To save a player you've just created, choose Save on the Player Editor Screen and press Button I. To start play after doing so, choose Continue and press Button I.

Saving Player Improvements and Championships
To save player improvements after Championship Training or a Championship match, choose Save on the Player Screen that appears after each. (See Viewing Your Improvements on page 5.) This will also save an unfinished Championship. Saving Opponents You can save up to 10 opponents with their skills. Choose Save on the Opponent Editor Screen after creating an Opponent and press Button I. To play after doing so, choose Continue and press Button I.

Note: You cannot save two Players or Opponents with the same names.

Choosing an Existing Player
On the Player Editor Screen, choose Load and press Button I. A Player File will appear. Select the name of the player you want and press Button I. You will return to the Player Editor Screen. Choose Continue and Press Button I.

Resuming a Championship
To resume an unfinished Championship, choose the existing player from the Player File who is competing in that Championship.

Choosing an Existing Opponent
On the Opponent Editor Screen, choose Load and press Button I. From the Opponent's File, select the opponent you want and press Button I. On returning to the Opponent Editor Screen, press Button I.

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 Players or Opponents in your memory and try to save another new 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!

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.

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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.
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TGM084119113M