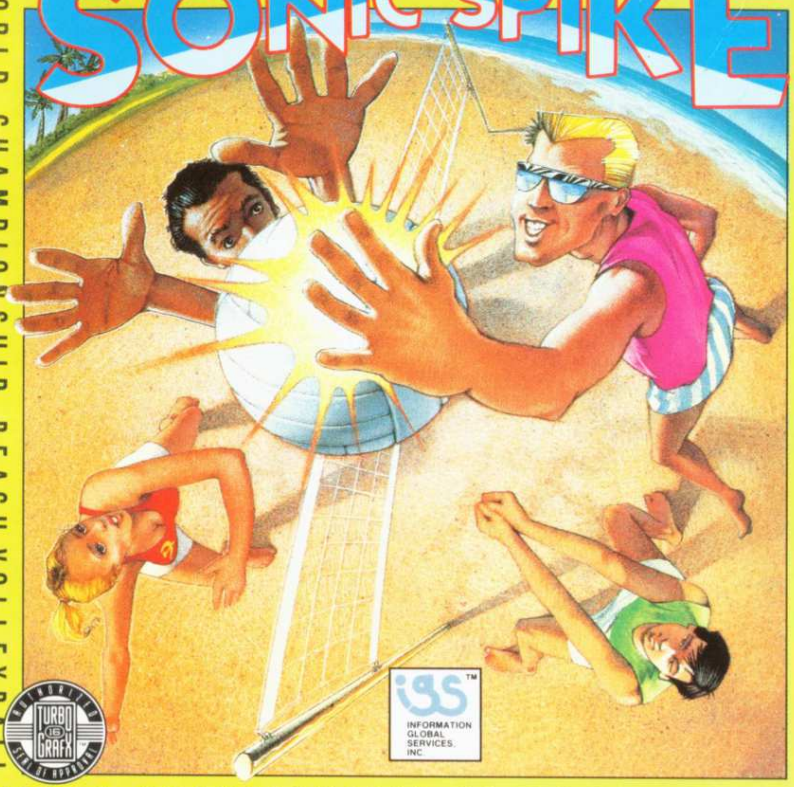
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TurboGrafx™ 16 Entertainment SuperSystem

TurboChip Game Card

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SONIC SPIKE™



WORLD CHAMPIONSHIP BEACH VOLLEYBALL

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Welcome!

Thank you for choosing Sonic Spike™ from IGS. We are pleased to bring you this fast-action international volleyball competition for the TurboGrafx-16 Entertainment SuperSystem. Your TurboChip Game Card will provide you with lots of beach-pounding, sand-spraying challenges!

Please familiarize yourself with the proper use of the TurboChip Game Card by reading this manual in its entirety. Store this manual in a safe location for future reference. By following the simple precautions mentioned in this manual, you will ensure many hours of problem-free play for yourself, your friends and your family.

Warnings

Your TurboGrafx-16 SuperSystem and its TurboChip Game Cards are precision devices and should not be used or stored under conditions of excessive temperature or humidity.

1. Be sure power is turned off when changing TurboChip Game Cards.
2. Do not forcibly bend your TurboChip Game Cards.
3. Do not touch or expose to water the SuperSystem hardware or the terminal area of game card.
4. Do not clean SuperSystem or TurboChip with volatile liquids such as paint thinner or benzene.

TurboChip Game Cards are made especially for use with the TurboGrafx-16 Entertainment SuperSystem and will not operate on other systems.

Inserting the TurboChip Game Card

1. Remove the TurboChip Game Card from 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 Sonic Spike title screen should now appear on your television screen.

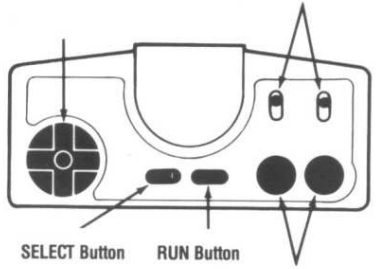
Operating Controls

Use your TurboPad to control the movements of your players.

Pad Operation

Direction Key
(4 Way Controller)
Moves the player left, right, up and down.

Turbo Switches
Place in Up position for quicker player response.



Buttons I and II
I—Hit Ball, II—Jump

Starting the Game

Turn on the switch on the TurboGrafx-16 Entertainment SuperSystem; the title screen will appear. **Press the Run button to begin the game.**

Pausing the Game
Pressing the Run button during play will pause the action.

Time Out
During the game, a character's stamina may get low. When the playing gets tough, a good dose of revitalizing sports drink will pick them up.

When a player has the ball in hand to serve, press Run button. The Time Out Screen will appear. Use the control pad to select which player will get a break. Pressing button I will give the player his "pick me up." Move the control pad to select Cancel, and press button I to remove the screen.

Winning/Continuing Play
After a match has been won, a window asking to Replay or End will appear. Replay allows you to continue play with the same competitors. End will take you to the title screen.

If you are playing a game with more than one set, pushing button I will move you into the next set.

Resetting Game
Press select and run buttons simultaneously.

Hit the Beach!

To begin play, push Run button. The type of play screen will appear. Here you will use your control pad to select Play, Tournament, or Continue mode. After selection of play mode has been made, press Run button.

Number of Players
The game can be set on demo mode or 1-4 player mode by selecting the following icons on the boxes on the right of the screen. Use button I to select icons and then press Run.

MAN COM VS COM COM = 1 PLAYER
MAN COM VS MAN COM = 2 PLAYERS
MAN COM VS MAN MAN = 3 PLAYERS
MAN MAN VS MAN MAN = 4 PLAYERS
COM COM VS COM COM = DEMO MODE

Remember that you will need a TurboTap and additional TurboPads to play with more than 1 player.

Continue pressing button I past the demo mode to access 'easy' mode.

Rules of the Game
When the Roster of Players screen appears, pushing the Select button will allow the Rules window to appear. Here you can adjust the number of points in a set, the number of sets in a match, and Rally or Normal. To adjust choices, move control pad left/right to select and up/down for each category. Pressing button 1 will make the window disappear.

Player Selection

To select your player(s) from the competing countries, move your control pad left/right. There are a total of 24 players, four on each team from 6 different nations. Each country's team will appear on the screen, along with characteristics of each player besides each one's picture.

Highlight an individual player by moving the control pad up and down. Press run button to select player. Before you choose to use a player in competition, you may want to adjust his or her abilities. To do so press button 1. A window will appear showing the following:

POWER—strength and speed of the attack serve ball.

STAMINA—body strength. The higher the number, the less tired the player gets.

TECHNIQUE—width of hit area and ability to receive a strong attack.

JUMP—how high.

RUN—speed in crossing the court.

To adjust abilities, move the control pad left/right to raise or lower the number, up/down to select ability.

To remove window, press button 1.

The nationality of the first player selected will determine the country in which the game takes place.

Press Run button to make court selection.

Selecting the Court Surface
Three court surfaces will appear, green, brown and yellow. Select one with the control pad and press Run to proceed.

Ready to Play

Control pad—moves character.

To Serve—push I to toss; push I again to hit.

To jump serve—push I to toss; push II and I to jump and hit.

To receive/hit—push I.

Tips

The key to this game is being fast on your feet and being where the ball will land. The player with the number and letter above his or her head is the one receiving the ball. Remember that the players will alternate hitting. Position the players slightly in front of the arrow indicated on the receiving court. This is where the ball is expected to land; you can also use the shadow that the ball makes on the court to anticipate its path.

Don't be afraid to be aggressive and go for it. Much can be accomplished by jumping or diving for the ball.

Keep a tight rein on the players; they will quickly run off the court if you let them.

If you find that you are continuously getting clobbered, try the easy mode (see page 5). Also try playing both sides of the court. It is a lot easier to win when you are not going up against the computer.

Call the TurboGrafx hotline at 708-860-3648 for additional game tips.

Tournament Mode

1. When choosing tournament mode, you may either play solo (MAN COM), with a friend (MAN MAN), or watch as the computer plays alone (COM COM).
2. Four characters are presented for the player to choose from. Two players must be selected from these four choices. They will automatically meet the world's strongest opponents.
3. If you have won your tournament, a "password" will appear at the end of the game. Record this password on this booklet, and when you are ready to play again, enter the correct password after selecting the continue mode. You will resume play.

GOOD LUCK! AND REMEMBER, ONLY THOSE WHO WIN THE GAME WILL EVER GET TO SEE THE MYSTERY COMPETITOR!

TurboChip™ Game Card 90-Day Limited Warranty

IGS, Inc. warrants this product to be free from defects in material and workmanship under the following terms.

LENGTH OF 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 USA by IGS, Inc. or that is not purchased in the USA from an authorized IGS 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 IGS, Inc.
   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 818-440-0626

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