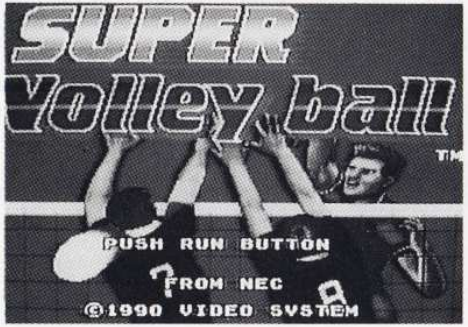

SUPER VOLLEYBALL™
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NEC
TURBO 16 GRAFX™

Thank You

...for Buying this Advanced TurboChip Game Card, "Super Volleyball."



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.

©1990 Video System
TurboGrafx™-16 Entertainment SuperSystem
TurboChip™ Game Card

WARNINGS

1 Be sure that the power is turned off when changing game cards.
2 This is a precision device and should not be used or stored under conditions of excessive temperature or humidity.
3 Do not forcibly bend your TurboChip game cards.
4 Do not touch the inside of the terminal area or expose the SuperSystem to water, etc., as this might damage the unit.
5 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 will not operate on other systems.

Any duplication or rental of this software is strictly prohibited.

Spike That Ball!

Get ready for the most realistic video volleyball game ever! Super Volleyball captures all of the excitement and action of a real volleyball game. Choose teams, choose players, vary your serve, set the ball up for a teammate, spike the ball — every move, every strategy of a big-league volleyball game can be duplicated in this amazing TurboGrafx-16 simulation! Play against the computer or play against a friend! Either way, you'll say this isn't just volleyball — it's Super Volleyball!

Object of the Game

Use your skill and strategy to defeat the opposing teams. Play different teams in the World League in your quest to become the world champion! Or, play team volleyball against the likes of Russia, France, Brazil or one of five other top-rated countries!

Note: Super Volleyball is a 1 or 2 player game. For 2 players, a TurboTap and one additional TurboPad controller are required. Both of these items should be available from the retail establishment where your TurboGrafx-16 Entertainment SuperSystem was purchased.

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 "Super Volleyball" should appear on your television.

Starting the Game and Choosing Your Options

Starting the Game
From the title screen, press the RUN Button.

Selecting a Playing Mode
After you press the RUN Button, the following list of "playing mode" options will be displayed on the screen: 1 Player Game, 2 Player Game, Team Edit, Watch and Options

Use the Direction Key to make your selection and press Button I to enter your choice.

IF YOU CHOOSE "1 PLAYER GAME" In this mode, you must choose either "NORMAL GAME" or "WORLD LEAGUE." To do this, use the Direction Key and press Button I to enter your choice.

"Normal Game" When you choose this option, a list of teams will appear. Use the Direction Key to select your team and press Button I to enter your choice. Then, use the Direction Key to select an opposing team and press Button I to enter your choice. The game will now begin with the opposing team being controlled by the computer.

"World League" The World League is a very prestigious volleyball association that is limited to the top eight teams in the world! Each team represents a different country and has its own strengths and weaknesses. By selecting this option, you get to choose your team and then play against the remaining seven teams in the World League. Your League ranking will be determined by totaling your win/loss record after seven games. A complete listing of World League teams appears on page 4 of this manual.

Select "START" or "CONTINUE" Before you get to choose your team, you are given the option to start from the beginning (by selecting "START") or to continue your last World League tournament (by selecting "CONTINUE").

If you select "START," a list of teams will appear. Use the Direction Key to select your team and press Button I to enter your choice. The tournament will now begin with each opposing team being controlled by the computer.

If you select "CONTINUE," you will be able to enter your password. After doing so, the game will resume where you left off.

Note: After each game, you are given a password. Be sure to write your password down. By using it when you select your team, you can continue to play at the point you left off.

IF YOU CHOOSE "2 PLAYER GAME" Super Volleyball allows you to compete against a friend! Both players get to choose their teams and players, just as you would if you were playing a 1 player game. (Please see the team selection process under "1 Player Game").

IF YOU CHOOSE "TEAM EDIT" Super Volleyball allows you to create your own teams in both one player and two player modes. You select the team name, team color and indicate the position and types of players you want.

Choose Your Options If you are using a backup system and you select the "TEAM EDIT" mode, you will be presented with the menu of options listed below. However, please note that if you are not using a backup system, your only option will be to create a new team. To do this, follow the procedure described under "Edit A Team."

Choosing Your Options Continued

"Load A Team" To use a team that you previously saved in backup memory, select "Load A Team."

"Delete A Team" To delete a team that you previously saved in backup memory, select "Delete A Team."

"Edit A Team" To create your own team, select "Edit A Team" and follow the directions shown here:

Enter the Team Name Using the Direction Key, select up to three letters. After selecting each letter, enter you choice by pressing Button I.

Enter the Team Color Using the Direction Key, select a color by pressing LEFT or RIGHT on the Direction Key and entering your choice by pressing Button I.

Enter Your Players Use the Direction Key to enter the six players on your team. Determine each player's number, name and playing characteristics:

SP = Spiking Power
RE = Receiving Power
SV = Serving Power
BL = Blocking Power

Saving Your Team When you have finished creating your team, you will be asked if you want to save the team in backup memory. Select "YES" if you want your team to be saved. (TurboGrafx-CD and TurboBooster-Plus owners, please see page 7 of this manual.)

Note: The World League can hold only eight teams at one time. Therefore, if you choose to create a team, you must eliminate one of the eight established teams. Once you do this, your team's name will appear in place of the name of the team you eliminated.

IF YOU CHOOSE "WATCH" If you choose this option, the computer will control both teams. All that is required of you is that you sit back and watch the game!

IF YOU CHOOSE "OPTIONS" Selecting "Options" gives you the opportunity to modify or test some of features of Super Volleyball.

"Ball Speed" Allow you to choose whether you want the ball speed to be "Normal," "Fast" or "Slow."

"Beginning Points" Allows you to choose how many points your team and the opposing team will begin the game with.

"Handicap" Allows you to give either your team or the opposing team a point advantage.

"Name Indication" Gives you the option to have player names appear throughout the game.

"Sound Test" Plays sound from the game when you press Button I.

"Exit" Returns you to the "Select Playing Mode" screen.

Teams and Players

Types of Players

Receiver This player specializes in setting the ball up for front-court players to "spike" it over the net.

Center-Court Player Specializes in mid-court spikes.

Front-Court Player Specializes in front-court spikes.

Substituting Players

There are two basic types of game screens in Super Volleyball, a "Normal" playing screen and "Multi-Window" screen.

When using the latter type, you can substitute players before a serve. To do this, press the SELECT Button and use the Direction Key to select your players. Enter your choices by pressing Button I (press Button II to cancel your selections). Please note that Brazil, Holland, France, Italy and China only have 6 members each, so no "substitutions" are possible.

Teams in the World League

The United States of America (USA) All of this team's members are excellent at receiving passes and do not crumble easily under pressure!

The Union of Soviet Socialist Republics (URS) Although this team's receiving power is less than the U.S.A.'s, their attacking power is even greater.

Brazil (BRA) The power of this team's spikes and blocks comes close to that of the U.S.A. and the U.S.S.R.

Holland (HOL) The blocking ability of this team is outstanding!

France (FRA) This entire team's receiving power is low, so they have to fight hard throughout the game.

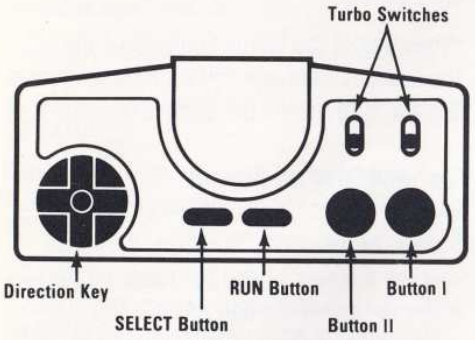
Italy (ITA) This team has no outstanding players, although "Falco" and "Zucco" are the basis of this team's strength.

Japan (JPN) This team was the best in the world during the last Olympics. However their power has recently declined.

China (CHN) This team depends upon spikes from its captain, "Chan," and blocks from "Rie" to win.

Controlling the Movements of Your Players and Advanced Techniques

The movements of your players are controlled using your TurboPad controller. Basic TurboPad operation is described below.



Direction Key (4-way Controller) Moves the screen arrow and allows you to choose the position of the receiver of the ball. Also allows you to control the angle of the ball's flight.

SELECT Button During gameplay, press while holding the RUN Button down to reset the game.

RUN Button When the title screen appears, press to start the game. During gameplay, press and hold the RUN Button down and then press the SELECT Button to reset the game.

Button II Allows you to switch from blocks to sets.

Button I Press to serve the ball, to return the ball and to attack.

Note: One of the best opportunities you have to attack is when the ball is RED.

Advanced Techniques

Combining Buttons I and II with the Direction Key allows you more advanced control of your players and the ball.

Serving
Press the direction Key along with Button I will allow you to produce the following serves:

Overhead Serve Using the Direction Key, press LEFT if you are Player 1 and press RIGHT if you are Player 2.

Underhand Serve Press UP on the Direction Key.

Jumping Serve Using the Direction Key, press RIGHT if you are Player 1 and press LEFT if you are Player 2.

After hitting your serve, remember to press the Direction Key to determine where the ball is going to land.

Receiving
To receive the ball, move the Direction Key to determine the receiver's position. Then, press Button I to return the ball.

Blocking
Decide the best time to block a shot and then do so by pressing Button II.

"Feinting"
To perform a "feint" (fake spike), press the Direction Key UP and press Button I when you attack.

Scoring Points and Basic Rules of the Game

Super Volleyball follows standard, 6-player volleyball rules.

Scoring Points

If the team that served the ball wins the volley, that team will get the point. If the team that did not serve wins the volley, that team will not get a point, but will get to serve next. However, during the fifth set, the team that wins the volley will get the point, regardless of which team served.

The Scoring System

Each "game" consists of 5 "sets." In each set, the first team to score 15 points will win the set. If the score is tied "14" to "14", the first team to score 2 more points wins. However, when the game is tied "16" to "16," the first team to score one more point wins the set.

When one of the teams finally wins the set, the next set will begin. The first team to win 3 out of 5 sets wins the game.

"In" and "Out" of Bounds

The ball is "out" of bounds when it drops outside of the court. However, if the ball touches a player's hand before going "out," it is still "in." If the ball touches the end line, even slightly, it is still considered "in."

Note for TurboGrafx-CD and TurboBooster-Plus Owners

Your TurboGrafx-CD or TurboBooster-Plus features backup memory. In Super Volleyball, this means that when you use the "TEAM EDIT" feature to create your own team, you can save it for future use — even if your system has been turned off!

Please note that your position and/or score cannot be saved in this game. The only thing that can be saved is the information you inputted into the system during "TEAM EDIT."

Note: You must "recharge" your system by turning it on at least once every two weeks or your DATA WILL BE LOST.

How to Save "Data"

To save the specifics on the team that you create using the "TEAM EDIT" mode, simply follow the instructions described under "If you choose TEAM EDIT" on pages 2 and 3 of this manual.

What to do if your Memory unit is at Full Capacity

The backup memory in Super Volleyball can hold an average of four files at one time. If you only have three files stored in backup memory, you should have no problem saving the team you created during "TEAM EDIT." However, if you have four or more files saved, you may receive a message that your memory is full.

If you receive this message but still want to save your team, delete the "old" files until enough space has been cleared in memory to save your team. Remember to write down the passwords of the files you wish to delete so that you may re-enter them at a later time.

However, if you prefer to leave your backup memory intact, select "CANCEL." Your newly created team will not be saved, but the rest of your files will remain in backup memory undisturbed.

"Initialization" of the Backup Unit

Your Backup Unit is "initialized" (made operational) the minute the system is turned on. However, please note that if the battery runs out, or if the unit becomes defective, it may lose data that you wanted to keep.

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.

Remember, turn your system on at least once every two weeks!

Playing Tips

To execute a Super Underhand Serve, press UP on the Direction Key and hold Button II down. Press Button I when the ball turns red.

To set the ball up for your teammate after you receive the ball, press and hold LEFT on the Direction Key then press and hold Button I. When your teammate receives the ball, he will hit it over the net. However, he will spike it over the net if he is jumping!

When receiving the ball, if you press and hold UP on the Direction Key while holding Button II down until the setter receives the ball, your teammate in center-court will spike the ball.

When receiving the ball, if you press and hold DOWN on the Direction Key while holding Button II down until the setter receives the ball, the second man from the net will jump up to fake a hit and then the third man from the from the net will jump up and hit the ball.

Anything another team can do can be done by your team — so don't give up trying!

Call the TurboGrafx Hotline at (708) 860-3648 for additional game tips!

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.

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

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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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2. Any other damages, whether incidental, consequential or otherwise.

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This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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Printed in U.S.A.

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