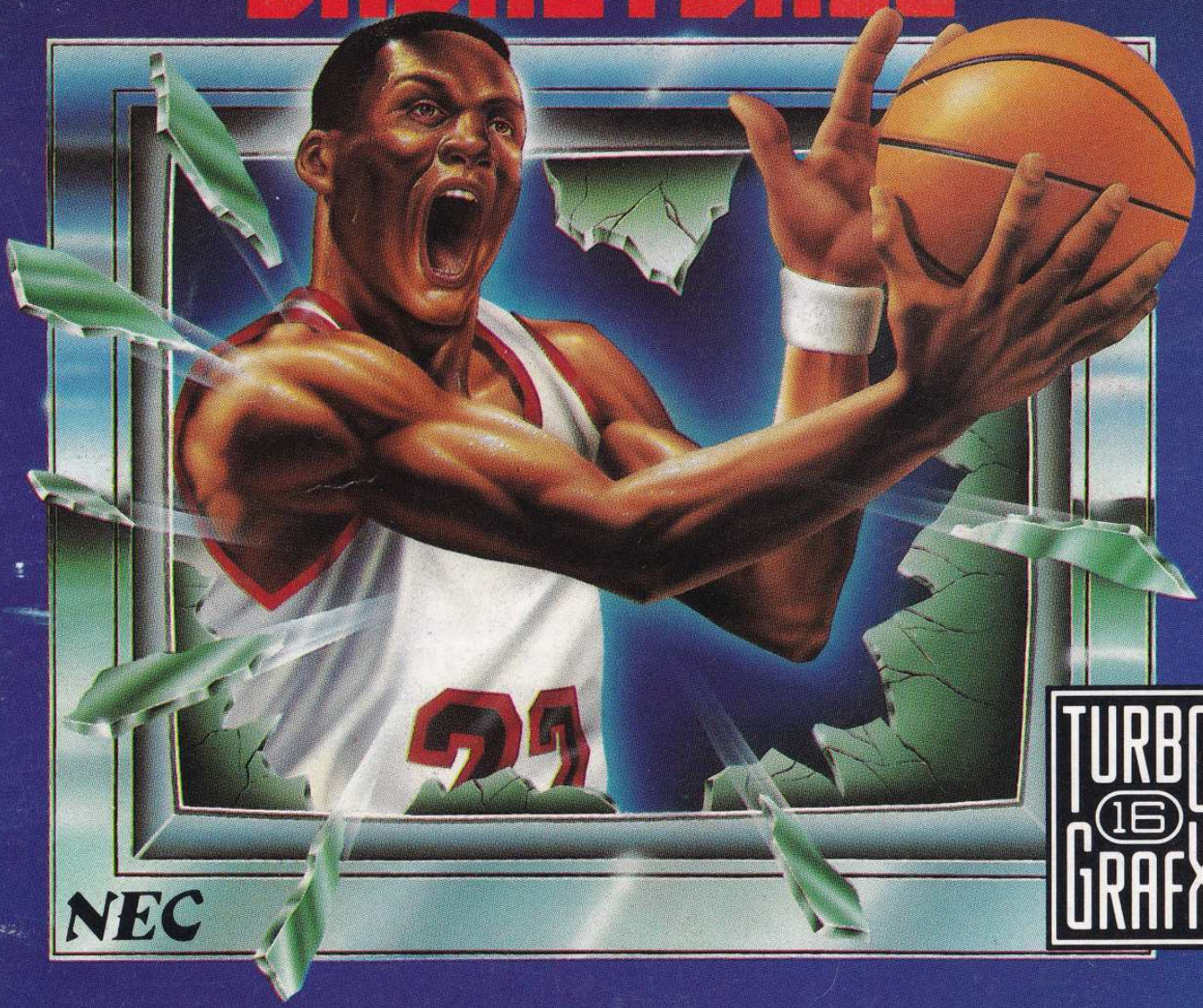
TV SPORTS™

BASKETBALL



NEC

TURBO 16 GRAFX™

Thank You

...for Buying this Advanced TurboChip Game Card, "TV Sports Basketball."



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.

©1991 Cinemaware Corporation
TurboGrafx™-I6 Entertainment SuperSystem
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 will not operate on other systems.

Any duplication or rental of this software is strictly prohibited.

Better Shape Up and Lace Up!

Get ready for pro basketball so real, it puts you right on the court! You set the offense. You call the defense. Set a pick. Shoot off the screen. Nail a 3-pointer. Or clear the lane and drive for a slam! Now rotate players. Trap and go for the steal. Double-team a hot shooter. Or crash the boards and run a blazing fast break. All the action, all the moves, and all the strategy of pro hoops are under your control with all the real-life excitement of TV Sports Basketball!

Object of the Game

Go one-on-one against the computer or head-to-head with a friend. You can even choose up sides with up to five players! Or lead your team through a season of intense competition all the way to the league playoffs!

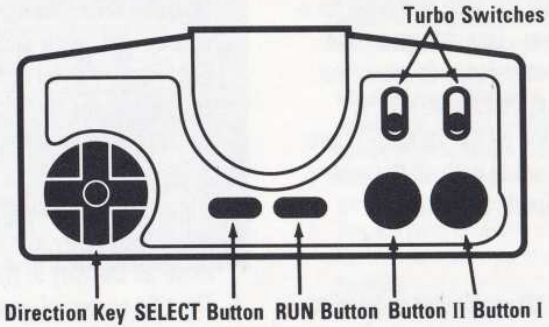
Inserting the TurboChip Game Card

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: TV Sports Basketball can be played by one to five players. For more than one player, a TurboTap and additional TurboPad controllers are necessary. These items should be available from the retail locations 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 TV Sports Basketball.



For a Quick Start, see GAMEPLAY on page 5.

Getting Started

When the title screen appears, press the RUN Button 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 EXHIBITION, LEAGUE, or CLIPBOARD and then press Button I to enter your choice.

EXHIBITION

Choose this to play non-league games. Then use the Direction Key to select the 1-PLAYER, 2-PLAYER, or TEAMMATES mode and press Button I. (Press Button II if you wish to de-select a mode.)

1-Player You play against the computer. First, select your team (the home team) by using the Direction Key, then press Button I to enter your choice. Then, select your opponent (the visiting team) the same way.

Now choose the length of the game. Use the Direction key to select 3, 6, 9, or 12-minute quarters. Then press Button I to begin the game.

Choosing Your Options Continued

2-Player Take on a friend in head-to-head competition! First, the player using TurboPad 1 chooses the home team by using the Direction Key and pressing Button I. Then, the player using TurboPad 2 chooses the visiting team the same way.

After choosing teams, use the Direction Key on TurboPad 1 to select 3, 6, 9, or 12-minute quarters and press Button I to begin the game.

Teammates Action for up to 5-players! When you choose this option, a TurboPad Selection Screen will appear. The player using TurboPad 1 ("Joystick 1" on the screen) uses his Direction Key to highlight each player's "joystick" number. He then assigns each player to HOME TEAM, VISITING TEAM, or NOT USED by pressing Button I repeatedly.

Remember your player's color on the Joystick Selection Screen. It will be your color throughout the game! When all players have been assigned, use the Direction Key on TurboPad 1 to highlight START GAME, then press Button I.

This will take you to the Team Select Screen. The first players who were assigned to the home and visiting teams choose their teams by using the Direction Key and pressing Button I. Now use the Direction key on TurboPad 1 to select 3, 6, 9, or 12-minute quarters and press Button I to begin the game.

Note: The first player assigned to each team also makes all coaching decisions during the game, calling plays and time-outs and using the Substitution Screen.

LEAGUE

This allows you to choose a team and play a 10-week schedule with continuously updated standings! It's a tough two-division league with the division winners meeting in the playoffs!

Note: LEAGUE mode is for one player only.

Starting a New Season To start a new season, select LEAGUE and then NEW SEASON from the main menu. This clears information from any previous season and takes you to the Team Select Screen.

Choosing Your Team Use the Direction Key to select your team for the entire season, then press Button I to enter your choice. This takes you to the League Play screen with the current week's schedule. Your game is highlighted. To begin the game, use the Direction Key to move the pencil to PLAY and then press Button I.

Choosing Your Options Continued

The League Play Screen also displays the current standings and lets you see last week's or next week's schedule. To do this, use the Direction Key to move the pencil to PREVIOUS or NEXT and press Button I.

You can only play your game in the current week's schedule. After completing it, the computer will simulate results for the week's other games and update the standings.

Note: All league games have 12-minute quarters.

Continuing the Season After playing a league game, you can play the next one in your schedule by selecting LEAGUE and then CONTINUE.

Using a Password After each game, you will receive a password. This allows you to continue your season, even if your system has been turned off. To use your password, select LEAGUE and then CONTINUE from the main menu. This will take you to the Password Screen. Use the Direction Key and Button I to enter each letter of your given password and then select END. If you enter an incorrect letter, select DEL (delete) and press Button I to erase it.

CLIPBOARD
Choosing this allows you study the entire league, to evaluate your players' abilities and scout your opponents.

Examine Team
Select CLIPBOARD and then EXAMINE TEAM from the main menu by using the Direction Key and pressing Button I. Select the team you wish to study and press Button I to see its roster.

Players are rated in six categories on a scale from 1 to 8, with 8 being best and 1 being worst. These categories are Shooting (S), Passing (P), Defense (D), Rebounding (R), Quickness (Q), and Jumping (J).

"Shooting" Refers to a player's ability to make shots.
"Passing/Ballhandling" Refers to the number of safe pass opportunities a player gets as well as the chances of a defender stopping his dribble.
"Rebounding" Likelihood to get a rebound.
"Quickness" How fast a player moves on the court, how often he gets open for passes, how effective he is on the fast break, and how closely he can guard an opponent.
"Jumping" Affects the ability to rebound, block shots, and shoot.

Pressing any Button will take you back to the Team Select Screen where you can choose to examine another team's roster.

Standings/Schedule
Select CLIPBOARD from the main menu by using the Direction Key and then pressing Button I. Then select STANDINGS/SCHEDULE to view the current standings and scan through the season schedule.

Gameplay

QUICK START: Choose EXHIBITION and then a player mode from the main menu. Then choose teams. Use the Direction Key to make each selection and press Button I to enter each choice.

Once they begin, Exhibition and League games are played exactly alike. First, the Announcer Screen will show you which team has won the tipoff. Then, press Button I to go to the Substitution Screen (see Substitution Screen on Page 9). If no changes are desired, press Button I to get out on the court!

Player Control
Home teams wear their team colors. Visiting teams wear red. In a 1-PLAYER game, you control the player flashing blue. In a 2-PLAYER game, the human controlled players are the ones flashing blue on the home team and green on the visiting team.

On offense, you are always the man with the ball. On defense, you control the last player on your team to have the ball. You can press Button II at any time to change control to the defender closest to the ball.

In a TEAMMATES game, you always control the player who has the color your player had on the TurboPad Selection Screen. (See TEAMMATES on page 3.)

Stopping Gameplay
Time-Outs Only the team in possession of the ball can call a time-out. To do so, press the RUN Button and then press Button I. This will take you to the Substitution Screen.

You get a limited number of regular time-outs each game:

3-minute quarters:	2 time-outs
6-minute quarters:	3 time-outs
9-minute quarters:	4 time-outs
12-minute quarters:	5 time-outs

The Substitution and Playcalling screens keep track of them for you. You also can call 30-second "dead ball" time-outs just before your team in-bounds the ball. You can call as many of these as you like.

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

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

Playing Offense

Running
On offense or defense, use the Direction Key to move your player.

Dribbling
A player starts to dribble as soon as he gets the ball and starts to move. He dribbles until a defender makes him stop or he passes, shoots, or pump fakes. Once he stops (picks up his dribble), he may not dribble again.

Passing
To pass to a certain player, face him until a circle with his number appears on his body. Press Button I quickly to pass the ball, but watch out for defenders trying to steal it! The color of the numbered circle indicates the safety of the pass. The longer you wait, the riskier it gets!

Green: Safe
Red: Somewhat Risky
Black: Very Risky

Note: When playing TEAMMATES, the passing circle only appears when a human-controlled player has the ball. Also, you can press Button II to call for a pass if a computer-controlled player has the ball.

Shooting
Shooting involves these two moves:

- Press and hold Button I to Jump.
- Release Button I to shoot.

For the best shot, try to release the ball at the top of the Jump. If you come down without releasing it, you will be called for travelling and lose the ball to your opponent.

Free Throw
This is shot like a field goal, except that you have to time your release by watching the green bar that moves back and forth across the backboard.

- Press and hold Button I to aim.
- Release Button I to shoot when the bar is centered.

Playing Offense Continued and Playing Defense



The higher the player's shooting rating, the slower the bar will move. If you don't shoot within 5 seconds, the computer will shoot for you!

Pump Faking a Shot
When you have the ball in the front court, you can press Button II to make your player fake a shot without releasing the ball. If the defender jumps to block it, you can shoot over him on his way down or drive around him to the basket. However, the defender has a better chance of stealing the ball when you pump fake!

Playing Defense

Guarding the Ballhandler
Use the Direction Key to stay close and get in his way. This can force him to pick up his dribble and stop him from getting an open shot.

Attempting a Steal
There are several ways to create a turnover:

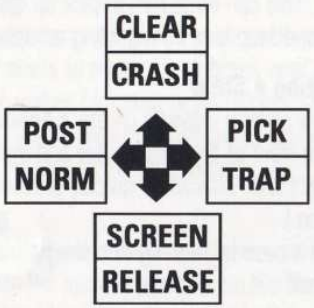
- Get in front of the ballhandler and make contact with him while quickly pressing Button I.
- Steal a pass by running into the path of the ball.

Your success will depend on your player's defensive rating. A failed attempt may result in a foul.

Blocking a Shot
Get between the ballhandler and the basket and press Button I to jump when he goes up for the shot. Your success depends on your timing, height and proximity to the shooter. A failed block often results in a foul.

Playcalling

To win, you not only have to outplay opponents, you have to out-coach them too! The playcalling Screen appears when you cross midcourt. It lets you set up your next offensive or defensive play.



The Play Diagram

The Play Diagram is in the middle of the screen. It displays offensive plays in the yellow (top) boxes and defensive plays in the blue (bottom) boxes. The direction arrow in the center points at each play.

To select one of the following plays, press and hold Button I while pressing the Direction Key in the same direction (right, left, up or down) as the arrow pointing to that play on the screen.

Offensive Plays

CLEAR: (lasts 8 seconds) Gives ballhandler room to beat the defender by moving other players to the opposite side of the court.

PICK: (lasts 3 seconds) Offensive player moves between ballhandler's defender and the basket giving ballhandler a chance to drive.

SCREEN: (last 3 seconds) Offensive player moves between ballhandler and ballhandler's defender to open up an outside shot.

POST: (no time limit) Center stays in the key looking for a pass close to the basket.

On offense, when you are in the frontcourt, press the SELECT Button to activate the play you've chosen. It will last a few seconds. The play is now stored in your game's memory until you change it. You can activate it again anytime you're in the frontcourt by pressing SELECT.

Defensive Plays

CRASH: When ball is shot, guards run to the basket for a better chance at the rebound. This leaves no one midcourt for a fast break pass.

TRAP: Ballhandler is double-teamed by the closest guard. Steals are higher and passing is harder, but another offensive player is left open.

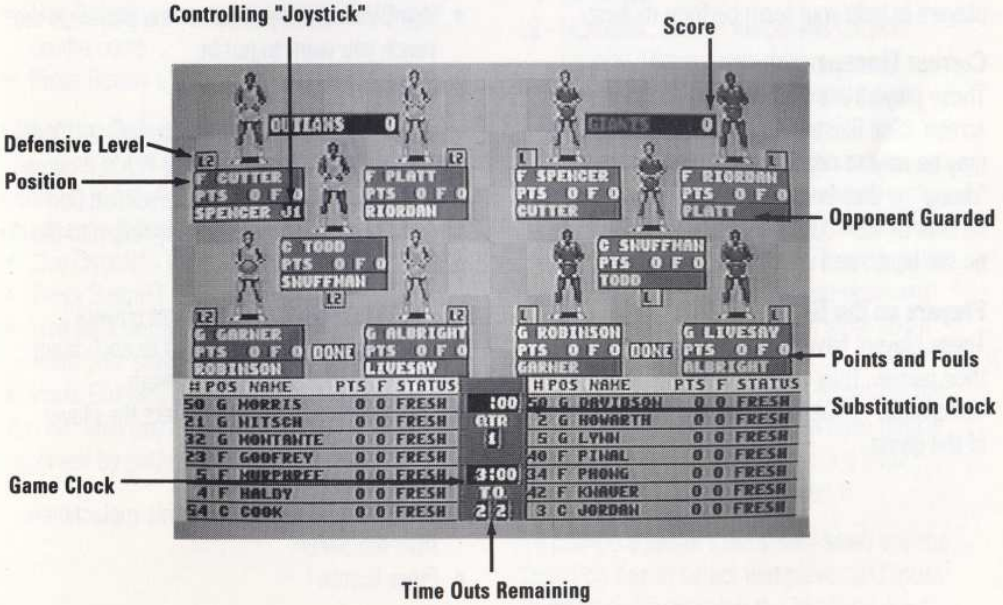
RELEASE: When ball is shot, both guards get back for a possible fast break pass. This reduces chances for the rebound.

NORM (Normal): Players guard their men based on their defensive levels. When ball is shot, center and forwards go in for the rebound and left guard releases.

On defensive, the last play you've selected will activate whenever you are in the opponent's frontcourt until you select a different one.

The Substitution Screen

The Substitution Screen appears at the start of each quarter and during time-outs. It gives you valuable information about the game and your players' condition. Most important, it lets you rotate players off the bench, change defensive assignments and change each player's defensive level.



Fatigue Levels
Without any rest, your players wear down and lose their effectiveness. They also risk injury! Players recover during time-outs, between quarters, and while resting on the bench. Monitor their condition and bring in fresh players to help your team perform its best.

Current Lineups
These players are shown at the top of the screen. (See illustration on previous page.) You may be able to notice these figures starting to "droop" as they become fatigued. However, to be sure of their condition, you can place them on the bench and view their exact status!

Players on the Bench
These players have their fatigue levels listed by their names. They can be "Fresh," "Tired," or "Exhausted." If they are "Injured," they are out of the game.

Making Substitutions
Make substitutions in this way:

- Use the Direction Key to move the basketball cursor to the player you want to take out.
- Press Button I.
- Use Direction Key to select the player on the bench you want to put in.
- Press Button I.

When all substitutions are made, select DONE and press Button I to exit. In a 2-PLAYER game, both players must do this. If the substitution clock runs out, you automatically return to the game.

In a TEAMMATES game, the first players (TurboPads) who were assigned to each team make all substitutions for that team.

- Use the Direction Key to select the player you wish to take out.
- Press Button I.
- Use Direction Key to select his replacement from the bench.
- Press Button I.

Trading Positions
You can also use this screen to make two players trade positions on the court.

- Use Direction Key to select one of the players.
- Press Button I.
- Use Direction Key to select the other player on the court.
- Press Button I.

Changing Defensive Assignments
The name of the opponent each player is guarding is listed under that player's name. You can change those assignments in this way:

- Use Direction Key to select your player.
- Press Button I.
- Use Direction Key to select the opponent you want your player to guard.
- Press Button I.

You can also use this to double-team an opponent by putting two defenders on him!

Changing Defensive Levels
Each player's defensive level is noted in a small yellow box above his name:

L1 - LOOSE: Gives up outside shot while discouraging inside game. Attempts no steals.
L2 - NORMAL: Covers inside and outside equally. Discourages driving around defenders. Attempts steal about every 10 seconds.
L3 - TIGHT: Plays close to ballhandler to discourage outside shot. If not covering ballhandler, plays between him and his man to discourage a pass. There is more chance of fouling and having opponent drive around you. Attempts steal about every 6 seconds.
L4 - FORCED ACTION: Use this to get the ball back regardless of fouls because time is running out. Like L3, but with a steal attempt about every 3 seconds.

To change a player's defensive level, use the Direction Key to select that player and press Button II until you reach the level you want.

Penalties, Overtime, and Playing Tips

PENALTIES

Violations
When one of the following is committed, the ball is turned over to the opponent to be in-bounded at the baseline.

Travelling Player presses Button I for a jump shot, but comes down before releasing the ball.

Three-Second Violation Offensive player stays in the key for more than 3-seconds.

Five-Second Violation Offensive player fails to in-bound the ball within 5-seconds.

Ten-Second Violation Offense fails to get ball over the center line within 10-seconds of being in-bounded.

24-Second Violation Offense does not shoot the ball within 24-seconds after in-bounding. The 24-second clock is located on the baseline scoreboard.

Personal Fouls
These result from personal contact between players. The player who is fouled is usually awarded one or two free throws or a one-and-one opportunity.

In some cases, like "charging" (the ballhandler runs into a defender who has established position), the ball is just turned over to the opposing team.

Fouling Out
The number of fouls that will cause a player to foul out varies with the length of the game:
3-minute quarters: 3 fouls
6-minute quarters: 4 fouls
9-minute quarters: 5 fouls
12-minute quarters: 6 fouls
A player who fouls out is replaced off the bench by the highest-rated player at his position.

OVERTIME

Games tied at the end of regulation time are decided in overtime. In games with 9 and 12-minute quarters, the overtime periods are 5-minutes long. Games with 3 and 6-minute quarters have 2-minute overtimes.

PLAYING TIPS

- If you are playing for the first time, we recommend that you play against the Zombies to sharpen your skills.
- In the TEAMMATES mode, if you set all five TurboPads on "not used", you can watch two computer controlled teams fight it out!
- Remember to rotate players! A tired player must rest to regain his strength and be fully effective.

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 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.

LIMITATION OF IMPLIED WARRANTIES

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

Have you tried these other TurboChip™ game cards?

- TV Sports Football™
- Battle Royale™
- Super Volleyball™
- Davis Cup™ Tennis*
- TV Sports Hockey™*
- André Panza Kick Boxing™*

*Available Fall 1991

NEC

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

"TurboGrafx" and "TurboChip" are trademarks of NEC Technologies, Inc.
"TurboPad" and "TurboTap" are registered trademarks of NEC Technologies, Inc.

"TV Sports Basketball" is a trademark of Cinemaware Corporation

©1990 NEC Technologies, Inc.
Printed in U.S.A.

TGM074069110M