SPORTS TV FOOTBALL™



NEC

CINEMAWARE®

TURBO 16 GRAFX™

Thank You

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



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
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.

It's Time to Shape Up and Tape Up!

TV Sports Football puts you right on the field to experience the bone-crunching action of professional football as never before!

You set the offense and defense and call all the plays. Blitz! Shotgun! Fake a pitch and go long! Take control of a sophisticated passing, running, and kicking attack. Then, hold the line with hard nosed defensive play as you battle your way through an intense eight-team league to the Championship Game!

Object of the Game

It's fast and furious TurboCharged action as you take on the computer, play against a friend or choose teams with up to five players! Bring your football savvy, all your best moves, and all your nerve. Then, put it all out on the field as you meet the challenge of TV Sports Football!

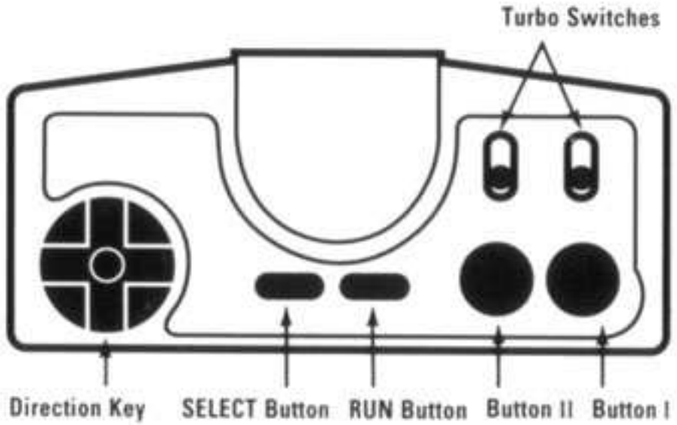
Note: TV Sports Football can be played by one to five players. For more than one player, a TurboTap and additional TurboPad controllers are necessary. These items should be available from the retail location where your TurboGrafx-16 Entertainment SuperSystem was purchased.

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 "TV Sports Football" should appear on your television.

Getting Started and Choosing Your Options

Before you begin, you should familiarize yourself with the buttons on your TurboPad Controller. Mastering its use is critical to your success in TV Sports Football.



Getting Started

When the title screen appears, press the RUN Button to start the game.

Choosing Your Options

Once you press the RUN Button, a menu of four options will appear on the screen. Use the Direction Key to select an option and press Button I to enter your choice. A description of each of the four options is listed on the following pages.

Note: If you are playing TV Sports Football for the first time, it is recommended that you use PRACTICE mode first, *before* trying to play an actual game.

EXHIBITION

Choosing this option allows you to play actual, all-out games with no effect on league standings. In addition, when you choose "Exhibition," you can choose to play in either the 1-PLAYER, 2-PLAYER or TEAMMATES mode.

1 PLAYER You against the computer. First choose your opponent (the visiting team) by using the Direction Key and by pressing Button I to enter your selection. Then choose your team (the home team) by using the Direction Key and by pressing Button I to enter your selection.

2 PLAYER Head-to-head competition! Each player chooses their team with their TurboPad controller by using Direction Key and by pressing Button I to enter their selection. (The player using controller #1 chooses their team first).

Choosing Your Options Continued

TEAMMATES Action for up to five players! When you choose this option, a "TurboPad Selection Screen" will appear. The player using controller #1 ("Joystick 1" on the screen) must assign each player to "Home Team," "Visiting Team" or "Not Used" by using the Direction Key and by pressing Button I. A maximum of four players is allowed on each team.

Once all of the players have been assigned, use the Direction Key to highlight "START GAME" and press Button I. Each player will then be able to choose their team by using the Direction Key and by pressing Button I to enter their selection. Once each player has chosen their team, the game will begin.

Please note that the first players (joysticks) designated for the home and visiting teams will be quarterbacks during the game. During the game, the quarterbacks call all of the plays and kick all field goals and extra points! Also, be sure to remember the color that your player is flashing, as it will be your color throughout the game!

LEAGUE

Choosing this option allows you to play a full season with continuously updated standings and statistics! You can play League games in the 1-PLAYER mode, 2-PLAYER mode or TEAMMATES mode.

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 Game Select Screen with the current week's schedule.

During the season, the Game Select Screen also displays the standings and lets you see last week's or next week's games. To do this, use the Direction Key to move the pencil to PREVIOUS or NEXT and press Button I to enter your choice.

Note: You cannot play a game scheduled for any future week until all of the games in the current week have been played or simulated.

Choosing Your Team Choose your team for the entire season from the current week's schedule. To make your selection, use the Direction Key to move the pencil to the team you want and press Button I to enter your choice. To "deselect" a team, use the Direction Key and press Button I.

After making your choice, the options REAL and SIMULATE will appear at the bottom of the screen. If you want to play the game, use the Direction Key to select REAL and then press the RUN Button to play the highlighted game.

Be sure to remember whether your team is the HOME team or the VISITING team so that you can assign yourself correctly on the TurboPad Selection Screen. To do this, use the Direction Key and then press Button I to enter your choice.

If you are playing a 2-PLAYER game, assign your friend to the opposite team (HOME or VISITING) that you selected by using the Direction Key and then pressing Button I to enter your choice.

Choosing Your Options Continued

If you are playing in the TEAMMATES mode, assign teams just as you would for an exhibition game (please see page 3 of this manual for further instructions).

Once all players have selected their team(s), select START GAME.

Continuing the Season After each game, you can play or simulate another game by selecting LEAGUE and then CONTINUE from the Main Menu.

Using a Password After each game, you will receive a password. Be sure to write this password down as it will allow you to continue your current season — even if your system and television have been turned off! To use your password, select LEAGUE from the Main Menu and then select CONTINUE. Enter each character of your password by using the Direction Key and then pressing Button I. If you make a mistake, press button II to make your correction.

Simulating Games You can simulate games your team is not playing. To do this, use the Direction Key to highlight these games on the Game Select Screen and then press Button I to enter your selection(s). Then, select SIMULATE. The announcer will give you the score of the game as well as the password.

CLIPBOARD

Choosing this option allows you to scout the entire league! Like any pro team, it is essential to evaluate your personnel and scout the opposition!

Examine Team Select CLIPBOARD from the Main Menu by using the Direction Key and then pressing Button I. Then, select EXAMINE TEAM to make a list of teams appear on the screen. Use the Direction Key and Button I to choose which team's roster you would like to examine.

All players are graded in four categories on a scale from 1 to 10, with 1 being the worst and 10 being the best. The four categories that they are graded on are Speed (SP), Strength (ST), Hands (H) and Agility (AG).

Please note that these categories can mean different things for different positions. Listed below is an interpretation of each of these four categories for some of the different positions.

"Strength" Refers to how hard a defender tackles, how good a running back is at breaking tackles, how far a quarterback can throw, and how far a kicker can kick.

"Hands" Tells you how good a receiver can catch and how likely a ball carrier is to fumble.

"Speed" Means how fast a player can run, no matter what position he is playing.

"Agility" Refers to how quickly a player reacts and how well he maneuvers.

You can use this information to help you with your game plan! For example, you will know which receiver has the speed to go long and which running back you can trust to not fumble at the goal line. You can also use it to evaluate the opposition and set up your defensive plan!

To exit from EXAMINE TEAM, press any button.

Choosing Your Options Continued and Basic Gameplay

Standing/Schedule Select CLIPBOARD from the Main Menu by using the Direction Key and then pressing Button I. Then, select STANDINGS/SCHEDULE to bring you up-to-the-minute information on the LEAGUE Game Select Screen. However, you cannot initiate games from this screen.

PRACTICE

Choosing this option allows you to tune up your offensive play without being hassled by the defense. This is a great way for new players to get the hang of TV Sports Football!

To begin a practice session, select PRACTICE from the Main Menu. On the TurboPad Selection Screen, all players are on the home team. Start the game and call the plays as usual, but without being hassled by the defense. Plays end when you run into the end zone or out of bounds. Press Button II to end your practice session.

Basic Gameplay

Kicking Off

Once gameplay begins, Exhibition and League games are played exactly the same. First of all, the announcer will tell you who's kicking off. If it's your team, be ready to stop the return!

Push DOWN on the Direction Key to bring your defender downfield. Then, run into the ball handler to attempt a tackle. If he's too fast or a only a few yards away, you can try a diving tackle by pressing Button I. However, this is a pretty risky move because you are likely to miss this type of tackle.

Returning the Kick

In 1-Player or 2-Player games, you always have control of the ball handler. In the TEAMMATES mode, you can identify who controls him by his solid flashing color. Use the Direction Key to give him your best moves!

Note: On any play, the ball handler's full uniform will flash, while *only* the jerseys of other players that you control (on offense or defense) will flash.

Calling Plays

Just like the pros, the right game plan is critical! Before each down, you will go to a "Play Calling Screen."

On offense or defense, pick the best formation for each situation. To select a formation, look toward the center of the four squares on your screen. You will see an arrow in each one. Press the Direction Key UP, DOWN, LEFT or RIGHT to match the arrow in the square that displays the formation you desire.

Once you choose your formation, four offensive and defensive patterns will be displayed on the screen. Choose one of these patterns by using the Direction Key.

Note: You can reverse the direction of any pattern (left to right or right to left) by holding Button I down while choosing the pattern.

Stopping Gameplay

Calling TIME OUT You can call TIME OUT before your opponent chooses a formation by pressing Button II.

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

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

Playing Offense

SNAPPING THE BALL When gameplay starts, you control the quarterback! There are three ways to call for the snap:

Press Button I to set the passing play. The quarterback throws automatically at the best opportunity, after which you can take control of the runningback.

Press Button II to set the running play. The quarterback hands off at the first opportunity, after which you can take control of the runningback.

Press DOWN on the Direction Key to gain full control of the quarterback. You can then press Button I to pass or Button II to hand off before crossing the line of scrimmage.

A hand off attempted to a player out of range or ahead of the quarterback results in a broken play. If this happens, the quarterback can no longer pass and must hand off to someone else or must run it himself.

Note: When you play TEAMMATES, each player *not* controlling the quarterback can take control of another offensive player. Press Button II before the snap to make the players' jerseys flash. The one flashing your color at the snap is the one you control for the entire play.

THROWING A PASS Take control of the quarterback and go for the pass! To throw a pass, follow the instructions in the next column.

1. Snap the ball by pressing DOWN on the Direction Key to take control of the quarterback. Or, snap the ball by pressing Button I and using the Direction Key to take control.
2. Release the Direction Key to put the quarterback in the passing mode.
3. Press LEFT or RIGHT on the Direction Key to rotate the quarterback's arm toward the intended receiver.
4. Press and hold Button I. An "X" will move in the direction that the ball is aimed.
5. When the "X" is where you want the ball to land, release Button I.

Watch out for the Blitz! If defenders get too close, the pass may be deflected!

After completion, the receiver changes to a solid flashing color. Use the Direction Key to head for paydirt!

The quarterback can break out of the passing mode and run by pressing UP and DOWN on the Direction Key. Be careful! Running quarterbacks tend to fumble!

FIELD GOALS AND EXTRA POINTS You can attempt a field goal when you are within fifty yards of the end zone. Use the Direction Key to select KICK as the formation and FIELD GOAL as the pattern on the Play Calling Screen. A Kicking Screen will then appear with a Ball Window in the corner of the screen. Press DOWN on the Direction Key to begin the play.

Playing Offense Continued

Two lines will form a cross-hair on the ball, indicating where your foot will hit.

The Vertical Line Controls the direction that the ball will fly. Pressing LEFT on the Direction Key to direct the line to the left and cause the ball to curve toward the right. Pressing RIGHT on the Direction Key to direct the line to the right and cause the ball to curve toward the left.

The Horizontal Line Controls the height and distance that the ball will fly. After the snap, the horizontal line will automatically move upwards on the ball. The higher the line is when you kick the ball, the lower the ball will fly. Press Button I to kick the ball as the line is moving upwards. Remember, the lower the line is when you kick the ball, the higher it will fly. However, be careful, because too much height reduces the distance of the kick!

When the two lines are where you want them, press Button I to kick the ball. (Remember, you must press Button I before the line reaches the top of the ball to get a good kick!)

To have the computer kick for you, do not press the Direction Key or Button I after the Kicking Screen appears. However, do not think this is the "easy way" to a perfect kick because it is possible for you to do a better job of kicking if you do it yourself!

Offensive Penalties

Holding If the quarterback does not hand off, pass or cross the line of scrimmage in the allotted time (determined by the rating of the offensive line), his team loses ten yards.

Intentional Grounding When there is no receiver within fifteen yards of where the pass lands, the passing team loses ten yards *and* loses the down.

Punting Use the Direction Key to select KICK as the formation and PUNT as the pattern on the Play Calling Screen. To snap the ball, press DOWN on the Direction Key and then release it. This will put you in a punting mode. Now, aim the punter by pressing LEFT or RIGHT on the Direction Key and then press Button I to initiate the punt.

If you want the computer to punt for you, press Button I and wait for the computer to take over for you.

Remember! After the punt is completed, you will be on defense—so get ready to tackle the return man!

Playing Defense and Playing Tips

Playing Defense

CALLING PLAYS When the Play Calling Screen appears, use the Direction Key to select a defensive formation and pattern for each play (please see page 5 of this manual for further instructions). Press UP, DOWN, LEFT or RIGHT on the Direction Key to match the arrow in the square that displays your choice.

SPECIAL ASSIGNMENTS Before the ball is snapped, you can still choose to take complete control of one of the four defenders and give the other three special assignments! Choose each player that you want to assign by pressing Button II to make his jersey flash. Then, assign him in one of the following three ways.

Reposition the Player Use the Direction Key to move him to the desired location.

Blitz Press and hold Button I and then press DOWN on the Direction Key to make the player blitz.

Man-to-Man Coverage Press and hold Button I and then press UP on the Direction Key to order this assignment.

CONTROLLING A DEFENDER After making your assignments, press Button II until the jersey of the player you want to control is flashing. You can switch defenders before the snap, but the player whose jersey is flashing at the snap is the one you control for the entire play.

When you are playing TEAMMATES, each player can take control of a different defender by pressing Button II to select their defender.

TACKLING You perform a tackle by hitting the ball handler. You can go for a diving tackle or interception by press Button I. However, your chances of making a successful diving tackle are not very good.

Defensive Penalties

Encroachment When a defensive player bumps an offensive player before the ball is snapped, there is a loss of ten yards for the defending team.

Offsides When a defensive player crosses the line of scrimmage before the snap, there is a loss of ten yards for the defending team.

Playing Tips

To learn gameplay and to get off to a fast start, try the PRACTICE mode *first*! Then, try the EXHIBITION mode!

Use the PRACTICE mode to your advantage by using it often! It is the best way to get the feel of the game and to practice your offensive moves without being hassled by the defense!

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

NEC TurboChip™ 90-Day Limited Warranty

NEC TECHNOLOGIES, INC. ("NEC") 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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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 NEC or which is not purchased in the U.S.A. from an authorized NEC 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 NEC.
   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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