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- TV Sports Basketball™
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- Super Volleyball™
- Champions Forever™ Boxing*
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*Available Winter 1991

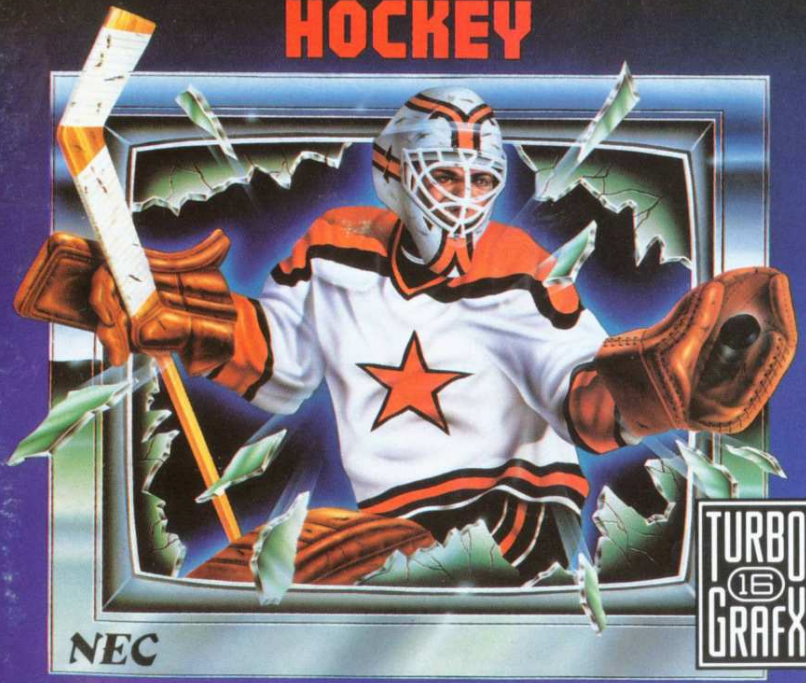
NEC
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TV SPORTS HOCKEY™

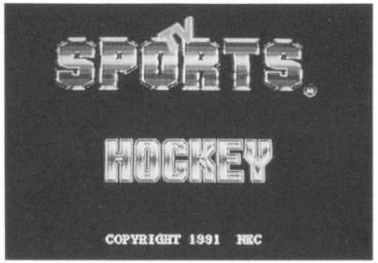


NEC

TURBO 16 GRAFX™

Thank You

...for Buying this Advanced TurboChip Game Card, TV Sports Hockey.



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 the TurboExpress Handheld Entertainment System and will not operate on other systems.

Any duplication or rental of this software is strictly prohibited.

Sharpen Your Skates and all your Skills!!

Get ready for the total action, total control, totally real competition of TV Sports Hockey! You're right on the ice with intense close-ups of faceoffs, fights, and heart-stopping breakaways. Blast slap shots. Drill deadly wrist shots. Even fake shots to deke the defense. Make crushing body checks. Then drop your gloves and duke it out! Run power plays and kill penalties. Change lines and bring in fresh goalies. The stadium organ is pumping and so are you as you skate out for the network telecast of TV Sports Hockey!

Object of the Game

Skate against the computer or go stick-to-stick against a friend. Choose up teams with up to five players. Even battle your way through an intense playoff tournament to the top of the International League!

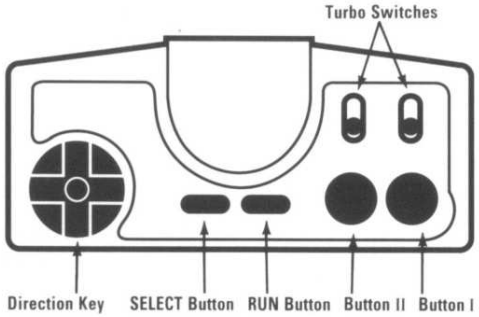
Inserting the TurboChip Game Card

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 HOCKEY should appear on your television.

Note: TV Sports Hockey 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.

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 Hockey.



Getting Started
When the title screen appears, press any button to advance to the main menu.

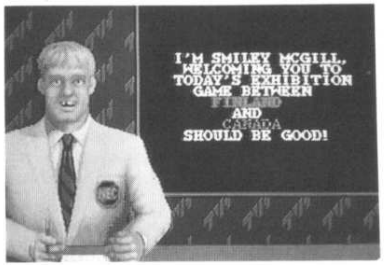
Choosing Your Options
The main menu will now appear on the screen. Use the Direction Key to select from EXHIBITION, TOURNAMENT, or VIEW TEAMS and then press Button I to enter your choice.

EXHIBITION
Choose this to play non-tournament 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 EXHIBITION after highlighting a player mode.)

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

Note: In TV Sports Hockey, the visiting team is always red and the home team blue.

Choosing Your Options Continued



After teams are selected, announcer Smiley McGill will appear with the match-up. Wait a few seconds or press Button I for the rules options. Use the Direction Key to select EASY RULES or FULL RULES and press Button I.

EASY RULES: No infractions or penalties except fighting. More chance of fights.

FULL RULES: All infractions and penalties are called. Less chance of fights.

2-PLAYER
Take on a friend in head-to-head competition! First, the player using TurboPad 1 chooses the visiting team by using the Direction Key and then pressing Button I. Then the player using TurboPad 2 chooses the home team the same way. Smiley will then appear with the match-up.

Press Button I on either TurboPad for the rules options, then use the Direction Key to choose EASY RULES or FULL RULES and press Button I to start the game.

TEAMMATES
Action for up to 5 players! When you choose this option, the Team Selection screen will appear. Use the Direction Key on any TurboPad to select the visiting team and then press Button I. Then any TurboPad may select the home team the same way.

Once the teams are chosen, a TurboPad Selection screen will appear. The player using TurboPad 1 ("Joystick" 1 on the screen) uses the Direction Key to highlight each player's "Joystick" number. He then assigns each player to the selected visiting team, home team, or NOT USED by pressing Button I repeatedly.

After assigning all players, use the Direction Key to highlight START GAME and then press Button I. Smiley will then appear with the match-up.

Press Button I on any TurboPad for the rules options, then use the Direction Key to choose EASY RULES or FULL RULES and press Button I to start the game.

TOURNAMENT
This allows you to choose a team and take it through a tough, two-conference, single elimination tournament. The conference winners play for the World Championship!

Starting a New Tournament
To start a new tournament, select TOURNAMENT from the main menu and press Button I. Smiley will appear with the option NEW TOURNAMENT highlighted. Press Button I. When CHOOSE GAME appears, press Button I to see the lineup of games on the Tournament Screen.

Note: New match-ups will be chosen at random whenever you begin a new tournament.

Choosing Your Team
To select your team for the tournament, first use the Direction Key to highlight the game bracket that team is in and then press Button I.

Smiley will appear with the match-up. Press Button I to see the options PLAY and SIMULATE. If you want to play the game, use the Direction Key to select PLAY and press Button I.

The TurboPad Selection screen will appear. Use the Direction Key to highlight your "Joystick" number. Press Button I until you're assigned to the team you want for the tournament. Then select START GAME and press Button I.

You can use this same method to stay with your team all the way to the finals, as long as you keep winning!

To play a 2-PLAYER tournament game "head-to-head", use the Direction Key on TurboPad 1 to highlight your friend's "Joystick" number and press Button I until he's assigned to the team you're opposing.

To play TEAMMATES, assign teams just as you would for an exhibition game (Please see page 3 of this manual).

Once all TurboPads are assigned, select START GAME and press Button I for the faceoff!

Note: You can assign as many players as you want (up to 5) to the same team and team up against the computer!

Note: All Tournament games use FULL RULES.

Continuing the Tournament
After each game, the winner's flag and a password will appear on the Tournament Screen. To play another game right away, press Button I. When the Password Screen appears, press Button I again to make "CHOOSE GAME" appear.

Using the Password
The password allows you to continue the Tournament, even if your system has been turned off. To use your password, select TOURNAMENT from the main menu. When Smiley appears, select ENTER PASSWORD and press Button I. The Password Screen will now appear. 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, press Button II to erase it.

Simulating Games
You can simulate games your team is not playing. To do this, use the Direction Key to highlight the game on the Tournament Screen and press Button I. When Smiley appears, select SIMULATE and press Button I. The Tournament Screen will reappear with the winning team's flag and your password.

VIEW TEAMS
Choosing this allows you to study each team, to evaluate your players' abilities and scout your opponents. Use the Direction Key to select VIEW TEAMS from the main menu and then press Button I. Then use the Direction Key to select the team you wish to study and press Button I.

Each team has three lines (A, B and C) and two goalies (G1 and G2). All players on the same line have equal abilities. Each line is rated in four categories on a scale from 5 to 15, with 15 being the best and 5 the worst. These categories are Speed, Strength, Stickhandling and Stamina.

Speed Determines how quickly a player can accelerate and his top speed.

Strength Determines how many punches it takes to knock a skater out in a fight. Also, combined with how fast two players are going when they collide, it determines the effect of that collision.

Stickhandling Determines the accuracy of shots and passes and the ability to keep the puck when defenders try to poke check it away.

Stamina Determines how quickly a line loses and regains its energy. As a line's energy drops, so do all its other abilities, although this is not reflected on the line change screen.

Note: Goalies do not lose energy.

A goalie's ratings have different meanings:

Speed and Strength The combination of these determines how fast the goalie can move in the crease.

Stickhandling and Stamina The combination of these determines ability to stop the puck.

Gameplay

Quick Start
Use the Direction Key to make all selections and press Button I to make each choice.

- Choose EXHIBITION from the main menu.
- Choose 1-PLAYER or 2-PLAYER.
- Choose Teams.
- Choose EASY RULES or FULL RULES and get ready for the faceoff!

Once they begin, EXHIBITION and TOURNAMENT games are played exactly alike.

Player Control
During play, your TurboPad number will appear over the player you control. When he is not on the screen, a numbered arrow will point to his location on the ice.

There are two different modes of player control. You can choose PUCK MODE or POSITION MODE.

PUCK MODE — You always control the players with or near the puck. The game is played in this mode unless you use the Change Control screen on the Option Menu to change it. (See Changing Player Control on page 11.)

In a 1-PLAYER or 2-PLAYER game when there is one human player on a team, that player always controls the puck handler on offense. On defense, press Button II to take control of the skater nearest the puck. However, if the goalie is on the screen, you will always take control of the goalie first. By continuing to press Button II, you then can switch to a skater, then back to the goalie, and so on.

In a TEAMMATES game, on offense, the first player to press Button II will take control of the puck handler. The other teammates who press Button II will control the skaters nearest the puck.

On defense, press Button II to take control of the skaters nearest the puck. If the goalie is on the screen, the first player to press Button II will take control of the goalie first. By continuing to press Button II, he then can switch to a skater, then back to the goalie, and so on.

POSITION MODE — In this mode, each TurboPad is assigned a specific position and controls that same player throughout the game, even when he goes into the penalty box. (To make or change assignments, see Changing Player Control on page 11.)

Gameplay Continued

The Faceoff
The screen goes to a close-up for the faceoff, which is always taken by the center. If he is in the penalty box, a wing takes over. Press the Direction Key up or down to move closer or further away from the puck. The stick can be handled in the following ways:

SWEEP Press the Direction Key left or right in the direction of the puck and press Button I to hit it with your forehand.

DRAW Press the Direction Key left or right in the direction opposite the puck and press Button I to hit it with your backhand.

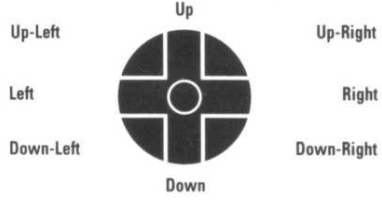
BLOCK Press the Direction Key up or down to move close to your opponent, then press and hold Button II to block his stick. You can try a quick sweep or draw when he moves away!

Skating
Use the Direction Key to move your player in any of the 8 directions shown in the diagram on the right.

Passing
To pass to a teammate or simply get rid of the puck, press the Direction Key in any of the 8 directions you want the puck to travel and press Button II. The better the stickhandler, the more accurate the pass will be.

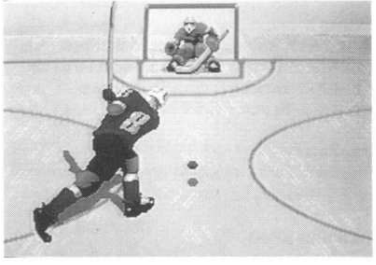
Drop Pass
Press Button II while keeping the Direction Key centered to leave the puck for a teammate while you keep skating.

Demanding a Pass
In the Position mode, you can press Button II to make your teammate pass to you unless he is shooting. Be careful that you don't cause him to pass to a defender!



The Direction Key gives you 8-way control over skating, passing, breakaway shots and goaltending.

Shooting and Goaltending



Shooting
When the offense has the puck in the opponent's zone, a shot cursor triangle will appear moving back and forth across the goal line. When you shoot, the puck will automatically be aimed at the cursor. If it's between the posts, the shot will be on goal. Unless the goalie makes a save, you score! You can shoot in the following ways:

Slap Shot
Press and hold Button I to windup, then release to shoot. You can shorten the windup by letting go of Button I sooner.

Wrist Shot
Press Button I quickly.

Fake Slap Shot
Hold Button I for a full windup, then release it and press Button II before you hit the puck to deke the goalie or defenseman!

Note: The better the shooter's stickhandling, the slower the cursor moves and the more it stays between the posts. This makes a goal more likely.

Goaltending
Use the Direction Key to position the goalie and press Button I as the puck arrives. If the save is successful, the puck will either rebound out or the goalie will catch it. If it's caught, the goalie has 5 seconds to pass it before it goes to a faceoff.

Note: If you don't take control of the goalie, the computer will play goal. However, you should do better controlling him yourself!

Breakaway Shots
When there are no teammates or defenders between the puck handler and the goalie, the screen will go to a one-on-one close-up of this confrontation!

The Shooter
He will automatically fire a slap shot. To aim it, press the Direction Key in any of the 8 directions you think has the best chance of beating the goalie.

The Goalie
Press the Direction Key in the direction you think the puck will arrive and press Button I.

Checking, Fighting and Overtime & Stopping Gameplay

Body Checking
Press the Direction Key in the direction of an opponent to skate into him. Depending on your speed and strength compared to his, you may knock him down, knock him off the puck, alter the direction he's skating in, or have no effect at all.

Poke Checking
Use the Direction Key to get close to the puck handler and then press Button I. Depending on your stickhandling skills compared to his, you may steal the puck, knock it away, or have no effect at all.

Fighting
Fights start after a hard check. The skaters drop their gloves and square off as the screen goes to a close-up view. If you control your team's fighter, press the Direction Key left or right to move him. Then use the following techniques:

HIT HIGH Press Direction Key up and then press Button I.

HIT LOW Press Direction Key down and then press Button I.

BLOCK HIGH Press Direction Key up and then press Button II.

BLOCK LOW Press Direction Key down and then press Button II.

The number of hits a skater can take is based on his strength and energy level. A hit to the face is worth twice as much as a hit to the gut. The loser gets a two minute penalty for fighting.

Note: Fights are more likely to occur under EASY RULES than FULL RULES.

Overtime
TV Sports Hockey is played with three 20-minute periods. If the game is tied at the end of regulation time, you play sudden-death overtime. The clock will reset, but the game will continue until someone scores the winning goal!

Stopping Gameplay

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 to the title screen by holding down the RUN Button and then pressing the SELECT Button.

The Option Menu

The Option Menu allows you to change player control on the CHANGE CONTROL screen, make substitutions on the CHANGE LINES screen and check the status of the game on the SCOREBOARD.

You can only go to the Option Menu when the skaters are preparing for a faceoff, prior to the close-up screen. Press the SELECT Button to make the Option Menu appear.

The Change Control Screen



Changing Player Control, Making Substitutions and Scoreboard

Changing Player Control
On the Option Menu, use the Direction Key to highlight CHANGE CONTROL and then press Button I. The change control screen displays the number of the TurboPad that controls each player. Also, the mode in which you are currently playing will be highlighted. You can press Button I to change modes.

In the Position Mode, the assigned TurboPad numbers will appear. You can use the Direction Key to change those assignments. When all changes are completed, press Button II to return to the Option Menu.

In a 2-PLAYER or TEAMMATES game, each TurboPad can use the Direction Key to select its own position.

However, in the TEAMMATES mode, only the first TurboPad assigned to each team on the TurboPad Selection screen can press Button I to change the team's playing mode.

Note: Opposing teams can choose to play in different modes.

Making Substitutions
As your players wear down, so does their effectiveness. It's important to check their energy levels and bring in fresh players to keep your team at its best!

On the Option Menu, use the Direction Key to highlight CHANGE LINE and then press Button I. The CHANGE LINE screen will first display the visiting team's energy levels. All players start with 100%. As that number drops, so do their skills, even though this will not be reflected in their skill ratings.

The line currently in the game, A, B or C, will be flashing. To change lines, use the Direction Key to highlight the line you want to put in and then press Button I.

The current goalie's number will now flash. To make a change, use the Direction Key to highlight the other goalie's number and then press Button I.

When the visiting team has completed its changes, press Button II to display the home team. It can make its changes in the same way. When all substitutions have been completed, press Button II to return to the Option Menu.

Note: Any TurboPad on the home or visiting team can make that team's substitutions.

Scoreboard
On the Option Menu, use the Direction Key to highlight Scoreboard. Then press Button I to see the score, the period, and the time remaining in the period. Press Button I again to return to the Option Menu.

Note: The Scoreboard will also appear after every goal and between periods.

Continue Game
To resume play, press the Direction Key to highlight CONTINUE GAME and press Button I.

Infractions, Penalties and Playing Tips

Infractions
The following infractions result in a faceoff, (during Full Rules only).

Offsides This occurs when an offensive player or teammate crosses the blue line into the opponent's zone and then is followed by the puck.

Offsides Pass This occurs when the puck crosses two lines (a blue line and the center line) when it is passed from one teammate to another. If a defender touches it first, it is not a penalty.

Icing This occurs when a team hits the puck from its own side of the center line across the opponent's goal line and the puck is then touched by a defender.

Icing is not called if:
- It is caused by a poke check.
- The puck crosses the crease, the area marked by a semicircular line around the goalie.
- The ref decides a defender could have played the puck.
- The passing team is shorthanded.

PENALTIES
All result in 2 minutes in the penalty box.

The following can be caused while checking an opponent: (during Full Rules only)
- Elbowing
- Slashing
- Hooking
- Tripping
- Charging
- Cross-checking

Fighting is called when you lose a fight on the close-up screen. (Easy or Full Rules)

Playing Tips
Remember to change lines! Resting your players will restore their energy and effectiveness!

In the TEAMMATES mode, if you set all five TurboPads on NOT USED, you can watch two computer controlled teams fight it out!

If a pass from a teammate crosses two lines, you may want to let a defender touch it before you go after it to avoid an offsides pass call.

If your stick is blocked during a faceoff, you can try a backhand draw to get the puck.

Remember, you can only go to the Option Menu while preparing for faceoff, but before the close-up. Press SELECT Button to do so.

Call the TurboTeam 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:
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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.

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