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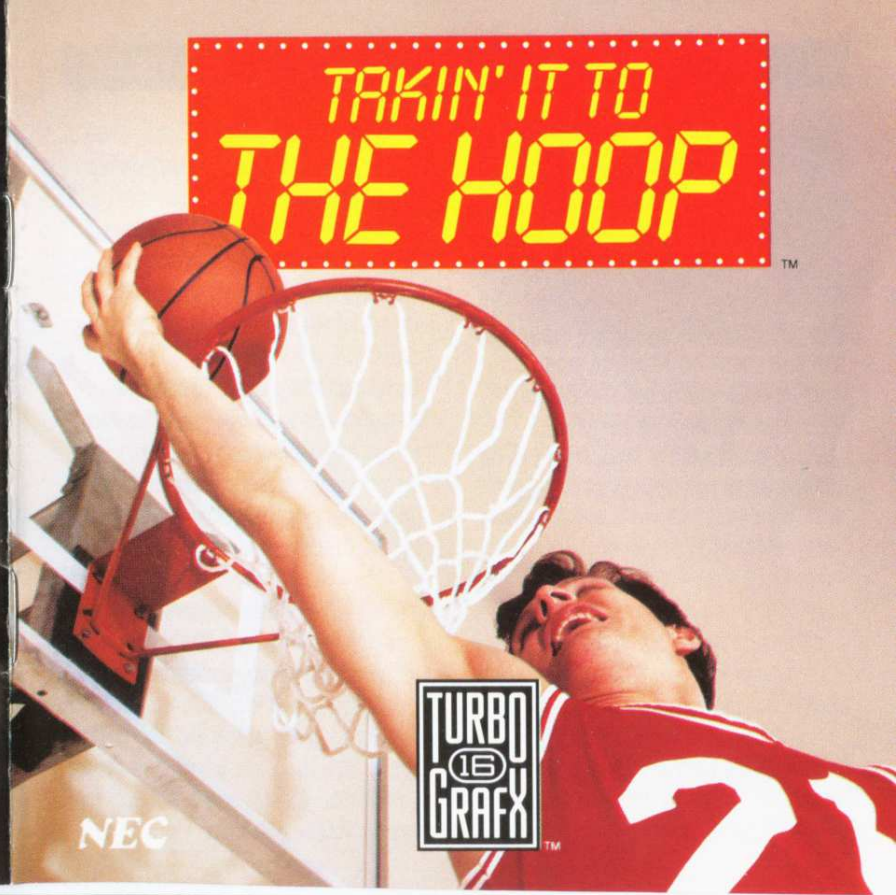
NEC
NEC Technologies, Inc.
1255 Michael Drive
Wood Dale, IL 60191-1094

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TAKIN' IT TO THE HOOP™



Thank You

...for Buying this Advanced TurboChip Game Card, "Takin' it to the Hoop."

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.

WARNINGS

1 Be sure 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.

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TurboGrafx™-16 Entertainment SuperSystem
TurboChip™ Game Card

Any duplication, copying or rental of this software is strictly prohibited.

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 your particular TurboChip game card should appear on your television.

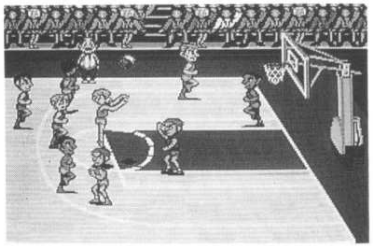


"Takin' it to the Hoop" offers all the excitement, skill and strategy of real basketball. You shoot, dribble, steal the ball, pass, shoot free-throws, change players and even grow tired. You choose your team from among the finest in the U.S.—including individual players, all with varying levels of skill. Eight teams compete in tournament, league play or exhibition games. Play zone, man-to-man or combination zone and man-to-man defense. Jump pass, bounce pass, even dunk the ball. When it comes to "TurboCharged" basketball action, anything is possible when you're "Takin' it to the Hoop!"

Get Ready for the Most Realistic Video Basketball Game Ever!

If you like basketball, you're in for a treat. Whether you're five-foot-two, six-foot-five or seven-feet two inches, this is the video basketball game that really measures up to your expectations.

Starting the Game



Object of the Game

Defeat the opposing team by scoring as many points as possible. Use defensive strategies to reduce the number of points your opponents score. Substitute players, "measure-up" your opponents' strengths and weaknesses and use sound basketball strategies to become the "Takin' it to the Hoop" champion.

Please Note:

For more than one person to play, a TurboGrafx-16 TurboTap accessory is necessary along with a TurboPad controller. These items should be available from the same retail location where your TurboGrafx-16 Entertainment SuperSystem was purchased.

Press the RUN Button

This starts the game from the title screen. Playing mode, game selection, team selection, starting line-up and game scheduling take place before the game begins.

Playing Mode

Use the Direction Key (up and down) to indicate your choice, and use the RUN Button to enter your selection. Playing modes are as follows:

1 P One player only. You select your team and compete against the computer's team to capture the championship.

2 P Two players. You and a friend each choose a team and compete against each other for the championship.

Watching You sit back and watch the game between the computer's teams.



Stages of the Game

Game Selection

Now, using the Direction Key and the RUN Button, choose the type of game you want to play. Three different types are available:

Tournament In tournament play, eight teams compete against each other in a "round-robin"—winning teams advance and play against other winning teams until only one team is left.

League In league play, one team takes on all other teams one at a time. If you win all games, you are the champion.

Exhibition You compete in one game against one team only.

Team Selection

Begin by selecting a 1 P (one player) team.

Using the Direction Key, move the frame of the team logo (symbol) to the location of your selected team. Press Button I to enter your choice. If you have chosen a 2 P (two player) or exhibition game, after you decide the 1 P team, a red frame will appear on the screen. Follow the same procedure as before to select the second team.

Changing the Starting Line-up

The regular players automatically appear in the starting line-up.

To substitute other players, use the Direction Key to indicate the face of the player you want to take out of the starting line-up. Then press Button I. A flashing light will appear over the substitute's face. While the light is flashing, move the cursor up and down to choose your substitute player using Button I (repeat the procedure to change other players).

Press RUN when substitutions are completed.

Changing a Player's Position

To change a player's position, first indicate the player you would like to move using the Direction Key. Press Button I and another player on your team will light up. Move the cursor to the new position and press Button I. The two highlighted players will appear in their new positions. To re-enter this mode once the formation is chosen, press the SELECT Button.

Selecting an Offensive or Defensive Formation

Press the Select Button to enter this mode, then use the Direction Key to indicate one of the three selections shown. Press the RUN Button to enter your choice and begin the game!

Pausing the Game During play, press the SELECT Button to pause the game.

Resetting the Game During play, the game can be reset to the title screen by holding down the RUN Button and pressing the SELECT Button at the same time.

Here are the Teams!

Choose your favorite

Make sure you understand their strengths and weaknesses.



Seattle The regular team has power, but there are very few stars.

Los Angeles A good team. Well balanced line-up.

Dallas Has team power, but its balance is bad.

Honolulu Good at man to man and has a fast defense.

Chicago A B-class team, but capable of surprising upsets.

Boston Good passing, but has a slow defensive style.

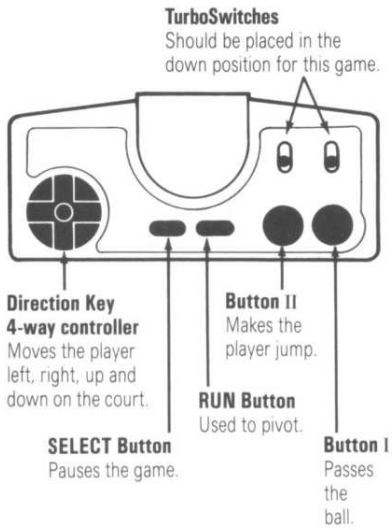
New York Has great speed and defensive capabilities.

Miami This team has many star players. Perhaps the strongest team of all.

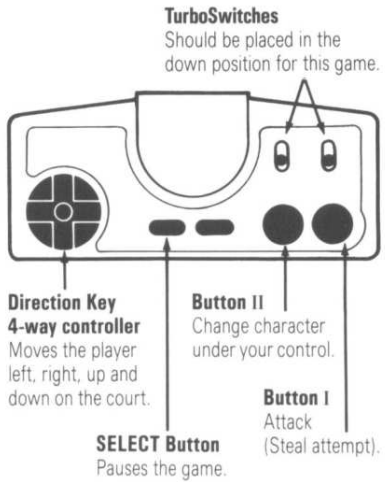
Operating Controls

The movements of your players are controlled using your TurboPad Controller as shown.

TurboPad Operation for Offense



TurboPad Operation for Defense



Player Controls

Shoot Press Button II twice in a row.

Pass Use the Direction Key and Button I.

Pivot Press the RUN Button. Then use the Direction Key to make the player face different directions. You must now pass or shoot.

Dribble Move in any direction and you will automatically dribble.

Attack Move close to the offensive player you want to stop, choose the right moment and press Button I.

Stealing the Ball Using the Direction Key, get as close to the player with the ball as possible. Push Button I to attempt to steal the ball.

Control Change To change the player you control on defense (to get closer to the action) press Button I.

Changing Players and Time Out

During the "Dead Ball" period, push the RUN Button to pause the game ("change/time out"). The condition area will appear.

Changing Players

When the condition area's message shows "CHANGE," press Button I. Follow the starting team selection process to change players. After making your selections, press the RUN Button. The condition area's message will show "CHANGE POSITION." Using the "changing position" process, you may now change player positions.

Press the RUN Button to resume play.

Playing Screens

Playing Screens

There are two playing screen modes in "Takin' it to the Hoop."

In the ordinary screen mode, you see all players on the court, just as they would appear in a real game.

In the "magnified screen" mode, you get a close-up view of the player with the ball.

Entering the "Magnified Screen" Mode

To enter the "Magnified Screen" mode, position your player directly beneath the basket and make him jump. The magnified screen will appear immediately.

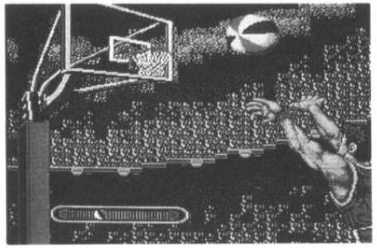
Magnified Screen Movements

In the magnified screen mode, there are two types of movements—offensive and defensive.

Offense On offense you can throw the ball. When throwing the ball, there are three different paths the ball can take—high, middle and low. Use the Direction Key to indicate the path you want the ball to take. When the gauge on screen reaches the red point, push Button I or II to release the ball.

Defense On defense, you can also "attack." Using the Direction Key, follow the offensive player. When the offensive player releases the ball to throw or shoot, push Button I immediately. When the flight of the ball and your timing match, you will block the shot and gain control of the ball.

Players' Ability and Stamina



The Free Throw

In case of a foul, this scene will appear on the screen. When the gauge on screen reaches the red point, press Button II to release the ball.

Players' Ability and Stamina

Each player is rated from 0 to A on 5 separate abilities ("0" is worst; "A" is best). Player abilities are:

Power If this number is high, the player has great stamina.

Speed If this number is high, the player has excellent speed.

Shoot Ability to shoot the ball accurately.

Pass Ability to catch (and steal!) the ball.

Defense Ability to steal the ball from another player.

Note: As in real basketball, a player's stamina decreases during the game. You should change players who get tired!

Player Ratings



Specific player ratings are indicated on the starting line-up screen as shown here. The numbers correspond to the five specific playing abilities described previously. For example, player Banks of Chicago is rated 74821. The following chart shows how this rating corresponds to his playing abilities:

Power	Speed	Shoot	Pass	Defense
7	4	8	2	1

Use this example when choosing players for your starting line-up and for making substitutions.

Defensive Formation Strategies

Zone Each player defends a particular area of the court.

Man-to-Man Each player defends a particular player, following him wherever he goes.

Zone Plus Man-to-Man Three players protect the shooting zone, two players play man-to-man out front.

During man-to-man defense, it is easy for an offensive player to "cut you off" by cutting close to one of his own players. The stamina consumption on the part of the offensive player, however, is great when this occurs.

Playing Tips

Be sure the player with the best shooting ability is in a forward position. Pass the ball to him and let him shoot!

During a pivot, your opponent can snatch the ball away, so use this move carefully. Since a 5-second time limit applies, it is better to pass and shoot quickly.

Make sharp cuts to the basket and stay away from opposing team members.

Always try to shoot at the highest point of the jump.

Go for the rebound! Use jump passes!

Always keep your team fresh! Constant substitutions are a must if you are to win.

Whenever a player shows the first signs of becoming worn down, take the time to put a new man in his place. It's the only way to keep your team at peak performance.

Try playing with the different types of coverage. A good defensive posture is the zone with man-to-man coverage combination.

Don't keep the ball in any one player's hands too long. Move down the court with frequent passes but make sure there is a player in the direction you are throwing the ball or you may end up tossing it out of bounds.

Call the TurboGrafx Hotline at (708) 860-3648 for additional game-playing tips! Monday-Friday 8:00 A.M.-11:00 P.M. Saturday 8:00 A.M.-5:00 P.M. Central Time.

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:
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   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 or game support, call (708) 860-3648, Monday-Friday 8:00 A.M. to 11:00 P.M. Central Time, or Saturday 8:00 A.M. to 5:00 P.M. Central Time.

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