World Court Tennis™



TURBO 16 GRAFX™

NEC

Thank You

...for Buying this Advanced TurboChip Game Card, "World Court Tennis."



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

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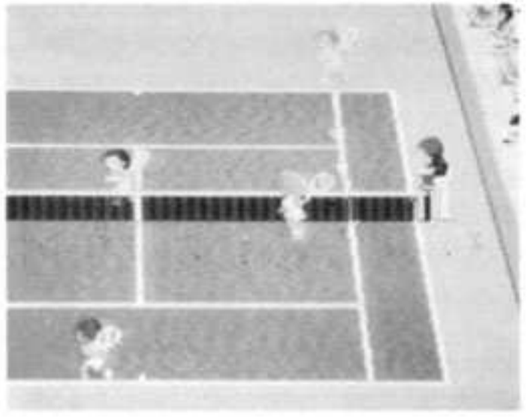
Inserting the TurboChip Game Card

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.

Get Ready for "Turbo-Charged" Tennis Action

Face 17 of the World's Top Tennis Professionals...Plus an All-New Tennis Adventure!

Take on the world's top video tennis professionals in this "turbo-charged" game of realistic sports action. In World Court Tennis you choose your player and opponent from a list of "pros," all with different skills, strengths and weaknesses. You match your skills with theirs to produce a winning player.



Play singles, doubles, or mixed play with male and female players. All the action, rules, and skills of real tennis are faithfully recreated in this TurboGrafx-16 "round robin" of the tennis world.

Plus, face the evil Tennis King! In the video world's first tennis role-playing game, take on a band of evil-doers who have robbed all the prize money and are now forcing everyone to play tennis on their terms. Don't let them get away with it!

Object of the Game

Play tennis with a friend, a group of friends, against the computer or against the bad Tennis King himself, for all-out sports excitement.

Note: For more than one player, a TurboTap accessory and additional TurboPad controllers are required. These items should be available from the same location where your TurboGrafx-16 System was purchased.

Starting the Game

Before the match begins, you select the playing mode, players, the court, and the number of sets you want to play. These are selected with the Direction Key and entered with Button I.

Select a Playing Mode

World Court Tennis offers three playing modes: singles, doubles and "Quest."

SINGLES

1 Player You play against the computer opponent of your choice.

2 Player You play against a friend (TurboTap accessory and 2 TurboPads required to play).

Watch You watch! All you do is select the players, decide on a game mode and turn it over to the computer. You sit back and enjoy watching the world's top tennis players.

DOUBLES

2 Players You and a friend make one pair, and you compete against a computer team (TurboTap Accessory and 2 TurboPads required to play).

4 Players You and a friend form one team, and two of your other friends form another! Try "mixed" doubles (male and female on one side) or try the men against the women!

QUEST!

Get ready for the most awesome tennis adventure of your life! Only you can stop the evil Tennis King.

Choose Players

From the title screen, use the Direction Key to select a player you like from among the 18 different choices. Please note that with multiple players, the TurboPad Controllers

used to choose players vary depending upon whether you choose singles, doubles or "watch."

Singles

Use TurboPad 1 to select players for "1 PLAYER" and "WATCH." For "2 PLAYERS," you use TurboPad 1, and your friend uses TurboPad 2 to select players.

Doubles

For "2 PLAYERS" you use TurboPad 1 and your friend uses TurboPad 2 to select players. Then, use TurboPad 1 to select the computer's players. For "4 PLAYERS" use TurboPads 1 through 4 to select players.

Watch

Use TurboPad 1 to select "watch."

Select a Court

There are 3 types of tennis courts, and the ball bounces differently on each of them. The "HARD" court is a smooth, standard-type court. The "LAWN" court is a grass surface, on which the ball does not bounce as much. The "CLAY" court is made of clay. On this court, you can control the speed of the ball much easier. Select one of these courts with the Direction Key and enter your choice with Button I.

Indicate the Number of Sets to be Played

Finally, use TurboPad 1 to indicate how many sets there will be in the match. Choose either a 1-set match or a 3-set match. In the 3-set match, the game ends when one player wins 2 sets.

Press the RUN Button

This starts the game.

Pausing the Game

During play, press the RUN Button to pause.

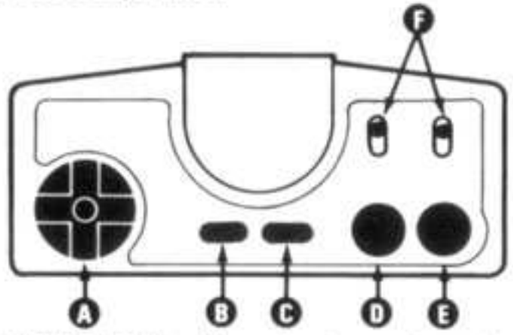
Resetting the Game

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. The game cannot be reset during a serve or when the score or data are displayed.

Operating Controls

The movements of your tennis player are controlled with your TurboPad Controller as shown here. Buttons I and II and the Direction Key are also used in more advanced playing techniques explained further in this booklet.

TurboPad Operation



- **A DIRECTION Key** — Moves the player and controls the direction of the ball.
- **B SELECT Button** — Displays data when serving.
- **C RUN Button** — Displays the score when serving
- **D Button II** — Used for the service toss and soft strokes.
- **E Button I** — Used for the service toss and hard strokes.
- **F Turbo Switches** — Should be placed in the down position.

SCREEN DISPLAYS

Score Display
The scoreboard screen appears when you press the RUN Button during the service. The game score for the previous set, the game score for the present set and the number of points are displayed.

Data Display
You can find out the following information by pressing the SELECT Button during the service. "POINT" is the total number of points score. "1st. SERVE" is the success rate of the first service. "ACE" is the total number of service aces. "DOUBLE FAULT" is the total number of double faults. "MISSED SHOT" is the total number of missed shots.

RULES

Winning Points
You receive one point when your opponent hits a ball which lands outside the boundaries of the court, when a ball which lands on your opponent's side of the court is not returned, or when your opponent "double faults" (misses two serves in a row).

Choose Players

Scoring
The scoring system in World Court Tennis is the same as in real tennis.

0 points is counted as 00 ("love"). 1 point is counted as 15 ("fifteen"), 2 points is counted as 30 ("thirty") and 3 points is counted as 40 ("forty"). The first player to get 4 points wins one game.

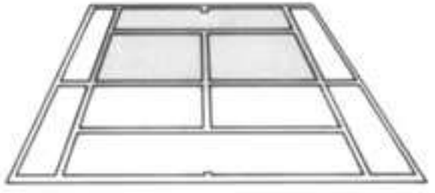
If both players have 40, however, this is called "deuce," and the first player to score 2 points in a row wins the game.

Winning a "Set"
The first player to win 6 games wins 1 set. If the game count is 5-5, however, either player must then win 2 games in a row to win the set.

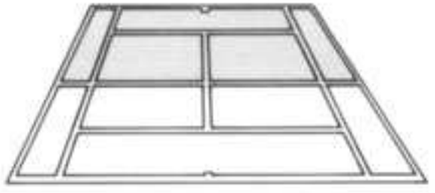
If 2 games cannot be won in a row and the game count becomes 6-6, then a "tie-breaker" will be played. The first player to score 7 points wins the set. However, if the point score within a tie-breaker becomes 6-6, you must continue until one player wins by 2 points (for example, 8-6).
In a 3-set match, the first player to win 2 sets wins the match.

In and Out of Bounds
In tennis, the inside of the court, including the lines, is the playing area. If the ball touches even the tiniest bit of the line, it is "in." If the ball falls anywhere outside the lines, it is "out."

The boundary lines are different for singles and doubles as shown.



Singles Boundaries



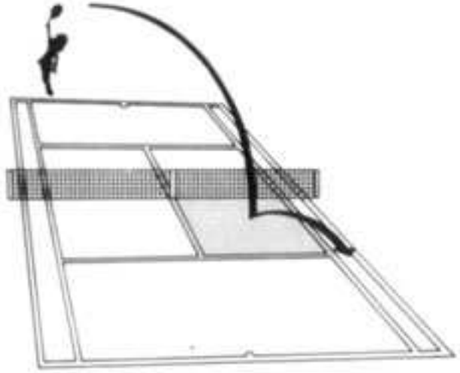
Doubles Boundaries

Service (Serving the Ball)

The game begins with the "service."
A powerful serve is a key part of the game, so you should make a special effort to master the service.

Service Area

The service area is shown here. You should aim at the service area diagonally opposite you, on the other side of the net.



Fault

An error in service is called a "fault." When you commit a fault, you may make only one more attempt to serve correctly. If you commit another fault, you have "double-faulted" and you lose one point!

Let

When a ball which has been served hits the net and then enters the service area or hits an opposing player, this is called a "let" and you serve again.

SERVING

Set Your Position Use the Direction Key to position your player on the service line. Move the Direction Key down to bounce the ball on the court.

Toss the Ball Use Button I or Button II to toss the ball into the air.

Determine its Direction The ball will be hit in the direction you indicate by moving the Direction Key left or right during the toss.

Hit the Ball Use Button I (hard serve) or Button II (soft serve) to hit the ball onto your opponent's side of the court. The higher the ball's position when you hit it, the farther the ball will travel.

Strokes

When you hit the ball in tennis, it is called a "stroke." When you hit the ball after one bounce it is called a "ground-stroke." When you hit the ball in the air before it bounces, it is called a "volley." Hitting powerful, accurate strokes can change the flow of the game in your favor!

Soft and Hard Strokes

Just as in the service, you can use Button I for a hard stroke and Button II for a soft stroke.

How to Aim the Stroke

Aim the ball at a spot away from your opponent. However, keeping the ball in bounds is an ironclad rule of tennis. You can aim your stroke in the following two ways:

Use the Direction Key

By pressing the Direction Key the instant the ball is hit, you can send the ball in various directions. To hit the ball to the right of the court, press the Direction Key to the right and up at the same time. Remember that when you move to the other side of the court (the upper side of the screen), the "up" and "down" controls will be reversed.

Time Your Stroke

You can also affect the direction of the shot by timing your stroke. If you hit the ball early, it will produce a "cross-stroke" to the left. If you hit the ball late, it will produce a reverse cross-stroke to the right.

The Smash!

When the ball is returned high, and you hit it from directly underneath, without letting it hit the ground, this is called a "smash." Mastering the smash can greatly improve your offensive power, but if your position is off in the slightest, you will miss the ball!

Techniques for Hitting the Ball

The following 4 techniques can be used in hitting the ball. A player's success is determined by his or her ability to use these techniques in combination with hard, soft, forehand and backhand strokes.

1 Topspin The ball spins in the same direction as it is hit. This makes it drop quickly and bounce high. (Up & Button I)

Techniques for Hitting the Ball

2 Flat The ball has very little rotation and travels straight ahead. (Button I).

3 Slice This is a slow ball with reverse spin which produces a low bounce. (Down & Button I).

4 Lob This is a soft ball, hit high in the air which produces a high bounce. (Button II).

Game Savvy
Sizing up your opponent's strengths and weaknesses and playing accordingly is a basic part of your game strategy. In World Court Tennis, with its variety of players, this is one of the most important points in determining victory or defeat.

Quest Mode—Get Ready for All-new Tennis Adventure!
Once upon a time, there was a peaceful, tennis-loving land. But one day, an evil Tennis King appeared and made off with all the prize money that had been won by the people in tennis tournaments. On top of that, he used his evil followers to set up tennis courts based upon a membership system, under which hardly any of the people could play!

But now, there is someone who can overthrow the bad Tennis King. That "someone" is you!

Object of the Quest
Summoned by the good King of the land, your mission is to defeat the evil Tennis King and restore peace (and tennis!) to all people. But first, you must find out where the bad King lives!

By searching the streets, visiting shrines and talking to the people, you can obtain clues about the Tennis King. As you roam about, however, you will be attacked by his evil followers. When you accept their challenges (and often when you don't), the screen changes and a 1-game match begins! If you lose, you start again, all the way at the beginning. If you win, you receive prize money! Use this money to buy tennis rackets, shoes and other items that increase your playing ability.

Playing in the Quest Mode

Select the "Quest" Playing Mode
From the game select screen, select the "Quest" playing mode.

Select "NEW" or "PASS"
From the Quest title screen, select "NEW" to start the game from the beginning or "PASS" to continue play from the place where you ended the game the last time. Use the Direction Key to select your choice, and Button I to enter it into the computer.

New
Using the Direction Key to select letters and Button I to enter your choices, create any 4-letter character name. If you make a mistake, pressing Button II will take you back one letter and you can enter a correction. Finally, select a gender and the game begins!

Pass
If, during the course of your adventure, you meet the king who lives in Arimake Castle, you can get a tip about coming back to life if you are defeated. This tip is a password. If you memorize this password and enter it at the start the next time you play, you can continue playing from the place where you ended the last time.

CONTROLLING YOUR HERO AND INCREASING YOUR PLAYING POWER

Operating the Controls
Movement on the game's Map Screen is controlled by moving the Direction Key forward, backward, left and right. If you press Button I while you are moving about, a Command Display Window appears. Use the Direction Key to select a command, and Button I to enter it. Button II will cancel the command.

USING THE COMMANDS

Warp When you select this command, the cities where you have been are displayed. You can then select the street where you want to go next and you move there instantly.

Search You look down near your own feet. You never know what wonderful things might be there!

Controlling Your Hero and Increasing Your Playing Power

Items Use this command when you want to check on your current condition. Any money, equipment or other valuables you might have are shown.

Buy Equipment and Increase Your Playing Power!
As you defeat the bad Tennis King's evil followers, you accumulate prize money. Use this money to buy new equipment at the sporting goods store!

When you buy the following items, and use or change into them, your playing ability increases:

Tennis Racket—increases your hitting power
New Shoes—enhances your footwork
New Shirt—allows you to say "no" to a game with one of the evil followers.

The more expensive the item, the better it is!

Playing Tips
When receiving a serve, always position yourself behind the line to cover the entire area where the serve may land. If you play too close to the net, you may not be able to reach a serve after it hits the ground.

Keep the opponent moving! Return the ball at a heavy angle opposite your opponent's location for maximum effect.

Call the TurboGrafx Hotline, 8:30 a.m. to 10:00 p.m. Central Time at (708) 860-3648 for additional game-playing tips!

These are the Top Players of World Court Tennis!

World Court Tennis players and their abilities are shown here. Refer to this section when selecting a player. The designations "A" through "D" have the following meanings:

A Unbelievable
B Pretty Good
C Average
D Bad

Player's Name	Service Speed		Footwork		Volley	Comments
	1st	2nd	Forward & Backward	Left and Right		
Wirt	131 mph	106 mph	A	A	C	Incredibly powerful shots!
Rosen	130 mph	104 mph	B	A	B	Excellent footwork and topspins!
Stevens	128 mph	102 mph	A	A	A	Number 1 in terms of balance and back-hand!
Weitz	131 mph	98 mph	A	A	A	Powerful serve and fast feet. Unmatched volleying!
Keefe	121 mph	98 mph	A	B	A	Fair serve. Excellent volley!
Smith	117 mph	102 mph	B	A	B	A southpaw (left-handed) who uses flat strokes!
Grans	113 mph	97 mph	A	A	B	Number 1 for steady strokes and footwork!
Kirsh	110 mph	93 mph	B	B	B	Tenacious play with topspins and slices!
Grant	106 mph	90 mph	A	C	A	Fights for his life with quick dashes and volleys!

These are the Top Players of World Court Tennis!

A Unbelievable **C** Average
B Pretty Good **D** Bad

Player's Name	Service Speed		Footwork		Volley	Comments
	1st	2nd	Forward & Backward	Left and Right		
Pavs	121 mph	88 mph	B	C	B	Extended flat strokes!
Witt	124 mph	91 mph	A	B	A	Excellent serve and volley combinations!
Acer	119 mph	86 mph	B	C	C	Not enough power. Add your own strength!
Latz	100 mph	84 mph	C	B	C	Powerful flat-stroke forehand!
Brien	115 mph	82 mph	B	D	B	Most powerful serve of women players!
Jenun	91 mph	80 mph	C	B	C	Good left and right footwork. Excellent rallies!
Davis	96 mph	79 mph	C	C	D	Hard-hitting top-spin!
Helder	115 mph	81 mph	C	D	B	Good serve and volley!
Elfan	94 mph	77 mph	C	D	B	Intelligent, with good technique!

NEC TurboChip™ 90-Day Limited Warranty

NEC HOME ELECTRONICS (USA) INC. ("NECHE") 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 purchaser. 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 NECHE or which is not purchased in the U.S.A. from an authorized NECHE 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 NECHE.
   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 8:30 a.m. to 5:30 p.m. Central Time.

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

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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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