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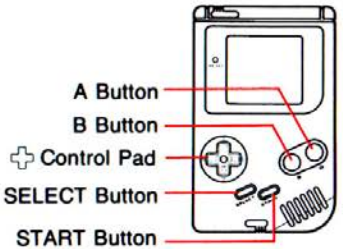
GAME BOY®

DMG-TN-USA-2

TENNIS

INSTRUCTION BOOKLET

1. NAMES OF CONTROLLER PARTS AND GAME OUTLINE



"TENNIS" is a game that allows you to enjoy serves, volleys, lobs and smashes, all the enjoyment of actual tennis. In a 1-player game you can play against the computer, for a 2-player game you can play against a friend. There are also 4 different levels of play that determine ball speed, player's speed and computer strength. So you can select the level that is right for you.

2. HOW TO PLAY THE GAME

■ *Setting game mode

(1) Before starting

Insert the GAME BOY Game Pak, and turn the power ON "Nintendo® " is first displayed, then the title screen.

(2) Title screen



*When the title screen is displayed select either 1-PLAYER or 2-PLAYER. MUSIC (YES/NO) can also be selected.

*After selecting and setting 1-PLAYER or 2-PLAYER, you can select the game level.

If the Game Link™ cable is not connected to the GAME BOY unit, 2-PLAYER cannot be selected.

■ Button operation

Use the Control Pad or SELECT Button:

1-PLAYER (for solo play)
2-PLAYER (for 2-player game)
Select MUSIC

Use the Control Pad or the A Button:

Select MUSIC (YES/NO)
After MUSIC (YES/NO) is selected, bring the cursor to either 1-PLAYER or 2-PLAYER, then press the START Button to start the game.

(3) Game level select screen



This is the game level setting screen. Choose your level from the 4 levels displayed. The higher the game level , the faster the player's running speed and ball speed become. When playing against the computer, the computer's power of judgment also increases with the play level, so you can enjoy a more demanding game.

•Button operation

Press the ✣ Control Pad or SELECT to select game level

Press START to set the game level

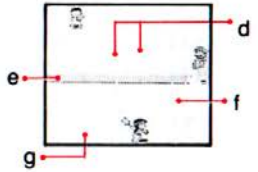
When the game level is selected and set, both players appear on the score display screen, they greet each other, and the game begins.

■ Operation during the game

The game has two screens: the "score display screen" and the "game screen". Games are always played on the "game screen".



*Score display screen



*Game screen

a. level
b. game count
c. set display
d. service line
e. net
f. side line
g. base line

(1) Operation methods

*Serve (before the toss)

1. ✣ Control Pad ...Player can move to the right and left behind the baseline.
2. The A Button...Toss up. (The toss can be repeated without limit, unless the serve is made by the A or B Button.)

*Serve (after toss)

1. The A Button—Player serves quickly.
   The B Button—Player serves slowly.
2. ✣ Control Pad
   Your serve will travel further if ⬆ is pressed.
   Your serve is shorter if ⬇ is pressed.

Control Pad:
Serve goes to the left side if ⬅ is pressed
Serve goes to the right side if ➡ is pressed
*By combining the A Button (or the B Button) with the Control Pad, various kinds of serves are possible.

*Player movement
Control Pad:
Player moves forward if ⬆ is pressed
Player moves back if ⬇ is pressed
Player moves to the left if ⬅ is pressed
Player moves to the right if ➡ is pressed

*Stroke (volley)
1. The A Button.....Hits the ball (a stroke or strong volley)
   The B Button.....Hits the ball (a lob or weak volley)

2. The Control Pad can control the stroke
   Hits a long distance stroke (deep volley) if ⬆ is pressed
   Hits a short distance stroke (short volley) if ⬇ is pressed
   Hits stroke to the left (volley to the left) if ⬅ is pressed
   Hits a stroke to the right (volley to the right) if ➡ is pressed

*Smash
1. The A Button.....Hits a strong smash
   The B Button.....Hits a weak smash
2. The Control Pad can control the smash
   Hits a long distance smash if ⬆ is pressed
   Hits a short distance smash if ⬇ is pressed
   Hits smash to the left if ⬅ is pressed
   Hits a smash to the right if ➡ is pressed

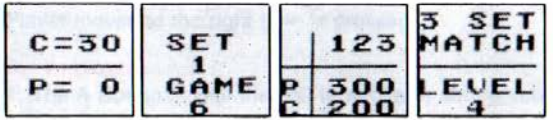
*When the ball is hit from above a player's head, the stroke will automatically become a smash

(2) Other operation methods

*PAUSE

1. During the game
   START Button....Press once to pause. Press START again to resume play.

*If the SELECT Button is pressed during PAUSE, the following display can be seen at the upper right of the screen.
The display changes in this order: point display > SET GAME display > count display > MATCH/LEVEL display. Every push of the SELECT Button will change the display.



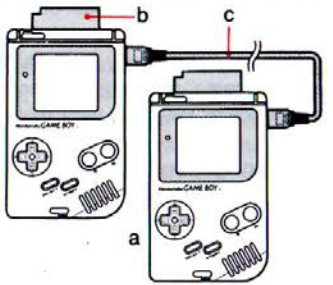
*Reset

If the A Button, the B Button, SELECT and START Button are pressed at the same time, the display returns to the title screen.

3. HOW TO PLAY A 2-PLAYER GAME

"TENNIS" can be played by 2 people by connecting the units with a Game Link™ cable.

You need:
a) 2 GAME BOY units
b) 2 TENNIS Game Paks
c) 1 Game Link™ cable



1. Connect the Game Link™ cable as shown in diagram. After checking that the Game Paks are set properly, turn the power switch of both units ON.

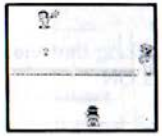
2. Check that both units display the title screen, then one of the two players selects "2-PLAYER".

3. The game level can be selected only at the unit where "2-PLAYER" was selected. (The first serve will also be from this unit.)

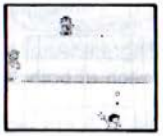
4. For details on operation after selection see "2. HOW TO PLAY THE GAME."

Note: If (1) is not done properly, or if cable is disconnected or re-plugged during the game, the game will not function. In this case, turn OFF both unit power switches then restart procedures from (1) above.

*In the 2-PLAYER game, on the score display, you are displayed as PLAYER, the other player as COMP.



service side



receive side

4. HOW TO PLAY TENNIS (An Introduction to TENNIS)

■ Rules

•Point

A point is the most basic scoring unit of tennis. It starts with 0 (love). If one point is scored, the score would be 15, progressing then to 30, then 40, every time one point is taken. The player who gets 4 points first wins the game. However, when the score 40 to 40 is reached, a situation called "deuce" occurs. In this situation, a contest begins to see which of the two players can score two points in a row. The player who succeeds, will win that game.

•Game

To win a game, you must get 4 points. The first player wining 6 games wins 1 set. If the players tie at 5 games each, the winner of the set will be the first one to 7 games. If the players tie again at 6 games each, a tie-breaker will take place.

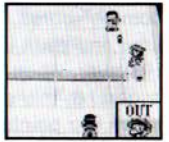
•Match

The player who wins 2 out of three sets wins the match (the overall game.)

•Tie-breaker

If the players tie at 6 games each, a tie-breaker will take place. In a tie-breaker, the first player to score 7 points wins the game (and the set!).
If the players tie at 6 points each during the tie-breaker, the first person to win two consecutive points wins.

■ Tennis terms to remember



•Out

The shot is considered 'out' if it lands out of bounds. (OUT is displayed on the screen)



•Change sides

Every time an odd number game ends, players change sides. (In the case of a tie breaker, when one of the players gets 4 points, players change sides.)

•Service

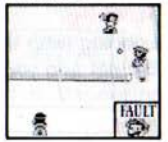
The server, standing at the service position outside court, hits the tossed ball to the service area of the other side. This begins an exchange between server and receiver.

•Stroke

Stroke means to hit the ball, after it has bounced once, back to the other court. There are 2 kinds of strokes: forehand and backhand.

•Smash

Smash means to strongly hit a highly positioned ball, like a lob. This is a powerful shot.



•Fault

When a serve doesn't land in the service area, it is a fault. (displayed as FAULT on screen)

•Volley

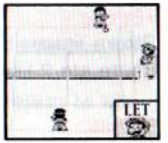
To volley is to hit the ball back to the other court without the ball bouncing on your side of the court. There are 2 kinds of volleys: forehand and backhand.

•Return and volley

When the competitor's service is weak or when there is a short ball, move forward after returning the ball and volley the following shot.

•Let

Let means that the service ball, has hit the net, and fell into the service area (displayed as LET). This is not counted as a fault. If the ball hits the net and goes outside the service area, it is a fault.



•Lobbing

Lobbing (with the B Button) is useful if your opponent is at the net and you wish to hit the ball over their head.



5. SPECIAL RULES OF "TENNIS"

*In the "1-PLAYER" game, the player has the right to serve first.

*If the A button and the START are pressed at the same time in the title screen, 1-set game is set.

6. WINNING TECHNIQUES

•Service

*If you fault on your first serve, you can deliver a safe serve by pressing the B Button without pressing the ✣Control Pad.

*Check your opponent's position then determine the direction, length and strength of your service

•Service return

*Always make sure you return a serve. Adjust the receiver's position, depending on the server's position.

•Stroke - volley

*When hitting a stroke or volley, be careful in the timing of when you press the ✣Control Pad. If the ✣Control Pad is pressed before the A Button (or the B Button) the player will move, swing and miss the ball.

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