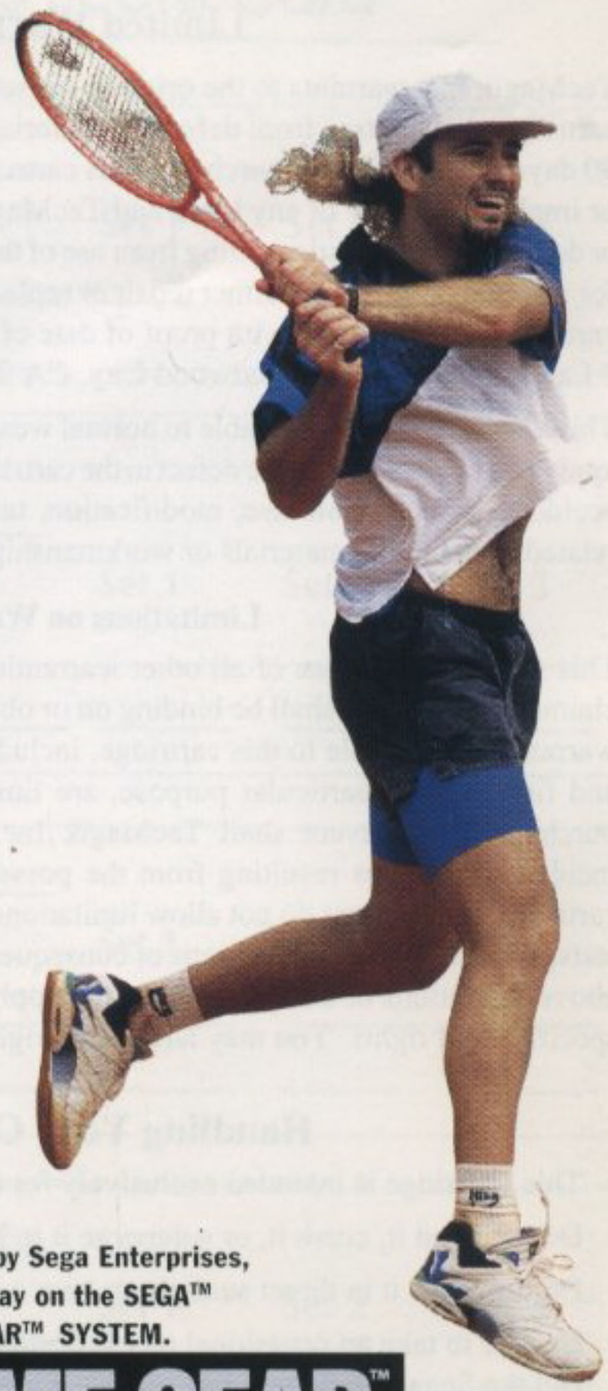
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SEGA™

1 PLAYER

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GAME GEAR™
COLOR PORTABLE VIDEO GAME SYSTEM

Printed in Japan

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TECMAGIK™

Andre AGASSI™ Tennis

SEGA™

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OFFICIAL SEGA™ SEAL OF QUALITY

Epilepsy Warning

Read Before Using Your Sega™ Video Game System

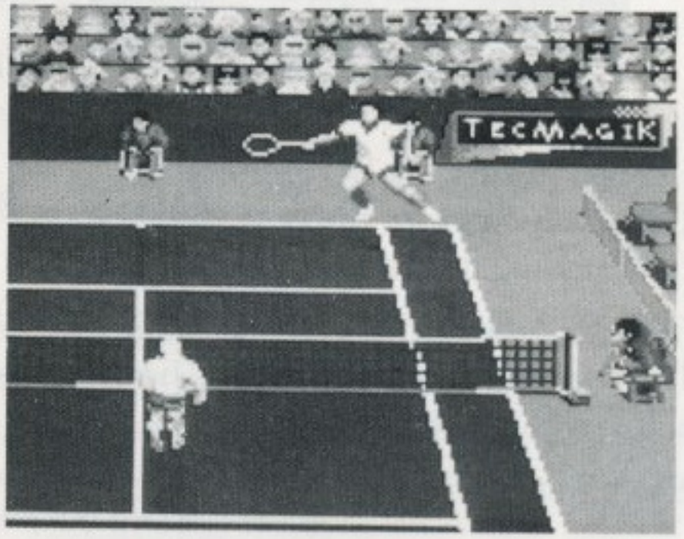
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GAME GEAR™ SYSTEM.

Andre Agassi Tennis Serves Up a Winner!

"It's all attitude. Go for it!" – Andre Agassi

The pressure is on. The score: 30 all. Agassi goes aerial and staggers you with a searing baseline smash! You smack a sure point winner to the right. He snatches it with a brilliant backhand return.



You rush to the net and volley a forehand down the middle. He returns with unrelenting accuracy. His forehand is a weapon! You lunge and lob a cross-court shot deep into the corner.

Agassi rockets to back court. He smashes another baseline artillery shell! Match point!

Jump into explosive tennis action! Play out your best strategy game against seven totally different pro players, plus Andre Agassi himself. Sweat it out in singles. Join up in doubles. Go for those tournament wins. It's your serve!

Starting Up

Insert Sega Cartridge



1. Set up your Sega™ Game Gear™ and make sure the power switch is OFF. (Always turn the power switch OFF before inserting or removing the cartridge.)
2. Insert the *ANDRE AGASSI TENNIS* cartridge into your Game Gear, and turn the power switch ON. The Title screen will appear, followed by the game credits.
3. Press the **Start** button to see the Options screen.

Important: If you don't see the Title screen when you turn on your Game Gear, turn the power switch OFF. Check that the batteries in your Game Gear are working (or that your Game Gear is connected to a power source), and make sure the cartridge is **firmly** inserted in the cartridge slot. Then turn the power switch ON again.

Game Options

Use the **D-Pad** to move the tennis ball to your choices on the Options screens. Press **Button 1** or **2** to make your selection and move on to the next screen.

Game Modes

Game
Play against the computer in singles and doubles matches and tournaments.

Demonstration
Watch two computer players fight it out.

Competition Modes

Match
Compete against the computer in one singles or doubles match.

Tournament
Play four tournaments, one on each surface, as singles or doubles. Singles tournaments have four matches each; doubles tournaments have three.

Surfaces

Choose to play on grass, clay, a hard court or an indoor court.

Play Modes

Singles
Singles competition matches two players against each other.

- In singles games, you choose your player first, and then the computer chooses your opponent.
- In singles demonstrations, you select the player you want to watch, and then the computer chooses the opponent.

Doubles
In doubles, two teams trade shots. Each team has two players.

- In doubles games, you choose your player and your partner, and the computer chooses the opposing team.
- In doubles demonstrations, you select the player and partner you want to watch, and then the computer chooses the opposing team.

Players

Press the **D-Pad** up or down to scroll through the selections.

Agassi
Andre Agassi delivers a deadly accurate baseline smash.

Ball
Tiger Ball is the fastest player.

Matt
Count on Don Matt for accurate shots.

King
Try George King for a strong, fast game.

Nova
Cassie Nova puts 'em where she wants 'em.

Ark
Carol Ark has the corner on accuracy with her pinpoint serves and returns.

Chin
Watch Bob Chin dish up his ballistic serve.

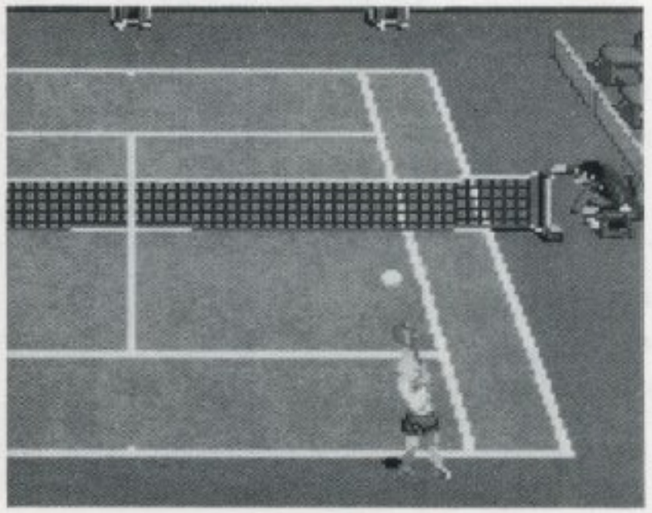
Pepper
Ron Pepper makes accuracy look simple.

Button Controls

"Control and consistency . . . the key to setting up for a winner." – Andre Agassi

Serving

Move into position.	Press the **D-Pad** left or right.
Ready the serve.	Press the **D-Pad** for angle. The longer you hold down the pad, the wider the angle.
Serve.	Press **Button 1** for a hit; press **Button 2** for a lob.
Pause/resume play.	Press **Start**. (The screen dims while the game is paused.)



Playing

Move into position. Press the **D-Pad** in any directon.

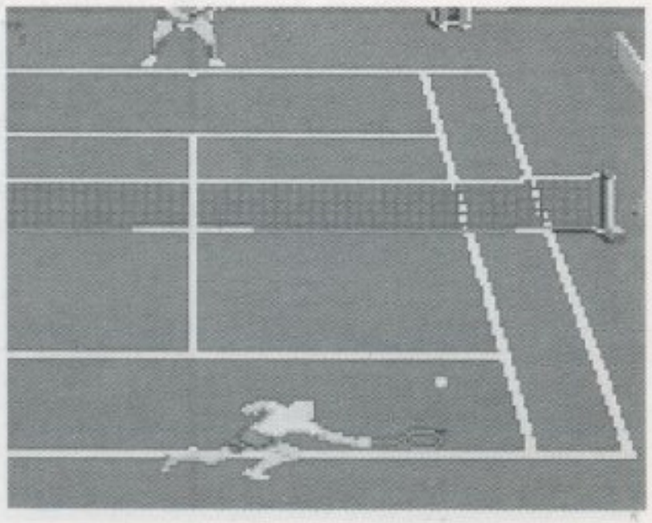
Note: The game will automatically select the appropriate shot, such as a volley, backhand, forehand or overhead smash. If you're too far away from the ball, you'll even dive automatically.

Swing. Press **Button 1** for a hit; press **Button 2** for a lob.

Angle the ball. While pressing **Button 1** or **2**, press the **D-Pad** left or right.

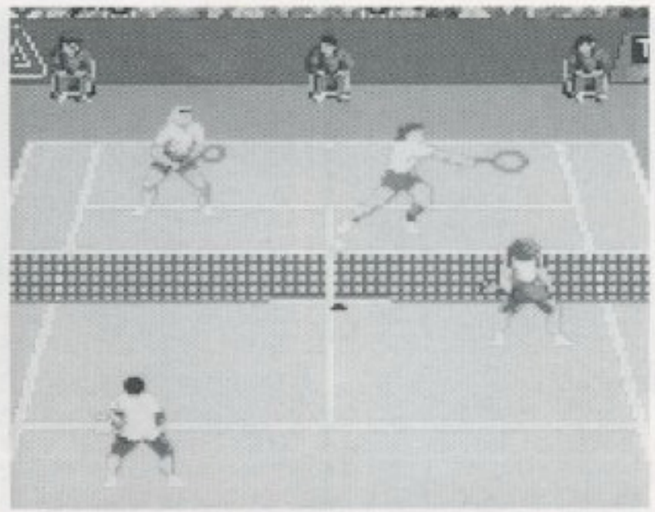
Note: The longer you hold down the buttons for swing and angle, the harder your returns will be.

Pause/resume play. Press **Start**. (The screen dims while the game is paused.)



Tournament Play

"Focus on one match at a time, but keep the vision of being the champion." – Andre Agassi



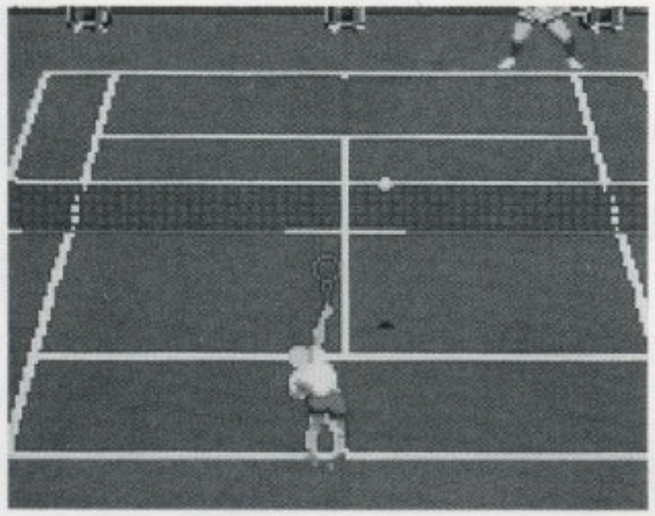
Take the challenge — play Tournament mode. You know you can do it!

You'll take part in four tournaments, one on each surface. Singles tournaments play four matches on each court; doubles tournaments play three matches per surface.

The computer chooses your opponent in singles. In doubles, you choose your player and partner, and the computer chooses the opposing team. The other players compete behind the scenes, simultaneously with you. Winners are paired for the matches that follow.

Coach's Tips: Serving

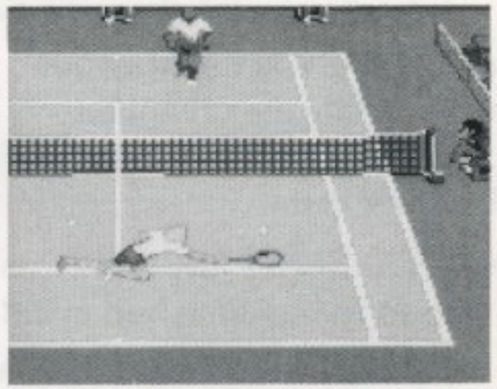
"Getting the first serve when playing on hard court is everything." – Andre Agassi



- Move as close as you can to the center line while getting used to serving. This gives you a better chance of dropping the ball in the service area.
- Get the feel of the button controls. Learn to use the **D-Pad** and your serve button (**1** or **2**) in tandem. You'll commit a fault if you don't have enough angle to your serve, or snap a serve too soon. Remember, you've got to angle the serve left or right to get it in the service area.
- Release the **D-Pad** right after serving. Then get ready to position yourself for the return.
- As your skill grows, step away from the center line and learn to serve from this new position. You'll increase your repertoire and beef up your serving ability.

Coach's Tips: Singles

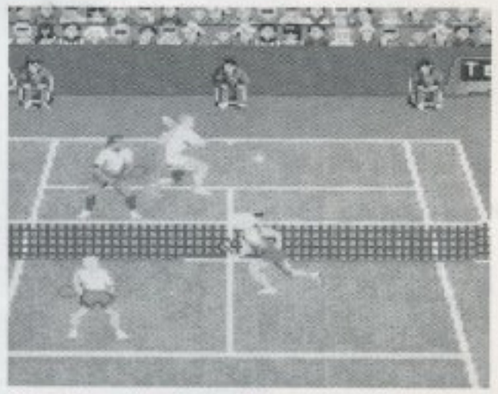
"You can't let the score break your mental concentration." – Andre Agassi



- Beginners can start out by swinging (**Button 1**) as soon as your opponent serves. Then work on your timing to perfect your return.
- Tap the **D-Pad** to edge left or right; hold it down longer to move all the way to the opposite side of the court.
- Place your shots to make your opponent run. Try to get him or her off to one side. Then angle your next attack into the open court.
- Get back to the center baseline after making a shot. If you're off to the side, your savvy opponent will blast a winner into the unguarded court.
- Hit deep into the corners to get your opponent far out of position and open up the court for a winning volley.
- Hit deep to keep a baseline player in position. Then rush the net and flick the ball straight down on the fly to drop it just over the net and out of reach!
- Learn to volley. An aggressive volleyer can dominate an otherwise even game.
- Never stand still. Keep moving, even if you stay near the same position. A moving player gets to the ball!
- You may find it helpful to watch the shadow of the ball, particularly when attempting to return lob shots.

Coach's Tips: Doubles

"Finesse angled shots and take control of the net. That's the winning strategy for doubles."
– Andre Agassi



In doubles, you control your player while the computer controls both your partner and the other team.

- Return serves low and cross-court to buy time and avoid hitting your net-guarding partner.
- Quickly cover for your partner when he or she is pulled out of position by a cleverly angled return.
- The player in position for a forehand should take the smashes down the middle.
- Balls hit cross-court are easier targets for the partner who is diagonally opposite the attacker.
- When both partners have an equal chance, the player who last hit the ball should continue to play it.
- Poaching — invading your partner's territory — can save a point. This tactic requires precise timing and a reliable "read" on the situation. (In other words, a poor poach can lose the point.)

Singles Score Card

Date _____

Players	**Set 1**	**Set 2**	**Set 3**
_____	_____	_____	_____
_____	_____	_____	_____

Date _____

Players	**Set 1**	**Set 2**	**Set 3**
_____	_____	_____	_____
_____	_____	_____	_____

Date _____

Players	**Set 1**	**Set 2**	**Set 3**
_____	_____	_____	_____
_____	_____	_____	_____

Date _____

Players	**Set 1**	**Set 2**	**Set 3**
_____	_____	_____	_____
_____	_____	_____	_____

Doubles Score Card

Date _____

Players	Set 1	Set 2	Set 3
_____/_____	_____	_____	_____
_____/_____	_____	_____	_____

Date _____

Players	Set 1	Set 2	Set 3
_____/_____	_____	_____	_____
_____/_____	_____	_____	_____

Date _____

Players	Set 1	Set 2	Set 3
_____/_____	_____	_____	_____
_____/_____	_____	_____	_____

Limited Warranty

TecMagik Inc. warrants to the original consumer purchaser that this TecMagik cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. This cartridge is sold "as is," without express or implied warranty of any kind, and TecMagik Inc. is not liable for any losses or damages of any kind resulting from use of this cartridge. TecMagik Inc. agrees for a period of 90 days to either repair or replace, at its option, free of charge, any cartridge, postage paid, with proof of date of purchase, at its corporate offices: 3 Lagoon Dr., Ste. 160, Redwood City, CA 94065, 1-415-637-1350.

This warranty is not applicable to normal wear and tear. This warranty shall not apply and shall be void if the defect in the cartridge has been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

Limitations on Warranty

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate TecMagik Inc. Any implied warranties applicable to this cartridge, including warranties of merchantability and fitness for a particular purpose, are limited to 90 days from the date of purchase. In no event shall TecMagik Inc., be liable for consequential or incidental damages resulting from the possession, use or malfunction of this cartridge. Some states do not allow limitations on how long an implied warranty lasts, or exclusions or limitations of consequential or incidental damages, so the above limitations or exclusions may not apply to you. This warranty gives you specific legal rights. You may have other rights which vary from state to state.

Handling Your Cartridge

- This Cartridge is intended exclusively for the Sega™ Game Gear™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Patents: U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)