TECMAGIK™

Andre

AGASSI™

Tennis

SEGA GENESIS
16-BIT CARTRIDGE

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 GENESIS SYSTEM.

This game is produced under license from Andre Agassi.
TecMagik is a trademark of TecMagik Inc. SEGA and Genesis are trademarks of SEGA ENTERPRISES LTD.
1992 Lance Investments Ltd. All rights reserved. Made in Japan.

Contents

Andre Agassi Tennis Serves Up a Winner! 2
Starting Up 3
Button Controls 4
Serving 7
Playing 9
Scoring: Game, Set and Match 12
Doubles 14
Tournament Play 16
Skins Matches 17
Training 18
Practicing 19
Game Options 20
Handling Your Cartridge 24



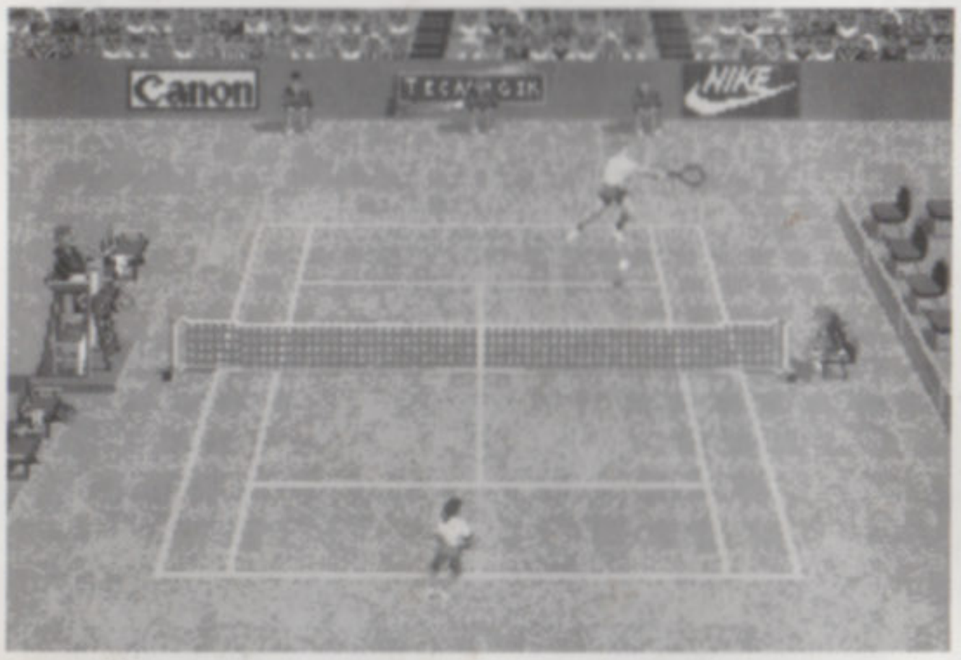
Andre Agassi Tennis Serves Up a Winner!

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

You've got a hot game up. 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 meteoric backhand return.

You stampede the net, legs pumping, 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.

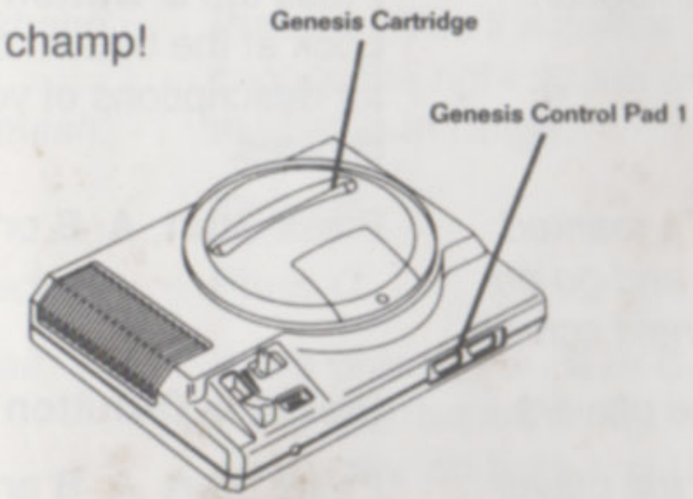
Agassi rockets to back court. He smashes another baseline artillery shell! Match point!



Jump into explosive tennis action! Pound out your best strategy game against eight totally different pro players. Sweat it out in singles. Join up in doubles. Go for the tournament win or bet the bank in all-new Skins matches, where thousands of dollars can ride on each shot. It's your serve!

Starting Up

1. Set up the Genesis system and plug in one or two control pads, depending on your number of players.
2. Make sure the power switch is OFF. Insert the **Andre Agassi Tennis** cartridge into the console and press it down **firmly**.
3. Turn the power switch ON. The Sega screen appears, followed by the Title and Credits screens.
4. Press **Start** to go to the first Options screen.
5. Press the **D-Button** on your control pad up or down to mark your choice on each Options screen. Press any other button to select that option and go on to the next screen.
6. Ace 'em, champ!



Important

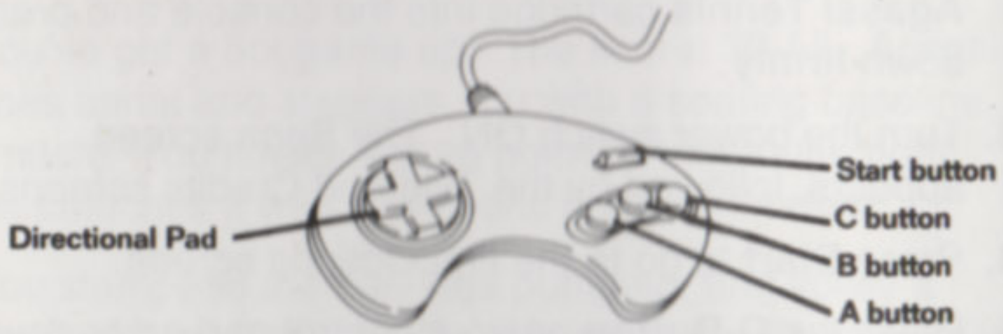
Always make sure the power switch is OFF before inserting or removing the game cartridge.

If you don't see the Sega screen when you turn on the Genesis, turn the power switch OFF. Make sure your Genesis system is set up correctly (see your owner's manual).

Next, check that the cartridge is **firmly** inserted in the console, and the channel switch setting (3 or 4) on the back of the Genesis is the same as the TV channel being used. Then turn the power switch ON again.

Button Controls

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



Using the Options Screens

Mark an option.	Press the **D-Button** up or down. Look at the bottom of the screen for descriptions of your marked choices.
Select a marked option and go on to the next screen.	Press **Start**, **A**, **B** or **C**.
See the players.	Press the **D-Button** up or down.
Select the player on screen.	Press **Start**, **A**, **B** or **C**.

Serving

Move into position.	Press the **D-Button** left or right.
Ready the serve.	Press **A** or **B** for hard, fast serves. Press **C** for short, fast swings. The longer you hold the button, the more power you get. Tap for gentle serves. Hold down longer for harder serves.

Ready the serve (continued).	Press the **D-Button** for angle. The longer you press, the wider the angle. For *topspin*, press diagonally left/right and UP. For *backspin*, press diagonally left/right and DOWN.
Serve.	Release **A** or **B**. (Button **C** serves as soon as you press it.)

Playing

Move into position.	Press the **D-Button** in any direction. You don't have to get right in front of the ball, just near it (within 1/3 of a court).
Volley, backhand, forehand or overhead smash.	Press **A**. You'll automatically choose the right stroke when the ball is in range.
Lob.	Press **B**.
Swing immediately.	Press **C**.
Angle the ball.	While pressing **A**, **B** or **C**, press the **D-Button** left or right. Press diagonally left/right and UP for *topspin*, or diagonally left/right and DOWN for *backspin*.
Straight shot, no spin.	Press **A**, **B** or **C** alone.
Straight shot with spin.	Press **A**, **B** or **C** and the **D-Button** straight UP or DOWN.

Note: Press **A** or **B** when your opponent's ball passes over the net, then time your release. As in serving, the longer you hold the button down, the more power and control you have on your stroke.

Using the Training Screen

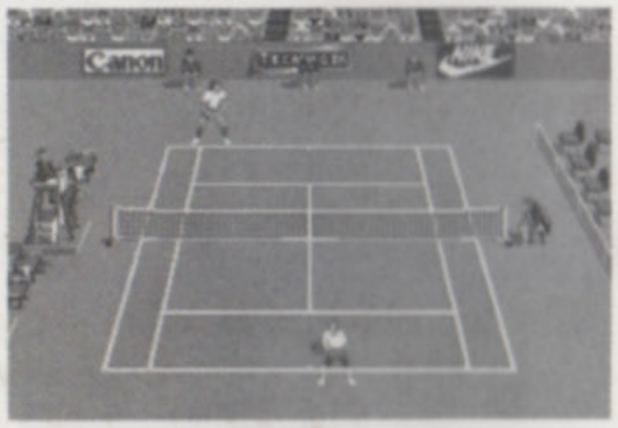
Mark an attribute.	Press the **D-Button** up, down, left or right. You'll see the training cost at the lower right.
Increase a marked attribute.	Press **A**, **B** or **C**. The attribute's number increases and your savings decrease by the cost.
Reset the screen.	Use the **D-Button** to move the marker to Reset. Press any other button to restore the original settings.
Exit.	Move the marker to Done and press **Start**, **A**, **B** or **C**.

Practicing

Practice your shots.	Use the **D-Button**, **A** and **B** in the same way as for playing a game.
Call for lobs.	Press **C** before the serving machine releases a ball.
Exit.	Press **Start**.

Serving

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



Serving puts the ball in action. You always serve from behind the baseline, and Player 1 always serves first.

Rules

- You must serve to the opposite side of the opposite court (cross court), and your serve must land in the service court. The serve is a **fault** if the ball lands outside the correct service area. If you commit a **double-fault** (two faults in a row), the other player wins the point.
- Your first serve is from the right side, on the near court at the bottom of the screen. After the first point, you serve from the left side. You continue switching right or left for the following serves.

  When you serve in doubles, your partner moves to the left or right forecourt to defend the non-service side.
- You serve for an entire game. Your opponent takes the serve at the beginning of the next game. After that, you trade service for each new game until one of you wins the set. In other words, you serve every other game. This rotation carries over to the next set, so that the player who served last becomes the receiver.

  In doubles, partners alternate the service. In other words, you serve every fourth game.

Button Control Recap

Move into position.	**D-Button** left or right.
Hard, fast serve.	**A** or **B**.
Short, fast swing.	**C**.
Angle the serve.	**D-Button** left or right while holding down **A** or **B**. Press the upward diagonals for *topspin*; press the downward diagonals for *backspin*.

Remember: Hold down the buttons longer for wider angles and harder serves.

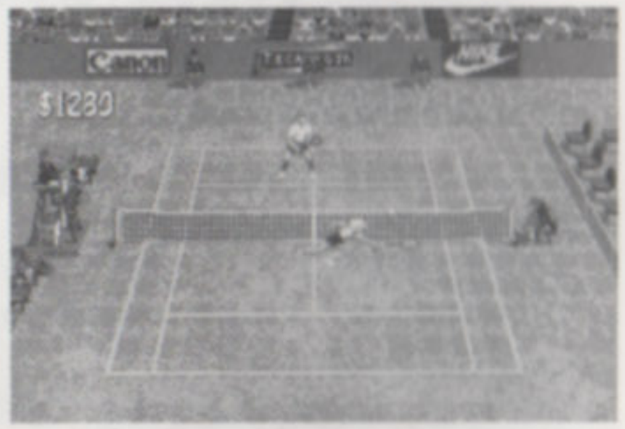
Strategy

- 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-Button** and your serve button (**A** or **B**) 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.)
- Release the **D-Button** immediately 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 abilities.

Playing

"The forehand is my weapon. Expose my forehand to hit regular winners." **Andre Agassi**

Playing is tennis action! Stun 'em with blistering forehands, backhands and slices. Attack from the baseline, rush the net and lunge for tricky returns. Sweat, baby, sweat and keep your eye on the ball!



Rules

- The best position when receiving a serve is near the baseline corner of the service court.
- When you're receiving, the serve must bounce once before you can legally return it.
- You must return the ball in your opponent's court. A ball that lands outside the sidelines or baseline is **out**, and your opponent scores the point.

  In singles, the inside sidelines mark the court's left and right borders. In doubles, players also use the ***alley****, with the outside sidelines marking the borders.*
- Smack the ball on the fly for a **volley**. Hit it on the first bounce for a **drive**.
- You must return the ball either on the fly or on the first bounce. A ball that bounces twice is out of play and your opponent scores the point.

- Players switch ends after the first, third, and all odd-numbered games of each set. If a set ends on an even number of games, the players keep their ends at the start of the new set. If the set ends on an odd number of games, the players change ends before the start of the new set.

Button Control Recap

Move into position.	**D-Button** in any direction.
Volley, backhand, forehand or overhead smash.	**A**. You'll automatically choose the right stroke.
Lob.	**B**.
Swing immediately.	**C**.
Angle the ball.	**D-Button** left or right while holding down **A**, **B** or **C**.
Straight shot, no spin.	**A**, **B** or **C** alone.
Straight shot with spin.	**A**, **B** or **C** and **D-Button** UP for *topspin* or DOWN for *backspin*.

Remember: Press the buttons early and hold them for wider angles and power shots.

Strategy

- Know where your opponent is. Then angle your return where he or she isn't.
- 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 when you can. The idea is to get your opponent far out of position, opening 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!
- Tap **A** or **B** quickly for a soft, short return when your opponent is at the baseline.
- Learn to volley, and strike at the chance. 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!
- Build your skills in Practice mode. Keep at it until you know your button controls by habit and your set up and attack are killer smooth.

Scoring: Game, Set and Match

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

Game Points

For each player:

The first point won scores **15**. The second point won increases the score to **30**, and the third point increases it to **40**. The fourth point wins the game, unless the previous score was **Deuce**.

For both players:

Scores are announced after each point, with the server's score first. If the server wins the first point in a game, the score is **15-0**. If the receiver wins the next point, the score becomes **15 All**. Then, if the receiver also wins the third point, the score is **15-30**.

Deuce:

A score of **40-40** is **Deuce**. The next point won gives the advantage to the scorer. For example, at **Deuce**, if King is serving and wins the point, the score is **Advantage King**. On his next serve, if the receiver, Ark, wins the point, the score is **Deuce** again. When Ark also wins the next point, the score becomes **Advantage Ark**. A player who scores on an advantage wins the game. In other words, when the score is **Deuce**, a player must take two points in a row to win the game.

Set

The first player to win **six games** wins the set. The exception is when the games stand at **5-All**. Then a player must win by two games to take the set. Examples of set-winning scores are **6-2**, **7-5** and **16-18**.

The last point needed to win a set is the **set point**.

Match

The match goes to the player who wins **two out of three sets**. A match can last for two sets (if one player wins them both), or three sets (if each player wins one of the first two sets). A match is never longer than three sets in **Andre Agassi Tennis**.

The final point needed to win a match is the **match point**.

Doubles

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

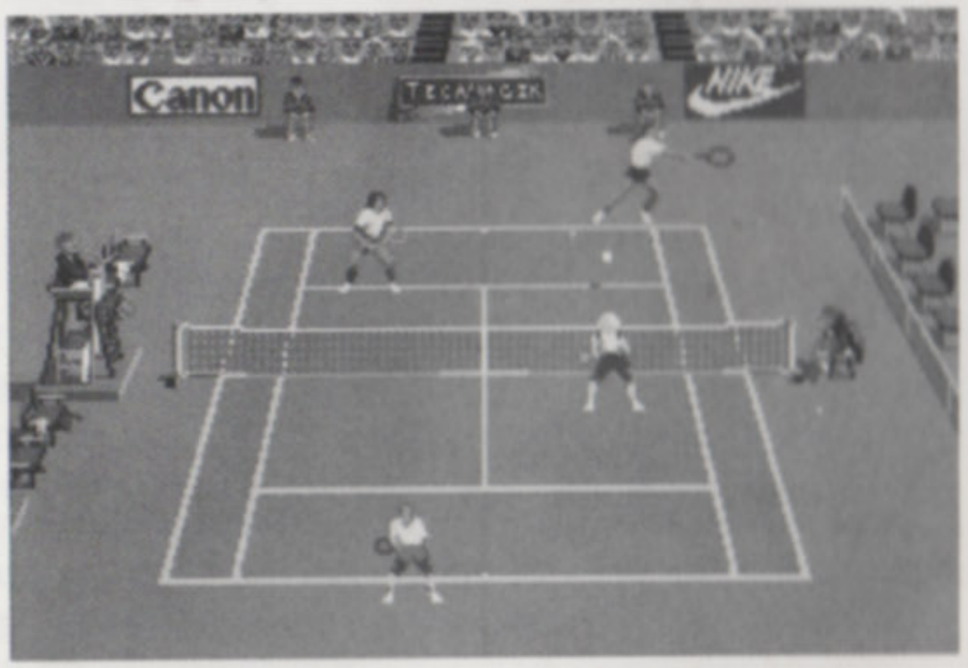
Tennis has two kinds of matches: **singles** and **doubles**. A singles match pits two players against each other. In a doubles match, four players trade shots, two on each side of the court. Each set of two players is a team, working for game, set and match points.

Doubles matches are more complex than singles, and they can get frenzied! The singles rules apply to doubles matches too, with these exceptions:

- Doubles partners alternate the service, with each partner serving every fourth game.
- When you serve, your partner moves to the left or right forecourt to defend the non-service side. When he or she serves, you defend the forecourt.
- Doubles partners share receiving the serves. Each partner always receives from his or her designated side of the court. The other partner defends the forecourt.
- The outside sidelines border the doubles court, with the **alleys** being fair ground.
- You lose the point if you strike or touch your partner with the ball during play.

Strategy

- 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 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.)
- Faking a poach can distract the opposing attacker.
- Constant poaching is boring and bad court manners.



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. The victory purses are irresistible. You know you can do it!

	Singles	Doubles
Seasons:	4 Tournaments (1 per Surface) 4 Matches Each	4 Tournaments (1 per Surface) 3 Matches Each
Purses:		(Team Total)
Lose 1st Round	$0	
Win 1st Round	$10,000	
Lose Quarter-Finals		$10,000
Win Quarter-Finals	$30,000	$30,000
Win Semi-Finals	$60,000	$60,000
Win Finals	$160,000	$160,000

In one-player singles tournaments, the computer chooses your first opponent. The other players compete behind the scenes, simultaneously with you. Winners are paired for the matches that follow.

One player or two friends can compete in doubles tournaments. In one-player games, you'll choose your partner, and then take your opponents as they come. Two friends play as teammates.

Now you're a pro! Spend your winnings to hone your skills for the next court battle. Use the Training screen that follows each successful tournament (see page 18).

Skins Matches

"This is the definition of pressure." **Andre Agassi**

A Skins match is one of the best and most fun features of **Andre Agassi Tennis**. It's totally unique and addictive. Why? Because you can win BIG BUCKS, even if you lose the match!

The stakes double each time the ball crosses the net. Keep the ball moving to build up the pot. Then take it all with one slamming return. Whoever wins the point gets the loot!

	Singles	Doubles
Seasons:	4 Tournaments (1 per Surface) 4 Matches Each	4 Tournaments (1 per Surface) 3 Matches Each

Purses:

- Starting at $10, the stakes double with each return. Point winner takes all.
- Aces (legal serves that aren't touched by the receiver's racket) are worth $1000.
- Maximum purse in every match up to the Finals is $35,000.
- Maximum purse in the Finals is $55,000.

Skins tournaments are played like regular tournaments, with a Training screen following each tournament. All **Andre Agassi Tennis** rules and button controls apply. Watch the screen for the purse results at the end of each match.

Don't worry about falling behind. You can make it all back on any point. Or you could lose it all!

Training

"It takes strength, stamina and speed." **Andre Agassi**

You're in the big time a tournament winner. You've got a pro's style, strategy and money. How can you stay on top? By training!

You get media acclaim following a regular tournament win. After a Skins tournament, you see a results screen. At either of these times, press **Start**, **A**, **B** or **C** to go on to the Training screen.

Control Button Recap

Mark an attribute.	**D-Button** in any direction. The training cost appears at the lower right.
Increase a marked attribute.	**A**, **B** or **C**. The cost is deducted from your savings.
Reset the screen.	Mark Reset and press **Start**, **A**, **B** or **C**.
Exit.	Mark Done and press **Start**, **A**, **B** or **C**. You'll retain your improved skills for the rest of your play session.

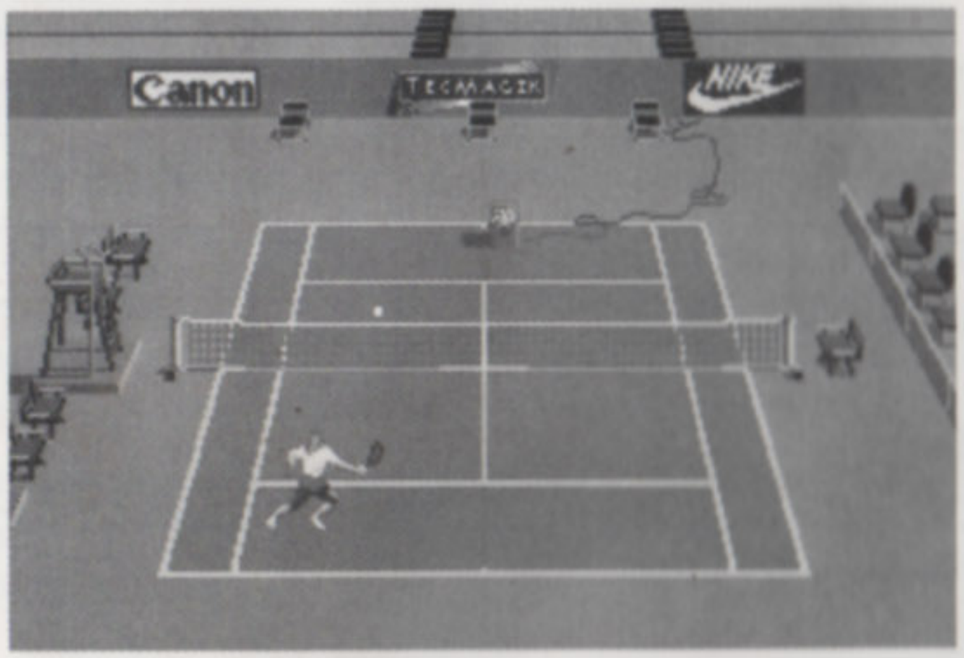
Training costs increase as your skills improve. So keep piling up those $$$$$$$$$!

Practicing

"Develop the weapons and eliminate the errors." **Andre Agassi**

Choose Practice from the game mode Options screen for state-of-the-art practice sessions. Polish your returns on random shots from the automatic ball server. Use the same **D-Button**, **A** and **B** controls as for playing a game. Press **C** to call for lobs before the machine serves. Press **Start** when you're ready to exit.

Practicing is the smart way to develop devastating drives, explosive baseline smashes, and a cool mental game. Just like Andre Agassi!



Game Options

Use the **D-Button** to move the marker to your choices on the Options screens. Press **Start**, **A**, **B** or **C** on either control pad to make your selection and move on to the next screen.

Play Modes

One Player Game

One player can practice or play against the computer in singles, doubles and Skins tournaments.

Two Player Game

Two players can compete in a singles or doubles match. They can also play as a team in a doubles tournament or Skins tournament.

Demonstration

Watch two computer players hash it out.

Secrets

Get pro tips on game play along with hints on using the button controls.

Game Modes

Practice

Practice your returns on random shots from an automatic ball server. (One-player games only.)

Match

Two players compete against each other in one match. (Two-player games only.)

Tournament

Play four tournaments, one on each surface, as singles or doubles.

- Singles tournaments have four matches each; doubles tournaments have three.
- Tournaments award a fixed purse to the winners of each match (see page 16).
- In one-player singles tournaments, the computer chooses your opponents and the order you play them.
- In one-player doubles tournaments, you choose your computer partner. Then the computer chooses your opposing teams and the order you play them.
- In two-player doubles, two friends team up. The computer chooses your opposing teams and the order you play them.

Skins Tournament

In Skins, the stakes double each time the ball crosses the net. Otherwise, Skins is played just like a regular tournament. Skins awards a variable purse to the winner of each match (see page 17).

Court Surfaces

Grass

On grass, the ball bounces low with medium spin.

Clay

The ball gets medium bounce and good spin on clay.

Hard

Hard courts deliver high bounce but poor spin.

Indoor

Indoor courts give you medium bounce and spin.

Singles and Doubles

Singles

Singles competition matches two players against each other.

Doubles

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

- In one-player doubles, you choose your partner, and the computer chooses your opposing team.
- In two-player doubles, two friends play as a team, with the computer choosing your opponents.

Players

Choose your own player (and your partner in one-player doubles) from a lineup of eight powerful racket jocks. Each player has a different style, strategy and set of skills. Use their strengths to your advantage, or try to demolish their game when you face them across the net.

Agassi

Andre Agassi delivers a blistering, deadly accurate baseline smash.

Chin

Bob "Bit" Chin is the fastest player.

Matt

Count on Don Matt for accurate shots.

Ball

Try Tiger Ball for a strong, fast game.

Nova

Cassie Nova puts 'em where she wants 'em.

Ark

Carol Ark has the corner on accuracy with her pin-point serves and returns.

Pepper

Watch Ron Pepper dish up his ballistic serve.

King

George King makes accuracy look simple.

Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis 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.

Warning to owners of projection televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Limited Warranty

TecMagik Inc. warrants to the original consumer purchaser that this TecMagik cartridge is 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 be applicable and shall be void if the defect in the cartridge has arisen through abuse, unreasonable use, mistreatment or neglect.

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 THE 90-DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TECMAGIK INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM THE POSSESSION, USE OR MALFUNCTION OF THIS CARTRIDGE.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Patents: U.S. #4,442,486/4,454,594/4,462,076; Europe #80244; Canada #1,183,276; Hong Kong #88-4302; Singapore #88-155; Japan #82-205605 (Pending)



Licensed by Sega Enterprises Ltd. for play on the Sega™ Genesis™ System. The game is produced under license from Andre Agassi. Sega and Genesis are trademarks of Sega Enterprises Ltd. ©1992 Lance Investments Ltd. TecMagik is a trademark of TecMagik Inc.; 3 Lagoon Dr., Ste. 160, Redwood City, CA 94065. All rights reserved.

Printed in Japan