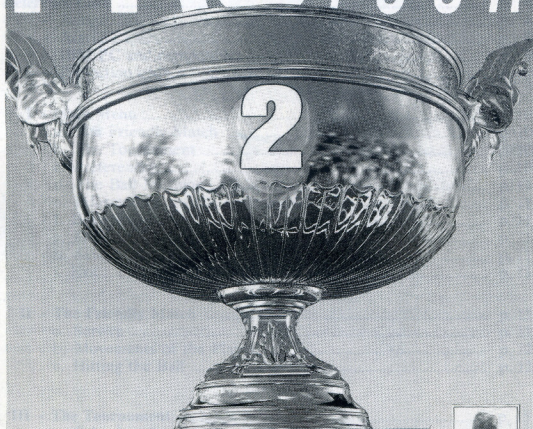


PRO *TENNIS* *TOUR*



UBI SOFT
Entertainment Software



PRO TENNIS TOUR II

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INTRODUCTION

In the micro-computer field, the classics are often the object of a second version since the technical possibilities of computers never cease expanding. However, many of these new versions are content to only present heightened graphics or sound effects.

PRO TENNIS TOUR II knew to avoid this pitfall since the objective for this project was quite different from that of its predecessor.

Pro Tennis Tour should give the impression of being an actual match. For example, those who play tennis know that one rarely chooses the exact trajectory of the ball. That is why the precise placement of the ball was not easily executed with each type of stroke. A good number of factors contribute to the exact reproduction of a real match. Keeping this objective in mind, we still believe that Pro Tennis Tour is the best tennis simulation today.

Pro Tennis Tour II was created with a different objective in mind. This game should be a mixture of a sport simulation and the sport itself, appreciated by everyone, all ages included. This apparently ambitious project seemed completely attainable, on the condition that we began at ground zero and kept nothing other than the spirit of the fixed objective. We understood that, to compliment PRO TENNIS TOUR, this game would not be just another sequel. You are now in possession of a completely new game, worthy of its reputation.

We hope that we have met your expectations.

The team at Blue Byte



REFERENCE CARD

* AMIGA

A - NECESSARY MATERIALS:

PRO TENNIS TOUR II functions on the A500, A1000, A2000 and A3000. If you have an A1000, you must first load the kickstart (1.2 or more). To function properly, the game needs at least 512K of memory. PRO TENNIS TOUR II is played with the joystick. With 3 or 4 players, you need an extension plugged into the parallel port (consult your local dealer for more information on the subject).

B - LOADING INSTRUCTIONS:

- Turn off your computer.
- If you have an external disk drive, it should be unplugged.
- Insert the game disk into the internal disk drive.
- Turn on your computer.
- The game will load automatically.
- To quickly start the game, consult the "Miscellaneous Info" chapter.

C - MEMORY TABLE:

This table will present the available options according to the amount of material that you possess:

MEMORY TABLE

Configuration	mixed game	sound effects	save
512K ChipRam :			
- Amiga 500	not possible	normal	normal
- Amiga 500 + Extension + External drive			
- Amiga 1000			
- Amiga 1000 + Extension + External drive			
512K ChipRam + 512K FastRam :			
- Amiga 500 + Extension	not possible	normal	extended
- Amiga 1000 + Extension			
- Amiga 2000			
1 Mega of ChipRam			
- Amiga 3000	possible	extended	extended

ChipRam is the original memory on the Amiga. In general, there are 512K ChipRam. Only the Amiga 3000 and a few rare A2000 have 1M of original ChipRam.

FastRam is the memory that is added by buying a memory extension.

The normal save feature means that you can only save a limited amount of material at a time. Also, this save feature can only be executed from the Main Menu (see manual).

D - INSTALLATION ON HARD DISK

Pro Tennis Tour II, as with all of the other Blue Byte games, can easily be installed on hard disk.

NOTE !!! Loading Pro Tennis Tour II from a hard disk can only be done correctly with 1M of memory (RAM). If you only have 512K, we advise you to load Pro Tennis Tour II from the Workbench without any other programs running concurrently. Pro Tennis Tour II needs a minimum of 440 free KBytes on ChipRam for a perfect loading. If the memory is not sufficient, Pro Tennis Tour II will not run.

To avoid eventual problems, please follow precisely the following indications.

1. Boot your Amiga as usual from the hard disk. When the Workbench screen appears, you can insert the Pro Tennis Tour II disk into one of your disk drives.

2. Access the diskette by clicking twice on the diskette symbol. You will then see two file symbols appear in the open window on the screen which are generally called icons. One of these icons corresponds to the main program of Pro Tennis Tour II for loading from the Workbench. The other icon is called "Install" and represents the hard disk installation program of Blue Byte games.

3. Begin the installation program by clicking twice on the corresponding icon.

4. In the installation window are two instruction possibilities.

In the larger part, you must write the name of the disk drive where Pro Tennis Tour II is loaded. Normally, this is the internal "DFO : " drive and that is why it is already written there. If the disk is in one of the external disk drives, type the corresponding name (DF1-DF3). Validate the correct name with the "Return" key.

The smaller part of the window corresponds to the destination drive. Since the hard disk is generally called "DHO : ", you will see it already written there. If you want to install Pro Tennis Tour II on another partition, write the corresponding name.

If you want to install Pro Tennis Tour II in a drawer or a "sub-directory", you can write the name of the sub-directory just after the name of the disk drive. If this drawer already exists, Pro Tennis Tour II will simply be installed in this drawer. If the corresponding directory does not exist, the installation program creates a file with this name and a corresponding icon. You can also create overlapping sub-directories by writing their names one after the other. To do this, you must only separate them by a "/". When finished, validate them by the "Go on" or "Return" key.

5. The installation program now copies all of the required files from the hard disk and indicates at the same time the names of the files. By the text on the screen, the program will indicate if the installation is complete without any problems. On the contrary, if an error message appears, several reasons could be the cause and it's best to verify all of them before trying again.

a) You have given an invalid name in one of the two blanks.

Correct this error by a new name as described in the fourth step.

b) Impossible to access the hard disk.

— There are errors in the data on your hard disk remaining from other programs. Consult the hard disk part of the manual to eliminate this error and start again with the first step after re-adjusting all of the data.

— Your hard disk does not have enough space to save all of the data of Pro Tennis Tour II. Erase the data that you no longer need. Pro Tennis Tour II requires about 1 MByte.

c) No data whatsoever can be read on the Pro Tennis Tour II disk.

Your diskette has been damaged. Consult your local dealer.

6. If the installation program has been completed without any problems, you may immediately proceed to a trial session. All of the personal data that you save during the game is also saved on the hard disk.



* ATARI ST

A - LOADING INSTRUCTIONS:

Turn on your computer and insert the disk into the internal disk drive. Pro Tennis Tour II is then loaded automatically and asks you to insert the second diskette. If your computer has more than 512 KByte of memory, this supplementary memory is used to transcribe the data from the diskette. This considerably reduces the necessity of changing disks.

If you have at least 1 MByte of memory, you have the mixed option and numerous sound effects.

B - INSTALLATION ON HARD DISK:

Pro Tennis Tour II can easily be installed on hard disk. To avoid problems, please follow these steps:

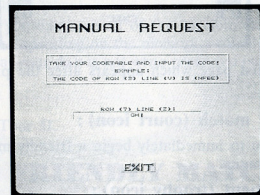
1. Start your computer as usual from the hard disk and insert the first Pro Tennis Tour II disk into the disk drive.
2. Open the destination drive of your choice on your desktop computer. If you want to install Pro Tennis Tour II in a file which does not yet exist, go ahead and create it.
3. Open the Pro Tennis Tour II disk by clicking on the disk drive of your choice.
4. Copy all of the files on your hard disk; this will be "DISK1".
5. When all of the files from the first diskette have been copied, remove the disk from the drive and insert the second disk.
6. Next, in the file where you copied the first disk, copy the name "DISK2" for the second disk.

7. You can then load Pro Tennis Tour II from your hard disk. All of the data that you save from this moment on will be saved on your hard disk and loaded from it.

* IBM PC & COMPATIBLES

For the loading and installation instructions, consult the included reference card.

* PROTECTION CODE



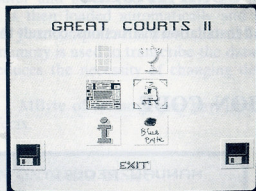
When this screen appears, consult the code table supplied with the game and click on the window in the center. Type the four code letters found at the intersection of the line and the column as indicated on the screen. Press "Return" and briefly click on EXIT at the bottom of the screen.

Service:

The ball machine: This tool allows you to practice your ball machine with the programmed ball machine and improve your game.

PRO TENNIS TOUR II

I - THE MAIN MENU :



This menu is the first page which appears after the protection page. It presents nine icons :

a - The friendly match (court icon) :

This icon allows you to immediately begin a friendly match according to the specifications chosen.

b - The tournament (trophy icon) :

By clicking on the trophy, you can embark on a career with professionals from the world of tennis. You must also manage your own tournament season.

c - Preferences :

This icon allows you to access a series of menus in order to modify the data of a match (type of court, capacities of the players, number of winning sets, etc.).

d - The ball machine :

This icon allows you to practice your various strokes with the programmable ball machine and improve your game.

e - Information ("I" icon) :

A certain number of your character's statistics are tabulated here provided that you have created a character with specifications.

f - Blue Byte logo :

This icon gives you information regarding the authors of Pro Tennis Tour II.

g - Load :

Allows you to recover a program that you have saved on the diskette.

h - Save :

With this option, you can save all of the variable elements of the game one or more times depending on the memory available on your computer. NOTE ! Verify that your disk is not write protected (small window closed).

i - Exit :

Exit Pro Tennis Tour II.

II - THE FRIENDLY MATCH (court icon) :

You can engage in a friendly match without exposing yourself to the pressure of a decisive match. Once you are on the court, you control your player entirely with the joystick.

On the keyboard, press "P" to pause the game and ESC to leave the court and abandon the game.

a - Service :

In the junior mode, you only have to briefly click on the fire button of your joystick; the computer will do the rest.

In the "average" or "character" mode, you will see your player serve the ball after you press the fire button. A target will appear in the correct service square. As long as you keep the fire button pressed, you can direct the target with the joystick. This indicates the general area where you direct your aim. When you are satisfied, release the button and your player will hit the ball.

NOTE! You only have a limited amount of time to place your shot and the target is only an indication where the ball will be placed. Not even a professional player can serve with 100 % precision.

b - Movements of the player :

They correspond exactly to the movements of your joystick. Therefore, if you move your joystick upwards, your player will move towards the top of the screen. When you press the fire button, the movement is interrupted and your player prepares to hit the ball. When you release the fire button, the player hits the ball and begins to move again.

In the Junior mode, the computer moves your player; the joystick has no effect on the player's movements whatsoever.

In the Character mode, the speed of your movements depends directly on your endurance level.

c - Hitting the ball :

With the joystick, you can precisely regulate the direction, the height, the length and the speed of the ball.

All of the strokes are executed in the same manner : press the fire button to prepare your shot. When you release the fire button, the player swings. If the ball is in reach, it is returned.

* Speed of the ball :

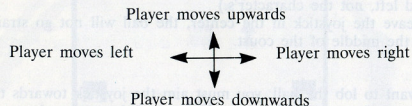
The speed of the ball is directly linked to the amount of time that the fire button is pressed : the longer you press the button, the longer the shot.

NOTE : Since you cannot move when the fire button is pressed, you should be in place at the moment of preparation. Therefore, you shouldn't be surprised by your adversary's shot other than having just enough time to prepare your own. The faster the ball, the more difficult it is to place.

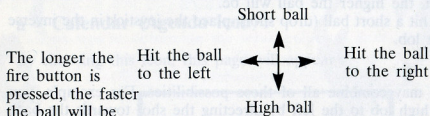
This increases the chances of committing a fault, especially if you are in the Character mode.

* Direction and height of the ball :

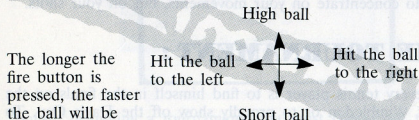
Movement of the player in front of and behind the net:



Controlling the ball in front of the net:



Controlling the ball behind the net:



The angle and the height of the ball that you return are determined by the position of the joystick while you are pressing the button. If you move the joystick to the right, the ball will move towards the right. The sharpness of the direction depends on the amount of time that you keep the joystick in this position with the fire button pressed. The same goes for the left. (Note: the terms right and left are understood in regard to your own right and left, not the character's.) If you leave the joystick in the center, the ball will not go straight but towards the middle of the court.

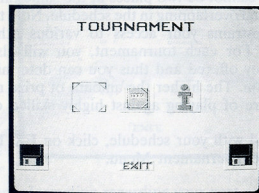
If you want to lob the ball, you must aim the joystick towards the back of the court (downwards if you are in front of the net on the screen and upwards if you are behind the net). The longer you maintain the joystick in this position, the higher the ball will be. If you want to hit a short ball (drop shot), place the joystick in the inverse position of the lob.

Of course you may combine all of these possibilities. For example, you can hit a very high lob to the left by directing the shot towards the back and the left of the court and keeping the button pressed for a certain amount of time. This is only one example of the numerous possible combinations to train with while discovering that your favorite shots can be executed with finesse. For this, the Junior mode is very useful since you don't have to concentrate on your movements, but on your shots.

III - THE TOURNAMENT:

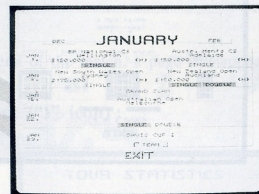
The dream of every tennis player is to find himself in the finals on the central court at Wimbledon or to proudly show off the Davis Cup. To accomplish this, you must plan your season and gradually progress, beginning with the lesser known competitions. Perhaps one day, you too will end up with the Grand Slam.

By clicking on the Trophy icon in the Main Menu, a menu will appear:



a - Calendar (Agenda icon):

By choosing this icon, this page will appear:

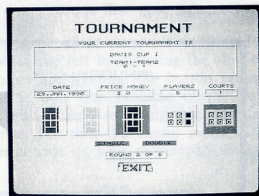


Before beginning a tournament, you must choose on the agenda those tournaments in which you wish to participate. The agenda proposes one page per month with all of the tournaments listed. To sign up, you must click on the "singles" space to play singles or the "doubles" space to play

doubles. You can sign up for both during the same tournament. On the other hand, since you cannot be two places at the same time, the computer will take care of eventual overlapping in the schedule. Note that participation in the Davis Cup restrains your access to various other tournaments throughout the year. For each tournament, you will also see the total amount of prize money offered and thus you can determine the difficulty level of the competition. The higher the amount of prize money, the more likely your chances are of playing against highly skilled opponents.

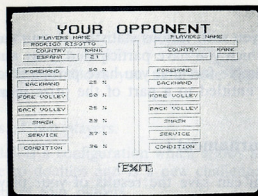
Once you are satisfied with your schedule, click on EXIT and move onto the Court icon of the Tournament Menu.

b - Presentation and Stake of the Match :



When you click on the Court icon of the Tournament Menu and before each tournament match, this page appears and gives you the specifics to know such as the date, the prize money, the number of players enrolled and the number of courts in the tournament. Underneath, the type of court and the number of winning sets are indicated in red. It is also indicated if you will play singles or doubles and the current status of the tournament upon your arrival.

Once you have read the data, click on EXIT.

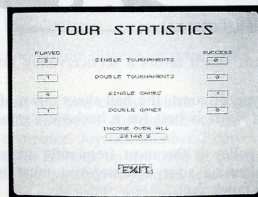


Now you are given information regarding your next opponent(s) : his name, ATP ranking and the percentage of his various statistics, listed in the same manner as those in the character mode. Study this table well, for it allows you to determine the weak points of your adversary. Click on EXIT for the match to begin. As you leave the locker room, the roar of the crowd greets your entrance onto the court.

Good Luck!

NOTE : At the end of the match, a page will appear indicating the sum of your winnings.

c - Information ("I" icon) :



This menu supplies you with various statistics of your career : the number of tournaments in which you have participated, your number of wins and your earnings (the simple fact that you have participated in a tournament means that you are entitled to a part of the prize money).

d - Saving a Tournament :

After each part, you can save the results of your player by clicking on the "save" icon. To load these results, click on "load".

As long as you do not exit Pro Tennis Tour II, you can leave the Tournament Menu (to train for example) without losing the data. However, saving the data is necessary if you exit the program or begin a new season with a new player.

IV - PREFERENCES :

(second row on the left of the Main Menu)

a - The Court Menu :

In this menu, you can modify all of the exterior conditions of your player.

* Nature of the court : (first row)

- Grass : a fast court which favors a service/volley game.
- Clay : with this type of court, the ball slows down after it touches the ground. This type of court is best for a backcourt game.
- Asphalt : service/volley is the most frequently adapted tactic on this fast court. While planning your defense, you must be aware of your placement and have quick feet.

* Number of players :

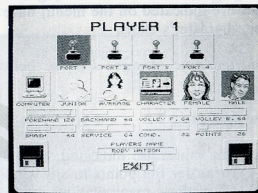
The second row of icons allows you to choose the number of players present on the court.

- Singles consists of two players.
- The "dirty-mode" is a configuration which allows a three-player game. It is an alternative to doubles and is a new challenge for champions.
- Doubles consists of four players.

* Winning sets : (last row)

b - The Player Menu :

Access this menu immediately after creating and validating the preferences.



From this menu, choose your player's characteristics.

* The control port :

The first row of icons lets you choose which joystick controls the player. In this menu, joystick number 1 corresponds to the joystick port or port number 2 of your computer. Joystick number 2 corresponds to the mouse port or port number 1. To hook up the third or fourth joysticks, you need to have an adapter. It is possible to control several players with the same joystick.

* The game mode :

Each character can be controlled with any one of these four modes :

— **Computer** : with this option, the computer completely controls the character.

— **Junior** : this mode, represented by a little boy, is easy for everyone to play. With the computer controlling the player's movements, you must only press the fire button at the right time and direct the joystick to place the ball. This is the ideal mode to begin with and practice your strokes.

— **Average** : in this mode, you have complete control of the player's movements and shots. However, the values representing your capacities are fixed at a maximum. As a result, net faults or outs are practically non-existent if any unnecessary risks are avoided.

— **Character** : this mode is identical to the Average mode except that the capacities (their values are indicated on the menu) have a direct influence on the success of the character's shots.

* **Choice of masculine/feminine players** : Choose between masculine or feminine players.

* The player's characteristics :

In the Player Menu, eight values are indicated, each corresponding to a specific stroke. You can transfer the points to any window from the point reserve (points-slider). All of these manipulations are made by moving the cursor in each window with the joystick. To alter the various levels, press the fire button and direct the joystick to the left or right.

These values have no importance unless you are in the Computer or Character mode. In the Junior or Average mode, these values are automatically fixed at a maximum. In the Character mode, you have 80 reserve points at the beginning; after they are distributed, you can only increase your characteristics by hitting successful shots. You can follow your progress by clicking on INFO in the general menu. Note that the physical condition influences the speed of your character.

* Player's name :

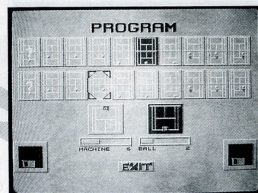
By clicking on this window, you can personalize your player. Once you have written a name, press "Return".

* Saving a character :

You can save your player with all of its characteristics intact. To do so, click on "SAVE". The "Save Player" menu will appear where you choose the standard by which you want to save your player. Note that this will erase anything else that is already saved in this standard. To load a character, click on "LOAD".

V - THE BALL MACHINE :

By clicking on this icon, you will see the following menu appear :



The ball machine is used to train and to practice different types of strokes. It is programmable and can vary the speed of the ball as well as the frequency of the balls sent. The first row of icons represents small courts and is in fact the list of shots that the ball machine can send. The first court with a question mark sends random shots. The row underneath represents the actual programming of the machine. This program can be modified in the following manner :

Click on the shot that you wish to receive. Once you have clicked, it will turn red. Then click on the second row of courts where the shot will appear.

Two other windows allow you to regulate the speed of the ball and the frequency of the balls. You can also place the ball machine in front of or behind the net whenever you wish.

After validating your choice, the Court Menu will appear with the ball machine; you can now begin training.

VI - THE INFORMATION MENU :

This page will appear when you click on the "I" icon.

ROBY WATSON				
	TALENT	STRIKES	SUCCESS	RATING
FORWARD	130	25	40	0.1
BACKWARD	43	24	20	0.1
FORC VOLLEY	64	4	4	0.1
BACK VOLLEY	64	0	0	0.1
SHUSH	64	5	5	0.1
SERVICE	64	20	27	0.1
CONDITION	00	0	99	0.1

PEKING

On this menu, the statistics concerning the different strokes of the ball that you have used during a match or training are tabulated. The first column indicates your score of the characteristic in question, the second indicates the number of shots of this type that you have attempted, the third column gives you the number of successful shots and finally, the fourth gives you the percentage of your progress.

VII - THE SAVE FEATURE :

Here are a few rules and particular points to remember when you click on the "SAVE" option.

The amount of memory available is very important (consult the memory table in Chapter II - REFERENCE CARD). In certain cases, you can only save when you are in the Main Menu if you don't have enough memory. Even in this instance, you can only save one or two parts.

Each time before you save, be sure that your save disk is not write protected.

VIII - MISCELLANEOUS INFO :

* To rapidly start the game : once the game is loaded and the protection code is given, keep the joystick button pressed until the screen becomes dark. Once this is complete, release the button. When you see the court appear, you can immediately begin a friendly, one set, female match on a clay court in the Junior mode (the computer controls all of your movements except your strokes). If you wish to modify any of this data at the beginning, press ESC and click once on the Preferences.

* Try to trick your adversary when you serve in order to avoid the pressure of returning the ball. To do this, you must watch to see if the target can be gently moved to the right or left once the fire button is released.

* Attempt to hit the return as hard and as well-placed as possible. This can be very risky if you prepare your shot too early in advance, but with a little training, you will completely be in a position to return your adversary's serve.

* Don't approach the net without a little preparation. If your adversary can calmly choose his next shot, it would not be wise to wait for the ball there. On the other hand, approach the net only if your adversary seems pressured. A well-prepared shot pushes the opponent behind the court and leaves you enough time to approach the net. A shot in the middle of the court is generally harder to control than a volley.

THE AUTHORS

PRODUCTION
BLUE BYTE

DIRECTION OF THE PROJECT/CONCEPTION
LOTHAR SCHMITT

PROGRAM
LOTHAR SCHMITT (AMIGA, ATARI ST)
THOMAS HERTZLER (ATARI ST)
RALF-JUERGEN KRAFT
(IBM & COMPATIBLES)

ANIMATION
UWE MEIER

GRAPHICS
JANOS TOTH UWE MEIER THORSTEN KNOP

MUSIC
HAIKO RUTTMAN (AMIGA) VOLKER STRUEBING
(IBM PC ADLIB)

TEST BETA
THORSTEN KNOP-THOMAS HAUSER-
THOMAS HERTZLER-
SERGE HASCOET & MARC BASLE (UBI SOFT)

PUBLISHER
UBI SOFT
ENTERTAINMENT SOFTWARE

PRO TENNIS TOUR 2 IS A REGISTERED
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Entertainment Software

ENGLISH

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