

SIMULMONDO®



G.P.TENNIS MANAGER

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Amiga Version
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C64 Version
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Graphics: Ivan Venturi

Amiga version only

In order to get started, a password will be requested at the beginning of the program. The password may be found in the Italian manual enclosed in the package.

NOTICE

This manual has been carefully prepared and written. Please feel free to inform us of any errors, inaccuracies or omissions which you may come across. By sending us the enclosed warranty slip, you'll not only be taking advantage of our 30-day warranty, you'll also be automatically put on our special customers' list. Among other things, this will assure you of receiving any updated materials or manuals we may write free of charge.

CAUTION: If there should be any problems in program loading (either in part or total):

- 1) Check that other cassettes and/or or original disks can be properly loaded on your recorder and/or disk drive;
- 2) Check against other cassette recorders and/or disk drives which you are certain function properly in order to ascertain without a doubt whether it is our magnetic support (disk or cassette) or you own equipment which is at fault.
- 3) Computer configuration: with the computer on off disconnect all printers, peripherals, cartridges and auxiliary equipment. These must all be physically removed as it is not sufficient to simply deactivate them or turn them off. Before loading our programs, do not reset but turn off your computer and wait at least 20 seconds before turning it back on.

Most problems encountered in program loading may be solved by simply cleaning or realigning cassette recorder and/or disk drive heads. If you are fairly certain that our magnetic support is to blame, you may take full advantage of the enclosed WARRANTY. Our 30-day WARRANTY is valid from the date of receipt of the enclosed warranty slip (so remember to return it to us as soon as possible!).

If our magnetic support is faulty, please send us the defective cassette or disk only (do NOT return the entire video game) together with your name, address and an explanation of what you think the problem is. If your complaint should be verified, we shall replace all defective material free of charge!

LOADING

In order to interact with the program, insert a joystick in port 2; a second player may join in by using a joystick inserted in port 1 (optional). Have a formatted disk or a cassette ready for saves.

C128: enter a C64 mode (consult your computer manual) and follow the instructions listed below.

C64: Disk: type 'LOAD' " ", 8,1' (press RETURN).

Cassette: insert side A, rewind completely and type 'LOAD' (press RETURN). Press 'PLAY' on your cassette recorder.

OPTIONS

To make the following selections, move the joystick either up or down:

ITALIAN-ENGLISH: choose one of these two languages;

NEW GAME: to start a new match;

LOAD GAME: you go directly to the section which allows you to load saved matches so that you can continue a previously interrupted game;

PRACTICE: you go directly to the section where you can have a practice session with the tennis player of your choice;

NUMBER OF PLAYERS: you may choose from 1 to 5 different players;

LEVEL: level of difficulty from 1 (easy) to 3 (difficult);

YEARS: duration of the game in (simulated!) years.

CHOICE OF PLAYERS: move the joystick to the right or to the left. When the arrow icon lights up, press the button on the joystick and another player's card will appear: press the button on OK when the player you want is displayed.

PLAYER STANDING: follows a three-color code; green is used for a player who has been advanced with respect to his previous position; yellow is used for a player who has not changed his standing and red is used when a player has gone down in the standing. Flashing players are the ones under direct control. Up to twenty players are displayed at any one time; move the joystick either up or down in order to scroll through other tennis players' standings. To continue, press the button on the joystick.

COURT: the calendar of events is displayed with the upcoming tournament showing along with what kind of tournament it is, its name, on what kind of court it will be played, how much prize money is at stake and the enrollment fee. Press the space bar to change screens. Move the joystick up or down in order to move the colored bar over to the option of your choice and press the button.

Available selections are:

CONTINUE = to return to the screen displaying the types of courts; LOAD GAME = to load a previously saved game; SAVE GAME = to save the game in progress on disk or cassette;

ELIMINATE PLAYERS = to retire one of the players from the game; END GAME = to end the match and go back to the first list of options.

SPONSOR: if a player has scored well in the preceding tournament there's a good chance that a company will offer to sponsor him by putting up a sum of money directly proportional to his demonstrated playing skill. In order to accept or decline the sponsorship offered, move the joystick to the right or left and press the button. A player who already has a contract will not be offered another one until after the current one expires.

Monthly Standings: at the beginning of every month, important facts about the players will be displayed. To continue press the button on the joystick.

TRAINING: at the end of each tournament, you will be asked if you want to train or rest. If you choose to train, use the joystick to move the little tennis ball to the arrows, then press the button. The arrows will either indicate an increase or decrease in training-points. Each training-point costs \$400.00. You may have no more than 25 points total and no more than 9 points per skill.

To choose the type of court you want to train on, use the joystick to move the ball to the type of court chosen and press the button. Use OK to exit. Remember that the more you train, the more physically worn out you'll get, so learn to dose your energy by choosing to rest, too.

PENALTIES: Each player must take part in at least 8 Grand Prix and 4 minor tournaments. Non-compliance with this rule will result in fines of \$500,000.00 and \$300,000.00 respectively.

BOARD: at the start of the first round of the tournament, a calendar of events will be displayed, with players under human control shown in yellow and the others in white. To continue, press the button on the joystick.

PLAYER INFO: a screen showing a few personal facts about each of the two tennis players will appear before each meet. To select the players's shirt color, move the joystick up and down and press the button when you're on the color of your choice.

RACKET SELECTION: you may choose the type of racket you want to play with before each match. Move to the racket of your choice and press the button on the joystick.

THE MATCH: at the start of each game you'll be asked if you want to play in a simulated mode or if you want to use one of your game points. Each player has a certain number of game points to start out with depending on the level and type of tournament being played. In a match involving two players, only one of the two may opt to use his game points.

SKILL: this option allows you to choose to play an entire match either against the computer or against another player. You may choose the type of court surface on which to play, the number of sets needed in order to win and the color of both players' shirts. The two tennis players may be chosen from among the 95 available players listed, thusly allowing you to balance out your skill by selecting a player who is not as good as you are.

JOYSTICK CONTROL: the tennis player is under port 2 joystick control. In matches involving two players, the first player listed on the score board will be under port 2 joystick control.

You'll be able to move the tennis players in 8 (cardinal) directions; once the joystick button has been pressed, the direction may not be changed until after the stroke has been completed.

Reverse the direction of the joystick and the player runs backwards; if you want to turn the player around, you must first move the joystick to one side and then to the other. Whether a stroke will be a forehand or a backhand will depend on the position of the tennis ball with respect to the player at the time of the swing. If you move the joystick immediately after pressing the button you'll be able to execute the following strokes (please refer to the diagram on the last page of the manual):

G) Slice left

A) Lob

C) Slice right

E) Top spin (low ball)

Diagonals may be used to obtain special effects, e.g., a sliced lob. **SMASH:** a smash is an automatic stroke which occurs if you press the fire button when the ball is higher than the player. You cannot slice a smash and its direction will always be that in which the tennis player is facing.

POWER: the power behind a stroke depends on how long you keep the joystick button depressed: the longer you keep it down, the stronger the swing.

DIRECTION: the direction of the swing depends on the position of the racket at the time of contact with and the direction of the ball. For example, in the case of a smash, the sooner you take the swing, the lower the trajectory of the ball.

SERVE: during a serve, the ball may be hit while it's flashing. The power behind the stroke is proportional to the height of the ball when served. You can get a less powerful sliced serve by moving the joystick either to the right or to the left.

AMIGA

LOADING

You can play using a mouse and a joystick inserted in port 2 for one player; 2 joysticks are necessary when 2 or more people are playing (in this case, connect the joysticks to both port 1 and 2 and disconnect the mouse; the port 1 joystick may be used in making the selections). All choices and moves shall therefore be executed using a mouse and the button on its left hand side or a joystick and its button. Format a disk for saving games in progress. To start the game: with the computer on off, insert the program disk into the main drive (dFO:); turn on the computer.

INITIAL CHOICES

Exit from the titles screen by pressing the left-hand button on the mouse. Press either the 'I' (Italian) key or the 'E' (English) key in order to choose the language in which the prompts will appear.

If you connect a mouse to port 1, show this by pressing the 'M' key, or press 'J' if you've connected a joystick.

bYou may either choose to continue a saved game (LOAD) or start a new match. If you begin a new match, you can play (ARCADE) alone or with a friend or you can take on the role of MANAGER (MANAGER).

ARCADE - LOAD - MANAGER

MANAGER: select your favorite tennis player by positioning the cursor on his picture and pushing the button. Then choose OK in order to confirm the selection. You can repeat this operation for all the tennis players under human control (up to a max. of 5). At least one player must have been selected in order to choose EXIT to continue.

ARCADE: select your tennis players as you did above. You now will enter the store (see SHOPPING, under GAME OPTIONS), where you'll be able to buy up to 20 rackets which you may have strung as you wish.

Upon leaving the store, you'll finally reach the tennis court. By moving the port 2 joystick to the right and left you may select the type of court surface on which to play and, if you're playing by yourself, you may also choose the level of difficulty (see THE GAME).

GAME OPTIONS

The selected tennis player's name, budget and the number of rackets bought will appear on the upper part of the screen.

SPONSOR: go through the various offers (if available) made by the sponsors listed on the left side of the screen, confirm your choices with OK. If you get sponsored, all the rackets made by the sponsoring company and the sum accorded by contract will be made available to you. When you've finished, choose EXIT to continue.

SHOPPING: The store offers a wide selection of rackets. You may select rackets using

the mouse; brand-name, model, frame strength and price will appear. Buy rackets by choosing OK. Have them strung according to desired tension and type of gut, synthetic or natural (natural gut, a very stiff frame and high string tension will give you more powerful albeit less accurate strokes). Information on the model chosen will appear: the type of gut used, the number of kilograms used to string the racket and the frame's flexibility. Use '+' and '-' (next to the word MODEL) to review the rackets you've bought and next to the word KG to change the tension on the strings. Press OK to pay for the new stringing or click on the first icon to the left in order to review the main features of the rackets chosen. If you decide to change the type of racket before having bought it, you'll lose all the changes you may have made. EXIT to leave the store.

ARCHIVES: click on the first icon to the left and the ATP standing will appear. Use the arrow icons to scroll the standing. In order to see which tournament is next, the type of court surface it'll be played on and the prize money at stake, use the second icon from the left (showing a small tennis court) together with the arrow icon. The tournaments in which a player has taken part will have a red asterix next to them; those not played will have a black asterix next to them. If neither appear, the tournament has not yet been played.

TRAINING: training is a must if you want to get physically fit, improve your strokes and to test the results obtained from the various ways of stringing your racket. After having paid \$850.00 for renting the court and equipment, move the joystick to the right and to the left in order to choose what you want to practice (a percentile will be given to help you understand what areas need practice). To go back without exiting, select the MAIN MENU option; select EXIT OPTION to return to GAME OPTIONS.

STROKES: choose the stroke you need to practice: backhand, smash, serve, etc.

COURT SPEED: choose the court surface on which you want to continue training: clay, concrete, indoor or grass. You can also increase your speed on the court by pressing the button, you'll lose a point in energy but gain it in speed.

RACKET SELECTION: scroll through the rackets you've bought and choose the one you want to continue playing with. A ball-throwing machine appearing in the left-hand window will serve a ball which the player will hit. As soon as the ENERGY indicator says 0, your day's training is over so be careful when choosing which strokes you need to practice.

Once ENERGY is at zero or when you want to end the training session, select EXIT OPTIONS from among the available options which will appear when you move the joystick to the right or left.

SAVE: to save a game in progress, select the option SAVE, insert a formatted disk into the main drive; type a name (10 letters max.) and press 'RETURN'; reinsert the original program disk.

EXIT: select EXIT twice in a row in order to start the game over again. CAREFUL: by choosing this option, all data relating to the game in progress will be lost!

OK: having completed all of the above selections, pass your turn to the next player(s). Once all selections have been made, each player will have to decide whether or not to play in the tournament which follows. If the answer is yes (PLAY) there's a general expenses fee of \$5,000.00 to be paid; if the answer is no (REST), available energy will increase and so the player will have more energy to spend during the TRAINING session. Remember that you must play in at least 8 Grand Prix and 4 Tournaments per year or pay fines of \$500,000.00 and \$300,000.00 respectively! Tournament players' game scores will appear on the score board; press any key to suspend and/or continue this display. Finally, you'll have to decide whether the match will be played by humans or simulated by the computer.

THE GAME

The game screen is divided into four windows: the score board will appear in the top window, in the center window a bird's-eye-view of the court will be shown and game action will be displayed in the two side windows. The tennis player on the left side of the court will start the match.

MANAGER: START MATCH will begin an automatic simulation of the match, **STOP MATCH** interrupts the simulation and **PLAY ARCADE** will begin an ARCADE game.

All strokes are executed by moving the joystick in the following positions (please refer to the diagram at the end of the booklet):

- A) serve - smash - high volée
- B) forehand slice - high forehand volée
- C) forehand - forehand volée
- D) forehand top spin - low backhand volée
- G) backhand - backhand volée
- H) backhand slice - high backhand volée

Depending on which stroke you choose to make, push the button on the joystick and execute the swing by moving the joystick to one of the positions indicated above. The arrows at the top of the screen (above the area where the racket under player control is displayed) tell you whether you should take a forehand swing (arrow pointing to the right) or a backhand swing (arrow pointing to the left). As the ball gets closer to the racket, the arrow tends to return to the center. In order to 'smash' the ball, the arrow must be towards the right.

Accuracy and the power behind the swing will depend on how the racket is strung, on frame flexibility and on the tennis player's skill. Both tennis players' movements on the court will be executed by the computer which will display their positions, the direction in which the ball was hit and the supposed point of impact; after which game action will continue in one of the two side windows. During time-out, you may change your racket by pressing the button on the joystick.

You have three seconds time when changing servers. During this pause, by pressing the button on the joystick, a few options will appear. You may choose to: change tactics, racket or the type of game being played (= ARCADE), by moving the joystick to the right and to the left.

AMIGA and C64/128 TOURNAMENT CALENDAR

JANUARY	SYDNEYGRANDPRIX	(GRASS)
	AUSTRALIAN OPEN	(CONCRETE)
	ROTTERDAM TOURNAMENT	(SYNTHETIC)
FEBRUARY	MILAN GRAND PRIX	(SYNTHETIC)
	MEMPHIS TOURNAMENT	(SYNTHETIC)
	PHILADELPHIA GRAND PRIX	(SYNTHETIC)
MARCH	LYON GRAND PRIX	(SYNTHETIC)
	W.C.T. DALLAS	(SYNTHETIC)
	SCOTTSDALE TOURNAMENT	(CONCRETE)
	INDIAN WELLS GRAND PRIX	(CONCRETE)
APRIL	KEY BISCANE GRAND PRIX	(CONCRETE)
	TOKYO GRAND PRIX	(SYNTHETIC)
	MONTE CARLO GRAND PRIX	(CLAY)
	FOREST HILLS GRAND PRIX	(CLAY)
MAY	HAMBURG GRAND PRIX	(CLAY)
	ROME GRAND PRIX	(CLAY)
	ROLAND GARROS	(CLAY)
	FLORENCE TOURNAMENT	(CLAY)

JUNE	MUNICH GRAND PRIX	(CLAY)
	GSTAAD TOURNAMENT	(SYNTHETIC)
	QUEENS TOURNAMENT	(GRASS)
JULY	WIMBLEDON	(GRASS)
	BOSTON TOURNAMENT	(CONCRETE)
	INDIANAPOLIS GRAND PRIX	(CONCRETE)
	MIAMI TOURNAMENT	(CONCRETE)
AUGUST	MONTREAL GRAND PRIX	(CONCRETE)
	CINCINNATI GRAND PRIX	(CONCRETE)
	ZURICH GRAND PRIX	(CLAY)
	BEIJING TOURNAMENT	(SYNTHETIC)
SEPTEMBER	U.S. OPEN	(CONCRETE)
	BARCELONA TOURNAMENT	(CLAY)
	STRATTON MOUNTAIN TOURNAMENT	(CONCRETE)
	LOS ANGELES TOURNAMENT	(SYNTHETIC)
OCTOBER	SAN FRANCISCO TOURNAMENT	(CONCRETE)
	TOKYO SEIKO GRAND PRIX	(SYNTHETIC)
	PARIS BERCY GRAND PRIX	(SYNTHETIC)
NOVEMBER	STOCKHOLM GRAND PRIX	(SYNTHETIC)
	DETROIT TOURNAMENT	(SYNTHETIC)
	STUTTGART TOURNAMENT	(SYNTHETIC)
DECEMBER	NEW YORK MASTER	(SYNTHETIC)
	BRUSSELS GRAND PRIX	(SYNTHETIC)
	MELBOURNE TOURNAMENT	(GRASS)

Grass Court: Fast moving and good for players who have an excellent serve and like to play at the net.

Concrete: The kind of court used in many U.S. Tennis Tournaments.

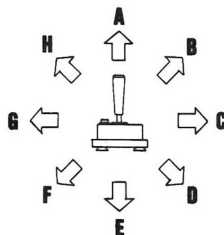
Serves and hits coming from the back of the court must have a lot of power behind them.

Indoor: Good for imaginative and powerful tennis players.

Clay: Used for many summer European Tournaments. Excellent for skillful (able to put lots of special effects on the ball) and physically strong players.

NOTE

Any trademarks and names of persons or companies used in this program are the sole property of their owners and have been used only in order to give a semblance of reality to the game being simulated.



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