

COMMODORE
64/128

INTERNATIONAL TENNIS

COMMODORE
64/128

ZEPPELIN
GAMES

International Tennis accurately simulates top World Class competition on a wide variety of global playing surfaces.

Two players can battle it out on Grass as found in the famous UK Championships, or one player can compete against multi-level computer opponents on Clay or Hard Surfaces.

With a complete range of shots at your disposal and full Tennis Association rules, International Tennis is the most entertainingly playable Tennis simulator of all time!

INTERNATIONAL
TENNIS



Featuring: One or Two player options, Clay, Grass, Hard Surfaces, Lobs, Backhand, Forehand, Smashes, Volleys, Topspin, Tennis Association Rules, Passing Shots, Referees, Line Judges, Three Level Computer Opponents, Various Match lengths, Games, Sets, Matches, Aces, and lots more!

COMMODORE
LOADING
INSTRUCTIONS
Press SHIFT and
RUNSTOP together.
Press PLAY on the
cassette recorder.

Program: John Carlyle
Graphics: Neil Hislop
Music: Andy Rodger
Made in UK



5 016414 043361

OPTIONS

International Tennis is controlled via a **JOYSTICK** connected to Port Two on the Commodore 64/128. Two player options require an additional joystick to be plugged into Port One.

The following options are available on the menu screen:

PLAYERS	One or Two Players
SETS	Choice of 1, 3 or 5 Sets
COURT	Lawn Court which absorbs some of the ball bounce Clay Court for professionals with poor ball bounce Hard Court for beginners where the ball bounces high
SKILL LEVEL	Select computer opponent skill level as either Easy, Normal or Hard
PLAY GAME	Starts the Match after player names have been entered.
"RUNSTOP"	Pauses game
"Space"	Unpauses game
"Q"	Quits present Match whilst on pause

PLAYING TENNIS

The two players on the court have been allocated strip colours as follows:

PLAYER ONE	White shorts and top
PLAYER TWO	Yellow shorts and top

International Tennis is played to full Lawn Tennis

Association rules, and the game is scored and governed by this legislation. All referee and line judge decisions are final.

When your player has service, he can be moved to the correct position on the base line. Pressing Fire throws the ball into the air, and pressing Fire again makes the player begin his swing for the ball. If the ball is either too high or too low when the player begins his swing he will miss the ball.

During a game, the player can be positioned anywhere on his side of the court by movement of the joystick. Pressing Fire when the ball is in the near vicinity of the player executes a forehand or backhand shot according to the ball's position in relation to the player.

The direction of the ball is determined by the timing of your swing and any spin that you choose to add to the ball. The following joystick positions affect ball movements:

RIGHT -

Spins ball to the right

LEFT -

Spins ball to the left

JOYSTICK TOWARDS NET -

Powers up the ball

JOYSTICK AWAY FROM NET -

Drop shots the ball

Different Joystick and Fire button combinations will enable the player to develop their own repertoire of match winning shots. These shots will change according to the Hard, Lawn or Clay playing surface selected.

Current Match scores are registered on the scoreboard at the rear of the playing screen.

PLEASE NOTE: IT IS ILLEGAL TO COPY OR BACK-UP
THIS COMPUTER TAPE

THE AIRCREW SPECIAL OFFER!!

The Aircrew is a unique games club, dedicated to bringing you all of the latest information on Zeppelin, Zeppelin Platinum, and Impulze products.

The Aircrew bi-monthly magazine is packed full of big prize competitions, insider hints and tips, game exclusives, free trade posters, special offers, exciting features, and gives all members advance information on all new game releases!!

To obtain your free, no obligation, full colour information pack on *The Aircrew*, please write giving your name and address to:

The Aircrew, Dept DJ, PO Box 17, Houghton-le-Spring,
Durham DH4 6JP

The Aircrew - the most exclusive Games Club in the World!!

The program code, graphics, music and artwork of this game are the copyright of Zeppelin Games Limited and may not be reproduced, stored or hired without the written permission of Zeppelin Games Limited.

© 1992 Zeppelin Games Ltd, PO Box 17, Houghton-le-Spring,
Durham DH4 6JP