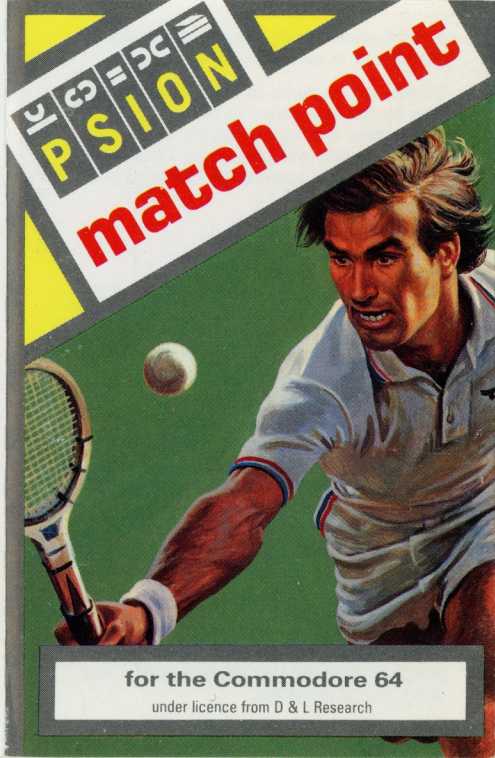


PSION

match point



for the Commodore 64

under licence from D & L Research

EN-C1-G30C

match point

Recreate the excitement and tension of world class tennis in this dramatic simulation that puts *YOU* on the Centre court – stretching to reach that service, volleying crisply from the net and trying to out-think and out-manoevre your powerful opponent.

match point

BY

PSION

Under licence from D & L Research.

Viewed from the commentary box in realistic 3D, you can challenge your computer opponent (or another human) in the Open Championship all the way to the finals, but don't expect it to be easy! Alternatively, you can sit forward on the edge of your seat and enjoy a stunning display of control and skill at the exhibition match.

Suitable for joystick control only, you will need to master the subtlety of the drop shot and lob as well as the controlled power of the forehand drive and volley as part of your repertoire of shots – which should include a range of recovery strokes! However, sheer technical competence is not enough. Strategy and tactics are vital aspects of tennis and you must develop your ball sense and awareness of court positioning or pay the price. Play an adventurous attacking game or stay back and wear down your opponent – all the choices are yours, but don't let your concentration slip.

Step out on to the Centre court and face the greatest tennis challenge of your career ...
(Joystick only)

Once you have mastered the skills and strategy of MATCH POINT, all that remains is to take a deep breath and step out onto the Centre court in front of the waiting crowd . . .

THE CHAMPIONSHIP

You are in the singles competition of the world's most famous tennis championship, and have the option of picking up your racket at any of the following stages:

- Quarter finals: suitable for all levels of experience.
- Semi-finals: demands increased ball control, and faster reflexes.
- Finals: the peak of professional achievement. Only the very best should challenge the existing world champion, your computer opponent.

EXHIBITION MATCH

If you would rather sit back with your strawberries and cream and watch the professionals exert themselves, then select the Exhibition Match option – but be prepared to sit on the edge of your seat! This match can be played by middle, senior or top seeded tennis stars as you wish.

OPERATING INSTRUCTIONS

Player control is achieved using a Commodore compatible joystick. The direction and speed of the ball are determined by the position and motion of the player and also the timing of the swing of the racket. For example, extra speed can be imparted by moving forward while swinging, and striking the ball at the end of the swing will have a different effect from striking it at the beginning. Changing from forehand to backhand is automatic where appropriate, and can be forced by pressing the fire button once.

Pause a game with key **f7**, or use **f1** to abort the match and return to the option screen. To simply restart the current match, press **f4**.

SCORING

The scoring and rules adopted in this game are those of lawn tennis, and this section is intended for those not familiar with the sport of tennis.

A MATCH is played over 3 or 5 SETS and the winner is the first to win either 2 or 3 Sets respectively.

A Set is made up of GAMES, the winner being the first to win 6 games and have a clear lead of two games. Should the score

reach 6 games each, then a TIE-BREAK is introduced to settle the set.

Games are made up of POINTS and are won by the first player to reach four Points with a clear lead of two Points. Play continues until one player has a lead of two Points. The scoring for Points goes as below:

zero points	– love
one point	– “15”
two points	– “30”
three points	– “40”
four points	– “game”

If both players should reach “40” then the score is called “deuce” and the winner of the next Point is said to have the “advantage”. Should he win the subsequent Point then he wins the Game, being two clear Points in the lead, otherwise the score returns to “deuce”.

Players have SERVICE for alternate Games throughout a Set, and players change ends at the end of every odd numbered Game.

TIE-BREAKS consist of ordinary points, labelled 1,2,3 . . . etc, and the winner is the first to 7 points with a clear lead of two points, otherwise play continues till a two point lead is achieved.

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