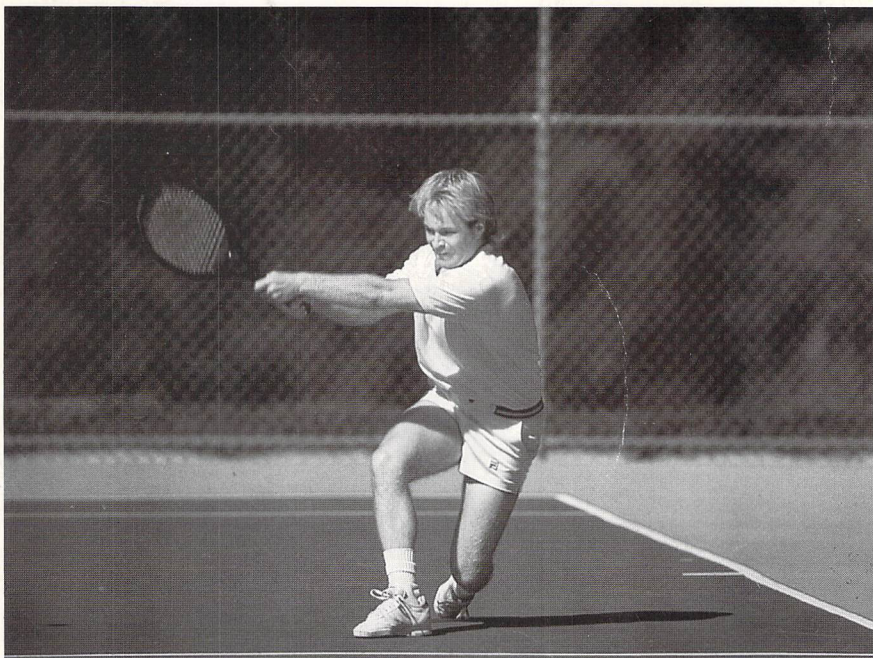


ON-COURT™ TENNIS



Player's Guide

For Commodore 64™ and 128™ computers

GAMESTAR 

Distributed and marketed exclusively by 

On-Court Tennis was created by Ed Ringler, Scott Orr, and Dan Ugrin.

Produced by Scott Orr.

Original music by John Fitzpatrick.

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Go to the Net

With *On-Court Tennis*, you can enjoy a little “round robin” with friends and family members. Or challenge some of the greatest tennis stars in computer play—each one will vary his skill to match yours, so as you get better, so will he.

And when you want to take a breather, you can watch two computer stars of the court go at each other.

The choices are yours.

You choose a playing style, and a playing surface to suit your style—grass for an extremely fast game, the hard court for consistently true bounces, or the clay court to play at a more leisurely pace.

You choose the length of each match—a single set for warming up, best of three sets, or best of five.

And you play *your* game, with full racquet control over groundstrokes (angle and spin), serves, and smashes.

This *Player's Guide* includes all the information you need to play *On-Court Tennis*. The first section, “Getting Started,” tells you how to load the program into your computer, select a playing surface and style, and set the length of the match. You’ll also find a rundown on the four top seeded computer players you can choose from. “On the Court” describes all the rules and techniques for play: how to serve, rallies, smashes, and scoring. Finally, in “Tips for Stars” you’ll find some hints on improving your *On-Court Tennis skills*.

Getting Started

Loading On-Court Tennis

To load On-Court Tennis into your computer, follow these steps:

With the Commodore 64,

1. Start with your computer turned off and the cartridge slot empty. Turn on your disk drive and monitor or TV, if necessary. When the busy light on the drive goes out, insert the *On-Court Tennis* diskette in the drive, label side up.
2. Turn on the computer. When the word **READY** appears, type **LOAD "TENNIS",8,1** and press **RETURN**. The program will load automatically.

With the Commodore 128,

1. Start with your computer turned off and the cartridge slot empty. Turn on your disk drive and monitor or TV, if necessary. When the busy light on the drive goes out, insert the *On-Court Tennis* diskette in the drive, label side up.
2. Hold down the Commodore key in the lower left corner of the keyboard while you turn on the computer. When the word **READY** appears, type **LOAD "TENNIS",8,1** and press **RETURN**. The program will load automatically.

For a one-player game, plug a joystick into port 1; for a two- player game, plug another joystick into port 2.

Pregame Warmups

To set up a match, first select your playing surface and type of game.

- Press the **F3** key to choose your playing surface:

GRASS—an extremely fast surface; balls tend to skip and pick up speed on impact.

HARD COURT—the most predictable playing surface; balls bounce consistently throughout the match.

CLAY—the slowest playing surface; balls tend to slow down and bounce high on impact.

- Press the **F3** key to select a **1 PLAYER**, **2 PLAYER**, or **DEMO** game.
- Press the **F7** key to go to the **NEXT MENU**.

To choose your style of play, select one of the four top seed stars to take the court for you.

- **PLAYER 1** presses the **F3** key to select his or her top seed. (If you're playing solo against the computer, the menu reads **COMPUTER** instead of **PLAYER 1**.)
- **PLAYER 2** presses the **F5** key to select his or her top seed. Both players can select the same top seed if they like. Here are your choices:

JOHN RINGLER has a great backhand, decent forehand and serve. Aggressive—going to the net often, he pressures opponents into making mistakes. But his hot temper sometimes hampers his play during long matches.

BJORN UGRIN has good control over all his shots—a very good backhand and serve, good forehand. He plays a baseline game, so he has exceptional stamina.

JIMMY ORR has a great forehand, decent backhand, and good serve. He wears opponents down with his tenacious all-court play. But his endurance is sometimes a question mark.

IVAN MESSIER has a great serve. He tends to play the baseline with a very good forehand and a good backhand. Unflappable—his even temper makes him especially tough during long matches.

PLAYER 1 (or the **COMPUTER** player) always wears a blue shirt; **PLAYER 2** always wears a yellow shirt.

- After selecting your top seeds, press **F7** to go on to the **NEXT MENU**.

To choose the length of the match and start play,

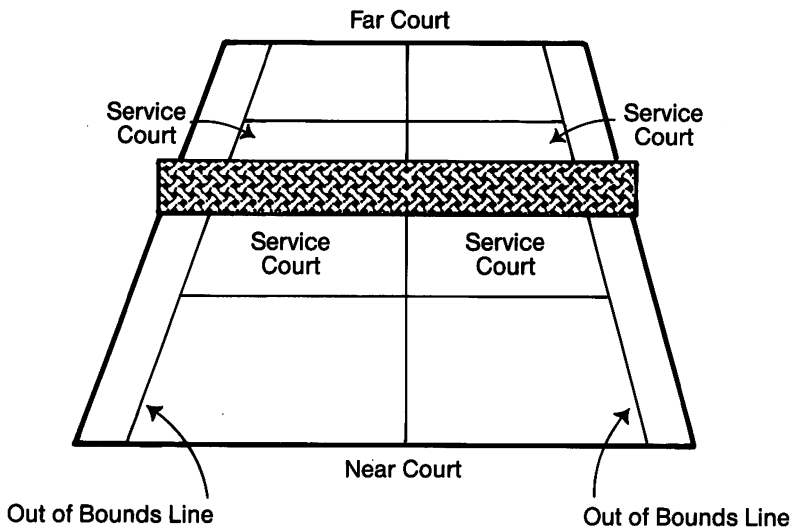
- Press the **F3** key to select **2 OF 3 SETS**, **3 OF 5 SETS**, or **1 SET**.
- Press the **F7** key to **PLAY TENNIS**.

To pause during a game, press the **F1** and **F7** keys at the same time; press them again to resume play.

To restart a game, press the **F3** and **F5** keys at the same time.

On the Court

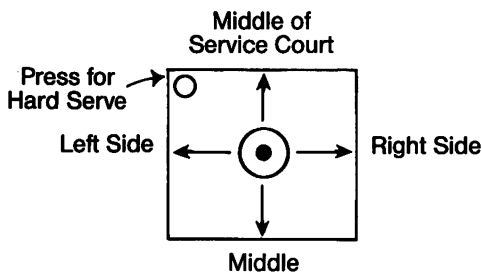
Each game begins with **PLAYER 2** serving from the near court (at the bottom of the screen) to **PLAYER 1** in the far court (at the top of the screen). Players always serve from the near court.



The Art of Service

The player serving automatically tosses the ball in the air. To serve, move the joystick to swing your racquet when the ball is near the *top* of the toss. The direction you move the joystick determines the placement of the serve in your opponent's court, as shown in the joystick diagram below.

For a hard serve, press and *hold down* the joystick button as you swing.



A serve that lands anywhere inside your opponent's service court is good. If your serve lands outside your opponent's service court or hits the net, it's a *fault*. If you hit two faults in a row (*a double fault*), you lose the point.

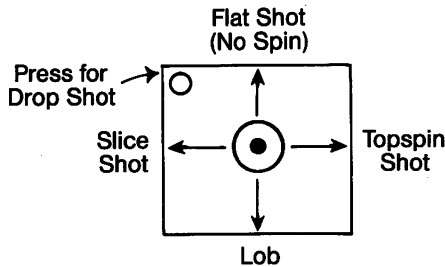
The serve changes after each game—accompanied by a musical interlude. See "Scoring" for details.

Rallying

During play, the computer automatically moves your on-screen player to the ball, so you can concentrate on your swing.

To return a shot, press the joystick button or move the joystick *when the ball's shadow approaches your player's feet in the near court, or just after it bounces in the far court.*

By pressing the joystick button, you can hit a drop shot. The direction you move the joystick controls the other kinds of shots you can hit, as shown in the joystick diagram below.



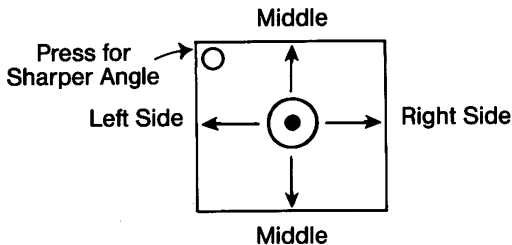
The timing of your swing determines the direction, or angle, of your shot.

It's a Smash

If your opponent lobs the ball to you, you must smash it back.

Lobs, of course, have a high arc. To smash one back at your opponent, move the joystick just *before* the ball's shadow reaches your on-screen player's feet.

The direction you move the joystick determines the placement of a smash, as shown in the joystick diagram below.



For a sharper angle on a smash, press and *hold down* the joystick button as you swing.

Scoring

You win a point when your opponent—

- double-faults
- hits the ball out of bounds or into the net, or
- misses the ball entirely.

You win a game when you score at least four points and outscore your opponent by at least two points. *On-Court Tennis* uses the same scoring system as real tennis:

NO SCORE = 0
1ST POINT = 15
2ND POINT = 30
3RD POINT = 40
4TH POINT = GAME

A score of 40-40 is called *deuce* (—). The player who wins the next point scores an *advantage* (AD). If a player holding advantage wins the next point, he or she wins the game; otherwise, the score goes back to deuce.

To win a set, you must win six games by a margin of at least two games. If the set score goes to 6-6, you must play a *tiebreaker*. The server serves one point to begin a tiebreaker. The serve changes after the first point, and changes every two points thereafter. The first player to score seven points wins the tiebreaker and the set.

Tips for Stars

- The key to victory in *On-Court Tennis* is finesse and strategy. Before playing a game, you might want to watch a DEMO game or two to get a feel for the rhythm of the game.
- When you're serving, keep in mind that the height of the toss affects the depth of the serve. By going with hard, wide serves, you may be able to force your opponent out of position and—sometimes—score an “ace.”
- When hitting groundstrokes, remember that the angle of your shot will vary with the timing of your swing. Your on-screen player will get to most balls, so don't rush your swing—let the ball bounce, especially when returning dropshots and slicing groundstrokes.
- Use lobs to force your opponent away from the net; use dropshots against opponents who like to play the baseline. But wait for the right situation to use lobs and dropshots—if you hit too many of them, you'll end up hitting a lot of balls out of bounds or into the net.
- Smashing takes some time to master, so be patient. As with groundstrokes, you must focus on the ball's *shadow* when going for a smash—when the shadow approaches your on-screen player's feet, swing. As you get better at smashing, try putting a sharper angle on your smashes by pressing the joystick button while you swing.
- Choose an on-screen player whose style is consistent with your own, and develop a game plan. Learn the strength's and weaknesses of your opponent's playing style. Some players are strong early in a match; others come on strong in the late going. Run the opposing player around to wear him down both physically and mentally.

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