

# SERVE & VOLLEY™

Designed By: Artech Digital Entertainments, Inc.



**The Manual for  
Commodore 64/128**

# SERVE & VOLLEY™



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# SERVE & VOLLEY



Center court, high noon. The crowd murmurs politely. Ball boys patrol the perimeter as you take your place at the serving line. Your hand clenches the racquet as you jam an optic yellow tennis ball into the pocket of your expensive white shorts.

Over there, across the net, your opponent paces back and forth in silent concentration. Strange. A few minutes ago in the locker room, he looked normal — almost friendly. Now, out here in the glaring sunlight, you see him for exactly what he is: a tennis juggernaut with graphite nerves, a savage backhand, and the cool determination to pound you into the hard court in three straight sets.

Welcome to the International Circuit.

## Getting Started

- 1 Connect your joystick in Port 2. For a two-person game, connect the second joystick in Port 1.
- 2 Remove any cartridges, then turn on your Commodore 64/128, and your disk drive.
- 3 Insert the disk into the drive, label side up. Close the drive door.
- 4 Type **LOAD""",8,1** — the title screen appears in a moment.

## Set Up A Game

Press the **fire button** twice to reach the Game Selection menus. As each menu appears, move the joystick to highlight the option you want, then press the **fire button** to select the option.

### ● Type of Competition

|                          |                                                                      |
|--------------------------|----------------------------------------------------------------------|
| <b>Match</b>             | Standard match mode                                                  |
| <b>Tournament</b>        | Create and play a single-elimination tournament for the Accolade Cup |
| <b>Resume Match</b>      | Resume the last match saved on the disk                              |
| <b>Resume Tournament</b> | Resume the last tournament saved on the disk                         |

### ● Difficulty

|                 |                                               |
|-----------------|-----------------------------------------------|
| <b>Easy</b>     | Beginner-level play                           |
| <b>Medium</b>   | Faster play                                   |
| <b>Hard</b>     | Faster play, with greater accuracy required   |
| <b>Instruct</b> | Training option — teaches you to set up shots |
| <b>Demo</b>     | Auto-play demonstration                       |

# SERVE & VOLLEY

## ● Sets per Match

A set requires one player to win at least six games with a two-game edge. To break an extended tie in Serve & Volley, the maximum score in games allowed in any one set is 13 to 12.

|            |                                                             |
|------------|-------------------------------------------------------------|
| <b>One</b> | One set only                                                |
| <b>2/3</b> | Best two out of three sets (international women's standard) |
| <b>3/5</b> | Best three out of five sets (international men's standard)  |

## ● Surface

|                   |                                                          |
|-------------------|----------------------------------------------------------|
| <b>Hard Court</b> | Fastest, highest bounce                                  |
| <b>Grass</b>      | Slower, longer bounce                                    |
| <b>Clay</b>       | Longer bounce, faster than grass, but with less mobility |

## ● Court

|                     |                                  |
|---------------------|----------------------------------|
| <b>Centre Court</b> | Centre court, complete with fans |
| <b>Seaside</b>      | Seaside court with spectators    |
| <b>Country Club</b> | Private poolside practice court  |

## Select Your Players

After you've set up the game, the Player Selection screen automatically appears. The top half of the screen shows the seed list of current players by rank.

## ● Choosing Players

- 1 Move the joystick to highlight a player's name. (Some players have the letter **C** in front of their names; they can only be controlled by the computer.)
- 2 Press the **fire button** to select the player.
- 3 At the prompt, use the joystick and **fire button** to assign the selected player to one of the joystick ports. If you're playing in a solo game and want to have the computer control this player, choose **COMPUTER**.
- 4 Repeat the above steps to choose the second player. (You can even choose the same player again, and play him against himself.)
- 5 If you're setting up a tournament, keep entering players until the entire tournament chart is filled. Press **F3** to view the chart, and the **fire button** to return to the seed list. For more information on tournaments, read the *Tournament Play* section below.
- 6 After you choose the final player, a prompt asks if you wish to make changes. Answer **YES** if you want to select different players. Answer **NO**, and the game screen automatically appears.



## ● Player Stats

Performance characteristics for highlighted players appear at the bottom of the screen. Stats show their:

- Win/Loss Record
- Winning Percentage
- Percentage of Successful First Serves

Three bar displays tell you more about the player strengths and weaknesses:

- Speed vs. Endurance
- Forehand vs. Backhand
- Power vs. Accuracy

Just like in real life, player performance improves with practice. Every time a player performs, the computer factors the new performance into his permanent stats.

## ● Create New Players

Slots 11 and 12 on the player seed list are empty — giving you room to create your own players:

- 1 Select an open slot
- 2 Enter the new player's name at the prompt
- 3 Move the joystick to set the Speed/Endurance Slider Bar where you want it. Press the **fire button**.
- 4 Set the next two sliders the same way. After the third slider, press the **fire button**, and your new player appears on the seed list.

To create a new player when all slots are full, select slot 11 or 12 and follow the same instructions. The new player you create replaces the old player on the roster. The retiring player is now free to pursue a career in announcing or product endorsement.

## ● Move Up the Seed List

A player automatically moves up the seed list by beating a player with a higher seed number. Players who don't advance may eventually be bumped off the list. To get them back on the list, re-create them as new players, and set up a challenge match against an established player.

# SERVE & VOLLEY

## Function Keys

The following function keys are available during play:

|                 |                                                                 |
|-----------------|-----------------------------------------------------------------|
| <b>Restore</b>  | Restart Game (available any time)                               |
| <b>F3</b>       | During selection of Tournament players: Views Tournament Chart  |
| <b>F3</b>       | During Tournament play: Saves Tournament                        |
| <b>F3</b>       | During Match play: Saves Match                                  |
| <b>F5</b>       | View Recap Screen (of last shot missed)                         |
| <b>Run/Stop</b> | Pause Game (available any time)                                 |
| <b>Q</b>        | Leave a Tournament game between two computer-controlled players |

## The Control Box

The Control Box is the place where you call the shots — literally. The box appears over your side of the court during play. The first time you play **Serve & Volley**, take a few minutes to learn how to use it:

- 1 Select **Instruct** mode from the opening menus, and follow the onscreen instructions (or the following instructions).
- 2 Press **Run/Stop** to continue the game after every set of instructions. You can practice each instruction before moving on to the next one.

## ● How to Hit Your Shots

The server always makes the first move, from the Serving Aim Screen, which includes:

- A map of the court, on which you position yourself and aim your shots
  - A Selection Bar that enables you to select the type of serve you want to hit
- 1 Press the **fire button**, then use the joystick to position the yellow box on the opponent's service box. This aims your shot.
  - 2 As you aim, a gray Selection Bar rises at the left, parallel to a bar containing the letters **F**, **S**, and **T**.
    - Press the **fire button** as the bar passes **F** to hit a flat shot
    - Press the **fire button** as the bar passes **S** to hit a slice (sidespin) shot
    - Press the **fire button** as the bar passes **T** to hit a topspin shot

If you don't select any of these options, the computer automatically selects a flat shot (**F**).

- 3 After you select your shot, the Serve Screen appears, and a gray bar comes down. This is the Performance Bar, on which you determine the accuracy of your shot.



## How to Hit Your Shots (continued)

Notice the green rectangle in the column, and the numbers in the Difficulty Level window. The computer takes your shot information, and calculates the range within which the shot can be successful. If the green rectangle, and number, are large, the shot is easy; if they're small, you've set up a tricky shot. (Remember, shots that are easy for you to hit are also easier for your opponent to return!)

To hit the ball, press the **fire button** when the descending bar is as close to the center line of the green rectangle as possible. (The closer it is, the harder it will be for your opponent to return the ball.) A close-up Strobe-O-Stroke™ view of your shot appears in the Control Box window.

The error margin on your shot appears in the Difficulty Level window. The greater the error, the easier it is to return.

- 4 After your serve, a new screen titled **Run To Where?** appears in the Control Box.
- 5 Use the joystick to move the yellow block to the area of your court where you expect your opponent to return his shot. Press the **fire button** to set your position.
- 6 When your opponent hits his shot, the Aim Screen appears in the Control Box. Move the small yellow block to aim your next shot on your opponent's court, then press the **fire button**. This is a major tactical decision — try to aim your shot so that he really has to sweat to reach it.
- 7 As you take aim, the gray Selection Bar rises:
  - Press the **fire button** as the bar passes **V/S** for a volley or a smash.
  - Press the **fire button** as the bar passes **L** for a lob.
  - Press the **fire button** as the bar passes **F/B** for a forehand or backhand shot.If you don't choose a shot, the player automatically hits a forehand or backhand (**F/B**)
- 8 Once again, as the Performance Bar descends, press the **fire button** as it passes through the green rectangle.

## Scoring

Tennis uses a simple (if somewhat eccentric) scoring system:

|                     |                              |
|---------------------|------------------------------|
| Starting Score      | 0 (also called <b>Love</b> ) |
| First Point Scored  | 15                           |
| Second Point Scored | 30                           |
| Third Point Scored  | 40                           |

The winning player must score one point beyond 40, *and* at least two more than the loser. For example, if the score is 30-40, the leader must score another point to win.

A score of 40-40 is called *deuce*. If the server wins the next point (thus needing only one more point to win), the score is *ad-in*. If the non-serving player wins it, it is *ad-out*. If both players get one more point over deuce — thus evening the score — it's back to deuce again.



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## Serving

Stand on the baseline to serve. You have two chances to get the ball over the net, and into play. The serve must land in your opponent's *service court* — the box in the front half of his court that's diagonal from your position at the line.

If your first serve lands anywhere besides your opponent's service court, the referee calls it a *fault*, and you get a second serve. If the second serve also misses, it's called a *double fault*. Your opponent is awarded the point, and you move to the other end of your baseline to make the next serve. The statistic that reads, **% of first serves in**, tells you how well your player serves.

## Fatigue

No matter how much endurance your player has, eventually he'll show signs of slowing down. The fatigue bar in the Control Box lets you know how tired your player is getting. As exhaustion increases, strength, accuracy, and speed tend to decrease. Handle fatigue the same way the pros do: slow down, pace yourself, and play smarter instead of harder.

## Tournament Play

To compete for the coveted Accolade Tennis Cup:

- 1 Select **Tournament** from the **Type of Competition** menu at the beginning of the program.
- 2 Set other game options just as you would for a two-player match. The selected options apply to all tournament matches.
- 3 At the Player Selection stage, press **F3** to view the tournament chart. To enter the eight players necessary for a tournament:
  - Press the **fire button** to return to the seed list
  - Move the joystick to highlight the player's name
  - Press the **fire button** to select the player and enter him on the tournament roster
  - At the prompt, indicate who controls this character: you, another player, or the computer.

You can play in all games, some of them, or let the computer play all the games. Once all eight slots are filled, the menu at the bottom of the screen offers a variety of options, depending on who controls the players:

**View match** — watch a match against two computer-directed players. (Press **Q** to leave a viewed match.)

**See match results** — the two highlighted computer-directed players play a match offscreen (this takes just a second), and the score and winner automatically appear. Press the **fire button** to return to the tournament roster.

**Press fire button to start match** — begin a match in which you control one player.



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## STRATEGY AND TIPS

- The better you understand your opponents' tactics, the more accurately you can predict where they will return the next shot. Among the patterns to look for:
  - Most players go to a favorite part of the court after each shot; avoid hitting to that spot.
  - Some players are strong at the baseline, others like to stick to the net. Not many are equally good at both. Exploit these weaknesses.
  - Hit to the left side of a player with a strong forehand (forcing a backhand), or to the right of a player with a strong backhand.
  - Fatigued players are more easily drawn out of position, and may make less-accurate returns.
- Try to hit the Performance Bar at the exact middle of the green rectangle to make the shot more difficult for your opponent.
- When you miss a shot, press **F5** for a recap message that explains why you missed. Possibilities include: Being out of position (the ball is behind you), and missing the center of the accuracy bar. To improve, watch the error margin number (which tells you how far off perfect you are). Then analyze where your weaknesses are, and work to correct them.

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