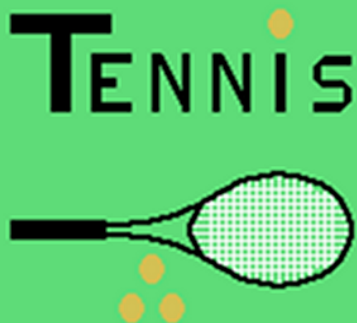COPYRIGHT 1983   NICESOFT

TENNIS

For the Texas Instruments TI-99/4a
Home Computer

Joysticks required

QUICK REFERENCE GUIDE

USE JOYSTICK TO CONTROL PLAYER MOVEMENT:
Forward/Back/Left/Right

FIRE BUTTON SWINGS RACKET   Press fire once
to change to/from forehand/backhand.

Play vs computer: Human player is black.

FCTN 1, 2, 3 to change court colour.

Speech synthesiser optional.

+ and - to adjust game speed.

Bruno Duriez, Albert Loridan, Nice Soft, Nice, France.
NICESOFT 1983

Manual design by blackbox 2020. Text based on document
placed on GAMES for TEXPAC BBS. Tennis scoring rules
from Wikipedia.

TENNIS

This tennis program features most of the actions of a real tennis match, including:
- service
- forehand and backhand shots
- lobs, volleys
- balls out, or in the net
- defensive and offensive play
- tie-breaker
- scores announced by the referee via the speech synthesiser

And even better, you can play against a wonderful partner: the TI-99/4A COMPUTER, or against a second player.

Three different levels allow you to select a perfect partner, really adapted to your training and skill, from beginner to pro,

Furthermore, a live demonstration game between two computer players will show you how realistic the action is, and perfectly illustrate all the capabilities of this program.

TENNIS

SELECTING GAME OPTIONS

The introduction screen appears, announcing the program. After a few seconds, a demonstration game starts automatically, showing live action.

Press BACK (FCTN 9) then any key to get the option selection screen:
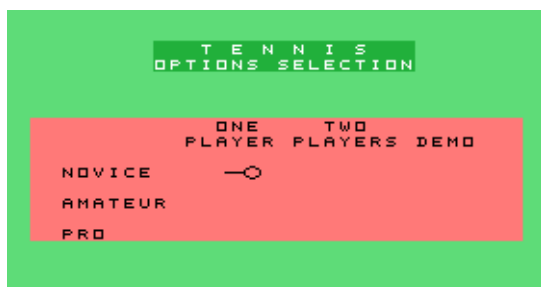
Select the level and the number of players (or a demonstration game) by moving the small racket shown in the chart by using the joystick or the arrow keys (ESDX).

Press ENTER or FIRE once your selection is made.

You are then prompted for the names of the players. You can also give a name to the computer champion. If you do not enter a name, the computer will just assign a standard one to allow distinguishing the two players on the score board. Note that a coloured player indicates the colour of the player to which the name is assigned.

Alpha lock must be off to use the joysticks. A message "REMOVE THE ALPHA-LOCK THEN PRESS ENTER" will remind you. .

You are now ready to start your tennis match.

TENNIS

PLAYING A TENNIS MATCH

Move the players with the joysticks. Press the FIRE button to swing the racket in order to hit the ball.

You can position the player to receive the ball either in forehand or backhand.

When you press the FIRE button, the racket starts moving. The direction of the shot is determined by the position of the racket / ball when contact is made.

SERVING

When it is your turn to serve, use your joystick to give the direction of the ball, relative to the service area (left, centre, right) and the strength of your serve (up or down for fast serve, centre for medium serve). Press FIRE keeping the joystick in the selected position. If your first serve is OUT, you are given a second chance. The probability of success relates to the direction and strength selected. Double faults can occur.

POSITIONING THE PLAYER TO RETURN THE BALL

Moving your player to the right results in the racket position for a forehand shot; and to the left a backhand shot. The player may be finely positionedby moving a few steps left or right before the racket is so positioned. In any case pressing the FIRE button results in moving the racket between forehand / backhand.

TENNIS

RETURNING THE BALL

Ball speed control can be achieved by player movement at the time of hitting the ball.

- If the player moves towards the net the ball is accelerated.
- If the player moves away from the net the shot will be a lob if the opponent is close to the net.
- If the player does not move vertically the ball is hit at normal speed.

The ball direction is also affected by the players motion.

COLOUR

The colour of the court can be changed using the FCTN key and number 1, 2 or 3. See below.

TENNIS

SCORING

All the Tennis rules are respected (see Appendix).
Players change sides after every odd game.
The referee announces the score (speech synthesiser required).
The match takes place in five sets. A tie-breaker game takes
place at 6 games all.

LEVELS

The three levels of play set the pace of the action and the
aggressiveness of the computer opponent.
NOVICE- The computer returns the ball in your direction and
is not aggressive.
PRO- the computer alternates fast and slow shots, executes
lobs and volleys.
AMATEUR- intermediate between Novice and Pro, sometimes
the computer can play with aggression.

At the end of a match, the level is displayed.

SPECIAL OPTIONS:

PAUSE- **SPACE** bar, any other key to resume.

SPEED- **+ and -** adjust the games pace.

REDO - **FCTN 8**- restarts match from beginning

BACK- **FCTN 9** return to options screen

APPENDIX

RULES OF TENNIS - SCORING

A tennis match is composed of points, games, and sets.

Each game consists of points.
The **"points"** have a special name and instead of 0-1-2-3-4 the scores are called as LOVE- 15 - 30 - 40 - GAME
A winning player must have two points more than the losing player.
If both players have "40" the game is announced as "DEUCE"
After 40-40 a player must score two points and the score will be called ADVANTAGE or return to DEUCE if the players level again..
Advantage plus a point will win the game.

A set consists of a number of games (a minimum of six),.
A set is won by the first side to win 6 games, with a margin of at least 2 games over the other side (e.g. 6–3 or 7–5).
If the set is tied at six games each, a tie-break is usually played to decide the set.
In a tie-break game the scores are often announced as the points rather than the special names.
Due to the extended times of some tie break sets, where the two point lead was still required, tournaments have used variations on the rule to pass on to the next set more rapidly.including awarding the set at 6-7.

A match is won when a player has won the majority of the prescribed number of sets. Matches employ a best-of-five (first to three sets wins) set format.

(https://en.m.wikipedia.org/wiki/Tennis_scoring_system)