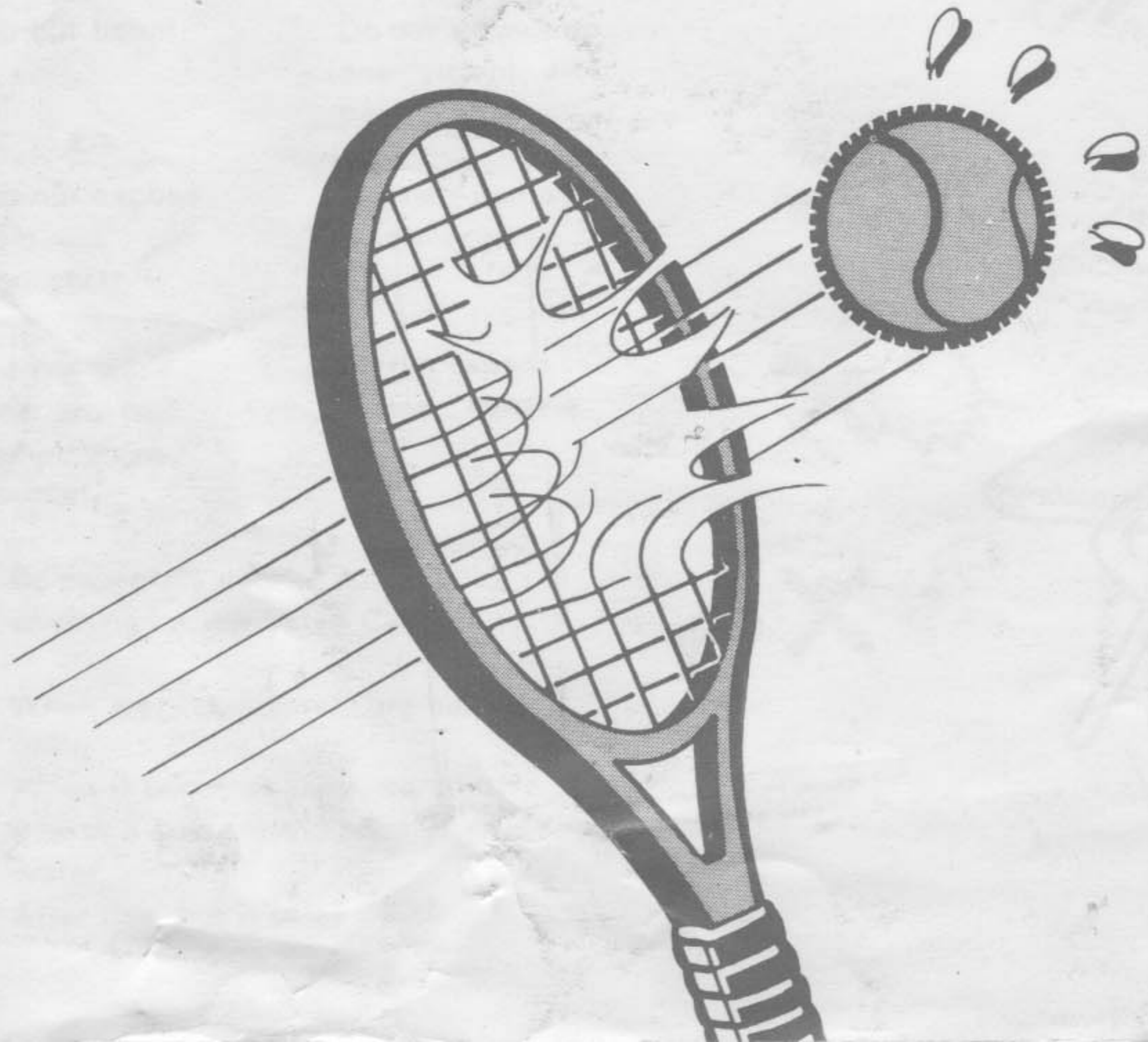# Super Tennis™


SEGA®

READ THIS BEFORE YOU START

The SEGA CARD and the MEGA CARTRIDGE are intended exclusively for the SEGA MASTER SYSTEM.

HOW-TO-USE SEGA CARD MEGA CARTRIDGE

① Make sure that the POWER SWITCH is "OFF".
② Next, insert the SEGA CARD or MEGA CARTRIDGE into the SEGA MASTER SYSTEM (see the illustration).
③ Turn the POWER SWITCH "ON". If nothing appears on the screen, check to see that the insertion as described in the above point is properly made.
④ After using, first be sure to turn the computer's POWER SWITCH "OFF" and then pull out the SEGA CARD or the MEGA CARTRIDGE and put it in its case for safe storage.

Control 1

Control 2
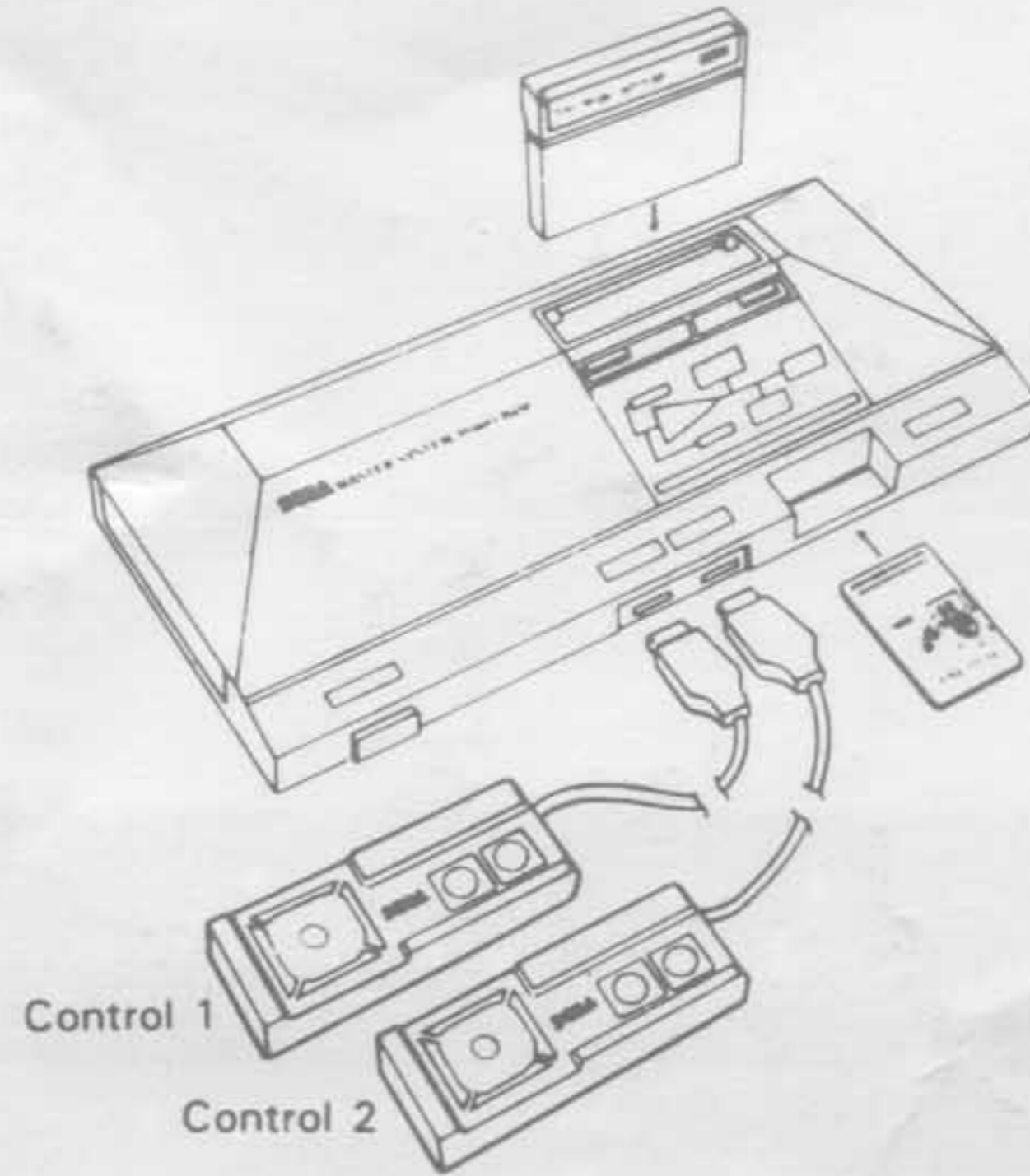
What's Happening

You are about to play tennis against a computerized opponent. The rules, swings and scoring of real tennis have all been applied.
If you are playing alone, the computer will challenge you in a single's match. If you are playing with a friend, you will both be on the same team, and the computer will challenge you in a double's match. THE OBJECT OF THE GAME is to win the match.

Match, Set And Game Defined

A match is composed of sets.
A set is composed of games.
A game is composed of points.

The winner of the match is the first player to win two out of three sets. The winner of a set is the first player to win six games, by at least a two-game lead. If a set should reach 6-6, a tie-breaker will be played to decide the set. (See below) The winner of a game is the first player to score four points,

1
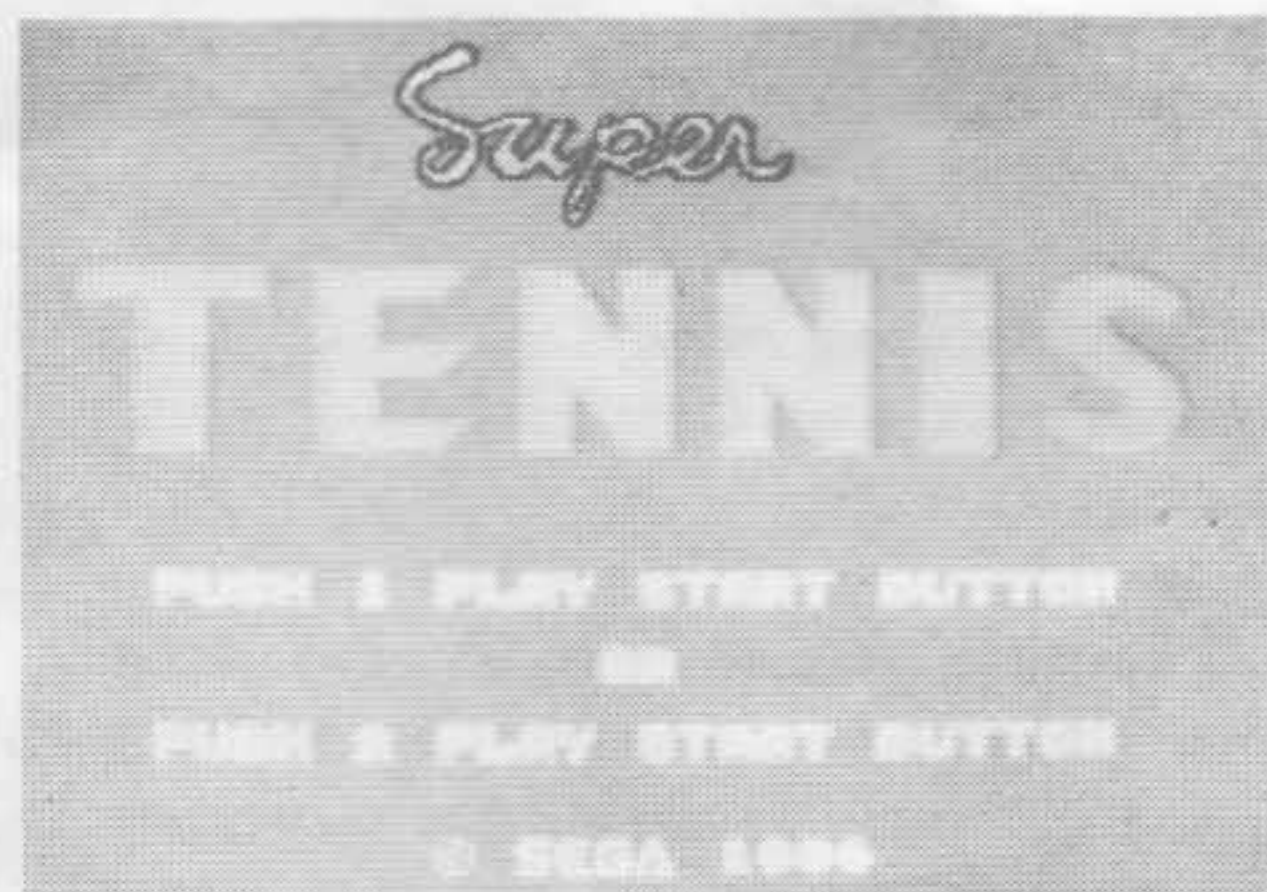
and do so with a two-point lead. If both players should score 3 points, the score becomes "Deuce" and play continues until one player reaches a two-point lead. In tennis, the first point scored in a game is shown as 15. The second point is 30, the third point is 40, and the fourth point is "Game" (assuming you have a two-point lead). A tie-breaker, as stated above, is used to decide a set if the score reaches 6-6. In a tie-breaker, the first player to score seven points, with at least a two-point lead, wins. Play will continue until there is a winning, two-point spread.
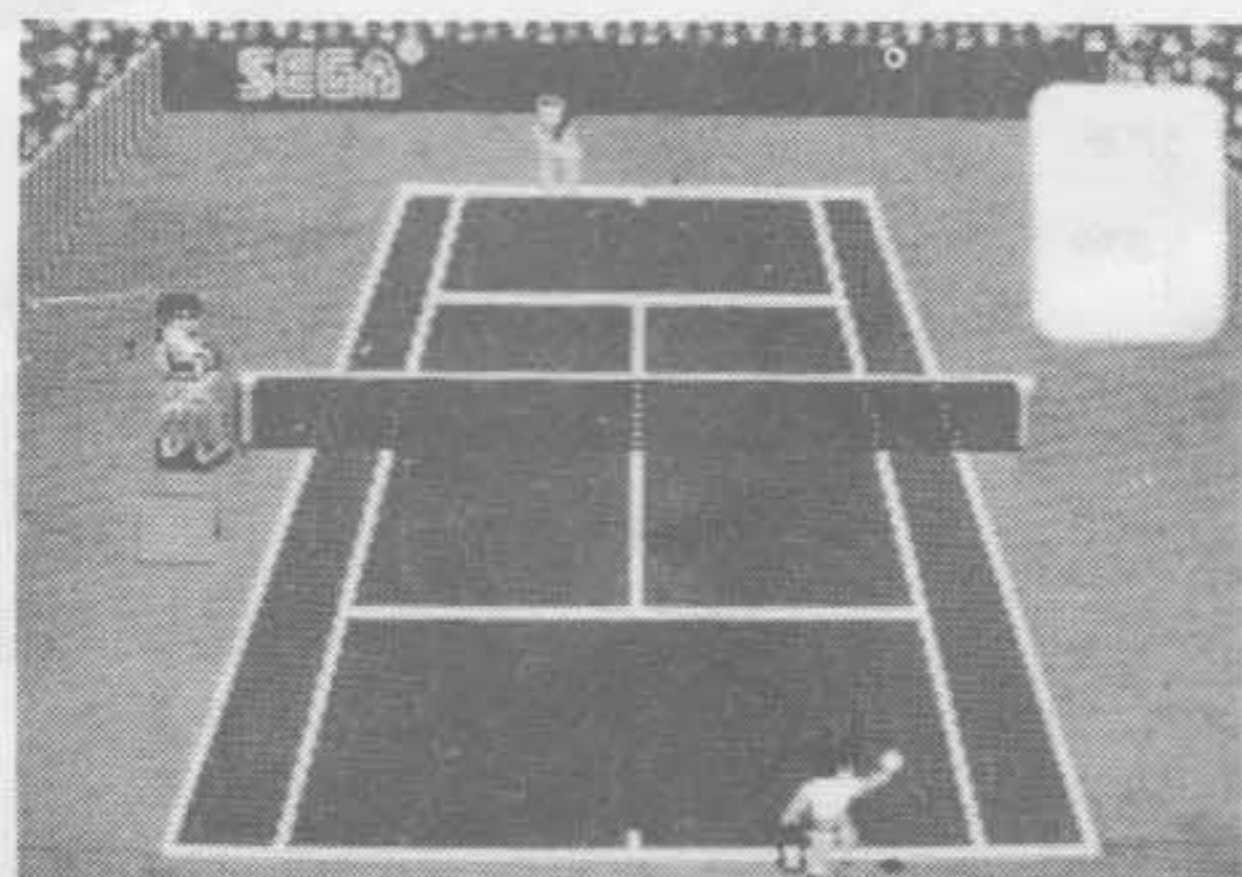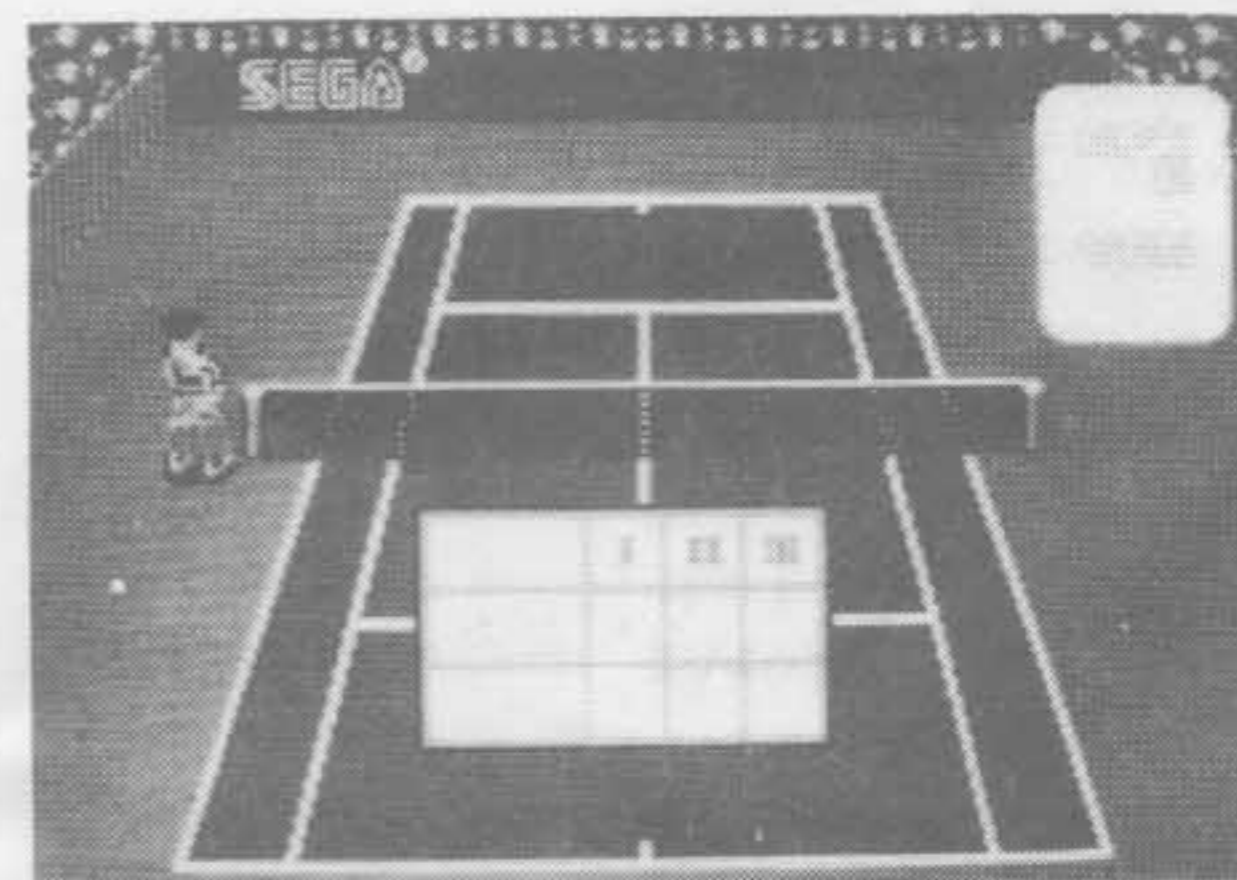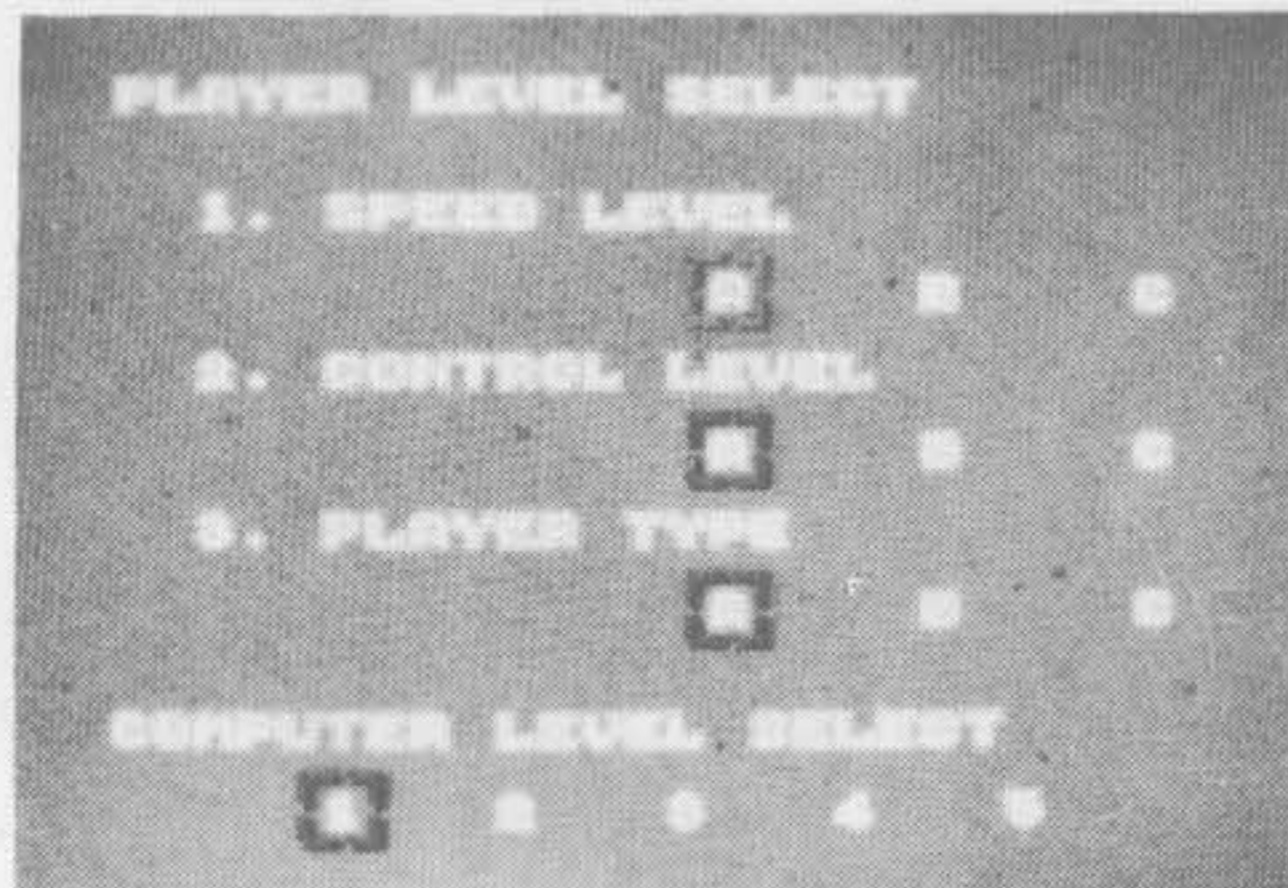
To Begin The Match

For a one-player game, press a start button on control pad 1. For a two-player game, press a start button on control pad 2. (Remember, both players will be on the same team, competing against the computer in a double's match.)

SKILL LEVEL SELECTION
This next screen enables you to design the match to your mood and Æor skill level.

PLAYER LEVEL SELECT

1. Speed Level   [A]   B   C
2. Control Level   [A]   B   C
3. Player Type   [A]   B   C

COMPUTER LEVEL SELECT

[1]   2   3   4   5

Use the directional button on the control pad to make your selections. After you have made all your selections, press the start button.

DESCRIPTION OF SELECTIONS:

1. Speed Level

      A   B   C

Slow ◄————————► Fast

2. Control Level

      A   B   C

Fairly ◄————————► Extremely
Accurate   Accurate

3. Player Type

      A   B   C

Versatile   Good   Good
           Offense   Defense

Computer Level Select
    1   2   3   4   5
Easy ◄————————► Difficult

When you have made all level selections and pressed the start button to begin, you will find yourself (and your teammate, if any) at the lower end of the court. In Super Tennis™ players do not switch sides between sets. In single's matches, the inner court boundaries are used. In double's matches, the outer court boundaries are used.

3

Controlling Your Strokes

THE CONTROL PAD

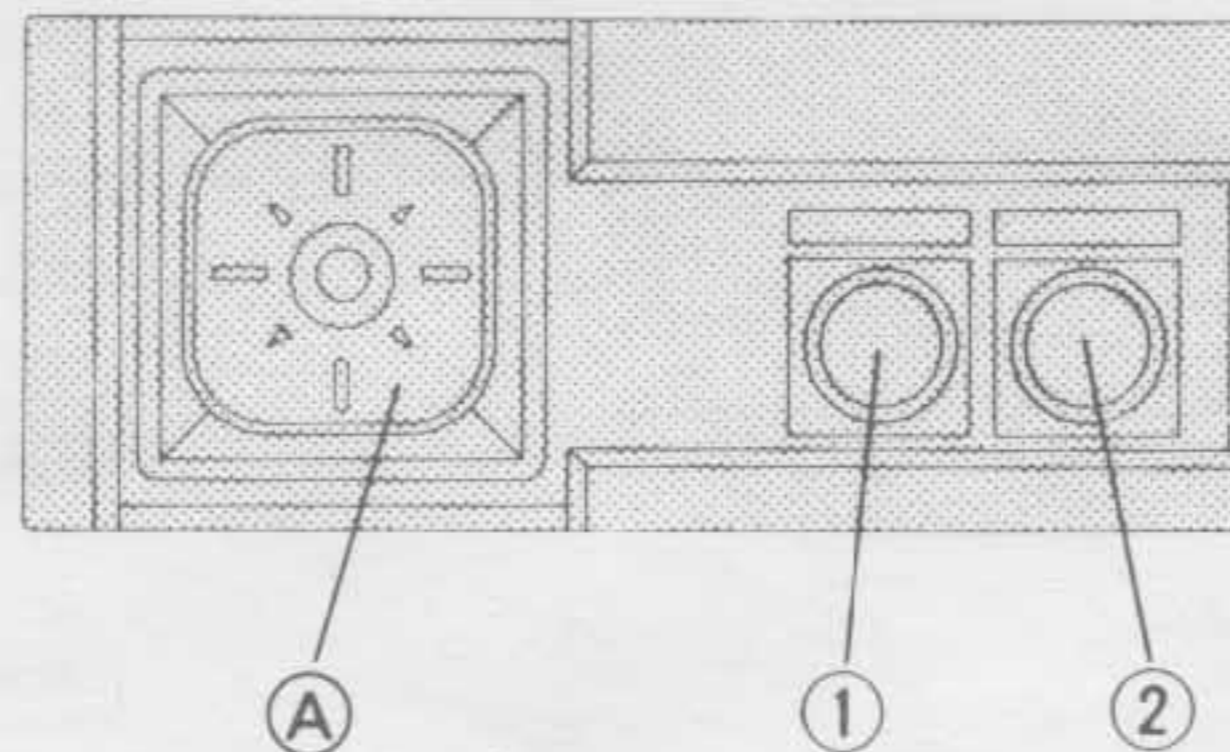Buttons 1 and 2 also act as start buttons.

A DIRECTIONAL BUTTON
① BUTTON
 — Ground Stroke
 — Volley
 — Smash
② — Lob Shot

The Directional button can move your player in any of the arrow-indicated directions shown above. Just press that point on the button. Buttons 1 and 2 can both be used as start buttons.

CALLING THE SHOTS

You can choose from four tennis swings. Depending on player positions and the height of the ball when hit, button 1 will cause a Ground Stroke, a Volley or a Smash. Button 2 will cause a Lob Shot.
Now, let's take a closer look at these swings.
The Ground Stroke can be used on a ball that has bounced once on the court. (Button 1)
A Volley can be used on a ball that has not yet bounced on the court. (Button 1)
A Smash can be used to return your opponent's high lob shot before it bounces. This is an intense return! Usually a winner. (Button 1)
A Lob Shot sends the ball up in an arch, high above the net. It can also be used as a sort of "escape" when a difficult ball comes your way. (Button 2)

Scoring

After every game, the current score will appear on the screen. (Your score is the upper one.) Remember, each game is scored in true tennis style:

POINT	SCREEN DISPLAY
0 (love)..	0
1...	15
2...	30
3...	40
4...	Game

To review the tennis scoring system, see the section entitled "Match, Set And Game Defined."

Hints For Better Gameplay

Mastering the timing, use and delivery of each stroke is the key to your success in Super Tennis™.
Become adept at figuring out where your opponent's ball will land. Then, get to that spot as quickly as possible in order to make a calm, strong and careful shot.

HANDLING THE SEGA CARD
AND THE MEGA CARTRIDGE

The SEGA CARD and the MEGA
CARTRIDGE are intended exclusively
for the SEGA MASTER SYSTEM.

For Proper Usage

Do not get wet!

Do not bend!

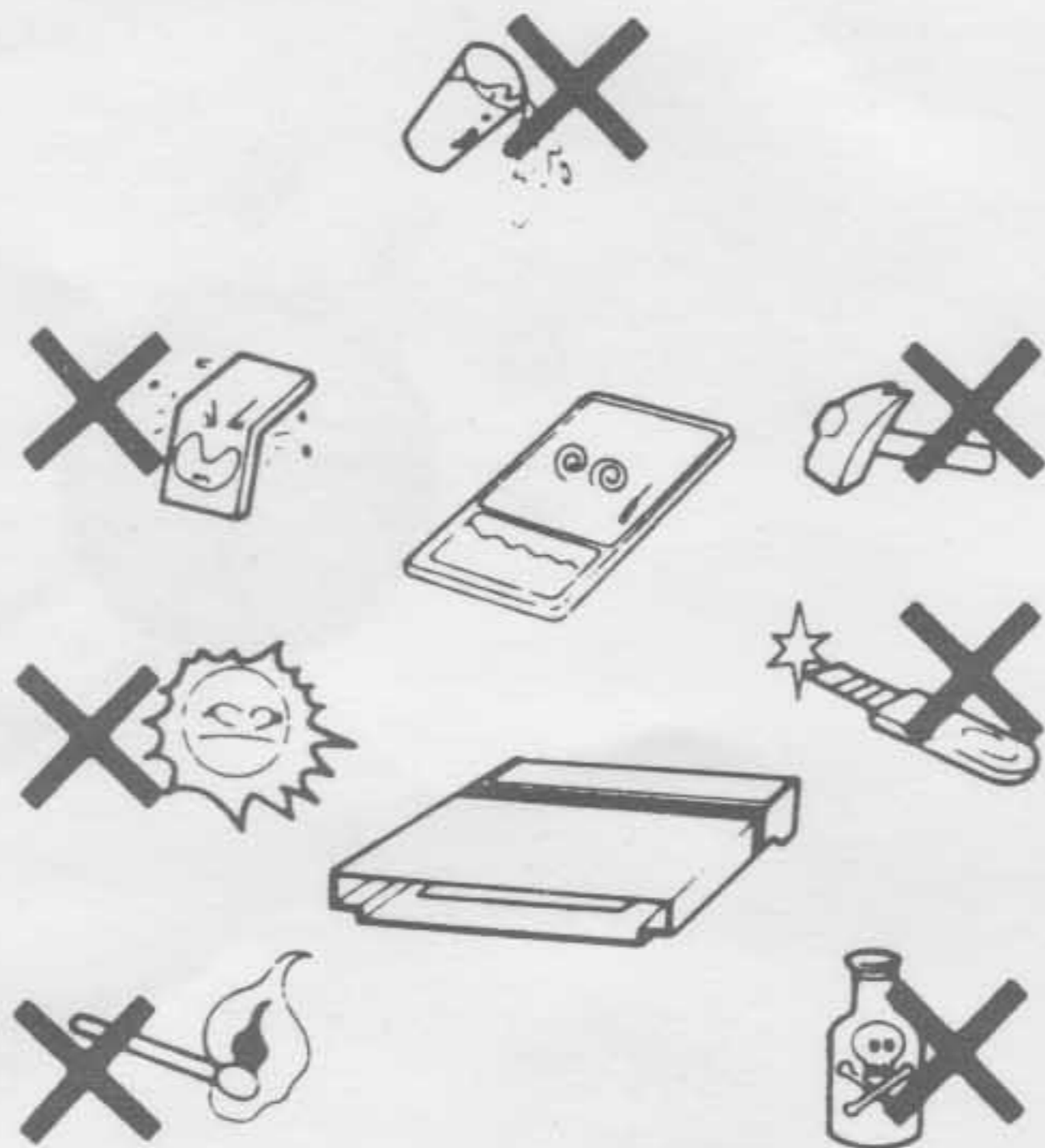Do not subject to
any violent im-
pact!

Do not expose
to direct
sunlight!

Do not damage
or disfigure!

Do not place
near any high
temperature
source!

Do not expose to
thinner, benzine,
etc.!

* Be especially careful not to stick
  anything on the SEGA CARD!

* When wet, completely dry before
  using.
* When it becomes dirty, carefully wipe
  it with a soft cloth dipped in soapy
  water.
* After use, put it in its CASE.

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