

SEGA™

GENESIS

DAVIS CUP™

TENNIS

INSTRUCTION
MANUAL

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TENGEN

675 Sycamore Drive • Milpitas, CA 95035

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TENGEN

MANUFACTURED FOR PLAY
ON THE SEGA™ GENESIS™ SYSTEM.

WARNING



READ BEFORE USING YOUR SEGA GENESIS™ SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR SEGA CARTRIDGE

The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.

Do not bend it, crush it, or submerge it in liquids.

Do not leave it in direct sunlight or near a radiator or other source of heat.

Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.



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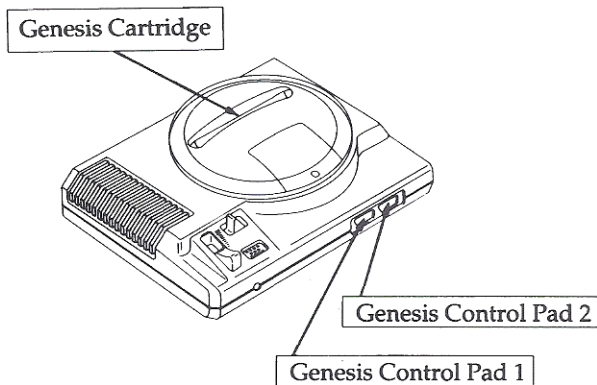


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GETTING STARTED



1. Make sure the power switch is OFF and that there is no game cartridge in your Sega Genesis System.
2. Plug a Genesis Controller into the "CONTROL 1" port on your Sega Genesis. For two-player competition, plug a second Controller into the "CONTROL 2" port.
3. Insert the Davis Cup Tennis cartridge firmly in the cartridge slot on the Genesis System and turn the system on. To begin play, press the START Button when the Title screen appears.



INTRODUCTION



This is world-class tennis.

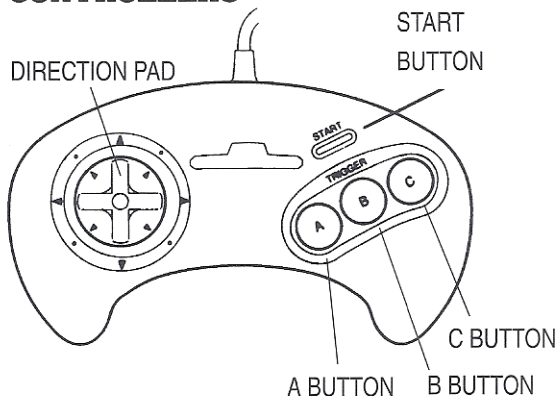
From the practice courts to exhibition play, from Davis Cup competition to grueling world championship matches for big money, Davis Cup Tennis offers every player the chance to grow from amateur to top seed.

You can sharpen your skills, with the Genesis as your tireless partner and instructor. You can play singles against a friend. Team up with the Genesis in doubles against a Genesis-controlled opposing duo. Or play side by side with a friend in doubles against the Genesis.

Depending on the kind of competition you choose, you can select the kind of court you play on and the number of sets in a match. And in every kind of competition, you have your choice of beginner, amateur or professional skill levels.

Now hit the courts.

HOW TO USE YOUR CONTROLLERS



Use the direction pad on Controller 1 or 2 to select menu options, moving the highlight right, left, up, and down as you wish. You can also use the up and down directions to move through “pull-down” menus that appear during some phases of game set-up.

Press the A, B, or C buttons to—

- cycle through the selections in the top two rows of the Main Menu.
- cycle through the type of court, number of sets and level of competition at the bottom of the Main Menu screen.
- cycle through the roster of players you may choose to be (A and B) and go to the shot set-up menu (see “Player Selection and Set-Up”), where you may assign various shots to each button.
- hit the ball (see “ON-COURT BASICS”).

If you have a SEGA 6-button controller, all six buttons are active and can be used to make specific kinds of shots; see “ON-COURT BASICS.”

If you press START while on the Main Menu, you’ll begin a game set up according to the current selections. In other instances, you may also press START to return to a previous menu, or to bring up a pull-down menu at the upper left of the screen, for additional options.





Movement and Racket Technique

You use the direction pad on your controller to move your player around on the court.

To serve, press any button once to toss the ball up in the air, then the button of your choice to hit the ball the way you want.

To volley, use the direction pad in conjunction with the controller buttons. The left and right direction pad arrows are used to determine the direction of your shot. The kind of spin you put on the ball depends on whether you hit the ball before or after it bounces, and which buttons you use, as follows:

With a 3-button controller:

Button	After a bounce	Before a bounce
A	flat shot	regular volley
B	back spin	lob lifted volley
C	top spin	drop shot
Up + A	speed ball	smash volley
Down + B	lob	lift volley
Down + C	drop shot	drop shot

With a 6-button controller:

Button	After a bounce	Before a bounce
A	flat shot	regular volley
B	back spin	lifted volley
C	top spin	regular volley
X	speed ball	smash volley
Y	lob	lift volley
Z	drop shot	drop shot



Because pressing the direction pad while pressing a controller button affects the direction of each shot you make, you must move to the ball and “set yourself,” releasing the direction pad before pressing it again while making your shot.

The shots as described here are assigned to each button by the Genesis. You can assign the various shots to different buttons when customizing a player; see “Player Selection and Set-Up.”

The Game Play Menu

During game play, you can press START to bring up a menu in the upper left corner of the screen (this will also pause the action). Then, depending on the type of practice or play you’re engaged in, you can use the direction pad and any controller button to select one of the menu options:

Continue: Return to practice or game play. (You can also press START to resume play.)

Statistics: Display a table of statistics on the current practice session or game.

Replay: Run a replay of the last volley.

Contest: Contest an umpire’s, line judge’s or net judge’s call. You risk a penalty point each time you contest a call.

Quit: Return to the main menu.

Shown above these options on the pull-down menu is the current match score.



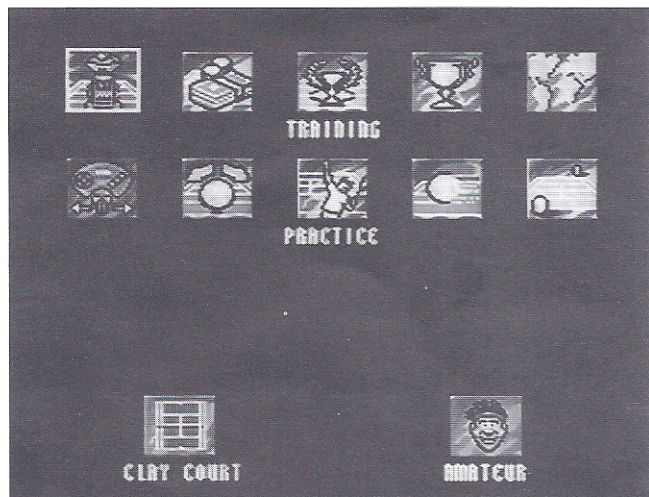
THE MAIN MENU



From the title screen, press START to reach the Main Menu. It displays all your training, play, and game options.

After choosing the kind of play you want, your final steps before starting are to pick the player you want to be and to set up your controller the way you want it—see "Player Selection and Set-Up."

You start your selections with the top row of choices in the main menu.



EXHIBITION

DAVIS CUP



TRAINING

TOURNAMENT

CHAMPIONSHIP

TRAINING OPTIONS



Choose Training to develop your skills on the court. When you do, your various PRACTICE options appear in a second row on the menu.



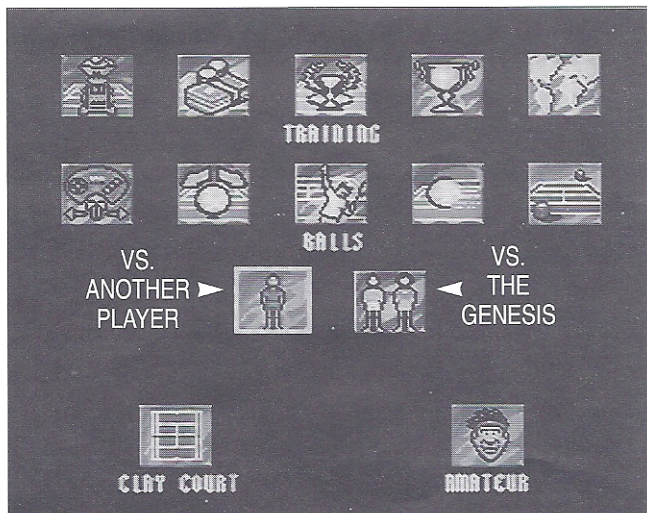
PRACTICE PRECISION SERVICE SPEED BALLS

PRACTICE: An automatic service machine serves you ball after ball on the practice court. In the beginner level, an inset image of your controller will appear in the upper right corner, highlighting your use of the controller as you work on returning shots. The Genesis tells you when a serve or shot is OUT of bounds, so you can work on developing your eye and your sense of the court at the same time you improve your footwork and shot technique.

PRECISION: The automatic service machine serves you ball after ball on the practice court, with the inset image of your controller highlighting your technique. In addition, the Genesis places a blue target arrow at various points around the opposite court, so you can work on placing each shot precisely.

SERVICE: The Genesis gives you the blue target arrow while you work on your serve.

SPEED: The machine volleys with you, moving the blue target arrow around the court with each shot, so you can work on going to the ball quickly and shooting accurately.



BALLS: Another row of two choices appears on the menu, letting you choose to face another human player or the Genesis as you practice volleying.

Press any button to start each volley—you don't serve during this kind of practice session.

When you choose any of the first three training options, you may also choose the kind of court surface you wish to play on and the skill level at which you want to compete. Use the direction pad on your controller to skip down to the following options, then press the A button to cycle through the choices for the one you want.

Court surface: Hard, indoor, clay, and grass. Each kind of surface has unique characteristics that affect the players' speed on the court and way the ball behaves when it bounces.

Skill level:

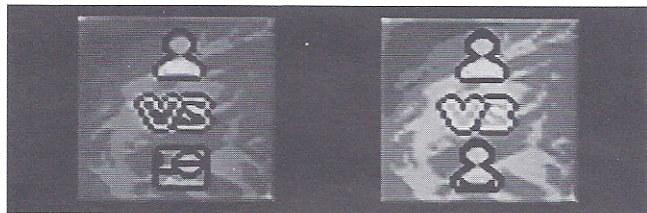
- Beginner— slow speed; player movement is automatic— all you have to do is swing the racket. Good for practicing your shots before entering the amateur skill level.
- Amateur— medium speed; player movement is manual— you have full control, so there's no excuses.
- Professional— fast speed; the fastest, most intense tennis action you'll experience.



EXHIBITION

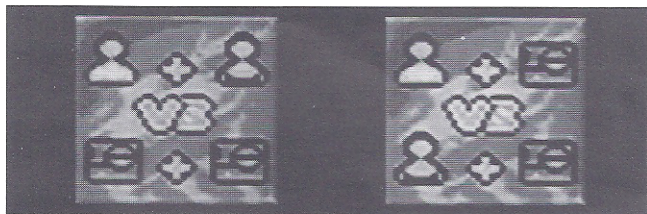


When you choose EXHIBITION play, you then move down to the second row of the menu to choose SINGLE or DOUBLE play. Then, in the third row of the menu, you set up your match: in singles play, you compete against the Genesis or another human player; in doubles play, one or two human players compete against each other, each with the Genesis as a partner, or play together against the Genesis.



SINGLES VS.
ANOTHER PLAYER

SINGLES VS.
THE GENESIS



DOUBLES:
TWO PLAYERS
VS. GENESIS

DOUBLES
EACH PLAYER WITH
A GENESIS PARTNER

Finally, you choose the kind of court surface you want and the skill level. In exhibition play, you also get to choose the number of sets you want to play in a match—1, 3, or 5—from the bottom row of the menu. Press any button to cycle through your choices.

TOURNAMENT



In TOURNAMENT play, you may choose singles or doubles. If you choose singles play, you must then choose whether you want to play against another human player or against the Genesis. For doubles, you must choose whether you want one or two human players, playing against each other, each with the Genesis as a partner, or playing together against the Genesis.

Finally, you choose the court surface, number of sets, and skill level.

When finished, press START. When you do, you'll see an elimination chart. The chart shows you the extent of the competition you're involved in, and who your opponent will be in the match at hand. Use the direction pad to scroll the chart around the screen. When you're finished viewing the chart, press START.

Starting a Match

When you and your opponent appear head to head on the screen, you have a chance to check how your player is set up and make any adjustments you want. Press the C button and see "PLAYER SELECTION AND SET-UP," below, to make any adjustments to your shot controls. When finished, press START.

Now you toss a coin to see who serves. Use the direction pad to select heads or tails, then press any button. You'll then go to the court to begin play.

After a Match

When a match is over, you'll see a stat screen that summarizes the performance of each player in the match. Press any button, and you'll see the elimination chart, which now reflects the results of the match. If you've quit before a match was complete, the chart will show the results of the entire tournament.



DAVIS CUP



Davis Cup tennis is classic international competition, as leading countries send their best players onto the courts for uncompromising singles and doubles play.

- Singles and doubles matches alternate with each other automatically, so your only selections are what kind of match you want to play—one or two human players, playing against each other, each with the Genesis as a partner, or playing together against the Genesis—and the number of sets and skill level you desire.

See "TOURNAMENT," above, for details on getting set up for a match, starting play, and what happens after each match. The procedures are the same, except that in Davis Cup competition the Genesis always shows you the next match-up at the end of each match.



CHAMPIONSHIP competition gives you a chance to live the life of the world-class tennis pro. You travel the globe, playing on many of the classic courts of the world. Make sure you're up for it, you have one year to do your best and prove your championship status. Each match you're offered carries a certain amount of prize money, but each has costs associated with it as well. Your goal of course, is to win as much prize money as you can. So you'll have to choose your matches and opponents carefully.

After choosing CHAMPIONSHIP play and specifying the skill level at which you want to compete, you must select and set up your player—see the next section, “PLAYER SELECTION AND SET-UP.”

After setting up your player, you may press START. You start in your own country, where you're informed that your sponsor, Tengen, has offered you a \$20,000 bonus to get started on your championship career. Press START again.

The Championship Pop-Up Menu

While you're in your own country, you can press any controller button to bring up the championship pop-up menu. Use the direction pad and the A button to select from the menu—

GO TO NEXT WEEK. This enables you to skip ahead a week at a time in championship competition.

EXIT. Leave championship play and return to the main menu.

INPUT PASSWORD. You get to enter a previously assigned password to resume championship play.

GET PASSWORD. You're assigned a password for the current state of play, so you can resume championship play at a later time; see “INPUT PASSWORD” option. Take down these passwords carefully, as they must be precise in order to work.

CONTINUE. Clear the pop-up menu.

The World Map: Selecting a Match

Here you can survey your choices and select your next match. Use the direction pad to move from place to place.

The exact match and prize money offered in each place will vary from week to week, depending on each player's skill level and record.

(Though it will cost you a little money and you can't win anything while you're there, AMERICAN TRAINING CAMP in the western U.S. is recommended for beginners, or just when you think your skills might be a little rusty. Camp is just like the PRACTICE option on the TRAINING menu.)

Championship Play

The steps for setting up for a match, starting play, and what happens after each match in championship play are similar to those used in tournament and Davis Cup competition—see those sections of the manual for details.

PLAYER SELECTION AND SET-UP



When you're setting up for practice or game play, the player selection and set-up screen appears with either one, two, or four players appearing—depending on the kind of match you're getting ready for. The procedures for selecting and setting up the shot controls for each player are the same.

Press A or B to switch through the roster of available players. Each player's nationality and rank are displayed.

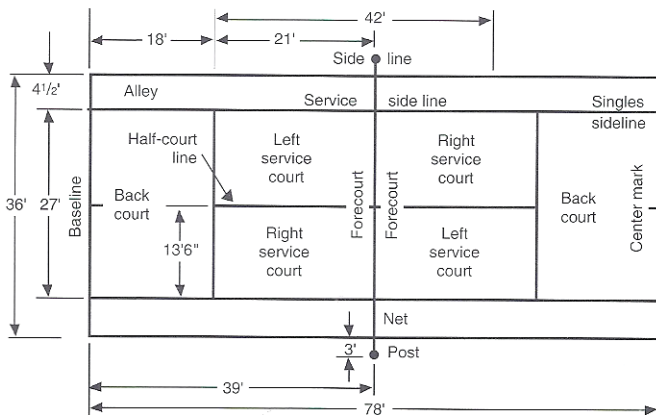
To check and adjust the shot controls for the selected player, press C.

Use the direction pad to switch through the three types of shots (six shots if you have a six-button controller), and press the controller buttons to assign them to each type of shot. Remember, the controller buttons work in conjunction with the direction pad when you're volleying—see "ON-COURT BASICS."

TENNIS: AN OVERVIEW



The Court



Game, Set and Match: Scoring

A tennis match consists of games and sets.

Games are scored as follows:

0 points—love

1st point—15

2nd point—30

3rd point—40

4th point—game

When each side has won three points, it's called a "deuce." One side must then win two consecutive points to win the game. The first point after deuce is called "advantage." If the server wins it, the score is called "advantage in." If the receiver wins it, the score is called "advantage out."

The first side to win six games wins the set, provided it is ahead by at least two games. If the score reaches 5 all, for example, play continues until someone gets two games ahead—say, by winning 7-5 or 8-6. To prevent extended sets, however, sometimes a best-of-nine-point or best-of-twelve-point tie-breaking system is used.

A match is completed when one side wins two of three sets, except in top men's tournaments, where a match usually consists of three of five sets.

Glossary of Terms

Ace. A serve that is so effective that the opponent fails to touch it with his racket—and the point that results.

Advantage. The first point scored after deuce. If the service side scores, it's "advantage in"; if the receiving side scores, it's "advantage out." Sometimes abbreviated as "ad."

All. An even score, as in "30-all."

Angle shot. A ball hit on an extreme angle across the court.

Approach. A shot that the player "follows" to the net after hitting the ball.

Back court. The area between the service line and the baseline.

Backhand. The stroke used to return balls hit to the left of a right-handed player. Thus, the left side of the court is the "backhand court" for a right-handed player. (The opposite applies for a left-handed player.)

Ball boy. A person who retrieves dead balls from the court during a match.

Break service. To win a game in which the opponent served.

Cross court shot. A shot that travels diagonally across the net, from one corner to the opposite corner.

Deep shot. A shot that bounces near the baseline (or near the service line on a serve).

Default. Failure to complete a scheduled match in a tournament, leading to forfeit of the defaulting player's position.

Deuce. A score of 40-40; the score is tied, and each side has at least three points.

Double elimination. A tournament in which a player may lose twice before he is eliminated.

Double fault. The failure to make a good serve on two successive attempts, costing a point.

Doubles. A match between two 2-player teams.

Drop shot. A shot hit so softly that it barely clears the net before dropping into the opposite court.

Drop volley. A drop shot hit from a volley position.

Fast court. A smooth court on which the ball bounces quickly and low.

Fault. The failure to serve the ball; any improper shot.

Floater. A shot that flies high and slow above the net.

Foot fault. The fault called when the server steps on or over the baseline before serving the ball.

Forehand. The stroke used to hit balls to the right of a right-handed player. Thus, the forehand court is the right side of the court for a right-handed player.

Game. Part of a set, completed when one player or side wins four points or two consecutive points after deuce.

Ground stroke. A stroke made after the ball has bounced, either forehand or backhand.

Half volley. Hitting the ball immediately after it bounces.

Hold serve. A player who wins the game he serves is said to "hold serve."

Let. A point played over because of interference, or a serve that hits the top of the net but is otherwise good.

Linesman. A person who calls balls that land outside the court in competition.

Lob. A ball hit high enough in the air to pass over the head of the net player (usually at least eight feet above the net).

Love. No score; zero.

Love game. A game won without losing a single point.

Love set. A set won without losing a single game.

Match. Singles or doubles competition: two out of three sets for all women's and most men's matches, or three out of five sets for most men's championship matches.

Match point. The point that, if won, will win the match for a player.

Net game. Play at the net. Also called net play.

Net man. In doubles, the partner who plays at the net.

Out. A ball that lands outside the playing court.

Pace. The speed or spin of a ball that makes it skip quickly.

Rally. Play other than the serve.

Rush. To advance to the net after hitting an approach shot.

Seed. To arrange tournament matches so that the best players don't face each other until the final rounds.

Serve or service. Method of starting a point.

Set. Part of a match, won when a player or side wins at least six games and is ahead by at least two games, or wins the tie break.

Set point. The point that, if won, will win the set.

Sidespin. A shot that spins and bounces to the side. A common type of serve.

Singles. A match between two players.

Slow court. A court with a rough surface, which tends to make the ball bounce high and slowly.

Smash. A hard overhead shot.

Straight sets. To win a match without losing a single set.

Tape. The canvas band that runs along the top of the net.

Tie break. An official nine-point or best-of-twelve-point sudden-death scoring system, used when the score is six games apiece.

Umpire. The person who officiates a major match.

Volley. To hit the ball before it bounces.



PROBLEMS or QUESTIONS?

We recommend that you read this instruction booklet to learn and master the operation of this game. Should you have any further problems or questions about playing this game or any of

Tengen's games, please call a **Tengen game counselor at 1-(408) 433-3999** Monday through Friday from 8:30 AM - 6:00 PM Pacific Time.

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Japan #'s 1,632,396/82-205605 (Pending).