

Nintendo

GAME BOY™

DMG-TN-USA

TENNIS

INSTRUCTION BOOKLET

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Game Boy System.



Thank you for purchasing the Nintendo® GAME BOY™ Game Pak “TENNIS”.

Before you start play, please read this instruction booklet carefully and be sure to follow the correct operating to procedure. Keep this instruction booklet safe for future reference.

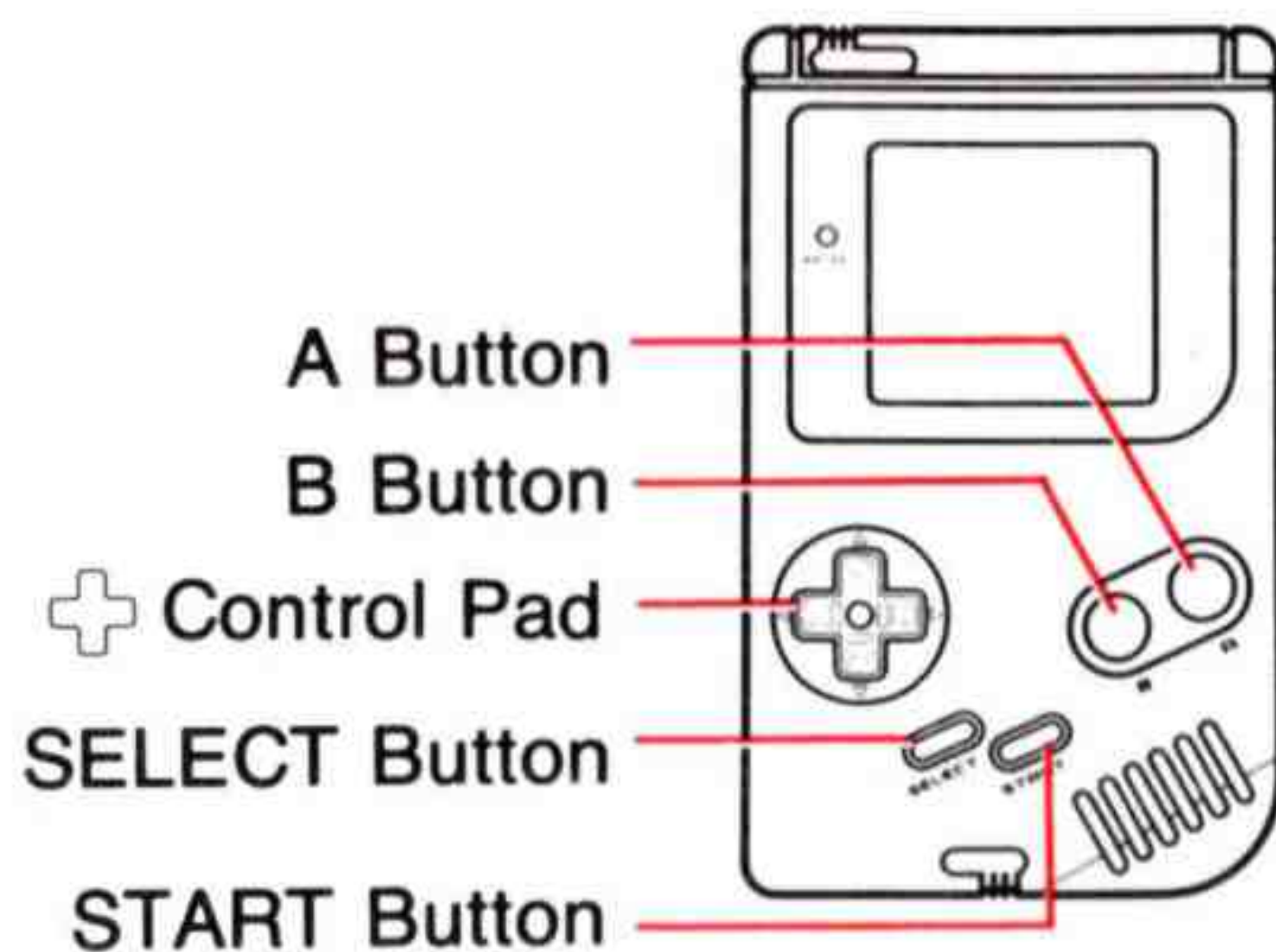
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Cautions During Use

- 1) If you play for long periods, take a 10 to 15 minute break every hour or so.
- 2) This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
- 3) Do not touch the connectors or let them come into contact with water, as this can cause malfunction.
- 4) Do not wipe this equipment with volatile solvents such as thinner, benzene or alcohol.
- 5) Store the Game Pak in its protective case when not in use.

1. NAMES OF CONTROLLER PARTS AND GAME OUTLINE



"TENNIS" is a game that allows you to enjoy serves, volleys, lobs and smashes, all the enjoyment of actual tennis. In a 1-player game you can play against the computer, for a 2-player game you can play against a friend. There are also 4 different levels of play that determine ball speed, player's speed and computer strength. So you can select the level that is right for you.

2. HOW TO PLAY THE GAME

■ *Setting game mode

(1) Before starting

Insert the GAME BOY Game Pak, and turn the power ON "Nintendo®" is first displayed, then the title screen.

(2) Title screen

*When the title screen is displayed select either 1-PLAYER or 2-PLAYER. MUSIC (YES/NO) can also be selected.

*After selecting and setting 1-PLAYER or 2-PLAYER, you can select the game level.



If the Video Link™ cable is not connected to the GAME BOY™ unit, 2-PLAYER cannot be selected.

■ Button operation

Use the  Control Pad or SELECT Button:

1-PLAYER (for solo play)
2-PLAYER (for 2-player game)
Select MUSIC

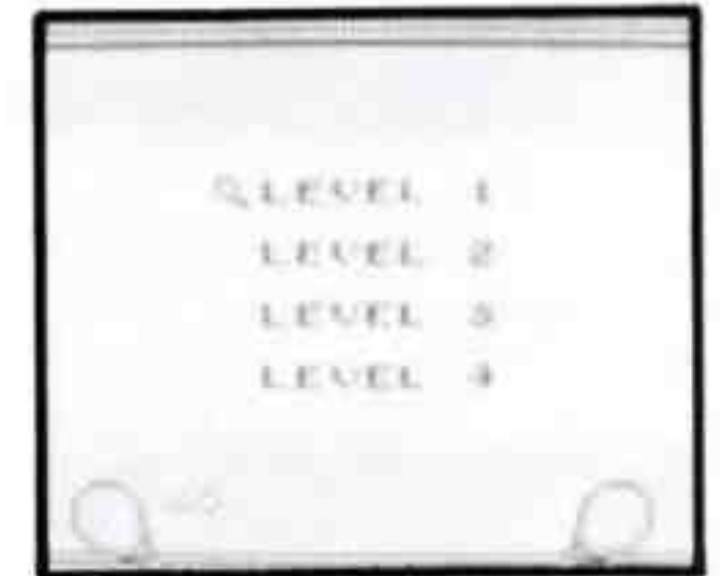
Use  Control Pad or the A Button:

Select MUSIC (YES/NO)

After MUSIC (YES/NO) is selected, bring the cursor to either 1-PLAYER or 2-PLAYER, then press the START Button to start the game.

(3) Game level select screen

This is the game level setting screen. Choose your level from the 4 levels displayed. The higher the game level, the faster the player's running speed and ball speed become. When playing against the computer, the computer's power of judgment also increases with the play level, so you can enjoy a more demanding game.



•Button operation

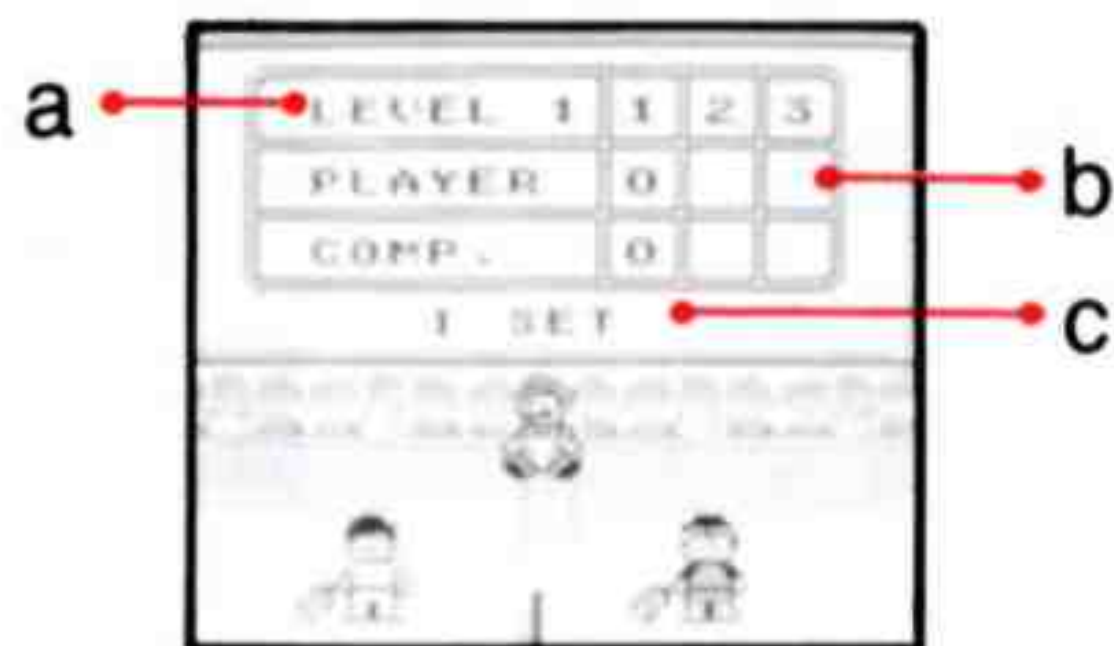
Press the  Control Pad or SELECT to select game level

Press START to set the game level

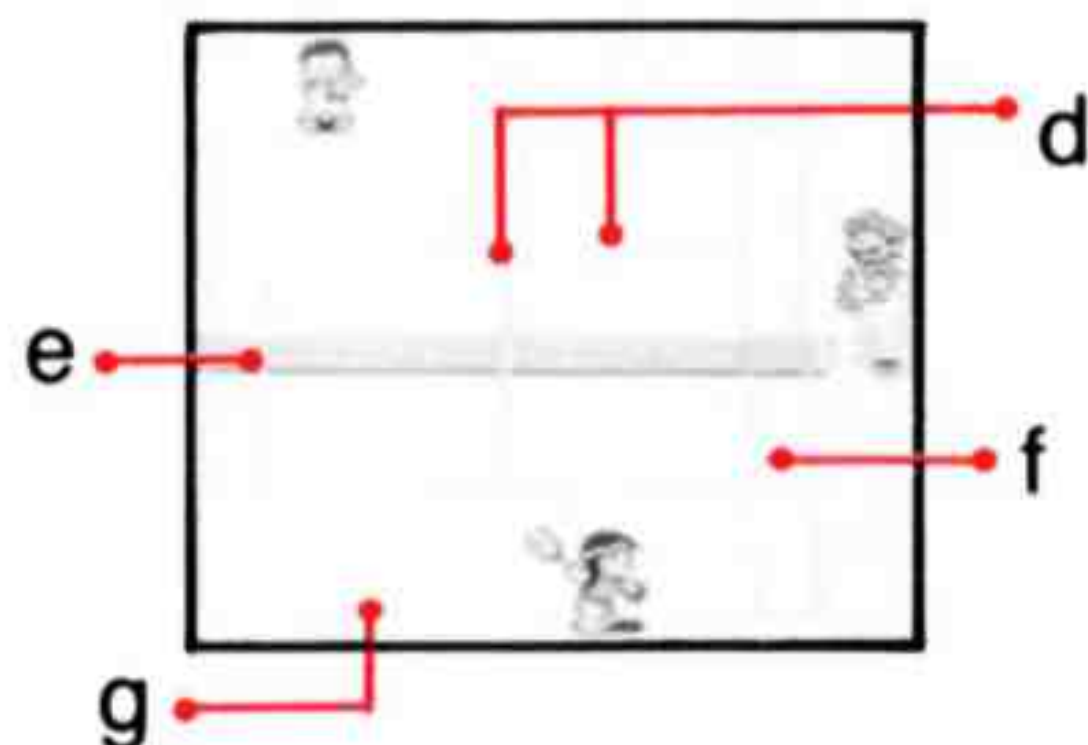
When the game level is selected and set, both players appear on the score display screen, they greet each other, and the game begins.

■ Operation during the game

The game has two screens: the “score display screen” and the “game screen”. Games are always played on the “game screen”.



*Score display screen



*Game screen

- a. level
- b. game count
- c. set display
- d. service line
- e. net
- f. side line
- g. base line

(1) Operation methods

*Serve (before the toss)

1.  Control Pad ...Player can move to the right and left behind the baseline.
2. The A Button...Toss up. (The toss can be repeated without limit, unless the serve is made by the A or B Button.)

*Serve (after toss)

1. The A Button—Player serves quickly.
The B Button—Player serves slowly.
2.  Control Pad
Your serve will travel further if  is pressed.
Your serve is shorter if  is pressed.

Control Pad:

Serve goes to the left side if ← is pressed

Serve goes to the right side if → is pressed

*By combining the A Button (or the B Button) with the  Control Pad, various kinds of serves are possible.

*Player movement

Control Pad:

Player moves forward if ↑ is pressed

Player moves back if ↓ is pressed

Player moves to the left if ← is pressed

Player moves to the right if → is pressed

*Stroke (volley)

1. The A Button.....Hits the ball (a stroke or strong volley)

The B Button.....Hits the ball (a lob or weak volley)

2. The  Control Pad can control the stroke

Hits a long distance stroke (deep volley) if ↑ is pressed

Hits a short distance stroke (short volley) if ↓ is pressed

Hits stroke to the left (volley to the left) if ← is pressed

Hits a stroke to the right (volley to the right) if → is pressed

*Smash

1. The A Button.....Hits a strong smash
The B Button.....Hits a weak smash
 2. The  Control Pad can control the smash
Hits a long distance smash if  is pressed
Hits a short distance smash if  is pressed
Hits smash to the left if  is pressed
Hits a smash to the right if  is pressed
- *When the ball is hit from above a player's head, the stroke will automatically become a smash

(2) Other operation methods

*PAUSE

1. During the game

START Button....Press once to pause. Press START again to resume play.

*If the SELECT Button is pressed during PAUSE, the following display can be seen at the upper right of the screen.

The display changes in this order: point display > SET GAME display > count display > MATCH/LEVEL display. Every push of the SELECT Button will change the display.

C=30	SET		3 SET
P= 0	1	123	MATCH
	GAME	P 300	LEVEL
	6	C 200	4

*Reset

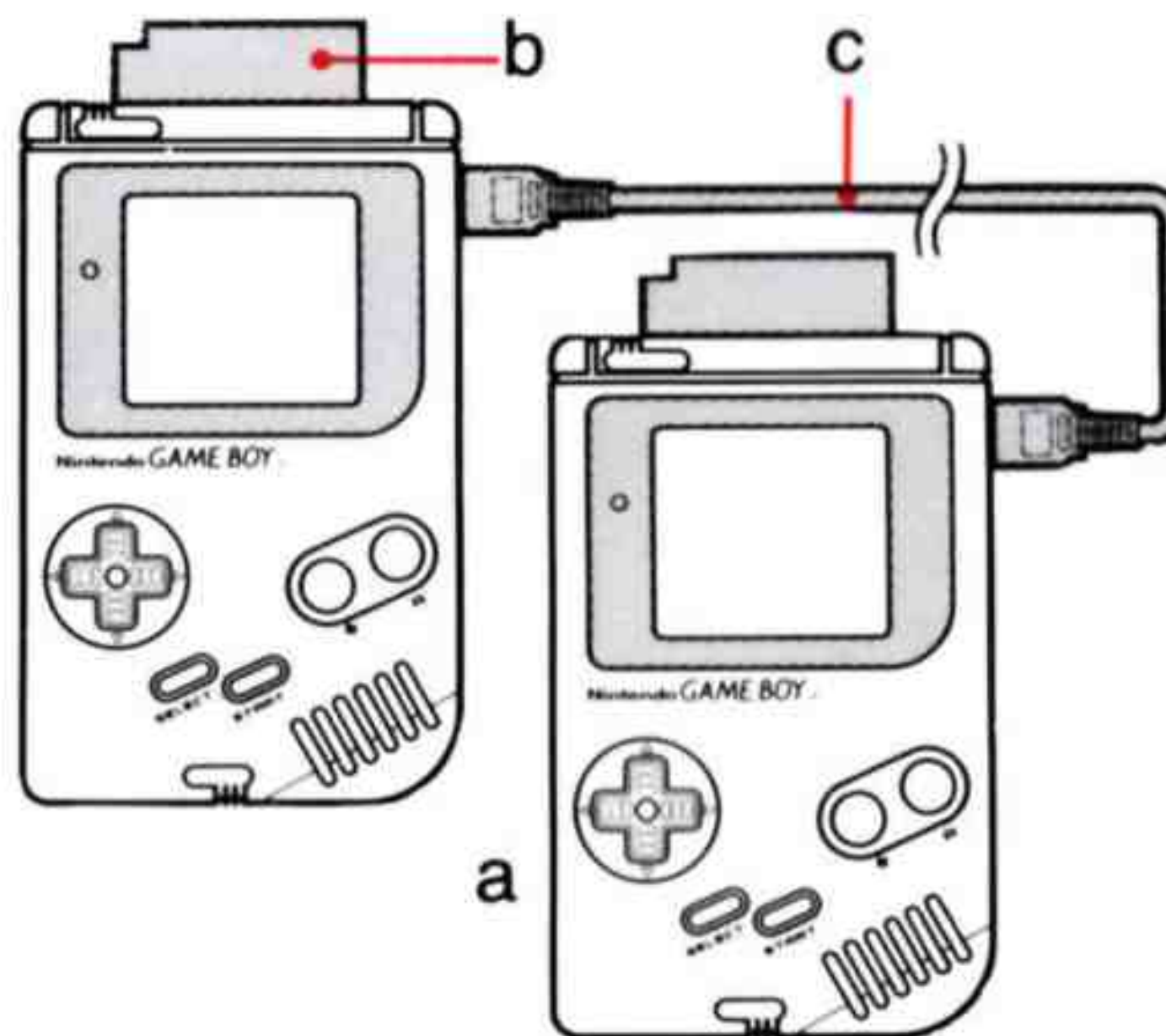
If the A Button, the B Button, SELECT and START Button are pressed at the same time, the display returns to the title screen.

3. HOW TO PLAY A 2-PLAYER GAME

“TENNIS” can be played by 2 people by connecting the units with a Video Link™ cable.

You need:

- a) 2 GAME BOY units
- b) 2 TENNIS Game Paks
- c) 1 Video Link™ Cable

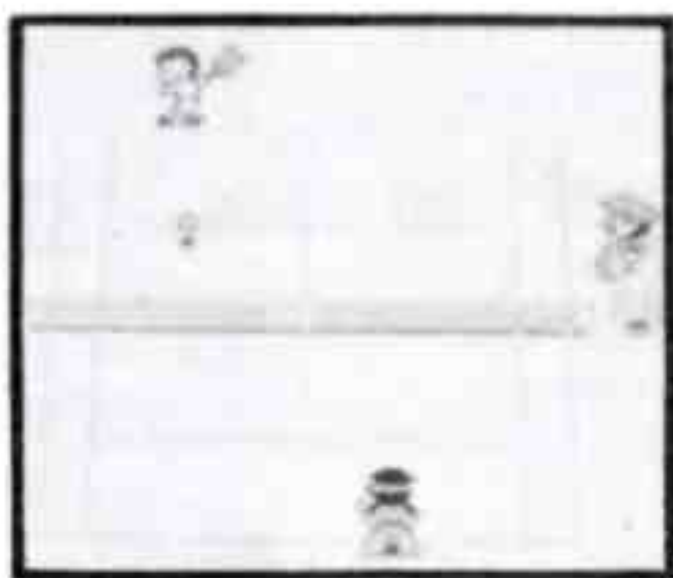


1. Connect the Video Link™ cable as shown in diagram. After checking that the Game Paks are set properly, turn the power switch of both units ON.
2. Check that both units display the title screen, then one of the two players selects “2-PLAYER”.

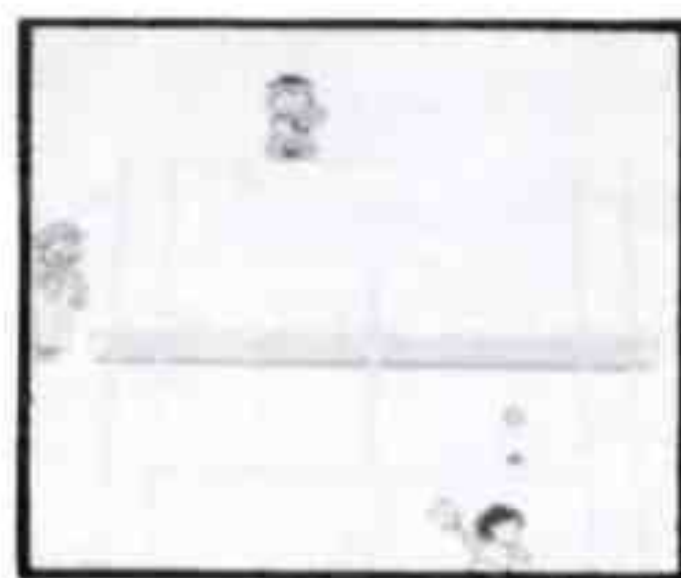
3. The game level can be selected only at the unit where "2-PLAYER" was selected. (The first serve will also be from this unit.)
4. For details on operation after selection see "2. HOW TO PLAY THE GAME."

Note: If (1) is not done properly, or if cable is disconnected or re-plugged during the game, the game will not function. In this case, turn OFF both unit power switches then restart procedures from (1) above.

*In the 2-PLAYER game, on the score display, you are displayed as PLAYER, the other player as COMP.



service side



receive side

4. HOW TO PLAY TENNIS (An Introduction to TENNIS)

■ Rules

•Point

A point is the most basic scoring unit of tennis. It starts with 0 (love). If one point is scored, the score would be 15, progressing then to 30, then 40, every time one point is taken. The player who gets 4 points first wins the game. However, when the score 40 to 40 is reached, a situation called "deuce" occurs. In this situation, a contest begins to see which of the two players can score two points in a row. The player who succeeds, will win that game.

•Game

To win a game, you must get 4 points. The first player winning 6 games wins 1 set. If the players tie at 5 games each, the winner of the set will be the first one to 7 games. If the players tie again at 6 games each, a tie-breaker will take place.

•Match

The player who wins 2 out of three sets wins the match (the overall game.)

•Tie-breaker

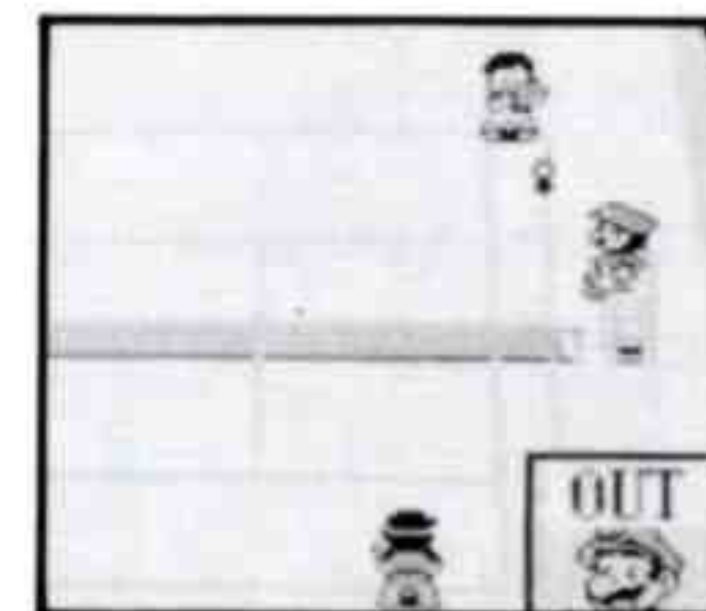
If the players tie at 6 games each, a tie-breaker will take place. In a tie-breaker, the first player to score 7 points wins the game (and the set!).

If the players tie at 6 points each during the tie-breaker, the first person to win two consecutive points wins.

■ Tennis terms to remember

•Out

The shot is considered 'out' if it lands out of bounds. (OUT is displayed on the screen)



•Change sides

Every time an odd number game ends, players change sides. (In the case of a tie breaker, when one of the players gets 4 points, players change sides.)



•Service

The server, standing at the service position outside court, hits the tossed ball to the service area of the other side. This begins an exchange between server and receiver.

- Stroke

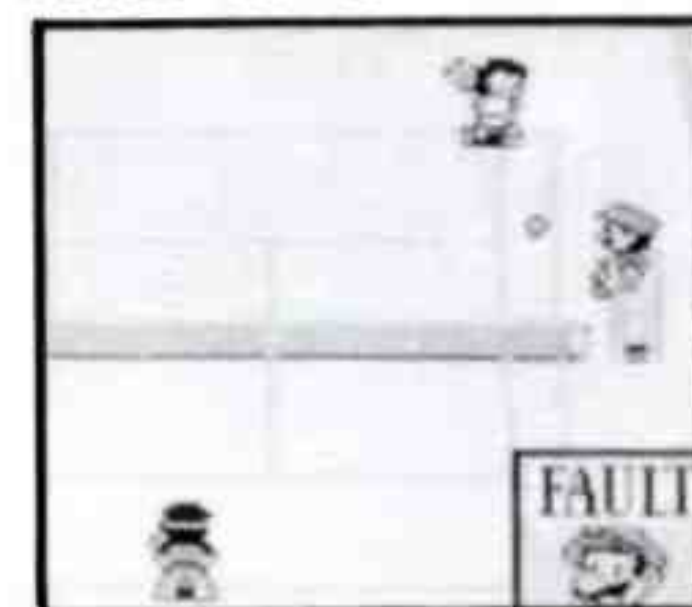
Stroke means to hit the ball, after it has bounced once, back to the other court. There are 2 kinds of strokes: forehand and backhand.

- Smash

Smash means to strongly hit a highly positioned ball, like a lob. This is a powerful shot.

- Fault

When a serve doesn't land in the service area, it is a fault. (displayed as FAULT on screen)



- Volley

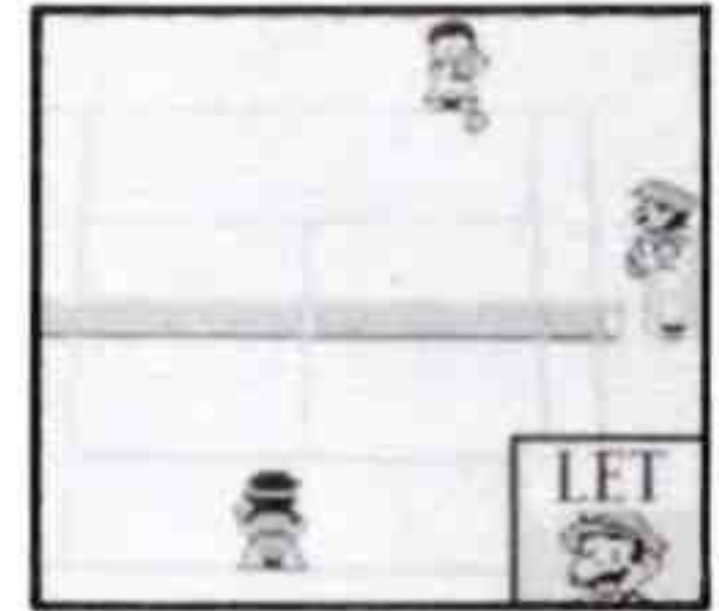
To volley is to hit the ball back to the other court without the ball bouncing on your side of the court. There are 2 kinds of volleys: forehand and backhand.

- Return and volley

When the competitor's service is weak or when there is a short ball, move forward after returning the ball and volley the following shot.

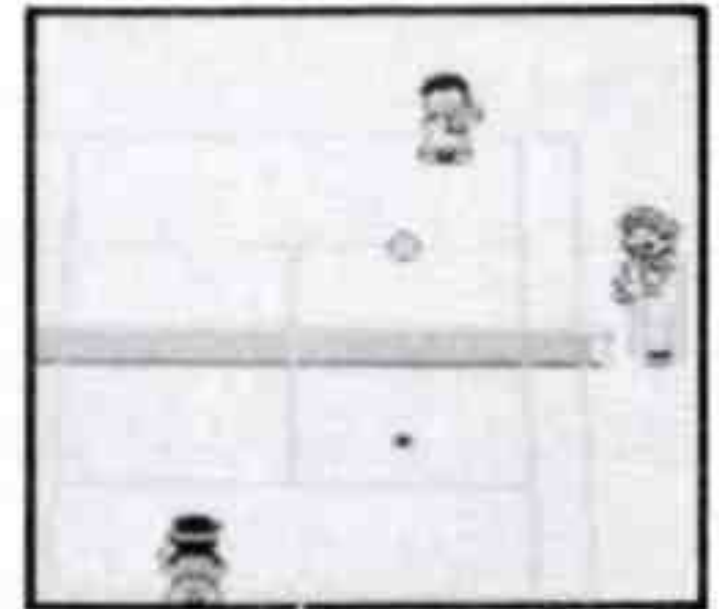
•Let

Let means that the service ball, has hit the net, and fell into the service area (displayed as LET). This is not counted as a fault. If the ball hits the net and goes outside the service area, it is a fault.



•Lobbing

Lobbing (with the B Button) is useful if your opponent is at the net and you wish to hit the ball over their head.



5. SPECIAL RULES OF "TENNIS"

*In the "1-PLAYER" game, the player has the right to serve first.

*If the A button and the START are pressed at the same time in the title screen, 1-set game is set.

6. WINNING TECHNIQUES

•Service

- *If you fault on your first serve, you can deliver a safe serve by pressing the B Button without pressing the  Control Pad.
- *Check your opponent's position then determine the direction, length and strength of your service

•Service return

- *Always make sure you return a serve. Adjust the receiver's position, depending on the server's position.

•Stroke - volley

- *When hitting a stroke or volley, be careful in the timing of when you press the  Control Pad. If the  Control Pad is pressed before the A Button (or the B Button) the player will move, swing and miss the ball.

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase if a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-255-3700.

Our Consumer Service Department is in operation from 6:00 A.M. to 6:00 P.M. Pacific Time, Monday through Saturday. Please Do Not send your Pak to Nintendo before calling the Consumer Service Department.

3. If the Nintendo Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Nintendo of America Inc.
Consumer Service Department
4820-150th Avenue N.E.
Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted at left. If the Nintendo Service Representative is unable to solve the problem by phone, you will be advised of the approximate cost for Nintendo to repair or replace the PAK and will be given a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo of America Inc. for the cost quoted you. (Repairs may also be charged on a VISA or MASTERCARD credit card.)

If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

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