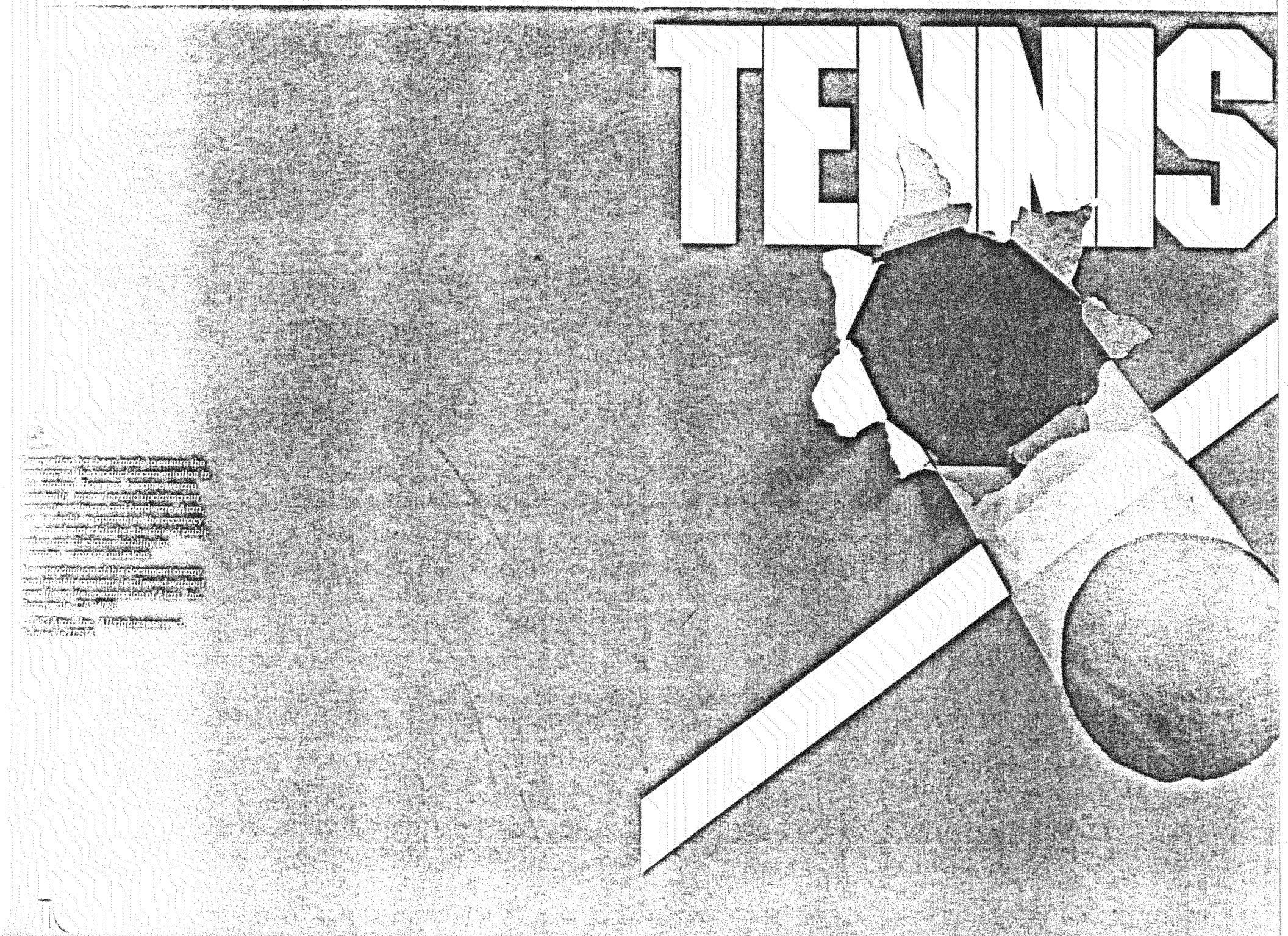
TENNIS

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GETTING STARTED

Load the Tennis cartridge into your ATARI Home Computer as explained in your computer owner's guide, and turn on your computer. For one player, plug a joystick into controller jack 1; for two players, plug another joystick into controller jack 2.

Press the SELECT key to choose the game variation you want. Singles with one player versus the computer. Singles with two players opposing each other, and Doubles with each team made up of one player and one computer partner. (Those variations involving computer players are indicated by the word ATARI in white at the bottom center of the scoreboard.)

Press the OPTION key to select either INTERMEDIATE or ADVANCED level play. The level is displayed at the top center of the scoreboard.

Press the START key to begin play. Press the space bar on your computer to stop the game during play—the words PAUSE MODE appear on the scoreboard. To resume play, press the space bar again.

To enter your name on the scoreboard, move your joystick to the right or left until the correct letter appears in the cursor, then press the fire button. You can enter a total of seven characters or blank spaces.

STRATEGY

To win a tennis match, it's vital to hold your serve, since it's much easier to win a point while serving than while returning service. Likewise, the key to defeating an opponent is to break his other serve.

The key element of strategy is placement—hitting the ball where your opponent will have trouble returning it. It's a good idea to move your shots around, forcing the other player to move from side to side and forward and back in order to reach the ball. This tactic is equally important when serving and returning service. Disguising your shots can also help. When you see a ball coming to a position that you can reach easily, wait until the last moment to run there, to fake your opponent out of position.

Don't forget to include the lob in your shot selection, especially when the other player is close to the net and off to one side. If your opponent should lob, be sure to get to the ball before it bounces, thus hitting an overhead which almost always wins the point.

When playing serve and volley in Singles, follow the direction of the ball when you come to the net. For example, if you serve wide, move to the middle of the side of the court where the serve will land. From this position you'll have a better shot at the open areas of your opponent's court. Whenever possible, hit a volley rather than a groundstroke (a ball hit after it bounces); this gives your opponent less time to react.

It's important to decide on a style of play for each match. Some players prefer to play a baseline game (staying at the back of the court except to reach a short ball, then returning to the back court). Others may favor a more aggressive style called serve and volley (coming to the net after each serve, and at every other opportunity).

When receiving service, try chipping the return (hitting it short) and then coming to the net, which also opens up the court. Remember, though, an aggressive game played close to the net forces you to react quickly. If you find yourself face to face with your opponent at the net in center court, guess which side his shot will come to. You may guess wrong some of the time, but staying square in the middle will always leave you vulnerable on both sides.

If you prefer playing a baseline game, always keep the other player moving, and vary your shot placement. An occasional drop shot (a short, soft return) can be effective if it catches your opponent by surprise. Avoid "no man's land"—that section in the middle of the court where you're out of position for both groundstrokes and volleys.

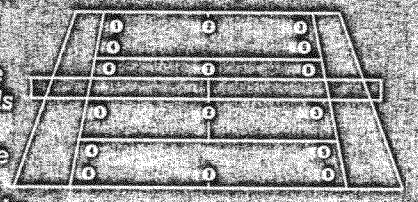
GAME PLAY

The object of TENNIS is to win enough points to win the match. You win a point when your opponent fails to return the ball. Each match is determined by the best of three sets. For details on scoring in the game of tennis, see SCORING.

SERVING

Play begins with player 1 (in the blue shirt) serving. To serve to your opponent's forehand (all players are right-handed), move the joystick forward and then press the fire button. To serve to the backhand, move the joystick back and then press the button. If you don't press the button, the computer serves to the forehand.

You determine where your shot will land by holding down the fire button and moving the joystick in the direction that corresponds to the desired location in your opponent's court (see illustration). You must do this before the shot is made; if you don't indicate any direction, the computer automatically returns your shot to the center of your opponent's court. Since you can't move your player while holding down the fire button, it's best to move to the ball first and then select the direction—if you have time.

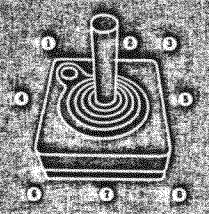


As in the actual game of tennis, each player or team serves one game and then returns serve the next game. Each time an odd number of games have been completed, the players change ends of the court.

RALLYING

Once the ball is in play, you control your player's position by moving the joystick in the desired direction. It's not necessary to swing your racquet to hit the ball—the computer does it for you at the right moment—but you must be close to the ball or you'll miss it. If you're quick enough, you can hit a volley (a ball hit in the air before it bounces).

Pressing the fire button while the joystick is in the center position causes you to hit a lob (a high, deep shot) to the center of your opponent's court. Beware, though—if your opponent can get to your lob before it bounces, he or she will always hit an overhead, which is a very fast shot.



DOUBLES

In Doubles, player 1 (blue shirt) and player 2 (purple shirt) team with a partner (peach-colored shirt). While the computer controls the movement of the players in the peach-colored shirts, you and your opponent determine where the ball is hit by both partners on your respective teams.

SCORING

GAMES

Each GAME is won when one player reaches four POINTS, with a margin of at least two POINTS. These POINTS are named as follows:

No POINTS	0 (also called Love)
1st POINT	15
2nd POINT	30
3rd POINT	40
4th POINT	Game

A score of 40-40 is also called DEUCE. If the server wins the next POINT, the score is ADVANTAGE IN (or AD IN); if the player receiving serve wins the POINT, the score is ADVANTAGE OUT (AD OUT). The player who holds the ADVANTAGE must win the next POINT in order to win the GAME. If the other player takes the POINT, the score returns to DEUCE.

SETS

A SET is won when one player wins six GAMES, with a margin of at least two GAMES. If the SET score is 6-5 and the player with 6 wins the next GAME, he wins the SET by a score of 7-5. If the other player wins the next GAME, the SET score goes to 6-6 and the winner of the SET is determined by a TIE-BREAKER.

TIEBREAKERS

When a SET score reaches 6-6, a TIEBREAKER is played. The player whose turn it is to serve begins by serving a single POINT. Thereafter, each player serves two POINTS in rotation. The first player to reach seven POINTS, with a margin of at least two POINTS, wins the TIE-BREAKER and also the SET by a score of 7-6. During a TIEBREAKER, the players