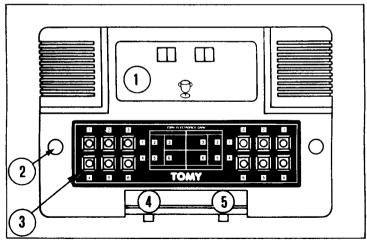




# **PRO-TENNIS**

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The only fully electronic Tennis Game in the world. All the various strokes and the most interesting vollies from live tennis can be recreated by pressing the relevant keys. You can even play alone against the computer. The score is shown on a digital display unit. – just as in real tennis. You learn on the Practice setting and then develop your skills on the Pro 1 and Pro 2 settings.

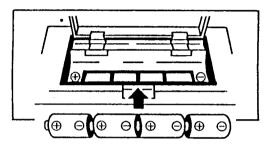


## **FUNCTIONS**

#### Before the Start

Player's switch must be in the OFF-position.

Requires  $4 \times C(MN 1400)$  batteries. Put into battery space at the back of the device as shown.

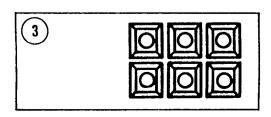


Court (lit): After selecting the game variation, the players will appear one on each end of the court; at the start of the game they will be seen in the service position on the top right hand side and the top left hand side respectively. In the course of the game they will appear in six different positions each according to the six Player Keys.

The trajectory of the ball is clearly visible.

The changing scores are given by digital display.

**Player Keys (white):** The player keys correspond to the positions of the players. The possibilities of the various ball returns achieved by pressing these keys can be seen in the illustrations.



**Serve Button (red):** Press the Serve Button to serve. Each player presses the button alternately on his side (according to the normal rules of tennis).

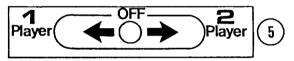


## On/Off Switch and Game Selection (sliding key, bottom right):

1 PLAYER: playing alone against the computer.

2 PLAYER: 2 players against each other.

OFF: appliance is switched off.



#### Game Variations (sliding key bottom left):

PRACTICE: training match/warm-up.

PRO 1: normal match.

PRO 2: normal match, but speed of the ball is doubled.



It's a good idea to start with the practice game first, just as you would in real tennis. PRACTICE is a good exercise to improve reaction speed and familiarise yourself with ball behaviour and positions of the player figures. Switch to 1 PLAYER if you want to play on your own against the computer. Switch to 2 PLAYER if you're playing against another person.

Another possible variation is to switch to 2 PLAYER and work both ends of the court yourself.

# PLAYING THE GAME

# **GAME VARIATION "PRACTICE"**

We recommend 2 partners play against each other.

#### 1. Switch on

Switch sliding key to 2 Players and Practice.

The display on the court will be "0:0" which will disappear, and the 2 player figures will appear in the top corners of the court.

#### 2. Service

Press SERVE-key.

Choose which partner is going to serve first.

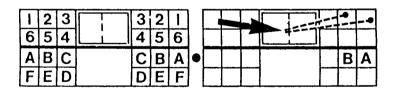
#### 3. Return

The ball moves from server to partner, who tries – by pressing Key A (see illustration) – to return it.

Press the relevant white key as soon as the ball lands in the field where the player figure stands.

Key A in this case corresponds with the position of the player figure on the court.

(During practice, frequent use of key A is recommended).

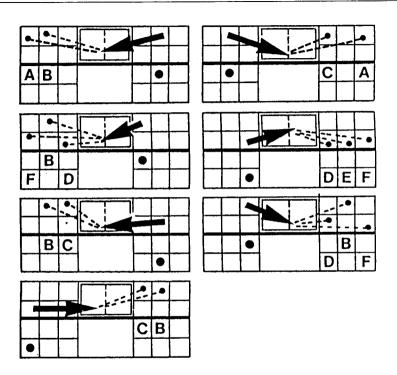


# Change of position of player figures

Once you have practiced for a while, a second key can be pressed for the returns – key B (see illustr.): The player figure now moves to that location and hits the ball back from there.

Select position of player – when the opponent's ball is on its way but has not yet reached your own half of the court.

In PRACTICE mode, you can only return a serve with keys A and B.



# IMPORTANT!

The illustrations show all possible choices for a return. They also show the ways in which your opponent's ball can come back, depending on the previous return.

Try to learn these stages thoroughly as they are valid for all game variations – PRACTICE, PRO 1, PRO 2 and a solo game against the computer. Just remember – always keep your eye on the ball.

#### **Faults**

A fault is registered if:

- the key has been pressed too late
- the wrong key has been pressed.

The faults are displayed on the court immediately. After the display has gone out you can press the SERVE-key for the next service.

If the wrong player presses the SERVE-key the ball will not react.

In the PRACTICE-mode service faults are not possible.

For the **solo player** in the PRACTICE-mode the game goes exactly as **described above**.

The side of the court where the SERVE-key has been pressed belongs to the solo player.

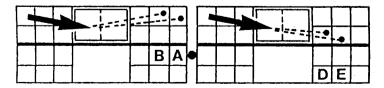
Change of service is done automatically by the computer, i.e. it knows when to play its own serve.

#### Game Variation PRO 1

The game progresses as in PRACTICE, the main difference being you can have service faults, including double faults. This is controlled by the computer (9 times out of a 100) and cannot be changed.

There are also 4 possibilities in service return (see illustr.). Just keep watching the ball and react accordingly.

The computer decides the direction of the ball it returns.



#### Game Variation PRO 2

The game progresses as in PRACTICE and PRO 1 - except the ball moves at twice the speed, so you need to be quick and accurate.

# **Scoring**

There is an on-court digital display. Points are scored, as in real tennis, moving through 15/30/40 to winning the game. At deuce (40:40), the next winning point decides the game.

At 5 games all, the next winning game wins the set – no need for a difference of 2 games.

Points and games are displayed immediately after having been won. After winning the match, a Cup is displayed on the winner's side to the triumphant sound of a fanfare!

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