

# TENNIS



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26-3080

**Radio Shack**

**TRS-80**



**COLOR  
COMPUTER**

™

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# Tennis

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## **Introduction**

The excitement of tennis is now as close as your personal computer. Challenge a friend or the computer to a realistic tournament, consisting of games, sets, and matches. Keep up with the ball to win the championship! A color computer, with at least 16K RAM, and joysticks are required.

## **Loading Instructions**

1. Have your computer power off before inserting or removing a Program Pak™ ROM cartridge. Failure to do so could result in damage to the Program Pak.
2. Connect the Color Computer to the television and set the switchbox control to Computer (or Game). See your Owner's Manual for further details regarding connections.
3. Plug the joystick controllers into the jacks located on the back left side of the computer.
4. Insert the Tennis Program Pak, label side up, into the slot located on the right side of the computer.
5. Turn on the television and tune it to channel 3 or 4 (whichever is least active in your area).

6. Turn on the Color Computer. You may need to adjust the television or press the RESET button on the computer to obtain a clear picture.

## Controller Action

Tennis is played with joystick controllers. Two people can oppose each other, or one may play against the computer. Shift the joystick in the direction you want your player to move. The button must always be pressed to serve the ball at both beginner and expert levels.

In "expert" mode, the ball travels faster and the players must press the button to return as well as serve the ball during the game. At beginner level, contact between your player and the ball will automatically cause a return.

## Playing the Game

Once the cartridge has been loaded, the first screen asks you to select players. Press **1** on your keyboard to play against the computer; press **2** if two people are playing.

Next, choose the level of difficulty at which you intend to play: Beginner **1** or Expert **2**. When two people play (left player and right player) each one selects his own level. When one person opposes the computer, only the "left player" chooses a level.

After these selections have been made, the court appears. The left player is on the back court (top of the screen), where the ball bounces until it is served. Players alternate courts for each game. To serve, position the player behind the ball at the rear of the court (player perspective). Press the button to strike the ball.

The ball travels in the direction opposite to the player's movement when he strikes it. For example, if the player is running to the left when he returns the ball, the ball travels across the court to the right. Beneath the ball is its shadow, indicating its elevation while in motion.

The entire court, including the double alleys, are "in play" for even greater challenge in lateral movement.

## Scoring

Scoring is based on the standard rules of tennis. A player scores on every ball the opponent misses. The scoring progression is 15, 30 and 40.

The first score after 40 is called the "advantage," abbreviated as "ad." The server's advantage is called "ad in" and is symbolized on the screen by I. The opponent's advantage is called "ad out" and is symbolized by O. Even advantage is called "deuce," symbolized by D. The second successive advantage scored by either player is game.

Each player's score appears on his edge of the screen (left or right). A screen of cumulative scores is shown after each game.

> SCORES <			
PLAYER	GAMES	SETS	MATCHES
LEFT	000	000	000
RIGHT	000	000	000

PRESS BUTTON

To win a set, a player must win at least six games, and have a two game lead over the opponent. Three sets won out of five scores a match.

## Strategy

While waiting for the ball to be returned to your court, center your player so he will be ready to meet the ball wherever it enters the court.

If your opponent is on one side of the court and not moving toward the other side, try to hit the ball toward the empty side. If the opponent is moving toward the other side of the court, hit the ball behind him.



When playing against the computer, try to slam the ball down the side aisle; the computer player cannot always reach the ball quickly enough for a return. The “side aisle slam” provides your best opportunity to score!

## **Break, Anyone?**

In case of exhaustion on the court (or you want to begin a new game), press the **BREAK** key on your keyboard. This returns you to the player selection screen, where you choose a one or two person game, followed by choice of levels.

## **End of Game**

The score screen is shown after each game. Game scores are kept until the tournament reaches “set” status. Once a set has been scored, the game scores inclusive in that set return to zero and a set is credited to the winning player. Similarly, scores for sets are void once a match has been won by a player.

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**U.S.A.: FORT WORTH, TEXAS 76102**  
**CANADA: BARRIE, ONTARIO L4M 4W5**

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**TANDY CORPORATION**

**AUSTRALIA**

**280-316 VICTORIA ROAD**  
**RYDALMERE, N.S.W. 2116**

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