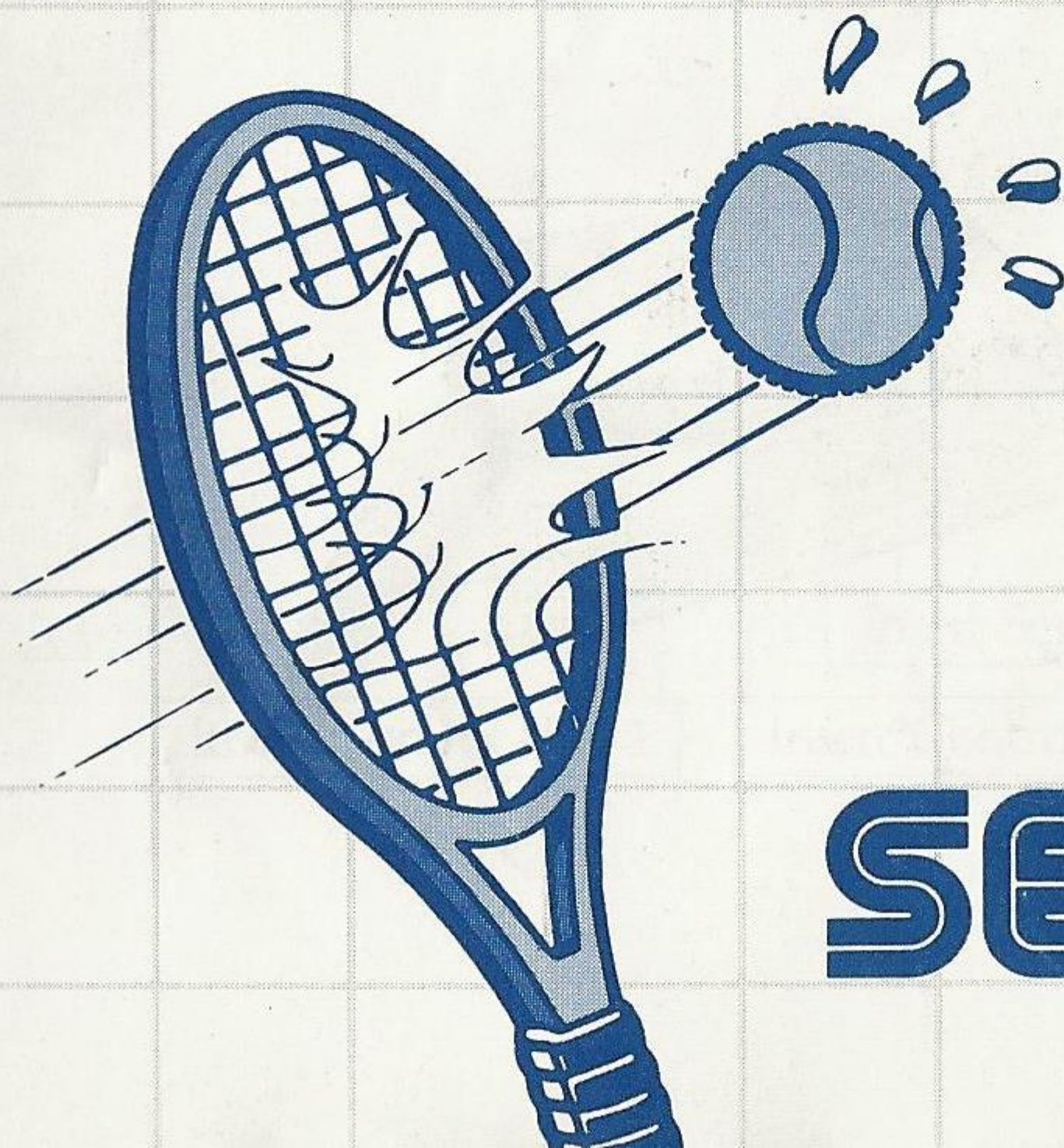
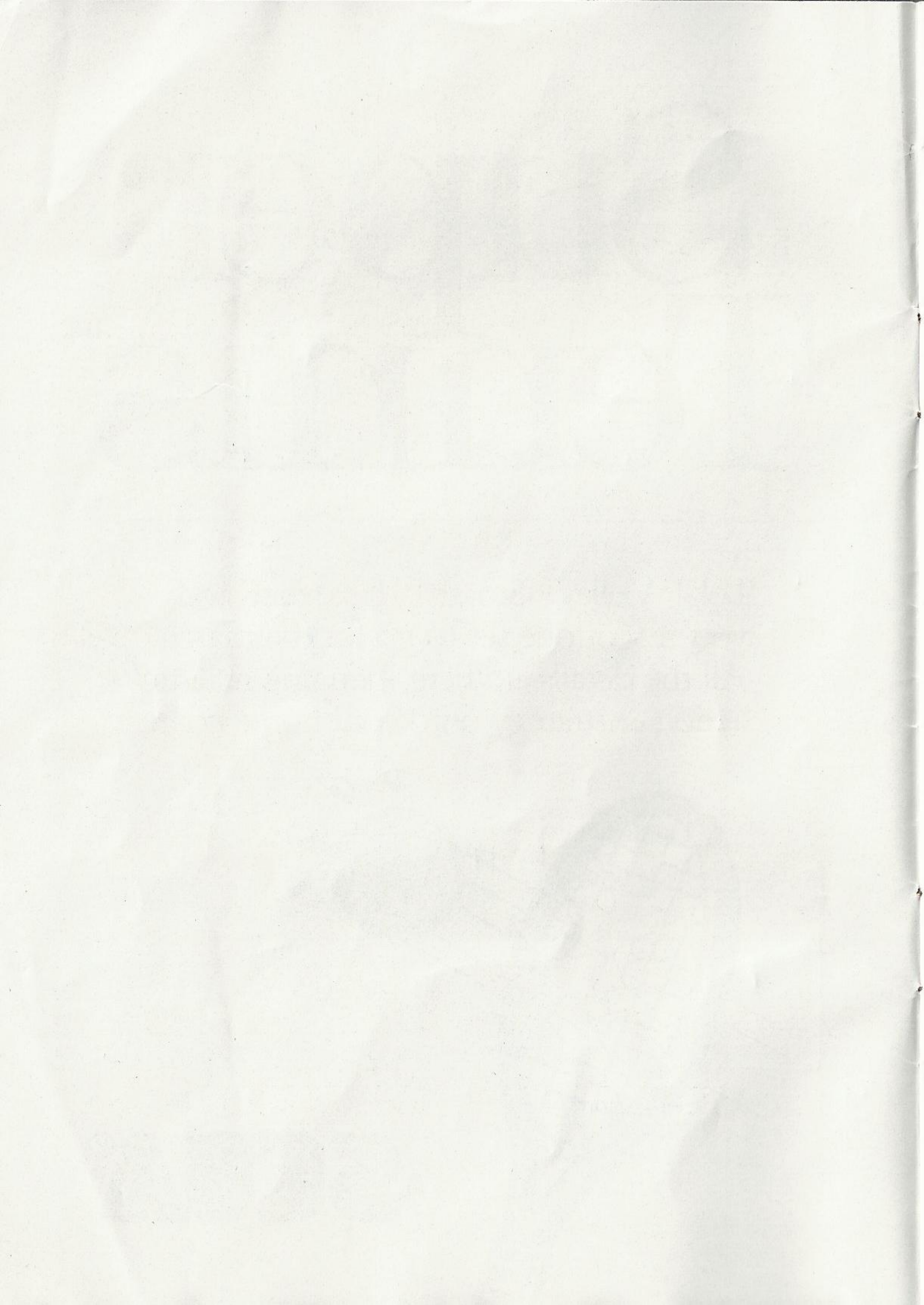


Super Tennis™

Lob! Volley! Smash! It's deuce and you've got one set to go for the match. All the details are here, bringing realistic action & strategy onto your home court.



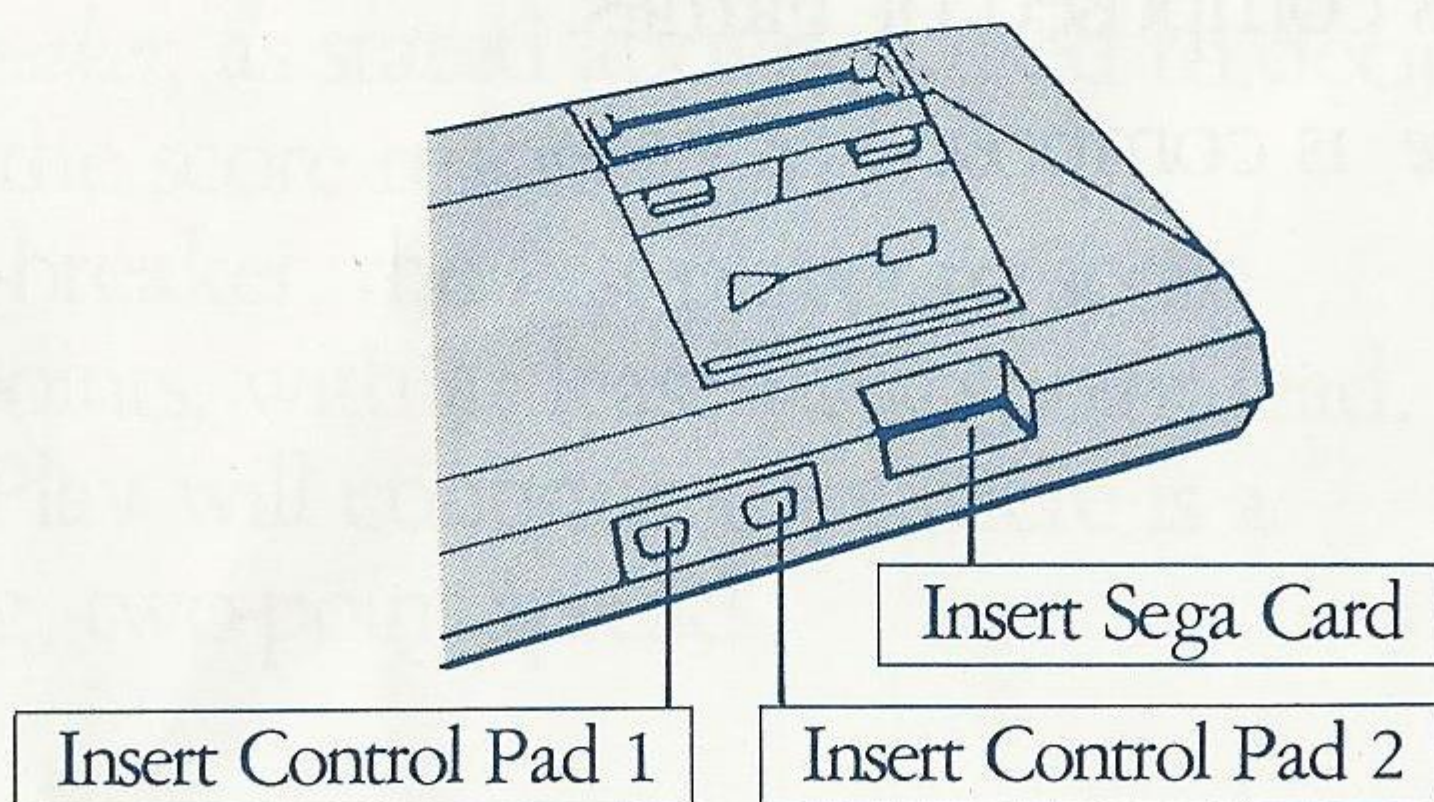
SEGA®



Loading Instructions: Starting Up

1. Make sure the power switch is OFF.
2. Insert the SUPER TENNIS™ Sega Card into the power base (shown below) as described in your SEGA SYSTEM™ manual.
3. Insert a control pad into port 1 on the power base. If two people are to play, insert another control pad into port 2.
4. Turn the power switch ON. If nothing appears on screen, recheck Sega Card insertion.

IMPORTANT: Always make sure the power base is turned OFF when inserting or removing your Sega Card/Cartridge.



What's Happening

You are about to play tennis against a computerized opponent. The rules, swings and scoring of real tennis have all been applied.

If you are playing alone, the computer will challenge you in a single's match.

If you are playing with a friend, you will both be on the same team, and the computer will challenge you in a double's match.

THE OBJECT OF THE GAME is to win the match.

Match, Set And Game Defined

A match is composed of sets.

A set is composed of games.

A game is composed of points.

The winner of the match is the first player to win two out of three sets.

The winner of a set is the first player to win six games, by at least a two-game lead.

If a set should reach 6-6, a tie-breaker will be played to decide the set. (See below)

The winner of a game is the first player to score four points, and do so with a two-point lead. If both players should score 3 points, the score becomes "Deuce" and play continues until one player reaches a two-point lead.

In tennis, the first point scored in a game is shown as 15. The second point is 30, the third point is 40, and the fourth point is "Game" (assuming you have a two-point lead).

A tie-breaker, as stated above, is used to decide a set if the score reaches 6-6.

In a tie-breaker, the first player to score seven points, with at least a two-point lead, wins. Play will continue until there is a winning, two-point spread.

To Begin The Match

For a one-player game, press a start button on control pad 1.

For a two-player game, press a start button on control pad 2.

(Remember, both players will be on the same team, competing against the computer in a double's match.)

SKILL LEVEL SELECTION

This next screen enables you to design the match to your mood and/or skill level.

PLAYER LEVEL SELECT

- | | | | |
|------------------|----------------------------|---|---|
| 1. Speed Level | ☐ A | B | C |
| 2. Control Level | ☐ A | B | C |
| 3. Player Type | ☐ A | B | C |

COMPUTER LEVEL SELECT

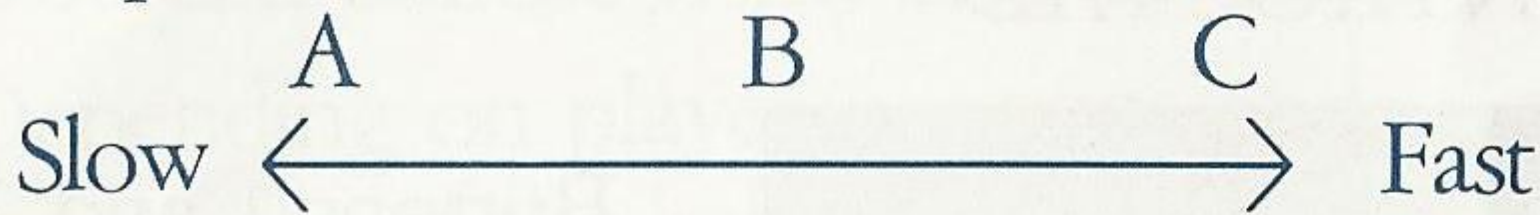
☐ 1 2 3 4 5

Use the directional button on the control pad to make your selections.

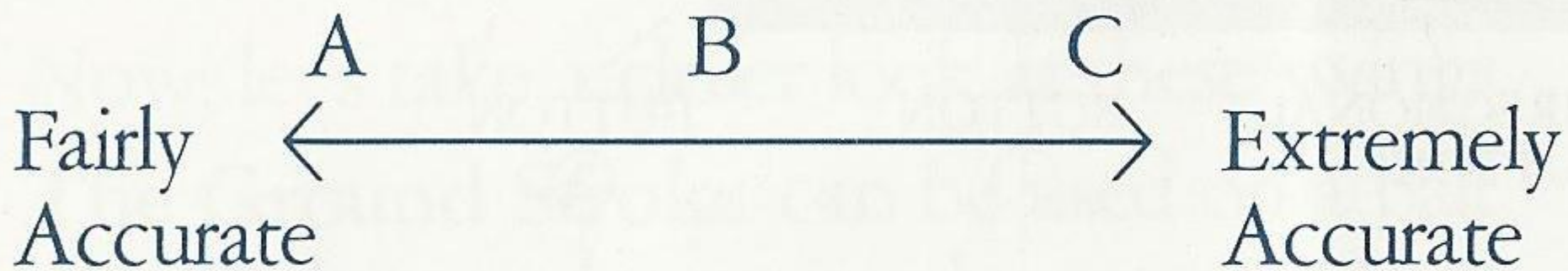
After you have made all your selections, press the start button.

DESCRIPTION OF SELECTIONS:

1. Speed Level



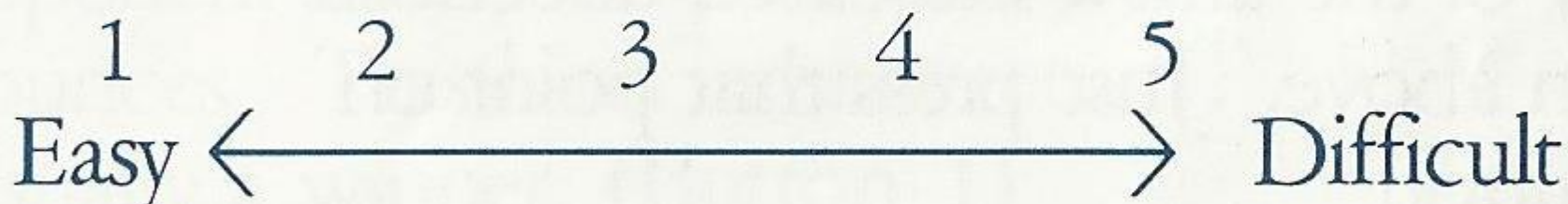
2. Control Level



3. Player Type



Computer Level Select



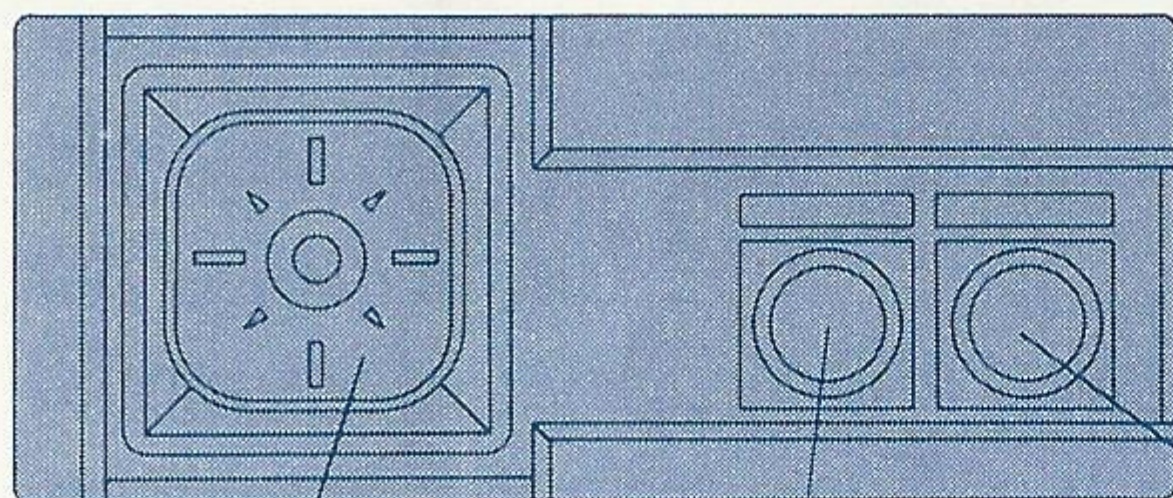
When you have made all level selections and pressed the start button to begin, you will find yourself (and your teammate, if any) at the lower end of the court. In Super Tennis™, *players do not switch sides between sets.*

In single's matches, the inner court boundaries are used.

In double's matches, the outer court boundaries are used.

Controlling Your Strokes

THE CONTROL PAD



DIRECTIONAL
BUTTON

BUTTON

①

Ground Stroke
Volley
Smash

BUTTON

②

Lob Shot

Buttons 1 and 2
also act as start
buttons.

The Directional button can move your player in any of the arrow-indicated directions shown above. Just press that point on the button.

Buttons 1 and 2 can both be used as start buttons.

CALLING THE SHOTS

You can choose from four tennis swings.

Depending on player positions and the height of the ball when hit, button 1 will cause a **Ground Stroke**, a **Volley** or a **Smash**.

Button 2 will cause a **Lob Shot**.

Now, let's take a closer look at these swings.

The **Ground Stroke** can be used on a ball that has bounced once on the court.

(Button 1)

A **Volley** can be used on a ball that has not yet bounced on the court. (Button 1)

A **Smash** can be used to return your opponent's high lob shot before it bounces. This is an intense return!

Usually a winner. (Button 1)

A **Lob Shot** sends the ball up in an arch, high above the net. It can also be used as a sort of "escape" when a difficult ball comes your way. (Button 2)

Scoring

After every game, the current score will appear on the screen. (Your score is the upper one.)

Remember, each game is scored in true tennis style:

POINT	SCREEN DISPLAY
0 (love).	0
1	15
2	30
3	40
4	Game

To review the tennis scoring system, see the section entitled "Match, Set And Game Defined."

Hints For Better Gameplay

Mastering the timing, use and delivery of each stroke is the key to your success in Super Tennis™.

Become adept at figuring out where your opponent's ball will land. Then, get to that spot as quickly as possible in order to make a calm, strong and careful shot.

Scorebook

Name					
Date					
Score					

Name					
Date					
Score					

Name					
Date					
Score					

Name					
Date					
Score					

Scorebook

Name					
Date					
Score					

Name					
Date					
Score					

Name					
Date					
Score					

Name					
Date					
Score					

Scorebook

Name					
Date					
Score					

Name					
Date					
Score					

Name					
Date					
Score					

Name					
Date					
Score					

Handling The Sega Card™

- The Sega Card is intended exclusively for the Sega System.™
- Do not bend, crush or submerge in liquids. Keep the Sega Card clean.
- Do not leave in direct sunlight or near a radiator or other source of heat.

90-Day Limited Warranty

Sega® Card/Cartridge

To validate the following 90-day limited warranty, your sales slip or proof of purchase should be retained at time of purchase and presented at time of warranty claim.

90-Day Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that this Sega Card™/Cartridge™ shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective card/cartridge, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive fast, reliable service, call the Sega Customer Service Department at the following numbers:

Outside California: 800-USA-SEGA

Inside California: 415-742-9300

Our Customer Service Department is in operation from 9:00 AM to 5:00 PM (Pacific Time), Monday through Friday. *Do not return your Sega Card/Cartridge to your retail seller.*

Sega's service center is located at the following address:

Sega of America, Inc.

Warranty Repair

573 Forbes Blvd.

South San Francisco, CA 94080

Limitations On Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc. be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations of exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

Now, there are no limits.[®]

SEGA[®]

SEGA OF AMERICA, INC., 573 Forbes Blvd., South San Francisco, CA 94080, (415) 742-9300

A CSK GROUP COMPANY

Printed in Japan

© 1986 SEGA OF AMERICA, INC.