TENNIS CUP
MANUAL

Congratulations! You just bought another Loriciel game!

TENNIS CUP is the best Tennis simulation to be released to date. The animation, graphics and programming have been approached from a completely new angle, and the results, as you'll see, are astounding. 32 possible opponents, each with their own qualities, defects and tactics. In addition, you can use the edit facility to create an opponent and to adjust the difficulty level of the game. The two-screen concept allows both players to see the game from their own perspective, which adds a great deal to the enjoyment of the game.
Every shot is possible – lobs, drop shots, forehands, backhands, smashes, etc.

At the beginning of the game, each player has 30 aptitude points which they can divide between the different shots, to increase their skill at any particular shot.

But that's enough about the game. Let's play!

LOADING INSTRUCTIONS

**ATARI ST/AMIGA:** Insert the disk in the internal drive and switch on the computer.

ATARI ST: Inserisci il dischetto nel drive e accendi il computer.

CBM AMIGA: Accendi il computer e inserisci il dischetto programma.

PLAYER'S MOVES

JOYSTICK MOVING WITHOUT HOLDING THE FIRE BUTTON

TOWARDS THE NET

LEFT ← → RIGHT
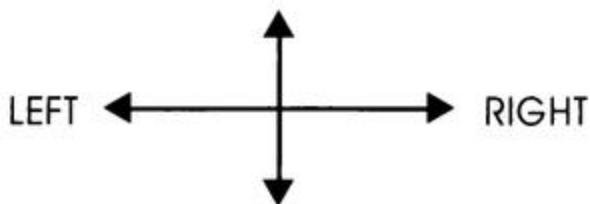
TO THE BACK OF THE COURT

JOYSTICK MOVING WITH THE FIRE BUTTON
(HOLDING THE FIRE BUTTON: PREPARATION OF THE BALL
RELEASING THE FIRE BUTTON: SHOOTING THE BALL)

HITTING THE BALL ONCE IT HAS BOUNCED IN YOUR COURT

Your opponent being at the far end of the court, here are your 3 return shot options and joystick positions:

SHOT POSITIONS / SHOT OPTIONS	LEFT SHOT	STRAIGHT SHOT	RIGHT SHOT
TOP SPIN SHOT	←	▲	→
LOW RETURN SHOT	←	●	→
DROP SHOT	←	▼	→

When your opponent is at the net, here are your 6 return shot options and joystick positions:

SHOT POSITIONS / SHOT OPTIONS	LEFT SHOT	STRAIGHT SHOT	RIGHT SHOT
TOP SPIN SHOT	←	▲	→
LOW RETURN SHOT	←	●	→
LOB SHOT	←	▼	→

	LEFT SHOT	STRAIGHT SHOT	RIGHT SHOT
DEEP VOLLEY	←	▲	→
TOP SPIN VOLLEY	←	●	→
DROP SHOT VOLLEY	←	▼	→

If your opponent hits you a lob shot you have one choice:

SMASH	←	●	→ '

SERVING

	TO THE LEFT	STRAIGHT	TO THE RIGHT
UP	1	2	3
MIDDLE	4	5	6
DOWN	4	5	6

1	2	3	1	2	3
4	5	6	4	5	6
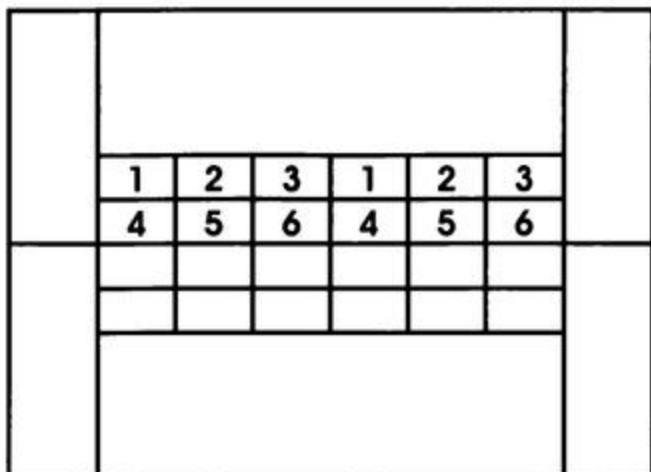
To serve, the zone you want to reach is determined by the joystick position. For example, if you push your joystick up and to the left,

◄─────┐ you'll reach the 1 zone described below.

PLAYER'S PARAMETERS

You can increase or decrease your skill level for each type of shot. At the beginning of the game you have 50% of the total possible skill level for each shot. The more the percentage for a shot is increased, the more chance you have of playing successfully. You can also reduce percentage points on a less important shot, and add them onto a more useful one.

During the game, your percentages will alter according to the strong and weak points of your game. The percentages for the forehand and backhand represent the effectiveness of your shots.

The higher the percentage, the longer and better placed your ball will be. The percentages for the other shots represent the rate of success of these shots. The higher they are, the more chance of success you'll have with the harder shots (smash, volley, etc.)

HOW TO SAVE YOUR PARAMETERS

You can, in 'CHAMPIONSHIP' mode, save your own options. At the end of each match your statistics will be shown and in 'CHAMPIONSHIP' mode your player's new options menu will appear, and you can save it with the 'SAVE' option.

YOUR OPPONENT'S PARAMETERS

A player is defined by the percentages of each of his shots, by his physical aptitude ('PHYSICAL'), his reflexes ('REFLEXES'), his scores at the back of the court ('BASE LINE'), and by his scores at the net level ('NET').
For those two last parameters, the higher the percentage is, the more the player will tend to play from the end of the court or to get closer to the net. You then can choose among 32 opponents the one you prefer. Each opponent has got his own characteristics and parameters.

HOW TO MODIFY YOUR OPPONENT'S PARAMETERS

You can modify the parameters of your opponent depending the level you want him to play. To create your opponent, position yourself in the '1 PLAYER' mode. Your own list of parameters appears on the screen; select 'SINGLE EXHIBITION' and choose 'CREATE YOUR OPPONENT'.
His parameters appear then on the screen and you can at this moment, modify some of his parameters (percentage of success for each shot, definition of his game style...).
Once created, you can save his parameters with the 'SAVE' option.

AUTHORS

PROJECT MANAGER: Ch. GOMEZ
PROGRAMMERS: B. ARON, Ch. GOMEZ
DESIGNER: D. SABLONS
MUSIC: M. WINOGRADOFF

LORICIEL

TENNIS CUP
HANDBUCH

Wir beglückwünschen Sie zum Kauf eines Loriciel-Spiels!
Mit 'Tennis-Cup', haben Sie eine der größten Tennis-Simulationen erworben.

In diesem Spiel, in welchen die Animationen und die Grafiken neu gestaltet worden sind, erwarten Sie 32 Gegner, die alle verschiedene Eigenschaften, Fehler und Taktiken haben.
Sie können aber auch Gegner kreieren, indem Sie die Parameter mit einem Editor neu einstellen.

Dank des 'doppelten' Bildschirms, befindet sich jeder Spieler im Vordergrund und kann somit seine Figur optimal bewegen.
Alle Schlagarten sind in Tennis-Cup möglich: Aufschlag, Volley, Lobs, Spin, Slices usw...

Zu Beginn des Spiels, stehen jedem Spieler 30 Punkte zur Verfügung, die er beliebig unter den verschiedenen Schlägen verteilen kann.

LADEANWEISUNGEN

ST. AMIGA: Legen Sie die Diskette in das Laufwerk und schalten Sie den Computer ein.

AMSTRAD CPC DISK: Legen Sie die Diskette in das Laufwerk und tippen Sie RUN 'TENNIS'.

CPC KASSETTE: Spulen Sie die Kassette bis zum Anfang zurück, drücken Sie die Taste PLAY der Datasette und tippen Sie RUN 'TENNIS'.

BEWEGUNGEN DES SPIELERS

JOYSTICK MOVING WITHOUT HOLDING THE FIRE BUTTON

ANS NETZ

NACH LINKS ←——————→ NACH RECHTS

AN DIE GRUNDLINIE
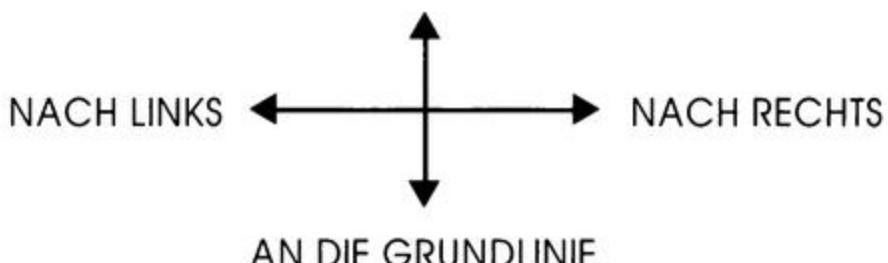
JOYSTICK MIT FEUERKNOPF
(GEDRÜCKTER FEUERKNOPF: VORBEREITUNG
FEUERKNOPF LOSLASSEN: BALL SCHLAGEN)

BALL WIRD NACH DEM AUFTIPPEN GESCHLAGEN

Gegner an der Grundlinie:

SHOT POSITIONS / SHOT OPTIONS	LEFT SHOT	STRAIGHT SHOT	RIGHT SHOT
TOP SPIN SHOT	←	▲	→
GERADER SCHLAG	←	●	→
DROP SHOT	←	▼	→

Gegner am Netz:

SHOT POSITIONS / SHOT OPTIONS	LEFT SHOT	STRAIGHT SHOT	RIGHT SHOT
TOP SPIN SHOT	←	▲	→
GERADER SCHLAG	←	●	→
LOB SHOT	←	▼	→

HALBFLUGBALL	←	▲	→
SCHMETTERBALL	←	●	→
VOLLEYSTOP	←	▼	→

Der Gegner spielt ein lob:

AUFSCHLAG

	TO THE LEFT	STRAIGHT	TO THE RIGHT
UP	1	2	3
MIDDLE	4	5	6
DOWN	4	5	6
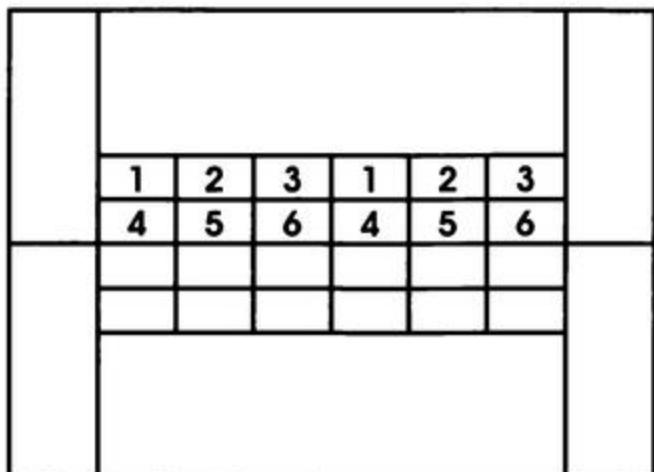
← Beim Aufschlag hängt das Zielfeld von der Joystick position ab.

PARAMETER SPEICHERN

Die Parameter Ihres Spielers können Sie nur im CHAMPIONSHIP-Modus speichern.
Nach jedem Match werden Ihre Statistiken angezeigt.
Im Championship-Modus können Sie mit der Option 'SAVE' speichern.

PARAMETER DES GEGNERS

FÜR jeden Spieler gelten folgende Parameter:

– Prozentsatz für jeden Schlag.
– Ausdauer ('PHYSICAL').
– Reflexe ('REFLEXES').
– Spielniveau an der Grundlinie ('BASE LINE')
– Spielniveau am Netz ('NET').

Von den letzen zwei Parameter hängt ab, ob der Spieler ofters am Netz oder an der Grundlinie spielen wird.
Sie können unter 32 verschiedene Gegner, den passenden auswählen.

PARAMETER DES GEGNERS EINSTELLEN

Im modus '1 PLAYER', können Sie einen Gegner kreieren. Nachdem Ihre eigenen Angaben erschienen sind, wählen Sie 'SINGLE EXHIBITION' und anschließend 'CREATE YOUR OPPONENT'. Nun können Sie die Angaben des Gegners verändern. Speichern Sie die neuen Parameter mit der Option 'SAVE'.

AUTOREN

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