

**TAITO**<sup>®</sup>

SNS-IT-USA



**INTERNATIONAL  
TENNIS TOUR**

**INSTRUCTION BOOKLET**

***SUPER NINTENDO***<sup>®</sup>  
ENTERTAINMENT SYSTEM



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Thank you for selecting this INTERNATIONAL TENNIS TOUR™ Game Pak for your Super Nintendo Entertainment System®.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this booklet for future reference.

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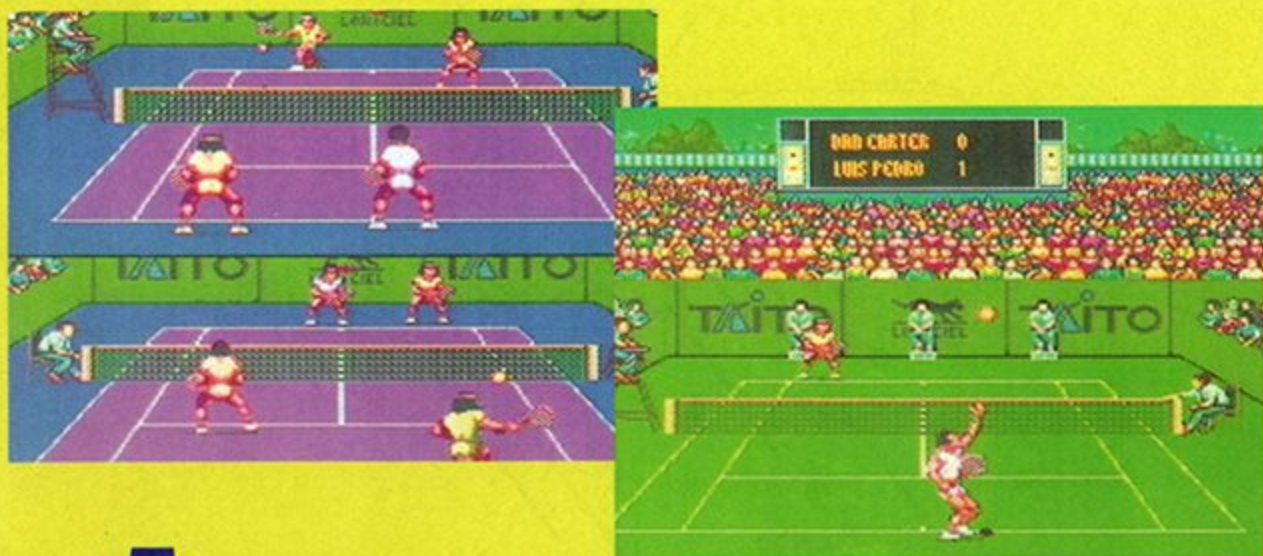


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# INTERNATIONAL TENNIS TOUR



**A**CE THE 5 MODES AND WIN THE CHAMPIONSHIP!!

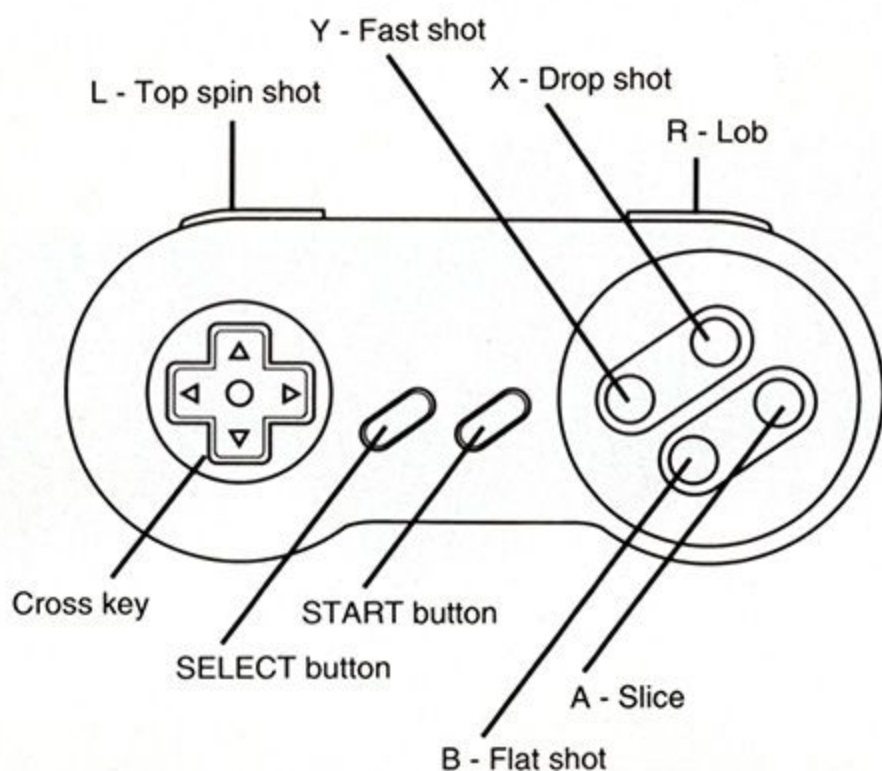
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# CONTROLS

The basic controls are explained on this page. There are also other shots that players can use, depending on their court positions. Please refer to page 17 for details.



## ● CONTROL PAD

Use the control pad to move your character around the screen during the match; to determine the direction of shots when hitting the ball; and to select the MODE from the MODE SELECTION screen.

## ● START BUTTON

Use the start button to pause game play during the match, and to set your choice when choosing an option from the game selection screen.

## ◆ TYPES OF SHOTS

- 1) **Flat** ..... A shot with a medium curve and bounce.
- 2) **Slice** ..... The ball travels lower and closer to the net than the normal return, and has a longer and lower bounce. It's slightly slower than the normal return.

- 3) **Drop shot**..... The ball travels only a short distance, at a fairly slow speed, and hardly bounces at all.
  - 4) **Fast shot** ..... A shot which has about the same amount of bounce as the normal return, and travels very fast.
  - 5) **Lob** ..... The ball travels very high into the air, at a rather slow speed.
  - 6) **Top spin shot** ..... A shot that travels higher above the net than the normal return, but for a shorter distance. It bounces high into the air.
- There are two types of serve: the normal serve (B button), and the slice serve (A button).

## Changing the Button Settings

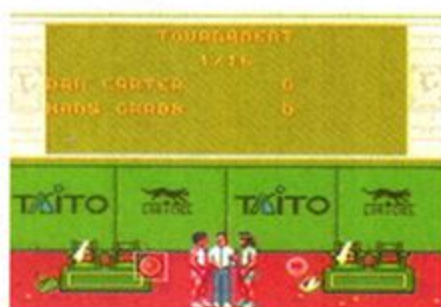
You can change the button settings for controlling your player during a match. When you're choosing a character from the player selection screen, press the SELECT Button to bring up the OPTION screen. Press SELECT again to return to the PLAYER SELECTION screen.



## Button Operations (when not playing a match)

In addition to controlling your character during a match, the buttons are also used to select game modes, to select other options, and to choose your character and opponent.

(Please refer to page 16 of your manual).



- ☞ To return to the menu screen during a match, press the SELECT and START buttons at the same time.





# WHAT YOU SEE ON SCREEN



## Playing the computer



## Playing a friend



- ① ----- Player's character
- ② ----- Computer's character
- ③ ----- Player 1
- ④ ----- Player 2

## THE MATCH RESULT SCREEN

At the end of each match, information about each player and each team will be displayed on the screen. Use this information to help you in your next match (statistics about the number of sets, games and points won; the number of shots missed; the number of volley shots and passing shots hit; and the number of successful first serves, aces, and double faults will be displayed).

	PRO CHUCK	JUAN WILKS
SETS	1	1
GAMES	0	6
POINTS	7	24
MISSED SHOTS	0	2
VOLLEYS	0	0
PASSING SHOTS	0	0
FIRST SERVES	0 5 %	1 0 0 %
ACES	0	12
DOUBLE FAULTS	0	0

# GAME MODES

Press the START button at the title screen to bring up the GAME SELECTION screen. Five types of game mode are shown at the top of the screen. The current default options for each mode are highlighted below. Press the START button to begin a match.



## 1. TRAINING



## 2. EXHIBITION MATCH



## 3. TOURNAMENT

(compete in a number of matches in various places around the world)



## 4. THE NATIONS CUP

(a player's tournament between various countries)



## 5. THE PROFESSIONAL CHAMPIONSHIP

(the start of a world tour)

### Game Over

In most modes, the game ends when you are defeated in a match. In the Professional Championship mode, the game ends when your money runs out.





## TRAINING MODE



### PRACTICE

Try to hit the balls coming out of the ball machine back into the other court as accurately as you can (to practice using the pad and getting accustomed to returning the ball).



### PRECISION PRACTICE

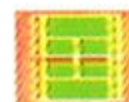
Practice hitting the balls at specific targets on the other side of the court (develop your return and shot accuracy).



### SERVICE PRACTICE

Serve the ball back across the service court and try to hit the target.

\* These practice options are very useful for improving your game and discovering new, effective shots.



### TYPE OF COURT

Choose from 4 different kinds of court.



### CHOOSING THE DIFFICULTY LEVEL

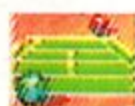
Choose from 3 levels of difficulty.





## **EXHIBITION MATCH**

This mode allows you to practice your skills in an actual exhibition game.



### **CHOOSING THE TYPE OF MATCH**

Select a singles or a doubles match.



### **CHOOSING THE NUMBER OF PLAYERS**

Choose the number of players. It's possible to play by yourself, or with a friend, in both the singles and the doubles matches.



### **CHOOSING THE TYPE OF COURT**

Choose from 4 different types of court (refer to page 16 for details).



### **CHOOSING THE NUMBER OF SETS**

Select 1, 3 or 5 sets.



### **CHOOSING THE DIFFICULTY LEVEL**

Choose from Beginning, Amateur, or Professional levels (refer to page 16 for details).



## **TOURNAMENT MODE**

This mode lets you try out your skills in actual singles or doubles play against opponents from all over the world.



### **CHOOSING THE TYPE OF MATCH**

Select either a singles or a doubles match.



### **SELECTING THE NUMBER OF PLAYERS**

Choose the number of players. It's possible to play by yourself, or with a friend, in both the singles and the doubles matches.



### **CHOOSING THE TYPE OF COURT**

Choose from 4 different types of court (refer to page 16 for details).



### **CHOOSING THE NUMBER OF SETS**

Select 1, 3 or 5 sets.



### **CHOOSING THE DIFFICULTY LEVEL**

Choose from Beginning, Amateur, or Professional levels (refer to page 16 for details).





## THE NATIONS CUP



This mode lets you play in singles or doubles competition between different countries. Choose your nationality, your partner, and let the game begin!

### CHOOSING THE NUMBER OF PLAYERS

You will play both singles and doubles matches in this option. It's possible to play by yourself, or with a friend.



### CHOOSING THE NUMBER OF SETS

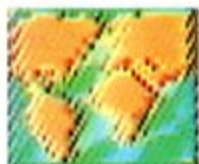
Play 1, 3 or 5 sets.



### CHOOSING THE DIFFICULTY LEVEL

Choose Beginning, Amateur, or Professional level (refer to page 16 for details).





## THE PROFESSIONAL CHAMPIONSHIP



### CHOOSING THE DIFFICULTY LEVEL

Choose Beginning, Amateur, or Professional level.

You compete individually in this option. You must battle your way through a number of tournaments in various parts of the world as a professional tennis player. Your goal is to win the World Championship. In this game it's not enough just to be a skillful tennis player - you must also manage your finances and your schedule well.

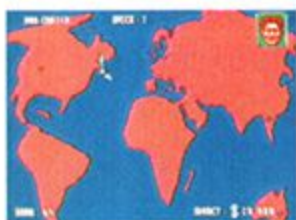
The Championship is spread out over 52 weeks (one year). A number of tournaments take place each week. The prize money, registration fees, and transportation costs vary, depending on the location of each tournament. Keep in mind how much money you have when deciding which tournament you'll compete in. You start the Championship with \$20,000. You'll receive cash and bonuses if you manage to achieve good results. It's possible to skip a week and proceed to the next week, in which case you must participate in the Nations Cup.

If you are ranked in the top 8 at the end of the season, you qualify to compete in the Master's Tournament. The winner of the Master's Tournament becomes the World Champion.



Set your sights on becoming the Champion!

## ● WHAT YOU SEE ON SCREEN IN THE PROFESSIONAL CHAMPIONSHIP



The player's name, the week of the Championship, and the player's face are displayed at the top of the screen. The player's ranking and how much money s/he has remaining is shown at the bottom of the screen. The small character figure indicates the player's current location.



The purple dot indicates a tournament location, and the green dot indicates a training location. Press the button at either of these places and details about the tournament or training location will be displayed on the screen. At tournament locations, information about the amount of prize money; the registration fees; the transportation costs; the type of court; and the number of sets will be displayed. At training locations, information about the registration costs; the transportation costs; and the type of court will be shown. Press the START button to confirm your choice.



If you press the button at the small character figure, a menu comes up on the screen. You can choose one of these options:

- GO TO NEXT WEEK - Moves you to the next week.
- QUIT - Pauses the game and returns you to the menu screen (the password will not be displayed).
- LOAD GAME - Takes you to the password input screen.
- SAVE GAME - Displays the password for that particular moment.
- CONTINUE - Returns you to the game.

### USING A PASSWORD

You need to use a password when you want to continue from where you left off. To start the game again, select the LOAD GAME option. Use the cross key to select the letters of the password, press the A button to confirm, and then press the START button.





# RULES

## ● Winning Points

You receive 1 point whenever your opponent hits the ball out of your court area, and whenever your opponent is unable to return one of your shots. You also receive 1 point when your opponent hits a double fault.

## ● Winning Games

In tennis, “love” means zero points; “fifteen” means 1 point; “thirty” means 2 points; and “forty” means 3 points. The first player who earns 4 points wins the game. If the players’ scores are “40 all”, the game goes to “deuce”. In this case, the first player who scores two points in a row wins the game.

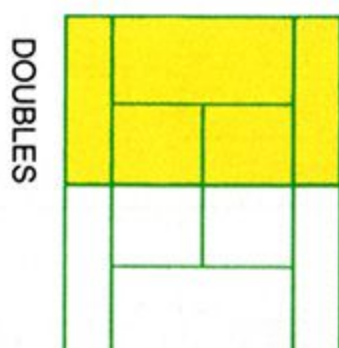
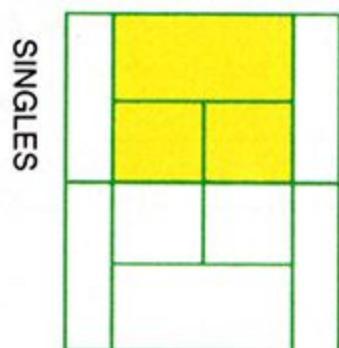
## ● Winning Sets

The first player to win 6 games wins the set. However, if both you and your opponent are at 5 games each, you must win another 2 games in a row to win the set. If you each win a game and the score becomes 6 games all, a tie-breaker will take place, and the first player to win 7 points wins the set. If the score becomes 6 all during the tie-breaker, you must win two more points in a row to win the set.

The winner of a match is the first player to win the first 2 sets of a 3 set match; or the first 3 sets of a 5 set match.

## ● COURT BOUNDARIES

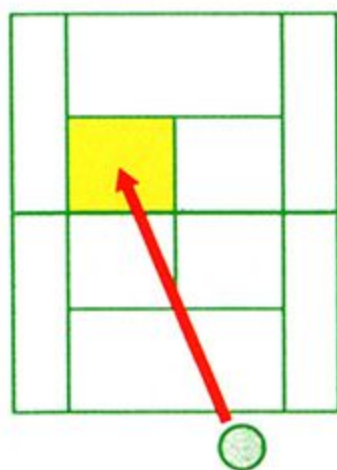
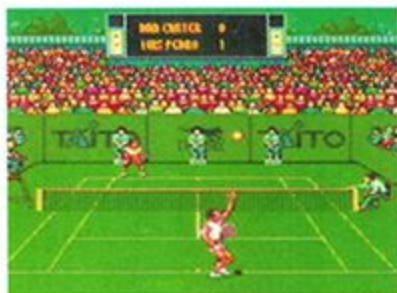
In tennis, the play takes place within the lines marked on the court. Please note that the court area used for singles and doubles matches is different, as shown in the diagram below.



## ● SERVICE AREA

When serving, you hit the ball diagonally into your opponent's service area, as shown in the diagram below.

If your serve doesn't go into your opponent's service area, it's a "FAULT", and you serve again. If your second serve also misses the service area, it's a "DOUBLE FAULT", and you lose 1 point. If your serve touches the net and goes into your opponent's service area, it's a "LET", and you are allowed to serve again.





## ● TYPES OF COURT

Court Type	Ball Height	Speed
Hard	High	Fast
Indoor	Normal	Normal
Clay	Normal	Slow
Grass	Low	Fast

## ● DIFFICULTY LEVEL

Difficulty Level	Player Movement	Speed
Beginner	Automatic	Normal
Amateur	Manual	Normal
Pro	Manual	Fast



# TYPES OF SHOTS



Press the appropriate button on the controller to hit the ball with the desired shot. The computer automatically determines whether the shot will be forehand or backhand. Details for each shot are shown on the chart below.

Shot	Ball Position	Ball Height	Bounce
Forehand	Right	Between head and knees	Yes
Backhand	Left	Between head and knees	Yes
Low Volley (forehand)	Right	From the knees down	-
Low Volley (backhand)	Left	From the knees down	-
Volley (forehand)	Right	Between shoulders and knees	No
Volley (backhand)	Left	Between shoulders and knees	No
High Volley (forehand)	Right	Between shoulders and head	No
High Volley (backhand)	Left	Between shoulders and head	No
Smash	Right	Above the head	No

Shot	Forehand	Backhand
Baseline Normal Return or Backspin	Yes	Yes
Lob or Baseline Drop Shot	Yes	Yes
Low Volley	Yes	Yes
Normal Volley	Yes	Yes
High Volley	Yes	Yes
Smash	Yes	No
Normal serve from the right	Yes	No
Slice serve from the right	Yes	No
Normal serve from the left	Yes	No
Slice serve from the left	Yes	No
Diving shot	Yes	Yes





# PLAYER LIST



America	Dan Carter	1
	Mike Jones	6
Spain	Luis Gomez	10
	Ed Suarez	18
Japan	Yuji Shima	4
	Ken Sato	15
England	Alan Lloyd	23
	Guy Robert	33
India	Tan Racha	14
	Ajan Ruah	43
Italy	Vito Recci	11
	Lino Fardo	25
Argentina	Luis Pedro	12
	Juan Vilas	26
Sweden	Marc Berg	2
	Chris Bekm	7
Switzerland	Paul Peron	22
	Will Iston	50
Austria	Hans Stern	21
	Jim Kurgan	36
Germany	Yan Muller	3
	Eric Meyer	20
Brazil	Luis Ramon	24
	Juan Limes	49
France	Paul Belot	5
	Marc Lard	13
Mexico	Jim Lapena	16
	Jose Lapaz	30
Australia	Ned Austin	8
	Sam Corey	31
New Zealand	Rick Baley	9
	Ned Reford	32



Use the A or B button to select your player. and press the START button to start the match.

America	Jake Stone	17
	Joe Miller	28
Spain	Rico Mira	27
	Bob Santos	35
Japan	Jo Azuma	34
	Ryo Irie	41
England	Dan White	42
	Jim Stuner	52
India	Rha Suhary	51
	Ryha Rhaja	62
Italy	Al Maneti	44
	Tino Sergio	46
Argentina	Jose Reyes	45
	Sid Cortes	59
Sweden	Yan Hensen	19
	Jim Langey	63
Switzerland	John Behus	48
	Dan Adams	64
Austria	Eric Shultz	47
	Pete Ulric	53
Germany	Hans Grabb	37
	Karl Bauer	54
Brazil	Rigel Ciron	58
	Juan Gauz	60
France	Fred Raner	29
	Eric Dunon	61
Mexico	Jo Perera	38
	Luis Perez	55
Australia	Ted Elliot	39
	Yan McKoy	56
New Zealand	Mac Taner	40
	Jake Bates	57

\* ATP = World ranking. The lower the number the higher the placing.



## **SAFETY PRECAUTIONS**

### **WHEN IN USE**

- (1) Always unplug the AC Adaptor after use.
- (2) Play the game as far away as possible from the TV screen.
- (3) When playing for a long time, take a 10 - 15 minute break once every 2 hours to avoid fatigue.
- (4) Since precision electrical parts are used in this game system, don't use or keep the system in extremely hot or cold places and don't subject it to strong shocks by striking or dropping it.
- (5) Don't touch the terminals or connectors or spill liquids on them.
- (6) Don't wipe with oil or volatile solvents such as thinner, benzene, or alcohol products.
- (7) Always make sure the game system switch is OFF when removing the game pak.
- (8) This game pak is for use only on the Super Nintendo Entertainment System.
- (9) Don't connect the Super Nintendo Entertainment System to a large screen television. A screen burnout may occur.



## **TAITO AMERICA CORP. LIMITED WARRANTY**

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This warranty shall not be applicable and shall be void if the defect in the Taito product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TAITO. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TAITO BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS TAITO PRODUCT.

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# Memo

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# **Memo**





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