PRO TENNIS TOUR

Blue Byte

THE ULTIMATE TENNIS SIMULATION

UBI SOFT
Entertainment Software

PRO TENNIS TOUR
by UBI SOFT

Created and designed by Lothar Schmitt, Uwe Meier,
H. Ruttman

Programmed by Lothar Schmitt
Background art and character animation by Uwe Meier
Sound by H. Ruttman

.Pro Tennis Tour

1. THE ORIGINS OF TENNIS

Some believe that tennis was practiced all the way back in the times of Homer and Ovid. There are also accounts of a similar game played by the Toltec Indians of Mexico. Frescos in Egypt, Spain, and Renaissance Italy depict a game much like that of tennis. In addition, several books in the 16th century were written about games akin to tennis. But of all the educated guesses, one of the more popular beliefs is that tennis has its origins in the late 19th century in Great Britain.

Present day tennis most likely has its origins in the "Jeu de Paume", which was practiced at the King's Court in the 13th century. Tennis spread throughout Europe, finding great support in Great Britain. At the foot of the Windsor Castle ramparts, and in the majority of royal British residences, a "tennys courte" could always be found. This trend was credited to Henry VII, who had four courts built on the land surrounding Whitehall Palace. The word "tenetz", which was cried out by the player upon serving the ball to his opponent, eventually gained acceptance throughout Europe and became the deciding factor in the unification of the "Jeu de Paume".

The First Tournament at Wimbledon.
The gentlemen of the All England Croquet Club of Wimbledon, founded in 1869, decided to offer tennis to their members. In 1877, after having expelled the croquet players from the managing committee, the directors of the club decided to organize a tennis competition open to all its members. The Field magazine sponsored the event, with the prize of a silver cup worth 25 guineas. Twenty-two competitors signed up.
Spencer Gore, who was already a master in the art of intimidation, won the first Wimbledon tournament.

In 1883, the dimension of the tennis court were established and have not changed since then. The first international match at Wimbledon took place in July 1883 when the Clark brothers, representing the U.S., competed against the Renshaw twins, representing Great Britain.

The Origins of the Scoring System
Jean Gosselin, a grammarian, wrote in 1579 that the winning score of 60 came

from a sexagesimal system widely used in the 14th and 15th centuries for the weight and values of coins. Sixty was a reference number, just as 100 is in the metric system. One-sixth of a circle is 60 degrees, with each degree comprised of 60 minutes, and each minute 60 seconds. In order to win the game, the player used the dial of a clock as a reference : 15, 30, and 45 (45was soon simplified to 40 for linguistic reasons).

A tie score upon attaining the third point was expressed as "a deux", signifying that the winner would have to win the set by two points. In English, "a deux" became "deuce". As for the word "love", which represents a score of zero, there exist several explanations. Some believe it comes from the French word "l'oeuf", which has more or less the same shape as a zero. Another popular belief is that this expression came from the transformation of the word "love", synonymous with "nothing" ; hence the popular expressions, "for the love of the game".

2. USING PRO TENNIS TOUR

Pro Tennis Tour lets you enter the world of a professional tennis player. Pack your favorite whites and trusty racket and then travel to the great Grandslam events : Wimbledon, French Open, U.S. Open, and the Australian Open.

You enter as a 64th ranked player. Through determination and practice, you can fight your way up the ranks. Like the pros, you work the courts and establish a game style all your own.

3. LOADING THE GAME

For loading instructions, see the Command Summary Card included in the package. You'll also find details on how to control your player and keys that you can use with the game.

4. THE MAIN MENU

From the Main Menu you can choose to practice serving and receiving, participate in tournaments, view your current ranking, and adjust the difficulty level

of the game. You can also save your current progress in the game and load previously saved games.

4.1 Tournament

Table
Table lets you see the results of the last matches in the tournament. The table is larger than the screen - use the joystick to bring different scores into view. The numbers to the right of each player are the number of games he won in the sets against the opponent above or below him. To exit the Table, press the joystick button. Note : If hou haven't played any tournament matches, selecting this option has no effect.

If you win, you'll see the results up to your match. When you finally lose a match, you'll see the results of the entire tournament up to the final match.

Play
Play lets you play in a tournament. If you just started Pro Tennis Tour, you must enter your name before competing. Enter your name and press Return. Your rank will automatically be 64th. A screen appears announcing the tournament you're about to play in. Press the joystick button to bypass the announcement, then press the joystick button again to bypass the screen announcing your next match.

Matches are played as in real tennis, except that you always have the first serve. Note that you never see your player change sides - for simplicity's sake, your player always appears in the foreground. Your score appears on the screen between games. When the score is on the screen, the match is paused - press the joystick to continue. You can save a tournament in progress after completing one full match.

When the match is over, your final score appears. Press the joystick button to exit to the Tournament menu. If you won your match, select Play again to begin your next match. If you lost your match, selecting Play enters you in the next tournament.

Once you've taken part in Melbourne Open, you're qualified to play in the French Open at Roland Garros (regardless of your score in Melbourne). The next tournament on the circuit is the All England Championship in Wimbledon, followed by the U.S. Open at Flushing Meadow. Tournaments are always played in this order, but you don't have to play a tournament all the way through in order to go on to the next one (see Stopping a Set or Practice Session on the Command Summary Card).

Note : Only the first two matches (the sixteenth and eighth finals) of the tournament can be played in Easy mode. The third match (the quarter final) is always played in at least Advanced mode.

Main Menu
Returns you to the Main Menu.

4.2 Practice

Two Players
This lets you play against a human opponent using a second joystick. Unlike the Play mode, you and your opponent change sides after each game.

Machine
Machine lets you practice with an automatic serving machine. Six different programs help you strengthen your strokes. Each program adds a new level of complexity by hitting balls to new locations on the court or introducing a more difficult patern. Program 1 lets you practice returning the ball from the baseline. Programs 2 and 3 hit balls into the service courts as well as the area just past the service line. Program 4, 5, and 6 let you practice returning the ball from all areas of the court.

The surface type you're practicing on depends on which Tournament you last played in. If you're on a grass court and you want to practice on clay or cement, select Play and go to the Tournament that has the type of surface you want to practice on. Once you're in the tournament with the surface type you

want, stop the match and then return to Practice mode.

Grass - Wimbledon
Clay - French Open
Cement - Australian Open or U.S. Open

Service
This lets you work on your serve. You can serve as long as you want.

Main Menu
Returns you to the Main Menu.

4.3 Mode

Easy
When you first load Pro Tennis Tour, you're automatically playing in Easy mode. Serving is relatively simple in Easy mode - the ball always goes over the net, so you really only need to place the crosshair in the correct court to make a good serve. Returning the ball is easy, as if you had an easy-to-handle oversized racket. In addition, a small black cursor indicates where you should position your player in order to hit the ball.

Advanced
In Advanced mode, all of the aids provided in Easy mode are gone. There's no guarantee that the ball will make it over the net when serving, and returning the ball takes greater precision. In addition, there's no longer a small black cursor to help you position your player.

Professional
Playing in Professional mode calls for a more varied approach and sophisticated technique. As professionals, you and your opponent hit harder, so the ball travels faster. It's important that you position yourself quickly and press the joystick button at the right time because your precise position in relation to the ball becomes critical.

Main Menu
Returns you to the Main Menu.

4.4 Ranking

Each player receives a rating measuring his ability and aggressiveness on the court. All players (including you) are ranked according to this score.

When you select Ranking, the ranking chart appears. Use the joystick to scroll through the players on the chart. The number to the right of the player's name is his current rank ; the number to the left is his current rating. When you first load Pro Tennis Tour, your rank is 64th.

You can move up or down the ranking chart according to how well yhou play in your matches. Remember that only the first 64 players appear on the ranking chart. To exit Ranking, press the joystick button.

You can also edit the players and their ranks as desired. See the Command Summary Card for details.

4.5 Storage
Load Game
In the STORAGE MENU, select the option LOAD GAME allows a few seconds for the program to load. Then go back to the main menu and select first TOURNAMENT and then PLAY.
You can start playing again where you left off during any tournament.

Save Game
After a match has been played and the message "GAME, SET AND MATCH" has been displayed, press the joystick button to exit to the main menu. Select STORAGE in the main menu and then select SAVE GAME. Your last match will automatically be saved, as well as your ranking and the number of points you have gained.

Main Menu
Returns you to the Main Menu.

# 5. TENNIS TECHNIQUES

5.1 Serving

Serving is a three-step process.

1. Push the fire button on the joystick to toss up the ball.
2. In front of the server on the court, you'll see a crosshair (+). Guide the crosshair over to your opponent's service court (diagonal to you) where you want the ball to land.
3. Push the button to hit the ball. Note : In Easy mode, you don't have to push the button a second time.

If you're slow in guiding the cursor, the ball will be launched automatically. If you push the fire button too early, the ball will go outside the boundaries.

Use the serve as an offensive attack. Keep your opponent in as defensive of a position as possible (Diagram 1).
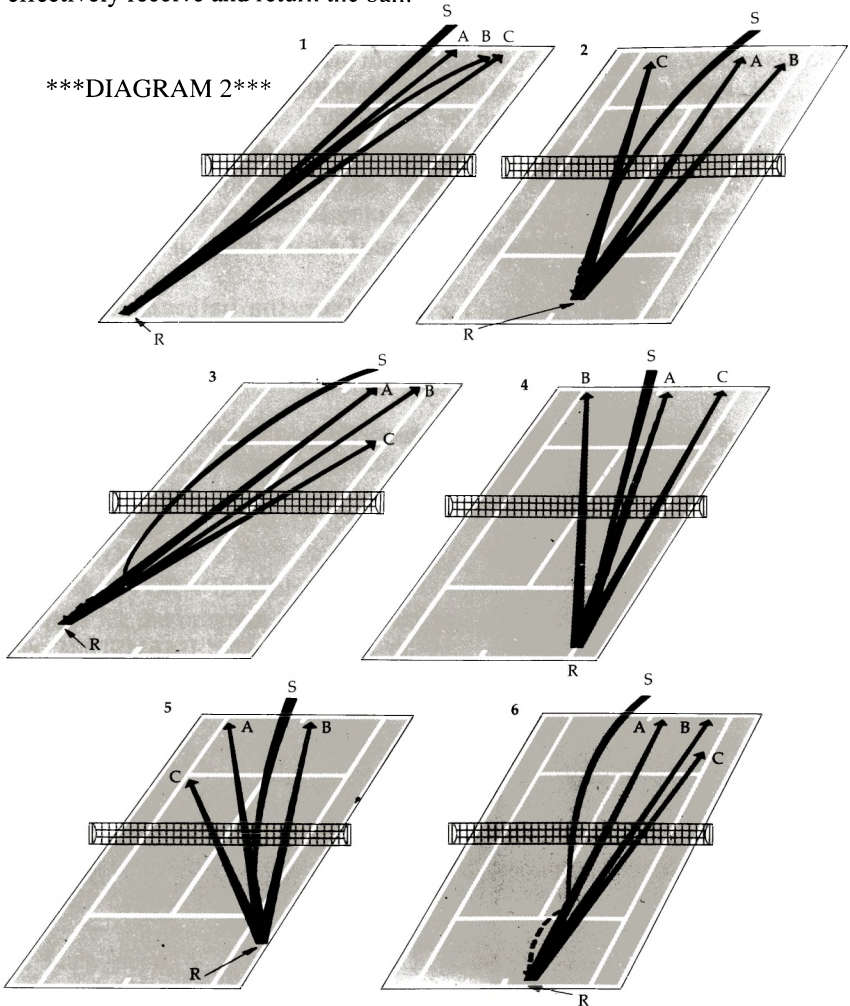
DIAGRAM 1
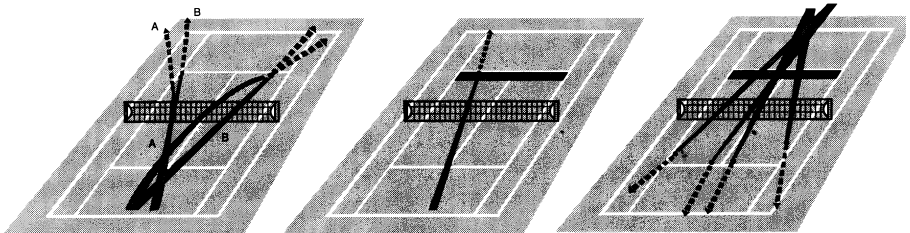
5.2 Returning the Serve

When returning a serve, your ability to play as offensively as possible is critical. Diagram 2 shows the areas where you should position yourself to effectively receive and return the ball.
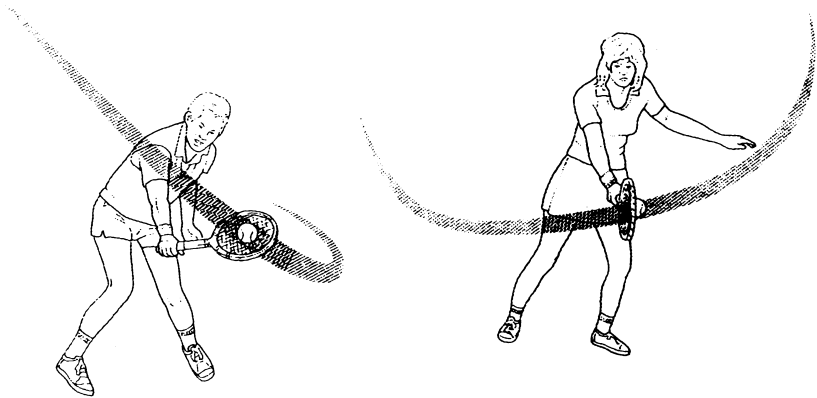
DIAGRAM 2

5.3 Various strokes

Groundstrokes

Strokes are defined as contact between the ball and the racket. When you hit the ball after it bounces off the ground once, it's called a groundstroke. The two main groundstrokes are the forehand and the backhand. Whether you hit a forehand or backhand depends on your relation to the arriving ball. In most cases, if you're to the left of the arriving ball, you'll hit a forehand stroke.

DIAGRAM 3

The distance between you and the ball influences the angle of your hit. Depending on the spot you aim for, you must be positioned accordingly to determine the return angle. In Diagram 11, the greater D is - the distance betweeen you and the ball - the wider the righthand angle (C) will be. The smaller D is, the smaller the angle will be.

DIAGRAM 4

Try not to remain motionless when you're hitting. Stay on the move so
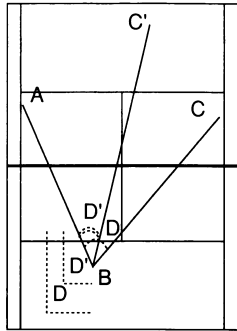
you're just a few steps away from getting into perfect position for the ball. Think ahead and anticipate your opponent's game plan. If you're unable to anticipate your opponent's moves, try to return to the center of the court so you're in relatively good position to run for a ball hit to either your forehand or backhand.

Lob

The lob is a high, arcing hit, usually placed deep in the court. You can use this hit when the opponent runs up to the net and you're in bad position to receive his hit. This forces your opponent to retreat from the net (Diagram 5). In Pro Tennis Tour, the Lob is automatically controlled by the computer.

DIAGRAM 5
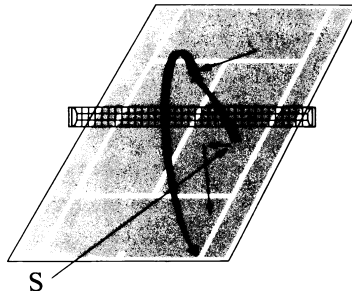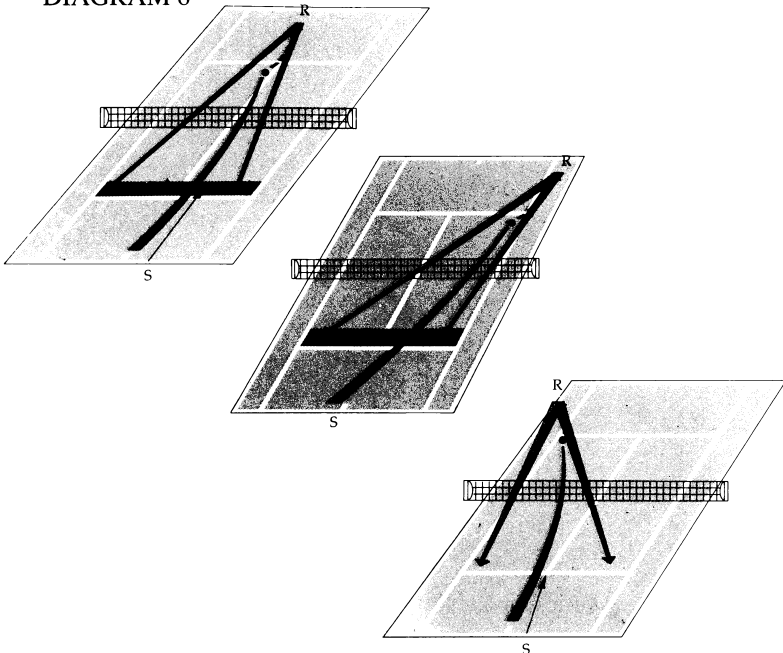

Volley   S

Volley

The volley is an attacking stroke played before the ball touches the ground. It is usually played in the service courts at net position. The volley can be forehand or backhand. When you hit a volley, try to hit the ball across the court as much as possible to increase the chances of it landing within bounds.
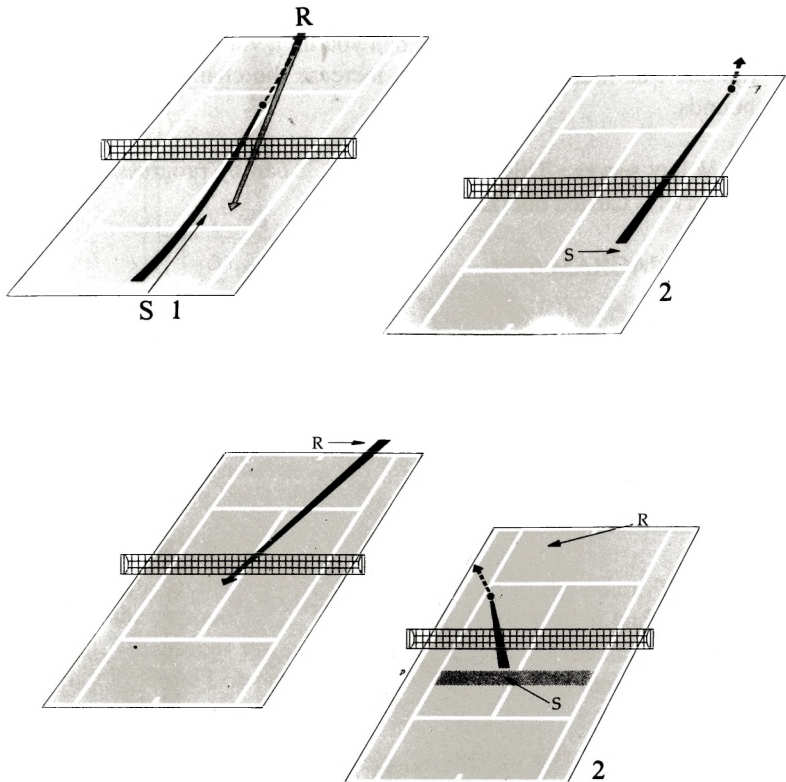
Volley serves : This stroke is accomplished by progressing to a volley as the serve is carried out (Diagram 6).

DIAGRAM 6

The second volley : This play is carried out after the opponent successfully returns the ball after your initial volley ; you close to the net so you can smash the ball (Diagram 7).

DIAGRAM 7

5.4 Attacking your Opponent

. Down the line shot : You send the ball straight down the sideline (Diagram 8).

. Cross court shot : You hit the ball diagonnaly so it cuts across the court (Diagram 9).

. Passing shot : You hit the ball past the opponent to the extreme left or right as he is dashing to the net for position (Diagram 10).

. Aproach shot : You hit the ball as you approach the net (Diagram 11).

. Ship shot : You hit the ball with moderate force to draw your opponent forward (Diagram 12).

Note : A drop shot (Diagram 13) is when you hit the ball just over the net. This is the only attacking shot you can't perform in Pro Tennis Tour.

DIAGRAM 8 through 13
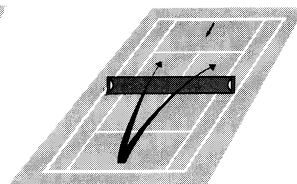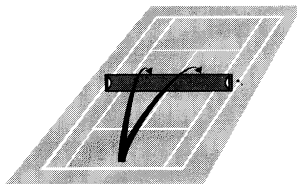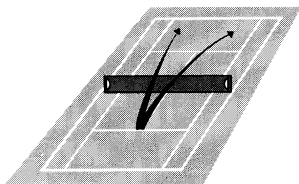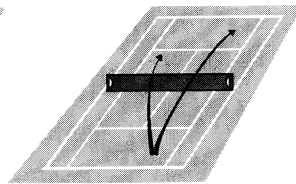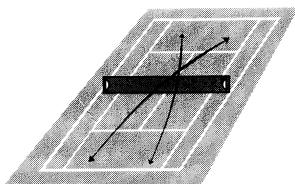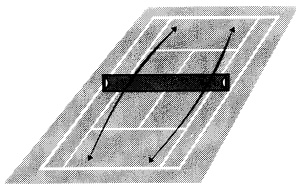
5.5 Spin Techniques on the Ball

The top spin causes the ball to spin downward, pressuring the ball to dip over the net quickly. A top spin also makes the ball travel forward faster once it hits the ground (Diagram 14).

DIAGRAM 14
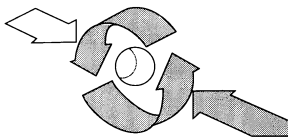
The underspin causes the ball to spin back towards you. When the ball lands, there is less forward momentum on the ball so it "dies" more quickly.

DIAGRAM 15
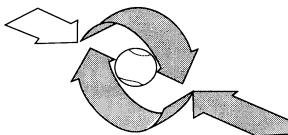
The side spin causes the ball to spin right or left, according to which direction you hit it. A side spin curves the trajectory of the ball (Diagram 15).

DIAGRAM 16
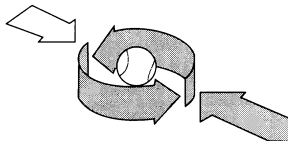
The computer automatically selects the spin technique depending on ball velocity, type of court surface, and player's position.

6. RULES OF THE GAME

6.1 The Tennis Court
The tennis court is laid out in Diagram 17.

DIAGRAM 17
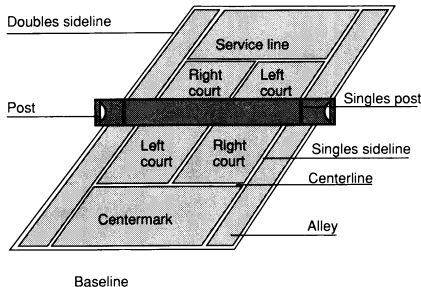
Alley : The alley is used only in doubles play. In singles play, the alley is considered out.

Baseline : You may not hit the ball beyond this line ; if you do, it's out.

Centermark : You must stand to either side of the centermark when serving. The side you serve from is set ; you cannot choose for yourself.

Post and singles post : In singles play, you must return the ball over the net and between the singles posts.

Right and left court : You must hit the ball into one of these areas when serving. You always serve into the court diagonal from the side you're serving from.

Service line : When serving, you may not hit the ball beyond this line ; if you do, it's a fault.

Singles sideline : This is the sideline for singles play. Any ball hit outside of the singles sideline is considered out.

Balls hit on the line are considered in.

Diagram 18 shows the dimensions of a regulation-sized tennis court.

DIAGRAM 18
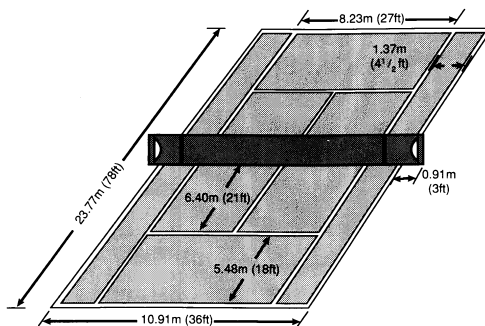
6.2 Scoring

1. For you to score, two things must happen :

a) You must hit the ball into your opponent's half of the court ; the ball may not bounce more than once in your court before you hit it.
b) Your opponent must fail to retrun the ball to your half of the court.

2. Tennis consists of game, set, and match.

Game : The scoring system is 15, 30, 40, and game. If you and your opponent are tied at 40, it's deuce. At deuce, the first one to win two points in a row wins the game. When you win a point at deuce, you have an advantage ; that means you only need to win one more point to win the game. When a player has an advantage, you'll see "ADV. PL. 1" or "ADV. PL. 2", depending on who has the advantage. If you or your opponent win one point (have the advantage) and then lose the next point, the score returns to deuce.

Set : The first to win six games wins the set. If you're tied at 6 games, you play a tie-breaking seventh game. In this game, the first to reach six points wins the game ; you must win the game by two points. Note : The tie-breaker is not scored like the regular game (i.e., 15, 30, 40, game). Each point won is a single point ; the first to reach six points wins.

Match : Each match consists of five sets. The first to win three sets wins the match.

6.3 Serving

1. You always serve first against the computer. If you're playing against a friend, joystick 2 serves first. You alternate serves after each game. You change ends of the court only when you're playing against a human opponent ; you'll change at the end of the first, third and every subsequent alternate game of each set.

DIAGRAM 19
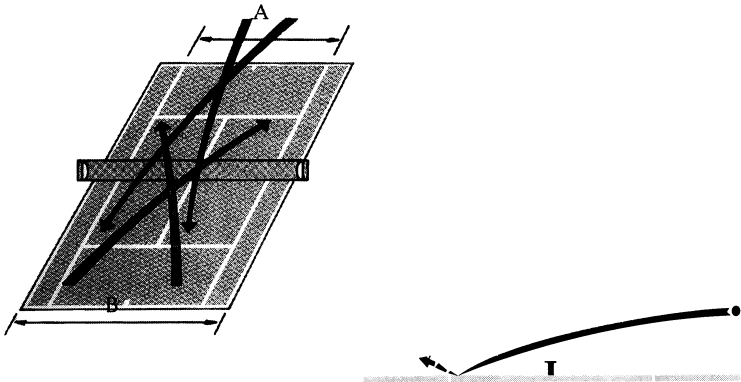
2. You always begin service from the right side of your court, alternating courts on each serve. You must serve the ball into your opponent's service court, which is diagonal from yours (see Diagram 19).

3. You get two chances to get the ball into your opponent's service court. A serve is not good if : a) you hit the ball into the net or b) you hit the ball outside of your opponent's service court. When you miss the first serve, it's called a fault. When you miss the second serve, it's a double fault. If you get a double fault, your opponent gets the point.

4. In contrast to actual tennis rules, you can't randomly select your serving position since it's preselected by the computer to avoid facilitation of aces (a served ball that your opponent never touches with his/her racket). Likewise, you will never commit a foot fault (step over the baseline on your serve).

5. If you hit the net on the first serve and the ball falls into your opponent's service court, it's a let and you get to take the serve over. If it hits the net and doesn't go into your opponent's service court, it's a fault.

6.4 Judges

The positions of the judges are shown in Diagram 5. They make the call when the ball goes out of bounds or when there's a service fault.

Umpire : He oversees all play and can overrule a judge or linesman if necessary.
Net judge : He checks that the ball goes over the net cleanly on the serves.
Footfault judge : He checks that the server's feet don't go over the line when he serves. (There is no footfault in Pro Tennis Tour).
Linesman : He checks where the ball lands in relation to the line.

DIAGRAM 20
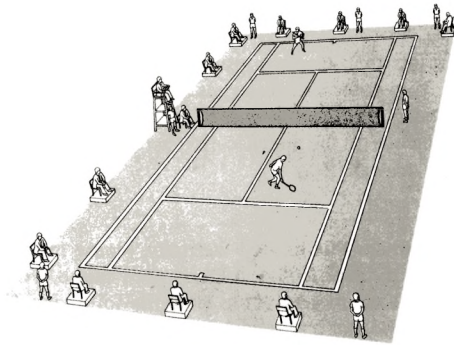
6.5 Time Outs

There are no limit on number of time outs or lengths of time outs in Pro Tennis Tour. See your Command Summary Card for instructions on how to pause the game.

6.6 Penalties

The only penalty in Pro Tennis Tour is the folowing : if you wait more than 30 seconds before serving the referee will shout out 'TIME" and you will have a penalty point.

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Software - UBISOFT warrants that the sortware, as originally purchased, will perform substantially in conformance with the specification set forth in the packaging and in the user manual.

Warranty Claims
To make a warranty claim under this limited warranty, please return the product to the point of purchase, accompanied by proof of purchase, your name, your return address, and a statement of the defect. OR send the disk(s) to us at the following address within 90 days of purchase. Include a copy of the dated purchase receipt, your name, your return address, and a statement of the defect. UBI SOFT or its authorized dealer will, at our option, repair or replace the product and return it to you (postage prepaid) or issue you with a credit equal to the purchase price. UBI SOFT 1, Voie Félix Eboué 94000 CRETEIL FRANCE
To replace defective media after the 90-day warranty period has expired, send the original disk(s) to the following address. Enclose a statement of the defect your name, your return address, and a check or money order for £4.50 (sterling pounds)

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APPENDICE

MEN'S SINGLES WINNERS LIST

FRENCH OPEN

(Roland Garros since 1928)

Singles men

1928 H. COCHET
1929 R. LACOSTE
1930 H. COCHET
1931 J. BOROTRA
1932 H. COCHET
1933 J.H. CRAWFORD
1934 G. VON CRAMM
1935 F.J. PERRY
1936 G. VON CRAMM
1937 H. HENKEL
1938 J.D. BUDGE
1939 W.D. MAC NEILL
1946 M. BERNARD
1947 J. ASBOTH
1948 F.A. PARKER
1949 F.A. PARKER
1950 J.E. PATTY
1951 J. DROBNY
1952 J. DROBNY
1953 K.R. ROSEWALL
1954 M.A. TRABERT
1955 M.A. TRABERT
1956 L.A. HOAD
1957 S. DAVIDSON
1958 M.G. ROSE
1959 N. PIETRANGELI
1960 N. PIETRANGELI
1961 M. SANTANA
1962 R.G. LAVER
1963 R.S. EMERSON
1964 M. SANTANA
1965 F.S. STOLLE
1966 A.D. ROCHE
1967 R.S. EMERSON

1968 K.R. ROSEWALL
1969 R.G. LAVER
1970 J. KODES
1971 J. KODES
1972 A. GIMENO

1973 I. NASTASE
1974 B. BORG
1975 B. BORG
1976 A. PANATA
1977 G. VILAS
1978 B. BORG
1979 B. BORG
1980 B. BORG
1981 B. BORG
1982 M. WILANDER
1983 Y. NOAH
1984 I. LENDL
1985 M. WILANDER
1986 I. LENDL
1987 I. LENDL
1988 M. Wilander
1989 M. Chang
1988 M. WILANDER
1989 M. CHANG

ALL ENGLAND CHAMPIONSHIP

WINNERS OF WIMBLEDON
(Result since 1877)

Singles men

1877 S.W. GORE	1878 P.F. HADOW
1879 J.T. HARTLEY	1880 J.T. HARTLEY
1881 W. RENSHAW	1882 W. RENSHAW
1883 W. RENSHAW	1884 W. RENSHAW
1885 W. RENSHAW	1886 W. RENSHAW
1887 H.F. LAWFORD	1888 E. RAINSHAW
1889 W. RENSHAW	1890 W.J. HAMILTON
1891 W. BADDELEY	1892 W. BADDELEY
1893 J. PIM	1894 J. PIM
1895 W. BADDELEY	1896 H.S. MANOHY
1897 R.F. DOHERTY	1898 R.F. DOHERTY
1899 R.F. DOHERTY	1900 R.F. DOHERTY
1901 A.W. GORE	1902 H.L DOHERTY
1903 H.L. DOHERTY	1904 H.L. DOHERTY
1905 H.L. DOHERTY	1906 H.L. DOHERTY
1907 N.E. BROOKES	1908 A.W. GORE
1909 A.W. GORE	1910 A.F. WILDING
1911 A.F. WILDING	1912 A.F. WILDING
1913 A.F. WILDING	1914 N.E. BROOKES
1919 G.L. PATTERSON	1920 W.T. TILDEN
1921 W.T. TILDEN	1922 G.L. PATTERSON
1923 W.M. JOHNSTON	1924 J. BOROTRA
1925 R. LACOSTE	1926 J. BOROTRA
1927 H. COCHET	1928 R. LACOSTE
1929 H. COCHET	1930 W.T. TILDEN
1931 S.B. WOOD	1932 H.E. VINES
1933 J.H. CRAWFORD	1934 F.J. PERRY
1935 F.J. PERRY	1936 F.J. PERRY
1937 J.D. BUDGE	1938 J.D. BUDGE
1939 R.L. RIGGS	1946 Y. PETRA
1947 J.A. KRAMER	1948 R. FALKENBURG
1949 F.R. SCHROEDER	1950 J.E. PATTY
1951 R. SAVITT	1952 F.A. SEDGMAN
1953 E.V. SEIXAS	1954 J. DROBNY
1955 M.A. TRABERT	1956 L.A. HOAD
1957 L.A. HOAD	1958 A.J. COOPER
1959 A. OLMEDO	1960 N.A. FRASER
1961 R.G. LAVER	1962 R.G. LAVER
1963 C.R. Mc KINLEY	1964 R.S. EMERSON
1965 R.S. EMERSON	1966 M. SANTANA
1967 J.D. NEWCOMBE	

1968 R. LAVER
1969 R. LAVER
1970 J. NEWCOMBE
1971 J. NEWCOMBE
1972 S. SMITH
1973 J. KODES
1974 J. CONNORS
1975 A. ASHE
1976 B. BORG
1977 B. BORG
1978 B. BORG
1979 B. BORG
1980 B. BORG
1981 J. Mc ENROE
1982 J. CONNORS
1983 J. Mc ENROE
1984 J. Mc ENROE
1985 B. BECKER
1986 B. BECKER
1987 P. CASH
1988 S. EDBERG
1989 B. BECKER

U.S. OPEN

Singles men

1881 R.D. SEARS	1882 R.D. SEARS
1883 R.D. SEARS	1884 R.D. SEARS
1885 R.D. SEARS	1886 R.D. SEARS
1887 R.D. SEARS	1888 H.W. SLOCUM
1889 H.W. SLOCUM	1890 O.S. CAMPBELL
1891 O.S. CAMPBELL	1892 O.S. CAMPBELL
1893 R.D. WRENN	1894 R.D. WRENN
1895 F.H. HOVEY	1896 R.D. WRENN
1897 R.D. WRENN	1898 M.D. WHITMAN
1899 M.D. WHITMAN	1900 M.D. WHITMAN
1901 W.A. LARNED	1902 W.A. LARNED
1903 H.L. DOHERTY	1904 H. WARDS
1905 B.C. WRIGHT	1906 W.J. CLOTHIER
1907 W.A. LARNED	1908 W.A. LARNED
1909 W.A. LARNED	1910 W.A. LARNED
1911 W.A. LARNED	1912 M.E. Mc LOUGHLIN
1913 M.E. Mc LOUGHLIN	1914 R.N. WILLIAMS
1915 W.M. JOHNSTON	1916 R.N. WILLIAMS
1918 R.L. MURRAY	1919 W.M. JOHNSTON
1920 W.T. TILDEN	1921 W.T. TILDEN
1922 W.T. TILDEN	1923 W.T. TILDEN
1924 W.T. TILDEN	1925 W.T. TILDEN
1926 R. LACOSTE	1927 R. LACOSTE
1928 H. COCHET	1929 W.T. TILDEN
1930 J.H. DOEG	1931 H.E. VINES
1932 H.E. VINES	1933 F.J. PERRY
1934 F.J. PERRY	1935 W.L. ALLISON
1936 F.J. PERRY	1937 J.D. BUDGE
1938 J.D. BUDGE	1939 R.L. RIGGS
1940 W.D. Mc NEIL	1941 R.L. RIGGS
1942 F.R. SCHROERER	1943 J.R. HUNT
1944 F.A. PARKER	1945 F.A. PARKER
1946 J.A. KRAMER	1947 J.A. KRAMER
1948 R.A. GONZALES	1949 R.A. GONZALES
1950 A. LARSEN	1951 F.A. SEDGMAN
1952 F.A. SEDGMAN	1953 M.A. TRABERT
1954 E.V. SEIXAS	1955 M.A. TRABERT
1956 K.R. ROSEWALL	1957 M.J. ANDERSON
1958 A.J. COOPER	1959 N.A. FRASER
1960 N.A. FRASER	1961 R.S. EMERSON
1962 R.G. LAVER	1963 R.H. OSUNA
1964 R.S. EMERSON	1965 M. SANTANA
1966 F.S. STOLLE	1967 J.D. NEWCOMBE

1968 A.R. ASHE
1969 R.G. LAVER
1970 K.R. ROSEWALL
1971 S.R. SMITH
1972 I. NASTASE
1973 J. NEWCOMBE
1974 J. CONNORS
1975 M. ORANTES
1976 J. CONNORS
1977 G. VILAS
1978 J. CONNORS
1979 J. Mc ENROE
1980 J. Mc ENROEE
1981 J. Mc ENROE
1982 J. CONNORS
1983 J. CONNORS
1984 J. Mc ENROE
1985 I. LENDL
1986 I. LENDL
1987 I. LENDL
1988 M. WILANDER
1989 B. BECKER

AUSTRALIAN OPEN IN MELBOURNE

WINNERS OF THE MELBOURNE OPEN

Singles men

1905 R.W. HEATH	1906 A.F. WILDING
1907 H.M. RICE	1908 F.B. ALEXANDER
1 09 A.F. WILDING	1910 R.W. HEATH
1911 N.E. BROOKES	1912 J.C. PARKE
1913 E.F. PARKER	1914 A. O'HARA WOOD
1915 F.G. LOWE	1919 A.R.F. KINGSCOTE
1920 P. O'HARA WOOD	1921 R.H. GEMMELL
1922 J.O. ANDERSON	1923 P. O'HARA WOOD
1924 J.O. ANDERSON	1925 J.O. ANDERSON
1926 J.B. WAWKES	1927 G.L. PATTERSON
1928 J. BOROTRA	1929 J.C. GREGORY
1930 E.F. MOON	1931 J.H. CRAWFORD
1932 J.H. CRAWFORD	1933 J.H. CRAWFORD
1934 F.G. PERRY	1935 J.H. CRAWFORD
1936 A.K. QUIST	1937 V.B. Mc GRATH
1938 J.D. BUDGE	1939 J.E. BROMWICK
1940 A.K. QUIST	1946 J.E. BROMWICK
1947 D. PAILS	1948 A.K. QUIST
1949 F.A. SEDGMAN	1950 F.A. SEDGMAN
1951 R. SAVIT	1952 K. Mc GREGOR
1953 K.R. ROSEWALL	1954 M.G. ROSE
1955 K.R. ROSEWALL	1956 L.A. HOAD
1957 A.J. COOPER	1958 A.J. COOPER
1959 A. OLMEDO	1960 R.G. LOVER
1961 R.S. EMERSON	1962 R.G. LAVER
1963 R.S. EMERSON	1964 R.S. EMERSON
1965 R.S. EMERSON	1966 R.S. EMERSON
1967 R.S. EMERSON	1968 W.W. BOWREY
1969 R. LAVER	1970 A. ASHE
1971 K. ROSEWALL	1972 K. ROSEWALL
1973 J. NEWCOMBE	1974 J. CONNORS
1975 J. NEWCOMBE	1976 M. EDMONSON
1977 (Jan) R. TANNER	1977 (Déc.) V. GERULAITIS
1978 G. VILLAS	1979 G. VILAS
1980 B. TEACHER	1981 J. KRIEK
1982 J. KRIEK	1983 M. WILANDER
1984 M. WILANDER	1985 S. EDBERG
1987 S. EDBERG	1988 M. WILANDER
1989 I. LENDL	

PRO TENNIS TOUR
COMMAND SUMMARY CARD
for the Amiga

Loading Instructions for the Amiga

Pro Tennis Tour runs on Amiga 500s, 1000s, or 2000s with PAL or NTSC monitors. To play Pro Tennis Tour, you'll need at least one joystick. Your machine must be running on Kickstart 1.2 or 1.3.

1. Turn off your computer and disconnect any peripherals like mouse, printer, etc.

2. Plug your joystick into Port 2. If there are two players, plug the second joystick into Port 1. (If either joystick has autofire, turn it OFF.) Turn your computer back on. Amiga 500 owners, boot your system with Kickstart 1.2 or 1.3.

3. At the Workbench prompt, insert your copy of Pro Tennis Tour into DF0:. The program loads automatically.

4. When the title screen appears, press the button on the joystick connected to Port 2.

5. The name and year of a championship appears on the screen (for example, AUSTRALIAN OPEN 1912).At the back of the manual, you'll find lists of the winners of the four competitions featured in Pro Tennis Tour. Find the year under the appropriate list and type in the last name of that year's winner. Ignore any first name initials. For instance, if J.C. Parke was the correct answer, you would only type PARKE. If you make a mistake, press the left arrow key or Backspace and re-enter the name. Press Return. You have three chances to give a correct answer.

6. You now see the Main Menu. Use the joystick to scroll up and down the menu. Highlight the option you want and press the button on the joystick connected to Port 1. If this is your first time playing Pro Tennis Tour, you might want to select Practice to work on your serving and receiving before you participate in a tournament.

Controlling Your Player
Use the joystick to move the player on the screen. Press the joystick button to pull back for a swing ; release the joystick button to swing at the ball.

Selecting from Menus
Move your joystick up or down to highlight an option ; press the joystick button to select it.

Pausing the Game
During Tournaments, you can pause the game by pressing P. To resume play, press the joystick button.

Replay
You can watch a 3-D replay of the round you are about to play. Press R before the ball is served. The replay is shown immediately after a point is won. Replay is only available in Tournaments and in Two Players mode.

Stopping at Set or Practice Session
Press Esc to stop a set or practice session. If you are serving, press Esc and the joystick button at the same time and hold them down. Release after a few seconds. Stopping a set during a Tournament automatically awards the game to your opponent.

Editing Player Names and Rankings
You can edit the name and rating of any player. Select Ranking from the Main Menu. When the players and their ranks appear, press E. Type the name of a player (a pre-existing player or one of your own) and press Return. Now type the player's new rating and press Return. You can edit as many players as you like. When you're finished editing players, press Esc to return to the Ranking screen. Press the joystick button to return to the Main Menu.

Quitting the Game
To quit Pro Tennis Tour, turn off your computer.

REFERENCE CARD :
PRO TENNIS TOUR SPECTRUM

I) Loading Instructions :

To use PRO TENNIS TOUR, you need a SPECTRUM and a joystick (optional).

II) Loading :

- Switch off your micro-computer.

★ Disk version : Insert the PRO TENNIS TOUR disk in the drive, then switch on your micro-computer. Confirm the option "LOADER" in the menu by pressing the RETURN key on your keyboard. The game loads automatically.

★ Cassette version : Insert the PRO TENNIS TOUR cassette in the cassette player and switch on your micro-computer. Confirm the option "CHARGE-MENT CASSETTE" by pressing the RETURN key of your keyboard. A message will ask you to press the PLAY key of your cassette recorder, then on a key-board key. The programme will then load automati-cally.

- After a few minutes, the name and date of a tournament will appear on screen. You must there-fore type in the surname of the winner of this tourna-ment. To do this, consult the appendices of the manual. You must only enter the player's surname

(do not enter either the initial of the first name or the full stop). When the name has been entered, you will see the presentation page appear, followed by the main menu.

- If you do not do anything, the game passes into an automatic demonstration mode. To return to the main menu, you simply click on the firing button of your joystick (or on the key < or alternatively, on the ENTER key).

III) Playing PRO TENNIS TOUR

The keyboard controls are as follows :

Player 1	QWERTY keyboard
Upward movement	Q
Downward movement	A
Movement to the right	R
Movement to the left	E

Choice and validation of a shot : < key

Player 2	AZERTY keyboard
Upward movement	I
Downward movement	K
Movement to the right	P
Movement to the left	O

Choice and validation of the shot : "." key

Using the joystick : Movements in the four directions are made using the joystick. The choice and validation of the shot is made by using the firing button of your joystick.

Choosing an option in the main menu

You simply use the joystick (or the Q and A keys) to choose one of the menu's options (the selected option will appear, highlighted and underlined). To confirm an option, you must press the firing button of your joystick or the < key.

★ SERVING

When you play against the computer, you always begin by serving. Click on the firing button of your joystick or the < key or the space bar. Then move the black crosshair from left to right (depending on where you're serving from) with either the joystick, the W and E keys or the P and O keys.

N.B. In "ADVANCED" and "PROFESSIONAL" modes, be careful to practice before beginning a game.
In these modes, you must release the firing button of your joystick at the right moment, otherwise the ball will land in the net or outside the serving lines.

★ RETURNING THE BALL

During the exchange, press the firing button of your joystick (or on the key < or the key) to swing back and release it to return the ball.

N.B. : The player stops moving when you press the firing button of your joystick.

★ LEAVING AN OPTION AND RETURNING TO THE SELECTION SCREEN PREVIOUSLY CHOSEN

To leave an option, press the ENTER key of your keyboard.

IV) Remarks

In comparison to the ATARI and AMIGA versions, PRO TENNIS TOUR SPECTRUM has several differences.

- The main menu has two additional functions, the TWO PLAYERS option and the DEMO option.

- In the TOURNAMENT option, you can only give your name with the joystick or the keyboard controls.

- It is not possible to see a REPLAY.

- The TABLE option does not exist.

- In the PRACTICE option, it is not possible to play with two players.

- It is not possible to save a current game (STORAGE) or a current ranking (RANKING).

- It is possible to choose the side of the court on which the player will play. To do this, choose the Mode option, then PLAY BACK if you want to play at the back of the court or PLAY FRONT if you want to play at the front of the court.

- It is possible to see a demonstration by choosing the DEMO mode.