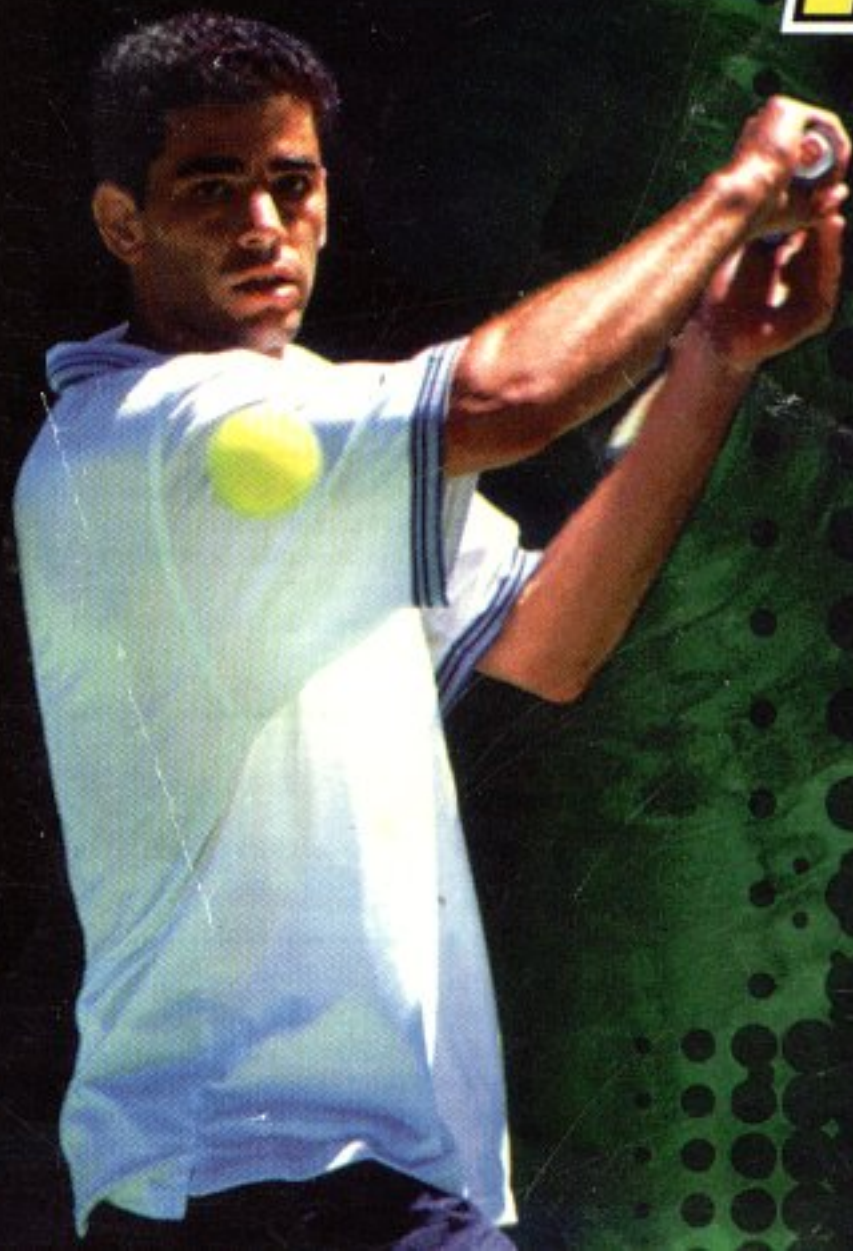


Samppras 96 TENNIS



English Instructions



Deutsche Bedienungsanleitung



Instructions en Français



Instrucciones en Español




Istruzioni in Italiano



Nederlandse Handleiding

Sportsmaster
WORLD CLASS PLAYERS

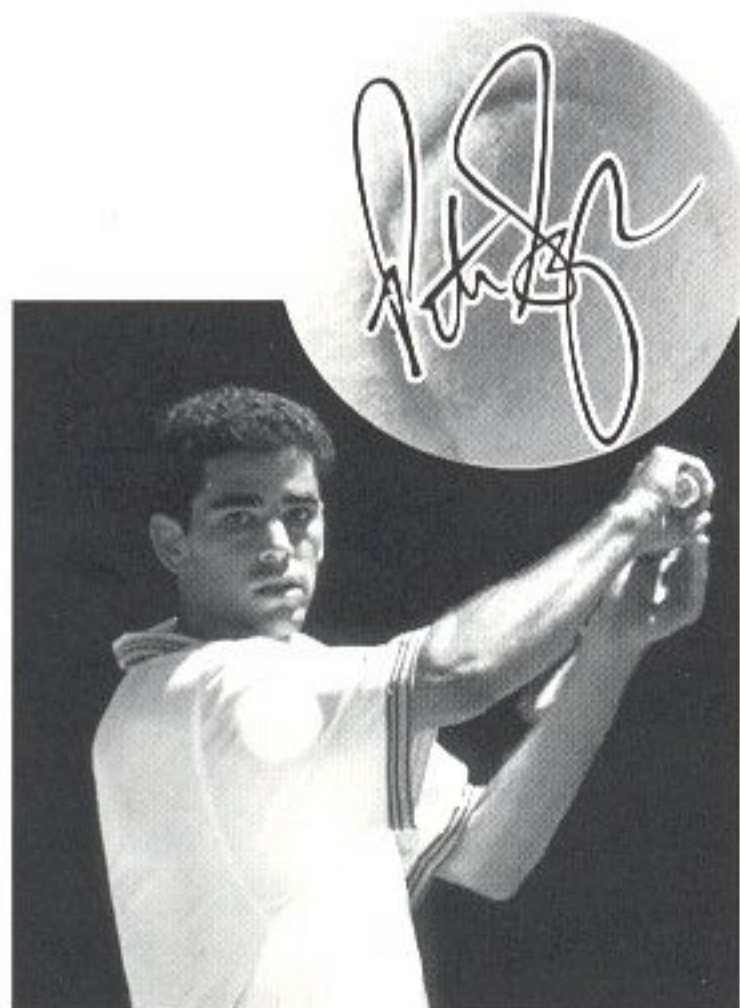
Codemasters 

Licensed by Sega Enterprises Ltd.
for play on the SEGA MEGA DRIVE SYSTEM

ADVANTAGE YOU!

Congratulations! You are now the proud owner of the most accurate and playable Tennis game for the Sega Mega Drive. Following the original Pete Sampras Tennis, we have expanded the game in ways previously thought impossible, and Pete Sampras Tennis '96 now offers even more shots and realism.

- **FIFTEEN-LOVE!**
Eight international players. Two camera views.
- **THIRTY-LOVE!**
Lobs, slices, smashes and desperate dives — just like the real thing.
- **FORTY-LOVE!**
New courts. Compete in a world tour.
Parallax scrolling for a complete match overview.
- **GAME, SET AND MATCH!**
The nearest you'll ever get to Tennis on your Mega Drive...



BACK TO BASICS: THE RULES OF TENNIS

Pete Sampras Tennis '96 is a full simulation of the world-famous sport. The basic aim is to hit a small ball with a netted racquet past an opponent, in order to attain sufficient points to win the match. All the shots and features of the real thing have been implemented, but for the complete novice we are proud to present a full guide to the rules of this noble sport...

The court area: In a singles game, the ball must land within the inner white box in front of the player receiving. Similarly, these boundaries remain for the duration of the match, with singles games played on the smaller court size, and the full court used in a doubles match. Any shots which land outside the marked area are called 'out' and the points are given to your opponent.

Faults: On serving the ball, if it hits the net or fails to land within the designated play area, the umpire will call 'Fault', and the player serving will be made to retake the service. If the same happens for the second serve, the points are given to the player receiving.

During a rally of shots, the same rules apply with any shots not landing within the court deemed out, and the points awarded to the receiver.

Scoring: Scoring in Tennis is an unusual beast. Points are awarded as follows:

Love: Player has no score.

Fifteen: Awarded for first rally won.

Thirty: Second rally won.

Forty: Third rally won.

Deuce: Both players score forty points.

If a 'Deuce' situation occurs, the winner is the player who wins two rallies in succession. The first win is called an 'Advantage' and is marked on the scoreboard as a large 'A', and the second clinches the game. If, however, a player fails to maximise their advantage and loses the rally, the game reverts to 'Deuce.'

Pete Sampras Tennis '96 allows the player to determine the number of sets they play in a tournament. A set is won by the first player to win six matches by two clear games (6-3, 6-4, for example). Should the match last longer than this, though, the set is continued until a two-game lead is attained.

WARMING UP

The title screen offers a number of game options. Use the joypad to move the ball next to your chosen game mode, and press the **A** button to select it. The options include:

CHALLENGE

A single match. Up to four players can participate in a singles or doubles match on any court surface.

TOURNAMENT

A knockout tournament for up to eight players. Having selected a player each from the eight on offer, a draw is made to determine who competes against whom. The winner of each game is then promoted to the next round, until a winner is decided. If an odd number of players enters the tournament a 'Bye' is randomly given to one lucky player.

WORLD TOUR

Both novice and professional singles and doubles players are invited to play the cream of the world's Tennis players. If playing on your own, the game automatically offers the choice to play in a singles game or with a computer-controlled doubles partner — simply press '**Start**' to enter the tournament.

A password is given following each increasingly hard victory. The passwords you are given are unique to the player(s) you have chosen, the round reached, and the type of World Tour (Singles, Pro Singles, etc). As such, when entered the password

given will change the players and the game type chosen if necessary. Have you got what it takes to beat the man himself: Pete Sampras?

Singles: A series of matches of one set each. If you win you get to progress to the next location and play against an even tougher opponent. There are six opponents of increasing difficulty, with Pete Sampras himself acting as your final challenge. You cannot play against your chosen character, meaning there are seven matches between you and the world championship.



Doubles: In a doubles match, you and your partner play against the other five competitors, before meeting Pete Sampras in the final. You cannot play against yourself or your partner. For example, Delgado and Guyennot do not play in rounds 2 or 6. Five matches await before the champion title is yours.

Pro Singles: Plays the same set of matches as the Singles mode, but across three sets as opposed to one. The computer players are more intelligent in the Pro mode, too, and have the ability to add spin to their shots.

Pro Doubles: The same set of matches as in the Doubles mode, but again the tougher computer-controlled opponents use spin.

OPTIONS

Allows the player to alter the length of both 'Challenge' and 'Tournament' sets, and switch the 'Auto Replay' on and off. Simply highlight the required icon using the ball icon and press **A** to switch between options.

CHARACTER SELECTION

There are eight players in Pete Sampras Tennis '96, each with differing skills and characteristics. To view them, simply push the joypad **left** or **right**, and a picture of the player and a brief description will be displayed. Pressing the **A** button selects the player highlighted, but players already selected will not be highlighted. Here's a brief summary of the would-be contenders:

Name: Richard Potter

Nationality: English

DOB: 16/11/74

Rank: 8

Data: A good all-rounder. Hasn't won anything major yet, but ideal for the novice Sampras '96 player.



Name: Esperanza Delgado

Nationality: Spanish

DOB: 25/10/73

Rank: 7

Data: Bad tempered, but makes up for it with a fast and accurate serve and incredible volley skills.



Name: Wanda Tucker

Nationality: American

DOB: 5/7/77

Rank: 6

Data: Another good all-rounder, excelling in the speed and agility stakes.



Name: Dino Turnetti

Nationality: Italian

DOB: 3/1/71

Rank: 5

Data: The most aggressive of the seven. Out for victory at any cost and prone to argue with umpires over line-calls.



Name: Minori Hurosawa

Nationality: Japanese

DOB: 3/7/72

Rank: 4

Data: A high stamina rating means she can last the distance and recover from falls quickly, and this is complemented with both agility and speed.



Name: Marie Guyennot

Nationality: French

DOB: 1/1/73

Rank: 3

Data: Impressive shot accuracy and fast around the court, but plays best on a grass surface.



Name: Sam Nimitz

Nationality: German

DOB: 23/3/66

Rank: 2

Data: Immensely powerful and accurate shots, but at his very best on hard courts.



Name: Pete Sampras

Nationality: American

DOB: 12/8/71

Rank: 1

Data: Twice Wimbledon winner, long-standing world number one seed, and responsible for over 1000 aces in 1993 alone! A full biography of Pete's illustrious career can be found within the character information.



COURT SELECTION

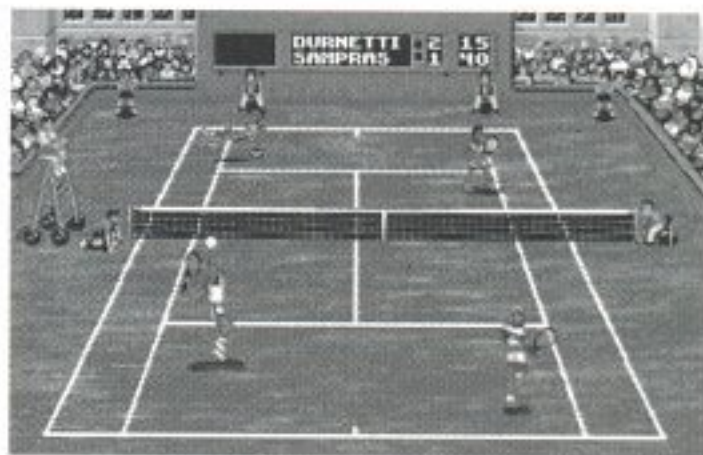
If you have chosen to participate in the 'Challenge' or 'Tournament' mode, you are also given the choice of four court surfaces. Move the joypad left and right to scroll between the options, pressing the **A** button to select the surface.

Hard: Good for spins and fast serves.

Indoor: Designed for fast play.

Grass: Tends to dampen the ball's bounce, making for a slower game.

Clay: Emphasises spin and after-touch.



CONTROLLING YOUR PLAYER

With the venue and players selected, it's time for the match to begin. Moving the player up and down and across the court is effected using the directional controller on the joypad.

SERVING

A: Automatic Serve. Choose where to serve from and let your Mega Drive do the rest! Should be used when standing close to the centre line.

B: Manual Serve: Press to throw the ball into the air, and press again to follow through. Aftertouch can be added by moving the directional pad mid-throw. Hitting the ball too early can lead to it hitting the net, and too late can lead to the shot going too long. Forehand, backhand, overhead and volley shots will automatically be chosen when you press the **B** button. These shots depend on the ball's position, height and movement relative to that of your player on the court. Thus, to effect a smash use a normal shot with loads of power when you are near the net and the ball is high.

IN-GAME CONTROLS

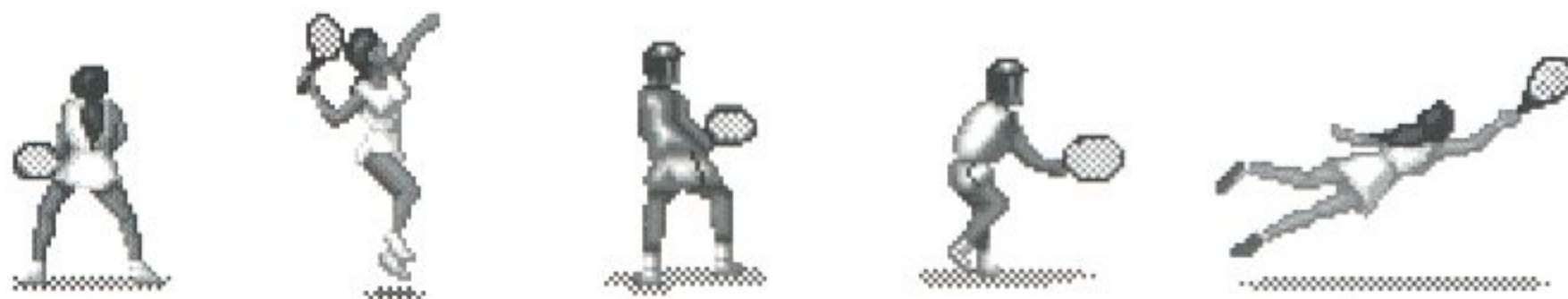
Pete Sampras Tennis '96 features a wealth of shot styles, all of which are effected pressing one of the three buttons as the ball nears. Depending on the height of the ball when hit and if aftertouch is added, a number of spins, slices and smashes are easily pulled off.

A: Lobs the ball.

B: Normal shot.

C: If left or right is held as the C button is pressed, the player will dive.

Start: Pauses the game, and opens a sub-menu for further options. Using up and down to highlight the option and A to select, details of the in-game statistics (shot accuracy, etc) can be selected, an action replay of the last shot played, or the angle of the game 'camera' changed. Selecting 'Resume Game' switches back to the current match.



COMPLETE SHOT CONTROL

NORMAL SHOT

(VARIABLE POWER AND DIRECTION)

Press **B**, then while holding the **B** button during the racquet swing use the directional pad to add power and swerve:

B: Normal shot

B, B, UP: Add power

B, B, DOWN: Decrease power

B, B, LEFT: Direct left

B, B, RIGHT: Direct right

TOP/BACK SPIN

(VARIABLE DIRECTION)

One for the experts! Press **B**, then while holding the **B** button during the racquet swing use the directional controls to add spin and direction.

B, B+A, UP: Add top spin

B, B+A, DOWN: Add back spin

B, B+A, LEFT: Direct left

B, B+A, RIGHT: Direct right

FULL SPIN CONTROL

Another one worthy of Pete Sampras himself! Press **B**, then while holding **B** during the swing use the directional pad to control the spin.

B, B+C, UP: Add top spin

B, B+C, DOWN: Add back spin

B, B+C LEFT: Add left spin

B, B+C, RIGHT: Add right spin

LOB

(VARIABLE POWER AND DIRECTION)

Press **A**, then while holding **A** during the swing use the directional pad to add the required power and direction.

A: Normal lob

A, UP: Add power

A, DOWN: Decrease power

A, LEFT: Direct left

A, RIGHT: Direct right

DIVE SHOT

Essential for those looping 'just out of reach' efforts...

Press **C** while running left or right.

C+LEFT: Dive left

C+RIGHT: Dive right

These controls are from the perspective of a player nearest the camera. When playing from the far side of the court the **UP/DOWN** controls are reversed.

MASTERING YOUR SHOT TECHNIQUE

As befits a game based on Tennis' number one seed, Pete Sampras Tennis '96 allows the player to add real accuracy to even the most difficult of shots.

AFTERTOUCH

In the short time between swinging for a shot and actually connecting with the ball, aftertouch can be added to change the direction of the ball's

trajectory. The longer the joypad is held to the **left** or **right**, the more the ball will move in that direction. To add real swerve to a shot, though, anticipate where the ball will bounce and ready your sprite for the swing nice and early. The more time there is between pressing the shot button and the racquet hitting the ball, the more opportunity you have to add aftertouch.

POWER

Just as holding the joypad **left** or **right** adds aftertouch, pushing the joypad up and down respectively increases or decreases the shot's power. For extra powerful smashes, reply to a lobbed ball by pressing the **B** button and pushing forward on the joypad for extra power!

FEEL FREE TO EXPERIMENT

Just like the real thing, this simple but effective way to swerve and power shots can be used in any combination, allowing for soft lobs, and top-spin balls which barely clear the net. Everything Pete Sampras can do, in fact...



This game is on a J-Cart, the world's first four-player game cartridge! Complete with two additional joypad connectors, you can play simultaneous four-player games – no adapter required.



J-Cart is compatible with Mega-drive joypads, Master System joypads and normal joysticks. NOTE: If either a Master System pad or a normal joystick is used, then only the movement controls and button B functions are available to the player.



Dieses Spiel wird auf einem J-Cart geliefert, dem ersten Spielmodul mit zwei zusätzlich eingebauten Joypad-Anschlüssen. So können Sie gleichzeitig mit vier Personen spielen - ohne Adapter!



Das J-Cart-Modul ist mit Mega Drive Joypads, Master System Joypads und handelsüblichen Joysticks kompatibel. HINWEIS: Bei Master System Joypads und handelsüblichen Joysticks stehen dem Spieler nur Knopf B und die Richtungssteuerung zur Verfügung.



Ce jeu est sur J-Cart, la première cartouche de jeu avec deux connecteurs de joypad supplémentaires incorporés! Vous pouvez maintenant jouer à quatre en même temps; pas besoin d'adaptateur!



Ce Les cartouches J sont compatibles avec les manettes de jeu des consoles Mega Drive et Master System, et avec les joysticks. REMARQUE: Si vous utilisez une manette de Master System ou un joystick, seules les fonctions de déplacements des joueurs et celles du bouton B seront disponibles.



Este juego se distribuye en cartucho J-Cart: ¡el primer cartucho del mundo que lleva instalados dos conectores extra para controladores. ¡Ahora pueden participar cuatro jugadores sin necesidad de un adaptador!



El cartucho J-Cart es compatible con los controladores de las consolas Mega Drive y Master System, y con los joysticks normales. NOTA: en caso de utilizarse un controlador de Master System o una joystick normal, sólo se pueden utilizar las funciones correspondientes a los controles para los movimientos y al botón B.



Questo gioco è su una J-Cart: la prima cartuccia al mondo con due collegamenti supplementari per pulsantiera! Adesso puoi giocare delle partite a quattro giocatori in simultanea senza il bisogno dell'adattatore!



J-Cart è compatibile con le pulsantiere Mega Drive, Master System e i normali joystick. IMPORTANTE: Se viene utilizzata una pulsantiera Master System o un normale joystick, il giocatore avrà a disposizione soltanto i tasti freccia e le funzioni del pulsante B.



Dit spel staat op een J-Cart - de eerste spelcartridge ter wereld met twee ingebouwde connectors voor extra joypads. Nu kun je simultaan videospelen voor vier spelers spelen - er is geen adapter nodig!



J-Cart is compatibel met Mega Drive joypads, Master System joypads en normale joysticks. N.B. Als er een Master System joypad of een normale joystick gebruikt wordt, kan de speler alleen beschikken over de toetsen die de bewegingen teweeg brengen en over de functies van toets B.