

SEGA GENESIS™

For use with NTSC Genesis systems.

Wimbledon is a trademark used under license from the All-England Lawn Tennis and Croquet Club, Wimbledon. Sega and Genesis are trademarks of Sega. © 1993 Sega, 3335 Arden Road, Hayward, CA 94545. All rights reserved. Programmed in Japan. Printed in U.S.A.

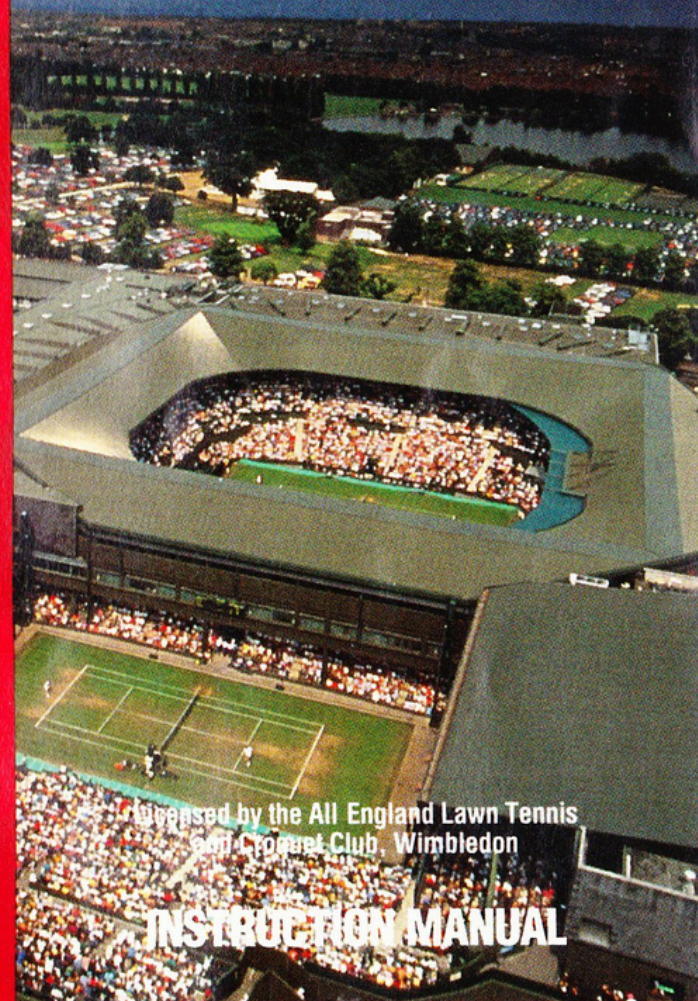
670-1469



SEGA
SPORTS™

WIMBLEDON

CHAMPIONSHIP TENNIS



Licensed by the All England Lawn Tennis
and Croquet Club, Wimbledon

INSTRUCTION MANUAL

SEGA™

EPILEPSY WARNING

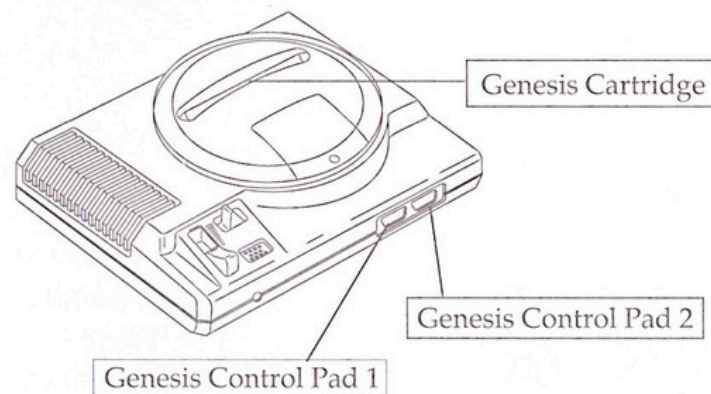
WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. **If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.**

Starting Up

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1. For two-player games, plug in Control Pad 2, and for three- and four-player games plug in the Team Player.
2. Make sure the power switch is OFF. Then insert the *Wimbledon* cartridge into the console.
3. Turn the power switch ON. You'll see the Sega screen. Then in a few moments, the Title screen appears.
4. If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is **firmly** inserted in the console. Then turn the power switch ON again.
5. Press the Start Button when the Title screen appears.

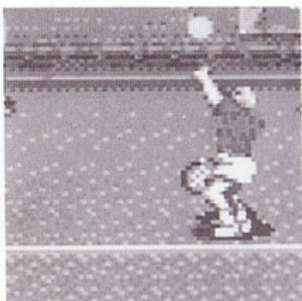
Important: Always make sure the power switch is OFF before inserting or removing the cartridge.



**For Game Play Assistance, call
1-415-591-PLAY.**

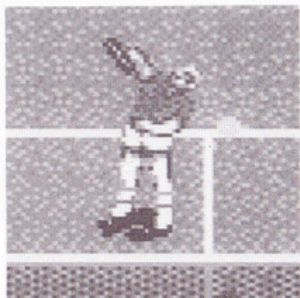
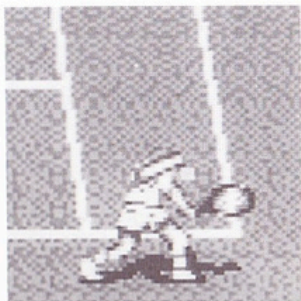
Strawberries and the Crème de la Crème

Tension on the terraces. Action on the courts. London explodes in a historic fortnight of midsummer melodrama! Wimbledon—the highlight of the tennis world's calendar.



And you're down there on the centre court. Facing the top seeds in tennis. The tension mounts. Adjust your sweaty palm on the grip of your racket. A hush falls over the crowd. You can pick out the famous faces. . . .

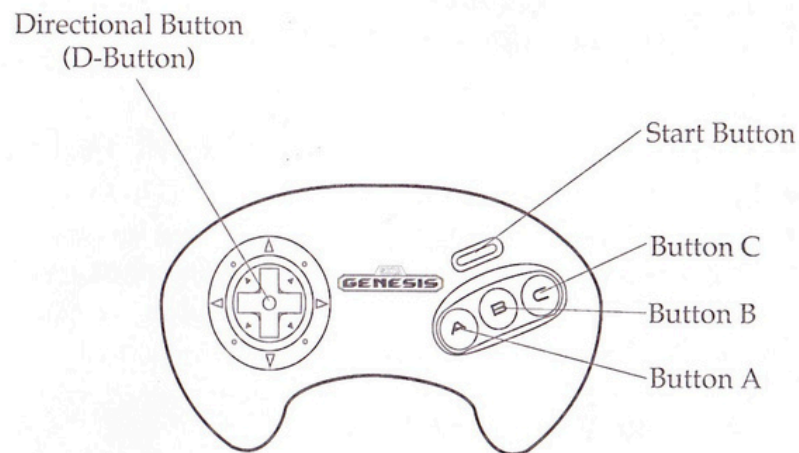
All eyes left. A lightning service launches the ball at you across the net. Eyes right. Body reels, racket lashes out and back the ball bounds. Eyes left. Up to the net to put on the pressure or fall back to the baseline for a battle of strategy. Serve, forehand, backhand, lob, smash, volley. Every weapon in the tennis master's arsenal.



Singles or doubles, with friends or against the computer. There's a pool of 24 hot-shot tennis stars to match yourself against, at different levels and in various types of match. Tailor your game for optimal thrills and savor the ultimate Wimbledon experience.

Take Control

It's no good running amok and lashing around in the air with that racket. To climb your way to the top you've got to make every stroke count. And that means transmitting your skills from fingertips to ball through familiarity with your control buttons.



Start Button

- Takes you to Exit and End in Options and Password screens.
- Enters selections in other menus.
- Pauses games when the ball is not in play; restarts paused games.

D-Button

- Moves the cursor up and down between categories in selection screens; left and right cycle through choices.
- Controls the players' movement during play.
- Adjusts the direction of a stroke or serve.

Button A

- Enters selections in menus.
- Triggers a toss by the server.
- Delivers a slice service or a lob.

Button B

- Enters selections in menus.
- Triggers toss by server.
- Delivers a top-spin serve or a slow looping shot.

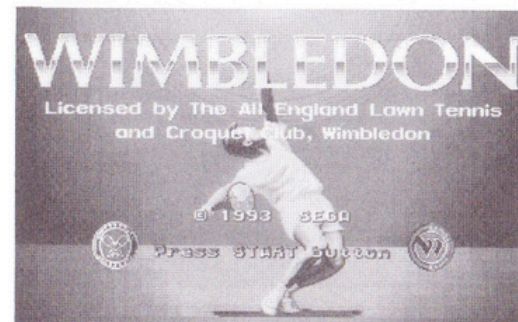
Button C

- Enters selections in menus.
- Triggers toss by server.
- Delivers a flat, hard service or a stroke.

Note: If you are using a 6-Button Control Pad, Buttons X, Y and Z have no function.

Getting Started

The Sega logo is followed by the Title screen, which is replaced by a preview of some *Wimbledon* action after a few seconds. Press the Start Button to proceed to the initial menu.



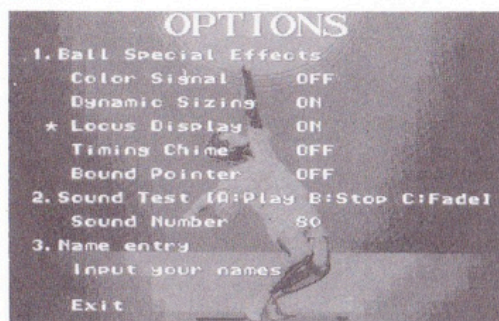
What Next?

Wimbledon functions in two modes: Exhibition and Tournament. If you select Exhibition, you can sharpen your tennis skills by yourself or compete with up to three friends—in singles or doubles matches of one, three or five sets. Selecting New Game takes you to Tournament mode, where it's you against the computer, battling from the quarterfinals through three matches of three sets each.

Alternatively, rejoin an ongoing Tournament by selecting Password, or go into Options to review game conditions. Make your choice by moving the flashing asterisk up or down using the D-Button, and then press Button A, B or C or the Start Button.



Setting the Scene

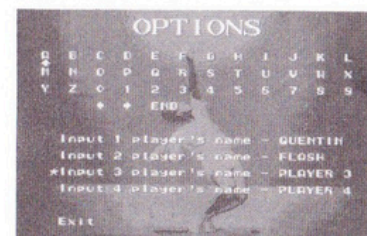


Before you launch in, you can set various options to ensure that the playing conditions are to your liking. Use the D-Button to move the cursor up and down the

Options menu, and left and right to toggle choices. The Start Button takes you to Exit, where Buttons A, B, or C take you back to the initial menu.

- **Color Signal** changes the color of the ball before your player is due to make a stroke. This timing aid is only available in one-player games.
- **Dynamic Sizing** boosts the size of the ball as it rises into the air, giving a realistic three-dimensional visual effect.
- **Locus Display** shows the projected flight path of the ball as each stroke is made.
- **Timing Chime** is an indicator that sounds before your stroke in one-player games to enhance timing.
- **Bound Pointer** shows the projected point of impact between ball and court at the time of stroke.
- **Sound Test** function allows you to sample the game sounds. Use the D-Button to select individual sounds. Buttons A, B or C play, stop and fade the audio effects respectively.
- **Name Entry** personalizes the names of up to four players for the duration of your game session. After selecting this option, move the cursor to Player 1, 2, 3 or 4 with the D-Button and then press Button A, B or C. This shifts you to an input grid. Use the D-Button to select characters, pressing Button A, B or C to input

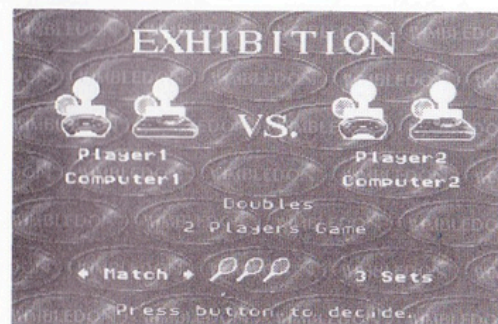
your choice. The arrows will change which character is selected in the player's name. When you are satisfied with the player's name, press the Start Button to move to



End. Button A, B, or C returns you to the list of four players. Repeat this process until you have assigned the names that you want to, then press the Start Button to go to Exit. Button A, B, or C or the Start Button returns you to the Options menu.

When you have set the options to your satisfaction, press the Start Button to move the cursor to Exit, then press Button A, B or C to return to the initial menu.

Exacting Exhibition...



If you select Exhibition from the initial menu, first press the D-Button up or down to opt for singles or doubles and to choose the number of players. The

computer is ready and willing to step in and play if there are not enough of you. Alternatively, sit back and watch a few games of computer versus computer. Move the D-Button left or right to select a one-, three- or five-set match.

When you are sure about the type of game you want to play, press Button A, B or C or the Start Button to exit the Exhibition screen. If you chose a game for more than

one player, you will be advised on connecting Control Pad 2 or the Team Player (see page 11). Press Button A, B or C or the Start Button to move on to the Select Players screen.



Here you can study statistics on 24 players before assigning one to each role. Data for each player includes power and control for forehand, backhand

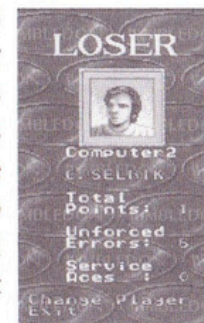
and service strokes as well as info on style and specialities. Press the D-Button up or down to scan between players. Press left and right to assign a skill level from zero to nine, so you can always be sure to match your current standards. When you are satisfied with your selection, press Button A, B or C or the Start Button to confirm. Next, you have to choose whether your player will operate in Manual or Semi-Auto mode. The latter gives you some computer guidance in his or her movement—a tremendous help while getting used to playing. (All computer-operated players function in Full-Auto mode.) Use the D-Button to toggle between modes and then press Button A, B or C or the Start Button to move to the next player assignment. With the whole line-up picked, you have another chance to confirm your decision. Choose Yes by pressing Button A, B or C or the Start Button to proceed to the Select Court screens, or No to make further alterations.

There are three types of surface available. Lawn courts feature high speed and low bounce. Clay courts have high bounce and low speed. Hard courts are somewhere

between the two, with high bounce and medium speed. Use the D-Button left and right to view the courts available and press Button A, B or C or the Start Button make your decision and begin the action.

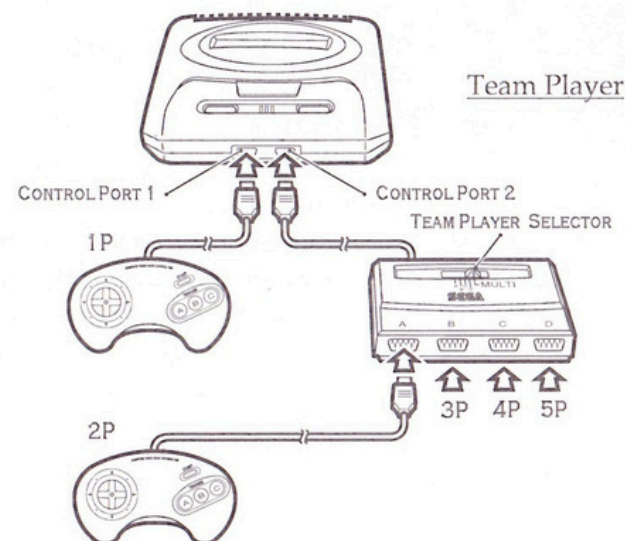


When an Exhibition match is over, you are shown Winner and Loser screens. These give you the names of the players and their performance summaries in terms of points, errors and service aces. You are offered the chance to Change Player and continue from the Select Players screen, or to Exit.



Sharing the Racket

If you chose a game for two players, you will be shown a diagram of how to connect the Control Pads. Player One chooses the type of game, selects a player, picks the type



of court and assigns roles for the computer. Player Two then chooses a player. It is up to Player One to confirm selections and begin the game by leading the service.

For three- and four-player games, you need to hook up the Team Player, as shown in the diagram. The assignment of game conditions and players is the same as for two-player games, with second, third and fourth participants making player selections in turn.

... Or Taxing Tournament

The Tournament mode offers you an opportunity to experience the last three steps toward the coveted Wimbledon title. As one of the remaining eight contestants in the singles, you challenge the computer in a knockout competition through the quarterfinals, semifinals and final.



From the initial menu, select New Game and go directly to the Select Player screen. Choose your player and opt for Manual or Semi-Auto using

the same data as in Exhibition mode. However, each match is fixed at three sets on a grass court and you start at level zero. Before the first game begins, you will see the Quarter Final screen, showing the competition and your path to possible victory. Press Button A, B or C or the Start Button to move down onto the court.

After each game, you will be given a score update (see "Scoring" on page 14). Press Button A, B or C or the Start

Button to go on to the next game. After a match, you are shown the results of the quarterfinals. If you lose a match, you are given a few words of encouragement and offered another shot at the title. When you win, the Semi Final screen shows you how far you and the other victors have climbed toward victory, and who your opponent will be for the next leg. But the going gets tougher—the players' skills improve as yours do. If you win your third tournament match, you will be crowned with the Wimbledon title. But this is just the first in a succession of four Tournaments, with escalating standards of play. No matter how good you think you're getting, the opposition is getting tougher too!

Entering the Password

At the beginning of each Tournament match, you are given a password. This allows you to rejoin the action later without going back to square one.



To enter a Tournament midway, select Password in the initial menu. Use the D-Button to move the cursor to the first character and press Button A, B or C to enter. This automatically takes you to the next digit. The arrows allow you to move within the password. The Start Button sends the cursor to End. Use Button A, B, or C to input your password. You will be given a chance to switch between Manual and Semi-Auto modes. If your password is accepted, you return to the Tournament at the point where you received your password. If not, either cancel or try another password.

Scoring

Each match is divided into games and sets.

GAME...

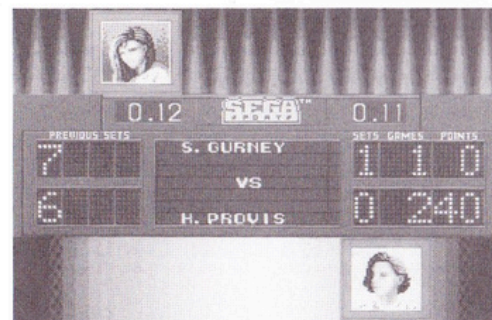
The scoring for a tennis game proceeds from love (0), 15, 30, 40 to game. The score is shown after each point. However, if the score reaches 40-40, the referee calls "Deuce." Here, players must gain a two-point advantage over their opponents to win the game.

...SET...

The first player or team to take six games wins the set. But the victor must have won at least two more games than their opponent or a tiebreaker begins at six games all. Each point won counts as one point. The tiebreaker starts with Player One serving once, then the other players serving twice each in rotation. The winner is the first player up to seven points, providing they have a lead of two points. After that, victory goes to the first to break the opposition's service to gain a two-point lead.

...AND MATCH

A Tournament match is the best of three sets. However, in Exhibition mode, you can select from one, three or five sets. In a three-set match, the first player to win two sets takes the match. Likewise, the first to three wins a five-set match.



After each game, the scoreboard comes onto the screen. The left side shows the number of games won by each player in previous sets. The progress of the match is indicated on the right side, including the number of sets won, the number of games each in the current set, and the score in the game that is in progress or has just finished.

There are two indicators at the top of the screen. The one on the left shows the time elapsed since the Wimbledon cartridge was switched on. The indicator on the right displays how long the current match has been in play.

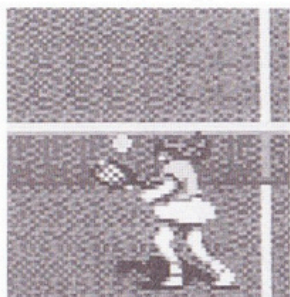
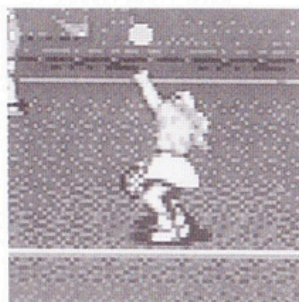
FAULT

Fault services occur when the served ball does not successfully connect with an opponent's service box. In this event, the server can try again without conceding the point. However, if this happens twice—a double fault—the server loses the point. A let service occurs when the serve strikes the net but still falls within the opposition's service box. This is not penalized, and the server still has two chances to make a successful serve.

Helping Hands

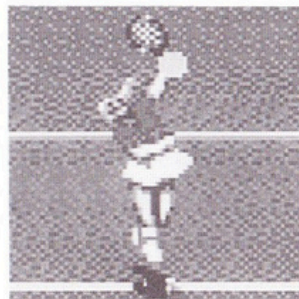
Semi-Auto mode gives you a feel for the flow of the game and gives you confidence in manipulating the players. Try it as a first step before the full freedom of Manual mode.

You'll find that a hard oblique service from the corner of the court to the center is usually good enough to baffle weaker players. But it's not something to rely on when the going gets tougher.



Try not to let a tough competitor get control of the net. If this happens, you might as well be playing against a brick wall.

Don't give up on your first stroke. There can be plenty of time for a second try if you're quick on your buttons.



Passwords

PLAYER	
PASSWORD	
TOURNAMENT	
ROUND	
LEVEL	

PLAYER	
PASSWORD	
TOURNAMENT	
ROUND	
LEVEL	

PLAYER	
PASSWORD	
TOURNAMENT	
ROUND	
LEVEL	

PLAYER	
PASSWORD	
TOURNAMENT	
ROUND	
LEVEL	

Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System™.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Product Development

<i>Producer:</i>	Scott Rohde
<i>Lead Tester:</i>	Jason Kuo
<i>Executive Producer</i>	
<i>Sports:</i>	Wayne Townsend
<i>Sega of Japan:</i>	Shinobu Yokoyama

Sports Marketing

<i>Director:</i>	Doug Rebert
<i>Product Manager:</i>	Kelly Ryan



Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System™.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Product Development

<i>Producer:</i>	Scott Rohde
<i>Lead Tester:</i>	Jason Kuo
<i>Executive Producer</i>	
<i>Sports:</i>	Wayne Townsend
<i>Sega of Japan:</i>	Shinobu Yokoyama

Sports Marketing

<i>Director:</i>	Doug Rebert
<i>Product Manager:</i>	Kelly Ryan

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge. This limited 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 warranty service, call the Sega Consumer Service Department at: 1-800-USA-SEGA.

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: 1-800-872-7342.

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 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 limited 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 limitation or 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.

TEAM PLAYER

Plug Into the Next Level and Double Your Competition!

Wimbledon Championship Tennis allows serious competitive game play for up to four players.

To compete against up to three of your friends, you'll need Sega's new multi-player adaptor, Team Player™ for the Genesis. Team Player is available in stores in limited quantities. You can order Team Player through this special offer for \$29.99 plus shipping and handling, by calling 1-800-USA-SEGA.

Team Player is currently compatible with these great Genesis games:

- Wimbledon Championship Tennis by Sega
- Gauntlet® 4 by Tengen
- The Lost Vikings™ by Interplay

Look for more exciting Team Player compatible games to come!

Please look for this Team Player logo on software packages in order ensure Team Player compatibility.



Team Player will be available in October.

Please allow 4-6 weeks for delivery.

Please note that not all 4 player games for the Genesis are compatible with Team Player by Sega.

Sega, Genesis and Team Player are trademarks of SEGA. ©1993 Sega. Gauntlet® 4: ® and ©1985 Atari Games Corporation; licensed to Tengen Inc. ©1993 Tengen Inc. The Lost Vikings is a trademark of Interplay. ©1993 Interplay and Silicon & Synapse, Inc. All Rights Reserved.