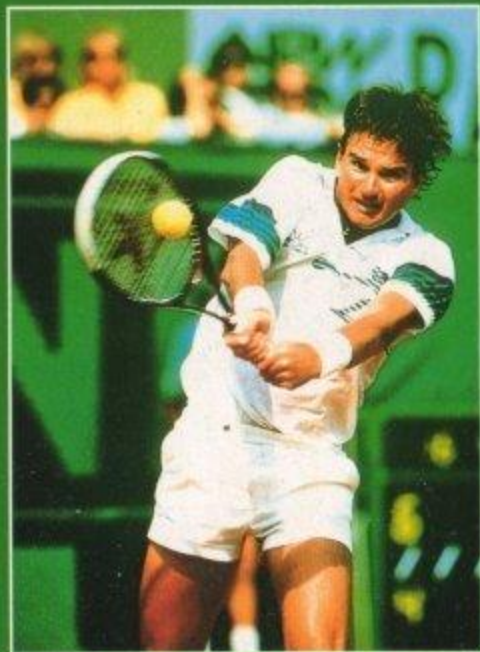


Jimmy Connors

PRO TENNIS TOUR



INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.



LICENSED BY



NINTENDO, SUPER NINTENDO
ENTERTAINMENT SYSTEM
AND THE OFFICIAL SEALS ARE
REGISTERED TRADEMARKS OF
NINTENDO OF AMERICA INC.
© 1991 NINTENDO OF AMERICA INC.

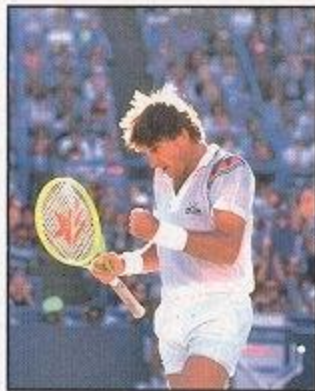
THIS OFFICIAL SEAL IS YOUR
ASSURANCE THAT NINTENDO HAS
APPROVED THE QUALITY OF THIS
PRODUCT. ALWAYS LOOK FOR THIS
SEAL WHEN BUYING GAMES AND
ACCESSORIES TO ENSURE COMPLETE
COMPATIBILITY WITH YOUR SUPER
NINTENDO ENTERTAINMENT SYSTEM.
ALL NINTENDO PRODUCTS ARE
LICENSED BY SALE FOR USE ONLY
WITH OTHER AUTHORIZED PRODUCTS
BEARING THE OFFICIAL NINTENDO
SEAL OF QUALITY.

Contents

THE GAME CONTROLS	2
Baseline Shots	3
Volleys (at the net)	3
EASY CONTROL	3
FULL CONTROL	3
The Serve	4
Serve Controls	4
EASY CONTROL	4
FULL CONTROL	4
Playing Tips	5
THE MAIN MENU	6
Exhibition Mode	6
The Playing Court	6
Number of Sets to Win	8
Play Mode	8
Player Identity	9
Control Mode	9
The EASY MODE	9
Tournament Menu	10
Start Tour	11
THE TOUR Menu	12
Ranking	12
Select Tournament	12
SELECT TOURNAMENT Menu	12
Main Menu	13
Continue	13
Training	13
The Coaches	14
THE PLAYERS	15
HOW TO PLAY TENNIS	19
Scoring	19
Game	19
Set	20
Match	20
Serving	20
THE TENNIS COURT	21
GLOSSARY OF TENNIS TERMS	22



Jimmy Connors



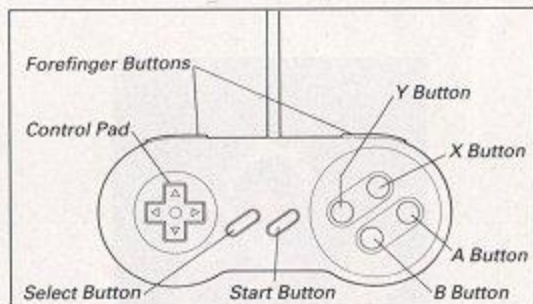
Few athletes have had as incredible an impact on their sport as Jimmy Connors! The facts speak for themselves:

- Jimmy Connors was ranked **Number 1** for **159** weeks, the longest uninterrupted hold on the Number 1 spot in the history of men's tennis!
- Jimmy Connors holds a record **109** singles titles, more than any other male player in history!
- Jimmy Connors has captured **eight** Grand Slam Championships, including **five** U.S. Open Championships, **two** Wimbledon titles and the **Australian Open**!

Jimmy Connors—the **GREATEST** tennis champion ever!



THE GAME CONTROLS



As a general rule, you can use the **START** button to continue and the **SELECT** button to cancel an option or return to the previous menu. For example, if you press the **SELECT** button at the **EXHIBITION** Menu, you go back to the **MAIN** Menu.

Use the **UP** and **DOWN** arrow keys to move to the next menu line. Use the control pad to move and choose between selectable options.

During a match, the **SELECT** button cancels the animation and causes the match to continue immediately. This is very useful when you want to keep the game going without long pauses in between.

The **START** button pauses the game. To continue, press the **START** button again.

Press the **A**, **B**, **X**, or **Y** buttons to change available options.

During a match, you control your player's movements using the arrow keys on the control pad. (**FULL** control only.)

The **A**, **B**, **X**, **Y**, **R** and **L** buttons are used to hit different strokes. In most cases, (when playing as Jimmy Connors) the buttons work as follows:

BASELINE SHOTS

A	top spin slice
B	slice strike
X	lob
Y	stop—a very short ball
R	side spin right
L	side spin left

VOLLEYS (AT THE NET)

A	low-risk volley (higher and slower than the risky volley)
B	risky volley
X	lob
Y	volley stop
R	side spin right
L	side spin left

EASY CONTROL

In **EASY CONTROL MODE**, the computer controls your player's movements, and will move your player to the correct place on the court. All you need to do is press the controller buttons to hit the ball.

FULL CONTROL

In **FULL CONTROL MODE** you have complete control over your player's movements and shots.

THE SERVE

At the service, you see a cursor moving across the court. This is the spot where the ball will touch the ground if you release the button immediately. For a good serve, aim this cursor at the (correct) part of the court where you want the ball to land.

NOTE: The cursor turns red if you hit a side spin serve.

Serve Controls

A/Y	fake top spin serve
B	easy serve—not very strong, but safe
X	stronger, high speed serve—but very risky
R	side spin right serve
L	side spin left serve

EASY CONTROL

The easiest serve is the B button serve. Press the B button and hold it pressed until the computer moves the cursor and strikes the ball.

To serve using the other buttons, press and hold the button while controlling the direction of the serve with the control pad. The computer will strike the ball.

FULL CONTROL

The easiest serve is the B button serve. Press the B button and wait until the computer moves the cursor and strikes the ball.

The player has complete control over all other serves. You must move the cursor to the right place and release the button at the right time to complete a successful serve.

IMPORTANT: When you press a button, your player swings his racquet back. He does not strike immediately! He strikes when you **RELEASE** the button. While you are pressing the button, you can control the results of your shot in several ways:

1. Control the **DIRECTION** of the ball using the control pad;
2. Control the **LENGTH** of the shot by using the **UP** and **DOWN** on the control pad;

The longer the elapsed time, the better the shot. For example, a very quick shot will result in a very sharp angle.

NOTE: The success of a shot also depends on the distance between player and ball.

SOME TIPS FOR PLAYING (AND WINNING!) AGAINST THE PROS:

1. Train by competing in **EXHIBITION MODE** against **PROFESSIONALS**.
2. Learn which are your opponent's weakest shots and try to play to them.
3. Rush the net whenever possible. But be sure to prepare for it—a fast long shot is good preparation and may give you enough time to move up.
4. **CONCENTRATE!** Especially during semi-finals and finals.

THE MAIN MENU



MAIN MENU



EXHIBITION MODE

EXHIBITION MODE

The EXHIBITION Menu allows you to modify almost all of the play characteristics for a single match. Unlike the TOUR mode, you can play as a player other than Jimmy Connors. You can also play doubles with one or two human players.

The following options are available from the EXHIBITION MENU:

The Playing Court

Choose this option to select your favorite playing surface: Grass, Hard, Clay, Indoor, Desert, and Antarctica courts are available.



GRASS COURT

Ball jumps very low, but moves very fast.



HARD COURT

Ball jumps high and moves fast.



CLAY COURT

Ball jumps low and moves slowly.



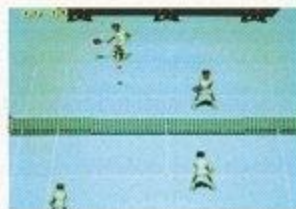
INDOOR COURT

Ball jumps very high and moves very fast.



DESERT COURT

Ball jumps very low, and moves very slowly.



ANTARTICA COURT

Ball jumps very low, and moves very slowly.

The TRAINING COURT reacts like a GRASS COURT.

Number of Sets to Win

Choose one, three, or five sets needed to win the match. REMEMBER: a best of three match can last five sets, so playing the match may take a long time.

Play Mode

Play Mode allows you to choose Singles or Doubles play, and the number of human players playing the match.

Choose:

SINGLES

human player vs. computer opponent
human player vs. human opponent
computer player vs. computer player (computer demo)

DOUBLES

two human players vs. two computer opponents
human & computer players vs. two computer opponents
human & computer players vs. human & computer opponents
two computers players vs. two computer opponents (computer demo)

The next screens allow you to choose the following options:

Player Identity

After you have selected the options above, you can choose the identity of your player and your player's opponent from the sixteen players available.

To change the player selected, press a button on the control pad when the text above the player you want to choose is highlighted.

Control Mode

Select EASY or FULL control.

After you have chosen your player(s), you will be asked to choose EASY or FULL playing mode for your human player(s) and the skill level AMATEUR, INTERMEDIATE, or PROFESSIONAL for your computer opponents. Continue for each player.

NOTE: The EASY MODE

If you choose the easy mode in the SELECT PLAYER Menu or START TOUR, your player's movements on the court are controlled by the computer, so that you can concentrate solely on your strokes and hitting the ball. The serve is much easier in EASY mode: you only need to hit the correct area of the court with the cursor after you press the button. It does not matter when you release the button.

When you have made all the choices above, press start to begin the match.

TOURNAMENT MENU

MONTH	TOURNAMENT	COURT	POINTS
January	Australian Open	hard	100
	Osaka	indoor	40
	Bombay	grass	20
February	Milano	indoor	40
	Nairobi	clay	20
March	Key Biscayne	hard	80
	Indian Wells	hard	60
	Casablanca	clay	20
April	Monte Carlo	clay	60
	Singapore	grass	40
	Hong Kong	hard	20
May	French Open	clay	100
	Hamburg	clay	60
June	Wimbledon	grass	100
July	Toronto	hard	60
	Acapulco	clay	40
August	U.S. Open	hard	100
	Brisbane	grass	40
September	Madrid	clay	40
	Oslo	indoor	20
October	Tokyo	indoor	60
	Tel Aviv	hard	20
	Buenos Aires	clay	20
November	Moscow	indoor	40
	BBSC Masters*	indoor	140
December	Bluebyte Open	indoor	100
	UBI Indoor	indoor	60
	Antarctica	snow	8

*This tournament is only available if you are one of the top four players in the world.

Start Tour

Select this option to begin a new tournament year. You play as Jimmy Connors, ace tennis pro. Each month you choose and play a single tournament from the list of one to three tournaments available. You earn ranking points each time you win a match. The number of points you earn with each victory depends on the relative importance of the tournament. You can tell the relative importance of each tournament by looking at the number of points you can win, which is displayed at the bottom of the CHOOSE TOURNAMENT screen.

Your objective of the game is to become the number one tennis player in the world! You achieve this by becoming the number one ranked player by the end of the season. (December) The rank list can be displayed by selecting the RANKINGS option.

When you start a new TOUR, you will be asked to select the difficulty level of play.

NOTE: Once chosen, you cannot change the level of play difficulty later, so be sure to choose the correct level.

After you have confirmed the desired level of play difficulty, the TOUR Menu appears.



SELECT
TOURNAMENT MENU



TOUR MENU

THE TOUR Menu

The first TOURNAMENT MODE menu is:

FULL CONTROL
EASY CONTROL

Choose your control mode and select it using the START button.

The next menu is:

AMATEUR
INTERMEDIATE
PROFESSIONAL

Choose the skill level of your opponent and select it with the START button.

There are three options to choose from at the TOUR Menu:

Ranking

Displays the ranked list of players. If you are just starting a tournament or tour, the rank list is in random order.

Select Tournament

Takes you to the SELECT TOURNAMENT Menu.

SELECT TOURNAMENT Menu

This menu shows you a map of the world which rotates to show you the location of the chosen tournament. You can choose between one to three tournaments with varying difficulty levels and number of points. Information about each tournament is displayed at the bottom of the screen.

After you choose the tournament you want to play, an information screen appears. Information on the current



round of the chosen tournament, your next opponent, and how many sets are required to win, is displayed. You can now proceed on to the actual match.

When the match ends, the STATISTICS SCREEN is displayed, which shows the results of the current tournament. You can then proceed to the next match.

Of course, you only proceed if you WON the last match!

When the tournament ends, a final results screen appears. You are then given a new password. With this password you can continue the game later by entering the password at the CONTINUE Menu.

Main Menu

Takes you back to the MAIN Menu.

CONTINUE

If you select continue, you need to enter the passwords given to you after each month to continue the tournament season. (In TOUR mode, you are given a password at the end of each month.) After you enter the correct password, you start back in the TOUR Menu.

TRAINING

If you have never played Jimmy Connors Pro Tennis Tour before, select this option to practice and perfect your skills before attempting tournament play.

There are five different coaches available, each of which will work with you on specific skills and techniques. Even if you are an advanced, experienced player, it may be a good idea to spend some time in training mode: the coaches may give you some tactical hints on how to play against the computer.

The Coaches



1. RUDI MINTEN—BEGINNER COACH

Rudi always plays the ball in the center of the court, and will give you basic game-playing tips, including how to use the controller buttons to your best advantage.

If you have never played Jimmy Connors Pro Tennis Tour before, then Rudi should be your first choice as a Coach, and may soon become your favorite trainer.

2. NICK FLYNN—ADVANCED COACH

Nick helps you with more advanced game techniques, specific shots, and sometimes returns lobs if you play the net.

3. BRUCE CARUSO—PROFESSIONAL COACH

Bruce is the perfect Coach for professional tennis players: he gives great tactical advice and playing tips for winning tournaments.

4. WAYNE LUKE—NET PLAY COACH

Wayne helps you work on specific strategies for playing at the net.

5. GARTH STEIN—SERVICE COACH

Garth works specifically on your serve. He'll teach you the difference between serves and how to serve using the controller buttons.

THE PLAYERS



Jimmy Connors

STRENGTHS

- very good double handed backhand (large angle/very forceful)

WEAKNESSES

- average forehand



Timo Akira

STRENGTHS

- pretty fast
- big angle on turn-away serve

WEAKNESSES

- no major weaknesses, but no winning shots



Moritz Mueller

STRENGTHS

- very good forehand
- very good volleys
- very hard serve

WEAKNESSES

- very high and slow backhand (top spin)
- not very fast



Emil Wurzl

STRENGTHS

- very good forehand (large angle/very hard)
- hard serve

WEAKNESSES

- average double handed backhand
- average volleys



Rudi Wijnfort

STRENGTHS

- very good forehand volley
- fast

WEAKNESSES

- average baseline shots



Sancho Pansa

STRENGTHS

- fast
- good baseline shots

WEAKNESSES

- average volleys



Jose Carlos

STRENGTHS

- good forehand
- good all around player

WEAKNESSES

- no major disadvantages



Lothar Baecker

STRENGTHS

- good baseline shots
- very good volley stops

WEAKNESSES

- not very fast



Otto Krause

STRENGTHS

- good serve
- good backhand
- very good volleys

WEAKNESSES

- bad forehand



Saki Tanaka

STRENGTHS

- good all around player

WEAKNESSES

- not very fast



Raschid Orgul

STRENGTHS

- good volleys
- good serve

WEAKNESSES

- average baseline shots



Malcolm O'Hara

STRENGTHS

- very fast
- very good volleys
- good serve

WEAKNESSES

- average baseline shots



Bjoern Edson

STRENGTHS

- very fast
- very good volleys
- good backhand
- all shots quite low at net

WEAKNESSES

- slow forehand



Bruce Barnaby

STRENGTHS

- very good forehand (large angle/very hard)
- very good double handed backhand (large angle/very hard)
- good serve
- very good topspin lob

WEAKNESSES

- very bad volleys



Pierre Papou

STRENGTHS

- good volleys
- good serve

WEAKNESSES

- average baseline shots



Olaf Nilson

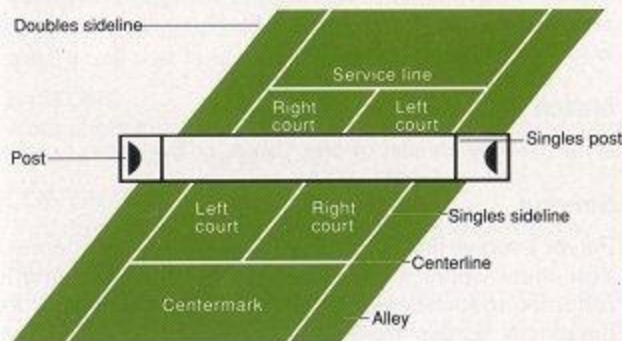
STRENGTHS

- good baseline shots

WEAKNESSES

- bad volleys

HOW TO PLAY TENNIS



Scoring

To score, you must hit the ball into your opponent's half of the court and your opponent must fail to return the ball to your half of the court. Don't let the ball bounce more than once in your court before you hit it.

Tennis consists of GAME, SET, and MATCH.

Game

A game is scored 15, 30, 40, and game. If you and your opponent are tied at 40, this is called DEUCE. At deuce, the first player to win two points in a row, wins the game. When you win your first point at deuce, you have an advantage—that means you only have to win one more point to win the game.



Set

The first player to win six games wins the set. If the set is tied at six, you play a tie-break seventh game. In the tie-break game the first player to reach seven points and lead by two points wins.

Match

A match may consist of one, three, or five sets.

Serving

Player 1 serves first. Each player serves alternate games. You must serve from one side of the centermark (alternating each serve) to your opponent's service court diagonally across from you. For example, if you are standing to the right of the centermark, your serve must land in your opponent's RIGHT court.

You have two chances to serve the ball into your opponent's service court. A serve is good only if it lands in the correct service court. A serve is NOT good if the ball hits the net or lands outside the service court. When you miss your first serve, it's called a fault. If you miss the second serve, it's called a double fault. If you double fault, your opponent gets a point!

If you hit the net on your first serve and the ball falls into your opponent's court, it's called a let, and you get to take the serve over.

THE TENNIS COURT

ALLEY

the alley is the narrow strip on either side of the singles court. The alley is only used in doubles play: in singles play, a ball that lands in the alley is OUT.

BASELINE

Your shots must land inside the baseline. Balls that land outside the baseline are OUT.

CENTERMARK

You must serve from either side of the centermark.

RIGHT AND LEFT SERVICE OR FORE COURT


when serving, your serve must land in the court DIAGONALLY across from the side of the court from which you're serving. For example, if you are standing to the right of the centermark, your serve must land in your opponent's RIGHT court.

SERVICE LINE

Your serve must land INSIDE the service line, on the correct side of the court. Any serve that lands outside the service line is OUT.

SINGLES SIDELINE

this is the sideline for SINGLES play. Any ball that lands outside the sideline is OUT.





GLOSSARY OF TENNIS TERMS

APPROACH SHOT

ball hit as you approach the net

CHIP SHOT

ball hit with moderate force to draw your opponent forward

CROSS COURT SHOT

hit the ball diagonally, so that it cuts across the court.

DOWN THE LINE SHOT

you send the ball straight down the sideline.

DROP SHOT

ball hit just over the net

GROUNDSTROKES

Strokes are defined as contact between the ball and the racquet. A groundstroke is when you hit the ball after it bounces off the ground once. The two main groundstrokes are the forehand and the backhand.

NET SHOT

Shots hit when you are at the net. You must move as close to the net as possible for this shot to work well.

PASSING SHOT

shot hit past the opponent to the extreme left or right as he is dashing to the net for position.

VOLLEY

the volley is an attacking stroke played before the ball touches the ground. Volleys are usually played in the service courts at net position.

Jimmy Connors Pro Tennis Tour SNES

GAME CREDITS

Published by UBI Soft ©UBI Soft 1992

DIRECTOR OF DEVELOPMENT

Gerard Guillemot

GAME TESTERS

Serge Hascoet and Frederic Markus

MARKETING

Carole Degoulet (Europe)

MANUAL AND MARKETING

Leila Emadin (USA)

ORIGINAL MANUAL DESIGN AND ILLUSTRATIONS

Robin Endres

Designed and Developed by Blue Byte

EXECUTIVE PRODUCER

Lothar Schmitt

PRODUCERS

Thomas Hertzler and Lothar Schmitt

PROGRAM

Thomas Haeuser

MUSIC

Roger Goede

MUSIC PROGRAMMING

Simon J. Hardy-Francis

SOUND EFFECTS

Haiko Ruttman

GRAPHICS

Thorsten Knop

90-DAY LIMITED WARRANTY

UBI Soft, Inc. (UBI Soft) warrants to the original purchaser that this product shall be free of defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90 day warranty period, UBI Soft will repair or replace the product or component part, at its option, free of charge.

WARRANTY SERVICE

To receive this warranty service:

Please call UBI Soft at (415) 332-8749 during business hours, 9:00 A.M. to 6:00 P.M. Pacific time, Monday-Friday. If the UBI Soft representative is unable to solve the problem over the telephone, you will be given further instructions. In some cases it may be necessary to ship the complete product **FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE** to UBI Soft.

The warranty shall not apply if the product has been damaged by negligence, accident, commercial use, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship. This warranty shall not apply if any product serial numbers have been altered, defaced or removed.

WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OR MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL UBI SOFT BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OF IMPLIED WARRANTIES.

The provisions of this 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, to the above limitation may not apply to you. The warranty gives you specific legal rights, and you may have other rights which vary from state to state.



UBI Soft, Inc.
1505 Bridgeway, Sausalito, CA 94903
© 1992

PRINTED IN JAPAN