

Nintendo

DMG-XT-UKV

GAME BOY™

TOP RANKING™
TENNIS

INSTRUCTION BOOKLET

This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.



Thank you for purchasing the Top Ranking Tennis™ game pak for your Nintendo® GAME BOY™ system.

Please read this instruction booklet carefully and follow the correct operating procedures. Keep this instruction booklet and warranty in a safe place for future reference.

ADVISORY: READ BEFORE USING YOUR NINTENDO GAME BOY

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games including games played on the Game Boy compact video game system. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

Precautions

- 1) If you play for long periods of time, take a 10 to 15 minute break every hour or so.
- 2) This equipment is precision built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
- 3) Do not touch the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and / or GAME BOY unit.
- 4) Do not clean with benzene, alcohol or other such solvents.
- 5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Game Boy unit.
- 6) Store the Game Pak in its protective case when not in use.

TM & ® are trademarks of Nintendo Co., Ltd. © 1993 Nintendo Co., Ltd.

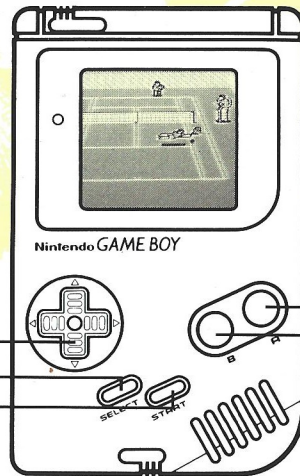
• CONTENTS •

LET'S PLAY!	4
BASIC CONTROLLER FUNCTIONS	5
GETTING STARTED	6
PLAYING THE 1-PLAYER GAME	7
PLAYING THE 2-PLAYER GAME	9
GROUP PLAY (3 and 4 PLAYERS)	10
RULES OF TENNIS	11
OPPONENT PROFILES	15



• LET'S PLAY! •

Top Ranking Tennis lets you play tennis with a computer opponent or up to three of your friends. In the 1-player game, your goal is to advance through a 100 player ladder and claim the top ranking. Like any championship ladder, the path to the top isn't easy. To reach the top in this game, you'll need to defeat 12 opponents who don't take losing lightly.



Control Pad
SELECT Button
START Button

A Button
B Button

• BASIC CONTROLLER FUNCTIONS •

Serving:

- A Button:** Top Spin Serve
- B Button:** Flat Serve
- START Button:** Slice Serve
- SELECT Button:** Underhand Serve
- + Control Pad Up (Tap twice):** Pause Game
- + Control Pad Left and Right:** Move player left and right along baseline

Ground Strokes:

- A Button:** Top Spin Shot
- B Button:** Flat Shot
- START Button:** Slice
- SELECT Button:** Top Spin Lob
- + Control Pad:** Move player around court; direct shot

• GETTING STARTED •

Correctly insert the cartridge into the Game Boy system. Move the Game Boy power switch to the ON position to display the title screen. Once the title screen appears, press the A Button or the START Button to begin play.

The next screen lets you select the number of players. However, to play the 2-player game or group play modes (3 or 4-player), you must use the Game Link™ cable or the Four Player Adapter.

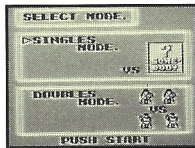


• PLAYING THE 1-PLAYER GAME •

Once you select the 1-player game, you'll have the option of playing the singles (top 100 ranking) or the doubles (1-player + CPU vs. CPU + CPU) modes.

Singles Mode

After selecting the singles game, you'll see the player selection screen. If you haven't previously created a player, you'll need to do this now. Your name can contain up to seven letters. Once you enter a name, select shot power and foot speed ratings for your player. Your Top Ranking Tennis game pak uses battery backed memory to store information for 1 to 4 players. Select "DELETE" if you wish to remove one of the existing characters. On this screen, the B Button confirms a selection and the A Button cancels your selection. Once you select your player, you can choose to play an official or practice game.

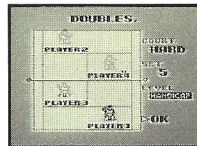


To challenge a ranked player, you must select the official game. When you win a game in this mode, you will exchange rankings with the player you just defeated. If you lose, you will drop in the rankings. However, if you lose to one of the Quarter Brothers, you will be dropped to the bottom of the rankings. Your goal is to defeat all players in your path to the #1 ranking and eventually win a match with the legendary Master Joe!

The practice game allows you to play a match against any of the opponents you have previously defeated. You can also practice on three different surfaces and with varying match lengths (1, 3, or 5 sets).

Doubles Mode

The doubles mode is very similar to the practice game in the singles mode. To play, first select the surface and the number of sets. Next, choose a rating (A, B, C, or handicap) for foot speed and shot power. If you select "HANDICAP", an additional screen will appear that lets you individually alter the shot power and foot speed for each player on the court. Finally, select "OK" to begin your game.



• PLAYING THE 2-PLAYER GAME •

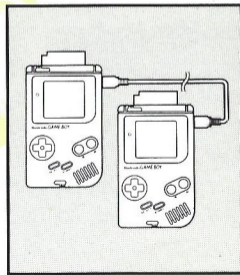
Using the Game Link cable, two players can play a singles match against each other or play a doubles match with two computer players.

To play with two players, you will need the following items:

**2 GAME BOY systems, 2 Top Ranking Tennis game paks,
1 Game Link cable (DMG-04)**

1. Connect the Game Link cable as shown in the diagram. Insert both Game Paks and simultaneously turn both Game Boy units ON.
2. Once the demonstration begins on both GAME BOY systems, one player can press START. The Mode Selection screen should then appear on both units.

Note: If the cable is not connected properly, it might become disconnected during the game. If this happens, you will need to reconnect the cable and restart your game.



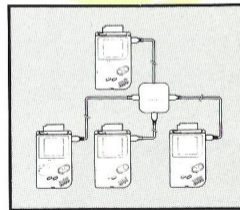
• GROUP PLAY •

For doubles action with three or four players, you'll need the following items:

**3 or 4 GAME BOY systems, 3 or 4 Top Ranking Tennis game paks,
2 or 3 Game Link cables, 1 Four Player Adapter (DMG-07)**

*Player 1 uses the Game Link cable attached to the Four Player Adapter while players 2, 3, and 4 use standard Game Link cables plugged into the slots on the Four Player Adapter.

1. Connect the first GAME BOY unit to the Four Player Adapter using the cable attached to the Four Player Adapter. Next, use three Game Link Cables to connect the remaining GAME BOY units to the Four Player Adapter.
2. Correctly insert the Game Paks into the GAME BOY units. Starting with the first GAME BOY unit, simultaneously turn the POWER switches on the GAME BOY units to the ON position.
3. Once the title screen appears on all 4 GAME BOY units, select VS. and press the START Button on the first GAME BOY. The Mode Selection screen should then appear on all 4 units.



• RULES OF TENNIS •

Point → Game → Set → Match

Each tennis match contains 1, 3, or 5 sets. To win the match, you must win a majority of the scheduled sets. So if you're playing a 3 set match, the first player to win 2 sets wins the match. Likewise in a 5 set match, the first player to win 3 sets wins the match.

To win a set, you must win at least 6 games by a margin of at least 2 games (i.e. 6 games to 4 games). To win a game, you must win at least 4 points by a margin of at least 2 points.

If the set is tied after 12 games (6-6), then the winner of the set will be determined in a tie-breaker. In the tie-breaker, the players will accumulate points until one player has 7 points and at least a 2 point margin of victory.

Points are awarded to the winner of a rally in a game and scored as follows:

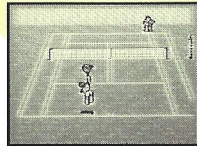
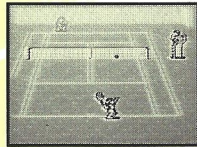
15 ▶ 1 point won • **30** ▶ 2 points won • **40** ▶ 3 points won
Deuce ▶ Game is tied 40-40
Advantage ▶ Advantage indicates that the specified player (server or receiver) will win the game if he or she wins the next point.

The Serve

In tennis, the serve is an important aspect of a player's game that can be used to keep an opponent off balance. Powerful players use the serve to collect aces, which are serves that pass the receiver without a return. Even though aces are difficult to score, the server usually holds an advantage over the receiver because he or she can begin the rally by serving the ball to the receiver's weak side. This advantage makes it very important that each player wins their service games and "breaks" his opponent's serve whenever possible.

*Note: In this game, the service type is selected when you press a button to toss the ball, not when you press a button to hit the ball. When you're ready to serve, toss the ball into the air using one of the four serve buttons. If you want to increase the angle of the serve, press left or right on the **+** Control Pad.*

When serving, you need to hit the ball into the opposite service area to begin the rally. If the ball hits the net or lands outside the service area lines, the umpire will call a "FAULT". The server will lose the point if he or she serves two faults on the same point.



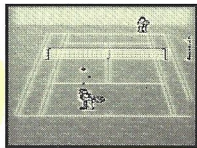
Occasionally, the ball will hit the top of the net and land in the opposite service area. When this occurs, the umpire will call a "LET". Unlike a fault where the server is penalized one serve, the let disregards the previous serve and allows the player to serve again.

If you often hit the net when serving, try hitting the ball higher when you toss it in the air. If you consistently hit the ball beyond the service area, try to hit the ball lower after the service toss.

The Ground Stroke

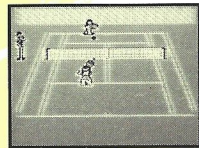
The ground stroke is the shot most frequently used in tennis. The ground stroke is a return shot that is hit after the ball bounces once on the receiver's side of the court.

On the ground strokes, you can control the direction of your shot by pressing the **+**Control Pad when you hit the ball. Pressing up and down will change the depth of your shot while left and right will change the angle of your shot. However, if the timing of your ground strokes is off, you won't have an opportunity to change the direction of your shot using the control pad. Poor timing may also cause you to hit the ball weakly or lob the ball to your opponent giving them an easy smash for a point.



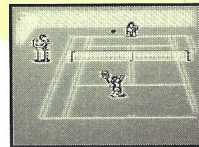
The Volley

A volley is a return shot that is hit before the ball bounces on the court. Many players like to use volleys rather than ground strokes to speed up the action and put pressure on their opponent. In Top Ranking Tennis, the volley uses the same controller functions as the ground stroke.



The Smash

The overhead smash is a devastating shot that players use to quickly finish a rally. The opportunity to hit this shot usually occurs when the opposing player lobs the ball over the net. The smash also uses the same controller functions as the ground stroke, however, the B Button executes a powerful smash that will more difficult for your opponent to return.



• OPPONENT PROFILES •

The Quarter Brothers (Jim, Dave, Pete, Ken)

After flopping as a band in Nashville, the Quarters are now trying to make a name in tennis. Take advantage of their slow foot speed and cream puff serves to improve your game and prepare for the better players.

John Stick

John Stick is a methodical player who likes to sit back and take advantage of his opponent's mistakes. However, don't let his robotic play lull you to sleep. Stick likes to rush the net when his opponent least expects it!

Ace Riley

Ace Riley is a big hitter with lots of fan appeal. However, he lacks the concentration needed to withstand long rallies and avoid silly mistakes. On a good day, Ace can beat any player. On a bad day, he's pretty ugly to watch.



Dewey Pond

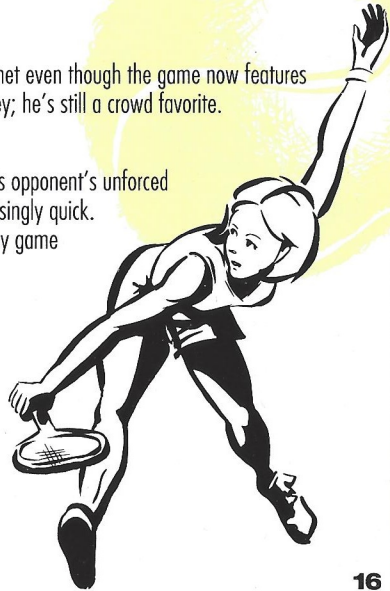
Pond is a former champion who still likes to rush the net even though the game now features younger, more powerful players. Don't overlook Dewey; he's still a crowd favorite.

Skippy Stork

Skippy wins many matches by taking advantage of his opponent's unforced errors. Even though Stork is tall and lanky, he's surprisingly quick. You'll have more success if you play a serve and volley game against him.

Sabrina Silk

Though Sabrina plays well on all surfaces, she's absolutely unstoppable on grass courts. To win this match, stay on your toes and use your lob shot to keep Sabrina on her heels.



Bobby Island

Bobby Island is the most promising player on the circuit. At 21, he's already a star and his game is improving with each match. Armed with a blazing serve and plenty of foot speed, Island won't go down without a fight.

King Mohawk

King Mohawk is a former bodybuilder from Venice Beach, California. The King uses strength and intimidation to overpower his opponents. King Mohawk likes to play the net, so try using passing shots and lobs to burn him.

Master Joe

Master Joe is a former tennis instructor who still has a few tricks up his sleeve. At 235 pounds, Joe's game features a rare combination of power and speed. The winner of this match holds the top ranking!



90-DAY LIMITED WARRANTY Nintendo Game Boy GAME PAKS

0393

Nintendo UK Entertainment Limited ("Nintendo") warrants that this Game Boy Game Pak 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 warranty occurs during this 90-day limited warranty period, Nintendo will repair or replace the defective pak, at its option, free of charge. To receive this warranty service, contact either your NINTENDO GAME BOY dealer or return the product, postage prepaid and insured for loss or damage, together with your sales slip or similar proof of purchase to:

Nintendo UK Entertainment Limited
Nintendo Service Centre
Parham Drive
Boyatt Wood
Eastleigh, Hants
SO5 4NU England
Tel. (0329) 243 300

Be sure to include your name, address and phone number, plus a brief description of the fault. Game Paks returned without proof of the date of purchase or after the 90-day warranty period, will, at Nintendo's option, be repaired or replaced at the service charge then in effect for out-of-warranty repair. (Repair done after acceptance of the quotation). Payments must be made by cheque or money order, payable to Nintendo UK Entertainment Limited. This warranty shall not apply if the Game Boy Game Pak has been damaged by negligence, accident, unreasonable use, modification tampering or by other causes unrelated to defective materials or workmanship.

For all information on this Game Pak or other Game Boy Game Paks, call the Nintendo "Hotline" at: (0703) 652 222. This warranty does not interfere with your statutory rights.



Nintendo UK Entertainment Limited, Unit E1, Fareham Heights
Standard Way, Fareham, Hants, PO16 8XT, England



PRINTED IN JAPAN