

Tennis! Help

Rules Summary

Hit the ball back and forth and don't miss. Your opponent will score if you do. The first one to reach the target score will win the match.

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Tennis! Rules

Object of the game

The object of the game is to make a high score faster than your opponent.

Scoring

You will receive 1 point for each ball your opponent misses. Game is completed when you reach the Max Score you set in the Preferences Options tab.

Game Over Conditions

The game is over when you or your opponent reaches the target score.

Hints

Don't be afraid of going to the net. Use the forward and backward movement options available to you.

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Tennis! Preferences

How to set Preferences

To bring up the Preferences dialog box, choose the "Preferences..." menu item from the "Game" menu. If any option is changed within the Preference dialog box, the current game being played will be abandoned. If you do not wish to abandon the current game, select *Cancel* and return to the game.

The Preferences dialog box is broken up into various sections shown by the tabs at the top of the dialog box. Clicking on a tab shows the options available for that topic. For example, the "Extras" tab allows you to change the sound options.

Tab Descriptions

Options Tab

Number of Players

1 Player

You can play a solitary game against the computer. You can also set the skill level you want the computer to play at by selecting the skill in the pull down menu:

- **Easy** will select an easy game. Most novices will be able to beat an easy game after a few tries.
- **Moderate** will select a moderately-challenging game.
- **Difficult** will select a difficult game. A difficult game is very challenging and will require an accomplished player to beat.
- **Expert** will select an extremely difficult game. This option is not recommended for the squeamish!

2 Player

You can play a straight 2 player game.

Duration of Game

- **Points** - This option will allow you to play to a set score. First player to reach the number in the pull down box will win the match.

Keys Tab

The Keys tab allows you to customize your keys which control piece movement. For each key movement below, select a keystroke in the list box.

Up

Moves the racket up.

Down

Moves the racket down.

Forward

Moves the racket forward.

Back

Moves the racket backwards.

Extras Tab

The Extras tab allows you to change the sounds used in the game. Changing the options in the Extras tab does not affect the rules of the game.

Game Sounds

Game Sounds Enabled

The "Game Sounds Enabled" check box turns the game sounds *on* or *off*. This option is checked *on* by default. Un-checking the box will turn the game sounds *off*. If this option is turned *off*, the rest of the controls below it are disabled.

If your system does not have any sound support, this option will not be available.

Path...

The **Path...** button allows you to choose a sound file to be played during a game event. The game events that can have sounds attached are listed above the button. You can associate a playable sound file with a game event.

Test

The **Test** button plays the sound associated with the game event selected in the list box above the button. If there is no sound associated with the event, or the selected file is invalid, no sound will be played.

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Tennis! Commands

How To Move Pieces

The rackets on the board can move up, down, backward, and forward (see the Key tab under Preferences to set your keys).

Menu Commands

Game Menu

New

Starts a new game. This will abandon a game in progress.

Preferences...

Brings up the Preferences dialog box. Abandons any game currently in progress if any options are changed.

Exit

Quits the game.

Panic Button

If you want to quickly pause and minimize the game, hit the *Escape* key on the keyboard.

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