



# INSTRUCTION

## 1. INTRODUCTION

It looks like a tennis racquet. It swings like a tennis racquet. It is a tennis racquet! But a very special one. It's a virtual tennis racquet. You will always play against a computer opponent. You must swing the racquet to keep the virtual ball in play!

You will hear the ball coming, you will see an LED light as the ball arrives, and you will hear a voice call out to you, instructing you to hit either a **FOREHAND**, **BACKHAND**, or **OVERHEAD LOB**. If you want, instead of waiting for the ball to bounce, you can also "rush the net" and punch-volley before the ball hits the ground. It's a more effective shot than the forehand, backhand or lob, but harder to do!

## 2. RULES

The racquet is designed for both left and right handed players. When the verbal command yells "**FORE!**", the unit is telling you the ball is coming at you to your forehand side -- so hit a forehand. When the verbal command yells, "**BACK!**", the unit is telling you the ball is coming at you to your backhand side -- so hit a backhand. When the verbal command yells, "**LOB!**", the unit is telling you the ball is coming over your head -- so hit an overhead smash

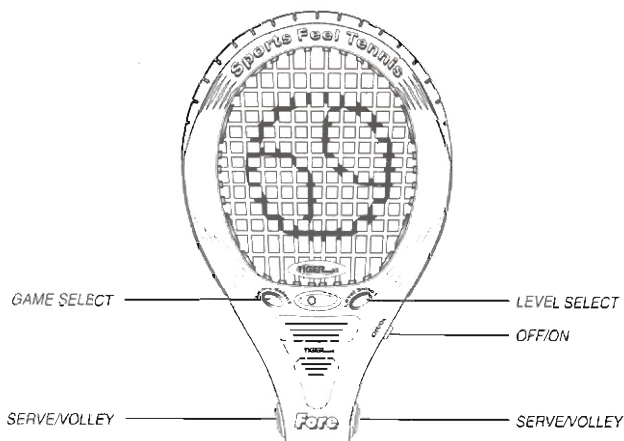
There are two LED lights, located on either side of the grip, which indicate when the ball has reached you. The LED lights up when the ball has reached you. Since there is an LED on either side, you see the LED light no matter if you hit a forehand or a backhand shot

Whenever you swing the racquet, it activates the intelligence of the racquet -- the racquet **KNOWS** how well you swing! You are required to use excellent timing on each stroke in order to return the ball!

You are responsible for **SERVING** when it is your game to serve -- and you are also responsible for activating the opponent's serve when it is time to do so. When you are serving, you must have good timing to hit the ball at the precise moment following the "loss" of the ball

Scoring is the same as regular tennis: love, fifteen, thirty, forty, deuce, advantages, and game. If you choose to play a six game match and the score becomes deadlocked at 6 games a piece, play a 12-point tie breaker.

## 3. YOUR VIRTUAL CONTROL PAD



**OFF/ON switch**  
-- to turn the unit off/on

**SERVE/VOLLEY button**  
-- to activate the serve (you activate the serve for both yourself and your computer opponent).  
-- press during play to volley (hit a net shot without having the ball bounce first)

**GAME SELECT button**  
-- to select 1 to 6 game set.  
-- press during a game and the unit will announce the score, with server's score always announced first.

**LEVEL SELECT button**  
-- to select skill levels 1-4 plus practice mode  
Level 1 (Beginner)  
Level 2 (Intermediate)  
Level 3 (Expert)  
Level 4 (Professional)  
Practice Training  
-- press during a game and the unit will announce the current game level, the current number of games in the match, and the current game score.

**RESET**  
-- to reset the game if your unit malfunctions.

## 4. HOW TO PLAY

Press the **OFF/ON** button to turn on the unit.

The unit will announce the default selection of "**LEVEL 1, SIX GAME MATCH.**" Of course, you can select whatever skill level and match length you want.

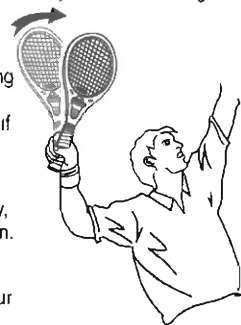
Use the **GAME SELECT** button to select number of games in the set. You can play any number of games to a match between 1 and 6.

Use the **LEVEL SELECT** button to select skill level. The higher the skill level, the faster the speed of the ball! There are four skill levels to choose from plus a practice mode.

- Level 1 is for beginners.
- Level 2 is for intermediate players.
- Level 3 is for expert players.
- Level 4 is for professional players (the opponent is extremely good -- it's almost impossible to win!)
- Practice training

Now use the **SERVE/VOLLEY** to begin the game! You always serve the first game. Then serving alternates each game of the set

Press the **SERVE/VOLLEY** button on the grip and release it. You will hear the tossing sound. Then swing the racquet (over the head) as if really serving the ball. You will see that the red LED light will turn on if your timing is good



The virtual ball then goes over to the other side of the net if you hit it right! However, if you hit it poorly, the unit will yell "**FAULT!**" and you must serve again.

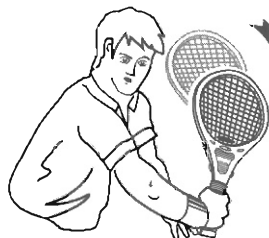
If you hit the serve poorly again, the unit will yell "**DOUBLE FAULT!**" and will award the point to your opponent.

### HOW TO RETURN THE BALL

If your opponent manages to hit the ball, you will hear the ball being hit followed by a bouncing sound. You should then swing the racquet to return the ball. You will see that the red LED will turn on at the precise moment you are to make your swing! As you prepare to hit the ball, the unit will call out to you either "**FORE!**", "**BACK!**" or "**LOB!**" There are also different sounds generated depending on each particular ball.

**FORE** means the shot is arriving on your forehand side -- hit a forehand.

**FOREHAND**



**BACK** means the shot is arriving on your backhand side -- hit a backhand.

**BACKHAND**

**LOB** means the shot is over your head -- hit an overhead smash. You can hit an overhead smash either before or after the bouncing sound. If you smash before the bouncing sound, you can smash the ball faster, but the shot will be more difficult to control than it would be if you are to wait for the ball to bounce first!



**IT'S A LOB! HIT AN OVERHEAD SMASH!**

The game play will proceed like real tennis. After each game, you alternate server. When the opponent serves, you should also press the **SERVE/VOLLEY** button -- so that your opponent can serve the ball to you!

When you're returning shots, you don't have to wait for the ball to bounce -- you can hit the ball "on the fly" (before it bounces) by pressing the **SERVE/VOLLEY** button. However, this shot requires faster timing on your part -- so it is more difficult to control!

If you don't swing the racquet with good timing, your shot will go out of bounce or into the net and you will lose the point.

The score will be announced at the completion of each point -- and at the end of each game. The score is also announced when you press either the **LEVEL SELECT** or **GAME SELECT** buttons during the course of a game. (See **CONTROL PAD** above for full description.)

When you turn on the unit, if you want to treat yourself to a **DEMONSTRATION** before actually playing, press the **LEVEL SELECT** or **GAME SELECT** button instead of the **POWER SWITCH**. After the demo is complete, you can then use the **LEVEL SELECT** or **GAME SELECT** to play a real match! Or to exit the **DEMO** early, press the **SERVE** button and the unit will exit the **DEMO** mode immediately and then you can go right to **LEVEL SELECT** and **GAME SELECT**.

In the case of a **TIEBREAKER** (score of 6 games apiece in a six game match), a 12 point tiebreaker is played. The service alternates, just like real tennis. The first player to score 7 points wins the tiebreaker.

When a match is finished, you will hear a musical fanfare and the final score and the winner will be announced. After a match, pressing either the **GAME SELECT** or **LEVEL SELECT** button will repeat the final score.

Press the **SERVE** button, and "PLAY!" will be announced. Now choose your game selection for the next match.

Shut off the unit with the **OFF/ON** switch. The unit also shuts off automatically after 3 minutes to save on battery life.

## 5. SOME SPECIAL SHOTS FOR EXPERT PLAYERS:

### -- RISING SHOT:

Right after you hear the bouncing sound, hit the ball immediately! If you play level 3 or level 4, master this shot -- or else you can't win!

### -- SERVE AND VOLLEY:

If you serve with the best possible timing, "rush the net" and punch volley your opponent's return shot!

## 6. PRACTICE MODE:

At the beginning of play, rather than selecting any of the four skill levels, you can choose to select the **PRACTICE MODE**.

Then use the **GAME SELECT** button to select either:

### -- SERVICE

Press the **SERVE** button and release it to hear the tossing sound. Then serve!

### -- FOREHAND

Press the **SERVE** button and release it. The computer will then hit the ball to your forehand side. You can practice forehands and volleys.

### -- BACKHAND

Press the **SERVE** button and release it. The computer will then hit the ball to your backhand. You can practice backhands and volleys.

### -- FOREHAND AND BACKHAND

Press the **SERVE** button and release it. The computer will hit to both your forehand and backhand sides alternately. You can practice both shots and volleys

### -- LOB

Press the **SERVE** button and release it. The computer will hit you lobs. Practice your smash! But you can only practice lobs **BEFORE** you hear the ball bounce.

## 7. INSERTING THE BATTERIES

1. Loosen the battery screw at the side of the racquet's end cap.

2. Turn the racquet's end cap in counter-clockwise direction, to loosen the end cap from the racquet.

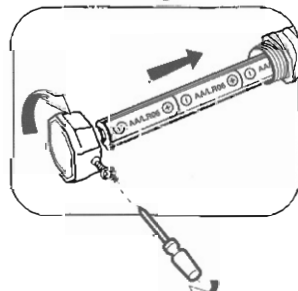
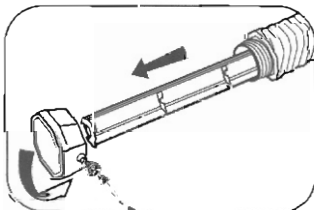
3. Slide out the battery compartment from the handle of the racquet.

4. Replace the three "AA/LR6" batteries, following the battery orientation inside the compartment.

5. Insert the battery compartment back to the handle of the racquet.

6. Turn the racquet's end cap in clockwise direction, to tighten the end cap onto the racquet.

7. Tighten the battery screw at the side of the racquet's end cap.



### TO ENSURE PROPER FUNCTION:

- Do not mix old and new batteries.
- Do not mix alkaline, standard or rechargeable batteries.
- Battery installation should be done by adult.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged (if removable).

- Rechargeable batteries are only to be charged under adult supervision (if removable).
- Only batteries of the same or equivalent type as recommended are to be used
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited

Replace with new batteries at the first sign of erratic operation.

Remember, your game will reset to preset mode once you've replaced or removed the batteries.

## 8. DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, **DO NOT RETURN THE GAME TO THE STORE**. The store doesn't have replacement part. Instead, write to us at:

TIGER ELECTRONIC TOYS REPAIR CENTER  
980 Woodlands Parkway, Vernon Hills,  
Illinois 60061, U.S.A.

In your note, mention the name of your game, your game's model number, and tell us briefly what the problem is. Also include sales slip, date, place of purchase and price paid. We will do our best to help.

## 90-DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (TIGER) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at TIGER'S option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to TIGER.

Product returned to TIGER without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at TIGER'S option) for a service fee of US\$ 14.00. Payments must be by check or money order payable to Tiger Electronics, Ltd.

## THE FOREGOING STATES THE PURCHASER'S SOLE AND EXCLUSIVE REMEDY FOR ANY BREACH OF WARRANTY WITH RESPECT TO THE PRODUCT.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Ltd. Repair Dept.  
980 Woodlands Parkway, Vernon Hills, Illinois 60061, U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

**THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.**

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

For more information about Tiger Electronics, our products and special promotions, please visit our Web Site At: [www.tigertoys.com](http://www.tigertoys.com)

©, TM & © 1998 TIGER ELECTRONICS, LTD. All rights reserved.  
980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, U.S.A.  
PRINTED IN CHINA 660070001IWTIE-01