

Nintendo

GAME BOY COLOR

CGB-BS9E-USA

TM

Snoopy

TENNIS



INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
COLOR

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EVERYONE

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The title screen for the game 'Snoopy Tennis'. At the top, the word 'Snoopy' is written in a large, bubbly, yellow font with a red outline. Below it, the word 'TENNIS' is in a smaller, red, blocky font with a white outline, set within a red rectangular box. The background features a bright blue sky with a large, multi-colored rainbow arching across it. On the left, a green tree is partially visible, with a yellow bird (likely Woodstock) perched on a branch. On the right, a large, yellow, oval-shaped object, possibly a tennis ball or a piece of fruit, is shown. The overall scene is set on a green grassy hill.

SnoopyTM

TENNIS

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TENNIS ANYONE?

Join the Peanuts® gang for an exciting string-busting, ball-bashing tennis game in Snoopy™ Tennis for Game Boy® Color. Swing from the back court, rush the net, lob the ball, add backspin, and smash an overhead on nine awesome courts! Play solo or challenge a friend head-to-head in tennis matches designed for kids of all ages. Snoopy™ Tennis provides hours of exhilarating entertainment with the unique twist of the world inhabited by the Peanuts® characters.

Have fun!

STARTING THE GAME

After turning the power "ON", the Game Boy Color will arrive at the Language Selection screen. Here you can select your preferred language.



Scroll up and down with the Control Pad until you find the desired language, then press the A Button. After this, you will proceed in the language of your choice to the Main Menu screen.

IN-GAME CONTROLS

You may control any member of the Peanuts® gang through mastery of the Game Boy® buttons below. Snoopy™ Tennis contains both basic and advanced control schemes; you may select either scheme in the Options menu. These controls are explained in further detail on the pages that follow.

Basic Control Scheme

The basic controls are very intuitive. This control scheme includes auto-serve:

- * Control Pad
Move forward, backward,
side to side
- * A Button + Control Pad Hit
cross-court or line shots
- * B Button + Control Pad
Long slice



- * B Button
Advanced Serve, Lob

- * A Button
Serve, Stroke, Volley, Smash

- * Start
Pause/Resume the game

ADVANCED CONTROL SCHEME

The advanced control scheme eliminates auto-serve and changes some of the key assignments:

- * Control Pad

Move forward, backward, side to side

- * A Button + Control Pad

Hit cross-court or line shots

- * B Button + Control Pad

Slice the ball to create backspin

- * SELECT- Lob

- * SELECT + Control Pad

Short lob



- * B Button
Advanced Serve

- * A Button
Serve, Stroke, Volley, Smash

- * Start
Pause/Resume the game

1 PLAYER GAME - NORMAL

To access a single player game in the Main menu, highlight the "1 Player" text and press the A Button. This will advance you to the "Select Mode" screen.



Select Mode



On the Select Mode screen you can choose from 5 different playing modes:

- Normal
- Power Mode
- Points Race
- Sudden Win
- Squash

Normal is the same as traditional Tennis using the advantage system of scoring. For a refresher on the advantage system of scoring, please see Schroeder's™ appendix on page 22. To select this mode, move the arrow next to Normal and press the A Button. You will then advance to the "Select Character" screen.

Select Character

On the "Select Character" screen you can scroll the Peanuts® characters sideways via the Control Pad.



Each character screen rates the Peanuts® character according to four player attributes: serve, speed, stroke, and volley. The serve brings the ball into play. The stroke refers to the ground stroke: you return the ball after it bounces once on your side of the court. You volley the ball when you return it before it bounces. The more dots the character has, the greater the ability in that category. In the adjacent screen, for example, Snoopy™ is nimble on his feet, has a decent stroke, but has a weak serve and volley. For a rundown of the players, please consult Lucy's™ chart, "Lucy™ Ranks the Players," on page 13.

Tip #1: Also while scrolling you will notice that there are silhouettes of characters that are not selectable. You can unlock these characters by beating that character in Championship Mode.

Press the A Button to select the character of your choice. You can always deselect a character by pressing the B Button and starting over.

After you select the playing character, you must then select the opponent. Scroll the opponent list the same way you scrolled the player list, then choose the opponent by pressing the A Button. Next, you will advance to the "Select Court" screen.

Select Court

On the "Select Court" screen you can choose from 4 different courts. The select court screen shows the court composition and setting. For a complete overview, please see "Snoopy's™ Aerial Shots" on page 15. Press the A Button when you find your preferred court.

You are now ready to play tennis.



Tip #2: You can pause the game at any time by pressing Start. Pressing Start again returns the game to action. While paused, a submenu allows you to choose whether to view the game stats, quit the game or resume play.

In-Game Controls - Basic

The controls are intuitive. Move toward or away from the net by pressing the Control Pad in the corresponding direction. The same goes for moving left and right. Simply press the left or right arrow on the Control Pad and the player moves accordingly.

- Serving: Position your character using the Control Pad and then choose whether to make a basic or advanced serve.
- Basic: This is the easiest way to serve, but the ball's behavior might be a little capricious. Press the A Button once and the character will toss the ball in the air and automatically hit a "safe" serve that will usually make it over the net and land in play.



- Advanced: The advanced serve gives you more control over your serve. Pressing the B Button once will toss the ball into the air; pressing it again will hit the ball over the net provided that you time it correctly. By pressing and holding the Control Pad before you hit the ball, you can control where the ball lands on your opponent's side of the court.

In Game Controls - Advanced

Snoopy™ Tennis contains a set of Advanced controls known as the B control scheme in the option screen. All the same rules apply except that:

- * Serve - Auto-serve press the A Button, to serve manually press the B Button.
- * Lob - To lob the ball, you use SELECT.
- * Short Lob - Use SELECT and Control Pad.
- * Drop Shot - Hit a Backspin Drop Shot by pressing the Control Pad away from your opponent while pressing the B Button.
- * Long Slice - You may press the B Button and hold the Control Pad forward for a long slice.

PEPPERMINT PATTY'S™ COACHING TIPS

The chart below summarizes the five basic ball strokes: stroke, volley, smash, slice, and lob.

Type	Button	Comments
Stroke	A Button	The basic hit that will almost always stay in play. To make cross-court or down-the-line shots, hit the A Button while simultaneously holding the Control Pad in that direction (forward, backward, left or right).
Volley	A Button	Hit a volley shot - that is, before the ball bounces - by pressing the A Button. Care must be taken to hit the ball before it moves downward or the ball might go into the net.
Smash	A Button	Only when the opponent lobs the ball overhead. Requires careful alignment with the ball while it is in the air. Timing is crucial.
Slice	B Button	Press the B Button while pressing the Control Pad away from the net. This is very useful if you want to throw off your opponent.
Lob	B Button	This is the default hit when you press the B Button. This is a good hit to use when your opponent gets close to the net.

LUCY™ RANKS THE PLAYERS

Lucy™ evaluated 8 of the Peanuts® characters. You can also find this information summarized within the game itself in the "Select Character" screen.

Character		Strengths	Weaknesses
Snoopy™		- Great runner - Good baseline player - Good forehand, slightly worse backhand	- Not a good net player - Very weak volleys - Weak server
Charlie Brown™		- Great baseline player - Strong forehand and backhand - Good server	- Not a good net player - Very weak volleys - Slow runner
Lucy™		- Good net player - Good volleys - Great server - Good forehand	- Slow runner - Not a good baseline player - Weak backhand
Linus™		- Great net player - Strong volleys - Good runner - Has a good backhand	- Not a good baseline player - Weak server - Weak forehand

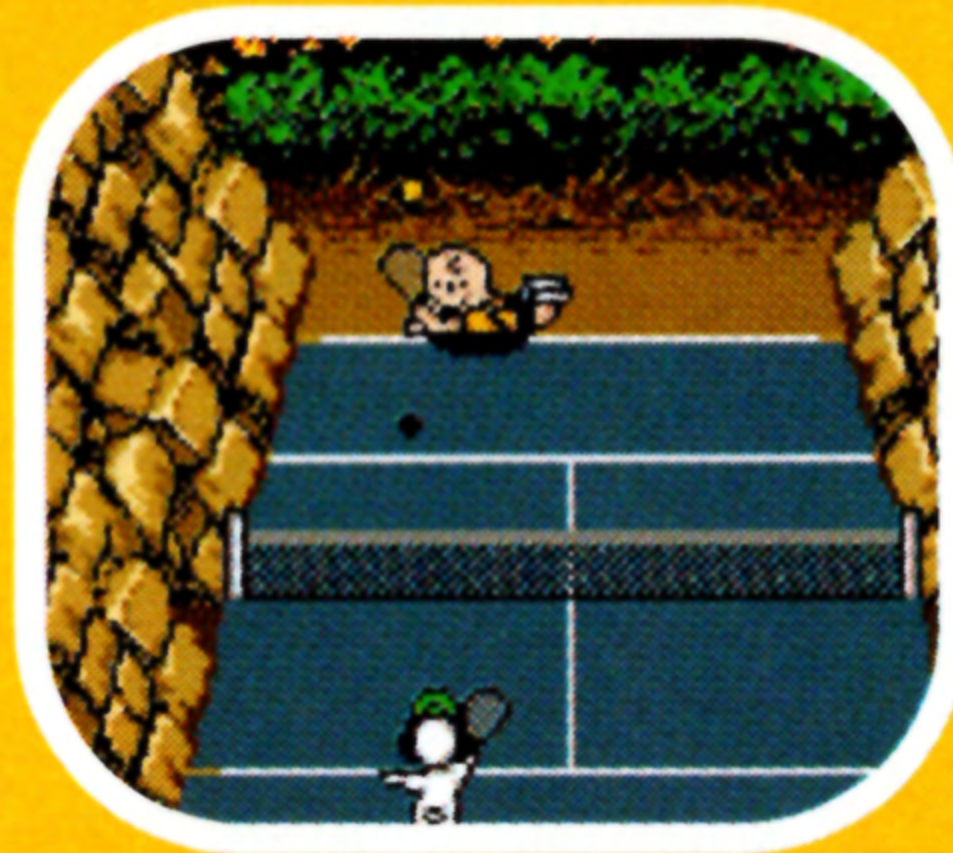
Character		Strengths	Weaknesses
Franklin™		- Great runner - Good baseline player - Good backhand - Good serve	- Somewhat weak forehand - Weak net player - Very weak volleys
Sally™		- Strong forehand - Strong backhand - Great net player - Strong volleys	- Slow runner - Weak serve
Schroeder™		- Good runner - Good forehand - Good net player - Good server	- Slightly weak backhand
Peppermint Patty™		- Good baseline player - Good backhand - Slightly worse forehand - Great server	- Very slow runner - Weak net player - Very weak volleys

SNOOPY'S™ AERIAL SHOTS

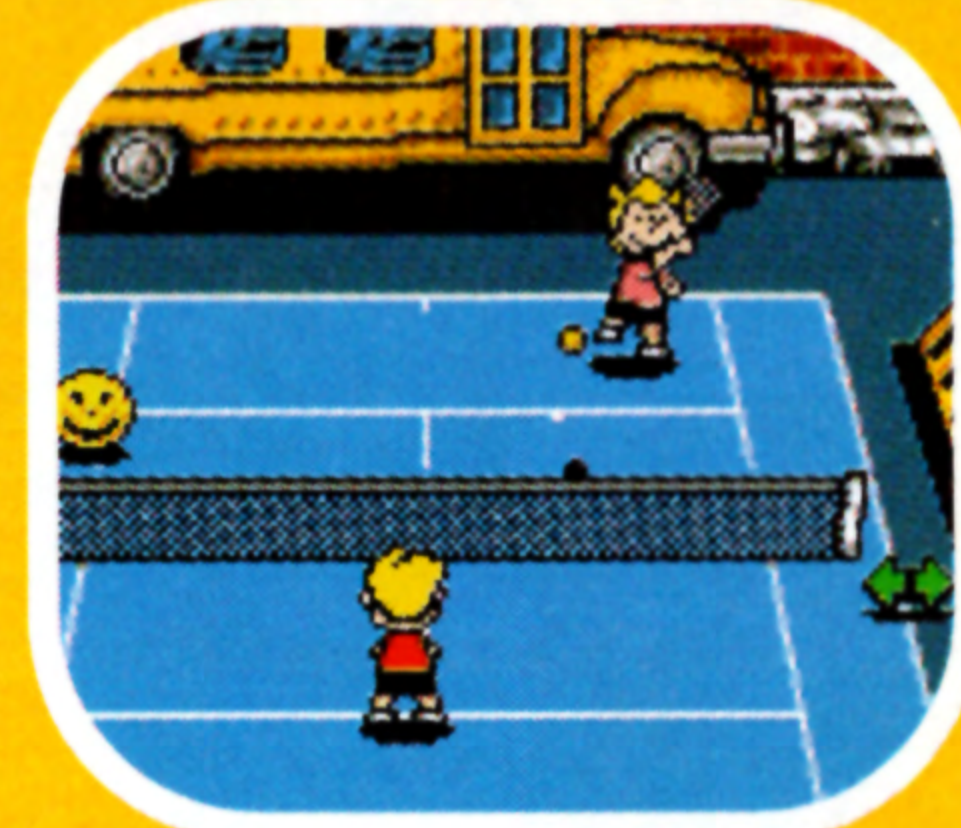
Peanuts® Tennis features 9 court locations: 4 inspired by the comic strip, 4 drawn from the Pro Circuit (US Cup, Le Cup, Aussie Cup, Wimble Cup), and 1 inspired by Squash (Squash Mode), which has two sloping walls running lengthwise.



Snoopy's™ Backyard



Squash



The School Bus



The Beach



The Forest

1 PLAYER – OTHER MODES OF PLAY



We've just covered the instructions for Normal mode. There are also four other modes to explore for those interested in playing intriguing variations of the traditional form of tennis. The four mode variations are:

- Power Mode
- Points Race
- Sudden Win
- Squash

Power Mode

In this mode of singles play, icons called power-ups appear at random around the court. Each power-up forces an immediate action or result. We tabulated the power-ups below.



STRATEGY TIP: Some power-ups, such as slowdown or reverse controls, are best avoided. You can direct your shot at or near the opponent's power-up to force an error and possibly win the point. Conversely, if a desirable power up lies on your side of the net, run over it to force a favorable result.

THE POWER-UP ICONS ARE:



Loses the current point immediately.



Wins the point immediately.



Player will be able to run faster for a limited time.



Pauses the ball in mid-air.



Instantly alters the ball's trajectory.



Slows the player down for a limited time.



Reverses the player's controls.



Makes player ultra-fast and ultra-powerful for a limited time.

Point Race

Point Race is based on the tiebreaker scoring system. Score as many points as possible within a two-minute time period. With two linked Game Boy® units (Game Link® cable), Point Race becomes a thrilling race to see who can score the most points within the given time period. The seconds tick by only when the losing player serves.

Sudden Win

In tennis, service break occurs when the one receiving the serve scores. In Sudden Win, you play until first break of serve, thereby winning the set. Otherwise, the standard rules of tennis apply.

Squash

Sloping walls replace the sidelines, but otherwise the regular rules apply. Bounce the ball off either wall to produce challenging angles. It is impossible to hit the ball over the walls. Since there is only one squash court, selecting this mode bypasses the court selection screen.

DOUBLES: 2 PLAYER MODE

With a Game Link® cable, you can connect two Game Boy® units head to head. All the same game modes work: Normal, Power Mode, Point Race, Sudden Win, and Squash. If you experience a broken link error, adjust the Game Link® cable until it is securely in place.

Note: For two-player mode, two copies of the game are required, one for each Game Boy®. The option settings of the first player to enter 2 Player mode will be used. A Game Boy Advance Game Link® cable will not work.

OPTIONS



This screen enables you to customize the match length, difficulty, court position, controls, and passwords.

* **Match Length:** This can be adjusted to 1 or 3 sets. If you select the latter, you must win two sets. To toggle between the Match Length options press the A Button. When finished simply press down on the Control Pad to continue adjusting other options or press the B Button to back out to the main menu.

* **Difficulty:** Here you adjust how aggressive the computer-controlled character will be. To toggle between the difficulties press the A Button. You may choose between Easy, Medium or Hard.

* **Password:** Here you can enter passwords that let you jump to the point where you last left off in a game. Press the A Button once to get into the password entry screen. To enter a Password simply use the Control Pad to move through the letters. Press the A Button to select the appropriate letter and 'OK' when finished



MATCH STATS

During the game, players may monitor their performance from this screen. View the number of aces, breaks of serve, double faults, winning shots, errors, and so on. You can also use this screen to analyze your performance and determine where you could improve your game.

The stat-screen appears between each game and after the completion of a match. If you pause the game, you can also access the match stats from a small menu.



APPENDIX: SCHROEDER™ SCORES TENNIS

When a player wins his first point, the score is called 15 for that player.

Upon winning the second point, the score is called 30 for that player.

Upon winning the third point, the score is called 40 for that player.

The fourth point won by a player wins the game except when both players have won three points. Then the score becomes deuce. The next point won by a player is scored advantage for that player. If the same player wins the next point, he wins the game. If the other player wins the next point the score is again called deuce; and so on, until a player wins the two points immediately following the score at deuce, when the game is scored for that player.

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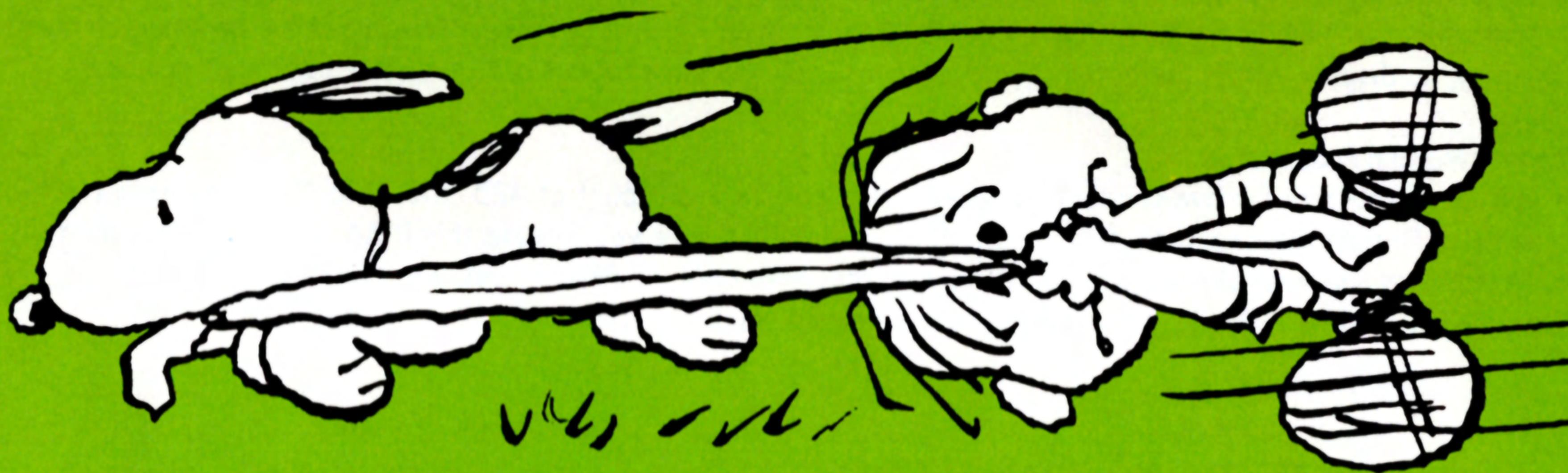
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