

# Tennis Elbow 2013

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### I. Introduction

Tennis Elbow is a tennis game, with a realistic fun gameplay, simulating pro-level tennis. To configure the controllers and the resolution, run "Configuration" (from Start->Programs->Tennis Elbow 2013).

### **Minimum system requirements on Windows :**

- OS: Windows 8/7/Vista/XP/ME/2000/98 (Windows 95/NT not supported)
- CPU: 500 MHz Intel Pentium II or equivalent
- RAM: 256 MB
- [DirectX 8.1](#) (already installed with Windows 8/7/XP/Vista)
- Video: DirectX 6.0 compatible 32-MB 3D card
- Sound: DirectX 8.1 compatible sound card
- Input: Keyboard, Mouse or Joystick
- 200 MB available hard disk space

### **Recommended system requirements on Windows :**

- CPU: 1.2 Ghz or faster Intel Pentium III or AMD Athlon processor
- RAM: 512 MB
- Video: 64-MB 3D card

### **Characteristics:**

### Animation:

- very smooth rendering at 60 images per second, even on older computers
- 10 strike animations, including double handed backhand and slice
- gestures
- line judges show the faults and the balls on the lines

### Tournaments:

- 300 tournaments
- Davis Cup
- 3500 players evolving over 38 years
- Full double-ranking system (like the entry one from ATP), both in singles and doubles competition
- Activity of the past years

### Misc:

- 9 surfaces, each one with different rebound
- male & female players totally customizable, from hair color to shoes including skin & T-shirt amongst other things
- Singles, 1 vs 2, Doubles
- 6 difficulty levels, each one containing 10 sublevels

## II. Menus

### **In the menus:**

You control the little rotating ball with the mouse; bring the ball on any icon and click on the button 1 to activate the icon; when the ball is on an icon, its description appears in the bottom box. You can also change the active icon with the keyboard or the joystick.

Default icons:

- Back: go to the previous menu (same as clicking on the button 2 or a press on the 'Esc' key)
- Quit: exit to Windows

In many menus, you will have a bar of icon on the right side. These icons give you access to the configuration menus for profiles, controls, sound, video, and misc options.

### **"Main" menu:**

- Training Club: play quickly matches like you want
- World Tour: participate to the world tournaments and get ranked
- Credits: information

### **"Training Club" menu:**

- Play: choose between warm-up, match & online mode, then launch the game with the current options

- Character Sheet: configure the players
- Play Option: choose the surface, the number of sets, the number of players and if ends change during the match or not

### "Character Sheet" menu:

- click on the characteristics to change them
- click on the player to go to the outfit customization screen
- click on the icon with the hand to swap from right hander to left hander
- Statistics: show the statistics of the player career
- Human / CPU: toggle between human control and CPU control
- Defender / Power Baseline / Puncher / Varied / Volleyer / Counter: set the play style
- Load / Save: load and save the player
- Left / Right arrows: scroll between the 4 players ; the 1st player is the one at bottom of the screen (by default, it's the one you control) ; the 2nd player is at top of the screen (by default, it's the one controlled by the computer) ; 3rd player is the partner of the 1st player in doubles, and 4th player is the partner of the 2nd player

### "Customize Character" menu:

- click on the left icons to select the part to customize
- click on the player to swap between male & female
- the 2 buttons at the bottom middle let you copy all the outfit parameters ; click on the left one to copy the outfit code to the Windows clipboard (then you can paste it anywhere using "Edit -> Paste" or Ctrl+V), and click on the right one to enter a previously created code (you can use Ctrl+V to enter it all at once)

### "World Tour" menu:

- New Game: to start a new game
- Resume current game: to go on with the current game, which is saved when you exit Tennis Elbow
- Save / Load Game: to save & load your games ; if the game crashes, you can find automatically saved games in the load menu
- Play next match: play the next match, or choose the next tournament if none selected
- Character Sheet: show your player
- Drawboards, Ranks & Scores: show the world rankings, the tournament boards, Davis Cup draw and details of players' activity
- Camera : let you set all the camera settings

### "In Game" menu:

- press Escape during a warm-up or a match to access the in-game menu
- Options : let you configure displayed information

## III. Network

(not available on Mac OSX & Linux)

### /! Important:

- If you want to play over the Internet, check you have DirectX 9.0c (or later version), else you might experience insane lags! You can download it there : <http://www.microsoft.com/windows/directx>
- if you are behind a NAT/Router and if you want to host a game, you'll have to forward the UDP port 4321; consult <http://www.portforward.com/routers.htm> if you need to know how to forward or open ports on your router : choose your router, then choose any game in the list (for example : Quake 3), it doesn't matter which one, just be sure to use the UDP port 4321 instead of what the game's listing says to use
- if you have a firewall, you have to open the UDP port 4321, and to allow Tennis Elbow to access to Internet
- If you can join other people's games, but no one is joining the games you create, then it probably means that you have a router and you didn't configure it or it's misconfigured

### "Network" menu:

- On top of the "Network" menu, you can see the TCP/IP interfaces detected by the game. You can scroll them to know your different IP addresses, but this choice has no incidence on the connection created, which is done on all available interfaces at the same time
- Port : 4321 by default; you can set another port if needed, but the port must be the same on the host and the client (except if you join a remote game by specifying an address completed by a port number, for example : 192.168.0.1:4000 ); you can put "-1" to randomly choose a port when creating a game, or scanning all ports when joining a remote game
- Host game : create a game and wait for a player to join
- Join game : to search for Internet games, local games, or join a specific remote game
- Your level : show your approximate level to help you to find opponent of your level and have more fun during your online matches
- ELO : your ELO-type score
- Games : number of games you played
- Give Up Rate : is displayed after the Number of Games played; example : "Games: 50 -10%" means a player played 50 games, and gave up 10% of these games, so a total of 5 games
- Reputation : your current reputation, according to your opponents' votes ; at each end of an online match, you can vote for the reputation of your opponent
- Chat Lobby : open the Mana Games' chat, to chat with other players
- Forum : open the Mana Games' Forum
- Documentation : open the full documentation

### "Host game" menu:

- Create Game : create game with the current parameters
- Max Ping : set the maximum ping allowed to enter your game (only for a public game)
- Type : set this to "Public" to be listed on the available Internet game server, and to "Private" to not be listed
- Permission : "Accept all players" to allows players with the trial version to join your game; "Only full version" to only accept players with the full version of Tennis Elbow
- Skills : set the skills restrictions, useful to create more fair games

### "Join game" menu:

- Find Internet games : request the list of available Internet games from the global Mana Games' server

- Find local games : scan all available games on your local network (LAN)
- Join remote game : join the game on the remote IP address specified below
- Remote IP : IP address (or URL) of the game to join

### "Internet Games" menu:

- Game names : click on the name of a game to join it
- Refresh ping : refresh the ping of the current list
- Refresh list : refresh the list
- Hide unavailable games : set this to "Yes" to hide all games you cannot enter (because your ping is too high, because they don't allow Trial version to join them, etc...)
- The ping is an estimation of the round trip time of a packet between 2 computers. The smaller, the more the communication will be fast. If the displayed ping is "oo", then the communication was not possible. It can be because of a lost packet if it happens once, or because of a misconfigured firewall or router if it happens every time

### Skill Modes:

- Free :
  - no restriction, all skills can be set to any value from 0 to 100%
- Fair :
  - Aiming Preview is not allowed
  - AutoPositioning is on Average
  - skills average is 80%, which means you should have 780 points left in your character sheet
  - Service & Forehand skills are remapped to 20-70%
  - Backhand skills are remapped to 15-65%
  - all other skills are remapped to 25-75%
- Realistic :
  - Aiming Preview is not allowed
  - AutoPositioning is on Average
  - skills average is 80%, which means you should have 780 points left in your character sheet
  - all skills are remapped to 30-90%

if you don't meet the requirements of the Fair or Realistic modes, the game engine will automatically adjust your skills.

Examples of Skill Remapping :

Initial Skill Value	0%	30%	50%	70%	100%
Result for Skills in Realistic Mode	30%	48%	60%	72%	90%
Result for Service & Forehand Skills in Fair Play Mode	20%	35%	45%	55%	70%

Result for Backhand Skills in Fair Play Mode	15%	30%	40%	50%	65%
Result for Other Skills in Fair Play Mode	25%	40%	50%	60%	75%

Skill Remapping formulas :

- Skills in Realistic Mode :  $\text{Ingame Skill} = 30 + 60 * \text{Skill} / 100$
- Service & Forehand Skills in Fair Play Mode :  $\text{Ingame Skill} = 20 + 50 * \text{Skill} / 100$
- Backhand Skills in Fair Play Mode :  $\text{Ingame Skill} = 15 + 50 * \text{Skill} / 100$
- Other Skills in Fair Play Mode :  $\text{Ingame Skill} = 25 + 70 * \text{Skill} / 100$

### Game creation:

Once you created a game, and waiting for a player to join, you can swap to another application. Tennis Elbow will play a warning sound as soon as a player joins your game.

On the next screen, you have to set the "Delay". If you're not sure how to choose it, set it to "Auto", wait about 5 seconds, then click on "Play".

The Delay is the latency time that Tennis Elbow adds between the time you actionnate your controller (keyboard, gamepad, etc...) to move your player, and the time this information is actually processed to make your player move. This allows keeping both PCs synchronized. In short, the higer the Delay, the more latency it'll have between the time you give a command and the time your player will react.

The Delay is an internal latency which allows Tennis Elbow to run in parallel on your PC and your opponent's one. There's a aiming dead time which lasts half of the Delay, just before you hit the ball. During that time, the game considers you're pressing left (or right) if you were pressing left (or right) just before the start of that aiming dead time ; on the opposite, the game considers you're pressing nothing if you were pressing nothing just before the start of the dead time. Concretely, it means if you press left to aim to the left, and that you release left just before hitting the ball, your aiming won't come back to the center like when you're playing against the computer. So you need to prepare your aiming at the right time because you won't be able to fix an overaiming at the last instant, especially when you play with a high delay. Note that it's also the recommended way to do while playing against the computer, to have a consistent aiming.

In short : when the Delay is high, the game won't detect your shot selection and your aiming if you don't prepare your strike early enough.

To have the game running at a normal speed, the Delay must be at least half of the ping. For example, if you usually have a maximum ping of 100ms with your opponent, then you must set the Delay to 50ms or more.

### Join a game:

When you join a game, you just have to wait for the host to set the Delay and launch the game. To know the Delay set by the host, you can press F4 during the game to see the match statistics : the Delay is shown on the bottom right.

### During the game:

- if a turtle appears on the top left of the screen : it means the game is waiting for a packet from the remote PC, and possibly, this packet has been lost
- if a wire with a red cross appears : it means that one or more packets have been lost

### Name protection:

The users who purchased the full version of the game have their online nickname protected. If someone else tries to use their nickname, it'll be prefixed by "[Fake] ".

### ELO:

The ELO score gives an approximation of your level of play compared to all other players. Its goal is to help you to find other players who are more or less as good as you, to play more interesting matches. Its goal is not to determine who is the best Tennis Elbow player, because it's way too much approximated. You need to play around 50-100 matches to have an accurate enough score.

The better the player you beat, and the less games you lose, the most ELO points you will get ; this ELO-type score can raise when you lose against a more good player than you, if you won a lot of games (example: 6/7), and can lower when you win against a more weak player than you, if you lost a lot of games (example: 7/6)

### ELO Penalty:

If you quit before the end of the match, you'll get a 3% penalty to your ELO. But if for more than 1 minute your opponent swaps to another application or stays in the menus or watches the replay, you can quit without penalty, if you passed this minute in the game, without opening the menus, nor swapped to another application, nor watched the replay.

### Desynchronization:

Sometimes, when you play online, you'll see the message "Desynchronization detected". It means your game and your opponent game lost their synchronization, and different things happened on your computer and their computer. In such case, the games will be resynchronized, and you'll have to replay the point.

In case you have a lot of desynchronizations (ie: more than 1 every 5 points), it probably means that you and/or your opponent installed a Mod that changes the way the game engine works, or that your game installation got corrupted. In such case, you and/or your opponent must remove any installed Mod & restart Tennis Elbow, or uninstall then reinstall Tennis Elbow, to be able to play Online normally again.

## IV. Game

### Available strikes:

(b1 = button n° 1 ; b2 = button n° 2)

- b1 = Normal Strike

- b1 + up = Short Strike
- b1 + down = Top Spin
- b2 = Slice
- b2 + up = Drop Shot
- b2 + down = Defensive Lob
- b1+b2 = Acceleration
- b1+b2 + up = Short Acceleration
- b1+b2 + down = Aggressive Lob
- No button = Safe Strike

On Service :

- b1+b2 = 1st service at max speed
- b1 = Safe 1st service, but slower
- b2 = 2nd service, 100% safe
- up = Add slice spin
- down = Add top spin

Up and down are inverted when you control the player who is on the top of the screen.

### Gestures :

At end of the point, you can do a gesture by pressing b1+b2, and up, down, left or right ;

- if you won the point :
  - up : jump
  - left : cheering fist
  - right : raging fist
  - down : apology
- if you lost the point :
  - up : applaude your opponent
  - left : hit your forehead with your racket
  - right : crazy!
  - down : throw your racket

Notes:

- if your player is left-handed, then left & right are inverted
- depending of your selected forehand number, some gestures will be replaced by some other ones (but still with same meaning)

### How to play ?

#### Movements, strikes & aiming:

When you press no button, push the joystick (or the arrow keys) in the direction you want to run. When you press the buttons, your player moves slowly to the ideal position, and the more you push the Joystick on the left (or the right), the more the ball will go to the left (or the right).

**==>> You must keep the button(s) pressed when you hit the ball !**

When you don't give any special direction, the ball goes to the center of the opposite side.

The closer you are from the net, the faster you'll aim to the left or the right. Therefore, you need only a tiny fraction of second to send the ball on the line when you stand at net, while you'll need 2 or 3 times more time when you stand several meters after the baseline.

At the net, when the ball is too far away of your player, press the button to make him jump toward the ball.

#### Strike accuracy:

The more you hold the button early, the more your strike will be accurate. Indeed, if you press the button at the very last moment, your ball could go to a very wide zone, but if you press 1 second early, the zone will be very noticeably smaller.

You can see the aiming & accuracy zone when your "Preview" is set to "All + Danger Zone + Aiming". In this case, you'll see in real time the spot your aiming at, as well as the zone around where the ball can go.

#### Strike depth:

The more you prepare early, the more :

- short strikes (including dropshot) will be short
- other strikes will be long

But if you don't center the ball or if you're mispositioned, your short strikes will be more long, and your other strikes will be more short.

#### Danger Zone:

At tennis, when the ball is rising, just after the rebound, it's harder to hit it, especially when it's fast. The zone where it's dangerous to hit the ball is displayed when your "Preview" is set to "All + Danger Zone" or above.

If you strike the ball while you stand in the red part of the "Danger Zone", you might lose control of the ball and send it either in the net or too long.

If you stand in the orange part, then you might lose accuracy on your strike, and you'll see the aiming zone getting bigger (if you have set the "Preview" on "All + Danger Zone + Aiming").

Moreover, standing in the red or orange part will make you lose some power on your strike, especially when you try to do accelerations.

#### Center the ball:

At tennis, it's very important to strike the ball with the center of the cords, on the side of your body. If you try to strike the ball when it's coming onto your body, it's a lot harder to do a good shot.

For this reason, when you want to do an acceleration, a dropshot or a volley, you must be very careful on your positioning, else you could lose the control of the ball, or lose some accuracy,

depending of the scale of your positioning mistake, exactly in the same way than when you position yourself in the red part of the "Danger Zone".

But to off center the ball gives also some handicaps on other strikes : usually, it'll make you do a shorter strike if you try to do a normal strike, and a longer strike if you try to do a short strike. You can also lose some power in your strike, especially when you do an acceleration.

When you miss a shot, sending the ball out or in the net, an icon with a player striking the ball will appear in a corner of the screen to show if you off centered the ball or not :

- if the background of the icon is red, then it means you stroke the ball with your body
- if it's orange, it means you mildly off centered the ball
- if it's green, it means you well centered the ball

### Lob & Dropshot:

The lob and the dropshot are done in the same way than the other strikes, but if you try to do them on a too fast incoming ball, then you'll send the ball longer than expected.

Moreover, when you do a lob while running too fast, you send the ball in the same direction than your run.

### Arcade, Simulation & Elite Controls:

By default, the controls are in Simulation mode, but if you feel the game is too hard, that you do too much random faults, then you can swap the controls to Arcade mode, from the icon in the Character Sheet of your player. In this case, the power & accuracy losses because of positioning mistakes in the "Danger Zone" and off center ball strikes are divided by 2. Moreover, the rate at which the aiming zone decreases is doubled, therefore after half of second of strike preparation in Arcade mode you'll get the same accuracy than after one second in the Simulation mode. Turning on Arcade mode for your player doesn't apply it to the CPU player(s).

On the opposite, if the game is too easy for you, or if you wish to have more errors, then you can swap to Elite mode. In this mode, the effects of the Danger Zone are stronger and the precision of the aiming zone is lowered. When you turn on this for your player, it'll also apply to the CPU player(s), so it'll give you a fair match.

### Service:

The service is executed with the same method than the other shots, with a slight difference: whatever the buttons combination, a push-up causes a slice and a push-down causes a top spin effect. You can move your player to the left or to the right to find a special angle for your service.

You can also release your button(s) slightly before striking the ball on your serve ; when doing serve & volley, this technique will allow you to reach the net slightly more easily ; to use that feature, release the pressed button(s), then release the direction (if needed) and then push forward (+ left/right if needed) ; it also works for walking backward, but in that case, the effectiveness is quite lowered.

### Score:

The player 1's score is written in the upper slots of the score blackboard, and the player 2's score

is written in the bottom slots. If the little ball is in the upper slot, then it's the player 1 who serves, else it's the player 2.

### Ball Trace:

If in the character sheet "Preview" is set to "Service" or above, then during the service, the ball's impact mark is shown early to help you.

If "Preview" is set to "Service + Rally" or above, then during rallies, the ball's impact mark is shown early to help you.

### Shoulder height acceleration:

When you do an acceleration while the ball is around your shoulder height, you get an extra bonus speed to your strike. This bonus is more or less big depending of :

- your player style (see player style section for details)
- the height difference from your shoulder height, except for 2-handed backhand whose sweetspot is slightly lower, and 1-hand backhand's one even a bit lower
- your preparation time, the longer the better
- the ball shouldn't be raising anymore, or it should advance very slowly
- you do your strike with 1 hand or 2 hands, which gives from fastest to slowest : 1H-FH, 2H-FH, 2H-BH, 1H-BH

### **Tiredness:**

If in your character sheet "Tiredness" is **off** then your player will get tired only from his acceleration strikes.

You have a limited number of good accelerations per point, which depends of your stamina percentage. Once you used them all, your accelerations will become more and more imprecise & powerless each time your try to do one more. When you strike your last good acceleration and the next ones, some smoke evades your racket to indicate it.

If in your character sheet "Tiredness" is **on** then your player will get tired from his strikes & running.

During the match, you'll see 2 bars on the screen to help you to track your tiredness :

- Top one = Instant Energy
- Bottom one = Overall Energy

The basic behavior is :

- The Instant Energy goes down & up quite quickly
- The Overall Energy goes down a lot less quickly & up even less quickly
- The Instant Energy can't go up higher than the current level of the Overall Energy

You lose energy when :

- you run ; the more you Speed is above your Stamina, the quicker you lose energy ; the more you Stamina is above your Speed, the slower you lose energy ; so running at your full speed with 100% in both Stamina & Speed makes you lose energy at the same rate than running at

- your full speed with 0% in both skills ; the faster you run, the quicker you lose energy
- you strike an acceleration ; the higher your Stamina is, the less energy you lose when doing accelerations ; if you have a playing style that gives a number of acceleration bonus (example: Power Baseline) then you get a bit less tired from doing an acceleration
- you do a normal strike ; but very very less tiring than doing acceleration ; putting a lot of topspin in the ball is more tiring

The more your Instant Energy bar goes under 20%, the more :

- you lose precision on your strikes, especially accelerations
- you lose power on your acceleration, but not on any other strikes
- your max run speed lowers & your run acceleration lowers

The more your Overall Energy bar goes under 50%, the more :

- you lose a bit of precision on your strikes
- your max run speed lowers & your run acceleration lowers

You get back energy :

- a bit after each point
- a bit more at each change of ends, which occurs every 2 games ; but there's no pause at the end change occurring after the 1st game of the set, thus the restoration is lower
- even a bit more during the pause after the set ends, either there's a end change or not

When your Instant Energy is below 25%, you get some back during rally if you stand still, but it goes up very slowly.

Notes:

- if you lower the number of games per set, your Overall Energy will go down more quickly, to simulate a 6-game set
- strikes are a bit more tiring when power is above stamina, and a bit less tiring when power is below stamina, especially for accelerations

### Keyboard shortcuts:

- Esc: open the in-game menu, allowing to exit to the main menu
- Pause: pause; press Pause again to return to game
- F1: switch to the Replay mode; you can control the replay with the menu, or use the keyboard shortcuts
  - in this mode, there are 9 different speeds, push on the keys from 1 to 9 to select them:
    - 1 - Quick Rewind
    - 2 - Rewind
    - 3 - Slow Rewind
    - 4 - Slowest Rewind
    - 5 - Step by Step
    - 6 - Very Slow Motion
    - 7 - Slow Motion
    - 8 - Normal Speed
    - 9 - Speed \* 2

- Home - Beginning of the Replay
- End - End of the Replay
- Additional commands:
  - with the Joystick, a push and a release:
    - to down: go to previous speed; if the 1st speed is currently selected, then go to the beginning of the replay
    - to up: go to next speed; if the 9th speed is currently selected, then go to the end of the replay
    - to left: rewinds
    - to right: normal play
  - In Step by Step mode:
    - Button 1: advance of 1 image
    - Button 2: rewind of 1 image
- To leave the Replay, push on the 2 buttons at the same time, or press the 'Esc' key
- F2: change of ends after the current point
- F3: toggle the service speed between Km/h and in Mph
- F4: match statistics
- F5: display the player 1 statistics
- F6: display the player 2 statistics
- F7: display the player 3 statistics
- F8: display the player 4 statistics
- F9 : change the Level of Details
- F11: save a screenshot of the current display (it creates numbered .bmp files in the Tennis Elbow directory)

## Characteristics' Influence:

### Forehand & Backhand:

The higher your power is, the stronger you hit the ball, especially on the normal strike, the topspin and the accelerations.

The higher your consistency is, the more you can strike the ball in a difficult situation (low, fast or high ball) without accuracy handicap.

The precision skill is relative to the power one. For example, having 60% in power and 70% in precision will give you as much precision in your strikes as having 30% in power and 40% in precision.

Therefore, the more your precision is above your power, the less time you need to prepare your strike to make it accurate. And the more your precision is below your power, the more time you need to prepare your strike to make it accurate.

Having precision above power also increases the effectiveness & speed of your short strike & short acceleration.

### 1-handed vs 2-handed strikes:

Compared to the 1-handed forehand & backhand, the 2-handed backhand & forehand are :

- a bit less powerful : you hit your strikes with a bit less speed

- a bit less wide : you have to go closer of the ball to strike it
- a bit more safe : you get a bit less handicap by striking balls in the orange and red part of the Danger Zone, so often, your shot is a bit more accurate
- better to counter powerful shots : you get 15 more points in your counter skill

### Service:

Like the forehand and the backhand, the service precision is relative to its power: having 80% in power and 70% in precision will give you as much precision in your serve as having 50% in power and 40% in precision.

When you serve using b1+b2, you try to do your fastest serve possible. If your power is equal to your consistency, then you have 70% chances of success. If your power is above your consistency, then you have less than 70% chances of success, and in the opposite case, you have more than 70% chances of success.

When you serve using b2, you have 100% chances of success ; the speed of your serve depends of your power, and the difference between your power and your consistency.

When you serve using b1, you do a serve between the b1+b2 & b2 ones. If your power and your consistency are equals, then you have 85% chances of success.

The average maximal speed of your serve depends mainly of your power:

Power Percentage	0%	25%	50%	75%	100%
Average maximal speed	140 km/h	160 km/h	177 km/h	196 km/h	215 km/h
	87 mph	100 mph	110 mph	123 mph	136 mph

### Volley & Smash:

Depending of the strike you do, the Net Presence skill is combined with the volley forehand, volley backhand or smash skill, to define the precision and the consistency of your strike. The power doesn't depend of the Net Presence.

Except that, the volleys & smashes work like the forehands and backhands from the baseline.

Moreover, the higher your Net Presence is, the more you can run while striking the ball without getting any handicap.

When you play at the net, you need to have high volley skills if you want to strike winners that overwhelm your opponent. Also, the normal strike at the net is only a ball pushing, which often will be too slow to be out of your opponent reach, even if it's well placed. If you want to do winning volleys, you should use the acceleration, but only on easy balls, i.e. not too high, not too low nor too fast, else you might do a fault.

### Lob & Dropshot:

The lob and dropshot skills define your ability to do lobs and dropshots, but each skill is balanced

with the skills of the forehand or the backhand, depending if you're doing a forehand or a backhand.

The higher this balanced skill is, the more you'll keep the control of the fast incoming balls, being able to normally execute your strike, without sending the ball too long.

#### Counter:

The counter skill is the ability to use the incoming ball speed to send it back faster. So the counter skill gives you a speed bonus of up to 7.5 km/h on your normal and topspin strikes when the ball is coming really fast.

Moreover, the higher your counter skill is, the less you are constrained by fast incoming balls, but the slow incoming balls are also a bit less easy for you.

#### Topspin:

The topspin is the effect from down to up given to the ball by the racket during the strike, which makes it spin quickly on itself. Topspin balls have more curved trajectories, with a higher and quicker rebound which forces your opponent to step back. But beware, the topspin has very little effect on fast surface, especially on grass.

The higher your topspin skill is, the more you will give topspin on your strikes, especially with the normal strike, the topspin strike and the acceleration. A topspin ball gives more accuracy on length, but it loses some gross speed.

#### Speed:

The higher your speed is, the more:

- your maximum speed is high
- you accelerate quickly
- you do big jumps at the net

#### Height:

The smaller you are, the more you accelerate quickly. But this bonus is very small, just big enough to compensate the difference of wingspan with taller players, so that it doesn't give a handicap to play with a smaller player.

#### Stamina:

The stamina defines the maximum number of accelerations you can do before they lose in accuracy and power because of the tiredness:

Percentage	Accelerations + Aggressive Lob
0% - 24%	1
25% - 49%	2

50% - 74%	3
75% - 99%	4
100%	5

On your 2nd serve, if you use B1+B2, it counts like 1 acceleration, and if you use B1, it counts like half an acceleration. The 1st serve doesn't tire your player.

### Play style:

Depending of your play style you choose, you'll get different bonus and handicap.

- Defender:
  - unlimited attack lobs
  - 1 extra acceleration
  - topspin bonus on the topspin strike
  - lower handicap on length and speed of topspin strikes
  - low speed bonus for shoulder height acceleration
- Power Baseline:
  - 3 extra accelerations
  - big speed bonus for shoulder height acceleration
- Puncher:
  - 2 extra accelerations
  - slightly bigger jumps at the net
  - big speed bonus for shoulder height acceleration
- Varied:
  - 1 extra acceleration
  - bigger jumps at the net
  - big speed bonus for shoulder height acceleration
- Volleyer:
  - really bigger jumps at the net
  - average speed bonus for shoulder height acceleration
- Counter :
  - unlimited number of regular acceleration, but the power is sharply lowered, especially on slow incoming balls ; the counter skill is used to give additional power depending of incoming ball speed
  - some Counter skill effects raised
  - can play the ball ealier after the bounce with less penalties
  - bigger jumps at the net
  - low speed bonus for shoulder height acceleration

Note: when Tiredness is on, the extra acceleration bonus means your accelerations are less tiring ; also Counter style acceleration is tiring as a normal strike.

### Preview:

- None : no ball impact appears early
- Service : ball impacts appear early on the service
- Service + Rally : ball impacts appear early during the service and the rallies
- All + Danger Zone : idem than Service + Rally, but also display the Danger Zone
- All + Danger Zone + Aiming : idem than previously, but add the aiming & precision visual

helper

### Level & SubLevel:

These set the overall CPU strength. The SubLevel allows you to finely set its strength between 2 levels. If you set the SubLevel at 1, then it will be just a very little bit stronger than playing at the Level below with the SubLevel at 10.

On Beginner, Club & Junior levels, the CPU has a handicap on its skills. On Pro & Master levels, its skills work exactly like yours. On Incredible level, the CPU has a bonus on its skills.

The Pro level is designed to be the most realistic one. But you should pick the level that gives you the most fun to play with.

### **Statistics screen:**

This screen shows the shots strength of a player, and the number of struck balls, the number of balls in, and the number of winners; there are also the number of aces, the double faults, and the run distance.

The player ranking appears only in tournament mode.

If you look at this screen during a warm-up or a match, the statistics displayed concern only the current game; if you access it by the player menu, the statistics are for the whole player career.

### **Doubles:**

During doubles, the player n° 1 will be with the player n° 3, and the player n° 2 will be with the player n° 4.

## V. Tournament mode

In the World Tour, women have their power & their speed lowered of 25 points compared to the men. For example, if a woman has a forehand power of 75%, then she'll strike the ball as strongly as a man with a forehand power of 50%.

### **Automatically saved games:**

When you exit Tennis Elbow by clicking on the "Exit" button, your game is automatically saved, and you will go on from where you stopped the next time you launch Tennis Elbow.

Moreover, your game is automatically saved over the past 3 weeks of play, over 3 different slots ; therefore, in case of problem (ie: if the game crashes or hangs for a reason or another), you will still have the possibility to restart from a recent saved game.

**/!\ Note :** when you play in windowed mode, and you exit Tennis Elbow by clicking on the little cross on top right of the Tennis Elbow window, your current game will be also automatically saved if you are in a menu with the "Exit" button ; but if this button isn't there, it's possible that your game won't be saved ; in this case, you will lose all your progress since the last automatically saved game.

### **Type of Career:**

when you start a new game, you have the choice between 2 modes :

- Seasons
- Full career

These 2 modes are very similar, but the Seasons mode contains 3 major differences :

- you can't create your own player, you have to pick one from the database (you still can edit him, though)
- you can start older than 17 years old, and at end of each season, you'll be asked if you want to go on or stop
- your skills will not go down and you won't earn any experience point, so you won't have to train your skills ; your skills will be changed at each beginning of season (if you agree to), to reflect your chosen player strength during that incoming new year

### **Men's Rankings:**

- The total of points for the entry ranking is the sum of the best 18 played tournaments, within the past 52 weeks, including necessarily the 4 Grand Slams & the best 8 of the 9 Master Series to which the player had to participate if his ranking allowed him to enter the final draw ; in addition, Top30 Players can count their best 4 TET500 and best 2 TET250 ; lower players can count up to best 4 TET250
- The total of points for the Race is the sum of the best 18 played tournaments, since the beginning of the year, with the same rules about required tournaments than the entry ranking

### **Women's Rankings:**

- The total of points for the entry ranking is the sum of the best 16 played tournaments in Singles, and the best 11 in Doubles, within the past 52 weeks, including necessarily all the major tournaments to which the player had to participate if her ranking allowed him to enter the final draw
- The total of points for the Race is the sum of the best 16 played tournaments in Singles, and the best 11 in Doubles, since the beginning of the year, including necessarily all the major tournaments to which the player had to participate if his ranking allowed him to enter the final draw
- The major tournaments are the 4 Grand Slams, plus all the PremiumM, plus the best 2 results of Premium5

### **Training:**

In Full Career, before each tournament, the Training screen will pop up; this screen allows you to distribute the experience points you won during your previous matches.

For each available day between 2 tournaments, you can do 6 hours of training. Depending of the difficulty level, the training hours are more or less effective. Moreover, it needs 2 times more hours and experience points to train most of your skills between 60% & 89%, and 3 times more hours and experience points when they are between 90% & 99%.

In main draws, for each match won, you earn about 10~20 experience points; for each match lost, you earn 25 experience points, because defeats teach more than victories..! In qualification draw, these numbers of points are divided by 2. Moreover, in easiest levels (ie: Beginner & Club), you'll

earn more points, and in hardest levels (ie: Master & Incredible), you'll earn less points.

But beware, every week, you lose a few points in your characteristics: if you don't practice, you'll regress inexorably. The higher a characteristic is, the faster it'll drop.

The topspin is a special skill, because it's the only one you can choose to lower. Indeed, on fast surface the topspin isn't much useful, and so it can be interesting to play a volleyer with a very low topspin.

**End of year bonus** : if you don't play during the last week of December (warning: this excludes the qualifications of tournaments happening on 1st week of the next year!), you'll get a small experience bonus, depending of the number of days you didn't play, up to 50 ( = from mid-November), for a total of ~35-45 experience points, depending of the difficulty level.

**Note:** if you win a tournament, it's always on Sunday. And if you start a new tournament the following week, often it'll be on Monday: you won't have any free day for training, so that's why you'll see 0 available day & hour in the training screen.

#### Default number of sets:

	Beginner & Club	Junior & Pro	Master & Incredible
Tournament type	Normal Rounds / Final		
Qualifications	1	1	2
Challenger	1/1	1/2	1/2
Int'l Series	1/1	1/2	2/2
Master Series	1/2	2/3	2/3
Grand Slam	2/3	3/3	3/3

If you activate the advanced options (within the "Misc Options" menus), a screen will appear when you create a new game, letting you set the number of sets as you wish.

#### The Masters:

You'll automatically participate in Masters if you are in the 8 best players when this tournament begins, or if you won a Grand Slam tournament. If not, you won't play it.

Its planning is a bit special. There are 2 groups of 4 players, and every player plays 3 matches. The 2 best players of each group will play semifinals, afterwards the 2 semifinal winners will meet in final.

#### Change the World Tour's players:

You can edit the players by opening the "Data\Players\*.ini" files with an advanced text editor (these files are quite big, so better to not open them with the Windows Notepad).

## VI. Tennis Rules Summary

Rule 1. Opponents stand on opposite sides of the court. The player who delivers the ball to start

the point is called the server. The player who stands opposite and cross-court from the server is the receiver.

Rule 2. The server shall stand behind the baseline within the boundaries of the singles court. All even points are served from the right part of the server court to the left service box on the opponent's court, and odd number points are served from the left part of the server court to the right service box on the opponent's court.

Rule 3. If the ball does not land in the service box, it is deemed a fault and a 2nd serve is given. If the server misses his target on 2nd serve, he loses the point. If the ball hits the net and goes in the correct service box, another serve is granted.

Rule 4. The receiver can stand where he likes, after the service line, but must let the ball bounce in the service box.

Rule 5. The server always calls his score first. The 1st point gives a score of 15. The second point is called 30. The third point is called 40 and game is won on the 4th point. If the score is 40-40, also known as deuce, one side must win by 2 points. The 1st of these 2 points is called Advantage. If the 2nd point isn't won by the same team, the score goes back to 40-40.

Rule 6. After the game, the opponents serve. Games equal 1. The first to win 6 games, by two, wins the set. The first to win 2 sets wins the match (3 sets in men Grand Slams and Davis Cup). If the score is 6-6, a tie-breaker is played. This is scored by one's. The 1st server serves once, then each team serves twice in turn. The first team to score 7 points winning by two wins the set.

Rule 7. If the ball goes into the net, or outside the boundaries of the court, the player who hits that ball loses the point. If the ball hits the net during the point and goes into the opponents court, the ball is in play.

Rule 8. A ball that lands on the line is good, even if it just partly touches it.

More details about rules & tennis glossary on Wikipedia : <http://en.wikipedia.org/wiki/Tennis> .

## VII. Conclusion

Have fun with Tennis Elbow 2013 !

### Credits:

- Code, Design, Sounds, Menus, Animation: ManuTOO
- 3D Art: Novtilus.com
- Music: StockMusic.Net

A question, a suggestion ?

Contact: [Web Form](#)

Hey ! What about the Cheat Codes ???

Ok, but use them wisely!

- mtkil : win the match
- mtwin : win the current set
- mtbal : grow the ball
- mtrun : run faster
- mtbozo : Bozo the clown ! :-p
- '2' + Right Shift + '-', at the same time => win all points
- left Ctrl + left Alt + Numpad '0' => stop win all points  
(keys with a QWERTY keyboard)
- Secret strikes :
  - to do a topspin strike with a side effect : press Normal Strike, then Short Strike, then Topspin Strike (with default setting => B1, then B1+up, then B1+down)
  - to do a short slice : press Slice, then Dropshot, then Slice ( => B2, then B2+up, then B2)
  - to do a slow poor defensive slice : press Slice, then Defense Lob, then Slice ( => B2, then B2+down, then B2)



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