

Family Tennis (Import) FAQ

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Family Tennis
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Introduction

Hello and welcome to this guide for Family Tennis on the Nintendo Entertainment System. I am writing this guide as a side project for the NES Completion Project on the FAQ Contributors Board at GameFAQs. Although most of the older sports titles weren't anything spectacular, I found Family Tennis to be as enjoyable as games like Blades of Steel (Best hockey game ever!). Also, since this game is Japanese, I will not be listing the players.

Copyright Information

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you tie at 40-40, you will be in a "deuce". In a deuce, you must score to get the advantage, then score again to win the game. If you get the advantage, but lose the second point, it's back to deuce. You must win by at least 2 games to win the set. 6-0, 6-1, 6-2, 6-3, & 6-4 are okay. 6-5 is not, but if you win the next game to make it 7-5, you win the set. If it gets to 6-6 you will go into a "tiebreaker". In a tiebreaker, the player who is supposed to serve next, serves first. He gets 1 serve. After that each player gets 2 serves then the other player gets to serve. First to 7 points wins. You must win by at least 2 points.

- While serving, try to hit the ball just as its coming down. This provides for the most power and control. Also, use your power shot for the first serve, and if that doesn't go in, use the softer shot for the second.
- Crosscourt shots are your friends. When your opponent hits to one side, aim for the opposite side to send your opponent chasing for the ball.
- Be patient. Make your opponent work for the point. Keep him running and wait for the lob, then smash it in his face.

Court Types

In this section, I'll describe all four types of courts in Family Tennis.

Hard Court - This court type has a strong bounce and fast speed, so be on your toes!

Grass Court - This court type has a medium bounce and medium speed. The perfect court for starters.

Clay Court - This court is the slowest of them all. It also provides the weakest bounce.

Cosmo Court - This court is probably the fastest court. It also has the strongest bounce of the four.

Tennis Terms

The following terms will give you a basic understanding the game of tennis.

Ace- Scoring a point by hitting the ball past an opponent on the serve.

Advantage- Winning the point on a deuce gives you the advantage. Scoring when you have the advantage wins you the game.

Alley- The space in between the two out of bounds lines. This is only used in doubles matches.

Baseline- The line that serves as the out of bounds line on the short sides of the court.

Breaking the Serve- Winning the game when the opponent serves.

Deuce- When the game is tied at 40-40. If you win the next point, you gain the advantage. Read the definition for advantage for more details.

Double Fault- When the server hits two incorrect serves (out of bounds, don't make it in the opposite box, don't make it over the net, etc.).

Drop Shot- A softly hit shot that is usually played when the player is playing toward the back of the court.

Lob Shot- A shot with high trajectory that is usually played by hitting it over an opponents head when he's guarding the net.

Love- When the player has a score of 0.

Serve- When the server hits the ball into the opposite square to start a point.

Slice- A shot that has a lot of backspin. It may also curve in the same direction as you are handed (curving right if you're right handed).

Smash- When you hit an opposing lob shot with a lot of force.

Volley- When you hit the ball before it bounces on the court.

Version History

Version 1.00 - Everything complete. Will update when I receive more info.

Version 1.01 - Fixed an e-mail typo.

Contact Information

If you have any questions about the game, comments about the guide, alternate strategies, or any missing information, please feel free to contact me. I always appreciate your contributions to make this guide great. You can contact me at CFlames55117[at]yahoo[dot]com, and make sure that you have "Family Tennis" in the subject line, or it will be discarded. Thanks!

Credits

Nintendo - For making the NES

CJayC - For hosting this guide

FCB - For the NES Completion Project.