

Tennis

The Smashing Card Game

by Parker Brothers

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Object

To win one complete set. A set is over when a player wins at least 6 games by a 2-game margin.

Equipment



1 Serve Deck



1 Play Deck



1 Server
Marker



1 Ball
Marker

and a Tennis Court
Playing Area

Basic Rules

The game play closely follows the rules of real tennis. If you are unfamiliar with this sport, you will want to study the section titled "Rules of tennis play".

Each player begins with a hand of 10 Play cards which are replenished at the beginning of each new game. The two markers are used on the playing area to show where the ball is during each play and where the server started each serve.

All serves are made by turning over the top card from the Serve Deck. When a Fault is turned over, the server turns a second card. The Play cards are the return shots which are played in a rally. In returning a shot, the player may put down a Smash, (takes the point unless opponent counters with a Kill), a Kill (automatically takes the point), or a diagram Play card. The diagram card must show the ball leaving the area where it was placed by the card previously played. If you can-

not, or do not wish to play one of these cards you may pass and, if you wish, discard any card or you may play an Out card. In either case, you give up the point to your opponent.

You will keep score as you would in real tennis, with one exception: the first point after a deuce wins that game.

At the end of each game, hands are replenished to 10 cards and the serve switches sides.

Rules of tennis play – singles

Object

To win one complete set by a two game margin. One set consists of at least 6 games; each game is made up of 4 points (see Scoring).

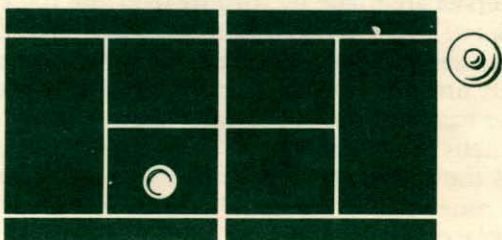
Use the Serve Deck to determine who serves first. Shuffle the deck and deal cards face up alternately to each player. The first player to be dealt an Ace card starts the serve. Server shuffles both decks separately and then deals 10 cards from the Play Deck to himself and his opponent. Players pick up their cards and arrange them according to specific shots. Be sure that the small diagram appears in the upper left hand corner. No cards may be added to a hand during a game.

The Serve

The server begins by placing the Server Marker on the right side of his court. He then turns over the top card from the Serve Deck. Service possibilities are:

- (1) Ace – prompt point for server;
- (2) Fault – turn a second card. If it is also a FAULT, server automatically loses point by double fault;
- (3) In – This is a good serve and gets the ball in play. The receiver must play a card or pass.

An In serve means that the server has hit the ball in his opponent's right hand fore court. An In shot is always hit diagonally across the court. When this occurs, the server must move the Ball Marker diagonally across the court to the appropriate area on the



receiver's court.

The same player serves throughout a game. The serve alternates from one side of the court to the other. Therefore, the server must remember to move the Serve Marker to the opposite side of his court before each serve.

Once the ball has been placed on the receiver's court, the receiver has these return options:

1. He may refuse to play a card and pass on the turn. If he takes this option he may discard any card in his hand or make no play at all. This gives the server an immediate point.
2. He may play a Smash card. This gives the point to the receiver *unless* the server tops it with a Kill card. (A Kill is the only return for a Smash).
3. He may play an Out card which gives the point to the server.
4. He may play a Kill card and win the point.
5. He may play a diagram Shot card. These cards show the flight of the ball from the area where it was hit to a specific area on the opponent's court. The shot must originate from the spot where the ball was placed by the server. After playing a shot card, the player must move the ball marker to the area on his opponent's court as shown on the card.

The server must now decide on one of the five options in response, and rallying continues or ends according to the card played. A player scores a point when his opponent fails to return the ball.

Continuing play

At the end of each game, the unused cards of both decks are handed across to the new server. Before the start of play in each new game, the server deals himself and his opponent the number of Play Cards needed to bring each hand up to 10. No cards may be added during each game. The Play Deck is reshuffled only when a complete hand cannot be dealt to each player at the beginning of a new game. When the Serve Deck is down to one card, reshuffle the used cards and add them to the bottom, face down.

Doubles — for 4 players

Partners sit side by side, facing opponents across the court. The server deals 7 cards from the Play Deck to each player. Hands are replenished to 7 cards at the start of each new game.

Each receiving partner will be defending the fore court on his side. Exchange cards with your partner at the beginning of each game so that all players will be holding the maximum strength from their own service box. Either partner may return a shot with a Smash, Kill, Out or Shot originating from the back court. Partners may confer throughout the game.

Each partner serves one full game, and alternate games throughout the set. Serve and Shot play follow the rules of doubles. After every second game, reshuffle all the cards in both the Play Deck and the discard pile which are not held by the players.

Scoring

Scoring is as follows: Love (0), 15, 30, 40 and game point (the winning point). A tie, or deuce game (40-40) is won by the player who scores the first point after 40. When one player has won 6 games he has won the set, if and *only* if he has won by a 2 game margin. For example: both players have won five games. Play continues until one player is ahead by two games.

Playing Hints

As in real tennis, the server has an edge in strength because he is not using cards in his hand to get the ball in play.

Refusal to respond (at the cost of a point) is the privilege of the player at any time, whether or not he is equipped to respond. Refusal is used to keep an opponent from draining your hand. This can also be used as a bluff to mislead an opponent who might be searching for weakness in your hand. You also have the option of discarding an unwanted card at this time.

It is advisable to save Smash and Kill cards since they are valuable during critical play situations.

Keep your hand balanced. If you are caught with no cards or an over supply of unusable shots, you have managed your hand unwisely.

We will be glad to answer inquiries concerning these rules. Address: Parker Brothers, P.O. Box 900, Salem, Mass., 01970.