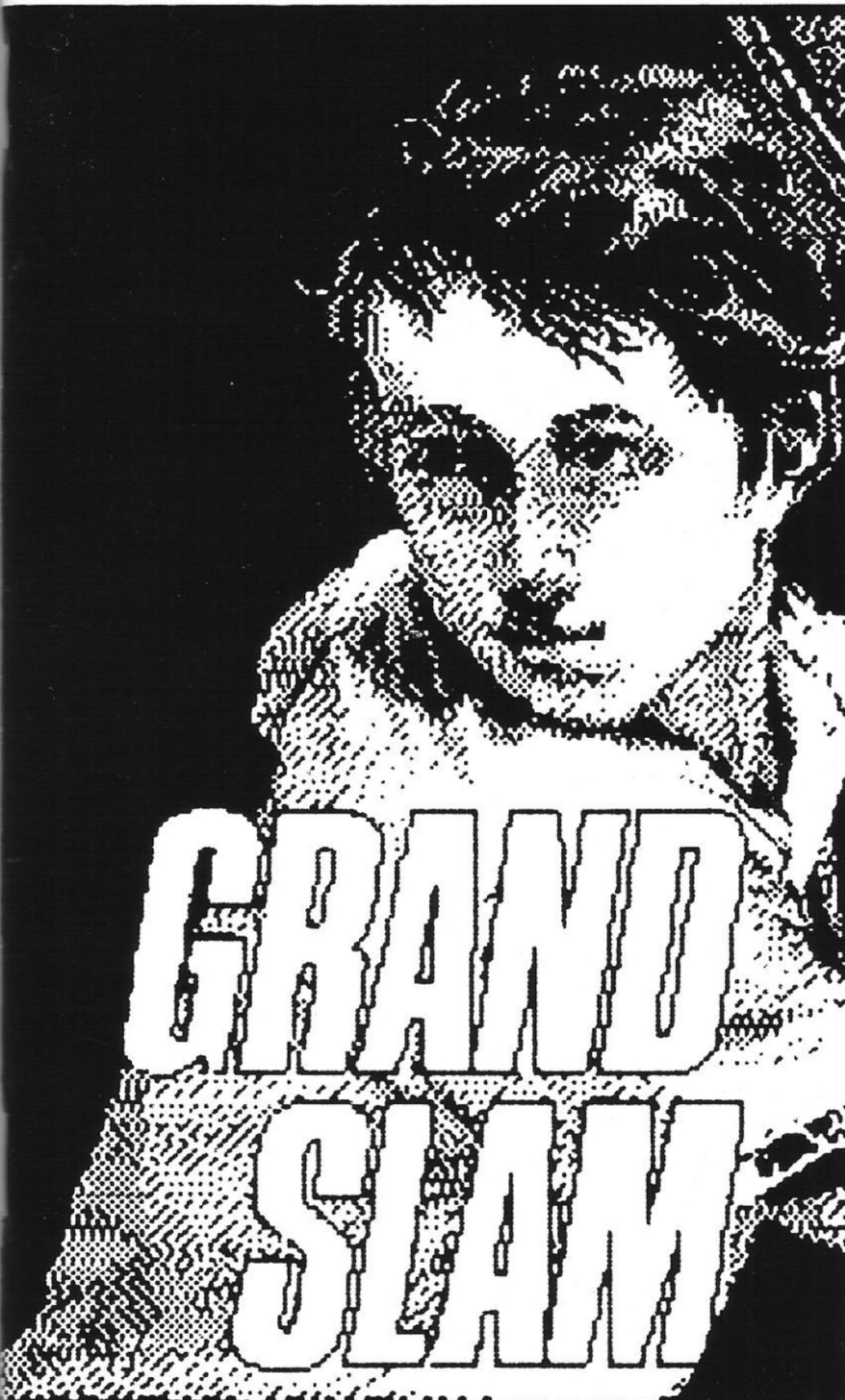


FROM INFINITY SOFTWARE

FOR THE 512K MACINTOSH AND MACPLUS



**GRAND
SLAM**

WORLD CLASS TENNIS

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GRAND SLAM

WORLD CLASS TENNIS
FOR THE 512K MACINTOSH AND MACPLUS

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INTRODUCTION

Welcome to the world of Grand Prix tennis!

You'll play the **Big Four** of championship tennis -- the **French Open** on clay, **Wimbledon** on grass, the **U.S. Open** on hardcourts and the **Australian Open** on grass. Each championship tournament presents its own challenges and degrees of difficulty; what works on one particular surface may not necessarily work on another. . .

You'll have to make adjustments in your game for different racquets, stringing tensions, and for a variety of court conditions, including the weather. You may have to exercise your right to protest questionable line calls by confronting the Umpire in his chair by the net. Like the touring pros, you'll have to devise different strategies for winning on each surface.

Your quest for the **GRAND SLAM** which is the ultimate in world class tennis -- winning all four major championships -- will take you to the slow clay of Roland Garros Stadium, then to the fast grass of Wimbledon where rainy weather may be a factor in winning matches, to the U.S. Open where the crowds can get to you, and finally, Down Under to Kooyong Stadium for the Australian Open where the balls you hit may take odd bounces on the Aussie grass.

Technically, you don't have to win all four in one calendar year, starting with the Australian Open, as the circuit pros must in order to achieve tennis immortality. In this version of the Grand Prix circuit, win in whatever order you can to win the coveted Slam. And for each match you win along the way, you're awarded Grand Prix points.

In your quest for the Slam, you'll meet a fascinating array of opponents, with different styles of play. Some will challenge you with their speed and aggressive net play, others with their relentless strokes from the baseline and deep lobs. Some will be easy to beat, others will test your stroking and tactical skills to the limit.

Chart your progress by pulling down the Grand Prix Points menu and clicking onto the Championship Draw.

But before you venture forth on the circuit, *GRAND SLAM* lets you develop your game, just as the pros do - - through practice. You begin by sliding the mouse across the screen and hitting simple forehands and backhands by pressing the mouse button. If want to hit serves, you press the Spacebar to toss up the ball, then click onto the mouse to hit your serve. Just click onto the mouse to get your opponent to serve to you when it's his turn.



As you progress to other levels of skill, you'll add slice, topspin, and pace to your shots by pressing the keyboard and then clicking on the mouse. Soon you'll be hitting backhands down the line, forehands crosscourt, and volleying your shots at net for winners.

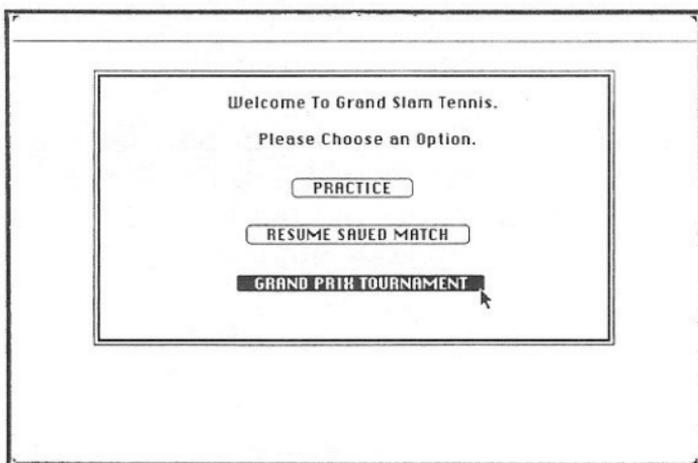
With practice, you'll serve aces and meet the challenge of different surfaces: the fast exchanges and reflex shots you'll need for Wimbledon, the patience and extended rallying capability that will serve you well for the French Open.

This is **GRAND SLAM**.

GETTING STARTED

After launching *GRAND SLAM* you'll get a screen that offers you three choices:

Practice
Resume Saved Match
Grand Prix Tournament



If you click onto the **Practice** option, you'll automatically start with the French Open - - after the players come out of the locker room. Your opponent will be Ace, the easiest challenger on the Grand Prix circuit.



Keep in mind that in a Practice session, there is no scoring, although you'll be serving and playing for points, just as in a tournament match.

Resume Saved Match will let you resume a match that you've already started from the point of the exact score where you previously saved it.

Grand Prix Tournament will let you go on the circuit. You fill in the Entry Form and get ready for action. You won't know who your opponents are.

PRACTICE

This option lets you sharpen your serving and stroking skills before you actually play the Grand Prix circuit. It is designed to let you get the feel of the game and to experiment with the many menu choices available to you, such as New Courts, Racquets, Opponents, Conditions, and Tactics.

When you choose the Practice Option, you start by practicing at the French Open against the #4 Ranked Opponent, in this case Ace. Ace will stay back on the baseline and rally with you. Ace will also serve to you and you'll have a chance to practice your serve against him. You'll play points, but there will be no scoring.

To get to the menu choices, simply press the **BACKSPACE** key. By toggling the **BACKSPACE** key, you stop and start the game and go back and forth to the menu bar.



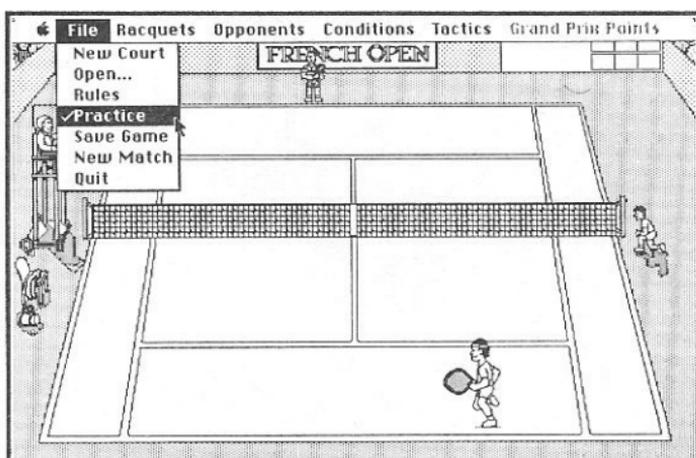
While you're practicing, here are three things to keep in mind:

1. To stroke the ball, simply click onto the mouse button. Depending on where you're positioned on the court, you'll hit either a forehand or backhand.

2. To serve the ball, move your player either to the left or right of the baseline. You'll want to serve diagonally to the box in the forecourt on the opposite side of the net. Once you're in position to serve, press the **SPACEBAR**. This will toss up the ball for you. Then press down on the mouse to hit the serve. You have two chances to get the serve in.

3. To get your opponent to serve, you simply press down on the mouse. Move your player in position to receive the serve behind the service box on the diagonal from your opponent.

FILE



Under **File**, choose:

New Court: This gives you a choice of four championship courts to practice on.

Open... This lets you load a previously saved game and to resume the match you've started.

Rules: Here are the rules of Grand Slam Tennis.

Practice: By clicking onto this, you can go back and forth from matches to practice.

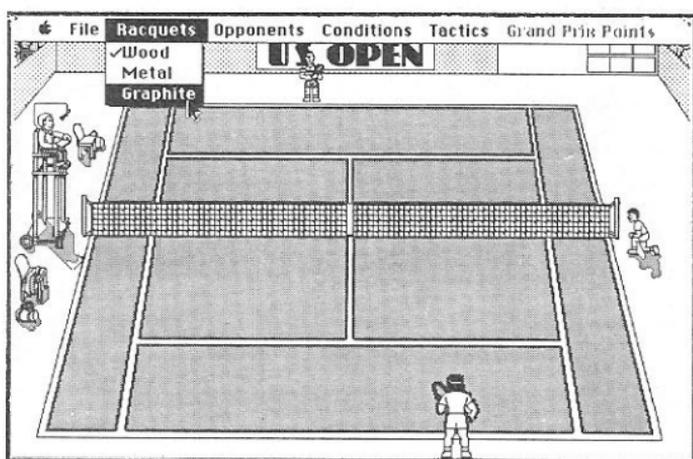
Save Game: This lets you save a game in progress.

New Match: By clicking onto this, the score clears and you play a new match.

Quit: Exits you from Grand Slam.



RACQUETS

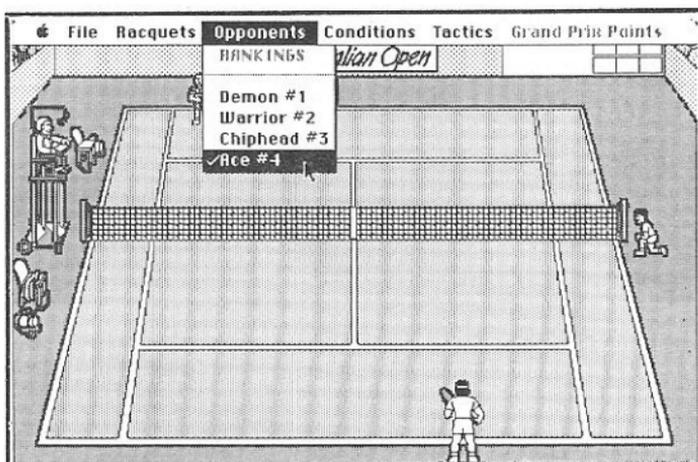


While you're practicing, you might want to experiment with different racquets at different stringing tensions.

Click onto the Racquets menu.

Pull down the menu to select your choices of Wood, Metal, and Graphite racquets. Set the racquet stringing tensions from 50 lbs to 80 lbs.

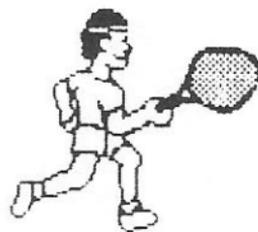
OPPONENTS



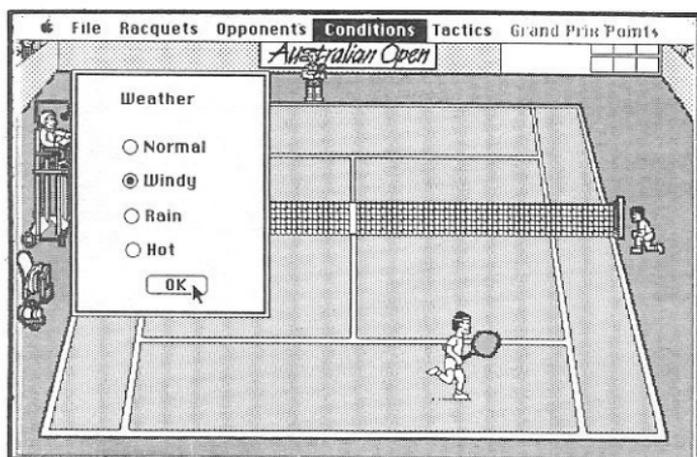
You can practice against any one of the top four; each will be a challenger depending on his ranking.

Rankings:

- Demon #1
- Warrior #2
- Chiphead #3
- Ace #4



CONDITIONS

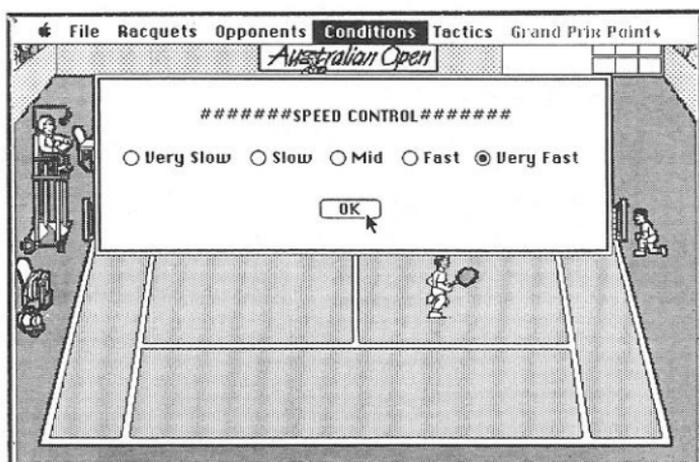


Weather will definitely affect the level of play. **Wind** will move the ball around, shifting it from left to right, and right to left.

Under **Hot** conditions, tennis balls tend to get more lively than under Normal conditions. Because of the changes in air pressure, balls move faster, and the action speeds up.

When it is **Rainy**, balls will slow down from the moisture, the court gets slippery, and in general, all the action slows down.

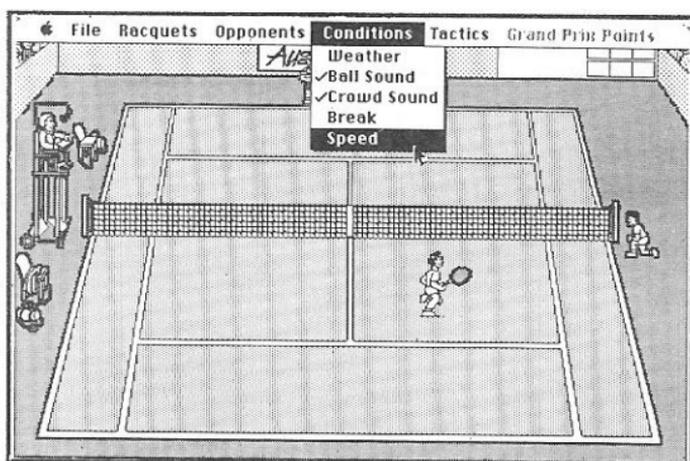
SPEED CONTROL



You can control the speed of the game by choosing **Speed Control** on the **Conditions** menu, and then selecting any speed from "Very Slow" to "Very Fast."



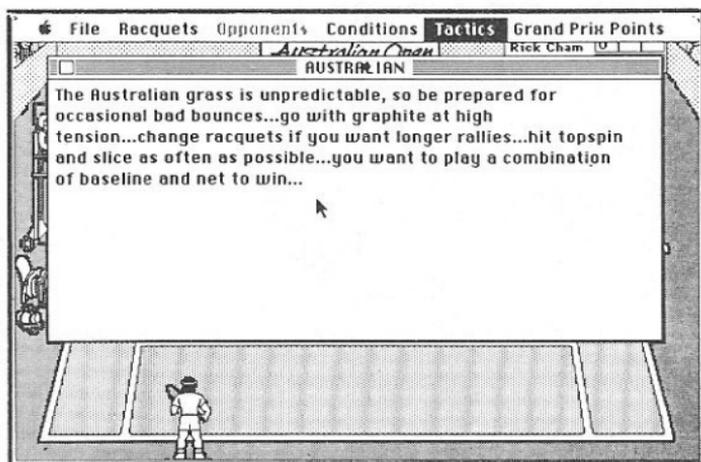
SOUND



You can adjust the sound of the ball and the crowd, either on or off. However, you won't be able to adjust the volume of the ball and crowd sounds because the Control Panel has been deleted from the Apple Desk Accessories menu.

To achieve the full effect of **GRAND SLAM'S** realistic sound, you will want to connect your Macintosh to your stereo amplifier and speakers. You will be surrounded by the actual sounds of a tennis match. and you will have full volume control.

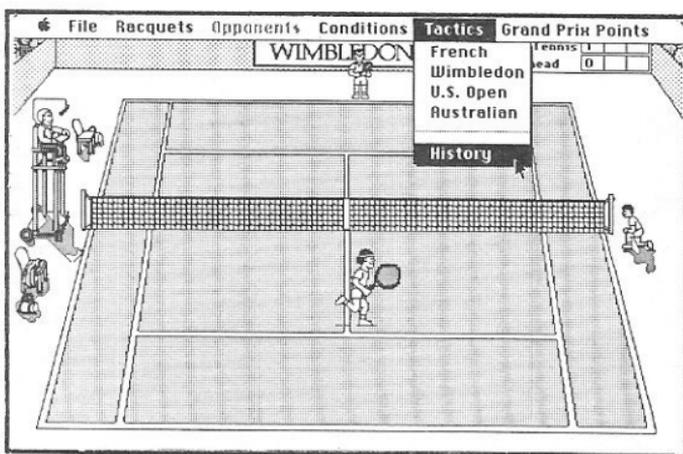
TACTICS



By clicking onto any of the four championships, you get a text box that offers you coaching advice, with tips and strategies for playing on the different surfaces.

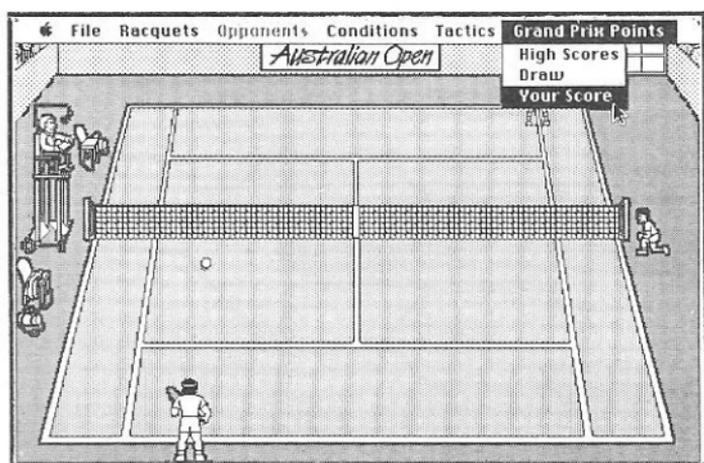


HISTORY



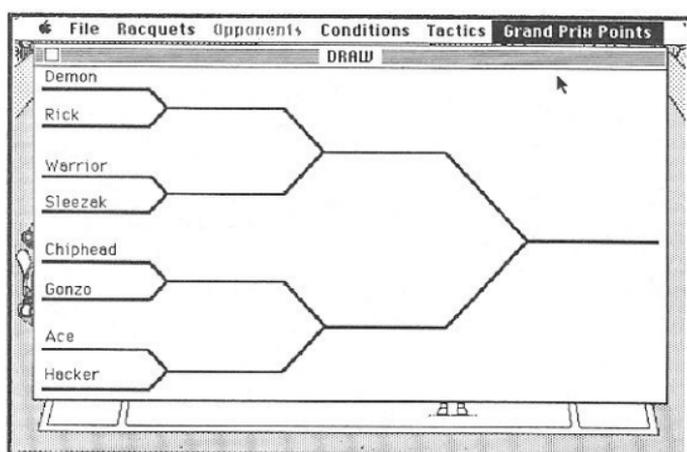
Found on the **Tactics** menu, this gives you a brief, capsule explanation of the term Grand Slam and its derivation in tennis history.

GRAND PRIX POINTS



Your Score: This displays the number of points you get for each tournament match you win.

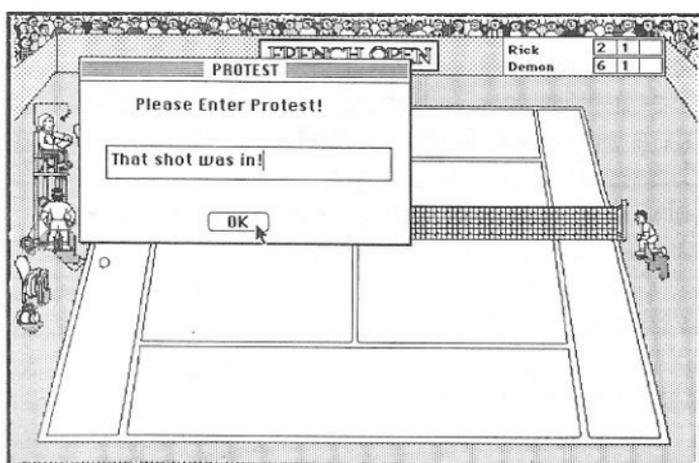




Draw: As you win matches, you follow your progress on the tournament draw, advancing through two rounds of competition on your way to the finals. You must win three rounds in each Grand Prix tournament to win the tournament championship.

High Scores: This displays the top scores, according to the Grand Prix points won for each round of a tournament.

PROTEST OPTION



Along with the menu selections, there are two additional options you have to control play: the Protest Option and Keyboard commands.

Protest Option: If you want to protest a line call, you move your player to the Umpire's Chair and click onto the Umpire. A dialog box will appear: Enter Protest. Type in your protest as a line of text. Then click **OK**. If your protest is successful, the Umpire may reverse his decision and award you the point instead of your opponent. In which case, the score will change accordingly. If your protest is unsuccessful, however, the score will remain unchanged.

This can also be accomplished by hitting the **P** Key.



KEYBOARD COMMANDS

Keyboard commands offer you a second series of options for controlling the action in Grand Slam. By pressing on a selected key, and then clicking onto the mouse to hit a shot, you can serve, lob, and smash, hit slice or topsin, and even hit the ball harder or softer.

While you are practicing, you might want to experiment with these various keyboard commands:

To **SERVE** the ball, press down on the **SPACEBAR**. This tosses the ball up. Then simply click onto the mouse to crunch your serve.

To impart **SLICE** to the ball, press down on either of the **SHIFT KEYS**. In tennis, this means undercutting the ball with your racquet, either forehand or backhand. The effect is to slow the ball down, control the shot, and very often to use the slice as an approach to come up to the net. The ball will skid when it hits the court, particularly on a fast surface like grass or hardcourt.

To **LOB** the ball, press down on either the **COMMAND**, or **ENTER** keys. This is effective when your opponent comes to net and you want to get the ball over his head, or when you want to make a defensive shot, so that you have time to get back into position and recover for your next shot.

To **SMASH** the ball, press either **OPTION** key. This is very effective when you're at net and want to put away your shot for a winner. It's all power tennis.

To hit **TOPSPIN**, press down on either the **A** or **'** keys. This has the effect of coming over the ball with your racquet and imparting a spin that will give the ball greater trajectory when flying over the net. It will also make the ball drop faster into your opponent's court, as well as bounce higher.

To hit the ball **HARDER**, press either the **X** or **.** keys.

To hit the ball **SOFTER**, press either the **Z** or **/** keys.

To access the menu bar anytime during play, simply toggle the **BACKSPACE** key. To leave the menu and get back to the game, also press the **BACKSPACE** key.



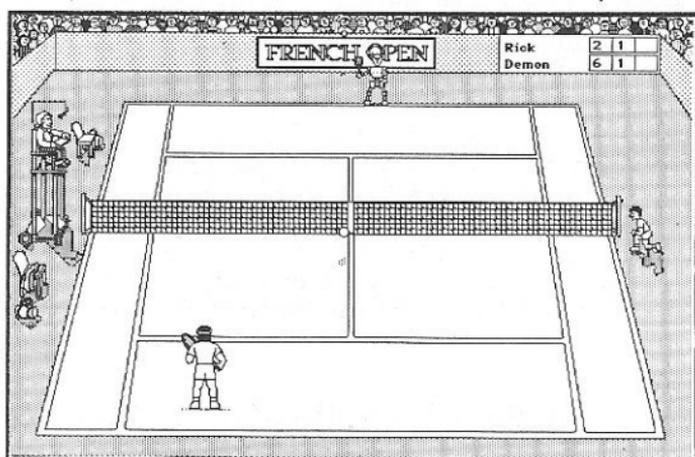
KEYBOARD ASSIGNMENTS

Serve	Spacebar
Slice	Shift
Lob	Command or Enter
Smash	Option
Topspin	A or '
Harder	X or .
Softer	Z or /
Menu Bar	Backspace

SCORING

Now that you've had a chance to practice your shots and work through the different options for playing against your opponents, you'll be ready to move on to Tournament Competition.

But first, scoring. With few exceptions, **GRAND SLAM** follows the basic scoring of tennis.

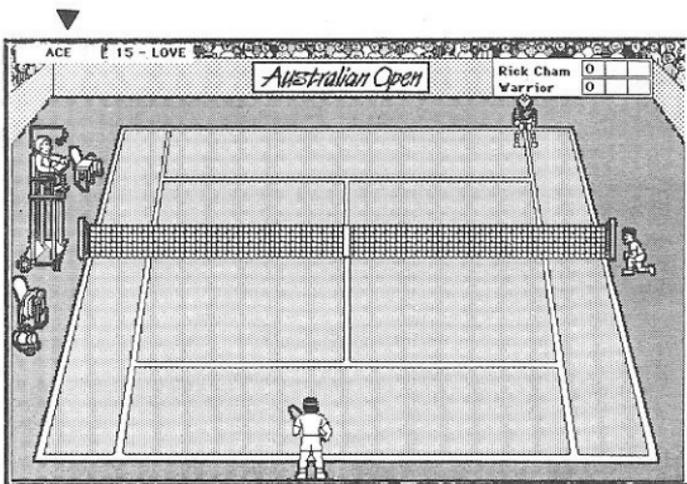


Each match is scored two out of three sets. To win a match, you must win six games in two out of three sets. If the score is tied at 5 games all in any set, you must win by 2 games. There is no tiebreaker in Grand Slam, as there is in real tennis.

Each player gets two chances to serve the ball into the service box on the opposite side of the net. You move from side to side with your player to serve. When your opponent serves, he also moves from side to side.

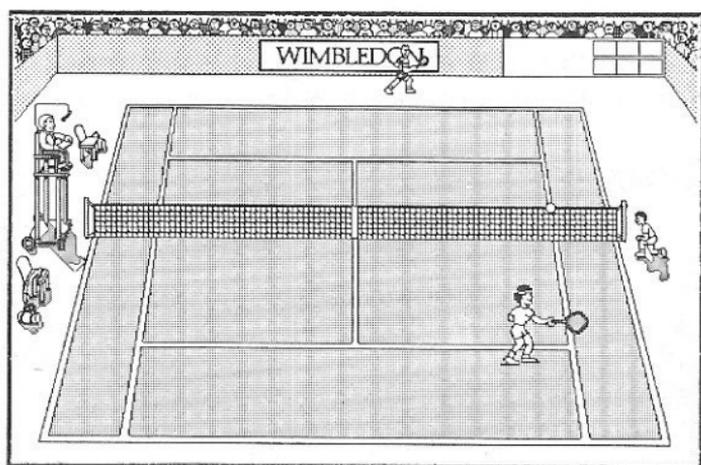


If the first serve is out, the Umpire will call **FAULT**. If the second serve is out, the Umpire will call **DOUBLE**, which is short for **DOUBLE FAULT**. Two out serves and you lose the point.



The first point won is 15. Zero is scored as **LOVE** in tennis. The second point won is **30**. The third is **40**. The fourth is **GAME**. If the score is tied at 40-All, then it is called **DEUCE**. When the score is **DEUCE**, you must win the next two points in a row to win the game. When the score is **DEUCE** and you're serving and you win the next point, it is **AD IN**, or Advantage In. If you lose the **AD IN** point, the score goes back to **DEUCE**. If the score is **DEUCE** and your opponent wins the next point, it is **AD OUT**. Play will continue until one player scores two points in a row.

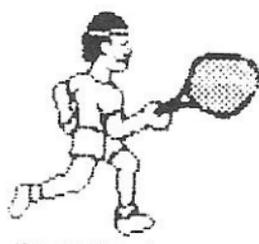
Any unreturned first or second serve is called an **ACE**.



What you see on the screen is a **DOUBLES COURT**. There are two lines; the outside line is for Doubles, the inside for Singles. Aim your shots for the inside line. If shots land on the line, they are good.

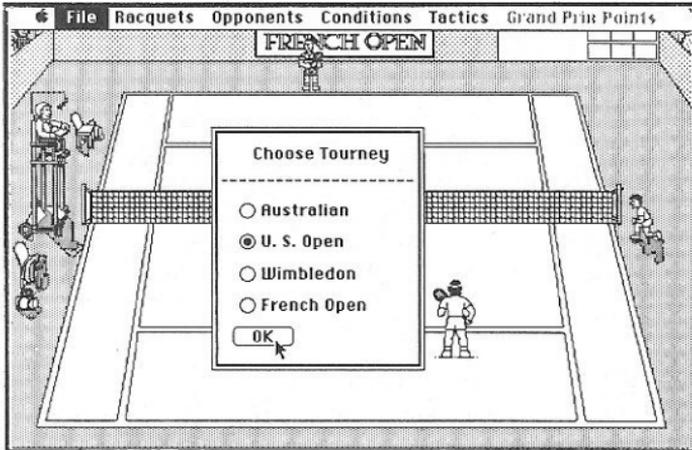
You can hit the ball either on the fly or on the bounce. But not on two bounces. You lose the point then.

In **GRAND SLAM**, there are no LETS. That is, if the ball hits the top of the net and dribbles over, you or your opponent lose the point.



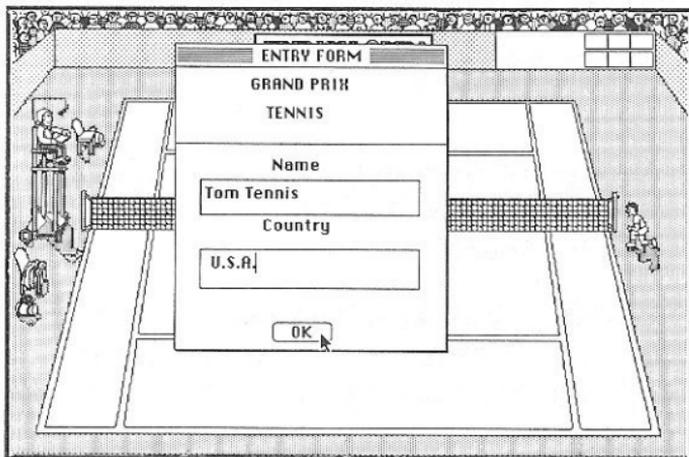
GRAND PRIX TOURNAMENTS

Once you master the fundamentals of the game, you'll be ready to play your first major championship tournament.



Return to the **File** menu and click onto **New Match**. Then choose the tournament you want to compete in and click **OK**.

As in real tennis, to play a championship tournament, you have to complete an **ENTRY FORM**.



Simply type in your **NAME** and **COUNTRY**. Then click **OK**.

If you chose the French Open, for example, the new court will appear. Your opponents--Demon, Warrior, Ace and Chiphead--will be chosen at random, as in real championship tennis.

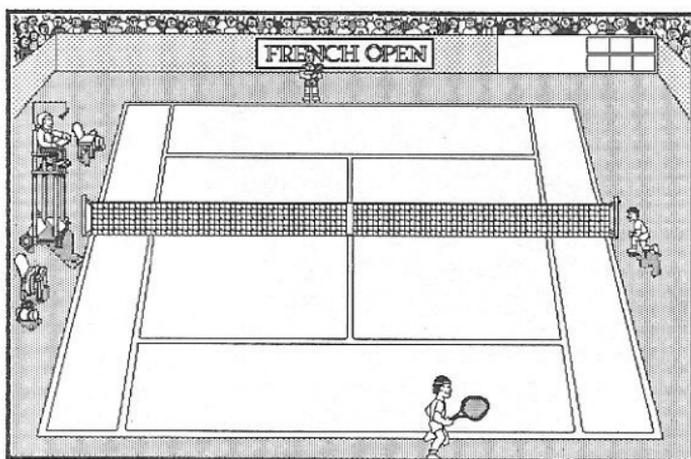


Before you start match competition, you might want to toggle the **BACKSPACE** key which lets you access the menu bar. From the menus, you might want to check out **Tactics** and see what is effective in playing a match on French Clay.

At any point during the match, you can change racquets, and corresponding stringing tensions.

You also might want to check the **Draw** from the **Grand Prix Points** Menu. You'll see the position of each player.

THE FRENCH OPEN

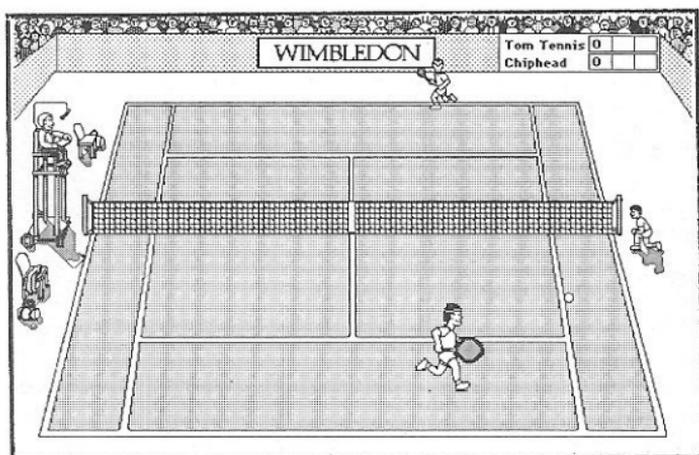


The French Open is played on the slow clay of Roland Garros Stadium. This surface tends to favor the baseline player who stays back and returns every shot, extending the rallies until his opponent misses a shot. The balls get heavy, as they pick up pieces of clay; to win a single point may require many exchanges. Typically, matches at the French Open may last for hours.

Coming to net, unless the shot is forceful and deep, can be disastrous because the ball sets up and bounces so high that your opponent will pass you at the net or lob it over your head. Players must be prepared for long rallies and wait for their opportunities. Sometimes a wood racquet is effective on this type of surface because you have more control than with a metal or graphite racquet. You might want to experiment with different stringing tensions, too.

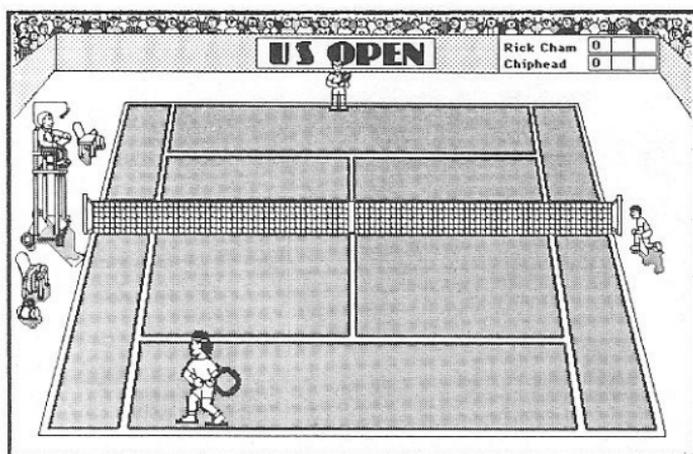


WIMBLEDON

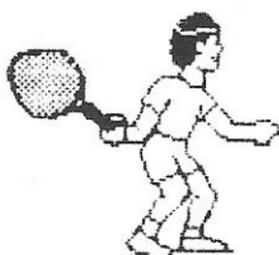


Wimbledon is played on grass, which means that the balls tend to bounce lower than on clay. Shots may skid; slices can be effective. This court favors the player who can play an aggressive, serve-and-volley game, coming to net behind his serves and putting away his volleys at net.

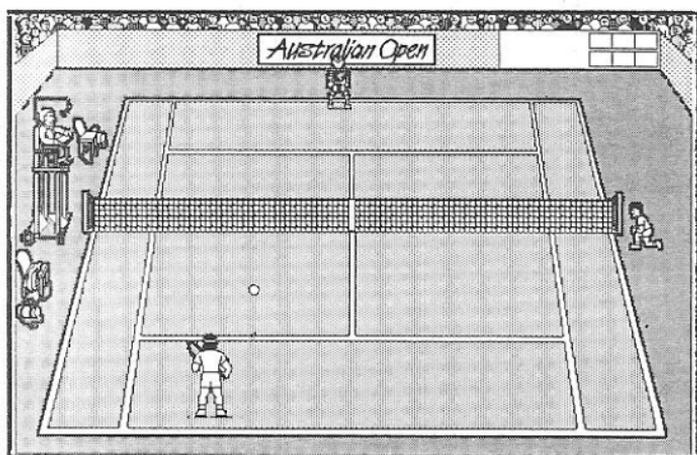
THE U.S. OPEN



This championship is played on hardcourts, which aren't quite as fast as the grass of Wimbledon, but are considerably faster than the clay of the French Open. Players with a combination of baseline steadiness and good volleys will be effective on this surface. Metal or graphite racquets are effective weapons on this surface.



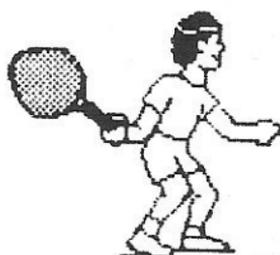
THE AUSTRALIAN OPEN



Like Wimbledon, the Australian Open is played on grass, although in recent years players have noted that it isn't the smooth, well-manicured grass of its British counterpart. There are occasional bad bounces on the surface. Still, players with strong serves and quick volleys at net will be successful. A graphite racquet is effective here.

STRATEGIES FOR WINNING

To win *GRAND SLAM*, you'll have to face the challenge of four ranking opponents, each with different styles of play, strengths and weaknesses. As in championship tennis, you'll have to devise the most effective strategy to beat each opponent.



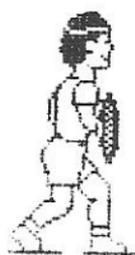
DEMON

Demon is ranked #1 because of his aggressive, attacking game. He charges the net and volleys most of his shots for winners. He moves quickly from the baseline to the net; and if you come up to net, he is sure to set you scrambling with his lobs. Smashing shots against him is effective; also, perhaps, catching him on an off day.



WARRIOR

Warrior is ranked #2. He will engage in long rallies and be fiercely combative with you in his exchanges. His combination of baseline consistency and quick net play will make him a formidable opponent. Yet his game does have certain vulnerabilities; after stroking with him for a while, you ought to discover what they are



CHIPHEAD

Chiphead, ranked #3, is less aggressive than either Warrior or Demon; this opponent is effective at longer baseline rallies. He will move you around the court a lot in order to find the right opening to put his shots away.



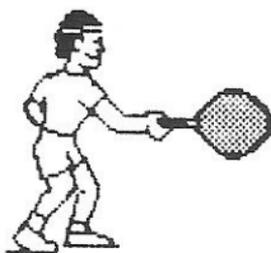
ACE

Ace, ranked #4, isn't as fast as the other ranked players and he may miss more shots than the others, but don't underestimate him on a slow court surface.



Note:

In future versions of *GRAND SLAM*, look for other challengers to appear on the tournament scene.



TENNIS HISTORY

Winning the Grand Slam - - all four of the world's major tournaments in one year - - represents the ultimate in tennis achievement. It is at once a mythical and an elusive feat in the modern as well as traditional eras of tennis.

The feat has only been accomplished seven times in the history of the game. In singles, it has been achieved by Don Budge in 1938, Maureen Connolly in 1953, Rod Laver in 1962 and 1969, and Margaret Court in 1970; in men's doubles by Frank Sedgman and Ken McGregor in 1951; and in mixed doubles by Court and Ken Fletcher in 1963.

"Grand Slam" as a term derives from bridge. It was used by sportswriters back in the 1930s to describe the feat of golfer Bobby Jones, when Jones won the U.S. and British Open and Amateur Championships in the same year. Grand Slam found its way into the world of tennis when Allison Danzig, the great New York Times sportswriter, adopted the term in 1933 in describing tennis player Jack Crawford's near Slam. Crawford came within one set of winning the singles championships of the four nations that had captured the Davis Cup - - Australia, England, France and the United States. Later, in 1938, Danzig and other sportswriters resurrected the term when Don Budge became the first player in the history of tennis to win all four major championships.

The challenge of winning the Slam is formidable because players must win their matches on three different types of surfaces: clay, grass, and hardcourt. In addition, each tournament spans a period of two weeks, and so a player must possess both strength and endurance to win the seven matches necessary for each tournament championship.

A player must be capable of handling not only significant changes in court surfaces but also dramatic changes in weather, from the hot Australian winter to the mild Parisian spring, to the chill and briskness of Wimbledon, England, in late June, to the sweltering humidity of the U.S. Open in New York at the beginning of September.

There are many treacherous pitfalls along the way, as borne out by tennis history. In 1962, at the Australian championships an unknown player by the name of Geoff Pares had Rod Laver against the ropes for more than three hours, before Laver was able to pull out the match in the fourth set: 10-8, 18-16, 7-9, 7-5. This was during the era before the modern tiebreaker, when sets tied at six-all were played out until one or the other player was able to win by a two-game margin.



A number of players have also come extremely close to winning the Slam, falling into the category of near misses. In 1956, for example, Australian Lew Hoad with his powerful all-around game looked to be a sure winner of the Slam. That year, he won the Australian, French, and Wimbledon titles.

All that remained for Hoad was to win Forest Hills, the U.S. Championship. His nearest rival was Ken Rosewall, whom the players had nicknamed Muscles. Hoad won his first six matches at Forest Hills, without much challenge. Then he went up against Rosewall, his fellow Aussie doubles partner, in the finals. Hoad won the first set easily, with his usual brilliance, hitting shots for winners all over the court. Then Rosewall changed tactics and began charging the net. Hoad blasted away, rather than mixing up his shots with a few lobs. Hoad lost to Rosewall 4-6, 6-2, 6-3, 6-3.

In men's singles, a handful of players have missed a Grand Slam by only one tournament:

1933 Jack Crawford (Australia)--lost Forest Hills

1934 Fred Perry (Great Britain)--lost the French Open

1955 Tony Trabert (United States)--lost the Australian Championships

1956 Lew Hoad (Australia)--lost Forest Hills

1958 John Cooper (Australia)--lost the French Open

1964 Roy Emerson (Australia)--lost the French Open

1974 Jimmy Connors (United States)--barred from the French Open



At the beginning of the Open Tennis era, when professionals were permitted to play in the world's major championships, Rod Laver repeated the feat of winning the Slam which he had achieved as an amateur. In 1969, Laver swept through the four major events: he defeated Andres Gimeno, 6-3, 6-4, 7-5, in Australia; Ken Rosewall, 6-4, 6-3, 6-4, at the French Open at Roland Garros; and John Newcombe, 6-4, 5-7, 6-4, 6-4, at Wimbledon. Then Laver completed the Slam by defeating fellow Australian lefthander Tony Roche at Forest Hills, 7-9, 6-1, 6-3, 6-2, for the U.S. Open.

In 1974, Jimmy Connors burst onto the scene by winning the Australian, Wimbledon, and U.S. Opens, downing veteran Ken Rosewall 6-1, 6-1, 6-4 at Wimbledon, and again at the U.S. Open, 6-1, 6-0, 6-1. But unfortunately, Connors, along with women's champion Evonne Goolagong, was barred from the French Open when he signed contracts to play World Team Tennis around the time of the Open.

The Grand Slam itself is undergoing changes this year, as the Australian Open moves to January in 1987, rather than late fall of each calendar year. The field is still wide open, with any one of today's stars, such as Ivan Lendl, Boris Becker, John McEnroe, Jimmy Connors, Mats Wilander, and Stefan Edberg as possible contenders. For any of these players, the Slam would be the crowning achievement of their careers.

ABOUT GRAND SLAM

Grand Slam is the culmination of almost a year of work on the part several different teams of programmers and animators. Special thanks are due to the wizards of MacroMind, Inc. for the initial development of the program, which opened up the doors to the possibilities and potential of a realistic tennis simulation, with digitized sound, graphics and animation, for Infinity Software, Ltd.

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I N F I N I T Y



S O F T W A R E