



For we British, the game of tennis conjures up the scent of strawberries wafting across a Wimbledon lawn, the dulcet tones of Dan Maskell and the inane ranting of spoilt rich kids. What it doesn't conjure up is the memory of British competitors holding the cup. Gits! It's always the same old story; a first round triumph, a second round humiliation!

Now there's the chance to put the Great back into Britain! Well, erm, maybe not, but there is the chance to serve, volley, slice and lob in an attempt to win the Grand Slam tournaments. Competitors have a number of options open to them. They start by creating a player and giving them certain strengths and weaknesses. Then it's off to the training ground to practice a few shots before entering an exhibition match. When players feel they've sussed out both racket and opposition, it's time to enter the Grand Slam circuit.

Grand Slam Tennis has both singles and doubles action, and of course the essential two-player mode. All players are seeded according to their abilities. In exhibition mode the opportunity to choose opponents gives newcomers the chance to see what they're up against. Could you be the soul that saves Britain from international ridicule? One thing's for sure - we need new balls please!



▲ More options! More options!

PLAY!

Any tennis fan could tell you that there is more to the game than simply getting the ball over the net. Newcomers must learn to put in a powerful serve, a strong forehand and backhand, delicate well-judged lobs, and a devastating smash. The distance the ball travels depends on whether backspin or topspin is used (up and down on the D-Pad). Likewise directing the ball cross-court relies on accurate use of the D-Pad. Gaining confidence on court takes time, so it's well worth using the trainer mode before plunging into a match.

GRANDS

SOWING THE SEEDS



Each competitor in Grand Slam Tennis has a seeding. You can choose to play as any of them, and in exhibition matches you also get to pick the opponent of your choice, so it's possible to play two of the same player. The seeding system means that the male number one seed is best and the female number twelve seed is worst. When you've beaten everyone as the number one seed, try doing it as the number two seed and so on.



▲ Options! Options! Get your options!





▲ Poised to serve up an ace.

## COMMENT



## RICH

Super Tennis on the Super NES is one of the office all-time faves, so it was with great trepidation that I loaded up Grandslam Tennis. Thankfully, it's a high quality sports sim with accomplished graphics and gameplay. The sound isn't bad either with digitised speech for the umpire as he keeps score (although his voice sounds decidedly strange). As far as playability goes, Grandslam Tennis

scores pretty highly. Just like Super Tennis, control of the ball is very intuitive, leading to some exciting rallies. But as Rob said, your player sometimes doesn't seem fast enough to catch the ball (just like the real game I suppose). Although it lacks that magical edge that made Super Tennis an instant classic, Grandslam Tennis is well worth adding to your cartridge collection.

## TWO'S COMPANY

Grandslam Tennis really comes into its own in two-player mode. It is possible to play against a friend in the singles, team up with them in the doubles, or oppose them in the doubles. This two-player action is likely to lead to lots of enthusiastic ranting about chalk dust, and the words "You cannot be serious!" are more than likely to enter the conversation.



▲ A fruity foursome on the lawn.

SERVICE	1ST ACE	D. FAULT	
エドガー	88%	88	81
サイマツ	66%	88	88

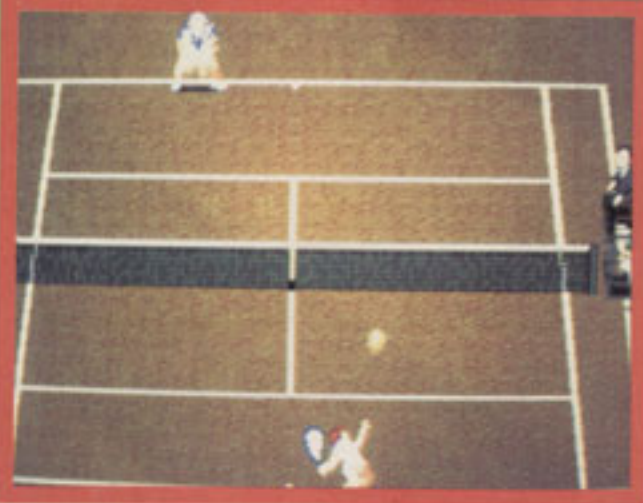
  

	1	2	3	POINT
エドガー	0	-	-	00
サイマツ	2	-	-	00

▲ Some useful service stats.



▲ Naff players make easy money here.



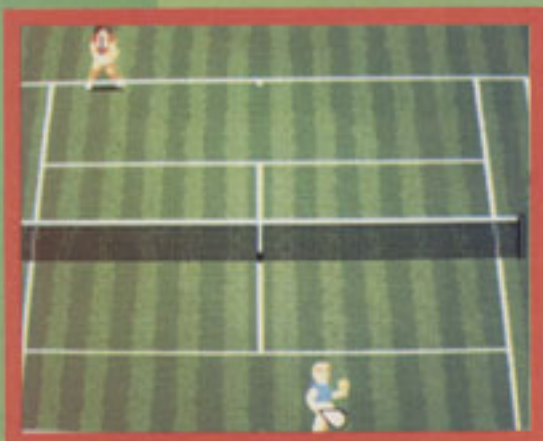
▲ Players also mould bowls from the court-surface.

# LAM TENNIS

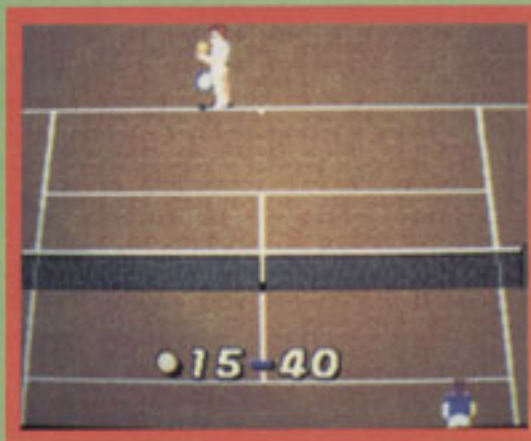


## COURT APPEARANCE

Most of us are familiar with the lush green courts of Wimbledon, but in Grandslam Tennis there are hard and clay court surfaces as well. A grass court means the game is faster so reactions must be quick, especially to serves. A hard court causes the ball to bounce more, so an intelligent use of spin is necessary to keep it down. A clay court is slower than the other two, resulting in longer rallies. Anticipating your opponent's is next shot is important if you're to make a good return.



▲ Back to the merry lawns of Wimbledon.



▲ A racketeer enjoys a half-time orange.

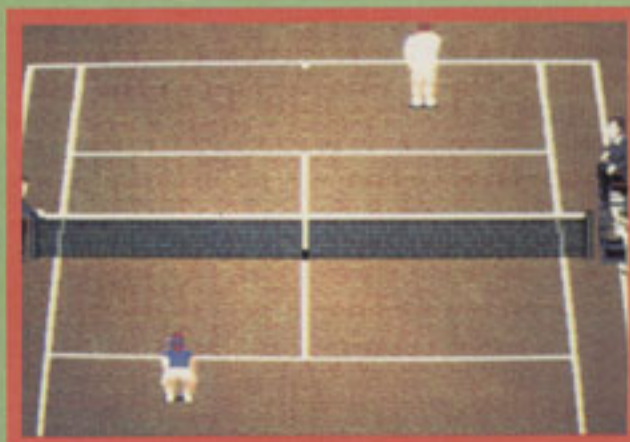
## COMMENT



## ROB

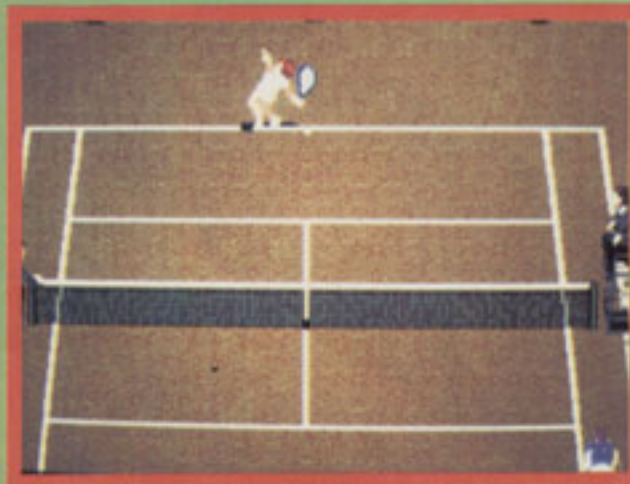
A tennis game on the Megadrive is long overdue, and when one finally arrived, my expectations were high. It was a relief then that Grandslam Tennis is a success! This has got

everything the budding racket fanatic could ask for. The options are vast, with useful ideas like the training mode and player make mode and the chance to compete in one-off matches or the whole Grandslam circuit. Most importantly though, the game manages to capture a sense of realism, this is down to well-programmed game logic. The ball responds perfectly to topspin and backspin, lob and smash, making the gameplay very believable. Getting into the feel of the game takes practice, but once I was comfortable with my newly-acquired skills, the challenge of the game kept me coming back. One small criticism I'd make is that the characters are just a little bit slow, and this can frustrate when you know where a ball is going but can't reach it. But where this game is doubly a success is in two-player mode. Playing a living opponent inevitably leads to furious arguments, whinging, jeering and plenty of fun! Stock up with strawberries and cream now!



## SLAMMING

Players confident enough with their state of play are ready to enter the Grandslam tournament. The Australian Open kicks off the whole show, but success in the American, French and British Open is the only way to become a Grandslam legend. Remember as well that the courts have different surfaces, so practice on all three types in exhibition matches is invaluable.



▲ A player goes for a first class first service.

## THANKS TO...

Thanks to the guys at ICE for sending us Grandslam Tennis so promptly. If you desire information about this, or any other game, why not give them a call on 0302 340079?



BY: TELENET

PRICE: £34.99

RELEASE DATE: IMPORT

GAME DIFFICULTY: MEDIUM

LIVES: N/A

CONTINUES: N/A

SKILL LEVELS: NONE

RESPONSIVENESS: GOOD



## PRESENTATION 91%

The range of options is superb. There is an essential password system and useful trainer option.

## GRAPHICS 82%

Decent, nicely animated sprites. But they have an irritating habit of constantly swinging their pants!

## SOUND 84%

Nice intro tunes and some pretty good sound effects. The umpire announces the score in a deep booming voice!

## PLAYABILITY 86%

Realistic ball movement makes it very easy to play. The players are a bit slow though.

## LASTABILITY 89%

Winning the Grandslam as number one seed is hard enough. Going down the ranking makes things tougher. Loads of challenge.

## OVERALL 85%

A very worthy tennis game for the Megadrive, and one that sports fans won't fail to enjoy.