

Suitable for ages 13 and up

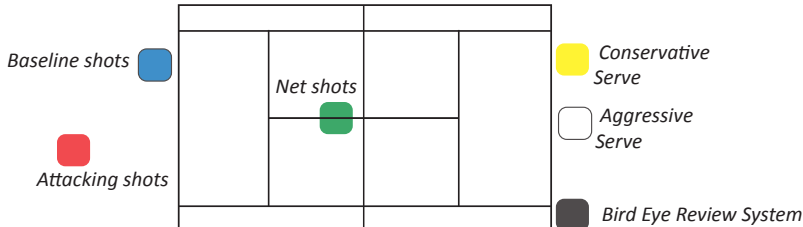
# POCKET SPORTS TENNIS



## Pocket Tennis Rules

Grand Slam dice tennis action. Play by yourself, two players or four players.

A pen & paper is all you need to keep track of games/sets.



There are 6 dice to represent a different shot/court position in the game. The action is simple and fast and you'll be hitting deep shots from the baseline and short shots at the net, just like in real tennis!

You can 'Challenge' any calls using the Bird Eye replay die to review any calls that go against you, and use the ATTACK die to put away any flat shots your opponent returns.

To start, both players flip a coin to decide who serves first. Scoring is the same as in real tennis and you have two point tracking dice that can be rotated after each point to show the current score.

### Serving

There are two SERVICE dice - one is aggressive (white) and may result in an ACE, but has more chances to FAULT. The other (yellow) will be more consistent in getting a serve in, but may be punished!

**ACE - Fault** = immediate winning point *ONLY on the first serve*. Rolling on the 2nd serve results in a Fault  
**KICK / GOOD / SLICE** = all in and need to be played at by the receiver with the blue BASELINE die  
**FAULT** = the ball has not made it in the serving area. 2 x FAULT is the loss of a point  
**FLAT** = is a safer serve, however, it allows the receiver to use the red ATTACK dice

### Returning serve

Returning a **KICK / GOOD / SLICE** will use the blue BASELINE die.  
During rallies, any '**DEEP**' shot will use the blue BASELINE die to return.  
Any '**SHORT**' or **DROP SHOT**' will use the green NET die.  
A '**FLAT**' serve or return allows the red ATTACK die to be used  
**WINNER** = results in the point being won by the person who rolled this  
**Mishit Out** = results in the point being lost

### At the Net

**VOLLEY DEEP** = pushes the ball back and your opponent will use the blue BASELINE die  
**DROP SHOT / VOLLEY SHORT** = allows your opponent to use the green NET die  
**LOB** = attempts to hit the ball over your opponent's head - he may then use the ATTACK die  
**INTO THE NET** = results in the point being lost  
**WINNER** = results in the point being won by the person who rolled this

**Choking Hazard - Keep Away From Small Children**

## Attack

*Mishit Out* = results in the point being lost

*FOREHAND / BACKHAND DEEP* = keeps the ball in play to your opponent's baseline

*WINNER* = results in the point being won by the person who rolled this

## Bird Eye challenge

On any 'WINNER' point, ACE or Fault, players may choose to challenge and have the point over ruled.

*Choosing which points to challenge will be an important strategy!* The player challenging will roll the BIRD'S EYE die to check the replay.

Any WINNER that is overturned, scores the point to the player with the winning challenge.

Any ACE or Fault, requires the serve to be replayed. \**Mishit Out losing points cannot be challenged.*

Each player has 3 challenges per set. If the challenge is successful, they maintain all 3. If unsuccessful, it will reduce by 1 on each unsuccessful challenge until none remain for the set.

---

**Mur de la renommée** - record your player's achievements when they conquer a milestone. There'll be no arguments over Christmas lunch about who's numero uno when your name's on the wall!

---



Open Ribbon  
Winner

Pocket Sports Tennis Open - Win 1 game to display your name here and advance to the Weekend Club tournament

Write your name here and progress to the next achievement below



Weekend  
Plate

Weekend Club Tournament - Win 3 games to record your name here and advance into City finals



City  
Champion

City Championship - Win 1 set to record your name here and advance to State selections



State Team  
Winner

State Team Selection - Win 1 match (best of 3 sets) and advance to the National tournament



National  
Finals Winner

National Finals - Win 3 matches (best of 3 sets) to be invited to the Pro Tournament circuit



PTA Tournament  
Winner

Pro Circuit Wild Card - Win 1 ( 5 set) match and advance into Grand Slam Final



Pocket Sports  
Grand Slam  
Trophy

Pocket Sports Grand Slam Champion - Win 3 ( 5 set) matches and be crowned Number #1

*"Champ...you played some hardcore tennis if you made it this far! You are awesomeness in the Pocket Sports world"*

Check out our other sports! [www.pocketsports.com.au](http://www.pocketsports.com.au)