



WELCOME TO THE TENNIS UNIVERSE DICE GAME

This dice game allows you to play matches with some of the greatest tennis players of all time! You can play each match, shot by shot, game by game or set by set! You will need 1d20 (for the SERVE Roll and the CLUTCH Roll), 1d12 (for the RETURN Roll) and 2d6 of different colors so you can use 1d6 as a “Tens” and the other as “Ones” (for the DRAMA CHART) and 1d6 (for the CONSISTENCY Chart). Each tennis player has a Serve Rating (Ability to Serve), Return Rating (Ability to return a ball hit to them), Clutch Rating (Ability to take charge in a close match or for use in the Quick Play game) and Consistency Rating (the player’s ability to go on a point winning streak).

HOW PLAYER RATINGS ARE DETERMINED

The Players are Rated in four areas. The Ratings come from their Career Statistics.

Their **SERVE Rating** comes from their Career 1st Serve Success Percentage.

Their **RETURN Rating** comes from their Career 1st Return Success Percentage.

Their **CLUTCH Rating** comes from their Career Tie Breaking Percentage.

Their **CONSISTENCY Rating** comes from their Career Matches Won Percentage.

Their **RANKING** for this game is for each area totaled and put in order from the Highest to the Lowest.

HOW TO PLAY THE GAME

I. SHOT BY SHOT

1. Choose who starts with the first Serve by rolling 1d20 for each player. The player with the highest roll gets to Serve first. From that point on the player that won the last Point, Game or Set gets to Serve first for the next Point.
2. To start the game, roll 1d20, checking the SERVING Player's SERVE Rating, if the roll is within Range the serve lands in bounds. (IE: if a player's SERVE Rating is “11”, a roll of “11” or lower is considered in Range). If the roll is not in Range, then the serve is a FAULT. If you are interested in adding more detail to your game, there is a Serve Faults Chart that can tell you why there was a Fault on the Serve. If there is a Fault, roll a second time to see if the second serve is in Range. If in Range, it is in bounds. If not in Range, it is a DOUBLE FAULT! If a DOUBLE FAULT occurs, the point goes to the receiving player, but the Server continues to serve. Again, you can use the Serve Faults Chart to determine the second Fault.
3. If a successful SERVE occurs, Roll 1d12 for the receiving player. Using their RETURN Rating, if the roll is within Range (IE: if a player's RETURN Rating is “8”, a roll of “8” or lower is considered in Range), the player successfully RETURNS the serve. If the receiving player's roll is not in Range, then they have failed to RETURN the serve. Point goes to the server.
4. If the receiving player successfully RETURNS the serve, you will then roll the 1d12 for the other player using their RETURN Rating. If the roll is in their RETURN Range, they volley the ball back successfully. If not in Range, they fail to RETURN the volley. The point goes to the receiving player.
5. If a SERVE is RETURNED and the Server RETURNS the ball, check the other player's RETURN Rating and roll 1d12 to see if they hit the shot back successfully. If they do, check the other player's RETURN Rating to see if they can keep the volley going! A volley can go back and fourth a number of times rolling a 1d12 before a player fails to RETURN a volley. When a player fails to RETURN a volley, the other player gets the point!
6. Continue the game alternating the Server when needed and going from SERVE to RETURN and RETURN to RETURN until a player fails to successfully RETURN the ball.

IF AT ANYTIME YOU ROLL A “1” DURING A SERVE OR RETURN, YOU WILL EITHER GO TO THE DRAMA CHART OR CONSISTENCY CHART! AFTER ROLLING THE “1”, ROLL AGAIN, IF THE NUMBER ROLLED IS “ODD”, GO TO THE DRAMA CHART. IF THE NUMBER ROLLED IS “EVEN”, GO TO THE CONSISTENCY CHART.

TENNIS SCORING SHOT BY SHOT

Each GAME consists of 4 Points (15, 30, 40, GAME). In tennis, the “points” are represented by certain corresponding calls: 0 = "love" 1 = "15" 2 = "30" 3 = "40" 4 = "Game Point"

For instance, if the server has won three points so far in the game, and the non-server has won one, the score is "40–15".

However, if each player has won three points, the score is called as "deuce", not "40–all". From that point on in the game, whenever the score is tied, it is described as "deuce" regardless of how many points have been played. In standard play, scoring beyond a "deuce" score, in which the players have scored three points each, requires that one player must get two points ahead in order to win the game.

A SET is completed when a player wins SIX GAMES. A player must win the SET by a two GAME lead (e.g. 6–4 or 7–5). IF tied 6 to 6, roll 1d20 on each Player's CLUTCH Rating for the TIE BREAKER. Add the number rolled to the player's CLUTCH Rating. The player with the highest total wins the Set!

The first Player to win 2 out of 3 or 3 out of 5 SETS wins the MATCH!

When using the Scorecard that comes with the game, you can keep record of each point a player makes by marking it off on the Scorecard. Below is an example of a Scorecard when Player 1 has won two points (30) and player 2 has won three points (40).

P	POINTS				GAME 1							
1	1	3	40	G	D	D	D	D	D	D	D	D
2	1	3	40	G	D	D	D	D	D	D	D	D

On the Scorecard, each player's points are represented as 15, 30, 40 and “G” for Game Point. A player must win the game by at least 2 points. If the players are tied or one is only winning by one point, the game goes to “Deuce” (D on the Scorecard) and continues until one player takes a 2 point lead. I have given you 7 extra “Deuce” spaces to continue until a player wins by 2. If you run out of space just mark it on the Scorecard somewhere.

II. GAME BY GAME

For each player you get the following Ratings: Serve, Return and Clutch. Find each player's CLUTCH Rating. Roll a 1d20 for each player adding the number rolled to their CLUTCH Rating (IE: If a player has a 7 CLUTCH Rating and you roll an “11” with the 1d20, that player's total is “18”). The player with the highest total wins the game!

A SET is completed when a player wins SIX GAMES. A player must win the SET by a two GAME lead (e.g. 6–4 or 7–5). IF tied 6 to 6, roll 1d20 on each Player's CLUTCH Rating for the TIE BREAKER.

III. SET BY SET

Play the same as the GAME BY GAME (using the Clutch Rating), but instead of the player with the highest total winning the Game, they win the SET! The first Player to win 2 out of 3 or 3 out of 5 SETS wins the MATCH!

IF PLAYING GAME BY GAME OR SET BY SET, THE DRAMA CHART AND CONSISTENCY CHART IS NOT USED!!