Let's Smash Mini-Game FAQ Final

by nm14 Updated on Aug 12, 2006

Centre Court Tennis (Let's Smash) Mini-Game FAQ
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On the Nintendo 64

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Games Over http://www.gamesover.com/ http://www.megagames.com Mega Games Square Haven http://www.square-haven.net Ultimate System http://www.flatbedexpress.com http://www.videogaming.net/ VideoGaming.net TABLE OF CONTENTS 1. Introduction 2. Mini-Games 2.1 - Knock 'Em Down 2.2 - Run and Gun 2.3 - Burning Barrels 2.4 - Tennis Court Bingo 3. Version History / E-Mail Details 4. Final Words 1. Introduction ~~==**==~~==**==~~==**==~~==**==~~==**==~~==**==~~==**==~~==**== Hello, my contributor name on GameFAQs is Androgynous. I have written many FAQs in my lifetime. I have my periods when I like to go back and write for some of the classics that I used to play, but was too young to write for. This mini-game FAQ is purposed to give you some details and strategies on playing the challenge mini-games for Centre Court Tennis. I hope you enjoy this FAQ. ~~==**==~~==**==~~==**==~~==**==~~==**==~~==**==~~==**==~~==**==~~==**== 2. Mini-Games Welcome to the mini-game portion of this FAQ. There are four total mini-games that you can play from the main menu. In order to play them, you will first have to create a profile. Simply type in your name and place your attributes wherever you want. Then, select your profile to play the mini-games.

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Title: Serve the ball and knock 'em down.

Rules:

- 1. Do it quickly for more points.
- 2. Bonus for back-to-back hits.
- 3. Knock down the head at a higher level for more points.

Strategy:

First thing you should note is that you are serving. So, you don't have to expect any balls coming towards you. You will have a ball in your hand to start. If you want to beat one of the high scores, you cannot miss any serves. Remember, back to back hits will gain you extra bonuses. So, press A once and let the ball come slightly down, pressing A again to slam it at the target. The first four hits or so are simple serves, straight in the middle. But, once you get farther, you will have to aim your serve at the target, maybe to the right or left of where you usually serve. This is no problem. Remember, hitting the head at a higher level will gain you extra points.

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Title: Return the balls with a volley.

Rules:

- 1. Don't try to return the bombs.
- 2. Returns have to be a volley.
- 3. Points increase for successful back-to-back volleys.

Strategy:

So this is a volley game. Basically, you will start closer to the net and there will be three different ball shooters. Remember, the most important thing you can do is dodge the bombs! They will give you nearly 3000 points every time you dodge them. Then, always be on our toes, looking for the yellow tennis balls, and slam them for a volley. Try to get as many in a row as you can, as it will significantly increase your score. Doing this will hopefully be enough to beat the high scores.

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Title: Aim for the barrels with a lob.

Rules:

- 1. Only lobs receive high points.
- 2. Bonus for back-to-back hits.
- 3. Try for different barrels.

4. Aim for the tops of barrels too.
Strategy:

This one is pretty simple. Basically, you will have the ability to lob the ball all the time. You really want to listen to the rules, as they are very helpful. Hitting multiple barrels gives you huge point bonuses. For example, if you hit two barrels in a row, you will gain 5000 for hitting the first, then a 10000 point bonus for hitting the second. You also get this bonus for hitting the ball INTO the barrels. Don't go for the game one, or you won't get as many points. Try to mix it up, aiming for tops of barrels, hopefully hitting onto another barrel for a bonus. The high score can easily be beaten this way.

Title: Turn over the panels with a lob.

Rules:

- 1. Do it quickly for more points.
- 2. Returns have to be a lob.
- 3. Try for different barrels.
- 4. Bonus for back-to-back hits.
- 5. Bonus for panels in a row.

Strategy:

Remember, lobbing is with the B button. You will want to lob panels in a row for many more points. This means hitting two squares next to each other, even if they are diagonal to each other. Do not use regular shots, as your point total will be cut in half. Try to complete it as fast as you possibly can. If you can do it with a good amount of time left, you should already have the high scores beaten. If you can win quickly, and hit the panels all in a row, you will surpass the scores by quite a bit, winning the prizes. Congrats on beating all the mini-games.

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3. Version History / E-Mail Policy

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Aug. 12, 2006 - Version Final: FAQ Complete

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Hey everyone. This is the e-mail policy portion of this FAQ. I am going to

list what I believe to be "acceptable" or "unacceptable" e-mails. Of course, it would be very wise of you to correctly e-mail me if you are hoping for a response. Also, if you have made a mistake when e-mailing me, it is very likely I will block you so that you cannot send me any more messages. So, now that you all know what will happen if you incorrectly e-mail me, you have to find out what is acceptable and what is unacceptable. Please read below.

Do you have information that we have not covered in this FAQ? Well, read below. If you happen to know something in the FAQ please e-mail me. I am always interested in adding information from readers, but there are a few exceptions. If this FAQ is NOT labeled "Final" as its version, your added information may not necessarily be used. I could possibly already know your information, but have not gotten to that section yet. So, do not guarantee that I will post your comments just because you were nice enough to e-mail us.

Now, for a little more about an "acceptable" e-mail, let's talk about the subject of the e-mail. I get a lot of e-mails about other FAQs that I have written, so I can easily miss your e-mail unless you identify it. So, in the subject line, please include the words "Centre Court Tennis" in your subject line. This makes it a lot easier to sort things out in my e-mail. If you do not refer to what game you are commenting/asking for help on, I will most likely ignore the entire e-mail.

The last aspect that we would like to talk about is reading the FAQ. If you are in doubt, check around the entire FAQ before coming to us for direct help. It is likely that information is in other parts of the FAQ, and not neccessarily the part that you are looking at during that very moment. Any comments that are already answered in this FAQ will simply be ignored and blocked, as I have taken a lot of time to write this guide for you, you can do a little something for me as well.

If any of the above guidelines are not followed correctly your e-mails will be considered "unacceptable" and I am sure you know what that means. I personally think that it will be simple to follow the guidelines, and you will not have to worry very much about the process. Thank you, again, for your cooperation.

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4. Final Words

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Well, this is all I can offer you for this game. I have tried my best to cover all the aspects of the game so that your life is a heck of a lot easier. My contributor name is Androgynous, so be sure to use my other walkthroughs for other games. I hope this has helped you in what you were looking for, and if it has not, I would encourage you to e-mail you. I will always e-mail you back if you ask a worthy question that is not in my FAQ. Remember, you can look in my e-mail section for more information. Take care, and g'night from Androgynous headquarters!

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