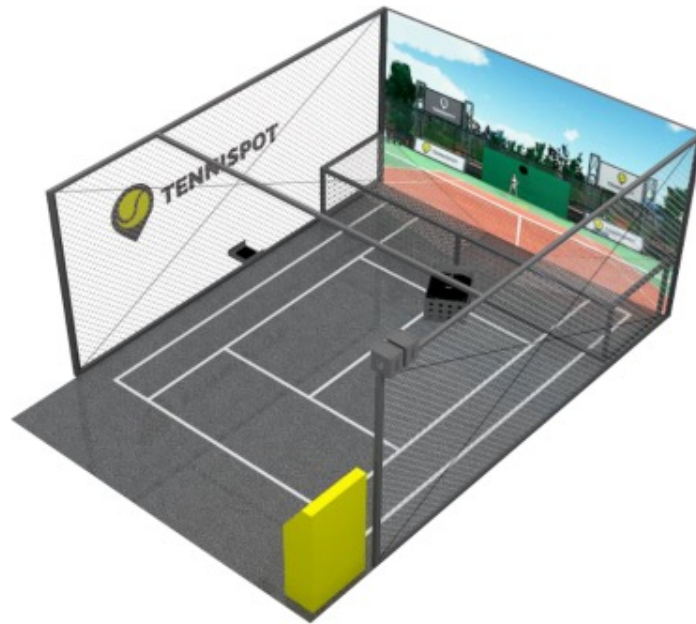# TENNISPOT MANUAL

1. Game Introduction

- The TENNISPOT is a tennis simulator that you can enjoy on a screen.
- This manual provides information on using the application program and the contents of the screen composition.

2. Before You Start

- The recommended installation dimensions for the TENNISPOT are 5m wide (minimum 4.5m) x 9~11m deep x 3m high. It should be in a space with no reflected light from the wall or floor.
- In the case of the serve practice function, it is difficult to properly track the ball within the sensor camera range due to the nature of the ball with a higher swing arch. Therefore, it is recommended to be located 3-4m away from the sensor.
- The TENNISPOT includes special spatial facilities. Therefore, performance in an environment that does not comply with the recommended specifications is not guaranteed.
- Start the application after confirming that the power of the TENNISPOT ball machine and sensor are working properly.
- If there are any previously used balls or obstacles in the TENNISPOT area, clear them before starting the game. Not only is this dangerous during play, but it can also lead to sensor failure.
- The development of the TENNISPOT is not final. Therefore, the attached images and screenshots may not be the same depending on the update status of this manual. Please refer to the latest manual.

3. Administrator Screen
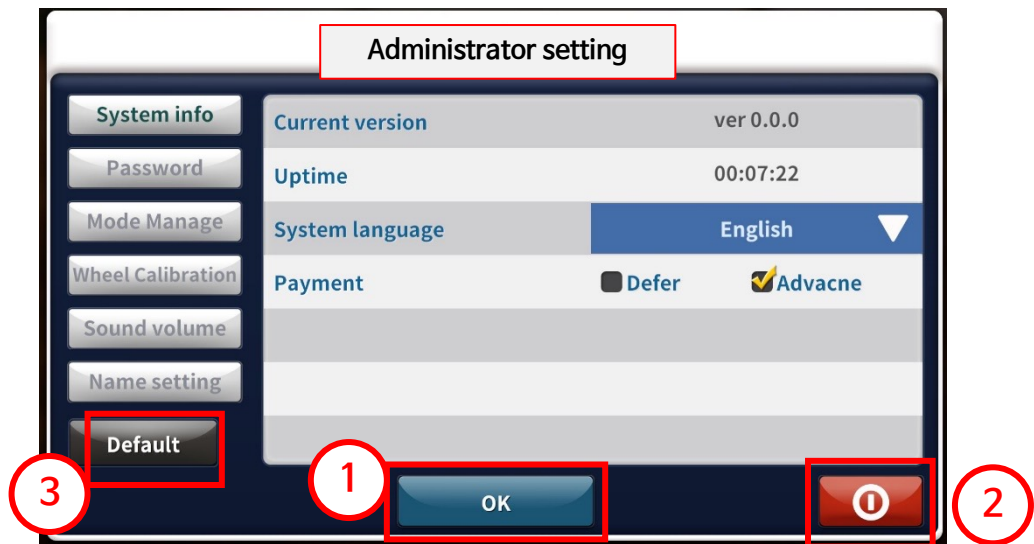
- When you run the client for the first time, it displays the admin screen.

- Various settings can only be altered by the administrator.

- You will need to enter the password to use the admin screen later.

- ① : Save the settings and launch the TENNISPOT.

- ② : Close the TENNISPOT.

- ③ : Return all settings to their default settings.

| System Information Setting |
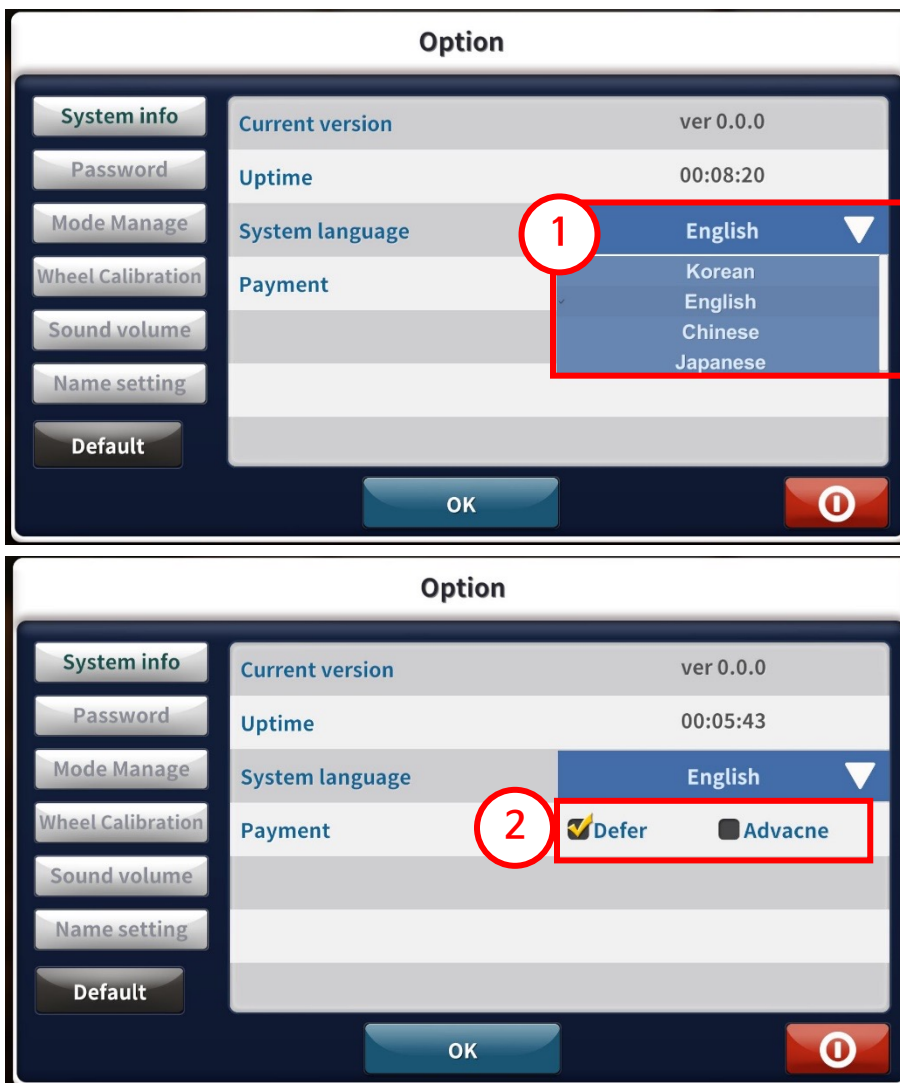
- You can check the current version of the TENNISPOT.
- You can check the cumulative time since the product has been installed and operated.
- You can change the language of the product. Choose your preferred language.
- ① You can select from the listed languages [Korea, English, Chinese, Japanese].
- ② You can choose between postpaid mode and prepaid mode.

| Password Setting |
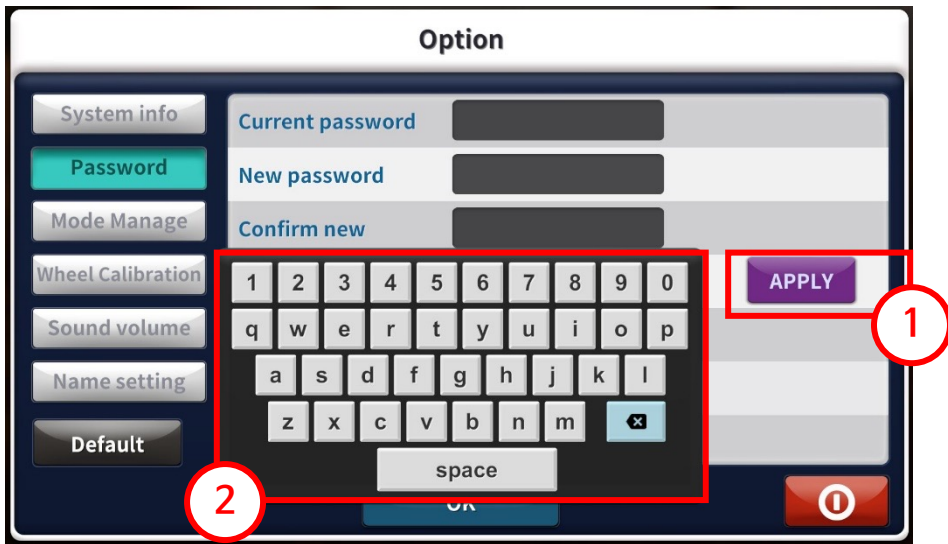
- The default password is set to "0000".

- To enter the desired password:

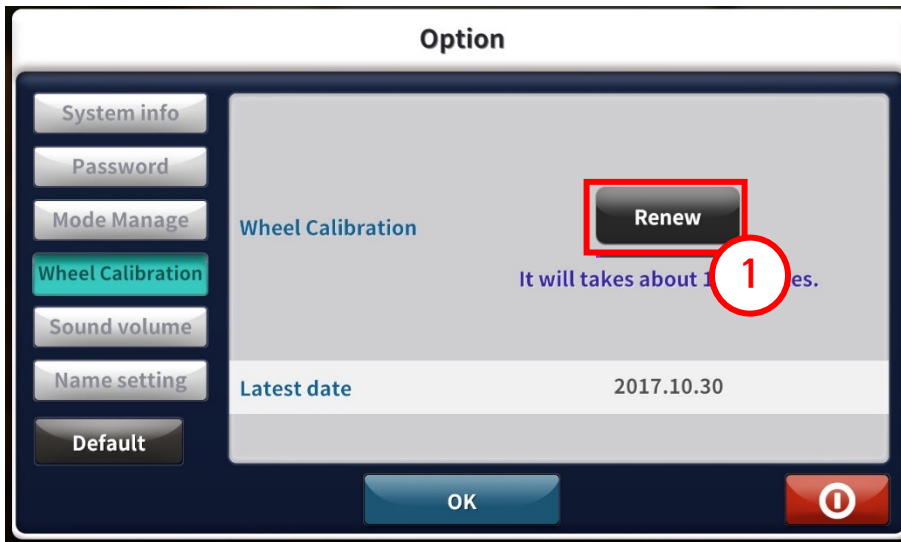   ① **적용** Press this button.

    ② Enter the password using the onscreen keyboard.

| Mode Setting |

- •   ① : Set the lesson time for the post paid mode.

- •   ② : Check to display selected mode on the lobby screen.

- •   ③ : Set the number of coins required for 1 credit in prepaid mode.

- •   ④ : Determine the credit required for each mode.

| Wheel Calibration Setting |

- This is the function to adjust the wheel of the TENNISPOT ball machine to the default state.

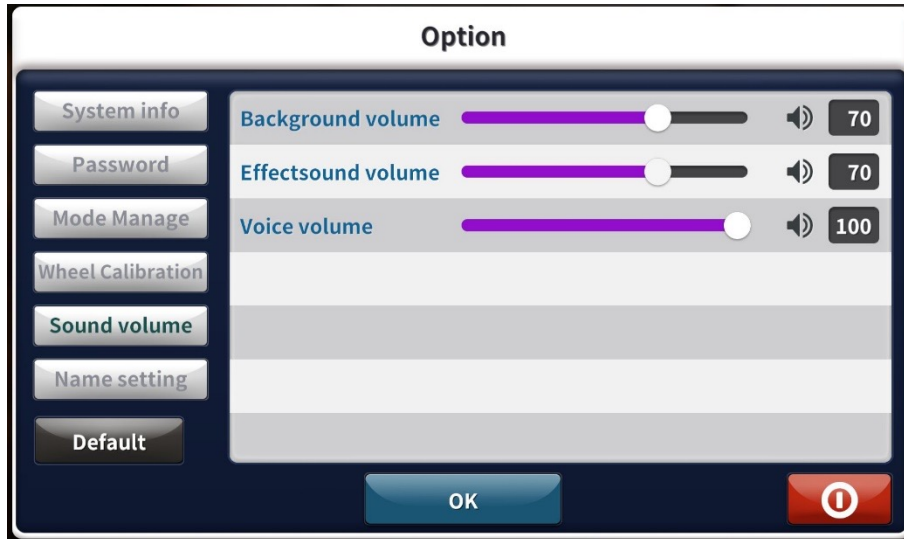- During normal use, if the ball's rate of launch speeds up or slows down:

    ① **다시 조정** Press this button to restore the default speed.

    (The ball machine must be turned on. Do not turn off the power while recalibrating.)

- Please keep a record of date for each adjustment.

| Volume Setting |

- This menu is used to adjust the sound effects while using the TENNISPOT.

- If the sound is too low even while set at 100, increase the sound level of the PC. This should make all sounds louder.

｜Name Setting｜

- You can change the name of the default user a well as the names of male and female AI opponents.

- The default names of the male and female opponents are: Jeffrey and Daisy.

- The user's default name is: Player.

- Enter the desired name ① [edit] Press this button to change save changes.

- Use a physical keyboard or the onscreen keyboard ② to enter a different name.

| Loading Screen |

- This is the loading screen displayed when administrator settings, usage time settings, mode selection, and the game start menu are edited.
- ① This banner displays a variety of tennis quotes.

4. Deffered Mode

⎮ Time Selection Screen ⎮

- Select the either 30 minute or 60 minute usage time.

- The playtime of TENNISPOT is set according to the selected time.

- If the usage time is exceeded, you will not be able to enter the game from the main lobby. .

- ① [OPTION] : Press this button to be taken to the administrator setting screen where you can edit the TENNISPOT options.

Password Input Popup
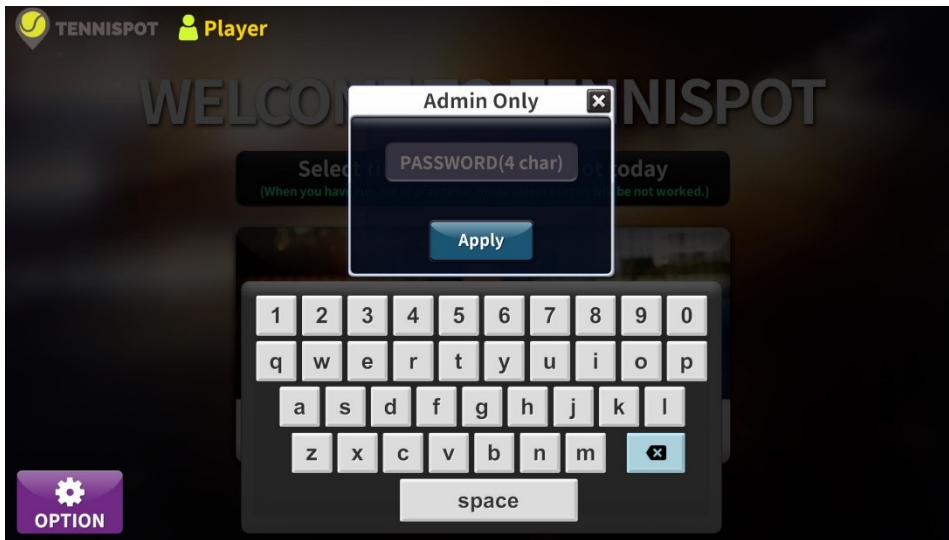
- Administrator settings can only be accessed by TENNISPOT administrators.

- You can enter the settings by entering the 4 digit password previously set.

  (Default password is "0000")

5

| Lobby – Mode Selection |
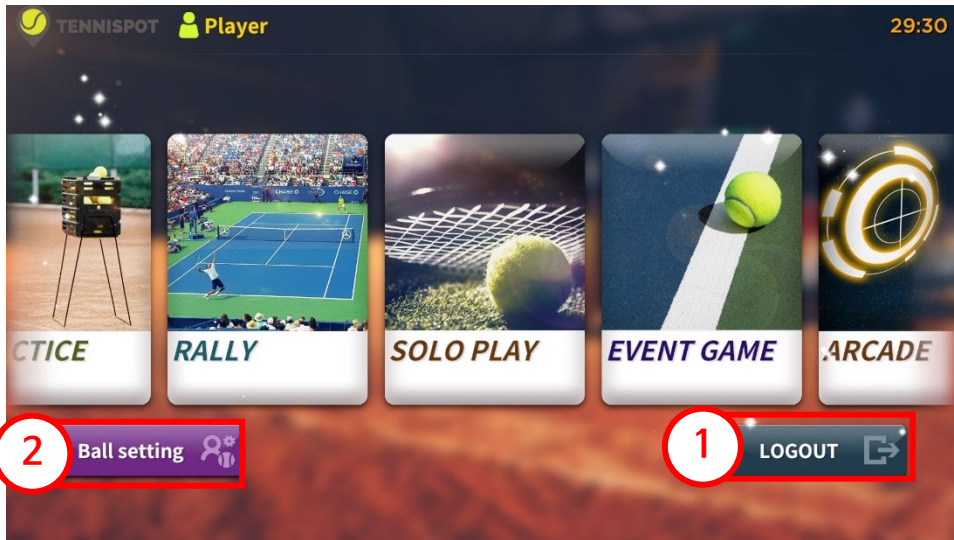
- Select the desired mode to be taken to the detailed mode settings menu.

- Select your options using touch controls or a mouse.

- Practice: This is a mode where you can practice strokes, volleys, and serve in and desired shape.

- Solo Play: This mode allows you to practice by yourself using various types of practice patterns. There are step by step instructions.

- Match: In this mode, you can enjoy a tennis match against a virtual player.

- Bound Game: This is an event castle game. You get points by sending the ball to particular locations.

- Arcade Mode: This is a game mode where you hit the target on the screen at the right speed.

- ① Pressing this button navigates to the time selection screen.

- ② Pressing this button activates the ball setting pop-up.

| Lobby – Ball Setting |
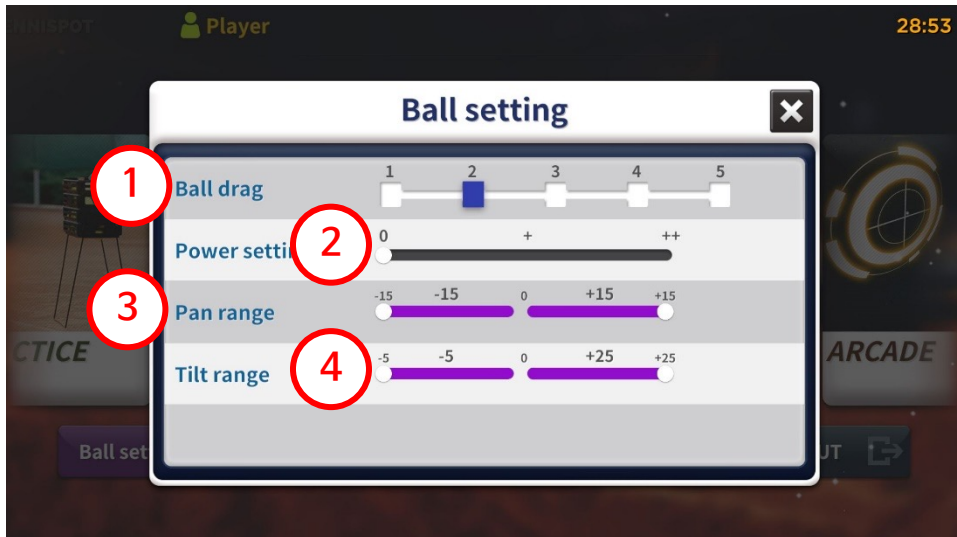
- ① : Adjust the resistance value to determine how hard the ball will go in the game.

- ② : Adjusts the force of the ball fired from the machine.

- ③ : Determines the maximum left and right range for the ball to fire.

- ④ : Determines the maximum top and bottom range for the ball to fire..

| Overview of Practice Mode |

- A mode in which you can intensively train with a specific pitch by selecting the desired training setting.
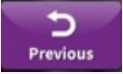- A mode that provides various information and analysis on the hit ball.

## | Preparation Screen for Practice Mode 1 |
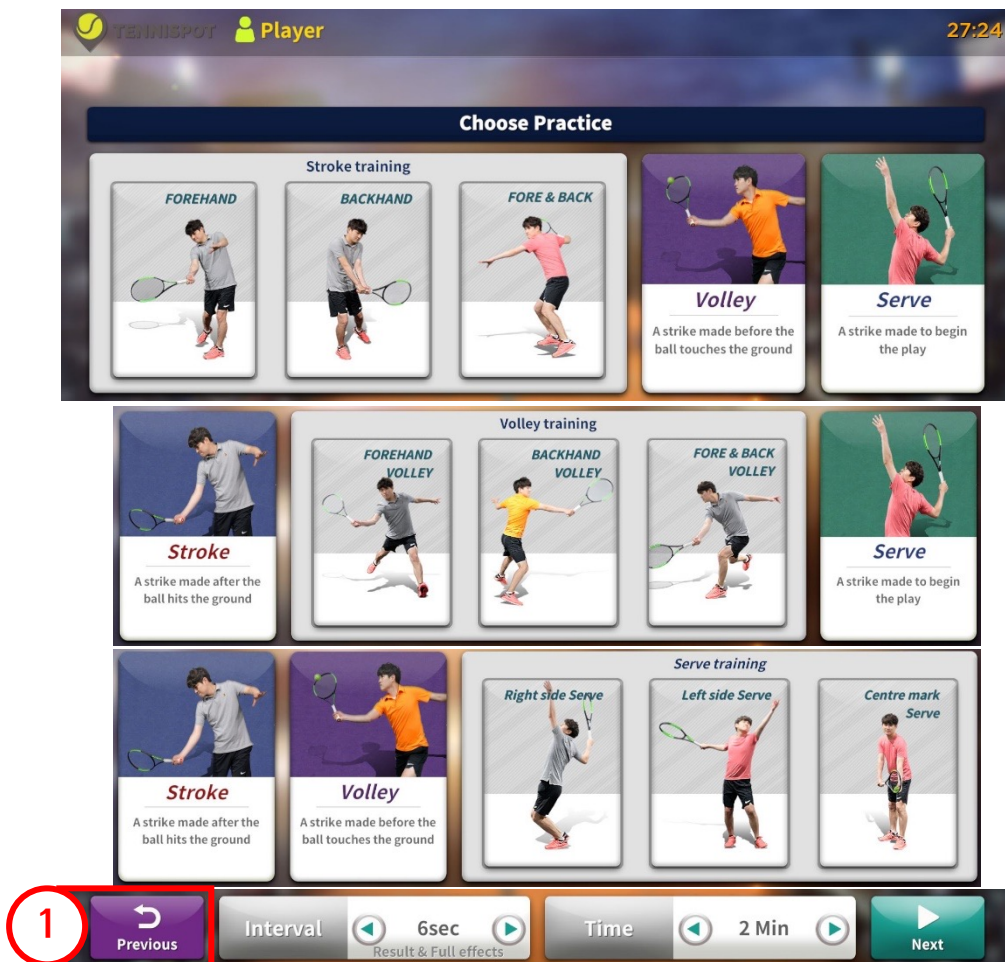
- Selecting practice mode displays the screenshot above.
- Select one of the exercises (stroke, volley, serve) and a list of exercise will be displayed.
- Depending on the practice, the following items are provided:
  — Stroke Types: Forehand / Backhand / Forehand & Backhand
  — Volley Types: Forehand Volley / Backhand Volley / Forehand and Backhand Volley.
  — Serve Types: Right Court / Left Court / Center Court
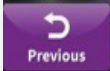- ① Press this button to return to the mode selection screen.

## | Practice Mode Preparation Screen 2 – Stroke |
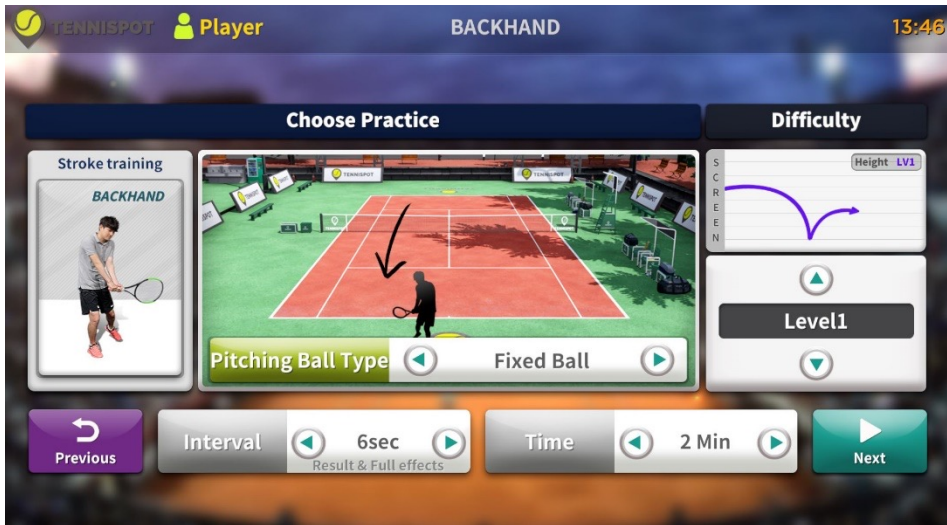
- Selecting practice content will display the direction and bounce examples of the ball.
- **Difficulty Level:**. Y
  — LEVEL 1 ~ LEVEL 5
- **Firing interval:** ◀ ▶   Use these buttons to alter firing interval.
  — 6 Second Firing Interval: Result display, overall effect display
  — 3, 4 Second Firing Interval: Result display, partial effect display
  — 2 Second Firing Interval: No Result Display
- **Time:** ◀ ▶   Use these buttons to adjust the practice time.
  — Possible firing intervals are 3, 4, or 6 seconds.
  — Possible times are 2 minutes, 3 minutes, 5 minutes, and 10 minutes.
- **Practice Sets:** ◀ ▶ se these buttons to adjust practice amount.
  — Possible firing intervals are 1 or 2 seconds.
  — 5 x 5, 10 x 3, 15 x 3, or 15 x 4. (balls x sets)
- **Ball Launch Type:** ◀ ▶ Use these buttons to adjust ball launch type.
  — Normal Firing: The ball is fired in a certain direction.
  — Random Firing: The ball is fired in a random direction within a range.
- When the exercise content is selected, [Previous] press this button to choose another exercise.
- [Next] Start practicing with the current setting.

| Practice Mode Preparation Screen 2 – Volley |
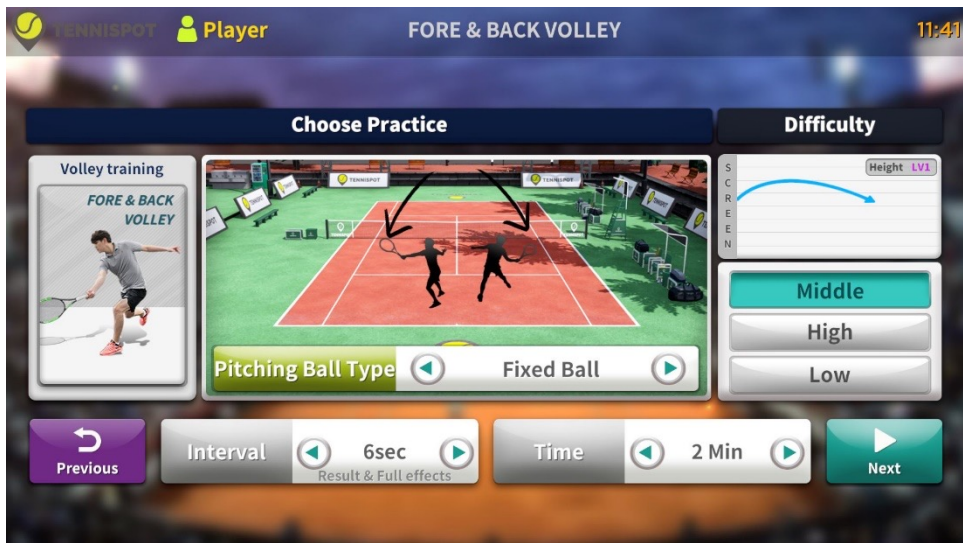
- After selecting the practice content, you can check the direction and bound examples of the ball.
- **Difficulty Level:** Displays the bound information with option to change the difficulty level or pitch.
  — Middle Volley, High Volley, or Low Volley
- **Firing Interval:** ◀ ▶ se these buttons to change the firing interval.
  — 6 second interval: Result display, overall effect display
  — 3 or 4 second interval: Result display, partial effect display
  — 1 or 2 second interval: No result display
- **Time :** ◀ ▶ Use these buttons to change the practice time.
  — Firing interval options: 3 seconds, 4 seconds, or 6 seconds.
  — Length of time: 1 minute, 2 minutes, 3 minutes, 5 minutes or 10 minutes.
- **Practice Sets:** ◀ ▶ se these buttons to change the amount of practice.
  — Possible firing intervals: 1 second or 2 seconds.
  — 5 x 5, 10 x 3, 15 x 3, or 15 x 4. (balls x sets)
- **Ball Launch Time::** ◀ ▶ Use these buttons to adjust the ball launch type.
  — Normal Firing: The ball is fired in a certain direction.
  — Random Firing: The ball is fired in a random direction within a range.
- When the exercise content is selected, ⟲ Previous press this button to choose another exercise.
- ▶ Next Start practicing with the current setting.

| Practice Mode Preparation Screen 2 – Serve |
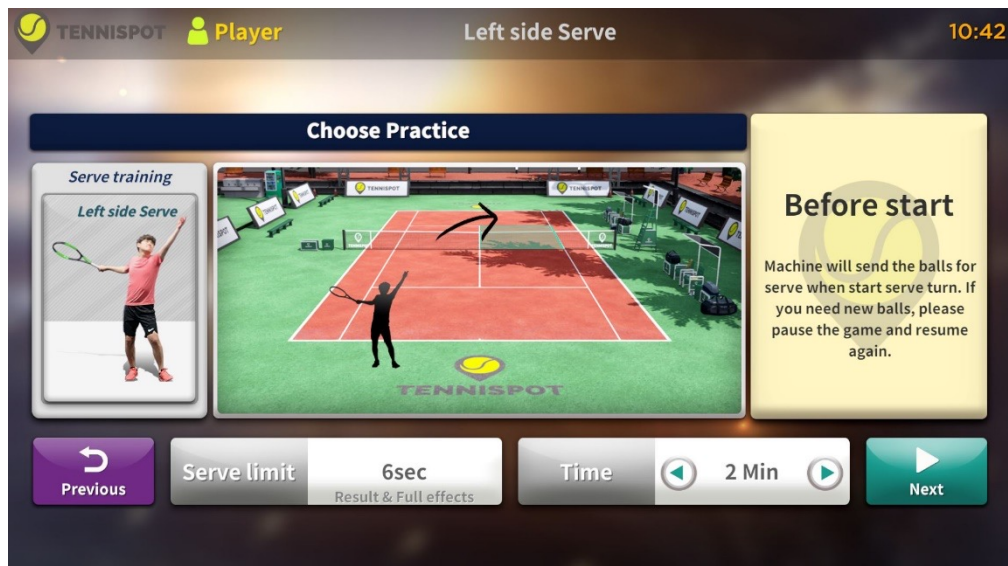
- After selecting the practice content, you can check the direction and bound examples of the ball.

- **Difficulty:** No difficulty options.

- **Sever Standby Time:** Standby time is set at 6 seconds.

- **Time :** ◀ ▶ Use these buttons to change the practice time.

  — Length of time: 1 minute, 2 minutes, 3 minutes, 5 minutes, or 10 minutes.

- When the exercise content is selected, [Previous] press this button to choose another exercise.

- [Next] Start practicing with the current setting.

*For serve practice, use it at the recommended distance (3-4 meters away from the sensor).

| Practice Mode Play Screen – Stoke, Volley |

- When practice begins, the machine fires the ball at regular intervals on the screen above.

- ① Practice currently in progress: You can check the contents of the practice currently in progress on the preparation screen.

- ② Time: You can check the remaining practice time.

- ③ Notification window: Displays notifications necessary for using TENNISPOT products.

- ④ Mini map: marks the position bounds of the court.

- ⑤ Pause: Pauses the practice. The practice time doesn't count down during pauses.

- ⑥ Shot Result Window: The result of the shot is displayed on this screen.

    — Ball count display, ball speed, in/out result

- ⑦ In/Out: Displays if the ball is in our out.

- ⑧ Attack Result: Displays the result according to the difficulty of the attack.

    — **COOL**, **GOOD**, **PERFECT**

| Screen during pause play in practice mode |

- ① You can check the current practice information.
- [reset] eturn to the practice setting screen.
- [Toolbar] splays a toolbar with various functions such as drawing tools and coat view
- [Resume] esume the paused practice.

| Practice Mode Play – Toolbar Usage |

- ↻ Close the toolbar and resume the paused exercise.

- From the toolbar, 🖊 you can activate the pen tool.

- 🖊 With the pen tool active, you can freely tap the screen to make marks/notes.

- Marks can be erased with the eraser tool and will stay on screen until the practice is

  ended.

    — Marks can aid with learning tennis, such as marking key points for the player.

- 🩹 The eraser tool erases all marks left by the pen tool.

- ▥ Click the Court View tool to see the shape of the tennis court.

- 📷 Tap the Camera Setting tool to move the camera to various locations on the tennis

  court.
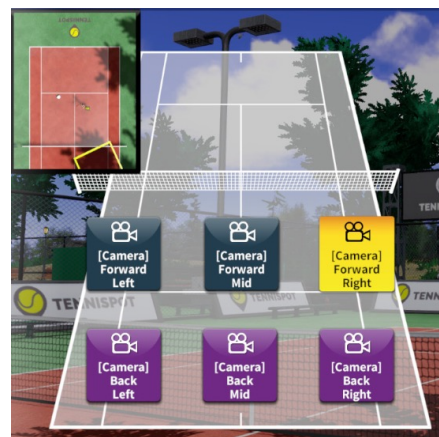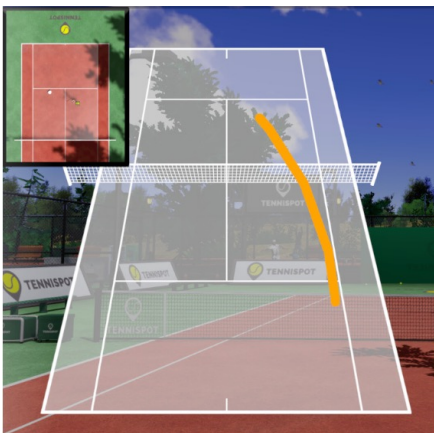
| Practice Mode Result Screen |
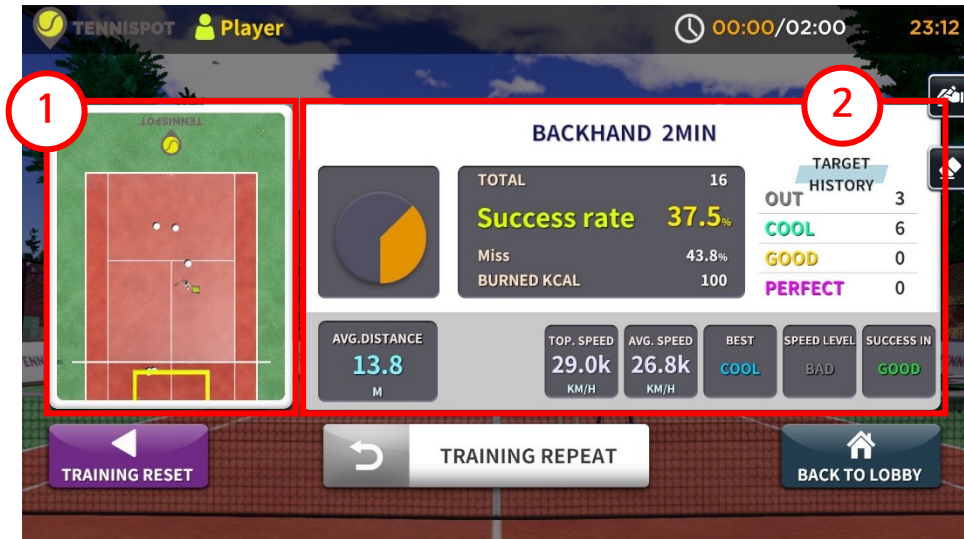
- Once the practice time is up, the result screen will pop up.

- ① Looking down the court: Indicates where the ball bounced.

- ② Exercise results: Displays the exercises and the results.

 — Total Number of Balls: The numbers of balls fired

  — Success Rate: The number of balls that remained in bounds

  — Number of Missed Balls: The number of balls missed.

  — Strategy Record: Details for the skill level of each ball hit.

  — Average distance traveled: The air time of the ball.

  — Maximum speed: The fastest speed among all hit balls.

  — Average Speed: The average speed of the hit balls.

- TRAINING RESET Return to the practice mode selection screen.

- TRAINING REPEAT the Practice Mode with the same settings.

- BACK TO LOBBY Return to the mode selection screen.

| Practice mode sub play screen |
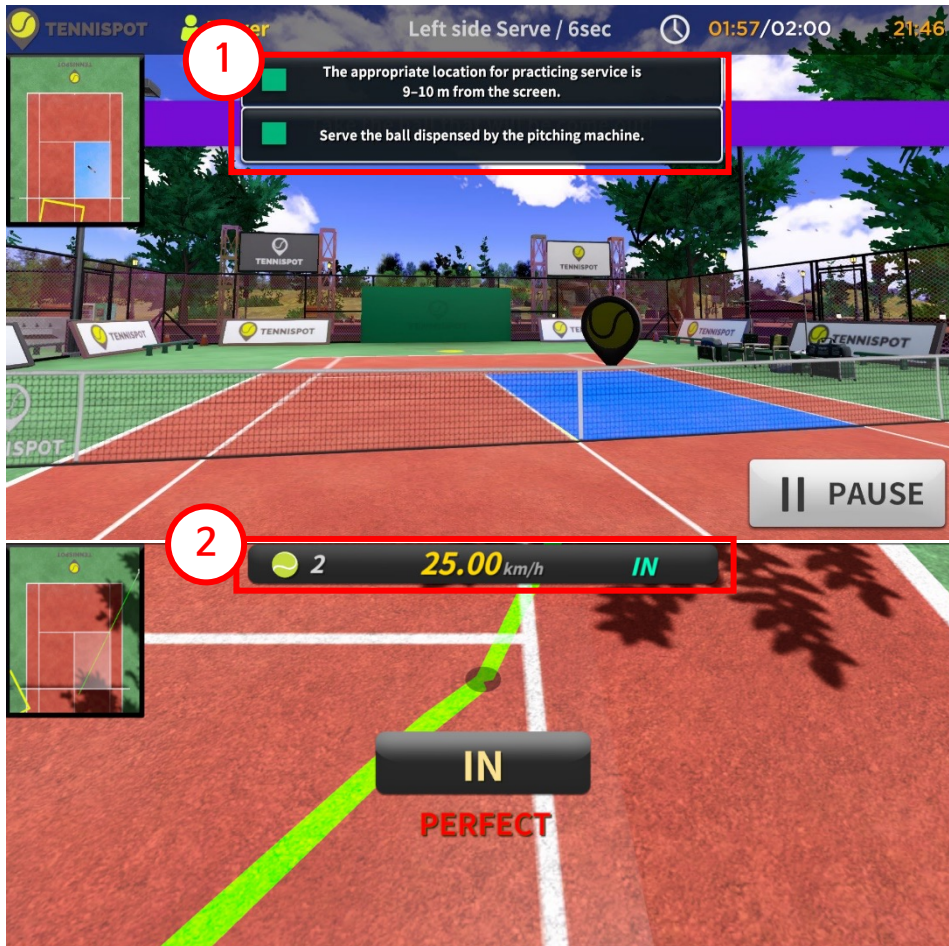
- When the serve practice begins, the screen above is displayed.

- ① Notification Window: Displays notifications required for sub-practice progress.

- ② Serve Result: Displays the number of balls played, serving speed, and judgement.

  — During left court serve practice, if served to the right service court: IN

  — During right court serve practice, if served to the left service court: IN

  — During center court practice, if served to either service court: IN

  — If the time runs out, the serve is treated as a failure (missed ball)

  — After serving, wait a certain amount of time for the next serve (25 seconds)

- If served close to the court line, the screen will display the Hawkeye cam.
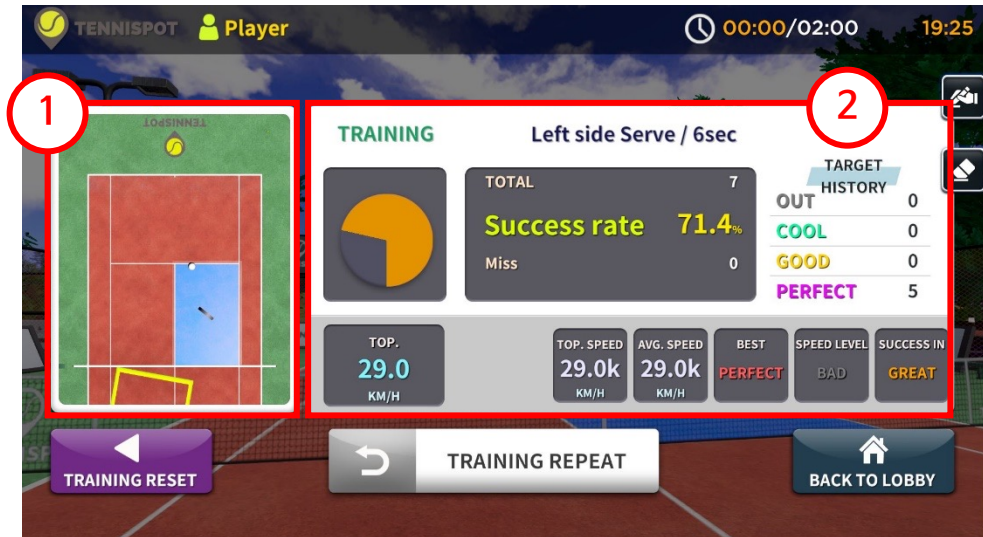
| Practice Mode Sub Result Screen |

- When the practice time runs out, the result screen will be displayed.

- ① Looking Down the Court: Indicates where the ball bounces.

- ② Exercise results: Displays the exercises and the results.

  — Total Number of Balls: The numbers of balls fired

  — Success Rate: The number of balls that remained in bounds

  — Number of Missed Balls: The number of balls missed.

  — Strategy Record: Details for the skill level of each ball hit.

  — Best Valid Serve: Fastest ball speed among successful serves

  — Maximum speed: The fastest speed among all hit balls.

  — Average Speed: The average speed of the hit balls

- ◄ TRAINING RESET : Return to the practice mode selection screen.

- ↩ TRAINING REPEAT : the Practice Mode with the same settings.

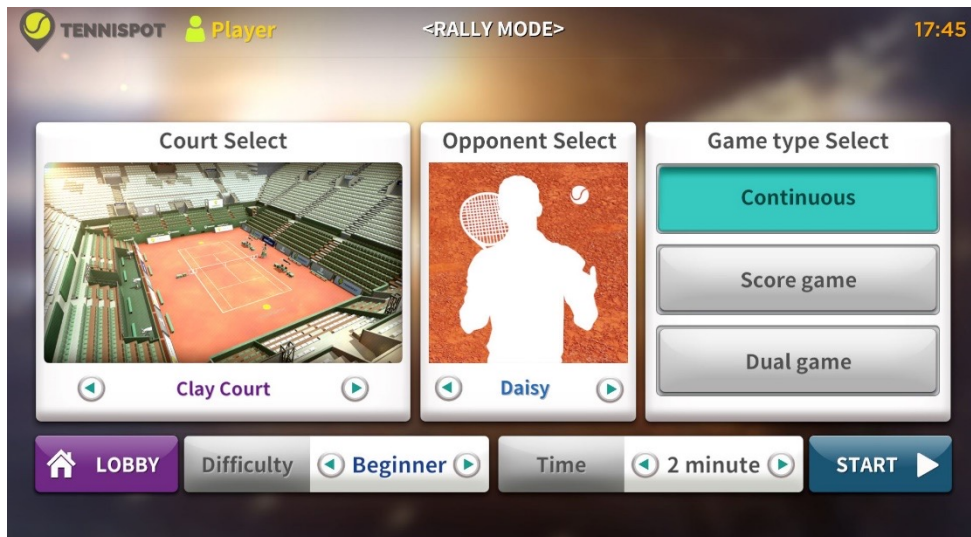- ⌂ BACK TO LOBBY : Return to the mode selection screen.

| Battle Mode Overview |

- The user has the option to choose the opponent and difficulty level.
- The score is used to determine the winner or loser.

| Battle Preparation Screen |

- During match mode, the setting screen above is displayed.

- **Rally Game Type:** choose from Continuous Rally / Score Match / Dual Mode

- **Continuous Rally:** Continuous rally with opponent.

    — Time options: 1 minute, 2 minutes, 3 minutes, 5 minutes, and 10 minutes

- **Score Match:** Play against opponent to score points.

    — Number of games: 1 game wins, 2 games win, and 3 games win

- **Dual Mode:** Two players take turns playing against each other.

    — Game types: 7 points, 10 points, and 15 points

- (◀) (▶) Use these buttons to change the opponent's difficulty.

    — **Court Selection:** Different court types (Roland Garros, Arthur Ashe)

    — **Opponent Selection:** Change opponent (Male or Female)

    — **Difficulty:** Change opponent's difficulty (Beginner, Medium, Advanced)

| Battle Mode – Continuous Rally Play Screen |
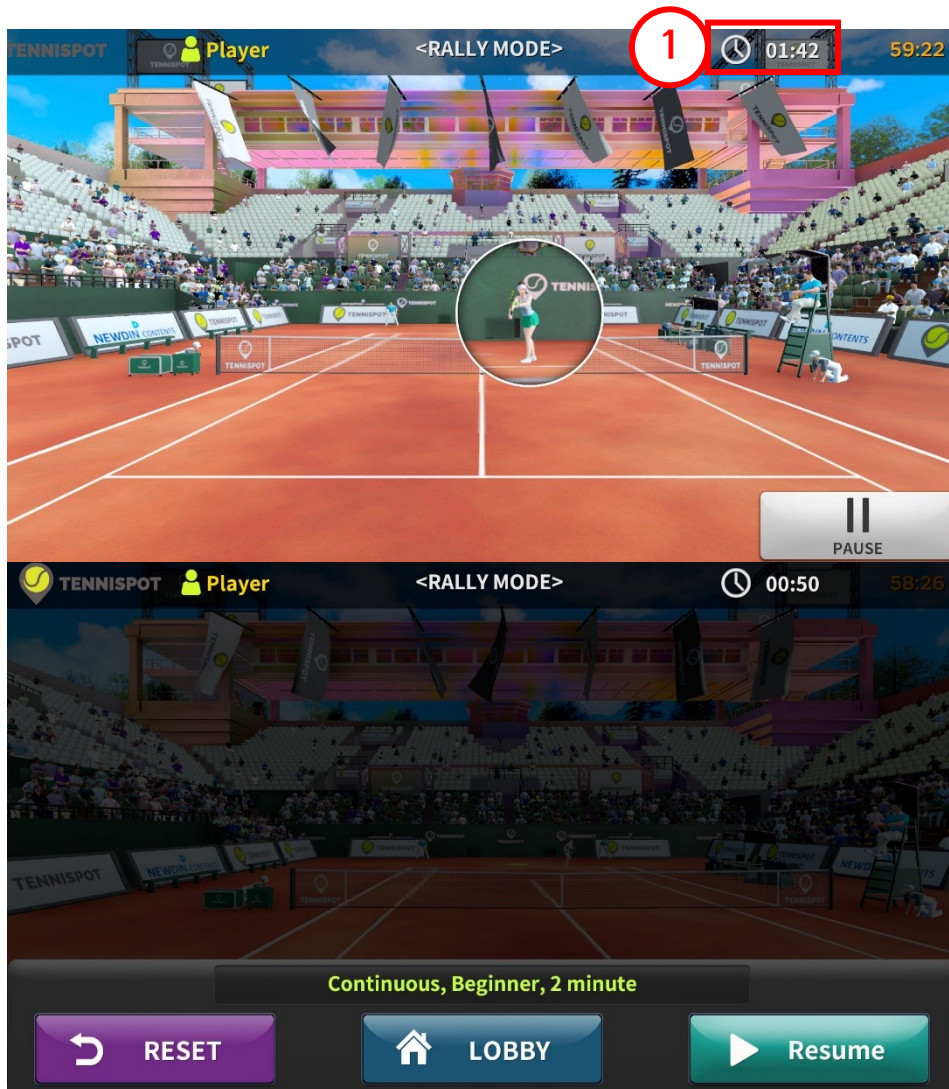
- At game start, the opponent serves as shown above.

- The serving player is enlarged and displayed on the screen.

- ① **Time**: The remaining time is displayed here.

- [PAUSE] ick to pause the game.

  The elapsed time does not pass during pause.

- [RESET] k to go to the battle mode preparation screen.

- [LOBBY] k to go to the mode selection screen.

- [Resume] k to play again.

| Match Mode – Continuous Rally Result Screen |
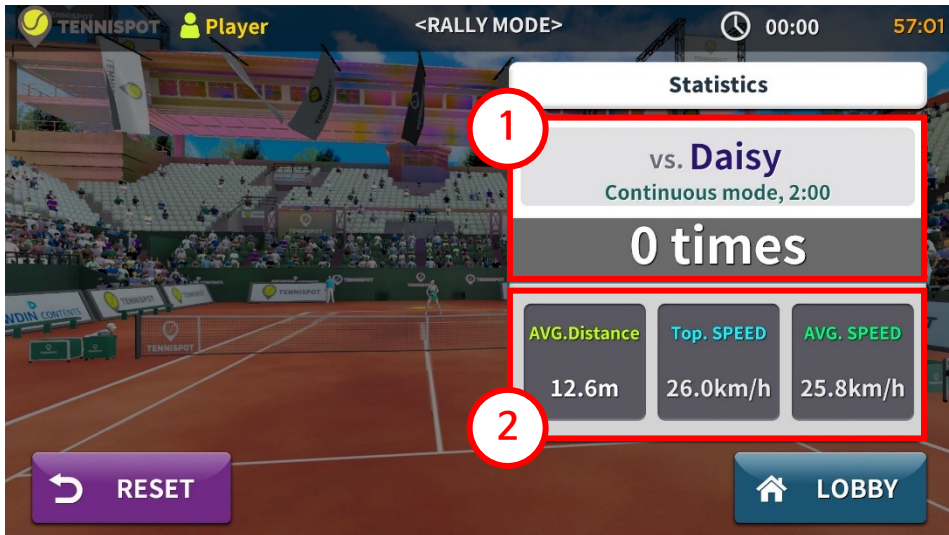
- After the match time ends, the results screen will be displayed.

- ① **Match Information:** Displays match settings, time, and number of rallies

- ② **Hit Ball Information:** Analysis of the hit balls in the match

    — Average Flying Distance: The average air time

    — Maximum Speed: The fastest speed in the air

    — Average Speed: The average speed of total hit balls

- **RESET** back to the Battle Mode preparation screen.

- **LOBBY** eturn to the mode selection screen.

| Match Mode – Score Match Play Screen |

- At game start, the opponent serves as shown above.

- ① **Scoreboard:** Displays the current score

- ② **Time:** The elapsed time is displayed here.

- ③ **Opponent's Health Bar:** Displays the opponent's health status. If it

  decreases, the probability of missing the ball increases.

- ④ **Score Acquisition:** If there is a change in score, the score is displayed and

  announced with audio.

  ‖ PAUSE Click to pause the match.

  (*The pause function is the same as in Continuous Rally*)

| Match Mode – Score Match Results Screen |
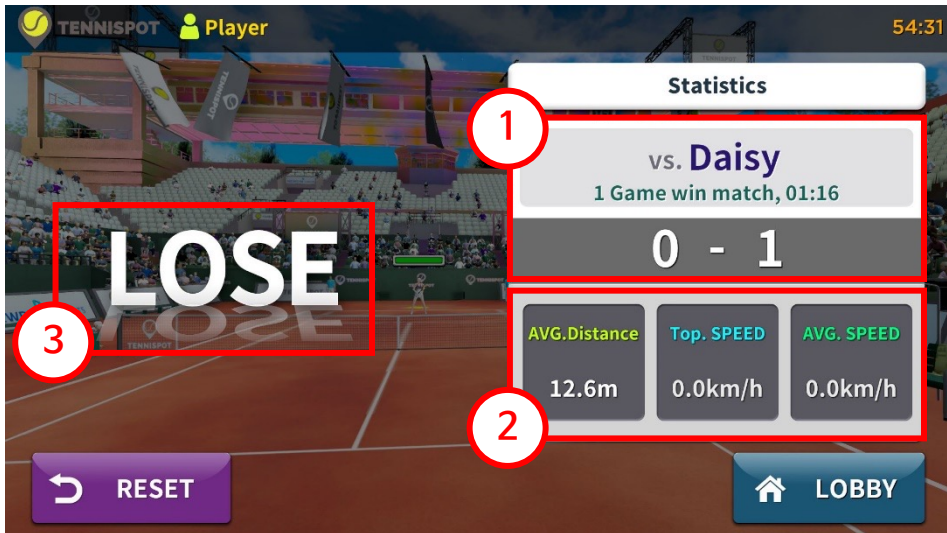
- After the sent number of games, the Results Screen will be displayed.

- ① **Match Information:** Displays match settings, time, and total rallies

- ② **Hit Ball Information:** Analysis of the hit balls in the match

    — Average Flying Distance

    — Maximum Speed: The fastest speed in the air

    — Average Speed: The average speed of total hit balls

- ③ **Win/Loss Information:** Displays if the user wins or loses the match.

- **RESET** back to the Battle Mode preparation screen.

- **LOBBY** turn to the mode selection screen

| Battle Mode – Dual Mode Precautions Screen |

Dual-mode gaming rules and precautions	
Game rules	**Precautions**
⊙The two players are ordered by BLUE, RED.	⊙Be careful not to bump into each other during play!
⊙Returns the ball from the virtual player(AI) to each BLUE, RED turn.	⊙After the return, move fast for the next player!
⊙The returned player will revert back for the next player.	⊙Be careful not to hit your opponent during racket swing!
⊙In this order, the virtual player(AI) balls are played sequentially.	⊙If there are many balls on the floor, Please play after the ball is cleared! (There is a risk of injury if you step on the ball!)
※ If "OUT" or "Failed to Swing", your opponent gets 1 point!	⊙Please refrain play game after excessive drinking!
※ If "virtual player(AI) failed to swing", you get 1 point!	⊙Please play carefully to avoid injury!
TIP: -The more difficult a virtual player(AI) returns, the more BAD/GOOD/PERFECT judgments will be different! -According to the judgment, The physical strength of a virtual player(AI) is reduced, and the probability of return failure increases!	

START

- At the start of Dual Mode, check the game instructions and precautions.

- After reading the instructions, to exit, press ① ▣ :o go back to the battle mode preparation screen.

- If you want to continue with Dual Mode, press [START] tart.

| Battle Mode – Dual Mode Play Screen |
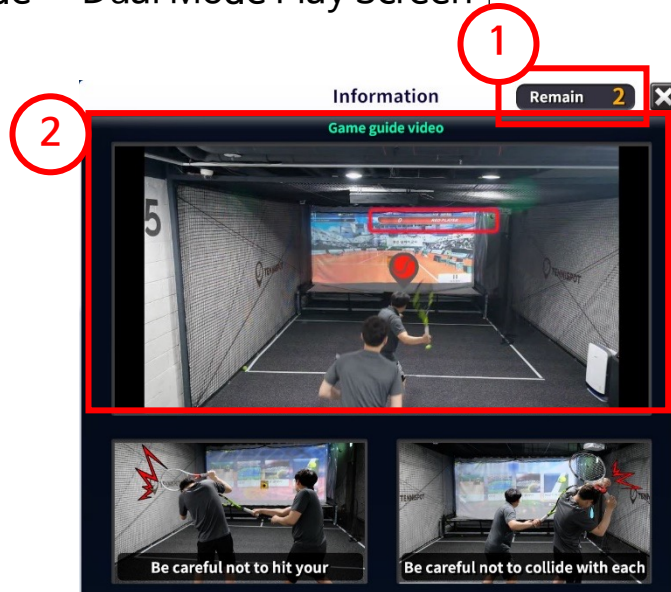
- After selecting Dual Mode, an instructional video will play.

- ① **Instruction End Time**: The instructions will automatically end.

- ② This video will show how two players can play by alternating turns.

- BLUE PLAYER and RED PLAYER take turns hitting the opponent's ball.

- For BLUE PLAYER, if the opponent cannot hit the ball again, BLUE PLAYER scores

- If BLUE PLAYER fails to hit the ball or the ball is out, RED PLAYER scores

- RED PLAYER earns points the same way.

## | Battle Mode – Dual Mode Result Screen |
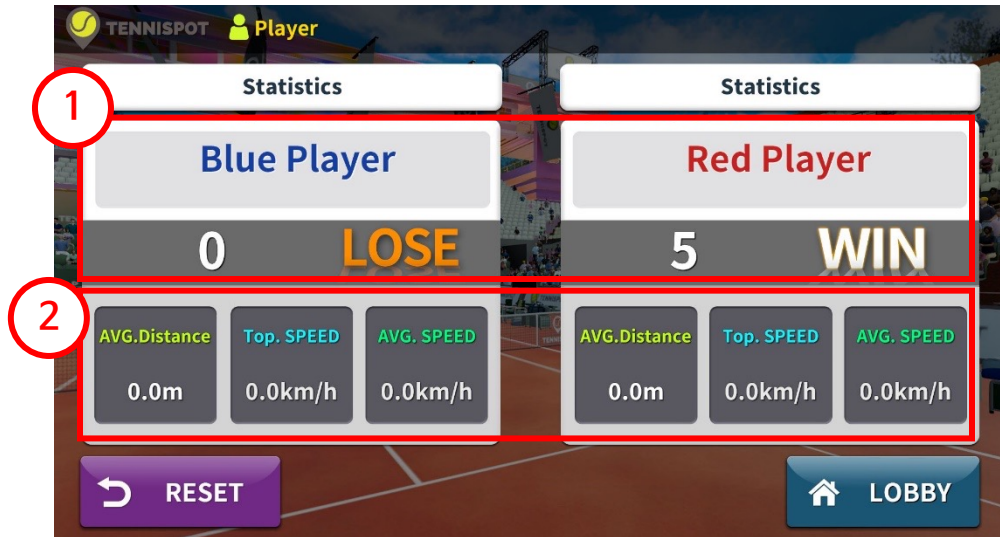
- After the set game score, the results screen will be displayed.

- ① **Win/Loss Information**: Displays the result of the match.

- ② **Hit Ball Information:** Analysis of the balls hit (both player's information)

    — Average Flying Distance

    — Maximum Speed: The fastest speed in the air

    — Average Speed: The average speed of total hit balls .

- **RESET** back to the Battle Mode preparation screen.

- **LOBBY** urn to the mode selection screen

| Solo Play Overview |

- This mode allows the player to simulate instructional courses with a coach.
- Packages with various topics are provided, allowing users to select and play the desired topic
- One package consists of several groups of practice with a short break at the end of each. An audible guide coaches the user through the groups.

## | Solo Play List Screen |
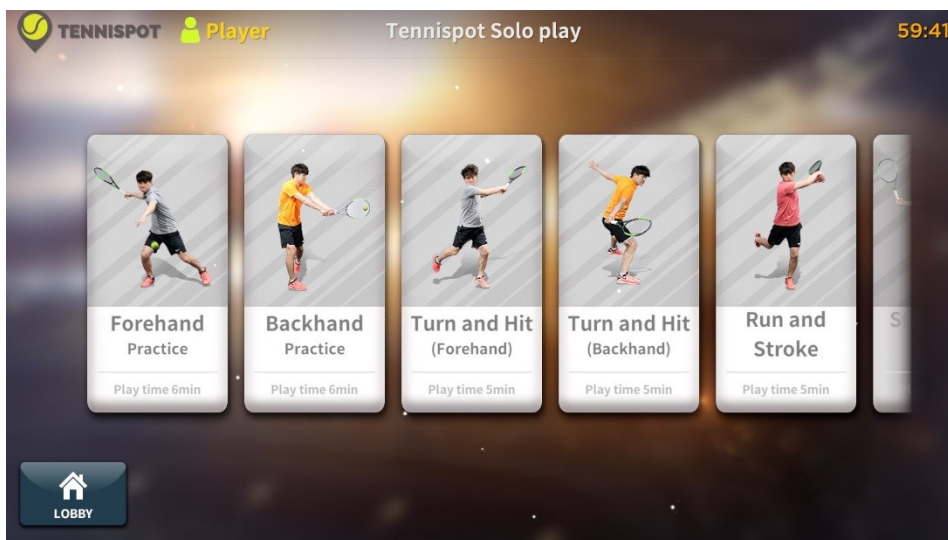
- The screen above is displayed in Solo Play after selected from the lobby.
- Scroll left/right with a mouse or touch.
- Select the desired solo playlist and a detailed description will pop up.
- Click this to go to the Mode Selection Screen.

| Solo Play – Selection List Pop-up Screen |
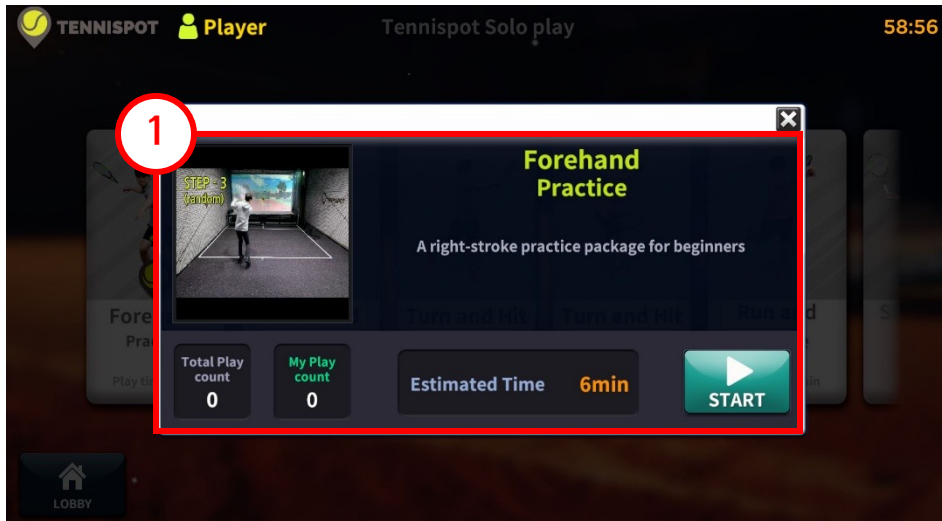
- After the set game score is obtained, the Result Screen will be displayed.

- ① **Description**: Explains the solo play process in text and video.

- If the user wants to select a different Solo Play, ❎ press this button to exit .

- ▶ START elect this button to start the current Solo Play.

| Solo Play – Start Screen |
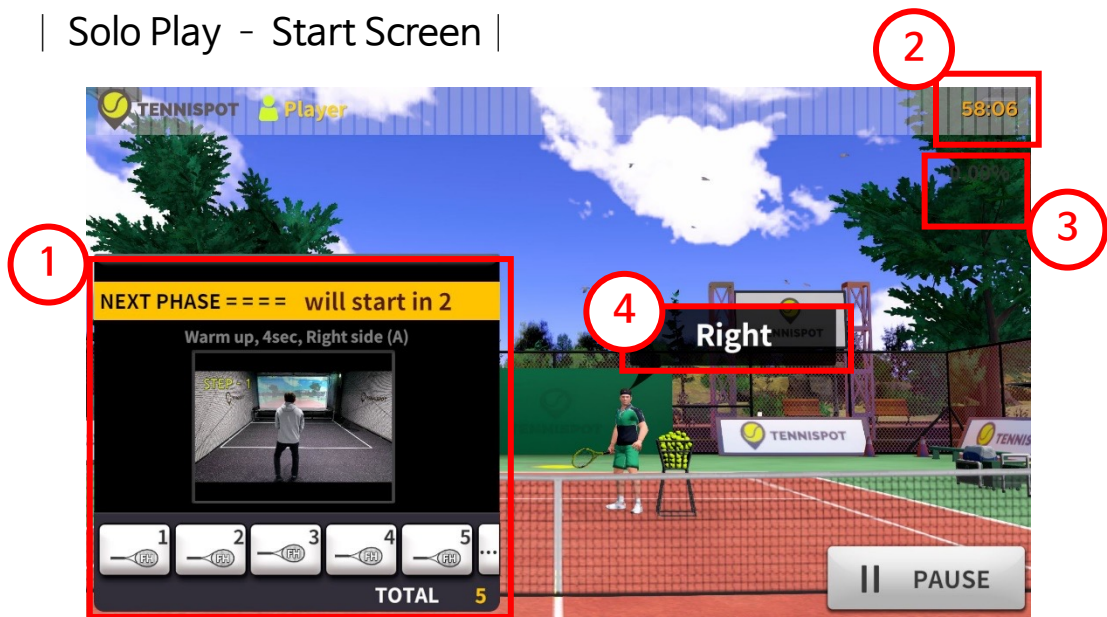
- When the package starts, the following information will be displayed.

- ① **Ball Information**: The direction of the ball and type of the exercise are

  displayed. A informative video will play.

    — The way to play is shown in a video.

    — The direction of the 1st–5th balls is displayed.

    — Displays the time remaining until the start.

- ② **Time**: The remaining time is displayed.

- ③ **Return Rate**: The current rate of return.

- ④ **Speech Bubble:** Describes the direction and strength of the next ball.

| Solo Play – Play Screen |
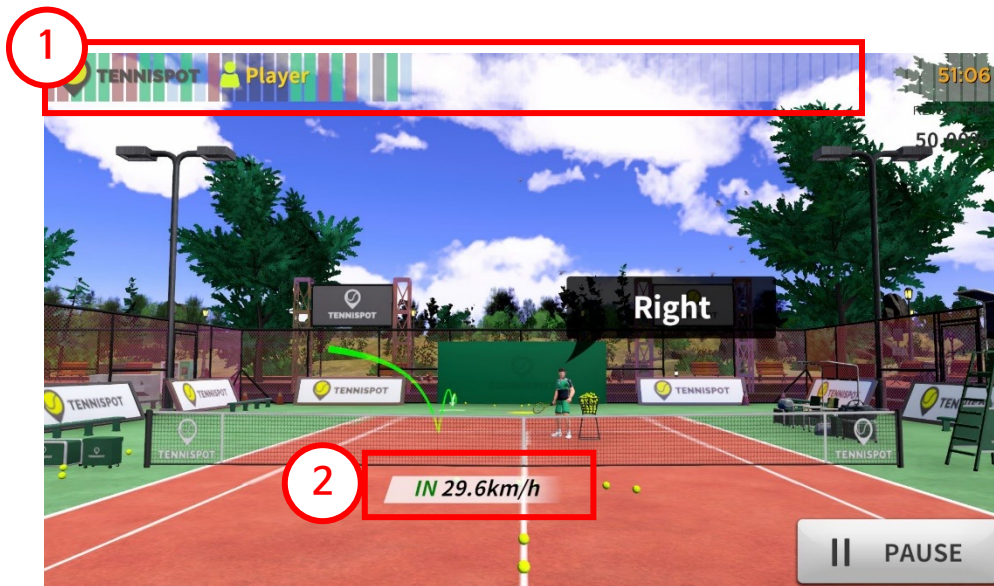
- ① **Progress Gauge:** Displays the size of the ball included in the package

  — Each ball occupies 1 space. Each hit updates the color of each space.

    ↳ If the ball is hit in bounds, the color is Green

    ↳ If the ball is hit out of bounds, the color is Red

    ↳ If no ball is entered, the color is **Black**

    ↳ If the 2 second firing interval is unrecorded, the color is Gray

- ② **Judgement**: Shows the judgement and result near the location the ball landed.

  — Displays the ball's bound judgement and result

    ↳ In bounds (IN), Out of bounds (OUT)

  — Indicates the speed of the ball in km/h

- ▮▮ PAUSE to pause the running package exercises.

| Solo Play – Interim Results Screen |

- ① During the package process, the intermediate result is displayed, and the video shows how to play the next exercise.

- ② Rank and return rate are displayed according to the degree of performance.

- ③ The composition of the remaining packages is displayed.

| Solo Play – Results Screen |
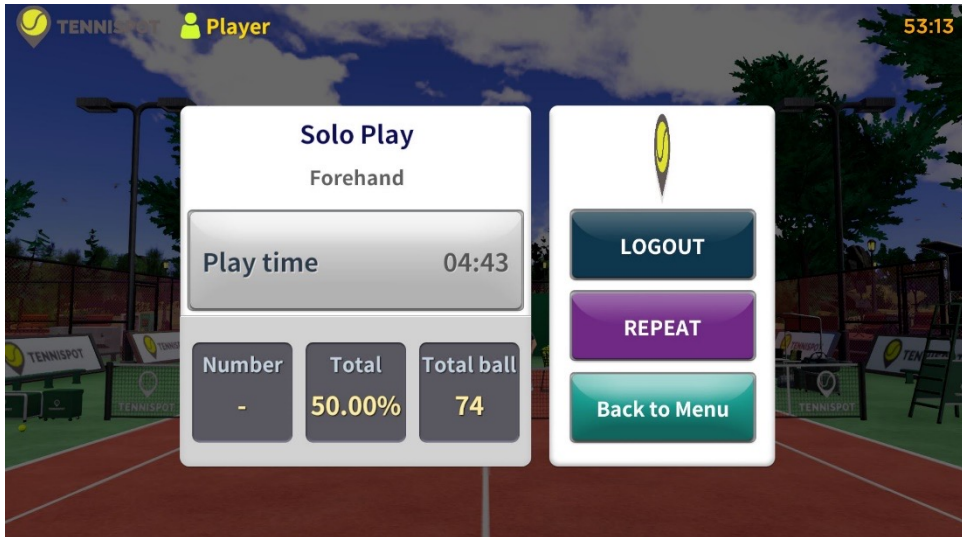
- When all of the set package balls have been played, the Results Screen is displayed.

- The following information will be displayed: Elapsed time, return rate, and balls used.

- **LOGOUT** ck to return to the time selection screen.

- **REPEAT** ck to restart the package.

- **Back to Menu** ck to return to the Mode Selection Screen.

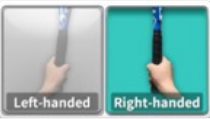## | Bound Game Overview |

- A simple game mode where the player scores points based on the position of the bounce.
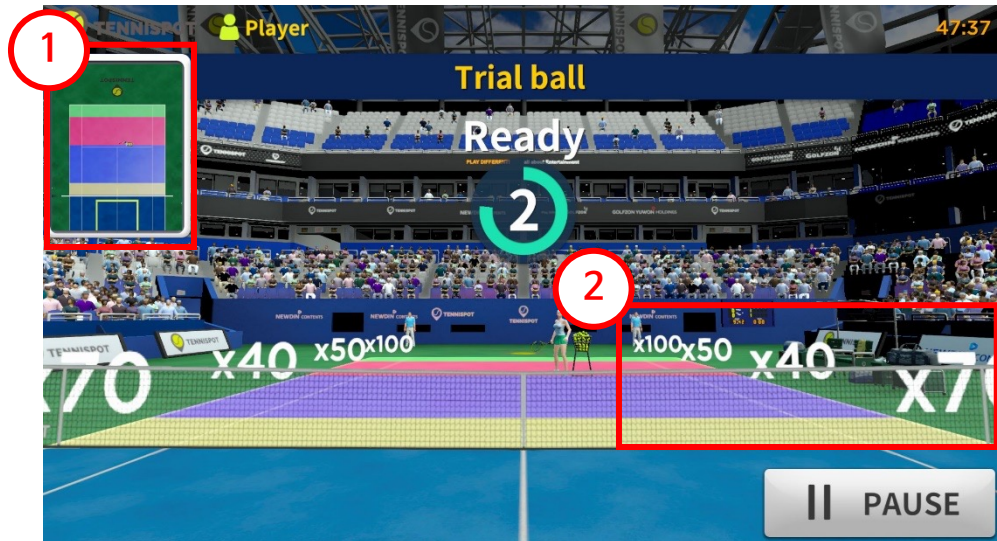
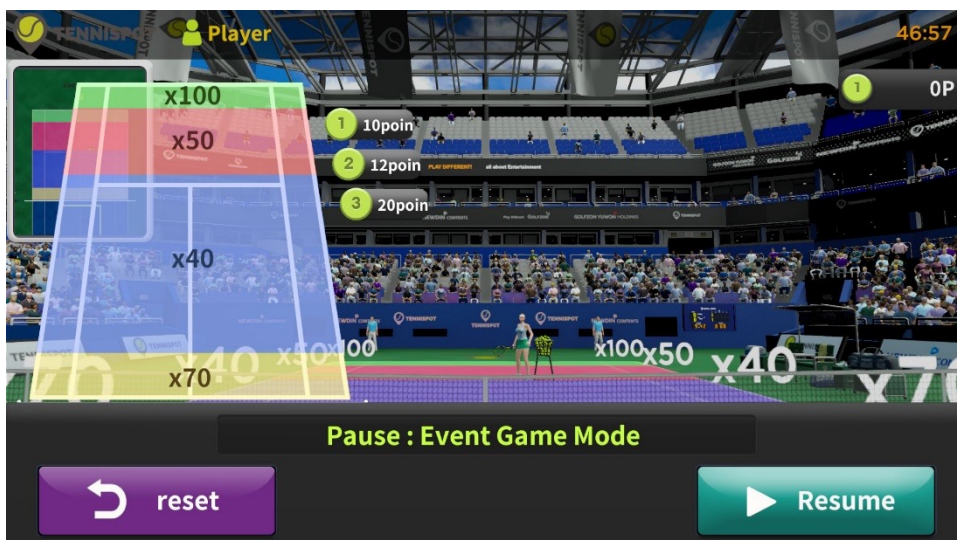## | Bound Game Ready Screen |
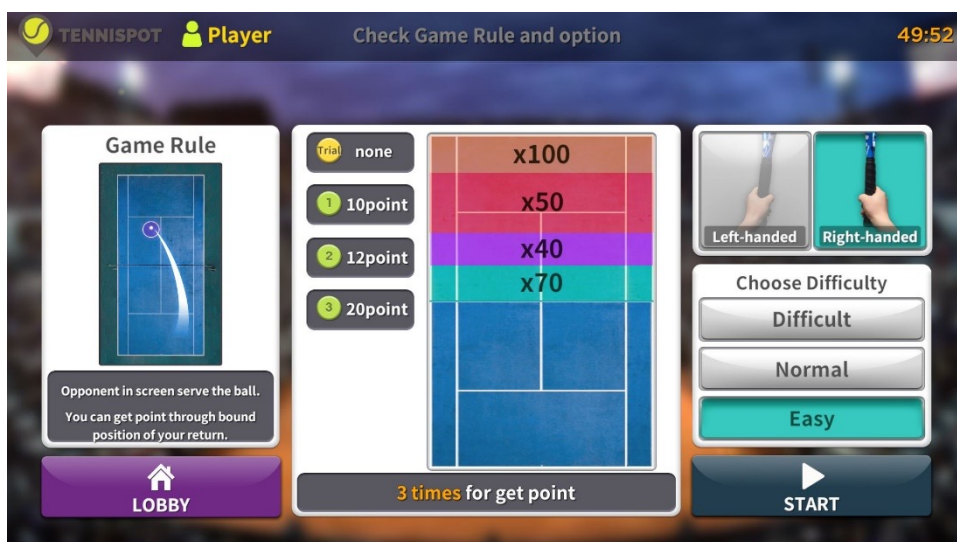
- The lobby screen describes the game and the score areas within each court.

- You can choose left-handed or right-handed.

- Start the bound game.

- Go to the mode selection screen.

| Bound Game – Play Screen |

- After completing the game settings, the game ready screen will be displayed.

- ① **Court Area:** The court area for scoring is color coded.

- ② **Score:** Scores for each court area are displayed on the screen.

- When the preparation countdown ends, the game begins.

- Press to display this screen.

- You can check the scores for each specific court area..

| Bound Game - Play Screen |
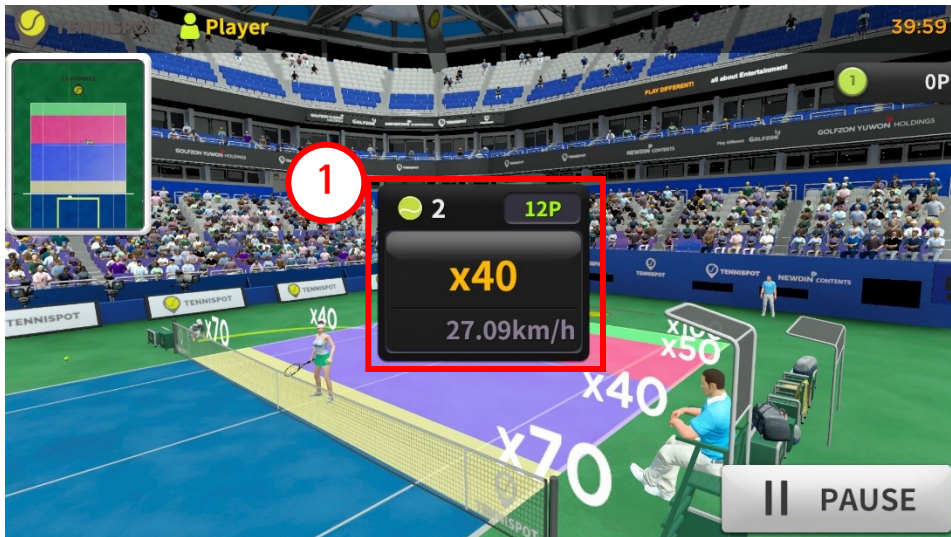
- At the start of the game, a ball is presented for practice, and there are no points for that ball to return.

- After the practice ball, the actual game ball comes out 3 times..

- The first ball is 10 points..

- The second ball is 12 points.

- The third ball is 20 points.

- The combined total of all three balls is the final score..

- ① **Score Acquisition:** Multiply the score of the ball by the score of the area on the court to display the score and ball speed..

| Bound Game – Results Screen |
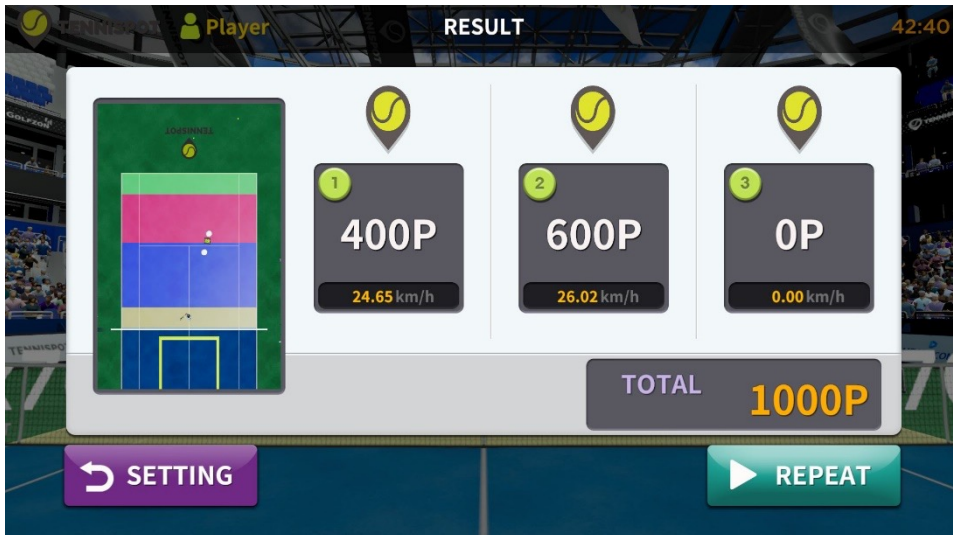
- When all the designated balls are fired, the result screen is switched.

- The screen displays all of the points received for hitting the balls.

- **SETTING** Go to the Bound Game Ready Screen.

- **REPEAT** Play the Bound Game again with the same settings.

| Arcade Mode |
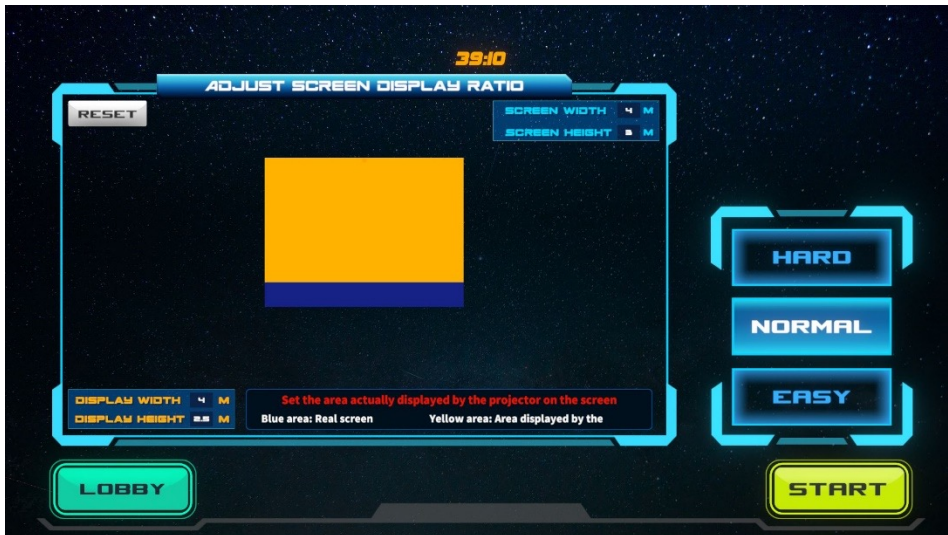
- In this mode, the user scores points by matching the target displayed on the screen at the appropriate speed..

- There are three difficulty levels. On higher difficulty levels, there are less targets on screen, and the speed required to hit the targets is higher.

- The settings of the projection can vary from store to store, so you can adjust the value of the Adjust Screen Display Ratio to fit.

| Arcade Mode |
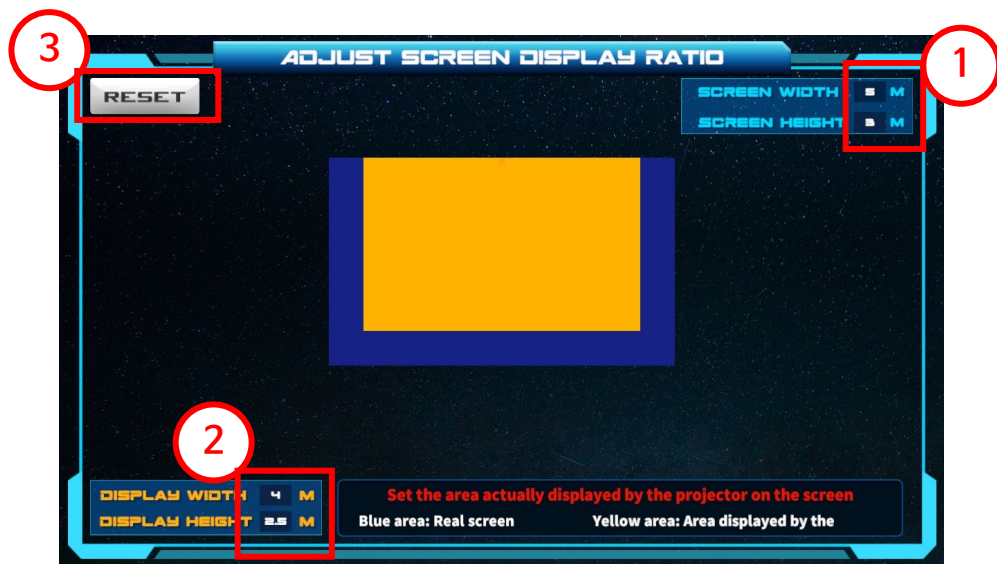
- The blue area is the screen installed in the store. ① Enter the actual screen size in the input value.
- The yellow area is the area of the game screen displayed by the projector. Usually, the lower part of the actual screen is equipped with a net to collect tennis balls. So, the yellow area is slightly above the blue area. Enter the size of the game screen displayed on the screen in ②.
- The yellow area can be moved by touching it.
- To reset the yellow area to the center position, ③ press the "Reset" button.

| Arcade Mode |
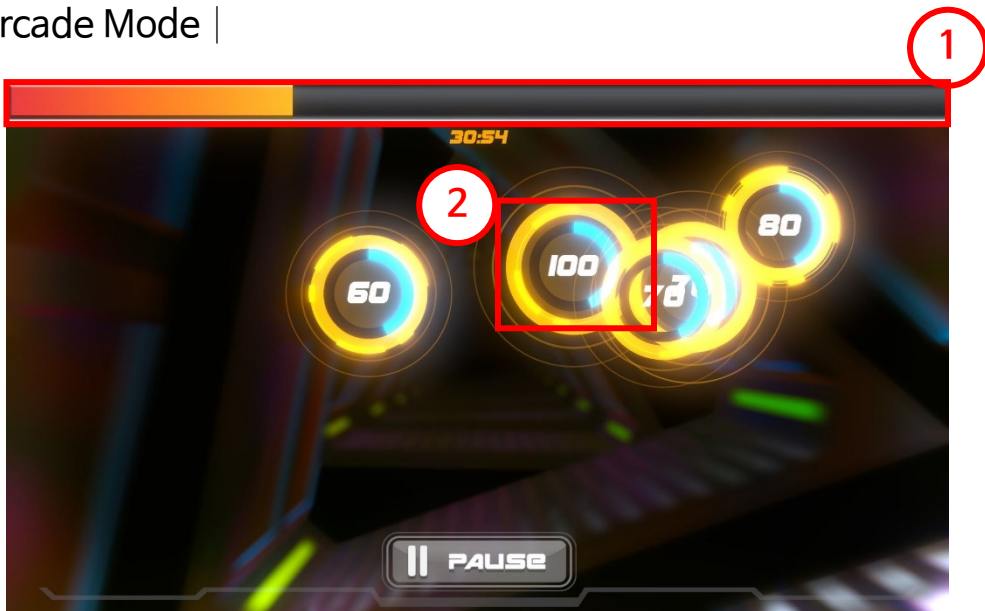
- ⓵ Stamina Gauge: If the user fails to hit the target, the gauge gradually decreases. An empty gauge results in a failure. Hitting a target to score points gradually fills the gauge. A full gauge results in a win.
- ⓶ Target goal. The number displayed is the required speed. You must hit the target at the required speed to get a higher score.
- If multiple target goals overlap, the user can hit them at the same time to get a higher score.
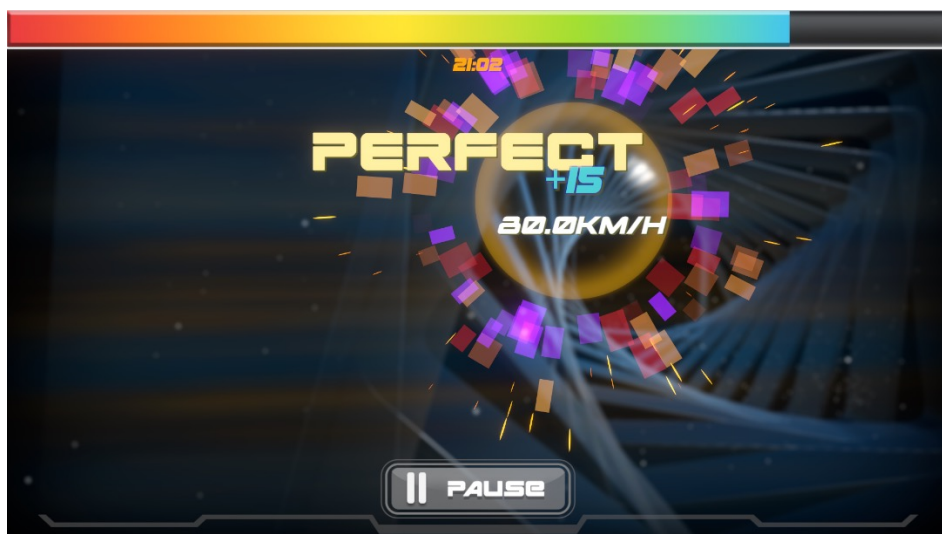
| Arcade Mode |
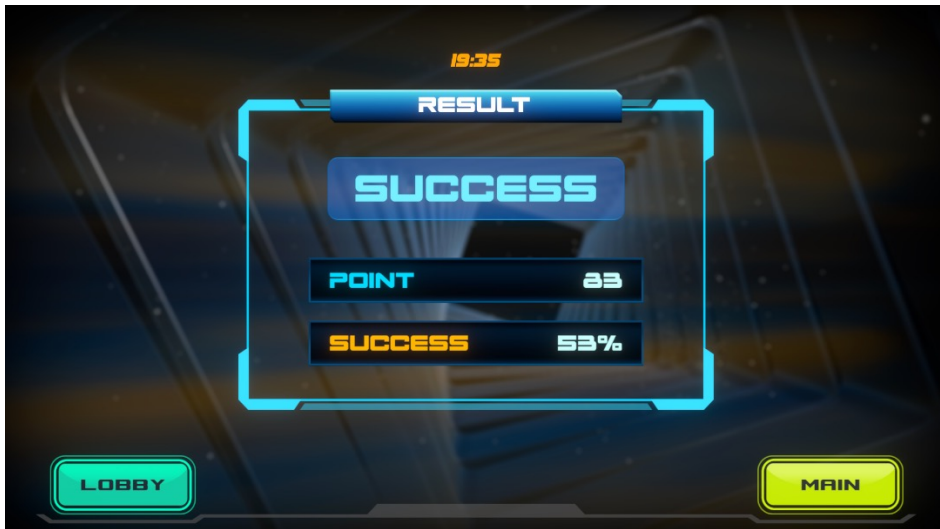
- The Results Screen displays success, failure, score, and success rate.
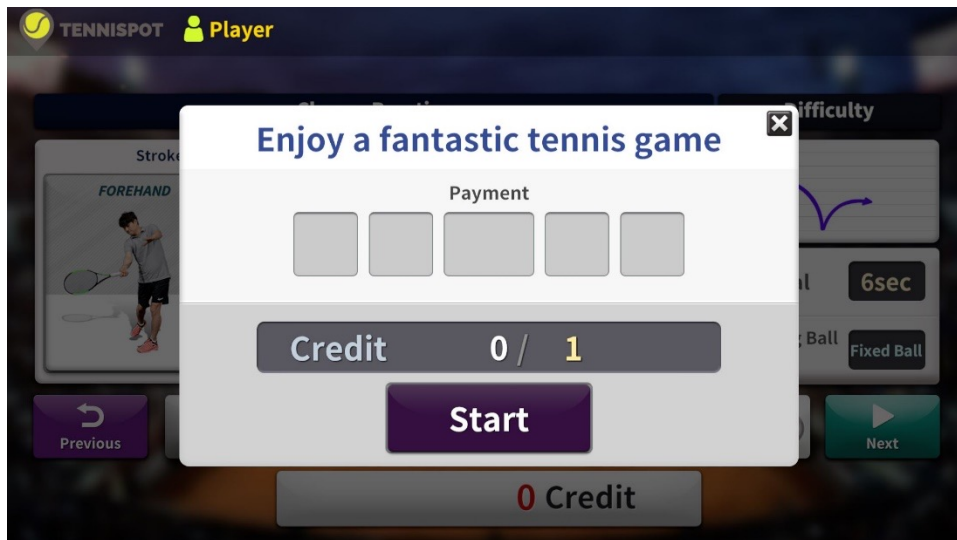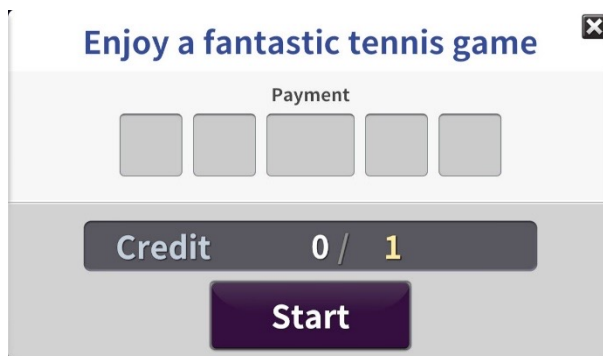
5. Prepaid Mode

│ Lobby – Mode Selection │

- Practice: This mode allows you to practice forehand and backhand strokes.

- Match: This is a mode where the user faces a virtual player.

- Challenge: The user progresses through stages to attain a set goal.

- Dual Play: Two users take turns playing the Battle Mode.

- Arcade Mode: The user hits a target on the screen at the correct speed.

| Prepaid Mode – Payment Pop-up |

- The pop-up above will be displayed in prepaid mode when Start Game is selected.

- When you pay (ex. Insert coins), the Start button is activated as shown below.

- **There is no pause button in prepaid mode**: The user can only use it for the set amount of time.

| Practice Mode |

- Practice mode of the prepaid mode is forehand and backhand strokes only.
- This mode's time is fixed at 5 minutes..
- **Difficulty** : You can choose from Beginner, Intermediate, and Advanced.

  — Beginner: Firing interval is 6 seconds and fires in a fixed direction.
  — Intermediate: Firing interval is 4 seconds and fires in a random direction.
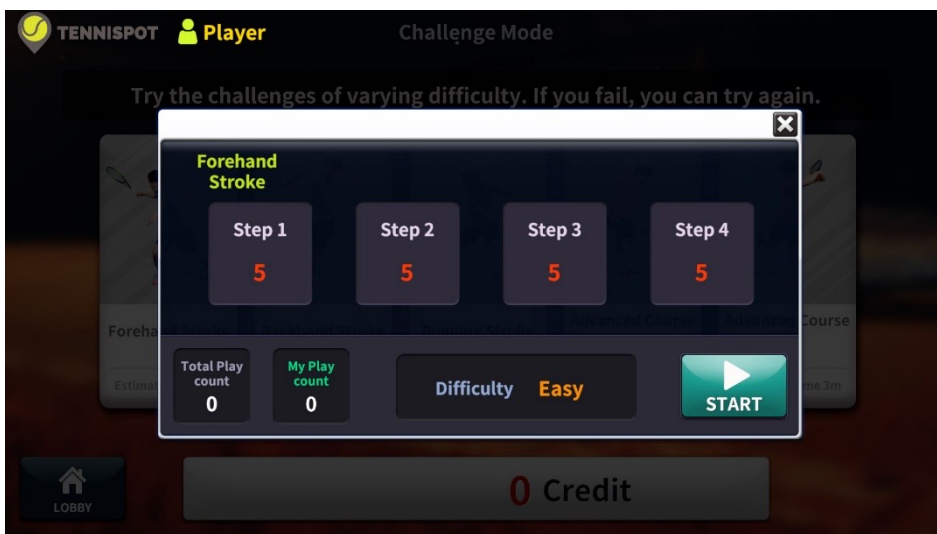 — Advanced: Firing interval is 3 seconds and fires in a random direction..

| Rally Mode |
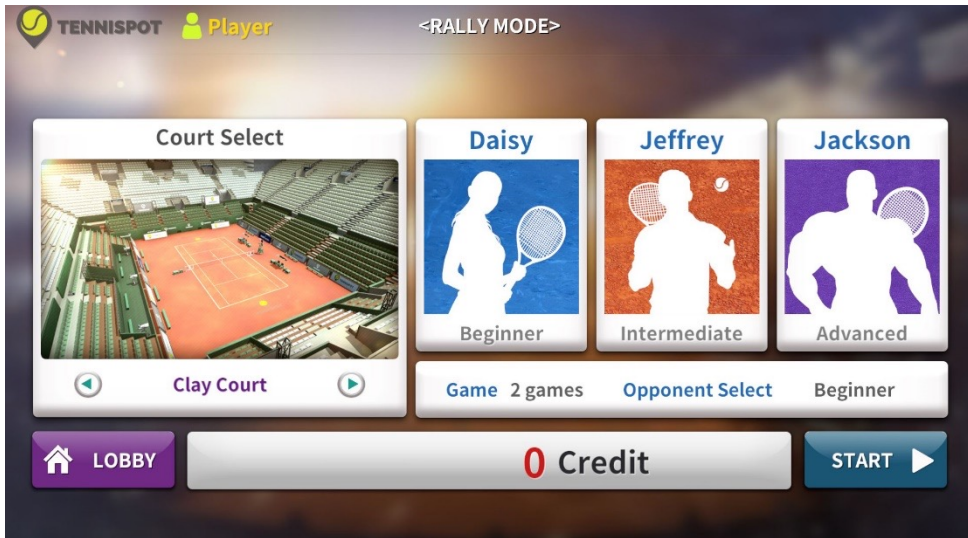
- There are 2 courts and 3 difficulty levels.
- It ends when you win 2 games.
- **Court types:** Clay court or Hard court
- **Difficulty:** Three levels: Beginner, Medium, and Advanced. As the difficulty increases, the AI's health increases, and the ball fires more strongly.

| Challenge Mode |

- The challenge mode of the prepaid mode is a mode in which you select a course and complete it in a 4 step sequence.
- The level of difficulty increases as you progress through the sequence.
- There are 5 different courses.
  - Forehand Turn: Beginner's mode to practice forehand swings.
  - Backhand Turn: Beginner's mode for practicing backhand swings.
  - Running Stroke. Intermediate mode for practicing various swings.
  - Advance Course 1: Advanced mode to replicate Nadal's swing.
  - Advance Course 2: Advanced mode to replicate Federer's Swing.

| Challenge Mode |

- If the ball is returned successfully, the return count increases. The return count remains the same as the previous step.

| Challenge Mode |
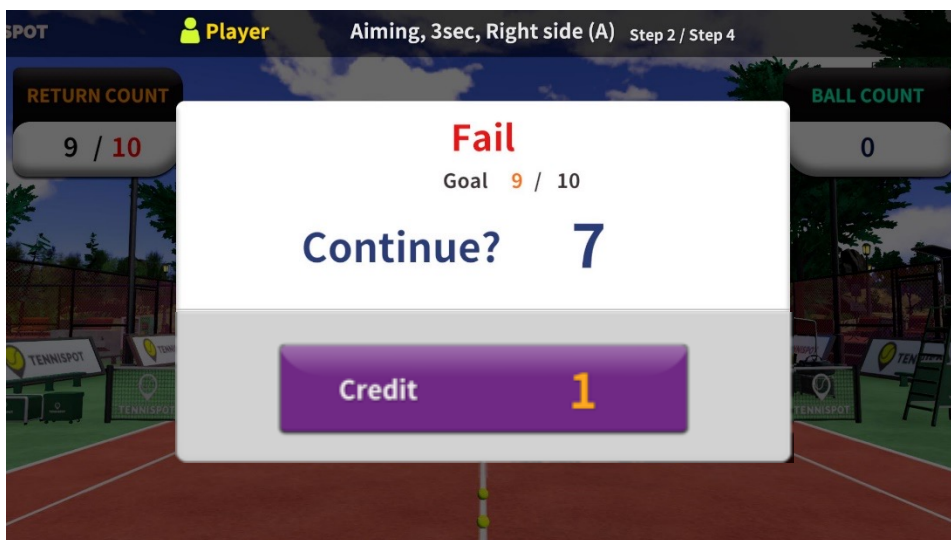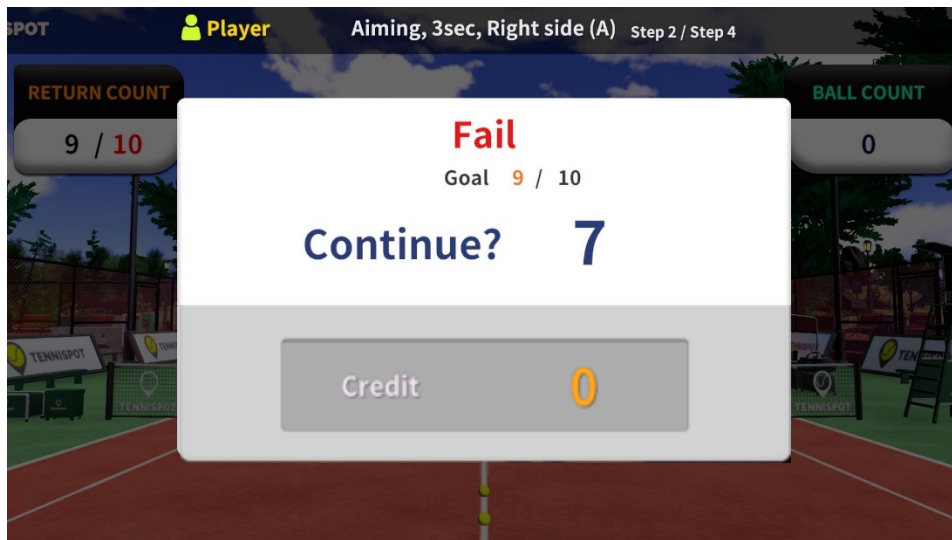
- If the player fails, the "Continue" pop-up will be displayed.
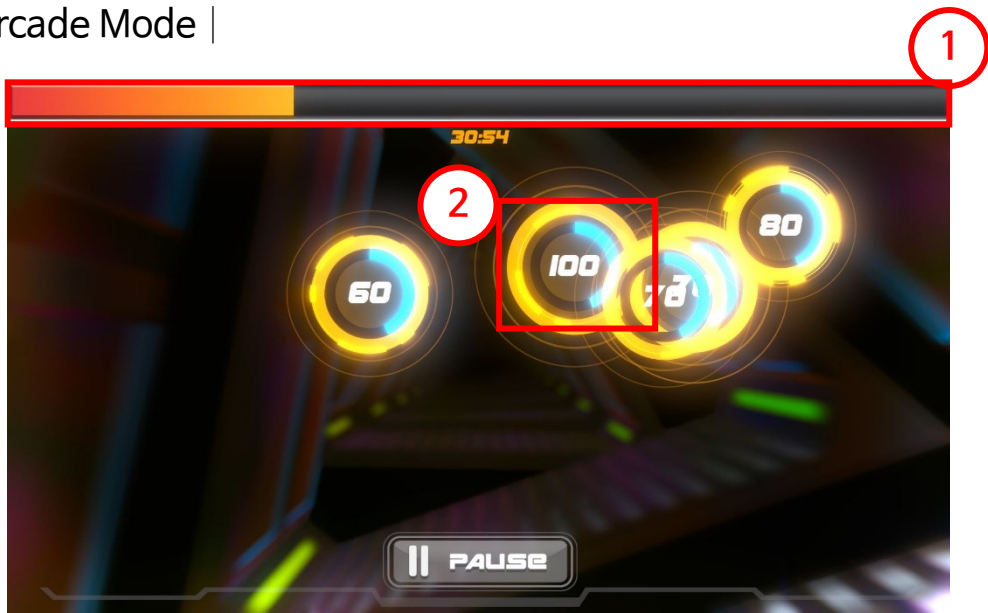- You can use a credit to continue.

| Dual Mode |

- The dual mode of the prepaid mode allows you to choose from 2 or 3 difficulty levels just like match mode.
- It functions the same way as the Dual Mode in postpaid mode.
- The first score is set at 5 points..

| Arcade Mode |

- Similar to Arcade Mode in postpaid mode.

- You start off with **five minutes of game time**. However, there is no penalty of ending the game if the gauge is exhausted.

- ① Stamina Gauge: If the user fails to hit the target, the gauge gradually decreases. An empty gauge results in a failure. Hitting a target to score points gradually fills the gauge. A full gauge results in a win.

- ② Target goal. The number displayed is the required speed. You must hit the target at the required speed to get a higher score.

- **If multiple target goals overlap, the user can hit them at the same time to get a higher score.**

| Arcade Mode |

[Game rules]

Easy :

Swing not detected and miss: -1

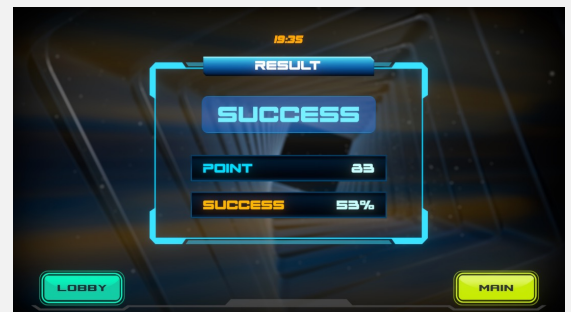Perfect: 9

Good: 7

Bad: 4

Normal :

Swing not detected and miss: -2

Perfect: 8

Good: 6

Bad : 3

Hard:

Swing not detected and miss: -3

Perfect: 7

Good: 5

Bad : 2

Perfect : if the difference in speed of the numbers shown in is less than 10

Good : if the difference in speed of the numbers shown in is less than 20

Bad : Not Perfect/Good after targeting