

On the Subject of Tennis

Game, set, and match.

- The module displays the names of two players and the score table of a tennis match in progress. The names imply whether it's a women's or men's game.
- Observe the surface of the tennis court to determine which tournament is in progress:
 - Hard court (blue): **US Open at Flushing Meadows**
 - Lawn (green): **The Championships at Wimbledon**
 - Clay (orange): **French Open Roland-Garros**
- Convert each character of the bomb's serial number into a 5-digit binary number by using the following table.

Char	Binary	Char	Binary	Char	Binary	Char	Binary
0	00000	9	01001	I	01110	R	10111
1	00001	A	00110	J	01111	S	11000
2	00010	B	00111	K	10000	T	11001
3	00011	C	01000	L	10001	U	11010
4	00100	D	01001	M	10010	V	11011
5	00101	E	01010	N	10011	W	11100
6	00110	F	01011	O	10100	X	11101
7	00111	G	01100	P	10101	Y	11110
8	01000	H	01101	Q	10110	Z	11111

- Concatenate these into a 30-digit string of binary digits. In this string, a 1 represents a point scored by the serving player, a 0 a point for the opponent.
- If either player wins the match at any point, click that player's name and ignore any extraneous binary digits.
- Otherwise, enter the new score after this sequence of 30 rallies (exchanges).
- Click any digit box to increment or cycle the score in that box.
- Click on the first blank set scorebox to add a set.
- Click the tennis racket to switch between three different modes (0/15/30/40 scoring; deuce/advantage; and tie break).
- Long-press the number boxes in the center to reset those scores to 0-0.
- Long-press a score in a set to remove that set and all subsequent sets.
- Long-press the tennis racket to reset the module to its original scores.

Scoring rules

- To win a match, a player must win 2 (women's play) or 3 (men's play) sets.
 - The scores of each set are displayed at the bottom of the module.
- To win a set, a player must win at least 6 games with a difference in games of at least 2 from the other player.
- Games within a set are counted in increments of 1.
- Individual points within a game are notated as follows: 15, 30, 40.
 - These scores are shown in the middle of the module.
- If both players reach 40, the score is notated as a deuce.
 - In the French Open, the first 40-40 in a game is notated as 40-40.
- If a player scores a point while on 40 and the score is not deuce (or 40-40), that player wins the game.
- If a player scores in a deuce (or 40-40), the score is notated as advantage (avantage in the French Open) followed by the name of that player.
- If a player scores while they have advantage, that player wins the game.
- If a player scores while the opponent has advantage, the score returns to deuce (égalité in the French Open).
- If the score within a set reaches 6-6, a tie break occurs.
 - In Wimbledon and the French Open, tie breaks are not played in the final deciding set (5th set in men's play, 3rd set in women's play); instead, play continues until either player wins the match by achieving a difference in games of 2 from the other player.
- In a tie break, points for each rally are counted in increments of 1.
- To win a tie break (and hence, the set), a player must reach 7 points or more with a point difference of at least 2 from their opponent.

Service rules

- The first game in a match is served by the player listed first on the module.
- All rallies within a game are served by the same player (except in tie breaks, see below).
- The serve alternates with every game, even across sets.
- The first rally in a tie break is served by the player who didn't serve the previous game. Then the serve switches for the second rally. Beginning with the second rally, the serve switches after every two rallies.
- After a tie break, the first game of the next set is served by the player who didn't serve the first rally in the tie break.