SEGA
SPORTS
TENNIS

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.
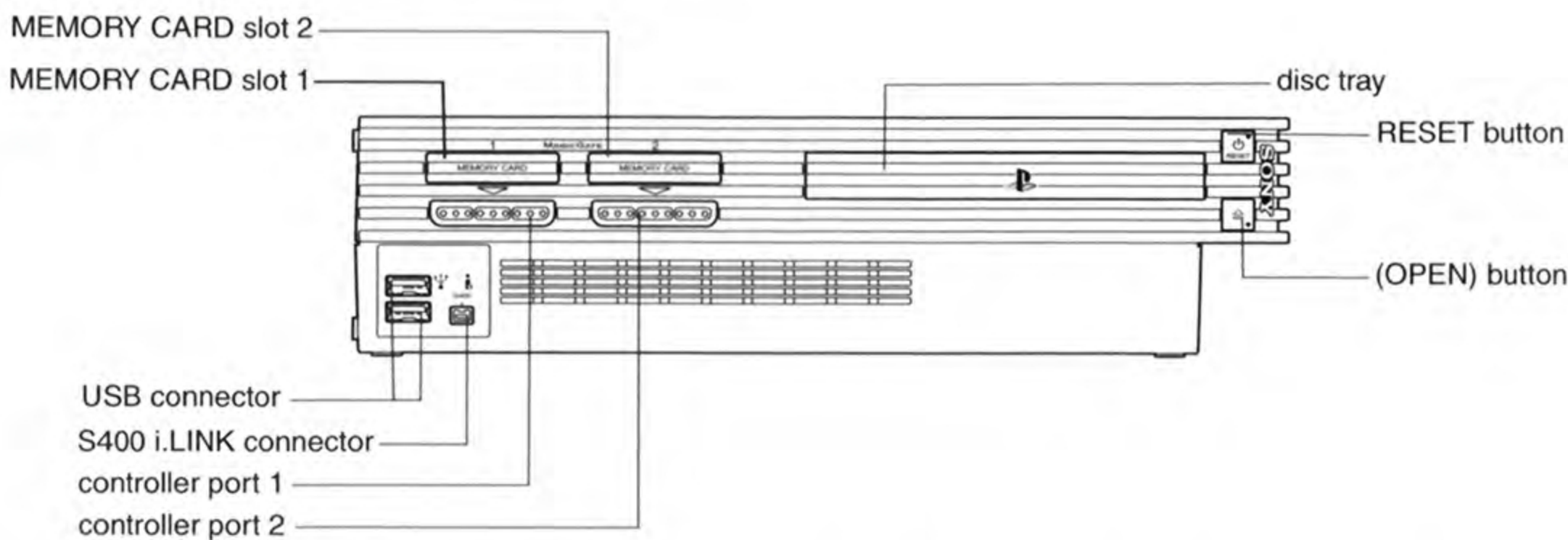
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.
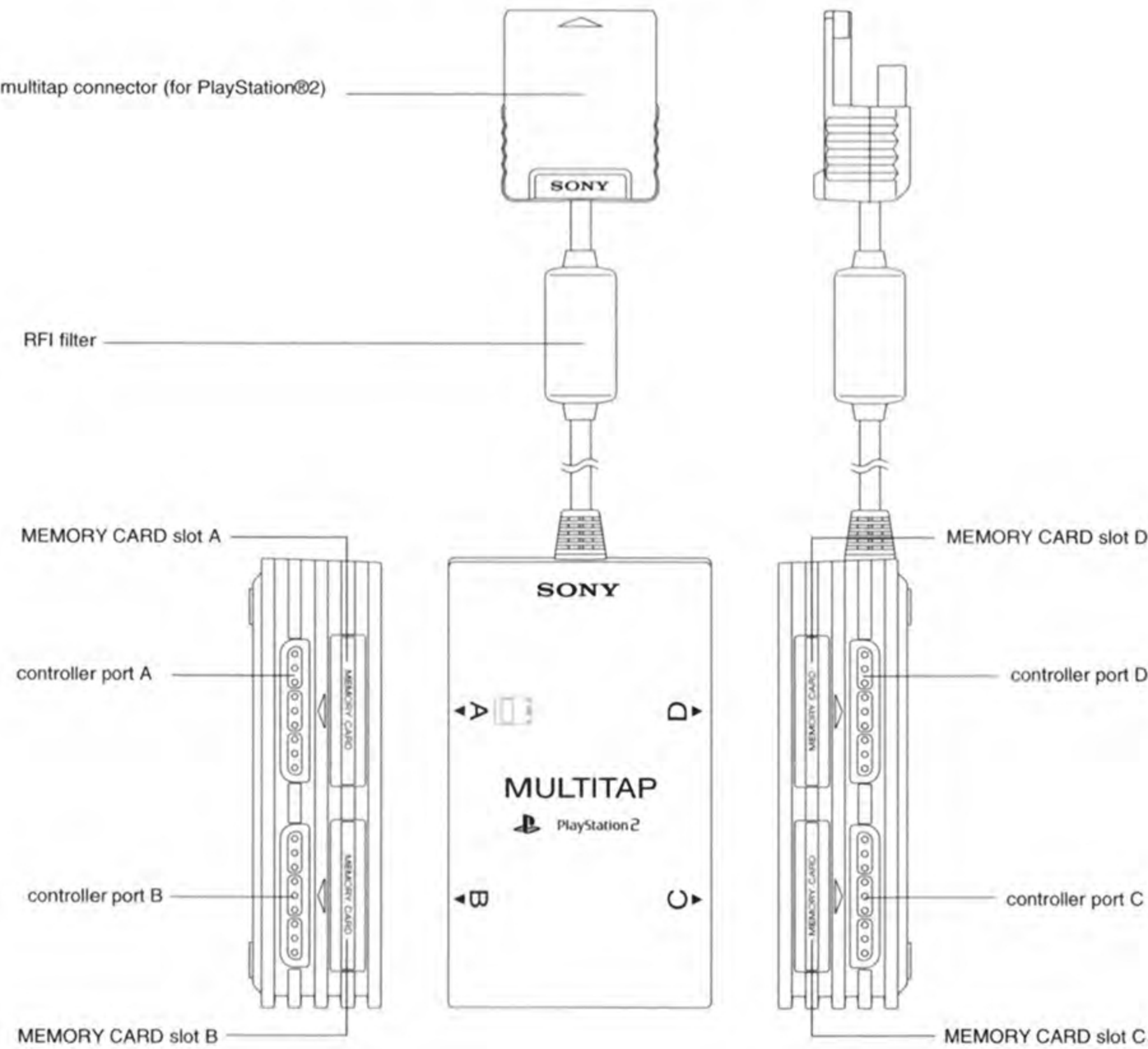
TABLE OF CONTENTS

GETTING STARTED

MEMORY CARD slot 2

MEMORY CARD slot 1

disc tray

RESET button

(OPEN) button

USB connector

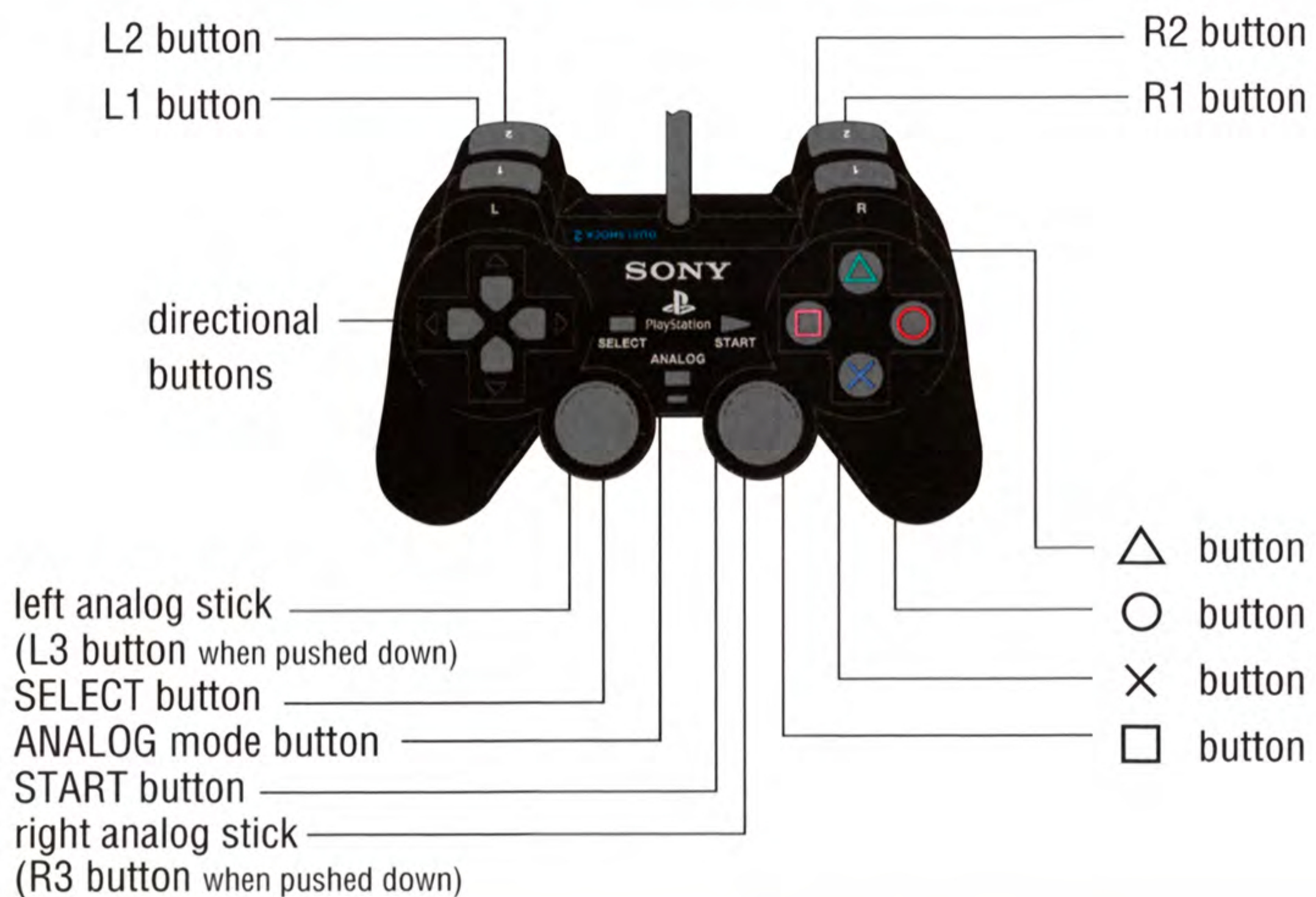S400 i.LINK connector

controller port 1

controller port 2

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

multitap connector (for PlayStation®2)

RFI filter

MEMORY CARD slot A

MEMORY CARD slot D

controller port A

controller port D

SONY

MULTITAP

PlayStation2

controller port B

controller port C

MEMORY CARD slot B

MEMORY CARD slot C

STARTING UP

DUALSHOCK® 2 ANALOG CONTROLLER CONFIGURATIONS

L2 button

L1 button

R2 button

R1 button

directional buttons

△ button

○ button

× button

□ button

left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick
(R3 button when pushed down)
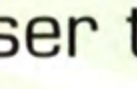
Main Operations

Button	Menu Selection	Game Play
Directional Button/ left analog stick/ ⬆⬇⬅➡	Select menu and players	Move player/Move ball
✖ Button	Confirm	Topspin shot
● Button	Confirm	Slice shot
■ Button		Lobshot
▲ Button	Cancel	Change view points (only when 1 Player)
R1/L1 Button		Switch instructions to COM partner in a doubles match
START Button	Start the game	Pause the game / Jump into the game (except for WORLD TOUR)
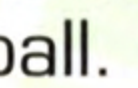
Serve

Set a serve position with ◀▶, and press ✖, ● or ■ button to toss the ball. When the player tosses the ball, a serve gauge will be displayed beside the player. Press ✖, ● or ■ button with good timing because the serve becomes faster as the serve gauge gets closer to "MAX." Press ✖ button to make a straight serve, and press ●/■ button to make a slice serve.

Ball Direction

Run to the ball and press ✖/●/■ button to hit the ball back to the opponent's court (see below for shot type). After pressing that button and before hitting the ball back to the opponent, press ▲▼◀▶ to select the direction to hit the ball. Use ◀▶ to aim left or right, and use ▲▼ to aim to the front or back.

Shot Type

A topspin shot (✖) button is a regular shot with a forward spin (vertical spin). The ball moves fast, but its trajectory is high and bounces high. A slice shot (●) button has backspin. The ball moves slowly as if floating in the air. Its trajectory is low and bounces low. A lob shot (■/✖+●) buttons has a high trajectory and goes over the opponent's head. It is used to hit the ball behind the opponent when the opponent is at the net.

Lob

Top

Slice
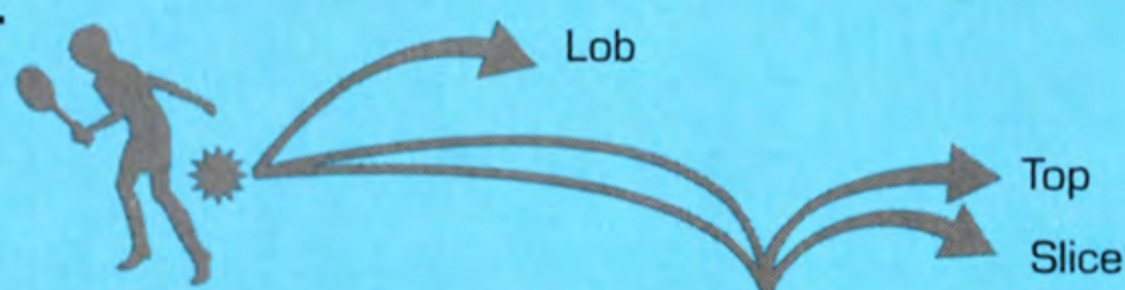
Shot Strength

You can hit the ball harder (faster) if you run to the ball fast enough to get ready for the shot. On the other hand, if you barely catch up to the ball and are not ready for the shot, you will not hit it hard. The strength of the shot changes with the height you hit the ball at (shot point). It is difficult to hit the ball back hard if the ball has a low shot point, for example right after it bounced. The higher the shot point, the harder the shot becomes.

Smash

Wait for a high-trajectory ball to come down, and press ✖/● button to hit a smash. Press ⬆⬇⬅➡ to control the ball path in the same way as regular shots.

Drop Shot

Press ⬆⬇ after pressing ● button to aim at an area near the net. You can make a drop shot that falls near the net. It is effective when the opponent is at the baseline.

Instruction to COM partner

Give a position instruction to your COM partner in doubles matches. Press R1/L1 button to switch instructions between the **BASELINE/ NORMAL/NET PLAY** displayed at the top of the screen.

BASELINE	Back of the court (defensive)
NORMAL	Regular position
NET PLAY	Front of the court (offensive)

Selecting a mode

Press the START button in the Title Screen to display the MENU Screen. Select a mode from 4 choices here with ♠♥♣♦ of the directional button and confirm with ✖ button.

TOURNAMENT	Try to win all 5 stages of singles matches and 3 stages of doubles matches.
EXHIBITION	Customize game settings and play various singles matches.
WORLD TOUR	Create an original player to enter competitions all around the world. 1 player only.
OPTIONS	Change various settings.

This is an auto-save game

What this means is that the game saves to the memory card (8MB) (for PlayStation® 2) when there is a change in the game. This happens frequently, for example, upon the completion of an action, such as completing a Mini-Game or Resting in World Tour Mode, or changing an Option in the Options Screen. It is strongly recommended you do not remove the memory card (8MB) (for PlayStation® 2) once you've said "YES" to the auto-save feature. Doing so may result in data corruption on the memory card (8MB) (for PlayStation® 2) if the game is saving during this time.

Instructions to COM partner
(Displayed only in doubles matches)

Number of games
(MATCH COUNT)

Score

Serving player

Serve speed

Pause menu

Press the START button during the game to pause and display the pause menu.

TOURNAMENT

Two pause menu items are displayed in TOURNAMENT mode.

CONTINUE Resume the game.
END Quit the game and return to the Menu Screen.

EXHIBITION

Three pause menu items are displayed in EXHIBITION mode.

CONTINUE Resume the game.
SETTING Quit the game and return to the Setting Screen.
END Quit the game and return to the Menu Screen.

WORLD TOUR

Two pause menu items are displayed in WORLD TOUR mode.

CONTINUE Resume the game.
WORLD MAP Quit the game and return to the World Map Screen.

GAME MODES

There are 4 modes to choose from

This section explains the contents and operations of the "TOURNAMENT," "EXHIBITION," "WORLD TOUR," and "OPTIONS" modes.

TOURNAMENT [for 1 to 4 players]

Try to win all 5 stages of singles matches and 3 stages of doubles matches. Press the START button of another controller during the game to jump into the game (P.9).

1 Selecting a match system
Select "TOURNAMENT" in the Menu Screen to display the "SINGLES / DOUBLES" menu.

2 Selecting a player
Select a player from the 16 featured male and female players. Select with the directional button, and confirm with ✖ button. To use a player created/trained in WORLD TOUR mode, select "World Tour" shown on the right. "World Tour" can only be selected when a player was created in WORLD TOUR mode and the memory card is inserted. Since the non-1P controller can also use a customized player if a memory card with WORLD TOUR data is inserted into the memory card slot of that controller, you can play your customized player with or against your friend's.

3 Starting the match
The match starts after selecting and confirming the player and the opponent. Try to win the series of matches. Press the START button during the game to display the Pause Menu (P.7). To continue the game after losing, select "CONTINUE" and press ✖ button. To return to the Menu Screen, select and confirm "END."

"Jumping Into the Game"

In both "TOURNAMENT" and "EXHIBITION" modes, other players can "jump into the game" by pressing the START button of an unused controller. The START button can be pressed during player selection or during the game.
It works as follows:

Select Player

First, select a player. Although a male player cannot play against a female player, it is possible to make a mixed pair in doubles.

Coin Toss

Toss a coin to decide who serves. There are no controller operations here.

Start the Game

The game starts after deciding who serves. Up to becoming a 4P game, it is possible to "jump into the game" even after the match has started.

EXHIBITION [FOR 1 TO 4 PLAYERS]

A mode for challenge matches where game settings can be freely assigned. There is only one match in this mode. Here, too, it is possible to "jump into the match" by pressing the START button of another controller during the game (P.9).

1 Selecting a match system
Select "EXHIBITION" in the Menu Screen to display the "SINGLES / DOUBLES" menu just like in the TOURNAMENT mode.

2 Setting the player position
Set an initial player position regardless of singles or doubles. Use ⬆⬇⬅➡ of the directional button to select a position, and confirm with ✖ button. Press the START button of other controllers to play a game with 2 to 4 players. Each player selects and confirms their position here, too.

3 Setting rules
Set various match rules. Select the rule with ⬆⬇ of the directional button, and change with ⬅➡. After setting all rules, move the cursor to "OK," and press ✖ button.

GAME COUNT
Number of games to win one match (1- 6 games).

TIEBREAKER
Switch on/off the tiebreaker rules.

COM LEVEL
Level of COM opponent (select one from EASY, NORMAL, HARD, and VERY HARD).

4 Selecting players

Just like in the TOURNAMENT mode, select one of 16 male and female players to control. After your selection, assign opposing COM players.

5 Selecting a stage

Select a stage to play the match. Only 5 stages are available at the beginning. As the game proceeds, you can purchase stages at a shop in "WORLD TOUR" mode and then select more stages for play here.

6 Starting the match

Start the match after selecting the stage. Press the START button during the game to display the Pause Menu (P.7).

About tiebreakers in "Tennis"

An extra game will be added if no player wins by 2 or more games within the set number of games. After the players have won the same number of games, the last game will be a tiebreaker. In the tiebreaker, points will be counted as numbers (e.g. 5-6), and the first player to win by 2 while gaining 7 or more points is the victor. Each player serves twice in a row. This rule is slightly different from the rules of actual tennis.

WORLD TOUR [FOR 1 PLAYER]

Create one male player and one female player, and join the World Tour. Train the created players through mini-games, and enter tournaments held all around the globe to compete for the #1 world ranking.

1 Starting the WORLD TOUR
When selecting the "WORLD TOUR" mode for the first time, the game starts from step 2 below. If there is "WORLD TOUR" saved data, a menu will be displayed. Select "NEW GAME" to start a new game and select "CONTINUE" to continue a saved game.

2 Creating characters
Create one male player and one female player. Set the following 5 items first for the male player. Select the items to be set with ✦✦ of the directional button, and proceed to each Setting Screen by pressing ✖ button. After setting them, move the cursor to "END," and press ✖ button. Next, create the female player in the same way. After setting up two characters, a screen shown to the left will be displayed. To confirm, select "END" and press ✖ button.

NAME	Name the player.
HEAD	Set face, complexion, and hair style.
BODY	Set height and weight.
PLAYS	Set preferred hand and back hand.
GEAR	Set racket and clothes.

3 Invitation Card

After creating characters, an Invitation Card will be delivered to you. Press the START button to proceed to the next step.

4 Build your home

Build a house on the world map. Rotate the world map with the directional button, and press ✖ button to build. Don't forget where you built it, as your home plays an important role.

5 World map

The basic screen for the WORLD TOUR mode. Select where to go with the directional button, and confirm with ✖ button. Switch players with R1 button. This screen includes information on the current date, name and standing of the player, and the player's stamina.

6 Tour calendar

Press the START button during the first week of each month or in the World Map Screen to see the tour calendar. This calendar shows the competition schedule for the whole year. To see the schedule for other months and check competitions to enter, use ⬅➡ of the directional button. Select and confirm "RETURN TO MAP" to return to the World Map and "GAME END" to quit WORLD TOUR mode.

HOME

Check the status of players and change their clothes to new ones. Select "STATUS" or "GEAR" to proceed to each screen.

STATUS Check player abilities. Press R1 button to switch players. Press ▲ button to return to HOME. Status can be enhanced through training (P.16). Check the status often and create your ideal players.

GEAR Change items such as rackets and clothes. Select the items with ⬆⬇ of the directional button, and set them with ⬅➡. Press R1 button to switch players. Press ▲ button to return to HOME. Each item can be purchased at shops (P.18).

REST Execute this command to let the players rest and recover stamina and proceed to the next week. The stamina of each player is displayed at the top right of the screen. Let the players take a rest if they seem too tired. Make sure to check the tour schedule when executing this command.

EXIT Finish preparation at HOME and return to the World Map.
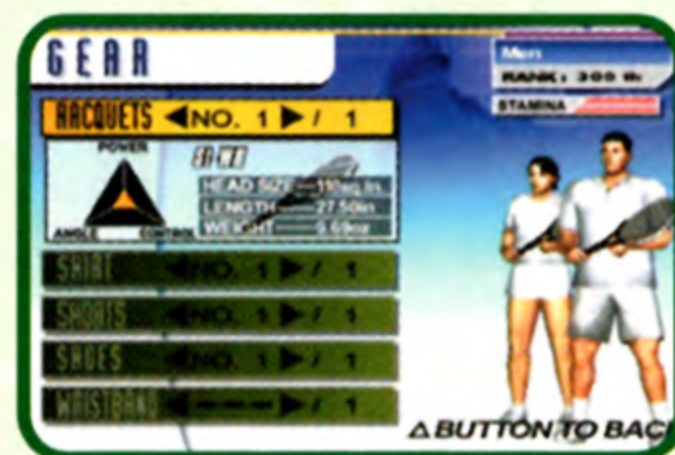
COMPETITIONS

There are five kinds of competitions: men's singles/doubles, women's singles/doubles, and mixed doubles. The current standing of the player decides which competitions are available. The higher the standing, the higher the level of competitions that will be available. A partner is necessary if entering doubles competitions. Find a partner at the shop and sign them to a contract.

FLOW OF THE COMPETITION

STEP 1   Move the cursor on the World Map to the point where the competition is held and see information on the competition. You will be asked "ENTER?" if you press ✖ button here. Press ✖ button to confirm entry.

STEP 2   Once entering the competition, a tournament chart will be displayed for you to learn about the competition.

STEP 3   Start the match. The flow of the match is the same as in TOURNAMENT mode.

STEP 4   After the match, the Reward Screen will be displayed. Winning at least the first round will let you earn some money, even without winning the whole competition. A week passes there after, and you will return to the World Map.

TRAINING

Train your players through mini-games. Training is categorized as follows: serve, footwork, stroke, and volley. Select a training session based on the ability to be improved. The level of training goes up as the abilities of the two players reach certain levels.

FLOW OF THE TRAINING

STEP 1 Move the cursor to the point where training sessions are available to see information on the training. You will be asked "ENTER?" if you press ✖ button here. Press ✖ button to confirm entry to the training.

STEP 2 Once in the training session, play methods and conditions for advancement are displayed.

STEP 3 Confirm the conditions for advancement and start the training. Use all of your skill to clear the mini-games.

STEP 4 The training record will be displayed after completing the training. A week passes thereafter, and you will return to the World Map. The status level of each category goes up based on the points gained, so keep trying until you succeed.

TYPES OF TRAINING

Some of the various mini-games offered in training are introduced here.

PIN CRASHER

Improve your serve. Like bowling, serve and knock down pins to gain points (5 games).

TANK ATTACK

Improve your stroke. Hit back a powerful ball to defeat enemy tanks (30 seconds).

BULL'S EYE

Improve your volley. Aim at the target (higher points at the center) and keep hitting the ball back (30 seconds).

DANGER FLAGS

Improve your footwork. Dodge red balls and collect flags (30 seconds).

SHOP

Select a shop on the World Map and press ✖.button You will be asked if you want to enter. Select "YES" and confirm to enter. Various items are sold at the shop, and they can be purchased with the money you have earned. Different shops sell different items. Select "EXIT" to return to the World Map.

RACKET	Rackets can be used both by male and female players. Equip at home.
CLOTHING	Tennis wear and other clothing items are sold. Equip at home.
ETC.	Wrist bands, shoes, and other items are sold.
PARTNER	Partner contracts for doubles matches. Contracts last for 2 months. You cannot enter doubles competitions unless you make a contract at a shop. Only one COM partner can be contracted for doubles matches. The contract with your partner expires when you sign a contract with someone else.
STAGE	Once contracted, they can be used in the EXHIBITION mode.

OPTIONS

Various in-game settings can be changed in Options. Select the option menu with ⬆⬇ of the directional button, and change settings with ⬅➡. To go back to the Menu Screen, move the cursor to "EXIT" and press ✖ button.

TOURNAMENT
Settings in TOURNAMENT mode

COM LEVEL	Level of COM opponent (select one from EASY, NORMAL, HARD, and VERY HARD).
GAME COUNT (COM)	Number of games to win one match against COM (1 to 6 games).
GAME COUNT (VS)	Number of games to win when playing with other players (1 to 6 games).
TIEBREAKER (VS)	Switch on/off the tiebreaker rules (P.11).

SOUND
Sound and vibration settings

AUDIO	Switch audio output between stereo/mono.
BGM VOLUME	Change in-game BGM volume.
MUSIC TEST	Listen to the music played in the game.
VIBRATION	Switch on/off the vibration of the dual shock controller.

Patrick Rafter (AUS)
Height: 6'1"(185cm)   **Weight:** 190lbs(86kg)
Date of Birth: 12/28/72
Preferred Hand Type: Right-handed
Type: Serve & Volley

Tim Henman (GBR)
Height: 6'1"(185cm)   **Weight:** 170lbs(77kg)
Date of Birth: 9/6/74
Preferred Hand Type: Right-handed
Type: Serve & Volley

Cedric Pioline (FRA)
Height: 6'2"(187cm)   **Weight:** 175lbs(79kg)
Date of Birth: 6/15/69
Preferred Hand Type: Right-handed
Type: All-Around Player

Yevgeny Kafelnikov (RUS)
Height: 6'3"(190cm)   **Weight:** 185lbs(84kg)
Date of Birth: 2/18/74
Preferred Hand Type: Right-handed
Type: All-Around Player

Tommy Haas (GER)
Height: 6'2"(187cm)   **Weight:** 182lbs(82kg)
Date of Birth: 4/3/78
Preferred Hand Type: Right-handed
Type: Strong Forehand

Thomas Enqvist (SWE)
Height: 6'3"(190cm)   **Weight:** 192lbs(87kg)
Date of Birth: 3/13/74
Preferred Hand Type: Right-handed
Type: Strong Backhand

Magnus Norman (SWE)
Height: 6'2"(187cm)   **Weight:** 198lbs(89kg)
Date of Birth: 5/30/76
Preferred Hand Type: Right-handed
Type: Fast Runner

Carlos Moya (ESP)
Height: 6'3"(190cm)   **Weight:** 177lbs(80kg)
Date of Birth: 8/27/76
Preferred Hand Type: Right-handed
Type: Powerful Strokes

PLAYERS

Venus Williams (USA)
Height: 6'1"(185cm)   **Weight:** 160lbs(72.5kg)
Date of Birth: 6/17/80
Preferred Hand Type: Right-handed
Type: All-Around Player

Serena Williams (USA)
Height: 5'10"(178cm)   **Weight:** 145lbs(66kg)
Date of Birth: 9/26/81
Preferred Hand Type: Right-handed
Type: Powerful Strokes

Lindsay Davenport (USA)
Height: 6'2"$\frac{1}{2}$ (189cm)   **Weight:** 175lbs(79kg)
Date of Birth: 6/8/76
Preferred Hand Type: Right-handed
Type: All-Around Player

Monica Seles (USA)
Height: 5'10"$\frac{1}{2}$ (180cm)   **Weight:** 154lbs(70kg)
Date of Birth: 12/2/73
Preferred Hand Type: Left-handed
Type: Hard Hitter

Mary Pierce (FRA)
Height: 5'10"(180cm)   **Weight:** 150lbs(68kg)
Date of Birth: 1/15/75
Preferred Hand Type: Right-handed
Type: Strong Forehand

Arantxa Sanchez-Vicario (ESP)
Height: 5'6"$\frac{1}{2}$(169cm)   **Weight:** 123lbs(56kg)
Date of Birth: 12/18/71
Preferred Hand Type: Right-handed
Type: Various Shots

Ai Sugiyama (JPN)
Height: 5'4$\frac{1}{4}$" (163cm)   **Weight:** 121lbs(55kg)
Date of Birth: 7/5/75
Preferred Hand Type: Right-handed
Type: Fast Runner

Alexandra Stevenson (USA)
Height: 6'1"(185cm)   **Weight:** 156lbs(71kg)
Date of Birth: 12/15/80
Preferred Hand Type: Right-handed
Type: Strong Backhand

COURTS

You can play matches on various courts in "Tennis."
Some are introduced here.

Melbourne, Australia

Surface: Hard
Ball speed: Fast
Bounce: High

Paris, France

Surface: Clay
Ball speed: Slow
Bounce: High

London, England

Surface: Grass
Ball speed: Fast
Bounce: Low

New York, USA

Surface: Hard
Ball speed: Fast
Bounce: High

Tokyo, Japan

Surface: Artificial turf
Ball speed: Slow
Bounce: Regular

???

You can play on more courts in EXHIBITION mode as you buy them at shops in WORLD TOUR mode.

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Special Thanks

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NOTES

Limited Warranty

Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact Sega at:
- web site . . . . http://www.sega.com
- e-mail . . . . support@sega.com
- telephone 1-716-650-6702

LIMITATIONS ON WARRANTY