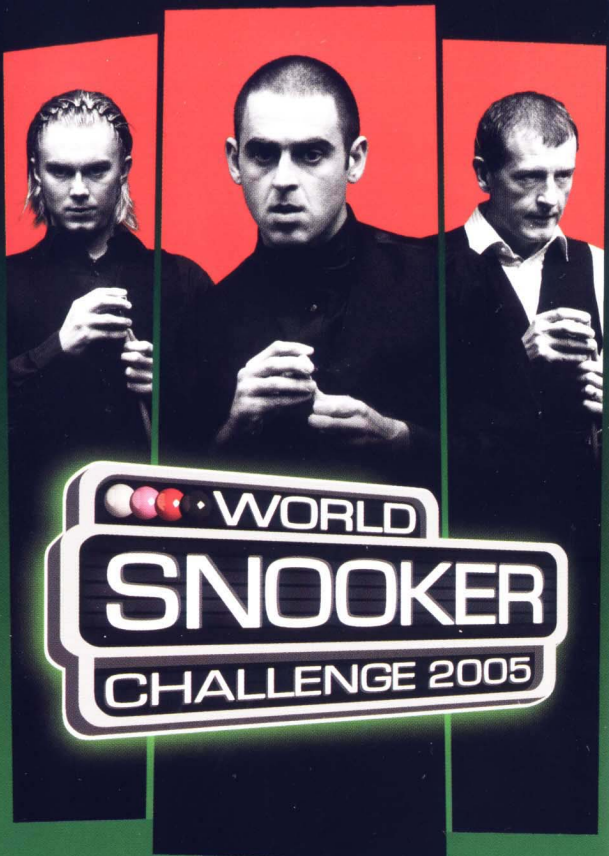




Officially  
endorsed by



# WORLD SNOOKER CHALLENGE 2005

**G** General

**SEGA**<sup>®</sup>  
www.sega-australia.com

ULES-00126

PS2, PSP, UMD and XBOX are trademarks or registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.

5060004785447

MAN-U00126-AU



# Virtua Tennis™ WORLD TOUR

**sumo**  
DIGITAL

**SEGA**<sup>®</sup>

## PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

## HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

## PIRACY

The PSP™ system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email [anti-piracy@eu.playstation.com](mailto:anti-piracy@eu.playstation.com) or call your local Customer Service number given at the back of this manual.

## PARENTAL CONTROL

This PSP™ (PlayStation®Portable) Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™ Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

PARENTAL CONTROL LEVEL	AGE GROUP
9	Restricted to 18 and over
7	Not suitable for under 15 unless accompanied by an adult
5	Recommended for mature players
3	Parental guidance recommended
2	General

### ULES-00126-AU

Game © 2005 SEGA Corporation. All company names, brand names and logos are property of their respective owners. Library programs © 2003-2005 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe. FOR PERSONAL USE ONLY. Unauthorised copying, adaptation, rental, lending, distribution, extraction, re-sale, arcade use, charging for use, broadcast, public performance and internet, cable or any telecommunications transmission, access or use of this product or any trademark or copyright work that forms part of this product are prohibited. Published by SEGA Europe. Developed by Sumo Digital.






## Contents

SETTING UP	2
MEMORY STICK DUO™	2
WIRELESS (WLAN) FEATURES	3
MENU NAVIGATION	4
CONTROLS	4
THE MENU SCREEN	5
THE GAME SCREEN	5
GAME OVERVIEW	6
BASIC TECHNIQUES	6
Serve	6
Ball Direction	6
Ball Reaction	6
Shot Strength	7
Smash Hit	7
Drop Shots	7
Instructing COM Partner	7
GAME MODES	7
Quick Match	7
Tournament	8
Exhibition	8
World Tour	9
Ball Games	14
Multiplayer Match	17
OPTIONS	18
RECORDS	19
PLAYERS	19
COURTS	22
SAVING AND LOADING	23
CREDITS	25
WARRANTY	27
PRODUCT SUPPORT	27
CUSTOMER SERVICE NUMBERS	28

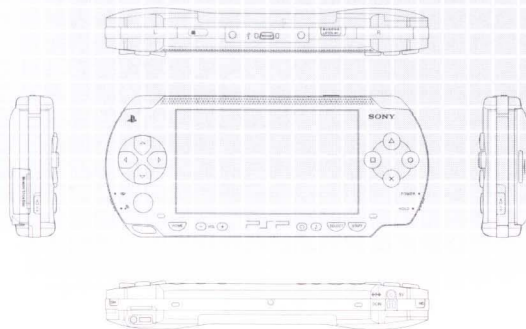
Thank you for purchasing *Virtua Tennis: World Tour*. Please note that this software is designed only for use with the PSP console. Be sure to read this instruction manual thoroughly before you start the game.

## Setting Up

Set up the PSP™ system according to the instructions in its instruction manual. Turn the PSP™ system on and the POWER indicator will light up green. The Home Menu will be displayed. Press the OPEN latch to open the disc cover. Insert the *Virtua Tennis: World Tour* disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

Select the  icon from the Home Menu and then select the  icon. An image of the software will be displayed. Select the image and press the  button to commence loading.

**PLEASE NOTE:** the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.



## Memory Stick Duo™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved game data.



## Wireless (WLAN) Features

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).

### ● **AD HOC Mode**



Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.

### ● **Game Sharing**



Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.

### ● **Infrastructure Mode**



Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

This title supports English, French, German, Spanish and Italian languages. Please choose your preferable language from the system settings on the PSP™ system before commencing play.

## Menu Navigation

**HIGHLIGHT MENU ITEM**

directional buttons or Analog Stick  
↑/↓

**CHANGE MENU OPTION  
WHERE ◀▶ IS SHOWN**

directional buttons or Analog Stick  
←/→

**SELECT MENU ITEM**

⊗ button

**CANCEL/EXIT MENU**

⊙ button

## Controls

**MOVE/AIM/AFTERTOUCH**

directional buttons or Analog Stick  
↑/↓ ←/→

**TOPSPIN SHOT**

⊗ button

**LOB SHOT**

⊕ button

**SLICE SHOT**

⊙ button

**TOGGLE VIEWPOINT**

**SELECT** button

**INSTRUCT COM PARTNER**

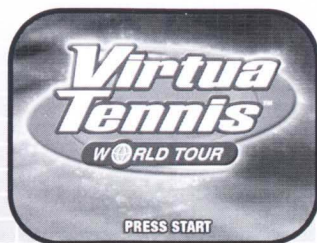
**L** button or **R** button

**PAUSE GAME**

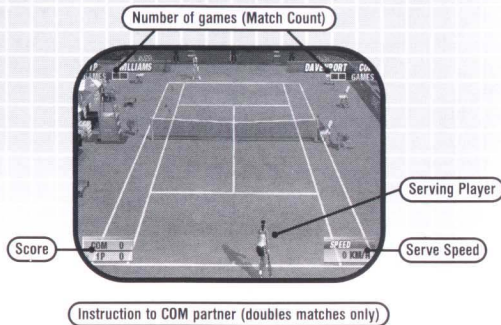
**START** button

## The Menu Screen

Press the **START** button on the Title screen to display the Menu screen.



## The Game Screen



### USE OF CAMERA

- Court Cam (default). Camera is positioned above the court at a 45° angle to offer a 'TV gantry' view of the action.
- Player Cam. Camera is positioned over the shoulder of the player, allowing the game to be viewed at court level
- Press the **SELECT** button to toggle between the viewpoints.

## Game Overview

SEGA's smash arcade hit Virtua Tennis, comes to PSP™ with wireless head-to-head gaming, 14 new licensed players and original Ballgames mode.

Perfect your game, triumph on the world circuit and propel yourself to the coveted #1 ranking! *Virtua Tennis: World Tour* serves up great action. **GAME, SET and MATCH!**

Overpower opponents with blistering serves and overhead slams, or outplay them with devastating drop shots and well placed lobs.

## Basic Techniques

### ● Serve

Use either the Analog Stick or the directional buttons  $\uparrow/\downarrow$   $\leftarrow/\rightarrow$  to set your serve position, and press the  $\otimes$ ,  $\odot$  or  $\ominus$  button to toss the ball.

During the toss a serve gauge displays the players serve speed. At your chosen speed, press the  $\otimes$  button to make a straight serve, and the  $\odot$  or  $\ominus$  button to make a slice serve.

### ● Ball Direction

To hit the ball back to the opponent's court, run to the ball and press the  $\otimes$ ,  $\odot$  or  $\ominus$  button. Once you've pressed the button, use the Analog Stick  $\uparrow/\downarrow$   $\leftarrow/\rightarrow$  to guide the direction you hit the ball.

Push  $\leftarrow/\rightarrow$  to aim the ball left or right, or  $\uparrow/\downarrow$  to aim to the front or back of the court.

### ● Ball Reaction

The ball's movement is directly affected by the surface of each court as follows:

SURFACE	Hard	Clay	Grass	Carpet
BALL SPEED	Fast	Slow	Fast	Slow
BOUNCE	High	High	Low	Regular




### ABOUT SHOT TYPE

1. A topspin shot ( $\otimes$  button) is a regular shot with a forward spin (vertical spin). It moves fast but its trajectory is high and it bounces high.
2. A slice shot ( $\odot$  button) has backspin. The ball moves slowly as if floating in air. Its trajectory is low and it bounces low.
3. A lob shot ( $\ominus/\otimes$  +  $\odot$  button) has a high trajectory and goes over the opponents head. It is best used to hit the ball behind an opponent when they are close to the net.



## ● Shot Strength

You can hit the ball harder (or faster) if you anticipate the ball's position and get ready for the shot – if you are not ready for the shot, you will not hit it hard. Also the shot strength will change depending on the height of the ball when you hit it (called shot point). If the ball has a low shot point it is difficult to hit it hard, for example directly after a bounce. However, the higher the shot point, the harder the shot becomes.

## ● Smash Hit

Counter high trajectory balls with a smash! Wait for the ball to come down, and then press the  button to hit a smash. You can use the Analog Stick   to control the ball path in the same way as regular shots.

## ● Drop Shots

You can play a drop shot that falls near the net; press the  button then use the Analog Stick  to aim at an area near the net.

This is most effective when an opponent is covering the baseline.




## ● Instructing COM Partner

In doubles matches you can position your “COM Partner”. Press the **L** button or **R** button to switch instructions between:

- Baseline back of the court (defensive).
- Normal regular position.
- Net Play front of the court (offensive).

Your COM partner's position is displayed at the top of the screen.

## Game Modes

The Main Menu has 8 modes to choose from; use the Analog Stick   to highlight an option and press the  button to confirm.


- Quick Match - 1 Player
- Tournament - 1 Player
- Exhibition - 1 Player
- World Tour - 1 Player
- Ball Games - 1 Player
- Options
- Records
- Multiplayer Match - 2 to 4 Players

## ● Quick Match

Jump into a quick match of random configuration against a CPU player.

1. Select Quick Match on the Menu screen. A match will automatically be configured.

2. Begin your match. Press the **START** button during the game to access the Pause menu.

To continue a game after losing, select Retry and press the  button to confirm.

When your game has finished select 'New Match' to play with new settings or 'End Game' to return to the main menu.




## ● Tournament

Take part in an “arcade-style” tournament. Try to beat all 5 stages of Single Matches and 3 stages of Doubles Matches.

1. *Select a match:*

Select Tournament on the Menu screen to display the Singles/ Doubles menu.


2. *Select your player:*

Select a male or female player from 16 featured or custom World Tour players - use the Analog Stick   to highlight a player and press the  button to select it.

*Note:* To use a Custom Player created and trained in World Tour mode, select the World Tour option to the right of the Selection screen.

3. *Begin your match:*

The match starts as soon as you've selected and confirmed your player and your opponent. Press the **START** button during the game to access the Pause menu.

If you lose the game, you can select Continue and press the  button to play again.




## ● Exhibition

Customise your game settings to play various Singles and Doubles matchups against CPU players.





1. *Select a match:*

Select Exhibition on the Menu screen to display the Singles/ Doubles menu.

2. *Select your player:*

Set an initial player position (for placement during the match), for either singles or doubles matches. Use the Analog Stick   to select a position on the court, and press the  button to select it.

3. *Set the match rules:*

Set the following match rules; Analog Stick   to highlight a selection, use  to change a selection. Select DONE and press the  button to accept the match rules and proceed.



- Game Count

Number of games to win one match (choose between 1-6 games).

- Tie Break

Switch tie break rules ON/OFF.

*About Tiebreakers*

An extra game is 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 tie break.

In the event of a tie break, points will be counted numerically (e.g. 5-6), and the first player to win by 2, while gaining 7 or more points, will be the winner. Each player serves twice in a row.

- COM Level

Set your opponent's skill level to easy, normal, hard or very hard

4. *Select your player:*

Select a male or female player from 16 featured players - use the directional button or Analog Stick  $\uparrow/\downarrow \leftarrow/\rightarrow$  to highlight a player and press the  $\otimes$  button to select it. Once selection is complete, assign CPU players.

5. *Select your stage:*

Select a stage to play a match. Only 5 stages are available to you at the beginning of the game. Additional stages must be purchased (unlocked) from the shop in World Tour mode.

6. *Begin your match:*

Press the **START** button during the game to display the Pause menu.

## ● World Tour

Create your own custom male and female players and develop their skills / stats from the ground up, entering competitions held all around the globe to compete for the #1 world ranking.

Develop your custom players by participating in Training Games, fun mini-games that allow you to develop key aspects of your player's skills/stats.

1. *Select the mode:*

Highlight World Tour on the Menu screen, then press the  $\otimes$  button. The first time you play this game you will start at step 2 below. Otherwise the Tour Calendar will display. Select New Game to start a new file, or select Continue to continue from a previously saved game.

2. *Create custom players:*

Create one male player and one female player. Adjust the following parameters for the male player first, using the directional buttons or Analog Stick  $\uparrow/\downarrow \leftarrow/\rightarrow$  to highlight each option, then press the  $\otimes$  button to move to each setting screen:

- Name: Name the player.

- Head: Select a face, complexion, and hair style.

- Body: Select the player's height and weight.

- Plays: Select the preferred action hand and back hand.

- Gear: Select the racket and apparel.

Once you are happy with your custom player, highlight the OK option and press the  $\otimes$  button.

Now create a female custom player in exactly the same way.

Once you have created two original players, select OK to continue.

3. *Invitation card:*

Once you have created your 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. Use the directional buttons or Analog Stick  $\uparrow/\downarrow \leftarrow/\rightarrow$  to rotate the world map and position your home, then press the  $\otimes$  button to build. Your home plays an important role, so do not forget where you have built it.

5. *World Map:*

This is the basic selection screen for the World Tour mode. Use the directional buttons or Analog Stick  $\uparrow/\downarrow \leftarrow/\rightarrow$  to select where you want to go and then press the  $\otimes$  button to confirm your selection.

You can toggle between your custom players at any time using the **R** button.

The World Map will tell you the current date, name and standing of your player, and the player's stamina. It also displays any available challenges.

6. *Tour Calendar:*

Press the **START** button on the World Map screen to view the Tour Calendar and see the competition schedule for the whole year. To see the schedule for other months and to check competitions to enter, push the Analog Stick  $\leftarrow/\rightarrow$  to toggle through the months.

To return to the World Map press  $\otimes$ . To quit the World Tour mode, press the **SELECT** button.

## HOME

You can check the status of your custom players and change their appearance with new apparel bought from shops.

Select Status or Gear to proceed to each screen as follows:

<b>STATUS</b>	Check your custom player's abilities. Press the <b>R</b> button to toggle between your custom players. Press the <b>⊙</b> button to return to the Home page. Status can be enhanced through training.
<b>GEAR</b>	Change your gear like racquets and clothes. Press the <b>R</b> button to toggle between your custom players. Use the Analog Stick <b>↑/↓</b> to select items, and use <b>←/→</b> to set them. Press the <b>⊙</b> button to return to the Home page. Each item can be purchased at shops.
<b>REST</b>	When you want to let your players rest and recover stamina, use this command. The stamina of each player is shown at the top right of the Game screen. Rest your players if they have low stamina.
<b>EXIT</b>	Finish preparation on the Home page and select Exit to return to the World Map.

## COMPETITIONS

World Tour offers five types of competition:

- Men's Singles/Doubles
- Women's Singles/Doubles
- Mixed Doubles

Your custom player's current standing decides which competitions are available. The higher the standing, the higher level competitions are available.

You need a partner to enter doubles competitions. Find a partner at the shop and sign them to a contract.

### PLAYING A COMPETITION

1. Move your cursor to a point on the World Map where a competition is being held and view information on the competition. Press the **⊗** button to enter the competition.
2. A tournament chart will display so you can learn about the progress of the competition.
3. Start the match. The flow of the match is the same as in Tournament mode.

4. After the match, the Reward screen will be displayed. You can earn a share of the prize money by winning at least the first round, even if you do not win the whole competition.

## TRAINING

Train your custom players by participating in mini-games. Training / player development is broken down into categories:

- Serve Training
- Footwork Training
- Stroke Training
- Volley Training

Select a training session based on the skill you want to improve. The level of training goes up as the abilities of the two players improve.

### USING A TRAINING SESSION

1. Move your cursor to a point on the World Map where a training session is available to see information on the training. Press the **⊗** button to enter the training session.
2. Play methods and conditions for advancement/improvement are displayed.
3. Confirm the conditions for advancement that you want and start the training. Use all of your skill to clear the mini-games.
4. After completing the training your Training Record will be displayed. The status of each category increases based on the points gained, keep playing and practising until you succeed!

World Tour contains eight training games, each with four levels of difficulty (unlocked as you progress):

<b>STOMPER</b>	Improve your footwork. Return the balls to the wall and step on as many cans as you can!
<b>TANK ATTACK</b>	Improve your stroke. Return the yellow balls and beat the tanks.
<b>DISC SHOOTER</b>	Improve your stroke. Return the balls to the discs to flip them over.
<b>BULLS EYE</b>	Improve your volley. Volley a ball from the machine to the target.
<b>DANGER FLAGS</b>	Improve your footwork. Avoid the white balls and collect all of the flags.
<b>PIN CRASHER</b>	Improve your serve. Just like bowling, serve to knock down the pins.



**PRIZE SNIPER**

Improve your serve. Serve the ball and hit an item! Luxurious items are worth higher points.

**ALIEN FORCE**

Improve your volley. Beat the invading machine corps with volley shots.

**SHOPPING**

Select a shop on the World Map and press the **X** button 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.

**RACQUETS**

Purchase racquets to be used both by male and female players. Racquets must be equipped from the home.

**APPAREL**

Purchase tennis wear and other clothing items. Apparel can be assigned from the home.

**ETC.**

Purchase wrist bands, shoes, and other accessories. All accessories can be equipped from the home.

**PARTNER**

Purchase partner contracts for doubles matches. Contracts last for 2 months. You cannot enter doubles competitions unless you make a contract at the shop, and only one COM partner can be contracted at a time.

**STAGE**

Purchase stage contracts; once contracted, they can be used in the Exhibition mode.

**Ballgames**

Select from four original quick-burst games and try to beat the hi-scores.

**PLAYING BALLGAMES**

1. Select Ballgames on the Menu screen.

2. Select a game:

1. BLOCKBUSTER

2. FRUIT DASH

3. BLOCKER

4. BALLOON SMASH

Use the Analog Stick **↑/↓** **←/→** to highlight a game and press the **X** button to confirm.

3. Select player:

Select a player or a custom player from the Select Player screen. Use the directional buttons or Analog Stick **↑/↓** **←/→** to highlight a player and press the **X** button to confirm.

4. Start the game:

Once you've selected a game the Loading screen displays play methods, scoring conditions and the current hi-score - press the **X** button to continue.

Press the **START** button during the game to access the Pause menu which allows you to Exit.

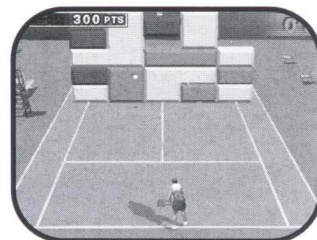
5. Finish the game:

Once the game ends your Score is displayed. If you achieved a hi-score you'll be asked to enter your name. Use the directional buttons or Analog Stick **↑/↓** **←/→** and press the **X** button to confirm.

**1. BLOCKBUSTER**

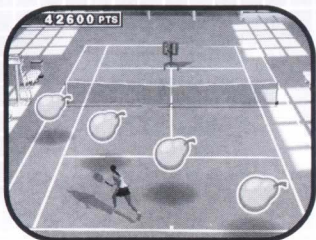
Smash the ball and destroy the Colourful Blocks!

Test your rebound! Colourful Blocks fall to form a stack. Use the ball to destroy the wall in order to win points and top up your time. If time runs out it's GAME OVER!

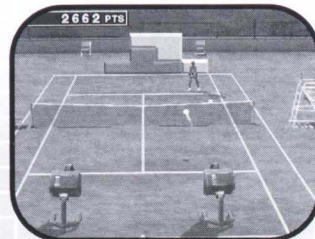


**GAME SCREEN****SCORE (Points)** - current score.**TIME** - remaining game time.**BONUSES****BONUS BLOCK** - trigger score and time bonuses on a specific block colour.**HAZARD BLOCK** - trigger a time penalty on a specific block colour.**SPECIAL BLOCK** - destroys all same colour blocks.**2. FRUIT DASH**

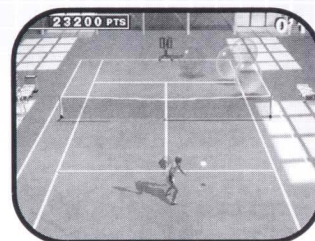
Avoid red balls and grab fruits to keep up your stamina!

Test your footwork! Collect fruits, avoid junk food and dodge the onslaught of red balls to keep up your stamina and collect points. If your stamina runs out it's **GAME OVER**.**GAME SCREEN****SCORE (Points)** - current score.**STAMINA** - remaining stamina.**BONUSES****BONUS FRUIT / DASH** - triggers a full field of fruit.**BONUS FRUIT / SHOOT** - triggers a fruit shoot round.**3. BLOCKER**

Defend your blocks from the ball launchers!

Test your volley! Protect your wall of colourful blocks for as long as possible by volleying the onslaught of yellow balls. If the wall is completely destroyed it's **GAME OVER**.**GAME SCREEN****SCORE (Points)** - current score.**4. BALLOON SMASH**

Burst the balloons to collect time and bonus items!

Test your smash! Volley the ball and burst balloons of matching colour to release extra time and bonus items. If the timer runs out it's **GAME OVER**.**GAME SCREEN****SCORE (Points)** - current score.**TIME (00'00)** - remaining time.**BONUSES****BOMB** - small explosion that detonates balloons within blast radius.

## ● Multiplayer Match

Play head-to-head with up to 3 friends in Quick Match, Exhibition and Co-Op Tournament modes.

### MODES

You can pick from the following Multiplayer modes:

- Quick Match - 2 to 4 players.
- Exhibition - 2 to 4 players (competitive/co-operative against CPU).
- Tournament - 2 players (co-operative).

### HOW TO PLAY MULTIPLAYER MATCH

#### 1. Select Multiplayer Match mode:

Select Multiplayer Match on the Menu screen to display the following options:

- Create Game (go to 2).
- Join Game (go to 4).

*Note:* To play a Multiplayer Match, make sure that the WLAN switch is switched ON.

#### 2. Enter the game lobby:

You are entered into the GAME LOBBY to wait for new players. New players appear as 1P - 2P.

Use the directional buttons or Analog Stick  $\uparrow/\downarrow$   $\leftarrow/\rightarrow$  to select a court position (match starting position) and press the  $\otimes$  button to confirm.

Once all players have set their position press the  $\otimes$  button to continue.

#### 3. Set rules:

The game host adjusts the game settings.

- Game Type - Singles or Doubles
- Match Type - Quick Match, Exhibition or Tournament
- Game Count - 1, 2, 3, 4, 5, or 6
- Tie break - ON or OFF

Now select Done to create the session and move to the Player Select screen.

#### 4. Player list:

Select Join Game to search for available sessions - the players list shows you all Ad-Hoc hosts in the session.

From the players list you can view your personal result history against each player.

#### 5. Select a player:

Select a player or a custom player from the Player Select screen. Use the directional buttons or Analog Stick  $\uparrow/\downarrow$   $\leftarrow/\rightarrow$  to highlight a player and press the  $\otimes$  button to confirm.

#### 6. Stage select:

Select a stage from the available collection (based on host collection). Use the directional buttons or Analog Stick  $\uparrow/\downarrow$   $\leftarrow/\rightarrow$  to highlight a player and press the  $\otimes$  button to confirm.

#### 7. Coin toss:

Toss a coin to decide who serves - you can't affect the outcome!

#### 8. Start the game:

The game starts after deciding who serves.

Press the **START** button to access the Multiplayer Menu. Select either Continue or End Game. If you leave a session you will return to the Title screen.

#### 9. Gameover:

When you have finished the match, you get the chance to Retry (restart match with same settings, players and so on), or End Game (return to game lobby).

## Options

Select Options from the Main Menu to adjust various in-game settings.

Push the Analog Stick  $\uparrow/\downarrow$  to select an option, and change settings using  $\leftarrow/\rightarrow$ . Return to the Menu screen by highlighting DONE and press the  $\otimes$  button to confirm.

COM LEVEL	Level of COM opponent (select from Easy, Normal, Hard and Very Hard). Tournament matches only.
GAME COUNT (COM)	Number of games to win one match against COM (1 to 6 games). Tournament matches only.
FIXED CAM	Set the fixed camera option ON/OFF.
TIE BREAK	Switch the tie break rules ON/OFF. Tournament matches only.
AUTOSAVE	This enables or disables the Autosave system.
BGM VOLUME	Change the in-game BGM volume.
MUSIC TEST	Listen to the music played in game.
UMPIRE	Set the in-game Umpire to English, French, German, Spanish or Italian.



## Records

View High Scores and various records via this option.

## Players

TAKE the court as or against 14 Licensed Pro Players, each with their own strengths and weaknesses:



### **ROGER FEDERER (SUI) - RANK #1**

**D.O.B:** 08/08/1981  
**Height:** 6'2" (187cm)  
**Weight:** 170lbs (77kg)  
**Hand-Type:** Right-Hand  
**Play Type:** Serve and Volley



### **TIM HENMAN (GBR) - RANK #11**

**D.O.B:** 08/09/1974  
**Height:** 6'1" (187cm)  
**Weight:** 167lbs (76kg)  
**Hand-Type:** Right-Handed  
**Play Type:** Serve & Volley



### **SEBASTIEN GROSJEAN (FRA) - RANK #35**

**D.O.B:** 29/05/1978  
**Height:** 5'9" (175cm)  
**Weight:** 145lbs (66kg)  
**Hand-Type:** Right-Handed  
**Play Type:** All Round



### **JUAN CARLOS FERRERO (ESP) - RANK #31**

**D.O.B:** 12/02/1980  
**Height:** 6'0" (182cm)  
**Weight:** 160lbs (72kg)  
**Hand-Type:** Right-Handed  
**Play Type:** All Round



### **TOMMY HAAS (GER) - RANK #23**

**D.O.B:** 03/04/1978  
**Height:** 6'2" (187cm)  
**Weight:** 182lbs (82kg)  
**Hand-Type:** Right-Handed  
**Play Type:** Strong Forehand



### **DAVID NALBANDIAN (ARG) - RANK #10**

**D.O.B:** 01/01/1982  
**Height:** 5'11" (180cm)  
**Weight:** 172lbs (78kg)  
**Hand-Type:** Right-Handed  
**Play Type:** Strong Backhand



### **LLEYTON HEWITT (AUS) - RANK #2**

**D.O.B:** 24/02/1981  
**Height:** 5'11" (180cm)  
**Weight:** 150lbs (68kg)  
**Hand-Type:** Right-Hand  
**Play Type:** Fast Runner



### **ANDY RODDICK (USA) - RANK #4**

**D.O.B:** 30/08-1982  
**Height:** 6'2" (187cm)  
**Weight:** 190lbs (86kg)  
**Hand-Type:** Right-Handed  
**Play Type:** Powerful Strokes



### **NICOLE VAIDISOVA (CZE)**

**D.O.B:** 23/04/1989  
**Height:** 5'11" (181cm)  
**Weight:** 139lbs (63kg)  
**Hand-Type:** Right-Handed  
**Play Type:** All Round



### **MARIA SHARAPOVA (RUS)**

**D.O.B:** 19/04/1987  
**Height:** 6'0" (182cm)  
**Weight:** 130lbs (59kg)  
**Hand-Type:** Powerful Strokes



**LINDSAY DAVENPORT (USA)**

D.O.B.: 08/06/1976  
 Height: 6'2" (189cm)  
 Weight: 174lbs (79kg)  
 Hand-Type: Right-Handed  
 Play Type: All Round

**VENUS WILLIAMS (USA)**

D.O.B.: 17/06/1980  
 Height: 6'2" (187cm)  
 Weight: 160lbs (72.5kg)  
 Hand-Type: Right-Handed  
 Play Type: Hard Hitter

**DANIELA HANTUCHOVA (SVK)**

D.O.B.: 23/04/1983  
 Height: 5'11" (181cm)  
 Weight: 123lbs (56kg)  
 Hand-Type: Right-Handed  
 Play Type: Strong Forehand

**AMELIE MAURESMO (FRA)**

D.O.B.: 05/07/1979  
 Height: 5'9" (176cm)  
 Weight: 142lbs (64kg)  
 Hand-Type: Right-Handed  
 Play Type: Various Strokes

**SARAH BAILEY (GBR)**

D.O.B.: 08 / 06 / 1975  
 Height: 5'5" (165cm)  
 Weight: 124lbs (56kg)  
 Hand-Type: Right-Handed  
 Play Type: Fast Runner

**CAROLINA RELANDINI (ITA)**

D.O.B.: 13 / 11 / 1980  
 Height: 6'0" (182cm)  
 Weight: 158lbs (72kg)  
 Hand-Type: Right-Handed  
 Play Type: Strong Backhand

**KING (SEGA) - UNRANKED**

D.O.B.: Unknown  
 Height: Unknown  
 Weight: Unknown  
 Hand-Type: Right-Handed  
 Play Type: Master

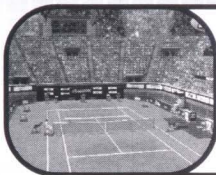
**QUEEN (SEGA) - UNRANKED**

D.O.B.: Unknown  
 Height: Unknown  
 Weight: Unknown  
 Hand-Type: Right-Handed  
 Play Type: Master

**Courts**

Hit a straight set on all of the key court surfaces around the world available to you - you can obtain passes to new courts during World Tour Mode.

*Note:* All tournament names and stadiums provided in the game are fictional and are not based on real tournaments or stadiums.

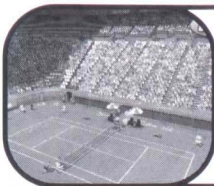
**PARIS, FRANCE - STAGE 1**

Surface: Clay  
 Capacity: 15,000  
 Time: 3:40PM  
 Temperature: 61 F / 16 C  
 Humidity: 72%

**NEW YORK, USA - STAGE 2**

Surface: Hard  
 Capacity: 22,000  
 Time: 8:23PM  
 Temperature: 68 F / 20 C  
 Humidity: 67%



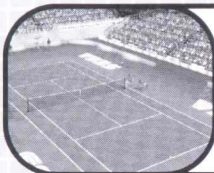
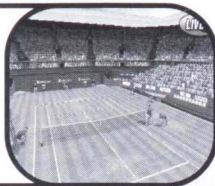


**MELBOURNE, AUSTRALIA -  
STAGE 3**

*Surface:* Hard  
*Capacity:* 21,000  
*Time:* 12:17PM  
*Temperature:* 86 F / 29 C  
*Humidity:* 59%

**LONDON, GREAT BRITAIN -  
STAGE 4**

*Surface:* Grass  
*Capacity:* 13,000  
*Time:* 11:07AM  
*Temperature:* 62 F / 16 C  
*Humidity:* 78%



**TOKYO, JAPAN - STAGE 5**

*Surface:* Carpet  
*Capacity:* 2,500  
*Time:* 7:41PM  
*Temperature:* 49 F / 10 C  
*Humidity:* 56%

## Saving and Loading

It is advised you have free space on your Memory Stick Duo™ before starting play.

This title uses an Autoload feature. It is advised not to insert or remove the Memory Stick Duo™ after boot up as doing so may cause game data to be overwritten.

Virtua Tennis: World Tour supports Memory Stick Duo™. You must have a Memory Stick Duo™ inserted into the Memory Stick Duo™ slot to save your games and their settings. Games and settings are saved automatically using Autosave functionality when you:

- Complete a game.
- Exit a game.
- Exit the Options menu.



## Credits

### SEGA EUROPE LIMITED STAFF

#### *CEO*

Naoya Tsurumi

#### *President / COO*

Mike Hayes

#### *Development Director*

Gary Dunn

#### *Creative Director*

Matthew Woodley

#### *Director of European Marketing*

Gary Knight

#### *Senior Producer*

Ben Gunstone

#### *Head of Brand Marketing*

Helen Nicholas

#### *European PR Manager*

Lynn Daniel

#### *Senior Brand Manager*

Matt Eyre

#### *Assistant Brand Manager*

Mark Cook

#### *International Brand Manager*

Ben Stevens

#### *Licensing Manager*

Nivine Emeran

#### *Creative Services*

Tom Bingle

Akane Hiraoka

#### *Localisation Team*

Daniela Kaynert

Brigitte Nadesan

Marta Lois Gonzalez

Giuseppe Rizzo

#### *QA Manager*

Mark Le Breton

#### *QA Supervisor*

Darius Sadeghian

Marlon Grant

#### *Master Tech.*

Trevor Barnes

#### *Global Lead Tester*

Ed Bushell

#### *Testers*

David Milmine

Ricky Ip

Dwayne Buck

Justin Shehata

Ben Howell

Ezzet-Charbel Baccache

Russell Keawpanna

#### *TRC Specialist*

Mike Hanley

Ben Andac

#### *Language Leads*

Olivier Banal

Max Brode

#### *Language Testers*

Jean-Baptiste Bagot

Luis J. Paredes

Alessandro Irranca

Begoña Escorihuela

#### *SOE Special Thanks:*

Ron Angle

Sarah Bailey

Carolina Relandini

Andy Roddick

Air Studios

Ken Meyerson

Laurent Delanney

Justin Magazine

Jamie Evans

Patrick McGee

Stephen Curnow

David Massey

The SOJ Licensing Team

A Creative Experience

### SUMO DIGITAL LTD.

#### *Producers*

Mark Glossop

Steve Lycett

#### *Lead Programmer*

Phil Rankin

#### *Lead Artist*

Andy Ritson

#### *Programming*

Andy Chapman

Niall Dunne

David Walters

Jon Watson

Steve Camber

#### *Art Team*

Chantal Beaumont

Dan Crossland

Ira Hill

Chris Samwell

#### *Design*

Travis Ryan

#### *Sumo QA*

Jody Hindle

#### *Chief Operations Officer*

Carl Cavers

#### *Creative Director*

Darren Mills

#### *Technical Director*

Paul Porter

#### *Sumo Special Thanks*

Ash Bennett

Ali Davidson

Craig Wright

Mei Kumagai

© SEGA Corporation, 2001, 2005. SEGA, the SEGA logo and Virtua Tennis are either registered trademarks or trademarks of SEGA Corporation. All other company names, brand names and logos are property of their respective owners. All Rights Reserved.

## Warranty

**WARRANTY:** SEGA Europe Limited warrants to you, the original purchaser of the Game, that this Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of first purchase. If you discover a problem with the Game covered by this warranty within the 90 day period, your retailer will repair or replace the Game at its option, free of charge, according to the process identified below. This limited warranty: (a) does not apply if the Game is used in a business or for a commercial purpose; and (b) is void if any difficulties with the Game are related to accident, abuse, virus or misapplication. This limited warranty gives you specific rights, and you may also have statutory or other rights under your local jurisdiction.

**RETURNS WITHIN A 90 DAY PERIOD:** Warranty claims should be made to your retailer from where you bought the Game. Return the Game to your retailer along with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer will either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original warranty period or 90 days from receipt, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive your direct (but no other) damages incurred in reasonable reliance but only up to the amount of the price you paid for the Game. The foregoing (repair, replacement or limited damages) is your exclusive remedy.

**LIMITATIONS:** TO THE FULL EXTENT ALLOWED BY LAW, NEITHER SEGA EUROPE LIMITED, ITS RETAILERS OR SUPPLIERS ARE LIABLE FOR ANY SPECIAL, INCIDENTAL, PUNITIVE, INDIRECT OR CONSEQUENTIAL DAMAGES ARISING FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME

Information in this document, including URL and other Internet Web site references, is subject to change without notice. Unless otherwise noted, the example companies, organizations, products, people and events depicted herein are fictitious and no association with any real company, organization, product, person or event is intended or should be inferred. Complying with all applicable copyright laws is the responsibility of the user. Without limiting the rights under copyright, no part of this document may be reproduced, stored in or introduced into a retrieval system, or transmitted in any form or by any means (electronic, mechanical, photocopying, recording, or otherwise), or for any purpose, without the express written permission of SEGA Europe Limited.

## Product Support

**PLEASE CHECK [WWW.SEGA-EUROPE.COM](http://WWW.SEGA-EUROPE.COM) FOR DETAILS OF PRODUCT SUPPORT IN YOUR REGION. REGISTER ONLINE AT [WWW.SEGA-EUROPE.COM](http://WWW.SEGA-EUROPE.COM) FOR EXCLUSIVE NEWS, COMPETITIONS, EMAIL UPDATES AND MORE.**

**VISIT SEGA CITY TODAY!**

## CUSTOMER SERVICE NUMBERS

<b>Australia</b>	1300 365 911*
*(Calls charged at local rate)	
<b>Belgique/België/Belgien</b>	011 516 406
Tarif appel local / Lokale kosten	
<b>Česká republika</b>	222 864 111
Po - Pa 9:00 - 17:00 Sony Czech. Tarifovány die platných telefonních sazeb. Pro další informace a případnou další pomoc kontaktujte prosím <a href="http://www.playstation.sony.cz">www.playstation.sony.cz</a> nebo volejte telefonní číslo +420 222 864 111	
<b>Danmark</b>	70 12 7013
support@dk.playstation.com Man-fredag 18-21; Lor-søndag 18-21	
<b>Deutschland</b>	01805 766 977*
*(0,12 Euro/minute) Montag bis Freitag, 10.00 bis 20.00	
<b>Ελλάδα</b>	801 11 92000*
*Εθνική Χρέωση	
<b>España</b>	902 102 102
Tarifa nacional	
<b>France</b>	0820 31 32 33
Prix d'un appel local - ouvert du lundi au samedi	
<b>Ireland</b>	0818 365065
All calls charged at National Rate	
<b>Israel</b>	09 971170
<b>Italia</b>	199 116 266
Lun/Ven 8:00 - 18:30 e Sab 8:00 - 13:00. 11,88 centesimi di euro + IVA al minuto Festivi: 4,75 centesimi di euro + IVA al minuto. Telefoni cellulari secondo il piano tariffario prescelto	
<b>Malta</b>	23 436300
Local Rate.	
<b>Nederland</b>	0495 574 817
Interlokale kosten. Gesprekken kunnen voor trainingsdoeleinden worden opgenomen	
<b>New Zealand</b>	09 415 2447
National Rate	
<b>Norge</b>	81 55 09 70
0.55 NOK i startavgift og deretter 0.39 NOK pr. Minutt support@no.playstation.com Man-fredag 15-21; Lor-søndag 12-15	
<b>Österreich</b>	0820 44 45 40*
*(0,116 Euro/Minute)	
<b>Россия</b>	+7 (095) 238-3632
<b>Portugal</b>	707 23 23 10*
*Serviço de Atendimento ao Consumidor/Serviço Técnico	
<b>Suisse/Schweiz/Svizzera</b>	0848 84 00 85
Tarif appel national / Nationaler Tarif / Tariffa Nazionale	
<b>Suomi</b>	0600 411 911
0.79 Euro/min + pvm fi-hotline@nordiskfilm.com maanantai - perjantai 15-21	
<b>Sverige</b>	08 587 822 25
support@se.playstation.com Mån-Fre 15-21, Lör-söndag 12-15	
<b>UK</b>	08705 99 88 77
National rate. Calls may be recorded for training purposes	

Please call these Customer Service Numbers only for PSP™ Hardware Support.