

**VIRTUA TENNIS
WORLD TOUR**

US PSP MANUAL

MOWRY 8.8.05

**VIRTUA TENNIS
WORLD TOUR**

BACK COVER

CROSS SELL?

**VIRTUA TENNIS
WORLD TOUR**

FRONT COVER

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP handheld entertainment system before use. Retain both this software manual and the instruction manual for future reference.

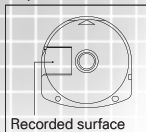
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Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the TV screen.
- Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play.
- Do not use the system when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

- This disc is PSP format software and is intended for use with the PSP handheld entertainment system only. If the disc is used with other devices, damage to the disc or to the device may result.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP handheld system's wireless network feature to off when using the PSP on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP handheld system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause system damage or malfunction.
- SCEA will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

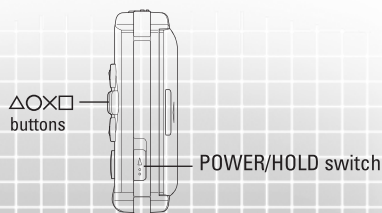
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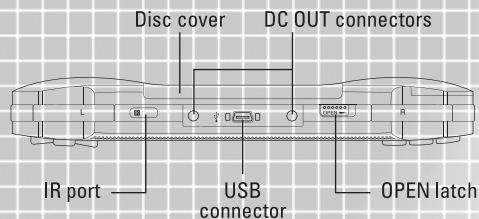
Thank you for purchasing *Virtua Tennis: World Tour*. Please note that this software is designed only for use with the PSP console. Be sure to read this instruction manual thoroughly before you start the game.

GETTING STARTED

Right side view



Front view



Set up your PSP™ handheld entertainment system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert the Virtua Tennis™ World Tour UMD™ disc with the label facing the system rear, slide until fully inserted and close the disc cover. From the PSP handheld's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the X button of the PSP handheld to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD while it is playing.

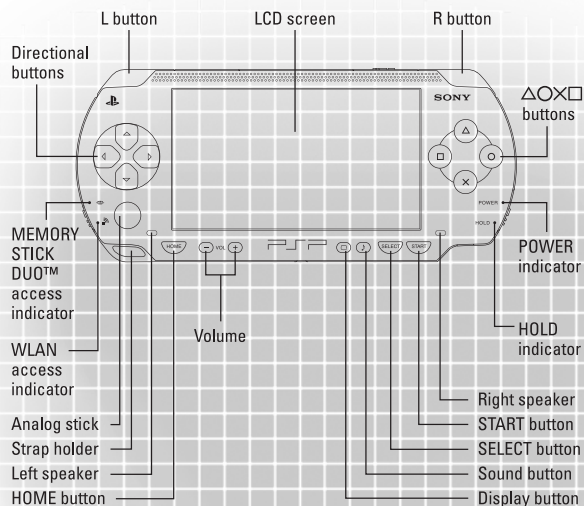
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP handheld. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP™ handheld entertainment system configuration



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

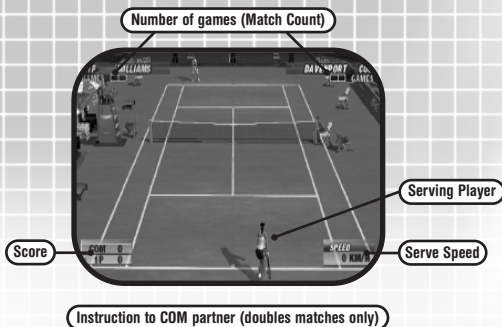
START button

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 out-play 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.

The Main Menu has 8 modes to choose from; use the Analog Stick .

Game Modes

 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 matches 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:

STATUS	Check your custom player's abilities. Press the R button to toggle between your custom players. Press the ⊙ button to return to the Home page. Status can be enhanced through training.
GEAR	Change your gear like racquets and clothes. Press the R button to toggle between your custom players. Use the Analog Stick ↑/↓ to select items, and use ←/→ to set them. Press the ⊙ button to return to the Home page. Each item can be purchased at shops.
REST	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.
EXIT	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 / play-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):

STOMPER	Improve your footwork. Return the balls to the wall and step on as many cans as you can!
TANK ATTACK	Improve your stroke. Return the yellow balls and beat the tanks.
DISC SHOOTER	Improve your stroke. Return the balls to the discs to flip them over.
BULLS EYE	Improve your volley. Volley a ball from the machine to the target.
DANGER FLAGS	Improve your footwork. Avoid the red balls and collect all of the flags.
PIN CRASHER	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  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  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  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  button to continue.

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

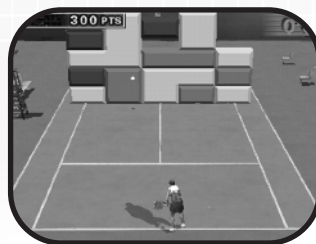
5. Finish the game:

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  button to confirm.

1. BLOCKBUSTER

Smash the ball and destroy the Colourful Blocks!

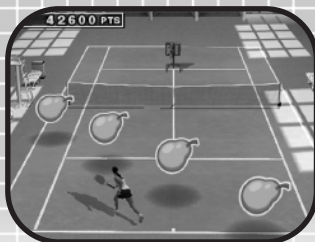
Test your rebound! Colourful Blocks fall to form a stack. Use the ball to destroy the wall in order to win points and top up your time. If time runs out it's GAME OVER!



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**

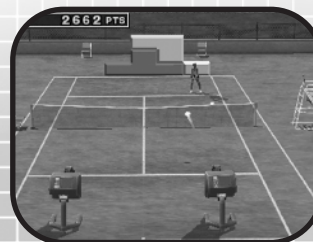
Avoid red balls and grab fruits to keep up your stamina!

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



MALE PLAYERS officially ranked by the INDESIT ATP Entry Ranking.



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.

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- e-mail support@sega.com
- telephone 800-USA-SEGA

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