

**VT3
PSP
US MANUAL**

FEB 15

FINAL

**THIS PAGE DOES
NOT PRINT**

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® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

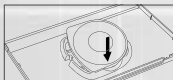
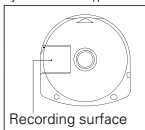
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: 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. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • 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. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • 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). Also, 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 console damage or malfunction. • SCE 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. 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.

Thank you for purchasing *Virtua Tennis™ 3*. Please note that this software is designed for use with the PSP® (PlayStation®Portable) system. Be sure to read this software manual thoroughly before you start playing.

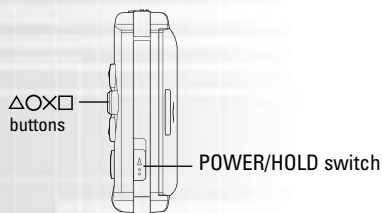


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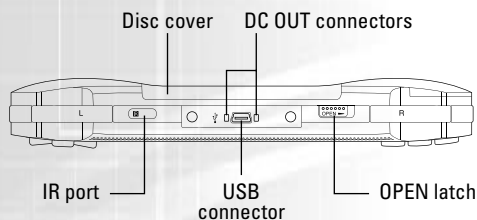
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GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) 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 *Virtua Tennis™ 3* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system'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 **×** button of the PSP® 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.

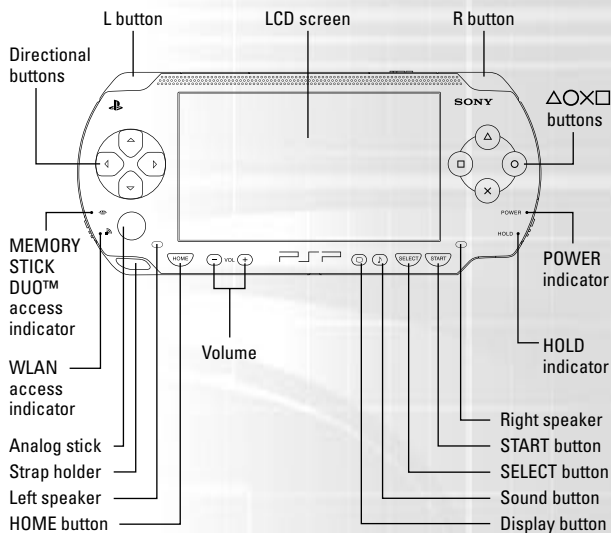
MEMORY STICK DUO™

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. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP® (PlayStation®Portable) system configuration



CONTROLS

The following controls are used in this game. Please note that all explanations assume **A Type** configuration. Configuration can be changed via Options (p.9) and the Pause Menu (p.17).

	MENU CONTROLS	GAME CONTROLS
analog stick	↑↓ Highlight menu item ←→ Change option	Move player/Aim/Aftertouch
⊗ button	Select/Open menu	Top spin shot
⊙ button	Cancel/Exit menu	Slice shot
ⓐ button	Cancel/Exit menu	Lob shot
@ button	<i>Not Used</i>	Slice shot
SELECT button	<i>Not Used</i>	Toggle viewpoint
L/R button	<i>Not Used</i>	Instruct COM partner
START button	Open Main Menu	Pause game

VIEWING THE GAME SCREEN

Player/COM Information

- Name
- Play Style
- Match Count
(Games and Sets won)

Points



Player/COM Information

- Name
- Play Style
- Match Count

Serve Speed

Press the SELECT button to switch between Court Cam (default) and Player Cam. Court Cam offers a TV Gantry view of the action from 45° above the court. Player Cam shows a court level view over the shoulder of the player.

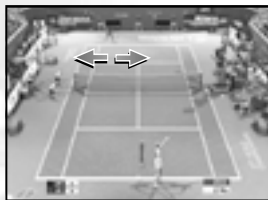


Player Cam View

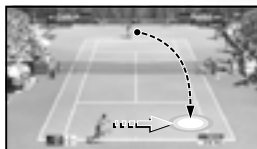
BASIC TECHNIQUES

SERVING

- 1 Use the analog stick or directional buttons to set your start position and press a shot button to begin the Serve Gauge.
- 2 Hold the analog stick or directional buttons in the direction you wish to serve. Take care as holding it too long will cause the ball to fault.
- 3 Press the shot button again so that the Serve Gauge stops on Max. The closer it is to Max, the stronger the serve will be.

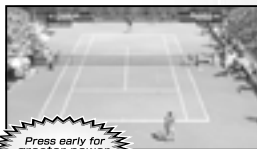


RETURNING SHOTS



1 Approach the ball

As the ball is returned by your opponent, try to anticipate where it will arrive in your own court and run quickly to that position. Your shot type and footing will vary depending on your position relative to the ball.



2 Press the Shot Button

Press the shot button to start your swing. The length of time between starting your swing and hitting the ball will determine the shot's power. Additionally, the shot type will vary depending on the shot button used (see Shot Types).



3 Set the Direction

After pressing the shot button, use the analog stick or directional buttons to determine the shot's direction. The direction will become more extreme the longer you hold the buttons.

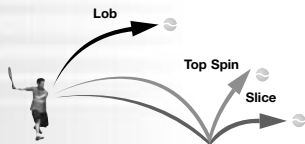
SHOT TYPES

Top Spin (Regular Shot)

Press the / button for a regular shot applying top spin.

Slice (Defensive Shot)

Press the button for a slice shot when you're in a tight spot. The speed is slow, but it gives you time to regain your footing.



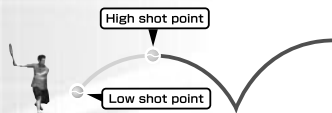
Lob

Press the , , or -buttons for a lob shot that goes straight over your opponent's head when they're near the net.

HITTING HARD SHOTS

1 Aim for the peak of the bounce

By aiming for the ball when it is at the peak of its bounce (high shot point), you can return it with greater force.



2 Anticipate the ball's arrival and swing early

Position yourself where the ball will arrive and start your swing early to build a more powerful shot. Take care, for if you fail to predict the ball's arrival correctly, your shot will be weak.



Good. A well anticipated ball is met by a powerful swing.



Bad. Poor anticipation leads to a weak return or missed shots.

SIMPLE CONTROLS FOR SUPERIOR PLAY

Smash

If you're positioned such that the ball reaches you before it bounces, you can automatically volley it back. High balls sent over your head can be smashed back into the opponent's court.



Drop Shot

If your opponent is near the baseline, hit a slice shot, and aim for the front of the opponent's court. This allows you to return a drop shot that falls close to the net.



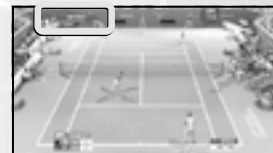
Running Shot

If you can't reach the ball in time, press the top spin button for a running shot. The momentum will cause you to lose your footing, and the shot will be weak, but the ball will be returned.



INSTRUCTING A COM DOUBLES PARTNER

Give strategic instructions to your COM partner during Doubles matches. Press the buttons to switch between the positions below. These are displayed at the top left of the screen.



BASELINE Back of court (defensive)

NORMAL Regular position

NET PLAY Front of court (offensive)

DOUBLES WINNING TECHNIQUES

Try to keep one player in each half of the court. Shots aimed the center of the opponent's court will cause both players to move inwards leaving the sidelines open. Return shots with no directional input will naturally tend towards the center court.



STARTING THE GAME

Press the START button at the Title Screen to bring up the Main Menu, and use the analog stick \updownarrow and the \otimes -button to select from the following modes:



- **World Tour** Create and develop your own player character, and enter competitions all around the world for the number one world ranking (p.11).
- **Tournament** Take part in a 5 match Singles or 3 match Doubles tournament against COM players (p.15).
- **Exhibition** A single match mode where game settings can be set freely (p.16).
- **Court Games** A collection of seven mini-games.
- **Multiplayer** Take part in multiplayer events via WLAN AD HOC mode.

SAVING AND LOADING

This game uses an autosave feature which can be enabled or disabled in the Options menu.

OPTIONS

Make changes to a variety of game settings as detailed below. Use the analog stick \updownarrow to select a category, and press the \otimes button to open the settings. Then use the analog stick \updownarrow to select an option, and $\leftarrow\rightarrow$ and the \otimes button to make changes. Select **Return to Main Menu** when finished.



Tournament Mode Rankings

View the ranking for each game category in Tournament mode. Use the analog stick $\leftarrow\rightarrow$ to select a category, and \updownarrow to scroll through the rankings.

Game Settings

- **Game Difficulty**
Set the overall game difficulty from **Very Easy** to **Very Hard**.
- **Number of Games**
Set the number of games to be played from **1** to **6**.
- **Fix Camera**
Set **ON** to keep the Court Cam at player 1's end of the court, or **OFF** to follow the server.
- **Service Speed Display**
Display the serve speed in **mph** or **km/h**.

Control Settings

Choose a control configuration from **A** to **D Type**. This may also be set via the Pause Menu during gameplay (p.17).

Autosave

You can enable or disable autosaving. This is ON by default but maybe switched off automatically if the game detects a problem when loading or saving games.

Load

You can load a previously saved game manually from here.

Screen Settings

You can adjust the brightness setting of the game from here.

Sound Settings

- **Music Volume**
Set the volume of the background music from **Min** to **Max**.
- **Sound Effects Volume**
Set the volume of sound effects from **Min** to **Max**.
- **Umpire Calls**
Choose a language for the umpire, or select **Local** to set to the court's local language.

WORLD TOUR

Create your own player character, develop them through training and coaching, and enter competitions held all around the globe to rise through the ranks to the number one spot.

STARTING THE WORLD TOUR

Select **New Game** to create a player character from scratch, **Continue** to load previously saved World Tour Player Data from your storage Memory Stick Duo™.



CREATING A PLAYER CHARACTER

At the Player Registration screen, choose a **Men's Tour** or a **Women's Tour** and press the **X** button. Then use the analog stick **↑↓** to select from the options below, and proceed to each settings screen by pressing the **X** button. Select **OK** to finish.



- **Name** Enter a name for your player up to 10 characters.
- **Face** Choose skin and eye color, face, eye, nose and mouth shape.
- **Head** Choose hair, eyebrow and beard styles and colors.
- **Body** Choose your player's height and weight.
- **Outfit** Choose the racket color and uniform options.
- **Play Style** Decide if your player is left or right handed, and choose their backhand style and postures.

POSITIONING THE HOME BASE

Choose a position on the World Tour Map to build your Home Base. Rotate the map with the analog stick and press the **X** button to set. Once positioned, press the **△** button to immediately return home from anywhere on the World Tour Map.



WORLD TOUR MAP

This is the main selection screen for competitions and for the various training activities available. Rotate the map using the analog stick to select a location or activity and press the **X** button to proceed. The World Tour Map screen also includes information on the current date, name and standing of the player, and the player's stamina.



Incoming Mail

Whenever mail comes in, the New Mail indicator will be displayed at the upper left of the World Tour Map screen. Press the **L** button to open your mailbox, and **↑↓** to select the mail to read. Your coach and other players will often mail you with advice, requests for practice games, words of encouragement, and occasionally expressions of rivalry, so check whenever you see the New Mail indicator.



Tour Calendar

Press the **R** button at the World Tour Map screen to see the tour schedule for the year. This contains details of every competition, so plan ahead and make sure your player is in top form when it's time to compete. Practice games offered by other players will also automatically be placed in the schedule, identifiable by the player's icon.



Finishing the Game Mode

Press the **START** button and select **Yes** to exit the mode and return to the Main Menu. Remember to save your progress first, as any unsaved changes will be lost.



HOME

Come here to rest your player, change gear and manage your World Tour Player Data. The complete player status and parameters are displayed on the right side of the screen for your reference.



Change Gear

Select **Change Gear** from the **Home** menu to change clothes and put on accessories received as prizes and from players, sponsors, the coach, and the SPT Administration.



Rest

To recover your player's stamina select **Rest** from the **Home** menu, then select from the following:

Energy Instant recovery, but increases player fatigue.

Home: Takes one week of your schedule. Reduces fatigue slightly.

Vacation: Takes three weeks of your schedule. Reduces fatigue.



STAMINA

Attempt training and competitions while your stamina gauge is at zero, and you will not be able to play to full capacity. Continue to push your player in this state and the additional fatigue can easily lead to an injury or worse. Make sure your player gets sufficient rest when stamina is low.

TRAINING

Two kinds of training are available during the World Tour – mini-games, each with their own space on the World Tour Map, and the Tennis Academy which is housed at a single location. Use the analog stick to select a mini-game or the Tennis Academy and press the **X** button to proceed. Note that one training session or mini-game will occupy one week of the tour schedule.

Mini-Games

A variety of novel scenarios are available as mini-games which help increase your player's levels and game skills. As you advance, the games will become more difficult, and the number of games available will increase. Games available from the outset are introduced on page 13.

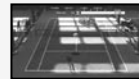
BULLS EYE

Hit the Center of the circle with the ball for the highest score. This game is ideal for honing your return volley skills and improving your aim.



PIN CRUSHER

Knock down the bowling pins with your serve. This is a good exercise for practicing serving, aim, and power moderation.



DRUM TOPPLE

Knock the red oil drums to the ground. Use this exercise to help build powerful return strokes.



AVALANCHE

Catch the fruit, but keep out of the path of the giant cascading tennis balls. Fast and careful footwork is needed to succeed.



ALIEN ATTACK

Return the ball to destroy approaching aliens before they reach the barricade. This exercise helps build powerful and accurate return strokes.



Tennis Academy

The practical coaching you receive here will improve your overall game. Clear each challenge to increase your parameters and progress to a higher level of training. Challenges include the following:



■ Groundstroke Practice: Hit a MAX power groundstroke

Anticipate the ball's position and push the button early to hit the ball with a bigger back swing that drives more power into your shot.

■ Serve and Volley Practice: Hit three volleys in a row

Get close to the net and hit the ball before it bounces to volley. The closer you are to the net, the higher you can hit the ball and the more powerful your volley will be.

■ Footwork Training: Hit five slice shots in a row

By pressing the slice button when you make a shot, you can hit a slow but accurate slice shot.

COMPETITION

A wide selection of Singles, Doubles and Mixed Doubles competitions are scheduled throughout the year. The current ranking of the player determines which competitions can be entered. Partners are needed for the Doubles tournaments and can be selected from amongst the players. Please note that entry into a competition will occupy one week of the tour schedule.



GAME EVENTS

As the World Tour progresses, a variety of different game events will take place.

New Gear

Various accessories and items may be received as prizes and from players, sponsors, the coach, and the SPT Administration. These can be accessed via **Gear** in the **Home** menu.

Talking to Players

At various points in the game, the other players may approach you to talk. This can be friendly chatter, words of encouragement, and occasionally some playful rivalry.

Practice Match

As you become acquainted with other players, they may mail a request a practice match at a set time and place. The player icon will be displayed in the schedule for that week, and will also appear next to the designated court on the World Tour Map. Select the court to accept the invitation and begin the practice match.

Player Challenges

Additionally, players may mail you a challenge for a Court Game (p.18), such as Pin Crusher VS, at a set time and place. As with practice matches, the player icon will appear in the schedule for that week, and also above the Pin Crusher VS mini-game on the World Tour Map. Select the mini-game to accept the challenge.

Injury

Tough training and competition schedules can be hard on players and if you push them too far, they become fatigued and face the risk of injury. These can range from simple physical complaints such as sprains and torn ligaments, to more problematic symptoms of illness that indicate a more serious internal condition. Injuries may require several weeks to recover from, leaving a permanent mark on your player's career. Keep a close eye on the stamina levels, and make sure they get adequate rest.



Retirement

If after a 20 year career, your player has yet to reach the number 1 ranking, they will retire from the game permanently.

TOURNAMENT

Tournament mode is for 1 player. A Singles tournament comprises five matches, and a Doubles tournament comprises three.

SELECTING A MATCH SYSTEM

Select **Tournament** from the **Main Menu**, and choose a **Singles** or **Doubles** competition. Doubles matches in Tournament mode are for two characters playing co-operatively.



SELECTING A PLAYER

Select a player from the 20 featured male and female players. To use a player created in the World Tour mode, select the **Custom Player** option. This option is only available when World Tour Player Data has previously been saved on your storage Memory Stick Duo™. If more than one World Tour Player Data is available, then both team members can be Custom Players during a Doubles competition.



STARTING THE COMPETITION

Once the players are confirmed, the first match will begin. Aim to win the entire series of matches.



If you lose a match, select **Continue** to try again, or select **End** to return to the Main Menu.

■ The difficulty level of opponents can be set via **Game Settings** in **Options** (p.9).

EXHIBITION

A single player mode where each setting can be freely assigned.

SELECTING A MATCH SYSTEM

Select **Exhibition** from the **Main Menu**, then choose a **Singles** or **Doubles** match.



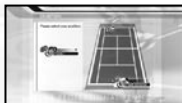
SELECTING A PLAYER

As with Tournament mode, you can freely select from the 20 players available, or choose a **Custom Player** from available World Tour Player Data. Once a player has been chosen, remaining COM players must be selected.



SETTING THE PLAYER POSITION

Choose the side and the court position you wish to occupy. Once all player positions have been decided, the remaining COM players must be placed.



SETTING RULES

Set the stage and a variety of match rules. Select the rule with the analog stick **↑↓** and change the setting with **←→**. Once set, move the cursor to **OK** and press the **⊗**-button.



- **Stage** Choose the location of the game (p.21). Depending on the court, the ball will react differently. Available stages will also increase as you win competitions in World Tour mode.
- **Game Count** The number of games needed to win a set, and tie-break option.
- **Set Count** The number of sets to win the game.
- **Server** Choose the serving player.
- **COM Level** Set the level of COM players from **Easy** to **Very Hard**.

Tie-breaks

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 the 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 two, while gaining seven or more points, will be the winner. Each player serves twice in a row.

PAUSE MENU

Press the **START** button during gameplay to pause the game and display the Pause Menu. Select from the options below and press the **⊗**-button. Menu items vary depending on the game mode.

- **Return to Match**
Continue the game in progress.
- **Try Again**
Restart the current match from the beginning.
- **Control**
Change the control layout as detailed in Options (p.9).
- **Return to the Player Selection Screen**
Restart the game with different players and settings.
- **Return to the World Map**
Quit the current training/competition and return to the World Tour Map screen (World Tour mode only).
- **Return to the Main Menu**
Quit the game in progress and return to the Main Menu.

COURT GAMES

PIN CRUSHER VS

Take turns knocking down the bowling pins with your serve.



TRICKY PIN CRUSHER VS

More challenging than Pin Crusher VS. Take turns knocking down the bowling pins with your serve.



AVALANCHE VS

Catch the fruit, but keep out of the path of the giant cascading tennis balls.



PANIC BALLOON VS

Take turns returning the ball to burst the balloons. Watch the arrows on the balloons to predict where the ball will go.



COURT CURLING VS

Take turns knocking the stone into the scoring zone. The closer you get to the edge, the more points you will earn.



ALIEN ATTACK VS

Scramble to return the ball, trying to destroy more approaching aliens than the other players.



SUPER BINGO VS

Take turns hitting the moving numbered panels to score a line of your own color on the bingo card.



PLAYER INTRODUCTIONS

Take to the courts as or against 20 licensed pro players, each with their own individual strengths and weaknesses.

■ Player data based on information correct as of April 2006.



Roger Federer (SUI)

Height 185cm (6'1") **Weight** 80kg (177lbs)
Date of Birth August 8, 1981
Preferred Hand Right-handed **Play Type** All Around



Andy Roddick (USA)

Height 187cm (6'2") **Weight** 86kg (190lbs)
Date of Birth August 30, 1982
Preferred Hand Right-handed **Play Type** Big Server



Rafael Nadal (ESP)

Height 185cm (6'1") **Weight** 85kg (188lbs)
Date of Birth June 3, 1986
Preferred Hand Left-handed **Play Type** Fast Runner



David Nalbandian (ARG)

Height 180cm (5'11") **Weight** 79kg (175lbs)
Date of Birth January 1, 1982
Preferred Hand Right-handed **Play Type** Strong Backhand



Tim Henman (GBR)

Height 185cm (6'1") **Weight** 77kg (170lbs)
Date of Birth September 6, 1974
Preferred Hand Right-handed **Play Type** Serve and Volley



Tommy Haas (GER)

Height 187cm (6'2") **Weight** 88kg (195lbs)
Date of Birth April 3, 1978
Preferred Hand Right-handed **Play Type** All Around



James Blake (USA)

Height 185cm (6'1") **Weight** 79kg (175lbs)
Date of Birth December 28, 1979
Preferred Hand Right-handed **Play Type** Powerful Strokes



Lleyton Hewitt (AUS)

Height 180cm (5'11") **Weight** 77kg (170lbs)
Date of Birth February 24, 1981
Preferred Hand Right-handed **Play Type** Counter Shots



Mario Ancic (CRO)

Height 195cm (6'5") **Weight** 81kg (180lbs)
Date of Birth March 30, 1984
Preferred Hand Right-handed **Play Type** Big Server



Taylor Dent (USA)

Height 187cm (6'2") **Weight** 88kg (195lbs)
Date of Birth April 24, 1981
Preferred Hand Right-handed **Play Type** Serve and Volley



Juan Carlos Ferrero (ESP)
Height 182cm (6'0") **Weight** 72kg (160lbs)
Date of Birth February 12, 1980
Preferred Hand Right-handed **Play Type** Strong Forehand

Sebastian Grosjean (FRA)

Height 175cm (5'9") **Weight** 72kg (160lbs)
Date of Birth May 29, 1978
Preferred Hand Right-handed **Play Type** Fast Runner



Gael Monfils (FRA)
Height 193cm (6'4") **Weight** 80kg (177lbs)
Date of Birth September 1, 1986
Preferred Hand Right-handed **Play Type** Various Shots

Maria Sharapova (RUS)

Height 188cm (6'2") **Weight** 59kg (130lbs)
Date of Birth April 19, 1987
Preferred Hand Right-handed **Play Type** Hard Hitter



Lindsay Davenport (USA)
Height 189cm (6'2½") **Weight** 79kg (175lbs)
Date of Birth June 8, 1976
Preferred Hand Right-handed **Play Type** Big Server

Venus Williams (USA)

Height 185cm (6'1") **Weight** 72.5kg (160lbs)
Date of Birth June 17, 1980
Preferred Hand Right-handed **Play Type** Powerful Strokes



Amelie Mauresmo (FRA)
Height 175cm (5'9") **Weight** 69kg (152lbs)
Date of Birth July 5, 1979
Preferred Hand Right-handed **Play Type** Various Shots

Daniela Hantuchova (SVK)

Height 181cm (5'11¼") **Weight** 56kg (123lbs)
Date of Birth April 23, 1983
Preferred Hand Right-handed **Play Type** All Around



Nicole Vaidisova (CZE)
Height 183cm (6'0") **Weight** 63kg (139lbs)
Date of Birth April 23, 1989
Preferred Hand Right-handed **Play Type** Strong Forehand

Martina Hingis (SUI)

Height 170cm (5'7") **Weight** 59kg (130lbs)
Date of Birth September 30, 1980
Preferred Hand Right-handed **Play Type** Tactical Player



COURTS

A variety of tennis courts are available in *Virtua Tennis™ 3*. A selection is shown below.



London, England

Seating: 13,000
Surface: Grass
Ball Speed: Fast
Bounce: Low



New York, USA

Seating: 25,000
Surface: Hard
Ball Speed: Regular
Bounce: High



Paris, France

Seating: 16,000
Surface: Grass
Ball Speed: Fast
Bounce: Low



Melbourne, Australia

Seating: 18,000
Surface: Hard
Ball Speed: Regular
Bounce: High



Los Angeles, USA

Seating: 15,000
Surface: Carpet
Ball Speed: Regular
Bounce: High



Vancouver, Canada

Seating: 1,000
Surface: Grass
Ball Speed: Fast
Bounce: Low



Tokyo, Japan

Seating: 3,000
Surface: Carpet
Ball Speed: Regular
Bounce: High



Dubai, U.A.E.

Seating: 500
Surface: Hard
Ball Speed: Regular
Bounce: High



Buenos Aires, Argentina

Seating: 500
Surface: Clay
Ball Speed: Slow
Bounce: High

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 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.

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