

SEGA SUPERSTARS

tennis



EVERYONE 10+
TM
E
10+
CONTENT RATED BY
ESRB

SEGA®

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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 television 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 as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation 2 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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

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

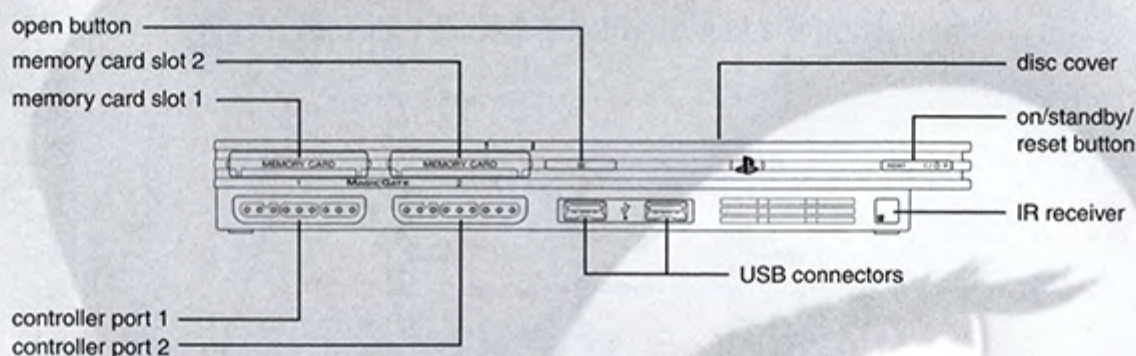
Thank you for purchasing SEGA SUPERSTARS™ TENNIS.
Please note that this software is designed only for use with the
PlayStation®2 computer entertainment system. Be sure to read this
instruction booklet thoroughly before you start playing.



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GETTING STARTED



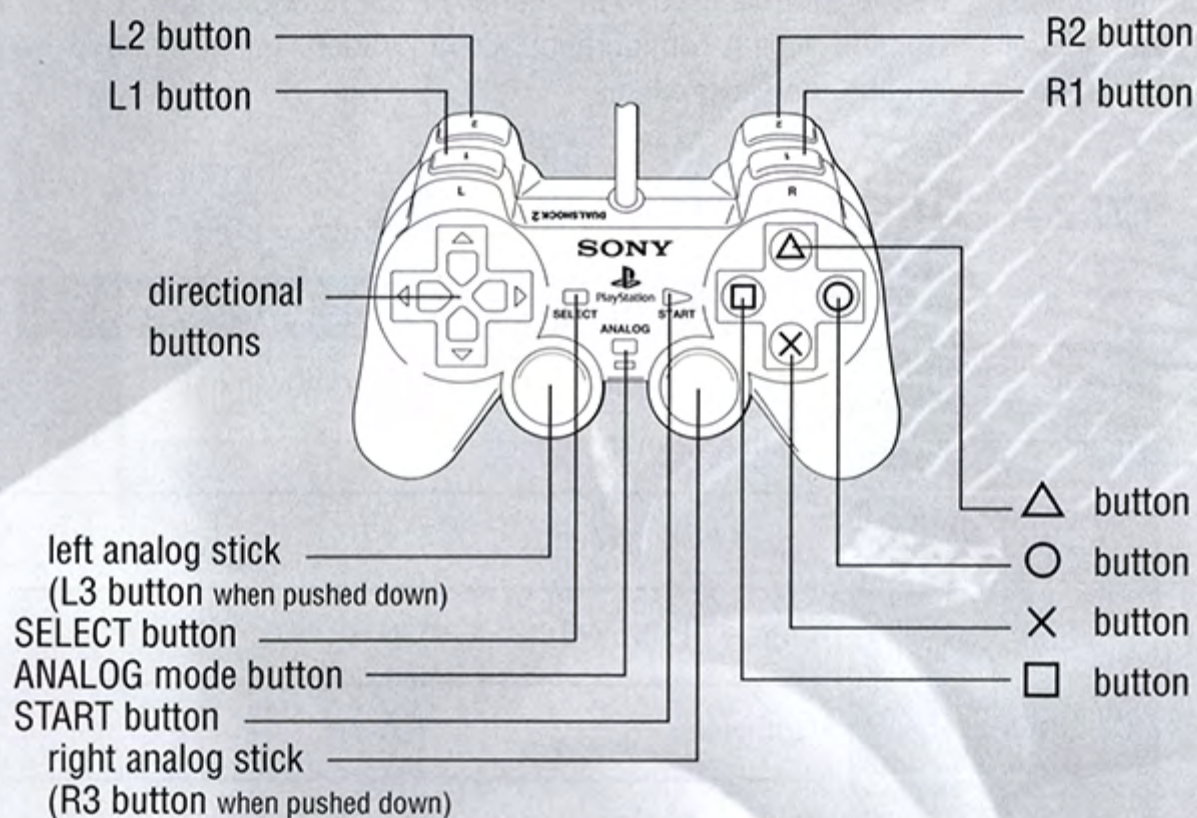
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the SEGA SUPERSTARS™ TENNIS disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Note: This title only supports the use of the analog controller(DUALSHOCK®2).

CONTROLS

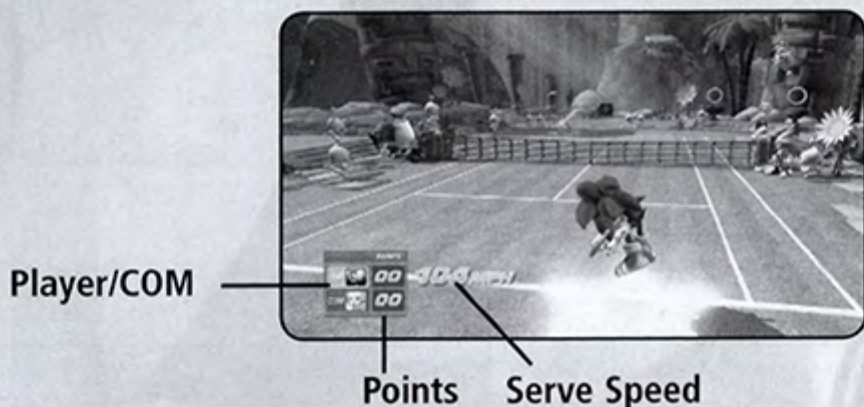
The following are the controls used in this game. Please note that all explanations assume a type A configuration. Configuration can be changed via Options (p.14) and the Pause Menu.

TYPE A CONFIGURATION

	Menu Controls:	Game Controls:
directional buttons analog stick	Highlight menu Item Change Option	Player movement
⊗ button	Select / Open Menu	
⊙ button	Cancel / Exit menu	
⊗ button	Not used	Topspin
⊠ button	Not used	Slice
⊗ , ⊠	Not used	Lob
⊠ , ⊗	Not used	Drop Shot
⊗ or ⊠	Not used	Smash (Ball is above player)
R1 or L1	Not used	Superstar State
START	Not used	Pause
SELECT	Not used	Change View

VIEWING THE GAME SCREEN

Player 1 Information



BASIC TECHNIQUES

SERVE

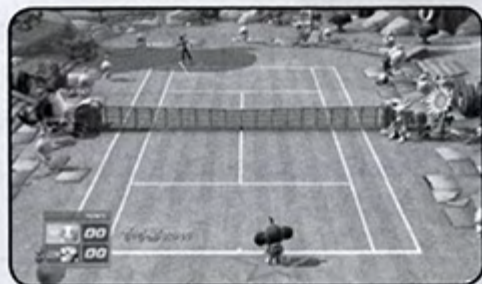
To throw a serve, press the \otimes or \square button. A Serve Meter will appear allowing you to determine how hard to hit the ball. Hitting the \otimes or \square button again when the meter is full will cause an extremely powerful serve.



Serve direction can be controlled with the left analog stick.

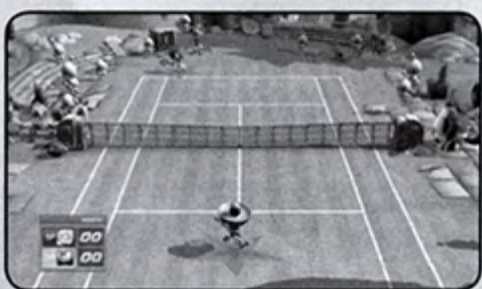
SHOT STRENGTH

The power with which you can hit a shot is determined by your position in relation to the ball.



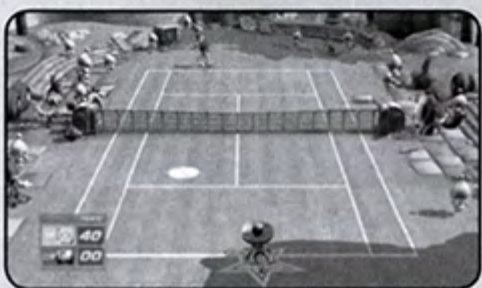
BALL DIRECTION

When striking a ball, you can control the direction of the shot with the left analog stick.



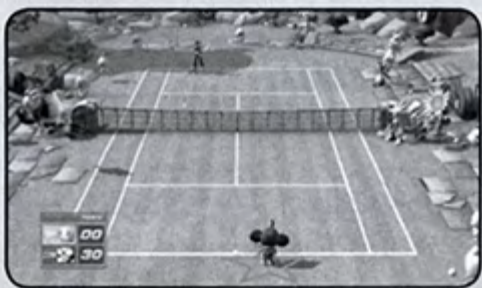
SMASH

When a high ball is delivered, the 'Smash Chance' marker will appear. Move quickly to it, and press the \otimes or \square button.



DROP SHOT

When you hit a Drop Shot, the ball falls gently just over the net. This makes it a handy option for times when the opponent is at the back of the court. To perform a Drop Shot press the \square button, then the \otimes button.

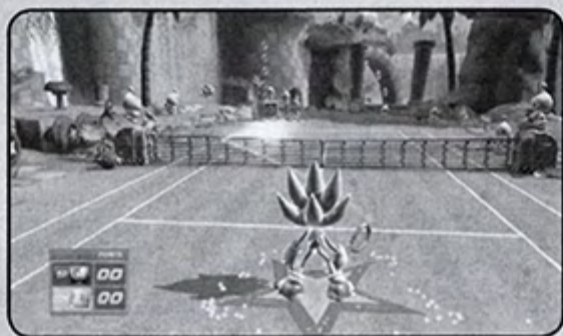


INSTRUCTING YOUR COM PARTNER

In Doubles matches with a COM partner, press the button to switch your partner's play style as detailed below. The COM partner's position is displayed at the top of the screen.

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

SUPERSTAR STATE



Every character has a Superstar meter in the form of a star beneath their feet, which is slowly filled whenever you perform well. When this star is filled, your character will transform into their Superstar State! The Superstar State is triggered by pressing the **R1** or **L1** button.

While the character is in their own unique Superstar State, they run faster, hit the ball harder, or even call down the power of the skies!

Each characters' powers are different, so try them all!



STARTING THE GAME

Press the START button at the Title Screen to bring up the Main Menu, and use the directional pad and the \otimes button to select from the following modes:

PLANET SUPERSTARS

Planet Superstars allows you to take on over 100 challenges in some of SEGA's most recognized worlds where you will meet some familiar and well loved names along the way. Challenges include tournaments, ball games, special events and more, and allow you to unlock additional content.

MATCH

A player-designed match for up to four players. The court and all game settings can be decided by the players.

TOURNAMENT

Play alone or with a friend in a sequence of matches against randomly selected computer opponents. Tournament mode comprises five Singles matches, or three Doubles matches.

GAMES

A collection of eight fun new games based on famous SEGA titles! Play alone or with a friend.

OPTIONS

Modify game options and view records.




QUICK MATCH

Jump straight into a single-player Quick Match with a randomly-generated opponent, court and game settings.



STARTING QUICK MATCH:


To begin a Quick Match, press the  button while on the Main Menu screen.

PLANET SUPERSTARS

Planet Superstars allows you to compete in over 100 challenges including Exhibition matches, Tournaments and Party Games, as well as unlock additional characters, courts, games, music and other content.





PLANET SUPERSTARS

Navigate around the Planet Superstars Map using the left analog stick. The map contains a number of Game Zones, each representing a famous SEGA title. Game Zones are represented on the Planet Superstars Map as logos. As the cursor hovers over an unlocked SEGA Game Zone, the HUD will change with information regarding the selected zone. Pressing the  button will take you into the chosen Game Zone, where you will be presented with further information and shown available challenges. Game Zones that are presently locked will appear as silhouettes.

SEGA GAME ZONES

Within each SEGA Game Zone, you are presented with information related to the original SEGA game title, and a list of challenges available within the zone. You will be shown whether challenges will provide you with unlockable content, and what conditions you must achieve to gain that content.

Navigate the Zone menu by using the left analog stick and select a challenge by pressing the  button while the desired challenge is highlighted. Press the  button to return to the map.

If you have already attempted to complete a challenge, your previous rank will be displayed beside the challenge details. If there is a prize available for a challenge that has already been unlocked, the prize will be displayed.

CHALLENGES

When taking on challenges within a Game Zone, you will have the opportunity to play special Exhibition matches, whole Tournaments and a host of unique Party Games, each tailored to the particular Game Zone you have entered. You will be presented with detailed gameplay instructions or objectives via an on-screen message before a challenge begins.



• **TOURNAMENT**



• **MATCH**



• **MISSIONS**

Match games may be played with up to four players, and take place on any unlocked courts using any unlocked players. You can also select from a range of other options including number of games, number of sets and more.



Navigate between available characters on the Character Select screen, using the directional pad. Pressing the \otimes button will select the highlighted character, and the \odot button will return to the previous screen.



Once all players have selected their character, the characters can then be placed in the desired position on the court using the directional pad to move them and the \otimes button to confirm their position. Return to the Character Select screen by pressing the \odot button.

After all players have selected their characters and positions, you are given a selection of advanced options, including courts, number of games, difficulty, etc. Navigate this list and toggle the options with the directional pad. Once the options have been set to your satisfaction, the \otimes button will confirm the selection. Pressing the \odot button will return you to the Position Select screen.

TOURNAMENT

In Tournament mode, you may play a sequence of Singles or Doubles matches, and compete against increasingly difficult COM opponents to finally claim the title of SEGA Superstars Champion!



Navigate between available characters on the Character Select screen, using the directional pad. Pressing the \otimes button will select the highlighted character, and the \odot button will return the player to the previous screen.

Once you have selected your character, a Stage Display screen will appear, showing the current stage reached. You may continue from this screen by pressing the \otimes button.



Games mode allows you to play alone in single player mode or with a friend in a series of games that can be unlocked within Superstars.



After you select Single or Multiplayer, a screen displaying available games will appear. Navigate this menu using the directional pad and select your desired game by pressing the \otimes button. Return to the Main Menu by pressing the \odot button.



After selecting a game, you will be given specific instructions and objectives relating to that particular game.

OPTIONS

You can make changes to a variety of game settings as detailed below. Use the directional pad to select a category, and press the \otimes button to open the settings. When settings are open, use the directional pad to select an option, and the \otimes button to make changes. Select Return to Main Menu when finished.



Settings:

General

Game Difficulty

Set for Arcade and Exhibition modes. Game difficulty ranges from easy to hard.

Superstar Mode

Toggle character special effects On or Off.

Fix Camera

Toggle camera fixed on the player at the bottom of the screen.

Speed

Toggle the ball speed display on the players HUD On or Off.

Controller

Controller Type

Change between the available controller configurations.

Vibration

Toggle controller vibration On and Off.

Records

On the Records screen, you may view saved high scores and statistics relating to your previous gameplay.

Audio

Music Volume

Control the volume of the in-game music. Default 70%.

Sound Effects Volume

Control the volume of the in-game sound effects. Default 70%.

Video

Brightness

Control the brightness of the screen.

Save / Load

Autosave

Toggle autosave option On and Off.

Save

Save the current game.

Autosave

Load a previously saved game.



CREDITS

"Samba De Janeiro"

Written by Gottfried Engels, Arito Moreira and Ramon Zenker

Performed by Bellini

Courtesy of Tiger Records

Published by Universal Music-MGB Songs obo Edition God's Heaven/Arabella Musikverlag GmbH,
Good Morning Music (ASCAP), Upright Songs GmbH (GEMA)

"Al Compas Del Mambo"

Written by Perez Prado

© 1950 EMMI, admin. by Peer International Corp. (BMI)

"El Bimbo"

Written by C. Morgan

Sugar Melodi, Inc. (ASCAP)

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Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact SEGA at:

- Website: www.sega.com/support
- Telephone: 1-800-USA-SEGA

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To register this product, please go to www.sega.com

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