XBOX 360

XBOX LIVE

NTSC

# Virtua Tennis 3

SEGA

# ⚠ WARNING

Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of back cover).

## Important Health Warning About Playing Video Games

### Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

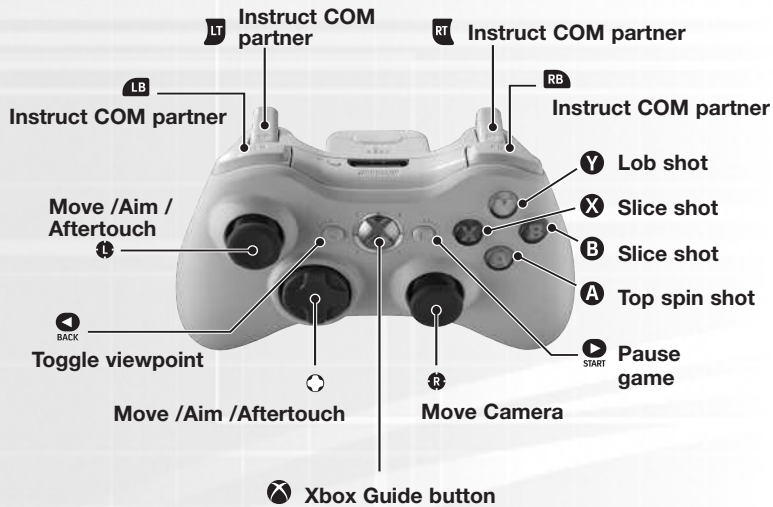If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing

Thank you for purchasing *Virtua Tennis™* 3. Please note that this software is designed for use with the Xbox 360™ computer entertainment system. Be sure to read this software manual thoroughly before you start playing.



## CONTENTS

# CONTROLS

**LT** Instruct COM partner

**RT** Instruct COM partner

**LB** Instruct COM partner

**RB** Instruct COM partner

Move /Aim / Aftertouch
**L**

**Y** Lob shot

**X** Slice shot

**B** Slice shot

**A** Top spin shot

**BACK** Toggle viewpoint

**START** Pause game

Move /Aim /Aftertouch

Move Camera
**R**

**Xbox** Xbox Guide button

The following controls are used in this game. Configuration can be changed via Options (p.8) and the Pause Menu (p.17).

|  | MENU CONTROLS | GAME CONTROLS |
|---|---|---|
| left stick / directional pad | ↑↓ Highlight menu item<br>←→ Change option | Move player/Aim/Aftertouch |
| A button | Select/Open menu | Top spin shot |
| B button | Cancel/Exit menu | Slice shot |
| X button | Cancel/Exit menu | Slice shot |
| Y button | *Not Used* | Lob shot |
| BACK button | *Not Used* | Toggle viewpoint |
| LT/LB/RT/RB | *Not Used* | Instruct COM partner |
| START button | Open Main Menu | Pause game |

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## VIEWING THE GAME SCREEN

Player/COM Information
▮ Name
▮ Play Style
▮ Match Count (Games and Sets won)

Player/COM Information
▮ Name
▮ Play Style
▮ Match Count

Points

Serve Speed

Press the BACK 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

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## BASIC TECHNIQUES

### ⬤ SERVING

**1** Use the left stick or directional buttons to set your start position and press a shot button (A/B/X/Y) to begin the Serve Gauge.

**2** Hold the left 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.
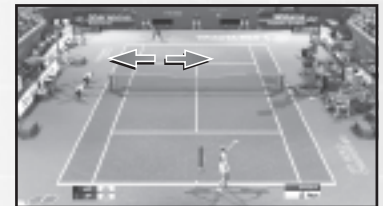
## ⬤ RETURNING SHOTS
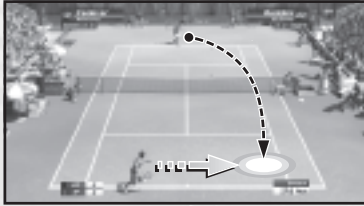
**1 Approach the ball**
As the ball is returned by your opponent, try to anticipate where it will arrive in your own court and run quickly to that position. Your shot type and footing will vary depending on your position relative to the ball.

*Press early for greater power*
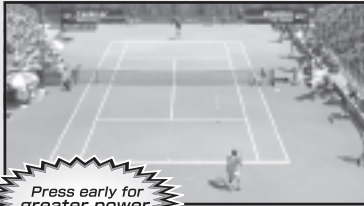
**2 Press the Shot Button**
Press the shot button to start your swing. The length of time between starting your swing and hitting the ball will determine the shot's power. Additionally, the shot type will vary depending on the shot button used (see Shot Types).
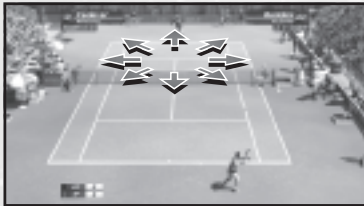
**3 Set the Direction**
After pressing the shot button, use the left stick or directional buttons to determine the shot's direction. The direction will become more extreme the longer you hold the buttons.

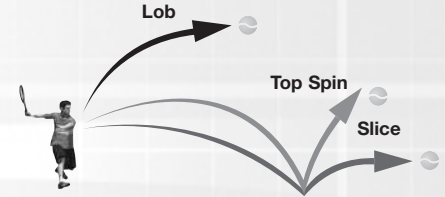## ⬤ SHOT TYPES

**Top Spin (Regular Shot)**
Press the **A button** for a regular shot applying top spin.

**Slice (Defensive Shot)**
Press the **X** or **B 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.
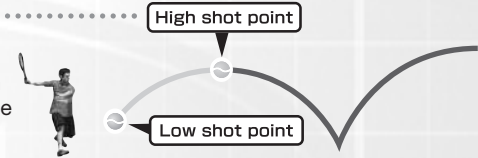
**Lob**
Press the **Y button** for a lob shot that goes straight over your opponent's head when they're near the net.

Lob

Top Spin

Slice

### HITTING HARD-SHOTS

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

High shot point

Low shot point

**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 **LT / LB / RT / RB** 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 left stick ⬆⬇ and the **A 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.9).

■ **Tournament** — Take part in a 5 match Singles or 3 match Doubles tournament against COM players (p.15).

■ **Exhibition** — A single match mode for 1 to 4 players where game settings can be set freely (p.16).

■ **Xbox Live** — Compete against online rivals to improve your rank, play with friends, watch the best players in the world on VT:TV, or view the worldwide rankings (p. 23).

■ **Court Games** — A collection of seven mini-games for 2 to 4 players (p.18).

■ **Options** — Go to Marketplace, view achievements, statistics and change settings (p.8).

## SAVING AND LOADING

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

If you change your sign in status (log out, change profile etc.) at any time once you are past the title screen then the game will soft reset and return you to the title screen (any progress made since the last save will be lost).

## OPTIONS

Make changes to a variety of game settings as detailed below. Use the left stick ⬆⬇ to select a category, and press the **A button** to open the settings. Then use the left stick ⬆⬇ to select an option, and ⬅➡ and the **A button** to make changes. Select **Return to Main Menu** when finished.

**Statistics**
Select this option to view statistics on your time spent in *Virtua Tennis 3*.

**Achievements**
Select achievements to view your current *Virtua Tennis 3* achievement badges.

**Xbox Live Marketplace**
Select to go to the *Virtua Tennis 3* store on Xbox Live Marketplace.

**Tournament Mode Rankings**
View the ranking for each game category in Tournament mode. Use the left stick ⬅➡ to select a category, and ⬆⬇ 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**.

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

**Rumble**
You have the option to turn rumble on and off from the Options menu or the Pause menu.

**Autosave**
You can enable/ disable autosaving. This is ON by default but may be 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 **World** to set 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 an empty slot to begin a new game or select an occupied slot to Continue (load previously saved World Tour Player Data from your storage device). Previously saved games can also be copied to another slot or deleted from here.

### CREATING A PLAYER CHARACTER

At the Player Registration screen, choose a **Men's Tour** or a **Women's Tour** and press the **A button**. Then use the left stick ⬆⬇ to select from the options below, and proceed to each settings screen by pressing the **A 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 left stick and press the **A button** to set. Once positioned, press the **Y 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 left stick to select a location or activity and press the **A 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 **LT / LB** (left trigger / left bumper) 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 **RT / RB** (right trigger / right bumper) 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 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 Drink**: 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.

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### 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.

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## 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 left stick to select a mini-game or the Tennis Academy and press the **A 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 below.

**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 also 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 for a practice match at a set time and place. The player icon will be displayed in the schedule for that week, and it 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 a challenge to you 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 both 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 for is 1 to 2 players. 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 players 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 device. If more than one World Tour Player Data is available, then both team members can use Custom Players during a Doubles competition.

Player 2 must press the START button before selecting a player.

## 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.8).

# EXHIBITION

A mode for 1 to 4 local players 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. Players 2 to 4 must press the START button before making their selection. 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 left stick ⬆⬇ and change the setting with ⬅➡. Once set, move the cursor to **OK** and press the **A button**.

- ■ **Stage** — Choose the location of the game (p.22). 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 two 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 **A 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.
- ■ **Controller**
  Change the controller layout as detailed in Options (p.8).
- ■ **Rumble**
  Turn rumble on or off.
- ■ **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

A series of mini-games for 2 to 4 local players. Once a game has been selected, each participating player must press the START button on their controller, and choose a player character. The game will begin when all players have been decided.

### 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

# XBOX LIVE

Play anyone and everyone, anytime and anywhere on Xbox Live®. Build your gamer card profile. Chat with your friends. Download content at Xbox Live Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

## CONNECTING
Before you can use Xbox Live, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox Live member. For more information about connecting, and to determine whether Xbox Live is available in your region, go to **www.xbox.com/live.**

## FAMILY SETTING
These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to **www.xbox.com/familysettings.**

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