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Thank you for purchasing "Sega Sports Tennis 2K2". Please note that this software is designed only for use with the Dreamcast console. Be sure to read this instruction manual thoroughly before you start playing Tennis 2K2.
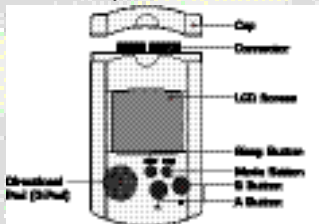
"Tennis 2K2" is a memory card (sold separately) compatible game. With this game, at least 4 blocks of free memory spaces are required to save game files.

MENU CONTROLS

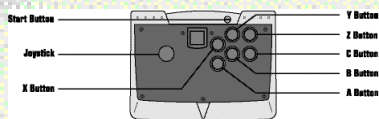## Control Summary
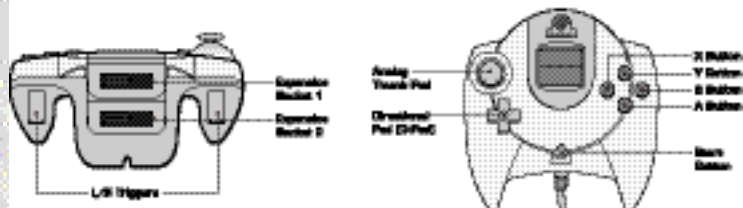
Visual Memory Unit (VMU)

Jump Pack*

*Jump Pack™ cannot be used with an Arcade Stick.

Arcade Stick (sold separately)

Start Button
Joystick
X Button
Y Button
Z Button
C Button
B Button
A Button

Basic Operation

Controller Operation

"Tennis 2K2" is for 1 to 4 players. Insert Dreamcast Controllers (Arcade Sticks) for the number of players into ports A to D before turning on the console. Do not operate the D-Pad or Trigger L/R when turning on the console, or a malfunction may occur due to improper player position setting. To go back to the title screen, press the START button while holding down the A,B,X, and Y Buttons during the game.
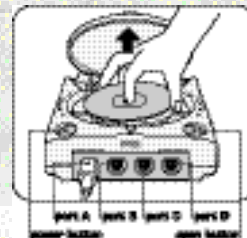
Main Operations

Controller	Menu Selection	Game Play
D-Pad/Analog Thumb Pad/ *@$^(Joystick)	Select menu and players	Move player/Move ball
AButton (A/C Button)	Confirm	Topspin shot
BButton	Cancel	Slice shot
XButton		Lob shot
YButton		Change viewpoints (only when 1 Player)
TriggerL/R (ZButton)		Switch instructions to COM partner in a doubles match
START button	Start the game	Pause the game / Jump into the game (except for WORLD TOUR)

•Arcade Stick operations are in brackets.

2

3

In-Game Techniques

Serve

Set a serve position with $^, and press A, B or X to toss the ball. When the player tosses the ball, a serve gauge will be displayed beside the player. Press A, B or X with good timing because the serve becomes faster as the serve gauge gets closer to "MAX." Press A to make a straight serve, and press B/X to make a slice serve.


Ball Direction

Run to the ball and press A/B/X to hit the ball back to the opponent's court (see below for shot type). After pressing that button and before hitting the ball back to the opponent, press *@$^ to select the direction to hit the ball. Use $^ to aim left or right, and use *@ to aim to the front or back.

Shot Type

A topspin shot (A) is a regular shot with a forward spin (vertical spin). The ball moves fast, but its trajectory is high and bounces high. A slice shot (B) has back-spin. The ball moves slowly as if floating in the air. Its trajectory is low and bounces low. A lob shot (X/A+B) has a high trajectory and goes over the opponent's head. It is used to hit the ball behind the opponent when the opponent is at the net.

Lob

Top

Slice
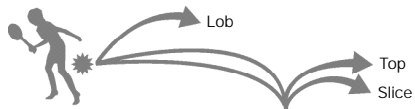
Shot Strength

You can hit the ball harder (faster) if you run to the ball fast enough to get ready for the shot. On the other hand, if you barely catch up to the ball and are not ready for the shot, you will not hit it hard. The strength of the shot changes with the height you hit the ball at (shot point). It is difficult to hit the ball back hard if the ball has a low shot point, for example right after it bounced. The higher the shot point, the harder the shot becomes.

Smash

Wait for a high-trajectory ball to come down, and press A/B to hit a smash. Press *@$^ to control the ball path in the same way as regular shots.

Drop Shot

Press *@ after pressing B to aim at an area near the net. You can make a drop shot that falls near the net. It is effective when the opponent is at the baseline.

Instruction to COM partner

Give a position instruction to your COM partner in doubles matches. Press L/R (Z) to switch instructions between the BASELINE/ NOR- MAL/NET PLAY displayed at the top of the screen.

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

Starting the Game

Selecting a mode
Press the START button in the Title Screen to display the MENU Screen. Select a mode from 4 choices here with *@$^ of the D-Pad and confirm with A.

|	
TOURNAMENT	Try to win all 5 stages of singles matches and 3 stages of doubles matches.
EXHIBITION	Customize game settings and play various singles matches.
WORLD TOUR	Create an original player to enter competitions all around the world. 1 player only.
OPTIONS	Change various settings.

Save and Load
This game automatically saves and loads the game data (auto-save function) to and from a VMU. When playing the game, make sure to insert the VMU into slot 1 of the Dreamcast Controller (Arcade Stick) connected to port A. Never remove the VMU or the controller during saving and loading.
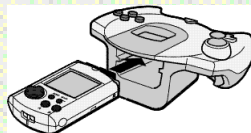
Insert the VMU into Expansion Socket 1 of the controller.

In-Game Screen

Instructions to COM partner
(Displayed only in doubles matches)

Number of games
(MATCH COUNT)

Score

Serving player

Serve speed
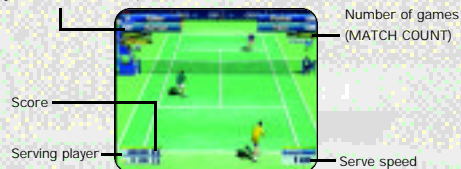
Pause menu
Press the START button during the game to pause and display the pause menu.

TOURNAMENT	
Two pause menu items are displayed in TOURNAMENT mode.	
CONTINUE	Resume the game.
END	Quit the game and return to the Menu Screen.

EXHIBITION	
Three pause menu items are displayed in EXHIBITION mode.	
CONTINUE	Resume the game.
SETTING	Quit the game and return to the Setting Screen.
END	Quit the game and return to the Menu Screen.

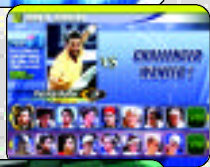| WORLD TOUR	
Two pause menu items are displayed in WORLD TOUR mode.	
CONTINUE	Resume the game.
WORLD MAP	Quit the game and return to the World Map Screen.

Game Modes

There are 4 modes to choose from
This section explains the contents and operations of the "TOURNA-MENT," "EXHIBITION," "WORLD TOUR," and "OPTIONS" modes.

TOURNAMENT [for 1 to 4 players]
Try to win all 5 stages of singles matches and 3 stages of doubles matches. Press the START button of another controller during the game to jump into the game (P.9).

1 Selecting a match system
   Select "TOURNAMENT" in the Menu Screen to display the "SINGLES / DOUBLES" menu.

2 Selecting a player
   Select a player from the 16 featured male and female players. Select with the D-Pad, and confirm with A. To use a player created/trained in WORLD TOUR mode, select "VM" shown on the right. "VM" can only be selected when a player was created in WORLD TOUR mode and the VMU is inserted. Since the non-1P controller can also use a customized player if a VMU with WORLD TOUR data is inserted into Expansion Socket 1 of that controller, you can play your customized player with or against your friend's.

3 Starting the match
   The match starts after selecting and confirming the player and the opponent. Try to win the series of matches. Press the START button during the game to display the Pause Menu (P.7). To continue the game after losing, select "CONTINUE" and press A. To return to the Menu Screen, select and confirm "END."

"Jumping Into the Game"

In both "TOURNAMENT" and "EXHIBITION" modes, other players can "jump into the game" by pressing the START button of an unused Dreamcast Controller. The START button can be pressed during player selection or during the game. It works as follows:
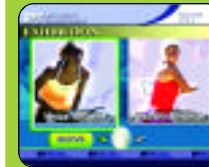
Select Player

First, select a player. Although a male player cannot play against a female player, it is possible to make a mixed pair in doubles.
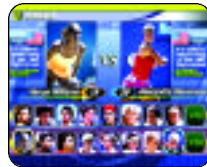
Coin Toss

Toss a coin to decide who serves. There are no controller operations here.

Start the Game

The game starts after deciding who serves. Up to becoming a 4P game, it is possible to "jump into the game" even after the match has started.

A mode for challenge matches where game settings can be freely assigned. There is only one match in this mode. Here, too, it is possible to "jump into the match" by pressing the START button of another controller during the game (P.9).

1 Selecting a match system
Select "EXHIBITION" in the Menu Screen to display the "SINGLES / DOUBLES" menu just like in the TOURNAMENT mode.

2 Setting the player position
Set an initial player position regardless of singles or doubles. Use *@$^ of the D-Pad to select a position, and confirm with A. Press the START button of other controllers to play a game with 2 to 4 players. Each player selects and confirms their position here, too.

3 Setting rules
Set various match rules. Select the rule with *@ of the D-Pad, and change with $^. After setting all rules, move the cursor to "OK," and press A.

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

Switch on/off the tiebreaker rules.

Level of COM opponent (select one from EASY, NORMAL, HARD, and VERY HARD).

4 Selecting players
Just like in the TOURNAMENT mode, select one of 16 male and female players to control. After your selection, assign opposing COM players.

5 Selecting a stage
Select a stage to play the match. Only 5 stages are available at the beginning. As the game proceeds, you can purchase stages at a shop in "WORLD TOUR" mode and then select more stages for play here.

6 Starting the match
Start the match after selecting the stage. Press the START button during the game to display the Pause Menu (P.7).

About tiebreakers in "Tennis 2K2"

An extra game will be 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 tiebreaker. In the tiebreaker, points will be counted as numbers (e.g. 5-6), and the first player to win by 2 while gaining 7 or more points is the victor. Each player serves twice in a row. This rule is slightly different from the rules of actual tennis.

WORLD TOUR [FOR 1 PLAYER]

Create one male player and one female player, and join the World Tour. Train the created players through mini-games, and enter tournaments held all around the globe to compete for the #1 world ranking.


1 Starting the WORLD TOUR
When selecting the "WORLD TOUR" mode for the first time, the games starts from step 2 below. If there is "WORLD TOUR" saved data, a menu will be displayed. Select "NEW GAME" to start a new game and select "CONTINUE" to continue a saved game.

2 Creating characters
Create one male player and one female player. Set the following 5 items first for the male player. Select the items to be set with *@ of the D-Pad, and proceed to each Setting Screen by pressing A. After setting them, move the cursor to "END," and press A. Next, create the female player in the same way. After setting up two characters, a screen shown down to the left will be displayed. To confirm, select "END" and press A.
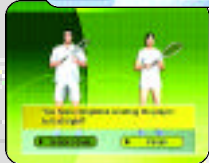
NAME	Name the player.
HEAD	Set face, complexion, and hair style.
BODY	Set height and weight.
PLAYS	Set preferred hand and back hand.
GEAR	Set racket and clothes.

3 Invitation Car d
After creating 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. Rotate the world map with the D-Pad, and press A to build. Don't forget where you built it, as your home plays an important role.

5 World map
The basic screen for the WORLD TOUR mode. Select where to go with the D-Pad, and confirm with A. Switch players with R. This screen includes information on the current date, name and standing of the player, and the player's stamina.

6 Tour calendar
Press the START button during the first week of each month or in the World Map Screen to see the tour calendar. This calendar shows the competition schedule for the whole year. To see the schedule for other months and check competitions to enter, use $^ of the D-Pad. Select and confirm "RETURN TO MAP" to return to the World Map and "GAME END" to quit WORLD TOUR mode.

Check the status of players and change their clothes to new ones. Select "STATUS" or "GEAR" to proceed to each screen.

STATUS   Check player abilities. Press R to switch players. Press B to return to HOME. Status can be enhanced through training (P.16). Check the status often and create your ideal players.

GEAR   Change items such as rackets and clothes. Select the items with *@ of the D-Pad, and set them with $^. Press R to switch players. Press B to return to HOME. Each item can be purchased at shops (P.18).

REST   Execute this command to let the players rest and recover stamina and proceed to the next week. The stamina of each player is displayed at the top right of the screen. Let the players take a rest if they seem too tired. Make sure to check the tour schedule when executing this command.

EXIT   Finish preparation at HOME and return to the World Map.

There are five kinds of competitions: men's singles/doubles, women's singles/doubles, and mixed doubles. The current standing of the player decides which competitions are available. The higher the standing, the higher the level of competitions that will be available. A partner is necessary if entering doubles competitions. Find a partner at the shop and sign them to a contract.

FLOW OF THE COMPETITION

STEP1   Move the cursor on the World Map to the point where the competition is held and see information on the competition. You will be asked "ENTER?" if you press A here. Press A to confirm entry.

STEP2   Once entering the competition, a tournament chart will be displayed for you to learn about the competition.

STEP3   Start the match. The flow of the match is the same as in TOURNAMENT mode.

STEP4   After the match, the Reward Screen will be displayed. Winning at least the first round will let you earn some money, even without winning the whole competition. A week passes thereafter, and you will return to the World Map.
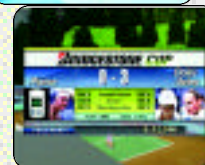
Train your players through mini-games. Training is categorized as follows: serve, footwork, stroke, and volley. Select a training menu based on the ability to be improved. The level of training goes up as the abilities of the two players reach certain levels.

FLOW OF THE TRAINING

STEP1   Move the cursor to the point where training sessions are available to see information on the training. You will be asked "ENTER?" if you press A here. Press A to confirm entry to the training.

STEP2   Once in the training, play methods and conditions for advancement are displayed.

STEP3   Confirm the conditions for advancement and start the training. Use all of your skill to clear the mini-games.
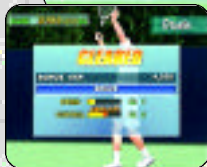
STEP4   The training record will be displayed after completing the training. A week passes thereafter, and you will return to the World Map. The status level of each category goes up based on the points gained, so keep trying until you succeed.

Some of the various mini-games offered in the training are introduced here.

PIN CRASHER
Improve your serve. Like bowling, serve and knock down pins to gain points (5 games).

TANK ATTACK
Improve your stroke. Hit back a powerful ball to defeat enemy tanks (30 seconds).

BULL'S EYE
Improve your volley. Aim at the target (higher points at the center) and keep hitting the ball back (30 seconds).

DANGER FLAGS
Improve your footwork. Dodge red balls and collect flags (30 seconds).

SHOP

Select a shop on the World Map and press A. You will be asked if you want to enter. Select "YES" and confirm 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.

|	
RACKET	Rackets can be used both by male and female players. Equip at home.
CLOTHING	Tennis wear and other clothing items are sold. Equip at home.
ETC.	Wrist bands, shoes, and other items are sold.
PARTNER	Partner contracts for doubles matches. Contracts last for 2 months. You cannot enter doubles competitions unless you make a contract at a shop. Only one COM partner can be contracted for doubles matches. The contract with your partner expires when you sign a contract with someone else.
STAGE	Once contracted, they can be used in the EXHIBITION mode.
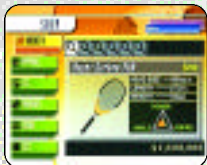
OPTIONS

Various in-game settings can be changed in Options. Select the option menu with *@ of the D-Pad, and change settings with $^. To go back to the Menu Screen, move the cursor to "EXIT" and press A.

TOURNAMENT
Settings in TOURNAMENT mode.

COM LEVEL	Level of COM opponent (select one from EASY, NORMAL, HARD, and VERY HARD).
GAME COUNT (COM)	Number of games to win one match against COM (1 to 6 games).
GAME COUNT (VS)	Number of games to win when playing with other players (1 to 6 games).
TIEBREAKER (VS)	Switch on/off the tiebreaker rules (P.11).

SOUND
Sound and vibration settings.

AUDIO	Switch audio output between stereo/mono.
BGM VOLUME	Change in-game BGM volume.
MUSIC TEST	Listen to the music played in the game.
VIBRATION	Switch on/off the vibration of the Jump Pack.
LANGUAGE	Change the language of in-game messages to "JAPANESE," "ENGLISH," "DEUTSCH," "FRANCAIS," AND "ESPANOL."

Patrick Rafter (AUS)

Height: 6'1"(185cm)   Weight: 190lbs(86kg)

Date of Birth: 12/28/72

Preferred Hand Type: Right-handed

Type: Serve & Volley

Tim Henman (GRB)

Height: 6'1"(185cm)   Weight: 170lbs(77kg)

Date of Birth: 9/6/74

Preferred Hand Type: Right-handed

Type: Serve & Volley

Cedric Pioline (FRA)

Height: 6'2"(187cm)   Weight: 175lbs(79kg)

Date of Birth: 6/15/69

Preferred Hand Type: Right-handed

Type: All-Around Player

Yevgeny Kafelnikov (RUS)

Height: 6'3"(190cm)   Weight: 185lbs(84kg)

Date of Birth: 2/18/74

Preferred Hand Type: Right-handed

Type: All-Around Player

Tommy Haas (GER)

Height: 6'2"(187cm)   Weight: 182lbs(82kg)

Date of Birth: 4/3/78

Preferred Hand Type: Right-handed
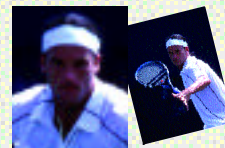
Type: Strong Forehand

Thomas Enqvist (SWE)

Height: 6'3"(190cm)   Weight: 192lbs(87kg)

Date of Birth: 3/13/74

Preferred Hand Type: Right-handed

Type: Strong Backhand

Magnus Norman (SWE)

Height: 6'2"(187cm)   Weight: 198lbs(89kg)

Date of Birth: 5/30/76

Preferred Hand Type: Right-handed
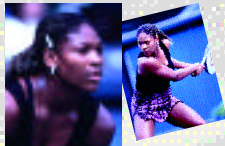
Type: Fast Runner

Carlos Moya (ESP)

Height: 6'3"(190cm)   Weight: 177lbs(80kg)

Date of Birth: 8/27/76

Preferred Hand Type: Right-handed

Type: Powerful Strokes

Venus Williams (USA)
Height: 6'1"(185cm)   Weight: 160lbs(72kg)
Date of Birth: 6/17/80
Preferred Hand Type: Right-handed
Type: All-Around Player

Serena Williams (USA)
Height: 5'10"(178cm)   Weight: 145lbs(66kg)
Date of Birth: 9/26/81
Preferred Hand Type: Right-handed
Type: Powerful Strokes

Lindsay Davenport (USA)
Height: 6'2"¹⁄₂(189cm) Weight: 175lbs(79kg)
Date of Birth: 6/8/76
Preferred Hand Type: Right-handed
Type: All-Around Player

Monica Seles (USA)
Height: 5'10"¹⁄₂(179cm) Weight: 154lbs(70kg)
Date of Birth: 12/2/73
Preferred Hand Type: Left-handed
Type: Hard Hitter

Mary Pierce (FRA)
Height: 5'10"(178cm)   Weight: 150lbs(68kg)
Date of Birth: 1/15/75
Preferred Hand Type: Right-handed
Type: Strong Forearm

Arantxa Sanchez-Vicario (ESP)
Height: 5'6"¹⁄₂(169cm) Weight: 123lbs(56kg)
Date of Birth: 12/18/71
Preferred Hand Type: Right-handed
Type: Various Shots

Jelena Dokic(YUG)
Height: 5'9"(175cm)   Weight: 132lbs(60kg)
Date of Birth: 4/12/83
Preferred Hand Type: Right-handed
Type: Fast Runner

Alexandra Stevenson (USA)
Height: 6'1"(185cm)   Weight: 156lbs(71kg)
Date of Birth: 12/15/80
Preferred Hand Type: Right-handed
Type: Strong Backhand

Courts

Play on the world's greatest courts
You can play matches on various courts in "Tennis 2K2." Some are introduced here.
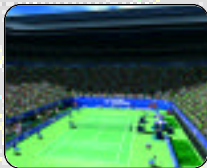
Melbourne, Australia
Surface: Hard
Ball speed: Fast
Bounce: High

Paris, France
Surface: Clay
Ball speed: Slow
Bounce: High

London, England
Surface: Grass
Ball speed: Fast
Bounce: Low

New York, USA
Surface: Hard
Ball speed: Fast
Bounce: High

Tokyo, Japan
Surface: Artificial turf
Ball speed: Slow
Bounce: Regular

You can play on more courts in EXHIBITION mode as you buy them at shops in WORLD TOUR mode.

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