Dreamcast
Dreamcast
Virtua Tennis 2
— SEGA PROFESSIONAL TENNIS —

EPILEPSY WARNING

Please read the manual and particularly this paragraph before using this video game system or allowing your children to use it. A responsible adult should go through with any minors the operator instructions of the Dreamcast before allowing play to take place. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had an epileptic seizure. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of seizures or epilepsy. If you or anyone in your family have ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion IMMEDIATELY discontinue use and consult your doctor.

For your health

- Sit away from the television screen, as far as the length of the Controller cable allows. We advise that you sit a minimum of 6.5 feet (about 2 meters) away from the television screen.
- Preferably, the game should be played on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 minutes per hour while playing any video game.

GETTING STARTED

This GD-ROM can only be used with the Dreamcast System. Do not attempt to play this GD-Rom on any other CD player - doing so may damage the headphones and speakers.

1. Set up your Dreamcast system by following the instructions in your Dreamcast System Instruction manual. Plug in Control pad 1. For 2-4 player games, plug in pads 2-4 also.
2. Place the Dreamcast GD-ROM label side up in the well of the CD tray and close the lid.
3. Press the Power Button to load the game. The game starts after the Dreamcast logo screen. If nothing appears, turn the system OFF and make sure it is set up correctly.
4. If you wish to stop a game in progress or the game ends and you want to restart, press A, B, X, Y and Start simultaneously to return to the game title screen. Press A, B, X, Y and Start simultaneously again to return to the Dreamcast control panel.
5. If you turn on the power without inserting a GD, the Dreamcast control panel appears. If you wish to play a game, place the Dreamcast GD-ROM in the unit and the game will automatically start up.

Important: Your Dreamcast GD-ROM contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Dreamcast System has trouble reading the disc, remove the disc and wipe it carefully, starting from the centre of the disc and wiping straight out towards the edge.

HANDLING YOUR DREAMCAST GD-ROM

- The Dreamcast GD-ROM is intended for use exclusively with the Dreamcast System.
- Be sure to keep the surface of the GD-ROM free of dirt and scratches.
- Do not leave it in direct sunlight or near a radiator or other sources of heat.

Virtua Tennis 2™

— SEGA PROFESSIONAL TENNIS —

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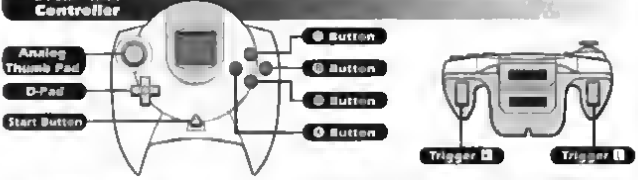
Virtua Tennis 2 ... a memory card (sold separately) compatible game ... blocks of free memory spaces are required to save game file

BASIC OPERATION

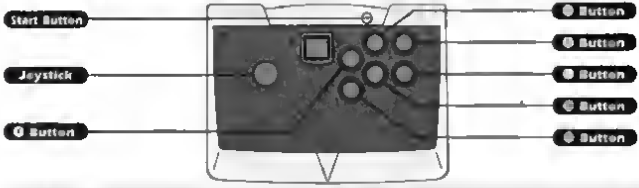
Controller Operation

"Virtua Tennis 2" is for 1 to 4 players. Insert Dreamcast Controllers (or Arcade Sticks) for the desired 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 returns. To go back to the title screen, press the START button while holding down Button A B X and Y during the game.

Dreamcast Controller



Arcade Stick (sold separately)



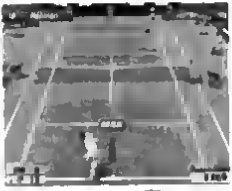
Main operations

Controller	Menu Selection	Game Play
D-Pad / Analog Thumb Pad / ⬆⬇⬅➡ (Joystick)	Select menu and players	Move player / Move ball
● Button (●/⬆ Button)	Confirm	Topspin shot
● Button	Cancel	Slice shot
● Button		Lob shot
● Button		Change viewpoints (only when 1 Player)
Trigger■/■ (● Button)		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 [illegible]

Serve

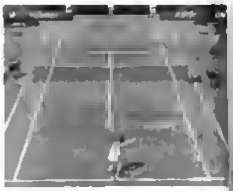
Set a serve position with ⬆⬇⬅➡ and press ● ● or ● to toss the ball. When the player tosses the ball, a serve gauge will be displayed beside the player. Press ● ● or ● with good timing because the serve becomes faster as the serve gauge gets closer to "MAX". Press ● to make a straight serve and press ●/● to make a slice serve.



Vibration Pack™

When using a Vibration Pack (sold separately), make sure to connect it to Expansion Socket 2 of the Dreamcast Controller. A Vibration Pack cannot be used with an Arcade Stick.

Ball Direction



Run to the ball and press ●/■/▲ 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 Strength

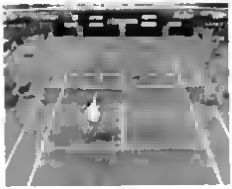
You can hit the ball harder (faster) if you run to the ball fast enough to get ready for the shot. On the other hand, if you barely reach the ball and are not ready for the shot, you will not hit it hard. The strength of the shot changes with the height you hit the ball at (shot point). It is difficult 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.

Shot Type

A topspin shot (●) 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 (■) has backspin. The ball moves slowly as if floating in the air. Its trajectory is low and it bounces low. A lob shot (●/▲+●) 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.

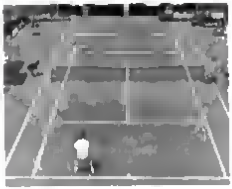
Smash

Wait for a high trajectory ball to come down and press ●/● to hit a smash. Press ↑↓←→ to control the ball path in the same way as regular shots.



Drop Shot

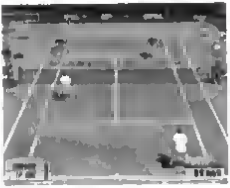
Press ↑↓ after pressing ● to aim at an area near the net. You can make a drop shot that falls near the net. It is effective when the opponent is at the baseline.



Instruction to COM partner

Give a position instruction to your COM partner in doubles matches. Press L2 R2 (●) to switch instructions between the **BASELINE / NORMAL / 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 at the Title Screen to display the MENU Screen. Select from one of 4 modes here using ▲▼◀▶ on the D-Pad and confirm with ●.

TOURNAMENT (➡P.24)	Try to win all 5 stages of singles matches and 3 stages of doubles matches
EXHIBITION (➡P.26)	Customise game settings and play various single matches
WORLD TOUR (➡P.28)	Create an original player to enter competitions all around the world. Only for 1 player
OPTIONS (➡P.35)	Change various settings

SAVE&LOAD

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

GAME SCREEN

In-game screen

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 "TOUR NAMENT", "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.25)

Selecting a match system

Select "TOURNAMENT" in the Menu Screen to display the "SINGLES / DOUBLES" menu.

Selecting a player

Select a player from the 16 featured male and female players. Select with the D-Pad and confirm with ●. 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 memory card is inserted. Since the non-1P controller can also use a customised player if a memory card with WORLD TOUR data is inserted into Expansion Socket 1 of that controller you can play your customised player with or against your friend's.

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. 3). 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

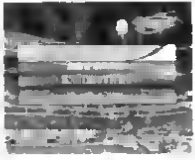
First, select a player. Although a male player cannot play against a female player, it is possible to make a mixed pair in doubles.

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.



EXHIBITION [for 1 to 4 players]

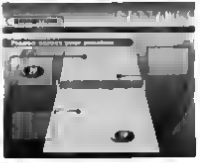
A mode for challenge matches where game settings can be freely assigned. There is only one match in this mode. Here, too, it is possible to "jump into the match" by pressing the START button of another controller during the game. (☛P25)

Selecting a match system

Select "EXHIBITION" in the Menu Screen to display the "SINGLES / DOUBLES" menu just as in the TOURNAMENT mode.

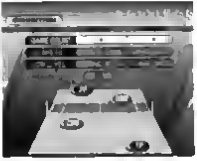
Setting the player position

Set an initial player position regardless of whether it is a singles or a doubles match. Use ↑↓←→ on the D-Pad to select a position, and confirm with ●. Press the START button on the other controllers to play a game with 2 to 4 players. Each player selects and confirms their position here, too.



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 ●.



GAME COUNT	Number of games to win one match (1, 6 games)
TIE BREAK	Switch on/off the tiebreaker rules
COM LEVEL	Level of COM opponent (select one from EASY, NORMAL, HARD, and VERY HARD)

Selecting players

Just like in the TOURNAMENT mode, select one of 12 male and female players to control. When you have made your selection, assign opposing COM players.

Selecting a stage

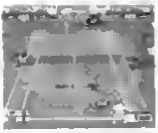
Select a stage on which to play the match. Only 5 stages are available at the beginning. As the game proceeds, you can purchase stages at a shop in "WORLD TOUR" mode and then select more stages for play here.

Starting the match

Start the match after selecting the stage. Press the START button during the game to display the Pause Menu (➡ P.13).

About tiebreak in 'Virtua Tennis 2'

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 tiebreak. In the tiebreak, 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 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.

Starting the WORLD TOUR

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

Creating characters

Create one male player and one female player. Set the following items for the male player. Select the items to be set with ↑↓ of the D-Pad, and proceed to each Setting Screen by pressing ●. After setting them, move the cursor to "FINISH" and press ●. Next, create the female player in the same way. After setting the two characters, a screen shown on the right will be displayed. To confirm, select "FINISH" and press ●.

NAME	Name the player
HEAD	Set face, complexion and hairstyle
BODY	Set height and weight
PLAYS	Set preferred hand and back hand
GEAR	Set jacket and [illegible]

Invitation Card

After creating [illegible] Press the START button to proceed to the next [illegible]

Build your home

Build a house on the w[illegible] ➡ [illegible] the [illegible] with the D-Pad and p[illegible] ● [illegible] forget where [illegible] built it, as your home [illegible]

World map

The basic screen for the WORLD TOUR mode. Select where to [illegible] with the D-Pad, and confirm w[illegible] ● Switch players with ■ [illegible] screen includes information on the current date, name and standing of the player, and the player's stamina.

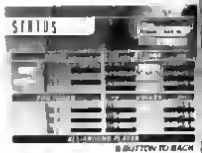
Tour calendar

Press the START [illegible] the first week of each month or in the World Map Screen [illegible] the tour calendar. This calendar shows the competition schedule for the whole year. To see the schedule for other months and [illegible] competitions to enter, use ⬅➡ on the D-Pad. Select and [illegible] "RETURN TO MAP" to return to the World Map and "GAME END" to quit WORLD TOUR mode.

HOME

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 (➡P32). 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 then with ⬅➡. Press R to switch players. Press B to return to HOME. Each item can be purchased at shops (➡P34). Earn rewards at competitions to gain good gear.
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 World Map.



Competitions

These are [illegible] 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 to him/her. The higher the standing, the higher the level of competition available. A partner is necessary when entering doubles competitions. Find a partner at the shop and sign them to a contract.

FLOW OF THE COMPETITION

STEP1

Move the [illegible] on the World Map to the [illegible] competition is held and see information [illegible] You will be asked "ENTER?" if you [illegible] confirm entry.

STEP1

[illegible] competition, a tournament [illegible] displayed [illegible] about the competition.

STEP1

[illegible] 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 then passes and you will return to the World Map.

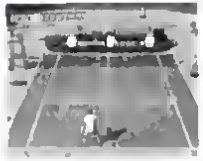
TRAINING

[illegible] follows **serve footwork stroke** [illegible] **volley**. Select a training [illegible] improved. The level of [illegible] of the player [illegible]

FLOW OF THE TRAINING

STEP1

[illegible] inform[illegible] if you [illegible] ❶ [illegible] ❷ [illegible]



STEP2

[illegible] advancement are displayed

STEP3

[illegible]

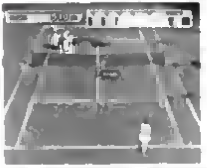
STEP4

[illegible] to the World Map. The [illegible] goes up based on the points [illegible] until you succeed

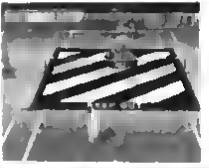
TYPES OF TRAINING

Some [illegible] are introduced here

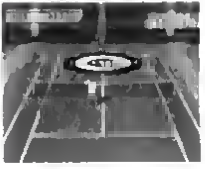
PIN CRASHER



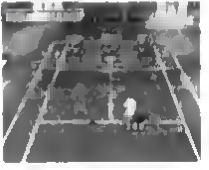
TANK ATTACK



BULL'S EYE



DANGER FLAGS



SHOP

Select [illegible] 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

[illegible] can be used both by male players and female players. Equip at home.

CLOTHING

[illegible] and other clothing items are sold. Equip at home.

ETC.

Wristbands, shoes, and other items are sold.

PARTNER

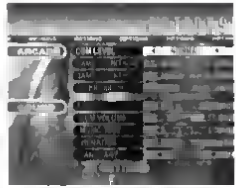
Partner contracts for doubles matches. Contracts last for 2 months. You cannot enter [illegible] competitions unless you make a contract at a shop. Only one COM partner can be contracted for doubles matches. The contract with your partner expires when you sign a contract with someone else.

STAGE

Once contracted, they can be used in the EXHIBITION mode.

OPTIONS

Various in-game settings can be changed in Option. 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 ●.



TOURNAMENT

Setting in TOURNAMENT mode.

COM LEVEL	Level of COM opponent (from EASY, NORMAL, HARD, and VERY HARD)
GAME COUNT (COM)	Number of games to play 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 [illegible] ◀▶ [illegible]

SOUND

Sound and vibration settings.

AUDIO	Switch audio output between stereo/monaural
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 Vibration Pack
LANGUAGE	Change the language of in-game messages to "JAPANESE" "ENGLISH", "DEUTSCH", "FRANÇAIS" AND "ESPANOL"

PLAYERS

Patrick Rafter(AUS)

HEIGHT 6'1"(185cm) WEIGHT 190lbs(86kg)
DATE OF BIRTH 28/12/72
PREFERRED HAND TYPE Right-handed
TYPE SERVE & VOLLEY

Tim Henman(GBR)

HEIGHT 6'1"(185cm) WEIGHT 170lbs(77kg)
DATE OF BIRTH 6/9/74
PREFERRED HAND TYPE Right-handed
TYPE SERVE & VOLLEY

Cedric Pioline(FRA)

HEIGHT 6'2"(187cm) WEIGHT 175lbs(79kg)
DATE OF BIRTH 15/6/69
PREFERRED HAND TYPE Right-handed
TYPE ALL-ROUND PLAYER

Yevgeny Kafelnikov(RUS)

HEIGHT 6'3"(190cm) WEIGHT 185lbs(84kg)
DATE OF BIRTH 18/2/74
PREFERRED HAND TYPE Right-handed
TYPE ALL-ROUND PLAYER

Tommy Haas(GER)

HEIGHT 6'2"(187cm) WEIGHT 182lbs(82kg)
DATE OF BIRTH 3/4/78
PREFERRED HAND TYPE Right-handed
TYPE STRONG FOREHAND

Thomas Enqvist(SWE)

HEIGHT 6'3"(190cm) WEIGHT 192lbs(87kg)
DATE OF BIRTH 13/3/74
PREFERRED HAND TYPE Right-handed
TYPE STRONG BACKHAND

Magnus Norman(SWE)

HEIGHT 6'2"(187cm) WEIGHT 198lbs(89kg)
DATE OF BIRTH 30/5/76
PREFERRED HAND TYPE Right-handed
TYPE FAST RUNNER

Carlos Moya(ESP)

HEIGHT 6'3"(190cm) WEIGHT 177lbs(80kg)
DATE OF BIRTH 27/8/76
PREFERRED HAND TYPE Right-handed
TYPE POWERFUL STROKES

Venus Williams(USA)

HEIGHT 6 1"(185cm) WEIGHT 160lbs(72.5kg)
DATE OF BIRTH 17/6/80
PREFERRED HAND TYPE Right-handed
TYPE ALL-ROUND PLAYER

Serena Williams(USA)

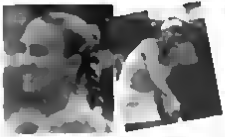
HEIGHT 5'10 (178cm) WEIGHT 145lbs(66kg)
DATE OF BIRTH 26/9/81
PREFERRED HAND TYPE Right-handed
TYPE POWERFUL STROKES

Lindsay Davenport(USA)

HEIGHT 6'2" 1/2(189cm) WEIGHT 175lbs(79kg)
DATE OF BIRTH 8/6/76
PREFERRED HAND TYPE Right-handed
TYPE ALL-ROUND PLAYER

Monica Seles(USA)

HEIGHT 5'10" 1/2(179cm) WEIGHT 154lbs(70kg)
DATE OF BIRTH 2/12/73
PREFERRED HAND TYPE Left-handed
TYPE HARD HITTER



Mary Pierce(FRA)

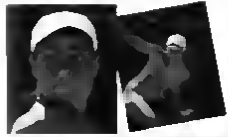
HEIGHT 5'10"(180cm) WEIGHT 150lbs(68kg)
DATE OF BIRTH 15/1/75
PREFERRED HAND TYPE Right-handed
TYPE STRONG FOREHAND

Arantxa Sanchez-Vicario(ESP)

HEIGHT 5'6" 1/2(169cm) WEIGHT 123lbs(56kg)
DATE OF BIRTH 18/12/71
PREFERRED HAND TYPE Right-handed
TYPE VARIOUS SHOTS

Jelena Dokic(YUG)

HEIGHT 5'9"(175cm) WEIGHT 132lbs(60kg)
DATE OF BIRTH 12/4/83
PREFERRED HAND TYPE Right-handed
TYPE FAST RUNNER



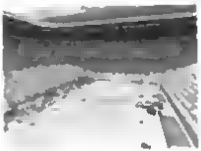
Alexandra Stevenson(USA)

HEIGHT 6'1"(185cm) WEIGHT 156lbs(71kg)
DATE OF BIRTH 15/12/80
PREFERRED HAND TYPE Right-handed
TYPE STRONG BACKHAND

COURTS

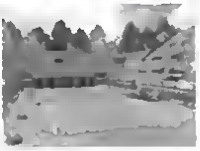
Play on the world's greatest courts

You can play matches on various [illegible] courts [illegible] them!



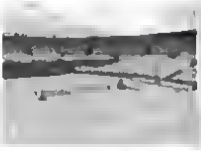
Melbourne, Australia

Surface [illegible]
Ball speed [illegible]
Bounce [illegible]



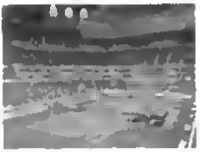
Paris, France

Surface [illegible]
Ball speed [illegible]
Bounce [illegible]



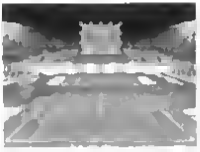
London, Great Britain

Surface [illegible]
Ball speed [illegible]
Bounce [illegible]



New York, USA

Surface Hard
Ball speed Fast
Bounce High



Tokyo, Japan

Surface [illegible]
Ball speed [illegible]
Bounce [illegible]

[illegible] EXHIBITION mode as well!
Buy them at shops in WORLD TOUR mode

Dreamcast

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