Hard Hitter Tennis™

Game Manual

Magical

EVERYONE
E
CONTENT RATED BY ESRB

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WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console 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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

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.

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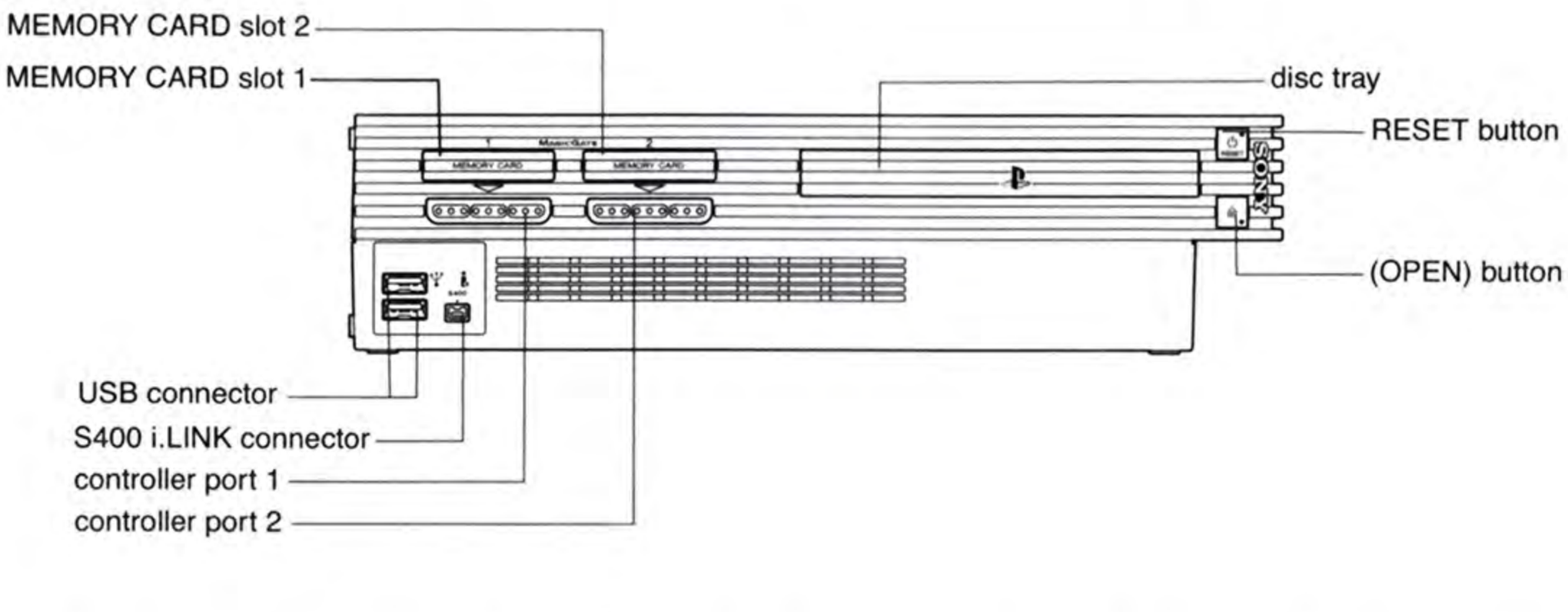
Getting Started

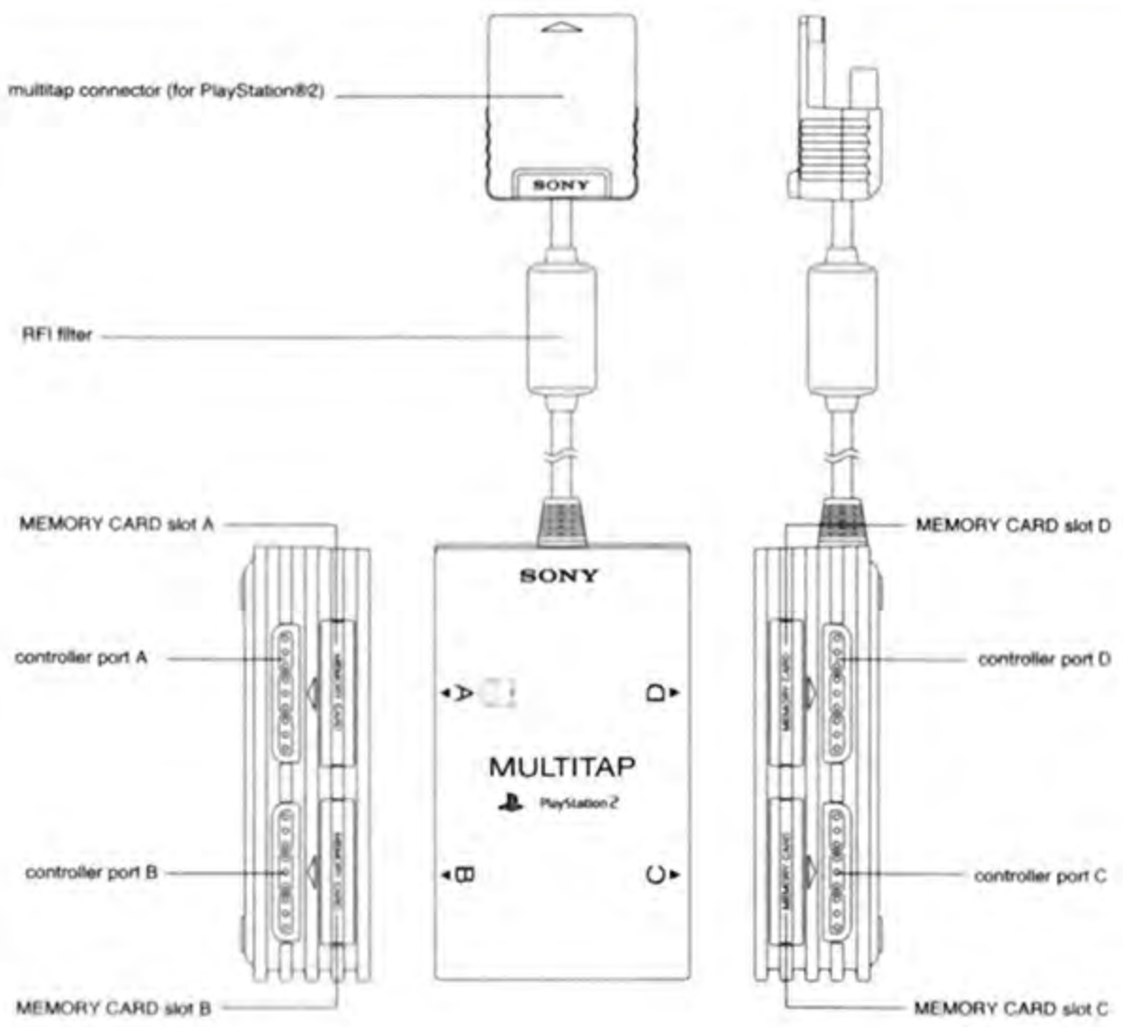


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **HARD HITTER TENNIS**™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Controllers

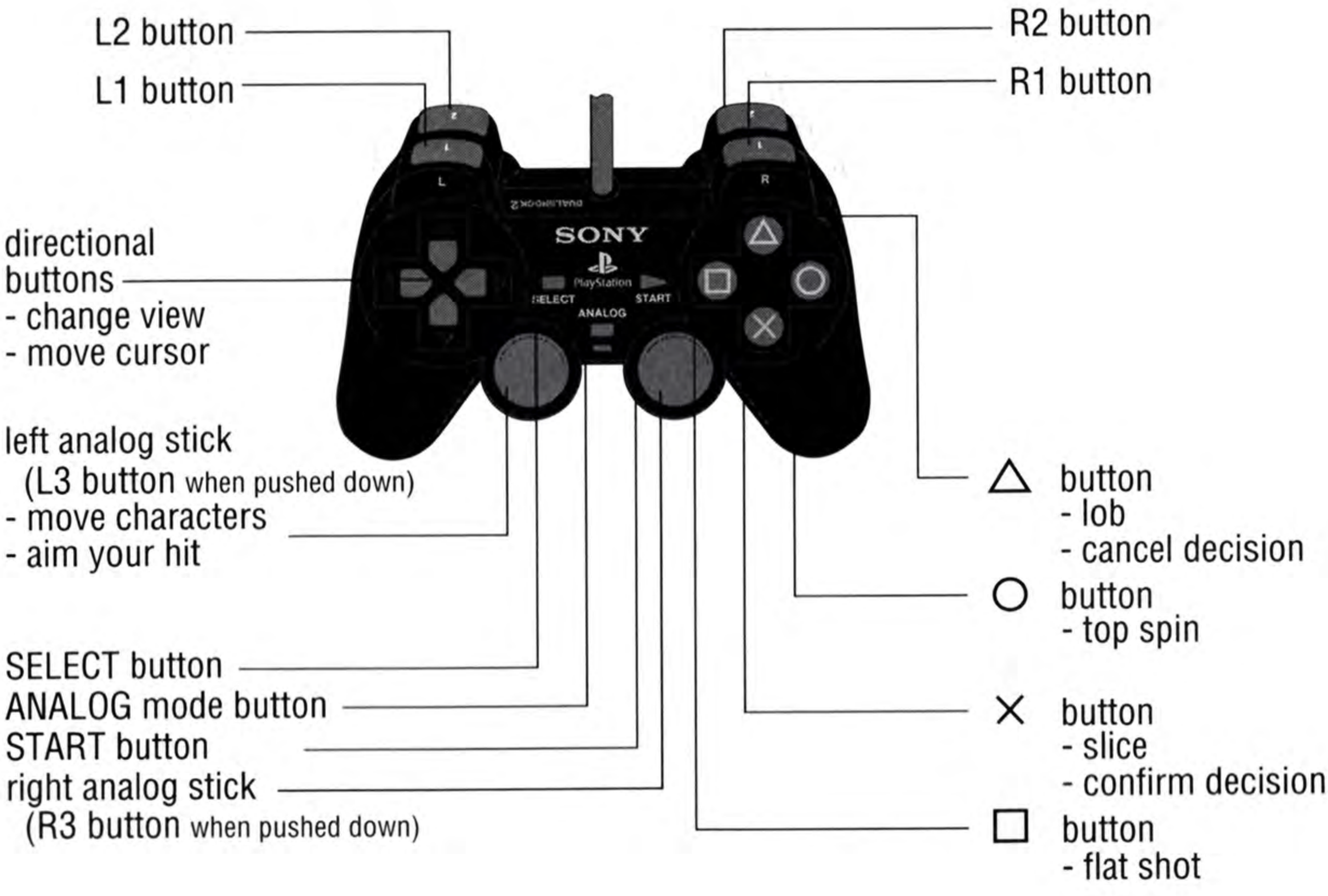
This game is compatible with the DUALSHOCK® analog controller or DUALSHOCK™®2 analog controller. Each player will need a controller. Please connect all controllers to be used before turning the power on. Up to 4 players can play simultaneously. The Multitap (for PlayStation®2) (purchased separately) is necessary for 3 or more players. If you want to use the multitap, first connect it to controller port 1. Then, connect the controllers you want to use in the following order: controller port 1-A, 1-B, 1-C, and 1-D. For more detailed instructions, please refer to the instruction manual for the multitap.

Multitap



- The functions of ○ button, △ button, □ button, and × button can also be performed with the right analog stick.
- The default setting for this game is analog mode. The mode indicator will be lit up in red.
- The game can be played with a DUALSHOCK® analog controller or DUALSHOCK®2 analog controller.
- This game does not use the vibration function.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Controls during Gameplay	
left analog stick	Move your character. Aim your shots.
directional buttons	Change view. Move cursor.
○ button	A top spin shot hit for accuracy. Cancel decision.
△ button	A lob shot to hit the ball over your opponent.
□ button	A flat, fast shot that is difficult to hit and not very accurate.
× button	A slice shot that is accurate and difficult for your opponent to hit. Confirm decision.
START button	Pauses the game.
L1 + R1 buttons	Turns the Charge Meter ON or OFF.
R1 button	Cancels your partner's auto-lock feature during doubles.
R2 button	Cancels your auto-lock feature.

Starting the Game

Save/Load

To save or load game data, a memory card (8MB) (for PlayStation®2) must be inserted into MEMORY CARD slot 1 or MEMORY CARD slot 1-A when using the Multitap. In order to save game data for this game, at least 125KB must be available in the memory card. If you wish to save a character that you have created, an additional 8KB per character is needed in the memory card. Multiple system data files cannot be saved to a single memory card.

	Content	Saving	Loading
System Data	OPTION menu settings	A data file can be created and saved after boot up. Previous data can be overwritten if the OPTION menu settings are changed.	Select LOAD in the OPTION menu to load previously saved data.
Character Data	Characters created in WORLD TOUR mode (max. 10)	Data can be saved after completing a tournament in WORLD TOUR mode (after either a win or loss).	You can load data by selecting CONTINUE from the choices displayed in WORLD TOUR mode.

MODE SELECT

The MODE SELECT screen will appear after pressing the START button at the title screen. If a memory card is inserted in MEMORY CARD slot 1 (MEMORY CARD slot 1-A when using the Multitap) during boot up, the previously saved OPTION settings will automatically be loaded. Select a mode to play or change the game settings.

WORLD TOUR

This mode allows you to participate in tournaments for 1 year with the goal of becoming the best in the world. You can even create your own player.

EXHIBITION

This mode allows you to participate freely in a game of tennis, alone or with friends. Up to 4 people can play simultaneously.

TRAINING

This mode allows you to practice basic skills with the aid of a coach.

MINI GAME

There are 3 different mini games to choose from.

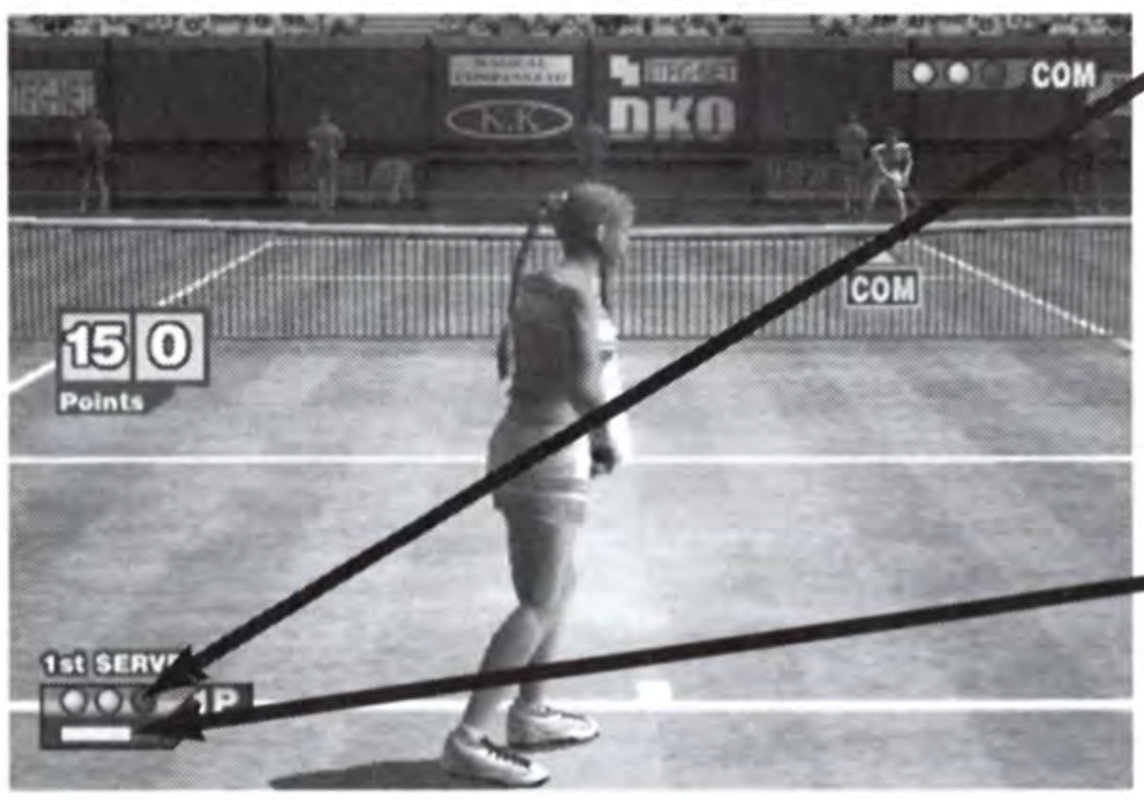
OPTION

You can adjust the following settings.

- BGM Volume (Background music) – 0~5
- Sound – STEREO/MONO
- Advice Message – ON/OFF
  Messages that suggest how to correct your mistakes can be turned on or off.
- Change Court – ON/OFF
  In a single player match, the characters will switch sides if this option is on.
- Charge Meter – ON/OFF
- Target – ON/OFF
  A target cursor, which shows where the ball will bounce, can be turned on or off.
  Note: The Target option is only available in Single player modes.
- Load – Loads previously saved system data.

Note: When you press the START button, you will be given the option to save.
If you want to save the current OPTION settings, select "YES".

Game Screen



Mentality

This meter shows the player's mental condition. When the meter is low (fewer circles lit), the player will miss shots more often. The meter will change depending on how you play and your character's attributes.

Charge

This meter shows the strength of your shot. The longer the shot button is pressed, the harder the shot will be. Also, if a DUALSHOCK®2 analog controller is being used, the harder the shot button is pressed, the harder the shot will be.

Pause

Press the START button to pause the game. Select from the options below and press the × button to confirm.

CONTINUE

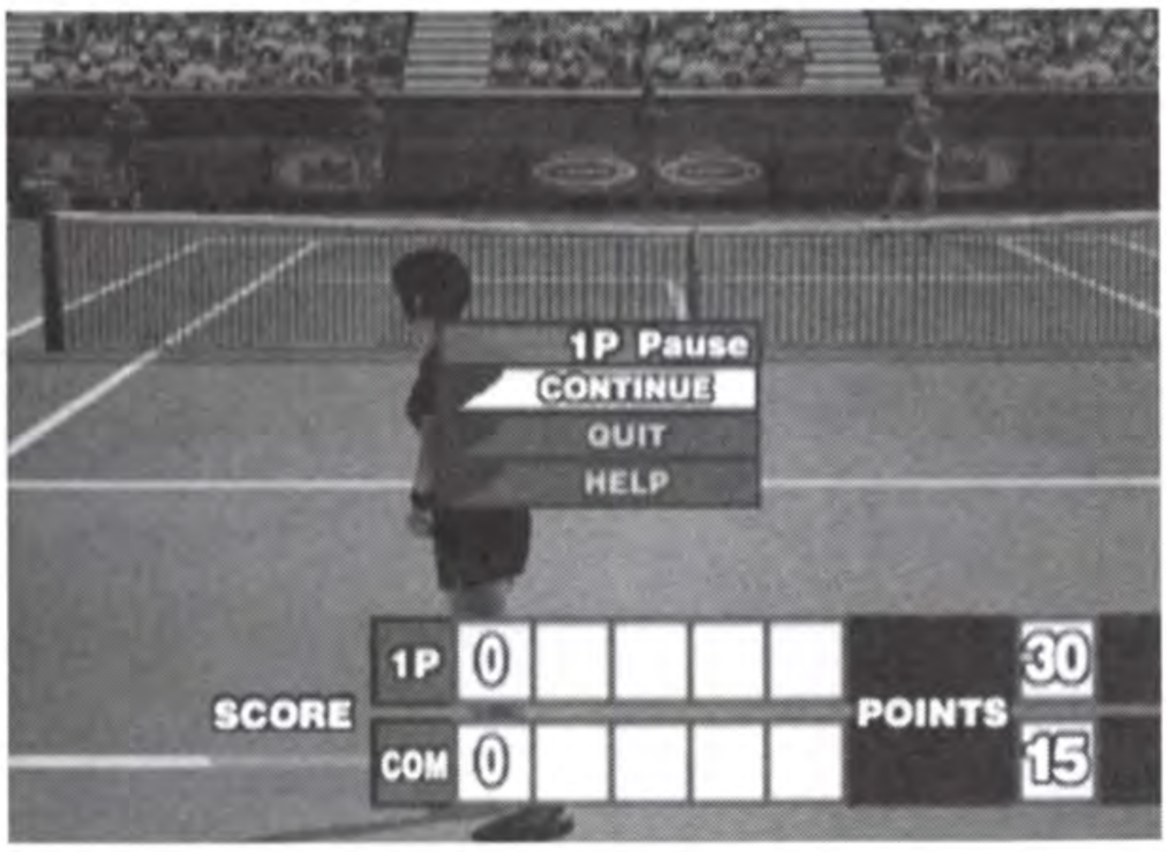
Resume game.

QUIT

Quit game and return to MODE SELECT screen.

HELP

Display useful information.



Game Screen

Serve

Press the ○ button, □ button, or × button once to serve. The power of the serve will depend on how full the charge meter is.

Shot

Press the ○ button, △ button, □ button, or × button when you are within range to hit the ball. The idea is to time your hit early. The power of the shot will depend on how full the charge meter is.
*If the player character is within a reasonable distance from the ball, his/her stance to hit the ball will be automatically adjusted.

Aim

Tilt the left analog stick in the direction you wish to aim. The ball will go in the direction that the left analog stick was tilted before the shot.

WORLD TOUR

In this mode, you will tour the world for a year, participating in tournaments. The goal is to be ranked number 1. Your opponents will be decided randomly. You can also create your own character to compete in this mode.

NEW

Start the WORLD TOUR from the beginning.

CONTINUE

Continue the WORLD TOUR from a previously saved game.

CHARACTER SELECT

Select the character you wish to use. In addition to the 14 existing characters, you can create your own original character. The character you use will gain experience points after each tournament. This character, if saved onto a memory card, can also be loaded and used in the EXHIBITION mode.

WORLD TOUR Tournament

There are more than 60 tournaments per year around the world. Just select a weekly tournament to enter, and go for the win!
The type of court and prize money available will vary from tournament to tournament, so choose your tournaments wisely. A tournament with more prize money means tougher opponents, which in turn will make it harder for you to go up in rank.

SELECT TOURNAMENT

The details of the tournament(s) that you can compete in will be displayed on the left side of the screen. A tournament will start after you have confirmed your selection with the × button.

COURT

Type of court to be played on.

PRIZE POOL OF $

Total prize money.

WINNER'S PRIZE $

Prize for winning.

WORLD TOUR RANKING

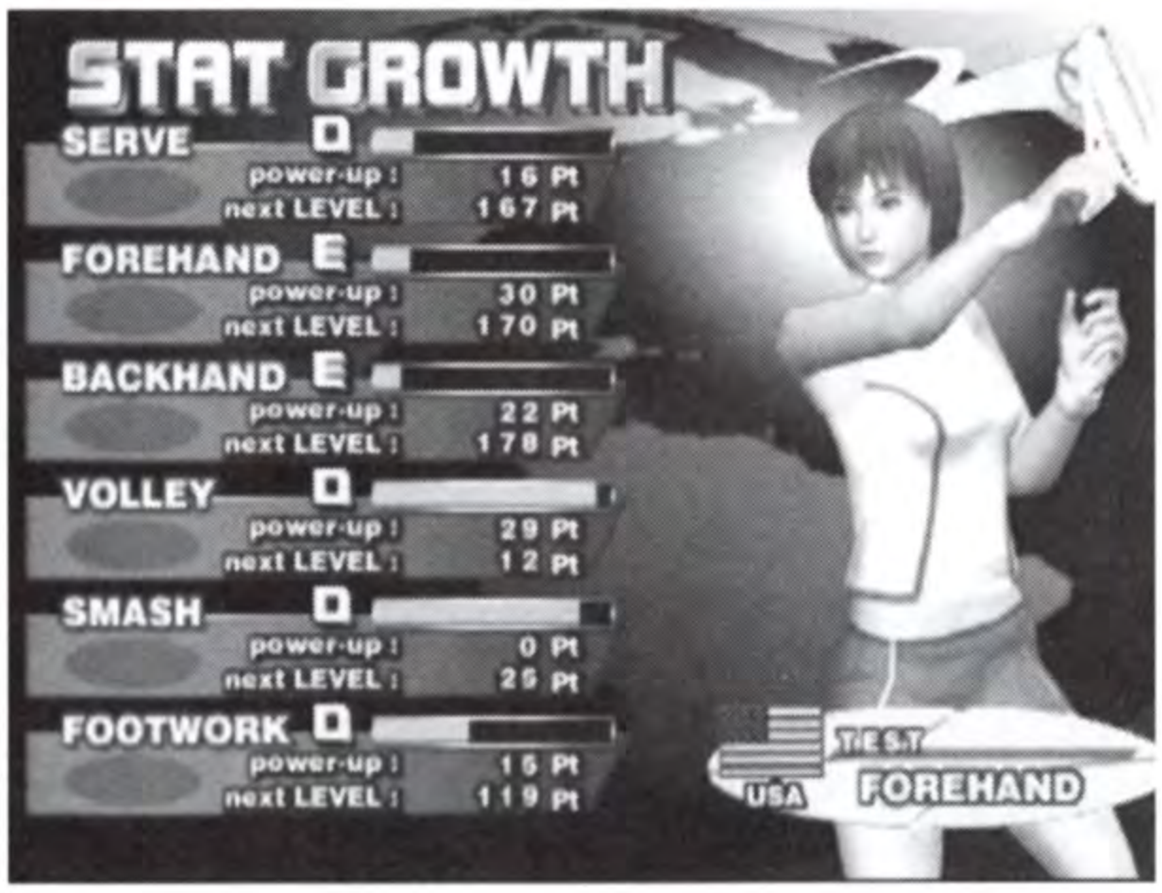
After each tournament, a list of the 10 top ranked contenders will be displayed with their total acquired prize money. If you are not ranked within the top 10, your character's name will be listed below the 10th ranked player.
After the tournament year is over, the player with the most money will be crowned the champion.

STAT GROWTH

In the WORLD TOUR mode, your character will grow in experience. Your character's stat growth will depend on how well he/she plays.

The list below includes all of the attributes that can be improved. After each match, the STAT GROWTH screen will show how many points were obtained for each attribute.

- SERVE
- FOREHAND
- BACKHAND
- VOLLEY
- SMASH
- FOOTWORK



The following information is displayed for each attribute:

- LEVEL – There are 5 rankings, E being the lowest, and A the highest.
- power-up – The amount of points earned from the last match played.
- next LEVEL – Points needed to reach the next level.

Saving Character Data

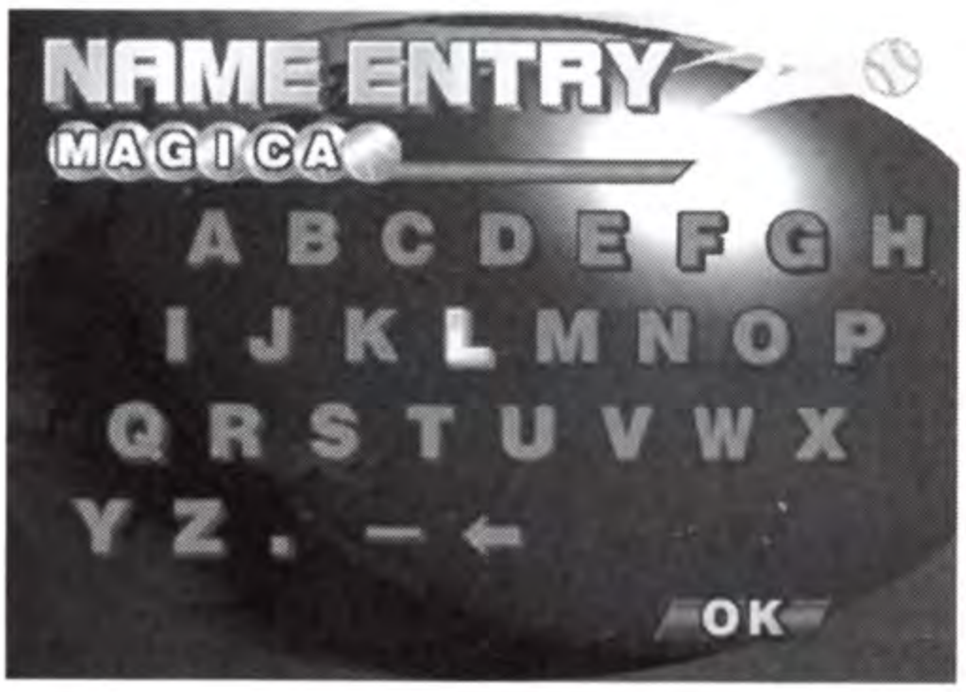
Character data can be saved after each tournament in WORLD TOUR mode. When saving character data, please refer to page 5. You must either save as NEW DATA or overwrite existing data. If you wish to save a character and his/her progress, you will need at least 8KB free in your memory card for each one.

NEW CHARACTER

In WORLD TOUR mode, you can create your own original character. Select NEW in the CHARACTER SELECT screen.

NAME ENTRY

Enter a name for the character player.



PLAYER TYPE

In order to decide on a player type, you can choose to put your character player through a physical test or simply decide on a type.

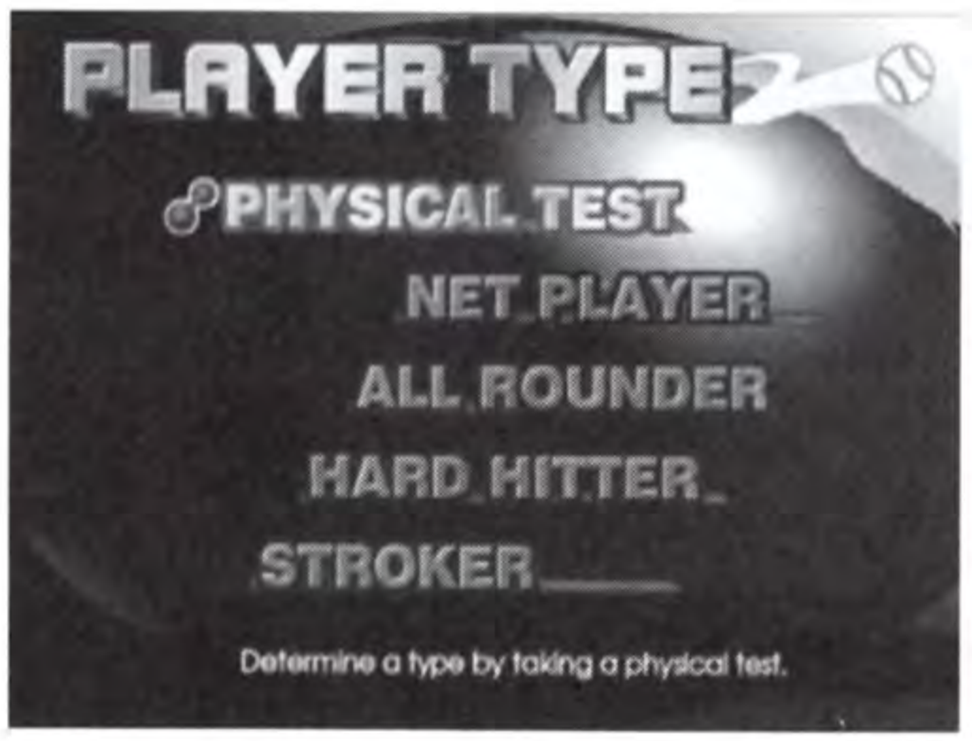
PHYSICAL TEST

There are 3 tests which will be used to determine the player type.

Running Speed
Press the × button repeatedly to determine the speed of your player.

Weight Lifting
Rotate the left analog stick to determine the power of your player.

Reflexes
Press the △ button and × button to raise and lower the red and white flags according to the instructions given at the bottom of the screen. This will test the player's reflexes.



After completing the 3 tests, a grade from A to C will be given for each test. A playing type will be assigned to the character accordingly.

Choosing a Player Type

Select a playing type for your character from the choices below.
NET PLAYER – A good player at the net.
ALL ROUNDER – A solid player in all aspects.
HARD HITTER – A player able to hit shots more powerfully than other players.
STROKER – A fast player whose shots are consistent.

Player Characteristics (The more ☆s, the better.)	**NET PLAYER**	**ALL ROUNDER**	**HARD HITTER**	**STROKER**
Stroke (speed)	☆	☆☆	☆☆☆	☆☆
Stroke (consistency)	☆	☆☆	☆☆	☆☆☆
Volley	☆☆☆	☆☆	☆	☆
Serve	☆☆☆	☆☆	☆☆	☆
Footwork (front/back)	☆☆☆	☆☆	☆	☆☆
Footwork (right/left)	☆	☆☆	☆☆	☆☆☆

STYLE SELECT

You can select the face, outfit, racket, height, and dominant hand for a character you create.

FACE

Choose from 16 faces.

WEAR

Choose from 20 outfits.

RACKET

Choose the color of your racket.

HEIGHT

Set your player's height in centimeters.

DOMINANT HAND

Choose RIGHT or LEFT to be the dominant hand.

NATIONALITY

Select the country that your player will represent.

FORM SELECT

Select a form for each type of shot. After all styles have been chosen, select OK.

FOREHAND

Choose the form of your player's forehand.

BACKHAND

Choose the form of your player's backhand.

SERVE

Choose the form of your player's serve.

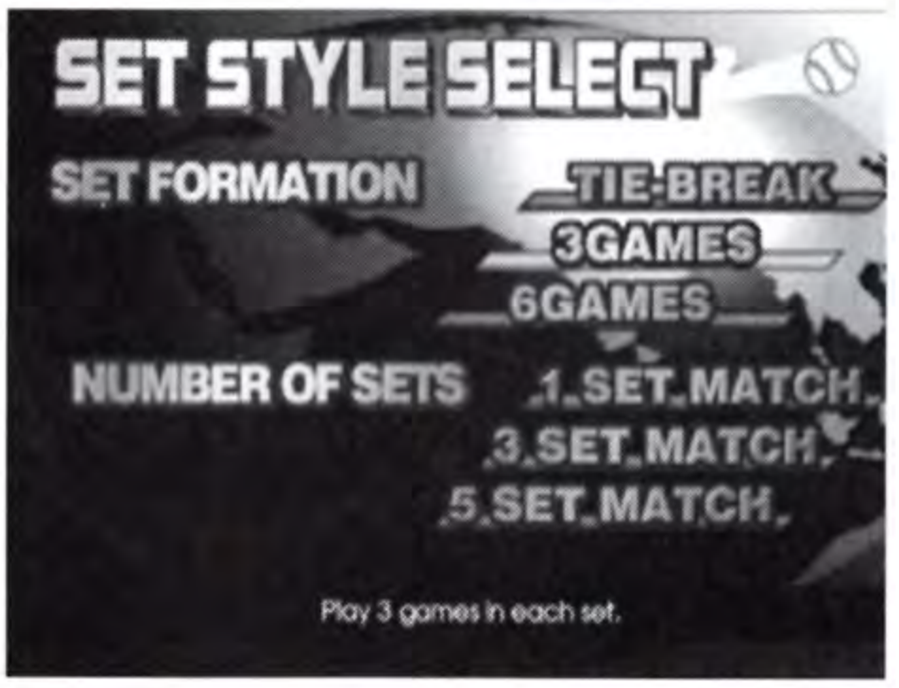
EXHIBITION

PLAYSTYLE SELECT

After selecting either SINGLES or DOUBLES from the EXHIBITION menu on the MODE SELECT screen, you can decide on the player arrangement for the match. 1P - 4P refer to players, while COM1 - COM4 refer to computer opponents. Make sure you have enough controllers for the number of players that you select.

SET STYLE SELECT

Select the game format and number of sets to be played. You can choose TIE BREAK, 3 GAMES, or 6 GAMES for the SET FORMATION, and 1, 3, or 5 SET MATCH for the NUMBER OF SETS.



COURT SELECT

Select the court surface to be played on. There are 5 to choose from: HARD, CLAY, GRASS, CARPET, and OMNI.

HARD

The ball bounces higher than normal.

CLAY

Ball movement is slower on this surface.

GRASS

The ball does not bounce as high, but ball movement is faster.

CARPET

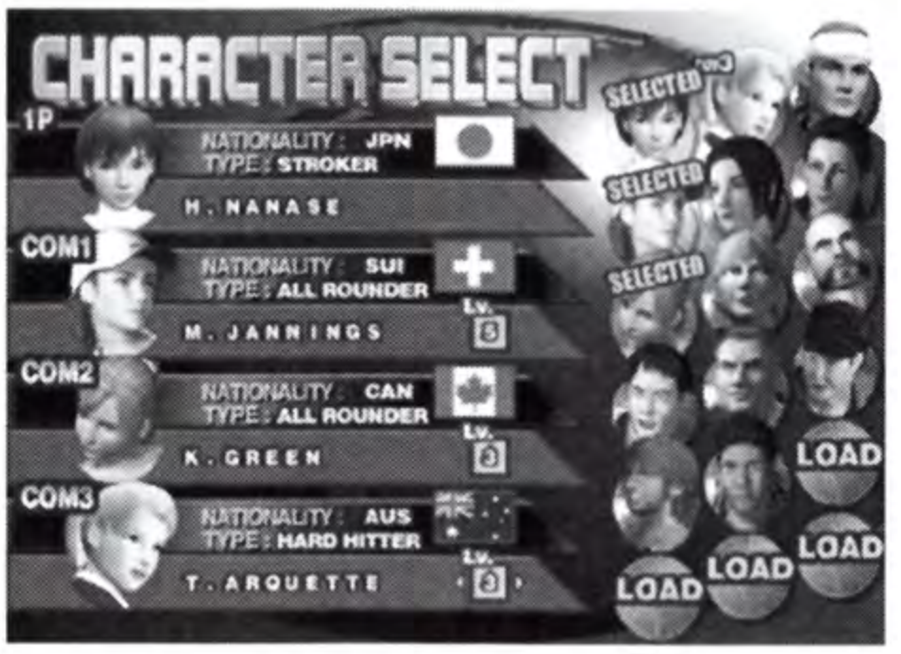
A carpeted surface has faster ball movement.

OMNI

The surface is artificial turf, which doesn't affect the bounce or movement of the ball.

CHARACTER SELECT

In the order displayed, select characters the same way as in the WORLD TOUR mode. The skill level of a computer character can be adjusted. The game will begin after all characters have been chosen.



***Regarding original characters**
In this mode, you cannot create new characters, but you can load characters previously created in the WORLD TOUR mode to be used in your EXHIBITION match. Also, you can clear loaded data by pressing the □ button.

TRAINING

TRAINING LEVEL

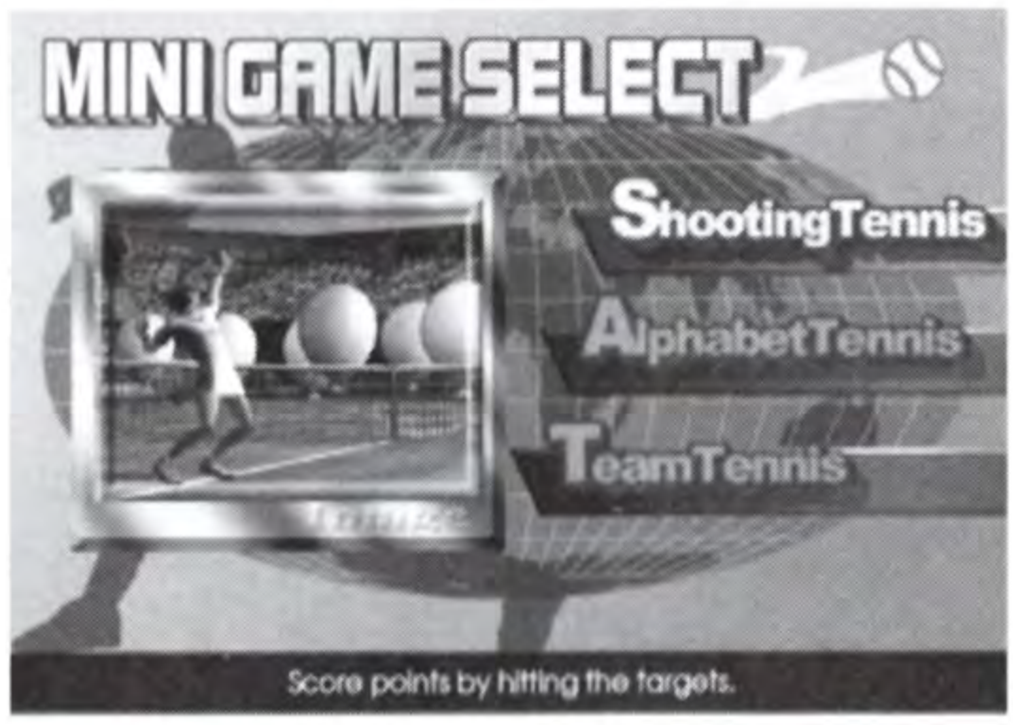
You can practice different types of shots by selecting one of twelve lessons. A coach will be by your side to give you assistance.

Training Level 7-Serve (intermediate level)

MINI GAME

MINI GAME SELECT

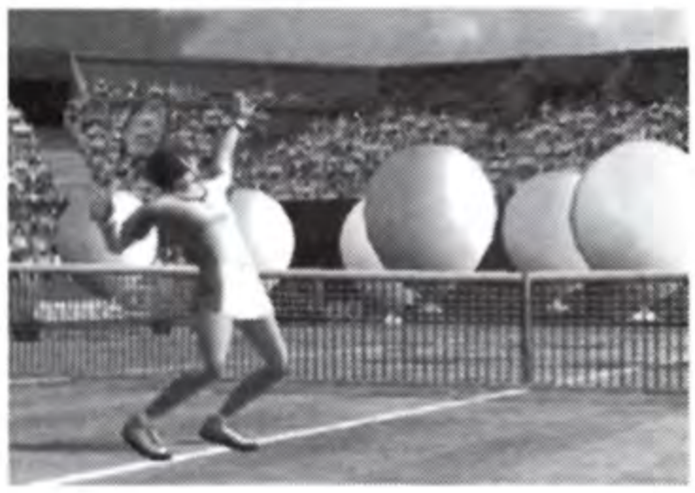
Select one of the three mini games to play. These games are different from a normal tennis match.



Score points by hitting the targets.

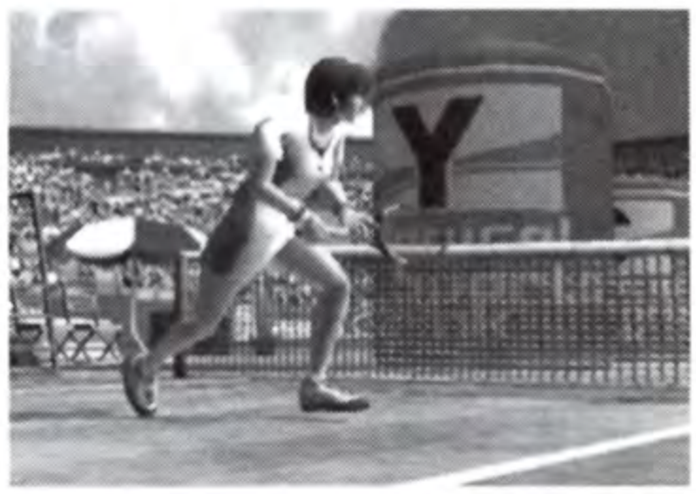
Shooting Tennis

A game in which you try to hit all the balloons using a limited number of balls. The game ends if you run out of balls.



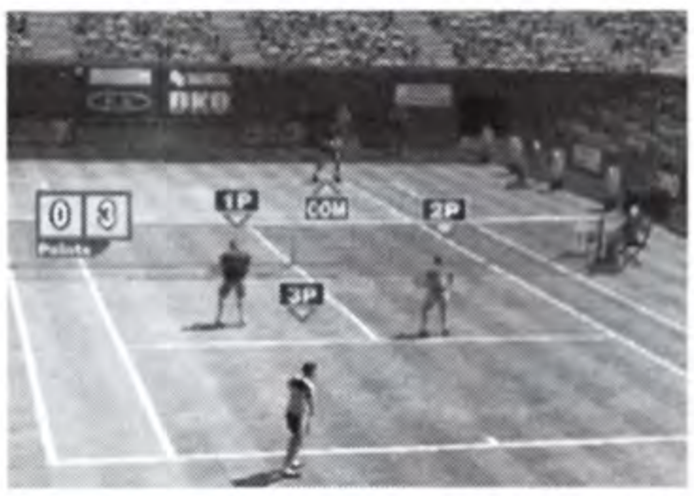
Alphabet Tennis

A game in which you try to spell words by hitting targets with letters on them. The game ends if you run out of balls or misspell a word.



Team Tennis

A game in which 3 players play against 1 computer character for an unconventional tennis match.



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1-900-225-5285 24 hours a day, 7 days a week. This call is $1.25 per minute. Must be at least 18 years old or have your parent's permission to call. Touch Tone phone required. Call to listen to helpful hints that can help you master *HARD HITTER TENNIS*.

Play Hard. Hit Harder.

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