

HOT SHOTS TENNIS



Instruction Manual

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation® 2 system.
Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: light-headedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

HANDLING YOUR PlayStation® 2 FORMAT DISC:

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

HOT SHOTS TENNIS

Tips and Hints

Game Hint Guide Information

PlayStation Underground Game Guides For free hints and tips visit us at www.us.playstation.com.

Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games published by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PlayStation®2 and its peripherals. Representatives are available

Monday - Saturday 6AM - 8PM and Sunday 7AM - 6:30PM Pacific Standard Time.

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● GETTING STARTED



SETTING UP YOUR PLAYSTATION®2 CONSOLE

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

MEMORY CARD (8MB) (FOR PLAYSTATION®2)

PLEASE NOTE: Throughout this manual, the term "Memory Card" is used to describe the Memory Card (8MB) (for PlayStation®2). To save game settings, player status and current progress, insert a Memory Card with at least 256KB of free space into MEMORY CARD slot 1. Any previously saved Hot Shots Tennis game data will be auto-loaded upon start-up. Hot Shots Tennis uses an Autosave feature which means that progress will be automatically saved to Memory Card at certain points during the game.

AUTOSAVE

When the Autosave function is turned on, game play data will be automatically saved to Memory Card upon completion of a match in Challenge Mode and Fun Time Tennis Mode, or upon completion of a practice session in Training Mode. The Autosave function can be turned on or off in the Options Menu.

DELETING PLAY DATA

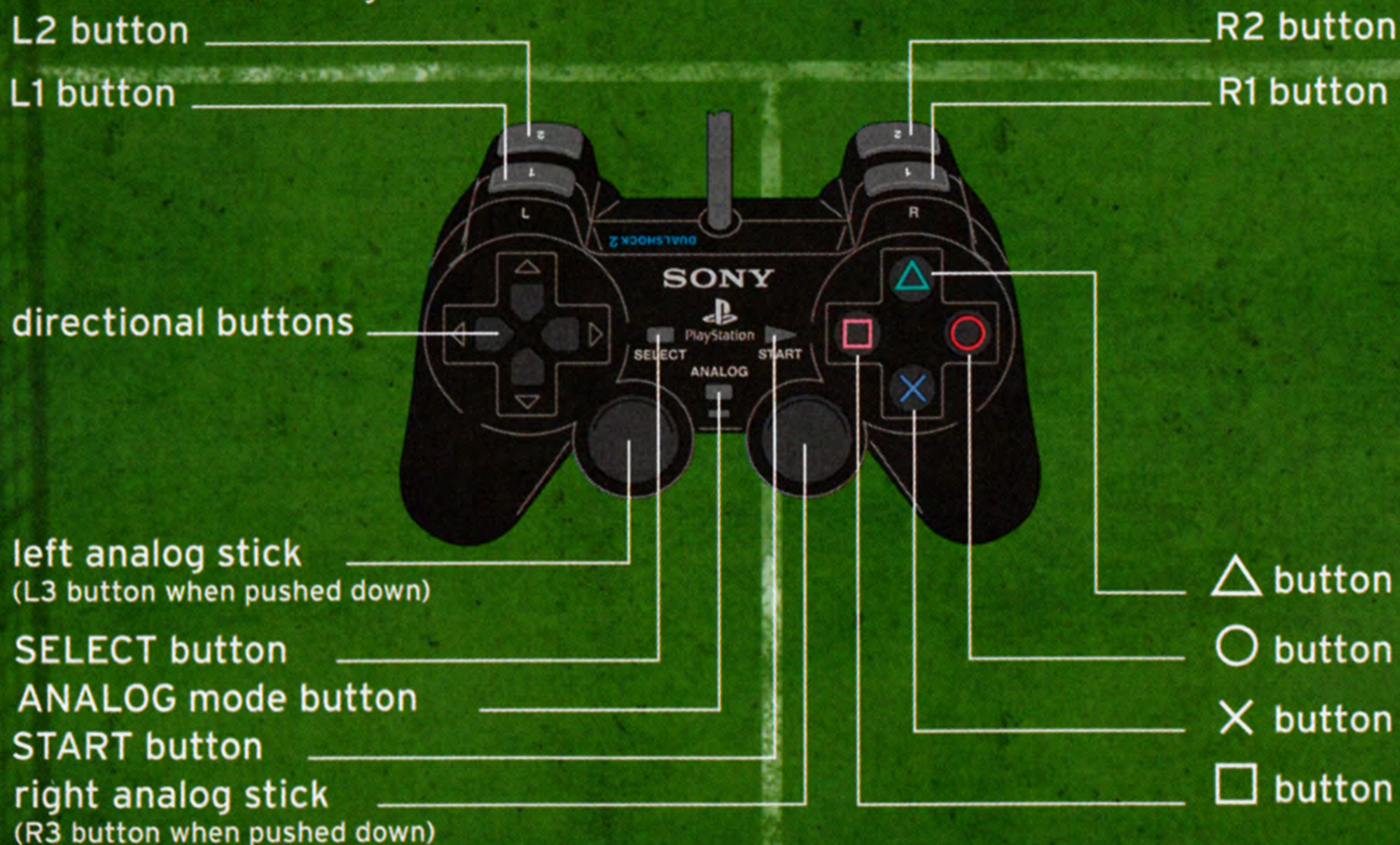
To delete previously saved play data on the Data Selection Screen, simply highlight the play data to be deleted and press  SELECT.



CONTROLS

CONTROLLER DIAGRAM

DUALSHOCK® 2 analog controller



USING A MULTITAP (for PlayStation®2)

NOTE: In this manual, the term "Multitap" is used to describe the Multitap (for PlayStation®2).

Hot Shots Tennis automatically detects the number of controllers inserted into the console. A Multitap should be inserted into controller port 1 of the console, and a controller into controller port 1-A of the Multitap. Any other controllers should be inserted sequentially into controller port 1-B, controller port 1-C etc.

DIRECTIONAL BUTTONS - MOVEMENT

In this manual, ↑, ↓, ←, → are used to denote the direction of both the directional buttons and the left analog stick unless stated otherwise. The Analog Controller (DUALSHOCK®2) will default to analog mode (indicator: red) upon start-up.

USING MENU SCREENS

Press ↑, ↓, ←, → to highlight an option, then press × to confirm. To return to the previous menu screen, press ○. Press **L1** and **R1** to select alternative costumes on Character Selection screens.

DEFAULT CONTROLS

DURING A MATCH

↑, ↓, ←, →		Move character/Select shot trajectory
START		Pause game
SELECT		Change camera position
△		Lob
○		Slice
⊗		Topspin
↑, ↓, ←, → (towards opponent) + ⊗		Flat shot
↑, ↓, ←, → (towards you) + ○		Drop shot

SERVING

1. Choose a position to serve from:

↑, ↓, ←, →		Move character
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2. Toss the ball:

○		Weakly
⊗		Strongly
△		Underhand

3. Hit the serve:

⊗		Topspin serve/Flat serve
○		Slice serve
△		Underhand serve
↑, ↓, ←, →		Direct your serve

● GETTING STARTED

The title screen will be displayed. Press  to access the Data Selection Screen. When playing Hot Shots Tennis for the first time, choose an empty data slot to name your saved play data and enter your player name. Press  to access the Main Menu.

● MAIN MENU

HOT SHOTS CHALLENGE MODE

Play matches against a string of opponents in singles or doubles matches and aim for top honors.

FUN TIME TENNIS

Choose a character and a court and play competitive matches between one and four players.

TRAINING MODE

Choose a character and a court and practice various tennis shots in this one player tutorial mode.

DATA

Save and load play data, and check out current status and unlocked items.

OPTIONS

Change various game settings.

● PLAYING THE GAME

THE GAMESCREEN

- A** Character and his/her tennis tier
- B** Number of points
- C** Number of sets/games

SHOT COLORS

The flight path of the tennis ball changes color according to the type of shot hit:

Purple = Topspin. Blue = Flat shot. Red = Slice. Pink = Drop shot. Green = Lob.

TIMING BUBBLES

Speech bubbles are displayed based on how well you time your shots. Bad timing can cause the shot direction to deviate.

STAMINA

Characters use up stamina whenever they move. When they run out of stamina, they become sluggish. The amount of stamina varies from character to character.

REPLAYS

Sometimes a replay will start automatically after a point is scored. Press  when "replay" is displayed in the upper right of the screen to force a replay if one is not automatically shown. Change how often replays are shown by selecting "Short Replay" in the "Options" menu.

AFTER THE MATCH

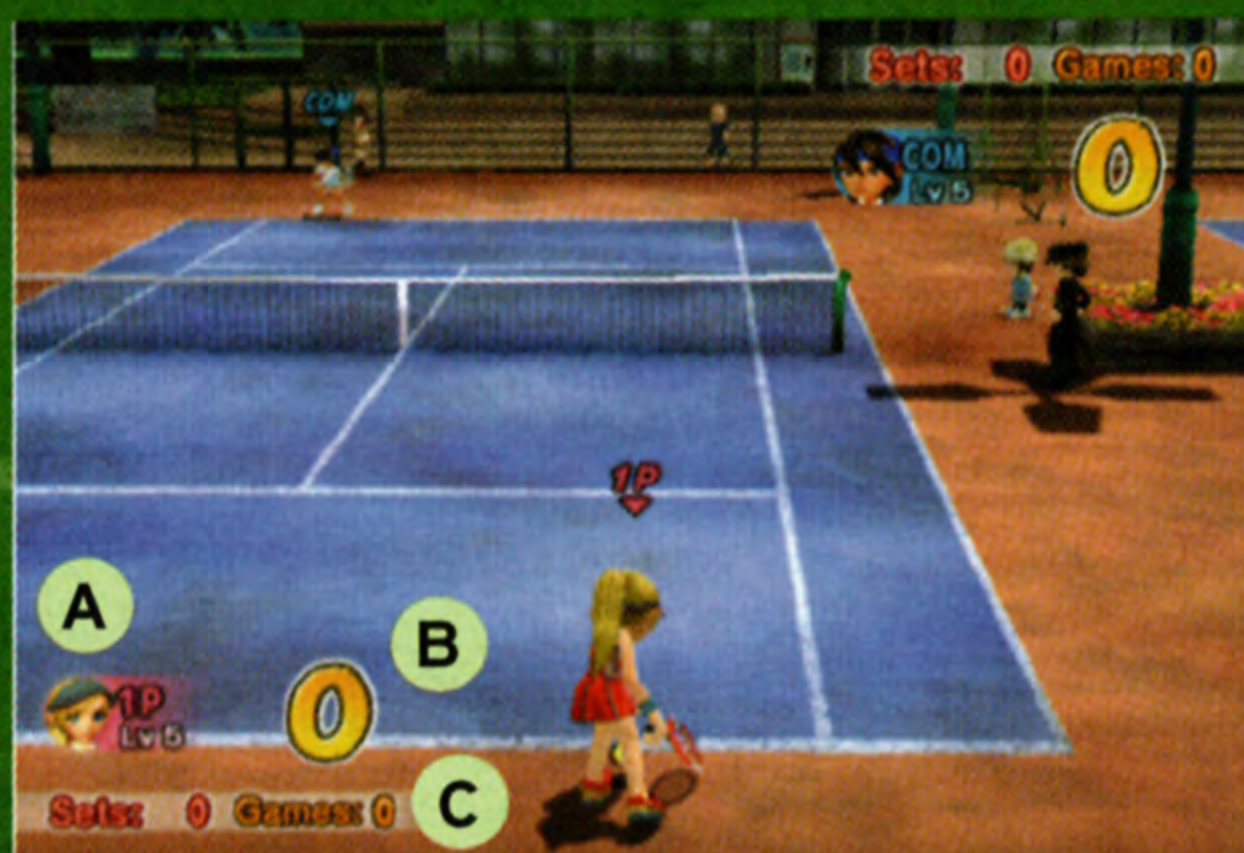
Review the number of sets or games won on the post-match Score Screen, which will be displayed at the conclusion of each match. Press  to access the Stats Screen to review the latest statistics.

HOT SHOTS CHALLENGE MODE

Win Hot Shots Challenge Mode matches to unlock new characters, costumes, courts and umpires, and progress through the ranks from Beginners class, through Amateur and Semi-Pro up to the top-ranking Pro class.

TENNIS TIERS

Each player's "tennis tier" is a current skill level grading. Beginning at "Tennis Lv 5", defeat opponents on higher tennis tiers to move up a grade.



HOT SHOT'S CHALLENGE MODE

CHOOSE A CLASS AND OPPONENT

Press  or  to select a class and press  or  to select an opponent. You can continue playing matches in lower classes even after you have advanced to higher ones. At the foot of the screen, the prize for beating your opponent will be displayed. Choose an opponent and press  to continue.

REVIEW MATCH DETAILS

Opponent	The opponent's name, tennis tier and playing style.
Match	The number of sets and games in the match.
Court	Indicates if the court is accessible or not.
Items	The item you win for defeating the opponent. After winning once, this will change to None.
Conditions	Special rule conditions, such as a fixed camera position.

PARTNER CONTROL (DOUBLES MATCHES ONLY)

When only one controller is connected, your partner in doubles matches will be computer controlled "COM". When more than one controller is connected, your doubles partner can either be computer-controlled or controlled by a second player.

CHOOSE A CHARACTER

Select a character and press  to confirm. Press  or  to change the character's costume, and press  to check their attributes.

CONFIRM SETTINGS SCREEN

Review the selected characters, opponents and court; and when ready to begin, select "Start The Match!". Alternatively, alter any of the following settings:

Select Court	The tennis court on which the match will take place.
Sets	The number of sets to play.*
Games	The number of games per set.*
Select Umpire	The umpire who will be in charge of the match.
Set Handicap	The handicap settings that will apply to each character.*
Offbeat Rules	The rule settings that will apply to the match.*

*Options available in Fun Time Tennis Mode only.

NOTE: Items marked with an "X" cannot be altered.



FUN TIME TENNIS MODE

NOTE: Insert a Multitap into controller port 1 to play matches with more than two people. Please see the "Using A Multitap (for PlayStation®2)" section of this manual for details of how to set up a Multitap.

Up to four players can choose a character and court and play a match. Fun Time Tennis results are not reflected in your overall stats.

Select Singles for a one-on-one match or select Doubles for a two-on-two match. Assign player-controlled and computer-controlled characters and then press . Review the selected characters, opponents and court; and when ready to begin, select "Start The Match!". Alternatively, the following settings can be adjusted before hitting the court:

- | | |
|---------------|---|
| Set Handicap | Add handicaps to characters to slow them down. |
| Offbeat Rules | Slow the action down via the Slow Motion option or make the ball bounce in unexpected directions via the Irregular Bounce option. |

TRAINING MODE

Select the character you want to use with the directional buttons, then press . Press **L1** or the **R1** to change costumes.

Review the selected character and court; and then choose Ready To Go! to begin the training session.

After choosing a practice session and reviewing the instructions, press  to start the training. Proceed to the next level by hitting enough panels to meet the quota displayed at the top of the screen before running out of time in General, Volley, and Smash practice sessions or run out of balls to hit in Service practice sessions. Hit small panels to gain more points.

GENERAL PRACTICE

Hit the panels on the court with the ball. The panels have shot types assigned to them in a specific order, so check the button display in the top left of the screen before you hit each ball. Use carefully timed button presses and press the left analog stick towards each highlighted panel to excel at General practice.

SERVICE PRACTICE

Try to hit the panels with a well aimed serve. Press  to toss the ball to produce stronger, yet harder to time, serves. Alternatively, and for only half the points, press  or  to toss the ball to produce weaker, yet easier to time serves.

VOLLEY PRACTICE

Return the ball before it bounces and try to hit the on-court panels. Keep a close eye on the tennis machine's position and on the ball's trajectory, and then move quickly! You cannot move into the area of the court marked "Do Not Cross".

SMASH PRACTICE

Move to the yellow smash marker, and then press  or  to hit a smash into the on-court panels. Points can also be scored by pressing  to execute a fake smash.

DATA

STATS

Check a player's name, Challenge Mode class, tennis tier and career stats. Float the cursor over any item and an explanation will be displayed at the foot of the screen.

ITEMS

View characters, costumes, umpires and courts categories and descriptions.

SAVE

Save your play data to Memory Card. You can name your saved play data in the initial player name entry only.

LOAD

Load previously saved play data from Memory Card.

OPTIONS

SOUND

Set the sound output method.

MUSIC

Turn the in-game music on or off.

VIBRATION

Turn the vibration function of the Analog Controller (DUALSHOCK®2) on or off.

AUTOSAVE

Turn the Autosave function on or off.

SHORT REPLAYS

Set how often replays are shown when points are won in matches. Set this to OFF and the replays will stop playing automatically.

SHOT MARKERS

Turn the red shot markers and the yellow smash markers on or off.

NOTE: Shot and smash markers are always turned on during Training Mode.

OVERHEAD CAMERA

Readjust the position of the overhead camera.

NOTE: The camera is fixed in the foreground during Training Mode and multiplayer matches.

MOVIES

Press  to watch a movie.

LOAD TIPS

Press , , ,  to select the number of the tip you want to review, then press .

● TENNIS HINTS AND TIPS

COURT LAYOUT

Tennis is played on a court. Both one-on-one singles and two-on-two doubles use the same court, but the court area used in singles is smaller.

COURT TYPES

There are three types of court surfaces: Hard, Grass and Clay. Each surface affects the ball's bounce height and speed differently.

POINTS

- No points 0 (Love)
- One point 15
- Two points 30
- Three points 40

GAMES

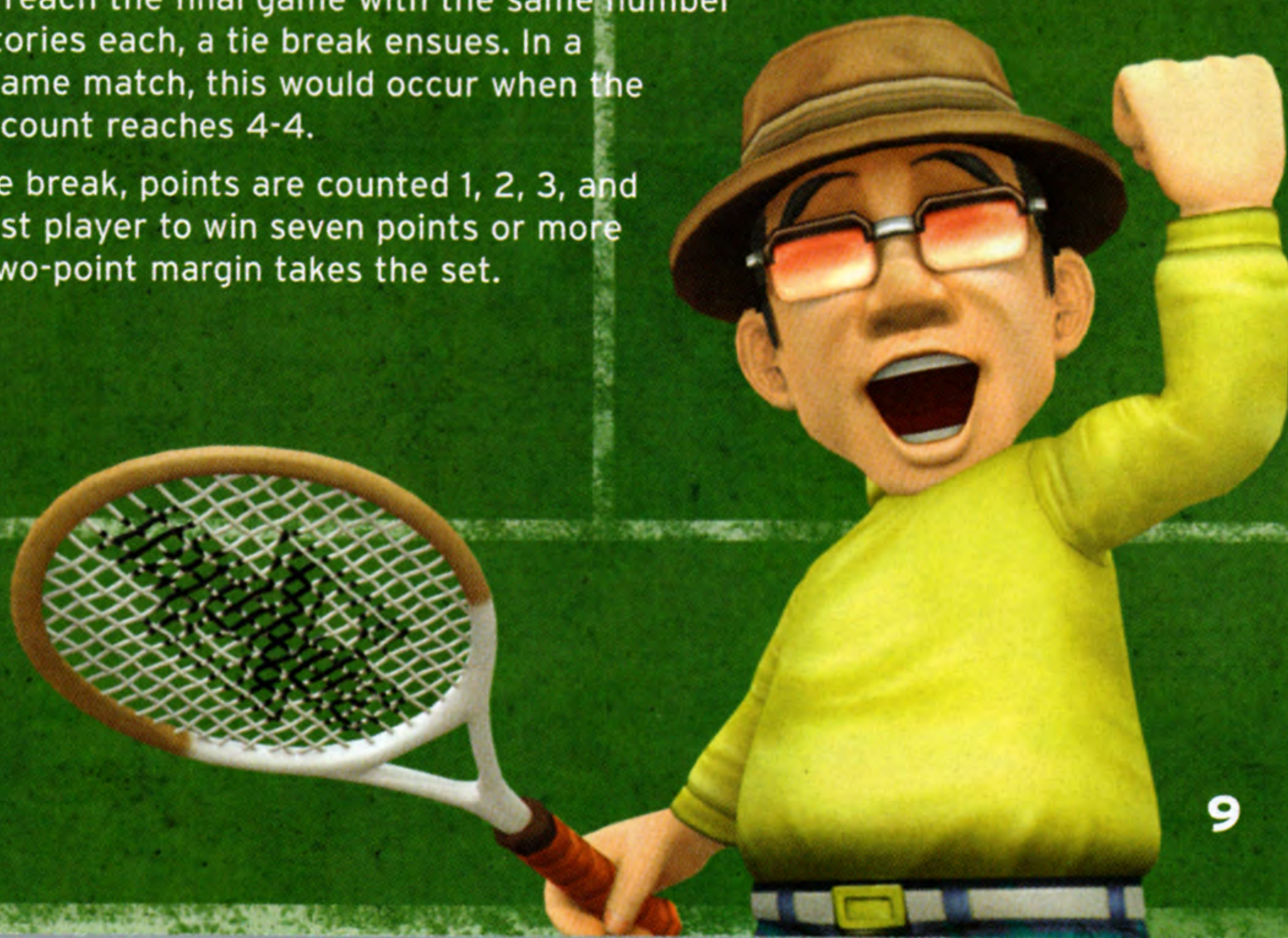
- The serving player will change on a game-by-game basis.
- Secure four points to win the game.
- When players have the same number of points from 40-40 (three points on each side) onwards, the score is termed "Deuce".
- Win a point during Deuce to gain the "Advantage", and then win the next point to win the game.

SETS

- Win a specified number of games to take the set.
- Win a specified number of sets to win the match.

TIE BREAK

- To win a set, you need to defeat your opponent by a two-game margin. So in a fourgame match, you have to win by 4-2 or more.
- If you reach the final game with the same number of victories each, a tie break ensues. In a four-game match, this would occur when the game count reaches 4-4.
- In a tie break, points are counted 1, 2, 3, and the first player to win seven points or more by a two-point margin takes the set.



SERVICE RULES

Serves must be hit into the service court diagonally across from the server. If the ball hits the net and falls into the service court, a "let" service is awarded and the server is allowed to retake the serve. A "fault" occurs if the ball does not land in the service court or hits the net and falls back into the server's court. A second fault is called a "double fault" and the receiver wins the point.

SERVICE ACES

A "service ace" is when the server wins the point because the receiver is unable to return the serve.

TYPES OF SERVE

Topspin serve - ⊗

A serve hit with topspin. It has a high trajectory and bounce and is a very stable serve.

Slice serve - ⊙

A serve hit with slice. It's not particularly quick, but has a low trajectory and slides off to the sides, making it a difficult serve to return.

Flat serve - ← analog stick/directional buttons (towards opponent) + ⊗

A powerful serve. This can easily result in a fault, so ensure that you get the timing just right.

Underhand serve - ▲ to toss + ▲ to hit

A serve hit from below that travels in a high arc. When used properly, it can catch your opponent off guard.

SHOT BASICS

SHOT COURSE

A red shot marker will be displayed on the spot where your shot is intended to land. The ball may actually fall away from its target depending on how well you timed it.



FOREHAND AND BACKHAND

A "Forehand" shot is a stroke played with the palm of the hand facing in the direction of the stroke. A "Backhand" shot is a stroke played with the back of the hand facing in the direction of the stroke. Usually backhand shots do not travel as fast as forehand shots, but some characters can hit ferocious backhands to match the power of their forehand strokes.

SHOT TYPES

Topspin - ⊗

A topspin shot is faster than a slice and has a higher trajectory and bounce.

Flat Shot - ← analog stick/directional buttons (towards opponent) + ⊗

This shot has a lot of power, and the height of its trajectory and bounce are somewhere between that of topspin and slice.

Lob - △

This shot floats high into the air, making it perfect against opponents who have come towards the net - or for when you need to gain time to move towards the net. Be careful, though: lob recklessly and it will be easy for your opponent to smash the ball back at you.

Slice - ◎

Slice shots are slower and weaker than topspin shots, but they limit the left/right angle at which your opponent can return the ball.

Drop Shot - ← analog stick/directional buttons (towards yourself) + ◎

This shot drops into your opponent's court right by the net and has an almost vertical bounce, making it a nasty shot to return. However, since you're aiming to get the ball just over the net, it's easy to hit the net instead of getting the shot over it.

Volley - ⊗ before the bounce

An offensive shot with a lot of power that you can hit at wide angles. Volleys are extremely effective if you hit the ball to the side of the court opposite your opponent, before they can regain their balance. You need to move forward to hit the shot, which could cause trouble if your opponent manages to return your volley. Hit the ball before it bounces with ◎ for a slice volley and △ for a lob volley.

Smash - ◎ or ⊗

While standing on the yellow smash marker, this shot takes advantage of an opponent's lob - letting you hit the ball hard from above, like a serve. Be sure to check your opponent's position and focus before you hit the shot. Use △ instead to hit a weaker "fake smash".



PLAY STYLES

ALL-ROUNDERS

All-rounders use the whole court. Keep an eye on your opponent's position and be ready to adapt your technique.

BASELINE PLAYERS

Baseline players move left and right along the baseline at the back of their court. Work out where your opponent will not be positioned and then you'll know whether to hit left or right, deep or close.

NET PLAYERS

Needing quick reflexes to respond to their opponents' shots, net players actively approach the net and frequently use volleys and smashes.

BIG SERVERS

These players like to gain an early advantage with powerful serves. Polish your service technique and make short work of opponents.

BASIC STRATEGIES

- Hit shots into the left or right of your opponent's court to make them move in that direction, then follow with a fast shot to the other side where they cannot get it. The key is to hit the first shot as far to the left or right as you can, then hit a fast ball to the opposite side.
- Use a drop shot to bring your opponent up to the net, and then follow by hitting a flat shot deep into the court. When you hit the flat shot, make sure you send it away from the opponent where it can not be returned.
- Hit a lob over your opponent when he or she comes up to the net. Aim for where your opponent can not smash the ball back at you, as deep into the court as you can.
- Hit your shot to the left or right side of your opponent's court, then move up to the net. When the ball is returned, volley to the opposite side of your opponent. If you're late to the volley, you'll be at a disadvantage by being close to the net, so if you decide to volley, move quickly and decisively towards the net.
- Hit a powerful serve to the left or right of your opponent's court to throw them off balance. When the ball is returned, hit a quick shot to the opposite side. Your opponent will notice if you always aim for the same places, so make sure to throw in some serves to the center of the court, too.



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Planning & Development
Clap Hanz Limited

Development & Copyright
Sony Computer
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