

SMASH COURT TENNIS™

PRO TOURNAMENT



A U S T A E V E N T



Australian Open



namco®

WWW.NAMCO.COM

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 peripherals 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:

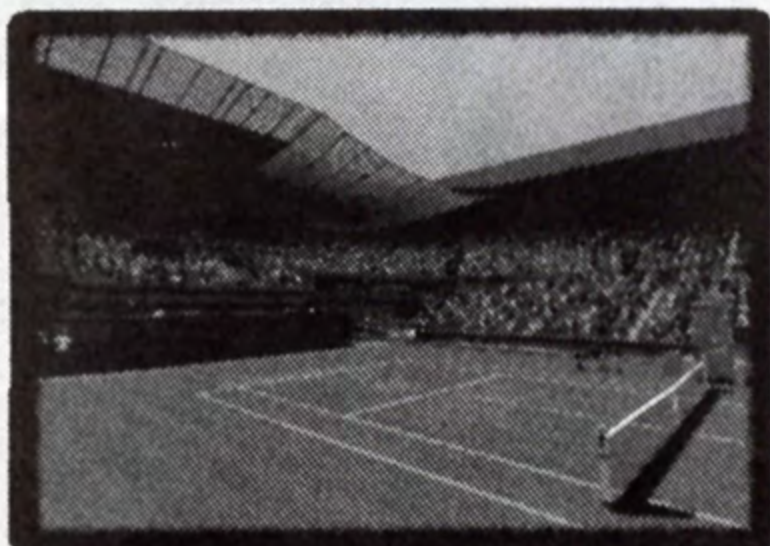
- **This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.**
- **Do not bend it, crush it or submerge it in liquids.**
- **Do not leave it in direct sunlight or near a radiator or other source of heat.**
- **Be sure to take an occasional rest break during extended 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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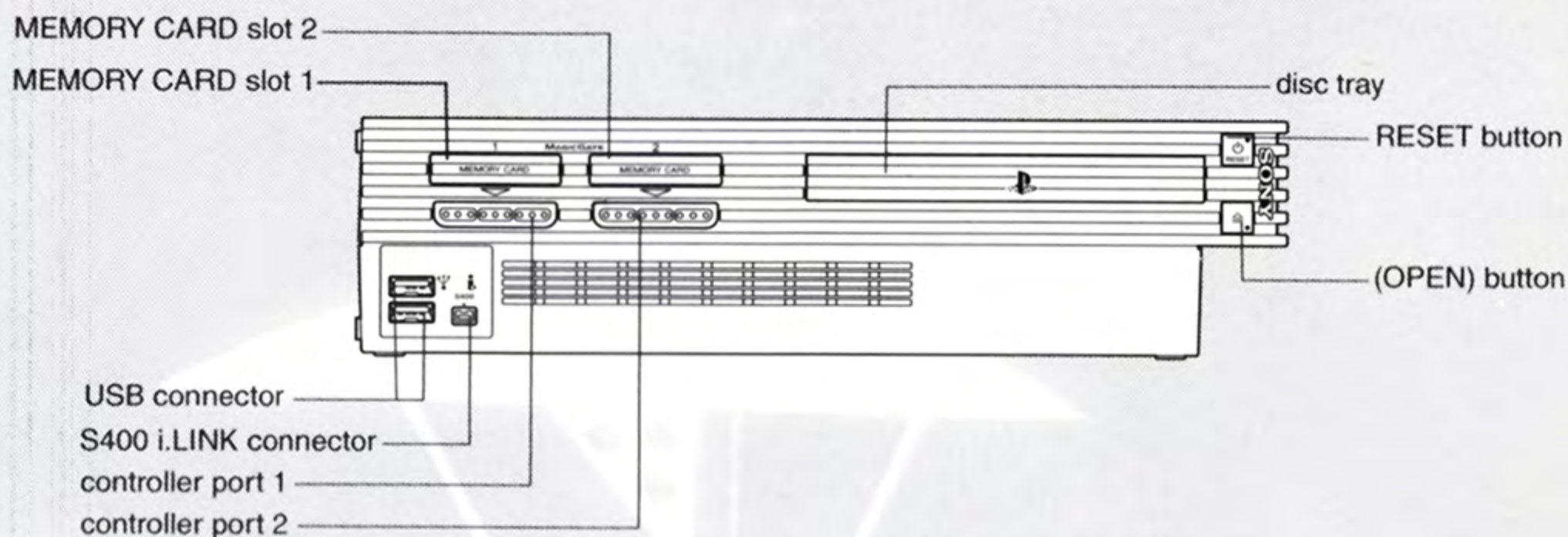
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Who will be the champion?

Step onto the court and experience the thrill of competition.
Feel the racquet respond in your hand, and slam the ball to victory!



GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in the 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 *Smashcourt Tennis™ Pro Tournament* 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.

MEMORY CARDS

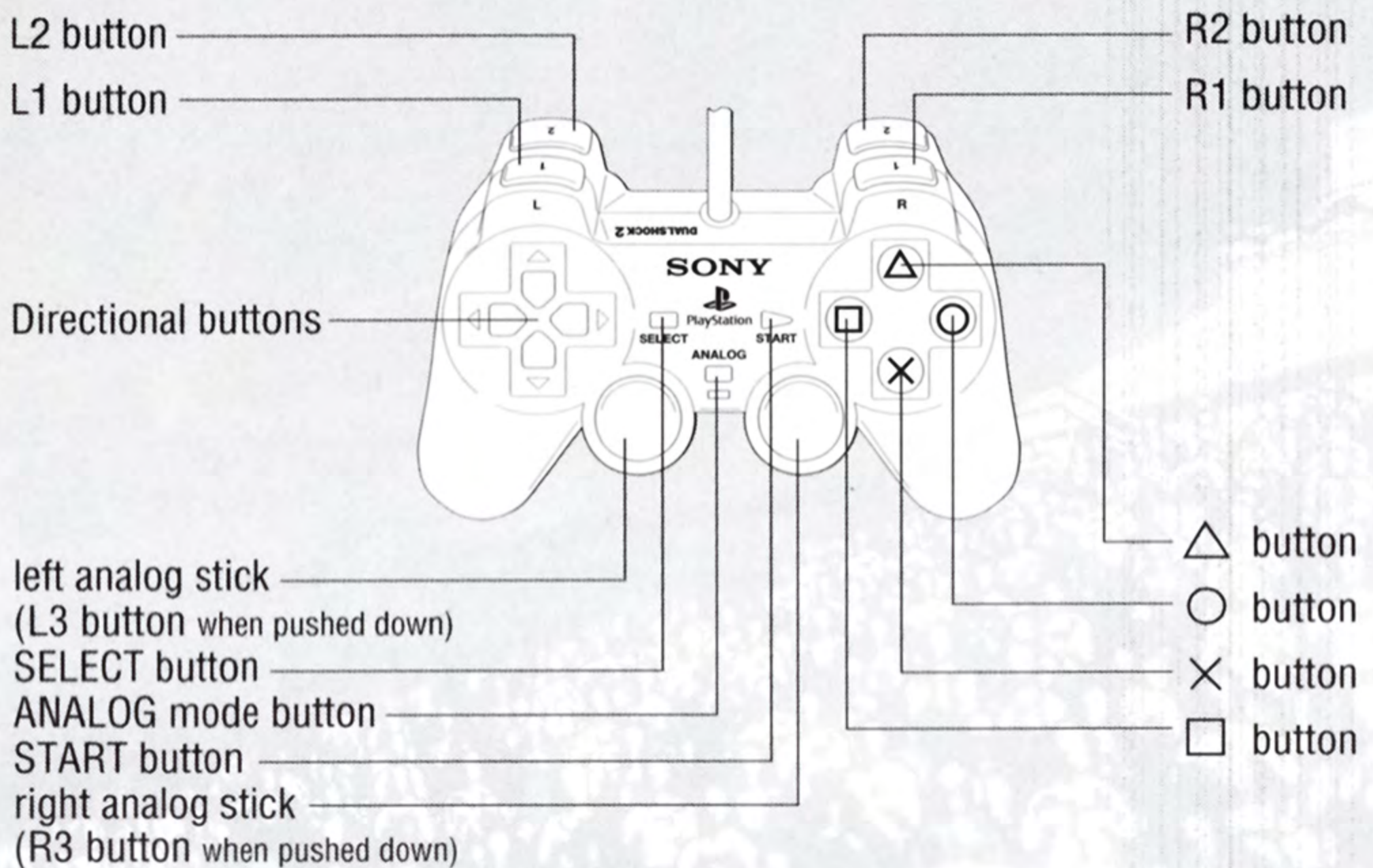
To save the game settings and progress, insert a Memory Card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2. You can load saved game data from the same card, or from any Memory Card containing previously saved games.

At least 72 KB of free space must be available on the Memory Card in order to save game data. If there is less than 72 KB of free space, delete old data before saving.

Do not remove the Memory Card or turn off the power on the PlayStation®2 while data is being saved or loaded. Your game data may be lost if you do.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



R2 BUTTON

Replay (only available in Arcade, Pro Tournament and Exhibition Modes)

START BUTTON

Start game, Pause (in-game)

ANALOG MODE BUTTON

Switch between analog and digital modes

DIRECTIONAL BUTTONS

Menu selection, Control player

LEFT ANALOG STICK

Menu selection, Control player

R3 BUTTON

Change BGM

△ BUTTON

Cancel, Return to previous menu, Lob

○ BUTTON

Topspin

× BUTTON

Confirm/proceed to next menu, Slice

□ BUTTON

Changes players' outfits, Get challenge info

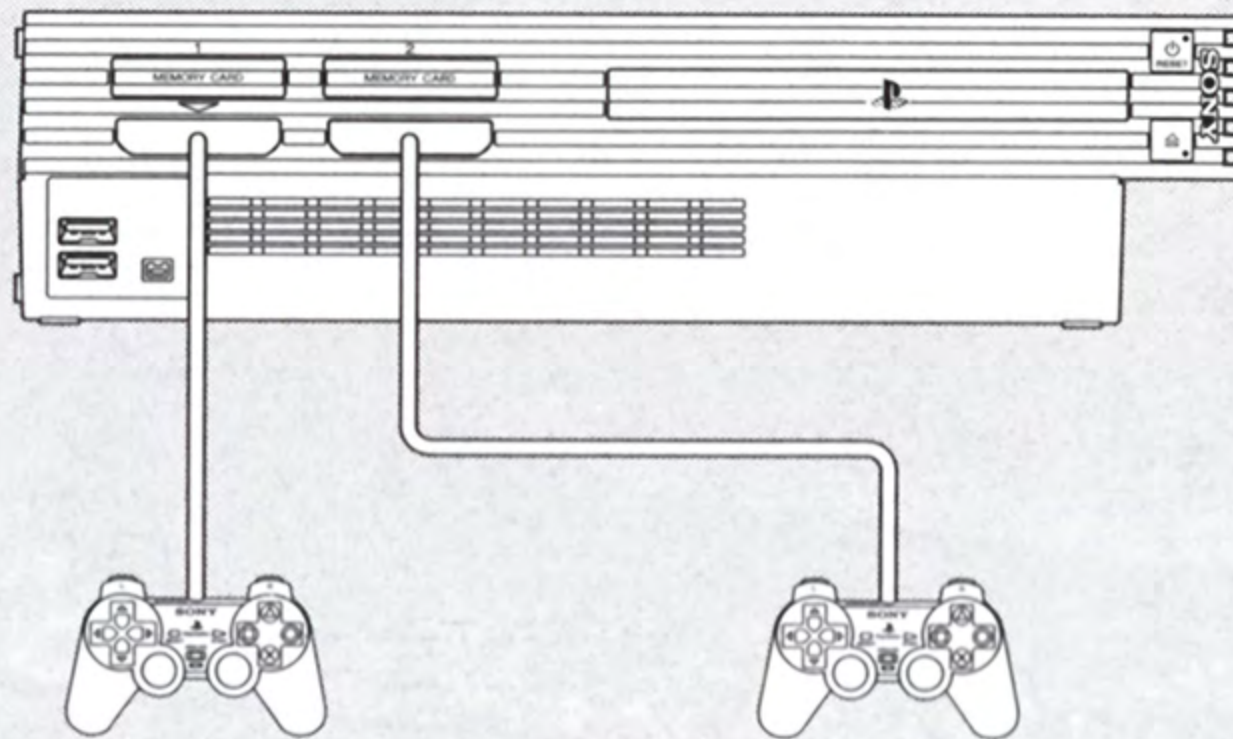
Press the ANALOG Mode Button (LED ON) to use the Left Analog Stick rather than the Directional Button to control the players. The Left Analog Stick is a precise tool, ideal for delicate maneuvers such as aiming shots.

MULTITAP

Certain modes allow up to four players. A Multitap is required when playing with more than two players. Instructions on how to connect a Multitap follow.

two players

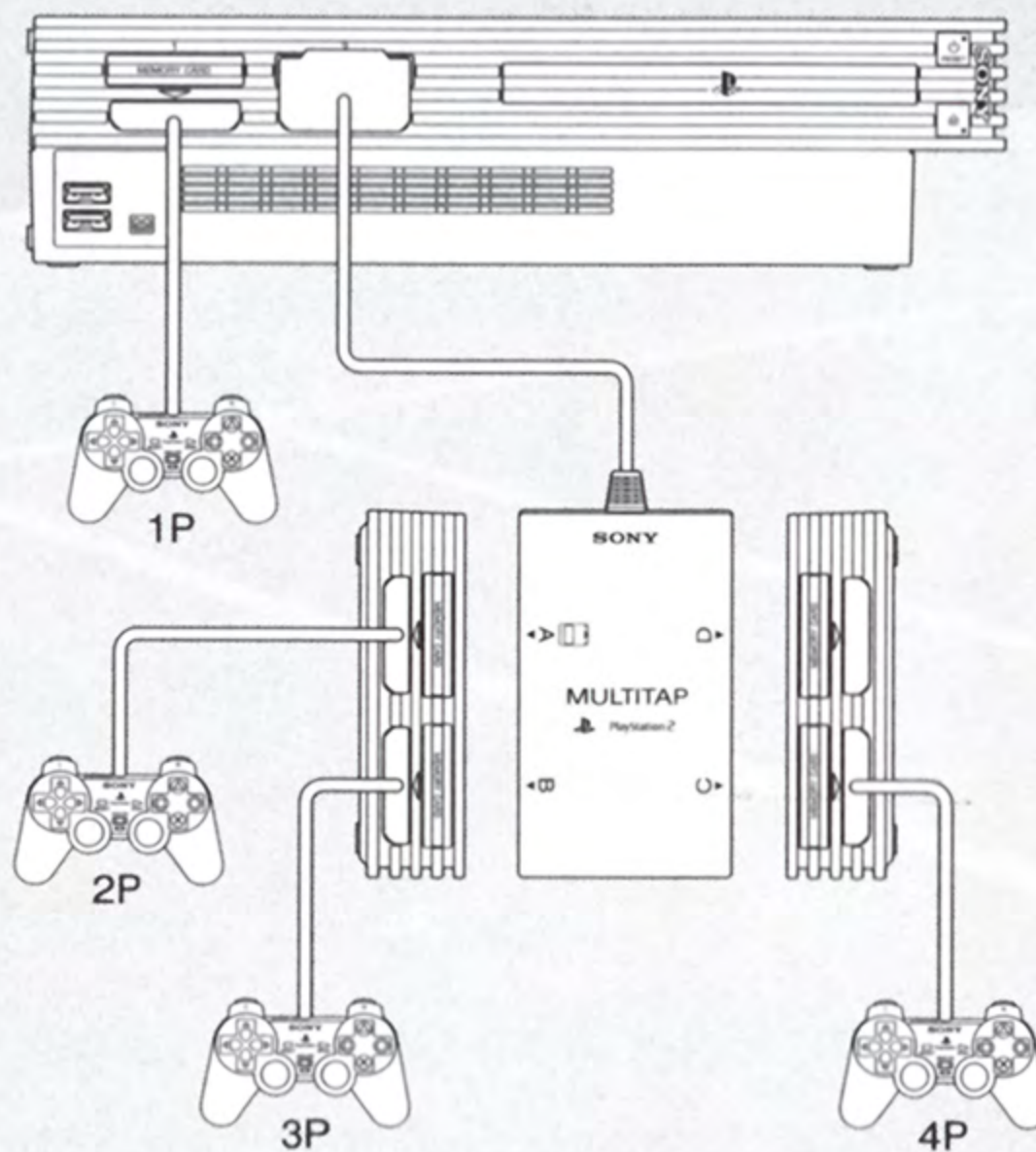
Two controllers are required. Connect each of these to a controller port.



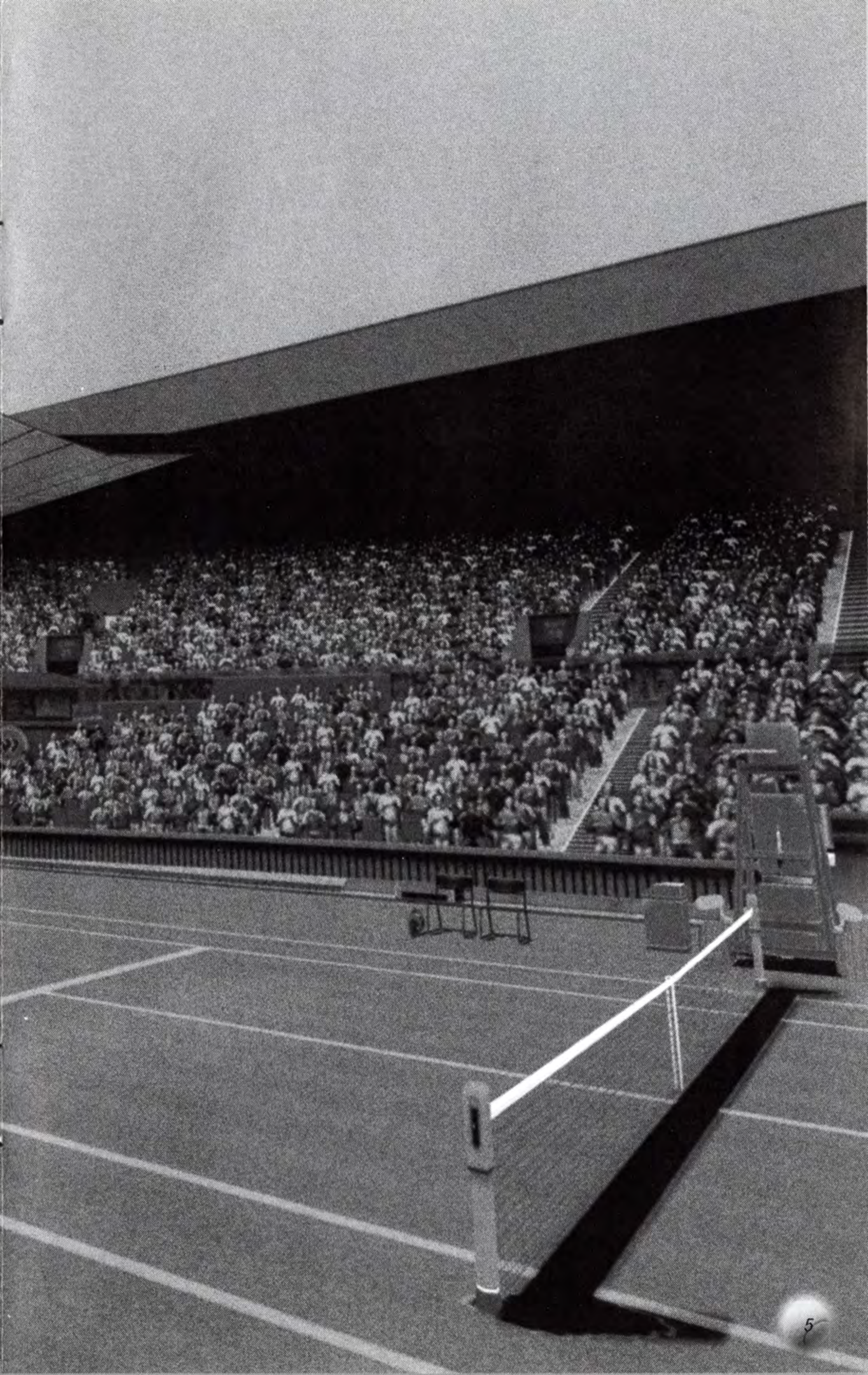
three or more players

For simultaneous play with three or more people, a Multitap is required, as well as controllers for each player.

Connect a controller to Controller Port 1. Connect the Multitap to Controller Port 2*.



***NOTE:** A controller connected to Controller Port 2-D of the Multitap will not function.



MAIN MENU

Press the START Button on the Title Screen to get to the Main Menu. Select the desired mode with either the Directional Button or the Left Analog Stick. Press the (X) Button to confirm the selection.

arcade mode p8

Compete in all four tournaments to become the top tennis champion. Singles or Doubles.

pro tournament mode p10

Work through the rankings to challenge the top player and exchange points for prizes.

exhibition mode p12

Play one match, by your own rules.

time attack mode p14

Compete for the fastest time to win all four tournaments. Singles or Doubles.

challenge mode p15

Get a knack for the game by clearing a variety of challenges.

trophy room p16

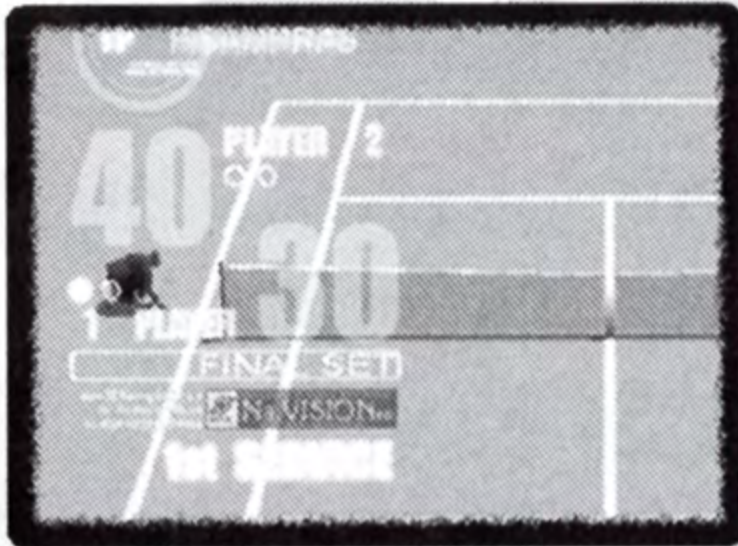
View prizes won in Pro Tournament Mode.

options p17

Adjust various options such as controller configuration, sound and screen settings.

tournament screen

Previous to a serve, the number of games won and points scored are displayed momentarily on-screen.



SCORE

Top: Server's score

Bottom: Receiver's score

GAMES WON

The number of games won so far

SETS

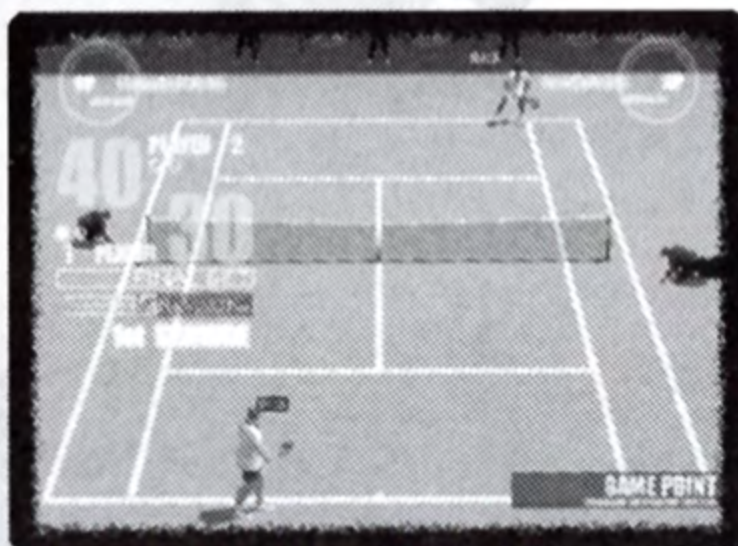
The number of sets played so far

PLAYERS

The names of the players

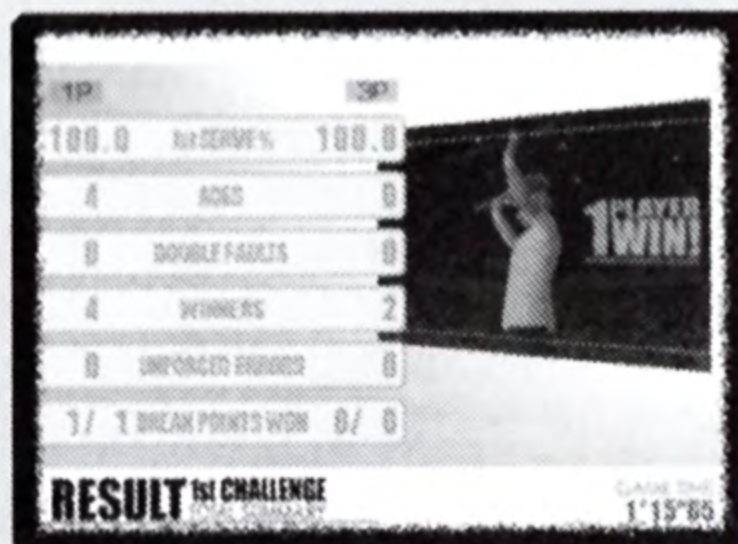
INFORMATION

Displayed when tournament points are scored



post-tournament screen

Detailed information is displayed after the completion of a match. Success rates of first serves and the number of double faults are included.



1ST SERVE %

First serve success rate

ACES

Number of service aces

DOUBLE FAULTS

Number of double faults

WINNERS

Number of points scored from service, strokes, etc.

UNFORCED ERRORS

Number of bad shots caused by player error

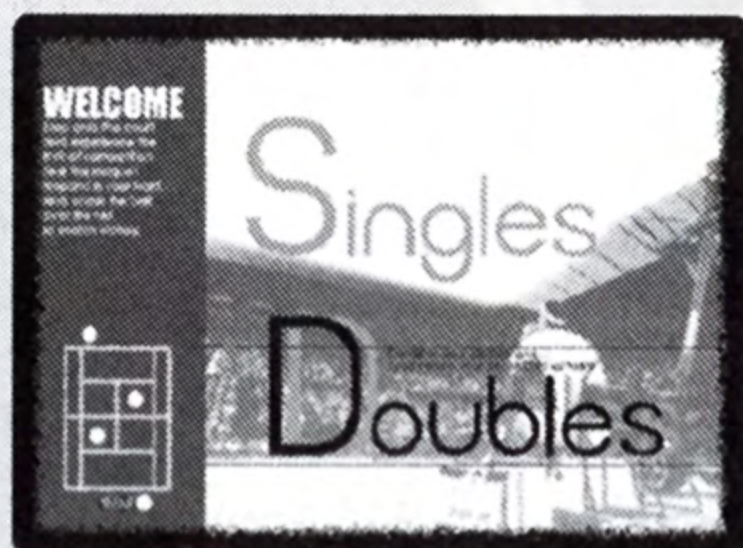
BREAK POINTS WON

Number of break points

ARCADE MODE

Win all four tournaments. Rivals' skills progressively improve with each tournament cleared.

match type

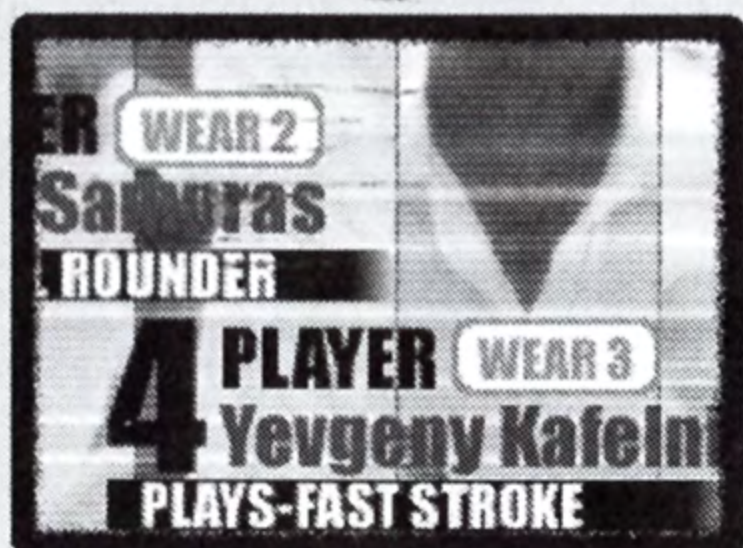


Use the Directional Button or the Left Analog Stick to select a match type: Singles or Doubles. Confirm the selection with the **X** Button.

player select



Select a player. If playing Doubles against the CPU, also select a partner. Press the START Button on a second controller to play against a non-CPU opponent or as a team (Singles or Doubles).*



SELECTING PLAYERS' OUTFITS

A variety of outfits are available for each player. To change outfits, move the cursor to the selected player and press the **□** Button. Confirm the selection with the **X** Button.

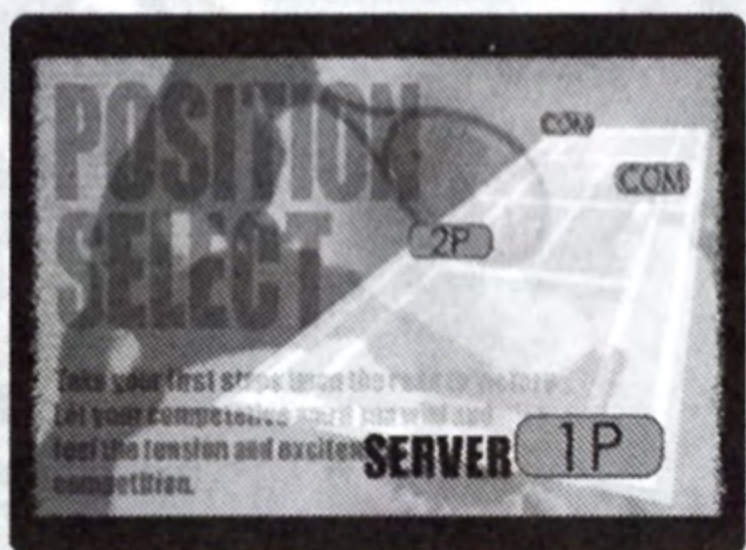
***NOTE:** If a Multitap is connected in Arcade Mode, Player 2 cannot play as a Doubles partner. For a cooperative Doubles match, disconnect the Multitap, and use controllers only. This only applies to Arcade Mode.

stadium select



Select the first tournament. The remaining three tournaments will be played in a predetermined order. Depending on the tournament selected, play will commence on either a grass, hard, or clay court. Ball bounce depends on court type (see page 24).

position select



The service selection is completely random. After the server is chosen, the tournament will start with the server positioned at the near court (bottom of the screen) and the receiver at the far court (top of the screen).



PRO TOURNAMENT MODE

Work up the rankings to challenge the top-seeded player. Receive points for clearing challenges, and exchange them for prizes. The number of prizes available increases with the number of matches won.

starting screen



To start a new game in Pro Tournament Mode, or to continue a previous game, select NEW GAME or CONTINUE. If a NEW GAME is saved, the previous file will be overwritten.

main screen



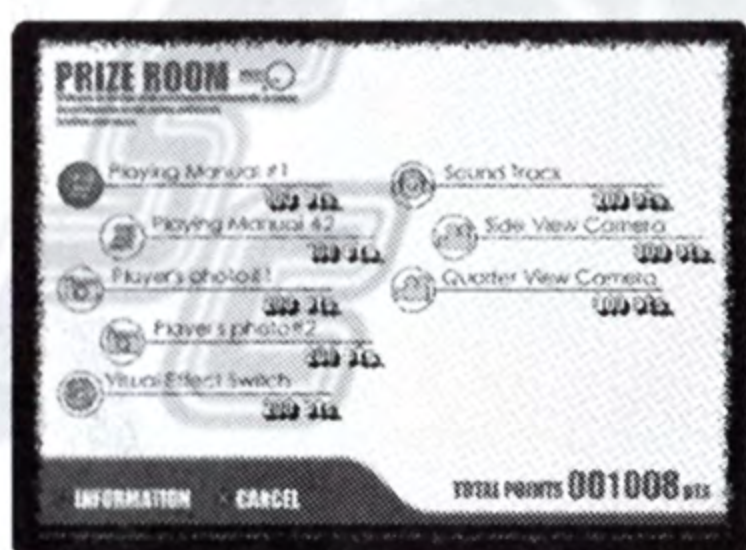
Main Screen for Pro Tournament Mode.

SELECT TOURNAMENT

Choose the first tournament.

PRIZE ROOM

Exchange accumulated points for prizes.



LOCKER ROOM

Select new players, check records and save progress.

progress of pro tournament



When a match is chosen, a table will appear on-screen. After the first round, progress can be saved before the table appears.



FROM THE START TO THE END OF A MATCH

The match starts after the table appears. When the match is won, the total number of points earned will be displayed on the Results Screen.



RETRY

If a match is lost, several options will appear. Select RETRY to replay the match from the beginning.



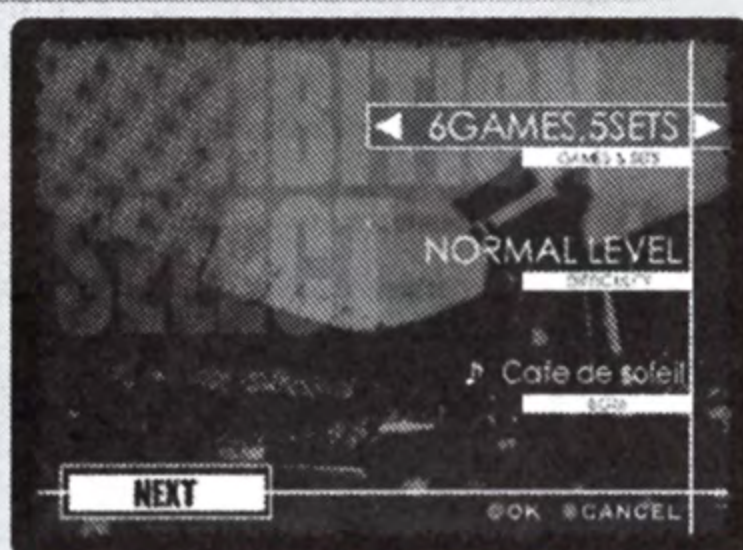
CHALLENGE DESCRIPTION

The details of a challenge will appear prior to the start of a match in this mode. If the challenge is cleared and the match is won, bonus points will be awarded.

EXHIBITION MODE

Play by your own rules. Depending on progress made in Pro Tournament Mode, certain features may be available in this mode.

exhibition select



Choose from nine different combinations of Games & Sets. Select the difficulty level and the BGM for the match.

match type



Select a match type: Singles or Doubles. If there are three or more people with a Multitap connected, only Doubles matches may be selected.

player select



Select the players, including the COM player(s). To enter a partner or opponent in lieu of a COM player, press the START Button on an unused controller before all players are selected.

stadium select



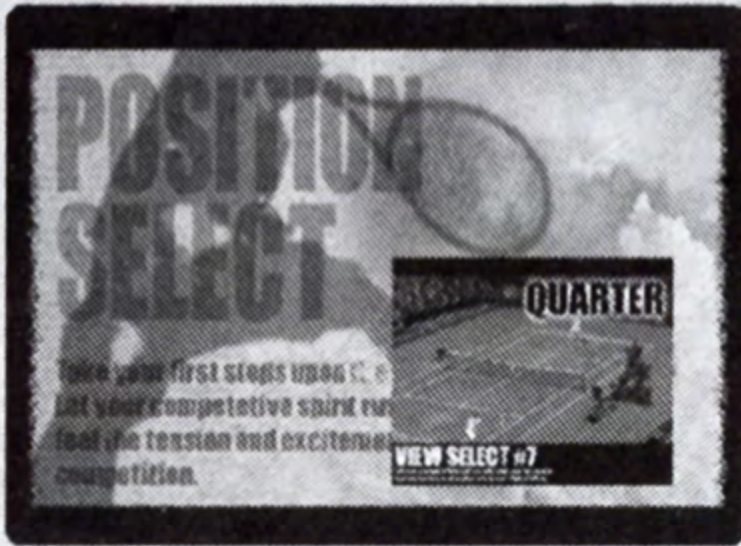
Select a stadium with either the Directional Button or the Left Analog Stick, and confirm the selection with the \otimes Button.

position select

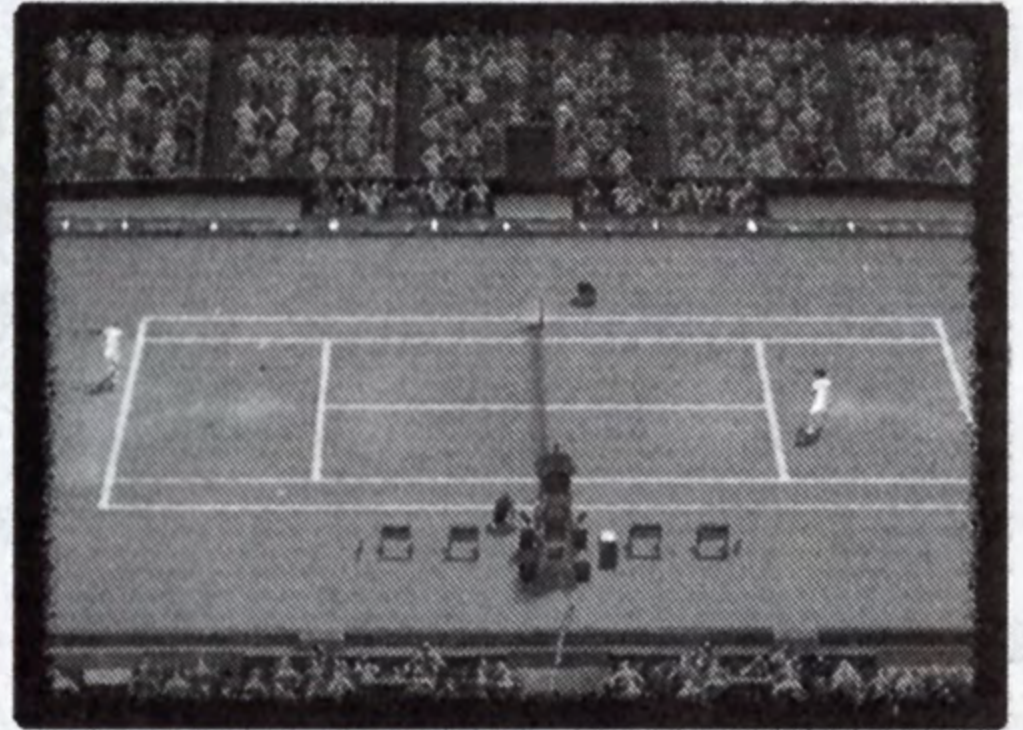
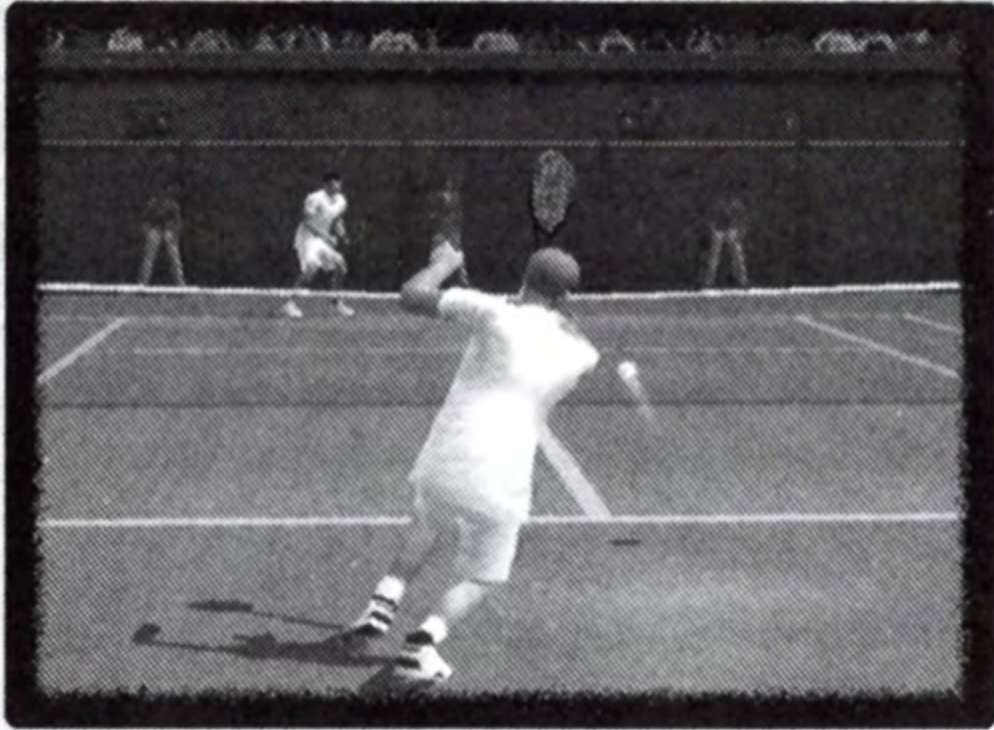


Decide which player will be positioned at the near court (bottom of the screen) and at the far court (top of the screen). For Doubles matches, determine which player will pair up with whom.

camera angle



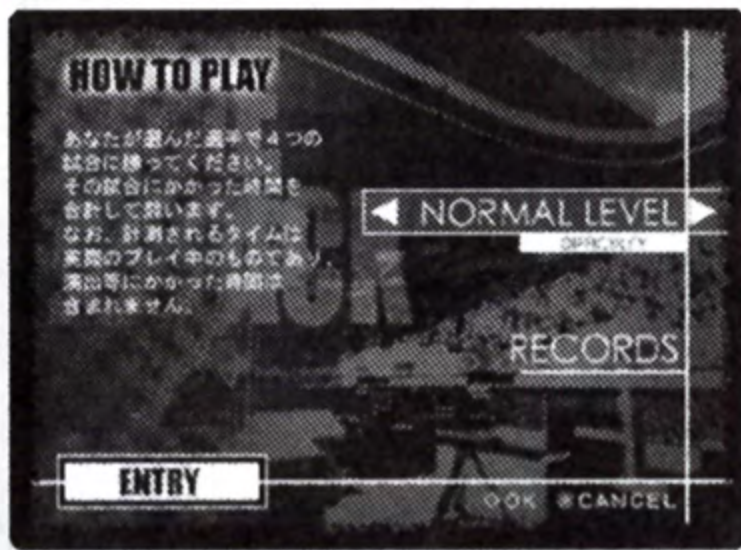
Select a camera angle for the match. Camera angles can be acquired in the Prize Room. Certain angles can only be used for Singles.



TIME ATTACK MODE

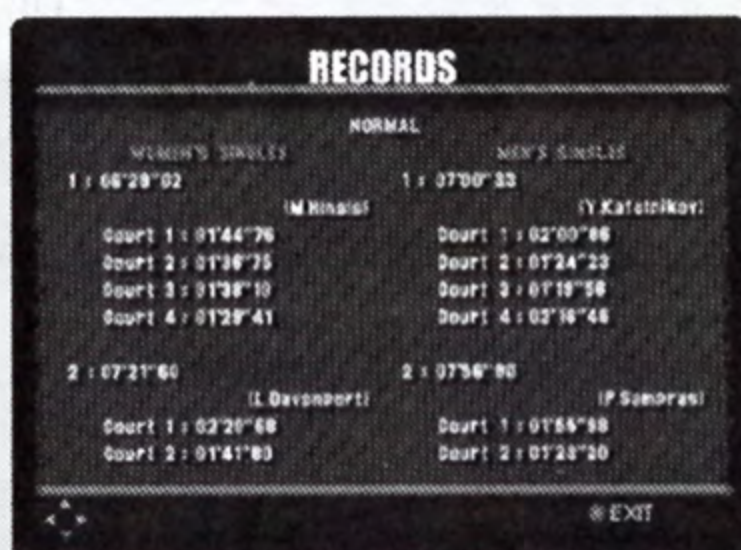
Clear all four tournaments with the fastest time. High scores are listed in RECORDS.

main screen



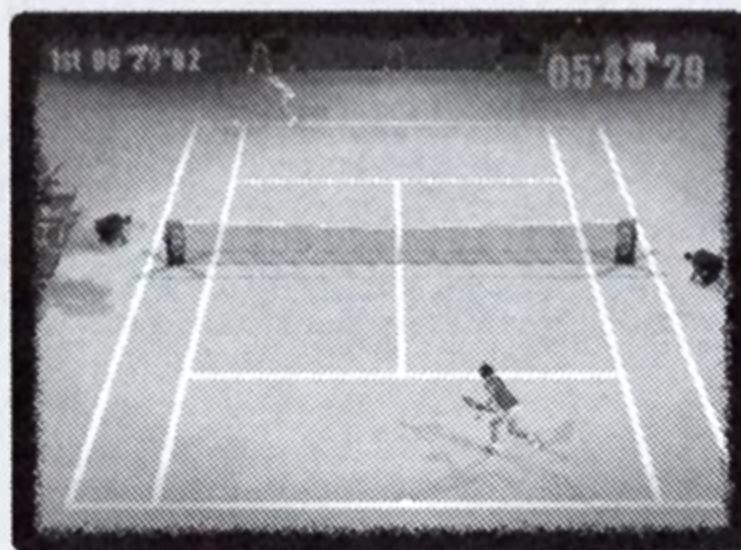
Choose a level of difficulty and select ENTRY. Press the \otimes Button to confirm. Game play will commence after the tournament and players have been chosen.

records



View records from the top five tournaments played in each level of difficulty (Women's and Men's). Scroll down the screen by pressing the Directional Button or the Left Analog Stick \uparrow/\downarrow . Scroll through the levels of difficulty by pressing \leftarrow/\rightarrow .

scoring in time attack mode



Only game time counts toward the final score; court changes are not included. Time elapsed is displayed on-screen during the tournaments.

A single loss will remove the present score from the RECORDS.

CHALLENGE MODE

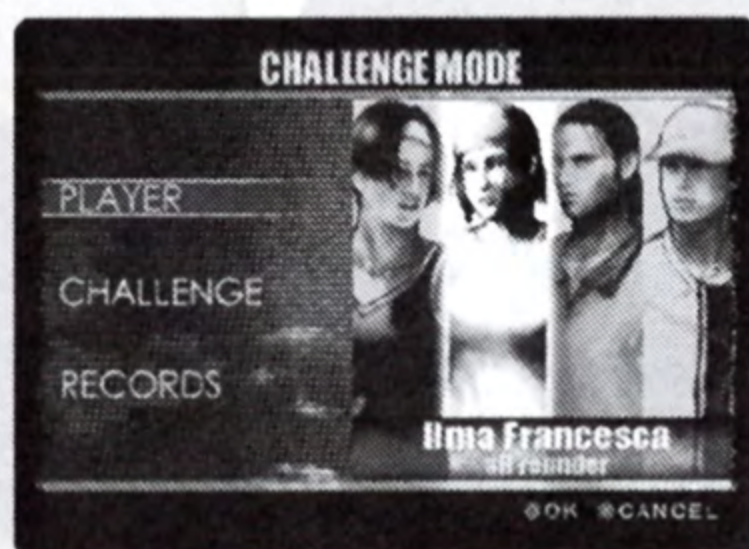
Learn and perfect various skills in a mini-game format. High scores are listed in RECORDS.

main menu



Three options are displayed on the Main Menu. Choose one to proceed to the corresponding screen.


player



Select a player to use in Challenge Mode.



challenge



Two types of challenges are available: PRACTICE and CHALLENGE. A PRACTICE must be completed before its corresponding CHALLENGE will appear. To view the explanation of a challenge, press the  Button while the challenge is highlighted.

records



View the top five records for the various CHALLENGES. Switch among them by pressing the Directional Button or the Left Analog Stick . Press the  Button to return to the Main Menu.

TROPHY ROOM

View prizes acquired in the Pro Tournament Mode Prize Room. Once an item is obtained, it can be viewed at any time.

list

View a list of prizes obtained thus far.

players

View photos and profiles of the professional players.

stadiums

View photos and information on each tournament stadium.

trophies

View trophies earned in Pro Tournament Mode.

advice

Study the special characteristics of each player, and how to best utilize them.

sound

View a list of BGM selections. Songs cannot be played until they are acquired as prizes in the Pro Tournament Mode Prize Room.

records

View the RECORDS Screens for each mode.

OPTIONS

Set various options such as number of games in Arcade Mode, as well as the level of difficulty.

options menu



From the Main Menu, select OPTIONS. Use the Directional Button or the Left Analog Stick and confirm the selection with the **⊗** Button.

ARCADE OPTIONS

Adjust the level of difficulty, number of games, and BGM in Arcade Mode.

TIE BREAK

Set the tiebreaker option. This setting is available in Arcade, Pro Tournament, and Exhibition Modes.

REPLAY

Set the Replay function.

N/A

A hidden item will appear if certain prizes are acquired in Pro Tournament Mode.

SPEED

Set the speed display (mph or kph).

SOUND

Adjust the BGM and SE volume, and toggle between stereo and mono.

BUTTON CONFIGURATION

Set the button configurations and turn the vibration function ON/OFF.

ADJUST SCREEN

Adjust the screen position.

AUTO SAVE

Turn auto save ON/OFF. Auto save can be used in all modes.

SAVE

Save data onto the Memory Card (PS2).

LOAD

Load data saved on the Memory Card (PS2).

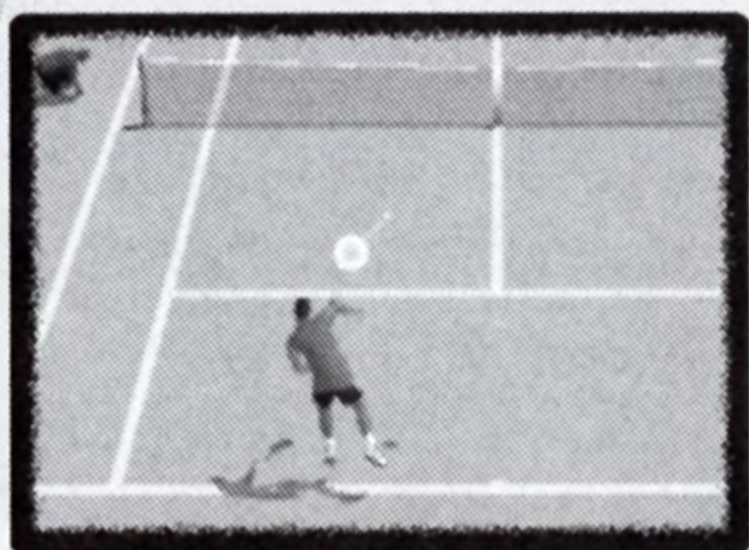
DEFAULT

Return all options to their original settings.

STROKE LESSONS 1

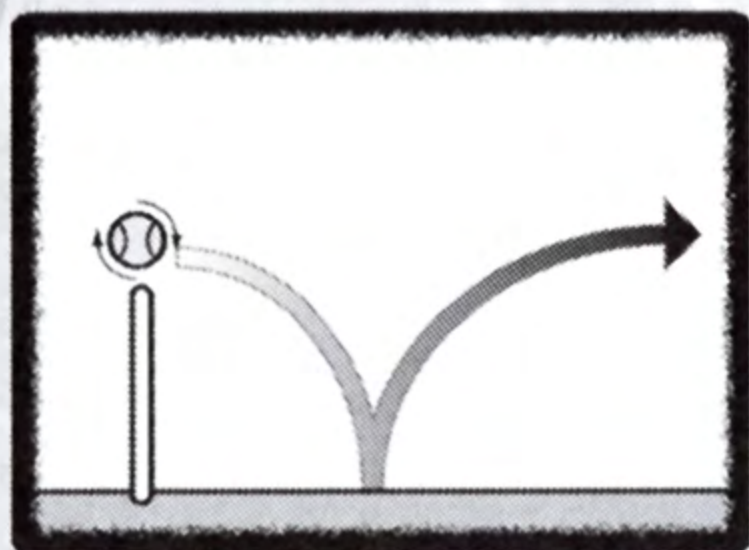
It's no easy task to win all four tournaments. Here are some pointers on how to learn and use various shots.

serve



When serving, toss the ball by pressing the \otimes Button or the \odot Button. Follow through by pressing the \otimes Button or the \odot Button again. Use the \odot Button for a strong serve, or the \otimes Button for a weak serve.

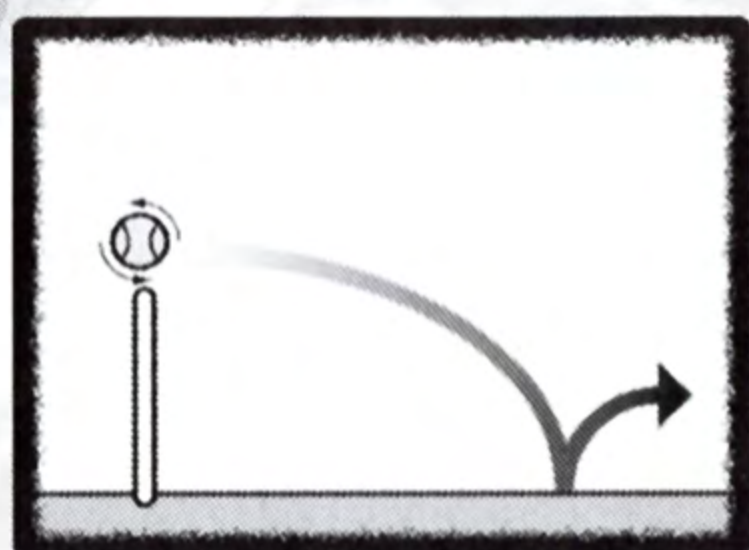
topspin



Press the \odot Button.

With topspin, the ball spins in the direction it's traveling. This shot will rebound much faster and rise higher than a flat shot.

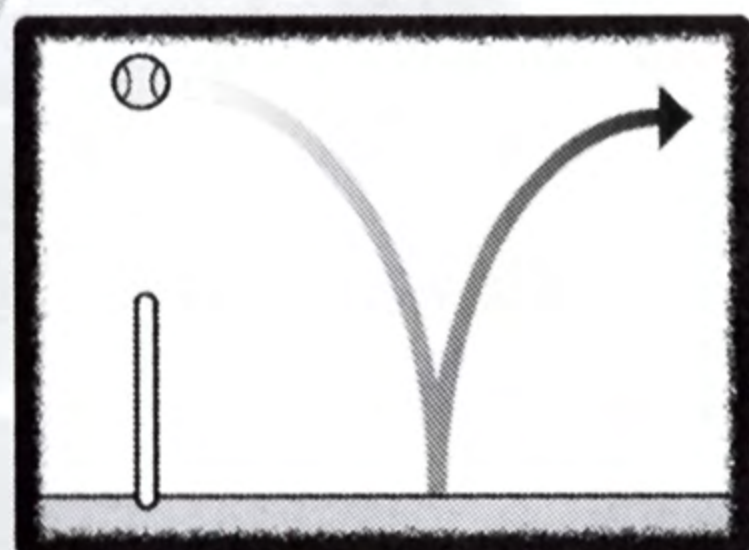
slice



Press the \otimes Button.

This shot places a reverse spin on the ball, but lacks speed when compared to a topspin. It is easily distinguished from other strokes due to its low rebound.

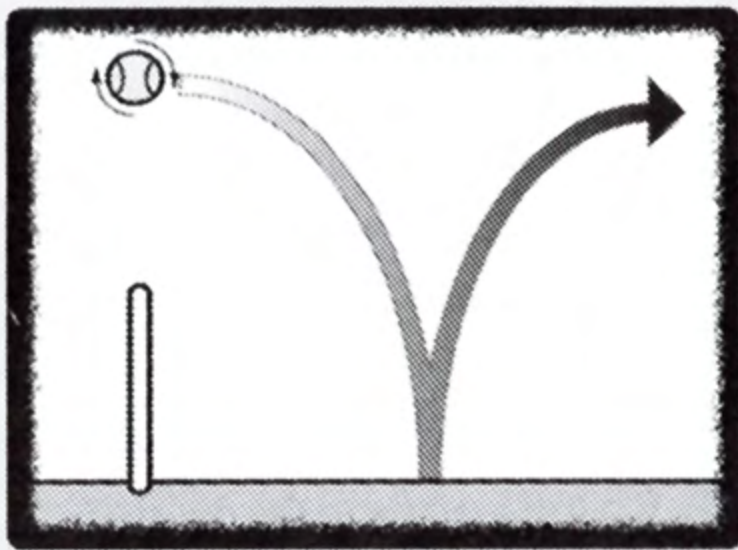
lob



Press the \triangle Button.

This high-angled shot is used to place the ball behind an opponent.

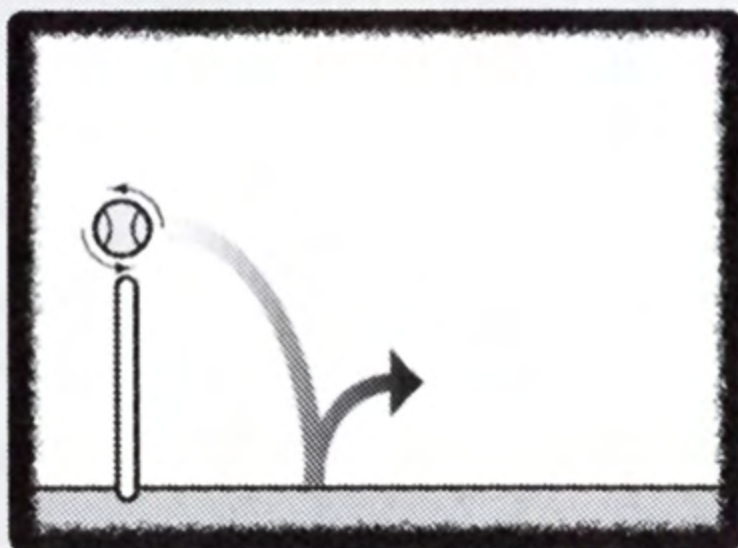
topspin lob



Press \uparrow on the Directional Button or the Left Analog Stick while simultaneously pressing the \triangle Button.

This shot is used to lob the ball with a forward spin at a faster speed than a regular lob.

drop shot



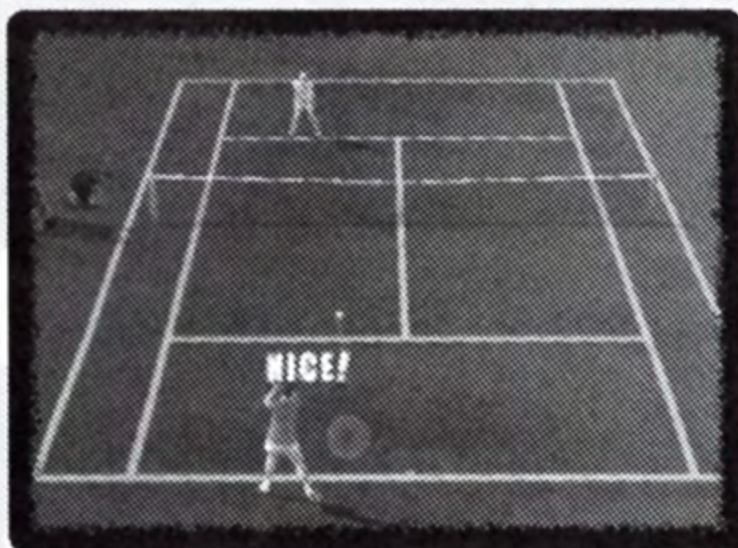
Press \downarrow on the Directional Button or the Left Analog Stick while simultaneously pressing the \triangle Button.

This shot is used to drop the ball into an opponent's court, close to the net.

NOTE: The direction input (\uparrow | \downarrow) for a topspin lob or drop shot varies, depending on which court is being played. The current button spec assumes play is taking place in the near court (at the bottom of the screen).

NOTE: Topspin lobs and drop shots can also be performed by pressing the \times Button + the \odot Button simultaneously with the Directional Button or the Left Analog Stick.

point 1: timing on returns

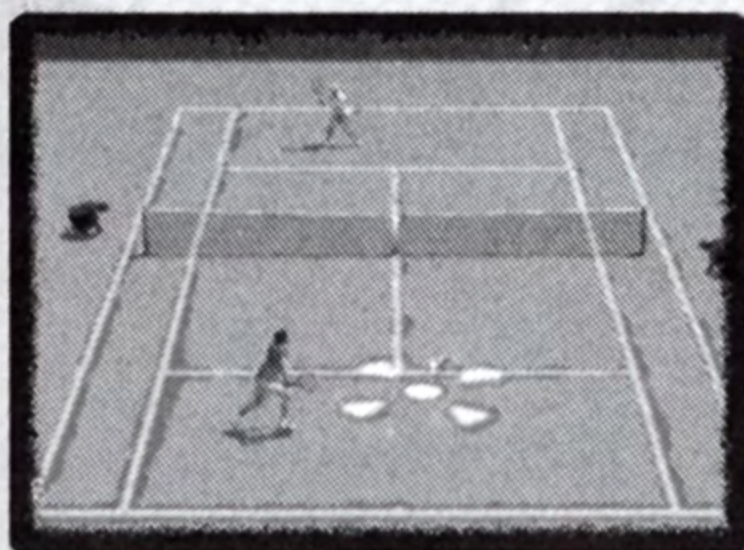


If the timing is perfect on a return, the message "NICE!" will appear on-screen. At this point the ball will be traveling faster than normal.

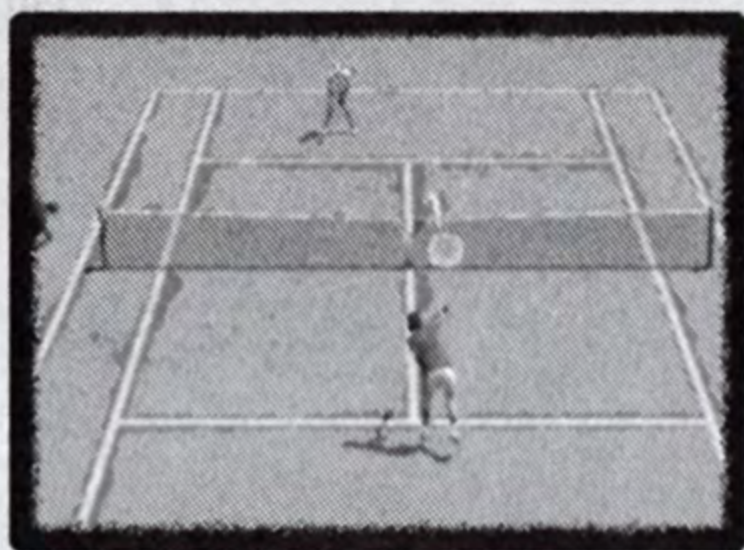
NOTE: Game play may occasionally differ from actual tennis play.

STROKE LESSONS 2

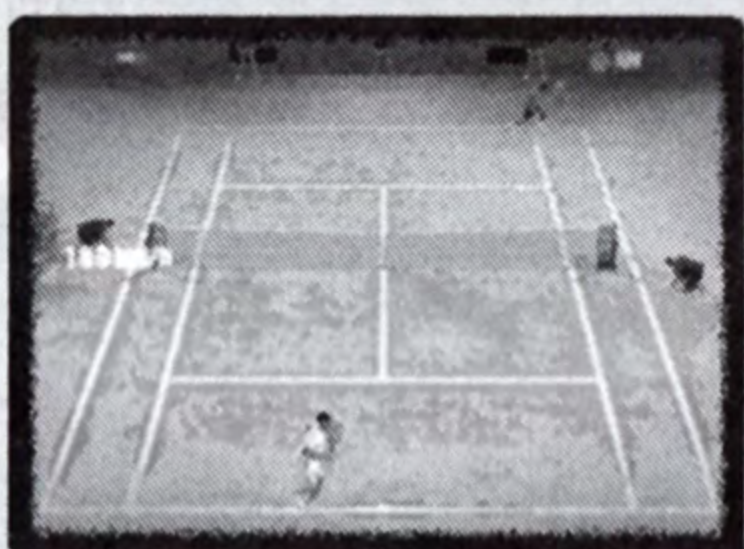
smash



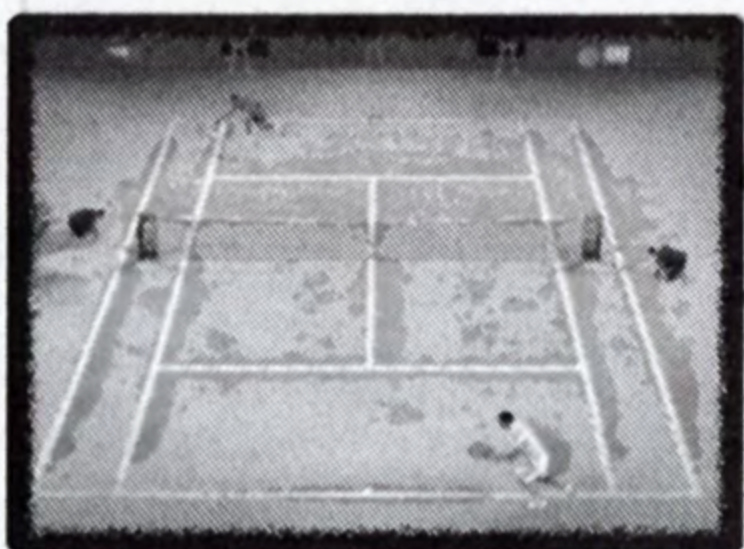
If an opponent returns the ball with a weak lob, this is an opportunity to perform a smash. An indicator will appear on-screen where the ball will fall. Move your player to the Smash Point and press either the **X** Button or the **O** Button.



point 2: special shots

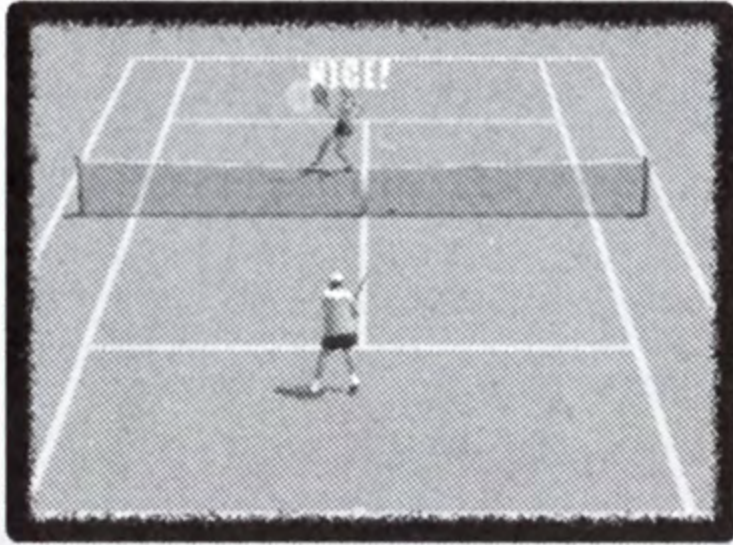


If an opponent delivers a bad return, a powerful shot can be performed by merely hitting the ball. This is called a flat (hard) shot. However, be careful not to use the **△** Button or it will become a lob.



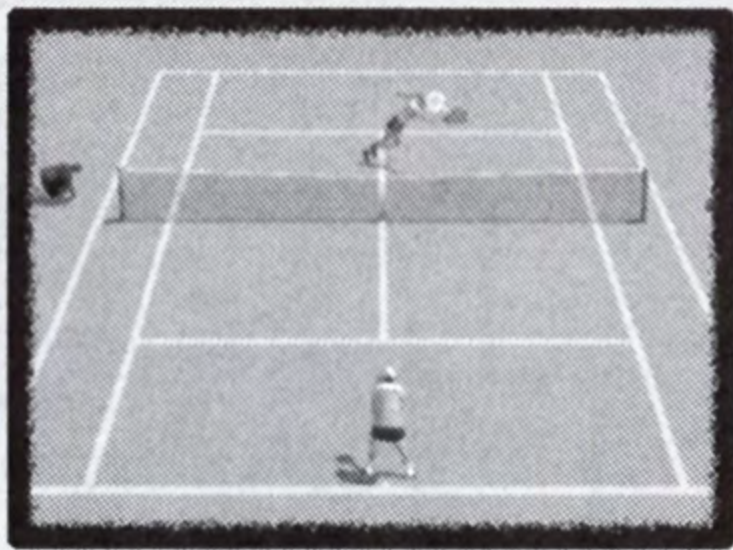
When performing a topspin lob or drop shot, timing is very important. If the timing is right, a super topspin lob or a super drop shot can be made. If executed successfully, a diamond-shaped mark will trail the ball's line of travel. These shots could prove to be very useful weapons.

volley



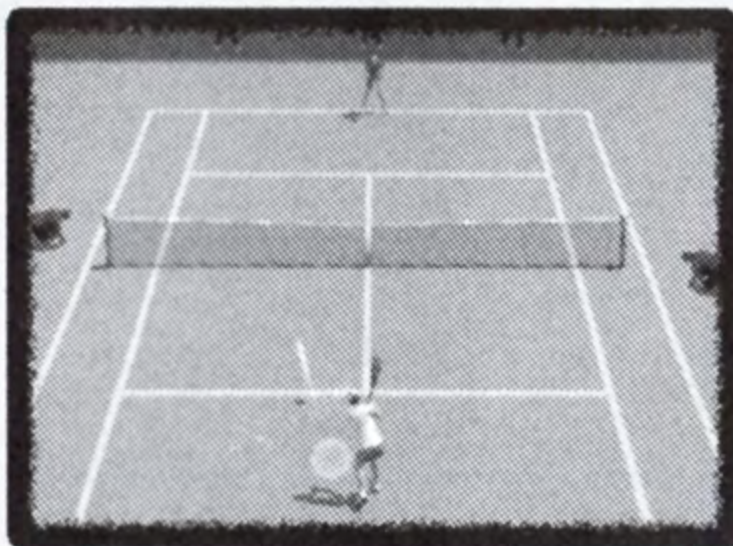
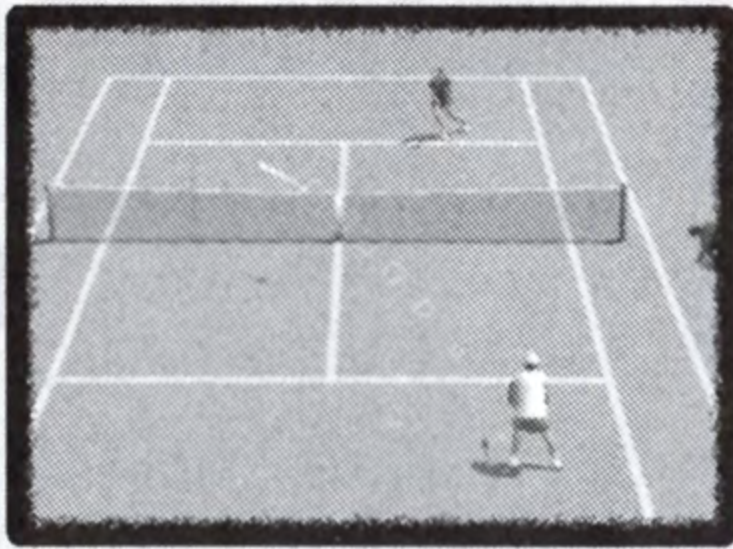
Press the \otimes Button or the \odot Button before the ball bounces. It may help to move in close to the net.

diving volley



Execute a diving volley if in a position for a poor return. Lunge at the ball by pressing either the \otimes Button or the \odot Button near the net.

point 3: returns



It is difficult to score a point if returning the ball directly to an opponent. Try to return the ball so that it lands beyond their reach. Aim for either corner or close to the net, so they will be thrown off-balance and unable to deliver a good return. If an opponent gets thrown off-balance and comes back with a bad return, this is a good chance to deliver a flat (hard) shot or a smash.

Place the ball as close to the line as possible.

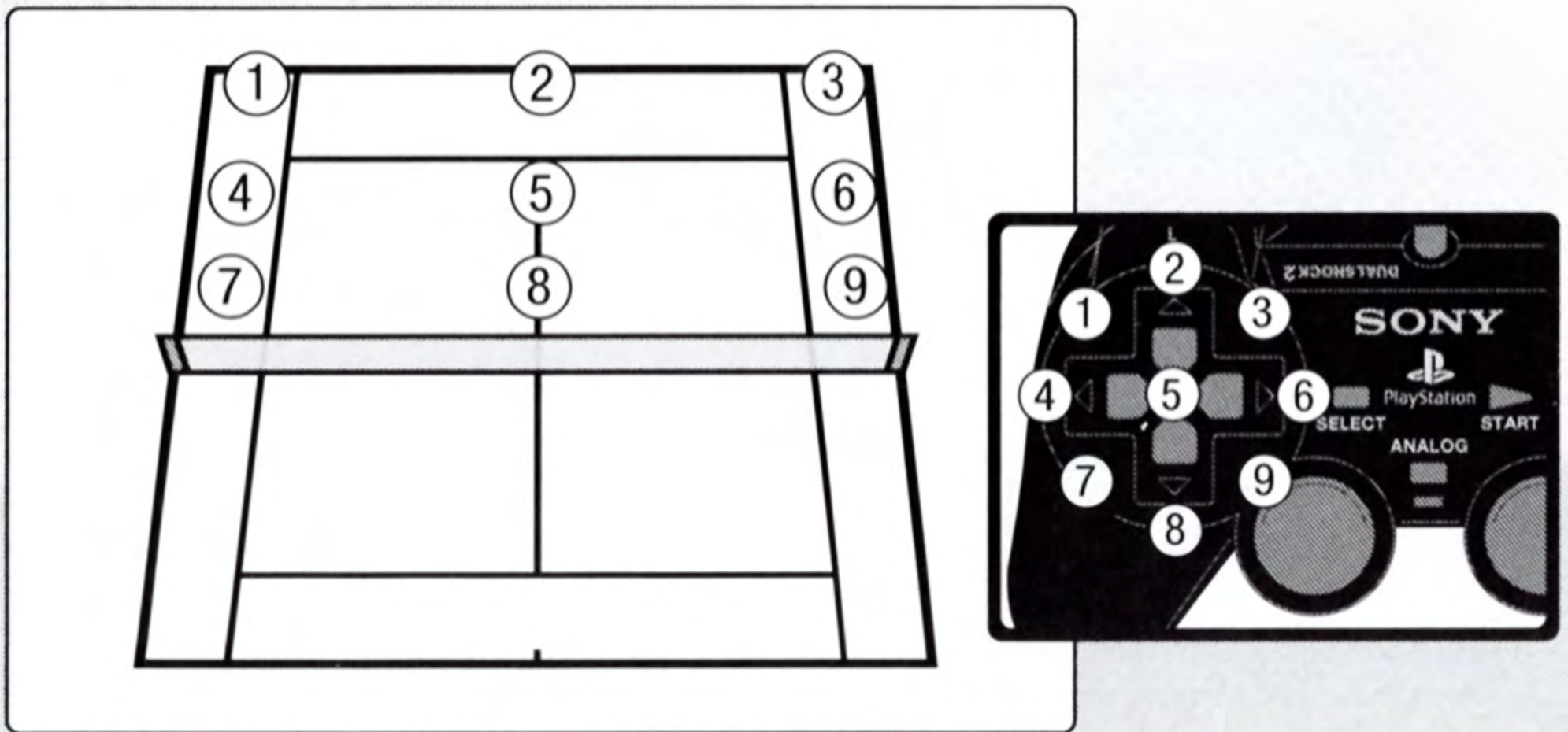
Throw an opponent off-balance by aiming the ball in the opposite direction of their court position.

STROKE LESSONS 3

aiming within the court

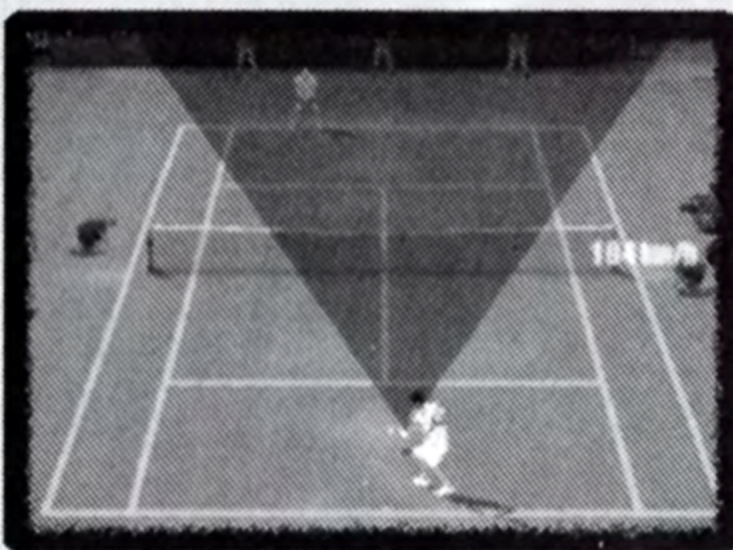
While hitting the ball, use the Directional Button or the Left Analog Stick to aim for a particular part of the court. See the diagram below for an illustration.

- ⑤ is neutral. For ① use 2 + 4. For ③ use 2 + 6.
For ⑦ use 4 + 8. For ⑨ use 6 + 8.

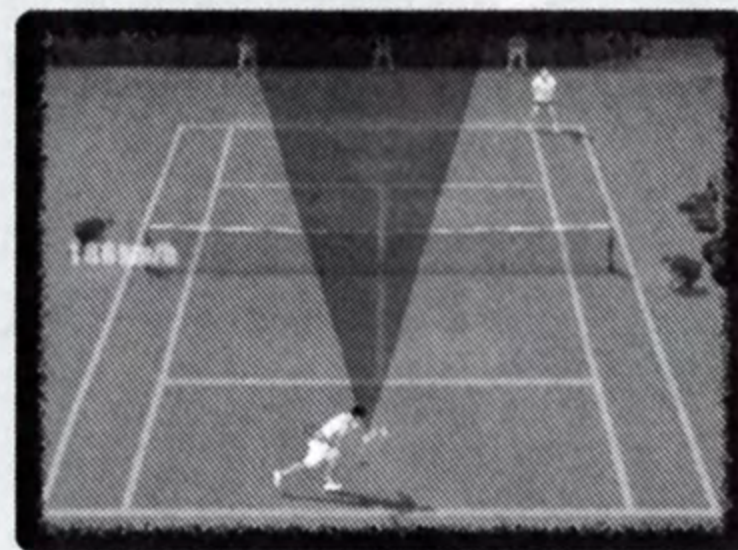


range of return

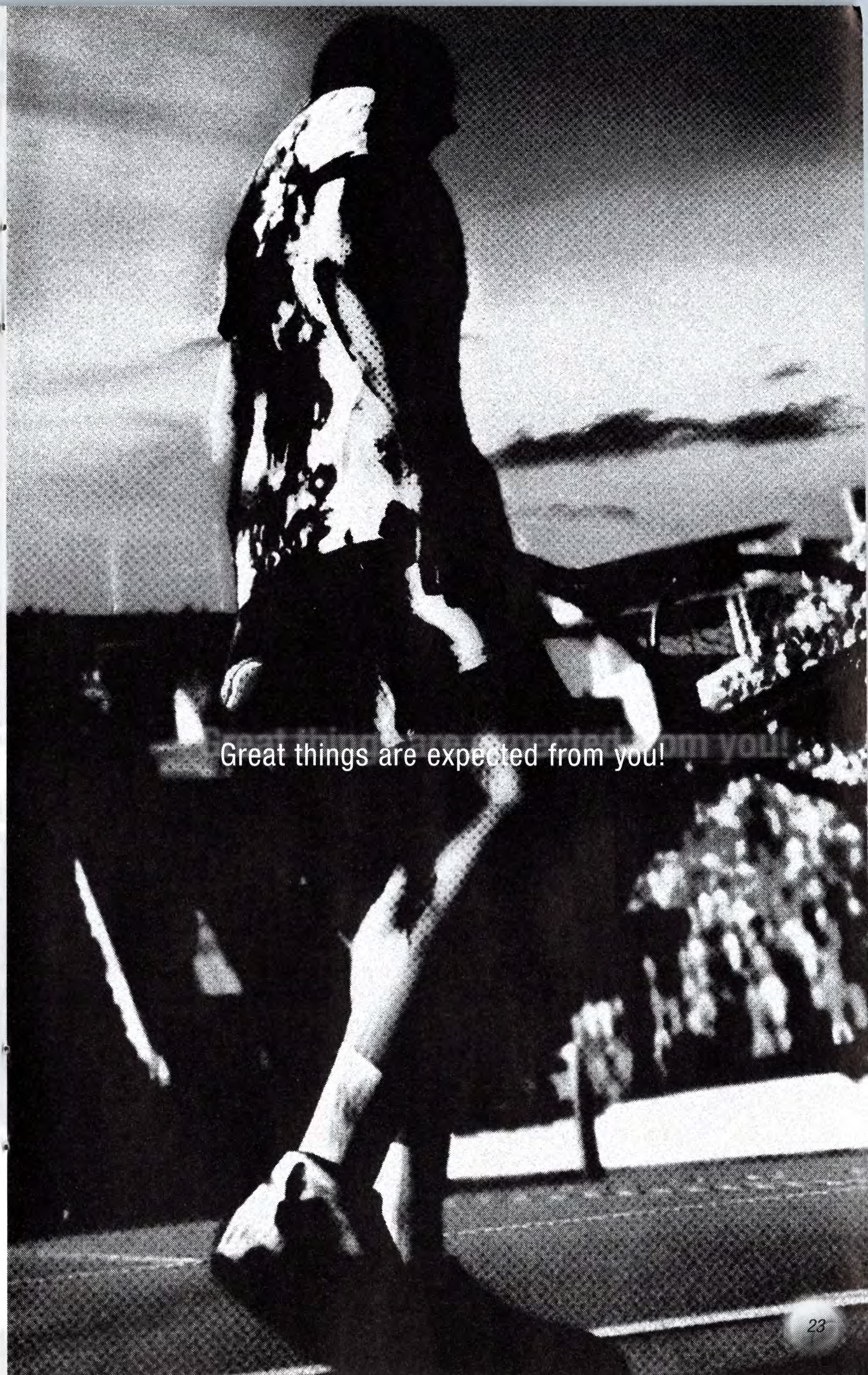
A player's return will depend on posture. Poor posture will result in a narrow range of return, whereas good posture combined with proper positioning will result in a wider range of return. For more details, see the diagram below. The shaded areas represent the player's range of return.



Proper posture when returning a ball



Improper posture when returning a ball



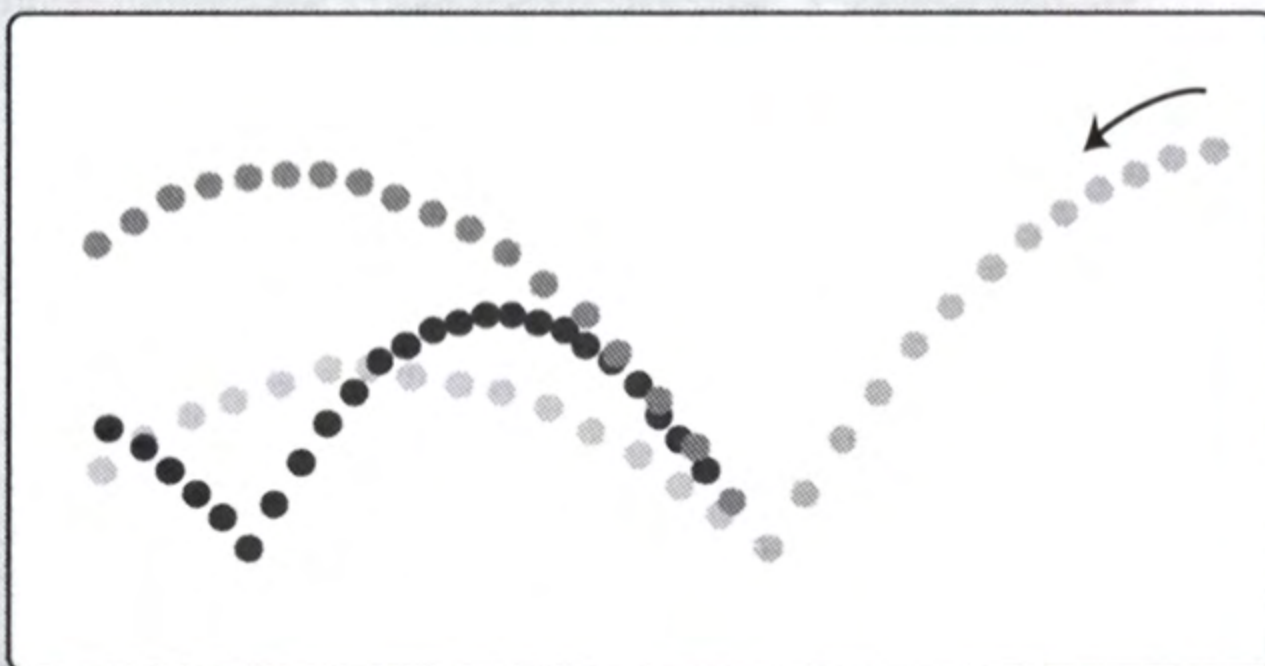
Great things are expected from you!

CONVENTIONS & COURTS

Each court has its own special characteristics. Learn which game play style is most suitable for each individual court.

ball bounce

Low bounds and fast balls are special characteristics of a grass court. Balls will be slower on a clay court and also bounce lower, but not as low as on a grass court. A hard court boasts average bounce and speed.



● GRASS COURT

● CLAY COURT

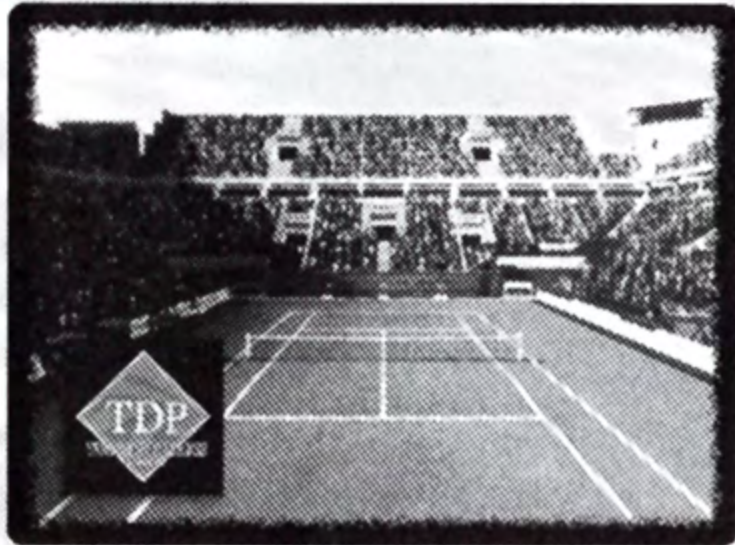
● HARD COURT

australian open (hard court)



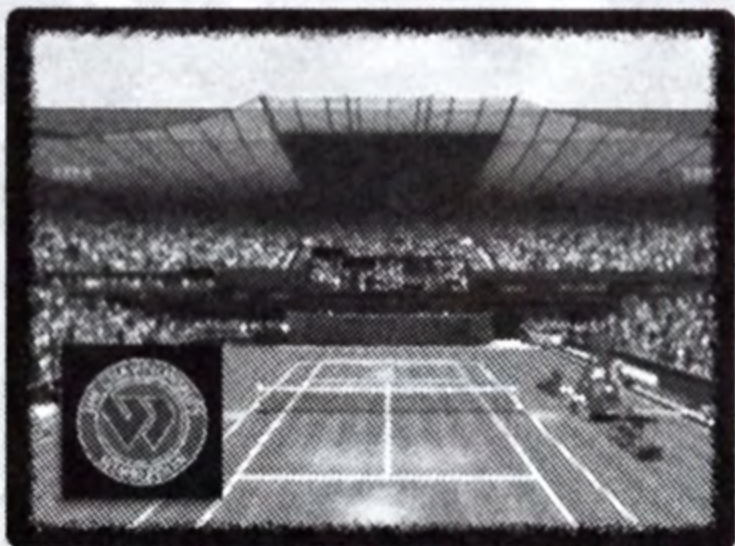
The Australian Open is the only tournament that takes place in the southern hemisphere. Played in the latter part of January, it falls in the middle of the Australian summer. Finals take place in the Rod Laver Arena, which features a retractable roof so that the event can be played under the open sky.

tournoi de paris (clay court)



The Tournoi de Paris takes place at the Stade International de Paris in the suburbs of Paris. This heated tournament is the only one played on a clay court, and is held each May.*

wimbledon (grass court)



This tournament, dubbed the "Lawn Tennis Championship," is held each year in the latter part of June. Great care is given to the lawn on center court, a grass surface used only two weeks out of each year.

us open (hard court)



The US Open is held in New York in the latter part of August, which happens to be the hottest part of summer. The finals begin at sundown in Arthur Ashe Stadium.

***NOTE:** The Tournoi de Paris and the Stade International de Paris are fictitious names.

PLAYERS' PROFILES (WOMEN)

The eight players listed here are actual top tennis professionals. Learn and practice the playing styles of each player.

martina hingis

An excellent all-around player, Hingis uses her genius court sense and superior technique to produce championship results.



PROFILE

Residence: Switzerland and USA

Date of birth: September 30, 1980

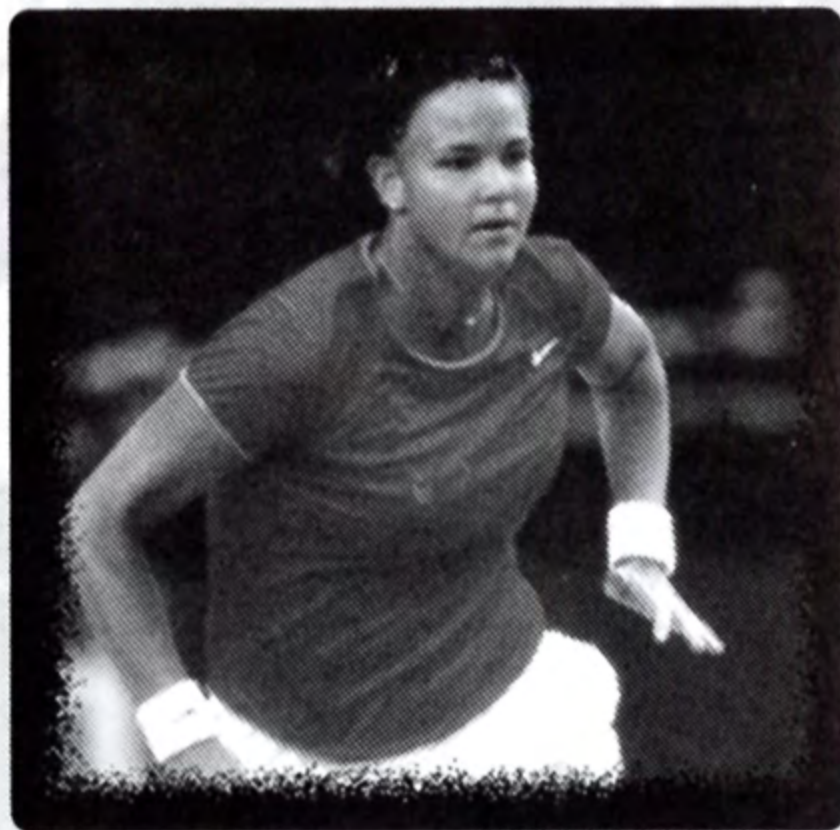
Height: 5'7"

Weight: 130 lbs.

Right-handed

lindsay davenport

Davenport's dynamic stroke is both simple and powerful. In addition to her natural talents, she is not adverse to hard work. Lindsay is on a continuous run, headed straight for the top.



PROFILE

Residence: USA

Date of birth: June 8, 1976

Height: 6'2"

Weight: 175 lbs.

Right-handed

(WOMEN)

monica seles

Seles is the hardest hitter in women's tennis, and always aims at being a no-touch ace. With power and experience enhanced by her sense of competition and concentration, this veteran player has won numerous Grand Slam titles.



PROFILE

Residence: USA

Date of birth: December 2, 1973

Height: 5'10"

Weight: 154 lbs.

Left-handed

anna kournikova

With her exceptional combination of athletic talent and personal charisma, Kournikova is one of the most recognized athletes in the world. She has an aggressive all-court game.



PROFILE

Residence: USA

Date of birth: June 7, 1981

Height: 5'8"

Weight: 123 lbs.

Right-handed

PLAYERS' PROFILES (MEN)

pete sampras

The ultimate all around player, Sampras has the record for the most Grand Slam wins in tennis. His greatest weapons are his unorthodox style and a serve so fierce it earned him the nickname "Pistol Pete."



PROFILE

Residence: USA

Date of birth: August 12, 1971

Height: 6'1"

Weight: 175 lbs.

Right-handed

yevgeny kafelnikov

With cool judgment and precise analysis, Kafelnikov is a player who gets the most out of his technique. A national superstar in Russia, he beat veteran players of other nations to win the gold medal in the Olympic games.



PROFILE

Residence: Russia

Date of birth: February 18, 1974

Height: 6'3"

Weight: 185 lbs.

Right-handed

andre agassi

With a method of attack based on his unparalleled hand-eye coordination, Agassi is a baseline player with an extraordinary sense of balance. His entertaining style always makes for a fascinating performance.



PROFILE

Residence: USA
Date of birth: April 29, 1970
Height: 5'11"
Weight: 170 lbs.
Right-handed

patrick rafter

Flying towards the net with amazing off-the-line power, Rafter is a net player who volleys with an artistic stroke. This lively player hails from the wide-open continent of Australia.



PROFILE

Residence: Australia
Date of birth: December 28, 1972
Height: 6'1"
Weight: 190 lbs.
Right-handed

TENNIS TERMINOLOGY

There are many unique expressions used in tennis. The following are definitions of commonly used terms.

advantage

Scoring the first point after a deuce.

all around player

A player who excels at every type of shot and play, an all around player has an arsenal of shots to choose from. Depending on the situation, they might move in close to the net, execute a power shot, or engage in a spirited rally.

break

Winning a game when it's the opponent's serve. A "break point" is when one more point is needed for a break.

deuce

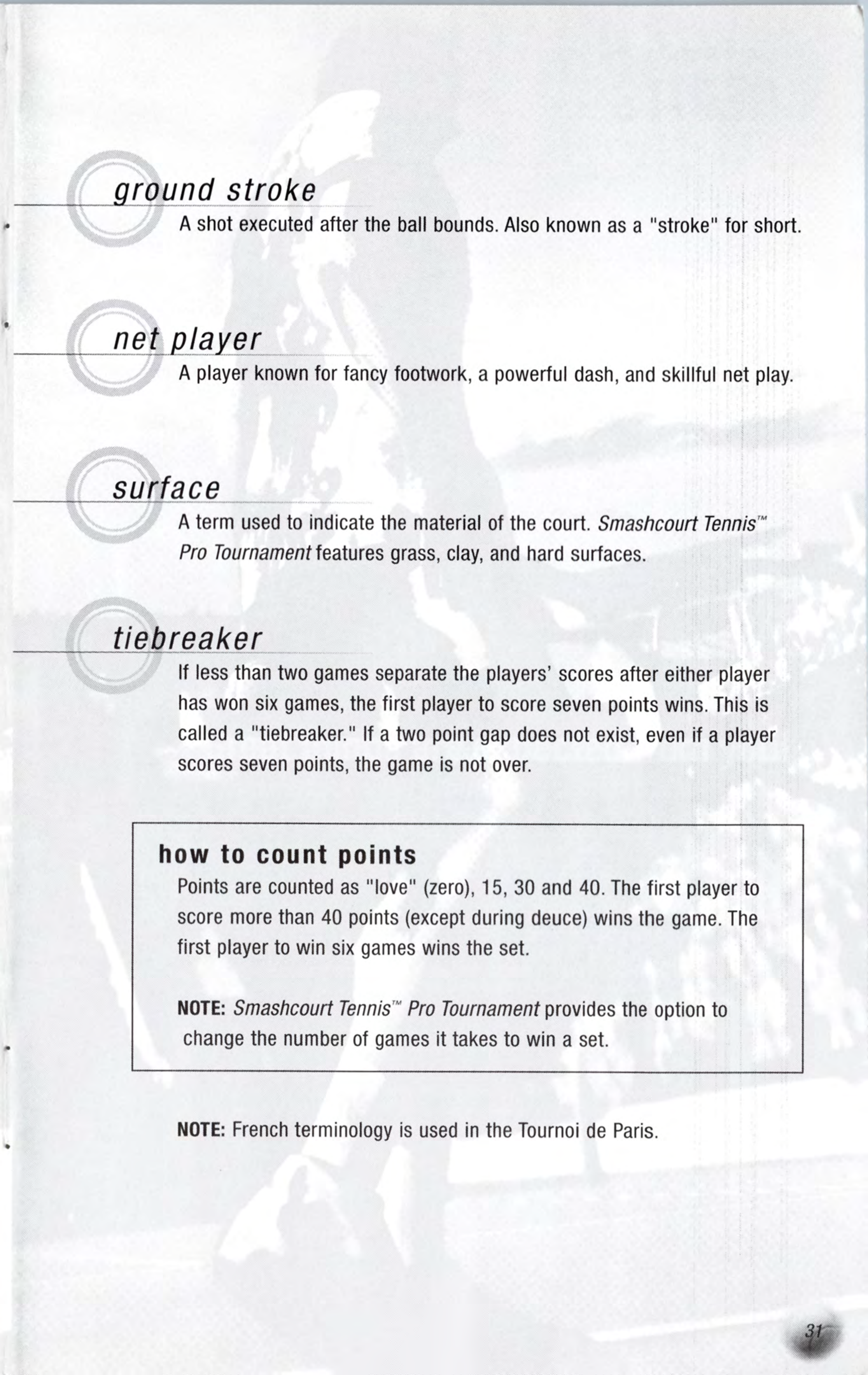
When both players tie with a score of 40, this results in a deuce. The player who scores two consecutive points after a deuce wins the game.

fast stroke

A player who is very good at baseline play and depends on a powerful stroke.

fault

A serve which lands outside of the service area. Two faults in a row is a "double-fault," and the opponent earns a point.



ground stroke

A shot executed after the ball bounces. Also known as a "stroke" for short.

net player

A player known for fancy footwork, a powerful dash, and skillful net play.

surface

A term used to indicate the material of the court. *Smashcourt Tennis™ Pro Tournament* features grass, clay, and hard surfaces.

tiebreaker

If less than two games separate the players' scores after either player has won six games, the first player to score seven points wins. This is called a "tiebreaker." If a two point gap does not exist, even if a player scores seven points, the game is not over.

how to count points

Points are counted as "love" (zero), 15, 30 and 40. The first player to score more than 40 points (except during deuce) wins the game. The first player to win six games wins the set.

NOTE: *Smashcourt Tennis™ Pro Tournament* provides the option to change the number of games it takes to win a set.

NOTE: French terminology is used in the Tournoi de Paris.

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