

SEGA®

SERVICE MANUAL

Virtua **4**TM Tennis

IMPORTANT


- Before using this product, read this manual carefully to understand the contents herein stated.
- After reading this manual, be sure to keep it near the product or in a convenient place for easy reference when necessary.


BEFORE USING THE PRODUCT, BE SURE TO READ THE FOLLOWING:


To maintain safety:

To ensure the safe operation of this product, be sure to read the following before usage. The following instructions are intended for the users, operators and the personnel in charge of the operation of the product. After carefully reading and sufficiently understanding the warning displays and cautions, handle the product appropriately. Be sure to keep this manual close to the product or in a convenient place for future reference.


Herein, explanations which require special attention are enclosed with dual lines. Depending on the potentially hazardous degrees, the terms of DANGER, WARNING, CAUTION, etc. are used. Be sure to understand the contents of the displays before reading the text.


 **DANGER** Indicates that mishandling the product by disregarding this pictograph will cause severe injury or death.

 **WARNING** Indicates that mishandling the product by disregarding this warning will cause a potentially hazardous situation which can result in death or serious injury.

 **CAUTION** Indicates that mishandling the product by disregarding this caution will cause a slight hazardous situation which can result in personal injury and/or material damage.

For the safe usage of the product, the following pictographs are used:

 Indicates "HANDLE WITH CARE." In order to protect the human body and equipment, this display is attached to places where the instruction manual should be referred to.

 Indicates a "protective earth terminal." Before operating the equipment, be sure to connect it to the ground.
(The step may be omitted for products in which a power cable with earth is used.)

- **Perform work in accordance with the instructions herein stated.**
Instructions for work are explained by paying attention to the aspect of accident prevention. Failing to perform work as per the instructions can cause accidents. In the case where only those who have technical expertise should perform the work to avoid hazardous situation, the instructions herein state that the site maintenance personnel should perform such work.
- **Be sure to turn off the power before working on the machine.**
To prevent an electric shock, be sure to turn off the power and unplug the power cable before carrying out any work that requires direct contact with the interior of the product. If the work is to be performed in the power-on status, the instruction manual herein always states to that effect.
- **Be sure to ground the earth terminal.**
(This is not required in the case where a power cable with earth is used.)
This product is equipped with the earth terminal. When installing the product, connect the earth terminal to the "accurately grounded indoor earth terminal" by using an earth wire. Unless the product is grounded appropriately, the user can be subject to an electric shock. After performing repair, etc. for the control equipment, ensure that the earth wire is firmly connected to the control equipment.
- **Ensure that the power supply used is equipped with an earth leakage breaker.**
Using a power supply which is not equipped with the earth leakage breaker can cause a fire when earth leakage occurs.
- **Be sure to use fuses which meet the specified rating.**
(Only for the machines which use fuses.)
Using fuses exceeding the specified rating can cause a fire and an electric shock.

TABLE OF CONTENTS

BEFORE USING THE PRODUCT, BE SURE TO READ THE FOLLOWING:

TABLE OF CONTENTS	i
INTRODUCTION	ii
1 SPECIFICATIONS	1
1-1 CONTROL PANEL.....	1
2 GAME CONTENTS	2
2-1 GETTING STARTED	2
2-2 GAME FLOW	2
2-3 BASIC CONTROLS AND FUNCTIONS.....	7
2-4 MATCH SCREEN	8
3 SYSTEM TEST MODE	10
4 GAME TEST MODE	11
4-1 GAME TEST MENU.....	11
4-2 BOOKKEEPING	12
4-3 INPUT TEST	15
4-4 OUTPUT TEST	16
4-5 GAME ASSIGNMENTS	17
4-6 BACKUP DATA CLEAR.....	18

SEGA AMUSEMENTS OFFICES

- **Specification changes (revisions designated by SEGA are not allowed.)**
The parts of the product include warning labels for safety, covers for personal protection, etc. If doors, lids and protective parts be damaged or lost, refrain from operating the product, and contact where the product was purchased from or the office herein stated.
SEGA shall not be held responsible for any accidents, compensation for damage to a third party resulting from the specifications not designated by SEGA.
- **Ensure that the product meets the requirements of appropriate electrical specifications.**
Before installing the product, check for electrical specifications. SEGA products have a nameplate on which electrical specifications are described. Ensure that the product is compatible with the power supply voltage and frequency requirements of the location. Using any electrical specifications different from the designated specifications can cause a fire and an electric shock.
- **Install and operate the product in places where appropriate lighting is available, allowing warning labels to be clearly read.**
To ensure safety for the customers, labels and printed instructions describing potentially hazardous situations are applied to places where accidents can be caused. Ensure that where the product is operated has sufficient lighting allowing the warnings to be read. If any label is peeled off, apply it again immediately. Please place an order with where the product was purchased from or the office herein stated.
- **When handling the monitor, be very careful. (Applies only to products with monitors.)**
Some of the monitor parts are subject to high tension voltage. Even after turning off the power, some portions are still subject to high tension voltage sometimes. Monitor repair and replacement should be performed only by those technical personnel who have knowledge of electricity and technical expertise.
- **Be sure to adjust the monitor properly. (Applies only to products with monitors.)**
Do not operate the product leaving on-screen flickering or blurring as it is. Using the product with the monitor not properly adjusted may cause dizziness or a headache to an operator, a player, or the customers.
- **When transporting or reselling this product, be sure to attach this manual to the product.**
- * *In the case where commercially available monitors and printers are used in this product, only the contents relating to this product are explained herein. Some commercially available equipment has functions and reactions not stated in this manual. Read this manual together with the specification instruction manual of such equipment.*
- * *Descriptions herein contained may be subject to improvement changes without notice.*
- * *The contents described herein are fully prepared with due care. However, should any question arise or errors be found, please contact SEGA.*

INSPECTIONS IMMEDIATELY AFTER TRANSPORTING THE PRODUCT TO THE LOCATION

Normally, at the time of shipment, SEGA products are in a status allowing for usage immediately after transporting to the location. Nevertheless, an irregular situation may occur during transportation. Before turning on the power, check the following points to ensure that the product has been transported in a satisfactory status.

- Are there any dented portions or defects (cuts, etc.) on the external surfaces of the cabinet?
- Are casters and adjusters damaged?
- Do the power supply voltage and frequency requirements meet with those of the location?
- Are all wiring connectors correctly and securely connected? Unless connected in the correct way, connector connections can not be made accurately. Do not insert connectors forcibly.
- Do power cables have cuts and dents?
- Are all accessories available?
- Can all doors and lids be opened with the accessory keys? Can doors and lids be firmly closed?

This manual presents information and explanations on how to manage settings and run software for, "Virtua Tennis".

This manual is intended for the owners, personnel and managers in charge of operation of the product. Operate the product after carefully reading and sufficiently understanding the instructions.

In the unlikely event that the product does not function correctly, DO NOT allow anyone other than a technician to touch the internal system. Turn off the power to the product, making sure to unplug the electrical cord from the outlet, and contact the office listed in this manual or the point-of-purchase for this product.

Use of this product is unlikely to cause physical injuries or damage to property. However, points that require attention are indicated by bold text, the word "IMPORTANT" and the symbol below.

STOP IMPORTANT

Indicates important information that, if ignored, may result in the mishandling of the product and cause faulty operation or damage to the product.

Definition of 'Site Maintenance Personnel or Other Qualified Individuals'

⚠ WARNING

Procedures not described in this manual or marked as 'to be carried out by site maintenance personnel or other qualified professionals' should not be carried out by personnel without the necessary skill or technology. Work carried out by unqualified persons may cause serious accidents, including electrocution.

Parts replacement, maintenance inspections and troubleshooting should be carried out by site maintenance personnel or other qualified professionals. This manual includes directions for potentially dangerous procedures which should only be carried out by professionals with the appropriate specialized knowledge.

The site maintenance personnel or other qualified professionals mentioned in this manual are defined as follows:

Site maintenance personnel:

Individuals with experience in maintaining amusement equipment, vending machines, etc., working under the supervision of the owner/operator of this product to maintain machines within amusement facilities or similar premises by carrying out everyday procedures such as assembly, maintenance inspections, and replacement of units/expendable parts.

Activities to be carried out by site maintenance personnel:

Amusement equipment/vending machine assembly, maintenance inspection and replacement of units/expendable parts.

Other qualified professionals:

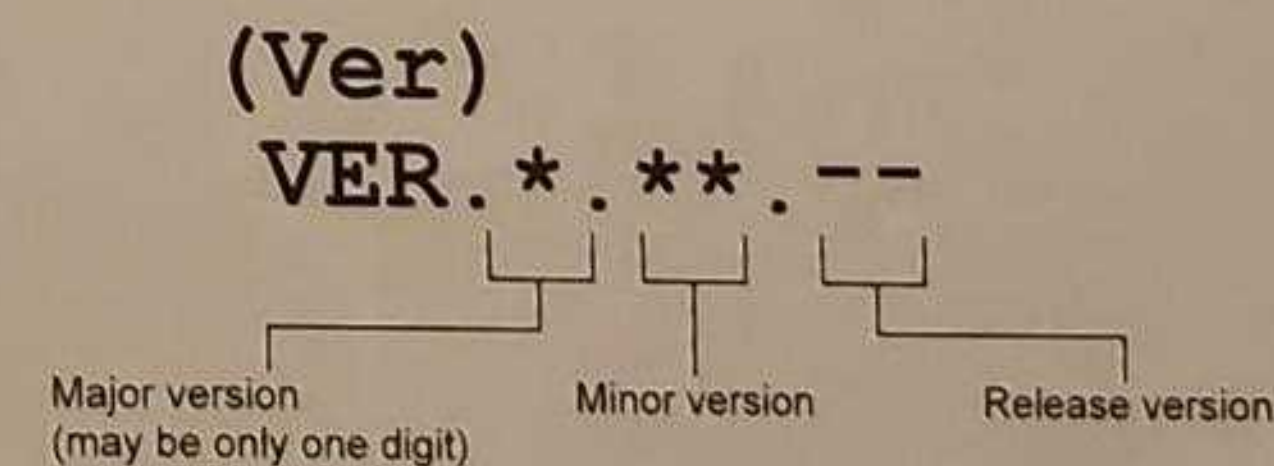
Persons employed by amusement equipment manufacturers, or involved in design, production, testing or maintenance of amusement equipment. The individual should have either graduated from technical school or hold similar qualifications in electrical/electronics/mechanical engineering.

Activities to be carried out by other qualified professionals:

Amusement equipment/vending machine assembly, repair/adjustment of electrical/electronic/mechanical parts.

Game Version Notation

Version numbers appearing in TEST MODE are displayed as asterisk and hyphens. When describing software version upgrades, only major version and minor version numbers are displayed. Release version numbers are for SEGA's administrative use only. If you require these numbers, please contact the office listed in this manual.



1 SPECIFICATIONS

HORIZONTAL

Monitor Position

Applicable resolutions

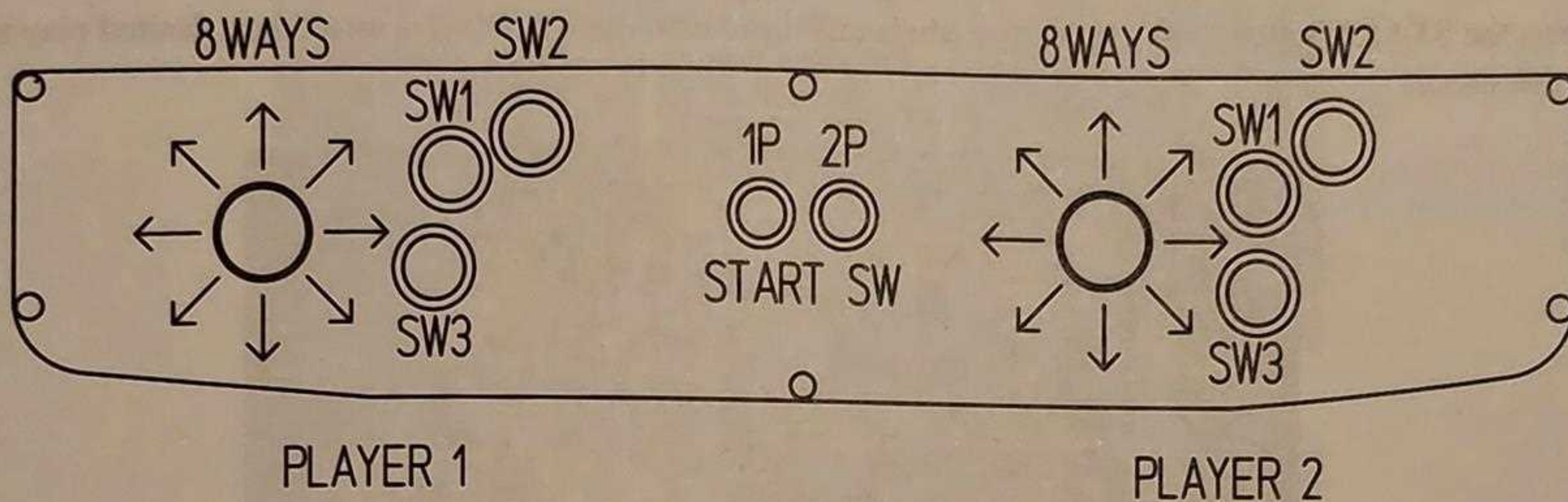
- 640×480

- 1280×720

- 1920×1080

NOTE: See RINGEDGE Service Manual for details on setting resolution.

1-1 CONTROL PANEL



- SW1: Top Spin (T) button
- SW2: Slice (S) button
- SW3: Super Shot (SS) button
- LEVER: 8 ways

2 GAME CONTENTS

2-1 GETTING STARTED

2

Virtua Tennis 4 is a versus type tennis game played using 1 lever and 3 buttons, and featuring a lineup of 18 real pro tennis players. Supports a maximum 4 players.

2-2 GAME FLOW

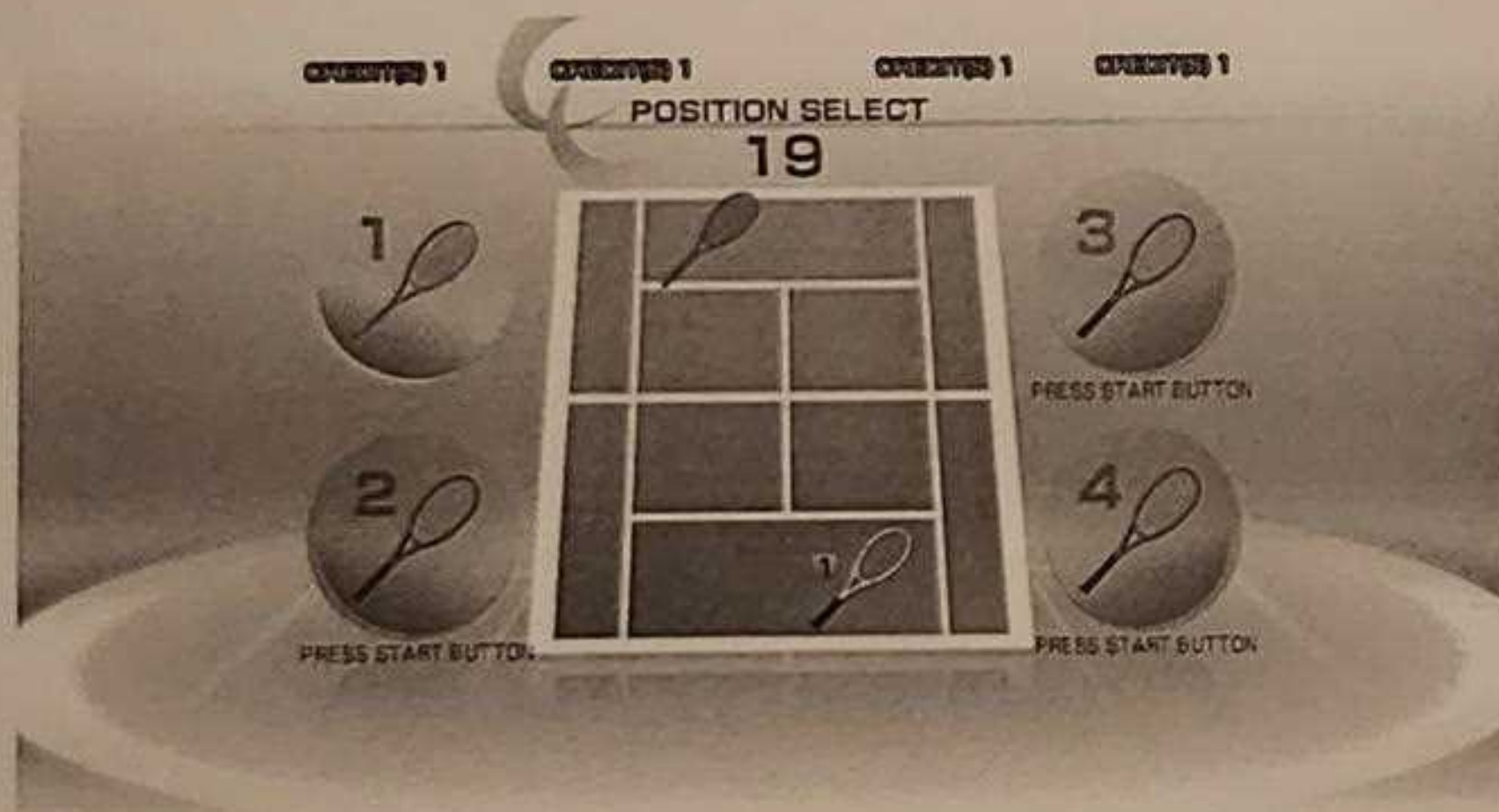
Pressing the START button during Advertise Mode displays Main Menu A. Players select their desired play mode from this menu.



Main Menu A

Singles Mode

Other players may join the game from this point, Position Select Screen A. This mode can be played by up to 2 players. 1-Player play differs from 2-Player. Winner is the first to win 2 games.



Position Select Screen A

- When playing Singles Mode 1-Player

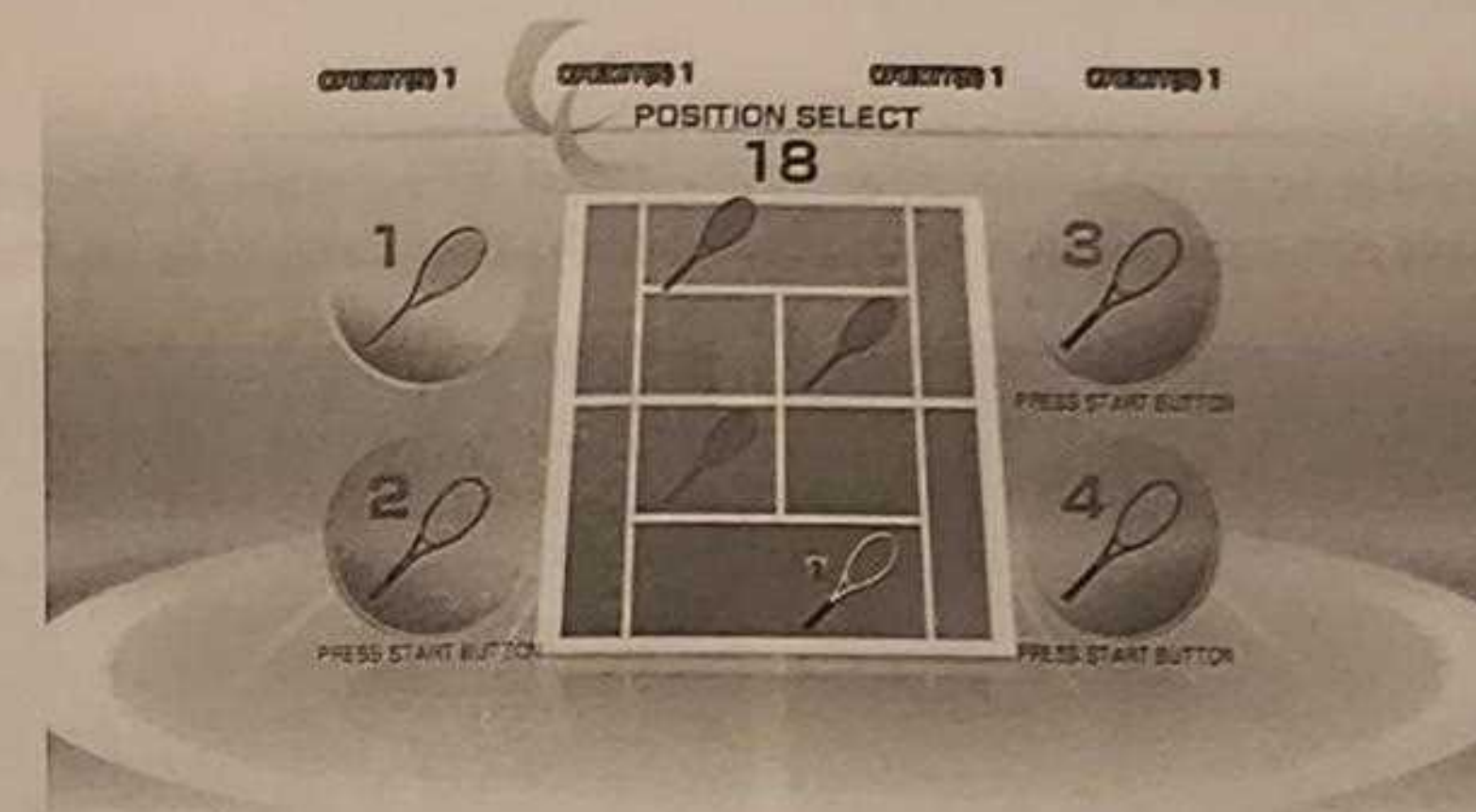
Stage-by-stage play. Take part in a tennis tournament held in various worldwide locations, and aim to become the world champion of the year. Additional credits are required to continue both when advancing to the next stage and when the continue screen is displayed after losing.

- When playing Singles Mode 2-Player

One-on-one, human vs. human play. Once the match has finished, it is Game Over.

Doubles Mode

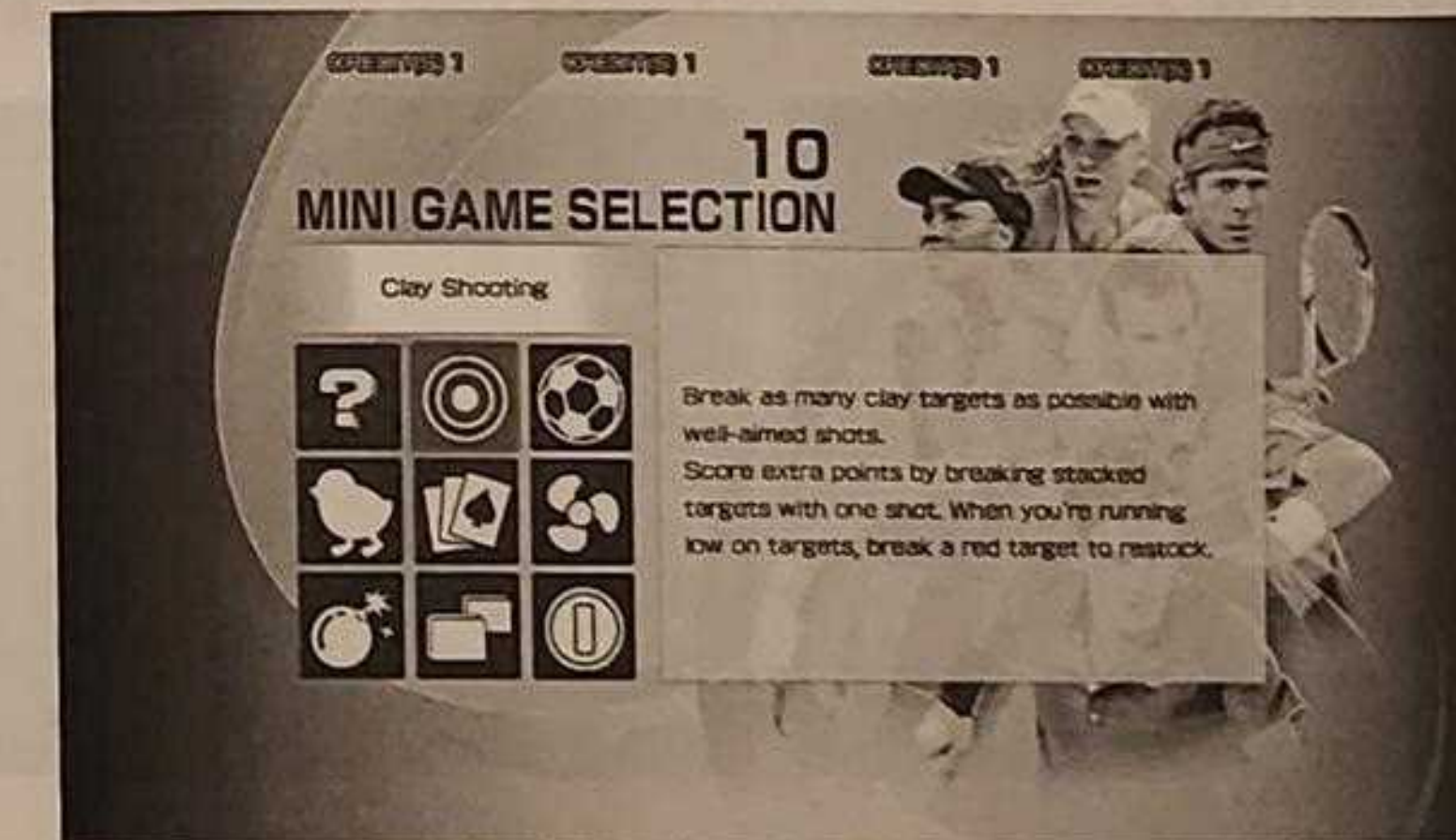
Other players may join the game from this point, Position Select Screen B. This mode can be played by up to 4 players, and if 4 players are not present CPU characters will make up the numbers. Winners are the first to win 2 games. Once the match is finished, it is Game Over.



Position Select Screen B

Mini Game Mode

Players select one of 8 mini games from the Mini Game Selection Screen. 4 players maximum.

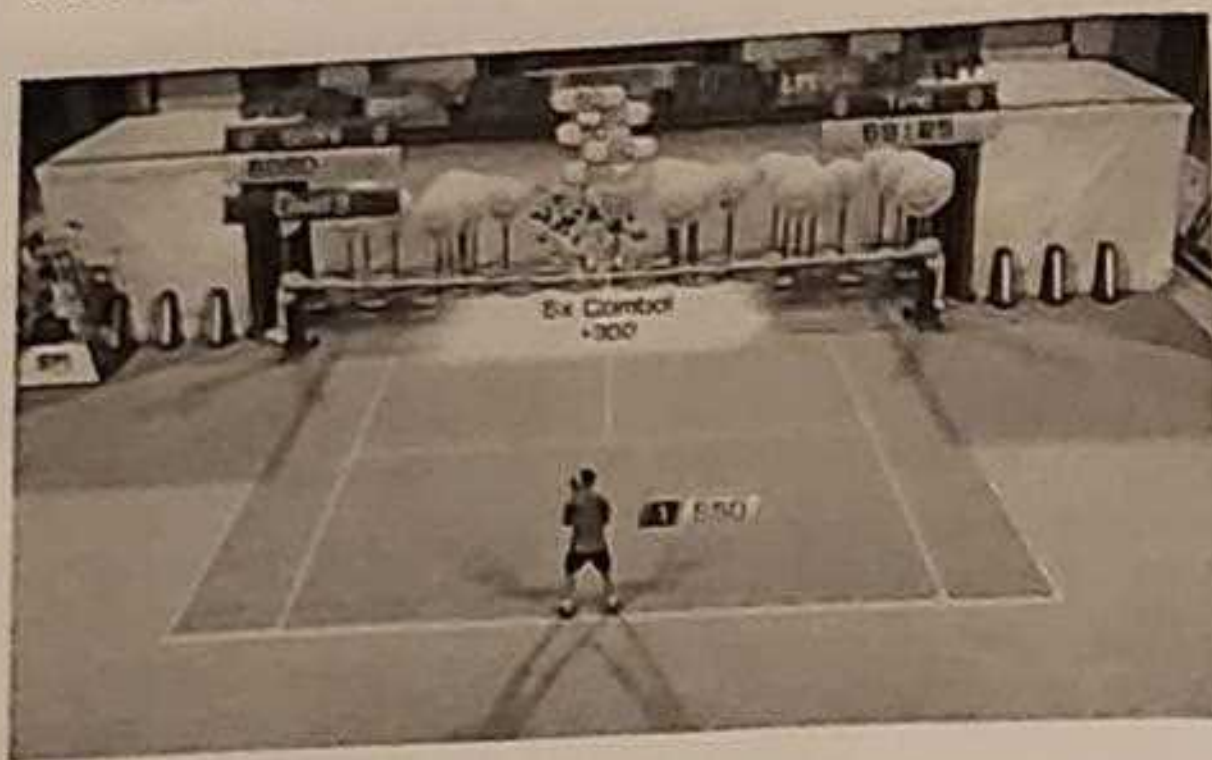


Mini Game Selection Screen

2

• **Clay Shooting**

Break as many clay targets as possible with well-aimed shots. Score extra points by breaking stacked targets with one shot, or by breaking golden targets. When you're running low on targets, break a red target to restock.



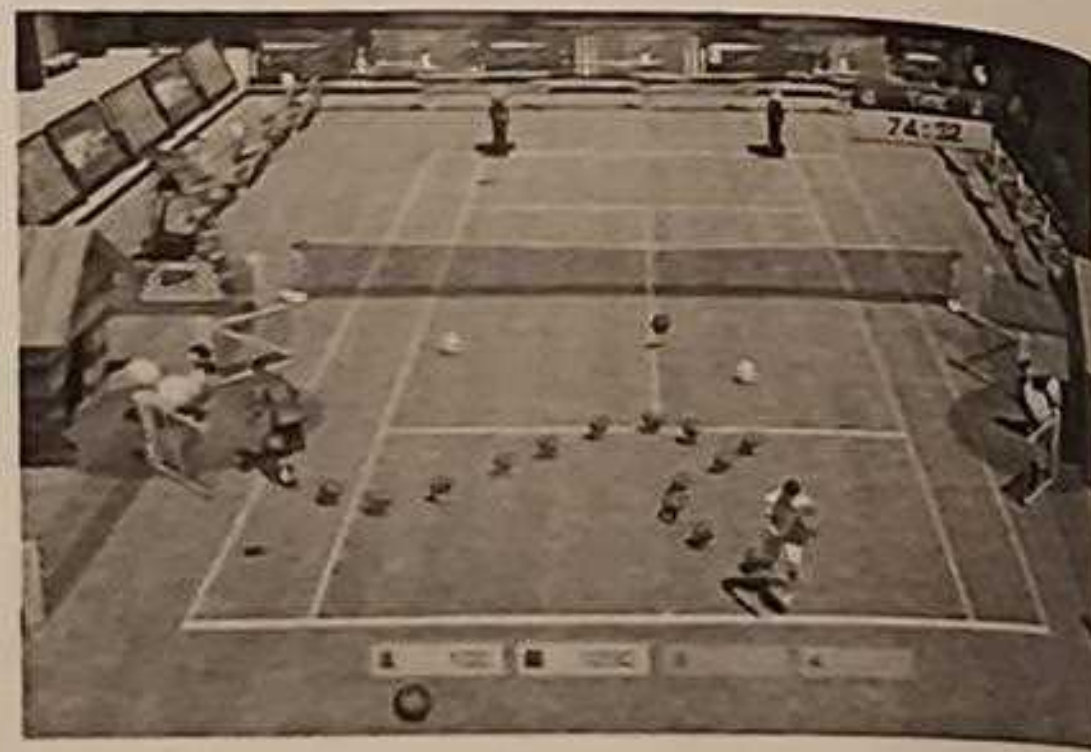
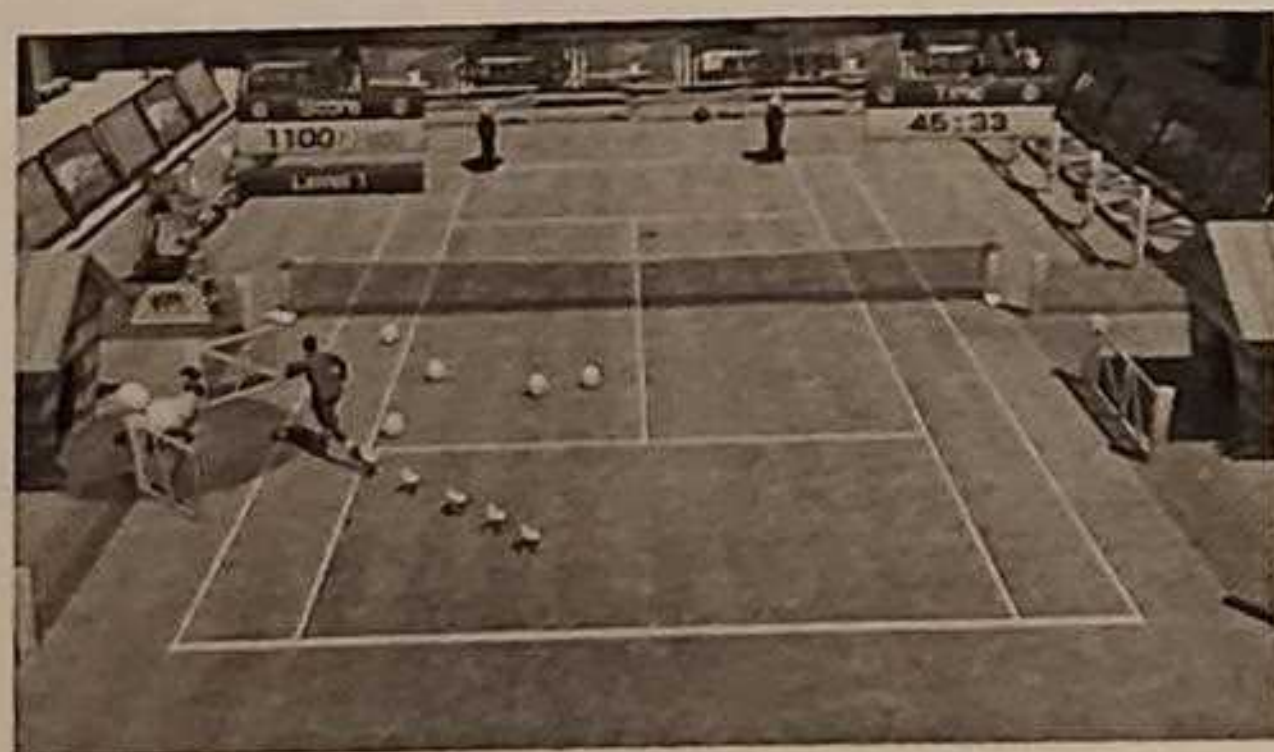
• **Ace Striker**

Take serves at a soccer goal and earn points for scoring. White-colored defenders and goalkeepers can be blown away with strong serves. You can earn more points by scoring as soon as the game starts, or by scoring goals in succession.



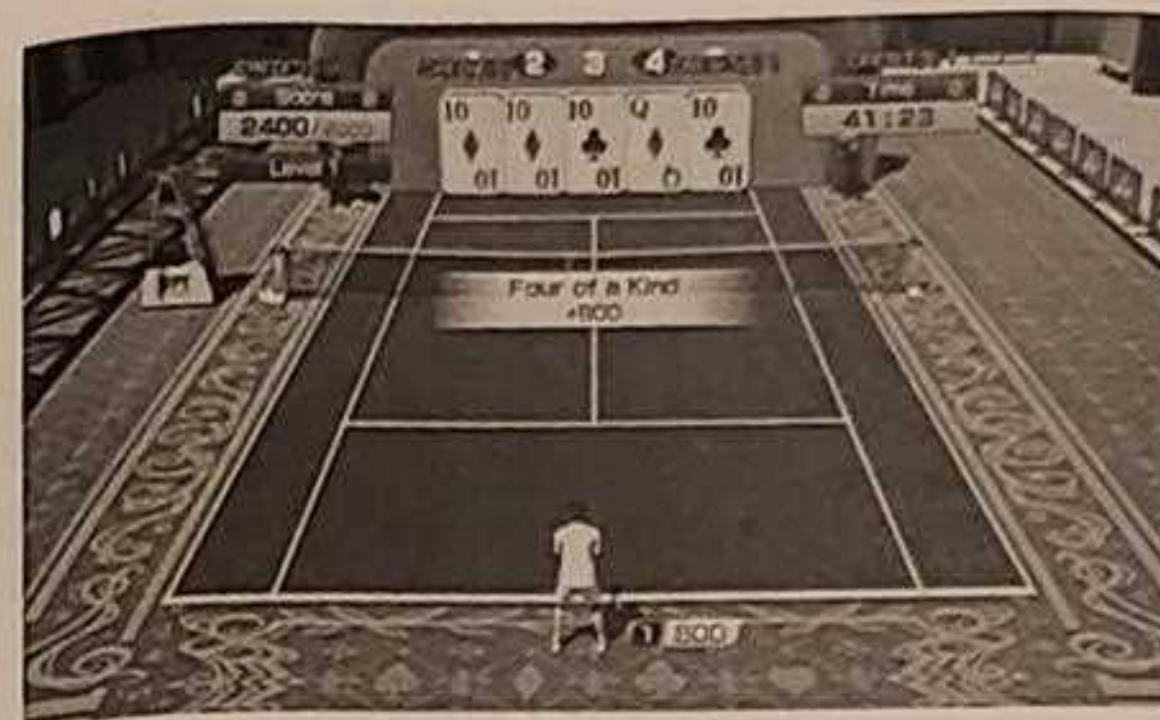
• **Egg Collector**

Touch the eggs on the court to make them hatch, and then guide as many chicks as possible to the Mother Hen. Avoid the balls that come flying at you, as you will lose chicks every time they hit. The more you guide to safety simultaneously, the higher your score.



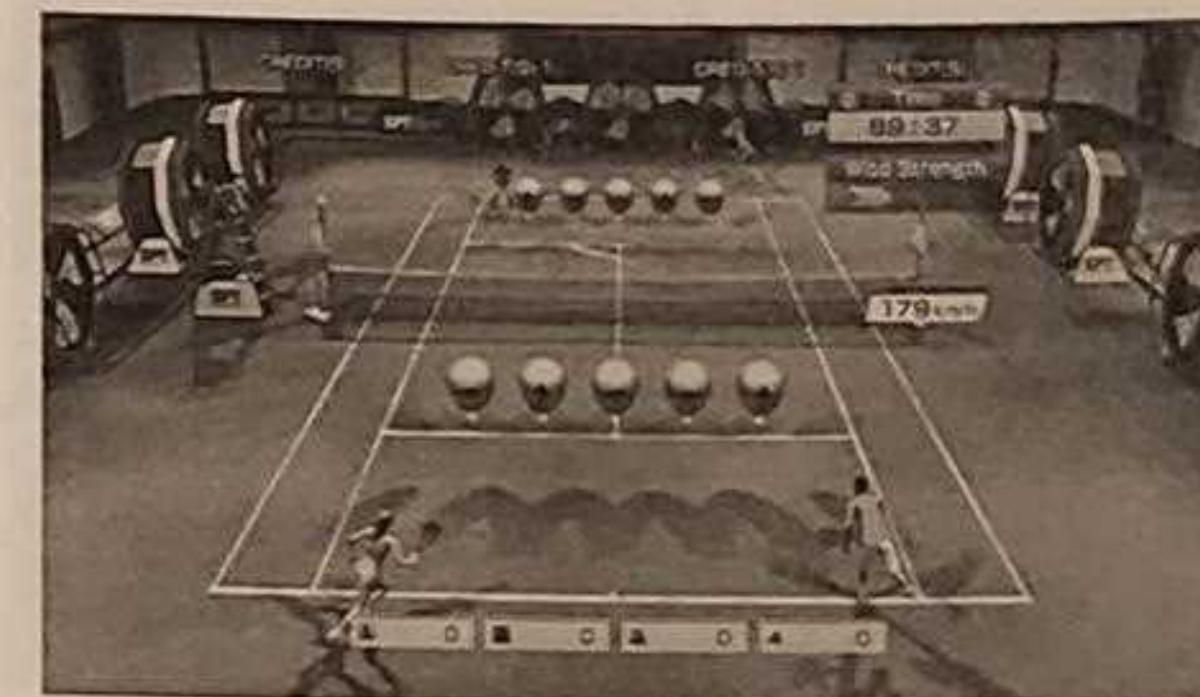
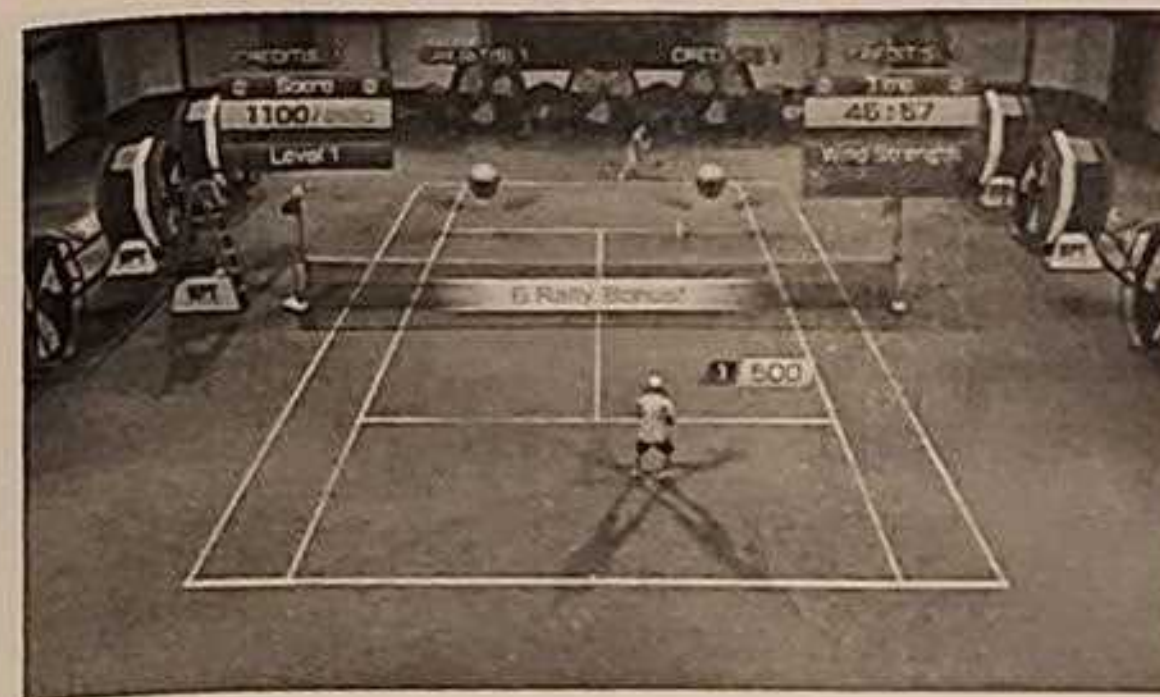
• **Royal Poker**

Flip cards over by hitting them with balls, and put together poker hands. The higher the hand, the higher the score. Aim for lit-up cards to efficiently build hands.



• **Wind Match**

If there is only 1 player, the objective is to keep a rally going with your opponent on a windswept court. Hitting a balloon on the court makes the wind's direction change. If there are multiple players, a versus match will be played on the windswept court.



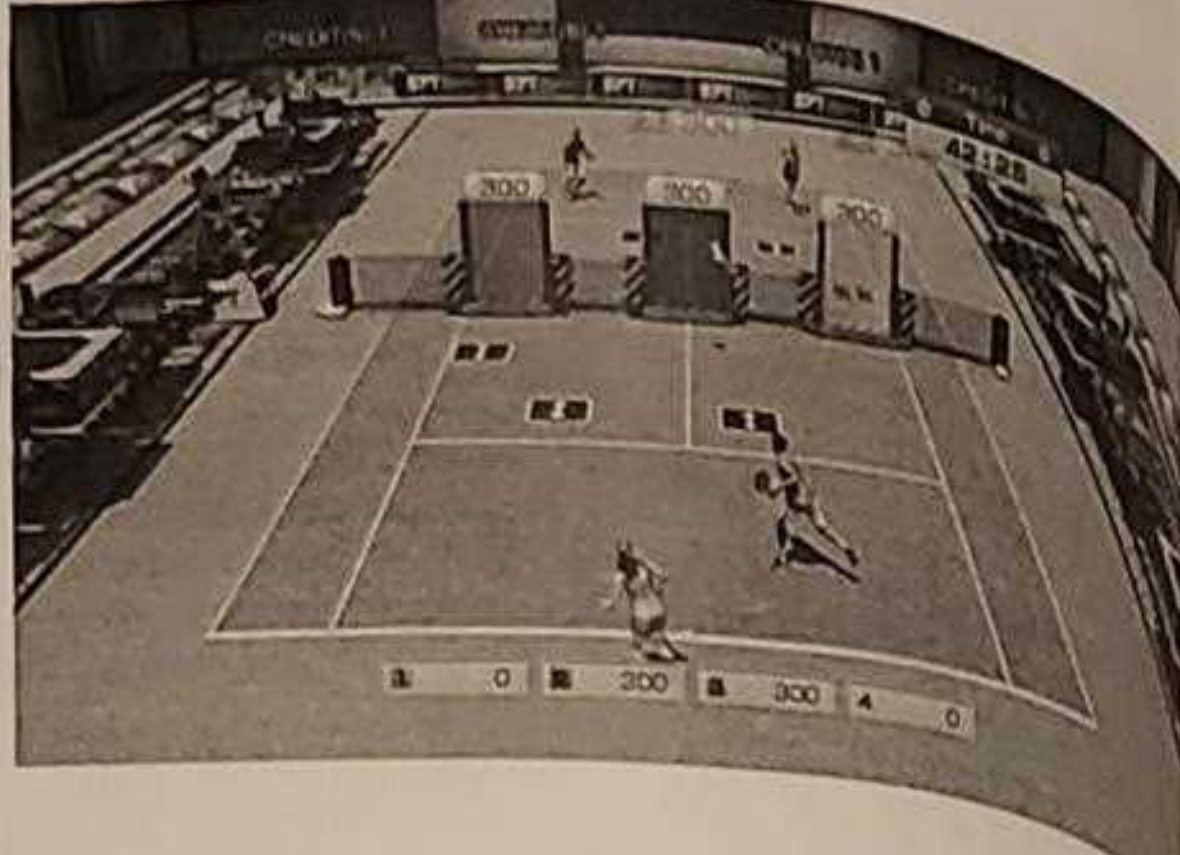
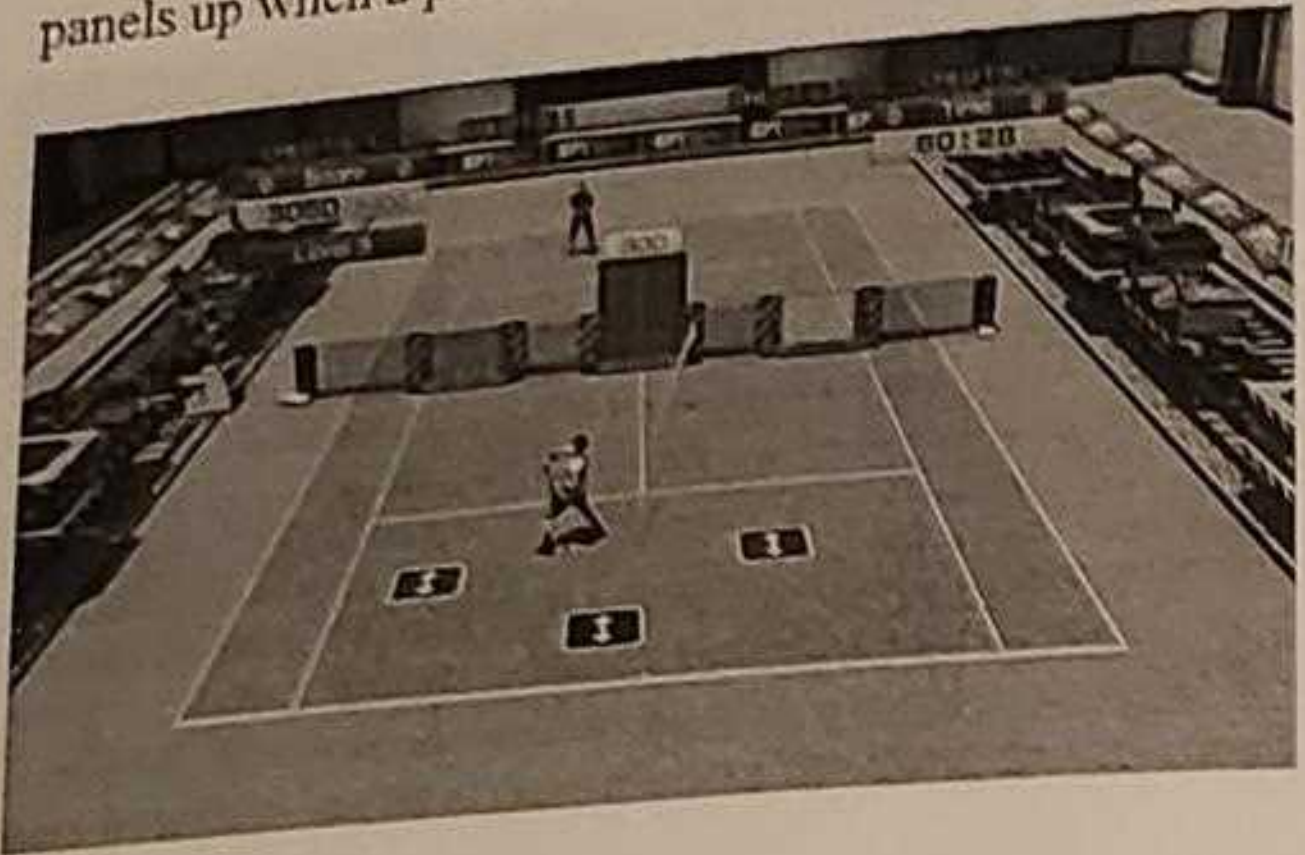
• **Bomb Match**

Make the ticking time-bomb explode in your opponent's court to score. Landing the bomb in the circular areas on the court will speed up the countdown. Make the bomb explode near your opponent for an even higher score.



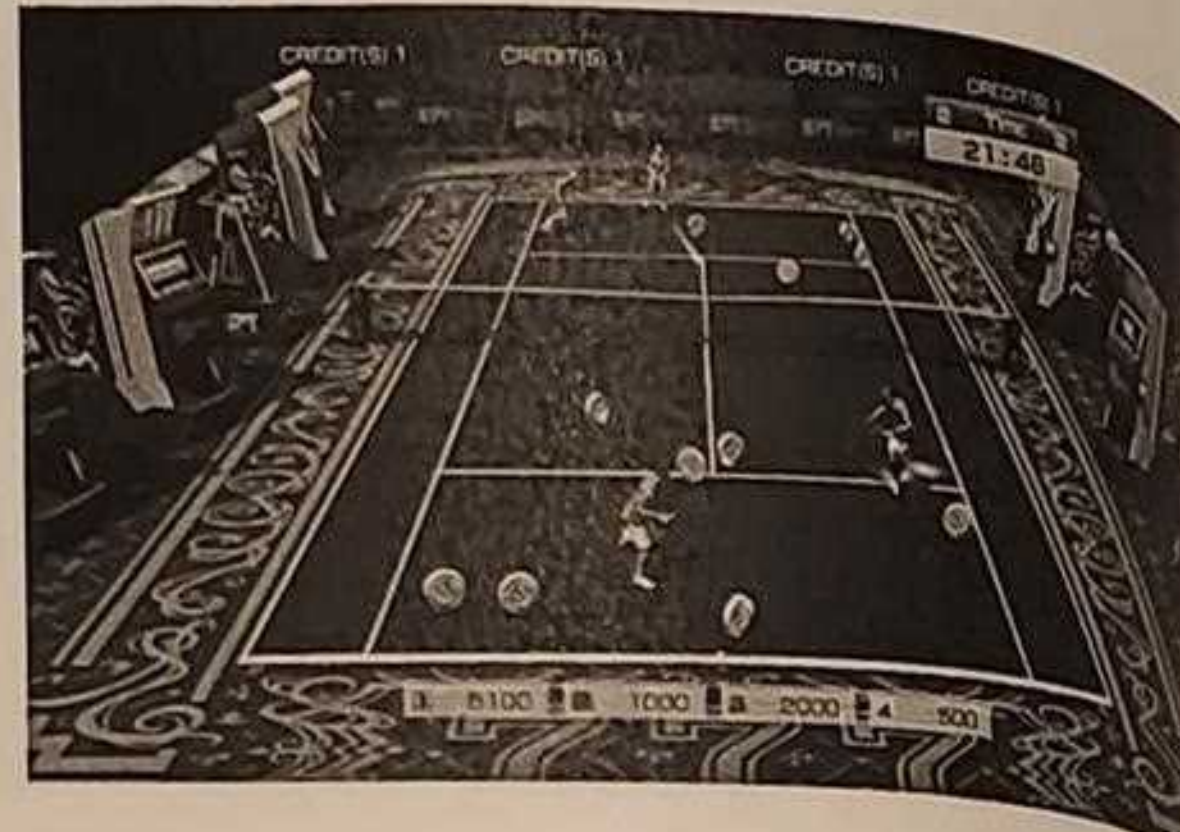
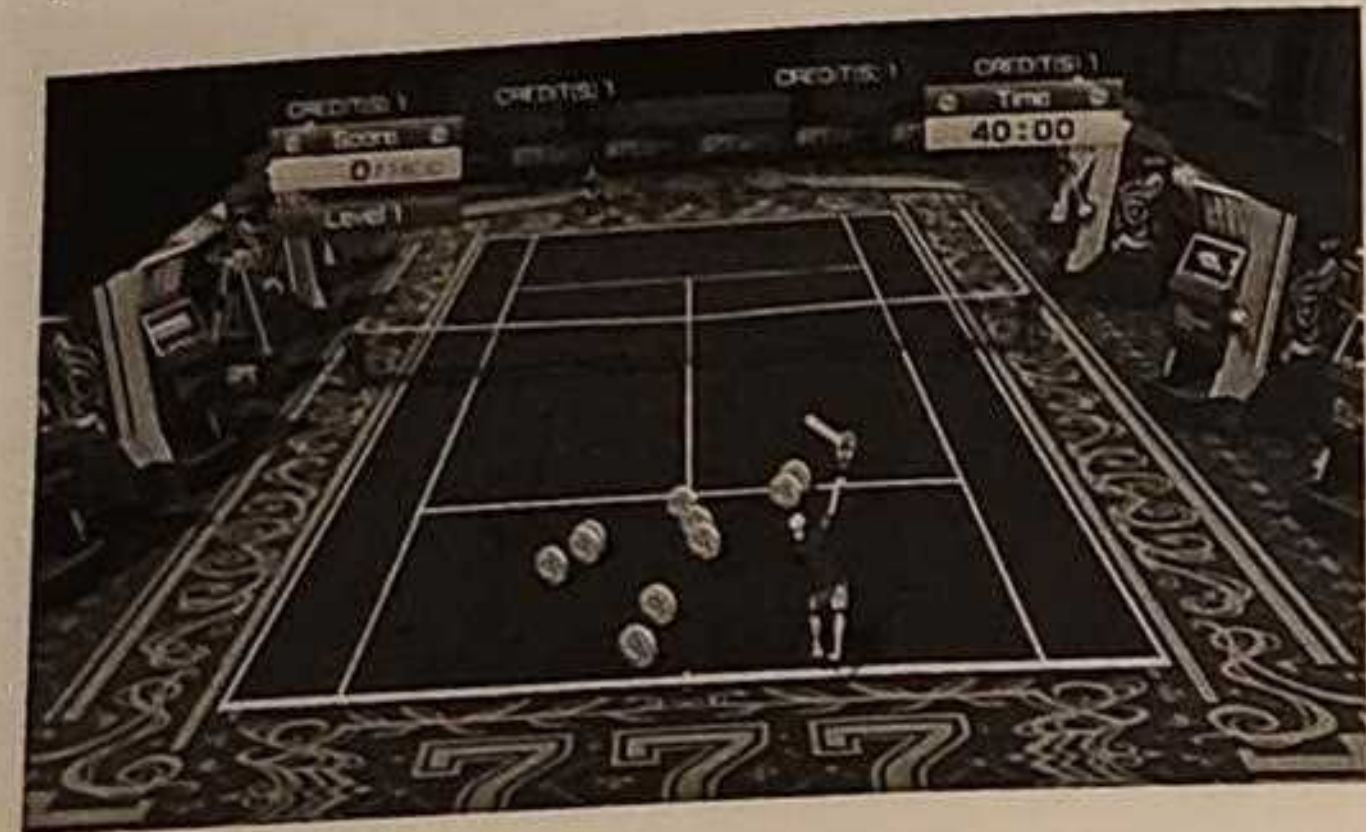
• **Wall Match**

Sliding walls atop the net impede regular play. You can move them up and down by stepping on the correspondingly colored switches on the court. Walls can bounce the ball back when up, so use them to your advantage. The more panels up when a point is scored, the higher the bonus.



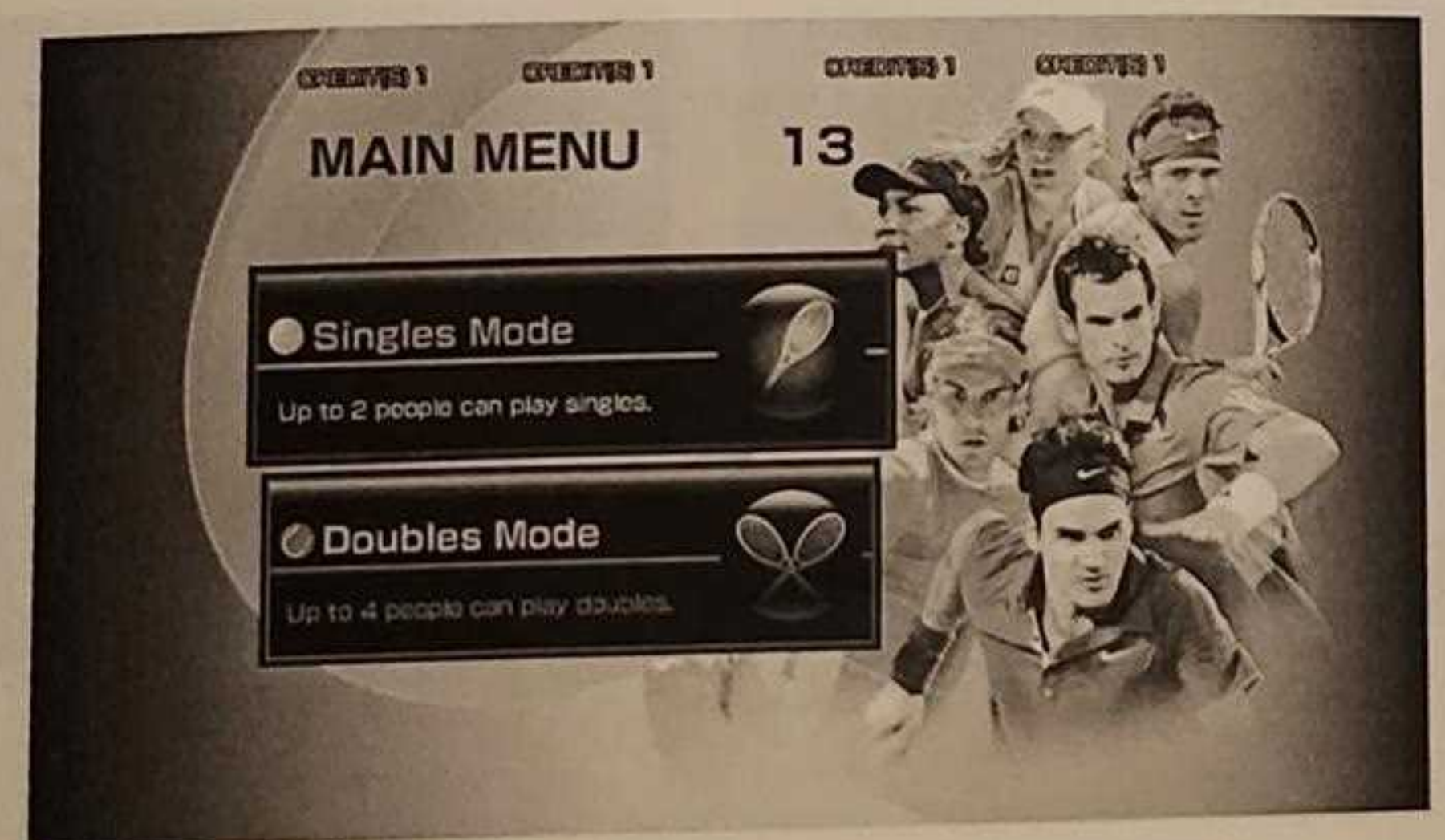
• **Coin Match**

Collect the coins that appear on the court. Large coins score higher. You can make more coins appear by scoring points off your opponent.



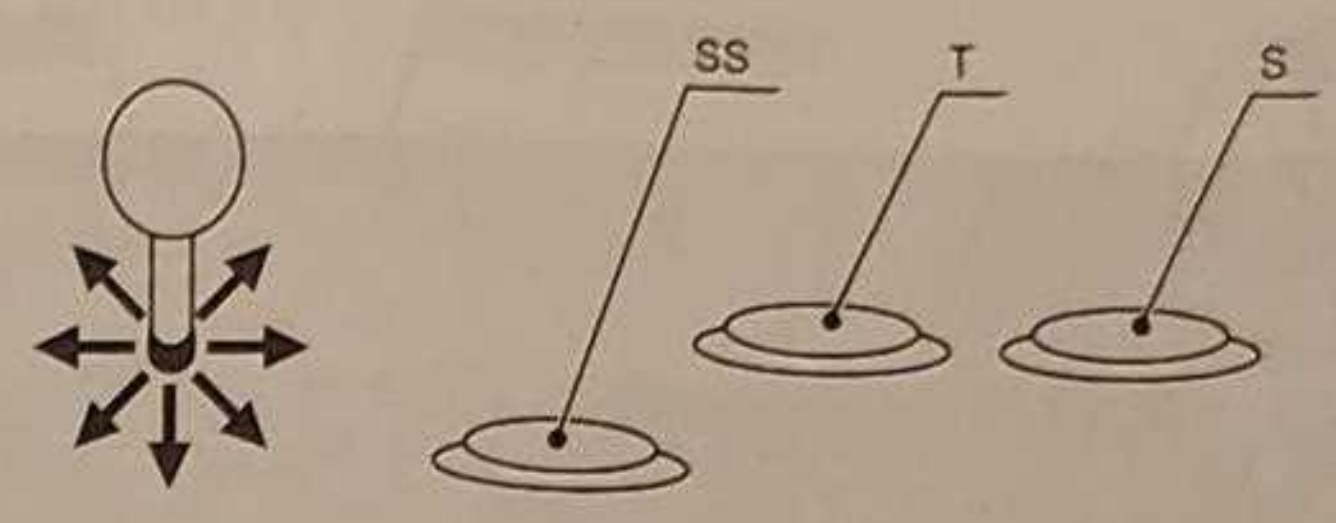
When SHORT MODE has been turned ON in TEST MODE

The Main Menu will change to a dedicated menu, and wins in Singles and Doubles Mode will be decided on a first-to-1 basis.

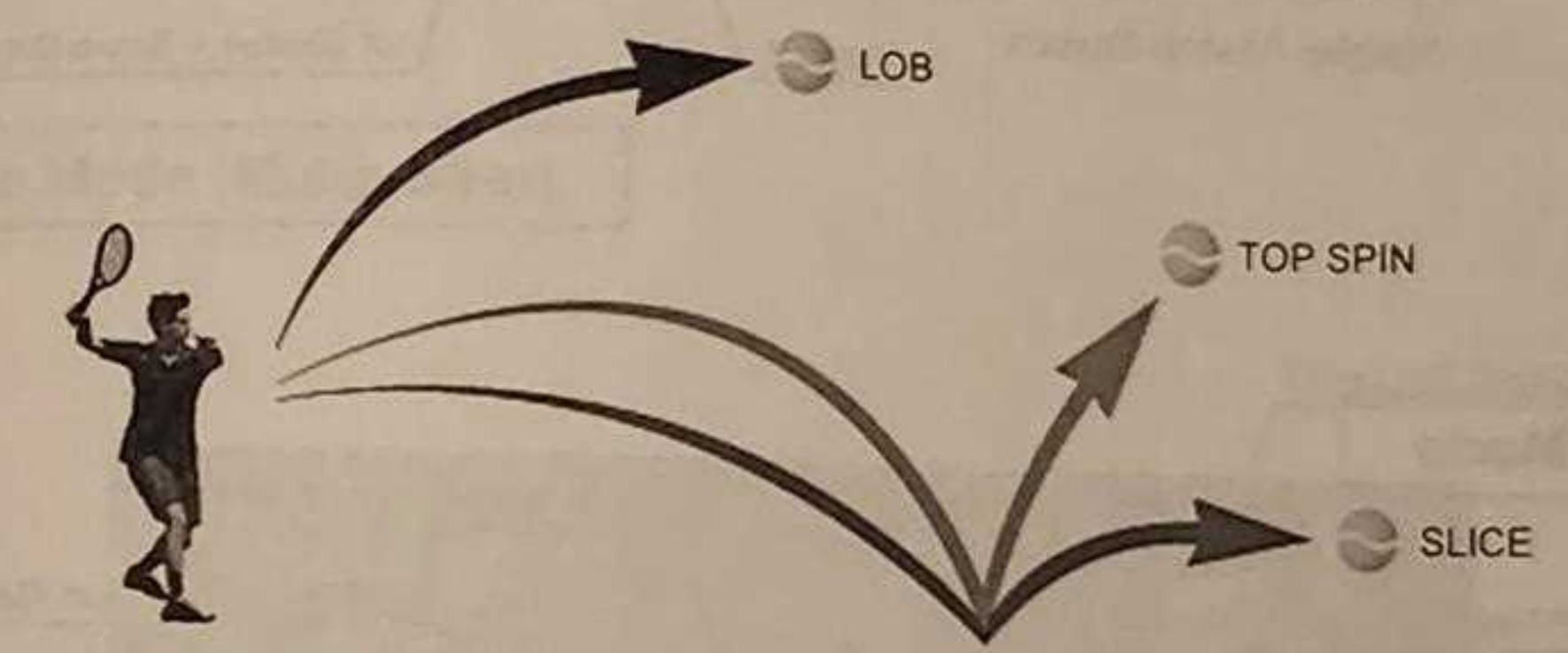


Main Menu B

2-3 BASIC CONTROLS AND FUNCTIONS



Lever	Move cursor/Move player/Set shot direction
Super Shot (SS) button	You can perform a Super Shot when the Match Momentum gauge is full. When it is not full, pressing this button will perform a Top Spin.
Top Spin (T) button	Hit a Top Spin shot.
Slice (S) button	Hit a Slice shot.



• **Hitting serves**

- 1 Move the lever left and right to set your start position.
- 2 Pressing a button will cause the player to toss the ball up. Press the button again when the Serve Gauge that appears next to the player is as close to MAX as possible.
- 3 You can use the lever to determine the direction the shot will take, but be careful not to hold it for too long as that will result in a fault.

• **Shot types**

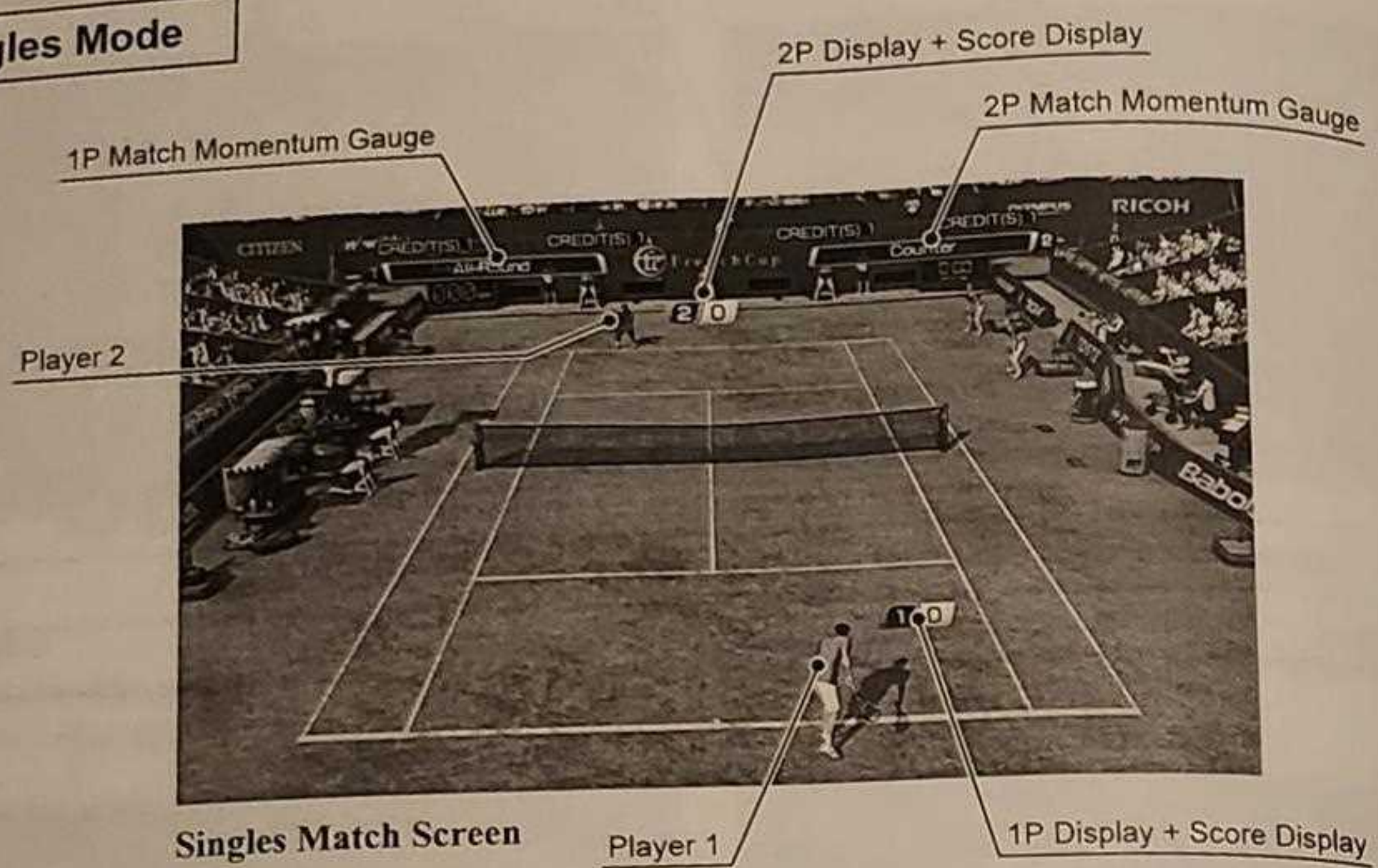
Top Spin	Shot with high bounce trajectory, and high speed.
Slice	Shot with low bounce trajectory, and low speed.
Lob (T+S)	A high-trajectory shot intended to go over your opponent's head.

• **Match Momentum gauge**

Match Momentum builds up based on playing shots that fit your player's style, which is different from player to player (for example, a "STRONG BACKHAND" player's Match Momentum gauge will build up when they hit strong, backhand shots. The player's abilities will improve as the gauge rises, and once it is at MAX the Super Shot button can be pressed to perform a Super Shot in exchange for emptying the gauge. After the gauge has reached MAX, it will gradually decrease, returning to "0" once a set time has passed.

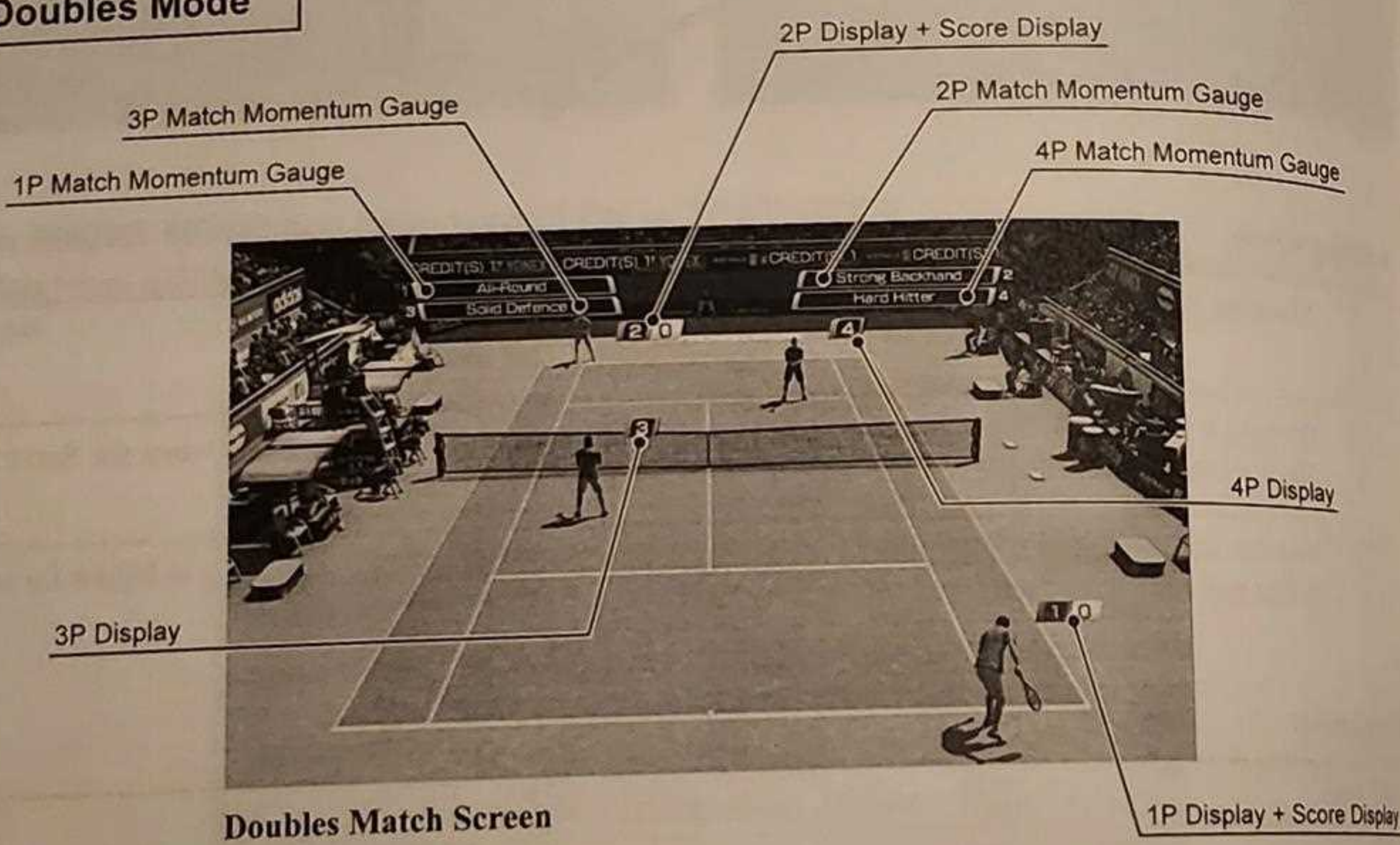
2-4 MATCH SCREEN

Singles Mode



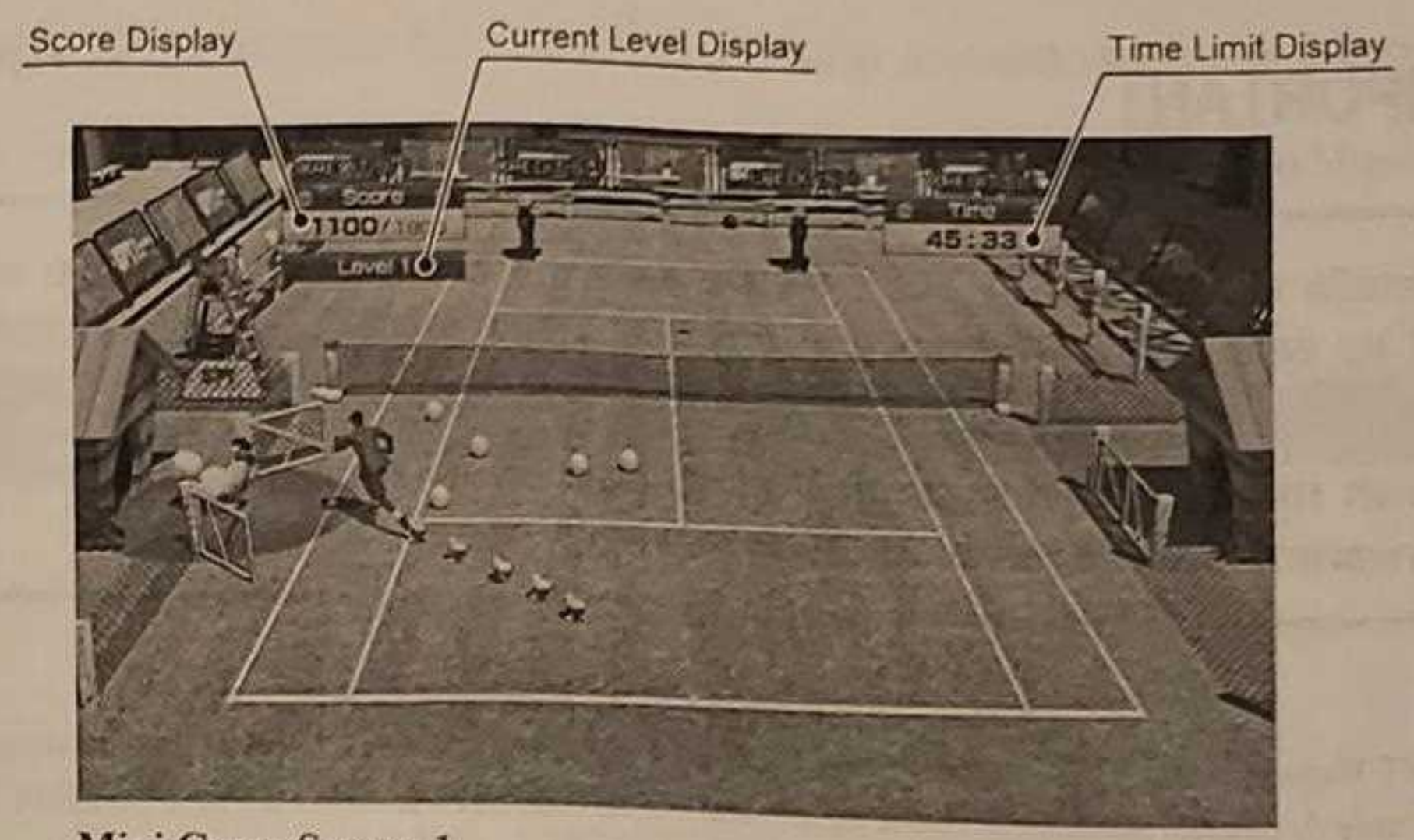
Singles Match Screen

Doubles Mode



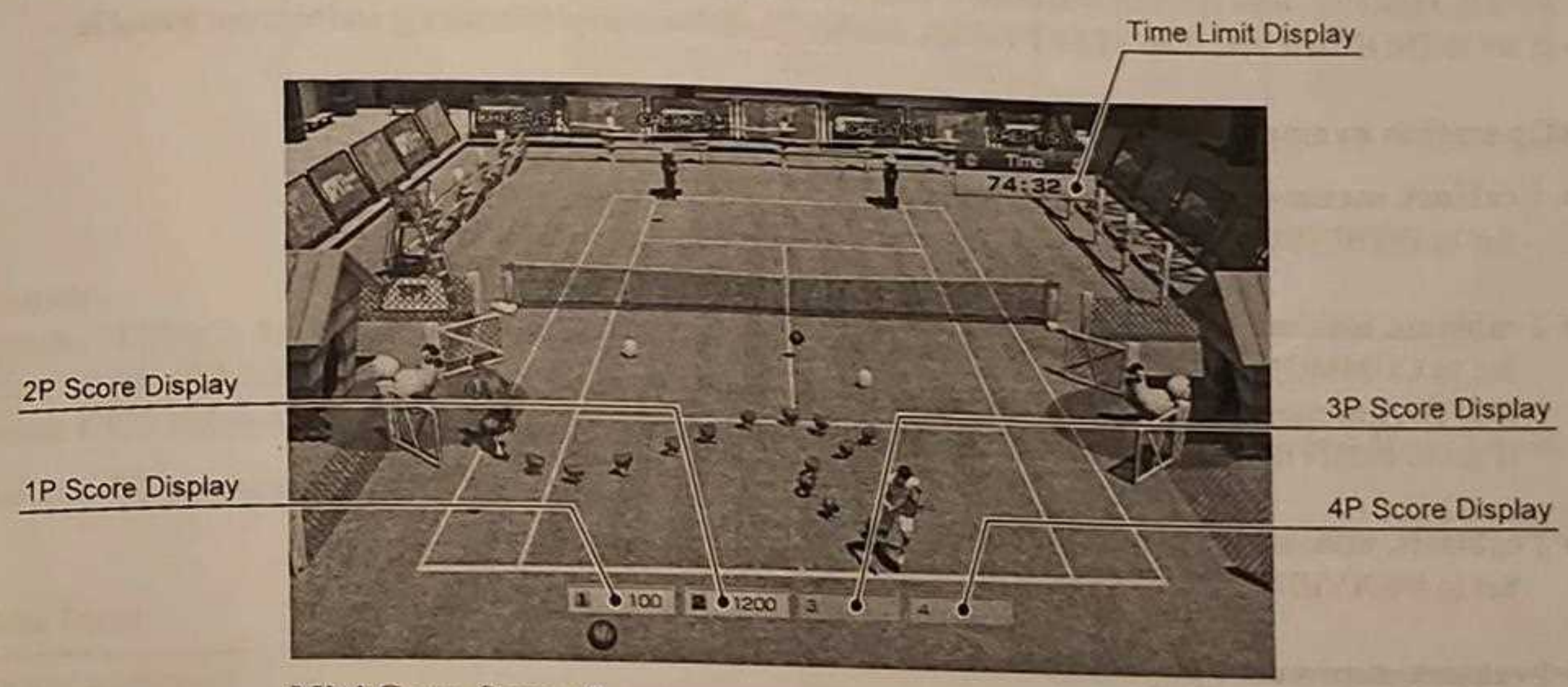
Doubles Match Screen

Mini Game Mode (1 Player)



Mini Game Screen 1

Mini Game Mode (Multiplayer)



Mini Game Screen 2

3 SYSTEM TEST MODE

STOP IMPORTANT

- The details of changes to TEST MODE settings are saved when you exit from TEST MODE by selecting EXIT from the SYSTEM TEST MODE menu. Be careful because if the power is turned off before that point, changes to the settings will be lost.
- Use with the specified settings. If settings other than those specified are used, inappropriate operations or malfunction may occur.

Press the TEST Button, enter TEST MODE, and the SYSTEM TEST MENU screen will be displayed. For Virtua Tennis 4, use the settings as listed below for "COIN ASSIGNMENTS" in SYSTEM TEST MODE. (See also RINGEDGE service manual.)

COIN ASSIGNMENTS

About the COIN CHUTE TYPE settings for the following cabinet types

- Set to COMMON if the number of available coin slots is lower than the maximum number of players.
NOTE: However, note that this will mean credits are shared.
- If set to INDIVIDUAL, then START buttons number 2 and 4 will stop functioning and become unusable.

<Operation examples>

- **1 cabinet, maximum 4 players, 4 coin slots available**
Set to INDIVIDUAL.
- **2 cabinets, maximum 4 players, 2 coin slots available**
Set to COMMON.
NOTE: However, note that this will mean credits are shared.
If set to INDIVIDUAL, then START buttons number 2 and 4 will stop functioning.
- **2 cabinets, maximum 2 players, 2 coin slots available**
Set to INDIVIDUAL.
- **1 cabinet, maximum 2 players, 2 coin slots available**
Set to INDIVIDUAL.
- **1 cabinet, maximum 2 players, 1 coin slot available**
Set to COMMON.
NOTE: However, note that this will mean credits are shared.
If set to INDIVIDUAL, then START button number 2 will stop functioning.

-COIN TO CREDIT RATE

Set as desired.

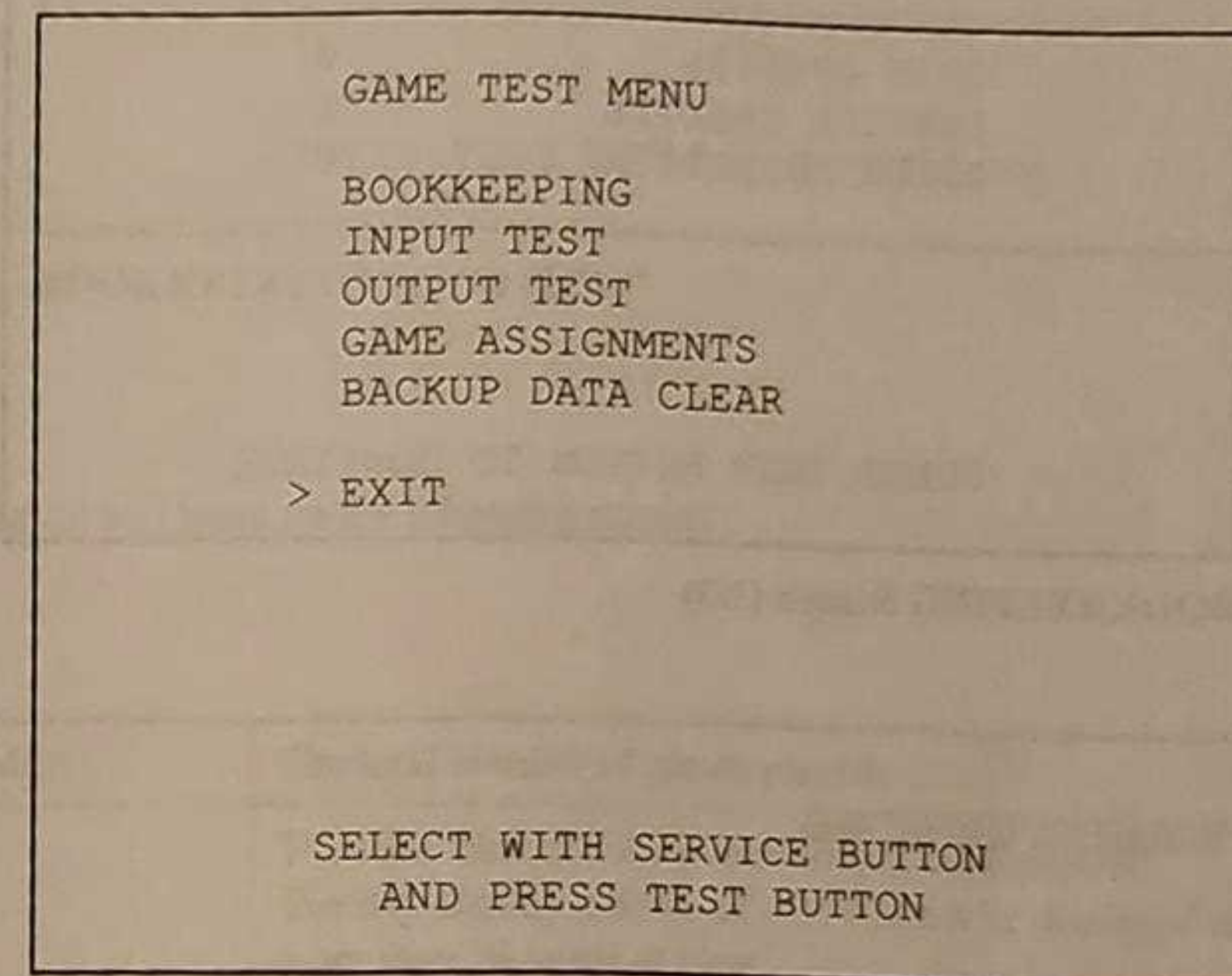
-GAME COST SETTING

The necessary credits for GAME START / CONTINUE can be set here.
Set as desired.

4 GAME TEST MODE

Press the TEST Button, and the SYSTEM TEST MODE screen will be displayed. (See also RINGEDGE service manual.)
Select GAME TEST MODE from the SYSTEM TEST MODE screen to display the Game Test Menu screen.

4-1 GAME TEST MENU



GAME TEST MENU Screen

Controls

- Use the SERVICE Button to move the cursor to the desired test item.
- Press the TEST Button to enter the selected item.
- Select EXIT and press the TEST Button to end the Game Test Mode and return to the System Test Menu Screen.
Select EXIT and press the TEST Button again to return to the Game Advertisement Screen.

Menu Items

BOOKKEEPING	Displays operational data.
INPUT TEST	Tests input devices.
OUTPUT TEST	Tests output devices. <i>NOTE: Some types do not have output devices.</i>
GAME ASSIGNMENTS	Adjusts game settings.
BACKUP DATA CLEAR	Erases all data within BOOKKEEPING, as well as current credits, ranking data and Mini Game best scores.

4-2 BOOKKEEPING

Displays all operation data up until the present.

BOOKKEEPING 1/3	
COIN 1	0
COIN 2	0
COIN 3	0
COIN 4	0
TOTAL COINS	0
COIN CREDITS	0
SERVICE CREDITS	0
TOTAL CREDITS	0

PRESS TEST BUTTON TO CONTINUE

BOOKKEEPING Screen (1/3)

Controls

Press the TEST Button to enter the selected item.

Menu Items

COIN 1	The number of coins counted through each coin slot.
COIN 2	The number of coins counted through each coin slot.
COIN 3	The number of coins counted through each coin slot.
COIN 4	The number of coins counted through each coin slot.
TOTAL COINS	The total number of coins inserted (COIN 1 - COIN 4).
COIN CREDITS	The number of credits awarded by coins inserted.
SERVICE CREDITS	The number of credits awarded by use of the SERVICE Button.
TOTAL CREDITS	The total number of credits (COIN CREDIT + SERVICE CREDIT).

BOOKKEEPING 2/3

NUMBER OF GAMES	0
TOTAL TIME	00D 00H 00M 00S
TOTAL PLAY TIME	00H 00M 00S
AVERAGE PLAY TIME	00H 00M 00S
LONGEST PLAY TIME	00H 00M 00S
SHORTEST PLAY TIME	00H 00M 00S

PRESS TEST BUTTON TO CONTINUE

BOOKKEEPING Screen (2/3)

Controls

Pressing the TEST Button will bring up the following screen.

Menu Items

NUMBER OF GAMES	The total number of games played.
TOTAL TIME	The total time that the power supply has been ON. The day display (shown as --D) will not be displayed unless there has been more than 24 hours of play.
TOTAL PLAY TIME	The total play time. (Not included in the Test Mode.)
AVERAGE PLAY TIME	The average play time.
LONGEST PLAY TIME	The longest play time.
SHORTEST PLAY TIME	The shortest play time.

BOOKKEEPING 3/3	
PLAY TIME HISTOGRAM	
0M00S - 0M59S	0
1M00S - 1M59S	0
2M00S - 2M59S	0
3M00S - 3M59S	0
4M00S - 4M59S	0
5M00S - 5M59S	0
6M00S - 6M59S	0
7M00S - 7M59S	0
8M00S - 8M59S	0
9M00S - 9M59S	0
OVER 10M00S	0

PRESS TEST BUTTON TO EXIT

BOOKKEEPING Screen (3/3)

Controls

Press the TEST Button to return to the Game Test Menu screen.

Menu Items

PLAY TIME HISTOGRAM	Shows a breakdown of play times and their corresponding counts.
---------------------	---

4-3 INPUT TEST

Tests input devices.

INPUT TEST				
PLAYER	1P	2P	3P	4P
UP	OFF	OFF	OFF	OFF
DOWN	OFF	OFF	OFF	OFF
RIGHT	OFF	OFF	OFF	OFF
LEFT	OFF	OFF	OFF	OFF
SHOT1	OFF	OFF	OFF	OFF
SHOT2	OFF	OFF	OFF	OFF
SHOT3	OFF	OFF	OFF	OFF
START	OFF	OFF	OFF	OFF
SERVICE TEST	OFF		OFF	OFF

PRESS TEST AND SERVICE BUTTON TO EXIT

INPUT TEST Screen

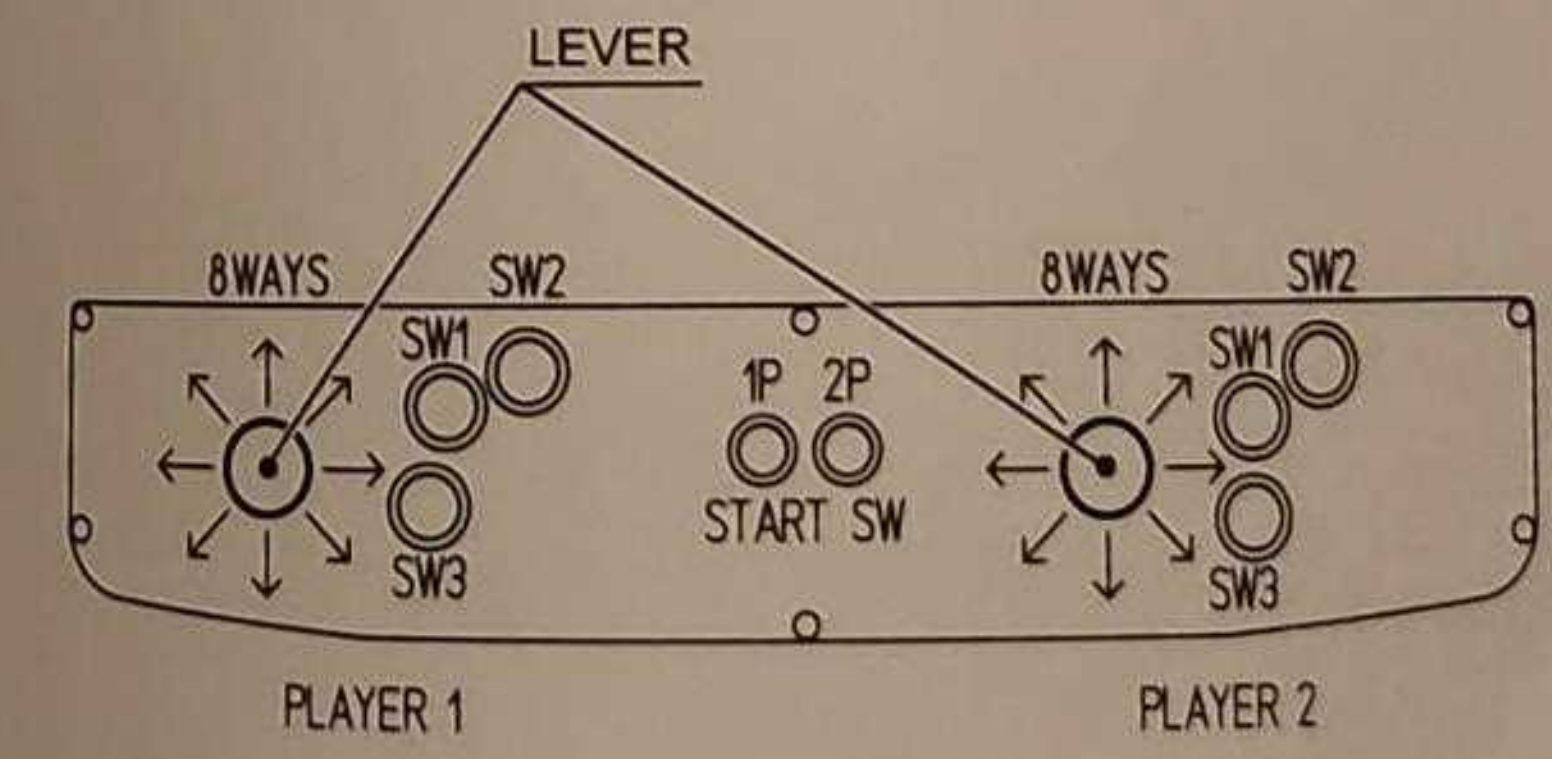
If the number of connected I/O boards is 1, the 1P and 2P displays will flash. If the number is 2, all displays from 1P to 4P will flash.

Controls

If these each change to ON when the button is pressed, then they are functioning normally.

Menu Items

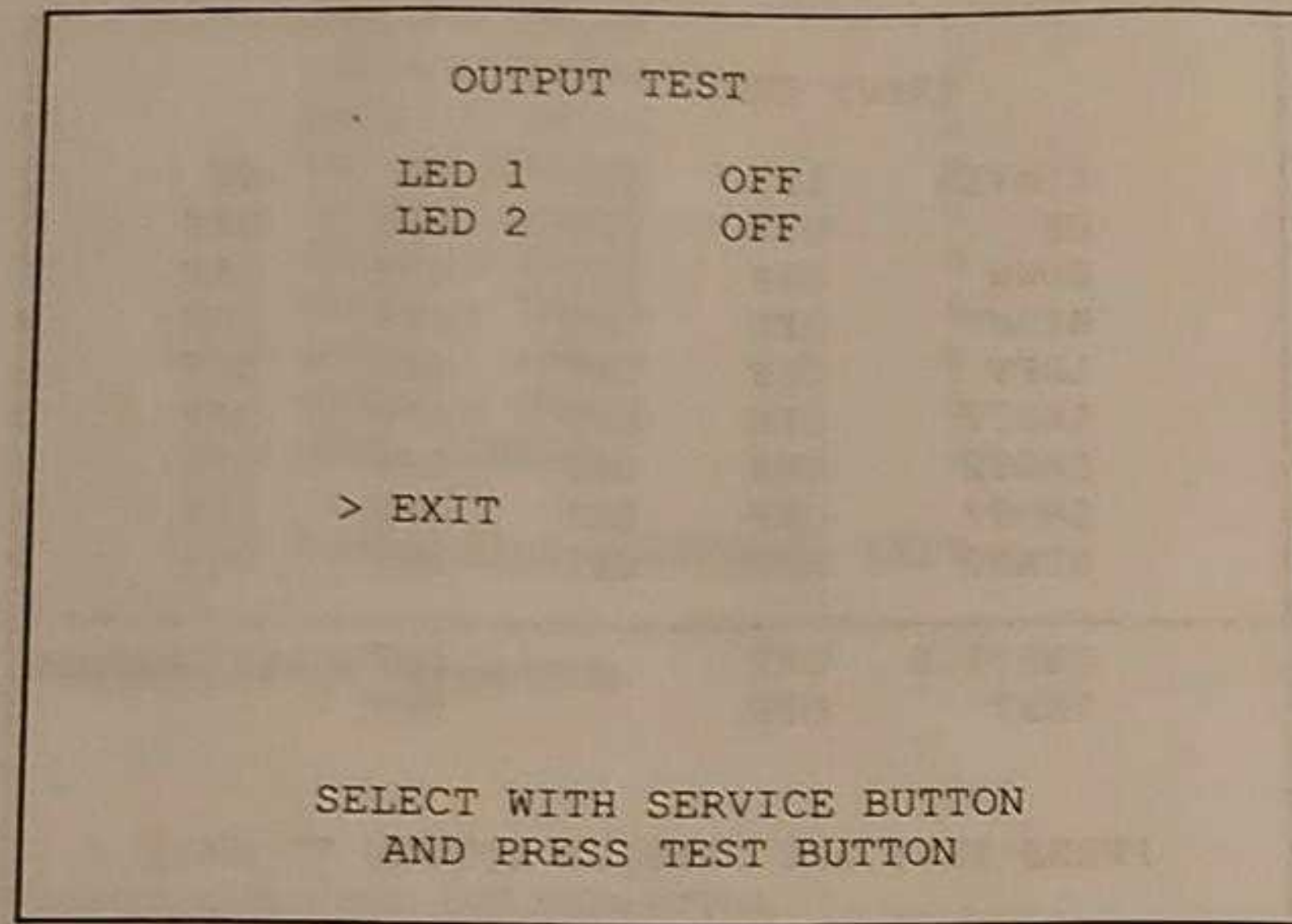
UP	Normal if ON when Lever is pressed up, and OFF when released.
DOWN	Normal if ON when Lever is pressed down, and OFF when released.
RIGHT	Normal if ON when Lever is pressed right, and OFF when released.
LEFT	Normal if ON when Lever is pressed left, and OFF when released.
SHOT1	Normal if ON when Top Spin (T) button is pressed, and OFF when released.
SHOT2	Normal if ON when Slice (S) button is pressed, and OFF when released.
SHOT3	Normal if ON when Super Shot (SS) button is pressed, and OFF when released.
START	Normal if ON when START button is pressed, and OFF when released.
SERVICE	Normal if ON when SERVICE Button is pressed, and OFF when released.
TEST	Normal if ON when TEST Button is pressed, and OFF when released.



- SHOT1 (SW1): Top Spin (T) button
- SHOT2 (SW2): Slice (S) button
- SHOT3 (SW3): Super Shot (SS) button

4-4 OUTPUT TEST

Tests output devices.



OUTPUT TEST Screen

Controls

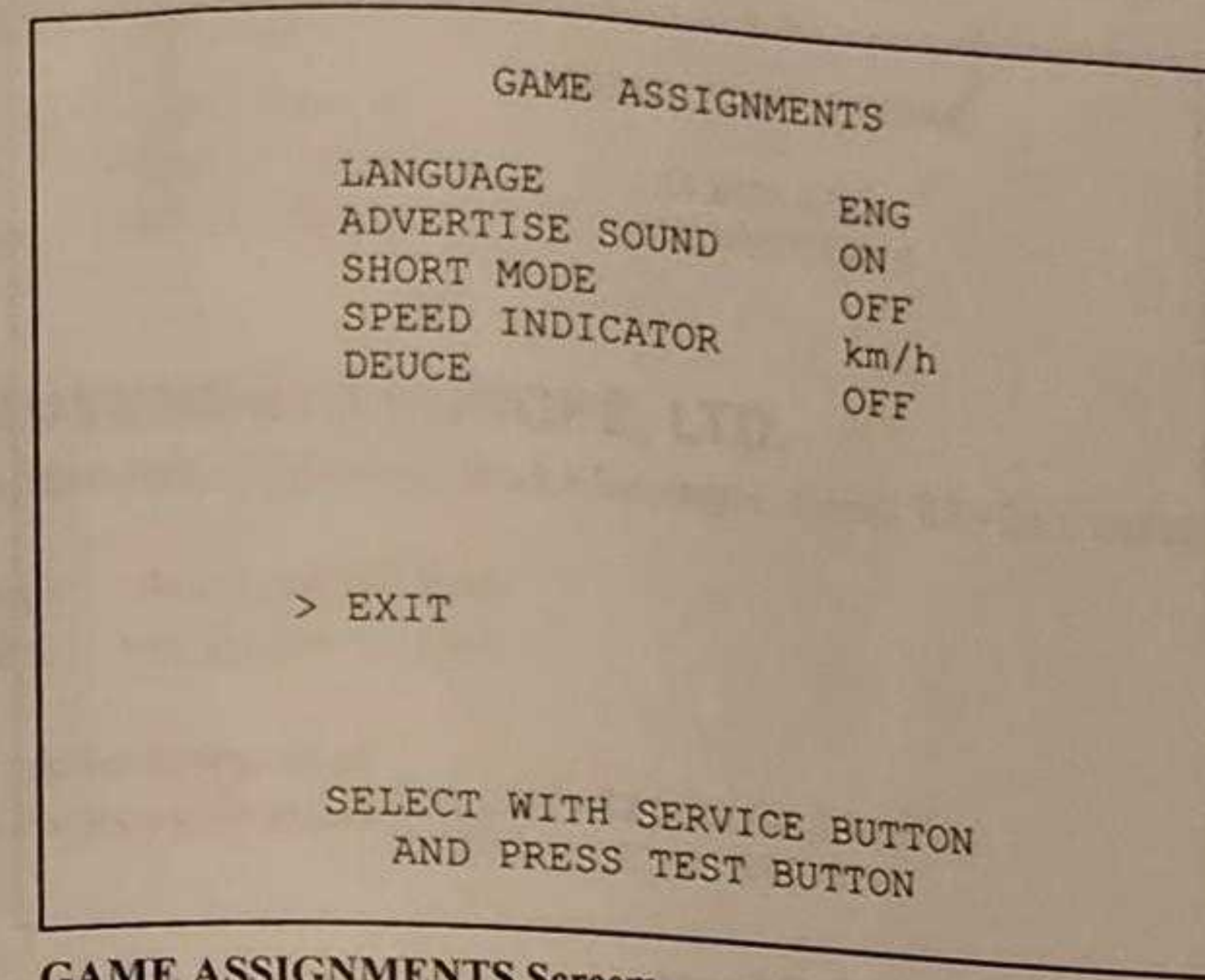
- Use the SERVICE Button to move the cursor to the desired test item.
- Press the TEST Button to enter the selected item.
- Select EXIT and press the TEST Button to end the Game Test Mode and return to the Game Test Menu screen.

Menu Items

LED 1	Flashes when ON, turns off when OFF.
LED 2	Flashes when ON, turns off when OFF.

4-5 GAME ASSIGNMENTS

Configure the game settings.



GAME ASSIGNMENTS Screen

Controls

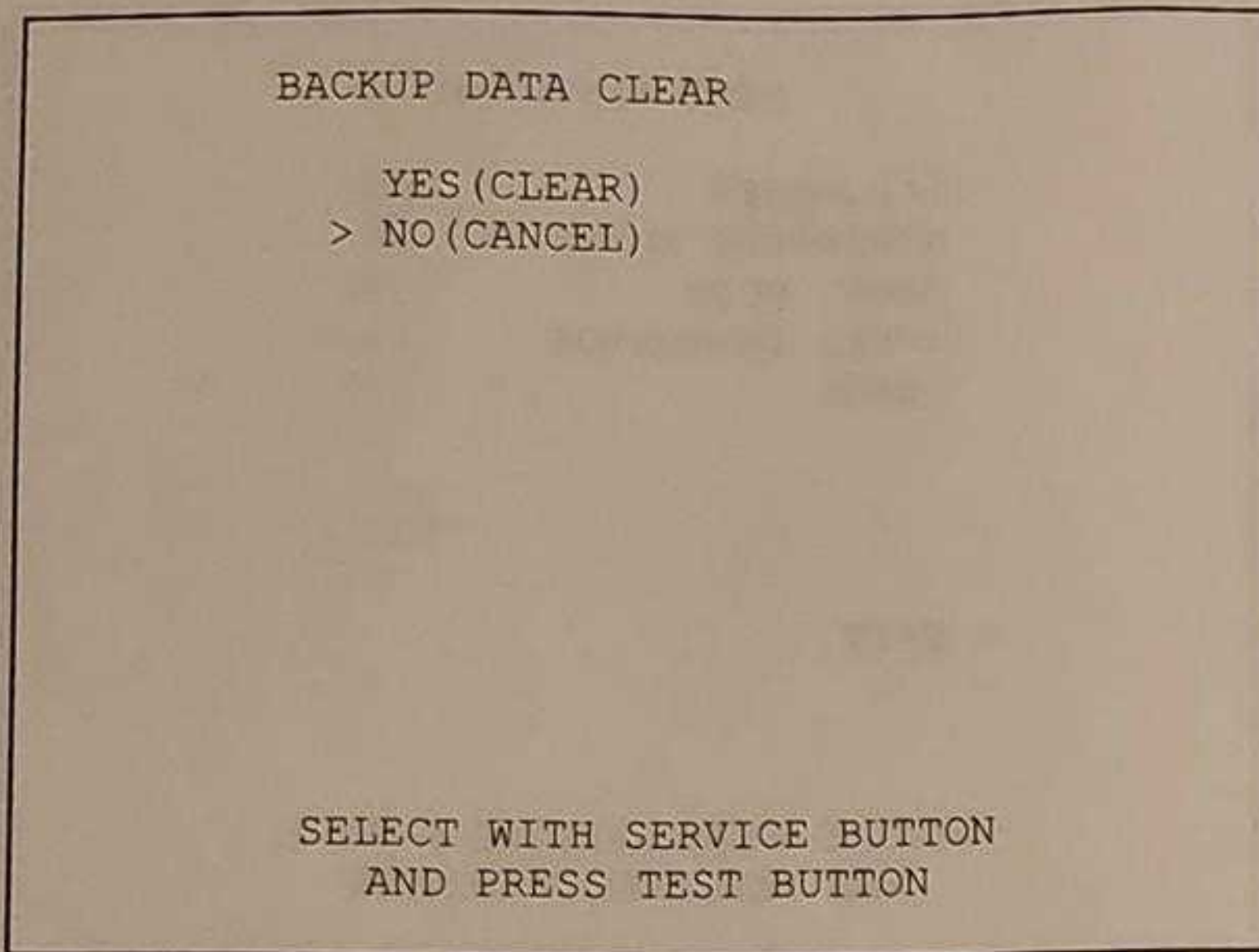
- Use the SERVICE Button to move the cursor to the desired test item.
- Press the TEST Button to enter the selected item.
- Select EXIT and press the TEST Button to end the Game Test Mode and return to the Game Test Menu screen.

Menu Items

LANGUAGE	In-game language can be set to ENG (English), ITA (Italian), FRA (French), GER (German) or SPA (Spanish) here. Default setting is ENG.
ADVERTISE SOUND	Turns Advertise Mode sound ON/OFF. Default setting is ON. Turn ON to enable sound and OFF to disable.
SHORT MODE	SHORT MODE can be enabled here. If enabled, only Singles Mode and Doubles Mode will be available for selection, match time will be shortened, and consecutive matches will be disabled. Default setting is OFF.
SPEED INDICATOR	Select the units in which serve speed is displayed at the bottom right of the screen. (The default setting is kw/h.) (km/h: Display in km/h. mh: Display in mph.) The display on the in-game electric scoreboard will not change.
DEUCE	DEUCE amount can be set here. If set to "2TIMES" or "4TIMES," the maximum DEUCE numbers will be 2 and 4 respectively, and the next time a DEUCE is reached the player who scored that point will win. Default setting is OFF.

4-6 BACKUP DATA CLEAR

Erases all data within BOOKKEEPING, as well as current credits, ranking data and Mini Game best scores.



BACKUP DATA CLEAR Screen

Controls

- Use the SERVICE Button to move the cursor to the desired test item.
- Press the TEST Button to enter the selected item.

Menu Items

YES	When the data has been cleared, the message "COMPLETED" will be displayed. Press the TEST Button again to return to the Game Test Menu screen.
NO	Return to the Game Test Menu screen without clearing the data.

SEGA AMUSEMENTS OFFICES

SEGA AMUSEMENTS U.S.A., INC.

800 Arthur Avenue, Elk Grove Village, IL 60007-5215, U.S.A.

Telephone: +1-847-364-9787
 Toll free: +1-888-877-2669
 Facsimile: +1-847-427-1065

SEGA AMUSEMENTS EUROPE, LTD.

42, Barwell Business Park, Leatherhead Road, Chessington, Surrey, KT9 2NY United Kingdom

Telephone: +44 (0) 208 391 8090
 Facsimile: +44 (0) 208 391 8099

e-mail: mailbox@sega.co.uk
<http://www.sega-amusements.co.uk>

SEGA CORPORATION

TRC Haneda Building, 2-13-1, Higashikojiya, Ohta-ku, Tokyo 144-0033, Japan

Telephone: +81-3-6863-8401
 Facsimile: +81-3-6863-8407

420-7360-01



TRC Haneda Building, 2-13-1, Higashikojiya, Ohta-ku, Tokyo 144-0033, Japan
Telephone: +81-3-6863-8401 Facsimile: +81-3-6863-8407

© SEGA