

SEGA[®]



— SEGA PROFESSIONAL TENNIS —

OWNER'S MANUAL



IMPORTANT

- Before using this product, read this MANUAL carefully to understand the contents herein stated.
- After reading this manual, be sure to keep it available nearby the product or elsewhere convenient for referring to it anytime when necessary.

SEGA CORPORATION

MANUAL NO. 420 - 6667 - 01

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

To maintain the safety:

To ensure the safe usage of the product, be sure to read the following before using the product. 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 nearby the product or elsewhere convenient for referring to it when necessary.

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.



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



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.



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

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 Owner's Manual and or Service Manual should be referred to.



Indicates a "Protective Earth Terminal." Before operating the equipment, be sure to connect it to the Ground.

- **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 serviceman should perform such work.
- **Be sure to turn off power before working on the machine.**
To prevent electric shock, be sure to turn off power before starting the work in which the worker touches 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, however, is not required in the case where a power cord 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 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.**
This product does not incorporate the 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 electric shock.

- **Specification changes (removal of equipment, conversion and addition) not designated by SEGA are not allowed.**

The parts of the product include warning labels for safety, covers for personal protection, etc. It is very hazardous to operate the product by removing parts and or modifying the circuits. Should 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 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 situation 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 the product w/monitor.)**

Some of the monitor (TV) parts are subject to high tension voltage. Even after turning off 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 (projector) properly. (Applies only to the product w/ monitor.)**

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 specific 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 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 direction, connector connections can not be made accurately. Do not insert connectors forcibly.
- ☐ Do power cords have cuts and dents?
- ☐ Do the fuses used meet specified rating? Is the Circuit Protector in an energized status?
- ☐ Are all accessories available?
- ☐ Can all Doors and Lids be opened with the Accessory keys? Can Doors and Lids be firmly closed?

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B. GAME TEST MODE	
a. INPUT TEST	
Switch input test is performed.	
b. OUTPUT TEST	
Allows the "versus play" cabinet's 7 SEG display to be checked.	
c. GAME ASSIGNMENTS	
Various settings such as game difficulty, etc. can be set.	
d. BOOKKEEPING	
Allows for checking data such as the number of coins inserted, operation time, game time, etc.	
e. BACKUP DATA CLEAR	
Clears the contents of BOOKKEEPING.	
4. GAME BOARD	15

Use of this product is unlikely to cause physical injuries or damages to property. However, where special attention is required this is indicated by a thick line, the word "IMPORTANT" and its sign in this manual.



Indicates that mishandling the product by disregarding this display can cause the product's intrinsic performance not to be obtained, resulting in malfunctioning.



- When using the cabinet that shares the coin chute between 1P and 2P (such as the NAOMI CABINET, BLAST CITY, etc.), change the setting of the COIN CHUTE TYPE item in the COIN ASSIGNMENTS screen, from INDIVIDUAL to COMMON. Using these cabinets with the setting of INDIVIDUAL disables to play from the 2P side.
For more information about the COIN ASSIGNMENTS screen, see the Naomi Service Manual.
- When having connected the power for the first time, open the SYSTEM MENU — GAME TEST MODE — INPUT TEST screen and test the input devices; thereby make sure that they can function normally.

1. HANDLING PRECAUTIONS



- To prevent electric shock or IC Board malfunctioning, be sure to turn off the power for the cabinet when installing or removing the IC Board.
- Extraneous matter such as dust on the IC Board can cause the IC Board to generate heat and result in a fire due to short circuit, etc. Ensure the IC Board surfaces are always kept clean.
- Use NAOMI for the cabinets compatible with JVS. Using NAOMI for the cabinet other than those compatible with JVS can cause generation of heat and a fire.



- Be sure to connect the IC Board and connectors completely. Insufficient insertion can damage IC Board, etc.
- For the IC Board circuit inspection, only the use of Logic Tester is permitted. The use of ordinary testers is not permitted as these can damage the IC Board.
- Do not subject the IC Board to static electricity when installing the IC Board in the cabinet or when connecting wire harness connectors to the IC Board.
- When soldering buttons, etc. to the wire harnesses, be sure to remove the wire harnesses from the IC Board so as not to subject the IC Board to heat.
- Using NAOMI without the Shield Case can cause electric wave trouble. Be sure to use NAOMI together with the accessory Shield Case.
- The monitor frequency corresponding to NAOMI is 15kHz or 31kHz. NAOMI can not be used for the cabinet incorporating a monitor or projector not corresponding to 15kHz or 31kHz.

- Concerning the display of JAMMA VIDEO STANDARD:

JAMMA VIDEO STANDARD adopted by NAOMI is referred to as JVS. As against this Standard, the conventional JAMMA STANDARD which employs 56P Edge Connectors adopted by ST-V, etc. is displayed as Old JAMMA STANDARD.

The specific Manual attached to each game sometimes displays JVS as JV STANDARD, New JAMMA STANDARD, or JAMMA 2 STANDARD AGAINST OLD JAMMA STANDARD as JAMMA STANDARD, JS, etc.

- The contents herein described are subject to change without notice.

2. SPECIFICATIONS

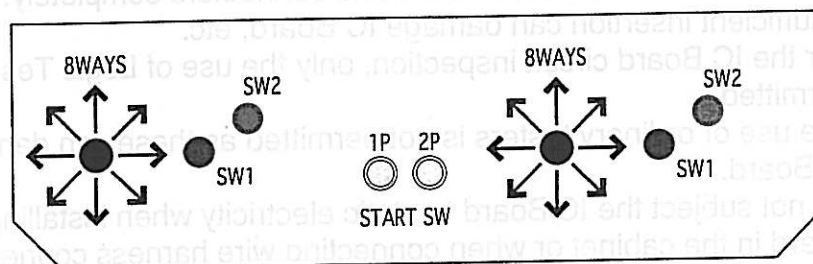
① ON-SCREEN DISPLAY

Monitor Position

HORIZONTAL

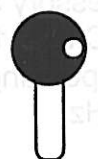
Horizontal Synchronous Frequency
15/31 kHz

② CONTROL PANEL



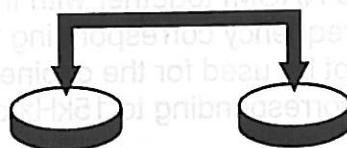
PLAYER 1

PLAYER 2



LEVER

LOB SHOT BUTTON
(Press both buttons at once)



TOP SPIN
BUTTON
(SW1)

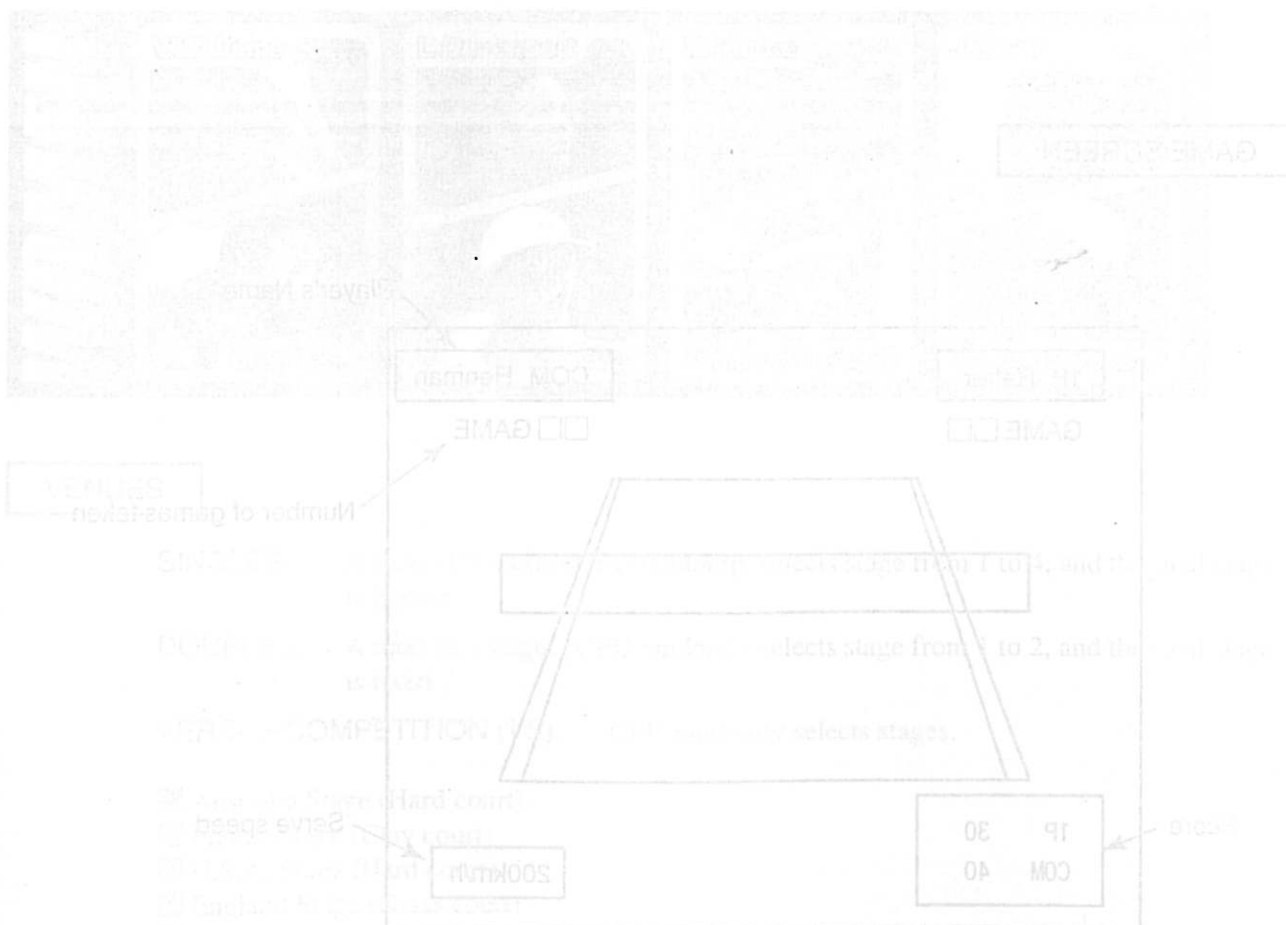
SLICE SPIN
BUTTON
(SW2)

- LEVER: Character movement or shot direction
- TOP SPIN BUTTON: Top spin shot (ground stroke or volley automatically chosen by CPU)
- SLICE SPIN BUTTON: Slice spin shot (ground stroke or volley automatically chosen by CPU)
- LOB SHOT BUTTON: Lob shot (Hits a ball highly.)



Lob shot
Top spin
Slice spin

- (Note 1) Top spin is the shot that applied order rotation (vertical rotation) to the ball. A ball flies quickly and bounds high; an orbit is high.
- (Note 2) Slice spin is the shot that applied reverse rotation to the ball. A ball flies late as it floated and bounds low; an orbit is low.
- (Note 3) Lob is the shot of a high arch that passes over a partner's head.
It's effective when passing the head top of the partner approaching the net.



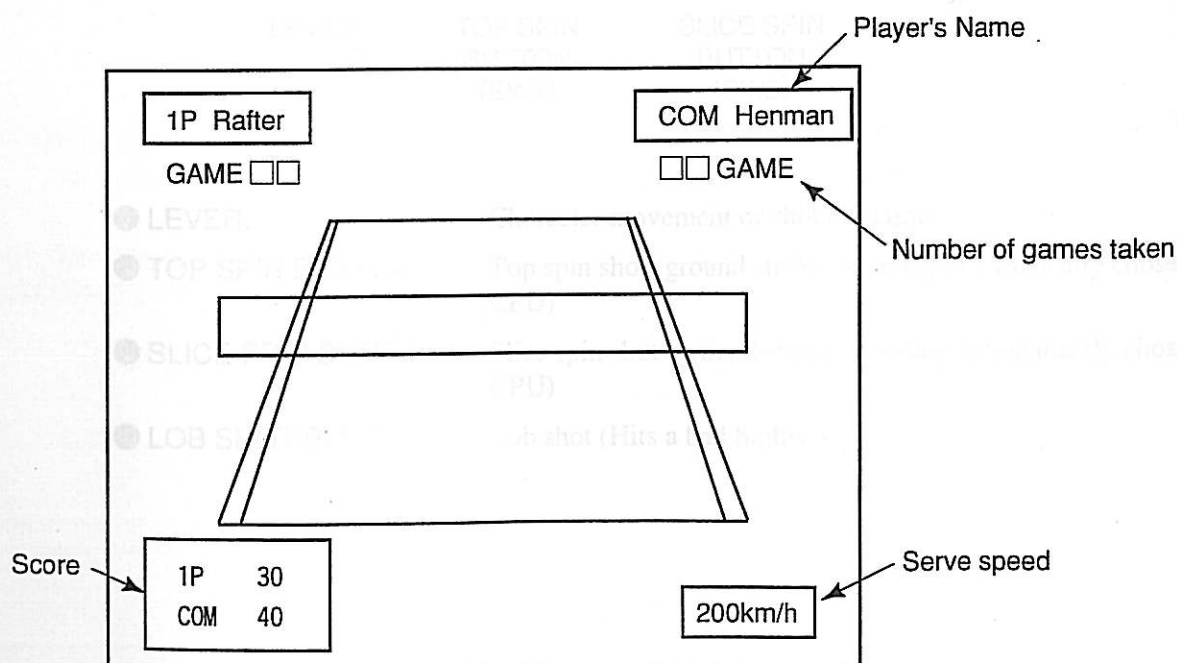
GAME SUMMARY

A versus type tennis game featuring the 16 actual professional tennis players.
The type of game played is men's/women's singles and also men's/women's/mixed doubles.
Max two players can play this game in versus competition singles (SINGLES: VERSUS), or collaborated doubles (DOUBLES: TEAM PLAY).

HOW TO PLAY

- ① Insert a coin(s), and the credit display on the monitor counts up.
When the one credit equivalent coins are inserted, the display changes to "PRESS START BUTTON" from "INSERT COIN (S)".
- ② Press the START Button while "PRESS START BUTTON" is displayed, and the character selection screen appears. Bring the arrow to the desired character and press Top Spin Button (SW1) or Slice Spin Button (SW2) to decide the character being selected.
- ③ To win the game, you have got to take first the number of games that have been set in the GAME ASSIGNMENT (default setting is 2 games). If you win, you can proceed to the next stage. There are a total of 5 stages in this game, and winning the game results in proceeding to the ending screen and game over.
- ④ When you wish to intrude into a versus game, insert coin(s) and press the START Button anytime in the game play. If the DOUBLES setting is ON, the select screen of versus competition singles (SINGLES: VERSUS) or collaborated doubles (DOUBLES: TEAM PLAY) appears.

GAME SCREEN



CHARACTERS AND STAGES

Male pro tennis players:

- Patrick Rafter (Australia)
- Tim Henman (Germany)
- Cedric Pioline (France)
- Yevgeny Kafelnikov (Russia)
- Tommy Haas (Germany)
- Thomas Enqvist (Sweden)
- Magnus Norman (Sweden)
- Carlos Moya (Spain)



Female pro tennis players:

- Venus Williams (U.S.A.)
- Serena Williams (U.S.A.)
- Lindsay Davenport (U.S.A.)
- Monica Seles (U.S.A.)
- Mary Pierce (France)
- Arantxa Sanchez-Vicario (Spain)
- Jelena Dokic (Yugoslavia)
- Alexandra Stevenson (U.S.A.)



VENUES

SINGLES: A total of 5 stages (CPU randomly selects stage from 1 to 4, and the final stage is fixed.)

DOUBLES: A total of 3 stages (CPU randomly selects stage from 1 to 2, and the final stage is fixed.)

VERSUS COMPETITION (VS): CPU randomly selects stages.

- Australia Stage (Hard court)
- France Stage (Clay court)
- U.S.A. Stage (Hard court)
- England Stage (Grass court)
- Tokyo Stage (Carpet court/Final stage)

3. TEST MODE

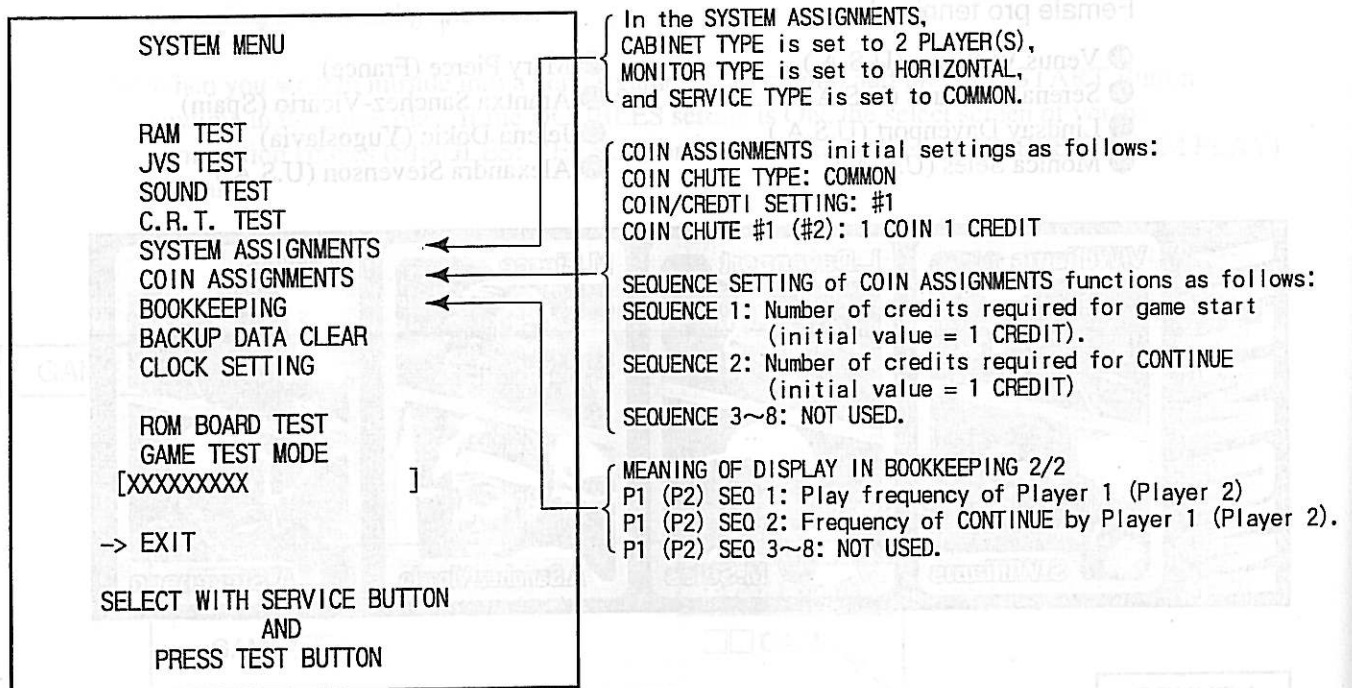
A. SYSTEM MENU



When settings are changed in SYSTEM ASSIGNMENTS, COIN ASSIGNMENTS, and GAME ASSIGNMENTS of GAME TEST MODE, be sure to exit from the test mode of SYSTEM MENU screen. The contents of setting changes are stored in the IC on the BOARD when exiting from the Test Mode. If the power is turned off in the Test Mode (before exiting), the contents of setting changes are ineffective. In this case, the settings remain unchanged.

This test mode mainly allows the IC Board to be checked for accurate functioning, monitor color to be adjusted as well as COIN ASSIGNMENTS and GAME ASSIGNMENTS to be adjusted.

- 1) After turning power on, press the TEST Button to have the following SYSTEM MENU displayed.

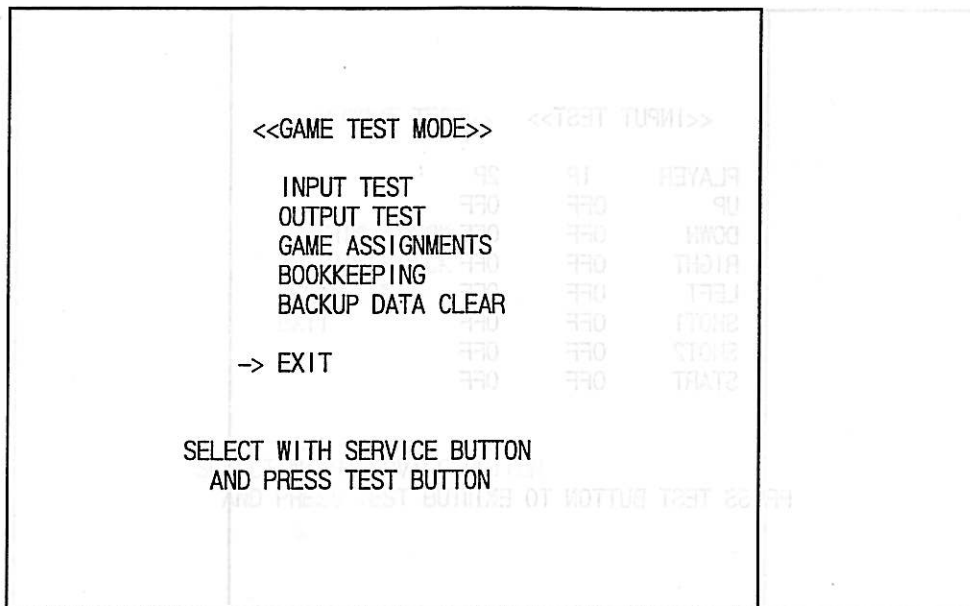


- 2) Press the SERVICE Button to move the arrow. Bring the arrow to the desired item and press the TEST Button.
- 3) Press the TEST Button in the GAME TEST MODE to display the GAME TEST MODE peculiar to this game. See the next page onward.
- 4) Upon finishing the test, bring the arrow to EXIT and press the TEST Button to return to the Game mode.

For detailed explanations as regards the SYSTEM TEST MODE, refer to NAOMI SERVICE MANUAL (420-6455-01).

B. GAME TEST MODE

Bring the arrow to the GAME TEST MODE in the SYSTEM MENU and press the TEST Button to display the TEST MENU screen peculiar to Virtua Tennis 2.



TEST MENU

- Bring the arrow to the desired item with the SERVICE Button and press the TEST Button to confirm.
- Bring the arrow to EXIT and press the TEST Button to return to the SYSTEM MENU screen.



CONTROL PANEL

a. INPUT TEST

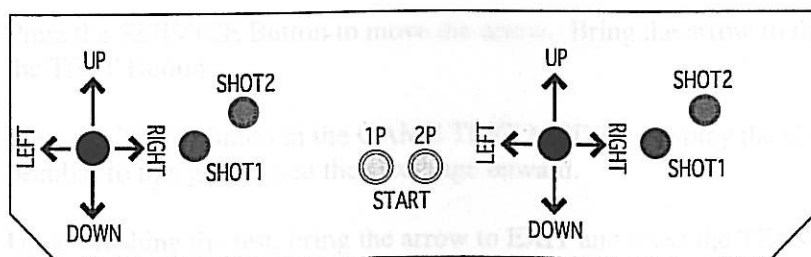
This test displays the state of each switch & button. If the display goes ON when the switch or button is activated, the connection is satisfactory.

<<INPUT TEST>>		
PLAYER	1P	2P
UP	OFF	OFF
DOWN	OFF	OFF
RIGHT	OFF	OFF
LEFT	OFF	OFF
SHOT1	OFF	OFF
SHOT2	OFF	OFF
START	OFF	OFF

PRESS TEST BUTTON TO EXIT

- UP: Changes to ON when inclining the LEVER towards the monitor.
- DOWN: Changes to ON when inclining the LEVER towards you.
- RIGHT: Changes to ON when inclining the LEVER towards the right.
- LEFT: Changes to ON when inclining the LEVER towards the left.
- SHOT 1: Changes to ON when pressing the SHOT1 (TOP SPIN) Button.
- SHOT 2: Changes to ON when pressing the SHOT2 (SLICE SPIN) Button.
- START: Changes to ON when pressing the START Button.

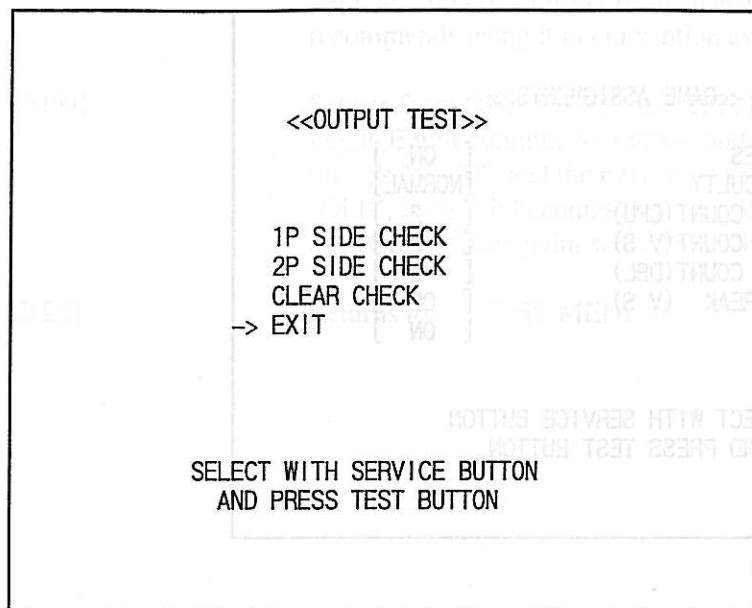
Press the TEST Button to return to the TEST MENU screen.



CONTROL PANEL

b. OUTPUT TEST

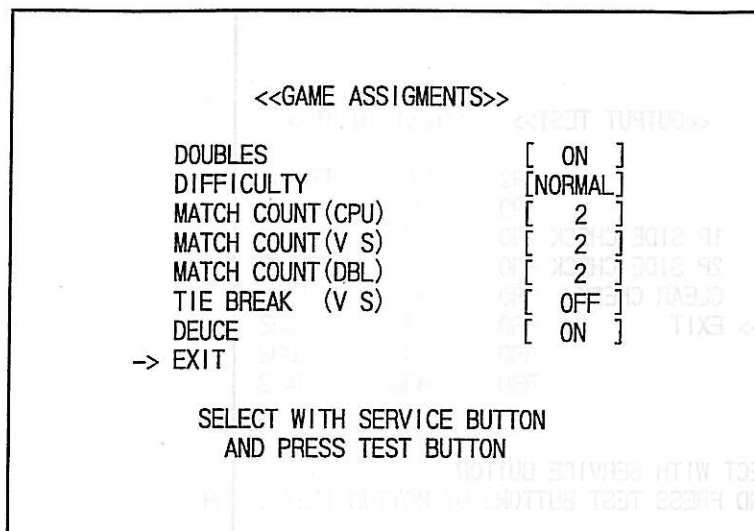
In this test, each winner lamp of 1P/2P and 7 SEG display in the Sega versus cabinet's billboard can be checked.



- Bring the arrow to the desired item with the SERVICE Button and press the TEST Button to have the selected item checked.
- When "1P (2P) SIDE CHECK" is selected, various messages are indicated in the 7 SEG display while the Winner Lamp of 1P/2P is flashing. To stop the test, bring the arrow to "CLEAR CHECK" and press the TEST Button.
- Bring the arrow to EXIT and press the TEST Button to return to the TEST MENU screen.

c. GAME ASSIGNMENTS

In this test mode, setting for the difficulty, the number of games to take first, etc. can be changed. Select the item with the SERVICE Button and press the TEST Button to change the setting.



- **DOUBLES:** Can be set to play the collaborated doubles game. If it is set to ON, you can select versus competition singles (SINGLES: VERSUS) or collaborated doubles (DOUBLES: TEAM PLAY) when you intruding into the game. When Sega versus cabinets such as VERSUS CITY etc. are used, it recommends to be set to OFF.
- **DIFFICULTY:** Game difficulty setting for CPU versus mode. Selects from EASY, NORMAL, HARD and VERY HARD.
- **MATCH COUNT (CPU):** Sets the number of games to win when playing in 1P mode against the CPU. Range is from 1 to 6.
- **MATCH COUNT (VS):** Sets the number of games to win when playing in versus mode against another player. Range is from 1 to 6.
- **MATCH COUNT (DBL):** Sets the number of games to win when playing in doubles mode. Range is from 1 to 6.

- **TIE BREAK (VS):** It is the rule which attaches last one game when the difference of two or more games does not appear within the number of setting games, one game is added and a score is in a line, last one game is decided by the tie-break system.

The tie-break system counts numerically (5-6 etc.), and the player, which gains seven points or more and two points or more separated, serves as a winner. In addition, two serves at a time by turns. Although this rule differs from an actual tennis rule a little, it recommends using it in convention events as a fairer judgment rule.

- **DEUCE:** Selects from ON, 9TIMES and OFF. If it is set to "9 TIMES", DEUCE will continue to 9 times, and will be displayed on the 10th time as "40-40", and the next point scored wins the game. If set to "OFF", even if it becomes the score of 40-40, it will not be set to DEUCE, the next point scored wins the game.

- **EXIT:** Returns to the TEST MENU screen.

PRESS TEST BUTTON TO CONTINUE

PRESS TEST BUTTON TO CONTINUE

d. BOOKKEEPING

PLAY DATA (PAGE 1/3)

This mode displays the playtime related data.

<<BOOKKEEPING>>		PAGE1/3
PLAY DATA		
PLAY TIME	**D	**H **M **S
AVERAGE TIME		**H **M **S
LONGEST TIME		**H **M **S
SHORTEST TIME		**H **M **S
VS AVERAGE TIME		**H **M **S
VS LONGEST TIME		**H **M **S
VS SHORTEST TIME		**H **M **S
DBL AVERAGE TIME		**H **M **S
DBL LONGEST TIME		**H **M **S
DBL SHORTEST TIME		**H **M **S
PRESS TEST BUTTON TO CONTINUE		

- PLAY TIME: Displays game playtime.
- AVERAGE TIME: Displays the average game time.
- LONGEST TIME: Displays the longest game time.
- SHORTEST TIME: Displays the shortest game time.
- VS AVERAGE TIME: Displays the average versus game time.
- VS LONGEST TIME: Displays the longest versus game time.
- VS SHORTEST TIME: Displays the shortest versus game time.
- DBL AVERAGE TIME: Displays the average doubles game time.
- DBL LONGEST TIME: Displays the longest doubles game time.
- DBL SHORTEST TIME: Displays the shortest doubles game time.

- Press the TEST Button to migrate to the next page (2/3).

TIME HISTGRAM (PAGE 2/3)

By-playtime play frequency is displayed.

<<BOOKKEEPING>>		PAGE2/3
TIME HISTGRAM		
00M00S - 00M29S	***	
00M30S - 00M59S	***	
01M00S - 01M29S	***	
01M30S - 01M59S	***	
02M00S - 02M29S	***	
02M30S - 02M59S	***	
03M00S - 03M29S	***	
03M30S - 03M59S	***	
04M00S - 04M29S	***	
04M30S - 04M59S	***	
05M00S - 05M29S	***	
05M30S - 05M59S	***	
06M00S - 06M29S	***	
06M30S - 06M59S	***	
07M00S - 07M29S	***	
07M30S - 07M59S	***	
08M00S - 08M29S	***	
08M30S - 08M59S	***	
09M00S - 09M29S	***	
09M30S - 09M59S	***	
OVER 10M00S	***	
PRESS TEST BUTTON TO CONTINUE		

- Press the TEST Button to migrate to the next page (3/3).

CHARACTER DATA (PAGE 3/3)

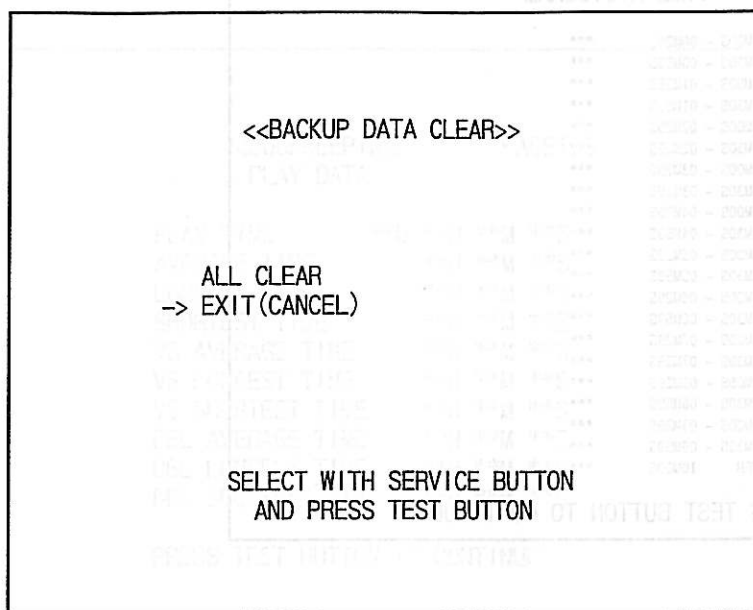
By-character select frequency, and the number of wins/loses in versus mode are displayed.

<<BOOKKEEPING>>		PAGE3/3	
CHARACTER DATA			
	SELECT	VS WIN	VS LOSE
RAFTER (AUS)	***	***	***
HENMAN (GBR)	***	***	***
PIOLINE (FRA)	***	***	***
KAFELNIKOV (RUS)	***	***	***
HAAS (GER)	***	***	***
ENQVIST (SWE)	***	***	***
NORMAN (SWE)	***	***	***
MOYA (ESP)	***	***	***
V WILLIAMS (USA)	***	***	***
S WILLIAMS (USA)	***	***	***
DAVENPORT (USA)	***	***	***
SELES (USA)	***	***	***
PIERCE (FRA)	***	***	***
SANCHEZ (ESP)	***	***	***
DOKIC (YUG)	***	***	***
STEVENSON (USA)	***	***	***
PRESS TEST BUTTON TO EXIT			

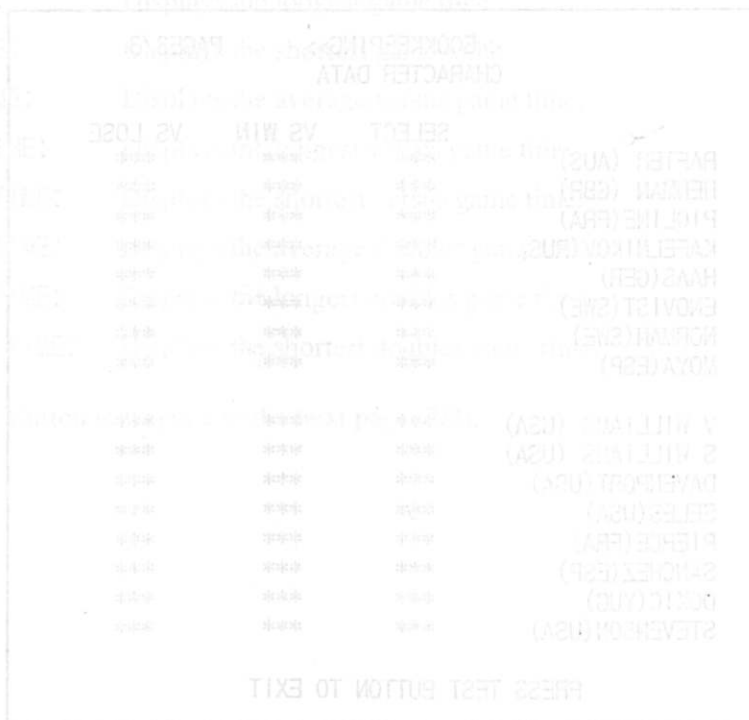
- Press the TEST Button to return to the TEST MENU screen.

e. BACKUP DATA CLEAR

This allows the contents of BOOKKEEPING to be cleared.



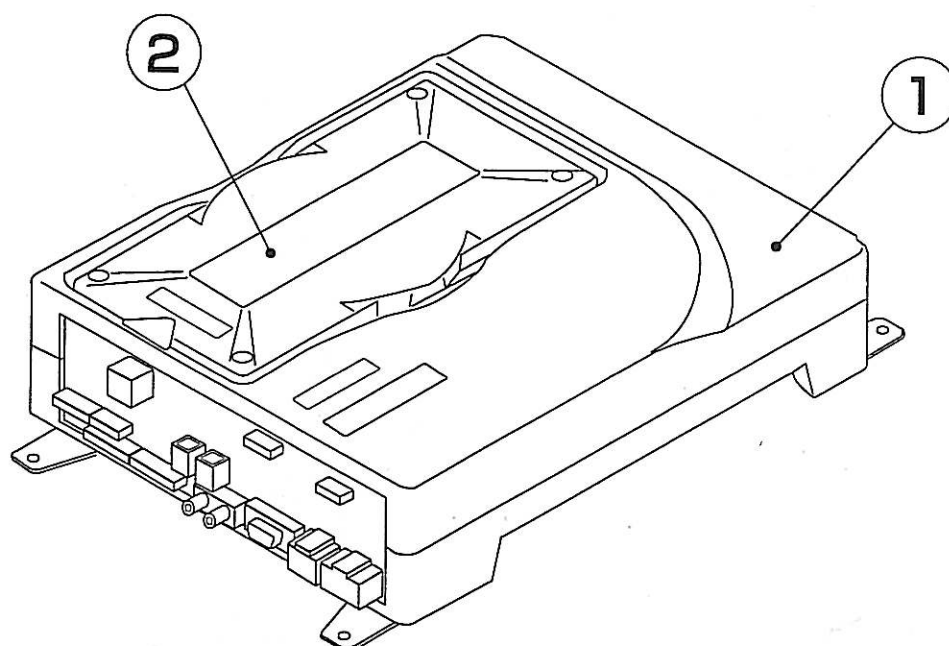
- When clearing, bring the arrow to "ALL CLEAR" with the SERVICE Button and press the TEST Button. When the data has been cleared, "COMPLETED" is displayed.
- Bring the arrow to "EXIT" and press the TEST Button to return to the TEST MENU.



4. GAME BOARD



- Do not expose the Game Board so as to avoid causing an accident or malfunctioning.
- Static electricity discharge can damage electronic parts on the IC Board. Before starting work by opening the Shield Case Lid, be sure to touch grounded metallic surfaces to discharge physically charged static electricity.
- When replacing the Game Board, refer to the CVT Manual and Instruction Manual.



	PART NO.	DESCRIPTION
ASSY CASE (① + ②)	840-0084D-01 840-0084D-02 840-0084D-03 840-0084D-04	ASSY CASE NAO VT2 USA :USA ASSY CASE NAO VT2 EXP :OTHERS ASSY CASE NAO VT2 KOR :KOREA ASSY CASE NAO VT2 AUS :AUSTRALIA
① ASSY CASE NAOMI MAIN BOARD	840-0001A-01 840-0001A-02 840-0001A-03 840-0001A-04	ASSY CASE NAOMI MAIN BD USA :USA ASSY CASE NAOMI MAIN BD EXP :OTHERS ASSY CASE NAOMI MAIN BD KOR :KOREA ASSY CASE NAOMI MAIN BD AUS :AUSTRALIA
② ROM CASE	840-0084C	ROM CASE NAO VT2

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