HOW TO PLAY
- Versus tennis game which use actual 8 professional tennis players
- Event is Man's Single
- 2 people versus play is possible.

(How to play)
1) When you put the coin in, credit indication on the screen start to count up.
   If player put enough coin to play one game, screen will change from "Insert coin (s)" to "Press start button"

2) When "Press start button" shows, press the start button, Character choices will appear on the screen. Select character by moving the cursor, then press the button to confirm.
3) Winning condition is win the game (initial setting is 2 games) that setting at the game assign. Winner will move to the next stage. There are 5 stages total. If you win all of them, go into the ending and Game Over.
4) If second player wants to play with 1st player who play with computer, whenever put in the coin and press the start button it will change to the versus mode.

World Setting
Character appears on this setting is actual 8 professional tennis players.

Jim Courier   USA
Cedric Pioline   France
Tim Henman   England
Tommy Hass   Germany
Mark Philippoussis   Australia
Carlos Moya   Spain
Thomas Johansson   Sweden
Yevgeny Kafblnikov Russia

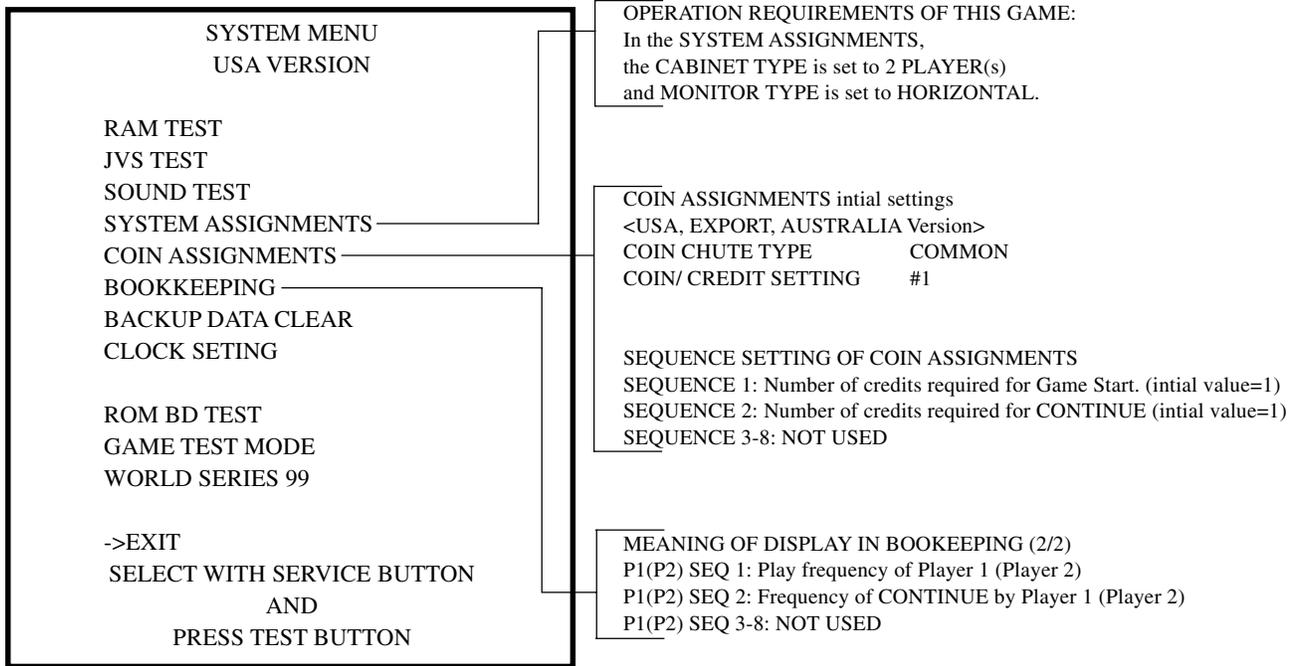Player will play World Tour different stages one to another.

1st Round   Australia (Hard)
2nd Round   France (Clay)
3rd Round   America (Hard)
4th Round   England (Grass)
5th Round   Sega Dome (Carpet)

● Stage will be selected from 1st-4th randomly as above.

1 - 1 TEST MODE

System Menu. 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 ASSIGNEMENTS to be adjusted.

1.) After turning power on, press the TEST button to have the following test item menu displayed.

2.) Press the SERVICE button to move the arrow. Bring the arrow to the desired item and press the TEST button.

```
                SYSTEM MENU
                 USA VERSION

          RAM TEST
          JVS TEST
          SOUND TEST
          SYSTEM ASSIGNMENTS
          COIN ASSIGNMENTS
          BOOKKEEPING
          BACKUP DATA CLEAR
          CLOCK SETING

          ROM BD TEST
          GAME TEST MODE
          WORLD SERIES 99

          ->EXIT
           SELECT WITH SERVICE BUTTON
                      AND
              PRESS TEST BUTTON
```

OPERATION REQUIREMENTS OF THIS GAME:
In the SYSTEM ASSIGNMENTS,
the CABINET TYPE is set to 2 PLAYER(s)
and MONITOR TYPE is set to HORIZONTAL.

COIN ASSIGNMENTS intial settings
<USA, EXPORT, AUSTRALIA Version>
COIN CHUTE TYPE   COMMON
COIN/ CREDIT SETTING   #1

SEQUENCE SETTING OF COIN ASSIGNMENTS
SEQUENCE 1: Number of credits required for Game Start. (intial value=1)
SEQUENCE 2: Number of credits required for CONTINUE (intial value=1)
SEQUENCE 3-8: NOT USED

MEANING OF DISPLAY IN BOOKEEPING (2/2)
P1(P2) SEQ 1: Play frequency of Player 1 (Player 2)
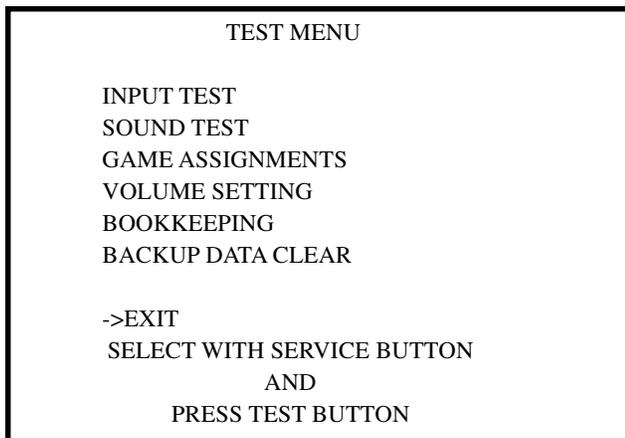P1(P2) SEQ 2: Frequency of CONTINUE by Player 1 (Player 2)
P1(P2) SEQ 3-8: NOT USED

3.) Bring the arrow to the item of Game TEST MODE and press the TEST button to display the GAME TEST MENU peculiar to Virtua Tennis. See the next page onward.

4.) Upon finishing the test, bring the arrow to EXIT and press the TEST button to return to the Gam Mode.

1 - 2 TEST MENU

The contents of settings changes in SYSTEM ASSIGNMENTS, COIN ASSIGNMENTS, and GAME TEST MODE are stored when the test mode is EXITed. If the power is turned off before EXITing, the contents of setting changes are ineffective. Be very careful of this point.

```
                TEST MENU

          INPUT TEST
          SOUND TEST
          GAME ASSIGNMENTS
          VOLUME SETTING
          BOOKKEEPING
          BACKUP DATA CLEAR

          ->EXIT
           SELECT WITH SERVICE BUTTON
                      AND
              PRESS TEST BUTTON
```

Bring the arrow to the item of GAME TEST MODE in the SYSTEM TEST MENU, and press the Test button to display the TEST MENU peculiar to Virtua Tennis.

Press the SERVICE button to move the arrow. Bring the arrow the desired item and press the TEST button. Upon finishing the test, bring the arrow to EXIT and press the TEST button to return to the SYSTEM MENU MODE.

1 - 3 INPUT TEST

This test displays the state of each switch.

If this switch goes ON when activated, it is satisfactory.

Display varies depending on the JOYSTICK TYPE setting in (3) GAME ASSIGNMENTS.

```
                    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
```

If any switches do not report ON when switch is activated, return to the menu screen and take steps described in "VOLUME SETTING". Then return to this test and confirm the switches perform adaquately.

To return to the menu screen, press the TEST Button while holding the SERVICE Button down.

1 - 4 SOUND TEST

This allows sound and background used in the game to be checked/ tested.

```
            SOUND TEST



            BGM
            VOICE
             SE
            >EXIT




    SELECT WITH SERVICE BUTTON
    PRESS TEST BUTTON TO EXIT
```

To check them, specify the appropriate item using the SERVICE Button and press the TEST Button to generate the sound.

By default, the arrow is located at EXIT.

```
┌─────────────────────────────────────────┐
│           GAME ASSIGNMENTS               │
│                                          │
│                                          │
│   GAME DIFFICULTY        NORMAL          │
│   MATCH COUNT 1P            2            │
│   MATCH COUNT VS.           2            │
│   DUECE                    ON            │
│   TOURNAMENT               OFF           │
│   BILBOARD                 ON            │
│   ->EXIT                                 │
│                                          │
│                                          │
│     SELECT WITH SERVICE BUTTON AND       │
│       PRESS TEST BUTTON TO EXIT          │
│                                          │
└─────────────────────────────────────────┘
```

Allows game difficulty adjustments to be performed/ changed.
SELECTION OF DESIRED ITEM
1.) Press the SERVICE button to move the -> and bring it to the desired item.

2.) Press the TEST button to change the setting.

3.) After the device setting is finished, bring the -> to EXIT and press the TEST button.

(B) GAME DIFFICULTY
        (EASY, NORMAL, HARD, VERY HARD)
(B) MATCH COUNT 1P
     Can set the match count to 1-5 games for 1 play. Initial setting will be 2.
(C) MATCH COUNT VS.
      Can set the match count to 1-5 games for 1 play. Initial setting will be 2.
(D) DUECE   (OFF, ON)
     If the setting is "OFF", when the score is 40-40, it won't be DEUCE and whoever get the next score will be the winner. Playtime will be cutback, because no DEUCE.
(E) TOURNAMENT MODE
     This is the mode that player compete how many score (Prize Money) they get for one play. This mode is exclusively for 1P play, unable to play for continue/versus (intrusion), "off" setting for the normal operation.
(F) BILLBOARD
     Indicate company advertisement in the state, can set On (indicate) or OFFÅ@(not indicate).
(G) EXIT
     Go back to the test menu screen

  Above is shown the factory settings

1 - 5 OUTPUT TEST

This page allows you to adjust the volume settings used for the ANALOG STICKS AND BUTTON SWITCHES.

```
OUTPUT TEST



1P SIDE CHECK
2P SIDE CHECK
CLEAR CHECK

>EXIT




SELECT WITH SERVICE BUTTON  AND
PRESS TEST BUTTON TO EXIT
```

Press the SERVICE BUTTON to bring the ">" to the desired item.
Press the TEST BUTTON to choose the desired test item.
When 1P or 2P SIDE CHECK is chosen, 7SEG display is shown with "WINNER LAMP" flashing.
Choose CLEAR CHECK to stop this test.

1 - 6 BOOKKEEPING

This test mode allows each of the CREDIT/TIME/GAME data to be ascertained.

PLAY TIME: ALL SUB CATAGORIES

Refers to the sum total time of GAME PLAY. Average PLAY TIME, as well as the longest PLAY TIME, and shortest PLAY TIME's are displayed.

```
            BOOKKEEPING
           PLAY DATA 1/2


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




        PRESS TEST BUTTON TO EXIT
```

(A) PLAY TIME
    1P, 2P total game playfrequency.
(B) AVERAGE TIME
    Displays the AVERAGE TIME of game length.
(C) LONGEST TIME
    Displays the LONGEST game time length.
(D) SHORTEST TIME
    Displays the SHORTEST game time length.
(E) VS. AVERAGE TIME
    Displays the AVERAGE game length when in VS mode.
(F) VS. LONGEST TIME
    Displays the LONGEST game length when in VS mode.
(G) VS. SHORTEST TIME
    Displays the SHORTEST game length when in VS mode.

Press the test button to proceed to the next page.

```
         <<BOOKKEEPING>>       PAGE2/3
           TIME HISTOGRAM

    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
```

```
           <<BOOKKEEPING>>       PAGE3/3
           CHARACTER DATA

                    SELECT    VS WIN    VS LOSE
      COURIER(USA)    ***       ***       ***
      PIOLINE(FRA)    ***       ***       ***
      HENMAN(GBR)     ***       ***       ***
      HAAS(GER)       ***       ***       ***
      PHILIP.(AUS)    ***       ***       ***
      MOYA(ESP)       ***       ***       ***
      JOHANSSON(SWE)  ***       ***       ***
      KAFELNIKOV(RUS) ***       ***       ***


           PRESS TEST BUTTON TO EXIT
```

Determines which character is played and how often.

1 - 7 BACK UP DATA CLEAR

Clears the contents of BOOKKEEPING.

```
              BACK UP DATA CLEAR



                 YES (CLEAR)
                ->NO (CANCEL)




        SELECT WITH SERVICE BUTTON AND
          PRESS TEST BUTTON TO EXIT
```

When clearing bring-> to YES and when not clearing, to NO, by using the SERVICE SW and then push the TEST button.

When clearing has been finished, COMPLETED will be dislayed.

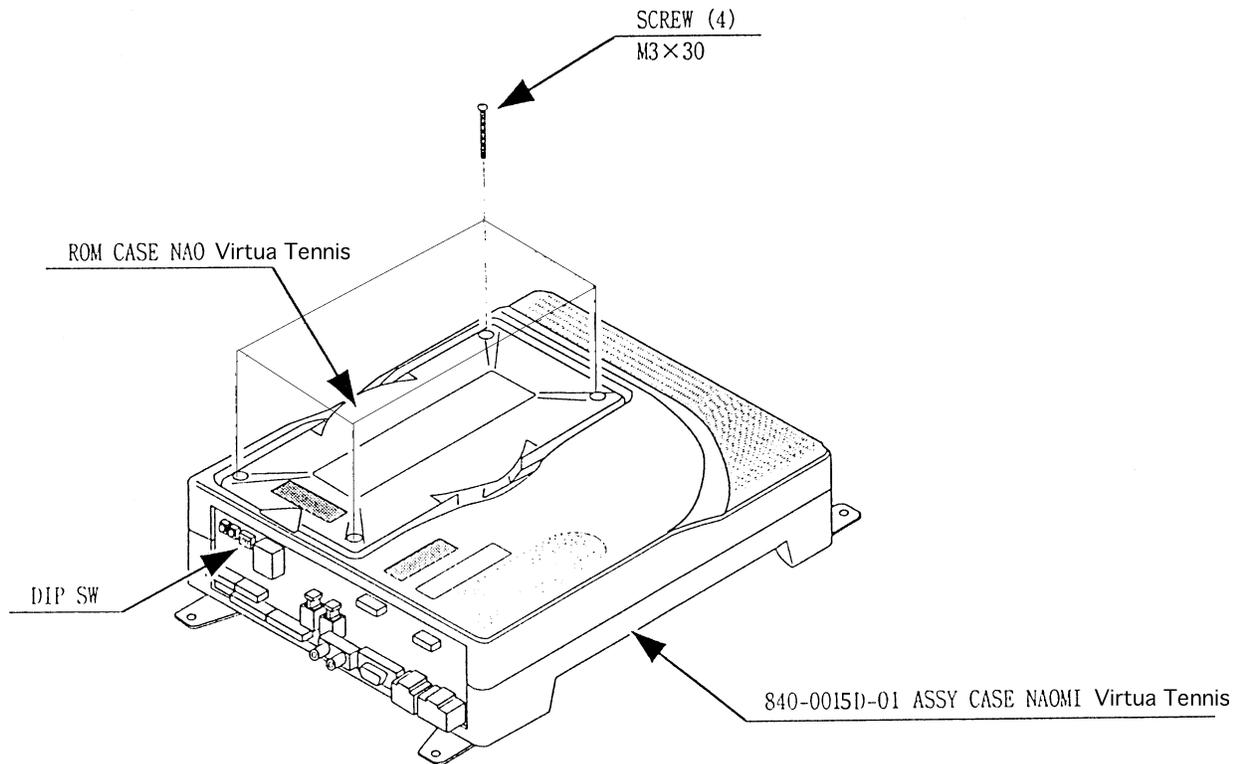Pressing the TEST button will have the MENU return to the screen.

2. GAME BOARD

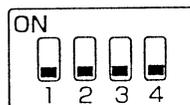## 2 -1   COMPOSITION OF GAME BOARD

ASSY SHIELD CASE NAO USA (840-0015D-01) : Virtua Tennis

DIP SW SETTINGS

3. DESIGN RELATED PARTS/PARTS LIST

STICKERS AND GRAPHICS

ITEM NO.	PART NO.	DESCRIPTION
1	999-0860	INSTRUCTION SHEET#1 Virtua Tennis
2	999-0859	MARQUEE Virtua Tennis
3	999-0863	CONTROL PANEL OVERLAY Virtua Tennis
4	999-0861	DECAL SIDE ART Virtua Tennis (QTY.2)
5	999-0862	INSTRUCTION SHEET#2 Virtua Tennis

JOYSTICKS AND BUTTONS

ITEM NO.	PART NO.	DESCRIPTION
1	50-7608-16	*ASSY JOY 4C BLACK
2	58-9133-L	*PUSH BUTTON GREEN
3	58-9122-L	*PUSH BUTTON BLUE
4	58-9111-L	*PUSH BUTTON WHT
5	95-0733-01	*MICRO SWITCH SILVER CONTACT

*These Joystick/buttons are HAPP components.

KIT INSTALLATION INSTRUCTIONS

1.) Install VGA Output to Jamma Interface.

2.) Install USB connector to Naomi Filter Board Port.

3.) You can use one of the extra grounds (shown in the picture on the following page) to go out to switched inputs. (The 5V and 12V can be used for whatever you like-coin meter, etc.)

MONITOR INFORMATION

You can use a
Standard Resolution-15,750K x 60 (#1 ON & #2-4 OFF)
or
High Resolution-31,000K x 10 (#1-4 OFF)

DIP SWITCH SELECTABLE
(Switch #1 on NAOMI FILTER BOARD)

4. WIRING

XFMR 120V 17v2Ax2
560-5407

POWER AMP 2 CH
838-13616

I/O Board
838-13683

GAME BD Virtua Tennis
840-0015D-01

SW REGU FOR JVS
400-5397

CONTENTS OF WIRING BAG SEEN ABOVE

SPEAKER 1

SPEAKER 2

120 VAC in

VGA Output
to Jamma Interface

*12V Output (RED)

*Logic Ground (WHITE)

*5V Output (YELLOW)

(USED FOR METER, COINDOOR, LIGHTS, ETC.)

5k pot
(sound)

1=WHITE/RED
2=GREEN/RED
3=YELLOW/RED

3 2 1