PLAYSTATION®3
US MANUAL

VIRTUA TENNIS™ 3

FEB 5

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

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

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

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure
• Use in a well-lit area and keep as far away as possible from the television screen.
• Avoid large screen televisions. Use the smallest television screen available.
• Avoid prolonged use of the PLAYSTATION®3 system.
  Take a 15-minute break during each hour of play.
• Avoid playing when you are tired or need sleep.

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PLAYSTATION®3 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®3 FORMAT DISC:
• 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 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.

Thank you for purchasing *Virtua Tennis™ 3*. Please note that this software is designed for use with the PLAYSTATION®3 computer entertainment system. Be sure to read this software manual thoroughly before you start playing.
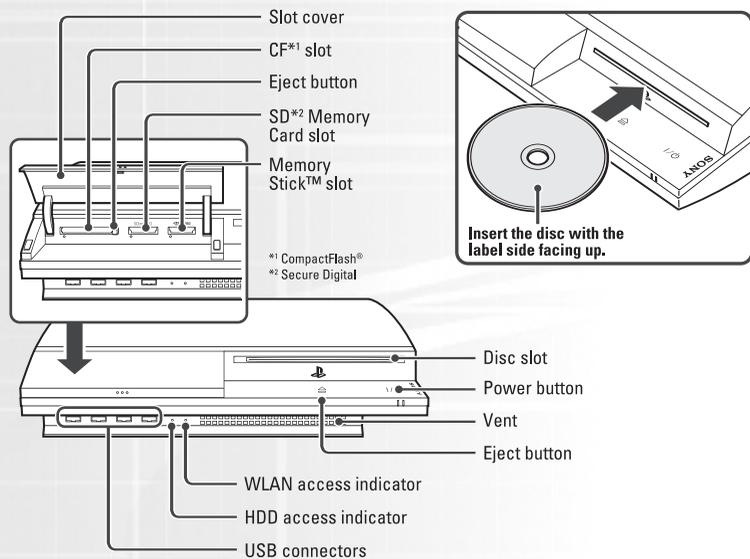
CONTENTS

GETTING STARTED

PLAYSTATION®3 system front

Slot cover
CF*¹ slot
Eject button
SD*² Memory Card slot
Memory Stick™ slot

*¹ CompactFlash®
*² Secure Digital

Insert the disc with the label side facing up.

Disc slot
Power button
Vent
Eject button
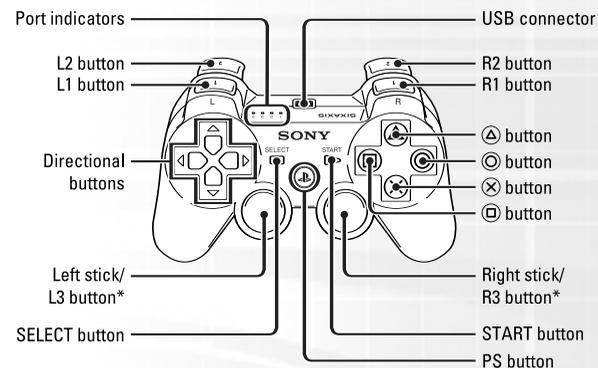WLAN access indicator
HDD access indicator
USB connectors

Starting a game: Before use, carefully read the instructions supplied with the PLAYSTATION®3 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the *Virtua Tennis™ 3* disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PLAYSTATION®3 system's home menu, and then press the ✖ button. Refer to this manual for information on using software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

`Hint` To remove a disc, touch the eject button after quitting the game.

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Using the SIXAXIS™ wireless controller (for PLAYSTATION®3)

Port indicators
L2 button
L1 button
Directional buttons
Left stick/ L3 button*
SELECT button

USB connector
R2 button
R1 button
△ button
○ button
✖ button
□ button
Right stick/ R3 button*
START button
PS button

* The L3 and R3 buttons function when the sticks are pressed.

Note: To use the controller, you must first register or "pair" the controller with the PLAYSTATION 3 system and assign a number to the controller. For details, refer to the instructions supplied with the system.

Saved data for PLAYSTATION®3 format software
Saved data for PLAYSTATION 3 format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

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CONTROLS

The following controls are used in this game. Please note that all explanations assume **A Type** configuration. Configuration can be changed via Options (p.10) and the Pause Menu (p.19).

	MENU CONTROLS	GAME CONTROLS
left stick / directional buttons	↑↓ Highlight menu item ←→ Change option	Move player/Aim/Aftertouch
⊗ **button**	Select/Open menu	Top spin shot
◎ **button**	Cancel/Exit menu	Top spin shot
△ **button**	Cancel/Exit menu	Lob shot
▣ **button**	*Not Used*	Slice shot
SELECT button	*Not Used*	Toggle viewpoint
L1 / R1 button	*Not Used*	Instruct COM partner
START button	Open Main Menu	Pause game

By selecting **D Type** configuration, you can add a new dimension to your gameplay by using the motion sensing function of the SIXAXIS™ wireless controller (for PLAYSTATION®3). To move the player around the court, simply tilt the controller left, right, forwards and backwards in the direction you wish to run. You can also deliver a number of hard hitting shots by using the controller in a similar fashion to a tennis racket. Swing the controller horizontally left or right for a top spin shot, vertically down for a slice shot, or vertically up for a lob shot.

VIEWING THE GAME SCREEN

Player/COM Information
▮ Name
▮ Play Style
▮ Match Count
(Games and Sets won)

Points

Player/COM Information
▮ Name
▮ Play Style
▮ Match Count

Serve Speed

Press the SELECT button to switch between Court Cam (default) and Player Cam. Court Cam offers a TV Gantry view of the action from 45° above the court. Player Cam shows a court level view over the shoulder of the player.

Player Cam View

BASIC TECHNIQUES

🎾 SERVING

1 Use the left stick or directional buttons to set your start position and press a shot button to begin the Serve Gauge.

2 Hold the left stick or directional buttons in the direction you wish to serve. Take care as holding it too long will cause the ball to fault.

3 Press the shot button again so that the Serve Gauge stops on Max. The closer it is to Max, the stronger the serve will be.
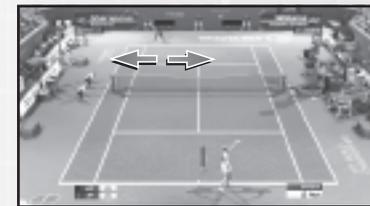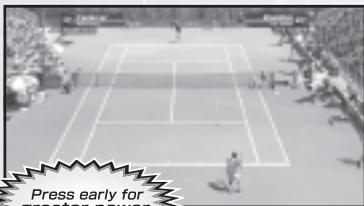
⬤ RETURNING SHOTS
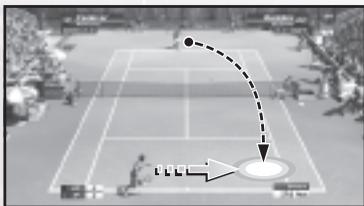
1 Approach the ball
As the ball is returned by your opponent, try to anticipate where it will arrive in your own court and run quickly to that position. Your shot type and footing will vary depending on your position relative to the ball.

Press early for greater power

2 Press the Shot Button
Press the shot button to start your swing. The length of time between starting your swing and hitting the ball will determine the shot's power. Additionally, the shot type will vary depending on the shot button used (see Shot Types).
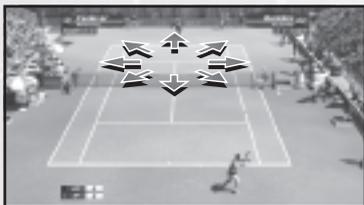
3 Set the Direction
After pressing the shot button, use the left stick or directional buttons to determine the shot's direction. The direction will become more extreme the longer you hold the buttons.
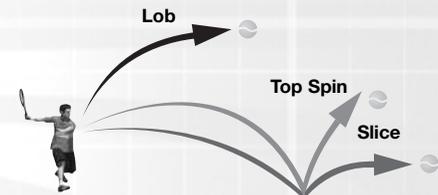
⬤ SHOT TYPES

Top Spin (Regular Shot)
Press the ⊗ / ◉ button for a regular shot applying top spin.

Slice (Defensive Shot)
Press the ◉ button for a slice shot when you're in a tight spot. The speed is slow, but gives you time to regain your footing.
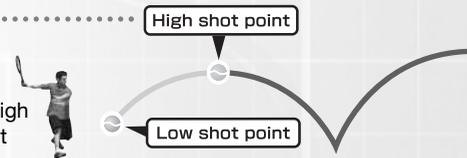
Lob
Press the ▲, ⊗+◉ or ◉+◉ buttons for a lob shot that goes straight over your opponent's head when they're near the net.

Lob

Top Spin

Slice

HITTING HARD SHOTS

1 Aim for the peak of the bounce
By aiming for the ball while at the peak of its bounce (high shot point), you can return it with greater force.

High shot point

Low shot point

2 Anticipate the ball's arrival and swing early
Position yourself where the ball will arrive and start your swing early to build a more powerful shot. Be careful, for if you fail to predict the ball's arrival correctly your shot will be weak.

Good. A well-anticipated ball is met by a powerful swing.

Bad. Poor anticipation leads to a weak return or missed shots.

🎾 SIMPLE CONTROLS FOR SUPERIOR PLAY

Smash

If you're positioned such that the ball reaches you before it bounces, you can automatically volley it back. High balls sent over your head can be smashed back into the opponent's court.

Drop Shot

If your opponent is near the baseline, hit a slice shot and aim for the front of the opponent's court. This allows you to return a Drop Shot that falls close to the net.

Running Shot

If you can't reach the ball in time, press the top spin button for a running shot. The momentum will cause you to lose your footing, and the shot will be weak, but the ball will be returned.

🎾 INSTRUCTING A COM DOUBLES PARTNER

Give strategic instructions to your COM partner during doubles matches. Press the **L1 R1** buttons to switch between the positions below. These are displayed at the top left of the screen.

BASELINE   Back of court (defensive)
NORMAL   Regular position
NET PLAY   Front of court (offensive)

DOUBLES WINNING TECHNIQUES

Try to keep one player in each half of the court. Shots aimed the center of the opponent's court will cause both players to move inwards leaving the sidelines open. Return shots with no directional input will naturally tend towards the center court.

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STARTING THE GAME

Press the START button at the Title Screen to bring up the Main Menu, and use the left stick ⬆⬇ and the ✕ button to select from the following modes:

■ **World Tour**   Create and develop your own player character and enter competitions all around the world for the number one world ranking (p.11).

■ **Tournament**   Take part in a 5 match Singles or 3 match Doubles tournament against COM players (p.17).

■ **Exhibition**   A single match mode for 1 to 4 players where game settings can be set freely (p.18).

■ **Court Games** A collection of seven mini-games for 2 to 4 players (p.20).

■ **Options**   Make changes to a variety of game settings (p.10)

SAVING AND LOADING

Two kinds of game data are created by this game – System Data and World Tour Player Data. System Data stores your system settings and Tournament rankings etc. and you will be prompted to save this to your storage device whenever changes are made to the content. World Tour Player Data is used in the World Tour mode to store custom player details, parameters, and game progress. World Tour Player Data must be saved manually via **Home** on the World Tour Map (p.13).

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OPTIONS

Make changes to a variety of game settings as detailed below. Use the left stick ⬆⬇ to select a category and press the ⊗ button to open the settings. Then use the left stick ⬆⬇ to select an optio, and ⬅➡ and the ⊗ button to make changes. Select **Return to Main Menu** when finished.

Tournament Mode Rankings
View the ranking for each game category in Tournament mode. Use the left stick ⬅➡ to select a category, and ⬆⬇ to scroll through the rankings.

Game Settings
- **Game Difficulty**
Set the overall game difficulty from **Very Easy** to **Very Hard**.
- **Number of Games**
Set the number of games to be played from **1** to **6**.
- **Fix Camera**
Set **ON** to keep the Court Cam at player 1's end of the court, or **OFF** to follow the server.
- **Service Speed Display**
Display the serve speed in **mph** or **km/h**.

Controller Settings
Choose a controller configuration from **A** to **D Type**. This may also be set via the Pause Menu during gameplay (p.19).

Screen Settings
Refer to the test card when making color adjustments to your display and use the left stick to adjust the screen position. Press the ⦿ button to return the setting to default.

Flicker Reduction Setting
Adjust from **Min** to **Max** to help reduce flicker on certain display types.

Sound Settings
- **Music Volume**
Set the volume of background music from **Min** to **Max**.
- **Sound Effects Volume**
Set the volume of sound effects from **Min** to **Max**.
- **Umpire Calls**
Choose a language for the umpire or select **Local** to set to the court's local language.

HDD Cache Settings
- **Use Game Data**
When Game Data is **On**, a maximum of 3403MB is allocated on the HDD and data is transferred during gameplay. After the transfer is completed, data will load quickly. Do not turn off the power when the system's HDD access indicator is lit. The HDD is in operation at such times.
- **Clear Game Data**
Clear the Game Data files for this game from your HDD.

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WORLD TOUR

Create your own player character, develop them through training and coaching, and enter competitions held all around the globe to rise through the ranks for the number one spot.

STARTING THE WORLD TOUR
Select **New Game** to create a player character from scratch or slect **Continue** to load previously saved World Tour Player Data from your storage device.

CREATING A PLAYER CHARACTER
At the Player Registration screen, choose a **Men's Tour** or a **Women's Tour** and press the ⊗ button. Then use the left stick ⬆⬇ to select from the options below and proceed to each settings screen by pressing the ⊗ button. Select **OK** to finish.

- **Name** — Enter a name for your player up to 10 characters.
- **Face** — Choose skin and eye color, face, eye, nose and mouth shape.
- **Head** — Choose hair, eyebrow and beard styles and colors.
- **Body** — Choose your player's height and weight.
- **Outfit** — Choose the racket color and uniform options.
- **Play Style** — Decide if your player is left or right handed and choose their backhand style and postures.

POSITIONING THE HOME BASE
Choose a position on the World Tour Map to build your Home Base. Rotate the map with the left stick and press the ⊗ button to set. Once positioned, press the △ button to immediately return home from anywhere on the World Tour Map.

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WORLD TOUR MAP

This is the main selection screen for competitions and for the various training activities available. Rotate the map using the left stick to select a location or activity and press the ⊗ button to proceed. The World Tour Map screen also includes information on the current date, name and standing of the player, and the player's stamina.

Incoming Mail

Whenever mail comes in, the New Mail indicator will be displayed at the upper left of the World Tour Map screen. Press the **L1** button to open your mailbox and ⬆⬇ to select the mail to read. Your coach and other players will often mail you with advice, requests for practice games, words of encouragement, and occasionally expressions of rivalry, so check whenever you see the New Mail indicator.

Tour Calendar

Press the **R1** button at the World Tour Map screen to see the tour schedule for the year. This contains details of every competition, so plan ahead and make sure your player is in top form when it's time to compete. Practice games offered by other players will also automatically be placed in the schedule, identifiable by the player's icon.

Finishing the Game Mode

Press the START button and select **Yes** to exit the mode and return to the Main Menu. Remember to save your progress first, as any unsaved changes will be lost.

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HOME

Come here to rest your player, change gear and manage your World Tour Player Data. The complete player status and parameters are displayed on the right side of the screen for your reference.

Change Gear

Select **Change Gear** from the **Home** menu to change clothes and put on accessories received as prizes, and from players, sponsors, the coach, and the SPT Administration.

Rest

To recover your player's stamina select **Rest** from the **Home** menu, then select from the following:

Energy Drink: Instant recovery, but increases player fatigue.

Home: Takes one week of your schedule. Reduces fatigue slightly.

Vacation: Takes three weeks of your schedule. Reduces fatigue.

Managing Data

Select **Save** to write the current game progress to your storage device or **Load** to continue with a different World Tour Player Data. Please note that this is the only way to save your World Tour Player Data. Progress will be lost if you exit without saving.

STAMINA

Attempt training and competitions while your stamina gauge is at zero and you will not be able to play to full capacity. Continue to push your player in this state and the additional fatigue can easily lead to an injury or worse. Make sure your player gets sufficient rest when stamina is low.

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TRAINING

Two kinds of training are available during the World Tour – mini-games, each with their own space on the World Tour Map, and the Tennis Academy which is housed at a single location. Use the left stick to select a mini-game or the Tennis Academy and press the ⊗ button to proceed. Note that one training session or mini-game will occupy one week of the tour schedule.

Mini-Games

A variety of novel scenarios are available as mini-games which help increase your player's levels and game skills. As you advance, the games will become more difficult, and the number of games available will increase. Games available from the outset are introduced below.
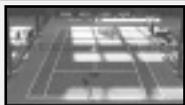
BULLS EYE
Hit the center of the circle with the ball for the highest score. This game is ideal for honing your return volley skills and improving your aim.

PIN CRUSHER
Knock down the bowling pins with your serve. This is a good exercise for practicing serving, aim, and power moderation.

DRUM TOPPLE
Knock the red oil drums to the ground. Use this exercise to help build powerful return strokes.

AVALANCHE
Catch the fruit, but keep out of the path of the giant cascading tennis balls. Fast and careful footwork is needed to succeed.

ALIEN ATTACK
Return the ball to destroy approaching aliens before they reach the barricade. This exercise helps build powerful and accurate return strokes.

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Tennis Academy

The practical coaching you receive here will improve your overall game. Clear each challenge to increase your parameters and progress to a higher level of training. Challenges include the following:
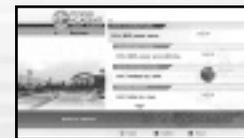
■ **Groundstroke Practice: Hit a MAX power groundstroke**
Anticipate the ball's position and push the button early to hit the ball with a bigger back swing that drives more power into your shot.

■ **Serve and Volley Practice: Hit three volleys in a row**
Get close to the net and hit the ball before it bounces to volley. The closer you are to the net, the higher you can hit the ball and the more powerful your volley will be.

■ **Footwork Training: Hit five slice shots in a row**
By pressing the slice button when you make a shot, you can hit a slow but accurate slice shot.

COMPETITION

A wide selection of Singles, Doubles and Mixed Doubles competitions are scheduled throughout the year. The current ranking of the player determines which competitions can be entered. Partners are needed for the Doubles tournaments and can be selected from the players list.

Please note that entry into a competition will occupy one week of the tour schedule.

GAME EVENTS

As the World Tour progresses, a variety of different game events will take place.

New Gear

Various accessories and items may be received as prizes, and from players, sponsors, the coach, and the SPT Administration. These can be accessed via **Gear** in the **Home** menu.

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Talking to Players

At various points in the game, the other players may approach you to talk. This can be friendly chatter, words of encouragement, and occasionally some playful rivalry.

▌ **Practice Match**

As you become acquainted with other players, they may send you mail to request a practice match at a set time and place. The player icon will be displayed in the schedule for that week, and will also appear next to the designated court on the World Tour Map. Select the court to accept the invitation and begin the practice match.

▌ **Player Challenges**

Additionally, players may send you mail to challenge you to the Court Game (p.20) Pin Crusher VS at a set time and place. As with practice matches, the player icon will appear in the schedule for that week and also above the Pin Crusher mini-game on the World Tour Map. Select the mini-game to accept the challenge.

Injury

Tough training and competition schedules can be hard on players and if you push them too far they become fatigued facing a risk of injury. These can range from simple physical complaints such as sprains and torn ligaments, to more problematic symptoms of illness that indicate a more serious internal condition. Injuries may require several weeks to recover from, leaving a permanent mark on your player's career. Keep a close eye on the stamina levels and make sure they get adequate rest.

Retirement

If after a 20 year career your player has yet to reach the number 1 ranking, they will retire from the game permanently.

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TOURNAMENT

A Tournament mode for 1 to 2 players. A Singles tournament comprises five matches and a Doubles tournament comprises three.

SELECTING A MATCH SYSTEM

Select **Tournament** from the **Main Menu** and choose a **Singles** or **Doubles** competition. Doubles matches in Tournament mode are for two players playing co-operatively.

SELECTING A PLAYER

Select a player from the 20 featured male and female players. To use a player created in the World Tour mode, select the **Custom Player** option. This option is only available when World Tour Player Data has previously been saved on your storage device. If more than one World Tour Player Data is available then both team members can use Custom Players during a Doubles competition.

Player 2 must press the START button before selecting a player.

STARTING THE COMPETITION

Once the players are confirmed, the first match will begin. Aim to win the entire series of matches.

If you lose a match, select **Continue** to try again or select **End** to return to the Main Menu.

▌ The difficulty level of opponents can be set via **Game Settings** in **Options** (p.10).

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EXHIBITION

A Single Match mode for 1 to 4 players where each setting can be freely assigned.

SELECTING A MATCH SYSTEM
Select **Exhibition** from the **Main Menu** and then choose a **Singles** or **Doubles** match.

SELECTING A PLAYER
As with Tournament mode, you can freely select from the 20 players available or choose a **Custom Player** from available World Tour Player Data. Players 2 to 4 must press the START button before making their selection. Once a player has been chosen, remaining COM players must be selected.

SETTING THE PLAYER POSITION
Choose the side and the court position you wish to occupy. Once all player positions have been decided, the remaining COM players must be placed.

SETTING RULES
Set the stage and a variety of match rules. Select the rule with the left stick ⬆⬇ and change the setting with ⬅➡. Once set, move the cursor to **OK** and press the ⊗ button.

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■ **Stage**   Choose the location of the game (p.24). Depending on the court, the ball will react differently. Available stages will also increase as you win competitions in World Tour mode.
■ **Game Count**   The number of games needed to win a set and tie-break options.
■ **Set Count**   The number of sets needed to win the game.
■ **Server**   Choose the serving player.
■ **COM Level**   Set the level of COM players from **Easy** to **Very Hard**.

Tie-breaks
An extra game is added if no player wins by two or more games within the set number of games. After the players have won the same number of games, the last game will be the tie-break.

In the event of a tie-break, points will be counted numerically (e.g. 5-6) and the first player to win by two, while gaining seven or more points, will be the winner. Each player serves twice in a row.

PAUSE MENU

Press the START button during gameplay to pause the game and display the Pause Menu. Select from the options below and press the ⊗ button. Menu items vary depending on the game mode.

■ **Return to Match**
Continue the game in progress.
■ **Try Again**
Restart the current match from the beginning.
■ **Controller**
Change the controller layout as detailed in Options (p.10).
■ **Return to the Player Selection Screen**
Restart the game with different players and settings.
■ **Return to the World Map**
Quit the current training/competition and return to the World Tour Map screen (World Tour mode only).
■ **Return to the Main Menu**
Quit the game in progress and return to the Main Menu.

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COURT GAMES

A series of mini-games for two to four players. Once a game has been selected, each participating player must press the START button on their controller, and choose a player character. The game will begin when all players have been decided.

PIN CRUSHER VS
Take turns knocking down the bowling pins with your serve.

TRICKY PIN CRUSHER VS
More challenging than Pin Crusher VS. Take turns knocking down the bowling pins with your serve.

AVALANCHE VS
Catch the fruit, but keep out of the path of the giant cascading tennis balls.

PANIC BALLOON VS
Take turns returning the ball to burst the balloons. Watch the arrows on the balloons to predict where the ball will go.

COURT CURLING VS
Take turns knocking the stone into the scoring zone. The closer you get to the edge, the more points you will earn.

ALIEN ATTACK VS
Scramble to return the ball, trying to destroy more approaching aliens than the other players.

SUPER BINGO VS
Take turns hitting the moving numbered panels to score a line of your own on the bingo card.

PLAYER INTRODUCTIONS

Take to the courts as or against 20 licensed pro players, each with their own individual strengths and weaknesses.

❚ Player data based on information correct as of April 2006.

Roger Federer (SUI)
Height	185cm (6'1")	**Weight**	80kg (177lbs)
Date of Birth	August 8, 1981		
Preferred Hand	Right-handed	**Play Type**	All Around

Andy Roddick (USA)
Height	187cm (6'2")	**Weight**	86kg (190lbs)
Date of Birth	August 30, 1982		
Preferred Hand	Right-handed	**Play Type**	Big Server

Rafael Nadal (ESP)
Height	185cm (6'1")	**Weight**	85kg (188lbs)
Date of Birth	June 3, 1986		
Preferred Hand	Left-handed	**Play Type**	Fast Runner

David Nalbandian (ARG)
Height	180cm (5'11")	**Weight**	79kg (175lbs)
Date of Birth	January 1, 1982		
Preferred Hand	Right-handed	**Play Type**	Strong Backhand

Tim Henman (GBR)
Height	185cm (6'1")	**Weight**	77kg (170lbs)
Date of Birth	September 6, 1974		
Preferred Hand	Right-handed	**Play Type**	Serve and Volley

Tommy Haas (GER)
Height	187cm (6'2")	**Weight**	88kg (195lbs)
Date of Birth	April 3, 1978		
Preferred Hand	Right-handed	**Play Type**	All Around

James Blake (USA)

Height	185cm (6'1")	**Weight**	79kg (175lbs)
Date of Birth	December 28, 1979		
Preferred Hand	Right-handed	**Play Type**	Powerful Strokes

Lleyton Hewitt (AUS)

Height	180cm (5'11")	**Weight**	77kg (170lbs)
Date of Birth	February 24, 1981		
Preferred Hand	Right-handed	**Play Type**	Counter Shots

Mario Ancic (CRO)

Height	195cm (6'5")	**Weight**	81kg (180lbs)
Date of Birth	March 30, 1984		
Preferred Hand	Right-handed	**Play Type**	Big Server

Taylor Dent (USA)

Height	187cm (6'2")	**Weight**	88kg (195lbs)
Date of Birth	April 24, 1981		
Preferred Hand	Right-handed	**Play Type**	Serve and Volley

Juan Carlos Ferrero (ESP)

Height	182cm (6'0")	**Weight**	72kg (160lbs)
Date of Birth	February 12, 1980		
Preferred Hand	Right-handed	**Play Type**	Strong Forehand

Sebastian Grosjean (FRA)

Height	175cm (5'9")	**Weight**	72kg (160lbs)
Date of Birth	May 29, 1978		
Preferred Hand	Right-handed	**Play Type**	Fast Runner

Gael Monfils (FRA)

Height	193cm (6'4")	**Weight**	80kg (177lbs)
Date of Birth	September 1, 1986		
Preferred Hand	Right-handed	**Play Type**	Various Shots

Maria Sharapova (RUS)

Height	188cm (6'2")	**Weight**	59kg (130lbs)
Date of Birth	April 19, 1987		
Preferred Hand	Right-handed	**Play Type**	Hard Hitter

Lindsay Davenport (USA)

Height	189cm (6'2½")	**Weight**	79kg (175lbs)
Date of Birth	June 8, 1976		
Preferred Hand	Right-handed	**Play Type**	Big Server

Venus Williams (USA)

Height	185cm (6'1")	**Weight**	72.5kg (160lbs)
Date of Birth	June 17, 1980		
Preferred Hand	Right-handed	**Play Type**	Powerful Strokes

Amelie Mauresmo (FRA)

Height	175cm (5'9")	**Weight**	69kg (152lbs)
Date of Birth	July 5, 1979		
Preferred Hand	Right-handed	**Play Type**	Various Shots

Daniela Hantuchova (SVK)

Height	181cm (5'11¼")	**Weight**	56kg (123lbs)
Date of Birth	April 23, 1983		
Preferred Hand	Right-handed	**Play Type**	All Around

Nicole Vaidisova (CZE)

Height	183cm (6'0")	**Weight**	63kg (139lbs)
Date of Birth	April 23, 1989		
Preferred Hand	Right-handed	**Play Type**	Strong Forehand

Martina Hingis (SUI)

Height	170cm (5'7")	**Weight**	59kg (130lbs)
Date of Birth	September 30, 1980		
Preferred Hand	Right-handed	**Play Type**	Tactical Player

COURTS

A variety of tennis courts are available in *Virtua Tennis™ 3*. A selection is shown below:

London, England
Seating: 13,000
Surface: Grass
Ball Speed: Fast
Bounce: Low

New York, USA
Seating : 25,000
Surface: Hard
Ball Speed: Regular
Bounce: High

Paris, France
Seating : 16,000
Surface: Grass
Ball Speed: Fast
Bounce: Low

Melbourne, Australia
Seating : 18,000
Surface: Hard
Ball Speed: Regular
Bounce: High

Los Angeles, USA
Seating : 15,000
Surface: Carpet
Ball Speed: Regular
Bounce: High

Vancouver, Canada
Seating : 1,000
Surface: Grass
Ball Speed: Fast
Bounce: Low

Tokyo, Japan
Seating : 3,000
Surface: Carpet
Ball Speed: Regular
Bounce: High

Dubai, U.A.E.
Seating : 500
Surface: Hard
Ball Speed: Regular
Bounce: High

Buenos Aires, Argentina
Seating : 500
Surface: Clay
Ball Speed: Slow
Bounce: High

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