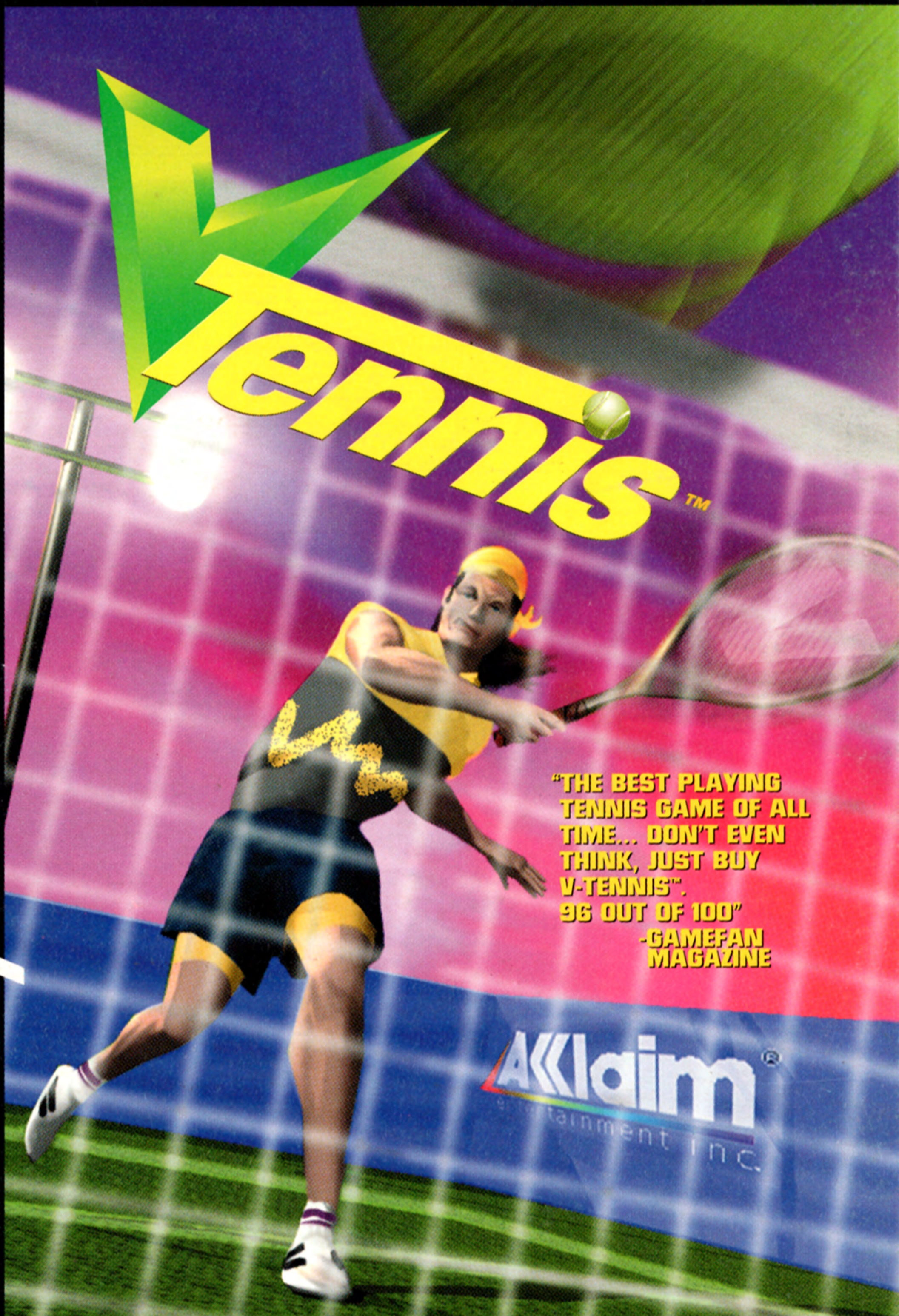




NTSC U/C

PlayStation™



**"THE BEST PLAYING
TENNIS GAME OF ALL
TIME... DON'T EVEN
THINK, JUST BUY
V-TENNIS".
96 OUT OF 100"
-GAMEFAN
MAGAZINE**

Akaim®
entertainment inc.



SLUS-00218
#21064

Akaim®
entertainment, inc.

WARNING: READ BEFORE USING YOUR PLAYSTATION GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT, avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

HANDLING YOUR PLAYSTATION DISC:

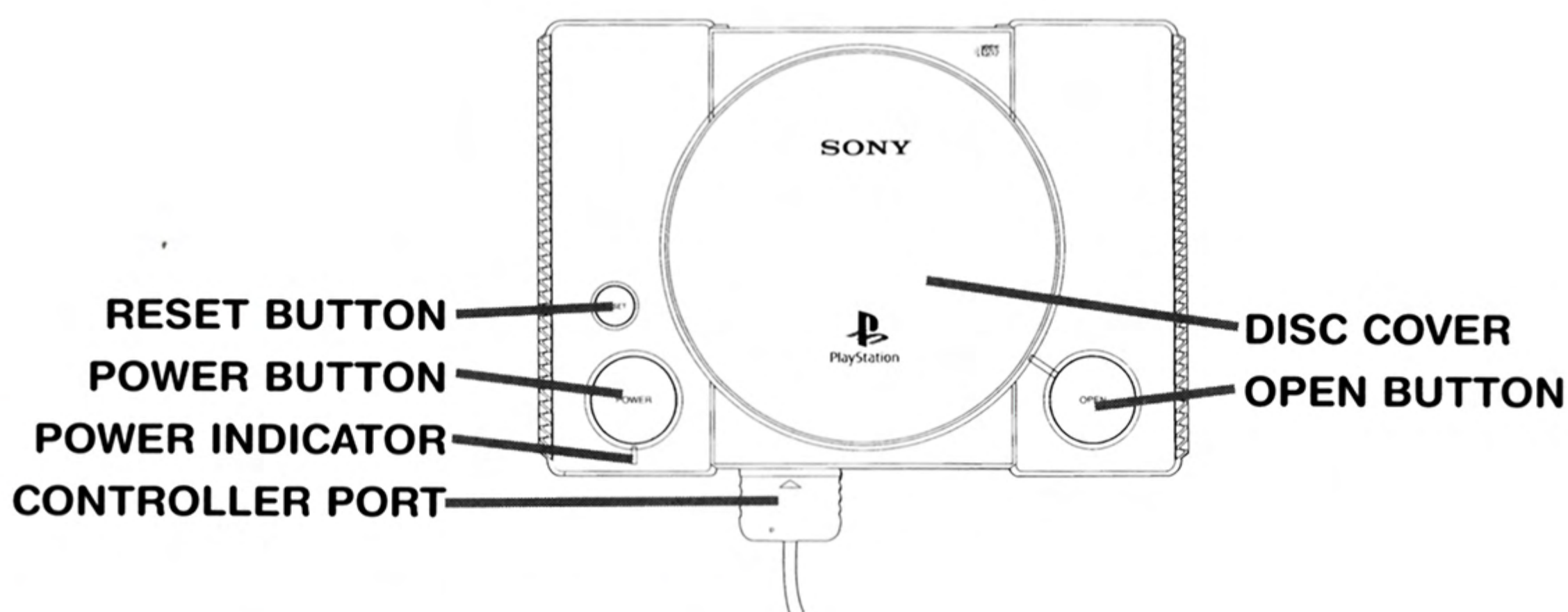
- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

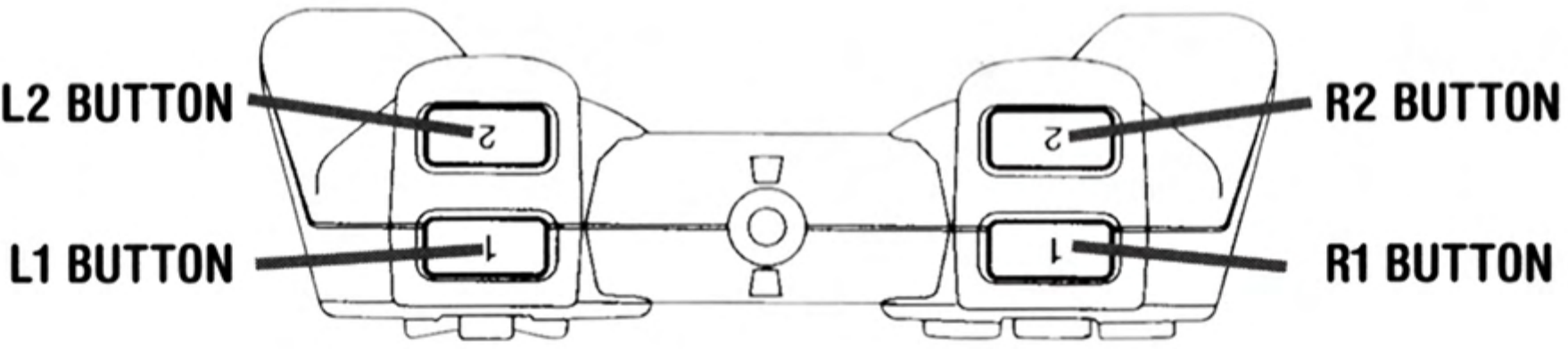
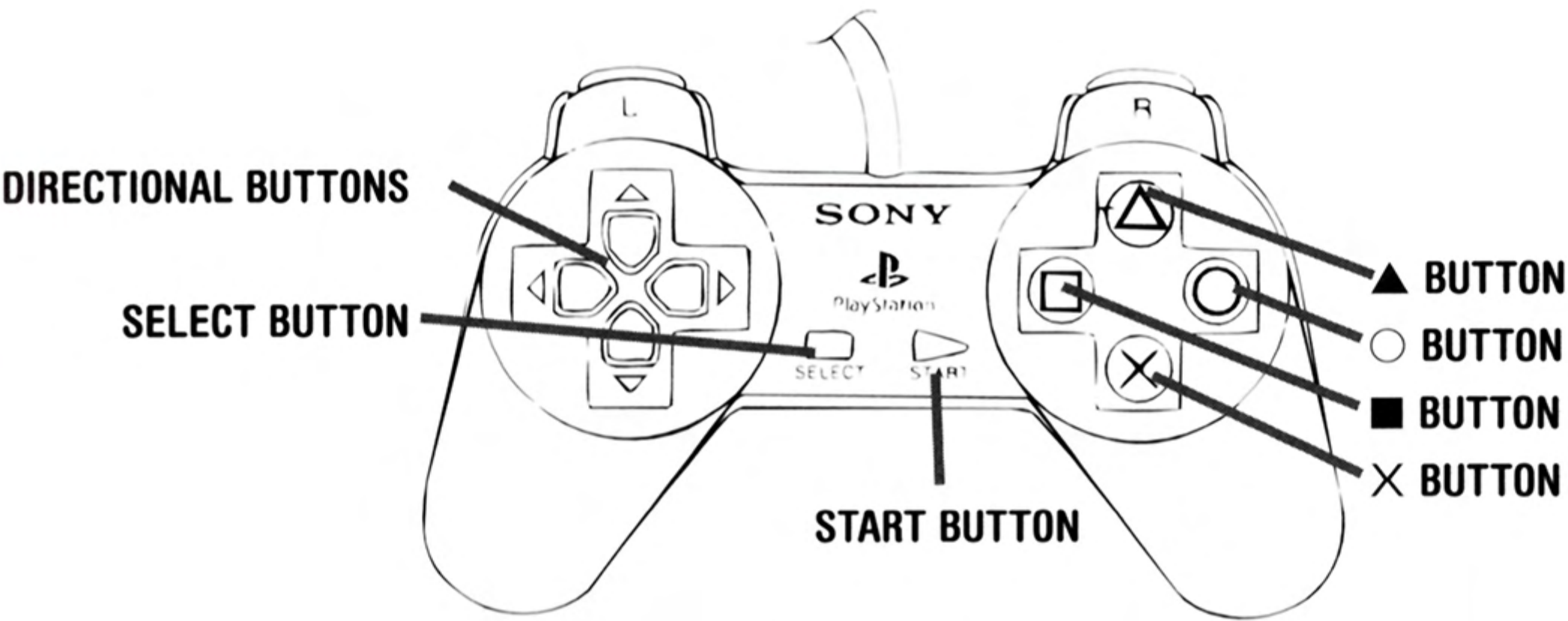
CONTENTS

This is V - TENNIS™!	4
Game Modes	5-8
Screen Display	6-8
Game Start	8-10
Surfaces	11
Quick Control Chart	12-13
Court Types and Locations	14-15
Player Profiles	16-20
CONTROLS	20-26
Serve	21
Strokes/Volleys/Smashes	21-25
Aiming	25-26
IN GAME OPTIONS	26-29
About Replay	29-31
About TOURNAMENT Mode.	31-33
Rules of Tennis	34-36
About the Memory Card	37-38

THE COURT BECKONS...

1. Set up your PlayStation game console according to the instructions in its instruction manual. Make sure the PlayStation game console power is OFF before inserting or removing a compact disc.
2. Insert the V-Tennis™ disc and close the CD door. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.





THIS IS "V-TENNIS"!

Welcome to world class tennis—V-Tennis™! V-Tennis™ offers you incredible game play, gorgeous graphics, and crisp music and sound effects (including line judge's calls), as well as a full range of play modes. Compete in singles, doubles, Men's and Women's Tournament matches—and that's only a slice of the action! A variety of playing surfaces and locations, the ability to enjoy replays of glorious victories and crushing defeats, a spectacular viewing angle customizing feature—it all adds up to the tennis challenge of a lifetime! Grab your racquet and get ready to face some tough competition!

GAME MODES

MATCH MODE

There are 8 women and 8 men players (called "useful players"), and computer players (which are system generated).

You can even play against the same player!

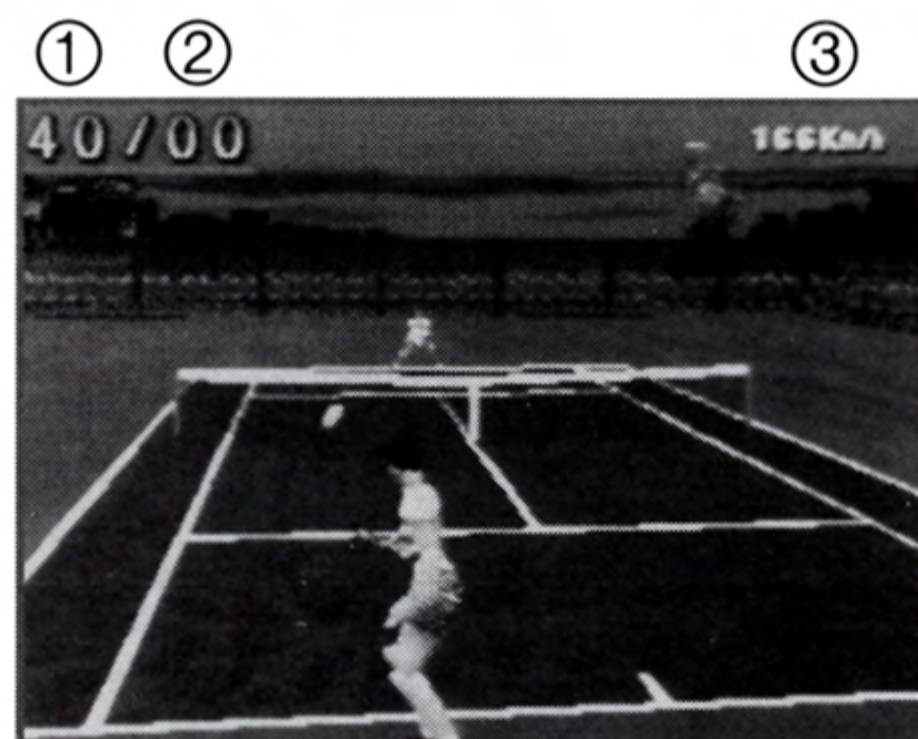
- 1) SINGLES - 1P VS. COM
- 2) SINGLES - 1P VS. 2P
- 3) SINGLES - WATCH
- 4) DOUBLES - 1P COM VS. COM COM
- 5) DOUBLES - 1P COM VS. 2P COM
- 6) DOUBLES - 1P 2P VS. COM COM
- 7) DOUBLES - WATCH

TOURNAMENT MODE

In this mode you can challenge yourself to win "The World's Best Tennis Player" title. This competition is separated by men and women, and you can save each match on the memory card.

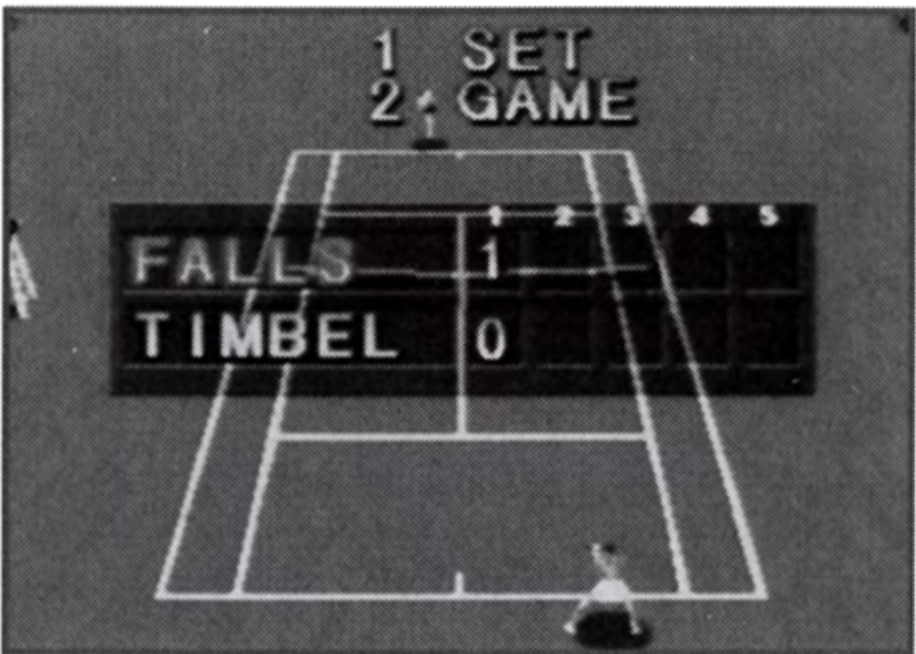
Screen Display Active Match Screen

- 1) Server's score
- 2) Receiver's score
- 3) Speed of serve



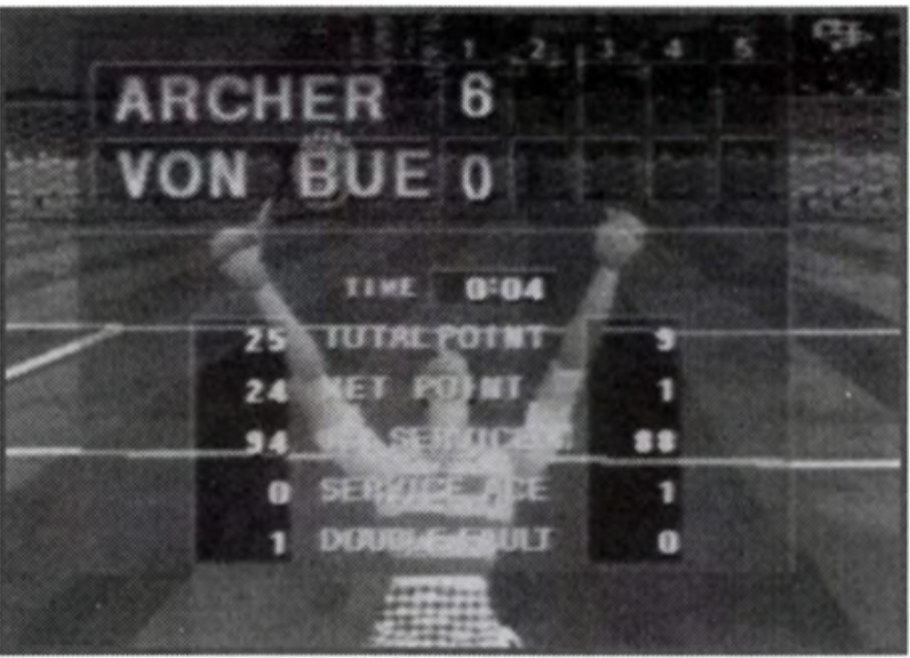
Scoreboard Screen

When you press either the L2 or R2 Button before a serve toss-up, the screen will display the score and other data. You can also see this information in WATCH mode.



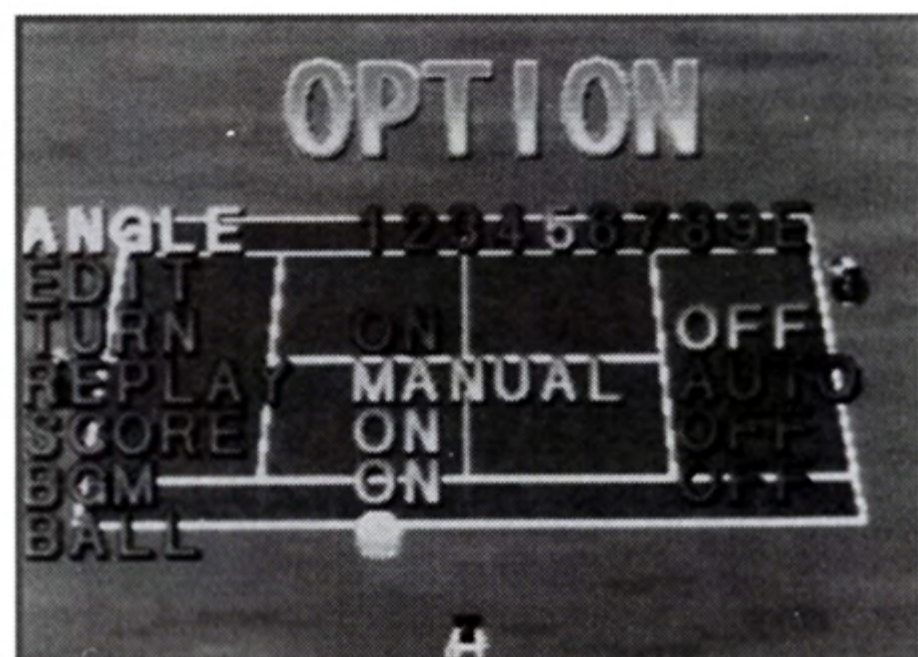
- 1) TIME: Duration of match in progress
- 2) TOTAL POINT: Total points won
- 3) NET POINT: Total points won at net play
- 4) 1ST SERVICE (%): Percentage of successful 1st Serves
- 5) SERVICE ACE: Number of service aces
- 6) DOUBLE FAULT: Number of double faults
- 7) Name of the player
- 8) Number of games won

* For data shown on screen - left side data is for 1P, while right side is for 2P or COM. When you are playing a doubles match, points and percentages are the aggregated total of a given two player team.



Option Screen

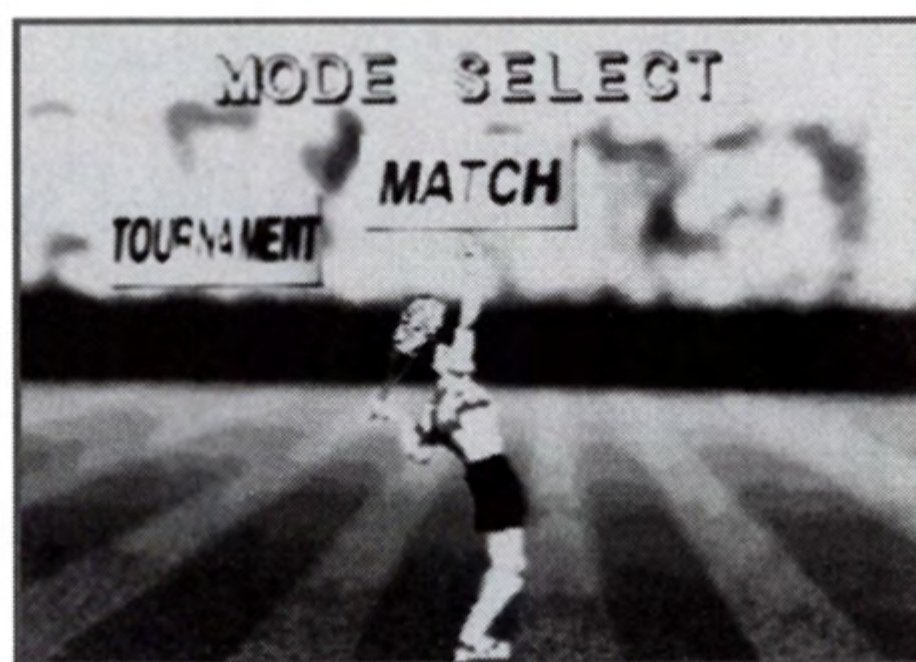
When you press the Start Button during the game or before a service toss-up, the OPTION Screen will be displayed. This screen can also be seen in the WATCH mode.



GAME START

When you press the Start Button in the Title Screen, the screen will take you to the MODE SELECT Screen.

Select MATCH MODE and start the game by setting the match type. You can browse through selections with the Directional Pad and finalize your selections with the X Button.



To cancel a selection, press the ○ Button.
Controls for Tournament Mode are different. Please refer to the appropriate section for clarification.

1) Finalizing the Mode

Select Singles (S) or Doubles (D) Play with the LEFT or RIGHT Directional Pad. Use the UP or DOWN Directional Pad to select your desired mode, then press the X Button.

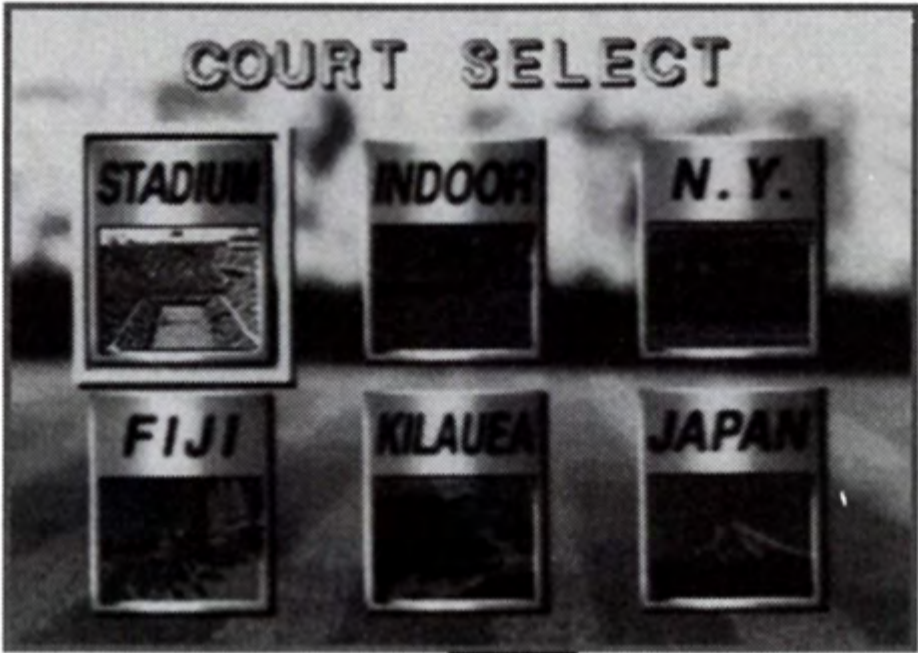
2) Player Select

You can select your desired player from one of the 16 useful players. As you scroll through Players, each Player’s attributes appear below his or her name. Press the X Button to select a Player.



3) Court Selection

Select the court background of your choice. Depending upon whether you play a doubles or singles match, the background will differ slightly. (See Pg. 14)



4) Surface Select & Set Match Select

Decide the court surface and match type; select your desired court surface with the left-right key. Use the down button to set match type. Press the X BUTTON to finalize your selection.

5) Coin Toss (Racket-Toss)

Before a match starts, there is a racket-toss (to decide serving or court side preference). When you press the X BUTTON, the racket will spin and fall down. The direction of the fallen racket will determine who gets the first choice of service or court side. If you win the toss, select your choice by using the Directional Pad and finalize your choice with the X button. Now you are ready to play.

- In this game, the position of the player after the court change is set up as follows:

Man VS Computer Mode- The same position as the start of the match.

Man VS Man/ Watch Mode - Changes sides at each court change. This set-up can be altered in the Option Screen, section TURN. (See Pg. 28)

SURFACES

Hard Court - The surface is made of cement. This is a standard court surface, and the ball bounces highest on this court surface. This surface favors all-around players.



Lawn Court - A vivid green lawn comprises this surface. On this surface, balls will slide low and do not bounce very high. This surface is most advantageous for players who are good at serve-and-volley games.

Clay Court - The surface is natural clay. On this surface, the ball loses speed after bouncing on the court. It may take some time to get used to a clay bounce. Ground-stroke players have the edge on this court.

Carpet Court (For indoor courts only) - The surface is comprised of carpeting laid over concrete. This surface is only available when INDOOR is selected. A ball will not bounce as high on this court as it would on a hard court.

QUICK CONTROL CHART

Kind of Stroke Button	Service	Stroke (Back)	Volley (Front)	Smash	Other
○ Button	First Serve	Flat	Strong Volley	Any Button is possible	Canceling the court change
X Button	Second Serve	Slice	Weak Volley		
△ Button		Top Spin	Top Spin		Replay during the replay
□ Button		Lob	Lob Volley		

Directional Pad	Moves the player; direction of the ball to be hit; X Button and Down Directional Pad will execute a drop shot
Start Button	Recalls Option Screen (before the service toss-up); Cancels opening game Demonstration/Replay Screen
L1 Button	Pressing together with X button will enable a slice serve; pressing with R1 Button will enable optional replay Recalls the score board (before the service toss-up)
R1 Button	Pressing together with X Button will enable a top spin serve; pressing with L1 Button will enable optional replay. Recalls the score board (before the service toss-up)
L2 Button, R2 Button or Select Button	Bring up the scoreboard

COURT TYPES AND LOCATIONS

There are 8 different court backgrounds, and 4 different indoor surfaces. You can combine the indoor background settings with any of the four surface options. However, outdoor background settings are limited to three surface options, as a carpet court cannot be used out-of-doors.

Stadium: Center court with many seats for spectators. When combined with a lawn surface, the setting is absolutely superb.

Indoor (for singles play): This is an indoor court with all four sides walled-in. Since it is a confined space, struck balls will leave an echoing sound.

Indoor (for doubles play): This is also an indoor court and a main court for doubles matches. There are no walls on the sides, and in this less constricting setting. You can see outdoor scenery.

New York: The court is on a man-made island in the Sea of Manhattan. The match starts at twilight and ends at starlight.

Fiji: The court is located at a beach on the "Island of Everlasting Summer." You can hear the sound of waves as you play your tennis match.

Kilauea: The court is located near the Kilauea Volcano. The surrounding is a beautiful deep red, due to lava from the volcano.

Japan: This is a court built at a resort area near Mt. Fuji. You will be surrounded by natural scenery and you will sometimes hear Japanese bush warblers singing.

Niagara: A court set in the surroundings of Niagara Falls; it is located between the boundaries of Canada and the US. The roaring sound of the great falls is unforgettable....

- Red - For singles matches only
- Blue - For doubles matches only
- Orange - For both doubles and singles matches

PLAYER PROFILES

There are 8 individual men and women players, yielding 16 players in total. These default players can be found in the Player Select Screen (i.e. useful players). Brief profiles of each player are offered for consideration.

MEN'S PLAYERS:

Archer

Not only does he have a strong serve, he is also good at playing at the net and utilizing ground strokes. He is the world's best all-around-player. His internal fortitude makes him No. 1.

Luss

Utilizing his great foot-work, he persistently goes after all balls, and is an excellent ground stroker. He possesses accurate shots, too, and no one matches his steadiness and balanced play.

Falls

He is a power-hitter with a stylish bandanna which covers the top of his head. He has powerful forehand shots, and a strong double-handed back-hand as well. He is a superb ground stroker.

Perez

While he is not a powerful player, his strategic approach to the game is unrivaled. He is a typical net player, being good at both serve-and-volley and receive-and-volley exchanges.

Gould

He has overpowering strokes, and is a very good attack-and-volley player. Moreover, his strongest point is his serve-and-volley plays where he is able to utilize his "Rocket Serve."

Rosen

He is a player with world-class ability.

While his intensity is not so great, he does possess a bullet serve. Depending on how well he serves, he definitely has the potential to compete against the world's top players.

Hong

This southpaw is recognized as having the world's fastest serve. His other skills are above average, but his rough character can become a hindrance, and he often goes through extreme ups-and-downs during his matches.

Van Bek

The genius player. One should never underestimate his instinctive volleys and combative spirit. He is a southpaw net-player.

WOMEN PLAYERS:

Bradt

Her power rivals any man's, and she makes incomparably accurate shots. While she is a ground-stroker, she is also good at playing at the net.

Timbel

Her foot-work is fast and smooth. She obtained fame and notoriety because of her rising stroke, which no other player can imitate. She is one player who can genuinely compete on the world level.

Livitz

She is a typical base-line stroker who maximizes her leg-strength and patient character. She plays well in competitions, and has no particular weaknesses.

Recchio

While she is not very powerful, she has very accurate strokes and rarely makes mistakes. She is one of the best ground stroke players.

Macue

She has the fastest serve in women's tennis, as she hits her serve from way up high. Her strength is her powerful stroke. She also calmly shoots balls at her opponent's blind-spots.

Von Bue

Her forehand and backhand are hit with two arms, and she is physically the toughest player amongst women tennis players. She grunts as she hits the ball. She is a southpaw player.

Mills

In spite of her weak serve, her other skills are amongst the finest in women's tennis. She is an all-around-player.

Her top-spin shots are even envied by male players.

Tamis

While she may not be as powerful as she was at her peak, her ingenious net play is still number 1 in women's tennis. She is a driven veteran southpaw player.

BASIC CONTROLS

1) Deciding the player's position

Use the left-right Directional Pad to position the server's standing position. You can bounce the ball by pressing the down Directional Pad.

2) Tossing the ball

You can toss up the ball by pressing the ○ or X Button key.

3) Aiming the direction of the service

While you are tossing up the ball, press the Directional Pad to the right or left, and the served ball will go in that direction.

4) Hitting the ball

To hit the tossed ball towards the opponent's court, press the ○ Button - Fast Serve (for the first service), and the X Button - Slow Serve (for the second service). The higher the position of the ball you are hitting, the farther the ball will be travel.

High Technique

• Spin service

By pressing the R1 Button at the moment you hit the ball with the X Button, you can hit a spin serve.

• Slice service

By pressing the L1 Button at the moment you hit the ball with the X Button, you can serve a sliced serve.

About Operation - Strokes/Volleys/Smashes

In tennis, the act of hitting the ball in play is called a stroke, and there are many kinds of strokes. You can stroke the ball differently depending on where your opponent is located, your timing, and the button you press.

Ground Stroke

(When you hit the ball near the base-line)

In singles play you can hit the ball as follows:

Basic Control

- **Flat - ○ Button**

It is a ball that is hit straight without much spin. In this most orthodox of strokes, the ball has a normal bounce.

- **Slice - X Button**

This is a slow ball with a spin. The ball bounces low and slides. So when you want to charge the net or try to throw off your opponent's timing, this stroke is most effective.

- **Top Spin - △ Button**

This puts a fast spin on the ball and it drops to the ground quickly and abruptly. The ball then bounces upwards at a high angle.

- **Lob - □ Button**

It is a ball that is hit high into the air at a low speed. When landing on the court, the ball then bounces very high. This stroke is effective when your opponent is at the net.

High Technique

- **Drop Shot - X Button + Down Directional Pad**

This is an effective shot when your opponent sticks to the base-line. By putting a reverse spin on the ball, the ball will quickly drop and die on contact. However, be careful about using this shot from close to your own base-line, as the ball may not make it over the net. When you are playing on the opposite side of the court, use the X button + Up Directional Pad .

- **Top Spin Lob - □ Button + R1 Button**

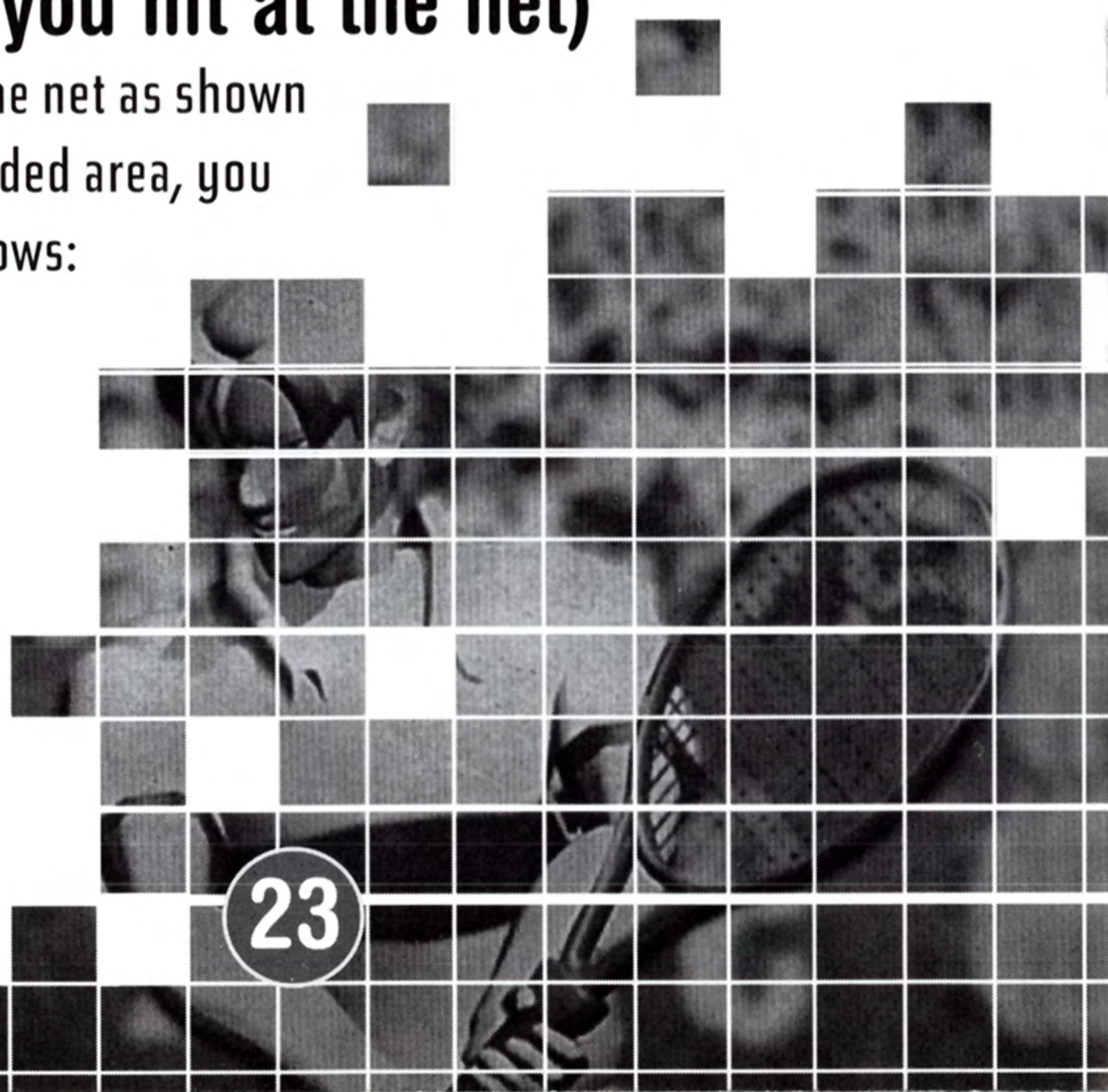
This control gives a lobbed ball with a fast spin, causing the ball to bounce even higher than that of a usual lob.

- **Slice Lob - □ Button + L1 Button**

This is a lob with a slow reverse spin, and the ball bounces lower than that of a usual lob.

Volley (when you hit at the net)

When you play near the net as shown on the right in the shaded area, you can hit the ball as follows:



- **Strong Volley - ○ Button**

You can hit a strong volley with the ○ button. However, if you do this too far away from the net, the ball is likely to go crashing into the net.

- **Weak Volley - X Button**

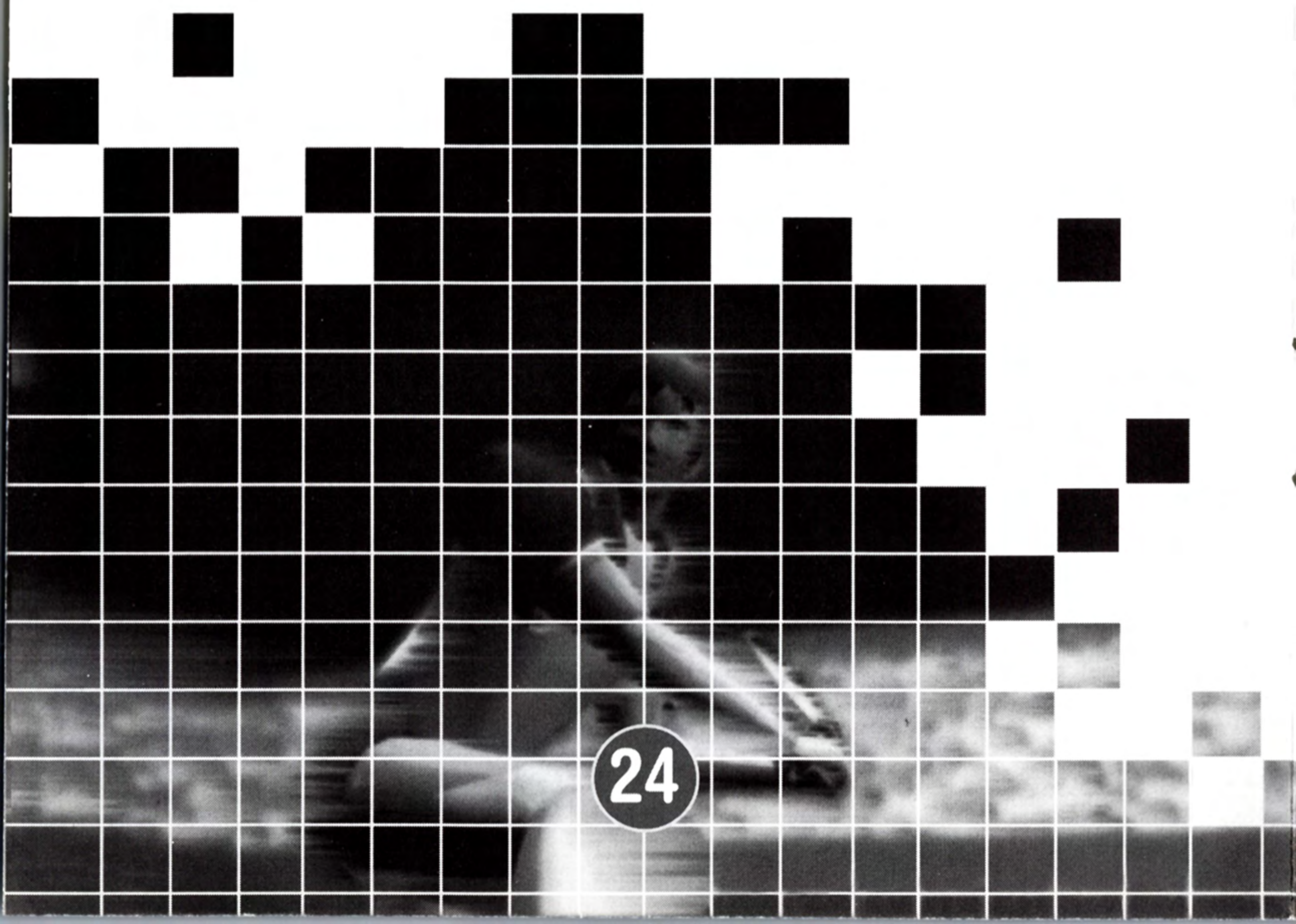
You can hit a slow speed volley with the X Button. This volley is effective when your objective is to safely return the ball into your opponent's court.

- **Top Spin - △ Button**

Similar effect as when you press the △ Button at the base-line, you give your volley top spin.

- **Lob Volley - □ Button**

When you press the □ Button with volley timing, your shot becomes a lob volley which sends the ball over the head of your opponent who is at the net.



- **Half Volley - ○, X Button**

When you press the ○ or X Button to hit a ball bounced near the net, your shot is called a half-volley. When you hit the ball with △ or □ Button, the shot will become normal.

Smash

Smash - ○, X, △, □ Button

When your opponent's shot comes back high, you can hit a smash by going under the ball before it bounces on the court. However, your timing needs to be precise; otherwise, depending on the height of the ball, you could just send back a normal shot.

Control - Aiming

- **Using the Directional Pad**

By pressing the Directional Pad at the moment you hit the ball, you can direct your shot in differing directions. Remember, when you change court sides, the Directional Pad also reverses sides.

- **Changing the timing**

Any ball you hit can change direction by changing the timing of when you hit the ball. When your timing is early, the ball goes cross court, and when your timing is late, the ball goes reverse cross court.

* The above explanation is only valid when you play the normal screen.

How to operate “Angle 5”

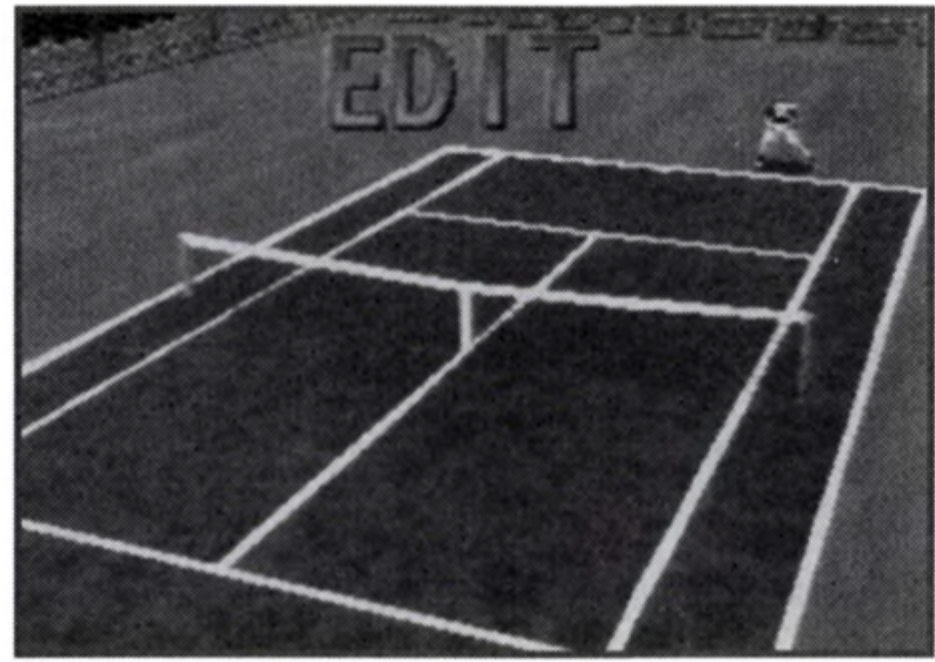
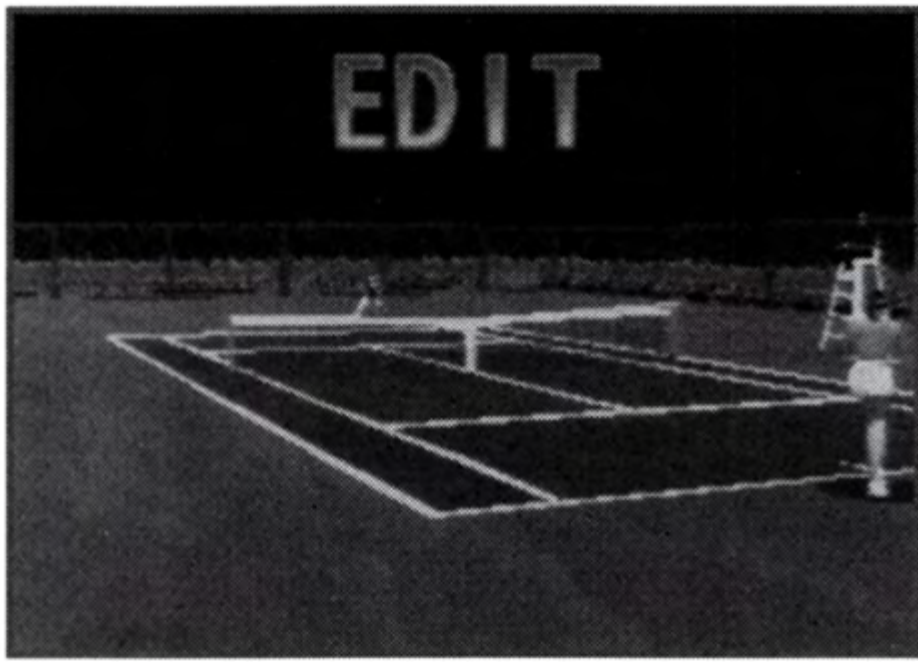
The Directional Pad corresponds with the direction on the screen. In other words, when you want to make the player dash towards the net, in the normal screen position (vertical), you press the upward Directional Pad ; but in the sideways screen (horizontal) you will press the right Directional Pad to move the player on the left-side of the court.

IN GAME OPTION SCREEN

When you press the Start Button during a match (before the toss up), you will go to the Option Screen. You can see the Option Screen in the WATCH Mode.

1) Angle

By changing the angle, you can play the match from differing points of view.



1. Basic Angle playing against COM (the computer).
 2. Basic Angle playing against Human.
 3. Realistic Mode most suitable when you are in WATCH Mode.
 4. This angle is useful for doubles play because you can see farther.
 5. Side view.
 6. You can see the opponent(s) well.
 7. Diagonal view. This unusual view is also entertaining.
 8. The court will occupy the whole screen.
 9. You can enjoy the scenery (background).
- E (EDIT) - This is the angle that you modified from the "EDIT (Screen)."
- A (AUTO) - This is the angle appearing only in WATCH Mode. The view points automatically change with each game.

2) EDIT

This command enables you to modify the default angles.

When you are in the EDIT Screen, you can edit the screen to a certain extent.

L1 - Reduction

R1 - Enlargement

UP or DOWN

Directional Pad -

Changes the view point

up and down

LEFT/ RIGHT

Directional Pad -

Changes the view point sideways

Once you finish editing, press the X Button. The screen will display "OK? YES NO." Select YES, and your edit will be saved at the letter "E" of "ANGLE."

If you have already had an edit angle, the new one will overwrite your previous one.

WARNING!: This edit cannot be saved on your memory card. Once you switch off the machine, the data will be lost.

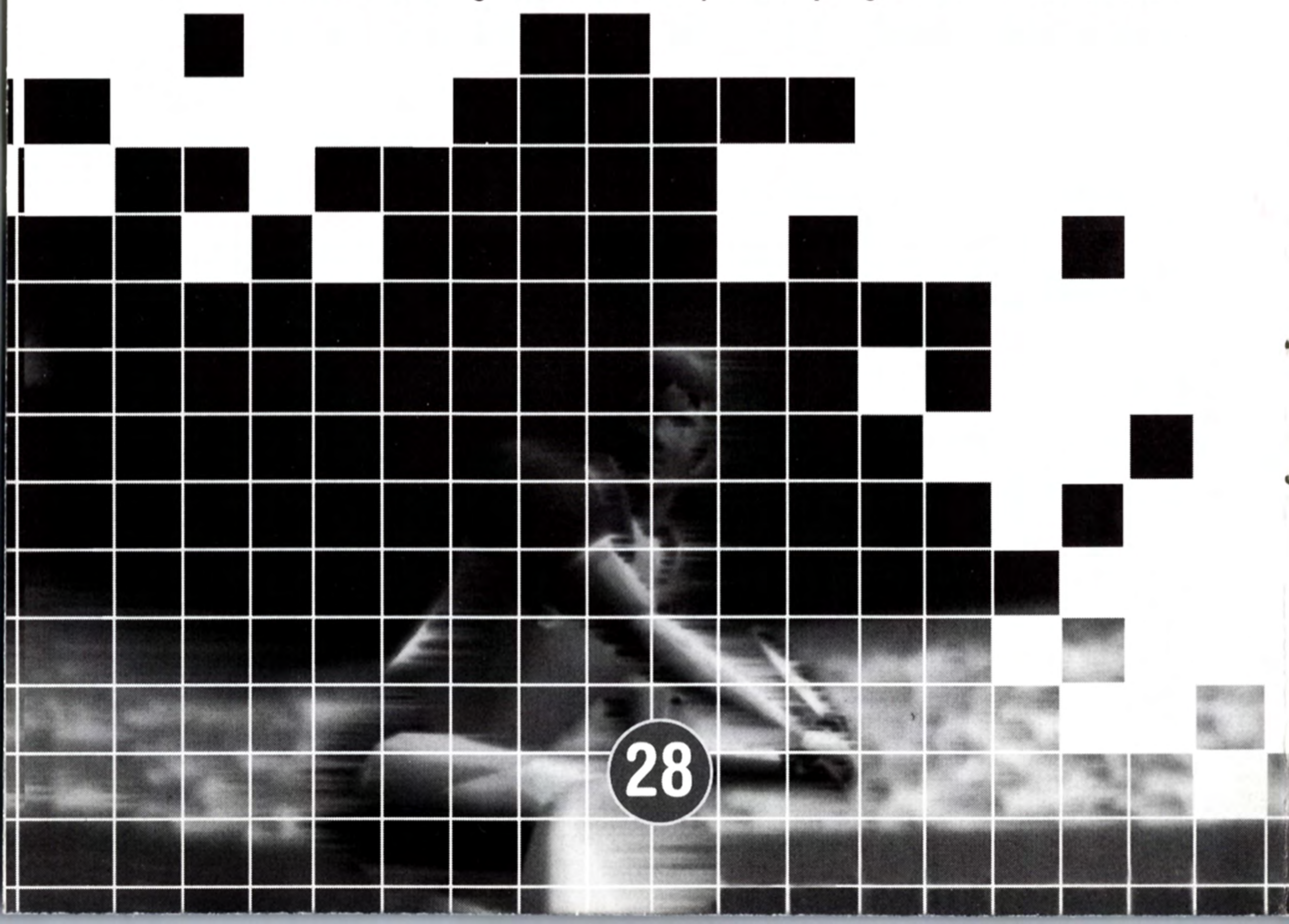
3) TURN

On - After the court change, the players change sides.

Off- You can play the same side of the court throughout the match. In the default setting, TURN is OFF for the "Human vs. Computer," but is ON for all other modes.

4) REPLAY

- **MANUAL-** While watching a replay in the Manual setting, you can change your viewing positions by using the manual control.
- **AUTO-** When you are in Auto, the replay will be shown from



differing view points automatically.

5) SCORE

On - displays the score on the top left of the screen at all times

Off - does not show the score

6) Background Music (BGM)

On - plays background music during the match

Off - no background music

7) BALL

As a default setting, the color of the ball is automatically yellow. However, you can choose from 9 different ball color options (yellow included).

■ ***ABOUT REPLAY***

By using the Replay Function, you can review prior plays in slow motion.

Automatic Replay and Optional Replay

Automatic Replay: replays shown automatically after a player wins the game.

Optional Replay: replays the previous game's action by pressing the L1 Button and R1 Button at the same time, this must be done before a service toss-up.

MANUAL REPLAY AND AUTO-REPLAY

There are two different kinds of replays, Manual Replay and Auto-Replay. Manual Replay allows you to change your viewing point as you wish while you watch the replay, whereas Auto-Replay changes viewing points by itself. This setting can be changed in the Option Screen. (See P.26)

How to operate at the time of replay

1) Optional Replay: L1 Button + L2 Button

(Press these two buttons before the next service toss-up.)

2) Operation during the replay:

Start Button - Cancels the Replay Screen

△ Button - Replays the replay

3) Operation of view points during the manual replay

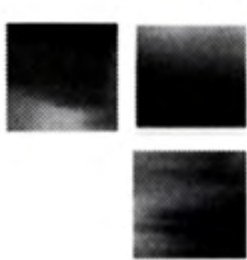
Up Directional Pad - Close-up from directly above

Left Directional Pad - Close-up from the right side

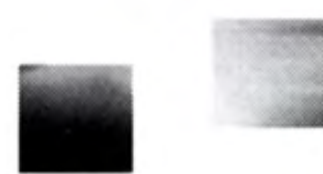
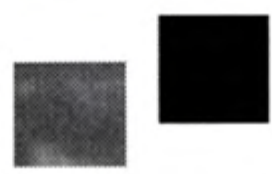
Right Directional Pad - Close-up from the left side

Down Directional Pad - Close-up from behind

 Button - Entire view



ABOUT TOURNAMENT MODE



This mode allows you to play alone for many hours. Matches are separated by men's and women's competitions, thus establishing a genuine "World Championship of Tennis." Mastering this mode is a player's ultimate goal.

* You can record each match on a memory card (4 places).

Preliminary Elimination Matches (4 matches)

This elimination process is an important test before you can advance to the true championship match. These are one-set matches played on a clay court. You will have to beat all four computer players. If you lose during any elimination matches, the game ends at the time of your defeat.

Preliminary League Elimination Matches (3 matches)

There are four groups (called blocs), and each bloc consists of four players. You will have to compete on a hard court, and this time, matches run three sets. Each player must play round-robin matches, with only the two best players from each bloc becoming finalists. In this contest, the computer players have much higher skills than those who played in the Preliminary Elimination Matches.

Final Tournament (3 matches)

This segment is played by the 8 finalists from the League Elimination Matches. This is a single elimination tournament. This final tournament is played on a lawn court, with quarter-final and semi-final matches running three-sets, while the final is a five-set marathon.

• Saving

When you wish to save the results of the matches, bring the cursor to "SAVE," and select a blank box with the Directional Pad

by going up and down. Save the game by pressing the X Button. If you choose to save the data in a box with existing data, you will overwrite the prior data with this new information. You can only save up to 4 matches. When you want to proceed to the next screen, press the Right Directional Pad, and bring the cursor to "EXIT," and press the X Button.

WARNING! Unless you insert a memory card into the PlayStation game console, you cannot save any matches. (See "About the Memory Card" for more information.)

- **Load**

When you want to continue playing an unfinished match already saved on your memory card, select "LOAD" when you are in Tournament Mode Title Screen, and press the X Button. When the screen turns into the Load Screen, bring the cursor to the data you wish to load by going up and down with your Directional Pad, and press the X Button. This will allow you to resume the match from the point where you previously stopped.

RULES OF TENNIS

How to score: You can score 1 point when the ball you hit is not returned to your field of play by your opponent or the court within one bounce, or when your opponent double faults (misses a service two times in a row).

How to count a game: In tennis, the player who first reaches 4 points wins 1 game. However, when both players are tied at 3 points, they are at Deuce, and the game must continue until one player is able to secure a 2 point advantage - and thus, the game. Points are called as follows: 0 points is 00 (Love), 1 point is 15 (Fifteen), 2 points is 30 (Thirty) and 3 points is 40 (Forty).

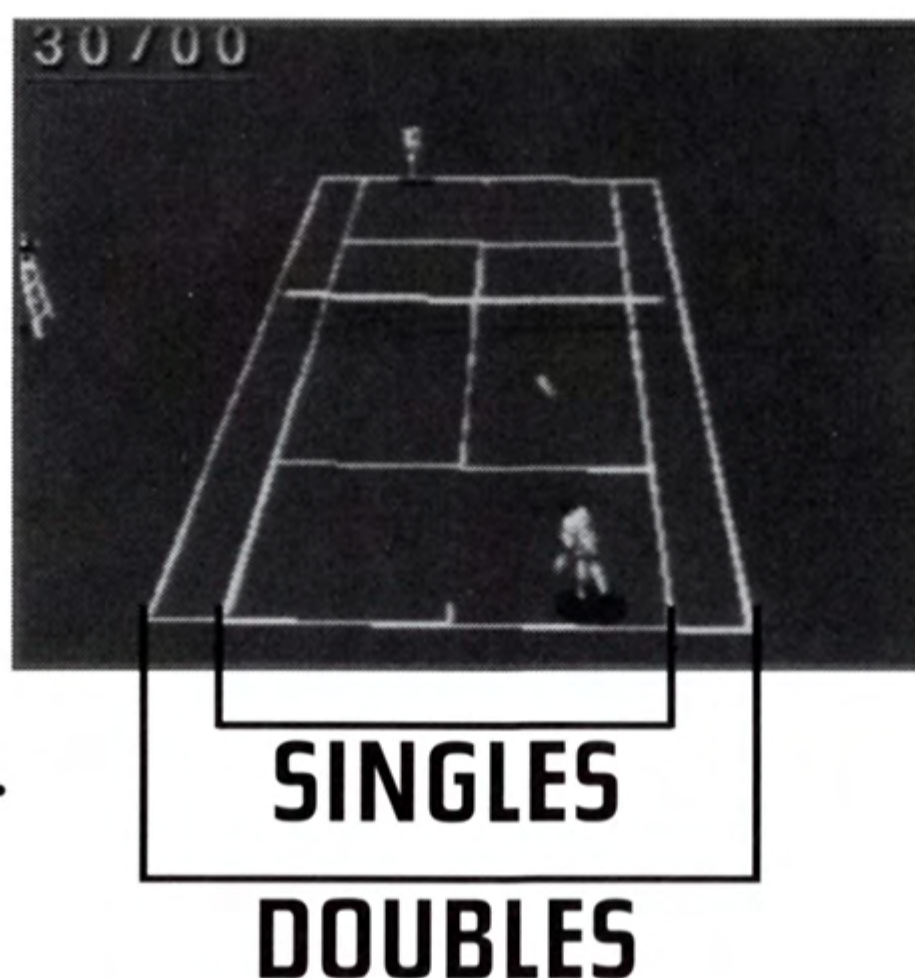
How to count a set: In tennis play, whoever wins 6 games first will obtain a set. However, when the game count is at 5-5, a player will have to win 2 games in a row. If the game count ends up 6-6, the players will have to play a tie-breaker, and the first player to reach 7

points wins the set. However, once again, a victory will not be secured until at least a two-point lead is achieved (e.g. 7-4, 7-5, 8-6, 9-7,).

In and Out:

Singles Doubles

In tennis, the lines are considered within the field of play. When a ball is bounced on or inside the line, the shots are called in, and any ball which is bounced outside the line is called out. As shown above, the field of play for singles and doubles is different.



About the court change

In order to equalize playing conditions for the players, court-side changes are mandated by the rules. However, when the player is playing against the computer, the default setting is set such that the player always plays on the same side of the court, as it would be disadvantageous for the player to play on the top half of the screen. The default setting can be changed on the Option Screen via On/Off Turn function. (See P.28)

About Operation - Service

In tennis, if the player with serve loses a game, (s)he is at a great disadvantage. Anyone who has accurate and powerful corner serves has a significant edge. Therefore, master a strong corner serve, and get a quick victory.

Fault: Missing a serve is called a fault. A server does get a second serve after missing his/her first serve. If the server, then misses the second serve, (s)he has double faulted and the opponent is awarded 1-point.

Let: If the served ball hits the net, but then goes into the opponent's service area the service is called a let, and the serve is re-played without penalty.

* The service area is the same for doubles and singles play.

ABOUT THE MEMORY CARD

In V-Tennis™, you can save various data during play by using a Memory Card. Start the game by inserting a memory card into Drive 1 on your PlayStation game console. Data from a Memory Card in Drive 2 can only be read when you are in the "Player Select" Screen.

- **About the warning message.**

When saving or loading data, the hardware may display the following messages regarding the memory card:

1) "DATA ERROR!"

This message is displayed when the machine cannot read the content of the memory card. Re-insert the memory card or erase damaged data, and then play the game.

2) "CARD UNFORMATTED!"

"FORMAT? YES/NO"

This message is displayed when a memory card is not formatted. You can only save data after a memory card has been formatted.

3) "CARD FULL!"

This message is displayed when there is not enough free space on the memory card. Make space on the memory card before you play, otherwise you will get the message, "CAN'T SAVE."

4) "NO CARD!"

This message is displayed when there is no memory card inserted at the time of saving your game.

5) "LOADING" (icon)

This message is displayed when the hardware is reading the data.

6) "SAVING..." (icon)

This message is displayed when the hardware is saving data onto the memory card.

WARNING! When messages 5) and 6) are displayed, do not insert or eject the memory card, as data could be damaged or lost.

* Refer to your PlayStation game console manual for the proper method for creating free space or deleting data from the memory card.

[illegible]

NOTES

ACCLAIM® LIMITED WARRANTY

ACCLAIM warrants to the original purchaser only of this ACCLAIM software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ACCLAIM software program is sold "as is," without express or implied warranty of any kind, and ACCLAIM is not liable for any losses or damages of any kind resulting from use of this program. ACCLAIM agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ACCLAIM software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the software product, free of charge to the original purchaser (except for the cost of returning the software product) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ACCLAIM software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

Repairs/Service after Expiration of Warranty- If your software product requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

Acclaim Hotline/Consumer Service Department (516) 759-7800

V-Tennis ©1996 Tokyo Shoseki Co., Ltd. Big Hurt™ is a registered trademark of Frank Thomas and licensed for use to Big Hurt Enterprises, Inc. Unauthorized use is strictly prohibited. Big Hurt Enterprises has granted a limited license to Acclaim Entertainment, Inc. Officially licensed by the Major League Baseball Players Association MLBPA Logo © MLBPA MSA. Acclaim is a division of Acclaim Entertainment, Inc. ® & © 1996 Acclaim Entertainment, Inc. All Rights Reserved. Marketed by Acclaim. Distributed by Acclaim Distribution, Inc., One Acclaim Plaza, Glen Cove, NY 11542-2777.

U.S. AND FOREIGN PATENTS PENDING.

Frank Thomas Big Hurt Baseball™

whatever
Frank
wants
Frank
Gets...



Acclaim®
entertainment, inc.

Acclaim is a division and registered trademark of Acclaim Entertainment, Inc. © 1996 Acclaim Entertainment, Inc. All rights reserved.

Acclaim Entertainment Inc. One Acclaim Plaza, Glen Cove, New York, 11542-2777

THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION U.S. AND FOREIGN PATENTS PENDING.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. Manufactured and printed in U.S.A.

U.S. and foreign patents pending.