

BUZZ!™ BUZZERS REQUIRED

# BUZZ!

## THE MEGA QUIZ



### The Ultimate Quiz Show, Live in Your Living Room!

Test your trivia powers with over 5000 questions on TV, movies, music, sports, science, nature and more!

Includes Buzz!™ Buzzers – tailor made for the perfect interactive game show experience.\*

[www.buzz-games.com](http://www.buzz-games.com)



### EmuMovies

### PlayStation®2



# HOT SHOTS TENNIS



### Instruction Manual

\*Buzz! Buzzers Required. Buzz! is a trademark of Sony Computer Entertainment Europe. Developed by Releantless Software © 2007 Sony Computer Entertainment Europe. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The Sony Computer Entertainment logo is a registered trademark of Sony Corporation.



## **⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES**

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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
- 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® 2 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: light-headedness, 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® 2 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® 2 FORMAT DISC:

- This disc is intended for use only with PlayStation® 2 consoles with the NTSC U/C designation.
- 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.

## HOT SHOTS TENNIS

### Tips and Hints

#### Game Hint Guide Information

PlayStation Underground Game Guides For free hints and tips visit us at [www.us.playstation.com](http://www.us.playstation.com).

Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games published by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PlayStation®2 and its peripherals. Representatives are available Monday - Saturday 6AM - 8PM and Sunday 7AM - 6:30PM Pacific Standard Time.

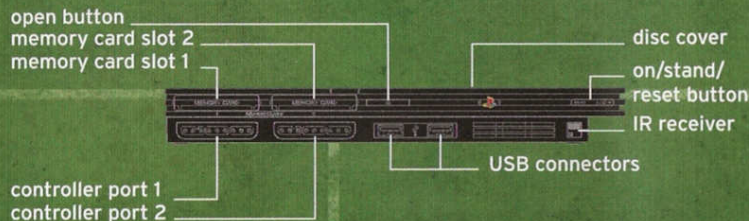
## ● TABLE OF CONTENTS

GETTING STARTED .....	2
CONTROLS .....	3
GETTING STARTED .....	4
MAIN MENU .....	4
PLAYING THE GAME .....	5
HOTS SHOTS CHALLENGE MODE .....	6
FUN TIME TENNIS MODE .....	7
TRAINING MODE .....	7
DATA .....	8
OPTIONS .....	8
TENNIS HINTS AND TIPS .....	9
CREDITS .....	13
WARRANTY AND INFORMATION .....	17





## ● GETTING STARTED



## SETTING UP YOUR PLAYSTATION®2 CONSOLE

Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the (Hot Shots Tennis) disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

## MEMORY CARD (8MB) (FOR PLAYSTATION®2)

**PLEASE NOTE:** Throughout this manual, the term "Memory Card" is used to describe the Memory Card (8MB) (for PlayStation®2). To save game settings, player status and current progress, insert a Memory Card with at least 256KB of free space into MEMORY CARD slot 1. Any previously saved Hot Shots Tennis game data will be auto-loaded upon start-up. Hot Shots Tennis uses an Autosave feature which means that progress will be automatically saved to Memory Card at certain points during the game.

## AUTOSAVE

When the Autosave function is turned on, game play data will be automatically saved to Memory Card upon completion of a match in Challenge Mode and Fun Time Tennis Mode, or upon completion of a practice session in Training Mode. The Autosave function can be turned on or off in the Options Menu.

## DELETING PLAY DATA

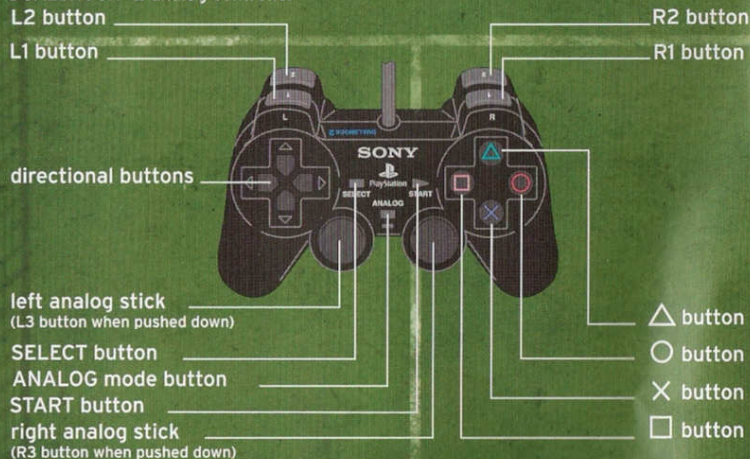
To delete previously saved play data on the Data Selection Screen, simply highlight the play data to be deleted and press .



## ● CONTROLS

### CONTROLLER DIAGRAM

DUALSHOCK® 2 analog controller



## USING A MULTITAP (for PlayStation 2)

**NOTE:** In this manual, the term "Multitap" is used to describe the Multitap (for PlayStation®2).

Hot Shots Tennis automatically detects the number of controllers inserted into the console. A Multitap should be inserted into controller port 1 of the console, and a controller into controller port 1-A of the Multitap. Any other controllers should be inserted sequentially into controller port 1-B, controller port 1-C etc.

## DIRECTIONAL BUTTONS - MOVEMENT

In this manual, , , , are used to denote the direction of both the directional buttons and the left analog stick unless stated otherwise. The Analog Controller (DUALSHOCK®2) will default to analog mode (indicator: red) upon start-up.

## USING MENU SCREENS

Press , , , to highlight an option, then press to confirm. To return to the previous menu screen, press . Press and to select alternative costumes on Character Selection screens.



## DEFAULT CONTROLS

### DURING A MATCH

- ↑, ↓, ←, → ..... Move character/Select shot trajectory
- START ..... Pause game
- SELECT ..... Change camera position
- △ ..... Lob
- ..... Slice
- ⊗ ..... Topspin
- ↑, ↓, ←, → (towards opponent) + ⊗ ..... Flat shot
- ↑, ↓, ←, → (towards you) + ○ ..... Drop shot

### SERVING

#### 1. Choose a position to serve from:

- ↑, ↓, ←, → ..... Move character

#### 2. Toss the ball:

- ..... Weakly
- ⊗ ..... Strongly
- △ ..... Underhand

#### 3. Hit the serve:

- ⊗ ..... Topspin serve/Flat serve
- ..... Slice serve
- △ ..... Underhand serve
- ↑, ↓, ←, → ..... Direct your serve

## GETTING STARTED

The title screen will be displayed. Press **START** to access the Data Selection Screen. When playing Hot Shots Tennis for the first time, choose an empty data slot to name your saved play data and enter your player name. Press **START** to access the Main Menu.

## MAIN MENU

### HOT SHOTS CHALLENGE MODE

Play matches against a string of opponents in singles or doubles matches and aim for top honors.

### FUN TIME TENNIS

Choose a character and a court and play competitive matches between one and four players.

### TRAINING MODE

Choose a character and a court and practice various tennis shots in this one player tutorial mode.

### DATA

Save and load play data, and check out current status and unlocked items.

### OPTIONS

Change various game settings.

## PLAYING THE GAME

### THE GAMESCREEN

- A Character and his/her tennis tier
- B Number of points
- C Number of sets/games



### SHOT COLORS

The flight path of the tennis ball changes color according to the type of shot hit: Purple = Topspin. Blue = Flat shot. Red = Slice. Pink = Drop shot. Green = Lob.

### TIMING BUBBLES

Speech bubbles are displayed based on how well you time your shots. Bad timing can cause the shot direction to deviate.

### STAMINA

Characters use up stamina whenever they move. When they run out of stamina, they become sluggish. The amount of stamina varies from character to character.

### REPLAYS

Sometimes a replay will start automatically after a point is scored. Press **START** when "replay" is displayed in the upper right of the screen to force a replay if one is not automatically shown. Change how often replays are shown by selecting "Short Replay" in the "Options" menu.

### AFTER THE MATCH

Review the number of sets or games won on the post-match Score Screen, which will be displayed at the conclusion of each match. Press **RIGHT** to access the Stats Screen to review the latest statistics.

### HOT SHOTS CHALLENGE MODE

Win Hot Shots Challenge Mode matches to unlock new characters, costumes, courts and umpires, and progress through the ranks from Beginners class, through Amateur and Semi-Pro up to the top-ranking Pro class.

### TENNIS TIERS

Each player's "tennis tier" is a current skill level grading. Beginning at "Tennis Lv 5", defeat opponents on higher tennis tiers to move up a grade.





## ● HOT SHOTS CHALLENGE MODE

### CHOOSE A CLASS AND OPPONENT

Press **↑** or **↓** to select a class and press **←** or **→** to select an opponent. You can continue playing matches in lower classes even after you have advanced to higher ones. At the foot of the screen, the prize for beating your opponent will be displayed. Choose an opponent and press **○** to continue.

### REVIEW MATCH DETAILS

Opponent	The opponent's name, tennis tier and playing style.
Match	The number of sets and games in the match.
Court	Indicates if the court is accessible or not.
Items	The item you win for defeating the opponent. After winning once, this will change to None.
Conditions	Special rule conditions, such as a fixed camera position.

### PARTNER CONTROL (DOUBLES MATCHES ONLY)

When only one controller is connected, your partner in doubles matches will be computer controlled "COM". When more than one controller is connected, your doubles partner can either be computer-controlled or controlled by a second player.

### CHOOSE A CHARACTER

Select a character and press **×** to confirm. Press **L1** or **R1** to change the character's costume, and press **△** to check their attributes.

### CONFIRM SETTINGS SCREEN

Review the selected characters, opponents and court; and when ready to begin, select "Start The Match!". Alternatively, alter any of the following settings:

Select Court	The tennis court on which the match will take place.
Sets	The number of sets to play.*
Games	The number of games per set.*
Select Umpire	The umpire who will be in charge of the match.
Set Handicap	The handicap settings that will apply to each character.*
Offbeat Rules	The rule settings that will apply to the match.*

\*Options available in Fun Time Tennis Mode only.

**NOTE:** Items marked with an "X" cannot be altered.



## ● FUN TIME TENNIS MODE

**NOTE:** Insert a Multitap into controller port 1 to play matches with more than two people. Please see the "Using A Multitap (for PlayStation 2)" section of this manual for details of how to set up a Multitap.

Up to four players can choose a character and court and play a match. Fun Time Tennis results are not reflected in your overall stats.

Select Singles for a one-on-one match or select Doubles for a two-on-two match. Assign player-controlled and computer-controlled characters and then press **×**. Review the selected characters, opponents and court; and when ready to begin, select "Start The Match!". Alternatively, the following settings can be adjusted before hitting the court:

Set Handicap	Add handicaps to characters to slow them down.
Offbeat Rules	Slow the action down via the Slow Motion option or make the ball bounce in unexpected directions via the Irregular Bounce option.

## ● TRAINING MODE

Select the character you want to use with the directional buttons, then press **×**. Press **L1** or the **R1** to change costumes.

Review the selected character and court; and then choose Ready To Go! to begin the training session.

After choosing a practice session and reviewing the instructions, press **×** to start the training. Proceed to the next level by hitting enough panels to meet the quota displayed at the top of the screen before running out of time in General, Volley, and Smash practice sessions or run out of balls to hit in Service practice sessions. Hit small panels to gain more points.

### GENERAL PRACTICE

Hit the panels on the court with the ball. The panels have shot types assigned to them in a specific order, so check the button display in the top left of the screen before you hit each ball. Use carefully timed button presses and press the left analog stick towards each highlighted panel to excel at General practice.

### SERVICE PRACTICE

Try to hit the panels with a well aimed serve. Press **×** to toss the ball to produce stronger, yet harder to time, serves. Alternatively, and for only half the points, press **○** or **△** to toss the ball to produce weaker, yet easier to time serves.

### VOLLEY PRACTICE

Return the ball before it bounces and try to hit the on-court panels. Keep a close eye on the tennis machine's position and on the ball's trajectory, and then move quickly! You cannot move into the area of the court marked "Do Not Cross".

### SMASH PRACTICE

Move to the yellow smash marker, and then press **○** or **×** to hit a smash into the on-court panels. Points can also be scored by pressing **△** to execute a fake smash.



## DATA

### STATS

Check a player's name, Challenge Mode class, tennis tier and career stats. Float the cursor over any item and an explanation will be displayed at the foot of the screen.

### ITEMS

View characters, costumes, umpires and courts categories and descriptions.

### SAVE

Save your play data to Memory Card. You can name your saved play data in the initial player name entry only.

### LOAD

Load previously saved play data from Memory Card.

## OPTIONS

### SOUND

Set the sound output method.

### MUSIC

Turn the in-game music on or off.

### VIBRATION

Turn the vibration function of the Analog Controller (DUALSHOCK@2) on or off.

### AUTOSAVE

Turn the Autosave function on or off.

### SHORT REPLAYS

Set how often replays are shown when points are won in matches. Set this to OFF and the replays will stop playing automatically.

### SHOT MARKERS

Turn the red shot markers and the yellow smash markers on or off.

**NOTE:** Shot and smash markers are always turned on during Training Mode.

### OVERHEAD CAMERA

Readjust the position of the overhead camera.

**NOTE:** The camera is fixed in the foreground during Training Mode and multiplayer matches.

### MOVIES

Press  to watch a movie.

### LOAD TIPS

Press  ,  ,  ,  to select the number of the tip you want to review, then press .

## TENNIS HINTS AND TIPS

### COURT LAYOUT

Tennis is played on a court. Both one-on-one singles and two-on-two doubles use the same court, but the court area used in singles is smaller.

### COURT TYPES

There are three types of court surfaces: Hard, Grass and Clay. Each surface affects the ball's bounce height and speed differently.

### POINTS

- No points 0 (Love)
- One point 15
- Two points 30
- Three points 40

### GAMES

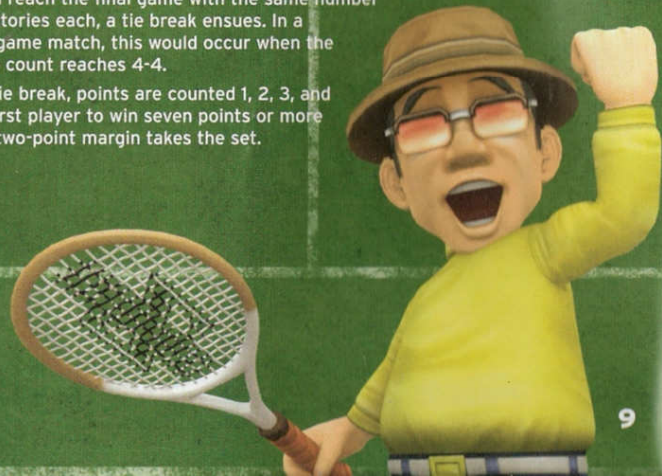
- The serving player will change on a game-by-game basis.
- Secure four points to win the game.
- When players have the same number of points from 40-40 (three points on each side) onwards, the score is termed "Deuce".
- Win a point during Deuce to gain the "Advantage", and then win the next point to win the game.

### SETS

- Win a specified number of games to take the set.
- Win a specified number of sets to win the match.

### TIE BREAK

- To win a set, you need to defeat your opponent by a two-game margin. So in a fourgame match, you have to win by 4-2 or more.
- If you reach the final game with the same number of victories each, a tie break ensues. In a four-game match, this would occur when the game count reaches 4-4.
- In a tie break, points are counted 1, 2, 3, and the first player to win seven points or more by a two-point margin takes the set.





## SERVICE RULES

Serves must be hit into the service court diagonally across from the server. If the ball hits the net and falls into the service court, a "let" service is awarded and the server is allowed to retake the serve. A "fault" occurs if the ball does not land in the service court or hits the net and falls back into the server's court. A second fault is called a "double fault" and the receiver wins the point.

## SERVICE ACES

A "service ace" is when the server wins the point because the receiver is unable to return the serve.

## TYPES OF SERVE

### Topspin serve - ⊗

A serve hit with topspin. It has a high trajectory and bounce and is a very stable serve.

### Slice serve - ⊙

A serve hit with slice. It's not particularly quick, but has a low trajectory and slides off to the sides, making it a difficult serve to return.

### Flat serve - ← analog stick/directional buttons (towards opponent) + ⊗

A powerful serve. This can easily result in a fault, so ensure that you get the timing just right.

### Underhand serve - △ to toss + △ to hit

A serve hit from below that travels in a high arc. When used properly, it can catch your opponent off guard.

## SHOT BASICS

### SHOT COURSE

A red shot marker will be displayed on the spot where your shot is intended to land. The ball may actually fall away from its target depending on how well you timed it.



## FOREHAND AND BACKHAND

A "Forehand" shot is a stroke played with the palm of the hand facing in the direction of the stroke. A "Backhand" shot is a stroke played with the back of the hand facing in the direction of the stroke. Usually backhand shots do not travel as fast as forehand shots, but some characters can hit ferocious backhands to match the power of their forehand strokes.

## SHOT TYPES

### Topspin - ⊗

A topspin shot is faster than a slice and has a higher trajectory and bounce.

### Flat Shot - ← analog stick/directional buttons (towards opponent) + ⊗

This shot has a lot of power, and the height of its trajectory and bounce are somewhere between that of topspin and slice.

### Lob - △

This shot floats high into the air, making it perfect against opponents who have come towards the net - or for when you need to gain time to move towards the net. Be careful, though: lob recklessly and it will be easy for your opponent to smash the ball back at you.

### Slice - ⊙

Slice shots are slower and weaker than topspin shots, but they limit the left/right angle at which your opponent can return the ball.

### Drop Shot - ← analog stick/directional buttons (towards yourself) + ⊙

This shot drops into your opponent's court right by the net and has an almost vertical bounce, making it a nasty shot to return. However, since you're aiming to get the ball just over the net, it's easy to hit the net instead of getting the shot over it.

### Volley - ⊗ before the bounce

An offensive shot with a lot of power that you can hit at wide angles. Volleys are extremely effective if you hit the ball to the side of the court opposite your opponent, before they can regain their balance. You need to move forward to hit the shot, which could cause trouble if your opponent manages to return your volley. Hit the ball before it bounces with ⊙ for a slice volley and △ for a lob volley.

### Smash - ⊙ or ⊗

While standing on the yellow smash marker, this shot takes advantage of an opponent's lob - letting you hit the ball hard from above, like a serve. Be sure to check your opponent's position and focus before you hit the shot. Use △ instead to hit a weaker "fake smash".





## PLAY STYLES

### ALL-ROUNDERS

All-rounders use the whole court. Keep an eye on your opponent's position and be ready to adapt your technique.

### BASELINE PLAYERS

Baseline players move left and right along the baseline at the back of their court. Work out where your opponent will not be positioned and then you'll know whether to hit left or right, deep or close.

### NET PLAYERS

Needing quick reflexes to respond to their opponents' shots, net players actively approach the net and frequently use volleys and smashes.

### BIG SERVERS

These players like to gain an early advantage with powerful serves. Polish your service technique and make short work of opponents.

## BASIC STRATEGIES

- Hit shots into the left or right of your opponent's court to make them move in that direction, then follow with a fast shot to the other side where they cannot get it. The key is to hit the first shot as far to the left or right as you can, then hit a fast ball to the opposite side.
- Use a drop shot to bring your opponent up to the net, and then follow by hitting a flat shot deep into the court. When you hit the flat shot, make sure you send it away from the opponent where it can not be returned.
- Hit a lob over your opponent when he or she comes up to the net. Aim for where your opponent can not smash the ball back at you, as deep into the court as you can.
- Hit your shot to the left or right side of your opponent's court, then move up to the net. When the ball is returned, volley to the opposite side of your opponent. If you're late to the volley, you'll be at a disadvantage by being close to the net, so if you decide to volley, move quickly and decisively towards the net.
- Hit a powerful serve to the left or right of your opponent's court to throw them off balance. When the ball is returned, hit a quick shot to the opposite side. Your opponent will notice if you always aim for the same places, so make sure to throw in some serves to the center of the court, too.



## Clap Hanz STAFF

### Production

Producer & Game Design  
Masashi Muramori

Product Management  
Takashi Muramori

Directors  
Tatsuya Taguchi  
Jinichi Fuyuki

### Planning

Planners  
Jinichi Fuyuk  
Akiyoshi Iguchi  
Masahisa Watanabe

### Program

Chief Programmer  
Tatsuya Taguchi

Programmers  
Masaru Hatsuyama  
Kazuya Azuma  
Kazumasa Saito

### Graphic

Chief Designers  
Toshiaki Tanaka  
Kazumasa Oohira

Designers  
Kazuha Tanaka  
Shinya Yoda  
Rumiko Shinoda  
Chisato Kawahigashi  
Kuniko Endou

Court Designers  
Masahisa Watanabe  
Masahiko Toda  
Gaku Hagiwara

### Character Design

Rumiko Shinoda  
Chisato Kawahigashi

Technical Advisors  
Toshiyuki Kuwabara  
Hiroyuki Yagi  
Keisuke Futami  
Hirofumi Hashimoto  
Yasuhiro Matsumoto

### Special Thanks

Daisuke Takagi  
Tatsunori Yumoto

## Sony Computer Entertainment Japan

### Music

Gon Ohtsuji (Nihon Sel)

Music Assistant  
Yuta Matsubara

Lead Sound Designer  
Noburo Masuda

Sound Designer  
Tsubasa Ito  
Kaori Oshima  
Ryo Yamamura  
Mizuki Tsuda

Sound Program Support  
Isamu Terasaka  
Mitsuteru Furukawa  
Tomohito Ito

Sound Producer  
Shinpei Yamaguchi

Overseas Coordination  
Masaaki Dol  
Yuri Kato  
Daisuke Ishidate

Assistant Producer  
Kunihiro Chiura

Producer  
Ikejiri Daisaku

Executive Producers  
Yasuhide Kobayashi  
Takafumi Fujisawa  
Masashi Muramori (Clap Hanz)

Executive Directors  
Tomikazu Kirita  
Masatsuka Saeki  
Seigi Sasaki  
Fumiya Takeno

### Special Thanks

Tohokushinsha Film Corporation  
Nihon Self Co. Ltd.  
Freeways Corporation  
Japan Tennis Association



## Sony Computer Entertainment America

### SCEA Santa Monica Studios

Producer  
Taku Imasaki

Assistant Producer  
Chris Hinojosa-Miranda

Project Manager  
Jim Miller

Director, International  
Software Development  
Barbara House

Director, Product Development  
Allan Becker

Senior Vice President,  
Product Development,  
SCEA, part of SCE Worldwide  
Studios  
Shuhei Yoshida

President, World Wide Studios,  
Sony Computer Entertainment  
Phil Harrison

### Special Thanks

Maya Rogers  
Nao Higo  
Mike Giam  
Yukiko Goto

### SCEA Tools, Technology and Services Group

Senior Director of Tools,  
Technology and Services  
Buzz Burrowes

Director of Service Groups  
Dave Murrant

Sound Design  
Dialog Manager  
Greg deBeer

Dialog Coordinator  
Jacquie Shriver

Voice Director  
Jamie Mortellaro

Voice Over Talent  
Jessica DiCiccio (Ashley)  
Stephen Stanton (Big Chief)  
Greg Cipes (Cody)  
James Arnold Taylor (Kent)  
Danielle Judovitz (Gloria)  
Kana Koinuma (Lily)

### Voice Over recorded at Technicolor Interactive Services

Recording Engineer / Dialogue Editor  
David Walsh

Assistant  
Jake Worthington

### SCEE Audio Production Group

Casting  
Andy Emery  
Caroline Simon

Sound Engineer  
Steve Parker

Voice Actors  
David Holt  
Emma Tate  
Haruka Kuroda  
Maria Darling  
Peter Dickson  
Richard Pearce  
Sarah Hadland  
Wayne Forrester

### Translation (Japanese to English) Frognation Ltd.

Senior Translator  
Ryan Morris

Japanese Proofing  
Yuki Murakami

Founder  
Lynn Robson

### SCEA Product Development, First Party Quality Assurance (FPQA)

Director  
Ritchard Markelz

Test Operations  
QA Test Manager  
Jeremy Hunter

Lead Quality Assurance Testers  
Chris Johnson  
Richard Hideshima

Quality Assurance Tester  
Thomas Bengford

Lab Technician  
Ara Demirjian

Contingent Game Test Analysts  
Dante Evans  
Jerome Fernandez  
Dave Kellum  
Kaycee Mcneil

Preston Conception  
John Herber

Program Management  
Group Sr. Manager  
Jim Wallace

Manager, Project Management  
Eric Ippolito

Supervisor, Training  
Benjamin Forrest

Project Coordinators  
Justin Flores  
Jesse Reiter  
Ronald Pascucci  
Brent Gocke

### SCEA Marketing

#### Product Marketing

Director, Software  
Product Marketing  
Jeff Reese

Product Marketing Manager  
Mark Valledor

Associate Product Marketing  
Manager  
Chuck Lacson

Product Marketing Specialist  
Verna Hsu

#### Public Relations

Senior Director, Communications  
and Brand Development  
Dave Karraker

Senior PR Sports Manager  
Ron Eagle

PR Sports Specialist  
Alex Armour

#### Promotions

Senior Promotions Managers  
Blair Elliott  
Donna Armentor  
Aimee Duell

Mobile Marketing Manger  
Andrew Adams

#### Associate Promotions Managers

Lauren Decker  
Anne Gherini  
Jill Grabenkort  
Johanna Legarda

Promotions Specialist  
Kacey Denton

Senior Promotions Assistant  
Natalie Behrman

Promotions Assistants  
Dan Ambrose  
Keith Hovey

### Channel Marketing & Events

Director, Channel Marketing and  
Events  
Joby Hirschfeld

Senior Manager, Channel Marketing  
Bob Johnson

Retail Manager, Channel Marketing  
Kip Roggendorf

Events Managers  
Lori Chase  
Quinn Pham

Senior Manager, Creative Services  
Jack Siler

Senior Creative Services Specialists  
Joseph Chan  
JM Garcia  
Miguel Godinez  
Alicia Beam

Creative Services Specialist  
Blanca Hernandez

Packaging and Manual Design  
Origin Studios





### PlayStation Network

Senior Director, PlayStation Network  
Susan Nourai

Senior Manager, Web & Loyalty  
Marketing  
Josh Meighan

Loyalty Associate Manager  
Chris Hagedorn

Director, Operations  
Eric Lempel

Loyalty Associate Manager  
Chris Hagadorn

Web Content Planning Manager.  
Dawson Vosburg

Associate Project Manager (Official  
Game Site)  
Trevor Ehle

Web Producer  
Cyril Tano

Senior Web Content Designer  
Michael McIntire

Web Specialist  
Sara Kwan

### Legal

Director, Legal & Business Affairs  
Lisa Lunger

Paralegal  
Christine DeNezza

### Special Thanks

We would like to thank each individual at Sony Computer Entertainment America for their contributions, support and dedication to the success of Hot Shots Tennis with special recognition to the Executive Management team including: Jack Tretton, Peter Dille, Jim Bass, Glenn Nash, Phil Rosenberg, Steve Ross, Riley Russell, Shuhei Yoshida

We would also like to thank Phil Harrison and Will Treves at Sony Computer Entertainment World Wide Studios for all their help and support.

Planning & Development  
Clap Hanz Limited

Development & Copyright  
Sony Computer  
Entertainment America



## ● LIMITED WARRANTY

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of this SCEA product that this software is free from defects in material and workmanship for a period of ninety (90) days from the original date of purchase. SCEA agrees for a period of ninety (90) days either repair or replace, at its option, the SCEA product. You must call 1-800-345-7669 to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA 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 SCEA. 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 SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

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

### USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws. All rights to make copies of any portion of the game for subsequent redistribution is retained by the copyright holder. Please contact SCEA at 1-800-345-7669, if you are unwilling to accept the terms of this license.

