PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING – Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Altered vision**
Loss of awareness	**Involuntary movements**	**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠ WARNING – Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION – Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

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REV-E

The Official Seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

EVERYONE 10+ E 10+ CONTENT RATED BY ESRB

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Thank you for purchasing SEGA SUPERSTARS™ TENNIS. Please note that this software is designed only for use with the Wii™. Be sure to read this instruction booklet thoroughly before you start playing.

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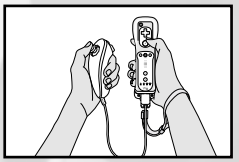
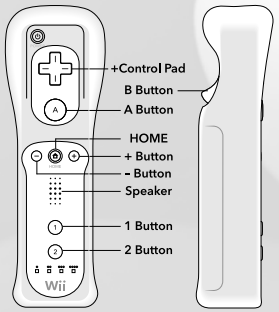
BASIC CONTROLS

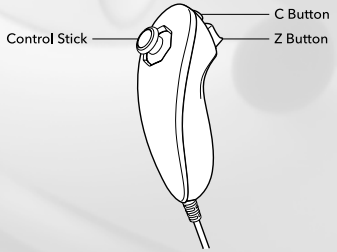
While playing in Nunchuk mode (Wii Remote + Nunchuk) is recommended, you can also play the game with the Wii Remote alone.



Wii Remote™



Nunchuk



Menu Controls:

Select Menu Item. . . . . +Control Pad/Control Stick
Select / Open Menu . . . A Button
Cancel / Exit Menu. . . . B Button

Other Essential Controls During the Game

+ Button . . . . . Pause the Game
HOME Button. . . . . Display the HOME Menu

⚠ CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.
Also remember the following:

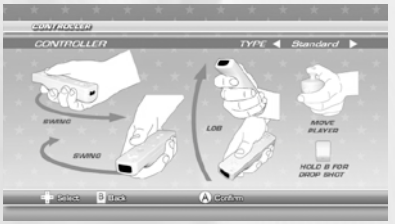
- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.
- Use the Wii Remote Jacket.

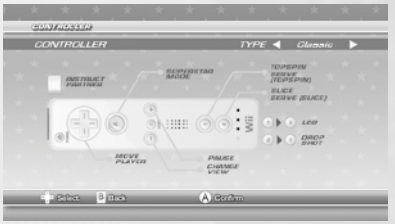
CONTROLS

The following are the controls used in this game. Configuration can be changed via Options (p.15) and the Pause Menu.

STANDARD CONFIGURATION

	Menu Controls:	Game Controls:
+Control pad / Nunchuk	Highlight menu Item Change Option	Player movement
A Button	Select / Open Menu	
B Button	Cancel / Exit menu	
	Not used	Topspin
	Not used	Slice
	Not used	Lob
	Not used	Drop Shot
	Not used	Smash (Ball is above player)
A + B Button + Button – Button	Not used	Superstar State Pause Change View





VIEWING THE GAME SCREEN

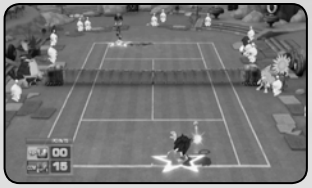
Player 1 Information
Name
Match Count
Player/COM
information

BASIC TECHNIQUES

SERVE
To serve, toss the ball into the air by swinging the Wii Remote upwards, and then hit the ball by swinging the Wii Remote back downwards.

[To perform a tricky underarm serve, simply toss the ball in the air as normal, but then follow up with a second upward swing of the Wii Remote (as with a Lob or Drop Shot in normal play)].

SHOT STRENGTH
The power with which you hit a shot is determined by your position in relation to the ball and the relative power with which you swing the Wii Remote.



BALL DIRECTION
When striking a ball, you can control the direction of the shot as you would with a real tennis racquet!

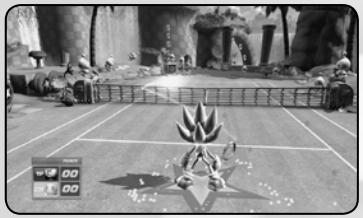
SMASH
When a high ball is delivered the 'Smash Chance' marker will appear. Move quickly to it, and move the Wii Remote downwards in a smashing motion!

DROP SHOT
When you hit a Drop Shot, the ball falls gently just over the net. This makes it a handy option for times when the opponent is at the back of the court. To perform a Drop Shot, simply move the Wii Remote as if performing a very gentle Lob Shot.

INSTRUCTING YOUR COM PARTNER
In Doubles matches with a COM partner, press the B Button to switch your partner's play style as detailed below. The COM partner's position is displayed at the top of the screen.

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

SUPERSTAR STATE



Every character has a Superstar meter in the form of a star beneath their feet, which is slowly filled whenever they perform well. When this star is filled, the character can transform into their Superstar State! Superstar State is triggered by pressing the A + B Buttons.
While each character is in their own unique special Superstar State, they run faster, hit the ball harder, or even call down the power of the skies!
Each characters' powers are different, so try them all!

STARTING THE GAME

Press the A Button at the Title Screen to bring up the Main Menu, and use the +Control Pad and the A Button to select from the following modes:

PLANET SUPERSTARS
Planet Superstars allows a single player to take on over 100 challenges, visiting some of SEGA's most recognized worlds, and meeting some familiar and well loved names along the way. Challenges include tournaments, ball games, special events and more, and allow you to unlock additional content.

MATCH
A player-designed match between 1 and 4 players. The court and all game settings can be decided by the players.

TOURNAMENT
Play alone or with a friend in a sequence of matches against randomly selected computer opponents. Tournament Mode comprises five Singles matches, or three Doubles matches.

GAMES
A collection of eight fun new games based around famous SEGA titles! Play single player or up to 4-person multiplayer.

OPTIONS
Modify game options and view records.

QUICK MATCH

Jump straight into a single-player Quick Match with a randomly-generated opponent, court and game settings.

STARTING QUICK MATCH
To begin a Quick Match, press the 1 Button while on the Main Menu screen.

PLANET SUPERSTARS

Planet Superstars allows a single player to compete in over 100 challenges, including exhibition matches, tournaments and party games, to unlock additional characters, courts, games, music and other content.

PLANET SUPERSTARS
Navigate around the Planet Superstars Map using the Control Stick. The map contains a number of game zones, each representing a famous SEGA title. Game zones are represented on the Planet Superstars Map as logos.
As the cursor hovers over an unlocked SEGA Game Zone, the HUD will change with information regarding the selected zone. Pressing the A Button will take you into the chosen game zone where you will be presented with further information and shown available challenges. Game zones that are presently locked will appear as silhouettes.

SEGA GAME ZONES
Within each SEGA Game Zone, you will be presented with challenges related to the original SEGA game title and a list of challenges available within the zone. Challenges will provide you with unlockable content, and the conditions you must achieve to gain that content.

You can navigate the Zone Menu using the +Control Pad and select a challenge by pressing the A Button while the desired challenge is selected. Press the B Button to return to the Planet Superstars Map.

If you have already attempted to complete a challenge, your previous rank will be displayed beside the challenge details. If a prize available for a challenge has already been unlocked, the prize will be displayed.

CHALLENGES
When taking on challenges within a Game Zone, you will have the opportunity to play special exhibition matches, whole tournaments and a host of unique party games, each tailored to the particular game zone you have entered. Here you will find detailed gameplay instructions and objectives via an on-screen message before a challenge begins.

- **TOURNAMENT**
- **MATCH**
- **MISSIONS**

MATCH

Match games may be organized for between 1 and 4 players, and can take place on any unlocked courts, using any unlocked players. You may also select from a range of other options including the number of games, number of sets and more.

Navigate between available characters on the Character Select screen, using the +Control Pad. Pressing the A Button will select the highlighted character and the B Button will return you to the previous screen.

Once all players have selected their character, they can then place their characters in the desired position on court using the +Control Pad to move them and the A Button to confirm their position. The player can return to the Character Select Screen by pressing the B Button.

After all players have selected their characters and positions, they are given a selection of advanced options, including court, number of games, difficulty, etc. Navigate this list and toggle the options using the +Control Pad. Once the options have been set to your satisfaction, the A Button will confirm your selection. Pressing the B Button will return you to the Position Select screen.

TOURNAMENT

In Tournament mode, you may play a sequence of Singles or Doubles matches, competing alone or with a friend against increasingly difficult COM opponents to finally claim the title of SEGA Superstars Champion!

Navigate between available characters on the Character Select screen, using the +Control Pad. Pressing the A Button will select the highlighted character and the B Button will return you to the previous screen.

Once the player(s) have selected their character, a stage display screen will appear, showing the current stage reached. The player may continue from this screen by pressing the A Button.

GAMES

Games mode allows you to play alone or with your friends in a series of games that can be unlocked within Planet Superstars.

After selecting Single or Multiplayer, you are taken to a screen displaying available games. Navigate this menu using the +Control Pad and select your desired game by pressing the A Button. Return to the Main Menu by pressing the B Button.

On selecting a game, you will be given specific instructions or objectives relating to the particular game.

OPTIONS

Make changes to a variety of game settings as detailed below. Use the +Control Pad to select a category, and press the A Button to open the settings. When settings are open, use the +Control Pad to select an option, and the A Button to make changes. Select Return to Main Menu when finished.

Settings:

General

Game Difficulty
Set COM difficulty for Tournament and Match modes. Game difficulty from easy to hard.

Superstar Mode
Toggle character special effects On or Off.

Fix Camera
Toggle camera fixed on the player at bottom of the screen.

Speed
Toggle the ball speed display on the players HUD On or Off.

Controller

Controller Type
Change between the available control configurations.

Vibration
Toggle controller vibration On and Off.

Records

On the Records screen, the player may view saved high scores and statistics relating to their previous gameplay.

Audio

Music Volume
Control the volume of the in-game music. Default 70%.

Sound Effects Volume
Control the volume of the in-game sound effects. Default 70%.

Video

Brightness
Control the brightness of the game.

Save / Load

Autosave
Toggle autosave option On and Off.

Save
Save the current game.

Autosave
Load a previously saved game.

CREDITS

"Samba De Janeiro"
Written by Gottfried Engels, Arito Moreira and Ramon Zenker
Performed by Bellini
Courtesy of Tiger Records
Published by Universal Music-MGB Songs obo Edition God's Heaven/Arabella Musikverlag GmbH, Good Morning Music (ASCAP), Upright Songs GmbH (GEMA)

"Al Compas Del Mambo"
Written by Perez Prado
© 1950 EMMI, admin. by Peer International Corp. (BMI)

"El Bimbo"
Written by C. Morgan
Sugar Melodi, Inc. (ASCAP)

NOTES

NOTES

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To receive additional support, including troubleshooting assistance, please contact SEGA at:

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- Telephone: 1-800-USA-SEGA

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