



Games for Windows
LIVE



Virtua **4**TM *Tennis*

SEGA[®]

⚠ Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.



PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:



For further information visit <http://www.pegi.info> and pegionline.eu

Thank you for purchasing *Virtua Tennis™ 4*. Please note that this software is designed for use with a personal computer running Microsoft Windows®. Be sure to read this software manual thoroughly before you start playing.

Virtua Tennis 4™

CONTENTS

<i>Getting Started</i>	2
<i>Connect to Games for Windows - LIVE</i>	3
<i>Xbox 360 Controller for Windows</i>	4
<i>Main Menu</i>	5
<i>Controls</i>	6
<i>World Tour</i>	10
<i>Arcade/Exhibition</i>	14
<i>Party</i>	15
<i>Online</i>	17
<i>My Club</i>	18
<i>Options</i>	19
<i>Customer Support</i>	20
<i>Warranty</i>	21



GETTING STARTED

SYSTEM REQUIREMENTS

MINIMUM:

OS: Microsoft Windows 7/Vista®/XP

Processor: 2 GHz Intel® Core 2 Duo® or AMD equivalent

Memory: 2 GB RAM, 4 GB free hard drive space

Video Card: NVIDIA® GeForce® 7800, ATI™ Radeon X1800

RECOMMENDED:

OS: Microsoft Windows 7/Vista®/XP

Processor: 2 GHz Intel® Core 2 Duo® Quad or AMD equivalent

Memory: 2 GB RAM, 4 GB free hard drive space

Video Card: NVIDIA® GeForce® GTX 260, ATI™ Radeon HD4870

The game's performance and/or graphical quality may differ according to your computer's hardware and/or video card. Computers with high-performance hardware will provide the best game performance.

INSTALLATION

Insert the *Virtua Tennis 4* DVD into your PC's DVD drive. If Autoplay is enabled, the installer will begin. Click on Quick Install in the menu to start a default installation. Use Custom Install for advanced installation configuration.

If Autoplay is not enabled, double-click your DVD drive icon to run the installer. If the installation does not begin, right-click the DVD drive icon and choose **Explore** from the drop-down menu, then double-click the **Setup.exe** file to run the installer.

If you have purchased *Virtua Tennis 4* via a digital distribution service, such as the Games for Windows Marketplace, please refer to the distributor's installation instructions.

AUTHENTICATION

An online authentication is required to link the game license to your gamertag. Please complete this process via Games for Windows - LIVE by typing in your serial code when you start this game for the first time. Once the authentication is completed, you can play the game offline and/or online with or without Internet access.



CONNECT TO GAMES FOR WINDOWS - LIVE

GAMES FOR WINDOWS - LIVE

Play online for free! With Games for Windows - LIVE, you can build your profile, play online, chat with friends, see your friends' games and activities, and track gaming achievements across all Games for Windows - LIVE games. Plus, you can download game content from Games for Windows - LIVE Marketplace. Get connected and join the PC gaming revolution!

CONNECTING TO LIVE

To connect to Games for Windows - LIVE, you need a high-speed Internet connection and a gamertag. If you already have a gamertag, you have what you need to connect to Games for Windows - LIVE. If you don't have one, you can get one for free. For more information, including availability in your region, go to www.gamesforwindows.com/live.

FAMILY SETTINGS

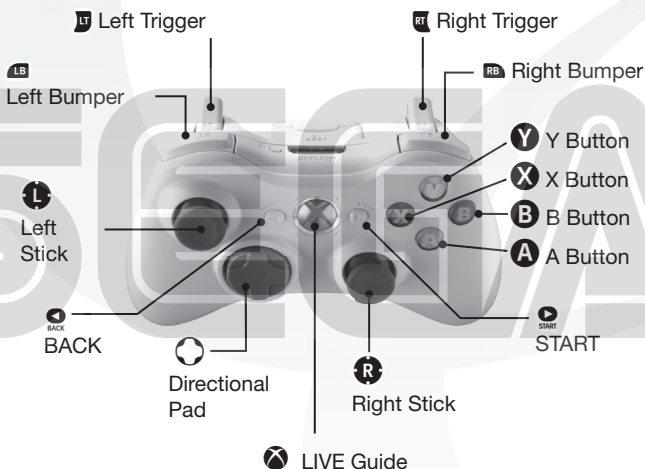
Windows Parental Controls (Vista and Windows 7) enable parents and guardians to restrict access to mature-rated games and set time limits on how long they can play. Family settings in Games for Windows - LIVE enable parents and guardians to approve who and how your family interacts with others online with the LIVE service. For more information, go to www.gamesforwindows.com/live/familysettings.



XBOX 360 CONTROLLER FOR WINDOWS

This game is designed for use with the Xbox 360 Controller for Windows. If you wish to play with 2-4 players, please ensure that multiple Xbox 360 Controllers for Windows are connected. Plug in a wired Xbox 360 Controller for Windows to one of the PC's USB ports and/or connect an Xbox 360 Wireless Controller for Windows using a Xbox 360 Wireless Gaming Receiver for Windows.

You can also play the game using the keyboard or a gamepad other than the Xbox 360 Controller for Windows. A Launcher will be displayed initially whenever you run *Virtua Tennis 4*, and in this you can configure different devices and control configurations for Players 1 to 4.



MENU CONTROLS

LEFT STICK/ DIRECTIONAL PAD	Make selection
A BUTTON	Enter selection
B BUTTON	Cancel/Return

Please do not shut down your PC or close the application window while the game is auto-saving your progress.



MAIN MENU

Press **START** at the Title Screen to display the Main Menu, and select one of the following modes:

- **WORLD TOUR (P.10)** Fight your way through four tough seasons, fixing your sights on first place at the grand slam championship.
- **ARCADE (P.14)** Jump straight in at the deep end and enjoy a series of matches in this arcade-style game mode.
- **EXHIBITION (P.14)** Play alone to hone your techniques, or have fun with friends. However you want to play, this basic single match mode allows you to set all match parameters to your liking.
- **PRACTICE** The first dedicated practice mode in the Virtua Tennis series. Follow the on-screen instructions to learn the simple controls needed to play like a pro!
- **PARTY (P.15)** A collection of fun and unique mini-games for 1 to 4 players.
- **ONLINE (P. 17)** Enjoy Ranked Matches and Player Matches with players from around the world via Games for Windows - LIVE.
- **MY CLUB (P.18)** Customise your World Tour characters, and check your **Overall Stats and Medals**.
- **OPTIONS (P.19)** Make Changes to a variety of game settings.
- **QUIT** Close the game and return to your desktop screen.

PAUSE MENU

During tennis or Party gameplay, press **START** to open the Pause menu with the following options. Note that not all options will be available in all modes.

- Resume Game** Return to the game in progress.
- Return to Main Menu** Quit game in progress and return to Main Menu.
- Restart** Restart game in progress from the beginning.
- Camera Type** Set to **TV**, **Follow** or **Close** (p.6)
- Camera Focus** Set to **Normal**, **Dynamic** or **Off** (p.19)

The following controls are used in all tennis modes.

CONTROLS

Please note that the explanations assume **Type A** configuration with an Xbox 360 Controller for Windows. Configuration and control device can be changed via the Launcher (p.4).

Command	Type A	Type B	Type C	Type D
Move/Aim/After Touch	left stick/directional pad			
Top Spin	A button	A button	B button	B button
Super Shot	B button	X button	A button	X button
Slice	X button	B button	X button	A button
Lob	Y button	Y button	Y button	Y button
Toggle Camera Type	BACK			
Pause/Pause Menu	START			

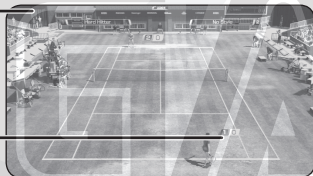
VIEWING THE GAME SCREEN

Player/COM Information

- Player Number
- Play Style/Concentration Gauge

Match Count

- Games/Sets won



Press the BACK button to switch views. **TV** (default) offers a TV Gantry view of the action from 45° above the court. **Close** shows a much closer spectator view. **Follow** shows a court level view from behind the player.



Close View

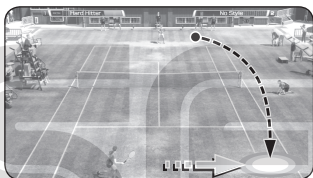
BASIC TECHNIQUES

SERVING

1. Use the left stick to set your start position and press a shot button to begin the Serve Gauge.
2. Hold the left stick 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. Pressing the shot button while the gauge is raising will result in a slice serve; pressing it while the gauge is dropping will result in a spin serve.



RETURNING SHOTS



1. Approach the ball

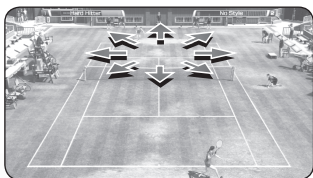
As the ball is returned by your opponent, try to anticipate where it will arrive in your own court and run quickly to that position. Your shot type and footing will vary depending on your position relative to the ball.



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 to determine the shot's direction. The direction will become more extreme the longer you hold the left stick.

SHOT TYPES

Top Spin (Regular Shot)

Press the A button for a regular shot applying top spin.

Slice (Defensive Shot)

Press the X 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 Y button for a lob shot that goes straight over your opponent's head when they're near the net.

Drop Shot

Push the Y button together with the left stick down for a drop shot. This allows you to return the ball close to the net in your opponent's court.

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.

Super Shot

As each match progresses, your concentration gauge (shown top left/right of screen) will build. Once full, push the B button to unleash a special high powered Super Shot unique to the individual player that will give you a competitive advantage.

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

2. Anticipate the ball's arrival and swing early

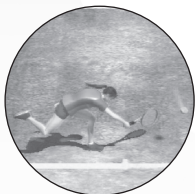
Position yourself where you think the ball will arrive and start your swing early to build a more powerful shot. Take care, for if you fail to predict the ball's arrival correctly, your shot will be weak.



Low shot point



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

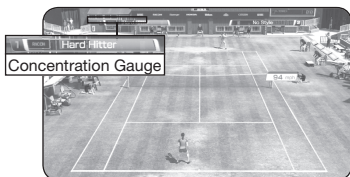


Bad. Poor anticipation leads to a weak return or missed shots

MATCH MOMENTUM

The Match Momentum system is a new feature of *Virtua Tennis 4*, which increases the dynamism and excitement of tennis play allowing you to get further immersed in the match fury. The level of Match Momentum at any given time is shown as a concentration gauge at the top left and right (opponent) of the game screen.

Match Momentum is built according to your character's Play Style. Each Play Style has its own conditions for increasing the concentration gauge, which are outlined in the Play Style descriptions in My Club (p.18).



As the concentration gauge increases, your character's abilities will be enhanced. Gradually unlock additional special shots and moves over the course of the match for advantageous play.



Fill the concentration gauge to unlock Super Shot. Push the Super Shot button and watch the performance unfold dramatically before your eyes.

- * The Super Shot button can be pushed at any time once the concentration gauge is at full.
- * After the gauge reaches full, it will slowly reduce over time. Unleashing the Super Shot will reduce it to zero immediately.



WORLD TOUR

Fight your way through four tough seasons with your eyes fixed on winning the grand slam championship. To reach the top, it's necessary to first build your reputation. Whether it be taking part in matches, mingling with fans, or making volunteer contributions, everything you do will have an effect on your ratings, so choose your actions wisely. With careful planning, you can make your name in the world of tennis.

STARTING THE WORLD TOUR

Begin by selecting or creating a character.

To create a character, select an empty slot to proceed. Selecting a slot with an existing character will allow you to continue that character's career from where you left off.

CREATING A PLAYER CHARACTER

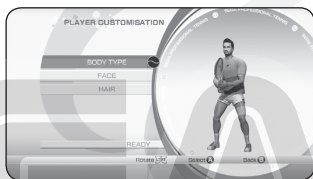
At the Player Registration screen, select a difficulty level before progressing to character design. Over the next set of screens, you can create your player character's likeness, just the way you want it.

Profile: Set the character's gender, name, date of birth and nationality.

Basic Player: Choose a template body from which to begin your customisation.

Player Customisation: Customise the Body Type, Face and Hair. The possible customisations are endless!

Finally select **Ready** to complete the character design and begin the tour!



GAMEPLAY SYSTEM

Your tour begins in Tokyo, Japan. From here you will progress along an occasionally forking path around the world one day at a time. When you're ready to proceed, select a numbered ticket from those available to progress to your next destination; the number on the ticket determines how many spaces you will move, and the space you land on determines your activity for that day. Some spaces have a training activity; some have an event you can participate in; some have a rest stop to replenish your energy; some have nothing at all. You can view a road map ahead, so plan wisely to ensure you are able to carry out the activities you want to. And don't worry, you won't be alone; your coach will be there to support you every step of the way!

SCHEDULING MENU

This screen gives you an overview of your progress. Here you can see how many days are left to the end of the season, and details of the next Big Tournament including your entry status.

The scheduling menu allows you to select from the following:

- **MOVE** Enter the Map Screen and select a ticket for your next destination.
- **VIEW MAP** Take a look at the road ahead to plan your activity schedule.
- **SPT RATING** See how you rank against the other players.
- **MY CLUB (P.18)** Customise your character's Play Style, clothing and equipment, and select doubles partners.



MOVE SCREEN

Money

Stars

Condition

Next Location



Tickets

VIEW MAP SCREEN

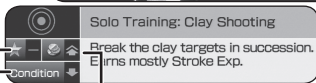
Selected Activity

Activity Details



Effect on Stars (no change)

Effect on Condition (slight drop)



Effect on Money (medium expense)

* Stars determine your SPT Rating and entry qualification to tournaments.

ACTIVITIES

Each activity is shown on the map as an icon. A selection of the icons and corresponding activities are detailed below.

TRAINING

Essential for building up your skills as a player. Most will not affect your Stars, but will take a toll on your condition.

There are 8 different training activities which are substantially identical to the Party mode games detailed on p.15. Each training activity has its own unique icon, but all are coloured blue for easy identification.



EXHIBITION

A well played match will increase your Stars, but will also take its toll on your condition.



There are three kinds of exhibition matches; practice matches can be identified by the yellow tennis racket icon (a single racket for a singles match, and two crossed rackets for a doubles match), special matches identified by a crown icon; and fancy dress matches identified by a face disguise.

REST

It's important to stay in tip-top condition. If your condition starts getting low, stop at a rest stop to recuperate.

Rest stops can be identified by the green deck chair icon.



MANAGEMENT OFFICE

Here you can perform a number of administrative tasks such as purchasing a single stop ticket, and hiring a publicity manager to work with you.

Management offices are identified by the purple office icon.



PUBLICITY

Regularly taking part in publicity work and charity events can do wonders for your rating. They can also become expensive, so watch your funding!

Publicity Works are identified by a icon showing a small crowd in yellow, and Charity Events a yellow t-shirt.



ACCIDENTS

These reduce your Stars, condition and money. Try to avoid landing on these.

Accidents are identified by red downward pointing arrows.



TOURNAMENT

These are where you get to really show your tennis skills, if you're qualified to enter. Expect rewards of both cash and SPT rating, but watch your condition.

Satellite tournament icons are similar in design to the practice matches. Other tournament icons come in a variety of designs.



SPT RATING

As your rating improves, you will gradually work your way up the SPT Rating. You can check your current position by selecting SPT Rating at the Scheduling Menu.

DOUBLES PARTNER

As your tour progresses and your reputation improves, more and more players will want to join you as partners for doubles matches. Each will have their own strengths and weaknesses, so decide who you'll be paired with at doubles tournaments and practices by selecting My Club (p.18) from the Scheduling Menu, and then choosing Doubles Partner. Early in the tour, only one partner will be available, and is selected by default.

CONDITION

Your current physical condition is shown as a gauge at the top of the Move screen. Different activities have different effects on your condition, as can be seen from the activity information box at the Map screen; an arrow pointed downwards shows a lowering of condition, and an upward pointed arrow shows a recovery. A dash indicates a negligible impact. The degree of change is also indicated by the number of arrows.

If your condition gets low, then your match performance may suffer. Letting your condition drop to zero will result in an injury that will take several days out of your schedule to recover from. Stopping at rest stops regularly will keep in the best shape. Performing well at training can also increase the upper limit of your condition meaning less rest stops are required.

PARTY

Enjoy a selection of tennis themed party games with friends or alone. Set the number of players and choose a game and click **Ready** to progress to the Character Selection screen as detailed on p.14. Once player selection is completed, the selected game will begin.

Clay Shooting

Break as many clay targets as possible with well-aimed shots. Score extra points by breaking stacked targets with one shot. When you're running low on targets, break a red target to restock. Gold targets are worth more points.



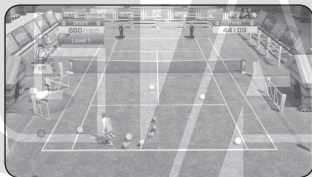
Ace Striker

Take serves at a soccer goal and earn points for scoring. White-coloured defenders can be blown away with strong serves. You can earn more points by scoring goals in succession.



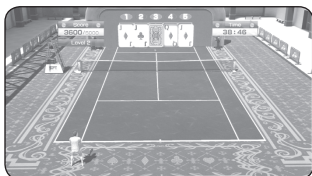
Egg Collector

Touch the eggs on the court to make them hatch, and then guide as many chicks as possible to the mother hen. The chicks follow you, so try to steer them away from balls. The more you guide to safety simultaneously, the higher your score.



Royal Poker

Flip cards over by hitting them with balls, and put together poker hands. The higher the hand, the higher the score. Aim for lit-up cards to efficiently build hands.



Wind Match

Keep a rally going with your opponent on a windswept court. More points are added as you keep the rally going. But watch out: hitting a balloon on the court makes the wind's direction change.

When playing with two or more players, the side that wins the rally receives the points.



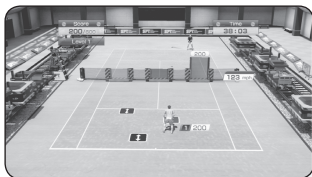
Bomb Match

Rally using bomb balls that count down with every hit. Drop the counts to zero and make them explode on your opponent's side of the court. Hitting bombs onto the circles on the court will speed up the countdown, so use that to your advantage.



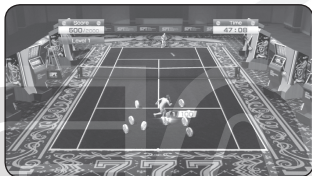
Wall Match

Sliding wall panels atop the net impede regular play. You can move them up and down by stepping on correspondingly-coloured switches on the court. They can bounce the ball back when up. The more panels up when a point is scored, the higher the bonus.



Coin Match

Collect the coins that appear on the court. Large coins score higher. You can make more coins appear by scoring points off your opponent.



ONLINE

Connect to Games for Windows - LIVE and enjoy playing with other players from around the world.

- Ranked Match (Quick Match)** Games played in this mode will have a direct effect on your ranking. Play in Arcade mode as you wait for an opponent.
- Player Match** Games played in this mode will not affect your ranking. Create a Clubhouse and enjoy Exhibition matches and Party games.
- Leaderboards** View the SPT World Ranking.
- Message Setting** Set messages to be displayed during Online matches.

RANKED MATCH

In this mode, you can play Arcade matches as you search for a suitable opponent. This simple system takes all the stress out of matchmaking!

Depending on your results, your position in the SPT World Ranking will rise or fall. Keep your sights on the number 1 spot!

PLAYER MATCH

In this mode, you can exchange pre-set messages, voice chat, and freely play exhibition matches and Party games with other members gathered at the virtual Clubhouse. There are four courts available for singles, doubles, Party games, however the members wish to use them.

IN-PLAY MESSAGES

Knock things up a notch – visually voice your feelings with customised In-Play Messages!

Set up to 2 custom messages to use when starting a match, winning/losing a point, or winning/losing a game. Letting other players know what's on your mind at crucial points of heated matches really brings the game to life!

MY CLUB

Customise your World Tour characters, and view gameplay data and medals.

TOUR PLAYER


In this mode you can change the play style of your Tour Players, as well as purchase and change clothing and gear. A wide variety of play styles and gear can be unlocked, allowing you to make your player just the way you want them.

PLAY STYLE LESSON

Choose a Play Style for your character from those which have been unlocked. The selected Play Style will have a direct effect on your character's skills and the way Match Momentum is increased. Changing Play Style costs the amount indicated, and this will be deducted from your funds.



KIT CATALOGUE

Choose a category of gear to browse what's on offer. The  icon indicates new gear is available. Simply select an item to purchase it and the amount shown will be deducted from your funds. You will also be given the option to equip the gear.



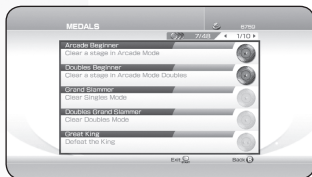
If an item has already been purchased, then a grey checkmark will be shown and the price will be displayed as zero. Select a purchased item to equip it.

OVERALL STATS

Here you can check details of your overall progress to review your statistics. Use the left stick or directional pad left/right to scroll through each page.

MEDALS

A wide variety of medals can be won by clearing different conditions! Here you can see all the medals you've earned and check the conditions required to achieve them. Bronze, silver and gold medals are awarded depending on the content. Do your best to win them all! Use the left stick or directional pad left/right to scroll through each page.



This game also supports the LIVE Achievement system. Each medal you achieve will be credited to your gamer profile as Gamerscore. Unlocking all of this game's achievements will add a total of 1000G to your gamerscore.

OPTIONS

Make changes to a variety of game settings as follows:

GAME SETTINGS

- Speed** Set the serve speed display to **km/h** or **mph**.
- Camera View** Set to **Behind** (camera remains behind player) or **Alternate** (camera remains behind serving player).
- Camera Type** Set to **TV** (gantry view), **Close** (closer to the action) or **Follow** (court level).
- Camera Focus** Controls the way the camera follows the action. Set to **Normal** (camera view changes during Super Shot), **Dynamic** (view changes more dramatically) or **Off** (no change).

AUDIO

Set the volume of music and sound effects (SE) from **0** (mute) to **10** (loudest)

CREDITS

See the names of the people that brought you *Virtua Tennis 4*.

SEGA®

CUSTOMER SUPPORT

Please check
www.sega-europe.com/support
or call
0844 991 9999 (local rate)
for details of product support in your region.

Register online at **www.sega-europe.com** for exclusive news, competitions,
email updates and more.

SEGA®

WARRANTY

WARRANTY: SEGA Europe Limited warrants to the original buyer of this Game (subject to the limitation set out below), that this Game will perform under normal use substantially as described in the accompanying manual for a period of ninety (90) days from the date of first purchase. This limited warranty gives you specific rights, and you may also have statutory or other rights under your local jurisdiction which remain unaffected.

WARRANTY LIMITATION: This warranty shall not apply if this Game is used in a business or commercial manner and/or if any defect or fault result from your (or someone acting under your control or authority) fault, negligence, accident, abuse, virus, misuse or modification of the Game after purchase.

WARRANTY CLAIM: If you discover a problem with this Game within the warranty period, you should return the Game together with a copy of the original sales receipt, packaging and accompanying documentation with an explanation of the difficulty you are experiencing either to the retailer from where you bought the game or call the technical support section (details set out in this manual) who will provide you with the relevant details for returns. The retailer or Sega will either repair or replace the Game at their option. Any replacement Game will be warranted for the remainder of the original warranty period or ninety (90) days from receipt of the replacement Game, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive an amount up to the price you paid for the Game. The foregoing (repair, replacement or the price you paid for the Game) is your exclusive remedy.

LIMITATION: TO THE FULLEST EXTENT ALLOWED BY LAW (BUT SPECIFICALLY NOT LIMITING ANY LIABILITY FOR FRAUD OR DEATH OR PERSONAL INJURY CAUSED BY SEGA'S NEGLIGENCE), NEITHER SEGA, ITS RETAILERS OR SUPPLIERS SHALL BE LIABLE FOR ANY SPECIAL OR INCIDENTAL DAMAGE, DAMAGE TO PROPERTY, LOSS OF PROFITS, LOSS OF DATA OR COMPUTER OR CONSOLE FAILURE, ANTICIPATED SAVINGS, BUSINESS OPPORTUNITY OR GOODWILL WHETHER ARISING DIRECTLY OR INDIRECTLY FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME EVEN IF IT HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH LOSS.

Unless otherwise noted, the example companies, organisations, products, people and events depicted in the game are fictitious and no association with any real company, organisation, product, person or event is intended or should be inferred.

© SEGA. SEGA and the SEGA logo are either registered trademarks or trademarks of SEGA Corporation. All rights are reserved. Without limiting the rights under copyright, unauthorised copying, adaptation, rental, lending, distribution, extraction, re-sale, renting, broadcast, public performance or transmissions by any means of this Game or accompanying documentation of part thereof is prohibited except as otherwise permitted by SEGA.

This software uses specially-designed fonts created under license from FONTWORKS Inc. FONTWORKS and font names are trademarks or registered trademarks of FONTWORKS Inc. Photo by AFLO. Portion Copyright(c)2009 GeoCatalog inc. Photo by Uniphoto Press.

All trademarks used herein are under license from their respective owners.

adidas, the 3-Stripes device and the 3-Bars device are registered trade marks of the adidas Group, used with permission.

Citizen is a registered trademark of Citizen Holdings Co., Ltd. and is used under permission from Citizen Holdings Co., Ltd.

The F and FILA trademarks are used under license of Fila USA, Inc. and Fila Luxembourg S.à.r.l. The F and FILA trademarks are used under license of Full Prospect (IP) Pte Ltd.

Permission to use the Honda trademarks provided by Honda Motor Co., Ltd. and American Honda Motor Co., Inc.

All Lacoste's Trademarks are registered:

LACOSTE  
LACOSTE

Special thanks to Lacoste © (Lacoste S.A.) www.lacoste.com

The Swoosh Design is a registered trademark of Nike, Inc. and Nike International Ltd. in various countries throughout the world.

RICOH is a trademark of Ricoh Company, Ltd. and is used under permission from Ricoh Company, Ltd.