

PING PONG™

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The Game

Ping Pong is a realistic simulation of table tennis for one or two players. The screen displays a three dimensional view from above a ping pong table with the players depicted as bats. The game can be played at five different skill levels either against the computer, or another player.

Loading

Type LOAD " " <ENTER> [Note there is no space between the two quotes]. The " is obtained by pressing SYMBOL SHIFT and P

key simultaneously. For further instructions consult chapter 6 of your manual. Now press PLAY on the recorder. The screen message should appear and the game will load automatically. If this does not happen try adjusting the volume and tone controls up until loading takes place.

Controls

The game is controlled by joystick or keyboard (which is redefinable). The player is first offered the option of a single or two player game.

One Player

The player has the following options.
Keyboard
Kempston Joystick
Sinclair Interface 2
Cursor Joystick

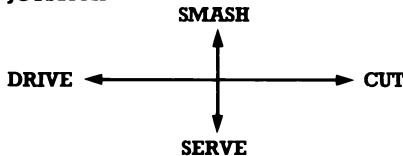
Two Player

This is the same for one player, but with the following options.
Keyboard v Keyboard [Players use different keys]
Keyboard v Joystick [Any of the joysticks listed above]
Joystick v Joystick [Sinclair Interface 2 only]

KEYBOARD

SERVE - Enter
BACKHAND - X
SMASH - H
CUT - N
DRIVE - B

JOYSTICK



BACKHAND Press fire button.

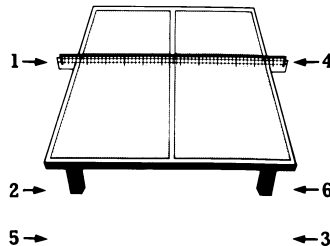
Serving

Toss up the ball for the serve by using the serve control. Move joystick left or right to serve with drive or cut respectively. You may serve backhand by holding down the firebutton and have seven seconds in which to make your serve. If you do not serve before the countdown reaches zero, the ball will be dropped on the floor.

Status and Scoring

The Scoreboard

In a two player game the scoreboard is displayed after each game. It shows the points won by each player for each game.



Indicator 1 shows judge's calls on player one's shots. Shots will be called as OUT or NET.
Indicator 2 shows player one's present game points.
Indicator 3 shows the current level, from 1 to 5.
Indicator 4 shows the calls on player two.
Indicator 5 displays the time left to serve.
Indicator 6 shows player two's present game points.

Entering your name on the High Score Table

Select the desired letter by moving left or right and press the fire to make your selection.

A score of ten points is awarded each time a player manages to hit the ball. 500 points are awarded for a successful, point-winning smash. At the end of each level, 1000 points are awarded for each point of the winning margin, as a bonus.

Both player's scores and the highscore are displayed at the top of the screen. If a player's score is large enough he will be given the opportunity to enter his name in the high score table at the end of his game.

Playing

Each game is played to 11 points. The winner is the first to reach 11, however he must win by at least two clear points unless the score reaches 15, in which case the game will terminate.

The service changes after every five points, however if a tie score of 10-10 is reached the service changes after every point from then on.

If a two player game is being played then a match of three games is played. The first player

to win two games wins the match.

In a one player game if the player wins then a new game is started on the next highest difficulty level.

Hints and Tips

When To Use Each Shot Type

Smash – This is a superfast shot used to return 'floaters'. Floaters will make a distinctive sound.

Drive – This is a fast shot normally used to return the ball.

Cut – This is a slow shot which can be used to interfere with your opponent's timing.

Forehand or Backhand – Switching back and forth from backhand to forehand is effective when your opponent tries to catch you on your undefended side or when you want to force your opponent to move right or left.

The direction in which the ball is returned depends on the timing with which you hit it back.

Ping Pong Terminology

In – The serve or return is good.

Out – The serve or return is bad.

Net – A served ball hits the net and is OUT.

Deuce – A tie score at 10 and above.

Love All – Score is 0-0 at the start of the match.

This software tape has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading.

If for any reason you have difficulty in running the program, and believe that the tape is defective, please return it direct to:

**Mr. Yates, Imagine Software (1984) Limited,
6 Central Street, Manchester M2 5NS.**

Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the tape will be returned immediately to you, at no charge.

**PLEASE NOTE THAT THIS DOES NOT
AFFECT YOUR STATUTORY RIGHTS.**

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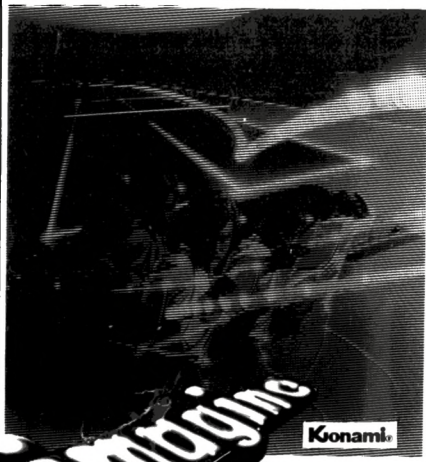
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Produced by D. C. Ward.

SPECTRUM 48K

PING PONG™



Imagine
...the name
of the game