

PING PONG™

Indicator 1 shows judge's calls on player one's shots. Shots will be called as IN, OUT or NET.

Indicator 2 shows player one's present game points.

Indicator 3 shows which court player one is on. If this indicator is positioned above the score indicator, it refers to the far court. If it is below the score indicator it refers to the near court.

Indicator 4 shows the calls on player two.

Indicator 5 shows player two's court.

Indicator 6 shows player two's present game points.

Entering your name in the high score table

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

A score of ten points is awarded each time a player manages to hit the ball. 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.

HINTS & 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™

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.

Duce – A tie score at 11 and above.

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

Change Courts – Players change sides.

Game Set – Match is over.

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.

PING PONG™

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Amstrad version by Arcana Software Design.

Produced by D. C. Ward.



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 dismembered hands holding the bats.

The game can be played at five different skill levels either against the computer, or another player.

LOADING

AMSTRAD CPC 464 – Place the rewind cassette in the cassette deck. Type "RUN" and then press ENTER key. Follow the instructions as they appear on the screen. If there is a disk attached then type |TAPE then press ENTER key. Then type RUN" and press the ENTER key. In case of difficulty refer to chapter two of the User Instruction Booklet.

AMSTRAD CPC 664 and CPC 6128 – Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the rewind tape in the cassette recorder and type |TAPE then press the ENTER key. Then type RUN" and press

ENTER key. Follow then instructions as they appear on the screen.

DISK – Insert the game disk into the disk drive. Now type |DISK and press ENTER to make sure the machine can access the disk drive. Now type RUN"PING" and press ENTER. The game will now load automatically.

CONTROLS

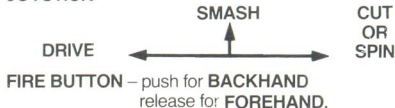
The game may be played by either one or two players.

To start a one player game: Press 1 on the keyboard or FIRE on joystick 1.

To start a two player game: Press 2 on the keyboard or FIRE on joystick 2.

To select the difficulty level position the arrow by moving joystick 1 left or right. Press FIRE to make your selection. Difficulty levels affect the speed of the ball and (in a one player game) the cunningness of your opponent.

JOYSTICK



SERVING

Position racquet for serving by moving the joystick left or right. Next toss up the ball for the serve by moving the joystick up. Move joystick left or right to serve with drive or cut respectively. You may serve backhand by holding down the fire button.

You 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.

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.

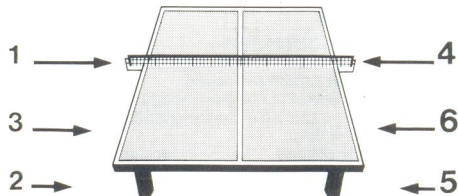
The service changes after every five points scored, however if a tie score of 11-11 is reached the service changes after every point from then on.

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. After each game the players change courts.

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

STATUS & SCORING

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



Above diagram shows where various indicators appear on screen.