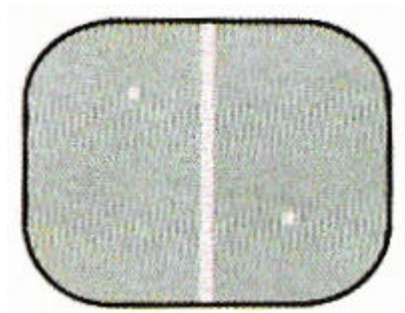
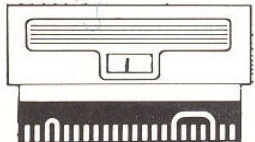
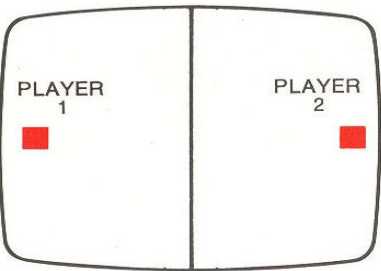
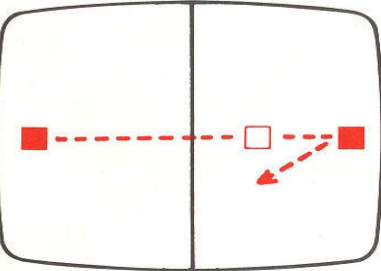
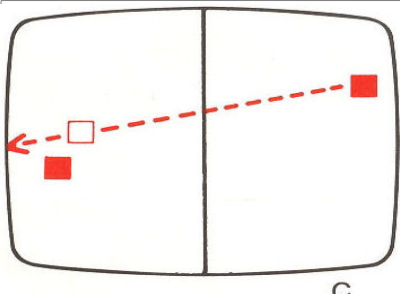
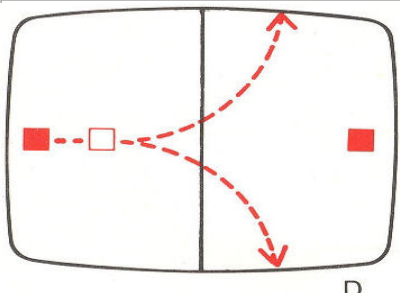


Table Tennis



The basic Odyssey game that develops your electronic coordination.

SET UP	
 GAME CARD #1	1. Insert GAME CARD #1 into the Master Control Unit. 2. Turn your CENTER Control on your Master Control Unit to position the vertical line in the center of the screen. 3. Turn the SPEED Control on your Master Control Unit to the LEFT, which is the slowest setting.
PREPARATION FOR PLAY	
 A	1. Both players use the HORIZONTAL and VERTICAL controls to position themselves on the far side of the screen on each side of the white line. The player displayed on the right side of the screen must be controlled by the right hand Player Control Unit. Conversely, the left player is controlled by the left hand Player Control Unit. Each player must stay on his own side of the net. Your TV Screen now represents a TABLE TENNIS Court as viewed from the top, with the net in the center and the players on either side. 2. Both players now set their ENGLISH Control to the upright center position.
 B	3. Press the Reset Button to set the ball in motion. When the ball bounces off your player, use your ENGLISH Control to direct the ball's flight. When the ball bounces off your opponent, he uses his ENGLISH Control to direct its flight (as described below.) NOTE: Initially you might find it easier to just use the VERTICAL and ENGLISH Controls to return the ball. As you become more proficient, you'll find it even more challenging to add HORIZONTAL action. 4. Players should volley the ball back and forth until they become accustomed to the play and use of their Player Controls. The

	SPEED Control also should be increased gradually as you become more proficient.
HOW TO PLAY	To begin play, the players should volley the ball to determine who will serve first. For the volley to be legal, the ball must cross the net three times. The SERVER will be the last player who successfully hit the ball across the net. The SERVER serves for five consecutive points, at which time his opponent becomes the SERVER for the next five points. Players continue to alternate serving until GAME.
SCORING	
	A player scores a point when his opponent misses the ball. The object is to bounce the ball off your player and to maneuver it past your opponent (off the right or left side of the screen as illustrated.)
	When the ball goes off the top or bottom of the screen, it is "off the table" and the point is lost. "GAME" is won by the first player to accumulate 21 points. The margin of victory must be at least 2 points; such as 21 to 19, or play is continued until the 2 point margin is attained.