



International Table Tennis is the definitive simulation of this exciting and fast moving sport.

The unique Game Configuration System allows up to EIGHT players to set their Grip Style, Bat Speed, Playing Skill Level, Ball Speed, etc., before competing on the table - viewed from a realistic "hand" and "bat" perspective.

International Table Tennis puts the World Class Player's complete range of shots at your disposal, and the whole game is played to full Association Rules, including an option allowing the complex "Expedite" game timing system.

Program: John Carlyle
Graphics: Neil Hislop
Music: Andy Rodger
Made in UK

COMMODORE
64/128

TABLE
TENNIS

TABLE
TENNIS



ZEPELIN
GAMES

COMMODORE
64/128

ZEPELIN
GAMES

COMMODORE LOADING INSTRUCTIONS
Press SHIFT and RUNSTOP together.
Press PLAY on the cassette recorder.

International Table Tennis Features: One or Two player options, Single Matches, Configure Game System, EIGHT Player Tournaments, Various Number of Games, Three Level Computer Opponents, "Expedite Rule", Ball Speed, Attend Competition Option, Pen hold Grip or Shake hand Grip, Bat Movement Speed, Bat Colour Selections, Bat and Hand Player Viewpoint, Full Association Rules, etc.



Table Tennis is a One or Two Player game. with all players being controlled via Joysticks connected to the relevant port on the Commodore.

Moving the Joystick up and down on the options screens allows the following to be selected:-

**SINGLE MATCH
TOURNAMENT
CONFIGURE GAME**

CONFIGURE GAME

The unique configure game option allows the following to be altered prior to the playing of either the Single Match or Tournament. Use the Joystick to select from the following:

EXIT -

Leave the Configure Game Option

GAMES -

Select between 1, 3 or 5 games per Match

COMPUTER SKILL -

Easy/Fair/Hard Computer Skill Levels

EXPEDITE RULE -

On or Off

BALL SPEED -

Slow/Normal/Fast Ball Speeds

ATTEND COMPETITION -

Watch other matches whilst in the Tournament Mode

SOUND FX -

On or Off

The Tournament Options are also selected at the bottom of the screen by choosing from the following alternatives:

USER -	Human or Computer
NAME -	Alter player's name if required
GRIP -	Penhold or Shakehand Grip
SPEED -	Bat Movement speed of that particular player
BAT COLOUR -	Choose from the colour options given

PLAYING TABLE TENNIS

The game is viewed from a Hand and Bat perspective. To serve, press Fire to throw the ball and Fire again to begin the bat swing to hit the ball over the net. On a service, the ball must bounce once only on each side of the net. Thereafter, the following shots can be played:

JOYSTICK RIGHT -	Spins ball to the right
JOYSTICK LEFT -	Spins ball to the left
JOYSTICK TOWARDS NET -	Powers up the ball
JOYSTICK AWAY FROM NET -	Drop shots the ball

Different Joystick and Fire button combinations will enable the player to develop their own repertoire of match winning shots. During play, the bat automatically hits the ball when it is close proximity to it. Pressing Fire whilst in position holds the shot and position for maximum accuracy.

The winner of the game is the first player to reach 21 points. If the score reaches 20-20, the first player to win two points in succession wins the game. Each player serves for 5 points, and then the serve passes to the opponent. If the score reaches 20-20, the players take turns each to serve until one player wins the game.

Ends are changed after each game. If the match goes to the final game the players change ends when one of the player's scores reaches 10.

EXPEDITE RULE

If the game has not ended after 15 minutes have elapsed as shown on the match timer, the Expedite System can be introduced to the game if selected in the Configure Game option. This means that service is alternated between players for each point, and this continues until the end of the match.

Under the Expedite Rule, the server is allowed a maximum of 13 strokes to win each point. If the point has not been won at this stage, the point is awarded to the server's opponent.

PLEASE NOTE: IT IS ILLEGAL TO COPY OR BACK-UP
THIS COMPUTER TAPE

THE AIRCREW SPECIAL OFFER!!

The Aircrew is a unique games club, dedicated to bringing you all of the latest information on Zeppelin, Zeppelin Platinum, and Impulze products.

The Aircrew bi-monthly magazine is packed full of big prize competitions, insider hints and tips, game exclusives, free trade posters, special offers, exciting features, and gives all members advance information on all new game releases!!

To obtain your free, no obligation, full colour information pack on *The Aircrew*, please write giving your name and address to:

The Aircrew, Dept DJ, PO Box 17, Houghton-le-Spring,
Durham DH4 6JP

The Aircrew - the most exclusive Games Club in the World!!

The program code, graphics, music and artwork of this game are the copyright of Zeppelin Games Limited and may not be reproduced, stored or hired without the written permission of Zeppelin Games Limited.

© 1993 Zeppelin Games Ltd. PO Box 17, Houghton-le-Spring,
Durham DH4 6JP