

## DEFAULT CONTROLS



XBOX 360

XBOX  
LIVE



A Take2 Company

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## **WARNING**

Before playing this game, read the Xbox 360™ Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see [www.xbox.com/support](http://www.xbox.com/support) or call Xbox Customer Support (see inside of back cover).

## **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:

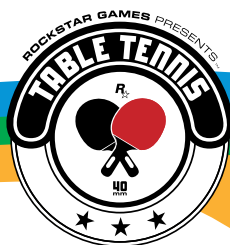
- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

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



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# XBOX LIVE

## ★ XBOX LIVE

Play anyone and everyone, anytime, anywhere on Xbox Live®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox Live Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

## ★ CONNECTING

Before you can use Xbox Live, connect your Xbox® console to a high-speed Internet connection and sign up to become an Xbox Live member. For more information about connecting, and to determine whether Xbox Live is available in your region, go to [www.xbox.com/live](http://www.xbox.com/live).

## ★ FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).



# CONTROLLER



## DEFAULT CONTROLS

|               |  |
|---------------|--|
| A button..... | Topspin / Hold For Greater Spin        |
| Y button..... | Backspin / Hold For Greater Spin       |
| X button..... | Left Sidespin / Hold For Greater Spin  |
| B button..... | Right Sidespin / Hold For Greater Spin |

|                                  |                      |
|----------------------------------|----------------------|
| Left Stick .....                 | Move Character / Aim |
| Right Stick towards table.....   | Topspin              |
| Right Stick away from table..... | Backspin             |
| Right Stick left.....            | Left Sidespin        |
| Right Stick right.....           | Right Sidespin       |

|                     |                            |
|---------------------|----------------------------|
| Right Bumper .....  | Hold + Spin For Focus Shot |
| Right Trigger ..... | Activate Full Focus        |
| Left Bumper .....   | Hold + Spin For Soft Shot  |
| Left Trigger .....  | Activate Full Focus        |

|                    |               |
|--------------------|---------------|
| BACK button .....  | Change Camera |
| START button ..... | Pause Menu    |



# HISTORY

Though it is difficult to pinpoint a specific date, the sport of table tennis is believed to have originated in England in the late 1800s as a parlor game meant to recreate the traditional game of tennis in an indoor setting. The game was most commonly played by well-to-do Victorians using everyday household objects.

As the game became more and more popular, sporting goods companies began selling standardized equipment sets to the masses under various names, including gossima, whiff-whaff and most notably ping pong, which was trademarked by an English sporting goods manufacturer named John Jacques and later sold to Parker Brothers™.

Table tennis began to grow in notoriety around the turn of the century as a result of innovations made to the game by a pair of Englishmen. James Gibbs' discovery of novelty celluloid balls during a trip to the United States in 1901 and E. C. Goode's decision to affix sheets of rubber to the standard wooden blade in 1903 helped refine the image of what would become a widely recognized leisure activity and soon an organized competitive sport.

What started as a simple after dinner leisure activity began to grow into an internationally recognized sport in the 1920s. The first governing body of table tennis, the International Table Tennis Federation (ITTF) was founded in 1926, with the first world champion crowned in London in 1927. The United States would establish its own national sanctioning body in 1935 when an assortment of smaller organizations were merged to form the USA Table Tennis Association.

Table tennis was officially recognized as an Olympic sport in 1988, at the summer games in Seoul, South Korea. The first Olympic gold medal winners in singles table tennis were Yoo Nam-Kyu of South Korea (Men's) and Chen Jing of China (Women's).

You are now playing a lovingly created homage to this amazing sport. Get ready to take your best swing and become world champion!

## H.U.D. HEADS UP DISPLAY



- ① **CURRENT SCORE** - Displays player's score
- ② **CHARACTER NAME** - Displays the name of the player's character
- ③ **MATCH SCORE** - Shows games won
- ④ **FOCUS METER** - Represents the amount of focus the player has accumulated
- ⑤ **RALLY** - Shows the number of rally hits

## SAVING AND LOADING

**SAVE GAME //** Save the active gamer profile's current progress information to the current storage device. This is necessary if you'd like to save or change the storage device that a gamer profile uses.

**LOAD GAME //** Load saved progress information from the current storage device.

**SAVE SETTINGS //** Save the shared game settings to the current storage device.

**LOAD SETTINGS //** Load shared game settings from the current storage device.

---

**AUTO SAVE FEATURE //** *Rockstar Games presents Table Tennis* is fully equipped with an automatic save feature. While playing, your progress will be saved to the current Xbox 360 storage device after significant events such as finishing a match or tournament. When you see the saving icon in the bottom left corner, your game progress is being auto saved. While this is happening, please don't turn off your console or remove any storage devices.

# OFFICIAL ★ ★ ★ GAME RULES

**TABLE //** The game is played on a rectangular surface that measures 9 ft. long and 5 ft. wide.

**NET ASSEMBLY //** The playing surface is split into two distinct sides of equal size by a vertical net in the centre of the court that runs parallel to the end of the table.

**BALL //** A table tennis ball is 40 mm in diameter. The ball is hollow and composed of celluloid or a similar plastic material.

**RACKET //** The racket is composed of a wooden base, covered by rubber on both sides. The racket can be any size, shape or weight but it must be straight.

**SERVICE //** The service is the opening shot in any rally. A good serve is accomplished when the player who begins the point takes the ball from their free hand, throws the ball into the air and then strikes it so that it hits their side of the table, goes over the net and lands on the opponent's side. In the default setting the serve alternates between players after every two points that are played.

**RETURN //** A return is any stroke that passes over the net (or makes contact with the net) either after the initial service or in the rally that follows, and lands anywhere on the opponent's side of the table.

**ORDER OF PLAY //** The order of play consists of a legal service by the server, and all valid returns thereafter, alternating between players.

**LET //** A let is called when the service makes contact with the net assembly and lands in play on the receiver's side of the table. If the service strikes the net but does not land in play, a point is awarded to the receiver.

**POINT //** A point is awarded to the player whenever his opponent is unable to successfully complete a return. This includes when a ball does not pass over the net assembly, when a ball does not land on the opponent's side of the table, or when a ball is allowed to bounce twice on the player's side of the table before he can initiate a return.

**GAME //** An official game is won when one player scores 11 points in a match and has a two point advantage over his opponent. Matches may go beyond 11 points until one player has gained a two point advantage. Players may also choose to play 7 or 21 point games in the Game Options Menu.

**MATCH //** A match consists of a "best of" format of any odd number of games. The most commonly used formats are the best of three (where the first player to win two games is the victor) and the best of five (where the first player to win three games is the victor).

## IN-GAME ★ ★ ★ TRAINING

Play through a series of drills in Training Mode or read the following to learn the mechanics of the game and fine-tune your skills to help you become a true champion.

### ★ Serve Meter

The Serve Meter shows how much spin and power you are placing on the ball.

Press any spin button or click the Left Stick to enter the serve stance and the meter will appear. The top of the meter represents more powerful serves. The bottom of the meter represents weaker serves.

To serve the ball press and hold any spin button. Release the button when the indicator is within the desired range to serve the ball.

The longer you hold down the spin button, the higher the white border will rise. This indicates the amount of spin that will be applied. The meter will always stop shortly after the maximum spin has been reached but at this point the power will be very low.

When playing online, your character will automatically serve after a certain period of time has gone by.

### ★ Serve Aiming

While in the serve stance, you can aim by pressing the Left Stick in the direction you want the ball to go.

Pressing towards the table will aim at the far end of the table. Pulling away from the table will aim closer to the net. Pressing left or right will aim at the sides of the table. Click the Left Stick to enter or exit the serve stance for repositioning.

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## IN-GAME TRAINING

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### ★ Returns

Press any swing button to return the shots from the Robo-Pong robot. If you are not in position to return the shots use the Left Stick to reposition yourself.

### ★ Charging

The longer you hold down a spin button during your swing, the more spin and power is applied to the ball. This is called Charging.

You can start Charging your swing only after the opponent has hit the ball.

As your character charges shots, their Focus Meter builds. When it is full, it begins flashing, and the character automatically goes into the Full Focus state, making their shots more effective and faster. Advanced players may wish to delay this automatic activation by changing the Game Option "Auto-Activate Full Focus" to Off. When this is done, you must press either trigger button (default controls) when you have a full and flashing Focus Meter to enter the Full Focus state.

### ★ Spin

Topspin is the basic offensive shot. Powerful topspin shots may cause your opponent's return to pop up high and possibly go off the table.

Backspin is the basic defensive shot. Powerful backspin shots may cause your opponent's returns to drop into the net.

Sidespin shots curve the ball in the direction of the spin. Powerful sidespin shots can be difficult for the opponent to reach.

## ★ Placement

Aim your shot by holding the Left Stick during your swing. The longer you hold the Left Stick, the further you will aim in that direction.

The controller will vibrate when you're in danger of hitting the ball off the table or into the net. Quickly aim in the other direction to keep the ball on the table.

You can aim your shot only after you have started to swing. The opportunity to aim ends once you hit the ball.

## ★ Soft Shots

To perform a Soft Shot, hold down the Left Bumper and press a spin button.

Soft Shots take speed off the ball, which can cause them to drop short when returned. If done properly a Soft Shot can bounce twice on your opponent's side of the table or trick them into misjudging the shot entirely.

## ★ Smashes

Learn how to position yourself to do Smashes. Smash shots are a great way to win points.

Smashes are fast, hard to return shots that can be used when the ball is popped up by your opponent. Pop ups are usually the result of a poor return on the part of your opponent.

Get in front of a ball that bounces very high, press a spin button and you will automatically execute a Smash. Aim delicately or else the ball will go out.

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## IN-GAME TRAINING

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### ★ Focus Shots

Focus Shots are high powered shots that help you counter difficult shots and help you make winning shots.

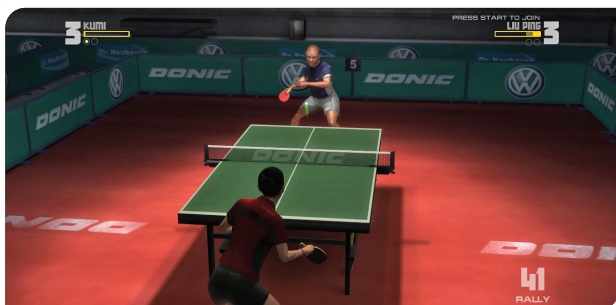
Hold the Right Bumper and use any spin button to execute a Focus Shot. Performing a Focus Shot during game play will deplete your Focus Meter. When you have no Focus available, the shots will not have their full effect.

By default, Full Focus will automatically activate when your character's Focus Meter fills and begins flashing. If you have changed the Game Option "Auto-Activate Full Focus" to Off, then to activate Full Focus, press the left or right trigger. When you are in Full Focus Mode, your meter will begin to steadily deplete and your performance will increase for a short period of time. When this period is over, your meter will advance to the next level. There are 3 levels in total.

### ★ Counterspin

The safest way to return a shot is to use the same type of spin that is coming at you. This is called Counterspining.

The colour of the spin indicator around the ball corresponds to the actual colour of the controller buttons in the default configuration.



## HELP TIPS ★ ★ ★

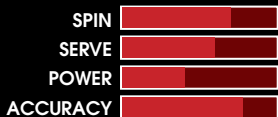
- Don't rely on one type of shot to succeed. Use combinations of spin for the most effective, damaging shots. These require two buttons, or any diagonal angle on the Right Stick. Performing heavy backspin shots can make your opponent's returns hit the net. Keep your opponent on their toes.
- When returning, try and move your player near the ball before returning it in order to get the most effective return possible. This is particularly useful when smashing a lob.
- Try and maintain your position at the centre of the table. If you're caught off centre or "off the table," your opponent can take advantage of the open table and punish you.
- Don't be afraid to let the opponent make the first mistake. Sometimes defensive play can pay off more than trying to move your opponent around the table or taking risky shots.
- Don't let the opponent stay to one side of the table. Force them to move by hitting towards the side of the table they're not on.
- Soft Shots take speed off the ball, which can cause them to drop short when returned. If done properly a Soft Shot can bounce twice on your opponent's side of the table or trick them into misjudging the shot entirely.
- Although it's not the most effective shot in the game, if you don't know what type of spin is coming at you, just tap the A button to play it safe and you will always keep it on the table.
- Use Soft Shots at opportune moments in a heated rally to throw off your opponent.
- If your opponent likes to use a certain spin such as left or right, send backspin shots at them forcing them to mix up their game.

# ★ ★ ★ PLAYERS

★ The 11 Table Tennis players represent very different styles of play. Try them all after unlocking them to find which player suits your style.

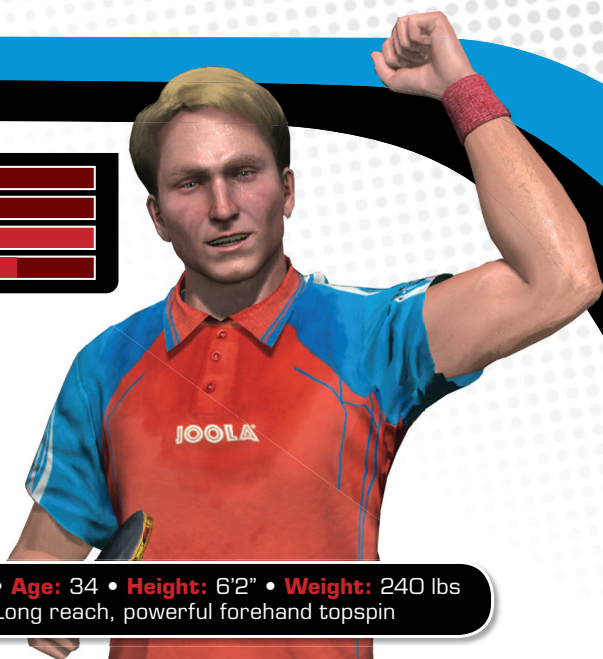
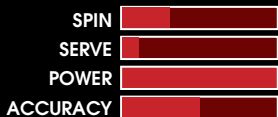


## HALEY



**Country:** USA • **Age:** 21 • **Height:** 5'5" • **Weight:** 125 lbs  
**Strengths:** All-round player, powerful forehand topspin

# JESPER



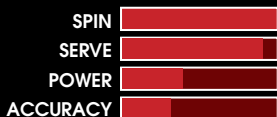
**Country:** Sweden • **Age:** 34 • **Height:** 6'2" • **Weight:** 240 lbs  
**Strengths:** Long reach, powerful forehand topspin

# LIU PING



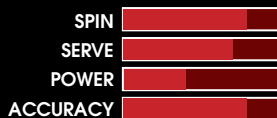
**Country:** China • **Age:** 32 • **Height:** 5'9" • **Weight:** 155 lbs  
**Strengths:** Aggressive, powerful forehand topspin

## KUMI



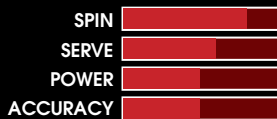
**Country:** Japan • **Age:** 23 • **Height:** 5'2" • **Weight:** 105 lbs  
**Strengths:** Quick feet, good forehand sidespin

## JUERGEN



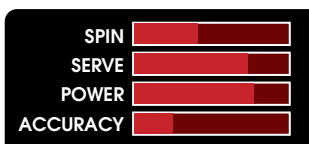
**Country:** Germany • **Age:** 29 • **Height:** 5'10" • **Weight:** 175 lbs  
**Strengths:** Quick feet, good forehand sidespin

## LUC



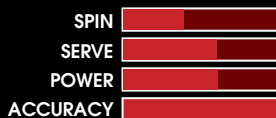
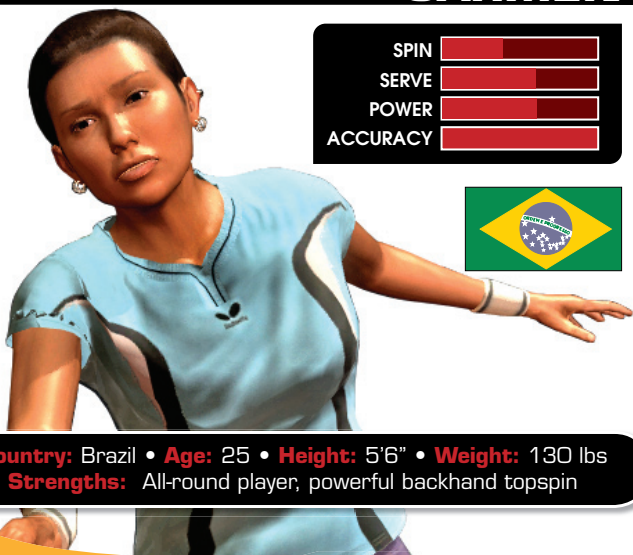
**Country:** France • **Age:** 27 • **Height:** 5'11" • **Weight:** 175 lbs  
**Strengths:** Good defense, strong backhand backspin

## SOLAYMAN



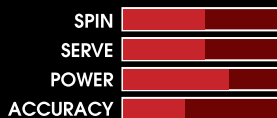
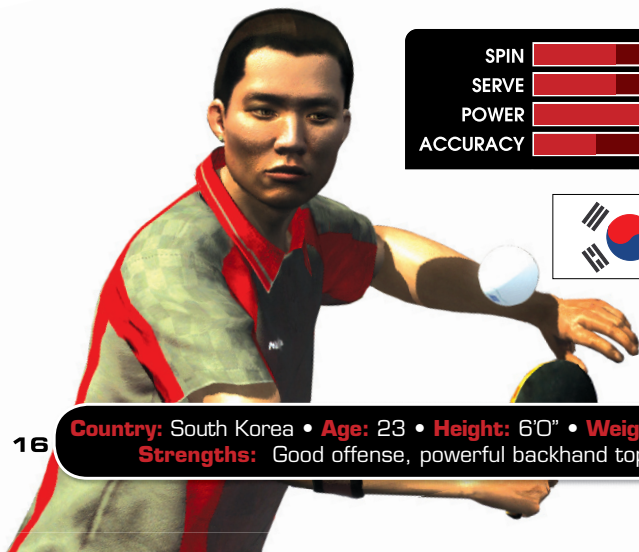
**Country:** Egypt • **Age:** 35 • **Height:** 6'3" • **Weight:** 215 lbs  
**Strengths:** Well balanced, strong backhand topspin

## CARMEN



**Country:** Brazil • **Age:** 25 • **Height:** 5'6" • **Weight:** 130 lbs  
**Strengths:** All-round player, powerful backhand topspin

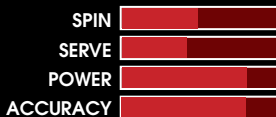
## JUNG SOO



**Country:** South Korea • **Age:** 23 • **Height:** 6'0" • **Weight:** 190 lbs  
**Strengths:** Good offense, powerful backhand topspin

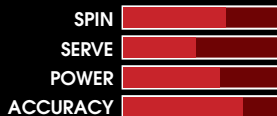


## MARK



**Country:** England • **Age:** 22 • **Height:** 6'1" • **Weight:** 220 lbs  
**Strengths:** Good offense, powerful forehand topspin

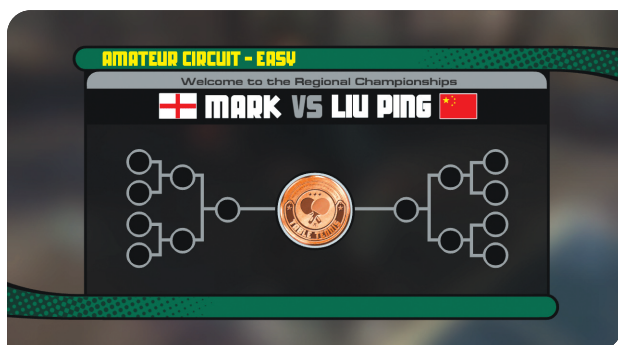
## CASSIDY



**Country:** Ireland • **Age:** 25 • **Height:** 5'7" • **Weight:** 140 lbs  
**Strengths:** Great defense, strong forehand backspin

## TOURNAMENT & EXHIBITION

Play through these modes to unlock new characters and items.



### TOURNAMENT

In Tournament mode, you play through various circuits against a variety of players in different locations to become champion.



### EXHIBITION

In Exhibition mode, you play against individual players in non-ranked matches you set up.

A second player can join at any time by pressing the **START** button on another controller. This will end the current match and bring the players back to the character select page.

## NETWORKING OPTIONS

**PLAYER MATCH** - Participate in an unranked Exhibition Match or Timed Tournament against other players on Xbox Live.

**RANKED MATCH** - Compete against players of similar skill in officially ranked Exhibition Matches or Timed Tournaments on Xbox Live.

If you would like to jump right into the action, highlight Quick Match and press left/right on the directional pad to choose Exhibition or Tournament. Table Tennis will try to find a game session for you to join. If there are none to join, you will have the option of creating your own game session. Choose Custom Match to set up your search criteria for game sessions to join. Choose Create Match if you would like to set up a game session to your liking. Once you have chosen your game mode, choose the settings for that mode. Options that cannot be modified for that game mode or that do not apply will be greyed out.

### GAME MODES:

**EXHIBITION** - This type of match is a one-on-one contest. The winning margin for this mode is always 2 points.

**TIMED TOURNAMENT** - This is a round robin tournament that allows players to play everyone else in the tournament in a series of timed matches. Games within the match are to 5 points with a winning margin of 1 point. During timed matches, the user will hear a series of whistle blows indicating the end of the match is approaching. The first whistle is a warning that there are 2 minutes left in the current match of the tournament. The second and final whistle indicates that the match will end when the current point is finished.

**PLAYERS** - Number of players allowed in the contest. Exhibition can only have 2 players. Timed Tournament can have 4 or 8 players.

**GAMES PER MATCH** - Number of games that must be won to determine the winner of the match. Applies to Exhibition only.

**POINTS PER GAME** - Number of points needed to determine the winner of each game. Applies to Exhibition only.

**ALLOW SPECTATORS** - Allow or disallow users outside of your session to spectate the match within the Table Tennis Network.

**PRIVATE SLOTS** - Number of slots that you are reserving for players you invite to your gameplay sessions. Not used in Ranked Matches.

**POINTS PER SERVE** - Number of points that must go by before the service changes. Applies to Exhibition only.

**MINUTES** - Number of minutes per round in a Timed Tournament.

**TABLE TENNIS NETWORK** - Watch other players compete in online Exhibition and Tournament matches on Xbox Live.

**LEADERBOARDS** - Compare your stats and ranking against other Table Tennis players on Xbox Live.

# CREDITS

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*Dedicated to the memory of  
Mike Haynes 1972-2005*

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### VP of Creative

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