

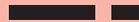
TINY PONG™

“Rule Book”

x



x



x

■ MATCHES



A single game lasts until one player scores 7 points. However, if it's a close game with both players sitting pretty on 6-6, a win only occurs when one player is 2 points in the lead.

For hard and fast games, keep it to the classic 'first to score 7 points wins'.

A match game is played the same way you would a single game, except it's the first person to win 2 out of 3 games.

You can't win 'em all, but you can certainly try!





PLAY FUN,
PLAY FAIR,
AND PLAY ON
WITH TINY PONG™!

I SERVING

Here are some of our best tips for the perfect serve.



Fast Ball

A high ball toss to increase your speed

The Classic

Your own pace, gliding over the net

Spin Doctor

Fast wrist action for maximum backspin

Servers need to stand behind their end of the table with the ball laying in their free hand. Receivers can stand wherever they please.

TinyPong™ is all about playing fair. Servers must chuck the ball a foot or

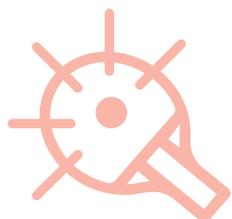
more into the air, hit it with the paddle so that it sails over the net and then touches the receiver's side of the table.

To keep things fair, the person who scored a point does not serve the next set.

RETURNING

A good return means hitting the ball just hard enough so that it passes over the net and hits your opponent's side of the table. You want to keep a good rally going for maximum play time and fun. A return that hits the net and bounces on your opponent's side of the table is still an acceptable return.

If you enjoy turning up the heat with some crafty moves, try picking up the pace for a high speed game. If you're still in the mood for something a little more frisky, try one of these expert moves.



The Slam

When you smash the ball over the net, slamming the ball into your opponent's court, reigning victory!



Killer Spin

The moment you play the ball with a lot of power and the ball spins and curves down toward the table.



Corner Shot

Just clipping the corner edge of your opponent's table side, encouraging them to rage as the ball flies off in some wild and weird direction. Nice!



The Drop Shot

A soft, elegant move bound to frustrate your opponent. It looks like an ordinary serve, pretty good, nothing too special, and then it hits the net and just drops over, earning you a point.

IF THE SERVE IS
LEGAL, EXCEPT THAT
IT TOUCHES THE NET,

IT IS CALLED
A LET SERVE.

LET SERVES ARE
NOT SCORED AND
ARE RESERVED.

SCORING

It's all about having some fun and racking up those tiny points. You score a point when your opponent:

- Returns a ball that does not hit your side of the table,
- Doesn't serve correctly (a let serve for example),
- The ball touches anything other than the net on your opponent's return,
- The ball goes under the net on your opponent's return, or,
- Your opponent touches the table with their free hand.





“Catch
Ya!”

