ZPing Help Contents

ZPing

Using ZPing

What Is ZPing?

ZPing is a unique sport.   In ZPing the pingist tries to score more goals than the opponent.   Unlike other goaling sports, the opponent is not another person.

As in football and ice hockey, ZPing's playing field has two goals.   The pingist's objective is to direct the puck into the right goal without allowing the highly reactive environment to score the puck into the left goal.   The pingist may use one of several paddles to harness the puck's momenthum and direction.   Striking the puck with the paddle will propel the puck into a different direction and speed depending upon the direction and speed at which the paddle was traveling upon impact.

A pingist can shape ZPings environment, objective and challenge by changing several game, paddle and surface friction settings.
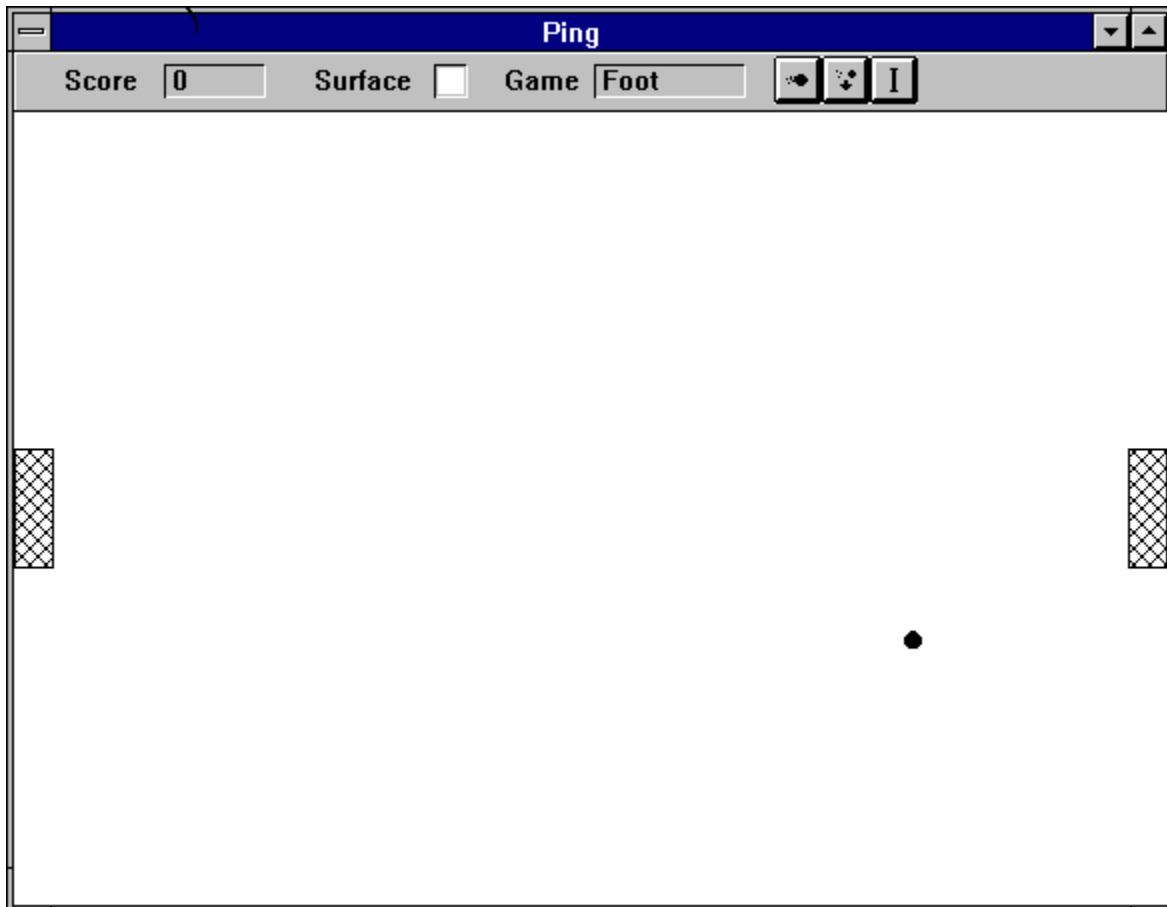
See Also:

Quick Start
Options

Quick Start - How To Play ZPing

As in football and ice hockey, ZPing's playing field has two goals.   Your objective is to direct the puck into the **right** goal without allowing the highly reactive environment to score the puck into the **left** goal.   You may use one of several paddles to harness the puck's momenthum and direction.   Striking the puck with the paddle which is attached to the mouse will propel the puck into a new direction and speed.   If you score the puck into the right goal, you get a point added to your score. However, if the puck scores into the left goal, you loose a point.
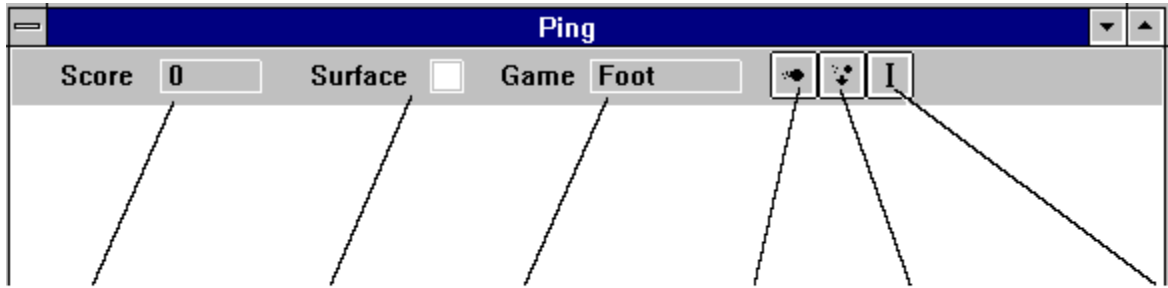
See Also:

Interface

Interface

Ping	▼ ▲

Score [0]   Surface [ ]   Game [Foot]   [🖱] [⚙] [I]

Current Score   Surface Type   Game Option   Game Options Dialog

Surface Type Dialog   Paddle Dialog

Options

You can shape ZPing's environment, objective and challenge by selecting various game, paddle and surface friction options.   Press the corresponding button on the tool bar to activate each of the option dialogs.

Game Options
Paddle Options
Surface Options

Game Options

In addition to providing you with an option to enable or disable Random Puck Toss, the Game Options also allows you to choose among 3 game settings:

Football: One puck is played at a time and there is no gravity.

Multiball: As the game continues, additional pucks are tossed into the game.   The user must score goals to lower the puck count.

Gravityball: One puck is played at a time and there is gravity.

Random Puck Toss: If checked, each new puck is tossed from random locations and at random speed.   If not checked, each new puck is consistantly tossed from the upper left hand corner of the playfield.

Paddle Options

In the Paddle Options dialog, you can select a new paddle.   Each of the paddles has a unique effect when it strikes the puck.
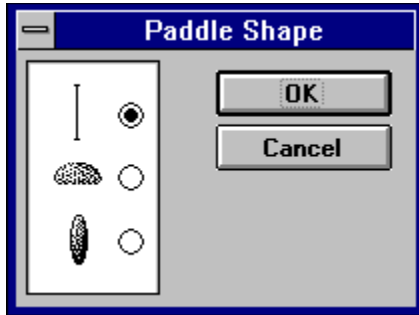
Surface Options

The Surface Friction Options dialog provides you with 3 choices for surface friction:

Grass: A surface with a small amount of friction which tends to slow the puck down over time.

Ice: A surface with minimal friction.   The puck generally maintains its speed and usually can only be slowed by the paddle or by ending the game.

Air: High friction.