

= Rockstar Games Presents Table Tennis =

Rockstar Games Presents Table Tennis is a table tennis simulation video game developed by Rockstar San Diego and published by Rockstar Games . The game was first released for the Xbox 360 on May 23 , 2006 in North America , and on May 26 , 2006 in Europe . It was later released for the Wii on October 17 , 2007 in North America , and on October 19 , 2007 in Europe . The game is a realistic simulation of the sport table tennis , with the main objective to make the opponent fail to hit the ball .

The game features various methods of serving and returning the ball , designed for players to beat their opponent . Players can compete against the game 's artificial intelligence , while the game 's multiplayer mode lets two players compete in matches , either through local multiplayer or online . Initially developed specifically for the Xbox 360 console , the development team took advantage of the hardware 's graphical power , allowing the game to play at a faster pace than with previous hardware . The game was the first to be developed using Rockstar 's proprietary Rockstar Advanced Game Engine , later used in games such as Grand Theft Auto IV and Red Dead Redemption .

Its announcement in March 2006 led to confusion and surprise , due to its significantly different style from Rockstar 's previous projects . It received generally positive reviews upon release , with praise particularly directed at its simplicity , replayability and detailed visuals .

= = Gameplay = =

Rockstar Games Presents Table Tennis is a realistic simulation of the sport of table tennis . In the game , two players hit a ball back and forth from one another . The goal of the game is to make the opponent fail to return the ball . Players have the ability to challenge a multiplayer partner , either offline or online , or can select to challenge the game 's artificial intelligence . Players can select from a roster of eleven characters , which are unlocked as they progress through the game ; each character has particular skills in different areas . The game features two modes : Tournament , which involves players participating against a variety of players in different circuits ; and Exhibition , which involves players challenging individual opponents in non @-@ ranked matches .

When preparing to serve the ball , players enter a stance . During this stance , players aim the ball , followed by selecting the amount of spin and power to place on the ball , as indicated by the spin meter . Players can also place a level of spin on their ball , curving it in a different direction . After the opponent returns the ball , players have the ability to " charge " their shots . As the shots are charged , the Focus meter increases ; when the meter fills , players enter the Full Focus state , in which their shots are faster and more accurate . Players can also perform soft shots and smashes , respectively decreasing and increasing the speed of the ball , and Focus Shots , high powered returns that help players counter difficult shots .

The Wii port of the game offers three different control schemes : Standard , using the Wii Remote ; Sharp Shooter , which uses the Nunchuk 's analog control to place the ball ; and Control Freak , using the Nunchuk 's analog stick to control the player 's position .

= = Development = =

Preliminary work on Rockstar Games Presents Table Tennis began in 2005 , prior to the announcement of the Xbox 360 , which the game was developed for . Rockstar San Diego , the core team behind the game , found that the hardware allowed them to develop games at a faster pace than with the previous hardware . Rockstar president Sam Houser felt that Rockstar San Diego was a suitable developer for the game due to their demonstration of skill in developing advanced engines , particularly early in a console generation , citing Midnight Club : Street Racing and Smuggler 's Run (both 2000) , which were launch games for the PlayStation 2 . Houser also said that , though the game 's physics were achievable on the old hardware , the team waited for the possibility to develop for the Xbox 360 due to the " different level of production and technology " that it allowed . In developing the game 's concept , the team was fascinated with concentrating the entire power of

a particular hardware into one activity . The game runs off the proprietary Rockstar Advanced Game Engine (RAGE) , and is the first game to do so ; the engine was later used for other projects such as Grand Theft Auto IV (2008) , Red Dead Redemption (2010) , Max Payne 3 (2012) and Grand Theft Auto V (2013) .

Network programmer John Gierach found the development of the online multiplayer mode challenging , due to the level of realism the development team attempted to create . In addition , the speed and accuracy required for the game was also a challenge for the team , due to the fast pace of the matches . When discussing the possibility of porting the game to the Wii , the team agreed almost immediately , as they felt that the console was a " perfect fit " for the game . While developing the Wii version , the team particularly considered how to serve all types of players , thus allowing a range of different control schemes .

The game was first announced by Rockstar Games on March 3 , 2006 . Journalists noted the surprised reactions that the announcement caused within the gaming industry , which they owed to the game 's significant difference when compared to Rockstar 's reputation of developing mature titles . The game was released for the Xbox 360 on May 23 , 2006 in North America , and on May 26 , 2006 in Europe . On July 18 , 2007 , Rockstar announced that the game would be ported to the Wii , taking advantage of the motion sensing Wii Remote . The Wii version was released on October 17 , 2007 in North America , and on October 19 , 2007 in Europe .

= = Reception = =

Rockstar Games Presents Table Tennis was released to generally positive reviews . Metacritic assigned a average score of 81 out of 100 based on 75 reviews for the Xbox 360 version , and 68 out of 100 based on 36 reviews for the Wii version . GameRankings assigned it an average review score of 82 % based on 85 reviews for the Xbox 360 version , and 70 % based on 36 reviews for the Wii version . Reviewers particularly praised its gameplay , detailed visuals , simplicity , and online multiplayer .

The technical aspects of the game , such as the graphics and animation , received acclaim . IGN 's Douglass C. Perry felt that the graphics and motion capture are " exceptional " , and the animation is " beautiful " , as well as praising the stable frame rate . Ryan Davis of GameSpot wrote that the characters were designed with " phenomenal detail " , though felt that " there 's not much else to look at " . GamesRadar 's Dan Amrich commended the game 's player models and lighting effects , stating that they " put the hardware to impressive yet playful use " . Tom Orry of VideoGamer.com felt that the visuals improve the gameplay , particularly applauding smaller details such as the player models and ball physics .

Many reviewers found the gameplay simple yet effective . Perry of IGN found the gameplay " deep and addictive " , and the controls intuitive . GamesRadar 's Amrich echoed similar remarks , writing that the controls " feel accessible without alienating ' serious ' sports gamers " , and Orry of VideoGamer.com called the controls " slick " . Eurogamer 's Tom Bramwell also praised the game 's simplicity .

The game 's multiplayer mode was commended by many reviewers . GamesRadar 's Amrich felt that the multiplayer mode extended the game 's replayability , giving players a reason to return to the game " long after [they 've] learned the weaknesses " of the playable characters . Orry of VideoGamer.com and Bramwell of Eurogamer both named the online multiplayer " excellent " ; the former noted minor lag but wrote that the " performance was generally very good " .

When the game was ported to the Wii , the additional Wii Remote controls received positive reactions . IGN 's Mark Bozon felt that they were an improvement over the original controls , calling it a " huge testament to Rockstar 's design " . Eurogamer 's Ellie Gibson found that the altered controls work " perfectly " , finding them intuitive and " easy to grasp " . GameSpot 's Davis wrote that the controls " work pretty well " , though felt that they fail to complement the gameplay . Conversely , Orry of VideoGamer.com felt that the original controls " have more depth " than those on the Wii .

Following its previews at the Electronic Entertainment Expo , the game won Best Sports Game from

GameSpot , and received a nomination from IGN . At the end of the year , the game received nominations for Best Sports Game from GameTrailers .