The game is played by two players. Each of whom wields a racket, indicated by the black vertical lines on the short sides. Each player can move his or her racket up or down .The player on the right will use the key ↑ and ↓ and the player on the left will use A and Z keys as "up" and "down" keys. A red ball bounces back and forth (and up and down) in the playing area, and each player has to hit the ball with the racket so that the ball does not touch the player's short side. If this happen, the opponent gets a point. The point is displayed at the side of the playing area.

When play begins, the ball travels relatively slowly from the left but every time a player is able to hit the ball, its speed increases, making it more difficult to hit. The speed of the ball increases until one of the players misses it and it bounces against one of the short sides. The ball then returns to the speed it had all the beginning of the game.

The game begins when we click on the "New game" button. A game is interrupted automatically when one of the players has reached 10 points. A game can be temporarily interrupted if the "Pause" button is clicked and continued when the "continue" button is clicked. The "Exit" button terminates the game. The actual game played can be interrupted and a new game begun instead, by click on the "New game" button.

When the "New game" button is clicked , a new window pops up with three buttons, one with the text "One player", one with text "Two Players ", in addition to the "cancel" button. When the user clicks on the button "Two Player", the game will functions as before but when the user clicks on the button "One Player", the player on the left will be replaced by the computer. The program will then automatically move the left-hand racket so that it always hit the ball. Because the human player will not get any points , it will not matter that these are not shown; instead , the right-hand label should be allowed to display the number of times the human player has succeeded in hitting the ball before he or she loses by 10:0. A player's skills can then be judged by the number of hits made. The cancel button cancels starting a new game and returns to the previous state.

There is an aspect of the program that is not obvious from the figure. The playing area's width and length can be changed at any time by dragging on the window. So the game can be made easier or more difficult and play will be adjusted automatically to continue on the altered "court".