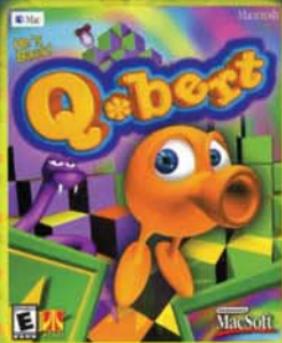
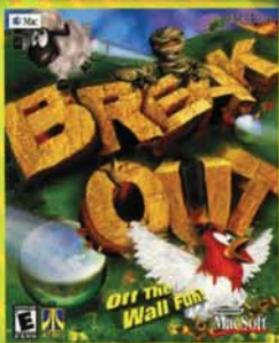




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It's Back!

POONA™

The NEXT LEVEL



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System Requirements:

Operating System:.....	8.6 or Higher
Processor:.....	G3 or Faster
Memory:.....	64 MB
Hard Disk Space:.....	180 MB
CD-ROM Drive:	4x Speed
Video:	Rage Pro or better

Requires full support for Apple's OpenGL software, requires OpenGL 1.2.1 or higher (included).

Installation

1. Close all open windows and applications on your Macintosh.
2. Insert the *PONG* CD-ROM into your computer's CD-ROM drive.
3. Double-click on the *PONG* CD-ROM icon to open the CD-ROM window.
4. Double-click the *PONG* Installer icon to start the installation program.
5. Follow the on-screen instructions to install *PONG*.
6. Please note that you will need to leave the *PONG* CD-ROM in the CD-ROM drive to play the game.

Starting the Game

1. Insert the *PONG* CD-ROM into your CD-ROM drive
2. Locate the *PONG* folder icon on your Macintosh Hard Drive and double-click on the folder icon to open the *PONG* folder window.
3. Double-click on the *PONG* application icon to start the game.



You must take control of a *Pong* and battle your way through multiple challenges in the *PONG* world. If you win through, you will be declared a *PONG Master*.

To win, you must tackle each successive challenge by battling against the wildly different environments and taking on the *PONG Gladiators*. Each victory you score will earn you a number of Golden Bars that will let you progress to tougher (and sneakier) challenges. You must complete all the Zones, all the Levels and all the different variations in the Levels to be a true *PONG Master*.

Remember that *PONG* is about having fun and, of course, showing off your quick reactions, skill, superior tactics and new Levels to your friends.

Scattered and hidden throughout *PONG* are many Secrets and Bonuses that will let you change the way you play and give you many "special powers." Look out for these and happy *PONGing*!

STARTING *PONG*

Each time you run *PONG* you will see this dialog box.

Enter your name here.



Continue or Exit - Start the game or return to the Desktop.

Select a previously-entered name here.

Load Previous Game - Choose whether to continue your game where you last finished or restart from scratch; note that choosing NO will permanently undo all the progress you have made in *PONG*.

Once you enter or select a name and click **CONTINUE**, *PONG* will start.

Cancel Option/Pause game
and access Options



PONG also supports Mouse and Joystick controllers. Please see the "Configuring Controls" section of this manual for information on how to set these up.

Once you've signed in you will find yourself at the World Menu.

THE ZONES

PONG is made up of different Zones from around the World. As you progress through the game you will discover more and more of these Zones. From this World screen you will be able to select which Zone you wish to enter by using the **arrow keys**.



When you first begin the game, only Zone 1 is available to you (we've all got to start somewhere!).

INSIDE A ZONE

Once you enter a Zone you will see the following screen:



Note: The Atari logo will slowly change to gold as you complete the many Levels in the game. If you fill in one bar of the Atari logo you will get a reward (accessible on the Options screen). If you fill in all three bars of the logo you will have completed the game and be a *PONG Master*.

Once inside a Zone, the first things you will see will be the Level Guardians.



Each animated Guardian represents a different challenge in the Zone. These Guardians also have a particular number embossed on their stands. This number refers to the amount of Golden Bars that you must win before that Guardian will let you enter that challenge or exit to the next Zone in the sequence.

At the start of the game most Guardians are covered by sheets – these are unavailable to you until you have gathered enough Golden Bars.



As you progress through the *PONG* world, these Guardians will give you access to strange and twisted variations of their initial challenges. The challenge will be **BIGGER**, but the rewards will be **GREATER** towards becoming a true *PONG* Master.

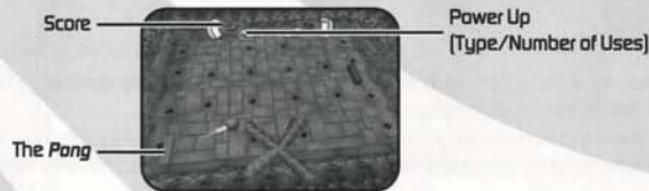
***PONG* Special Tip:** If you get stuck on a specific level, try searching the other Zones to find a new variation to play – you may win enough Golden Bars to skip a tough level until you're confident enough to face it.

Note: Each level (or variation) that you open in Single-Player mode may then be playable in Multiplayer mode. *Not all single player levels are playable with multiple players.*

Now let's get to the game itself.

- Press **RETURN** to enter the currently-selected level.
- Select a Level Type using the **arrow** keys and press **RETURN** (if you've just started you won't be able to choose more than the first Level Type).

You will now enter your first game. Remember to press the **ESC** key to Pause the game and take a breather (if it's all getting too hot for you!) and to access the Game Options.



Remember to move the *Pong* using the **arrow** keys and “aim” the ball by moving the *Pong* as the ball hits it – the faster you move the *Pong* the more you will angle the ball.

When you begin playing *PONG*, you'll soon realize that Power Ups are very important to your success in the game. Power Ups give you special powers that enable you to change your *Pong*, or even change the game environment. Most of these special powers are temporary, or for a limited number of uses – so be careful not to waste them!



Power Ups initially appear as Spinning Tops on the game arena.

- To access a Power Up, you must first hit it with the ball: The spinning Power Up Top will begin to move towards your *Pong*.
- To collect the Power Up, you need to move the *Pong* into its path. But beware, it's still possible for your opponent to hit the Top and bring it back towards him.

Some challenges may give unlimited powers to a *Pong* (enabling unlimited use of Power Ups), always check the screen display to see what's available to you.

In the more advanced challenges you will sometimes be able to collect more than one type of Power Up.

- Use the **Right Shift** key to cycle through your Power Ups, and press **RETURN** to activate it!

Each Power Up has a different icon on its top surface and, with experience, you will learn what each Power Up does. We could tell you here but it's more fun finding out for yourself! Watch out for the tips that appear on the screen – these may help you work out the best way to use a specific Power Up.

Unlimited Use

A ∞ symbol shows you have an unlimited number of uses of the Power Up.



There are many Power Ups to be collected in the game, here are just a couple with tips on how to use them:



GRAB

- Hold down **RETURN** to prime your *Pong* to grab the ball. The ball will be "grabbed" by the *Pong*.
- Aim using the **arrow** keys.
- Release **RETURN** to release the ball



WHACK

If you are using the "whack" Power Up, the timing of release will affect where the ball goes and how fast it travels.

Now that we've got you started, let's look at some of the many Options available in the game.

Throughout the game pressing the **ESC** key will open the *PONG* Pause Menu. The actual contents of the Pause Menu will change according to where you are in the game. Here are the Options screens you might encounter during the game.



PONG Pause Options



PONG Options Menu

- Select any Option by highlighting it with the Up/Down arrow keys and pressing **RETURN**.

PONG will automatically save your progress as you play the game.

Each time you start *PONG* you will be asked if you want to load the last game. If you select **YES**, you are able to pick up where you left off.

If more than one person wants to play *PONG*, or if you want to go back to an earlier point in your game, you can access previously saved games by selecting "Load Previous Game" from the Pause Menu.

To select a previous game, simply move up and down through previous Saves (using the **arrow** keys), and press **RETURN** to load. You will be able to identify the game you want by its title; this will show the player's name, the date and time of the game and the number of Golden Bars collected.

Three and Four-Player Scoring

When a three or four player game begins you will be told to how many points you are playing. You will score points by being the *Last Pong Standing* – preventing the ball from going into your color-coded goal. Multiplayer *Pongs* can bash into each other, or bash opponents into the wall. This will stun them for a brief period of time.

The first *Pong* to let a goal past gets zero points, the next *Pong* to let a goal in gets 1 point and so on.

If you let a ball drop into your goal, it will seal up and your game colour will dim down. A goal cannot be scored against you for the remainder of that round, but be aware that you can still influence the game (see below).

Once a *Pong* has been knocked out of the scoring, the player can focus his/her attention more intently on obstructing his/her opponent(s) – this makes him/her more powerful than before. You may have missed out on points this round, but you can make sure your arch-rival doesn't get a good score either (sneaky!).

When all but one of the goals are closed, the last active *Pong* is the winner of that round and is awarded full points, then a new round begins. Watch carefully when a new round begins as *Pong* positions will change between the game rounds.

The first *Pong* to achieve the target score (declared at the beginning of the game) is declared the winner!

PONG allows you to play multiplayer games in a number of different ways: On one computer, Local Area Network (LAN), or via the Internet.

To choose which option you would like to use:

- Enter the Pause Menu.
- Select Network Game.
- Choose which network mode you would like to use.
- Choose whether you wish to "Host" a new game, or join one that someone else is hosting.
- Select (or type in) a session name.
- Enter the Lobby and wait for other players to join.

In the Lobby you can chat to the other players by sending messages. All players will receive the message that you send.

CHAT

Neither MacSoft nor Hasbro Interactive monitors, controls, endorses, or accepts responsibility for the content of text or voice chat messages transmitted through the use of this product. Use of the chat function is at your own risk. Users are strongly encouraged not to give out personal information through chat transmissions.

Kids, check with your parent or guardian before using the chat function or if you are concerned about any chat you receive

The host of the session chooses when to begin the game, and what Level Type you will play.

During play, the game can be paused as normal by pressing the **ESC** key. This will take the players back to the Lobby. Only the player who paused the game may restart it again.

Players can leave network games via the Lobby.

Warning! *PONG* requires a fast and lag-free connection to the other computers. If you do not have this the game may become very "jumpy." If this happens the only options are to:

- Try another Level;
- Try at another time of day (Internet traffic varies according to where you live and the time of day);
- Find someone else to play against or;
- Invite them over to your house for a game on the same computer (Hotseat play).

Note: A limited set of Level Types are available over the various network modes. For more information on multiplayer play and for troubleshooting see the ReadMe file.

How to Find Your IP Address

To find your IP address so that you can communicate it to other players, follow the steps detailed below:

- 1) If you are going to play via the Internet, you will first need to connect to your ISP (Internet Service Provider).
- 2) Open the TCP/IP control Panel, found in the Apple Menu in your Menu Bar.
- 3) Your IP Address will be listed in the Control Panel.
- 4) If you are hosting the game, you must communicate your current IP address to the other players wishing to join the game. You can do this via **E-mail, Phone, or Chat or Instant Message Programs.**

Manually Configuring IP Addresses

If you are playing a network game and are not connected to a TCP/IP network, your computer may not be connected to an IP network or the Internet, and you will need to manually assign an IP address to your computer. The following instructions are to be used **ONLY** if you are attempting to start a LAN game and your computer does not have an IP address.

Open the TCP/IP control panel (open the Apple menu, then select the Control Panels item, then select TCP/IP). Choose to configure Manually, and enter an IP address in the IP Address field. Once you have set an IP Address, you will be able to host or join a LAN game. IP Addresses are a series of numbers between 0 (zero) and 255 separated by periods which allow other computers to connect to yours and vice versa. An example of an IP Address is 205.205.205.01. Every computer needs a unique IP Address, or you will have difficulty connecting. We recommend that you choose a standard series for the first three numbers in the address (such as 205.205.205 in the above example) with each computer having a different final number.

As a detailed example, imagine that Nate, Al, and Cindy are all going to play a game of *PONG* against each other over a LAN. Each goes into the TCP/IP control panel and chooses to configure the IP Address Manually. Nate will be hosting, and he enters the IP Address 205.205.205.01. Al enters the address 205.205.205.02, and Cindy enters the address 205.205.205.03. Each of them then closes his or her TCP/IP control panel and chooses to save the new configuration. When they start *PONG*, Al and Cindy will connect to Nate's computer using the address 205.205.205.01 for the Host.

Arcade Debut: 1972

In this historical classic game, you must try to get your opponent to miss the ball by simply hitting it back with cleverly angled shots.

Other Happenings That Year:

- Marlon Brando is Don Corleone in *The Godfather*.
- Governor George Wallace is shot by a gunman and left paralyzed.
- Mark Spitz wins a record seven gold medals at the summer Olympics in Munich; terrorists kill 11 Israeli athletes.
- Seven people are indicted for the Watergate break-in.
- *M*A*S*H* begins an 11-year television run.
- U.S. baseball great, Jackie Robinson, dies.
- Bobby Fischer wins the world chess title from Boris Spassky.
- The military draft is phased out in the U.S.
- The Dow-Jones Index closes above the 1,000 mark for the first time.
- Don McLean takes a ride to the top of the charts with "American Pie."
- The movie *Deliverance* shakes up audiences.

We hope you enjoy our brand new version of this classic game.



Assistance Via World Wide Web

Get up-to-the-minute technical information at the MacSoft web-site, at:

<http://www.wizardworks.com/macsoft/>

twenty-four hours a day, seven days a week. Through this site you'll have access to our FAQ documents, (Frequently Asked Questions) which contain our latest troubleshooting information. You'll have access to our FTP (File Transfer Protocol) area where you can download patches and new enhancements as soon as they become available, and an E-Mail area where you can leave us your tech support problems and questions if you do not find your answers within the FAQ.

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MacSoft
 13110 NE 177th Place
 Suite # B101, Box 180
 Woodinville, WA 98072-9965
 Attn: Technical Support
 RMA#: (include your RMA# here)

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