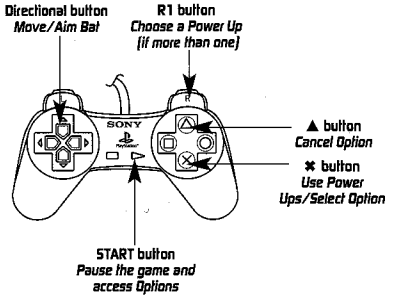
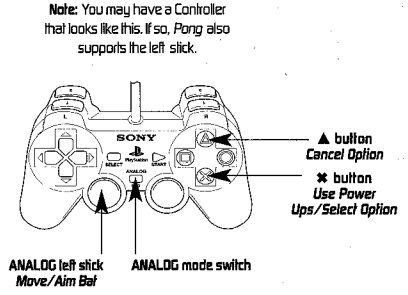

PlayStation
NTSC U/C
PlayStation
It's Back!
pong
The NEXT LEVEL
EVERYONE
E
CONTENT RATED BY
ESRB
SLUS-00889
99728
ATARI

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THE START BUTTON
Pressing the START button will give you access to the Pause Menu Options. These will vary depending on which level you are in (see the Pause Menu on page 12).

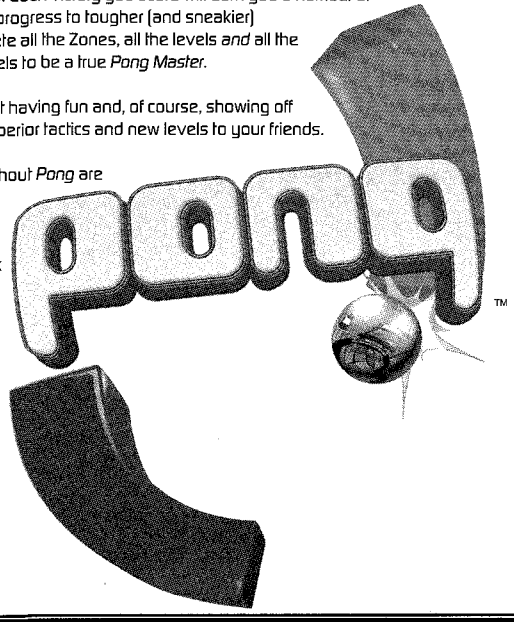
DUAL SHOCK™ ANALOG CONTROLLER VIBRATION ON/OFF
This is accessed through the Pause Menu (press the START button).
Select Options, then ANALOG Controller (DUAL SHOCK).

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 *The Supreme Pong*.

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.

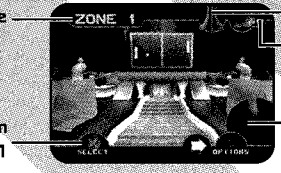
Scattered and hidden throughout *Pong* are many Secrets and Bonuses that will let you change the way you play and give you many "special powers." Look out for these and happy *Ponging!*



Once you've loaded *Pong*, you will find yourself on the World Menu.

THE ZONES

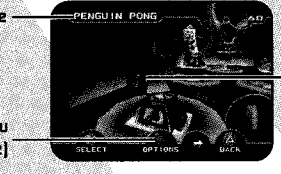
Pong is made up of different Zones from around the World. As you progress through the game you will discover more and more Zones. From this World Menu screen you will be able to select which Zone you wish to enter by using the LEFT or RIGHT directional buttons.



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

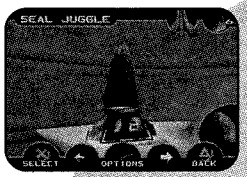
INSIDE A ZONE

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 you will get a reward (accessible on the Options screen). If you fill in all three bars 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*.

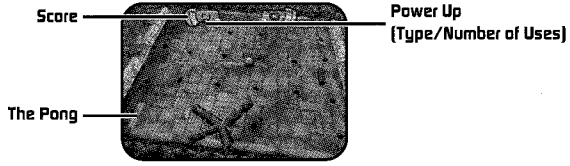
***Pong* Special Tip**: If you get stuck on a specific level, try searching the other Zones to find a new variation to play – you may win enough Golden Bars to skip a tough level until you're confident enough to face it.

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 the ✖ button to enter the level.
- Select a Level Type using the directional buttons and press the ✖ button (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 START button 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 aim the Pong using the directional buttons.

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 the other Pong to hit the Top and bring it back towards him.

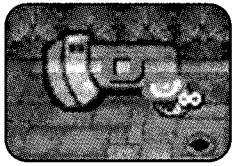
Some challenges may give unlimited powers to a Pong (enabling unlimited use of Power Ups), always check the screen display to see what's available to you.

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

- Use the R1 button to cycle through your Power Ups, and press the ✖ button 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

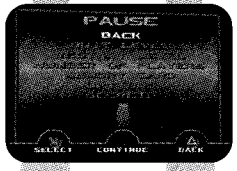
- Hold down the ✖ button to prime your Pong to grab the ball. The ball will be "grabbed" by the Pong.
- Aim using the directional buttons.
- Release the ✖ button to release the ball.



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 START button will open the Pong Pause Menu. The actual contents of the Pause Menu will change according to where you are in the game, and what you've got connected. But here are the Options screens you might encounter during the game.



***Pong* Pause Options**



***Pong* Options Menu**

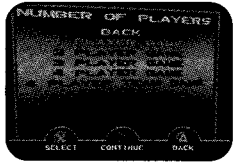
- Select any Option by highlighting it with the UP or DOWN directional buttons and pressing the ✖ button.

All Option Menus will have a Help Menu at the bottom of the screen reminding you of the buttons to press for Select (✖ button), Continue (START button) and returning to the previous menu (▲ button).

GETTING STARTED

If you want to play Multiplayer, you will only be able to choose as many players as you have controllers connected to your PlayStation® game console (for more than two you will also need a multi-tap). You can change the number of players at any time by pressing the START button to open the Pause Menu Options (see page 12).

- Select the number of players with the directional buttons and press the ✖ button to select.



Note: If you do not have enough controllers connected to your PlayStation® game console for the number of players, some of the Options will be "ghosted out."

At the start of the Multiplayer game you can only play all of the levels and variations contained within Zone 1.

- Choose a Zone, environment and type variation as you would in the Single Player game
- To play other levels you must first gain access to them through the Single Player game.

MULTIPLAYER SCORING
The game will keep score of each player's successes.

Two-Player Scoring
This works in the same way as the Single Player game.

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.

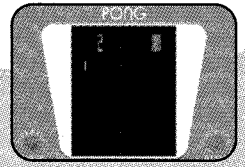
If you let a ball drop into your goal, it will seal up and your game color will dim down. A goal cannot be scored against you for the remainder of that round, but be aware that you can still influence the game (see below).

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!

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 if 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.