

Nintendo®

GAME BOY[®] COLOR



CGB-AOVE-USA

POOPYTM

The NEXT LEVEL



INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
COLOR

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EVERYONE

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.

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Thank you for purchasing PONG for the Nintendo® Game Boy®
COLOR System.

Before starting, please read through this manual carefully, and keep
this instruction booklet for future reference.



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INTRODUCTION

In the 1970's, the world was introduced to the first coin-operated video game, PONG. The invention of this technical breakthrough spawned an entirely new industry, and an entirely new way to spend recreational time.

Recreated for the Nintendo® Game Boy® *COLOR* System, this classic offers players the timeless game play that has entertained millions of gamers. Play Classic PONG, experience the adventure of Jungle PONG, brave the frozen elements and multi-ball energy of Arctic PONG, and enjoy the multi-paddle action of Soccer PONG! Either way you choose you'll be set to play this timeless classic well into the 21st Century!

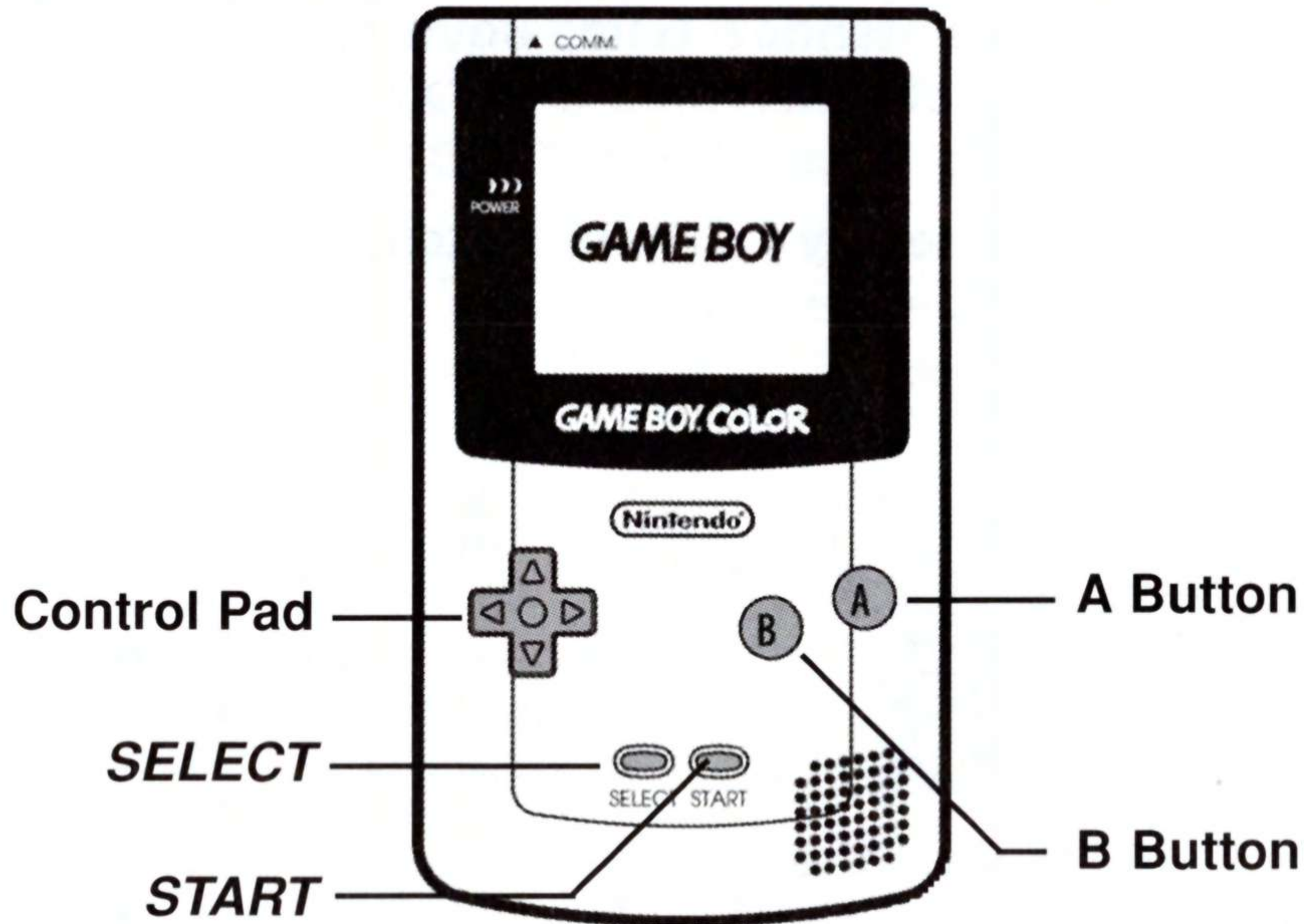
TO BEGIN

1. Make sure your Nintendo® Game Boy® *COLOR* System is turned off, then plug the PONG Game Pak into the Nintendo® Game Boy® *COLOR* System.
2. Turn on your Game Boy® *COLOR* System. In a few moments the Title screen will appear.



3. Press *START* to start the game.

CONTROLLER FUNCTIONS



NOTE: To return to the Title Sreen during the game...
Press *SELECT*, *START*, *A Button* and *B Button* simultaneously

GAME SETUP

On the *Main Option Screen*, you can choose which version of PONG to play. You also have the option of turning on and off the music.

To select one of these options:

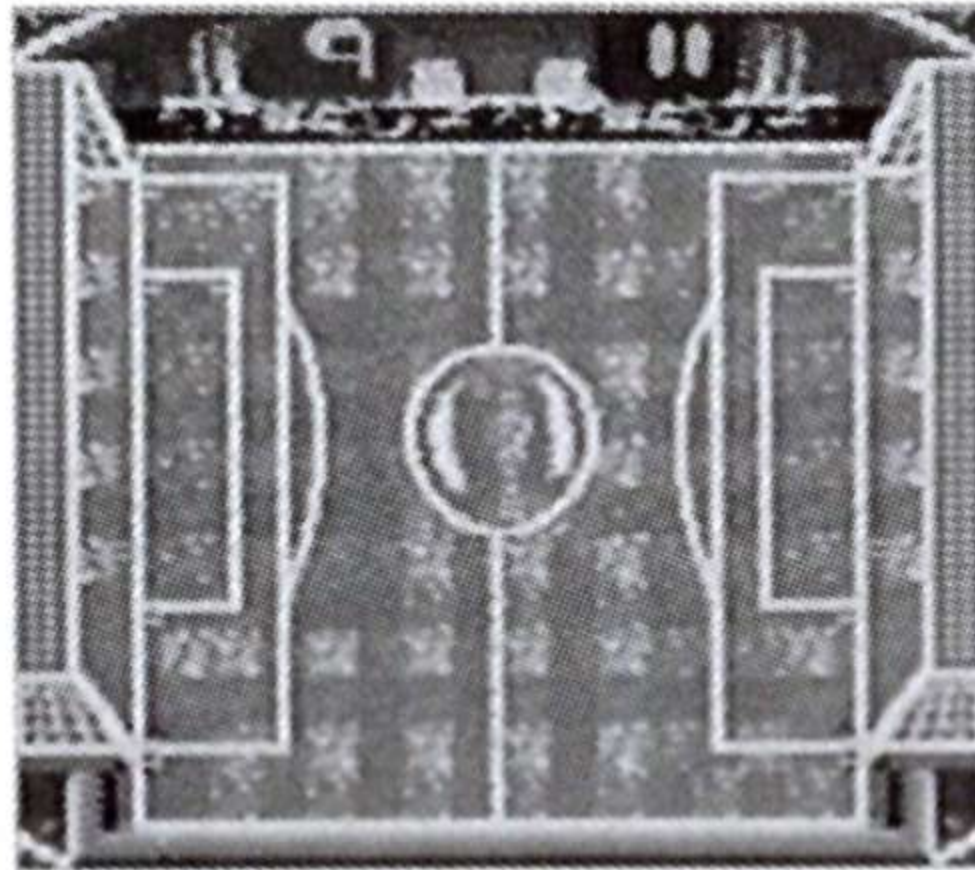
- Press the Control Pad DOWN to move the spinning ball to the next option.
- Press the Control Pad UP to move the spinning ball to the previous option.
- Press the A Button, B Button or *START* to select the option.



With PONG, you always control the paddle(s) located on the left side of the playfield and always compete against a computer controlled opponent.

PLAYING PONG

Each match is played to a score of 11. In the event of a tie, you will continue to play until you beat the computer opponent by two points, or one player has reached a score of 19.



PLAYING PONG

You may control your paddle by using the following:

- Press UP or DOWN on the Control Pad to move the paddle(s) toward the top or bottom of the playfield.

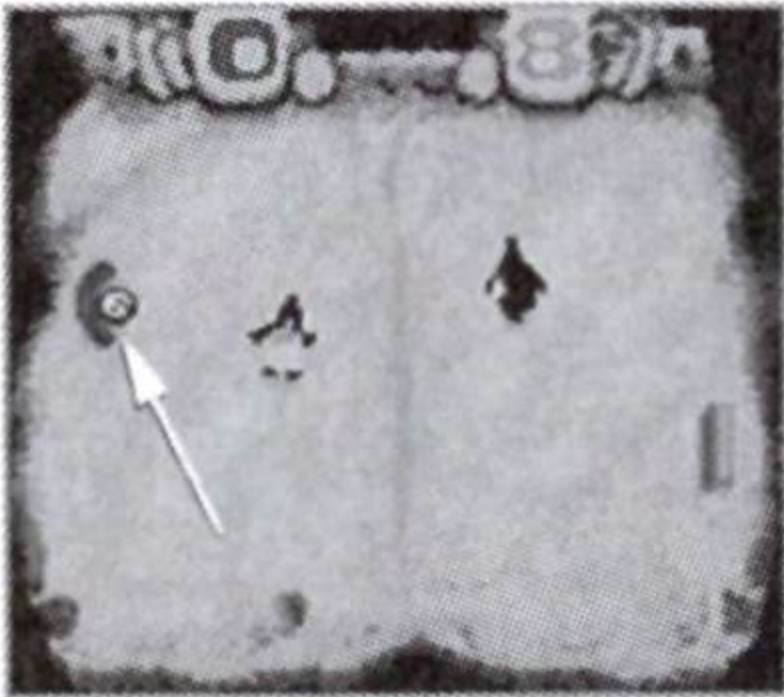
You may Speed up your Paddle...

- Press the A Button in addition to the Control Pad to move the paddle(s) quickly

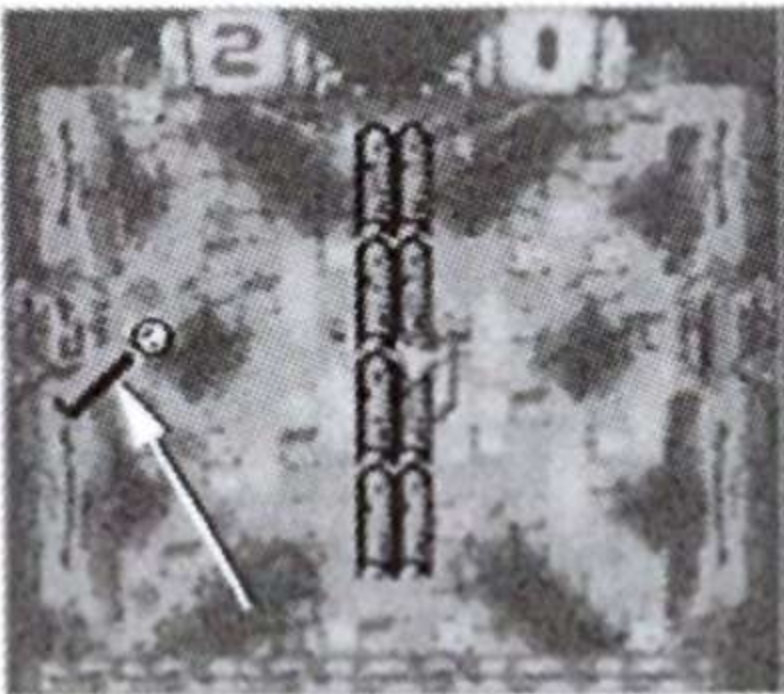
When playing a mode other than Classic PONG, a Spinning Top sometimes will appear on the screen. When you or the Computer successful hit the Spinning Top with a ball, that player's paddle will turn into either a Flipper or a Catcher form for a short duration.

To turn your paddle back to Normal during this short time, hold down the B Button.

PLAYING PONG



When your paddle turns into a concave form, you will be able to catch the ball. Then after you move your paddle to a new location, you may press the B Button to release the ball.



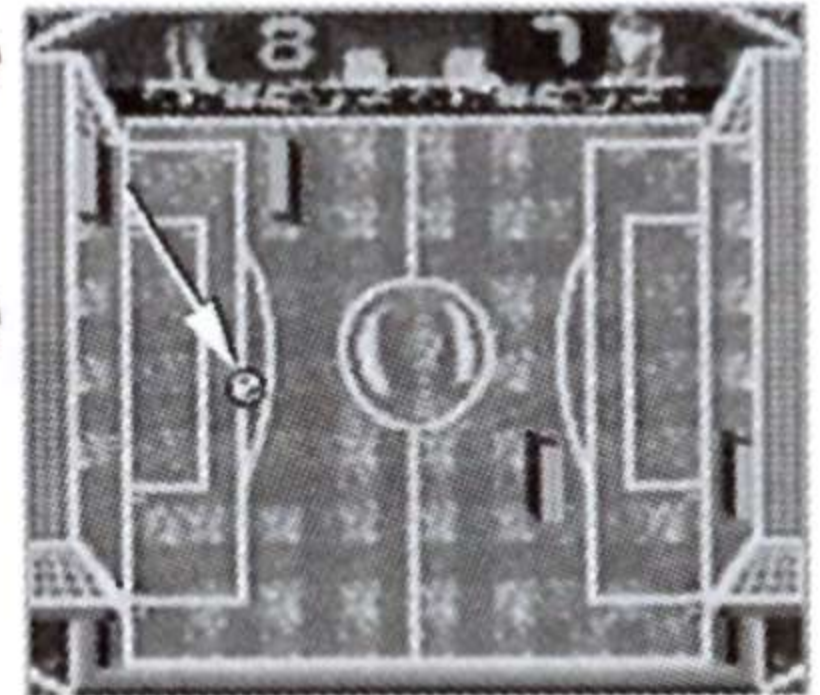
When your paddle turns into a Flipper form, you will be able to "Bat" or "Repel" the ball at an accelerated speed. Press the B Button to hit the ball with your Flipper.

Once your random Power-Up expires, your paddle will turn back into a normal paddle.

PLAYING PONG

Adding Spin....

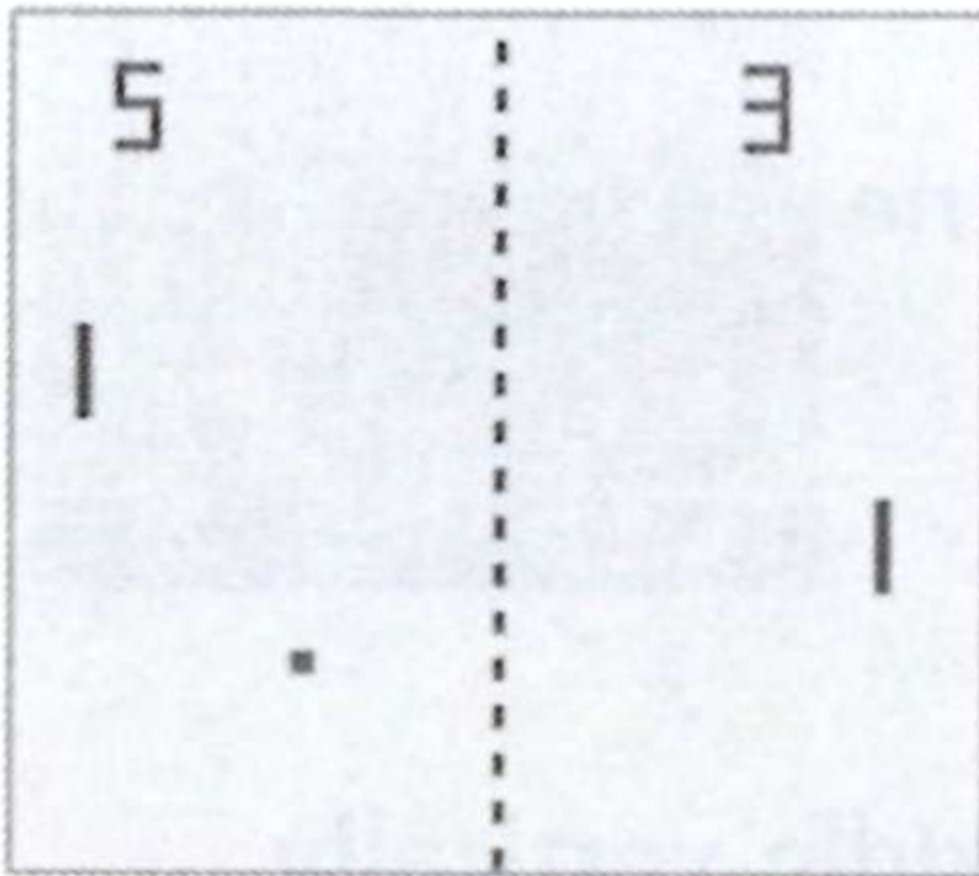
When deflecting the ball, you may aim the ball more accurately if you are moving the paddle at the moment you collide. For example, colliding with the ball while moving your paddle vertically up will cause the ball to be deflected upward toward the top of the screen.



Also, colliding with the ball while moving your paddle vertically down will cause the ball to be deflected downward toward the bottom of the screen.

CLASSIC PONG

In this classic version, the initial ball will be served from the middle of the screen towards one of the players.



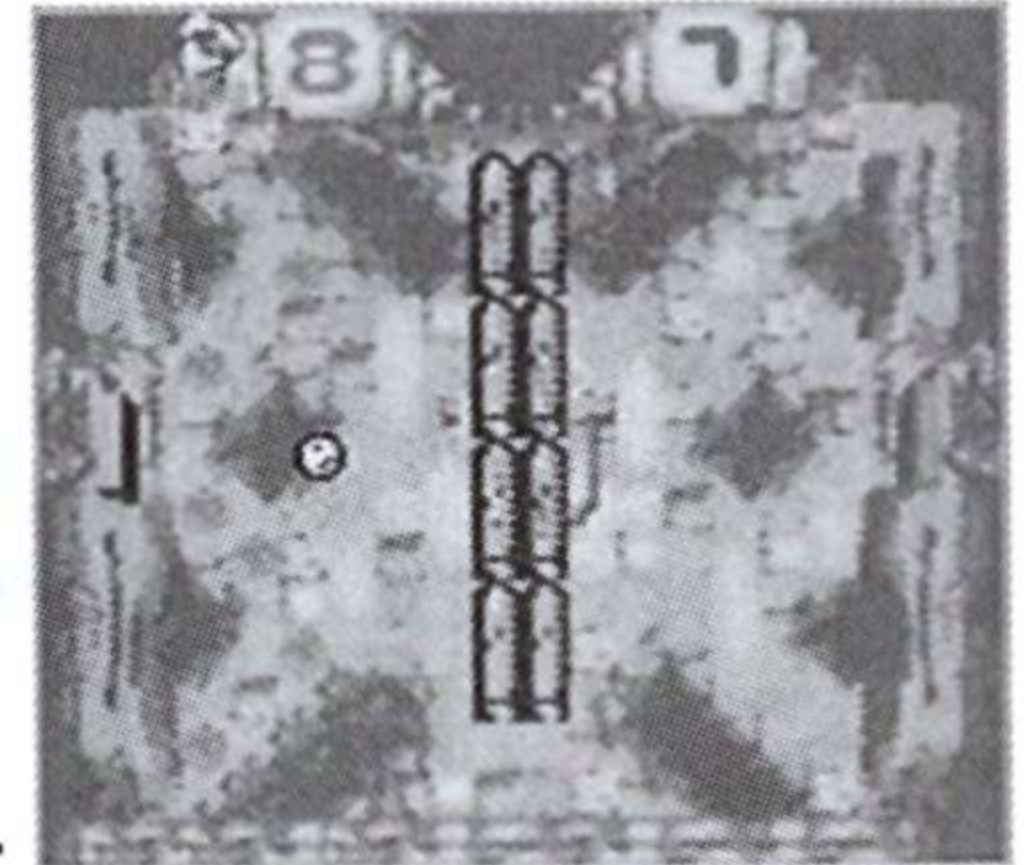
When the left player wins a point, the next ball served will be sent towards the right player. Consequently, when the right player wins a point, the next ball served will be sent towards the left player.

For all of the different types of PONG, you control the paddles as noted in the Playing PONG section of this manual.

JUNGLE PONG

Jungle PONG places you in the middle of a Mayan Jungle.

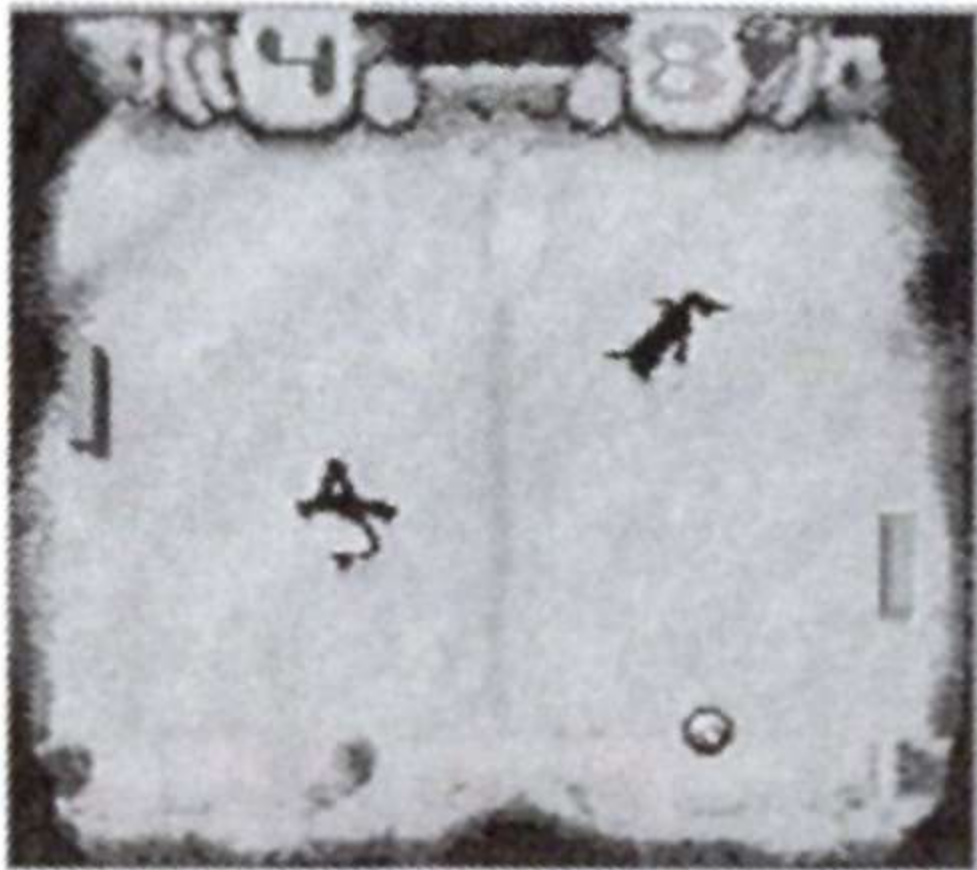
Situated in the middle of the playfield are four sets of revolving logs. During the game, a spinning top power-up will randomly appear. If you or the computer opponent are able to hit this power-up with the ball, the rotating logs will begin to spin for a short time in the direction of the other player. This will cause the ball to accelerate when it is going in the same direction as the rotating logs, which makes it harder for the other player to hit the ball back. However, if the ball rolls over the logs in the opposite direction of their rotation, it will slow down making it easier to hit.



Your paddle will also turn into either a Flipper or Catcher for a short duration of time. (See page 7, PLAYING PONG)

ARCTIC PONG

Arctic PONG places you in a frozen environment with a pack of pesky penguins and offers you the excitement of multi-ball play.



Appearing in the icy tundra along with the penguins is the spinning top power-up. If you or the computer player hit the Spinning Top, when your ball hits a penguin, the penguin will spit another ball out in the same direction. Your paddles will also turn into either a Flipper or Cattcher for a short duration. (See page 7, PLAYING PONG).

A ball hitting a penguin under normal circumstances will change it's angle of direction

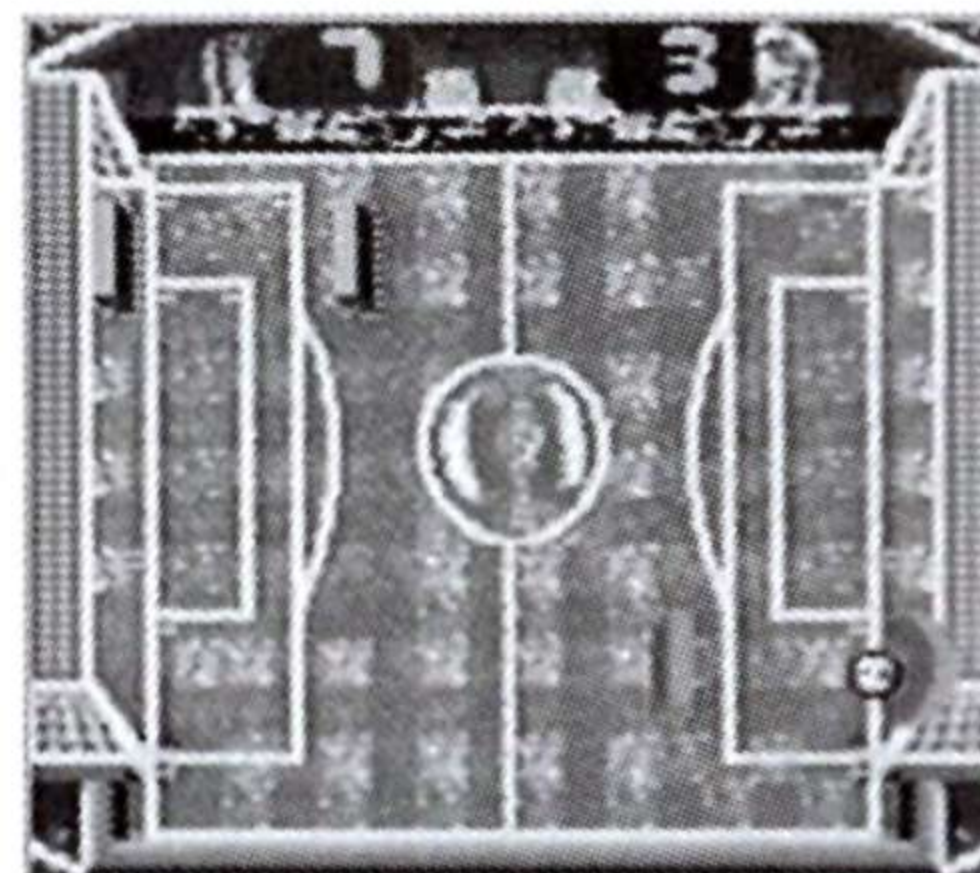
In Arctic PONG, you control the paddles as noted in the *Playing*

SOC CER PONG

PONG section of this manual.

In *Soccer PONG* each player controls two sets of paddles, offering you the challenge of multi-paddle play.

Appearing once again on the soccer field is the spinning top power-up. If you are able to hit this power-up with the ball, the ball will bounce off your paddle at a faster rate of speed, thus making it harder for the computer opponent to hit the ball back.



To be fair.... The same advantage will be given to the computer opponent if it is able to hit the power-up.

In *Soccer PONG*, you control the paddles as noted in the *Playing*

TOURNAMENT PONG

In *Tournament PONG*, you can play each of the PONG variations in succession until you lose at one of the levels. After you have beaten the computer opponent at each of the four levels (Classic, Jungle, Artic, and Soccer), you will go to the High Score Screen.

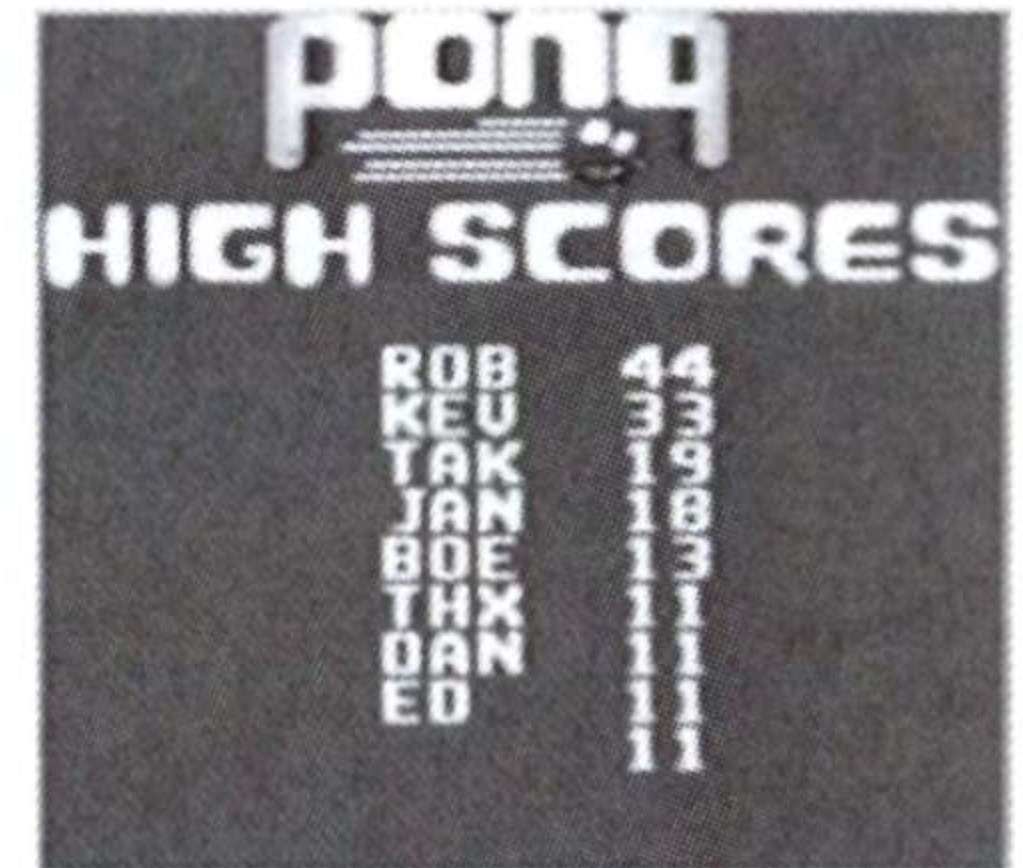
You may control the paddles as noted in the Playing PONG section of this manual.



HIGH SCORES

After winning one of PONG levels, you may enter your name on the *High Score Screen*. To enter up to three letters, do the following:

- Press the Control Pad UP or DOWN to display the next or previous letter in the alphabet.
- Press the Control Pad RIGHT or LEFT to move the blinking cursor to the right or left by one letter position.
- Press the A Button to enter the displayed name on the high score list.



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Majesco Sales Inc. warrants to the original consumer purchaser that this Nintendo Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90 day warranty period, Majesco Sales, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective game to the retailer.
2. Notify Majesco Sales, Inc. of the problem requiring warranty service by calling our Technical Support Department at (800) 826 0015, and leave a message.
3. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sale slip or similar proof of purchase (LPC code) within the 90-day warranty period to :

Majesco Sales, Inc.
160 Raritan Center Parkway (Suite 1)
Edison, N.J. 08837

This Warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or other causes unrelated to defective materials or workmanship.

Repairs/Service after Expiration of Warranty

If the PAK develops a problem requiring service after the 90 day period, you may contact the Majesco Sales, Inc. Technical Support Dept. at the phone number noted earlier. If the Majesco Sales Dept. is unable to solve the problem over the phone, you may be informed of the approximate cost for Majesco Sales, Inc. to repair or replace the PAK, and provided with a Return Authorization number. Record this number on the outside packaging of the defective PAK and return the merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Majesco Sales, Inc., and enclose a moneyorder payable to Majesco Sales, Inc. for the cost quoted to you. If after personal inspection, the Majesco Sales, Inc. Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

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