PlayStation®

NTSC U/C

PlayStation®

It's Back!

PONG™

The NEXT LEVEL

EVERYONE

E

CONTENT RATED BY ESRB

SLUS-00889
99728

ATARI®

WARNING

READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation® game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation® game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION® DISC:

- This disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TABLE OF CONTENTS

Getting Started 4
The Game Controls 5
Starting Your Game 7
Level Guardians 8
The Game 9
Power Ups 10
The Pause Menu 12
Multiplayer Pong 13
Pong - A Brief History 15
Hasbro Interactive's Web Sites 16
Technical Support 17
License Agreement 18
Credits 22

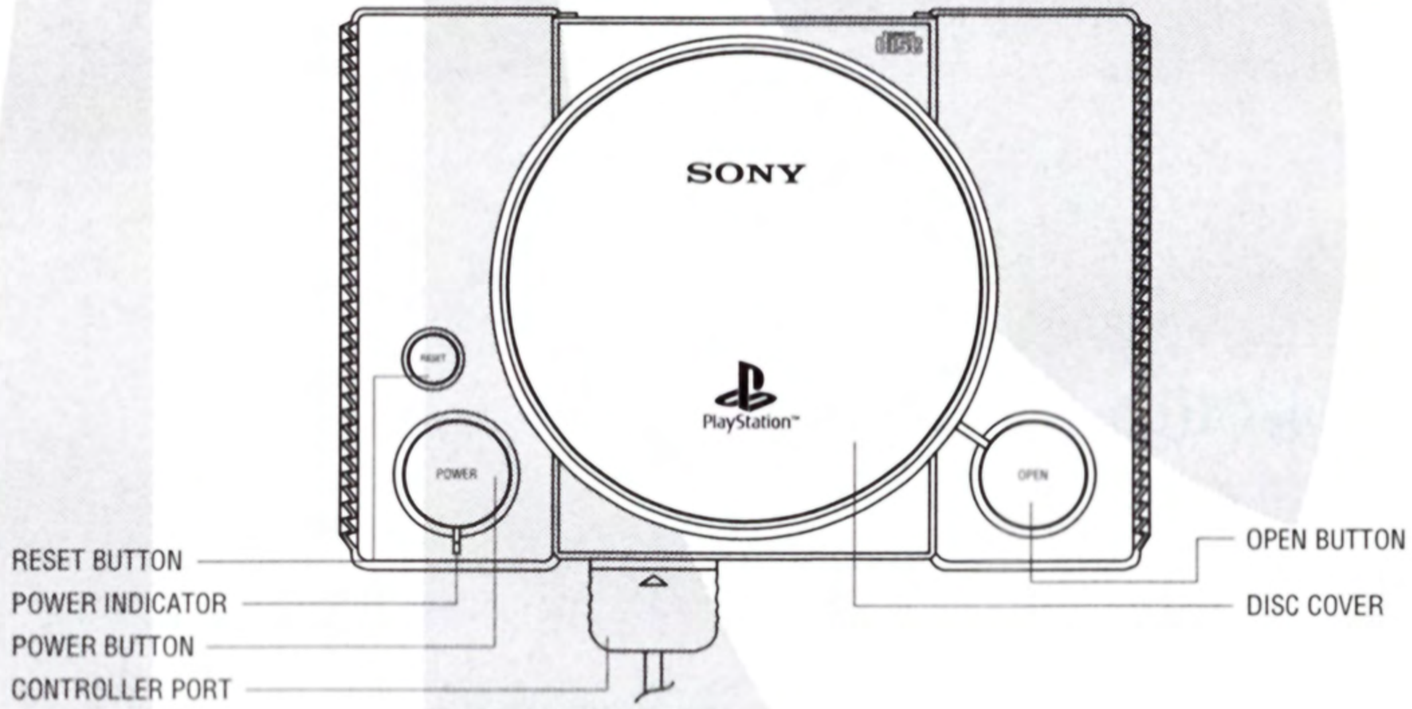
GETTING STARTED

Important! Do not insert or remove peripherals or memory cards once the power is turned ON. You will need a memory card to save your games.

1. Set up your PlayStation® game console according to the instructions in its Instruction Manual.
2. Make sure the power is OFF before inserting or removing a compact disc.
3. Insert the *Pong* disc and close the disc cover.
4. Insert the game controller (or controllers; or multi-tap and controllers if playing multiplayer).
5. If you want to load or save your progress during play, insert a memory card into memory card slot 1.
6. Turn ON the PlayStation® game console. The introductory sequence will begin. To skip this sequence and go directly to the Main Menu, press the Start button

MEMORY CARDS

You will not be able to save your progress if you don't use a memory card. Make sure there is at least one free block on your memory card before beginning your game. You are not able to swap memory cards during play and you *must* leave the memory card in the memory card slot for the complete duration of play. You must insert a memory card into memory card slot 1 on your PlayStation® or memory card slot A of your multi-tap (if you are using one).



If you already have a saved game stored on the memory card, you will be asked if you want to load your Game In Progress.

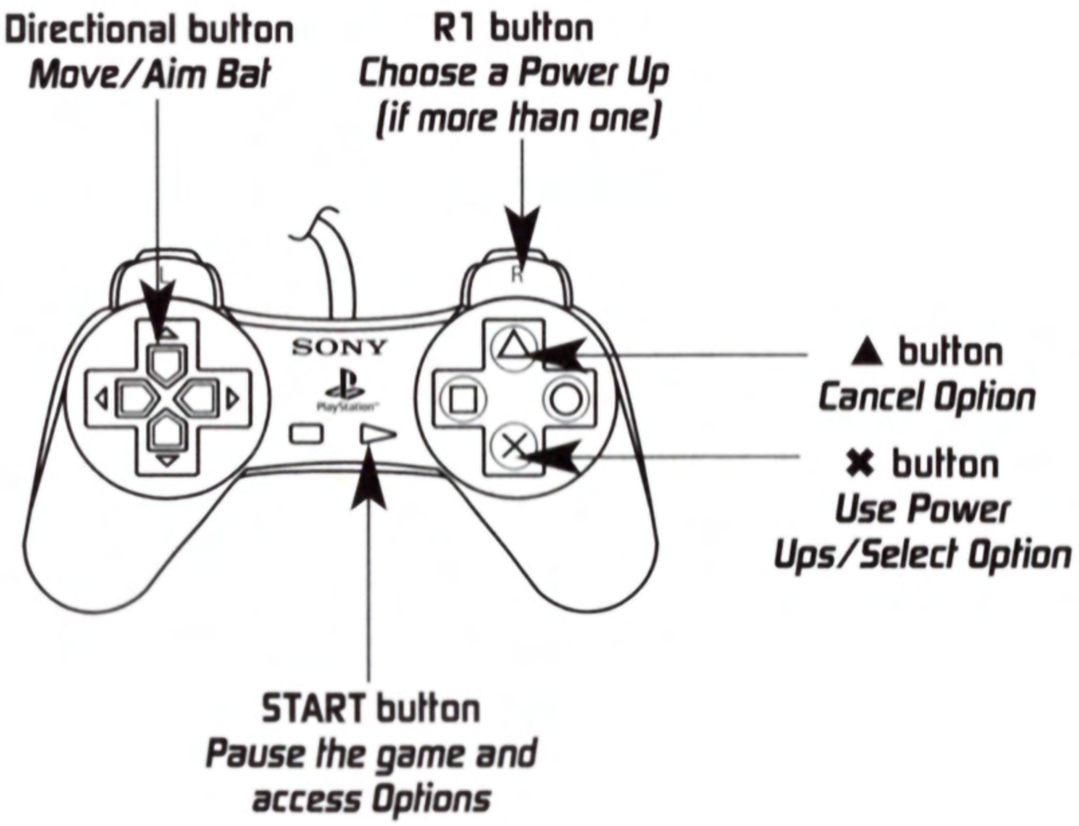
- Use the UP or DOWN directional buttons to highlight your choice and press the ✖ button to select. Selecting YES will restore the game to the same point as when you last saved on that memory card.

Warning! Don't forget to save your progress before you turn off the console.

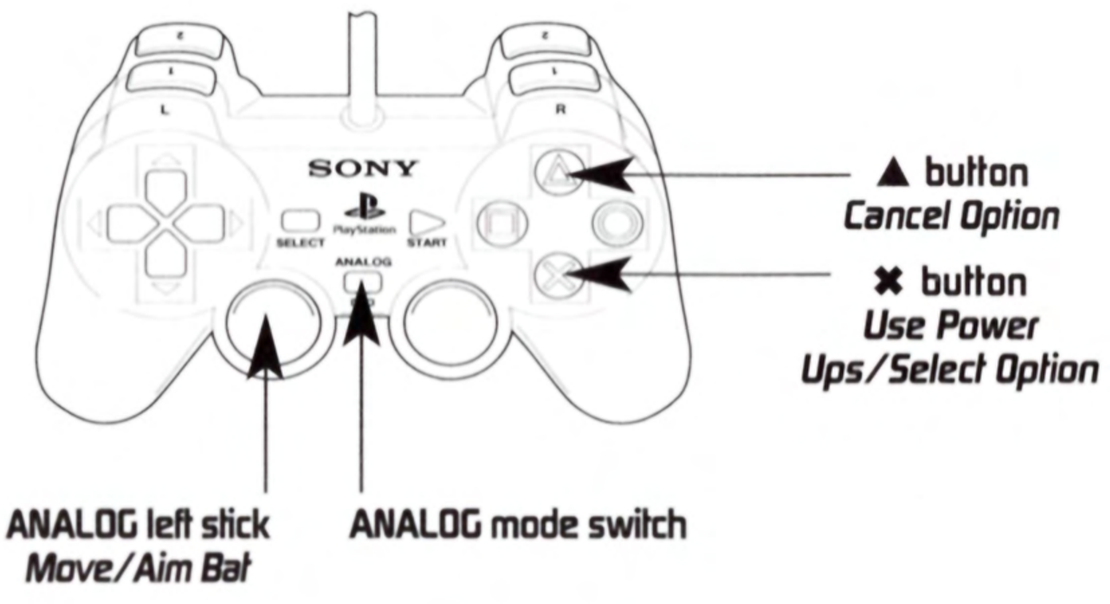
MULTI-TAP

If using a multi-tap, it must be inserted in controller port 1. When using the multi-tap, at least one controller must be connected to controller port A.

THE GAME CONTROLS



Note: You may have a Controller that looks like this. If so, *Pong* also supports the left stick.



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).

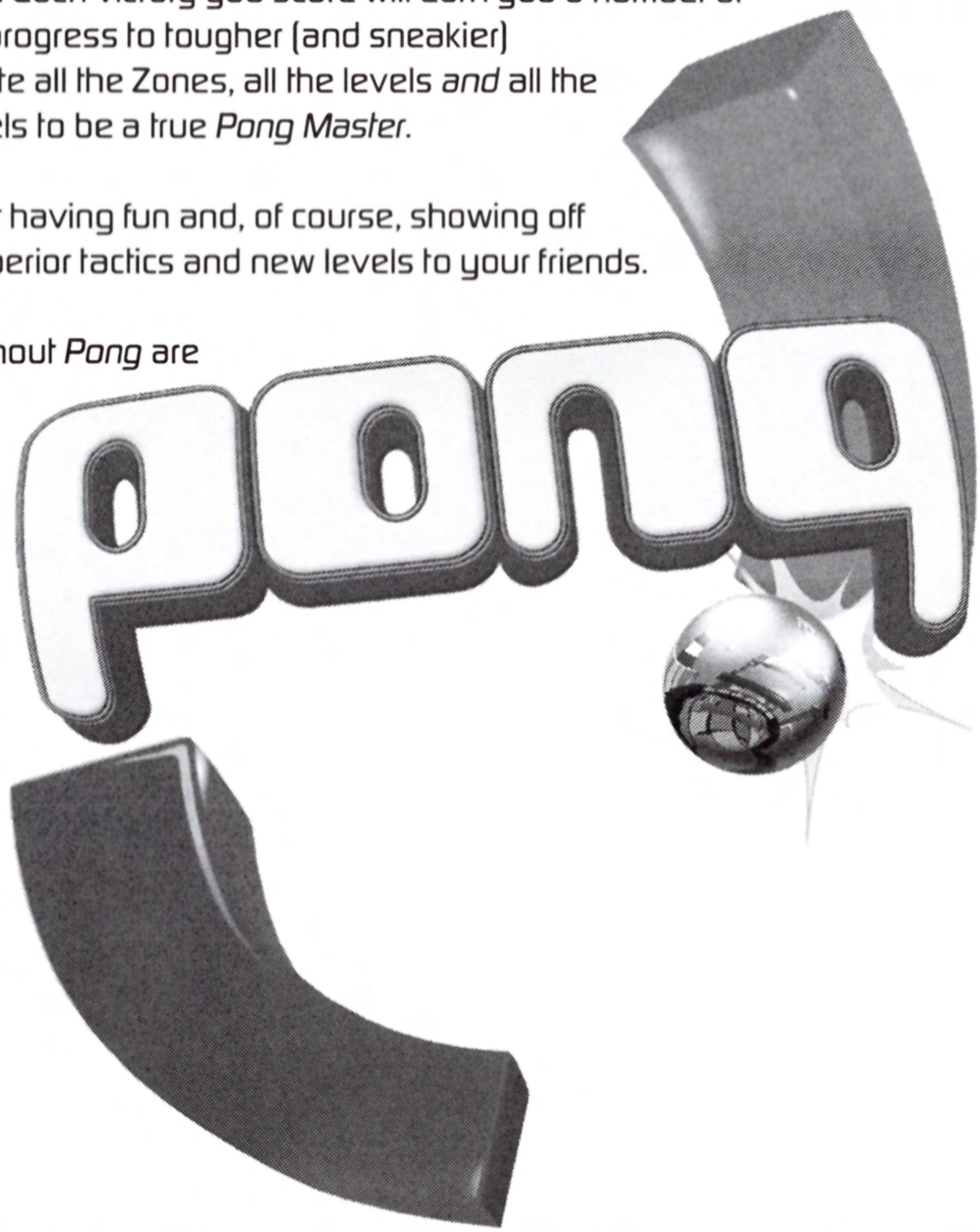
INTRODUCTION

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!*



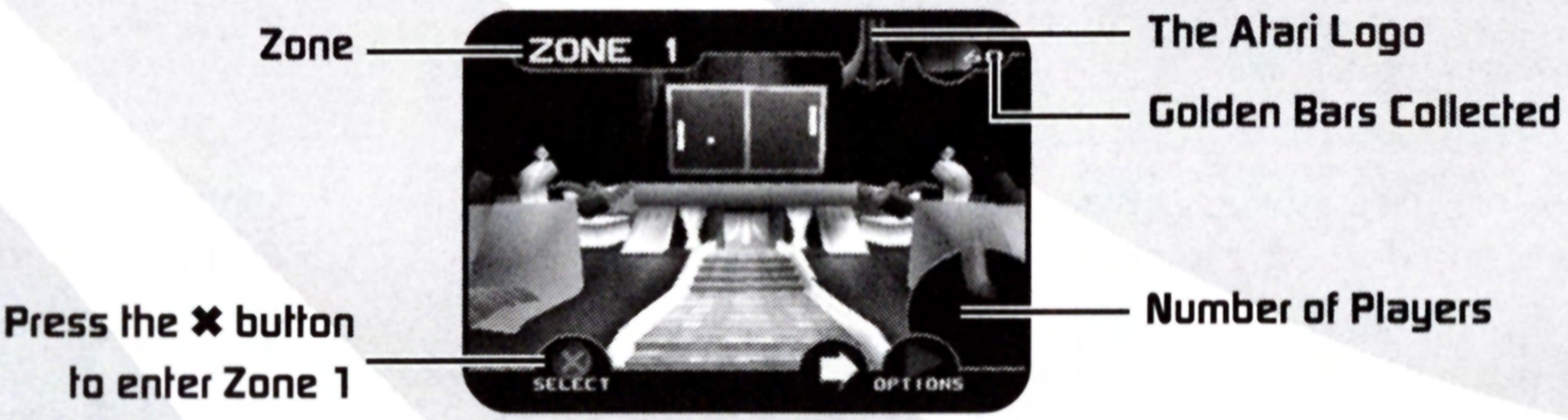
TM

STARTING YOUR GAME

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!).

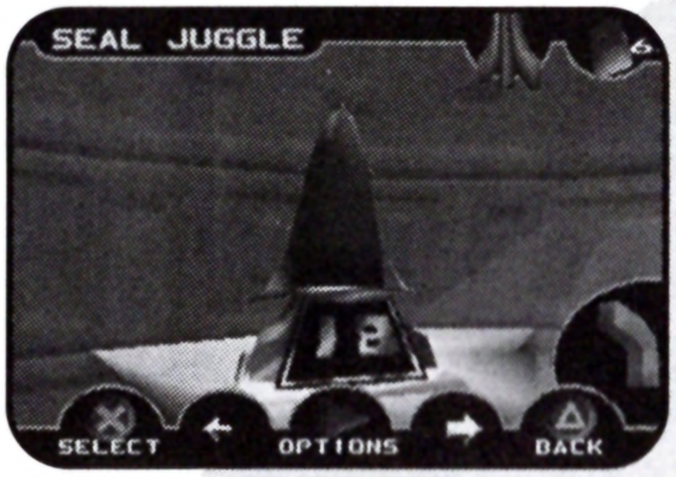
INSIDE A ZONE

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*.

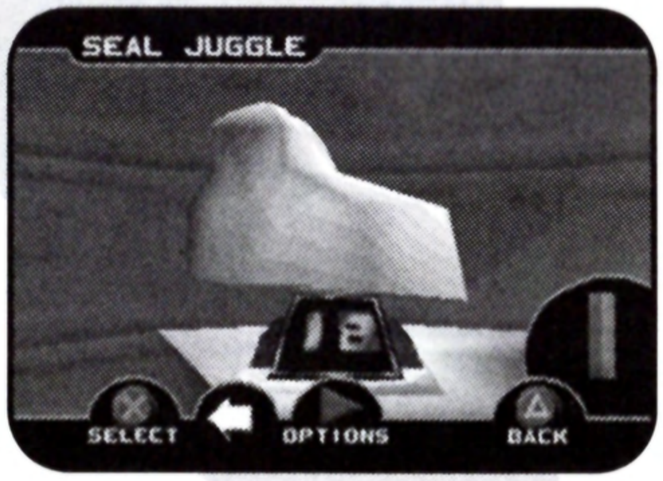
Once inside a Zone, the first things you will see will be the Level Guardians.

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*.

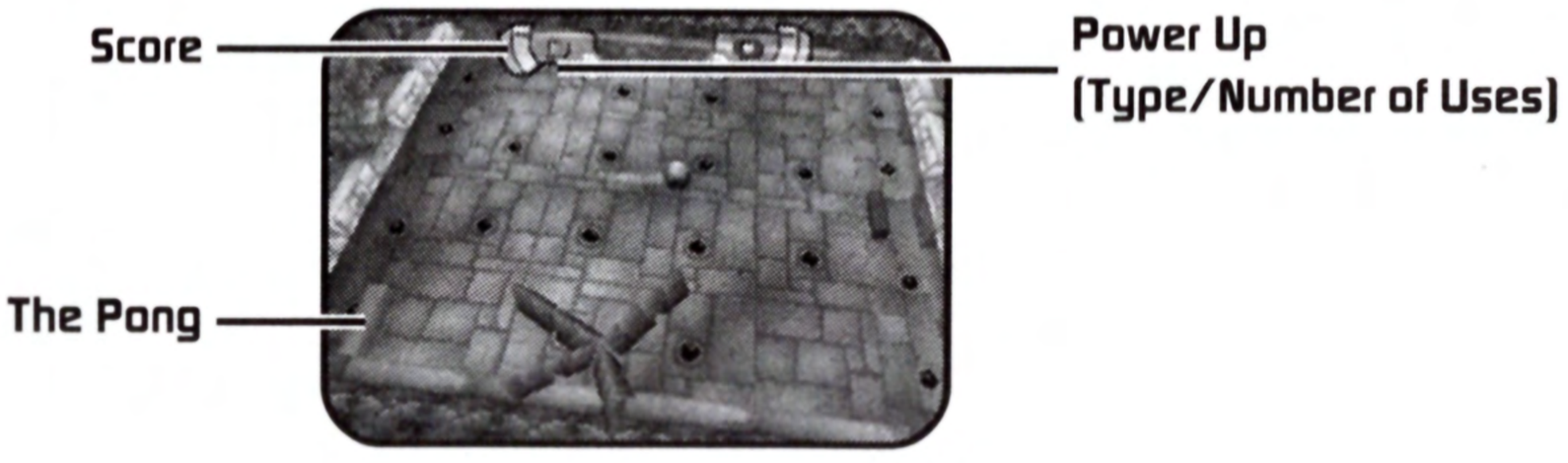
***Pong* Special Tip**: If you get stuck on a specific level, try searching the other Zones to find a new variation to play – you may win enough Golden Bars to skip a tough level until you're confident enough to face it.

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.

POWER UPS

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.

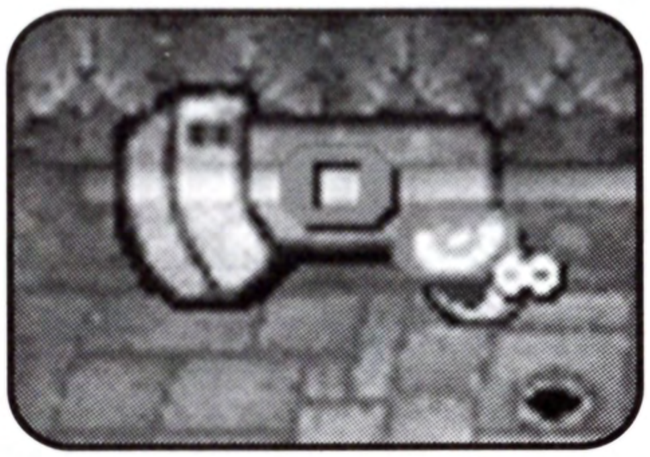
Some challenges may give unlimited powers to a Pong (enabling unlimited use of Power Ups), always check the screen display to see what's available to you.

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.

THE PAUSE MENU

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).

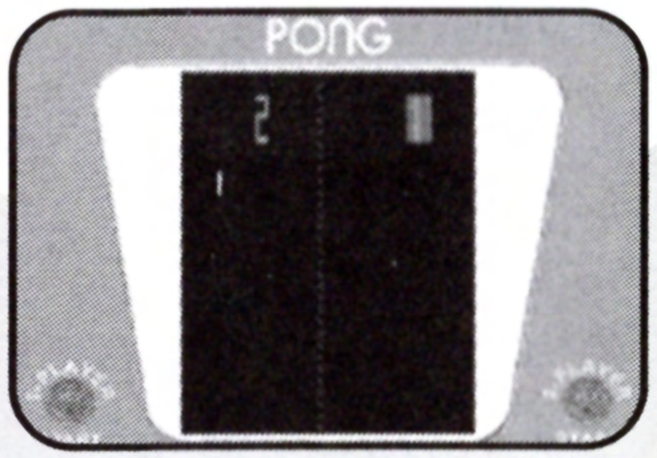
Once a Pong has been knocked out of the scoring, the player can focus his/her attention more intently on obstructing his/her opponent(s) – this makes him/her more powerful than before – you may have missed out on points this round, but you can make sure your arch-rival doesn't get a good score either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

PONG – A BRIEF HISTORY

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.

HASBRO INTERACTIVE'S WEB SITES

Pong has an exciting, full and active web site dedicated to ensure you get the most out of your new game. You can visit us at:

http://www.atari.com

Kids, check with your parent or guardian before visiting the site.

Visit and you will discover that Hasbro Interactive web sites contain:

- Technical Support
- Hints and Tips
- Player Contact Information
- Software Upgrades
- Demos
- Interaction
- Interviews
- Competitions
- Chat and Community
- Downloadable Themes
- And much more

We are constantly updating our web sites so stop by and visit us frequently. With events and new additions planned, you won't want to miss out.

FORTHCOMING AND EXISTING HASBRO INTERACTIVE PRODUCTS

For more information on forthcoming and other existing Hasbro Interactive products, please visit our main web site at:

http://www.hasbro-interactive.com

Kids, check with your parent or guardian before visiting the site.

ONLINE STORE

If you enjoyed this product and would like to purchase other great Hasbro Interactive products online, stop by the ONLINE STORE at the main web site for convenient shopping from home. Purchasers must be 18 years or older or have parent's permission.

TECHNICAL SUPPORT

If you are having technical difficulties with the *Pong* PlayStation® game, and need to call Technical Support, please have the correct name of the game available (and be ready to take notes).

For telephone technical support, please call **(410) 568-2377**. Support hours are from 8:00 a.m. to 12:00 midnight, Eastern Standard Time, Monday through Friday, and from 8:00 a.m. to 8:00 p.m., Eastern Standard Time, Saturday and Sunday, holidays excluded. No game hints will be given through this number.

You may communicate with our technical support directly from the Internet or through popular commercial online providers, such as America Online, Prodigy, and CompuServe. Direct any E-mail questions concerning the *Pong* PlayStation® game to: **HI@hasbro.com**

To find out more about the *Pong* PlayStation® game, please visit:

http://www.atari.com

For information on any other Hasbro Interactive product, please visit:

http://www.hasbro-interactive.com

LICENCE AGREEMENT

***** IMPORTANT *****

This is a legal agreement between the end user ("You") and Hasbro Interactive, Inc., its affiliates and subsidiaries (collectively "Hasbro Interactive"). This Agreement is part of a package (the "Package") that also includes a game cartridge or disc (collectively, the "Game") and certain written materials (the "Documentation").

BY INSTALLING THE GAME, YOU ACKNOWLEDGE THAT YOU HAVE READ ALL OF THE TERMS AND CONDITIONS OF THIS AGREEMENT, UNDERSTAND THEM, AND AGREE TO BE BOUND BY THEM. YOU UNDERSTAND THAT, IF YOU PURCHASED THE PACKAGE FROM AN AUTHORIZED RESELLER OF HASBRO INTERACTIVE, THAT RESELLER IS NOT HASBRO INTERACTIVE'S AGENT AND IS NOT AUTHORIZED TO MAKE ANY REPRESENTATIONS, CONDITIONS OR WARRANTIES, STATUTORY OR OTHERWISE, ON HASBRO INTERACTIVE'S BEHALF NOR TO VARY ANY OF THE TERMS OR CONDITIONS OF THIS AGREEMENT.

If You do not agree to the terms of this Agreement, promptly return the entire Package to the place You obtained it for a full refund.

LIMITED LICENSE: You are entitled to use this Game for your own use, but may not sell or transfer reproductions of the Game or Documentation to other parties in any way.

OWNERSHIP; COPYRIGHT: Title to the Game and the Documentation, and patents, copyrights and all other property rights applicable thereto, shall at all times remain solely and exclusively with Hasbro Interactive and its licensors, and You shall not take any action inconsistent with such title. The Game and the Documentation are protected by United States, Canadian and other applicable laws and by international treaty provisions. Any rights not expressly granted herein are reserved to Hasbro Interactive and its licensors.

OTHER RESTRICTIONS: You may not cause or permit the disclosure, copying, renting, licensing, sublicensing, leasing, disseminating or otherwise distributing of the Game or the

Documentation by any means or in any form, without the prior written consent of Hasbro Interactive. You may not modify, enhance, supplement, create derivative work from, adapt, translate, reverse engineer, decompile, disassemble or otherwise reduce the Game to human readable form.

LIMITED WARRANTY:

Hasbro Interactive warrants for a period of ninety (90) days following original retail purchase of this copy of the Game that the Game is free from substantial errors or defects that will materially interfere with the operation of the Game as described in the Documentation. This limited warranty applies to the initial purchaser only. EXCEPT AS STATED ABOVE, HASBRO INTERACTIVE MAKES NO OTHER WARRANTY OR CONDITION, EXPRESS OR IMPLIED, STATUTORY OR OTHERWISE, REGARDING THIS Game. THE IMPLIED WARRANTY THAT THE GAME IS FIT FOR A PARTICULAR PURPOSE AND THE IMPLIED WARRANTY OF MERCHANTABILITY SHALL BOTH BE LIMITED TO THE NINETY (90) DAY DURATION OF THIS LIMITED EXPRESS WARRANTY. THESE AND ANY OTHER IMPLIED WARRANTIES OR CONDITIONS, STATUTORY OR OTHERWISE, ARE OTHERWISE EXPRESSLY AND SPECIFICALLY DISCLAIMED. Some jurisdictions do not allow limitations on how long an implied warranty or condition lasts, so the above limitation may not apply to You. This limited warranty gives You specific legal rights, and you may also have other rights which vary from jurisdiction to jurisdiction.

If you believe you have found any such error or defect in the Game during the warranty period, (i) if you are in the United States, call Hasbro Interactive's Consumer Affairs Department at 800-683-5847 between the hours of 8:00 a.m. and 12:00 midnight Monday through Friday (Eastern Time) and 8:00 a.m. to 8:00 p.m. Saturday and Sunday, holidays excluded, and provide your Product number; or (ii) if you are outside the United States, send your original Game to Hasbro Interactive at Caswell Way, Newport, Gwent, NP9 0YH, United Kingdom, together with a dated proof of purchase, your Product number, a brief description of such error or defect and the address to which it is to be returned. If you have a problem resulting from a manufacturing defect in the Game, Hasbro Interactive's entire liability

and Your exclusive remedy for breach of this limited warranty shall be the replacement of the Game, within a reasonable period of time and without charge, with a corrected version of the Game. Some jurisdictions do not allow the exclusion or limitation of relief, incidental or consequential damages, so the above limitation or exclusion may not apply to You.

HASBRO INTERACTIVE SHALL NOT BE LIABLE FOR SPECIAL, INCIDENTAL, CONSEQUENTIAL, EXEMPLARY OR OTHER INDIRECT DAMAGES, EVEN IF HASBRO INTERACTIVE IS ADVISED OF OR AWARE OF THE POSSIBILITY OF SUCH DAMAGES. IN NO EVENT SHALL HASBRO INTERACTIVE'S LIABILITY EXCEED THE PURCHASE PRICE OF THIS PACKAGE. Some jurisdictions do not allow the exclusion or limitation of special, incidental, consequential, indirect or exemplary damages, or the limitation of liability to specified amounts, so the above limitation or exclusion may not apply to You.

GENERAL: This Agreement constitutes the entire understanding between Hasbro Interactive and You with respect to subject matter hereof. Any change to this Agreement must be in writing, signed by Hasbro Interactive and You. Terms and conditions as set forth in any purchase order which differ from, conflict with, or are not included in this Agreement, shall not become part of this Agreement unless specifically accepted by Hasbro Interactive in writing. You shall be responsible for and shall pay, and shall reimburse Hasbro Interactive on request if Hasbro Interactive is required to pay, any sales, use, value added (VAT), consumption or other tax (excluding any tax that is based on Hasbro Interactive's net income), assessment, duty, tariff, or other fee or charge of any kind or nature that is levied or imposed by any governmental authority on the Package.

EXPORT AND IMPORT COMPLIANCE: In the event You export the Game or the Documentation from the country in which You first received it, You assume the responsibility for compliance with all applicable export and re-export regulations, as the case may be.

GOVERNING LAW; ARBITRATION: This Agreement shall be governed by, and any arbitration hereunder shall apply, the laws of the Commonwealth of Massachusetts, U.S.A., excluding (a) its conflicts of laws principles; (b) the United Nations Convention on Contracts for the International Sale of Goods; (c) the 1974 Convention on the Limitation Period in the International Sale of Goods; and (d) the Protocol amending the 1974 Convention, done at Vienna April 11, 1980.

Any dispute, controversy or claim arising out of or relating to this Agreement or to a breach hereof, including its interpretation, performance or termination, shall be finally resolved by arbitration. The arbitration shall be conducted by three (3) arbitrators, one to be appointed by Hasbro Interactive, one to be appointed by You and a third being nominated by the two arbitrators so selected or, if they cannot agree on a third arbitrator, by the President of the American Arbitration Association ("AAA"). The arbitration shall be conducted in English and in accordance with the commercial arbitration rules of the AAA. The arbitration, including the rendering of the award, shall take place in Boston, Massachusetts, and shall be the exclusive forum for resolving such dispute, controversy or claim. The decision of the arbitrators shall be binding upon the parties hereto, and the expense of the arbitration (including without limitation the award of attorneys' fees to the prevailing party) shall be paid as the arbitrators determine. The decision of the arbitrators shall be executory, and judgment thereon may be entered by any court of competent jurisdiction. Notwithstanding anything contained in this Paragraph to the contrary, Hasbro Interactive shall have the right to institute judicial proceedings against You or anyone acting by, through or under You, in order to enforce Hasbro Interactive's rights hereunder through reformation of contract, specific performance, injunction or similar equitable relief.

CREDITS

Designed and Developed by Supersonic Software Ltd.

Andrew Fussey
Gordon Hargreaves
Craig Justice
Alastair Latcham
Nicholas Watt
Andrew Williamson
Peter Williamson

Craig Weeks/Aqua Pacific	Additional Development
Gerard Gourley/EFX Ltd.	Music and Sound Effects

Hasbro Interactive

Kevin Mullard	Producer
Harvey Eagle	Product Manager
Mark Goodreau	Product Manager (US)
Matt Collins	Associate Product Manager
Chris Down	Executive Producer
Steve Webster	Creative Director (Packaging)
Steve Martin	Art Director (Packaging)
David Cronin	Senior Designer (Packaging)
Jenny McKearney	Localization Project Manager
Sam Hart	Manual Coordinator
Liz Mackney	Localization (US)

Quality Assurance

Roger Carpenter	Technical Services Manager
Darryl Shaw	Lead Tester (Worldwide)
Stuart Thody	Tester (Hasbro UK)
Wayne Gardner	Tester (Hasbro UK)
Christine Fisher	Tester (Hasbro UK)
Jake Hopkins	Lead Tester (US)

Babel Media

Ben Wibberley	Studio Head
Alberto Schiannini	Studio Head
Will Morgan	Lead Tester
Simon Lawrence	Tester
Erik Jalevik	Tester
Mark Wherry	Tester
Chris 'Spender' Sperry	Tester
Anu Koskela	Tester
Angela Vermond	Tester
Ben McFarland	Tester
Mike Ttoouli	Tester
Louis 'Skaggy' Campbell	Tester

AQ Inc.

Rick Blanco	Lead Tester
Thierry Jauson	Tester
Gus Ferguson	Tester
Stephen Innes	Tester

Special Thanks To:

Neall Campbell
Louise McTighe
Kellie Rice
Dave Walls
Rik Alexander
Shahid Ahmad
John Broomhall

© 1999 Hasbro Interactive, Inc. © 1999 Hasbro, Inc. All Rights Reserved.
PlayStation® and the PlayStation® logos are the registered trademarks of Sony Computer Entertainment Inc. DualShock is a trademark of Sony Computer Entertainment Inc.
The ratings icon is a trademark of the Interactive Digital Software Association.

09159

www.atari.com

Watch for these other great Atari® titles from Hasbro Interactive!

MISSILE COMMAND

THE NEXT TETRIS

Q*bert

EVERYONE

CONTENT RATED BY ESRB

© 1999 Hasbro Interactive, Inc. All Rights Reserved. Q*bert™ ©1999 Columbia Pictures Industries, Inc. All Rights Reserved. Tetris © 1987 Elorg. Original Tetris Concept & Design by Alexey Pajitnov. The Next Tetris © 1999 Elorg, sublicensed to Hasbro Interactive, Inc. by The Tetris Company. The Next Tetris™ licensed to The Tetris Company and sublicensed to Hasbro Interactive, Inc. All Rights Reserved.

Hasbro Interactive, Inc.. 50 Dunham Road, Beverly, Massachusetts 01915 USA

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

PlayStation®

ATARI®

HASBRO Interactive™