

**COLECO  
VISION™**

Guide No. 099037

**CARTRIDGE INSTRUCTIONS**

# PONG

by **COLECOVISION**



ATARI INC.  
SANTA CLARA, CA

***Defeat your opponent in this table tennis game  
by earning a higher score***

**COLECO**

# PONG

AT&T  
SOFTWARE DIVISION

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## GAME DESCRIPTION

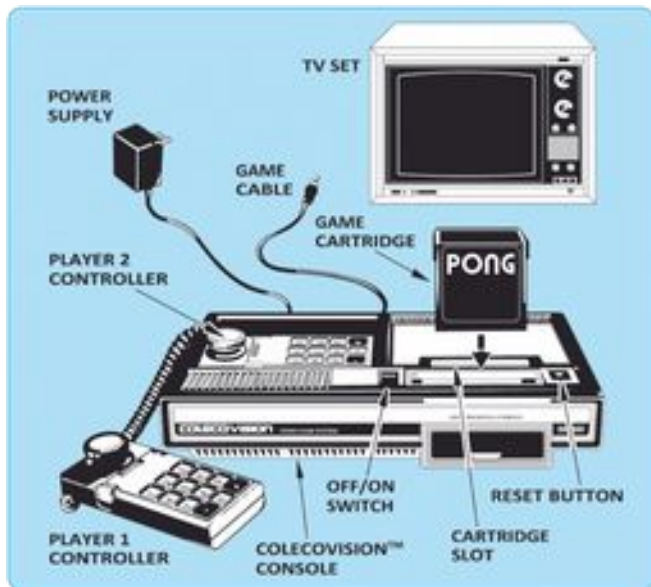
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The aim is to defeat the opponent in a simulated table tennis game by earning a higher score.

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## GETTING READY TO PLAY

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- Make sure the COLECOVISION™ console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned to same channel as the Channel Select switch on the console.
- To play Pong™, use the controller in Port 1 (the rear jack). Player 2 uses the controller in Port 2.
- **ALWAYS MAKE SURE COLECOVISION™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.** Turn **Off/On** switch to **On** after cartridge is inserted.

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## USING YOUR CONTROLLER

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### **Arcade Pong's options**

- \* : Start game
- # : Back to previous menu / reset
- 1 : Block/non blocky mode
- 2 : Colorful mode
- 3 : Single Paddle
- 4 : Double Paddle
- 5 : Triple Paddle
- 6 : Wide Paddle
- 7 : Small paddle
- 8 : 11 points game
- 9 : 15 points game

### **Wall Ball**

- # : Back to previous menu
- Fire : Start game

### **Sports / Sport Deluxe**

- # : Back to previous menu
- \* : Reset

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## HERE'S HOW TO PLAY

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Pong is a two-dimensional sports game that simulates table tennis. The player controls an in-game paddle by moving it vertically across a side of the screen.

You compete another player controlling the second paddle on the opposing side. Players use the paddles to hit a ball back and forth. The aim is for a player to earn more points than the opponent; points are earned when one fails to return the ball to the other. The first player reaching the points limit wins the match.



You can play the authentic version of this famous game but also enjoy modern displays and variations of this great game.

**NOTE:** The Reset Button on the console “clears” the computer. It can be used to start a new game at any time, and can also be used in the vent of game malfunction.

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## A PIECE OF HISTORY

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After their *Computer Space* game which was not the success they hoped, Nolan Bushnell and Ted Dabney decided to give the whole video game idea a second try, this time being the sole designers and manufacturers of their game.

They left *Nutting Associates* and embarked on a new project. But in order to do so, they decided on a new name for their company. It turned out that a candle maker had already incorporated the "Syzygy" name.

Bushnell turned to a Japanese term used in his favorite board game, Go. In that game, there is a polite warning that you give when you are about to take a number of your opponent's pieces. The phrase is "Atari." The Atari Company was formed on June 27th, 1972.



From left to right: Atari co-founders Ted Dabney and Nolan Bushnell, and engineer Allan Alcorn.

Bushnell hired a new engineer, one of his former coworkers, Al Alcorn, to start work on a new game. Bushnell tasked Alcorn with designing a brand new game from scratch again using discreet transistor logic.

One thing was certain; the game had to be simple. *Computer Space* had proven that complex games would not be successful, Bushnell emphasized that the first Atari game would need to be accessible to the average person. Keep it simple.

For ideas, Bushnell turned to something he saw the previous month when *Nutting Associates* sent him on a trip for a special presentation. Something he saw playing on a machine from *Magnavox* called the *Odyssey*.



Pong made a fortune. The game was a smash success. Where the *Odyssey* had failed, Pong ruled supreme. *Magnavox* clearly wanted a piece of that success and since they could clearly find Bushnell's name in the guest registry of their event, they deemed it would be fairly easy to pursue legal action.

Nolan Bushnell decided to settle out of court. Atari was now a hugely successful company and could easily afford to pay a licensing fee to *Magnavox*.

After the initial wave of interest in Pong, Atari tackled the idea of getting the game into homes on a console. The home Pong unit was made and sold incredibly well. Built on the success of that console, Atari turned their efforts to another unit, the Atari VCS 2600.

Source: [www.computerspacefan.com](http://www.computerspacefan.com)

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## THE FUN OF DISCOVERY

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This instruction booklet will provide the basic information you need to get started playing Pong, but it is only the beginning! You will find that this cartridge is full of special features that make Pong exciting every time you play. Experiment with different techniques and enjoy the game!

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## HOW TO REACH US

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### **CollectorVision**

[www.collectorvision.com](http://www.collectorvision.com)

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## CREDITS

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COLLECTORVISION



# PONG

by  
  
ATARI

a new product  
a new concept  
a new company

this is the product that revolutionized  
the amusement game industry.

this is the company that conceptualized,  
designed and introduced pong; this is the  
company that is now integrating digital  
computers, video technology and laser film  
techniques into a host of new game breakthroughs.