

Konami's PING PONG

Konami's
BILLIARDS

Bonus
Game!

OPCODE

Konami®

Published by



INSTRUCTION MANUAL

COLECOVISION™

Thank you for selecting the Konami's Ping-Pong cartridge for your ColecoVision game system or ADAM computer. Please store this instruction booklet for future reference, and be sure to read it thoroughly to ensure maximum enjoyment of your new game.

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GENERAL SETUP

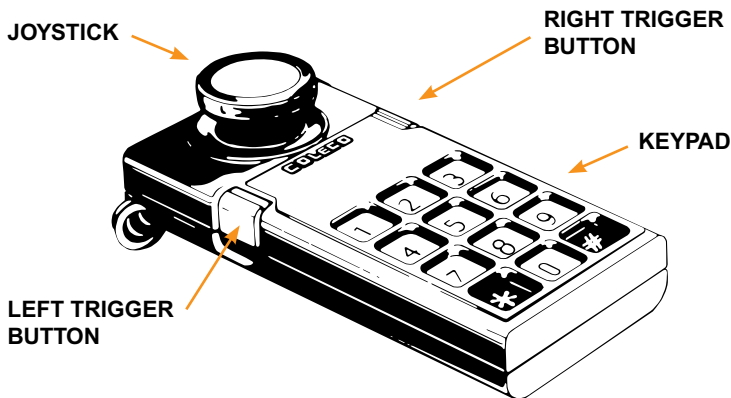
Hook up your ColecoVision console or ADAM computer to a TV set, as described in your owner's manual. Make sure the machine's power supply unit is plugged into a regular residential power outlet.

Plug a compatible hand controller into joystick port #1. For a two-player gaming session, plug another hand controller into joystick port #2.

Insert the Konami's Ping-Pong game cartridge firmly into the cartridge port, with the label facing you.

Push the ColecoVision's (or Adam's) power switch to the ON position to begin playing. (Remember to turn the machine off before removing the cartridge, or else you may damage the cartridge or the machine itself.)

This game cartridge contains two distinct games, namely Konami's Ping-Pong and Konami's Billiards. Ping-Pong starts automatically when you turn the machine on. To play Billiards, hold down [*] on the keypad of player 1's controller while the ColecoVision splash screen is displayed, until the "KONAMI SOFTWARE" screen appears. Moments later, you should see the title screen of Konami's Billiards. Refer to page 9 of this manual for how to play Konami's Billiards.



KONAMI'S PING-PONG

TITLE SCREEN

At the title screen, you can select between a one-player or two-player session. Using the joystick, move the on-screen finger cursor next to the desired option, and press either trigger buttons to confirm the selection.

With the number of players selected, you will then select the difficulty level. Move the joystick left and right to move the red arrow cursor under the desired level number (between 1 and 5) and press either trigger buttons to confirm the selection.

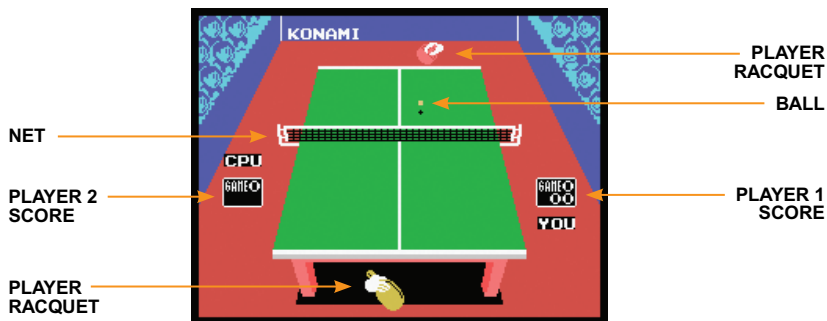
The selected difficulty level affects three aspects of the game:

1. SPEED OF THE BALL: The higher the level, the faster the ball.
2. AMOUNT OF SIDE-TO-SIDE ACTION: The higher the difficulty level, the more attacks will be made to your undefended side of the table or toward the edge of the table.
3. RATE OF SMASH RETURNS: The higher the level of difficulty you choose, the more often easy balls (a.k.a. "floaters") that you hit will be smashed right back at you.

NOTE: In a two-player game, the difficulty level affects only the speed of the ball.

GAME PLAY

Each player controls a racquet, and the physics of the ping-pong ball are reproduced faithfully as players hit the ball back and forth across the table.



KONAMI'S PING-PONG (continued)

USING YOUR RACQUET

To serve the ball, first position your racquet by moving the joystick LEFT or RIGHT (note that your opponent's racquet repositions itself automatically) then press UP on the joystick to toss the ball upward for the serve. As the ball comes back down, press LEFT on the joystick to perform a STRAIGHT serve, or press RIGHT to perform a SPIN serve. It's also possible to perform a STRAIGHT or SPIN serve as a backhand shot, by pressing either trigger buttons on your controller while you move the joystick LEFT or RIGHT. Regular serves are forehand shots.

Once the ball is in play on the table, you do not control the position or the action of your racquet directly. Instead, you must give "commands" to your racquet, with the proper timing, to hit the ball as it approaches your end of the table. There are three such "commands", as detailed below:

PLAY COMMAND	JOYSTICK MOVEMENT	BALL SPEED	SPIN DIRECTION	WHEN TO USE THIS TECHNIQUE
Drive	LEFT	Fast	Forward	Use the straight return to attack after your opponent's ball has bounced off your side of the table.
Spin	RIGHT	Slow	Reverse	This puts some "English" on the ball. Spin shots are slower, so use them effectively to interfere with your opponent's timing. They are a good way to return a difficult shot as they give you an extra split-second to restore your focus into the game.
Smash	UP	Superfast	Forward	When your opponent hits an easy "floater" back to you, get your timing down and smash it back before it hits your side of the table. (You can hear the "floating" sound of these as they pop up high back to your side.)

The three commands listed above can be performed as either a forehand or a backhand shot. To perform a backhand shot, press either the left or right trigger button on your controller while entering a command with the joystick. If you do not press a trigger button, the shot will be performed as a forehand shot by default.

Switching back and forth from backhand to forehand is effective when your opponent tries to catch you on your undefended side, or when you want to force your opponent to move right or left.

KONAMI'S PING-PONG (continued)

RULES OF PLAY

1. A match is three games. The first player to win two games wins the match.
2. Each game is 21 points. The first player to get 21 points wins the game; however, you must win by at least a two-point lead.
3. Should you reach a tie score of 20 to 20, the game will continue until one of the players gets a two-point lead; this wins the game. NOTE: Once the score indicator reaches a tie score of 21 to 21, it starts over again at "00 to 00".
4. The serve is changed after every five points scored. If a tie score of 20 to 20 is reached, the serve is changed after EVERY POINT from then on.
5. Players change sides of the table after each game. Should both players win one game apiece and a third game is being played for the match, the players change sides when one of them has scored ten points in the third game.

NOTE: There is no change of sides when only a single player is competing against the computer.

PING-PONG TERMINOLOGY

- INThe serve or return is good (official term is SAFE).
- OUT.....The serve or return is bad.
- NET A served ball hits the net and is OUT.
- LET Not counted. Play the shot over.
- DEUCE A tie score at 20 or at any score after that.
- LOVE ALL..... Score is zero to zero; the start of the match.
- CHANGE COURTS . Players change sides (official term is CHANGE ENDS).
- GAME SET..... Match is over.

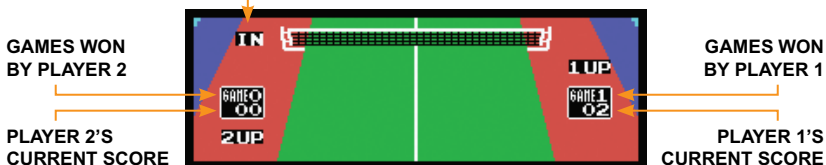
NOTE: "NET" and "DEUCE" are not actually used in official play.

KONAMI'S PING-PONG (continued)

DETERMINING THE SCORE

The judge's calls can be either "IN", "OUT", "NET" or "LET". These calls are displayed on either side of the net, depending on which player scores a point.

JUDGE'S CALL

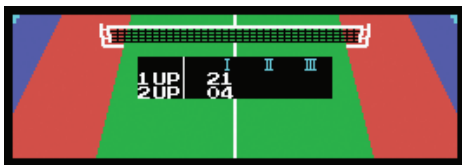


If "YOU" or "1UP" is displayed UNDER player 1's score, then this indicates that player 1 controls the racquet at the bottom of the screen. If "YOU" or "1UP" is displayed OVER player 1's score, then player 1 controls the racquet at the top of the screen. The same applies to player 2 ("2UP" or "CPU").

NOTE: In a one-player game, since opponents never change sides, the player controls the racquet at the bottom of the screen throughout the entire session.

THE GAME SCOREBOARD

The game scoreboard comes on after each game. In the sample scoreboard below, player 1 has won Game 1 by 21 to 4.



NOTE: An "X" in place of a figure indicates a digit of one hundred.
(example: "X01" means 101 points)

KONAMI'S PING-PONG (continued)

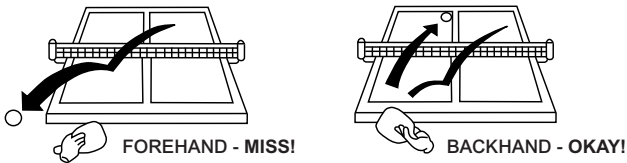
TIPS AND HINTS

If you've never played this game before, you may find the racquet controls a little counter-intuitive at first. But if you keep practicing, you will likely come to appreciate Konami's Ping-Pong more and more, especially against another human player.

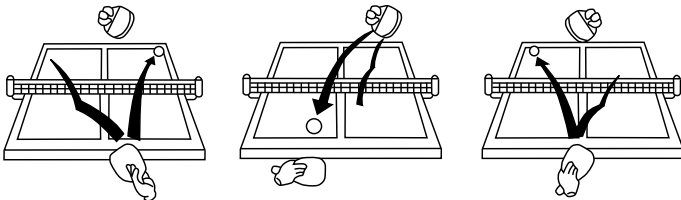
The best way to learn how to control your racquet effectively is to start by ignoring the trigger buttons on your controller (in other words, don't perform any backhand shots) and don't worry about winning or losing. Once you've acquired the correct timing for serving the ball, and keeping the ball in play using cuts, drives and smashes, you can take your technique to the next level by using the trigger buttons to perform backhand shots when you feel it's appropriate.

Keep in mind that the direction in which your ball is returned depends on the timing with which you hit it back.

If you are quick in switching back and forth from backhand to forehand, you can easily catch shots aimed at your undefended side, as pictured below:



You can also use this technique effectively to catch your opponent off guard and force him to move from right to left, as pictured below: Put the ball in you opponent's corner with a backhand shot, quickly switch to forehand, and dump it right in the opposite corner!



KONAMI'S BILLIARDS

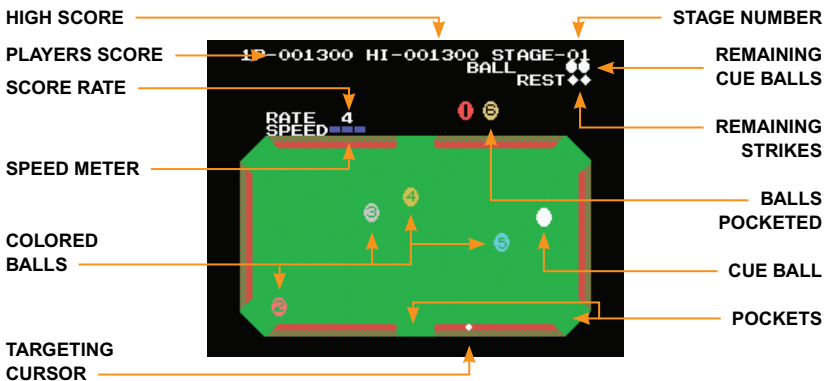
TITLE SCREEN

As indicated on page 3 of this manual, hold down [*] on the keypad of player 1's controller while the ColecoVision splash screen is displayed, until the "KONAMI SOFTWARE" screen appears. Moment later, you should see the title screen of Konami's Billiards.

At the title screen, you can select between a one-player or two-player session. Using the joystick, move the on-screen finger cursor next to the desired option, and press either trigger buttons to confirm the selection.

HOW TO PLAY

The white ball is the cue ball used to hit the colored balls into one of the six pockets. The goal of the game is to score as many points as possible as you knock the colored balls into the pockets. You move on to the next stage (with a new set of colored balls) after all six colored balls have been pocketed.



KONAMI'S BILLIARDS (continued)

During his turn, the player moves the targeting cursor around the edges of the pool table with his joystick. When the cursor is set at the desired position, the cue ball can be launched directly at the cursor by pressing either trigger buttons on the controller.

The speed/force at which the cue ball is launched is determined by the speed meter, located above the left side of the pool table. Blue lines fill this meter at regular time intervals, and the number of lines indicates the force to be applied to the cue ball: One blue line means a slow strike, two blue lines mean a medium strike, and three blue lines indicate a strong strike. Wait until the speed meter contains the desired number of blue lines before pressing the trigger button to launch the cue ball.

As the cue ball hits the colored balls, points are awarded to the player who manages to knock colored balls into the pockets. (See next page for further details about scoring.)

At the start of the game, each player receives three cue balls. If none of the colored balls are pocketed after three strikes, the player loses one cue ball. A cue ball is also lost when it is pocketed. The game ends for a player when all his cue balls have been spent.

In a one-player game, the player keeps playing until he runs out of cue balls.

In a two-player game, players take turns hitting the cue ball: When one player fails to pocket at least one colored ball during his turn, control is given to the other player. Once a player runs out of cue balls, the other player will keep on playing until he runs out of cue balls as well.

KONAMI'S BILLIARDS (continued)

SCORING

The score for pocketing a colored ball is: (ball number x 100 x score rate)

The score rate (located above the speed meter) starts at 1, but the more colored balls are pocketed in succession, the more the rate is increased (to 2, 4, 8 or 16). The rate goes back to 1 when the succession is interrupted.

If two colored balls are pocketed simultaneously the score is doubled, and if three balls are pocketed simultaneously the score is further doubled.

When you reach a score of 20,000 points, you receive one cue ball, and one cue ball for every 50,000 points after that.

TEAM PARTICIPANTS

- Eduardo Mello: Software port and beta-testing
- Luc Miron: Box design, game manual, cart label, software beta-testing
- Jean-François Dupuis: Software beta-testing
- Todd Scheele: Software beta-testing
- Dale Crum / Doc4: Game manual layout (<http://doc4design.com>)
- Oliver Puschatzki: Box printing services
- Harvey deKleine: Electronic sourcing and assemblies

SPECIAL THANKS: Albert Yarusso and all AtariAge forum members.

UNLIMITED WARRANTY INFORMATION

If your game cartridge should become defective at any point in time, contact Team Pixelboy by sending an e-mail to pixelboy@teampixelboy.com. The proper course of action (for the repair or replacement of your game cartridge) will be determined in all deliberate speed. Please keep in mind that you may (and probably will) be required to pay shipping fees. Replacements for boxes and manuals may or may not be available. Contact Team Pixelboy for information.

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Konami's Billiards © 1984 Konami

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