

KING OF PONG

ZX Spectrum 48 KB

Since the ancient times the Elemental Powers of the world of PONG have been fighting each other to achieve total supremacy and to be crowned as the one and only king among all of them. Centuries of bloody battles have left many behind, and today there are only seven, the stronger ones, ready to settle once and for all the eternal conflict. One who achieves first ten wins will be crowned, and the other will be relegated to serve him, humbled. To quote the well-known motto, "the winner takes it all".

While tradition requires them to face each other one by one in a fair fight, all of them have hidden many traps to try to take advantage over the other ones and to confuse the opponents. But beware! Traps can also turn against one. Only who'll be cold enough, shoot accurately and effectively defend their territory will achieve to knock out the rivals. As in "Highlander", "can only be one".

Are you ready to become the king?



Seven Elemental Powers, one world to conquer. Choose your element, don't lose your target and defend your territory. The prize is to be crowned the King of the PONG's world. Are you ready?



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Controls

<u>Player 1</u>	<u>Player 2</u>
Q Up	P Up
A Down	L Down
X Fire	M Fire
H Pause	

Menu

Each player can choose to adopt the personality of any of the following Elemental Powers of the world of PONG:

Lightning	
Flames	
Electroshock	
Steel	
Fear	
Claws	
Poison Ivy	

Goal

To achieve ten victories with one of the Elemental Powers.

Wins each match the best player in three rounds (two plus an added one in case of draw) of ten goals each. The winner of a given match will keep on the field, while the loser will choose between to repeat with the same Elemental Power or to select a new one for the next match.

Victories are cummulative within the same tournament. Once the tournament is over and a winner is crowned, a new tournament will begin from start.

Advices

You must use your skills to change the path of the ball, to hit the enemy's battledore with your shootings (beware, to shoot downs some of your own energy) and try to hit with the ball positive items while avoiding negative ones.

Credits

Concept, code and graphics: Ricardo Cancho
Compiler support: Dominic Morris
Publishing and distribution: Team Siglo XXI

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