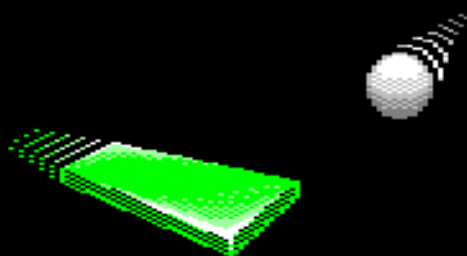# PONG

EVOLUTIONS

General Warnings

Photosensitive Seizure Warning
A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms - children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:
- Play in a well-lit room
- Do not play when you are drowsy or fatigued

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Table of Contents

Installation and Setup
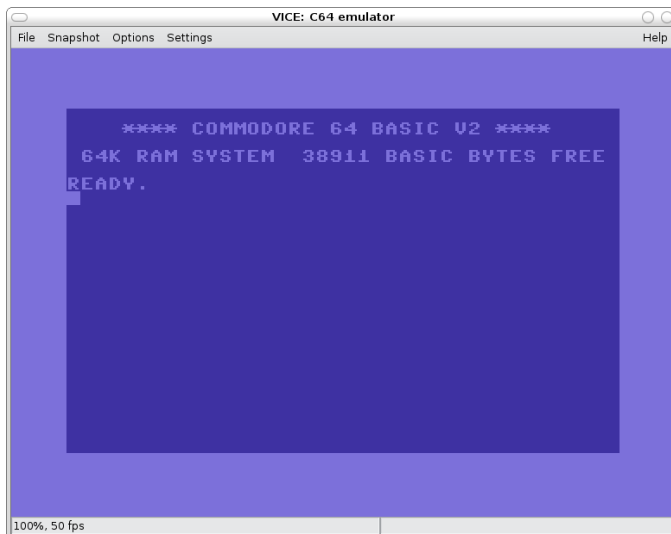
Run it on the Commodore

Insert Floppy and type:

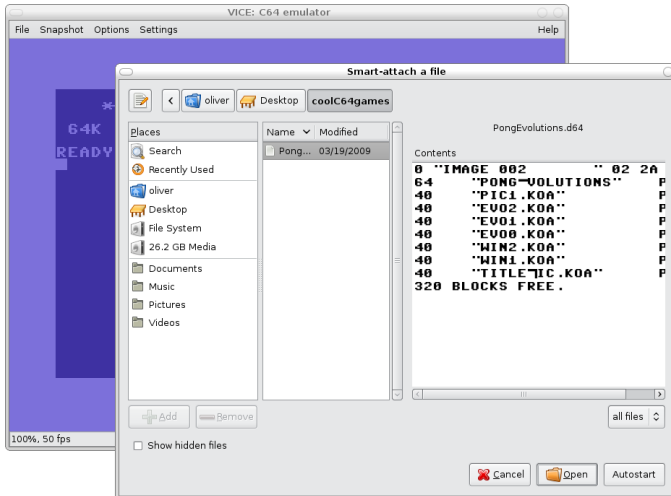```
LOAD"PONGEVOLUTIONS",8,1:
```

## *Run it on a PC*

There are plenty of ways to get Pong Evolutions running on a PC or Mac. This is a short introduction how to use VICE, a Commodore 64 emulator.

Download VICE from the VICE homepage and install it (view Link Collection for installation guide). Start it and you should have something like this:



Vice start screen

Using the *Smart-attach disk/tape* funktion in the *File* Tab select
the Pong Evolutions Disk Image and click Autostart.



Smart-attach disk/tape Dialog

VICE should then autostart the game.

## VICE Link Collection

VICE homepage: http://www.viceteam.org/

Install Guides: http://www.c64-wiki.com/index.php/VICE

# Play the Game!

## *Game Principle*

Pong Evolutions is the ideal combination of breakout and Pong with the addition of several really cool features; that is: two paddles for each player and a fancy point system.
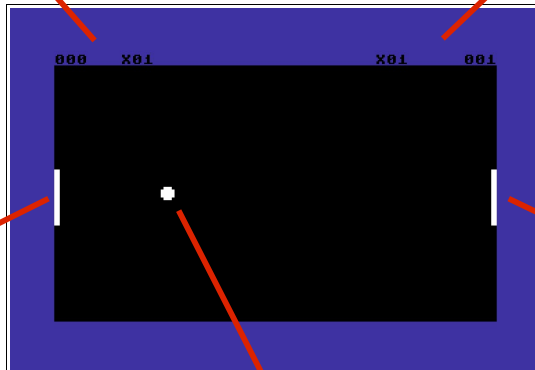
## Evolution 0

The game start out as the Classic Pong game. Each Player has a Paddle which he has to use to guard his own goal.

Points and Multiplicator of Player 1

Points and Multiplicator of Player 2
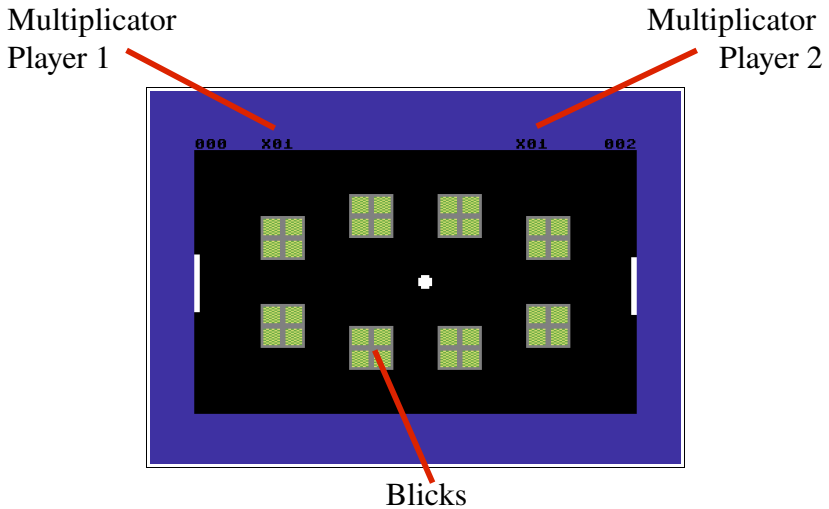
Paddle of Player 1
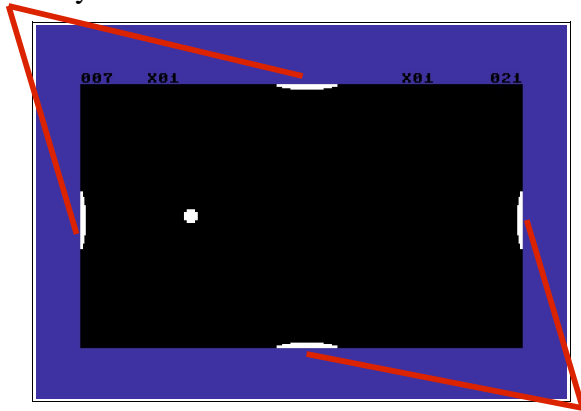
Paddle of Player 2

a nasty Ball

# Evolution 1

With the first Evolution, bricks will appear on the field between both players. Each brick which is destroyed by a player adds a point to his multiplicator. If he then manages to score a goal this multiplicator will be added to his points but be careful, if the opposing player manages to touch the ball, the multiplicator will be reset to one!

Multiplicator
Player 1

Multiplicator
Player 2



Blicks

# Evolution 2

In the final Evolution stage the upper and lower boarders will disappear and each player will have to protect one of these new goals with a second paddle. View the Controller Section for a description on how to control these paddles.

Paddles of Player 1



007    X01                X01    021

Paddles of Player 2

## *Controller*

Each Player uses his joystick to control BOTH his paddles.



X-axis for the
upper or lower paddle

Y-axis for the
left or right paddle

## *Game Progress*

The match starts when both player press their *fire key.*

As described in the Game Principle Section the game will start off in Evolution 0, being nothing more than the Classic Pong game.

While the game progresses new levels with different configurations will be loaded. until at a certain point the Evolution will rise from zero to one and then from one to two. There are 8 Levels after which the player with most points wins the game.

**Developed by:**

Leon Ziegler

Johannes Wienke

Matthias Siemonsmeier

Oliver Metz