

# Pong FAQ

by DeeBlackthorne

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**This walkthrough was originally written for Pong on the PSX, but the walkthrough is still applicable to the PC version of the game.**

Pong

Walkthrough

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File Size: 90.5K

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Courier New [10pt]

MS Word, Notepad/Wordpad

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The Intro! \

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Hey gamers, Dee here with our premiere FAQ for Pong, the newly revamped PlayStation version of the classic Atari hit. Of course we want everyone to enjoy this FAQ, probably because the other ones like it don't really give a good strategy on how to beat the levels. Is this too much of a spoiler? Well, if you want to make it through all the levels, you can take our advice or find your own strategies - no love lost either way. We don't care who uses our FAQ - GameFAQs got the first dibs, and personal copies are cool, but IF this goes on the web, you need to get express permission first!! NO EXCEPTIONS. E-mail me at deebblackthorne@blogasm.net with something about Pong in the subject line and we'll get back to you pronto! As you can already guess, this FAQ is copyrighted by us for personal use only (unless we make arrangements with you PERSONALLY, later on).

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Version History \

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1.0 Our premiere FAQ! We drafted it while playing, actually.  
1.5 Updated contact info. Refined spacing and pagination. Slight edits.

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Memory Card and Game Play Information \

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The Pong game file takes only one space on your memory card, and unless you have more than one memory card, you can only record one adventure at a time. As you open up more levels, you can play more Pong games with your friends. You can save at any point on the Game Menu, even if you don't complete all of the stages with a particular Guardian or in a particular Zone.

As long as you beat one stage with every Guardian, you won't have any trouble making it through Pong. (Then again, you won't discover any secrets and, obviously, you won't complete the entire game. It's your call.)

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Controls \

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D-Pad "UP" moves the Pong up. "DOWN" moves it down. "LEFT" and "RIGHT" lean the Pong upward and downward with specific power-ups. The D-PAD also maneuvers through game menus.

Triangle Moves you back one screen on game menus.

X Use power-ups during the game.

L1 or R1 Switches between multiple power-ups.

Start Continues for game menus.

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 Power-Ups \  
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To excel in Pong, you have to master the use of Power-Ups. They drop randomly from the top of the screen. When one appears on the playing field, your Pong will have to hit the ball so that it hits the Power-Up. If successful, it'll squeak and start heading toward you. To collect it, simply run your Pong into it as it approaches you. But watch out, your opponent can hit it to steal it back from you!

Here is a list of Power-Ups, how many you get (ST = "for a short time", UL = "unlimited"), and what they do. Most are unique to the Guardian's stage. (And of course you know, the names for the Power-Ups are made; the Secrets' section of Pong will refer to them as different names, but you'll get the drift.)

Hard Smack	x3	Pong will reel back and use momentum to deliver a fierce blow at the opponent.
Finger Grab	x1, UL	Pong can grab the ball, aim it up or down, and fire it at a different angle.
Slingshot	UL	Works like Finger Grab except with more force and less control.
Aftertouch	x1	Pong thrusts back and gives a "pelvic bump" to the ball from center.
Seal	ST[1]	A seal will join your Pong and help defend your goal.
Polar Bear	ST[1]	A polar bear will tip your side of the table upward, cutting field in half for a short time.
Log Roll	ST[1]	Spins logs toward your opponent, making return shots fly faster at him.
Table Tip	ST[2]	Leans playing field sharply toward opponent.
Hill / Dip	ST[2]	Causes changes in terrain, making the ground raise or lower and affecting the trajectory on a hit.
Fan	ST[3]	Activates the fan mechanism to blow a strong wind. Equally useful for offense and defense.

Turbo! (skull)	ST[3]	Dangerous Power-Up that doubles game speed for a short while. Concentrate!
Spikes (skull)	ST[4]	Spikes emerge from the ground to bump your ball all over the field.
King Kong (skull)	ST[4]	Summons a huge gorilla to distract the players and annihilate the terrain. A real 7.5 on the Richter scale!
Anti-Pong (skull)	ST[4]	Stages an all-out attack on the Pong players, leaving them defenseless. Very useful when used strategically.
Wind Generator	ST[5]	Activates fan turbine to blow ball around.

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Gold Bars and the World Menu \  
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To maneuver successfully through the game of Pong, you must collect Gold Bars for each round you defeat the computer. There are three stages in each area and several areas within a particular Zone. The easiest games are worth 3 Bars; the average-difficulty games are worth 2; and the hardest games earn 1 Bar. (Doesn't make much sense, does it?) Each stage will have a "Guardian" in front of it, which is sort of like the "theme" for the games you play in that area. Beneath the Guardian is the number of Gold Bars required to enter the zone.

Tip: If a stage is simply too hard to play, try going to a different stage, playing through those levels, then returning - or just skipping past it and on to the next Zone.

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Difficulty System \  
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I will assign difficulties for each table to help give you all an idea of what you're getting yourselves into. We rate the boards on a scale of 1 to 5 with 1 being easy and 5 being difficult.

- 1: Piece of cake. And if you can't get it, well, maybe you should stick to checkers.
- 2: Easy. You can't sleep through these boards, but you won't lose any sleep either. Just keep your eyes on the ball and watch the CPU player for any sudden moves.
- 3: Moderate difficulty. It's a board that you probably will repeat several times despite your best efforts. Warm up your fingers and a prayer or two couldn't hurt either.
- 4: Difficult enough to provide a serious challenge. You might have to try several different strategies and keep your timing PRECISE.
- 5: Yes, the makers of Pong decided to throw in some IMPOSSIBLE-caliber levels. Just be thankful there's only one of these.

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The Levels!! \  
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ARRANGEMENT OF DATA:

[ZONE NUMBER]

.....  
(STAGE GUARDIAN) [(# of Gold Bars needed to enter)]

Basic Description

STAGE LEVEL(s), DIFFICULTY (x of 5, 5 is hardest) and STRATEGIES  
\*\*SUPER STRATEGIES\*\*

{Got it? Good!}

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ZONE ONE: The Lobby  
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LEVEL ONE: PENGUIN PONG [0 GBs]

Pack your thermal underwear! Your journey begins on an ice flow occupied by the arctic's friendliest creatures. As it turns out, the penguins will "lay" another ball into play if you hit them.

SEAL SAVER: (1 of 5)

Play is very simple here. Hit the ball back and forth dodging or aiming for the penguins as you will. The "Seal" Power-Up will fall in the center. If you get it, hit the X button to make a seal appear on your side of the playing field - he'll bump balls back into play if you miss them. (It's not 100% effective, but it works pretty well. Just keep your eyes on the ball.)

POLAR POWER: (1 of 5)

It's the same premise as before except you'll have the "Polar Bear" Power-Up. Activating it will summon a polar bear on your side of the board. He'll nudge the playing field up beneath you, cutting the field in half and keeping all the balls in play on the other side. To score an easy win, get several balls in play hit back to your opponent followed up with the Polar Bear - big victory for you!

SNOW STORM (1 of 5)

No penguins, but the coming cold front is causing some serious gusts. The wind (indicated by the direction of the snowflakes) will blow in a random direction. Just be on your guard when the wind blows toward your Pong and you'll be fine.

LEVEL TWO: SOCCER STARS (3 GBs)

You've made it to the Pong World Cup! You get to play two Pongs in the soccer levels - the lighter-colored Pong is your "goalie" and the darker Pong is the "forward" - and both go up and down simultaneously.

PLAIN PITCH: (1 of 5)

A simple game of soccer and it doesn't take very long to get adjusted to the two Pong style. Try to aim the ball and hit it toward your "forward" guy. Sticking to the ball tightly after that will score some easy goals.

MOLE HILLS: (1 of 5)

Moles will pop up in the field and dig holes, which can knock the ball a little off-course. Not a big deal, just stay on the ball as before.

MOLE HOLES: (1.5 of 5)

Instead of knocking your ball off-course, the mole's holes will teleport your ball to a different hole on the field. (Don't worry, the ball won't randomly change DIRECTION... just position.) If you don't like the teleporting, try banking the soccer ball off of the field's walls and into the goal.

**\*\*SUPER STRATEGY: The Art of Faking\*\***

Move your Pong up and down the field quickly to trick your opponent - and it usually works in a pinch.

LEVEL THREE: LOG JAMS (6 GBs)

You'll find yourself stranded in a Mayan-looking jungle playing field. The wild exotic play and the logs may make things a little tense. Stick to defensive playing for this game and make use of the Power-Ups.

ONE WAY: (2 of 5)

You have to guard two goals behind you. With luck, the computer will end up banking the ball off of the corners or the stone strip in the middle. I recommend grabbing the Log Roll Power-Ups (Mystery) instead of the "Hard Smack" - doing so will spin the logs in the middle toward the computer, making the ball fly toward him on the roll back! and giving you the victory!

CUTS BOTH WAYS: (2 of 5)

You see the saw blade cutting through the logs during countdown? The Log Roll Power-Ups come in two colors, light blue (which controls the top set of logs) and purple (for the bottom set). Again, try to aim your shots at the Power-Ups to get momentum on your side.

SAW POINT: (2.5 of 5)

SAW POINT keeps the saw running during the game. If you hit the saw on the flat side, the ball will bounce off. If you hit the blades, you'll "cut" the ball - two appear! Just keep your focus and get those Power-Ups, and you'll do fine.

**\*\*SUPER STRATEGY: Using Hard Smack!\*\***

The "Hard Smack" Power-Up requires some timing. To put it to the greatest use, hold the X button and the Pong will waver back a little bit. When the ball comes close to the Pong's "head", let go and Pong will smack the ball. For a harder hit, make sure the ball is a little farther back (will require some practice) and then release; Pong will spin a turn and smack the ball even harder - the red streak will let you know afterward. Just be careful though; if you wait too long, the Pong will knock the ball off-course!

LEVEL FOUR: CLOWN AROUND (9 GBs)

If it's any consolation, I don't like clowns very much either, especially not after this board. The Clown Guardian puts your game play on his tilting board and you'll have to use your wits a little more to beat these levels.

TWO TONE: (2 of 5)

The clown will spit out balls from the top of the field and you get three chances to make a mistake. Once a ball fills a crate, the crate shuts and you can't use it anymore. Use your Pong to tilt the table to the left and right. You can also hit the ball back upfield to keep it in play instead of letting it fall off.

COLOR MATCH: (2.5 of 5)

You'll have four different color bins to work with. The first four balls are easy: rebound the yellow one back up toward the left, then gently ease the red ball after in to the bottom left bin. Blue follows green - you can just leave the screen tilted full to left and they'll drop in. The next blue is easier. To get the red then green, ease them down slowly (Pong in center) until you GENTLY bump the red back to its bin - the green will hopefully roll back in. Straighten up for the final yellow ball.

MULTICOLOR: (3 of 5)

This is most definitely a headache! The red balls are fine, but the others will come out in doubles. There isn't really a "perfect" way to get them in their bins. Simply bump one of the balls as far to the side of your Pong as possible to ease it in a direction - tilt to get it in one side, then tilt hard the other way to keep the other ball in play. Keep your cool and you'll get it.

EXIT TO ZONE TWO: 12 GBs

\*\*You have to use the Zone's exits to move on to the NEXT zone, in case if you were wondering.

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ZONE TWO: The Parlor Room

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LEVEL ONE: BEACH PARTY (12 GBs)

You find your Pong(s) floating in the ocean water alongside a beach. The game introduces you to the Finger Grab feature in these levels, and it can get pretty difficult to control.

PLAIN SAILING: (2.5-3 of 5)

After grabbing the ball, aim up or down and fling the ball away by releasing the X button. Try to maneuver up and down and sneak in shots when the computer heads the other direction.

ICED OVER: (2 of 5)

Why is this one easier? If you can catch the ball with your RIGHT Pong paddle, take him ALL the way down and hold right to aim downward with your shot. Your computer will MISS all the shots guaranteed!! (I think it was a fluke, but hey, nothing wrong with getting 2 GBs for free, right?)

\*\*SUPER STRATEGY: Extra Control on Ice\*\*

It's hard to keep from sliding on this course, but to make things easier, try tapping up and down on the D-Pad instead of holding the buttons down. You won't slide out of control, and your Pong won't lock up - yeah, if you're not careful with the controls, not only will you slide but also you cannot turnaround as quickly either!

LIGHTHOUSE: (3.5 of 5)

Although there is no ice in this level, the lighthouse will only focus your field of vision on the ball. Of course the level requires VERY careful maneuvering; however, you can use another fake tactic to make things easier. When your right Pong gets the ball, bounce him once against the bottom and as he comes back up, fire it downward - the computer can't grab it that way.

LEVEL TWO: ROCK AND ROLL (15 GBs)

If you're a fan of air hockey games, you'll like this stage as well as the music track - it's a little more excited than usual. The turf has hidden "air jets"

which make the ball and Pong move at a significantly higher speed than normal.

TABLE TIPS: (2 of 5)

Because the Power-Ups will tip the table toward your opponent, wait until the ball speeds up a little and then let it go. With luck, you might score twice just off of one tipping. If the computer uses them against you, slow the ball down by hitting it as dead center on your Pong as possible.

**\*\*SUPER STRATEGY: Counter Power-Ups\*\***

The computer has a knack for placing shots to secure these Power-Ups. To make things a little easier on you, activate the same Power-Up right after the computer uses its own (if you've got it). This "Counter" move is a great way to get out of a sticky situation AND possibly score some points.

UP AND OVER: (3-3.5 of 5)

The Guardian adds the Hill Power-Up, which creates a huge hill in the middle of the playfield. If properly timed, it could prevent the ball from reaching you. For some strange reason, the computer has a little more AI on this field, so just stick to the table-tipping Power-Up (gray) and focus when the game speeds up.

TOTAL TILT: (3.5-4 of 5)

There's now a Power-Up that makes a big dip in the field - which may or may not come in handy. Stick to defensive tactics; watch the speed. Don't rely too heavily on the Hill and Dip Power-Ups, again. And trust me, the computer's AI is playing for keeps!

LEVEL THREE: SEAL JUGGLE (18 GBs)

We return to the arctic again, and the seals love playing with the Pong! Seal Juggle is a much more inviting course in this Zone, so enjoy it while the competition isn't so rough.

SIMPLE SEALS: (1 of 5)

The goal is to hit the ball toward the three seals using the Aftertouch technique. Just keep the ball in control and time your hits. The seal will pick up the ball you aim at him with, but he'll also drop it if you fire another ball his way.

TRAINED SEALS: (1 of 5)

Four seals come out to play.

SEAL SKILL: (1 of 5)

Five seals, no big deal.

EXIT TO ZONE THREE: 21 GBs

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ZONE THREE: The Boiler Room  
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LEVEL ONE: IN A SPIN (21 GBs)

The Guardian reminds us of the earlier jungle stage in Zone Two.

SLING SHOT: (2 of 5)

Your Pong is granted the Slingshot ability for the round. Hold the X button and your Pong will catch the ball; how fast you move when you release determines the direction, but the control is a little tougher. Aim for the goals when they light up - you'll get a Defensive Barrier that will help tremendously!

TURNTABLE: (2.5 of 5)

If the ball happens to hit the lime green panel at the top of the field, it will flash red and the turntable spins - affecting the direction of the ball if you shoot across it. Just aim your shots carefully and try to get the Barriers. Faking is an effective maneuver too.

TOOTHLESS: (4 of 5)

You have to defend FOUR goals (the two past your Pong as well as the two right above and below) and the computer suddenly develops accuracy on this stage. Banking shots off of the centerpiece and activating the monkeys' turntable will confuse your opponent if timed correctly. (Crossing your fingers couldn't hurt either.)

LEVEL TWO: PUCK PONG (24 GBs)

All the action takes place on the Pong Ice Hockey Arena. Okay, so there won't be any flying teeth, but you've got some competition waiting on the rink. Go team go!

PUCK POWER: (2 of 5)

Go to the ball receptacles above and below you and hit the X button to retrieve the ball. Fire up against the puck and knock it toward your opponent - it will change from green to flashing red to indicate how close you are to scoring. For best results, hold X during the match to grab a ball in mid-flight then hit the puck straight on. This way your shots are more accurate and you won't be stuck without "ammo" during the match.

**\*\*SUPER STRATEGY: Patience on the Ice\*\***

Just take one ball out of the storage. You can make shots at the puck, and you can use the other ball in case the other three are veering toward your opponent (or he's firing them back)."

PUCK FANS: (2 of 5)

PUCK FANS adds a "Fan" Power-Up that will blow a rush of wind at the puck. This, of course, will help you score easier (or get you out of a pinch if you have no ammo). Because the puck destroys the Power-Ups if it comes in contact with them, don't pay too much attention to them. Just focus on getting the goal.

PUCK FRENZY: (2.5 of 5)

The Power-Ups that resemble Skulls will double the game play speed regardless of who retrieves them. It won't overly complicate anything as long as you just stick it to the puck.

LEVEL THREE: FISHING FRENZY

As the name implies, you and your Pong will spend some quality time at the local swamp's fishin' hole. Don't forget your worms!

CROC ALERT: (1.5 of 5)

Pong can move up and down on the pier. X button casts; hold the button down longer to go farther. Dragging your ball over the fish will reel them in. Once you get the hang of fishing, accuracy won't be much of a problem.

FOOLISH FISH: (2 of 5)

You'll have to fish the little suckers out one-at-a-time, and they move a little faster (and strangely enough, toward the croc). It's not really difficult.



FAST FISHING: (3-3.5 of 5)

The fish are even faster and less intelligent. It makes you wonder whether or not suicide is the issue here, so there's really not a lot of room for error. You'll definitely want to make for the farthest fish if the croc is circling quickly.

EXIT TO ZONE FOUR: 30 GBs

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ZONE FOUR: The Rock Garden  
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LEVEL ONE: JUNGLE JAPES (30 GBs)

The Incans are nowhere in sight and it seems like the local residents have taken over the fortress. Although this Guardian isn't half the pain in the neck as the one in Zone Three, monkeys are definitely in the mood to toy around with your Pong buddy.

JUNGLE SPIKES: (2 of 5)

For having to defend four goals, this stage isn't terribly difficult. You have an infinite Finger Grab Power-Up to make some slick shots. The Hard Smack Power-Ups are the best retaliation for your opponent's Grab - good timing usually results in a goal. If you get the skull Power-Up, spikes will appear to misguide your shots and bounce the ball all around.

**\*\*SUPER STRATEGY: The Power of Green!\*\***

If it's possible, try to score a point in each goal area. If you can turn all of your opponent's goals green, the Guardian will give you Defensive Spikes for a short time. (They aren't 100% foolproof against a goal, but they're pretty damn close!)

KONG KHAOS: (3 of 5)

The Skull Power-Up will summon a huge gorilla to not only distract you in game play, but also wreck the playing terrain (making shots fly in almost any direction). To spare yourself some trouble and earn an easy win, grab the ball and go down to the third (from top) goal, aim up all the way, and release - he'll miss every time!

MONKEY BUSINESS: (2.5 of 5)

This level is cake if you make use of the unique Power-Up. If a skull drops down, get it on your side. It will summon a monkey that will beat up your opponent, flattening him and leaving him vulnerable to score upon. (Watch out, he'll come back to attack you too.) Aim for your opponent's goals when the monkey appears. With luck, you'll get Defensive Spikes to secure the win.

LEVEL TWO: BALLOON CIRCUS (33 GBs)

You're the star of the Big Top, you're a mile high over the cheering crowd, and guess who forgot to check the safety wall?! Seems like the hired help has gone seriously downhill.

BALLOON BUSTERS: (1.5 of 5)

The circular motion is a little tricky at first. Right equals counterclockwise and left equals clockwise. Rotate around the circle, striking the ball to knock the balloons loose. If your ball hits the wall, a segment of it will come loose - and you'll lose if it falls out of the ring. Take your time.

DOUBLE WHAMMY: (2 of 5)

First whammy: You have to hit the balloons twice to knock them loose (they will flash if already hit). Second whammy: If the ball hits the wall, you knock THREE segments loose. Try to hit the ball in the center of your Pong to get enough time to maneuver around the circle.

WEAK WALLS: (2.5 of 5)

Same as DOUBLE WHAMMY except you'll lose the entire wall in one stroke. Same strategy as before - try to follow the ball as closely as possible and you'll get it eventually.

LEVEL THREE: FLOCK FIASCO (36 GBs)

Whose bright idea was it to have a flock of sheep atop a plateau surrounded by water?! And furthermore, who in the hell thought Pong would make a decent shepherd?! Little Bo Peep needs to get back to the sheep already!!

NOT BAAAAAD: (3 of 5)

Three sheep are on the plateau and your job is to get them all inside the red circle in the center. Use the ball to divert the sheep away from the edge of the cliff. Use your actual Pong to block them from falling off. I didn't understand why, but sometimes baby sheep will appear to add difficulty. The trick is, you must keep the ball in play at all times and hit the sheep in the butt so they'll go back to the center. If you lose the ball (even if the sheep are already in the center - and glowing), they will turn idiotic and start playing suicide games again. (Yeah, I hated this level too.)

EWE LOSER: (3.5 of 5)

Same as before, but you start out with five sheep.

CRY WOLF: (3.5-4 of 5)

Sheep won't go near the wolf, so you'll have to divert him away from the sheep before you start sending them to the center. It's a real pain in the ass, but try to keep your eye on the ball at all times.

EXIT TO ZONE FIVE: 39 GBs

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ZONE FIVE: The Sky Tower

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LEVEL ONE: DERVISH DANGER (39 GBs)

DERVISH plays much like the air-hockey stage toward the bottom of the Pong Tower. Please note the conveyor belts and wind generators. Let's just say these levels will play with some serious excitement!

VORTEX: (2.5 of 5)

Activating the funny-looking Power-Ups in this level will start up the Wind Generators located on the ends of the field. If you activate another one while they are running, they'll run faster. Simply keep your eye on the ball and follow it around while rotating in the wind field - they're easy to recover from and, more often than not, the computer cannot handle getting it spun back at him.

ROBOT WARS: (2 of 5)

A Robot will dart randomly around the course during gameplay. If you can, try to nail him with the ball when hitting it back to the computer. He'll fire two smart bombs - they will appear the color of the target, and in a few seconds it'll shoot off two fiery projectiles. If they hit the Pong, it will burn him to a crisp, reducing movement by

75%. Even though you can get charred as well, chances are the Robot plays more on your side.

BELT UP: (3.5 of 5)

There are two orange sensors midway between the goals on either side of your Pong. If the computer nails 'em in a shot, your belt will move up or down (depending on which one was hit) and it will make maneuvering increasingly difficult. While we don't recommend leaving them wide open, it's better to just focus on the Wind Generator Power-Ups and trying to aim for the goal.

LEVEL TWO: PONGBALL WIZARD (42 GBs)

Evidently the Pong must have committed some serious sins in life, 'cause he's stuck in Dante's Inferno (called a Pinball Machine). Start saying your prayers NOW.

**\*\*Super Strategy: Tilting\*\***

You can tilt the pinball machine on these levels by repeatedly slamming your Pong along either side of the machine and holding the D-Pad. I personally don't trust this technique, though. Tilting too much will take your ball out of play and it's FAR from reliable.

**\*\*Super Strategy: Hard Hitting!\*\***

Instead of trying to bump the ball with your Pong, hold the X button and then let the ball bump. The Pong will hit it harder. If possible, try to collide with the Pong tensed and the ball coming it at an angle. It will fly through the machine and (hopefully!) hit more targets.

**\*\*Super Strategy: Sheer Luck!!\*\***

Please be warned. These levels are incredibly difficult because of the luck factor. The balls will drop in AT RANDOM and, more often than not, you will lose the ball from the sides.

WARM: (3 of 5)

Three important things you need to worry about. One: you have to hit the plungers in sequence (the one glowing bright is the one that will fall in after hitting it). Two: it takes four hits to make a plunger drop. Three: knocking the pedestal with the gold bars on it isn't enough; you have to connect the ball to the bar to retrieve it. The switches on the side drop in after three hits and you can restore a hit if you hit the red spaces on the top.

HOTTER: (4 of 5)

Plays like WARM except your side plungers are good for only two hits.

ON FIRE: (5 of 5!)

The most difficult level in the entire game, ON FIRE will only give you a single hit on the side plungers. Not only that, but you have to hit all the plungers TWICE! (This was the last level I could complete and it was really a stroke of luck!)

LEVEL THREE: FROG FOLLIES (45 GBs)

Pong's playing Huck Finn again and he's sharing a raft with some devilish amphibians. Mother Nature's not willing to play with kid gloves this time around.

FOOL'S GOLD: (1.5 of 5)

Four Pong players sit on adjacent sides of the floating raft. Steer

the beach ball toward the Gold Bars by maneuvering around with the D-Pad. To win the Gold Bars on this level, simply maneuver the ball around the hopping frogs (they will hop back and forth in three directions) and the GBs are yours.

RICKETY RAFT: (2.5 of 5)

To make things more difficult, wear and tear on your raft will make it more difficult to navigate the ball toward the Gold Bars. The frogs repeat their hops within the same few spaces, so just keep your eyes out for their patterns and proceed with caution.

HOPPING MAD: (3 of 5)

Same game as RICKETY RAFT, but you'll have to circumnavigate the entire raft almost. Keep trying with the stop-and-go technique and you'll secure the win.

EXIT TO ZONE SIX: 45 GBs

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ZONE SIX: The Hangar

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LEVEL ONE: HENHOUSE SURPRISE (45 GBs)

At least you're not toying around with sheep...

EGG ON YOUR FACE: (2.5 of 5)

Somehow the chickens can't get the knack of laying the correctly colored egg in the appropriate basket, so you have to help out. The difficulty is when two eggs come out one after another. To make things a little easier, try to "juggle" the eggs for the first few hits (hit them almost dead-center on your paddle and they'll go straight up) then lightly tap your paddle in the opposite direction to make them head toward the bin.

EGG-CELLENT: (3.5 of 5)

The chickens will shoot the eggs out faster and you can't afford to have too many ill-placed hits. Again, all it really takes is some concentration and solid timing - juggling helps so you don't lose control.

EGG-STREME: (4 of 5)

Plays like the previous level except the farmer thinks its funny to shut the bins on you. Needless to say, if you try to get the egg in when the container is shut, it'll break. Although the first ten points are decent (and the 8th, a green one, is actually a GIVEAWAY!), the farmer will continuously open and shut the yellow door and you've got to juggle two with EXCELLENT timing.

LEVEL TWO: POLAR PIVOT (48 GBs)

One more romp on the ice before the final challenge!

PENGUIN PARADE: (1.5 of 5)

Another circular level, you'll have to lean your Pong along the edge of the ice to get the snowball to collide into the penguins. Three bumps will knock them off into the water. No sweat.

PENGUIN PANIC: (2 of 5)

The Penguins will at random make a short hop and speed along in the opposite direction. It won't affect game play too much; three hits

will still do them in.

PICK A PENGUIN: (3 of 5)

Much trickier level. The only way you'll make progress in PICK is if you actually aim your snowball at one penguin at a time. To aid in your goal, rotate your Pong 180 degrees from the first collision; when the penguin hops after getting hit, cut a sharp angle in the direction to make a second, quick hit. Then you simply "juggle" the ball on the ice edge until you connect the last time.

EXIT TO ZONE SEVEN: 48 GBs

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ZONE SEVEN: Atari Mountain

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LEVEL ONE: Game One (3 of 5)

Playing on the western face of the Atari symbol. Balls will drop above the small playing area and you have to match up the ball with the color beneath your Pong. Match all three colors to ascend a level. Be warned; if you lose control of your ball, it will drop down the mountain until it hits a color pad - and well, if it doesn't, you lose! Also, the incline slightly increases as you climb, so take note of your shots. 6 points to win.

LEVEL TWO: Game Two (3 of 5)

Playing on the eastern face of the Atari symbol. Plays exactly like Game One except there's a new Green ball and color pad.

LEVEL THREE: Game Three (4 of 5)

Playing on the central face of the Atari face. The incline is steeper on this face and it takes 12 points to win. Just watch your shots.

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CONGRATULATIONS!

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Like the manual says, you will discover secrets in Pong that are accessible after completely finishing certain levels and earning enough Gold Bars. The game will flash "Secret Found" on the bottom of the screen after you win certain levels and collecting GBs and completing stages in their entirety. For instance, after earning 20 GBs, "Aftertouch" appeared in the Secrets Menu.

If you complete all the first-level stages, you'll get to play Classic Pong. Completing all the second-level stages, you'll get to play Football Pong. The third-level stages will grant you Hockey Pong. Why Football Pong and Hockey Pong play so similarly, I never understood.

The Secrets menu during gameplay will unlock more codes and options for play. The first-level completion will grant you the toggling of the Power-Ups - Hard Smack, Grab, etc. The second-level completion will alter Pong Size and Pong Speed. The third-level completion will alter Ball Speed.