

# POLO

## GAME PROGRAM INSTRUCTIONS



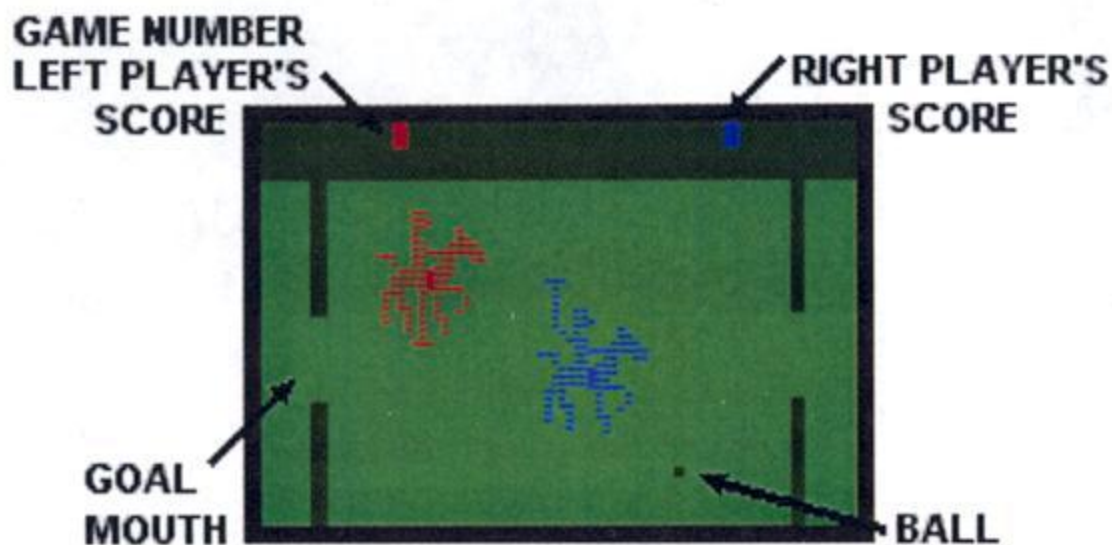
Philly Classic 3 Edition April 26-27 2002

Use your Joystick Controllers with this ATARI® Game Program.™ Be sure the Controllers are firmly plugged into the **LEFT** and **RIGHT CONTROLLER** jacks at the rear of your ATARI Video Computer System. Hold the Controller with the red button to your upper left toward the television screen.



**Note:** Always turn the console power switch **OFF** when inserting or removing an ATARI Game Program. This will protect the electronic components and prolong the life of your ATARI Video computer System.

## HOW TO PLAY



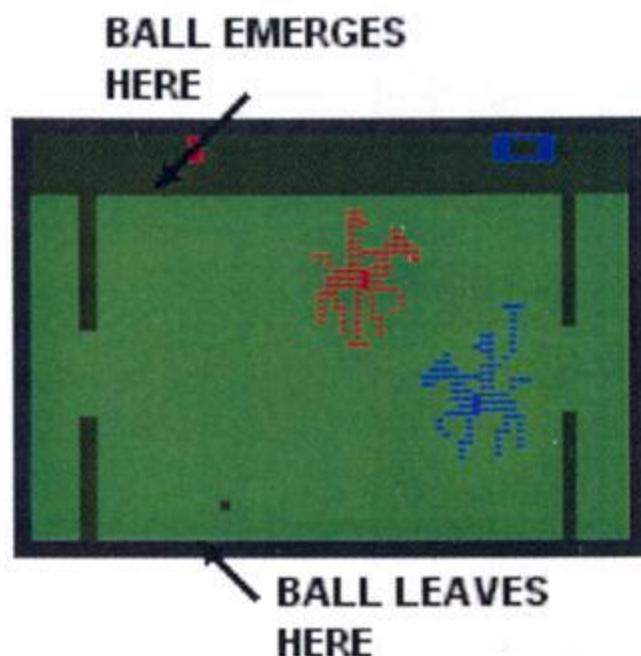
The match begins with each Player in front of their goal mouths. The ball is at rest and located in the centre of the playing field. The objective of the Polo match is for each player to score as many goals as possible during the allotted game time. The Player with the highest number of goals scored at the end of the game is the winner of the match.



## Goal Mouth Size

To increase the difficulty of the matches, some game variations (*See Game Matrix*) have the goal mouth shortened in width. This requires much greater accuracy of the Players in order to score goals.

## Playing Fields

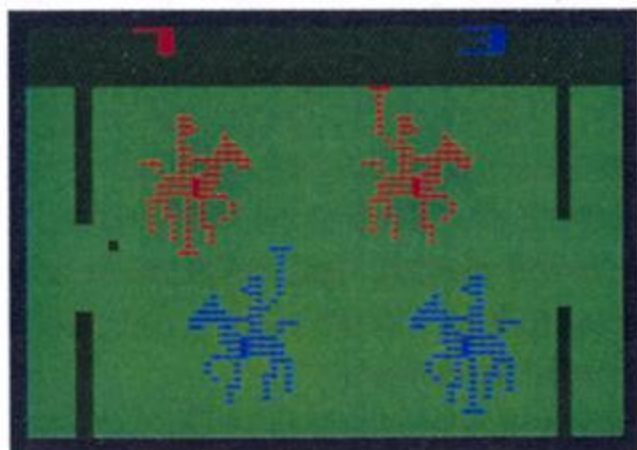


There are two types of playing field available for matches (*See Game Matrix*) the normal pong-style field that has boundaries and a wrap-around field. The wrap-around field allows the ball to be struck out of screen and to re-emerge from the opposite side of the field.

## Ball Speed

These game variations (*See Game Matrix*) have the polo ball travelling at a significantly faster speed than normal. Players shots will also have more power and the ball will take longer to come to a halt.

## Team Size



Teams can have either one or two members per side (See *Game Matrix*) that are controlled by each Player. One-member teams are more manoueverable than two-member teams but two members allow for twice the chances of striking the ball for either a goal or to save. The two-member teams are locked at a distance apart and move horizontally and vertically across the screen.

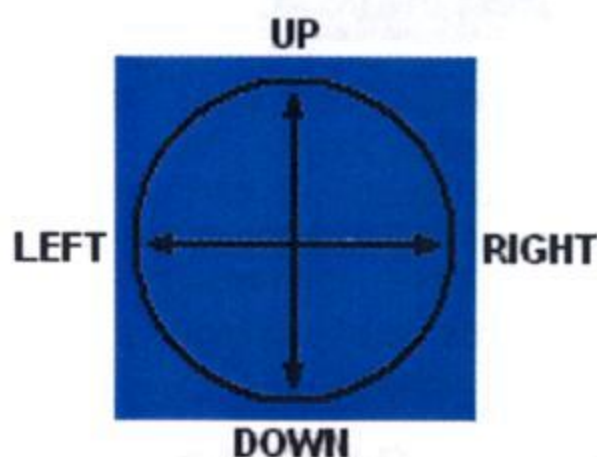
## CONSOLE CONTROLS

To select a game depress the **game select** switch. The game number is shown in the upper left corner of the screen.

To begin a game depress the **game reset** switch to start a new game.

## USING THE CONTROLLERS

The left player uses the left Joystick; the right player uses the right Joystick. You have no control over team member's polo mallets, the team members automatically swing the polo mallets to strike the ball. The ball will be struck toward the opponents end of the playing field regardless of the direction a team member is facing. Here's how to use your Joystick Controller to operate the teams:



Your Joystick Controller is used to direct your team in any direction; horizontally, vertically and diagonally.

The button is not used in this game.

## HANDICAP (Difficulty Switches)

Beginner players should start with the **difficulty** switch in the **b** position. In the **a** position, the opposition's ponies move significantly faster, thereby increasing the difficulty.

It is possible for one player to have a fast pony (using the **b** position), and the other player to have a slow pony (using the **a** position), in the same game.

The difficulty switches operate in all of the games.



# POLO

Game Number	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Two-Players		Orange		Orange		Orange		Orange		Orange		Orange		Orange		Orange		Orange		Orange		Orange		Orange
Small Goals					Green	Green	Green	Green					Green	Green	Green	Green					Green	Green	Green	Green
Fast Ball			Red	Red			Red	Red				Red			Red	Red				Red			Red	Red
Wrap-Field									Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow								
2 vs. 2																	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue

Programmer: Carol Shaw

Cartridge & Label Design: Cassidy Nolan

Box & Manual Design: Chris Wilson