

POLO INSTRUCTIONS

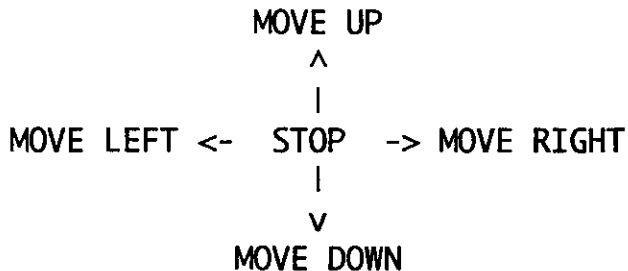
C. SHAW

10/10/78

HOW TO PLAY. The object of Polo is to score more points than your opponent by hitting the ball with a mallet through your opponent's goal.

Console Controls: Use the B/W/color, game select, and game reset switches as usual.

CONTROLLER ACTION. Use the joystick controller to move your horse and rider. Your horse will speed up until it reaches maximum speed. To stop, center the joystick. If you reverse direction quickly, your horse will not slow down.



Use the red controller button to control the swing of the mallet. When the button is not pressed, your player will always swing toward your opponent's goal. To swing away from the goal, press the button. This may help you outmaneuver your opponent. To hit the ball, the mallet head must contact the ball (or come near it) while the mallet is down near the horse's feet. The direction of swing and the angle of the mallet at the time of contact determine the direction of travel of the ball. The faster the horse is moving, the farther the ball will go.

Number of Players: 1 or 2 people can play. In 1-person games, the computer moves the right-hand horse. It moves more and more slowly, the farther ahead it is. If you can beat the computer by more than one point, then you are an expert Polo player.

Ball Speed: In fast ball games, the ball moves twice as fast and travels twice as far as in slow ball games.

Goal Size: The large goal is twice the size of the small goal.

Player and Ball Motion: With ball rebound, the ball will ricochet off all field boundaries. Players stop when they reach boundaries. With ball wraparound, a ball that hits the top of the field wraps around to the bottom of the field and a ball that hits the bottom comes in at the top. A ball that reaches one side of the field will come in on the other, unless it goes through the goal. The horses also wraparound.

Number of Horses per Team: When there are two horses per team, both horses move in unison. The forward plays one half of the field and the goalie plays the other half. With one horse per team, one horse plays the whole field.

SCORING. You score 1 point each time the ball passes through your opponent's goal. The game ends after approximately 3 minutes. The score will start to flash a warning approximately 10 seconds before the game ends. The player with the highest score wins.

HANDICAP

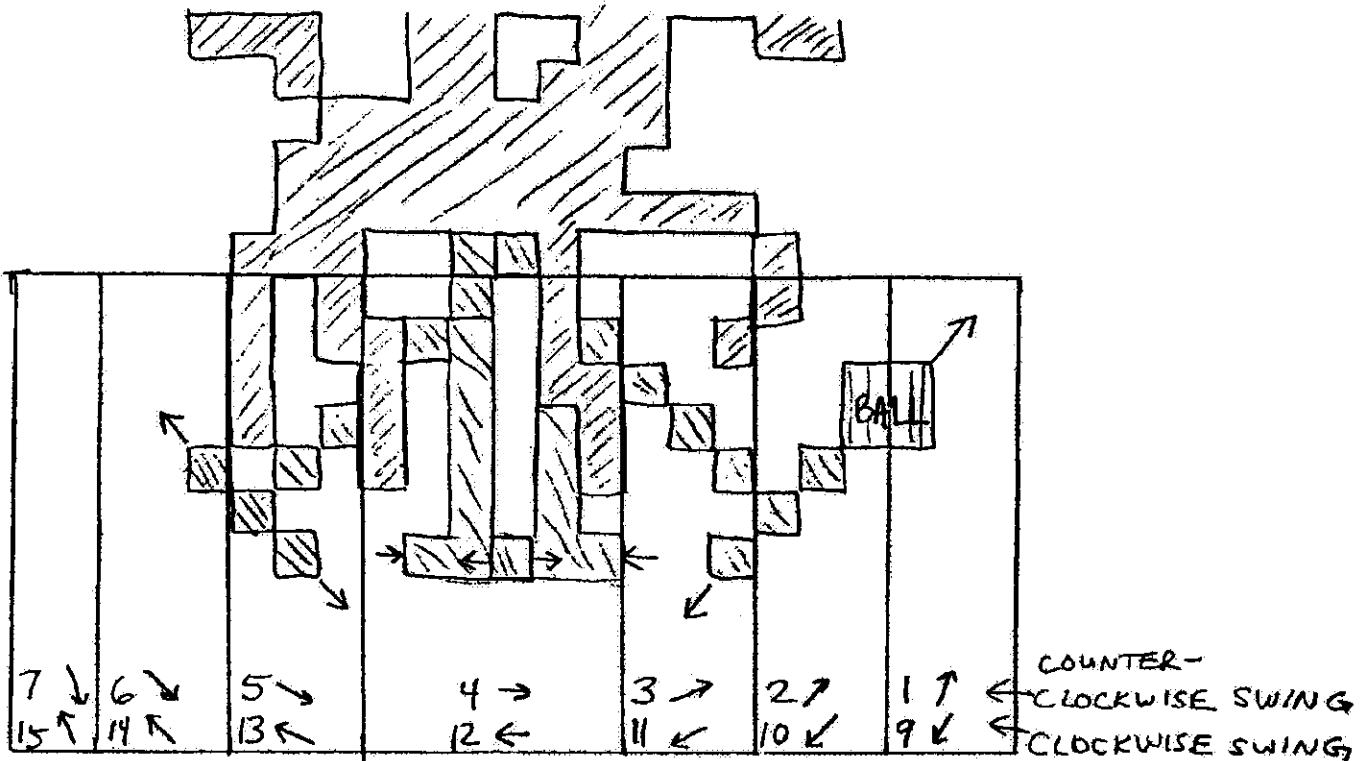
In "A" Position: Your horse will speed up less quickly than in "B" position.

In "B" Position: Your horse will speed up more quickly.

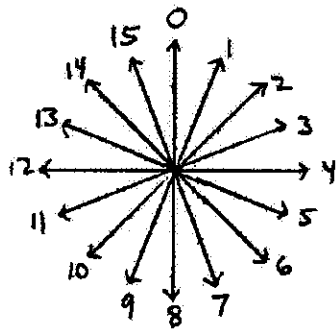
The computer plays better in "B" position.

Mallet-Ball Contact Zones

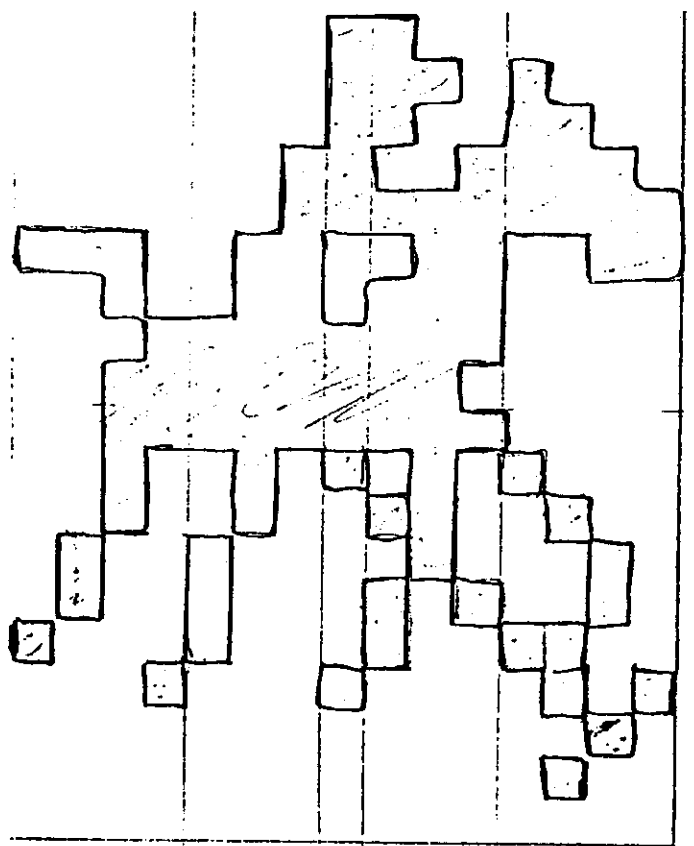
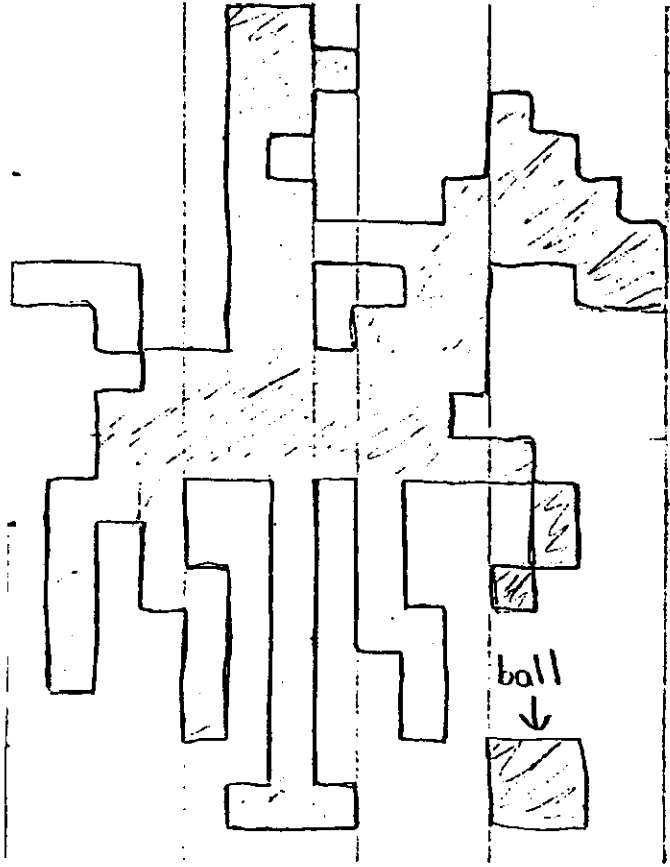
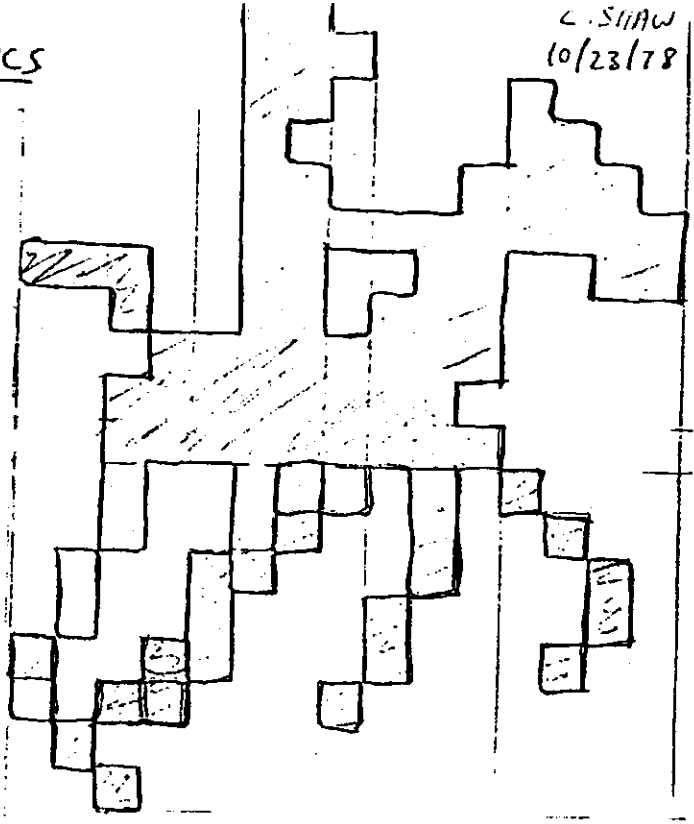
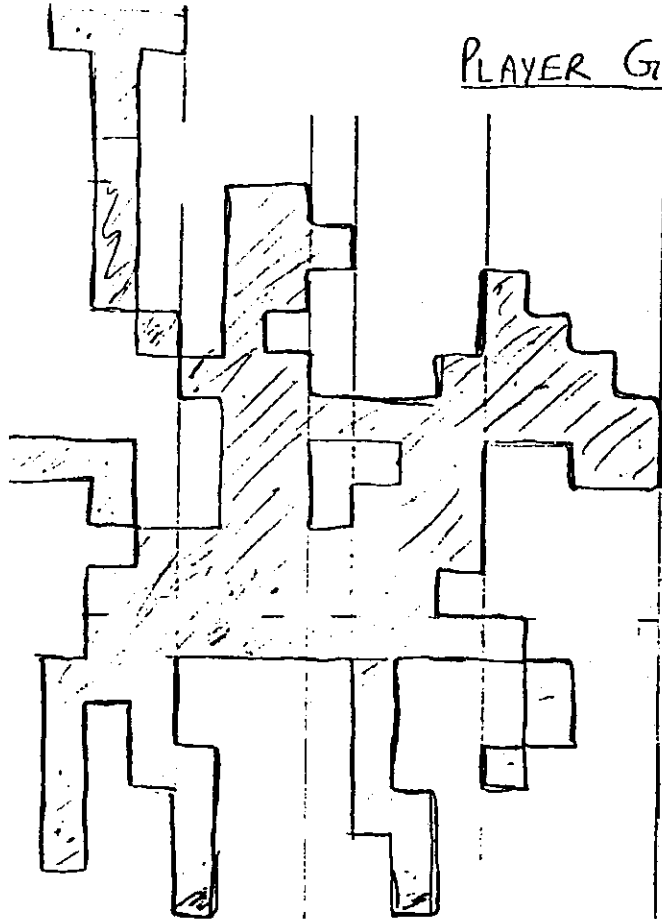
C. SHAW
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BALL MOTION DIRECTIONS



PLAYER GRAPHICS



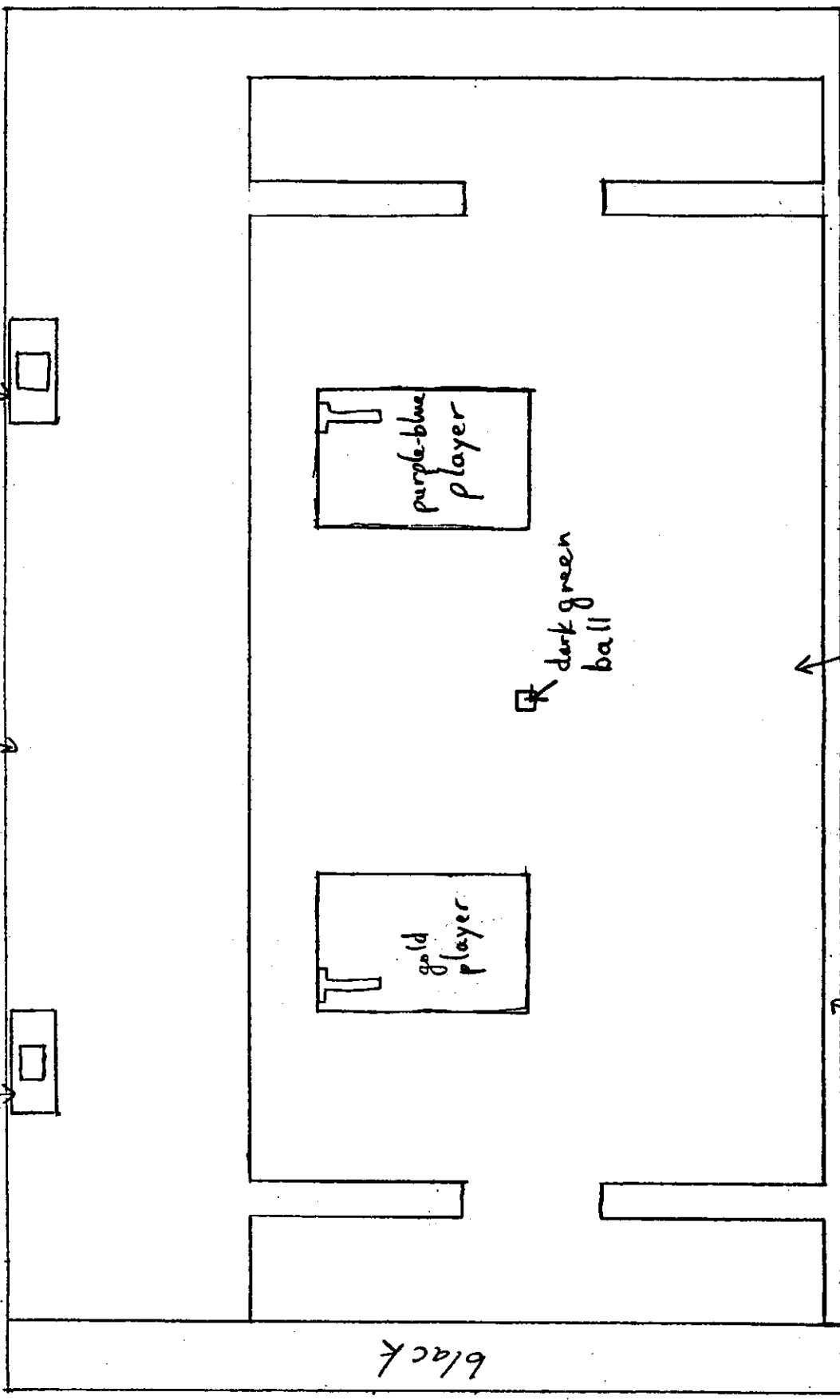
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POLO PLAYING FIELD GRAPHICS

gold game # or score

dark green

purple blue # of players or score



dark green playfield light green background

black