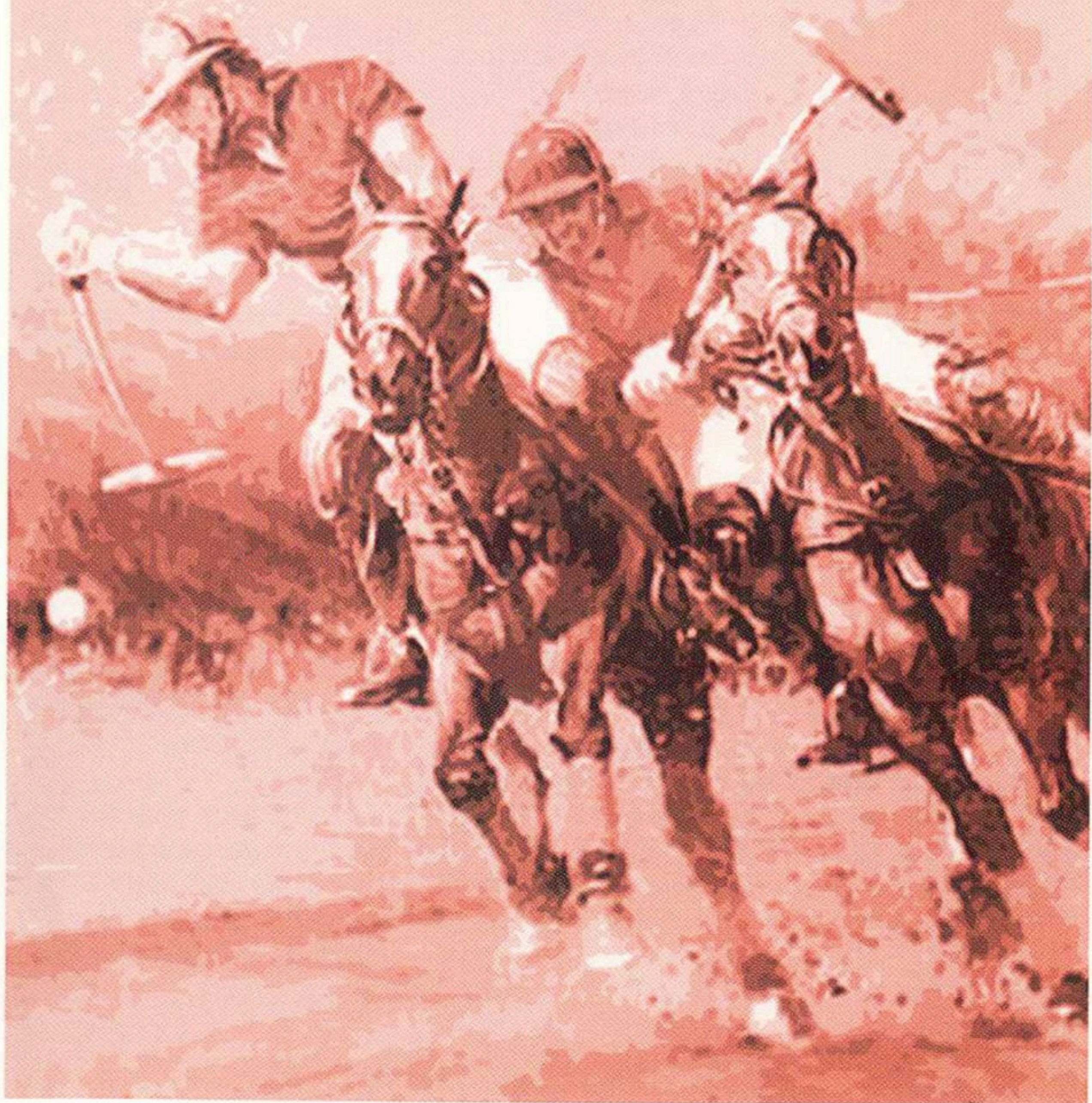


ATARI® 2600® Game Manual

# POLO



# Champi Chu

*Conceived as a promotional offer between Atari and Ralph Lauren, this game was originally intended as a sale give-away back in 1978. The project did not come to fruition as Atari were no longer in the 2Kb game market. No commercial production of Polo took place, but some prototype cartridges along with hand-written manuals did make it to the Bloomingdale's store in New York.*

*The game itself is thought to be the completed version, although apparently the initial concept players could add 'English' to the ball by use of the fire button. It is unknown if any version of the game sported this ability.*

*The binary was made available with the release of Stella Gets A New Brain. This new edition has a fully animated introduction screen and is packaged in the red style format.*

*We hope that you have as much fun playing Polo as we did working on the project. A special thanks goes to Carol Shaw (programmer of 3D Tic-Tac-Toe, Video Checkers and River Raid) who kindly gave permission for this limited release to go ahead.*

## Getting Started

- 1.** Insert the Polo cartridge into your Atari 2600 or 7800 as explained in your Owner's Manual.
- 2.** Plug a controller into the left port for one player; plug another controller into the right port for two players.
- 3.** Switch on your television. Push the console's **[Power]** switch to the ON position. The Polo title screen appears.
- 4.** Press **[Select]** to choose the game you want to play. Games are listed in the section entitled Game Variations.
- 5.** Set the difficulty switches to determine the speed of the players. When a switch is set at **A**, that player moves more quickly than when the switch is set at **B**.

# ionship kka!

6. Press **[Reset]** to begin the game

7. During play, press **[Reset]** to restart the game.

## Playing the Game

Guide your polo pony or team in any direction, horizontal, vertical or diagonal with the controller. To score, make contact with the player and ball. Players automatically strike the ball in the direction of the opposing team's goal. The fire button is not used in this game.

## Strategy

Be careful of rebounding - it is possible to score an own goal. The angle at which the player and ball meet has an effect on the angle the ball takes around the playfield.

Remember, in team matches the two players are less agile but do double the chances of striking hits.

## Game Variations

Games 2, 4, 6, 8, 10, 12, 14, 16, 18, 20, 22 and 24 are all player versus player games.

Games 5-8, 13-16 and 21-24 all play with narrow goal mouths.

Games 3-4, 7-8, 11-12, 15-16, 19-20 and 23-24 all have fast moving ball.

Games 9-16 all have wrap-field.

Games 17-24 all have teams.

Game archivist & manufacture:

Cassidy Nolen

Game introduction screen:

Christopher Tumber

Packaging design:

Chris Wilson

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