

Document date: Jun 1, 2010

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### **I. Game requisites**

This game only runs on Sinclair ZX Spectrum models of computers or fully compatible with 48KB of memory or more. In the models with 128KB it should run in 48KB mode. If you have a 128KB model you must select the option «48 BASIC» in the boot menu to set the computer in 48KB mode.

### **II. How to load the game**

To load the game from cassette in 48KB BASIC, type the command

```
LOAD " "
```

(command «LOAD» appears by pressing the [J] key and the quoting character «"» appears by pressing the combination [Symbol Shift]+[P]), and then press [Enter ↵] key.

Then enter the game tape rewound by its A-side in the cassette player connected to the Spectrum and press the [Play ▶] button of the player. If the game does not load properly, try to vary the sound level of the player with the volume control and try again. When the game has finished loading it will start to run automatically. At that time, press the [Stop ■] button of the cassette player and rewind the tape with the [Rwd ◀] button. Once fully rewound press the [Stop ■] button again, remove the tape with the [Eject ▲] button and put it back into its housing case.

### **III. Using emulators**

Este juego emplea una técnica de presentación de imagen que no se ve correctamente en pantalla con la inmensa mayoría de los emuladores de Spectrum disponibles. Para que se vea con propiedad se requiere que el emulador soporte las características de “multicolor rendering” (cambio de color por cada línea de imagen) y de “interframe blending” (fusionado de fotogramas consecutivos). Si su emulador no soporta ambas características simultáneamente, la imagen parpadeará de manera muy notable y resultará muy incómodo o prácticamente imposible de jugar.

To play the game with a PC running Windows operative system, we recommend to use the free emulator ZX SPIN 0.6 or higher. This emulator is available to download from many *web* sites on the Internet.

Once installed this emulator in your PC, only is necessary to copy the provided file «KOP\_SPIN06.spincfg» or «KOP\_SPIN07.spincfg» (depending on the emulator's version number, 0.6x or 0.7x series) in the same folder than the executable file «ZXSpin.exe» of the emulator is.

At ZX SPIN emulator start, navigate thru menu «Tools» → «Configurations» → «KOP\_SPIN0x». Since that point the emulator is configured with the most appropriate display options to play «King Of Pong».

If you wish to configure the emulator manually, the key «Display» options within this emulator are:

- Rendering API: Direct3D (recommended) or DirectDraw
- Frame skipping: 1 frame, Auto skip OFF
- Border Size: Partial (4:3 ratio)
- Multicolour rendering: ON
- Reduce GigaScreen flicker: ON

#### **IV. Security and health warnings**

In standard conditions, some people can suffer epileptic seizures when exposed to flashing lights or luminic forms, so they can suffer seizures while they watch TV or they play with videogames. Even those players who never suffer epileptic seizures can have epilepsy without knowing it. Please query your physician before using a videogame if you suffer epilepsy or if you experience vertigoes, blurry vision, muscular shakes or another type of involuntary movements, disorientation, confusion or convulsions.

#### **V. License contract**

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