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Team Editor

This editor allows you to create your own teams and classify them in groups.

• Groups

Teams are classified in groups so as to be handled easily in the [event editor](#). For example, EUROPE group contains Sweden, France, Germany...(international teams), and USA+CANADA group contains New York, Montreal, Detroit...(national teams).

Edit groups

Click on a group name and choose:

- "New" to create a new group - Use "Enter" to validate / "Escape" to cancel.
- "Show" to see all the teams it contains. Then you can edit teams inside that group.
- "Edit" to modify its name
- "Delete" to delete it.

• Teams

A team belongs to a group and is defined by its name and characteristics.

Edit teams

Click on a team name and choose:

- "New" to create a new team
- "Edit" to modify its name
- "Delete" to delete it.

Edit characteristics

If you want to change forward and back (goalkeeper) values of a team, just click on the value to modify and choose another one.



HOCKEY PONG

Version 1.3

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General

• Overview

HOCKEY PONG is a ultra fast ball game in which your goal is to score as much as possible.

Two teams meet three times for 20 seconds. Each team controls two bats: a forward and a goalkeeper. The artificial intelligence perfectly simulates human behaviors with a wide range of difficulty levels.

In addition, HOCKEY PONG provides a very powerful system of matchs management, including teams and events editors (cups, leagues, olympic tournaments) allowing you to create and parameter your own tournaments.

Beyond the game, HOCKEY PONG is a perfect tool for sportsmen willing to improve their concentration skills: a careless mistake and the game may be lost!

Making of

This game has been written using two different languages:

- Microsoft Visual Basic 3.0. for match management customizable system
- Corel Click&Create for Win 3.1 / 95 fast action performances

Requirements:

- Windows 3.1 or later
- VBRUN300.DLL
- CNCS.DLL
- And a great deal of self-control, especially when the timer has reached 50 (you'll quickly find out what I mean !)

• Rules

There is nothing much to say about it. Each bat you control will behave like in a breakout game, except that when the ball comes from behind, it will be redirected ahead. You will try to put the ball in your opponent's goal. Just try once and see.

• Controls

Bat controls:

Left Player

UP: Tab or Shift

DOWN: Ctrl

Right Player

UP: + (NumPad)

DOWN: Enter (NumPad)

Right player may also use arrows

Game controls:

You can use the space bar during an event to play matchs and go to next rounds.

PAUSE (during a match): CTRL P or F1.

Register screen (as the REGISTER menu disappears after registering): CTRL R.

Options

- **Level (registered version)**

This is used to set the general difficulty. It's much more difficult to beat the same team (same forward, same back) when you change it up .

- **Bat Size (registered version)**

Click on the set of bats you want to play with. This is an other way to increase difficulty.

- **Human vs Computer**

HOCKEY PONG lets you play whether on left or right side. These options influence on the side you will play. For example:

- Human plays left**

You will always play left when the computer is your opponent.

- Local plays left**

Local teams will always play left (in return match mode) whereas visiting teams will always play right.

- Random**

The side is chosen randomly before each game.

- **Human vs Human (registered version)**

- Ball Speed**

You can adjust the ball speed when you play with a friend from 40 (the slowest) to 100 (the fastest). 100 is the standard value for Human vs Computer games.

- Other**

See Human vs Computer above for other descriptions.

- **Sound**

Turns on or off sounds effects.

- **Bonus (registered version)**

Click on Bonus and choose if you want to give a third bat to each team or retire it. Bats are to be added in the center of the playfield. That will bring the action to extreme intensity.

Training

This is the place where you can train yourself or try some options without getting involved in a particular tournament.

• Computer

Set the Forward and Back (goalkeeper) characteristics for the computer controlled team you want to play with.

• Extra-Time

- Yes: Sudden death mode: if the score ties at the end of the last third-time, the game will continue until a goal is scored.
- No: the game will end after 60' no matter what the score is.

• Match Type

- Human vs Computer: you're left sided.
- Human vs Human (registered version): play with a friend.
- Computer vs Human : you're right sided.

• Other

See Options for other description. From that option menu, you'll be able to set:

- sounds effects,
- ball speed for human games,
- third bat or not on the playfield.

Event editor

Actually, this is an event wizard which asks you all required questions for the creation of your event. You can customize up to 32 different events. Click on an existing event to modify it or click on "FREE" to create a new event.

- **Select event type:**

- [League](#)

- [Cup](#)

- [Olympic tournament](#)

- [League+playoffs](#)

- [Swiss tournament](#)

- **Limits**

There are currently no limits to the number of teams, pools, rounds, matches you can set, except in particular cases. The only limits are those of your computer. If you experience some overflow error messages while working in this editor or playing an event you set, then you'll have to change your settings.

Troubleshooting

• Installation

Since you are reading this, you have probably already installed the program. Here is what you should be aware of:

- The main executable is HOCKEY10.EXE.
- You can save some place on your hard disk by deleting CNCS.DLL and VBRUN300.DLL, provided that you have another copy in your WINDOWS\SYSTEM directory.
- The installation creates a "SAVE" directory, so as to save a backup version of your personal teams and events files (*.dat files). These are generated automatically by the program when you create new teams or new events; you do not have to worry about it. WARNING! DO NOT DELETE IT: Future updates will use it to prevent you from losing your personal data.

Program Requirements

- Windows 3.1 or later
- VBRUN300.DLL
- CNCS.DLL

Removing the Program from your Computer

- Delete the main application directory
- Delete HOCKPONG.INI in your Windows directory

That's it.

• Speed troubles

- The recommended system is a 486 DX2/66 8 Mo
- You might also experience speed troubles during disk access: to get rid of it, you should deactivate any other applications that could cause this, including memory resident applications.

• Color troubles

Your display is probably in 256 colors mode and you are currently running another application. Close it or switch to a higher color mode.

• Back picture does not fill the whole window

Your display is in large fonts mode. There is no problem playing in this mode but if you want the back picture to be correctly displayed, you'll have to switch to small fonts mode.

• Playfield is not full screen displayed

You must be in 640x480 resolution to enjoy full screen action.

• Overflow error messages

See Event editor.

• Support

Send your message to: PELLENC.

Product Informations

[Registering](#)

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[Author](#)

[Copyrights](#)

HOCKEY PONG

Copyright © PELLENC 1997-98

Corel® Click & Create Runtime Player

Copyright © 1996 Yves Lamoureux and François Lionet

© 1996 Europress Software Limited

© 1996 Corel Corporation

Microsoft® Visual Basic (TM) Version 3.00

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VBRUN300.DLL

This is the runtime library for applications written in Microsoft Visual basic. You need to have it installed in your application directory or, better, in your Windows\System directory.

If you did not get it with this HOCKEY PONG archive, you should be able to download it from our [web site](#) or find it on most magazine CD's .

CNCS.DLL

This is the runtime library for applications written in Corel Click&Create. You need to have it installed in your application directory or, better, in your Windows\System directory. It comes normally with this HOCKEY PONG archive.

License Agreement

LICENSE GRANT

PELLENC grants to you a non-exclusive, non-transferable right to use HOCKEY PONG for the purpose of your evaluation of the software. This license to use HOCKEY PONG is conditioned upon your compliance with the terms of this license agreement. If you continue to use HOCKEY PONG after a reasonable evaluation period, a registration fee is required. Doing this you'll have access to some real cool new options. See [Registration](#).

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YOU MAY:

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- (ii) UPLOAD THE SHAREWARE VERSION TO ANY ELECTRONIC BBS / INTERNET

UNDER THE FOLLOWING CONDITIONS:

- You must distribute the original and integral self-extractible archive named "HOKYPONG.EXE".
 - Exception 1: you can remove VBRUN300.DLL or CNCS.DLL files from the archive only if you provide these files on the same electronic support/service and/or indicate clearly how to get the game working well.
 - Exception 2: you can make the self-extractible a simple ZIP file.
- Any new distributor is strongly encouraged to E-Mail authors with:
 - publication name:
 - electronic support type: (CD-ROM, BBS...)
 - estimated release date:
 - number printed (if not confidential):
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Registering

HOCKEY PONG is distributed as SHAREWARE, allowing users to evaluate the software before registering it. You can test and distribute freely the evaluation version according to the [license](#) terms. However, if you like this game and keep using it after evaluation, a registration fee is required. When we receive your order, we will send you an authorization code based on your name which unlocks the program on your computer.

• What do you get when registering

- You encourage the authors to improve their program
- You get the full version playable in 3 levels, with 3 different bat sizes.
- You will be able to play tournaments with your friends, and that will be all the more exciting that the handling is easy (you won't lose time explaining rules to your guests before you show them who's the best!).
- You get a cool bonus option: a third bat on the playfield for more action !
- No update/upgrade fee.
- You reward us for all the pleasure we gave you and encourage us to develop other quality programs.

• How to register

[United States - Canada](#)

[France](#)

[Germany - Austria](#)

[United Kingdom](#)

[Other countries](#)

[Compuserve SWREG](#)

• Enter your code

The code generating is based on the letters of your name, so please enter your name and registration code exactly as they appeared on the instructions you received when you registered HOCKEY PONG. You cannot substitute a different spelling for your name or use a different name. If entered correctly, your name will appear in the "Registered to" box, and the registration reminder box will no longer be displayed when you start HOCKEY PONG. Please save this information for possible use with future upgrades, or in case you re-install HOCKEY PONG.

- Forward: bat placed in front of the opponent goal
- Back: goalkeeping bat

Forwards and backs characteristics ranges from 1 (the weakest) to 99 (the strongest).

N.B. These settings have no effect with human controlled teams.

This is where you set the number of teams in each pool. If this number is not even then a team will have a bye each round.

Cup

Half the teams are knocked out from each round.

Pros: The quickest way to select the best team

Cons: Some good teams can be knocked out from the first rounds whereas the finalist can be an average team.

- **Questions (Event editor)**

- [What is the name of the event ?](#)
- [How many rounds to play \(Final included\) ?](#)
- [Single matches or return matches](#)
- [Number of wins required ?](#)
- [Are draws allowed ?](#)
- [Seeded Teams ?](#)
- [Select teams](#)

Swiss tournament

The swiss system is widely used by chess players. Rules:

1. Teams always meet their nearest neighbour from the standings (same points number)
2. Teams never meet twice (except if there are no other possibilities)
3. Standings ties: for a given team, a tie value is calculated which is the sum of the points scored by the teams it met.

Pros: the final standings are quite reliable and do not need a large number of match, after 2 or 3 rounds you'll meet teams of your ability

Cons: if you lose one match, it's gonna be tough to obtain first place

• Questions (Event editor)

- [What is the name of the event ?](#)
- [How many teams will play ?](#)
- [How many rounds to play ?](#)
- [Are draws allowed ?](#)
- [Points awarded for a win, draw, loss:](#)
- [Select teams:](#)

League + Playoffs

This is used for creating events where teams compete first in one or several leagues, trying to catch the first places in order to qualify for the playoffs. Then playoffs take place, as if it were a cup. Of course, teams having achieved the best results in their qualifying pools will not meet each other in the first rounds, so as to protect them.

Pros: lot of suspense, spectacular

Cons: requires a large number of match

• Questions (Event editor)

- [What is the name of the event ?](#)
- [How many pools of teams do you wish ?](#)
- [How many teams will play in each pool ?](#)
- [QUALIFYING POOLS: Single matchs or return matchs ?](#)
- [QUALIFYING POOLS: Are draws allowed ?](#)
- [Points awarded for a win, draw, loss:](#)
- [How many teams will qualify for the playoffs ?](#)
- [PLAYOFFS: Single matchs or return matchs](#)
- [PLAYOFFS: Number of wins required to qualify ?](#)
- [PLAYOFFS: Are draws allowed ?](#)
- [Seeded Teams:](#)
- [Select teams:](#)

This is the name of your event; it is used when you select an event to play.

A pool consists in a mini-league whose aim is to qualify the best teams for the playoffs.

This is where you set the number of teams in each pool. If this number is not even then a team will have a bye each round.

Choose the number of matchs teams will have to win to qualify for the next round or win the final.

When you do not allow draws, the game continues until one of the teams scores (this is called ""sudden death""). This will also happen in cup mode, when you have selected ""Return Match"" and the total score is the same for both teams at the end of the second game.

You can set the number of points awarded for a win, a draw or a loss. They will be used for standings.

This is the total number of teams which will take part in the playoffs.
This number must be like 2 to the power of anynumber (e.g. 4,8,16,32,64,128,256...) as teams will meet in cup mode (1/32, 1/8 , quarterfinals, semifinals etc..)."

Single matches:

Teams will have to win a certain number of matches to qualify for the next round or win the final.

Return matches:

Teams will play two matches and must have the best total score to qualify for next round or win the final.

Seeded teams

The seeded teams option allows you to build pools with desired teams.

Numbered seeded teams

If you choose numbered seeded teams, teams will join pools depending on their number as in the example below.

Example 1

<i>POOL 1</i>	<i>POOL 2</i>	<i>POOL 3</i>	<i>POOL 4</i>
Team 1	Team 2	Team 3	Team 4
Team 8	Team 7	Team 6	Team 5
Team 9	Team 10	Team 11	Team 12
Team 16	Team 15	Team 14	Team 13

Example 2

<i>POOL 1</i>	<i>POOL 2</i>
Team 1	Team 2
Team 4	Team 3
Team 5	Team 6
Team 8	Team 7

This system is ideal to remake identically an existing event. Just try the "Number League" and see. You can really do what you want: for an event with 16 teams for example, set seeds from 1 to 16 or 1 to 4 or also 4,8 and 15 only.., as you will.

The drawing of teams which are not seeded is done randomly.

Random seeded teams

If you choose random seeded teams, teams you check will behave like numbered seeded teams above except that their number will be chosen randomly.

This system is perfect to create events where the best teams do not meet each others before the playoffs, but with a different drawing each time.

Select teams:

One or several team groups can be involved in an event. For example, 5 groups of continents are involved in "World Cup".

Select groups

- Click on groups you want to get involved in your event: the teams they contain appear in the team grid.
- Click again to unselect groups

Select teams

- Click once in the "Sel." column of your team to select it: the C letter (for Computer) appears: it will be controlled by the computer.
- Click again: the H letter (for Human) appears: it will be controlled by you.
- Click again to unselect.

Seeded teams

- In case of seeded teams, click once in the "Seed" column of your team to choose its seed number (or a cross in random mode).
- To remove its number, unselect the team by clicking 1 or 2 time in the "Sel."column.

End

In the "Select teams" heading, you are informed of the current number of selected teams and the required number of teams.

- When all teams are selected, click on "Done" to validate
- If you do not want to choose every teams required by your event, click on "Random" and the required teams will be chosen randomly among the remaining teams of your selected groups.

N.B. If "Random" is not visible, the reason is there are not enough teams yet in groups that you have selected: select some other groups.

Single matches:

Teams will meet each other only once.

Return matches:

Teams will meet each other twice

League

This is used for standard leagues without playoffs. Each teams will meet at least every other team once.

Pros: The final standings show perfectly each team ability.

Cons: Requires a large number of matchs.

- **Questions (Event editor)**

- [What is the name of the event ?](#)

- [How many teams will play ?](#)

- [Single matchs or return matchs ?](#)

- [Are draws allowed ?](#)

- [Points awarded for a win, draw, loss:](#)

- [Select teams:](#)

Example 1

If you set 3 rounds then the cup will start with the quarterfinals (8 teams involved)

Example 2

If you set 5 rounds then the cup will start with the 1/16 (32 teams involved)

Seeded teams

The seeded teams option allows you to adjust very finely the way teams are going to meet.

Numbered seeded teams

If you choose numbered seeded teams, teams will meet depending on their number as for a tennis tournament. See examples below.

Example 1 (4 teams)

Team 1 - Team 4

Team 3 - Team 2

Example 2 (16 teams)

Team 1 - Team 16

Team 9 - Team 8

Team 5 - Team 12

Team 13 - Team 4

Team 3 - Team 14

Team 11 - Team 6

Team 7 - Team 10

Team 15 - Team 2

This system is ideal to remake identically an existing event. Just try the "Number Cup" and see.

You can really do what you want: for an event with 16 teams for example, set seeds from 1 to 16 or 1 to 4 or also 4,8 and 15 only., as you will.

The meeting of teams which are not seeded is done randomly.

Random seeded teams

If you choose random seeded teams, teams you check will behave like numbered seeded teams above except that their number will be chosen randomly.

This system is perfect to create events where the best teams do not meet each others in the first rounds, but with a different drawing each time. See "World cup" for example.

This is where you set the number of teams in each pool. If this number is not even then a team will have a bye each round. Actually, the team with the bye automatically wins the match 6-0.

You are suggested to enter a significant number of rounds.
If there are only 3 rounds for 100 teams, the final standings will not mean anything. In this case, 7 rounds would be a minimum and 9 a fair one.

This is where you set the total number of teams. If this number is not even then a team will have a bye each round.

History

- **Version 1.0**

First french version release

- **Version 1.1**

First english version release

Fixed a few bugs in loading games and editing events

Added a time counter bar

Added bonus option

- **Version 1.11**

Added context sensitive help file

Added ball speed control for human vs human games

Added non french currencies registration capabilities

- **Version 1.2**

Added olympic tournaments

- **Version 1.3**

Added swiss tournaments

Added league+playoffs

New registering conditions

Olympic tournament

This is for simulating perfectly an olympic tournament. Actually it looks like a league+playoffs event with a preliminary round.

Here are the 14 teams involved in the event and the seed number you should give them:

Preliminary round

Group A

KAZAKHSTAN	1
SLOVAKIA	4
AUSTRIA	5
ITALY	8

Group B

GERMANY	2
FRANCE	3
BELARUS	6
JAPAN	7

The winner of group A and the winner of group B will qualify and advance to the Final Round.

Final round

Group C

FINLAND	9
CZECH REP.	12
RUSSIA	13
Winner of Group B	

Group D

SWEDEN	10
USA	11
CANADA	14
Winner of Group A	

Play off round

Quarter Finals

- Match 1: C1-D4
- Match 2: C3-D2
- Match 3: C2-D3
- Match 4: C4-D1

Semi Finals

- Winner 1 - Winner 2
- Winner 2 - Winner 4

Final

Winners of semi-finals

Other fine products

Have a look to our [web site](#) for downloads and new versions.

• Bomb Golf (Available for Windows 95)



Bomb Golf is a miniature golf course unlike any you've ever experienced. Yes, you putt around scenic miniature golf courses, like the real game, but the ball you're batting around is a touchy time bomb that will send you to the big putting green in the sky if you don't complete the course in time. Bomb Golf features five courses with nine holes, and four different variations on the miniature golf game, including "Par or Die", "Time Bomb" and a special multiplayer version that supports up to four putters.

• 32 Card Bridge (Available for Windows 3.x / 95)



32 Card Bridge is the english version of the 'Belote Bridgée' (named after the supposed author Belot) which is the most popular card game played in France. The game is highly appealing because it requires many skills such as reasoning, memory, and planning. Besides, an exciting element of luck is provided by the random distribution of cards to each player as well as the ensuing card combinations.

32 Card Bridge vs Bridge

Some of the rules are common to the Bridge game:

- it is a partnership game for four players,
- each hand is divided into two major phases: the bidding and the play:
 - during bidding you make a claim to the number of points you can earn,
 - during play you try to make the contract that you bid.
- players may use some conventions when bidding,
- trump is the suit of the highest bid,
- a contract may be doubled and redoubled.

Yet there are many differences too:

- it is played with a 32 card deck,
- the contract is committed for a number of points instead of a number of tricks,
- trump cards rankings are different from the other suits,
- there is no dummy in the card play,
- some card combinations can bring extra points.

32 Card Bridge for Windows

32 Card Bridge for Windows provides an easy-to-use interface featuring a lot of useful functions. One of the most spectacular aspect of the program is the verbose analysis it can generate about any particular situation.

This is due to the 300 Kb artificial intelligence -hardly ever seen in a computerised card game- and can be used either to receive a detailed hint or to understand why the computer made a particular bid or played a particular card.

32 Card Bridge for Windows is highly attractive for any card games lover. It's definitely a challenge for veteran bridge players looking for a diversion; you'll have to discard a few habits as well as learn a few new ones to master this version of the game. It's also perfect for beginners who may have been put off by the complexity of full-blown bridge games.

'One of the best card game available for PC', french users said.

Bon de commande de HOCKEY PONG (voir ORDER_FR.TXT)
Version 1.3 (Mises à jour gratuites)

Si vous disposez d'une imprimante, veuillez passer de préférence par le menu ENREGISTREMENT du programme (Cliquez sur FRANCE).

Le prix de la licence est de 70 FF + frais d'envoi (gratuit par e-mail, 3 FF par courrier). Les mises à jour sont gratuites.

A imprimer ou recopier puis renvoyer à:

PELLENC
22, rue Carnot
95160 MONTMORENCY
FRANCE

Le ___/___/___

NOM: _____

Adresse: _____

Code Postal _____ Ville _____

Pays _____

Email (facultatif): _____

J'accepte les termes de la licence consultable dans le fichier d'aide et joint mon règlement par chèque ou mandat-lettre à l'ordre de:

PELLENC, 22 rue Carnot, 95160 MONTMORENCY, FRANCE

Montant:

- 70 FF: envoi du code par e-mail
- 73 FF (ou 70 FF + un timbre): envoi du code par courrier

Signature:

FACULTATIF: Où avez vous trouvé ce jeu: _____

Commentaires sur le jeu:

(You may better use ORDER_UK.TXT)

UNITED KINGDOM ORDER FORM

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Web site: <http://www.ensignpub.com>

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Country \_\_\_\_\_

E-Mail (if any) \_\_\_\_\_

Fax (if any) \_\_\_\_\_ Phone (optional) \_\_\_\_\_

PELLENC's Products:

~~~~~

Bomb Golf License at £9.99 _____

32 Card Bridge License at £12.95 _____

Hockey Pong License at £9.99 _____

+ Shipping: Code only: FREE
Disks: £2.00 _____

TOTAL _____

Payment Method:

~~~~~

VISA \_\_\_\_ MasterCard \_\_\_\_

Name exactly as on credit card \_\_\_\_\_

Credit Card # \_\_\_\_\_

Expiration Date \_\_\_\_\_

Signature \_\_\_\_\_  
(Only required for mail in and FAX credit card orders)

Thank you for registering.

## Wie bestelle ich die Vollversion?

Überzeugen Sie sich, wie einfach, schnell und bequem Sie bei uns bestellen können: Um in den Genuß der Vollversion zu kommen, benötigen Sie nur eine Registriernummer, die Sie nach dem Starten des Spiels zusammen mit Ihrem Namen eingeben können. Dadurch wird die Shareware-Version von Bomb Golf zur Vollversion freigeschaltet. Diese Registriernummer kostet nur DM 29,-- (zzgl. DM 1,-- Versandkosten).

### Bestellmöglichkeiten:

#### • Telefon:

Wenn Sie mit Kreditkarte bezahlen, erhalten Sie Ihre Registriernummer normalerweise sofort am Telefon:

Telefon: 09822/298 (Ausland: +49 9822 298)

Natürlich können Sie auch per Telefon bestellen, wenn Sie per Überweisung bezahlen möchten. Dann erhalten Sie Ihre Registriernummer nach Eingang der Zahlung auf unserem Konto.

#### • Fax:

Verwenden Sie bitte das Bestellformular, füllen Sie es (möglichst direkt am Bildschirm) aus und faxen Sie es dann an:

Fax: 09822/298 (Ausland: +49 9822 298)

Ihre Registriernummer erhalten Sie auf Wunsch per Fax oder E-Mail (bei Zahlung per Kreditkarte meist innerhalb von 24 Stunden, bei Zahlung per Überweisung nach Eingang der Zahlung auf unserem Konto).

#### • Post:

Verwenden Sie bitte das Bestellformular, füllen Sie es (möglichst direkt am Bildschirm) aus, drucken Sie es aus und senden Sie es dann an:

Axel Meierhöfer  
Eisenbahnstraße 2  
91572 Bechhofen  
Deutschland

Ihre Registriernummer erhalten Sie ganz nach Wunsch per Post, Fax oder E-Mail (bei Zahlung mit Bargeld, Scheck oder per Kreditkarte wird Ihre Bestellung meist innerhalb eines Tages bearbeitet, bei Zahlung per Überweisung umgehend nach Eingang der Zahlung auf unserem Konto).

#### • E-Mail:

Verwenden Sie bitte das Bestellformular, füllen Sie es aus und senden Sie es dann per E-Mail an:

Internet: XLMSOFT@compuserve.com  
CompuServe: 106125,161

Ihre Registriernummer erhalten Sie auf Wunsch gerne per Fax oder E-Mail (bei Zahlung per Kreditkarte meist innerhalb von 24 Stunden, bei Zahlung per Überweisung nach Eingang der Zahlung auf unserem Konto).

#### • T-Online/BTX:

T-Online-Kunden können über die BTX-Seite \*66000101# sofort eine Key-Datei als Telesoftware herunterladen. Diese Key-Datei mit dem Namen Hokypong.key müssen Sie dann nur noch in das Verzeichnis mit den anderen Programmdateien (normalerweise C:\Hokypong) kopieren, um das

Programm freizuschalten. Geben Sie nach Anwahl der BTX-Seite \*66000101# die ID 1735 ein. Die Bezahlung (DM 29,--) erfolgt einfach und bequem mit Ihrer nächsten Telefonrechnung über die Telekom.

#### Weitere Infos

- **Online über unsere Internet-Homepage:**

<http://ourworld.compuserve.com/homepages/XLMSoft>

Das Online-Bestellformular können Sie direkt aufrufen mit:

<http://ourworld.compuserve.com/homepages/XLMSoft/bestell.htm>

Wenn Sie mit Kreditkarte bezahlen, erhalten Sie Ihre Registriernummer normalerweise innerhalb von 24 Stunden per E-Mail (gerne auch per Fax oder per Post). Auf unserer Homepage stehen natürlich auch die neuesten Versionen aller unserer Programme zum Download bereit.

#### **Zahlungsvarianten:**

- **Kreditkarte**

(Eurocard, VISA, MasterCard, Diners Club): Wir benötigen die 16-stellige Kartennummer, Verfalldatum und den Namen des Karteninhabers.

- **Überweisung**

auf unser Konto Nr. 430 828 996 bei der Sparkasse Ansbach (BLZ 765 500 00). Vermerken Sie auf der Überweisung bitte deutlich Ihren Namen und Wohnort, so daß sich die Überweisung ohne Probleme Ihrer Bestellung zuordnen läßt. (Achtung: Hohe Gebühren bei Überweisungen aus dem Ausland!)

- **Euro- oder Verrechnungsscheck**

(aus dem Ausland bitte nur Euroschecks mit Beträgen in DM)

- **Bargeld**

(DM, ATS [8 ATS=1 DM], SFR [1 SFR=1 DM], andere Währungen: aktueller Wechselkurs + 10% Umtauschgebühr).

## **Sofortige Freischaltung zur Vollversion über T-Online/BTX**

T-Online-Kunden können die Vollversion von Hockey Pong innerhalb weniger Sekunden erhalten. Führen Sie dazu folgende Schritte durch:

- Klicken Sie in Ihrer T-Online Software auf 'Gehe zu'.
- Geben Sie die BTX-Seitennummer \*66000101# ein.
- Folgen Sie den Anweisungen und geben Sie, sobald Sie dazu aufgefordert werden, die ID 1735 ein.
- Der Betrag von DM 29,-- wird Ihnen in mehreren Teilbeträgen berechnet, die Sie einzeln bestätigen müssen.
- Schließlich erhalten Sie als Telesoftware die Key-Datei mit dem Namen Hokypong.key. Normalerweise erlaubt Ihnen die T-Online Software, diese Key-Datei in einem beliebigen Verzeichnis abzulegen. Wählen Sie dazu das Verzeichnis mit den anderen Programmdateien von Hockey Pong aus (normalerweise C:\Hokypong). Manchmal wird die Key-Datei auch automatisch in einem Unterverzeichnis der T-Online Software abgelegt (normalerweise im Unterverzeichnis tsw, z. B. C:\tonline\tsw). Kopieren Sie die Key-Datei Hokypong.key dann selbst von diesem Verzeichnis in das Hockey Pong-Verzeichnis.
- Beim nächsten Start von Hockey Pong wird die Key-Datei automatisch erkannt, und das Programm wird zur Vollversion freigeschaltet.

**Die Bezahlung erfolgt einfach und bequem mit Ihrer nächsten Telefonrechnung über die Telekom.**

**Eine noch genauere Anleitung und weitere Informationen erhalten Sie im Internet unter [www.sharekey.de](http://www.sharekey.de).**



Telefax: 09822/298  
E-Mail: [XLMSoft@compuserve.com](mailto:XLMSoft@compuserve.com)

Beachten Sie bitte die Informationen in der Online-Hilfe fuer weitere Hinweise zur Bestellung (insbesondere wichtig fuer Kunden mit Zugang zu T-Online).



From the main menu of the game, select Register and follow instructions..The licence fee for Hockey Pong is \$15. You will find many ways to register ( via E-Mail, fax, postal mail):

- Credit cards (VISA, Mastercard, American Express, Diners Club, Discover)
- Checks (in US Dollars)
- Money orders
- Cash from many countries
- First virtual

You can also register online through Kagi's payment server or its SSL secure version.All you need to provide is your credit card information (VISA, Mastercard, American Express, Discover, Diners) and a valid e-mail adress.There aren't any additional charges for using this service. We will e-mail your registration code as soon as payment is approved.

Kagi's payment server:<http://order.kagi.com/?3QF>

SSL secure version:<http://order.kagi.com/?3QF&S>

Thanks for registering.

Hockey Pong ID is 16222.

If you have a modem and a CompuServe account, the fastest and easiest way to register HOCKEY PONG is on-line through the GO SWREG service. The registration fee for HOCKEY PONG is \$15. Here are instructions to follow:

1. Go to SWREG Service.
2. Choose Register Shareware and read general registering conditions.
3. Select your geographic region.
4. In the "Select search criteria" dialog box, double click on "Registration ID".
5. Enter ID: 16222
6. Back in the dialog box, double click on "Display select titles".
7. When in HOCKEY PONG area, click on "Description" and then "Register".
8. Fill in the form.

Once you have registered HOCKEY PONG, the registration fee will be charged to your CompuServe account. CompuServe will inform us of your name and address and we will e-mail your code as soon as possible.

If you have any questions about the on-line registration procedure, send a message to the Shareware Administrator by selecting the "Provide Feedback" option at the main SWREG menu.

You can print these informations for help when online.



