



PONG de las TORTUGAS NINJA III

Nintendo® ENTERTAINMENT
SYSTEM



HOW TO PLAY PONG DE LAS TORTUGAS NINJA III

BACKSTORY

As those tubular Tortugas slowly mutate to their original forms, thanks to Señor Saki's ultimate plan and his matter transmogrifier, they now find themselves trapped in the final stage of the AY-3-8500 Pong simulation, Hockey. It's an all-out 2-on-2 free-for-all as this Pong trilogy comes to its conclusion!

Meanwhile, consider the following philosophical question... are we all simply the playthings within some higher beings' imaginations? Are they the ones truly pulling our strings... er... moving our paddles?

FINISHING YOUR MISADVENTURE!

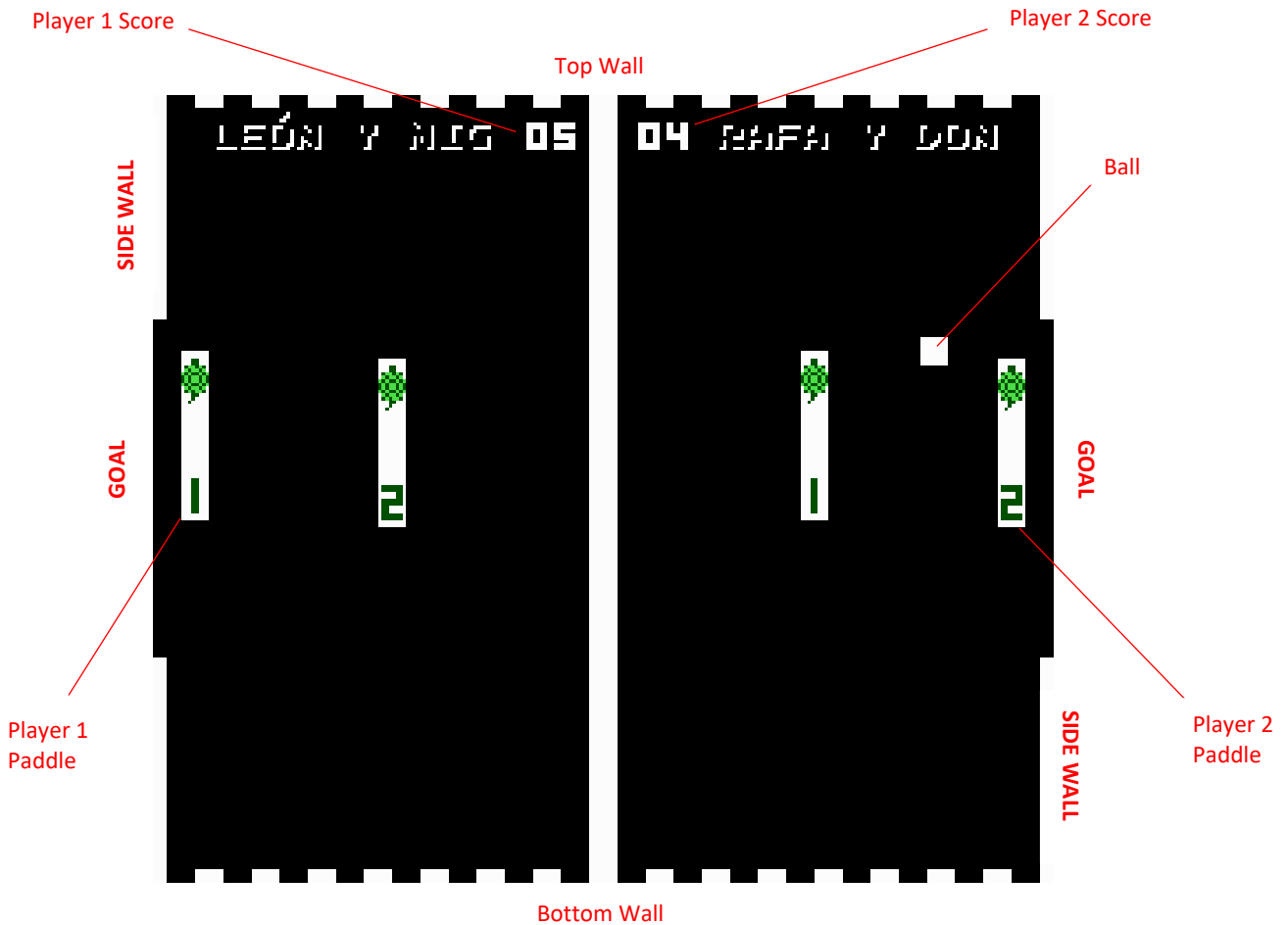
At the title screen, you have the option of taking on CPU turtle counterparts (1P game) or going mano-a-mano (er... paddle-a-paddle?) against a friend (2P game).

For one player action, press Start on Controller 1.

For two player action, press Start on Controller 2.

(Who will you be? Leader León and Miguel (player 1), the fiesta fan, or angry wisecrackin' Rafa (depending on continuity) and resident brainiac Don (player 2))?





GAMEPLAY

Player 1 controls the left Tortuga duo (León y Miguel, the “1” paddles), while player 2 (human or CPU, depending on game selected) controls the right (Rafa y Don, the “2” paddles). The object is to volley the ball back and forth over the net (richocheting off walls and each other’s paddles in the process) until one player can successfully hit the ball beyond the other player and score a goal. Gameplay ends when a player scores 15 points, and the victory will be awarded to that player.

Think you can score a perfect game? Give it a try!

When the game ends, press Start on either controller (1 or 2) to go back to the title screen.



MOVIN' AND GROOVIN'

During gameplay, the following buttons on either Controller 1 or 2 will help your turtles outmaneuver your rivals:

MOVIN' ON UP!

Up = Slow as a turtle (1x speed)

Left = Double time! (2x speed)

B = Quick as a ninja (3x speed)

GROOVIN' ON DOWN!

Down = 1x speed

Right = 2x speed

A = 3x speed

Got a wonky controller? Diagonals work, too! Up-Left and Up-Right give you 2x speed in the up direction, while Down-Left and Down-Right give you 2x speed in the down direction.

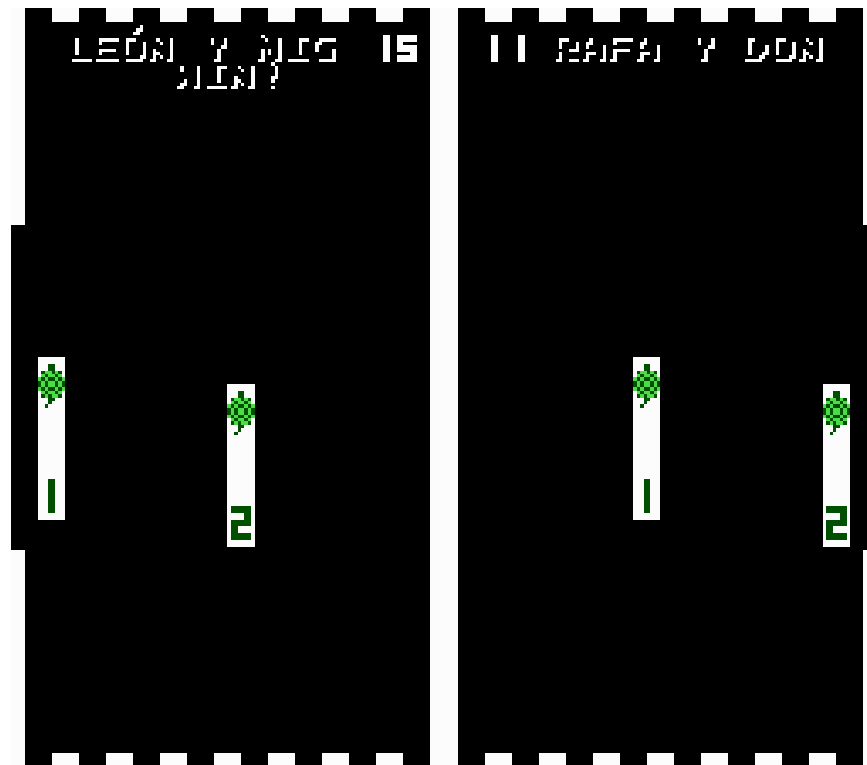
PROTIPS

Choose your paddle speed wisely; you'll have to be both quick and precise to get to the ball in time to avoid your adversaries scoring a goal.

Triple speed is a great way to cover a long distance between point "A" and point "B" but an even better way to overshoot and miss a ball.

Watch hitting the ball with the edges of (or off-center with) your paddle; it could cause a nasty change in the angle and speed of the ball that you (and maybe your opponent?) might not see coming...

The CPU may be dumb, but its turtle team's a fairly tough adversary and very consistent in protecting their socre. You'll need to brute force the ball past the goalie and might need the proper angle to slip it through the goal.



ACKNOWLEDGEMENTS

Thanks to the following sites and folks for their tutorials and answers, all of which helped make this game possible.

bunnyboy – for developing the Nerdy Nights NES development tutorial

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NESdev

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Ronnie – for animation thoughts

dougeff – for some controller concepts

NES Developer Server Discord

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Kasumi – for the lightweight sound engine and guidance on sound programming

The Usual Suspects

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(Pong de las Tortugas Ninja III, as developed and compiled via NESASM3 by eskayelle, aka Double Z, August 2020.
Compatible with the Nintendo Entertainment System (NES) and most clones, derivations, and known emulators.

Like my work? Why not check out my NBA Jam TE (Double Z and 2Kxx mods), TMNT of Rage, and COVID Captives/COVID Trek series romhacks?
<http://www.romhacking.net/community/5043/>