Welcome

Poing! is a fast-action, colorful, and noisy arcade game. It's probably a little different from anything you've seen before. We hope you'll like it!

This document will tell you everything you need to know about Poing!. It is organized into chapters; this is chapter 1, "Welcome." To read the other chapters, you can either select them from the Chapter menu or just click the buttons in the upper-right corner of the window.

The chapters in this document are:

Welcome — You're reading it now.

Quick Start — If you're impatient to get playing, just read "Quick Start" now and save the rest for later.

Basics of Play — Explains the rules and controls of the game.

Practice — Explains the items in the Practice menu, which let you practice the higher levels and create your own custom levels.

Patterns — Explains how to create and save your own patterns of bumpers and traps.

Preferences — Explains the items in the Preferences menu.

Memory and Color — Explains how much memory Poing! may need on your system, which depends on how many colors your monitor can display.

Installation and Operation — Contains details about installing and running the game. Read it if you're having troubles making the game work right.

Wish List — discussion of features that would be nice to add, and why I didn't add them.

Tips — Advice on improving your scores.

Credits — A tip of the hat to some very helpful people.

Shareware Notice — Poing! is not free. If you like the game, please read this chapter, and support shareware by sending in your check.