Pong Kombat

So real...it hurts! A mash-up of Pong and Mortal Kombat, first introduced by Stefan Gagne in 1994, finally returns.

Description

Back in 1994, Stefan Gagne and his cohorts created Pong Kombat--a parody video game and, what would eventually become, a series--featuring lovable characters *ahem* paddles that fought to the death in epic battles of Pong.

The initial game was a school project, adding elements of Mortal Kombat to a Pong match, but it's simple and fun gameplay caused it to "go viral," quickly spawning off sequels, notoriously titled Pong Kombat 2 and Pong Kombat 3.

Now, after two decades, White Paddle returns to the web in...Pong...Kombat...4? How 'bout, Pong Kombat XX? Or, Pong Kombat HD? PongKombat.com? Well, whatever it is called, PONG KOMBAT back. Which paddle will you choose?

Series

1. **Pong Kombat** (1994) - Stefan Gagne (Gagne Software [http://stefangagne.com/twoflower/pongkombat/])
2. **Pong Kombat 2** (1996) - Ryan Sadwick (Ryan Sadwick Productions [http://ryan.sadwick.com/pk2/])
3. **Pong Kombat 3** (1996) - Brandon Kuroda (Krappy Software [http://members.home.net/bkuroda/KRAPPY/PK/pk3.html])
4. **Pong Kombat** (2014) - Jeff Jenkins (Quantastical.com [http://www.quantastical.com])

Story

White Paddle has reclaimed his place atop the porcelan throne of the Pong Lao Tournament, with the help of some friends.

As they look down upon the citizens of the pong world, *Pongea*, they can only laugh and bellow at their bloated filesize and lossy compression.

With new powers, and an old attitude, it's just a matter of time before White Paddle destroys the universe in a greedy grab for attention.

The next tournament is about to begin. Do you have what it takes to ascend the ranks and defeat White Paddle?

Instructions

As a web application, Pong Kombat [http://www.pongkombat.com] aims to be functional in any format on any device using any input method.

Basic Controls

▲ Up
▼ Down
◀ Left
▶ Right

◼ Back
◉ Action
◈ Start

Keyboard

▲ Up Arrow Key
▼ Down Arrow Key
◀ Left Arrow Key
▶ Right Arrow Key

◼ Backspace/Delete Key, Escape Key
◉ Spacebar, Shift Key
◈ Enter/Return Key

Touch

▲ Swipe Up
▼ Swipe Down
◀ Swipe Left
▶ Swipe Right

◼ On-screen Back Button
◉ Tap
◈ On-screen Start Button

Joystick

TBD

Advanced Controls

To increase the ball speed when returning a volley, use ◀ or ▶ as the ball approaches your paddle.

To add english--alter the angle of the ball--use ▲ or ▼ as the ball approaches your paddle.

To collect an item, shoot a projectile at it.

Special Moves

Each paddle has their own set of special moves, so be sure to try new input combinations in order to gain an upper hand against your opponent.

All of the moves are a four-button sequence: 3×(▲, ▼, ◄, or ►) ◉

After defeating your opponent, you will be given the opportunity to finish them off by *dismantling* them, using the same criteria.

Here are some moves to get you started.

Blue Paddle

◄▼►◉ - Ice Blast Projectile

◄▼►◉ - Frozen Shards Dismantle

Yellow Paddle

◄◄►◉ - Fireball Projectile

◄▲►◉ - Hellfire Dismantle

Secrets

Special Moves and Dismantles are just the beginning. There are lots of secrets waiting to be discovered. The only way to find them is to play.

Related

Keep up with all of the latest news about Pong Kombat, gain insight into the development process, and follow along with fellow fans (or, perhaps, foes)...

* Official Website [http://www.pongkombat.com]
* GitHub Repository [http://github.com/Quantastical/pong-kombat]
* Pinterest.com/PongKombat [http://pinterest.com/PongKombat]
* Facebook.com/PongKombat [http://www.facebook.com/pongkombat]
* Twitter.com/PongKombat [http://www.twitter.com/pongkombat]
* WordPress Developer Blog [http://wordpress.quantastical.com/category/projects/pong-kombat/]

Legal

Pong Kombat is a parody of two well-established franchises, PONG and Mortal Kombat. It has no affiliation with Atari Inc., Midway Games or Warner Bros. Interactive Entertainment. It is created out of love and respect for those franchises, and as a learning tool. It is not intended for commercial success. Any references or similarities to the beloved franchises are purely comical and are not meant to harm the original intellectual properties. Support independent developers and game on!