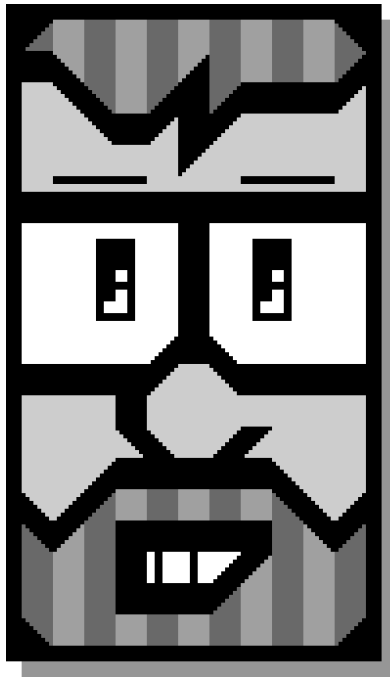


Street Sports Pogo

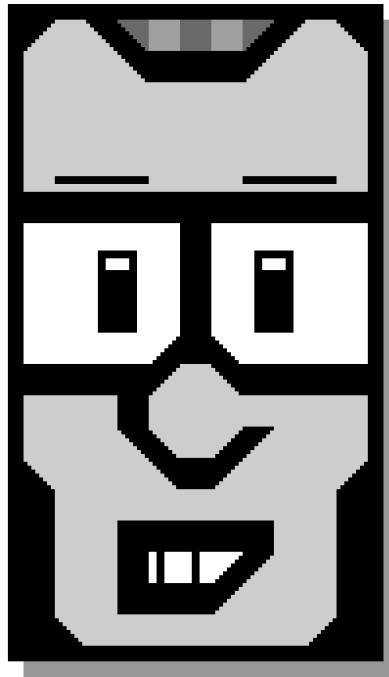
Instruction manual for the Commodore 64

TT Introduction

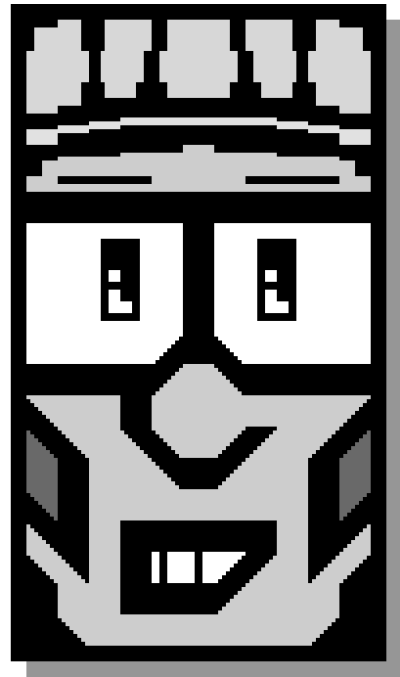
Meet the Pixel Punx, your friendly C64 nerds with big glasses and an even bigger love for pogo. No, not pogo as in dancing, but pogo as in pogo sticks; you won't see jmin, Goerp and LDX#40 walking down the road often. Why walk when you could just bounce wherever you want to go?



jmin



Goerp



LDX#40

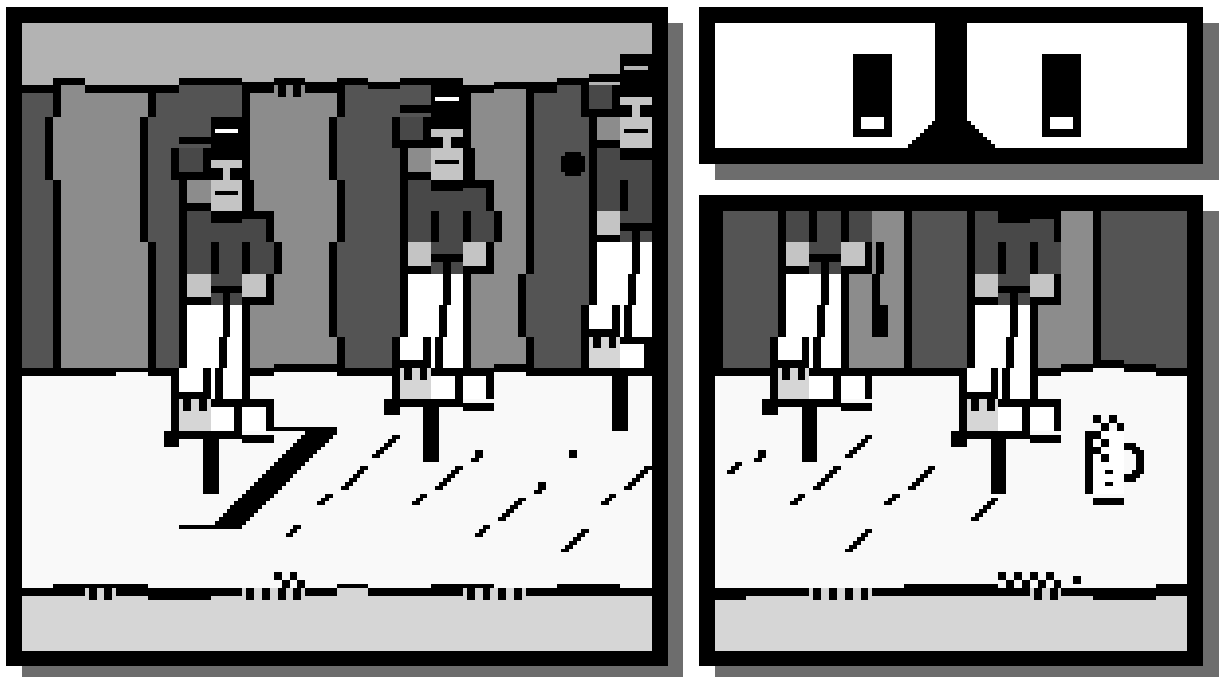
Who's the best bouncer, you ask?

Select a Punk, grab a pogo stick and let's head out on the street to find out!

T Objective

STREET SPORTS POGO challenges you in various ways: Build up power for your jump, focus for the perfect lift-off angle and keep a cool head during the landing phase.

All this feeds into your performance which is automatically scored by STREET SPORTS POGO and there's also a detailed breakdown to show your skills and possibilities for improvement. To top the scoreboard, you're gonna need some serious wiggling routine, split-second reactions and a monk's level of focus. Oh, and gathering fellow Punx to CHEER at the right time could push you beyond any limits.



T**T** Getting started

Here's how to boot up STREET SPORTS POGO on your C64:

1. Set up your Commodore 64 as shown in the owner's manual
2. Remove all disks from your drives
3. Plug in your joystick in port 2 as shown in the owner's manual
4. Turn the computer and the disk drive on
5. Insert the STREET SPORTS POGO disk into your drive
6. Type LOAD" ",8,1 and press the RETURN KEY
7. Enter RUN and confirm with RETURN KEY to start

T**T** Up close and personal

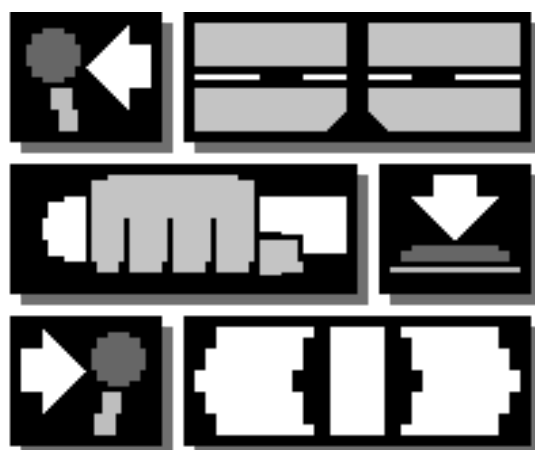
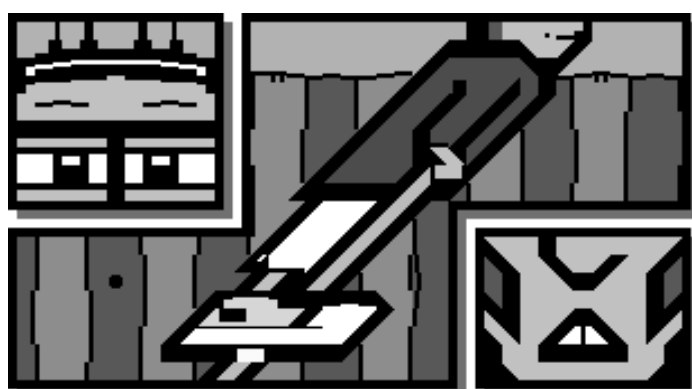
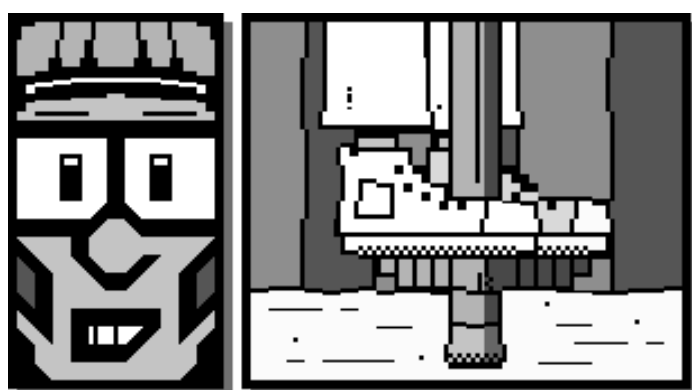
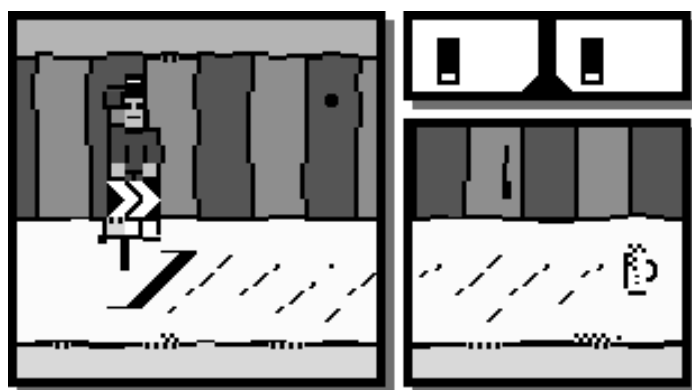
The first thing when playing STREET SPORTS POGO is to select your Punk. Don't be fooled by all of them wearing the same glasses and having the same unmatched love for pogo - everyone has their own style.

jmin: Being bearded might cause aerodynamic disadvantages, but he's got the strength and focus of a bear.

Goerp: His long and bendy legs are perfect for a big jump but also needs to be kept in check at all times.

LDX#40: Builds up power like a mighty locomotive but might have to hold on to his pogo stick blindly in case his cap slips over his eyes.

At the start of each jump, move the joystick LEFT and RIGHT to swirl through the Punx and confirm your pick by pushing the FIRE BUTTON. It might look like a mix & match game, but there's no REMIX possible on this screen.



TT Jumping

Some might say it's just a jump, but as any Punk would confirm to you, pogoing exists on a deeper level. Let's break it down, shall we?

Get Ready

The seconds before the jump are almost as important as anything else. Grab your joystick, take a slow breath, find your wiggling power and get pumped by the cheers of your friends. There's no action required from you here, just getting prepared mentally for your big jump.

Jumping

Build up your jumping power by wiggling the joystick LEFT and RIGHT. The cheering Punx on the sidelines are on fire pushing you into the flow state where seconds seem to tick a bit slower. Remember to keep it steady and clean; it's as important as maximizing those build-up wiggles.

There's no other action needed, your body knows when you've reached peak power.

Angle

Jumping straight up into the air is fun, but it's no secret that it won't win you a spot on the top list. Pogoing comes from the heart, but for this friendly competition, let's not ignore the world's best physicists who have proven that a 45° angle is the definitive sweet spot for jumping an impressive distance. In this crucial phase before lift-off, lean your body forward, focus on the angle meter and hit the FIRE BUTTON at precisely 45°.

Landing

To land a jump gracefully, three key aspects have to be mastered: focus, grip and leg control.

It's all happening within a split-second but the adrenalin in your body makes it feel like slow-motion. Listen to your inner pogo master - and maybe let go of your insecurities and be guided by your cheering Punx - and execute the given orders instantly to avoid landing face first on the street. All you need is moving your joystick LEFT or RIGHT or hitting the FIRE BUTTON as pictured.

II Scoring

Sure, it looks like just a jump and some would fling out a measuring tape for scoring, but pogoing is so much more. In case you haven't noticed while jumping, there's a sophisticated C64 rig set up next to the walkway where the competition takes place and it's recording each jump at the highest level of detail.

All the data is analysed and then broken down into a readable feedback giving you sub-scores for DEDICATION, PRECISION and SPUNKINESS. Your feedback sheet and total score is shown on the old TV hooked up to that C64.

Top Jumps

Landed a historical jump and thus got a spot? Move the joystick UP and DOWN for spelling out your name and confirm each letter with the FIRE BUTTON.

Achievements

Owning a spot on the score board is one thing, but fully mastering the art of pogoing is on a whole other level. STREET SPORTS POGO has a total of 20 achievements that are waiting to be discovered. Play the game in various styles and earn pin-back buttons that are fastened to your virtual jacket.

II End of Game

The game ends after each jump, but the pogo seed got planted deep inside already and all you need to continue is select LET'S POGO on the title screen and push the FIRE BUTTON.

TT Credits

STREET SPORTS POGO

- Program and design by Pixel Punx in 2026
 - Concept, code, graphics, box design, manual and website by jmin
 - Additional concept inputs, support and testing by Goerp
 - Support and testing by LDX#40
- Music by Flotsam (“Let’s Pogo!”)
- Cover photo by Sabine

BOUNCY POGO TALES

- Program and design by Pixel Punx in 2026
 - Story, code and graphics by jmin
- Music by Kai Lehmann (“And the next”, released 1991)

The following tools have been used for this production:

- Graphics
 - PETSCII Editor by Krisztián Tóth for all graphics
 - PetMate by Janne Hellsten & Wolfgang-Aaron Bochar for dir art
- Coding
 - KickAssembler by Mads Nielsen
 - Kick Assembler 8-Bit Retro Studio by Paul Kocker
 - VisualStudio Code by Microsoft
- Production
 - DirMaster by The Wiz for .d64 wrangling
 - Exomizer by Magnus Lind for packing
- Emulators
 - VICE by VICE team
 - Denise by PiCiJi
 - Ivllvl.com/c64 by James

TT Thanks

Thanks go out to Vincenzo Mainolfi of [Freeze64.com](https://freeze64.com) for spreading the word early based on a preview version.

Also, big thanks to the staff of [BCC party 2026](#) for hosting a live beta test of the game and to everybody who joined us on stage playing a round of STREET SPORTS POGO; may you never get kicked off the highscore table.

STREET SPORTS POGO
BOUNCY POGO TALES

released 13.05.2026 on streetsportspogo.com
released 24.01.2026 on csdb.dk

Bonus content

PETSCII INTRO
OUT OF SYNC
FREEZING HOT POGO NEWS

released 21.12.2025 on csdb.dk
released 10.01.2026 on csdb.dk
released 21.01.2026 on csdb.dk

Check back with your favorite cracking group for enhanced copies.

STREET SPORTS is a trademark by Epyx, Inc. and/or its successor company and is used here in tribute to this legendary game series.

STREET SPORTS POGO is not a commercial game and shall never be sold by any entity but be passed on freely for celebrating the C64. It's all fun & games from our side, and we do hope everybody else is with us on the same page in this regard.