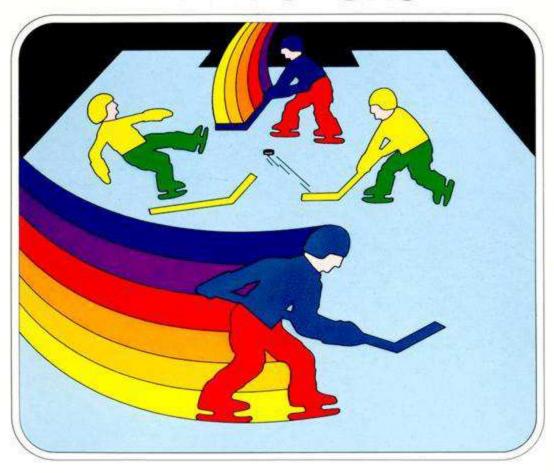
ACTIVISION

ICE HOCKEY

INSTRUCTIONS



Welcome to the slam-bang world of-Ice Hockey. Before you lace up your skates and step out on the ice, you'd better take a minute to read these instructions. Then get ready for some outstanding head-to-head competition!



ICE HOCKEY BASICS

- 1. Hook up your video game system. Follow manufacturer's instructions.
- 2. With power OFF, plug in game cartridge.
- Turn power ON. If no picture appears, check connection of your game system to TV, then repeat steps 1-3.
- 4. Plug in Joystick Controllers.
- 5. Set difficulty switches to b (down).
- 6. Select game with game select switch.

Game 1: You against the Activision computer team. Regular action.

Game 2: You against a friend. Regular action.

Game 3: You against the Activision computer team. High-speed action.

Game 4: You against a friend. High-speed action.

Note: In Games 1 and 3, you are the blue team; the computer is the yellow team. On black and white TV, the blue team is dark and the yellow team is white.

- 7. Use of Joystick Controllers. The left Joystick controls the blue team in all games. The right Joystick controls the yellow team in Games 2 and 4. You will be controlling the player on your team who is holding the hockey stick. This will always be the player closest to the puck. Moving your Joystick left moves your player left, and moving it right moves him right. Push forward or pull back to move up and down the ice.
- 8. **To begin play.** Press game reset. Both teams will be in position for a face-off. After a few seconds, the puck will be in play.
- To take a shot. Press the red button on your Joystick. You can control the angle
 of your shot depending on where the puck is on your stick when you fire. (See
 "How To Play:")
- 10. Difficulty switches. They're used to handicap players. With difficulty switches in the b (down) position, players are not handicapped. In the a (up) position, a player is handicapped with a 25% skating speed reduction.
- Object of the game. To score more goals than your opponent in the three-minute time period.

Note to owners of Sears Tele-Game Video Arcade system: Difficulty switches are

called skill left (or right) player; a (up) is expert and b (down) is novice.

HOW TO PLAY ICE HOCKEY. BY ACTIVISION™

OFFENSE

The first thing to do is gain control of the puck, which you do by skating near it. When you've connected, you'll hear a "click" and the puck will begin to move back and forth on your player's stick.

There are 32 shot angles. Your shot will go to the extreme left when the puck is at the

left side of your player's stick; it will go to the extreme right when the puck is at the right side of your player's stick. All other shot angles occur when the puck is in between the two extremes. Players can only shoot the puck forward toward their opponent's goal.



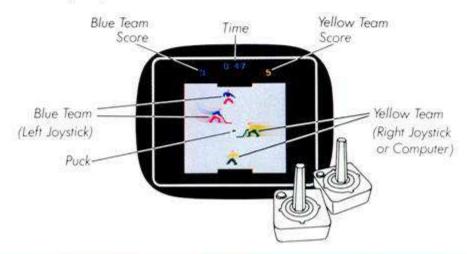
DEFENSE

When on defense, use your stick to knock the puck away, or body-check your opponent to slow his attack:

When you're defending your goal, it's important to cut down your opponent's shot angle, since you want to make it as tough as you can for him to get a clean shot at your net.

PASSING THE PUCK

Ice Hockey is a team game, and you should practice passing from your goalie to your forward. You'll find it impossible to play championship-quality hockey if you don't learn how to move the puck effectively. You have to understand the shot angles to become a good passer.



SPECIAL FEATURES OF ICE HOCKEY. BY ACTIVISION™

Learn how to "play the boards." Just as in real hockey, you can pass the puck by shooting it off the sides of the rink. This is helpful in moving the puck up the ice, and can be really key when you're in position to score a goal.

In addition to body-checking, there's another way to slow down your opponent: knock him down. If you're close enough to an opposing player, you can swing your stick and occasionally knock him to the ice. Downed players will stay on the ice for a short period of time, giving you an advantage. Goalies **cannot** be knocked down in front of their goals.

GETTING THE FEEL OF ICE HOCKEY BY ACTIVISION

One good way to learn some of the game's basics is to get some ice time **by your-self** with Game 2. Move your opponent's players to the sides of the rink and practice shooting and skating. You'll soon get a feeling for the different shot angles, and you'll notice that players have certain movement restrictions. Your forward is prevented from moving too close to his own goal, and your goalie can go only so far away from his goal.

"ALL-STAR HOCKEY TEAM"

You'll discover our Activision computer has had a lot of practice skating and scoring goals. So, if you beat him on Game 1, send us a letter and tell us the score. Make sure a friend is watching as you outplay your opponent, so he or she can sign the letter as a witness to your achievement. We'll then send you an official "All-Star" emblem.

HOW TO BECOME A STAR AT ICE HOCKEY BY ACTIVISION™

Tips from Alan Miller, designer of Ice Hockey



Alan Miller is a Senior Designer at Activision. A fierce video game competitor, he's also the designer of Checkers and Tennis by ACTIVISION.

"My Activision Ice Hockey includes many of the features and much of the speed of real ice hockey.

"You really have to be quick right from the face-off.

The player who controls the puck most often will win the game. When you're on defense, don't be too eager

to bring your goalie too far out of his net. A smart forward might try for an easy goal by angling his shot off the boards.

"And here's a tip you might not discover, even after hours of ice time. When a loose puck is captured, it's automatically placed on the inside corner of your stick. So, as soon as the puck hits your stick, you can launch an extremely angled shot and surprise your opponent.

"So, lace up your skates and go to it! And drop me a line and let me know how you do."

alan mille

Look for more Activision video games wherever you buy video game cartridges. Drop us a note and we'll gladly add your name to our mailing list and keep you posted on new Activision game cartridges as they become available:



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