

INTERNATIONAL ICE HOCKEY



ATARI ST LOADING INSTRUCTIONS

Switch on the computer and place the *INTERNATIONAL ICE HOCKEY* disk in the drive. Now press the RESET button. The game will then load automatically.

AMIGA LOADING INSTRUCTIONS

Switch on the computer and when the 'Workbench' prompt appears, insert the *INTERNATIONAL ICE HOCKEY* disk. The game then loads automatically.

• OPTION SELECTION

INTERNATIONAL ICE HOCKEY is controlled via a JOYSTICK connected to the relevant port on the 16 Bit machine. Match success depends on the use of all of the game's options, as well as fast rink puck control.

Options are selected by moving the tick with the Joystick and pressing FIRE to highlight your choice.

- SKILL -** select POOL C, POOL B or POOL A. These Pools correspond to leagues in Ice Hockey International Competition.
- TURN -** the turning speed of the players can either be FAST or SLOW to suit your playing speed.
- TIME -** an Ice Hockey game consists of three 20 minute periods measured by the computer. Choose between 2, 5 or 20 minutes actual period time.
- REPLAY -** at the end of each period the match highlights are replayed. This feature can be switched off if required.

On selecting game, the Pool fixture can be confirmed. Alternatively, amendments can be made to the Team and Pool details.

• POOL CONTROL SCREEN

- TEAM NAME -** an international team name can be selected from the list provided. Alternatively, a custom name can be added of the player's choosing.
- PLAYER NAME -** select between a human or a computer opponent. If a two player game is selected, the human player can then select a name for their side.
- LOAD & SAVE -** four load and save banks allow Pools to be saved for future use, or past Pools to be retrieved for further competition.
- TABLE -** this option allows the current state of the Pool to be studied.

• PLAYER CONTROL SCREEN

The player that is currently under direct joystick control is displayed with a highlighted ring at their feet. The method by which individual players are selected for control from the team as a whole can be altered to suit your preferred playing style.

Switches in control are made when the team is not in possession, and the current player is not in collision.

- AUTO - SWITCH -** the player nearest the puck is under joystick control. when the Fire button is pressed and released, the player nearest the puck comes under direct control.
- CYCLE -** each time the Fire button is pressed and released, joystick control is cycled to the next player.

Information pertaining to the HOME team is displayed on the left hand side of the screen, with information on the AWAY team displayed on the right.

• STRATEGY

At the next FACE OFF, especially once one or more players have been sent off, players will fill positions in the following order depending on your game strategy.

- ATTACK + G -** forward/goalie/winger/winger/defender/defender
- ATTACK -** forward/central defender/winger/winger/defender/defender
- DEFEND + G -** forward/goalie/defender/defender/winger/winger
- DEFEND -** forward/central defender/defender/defender/winger/winger

• GAMEPLAY

The action on the rink is introduced and commented upon by International TV Sports Presenter, Tony Williams. A demonstration game is also available to enable players to see a sample match.

Once the various selections have been made, the action on the rink can begin. Switching between players only occurs when your team is not in possession. If your player does have possession, when you wish to have a shot hold down the Fire button and point the joystick in the direction of the shot. Releasing the Fire button shoots the Puck.

During the course of the game, further options are available:

- F1 -** Pauses and Unpauses the game.
- F3 -** Turns the match play slow motion ON or OFF.
- F8 -** "Snapshot" - saves the current score to disk so that your best moves can be saved for future examination. The pictures can be viewed using most standard graphics programs.
- F10 -** Pauses the game and displays the strategies currently employed by both human players. Team strategies can be altered during the game as follows:

- HOME SIDE -** Keyboard
 - 1 Attack + Goalie
 - 2 Attack
 - 3 Defend + Goalie
 - 4 Defend

AWAY SIDE - Keypad

- 1 Attack + Goalie
- 2 Attack
- 3 Defend + Goalie
- 4 Defend

• SENDING OFF

Ice Hockey is a rough and fast game where player's temperatures can often rise to flash point. Should an offence be committed, the referee will send the player to the "sin bin" to cool off for two computer minutes.

The sin bins are shown in the top corners of the screen, with offending players filling in the six positions available.

If an offence is committed, the referee blows his whistle to stop play, and displays his judgement as follows:

FISTS CLENCHED OVER ONE ANOTHER - ONE HAND RAISED -

- charging offence committed.
- time wasting by dislodging the net.

The game resumes with a Face Off in the position indicated by the referee.

The more Ice Hockey matches played, the better your team control and strategy will become. In time, you may rise to the top of your Pool and declare yourself *INTERNATIONAL ICE HOCKEY CHAMPION !!*

Program: Gareth Briggs
Music & FX: Sound Images

Made in UK

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