AMIGA

▶ *Important Information: Please read before playing Wayne Gretzky Hockey 2.*

Installing and Starting Wayne Gretzky Hockey 2

⚠ **Caution** Before performing the following procedures we recommend you make a back-up of your WGH2 Disk(s).

❶ If necessary, Kickstart your computer. At the Workbench prompt, insert your *Wayne Gretzky Hockey 2* diskette into the internal disk drive. If your Amiga is already up and running, insert your *Wayne Gretzky Hockey 2* diskette and "warm boot" by holding down the CTRL key and both Amiga keys at the same time.

❷ After a few seconds, you will see an icon that says "WGH2." Double click on this with the left mouse button.

❸ This will give you a window with the following two icons:

WGH2 - Double click on this icon to run the game from the diskette.

Install WGH2 - Double click on this to install the game to your hard drive. The game will be installed in a directory called WGH2.

Keyboard

Although the keyboard provides various game functions, such as pausing the game or changing the lines, the keyboard cannot act as a controller. The controller options are mouse and joystick only.

Select Color Menu

Menu color options are 0 - 63. Helmet color options are 0 - 17.

Team Construction Menu

Edit Roster - To change a characteristic, highlight the item to be changed and then hold down the mouse or joystick button while moving the mouse or joystick in the direction of the change. Let go of the mouse or joystick button when you reach the new value.

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Play Edit Menu

Current Play - To change the current play, highlight the item to be changed and then hold down the mouse or joystick button while moving the mouse or joystick in the direction of the change. Let go of the mouse or joystick button when you reach the new value.

Passing and Shooting

You may not pass and shoot using the keyboard.

Selecting the Player Being Controlled

To change the player being controlled, you may use the keys listed on page 36 or you may click on the player you wish to control.

Save Configuration

From the Game Setup Menu select the GAME DOS option. Select SAVE CONFIGURATION. Once done, your current configuration of the options listed under Configuration File will be saved. The keyboard configuration cannot be changed.

Configuration File

If you choose SAVE CONFIGURATION from any DOS Menu, certain options presently selected within the Game Setup Menu and the Team Behavior Menu will be saved. These options are listed below.

Within the Game Setup Menu:

- Type of Play Options
- Team Quality Levels
- Controller Types - Mouse or Joystick
- Referee Options
- Game Type
- Fights Option
- Cursor Size
- Period Length
- Trails Option
- Game Speed

Within the Team Behavior Menu:

- Team Behavior Settings for Home Team
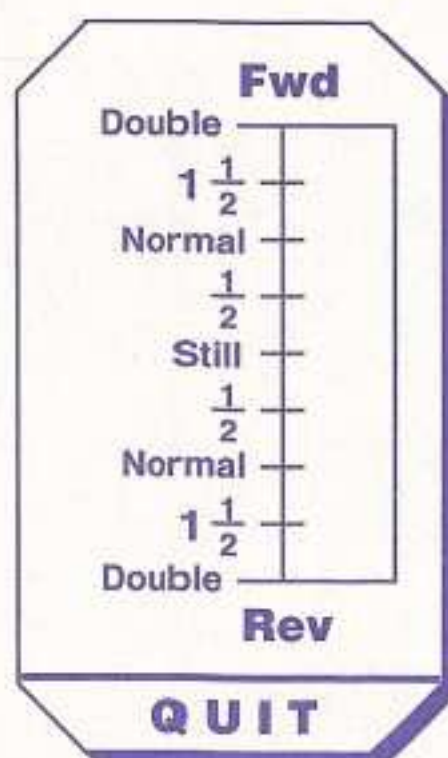- Team Behavior Settings for Visiting Team

Controller Types
Joystick

The "fire" button is used for (SELECT). If your joystick has a second button, use it for (DEMAND). If your joystick does not have a second button, Player 1 should use the left ALT key and Player 2 the right ALT key to (DEMAND).
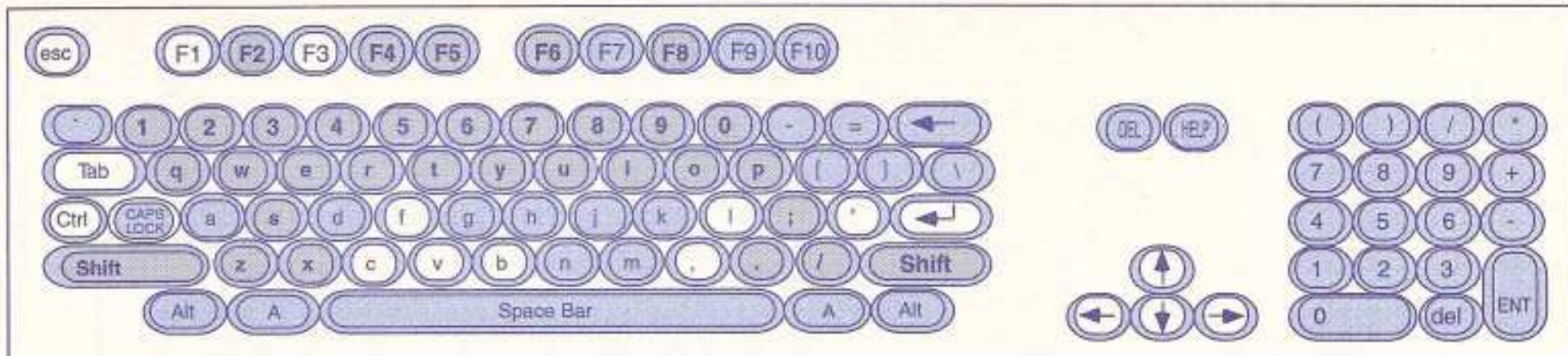
Scoreboard On/Off

Press <Space Bar> to toggle the scoreboard on/off.

Instant Replay

```
          Fwd
Double ─────────┐
     1½ ─┼─      │
  Normal ─┼─      │
      ½ ─┼─      │
    Still ─┼─      │
      ½ ─┼─      │
  Normal ─┼─      │
     1½ ─┼─      │
  Double ─────────┘
          Rev

       QUIT
```

Select INSTANT REPLAY from the Timeout Menu. To control the direction of the action in Instant Replay, move the controller down (backwards replay) or up (forward replay). Selecting QUIT exits Instant Replay.

Keyboard Configuration

Space Bar) Turns scoreboard on/off

⬭ *Identifies Non-changeable Keys*

Use Shift Key to Change Coaching Controls on Scoreboard (C,P, L)

(Shift) Change Coaching Controls

Coaching
Control = C
- (1) - (5) Change Controlled Player (Home)
- (6) - (0) Change Controlled Player (Visitor)

Coaching
Control = P
- (2) , (1) Up/Down 1 Play (Home)
- (4) , (3) Up/Down 5 Plays (Home)
- (7) , (6) Up/Down 1 Play (Visitor)
- (9) , (8) Up/Down 5 Plays (Visitor)

Coaching
Control = L
- (1) - (3) Choose Active Line (Home)
- (q) - (t) Line Change Player (Home)
- (6) - (8) Choose Active Line (Visitor)
- (y) - (p) Line Change Player (Visitor)

Home Team
- (s) Skate Backwards
- (z) Pull Goalie
- (x) Goalie Hold Puck

Visiting Team
- (;) Skate Backwards
- (/) Pull Goalie
- (.) Goalie Hold Puck

(F2) Sound On/Off   (F5) Timeout   (F6) Forced Face-off   (F8) Pause