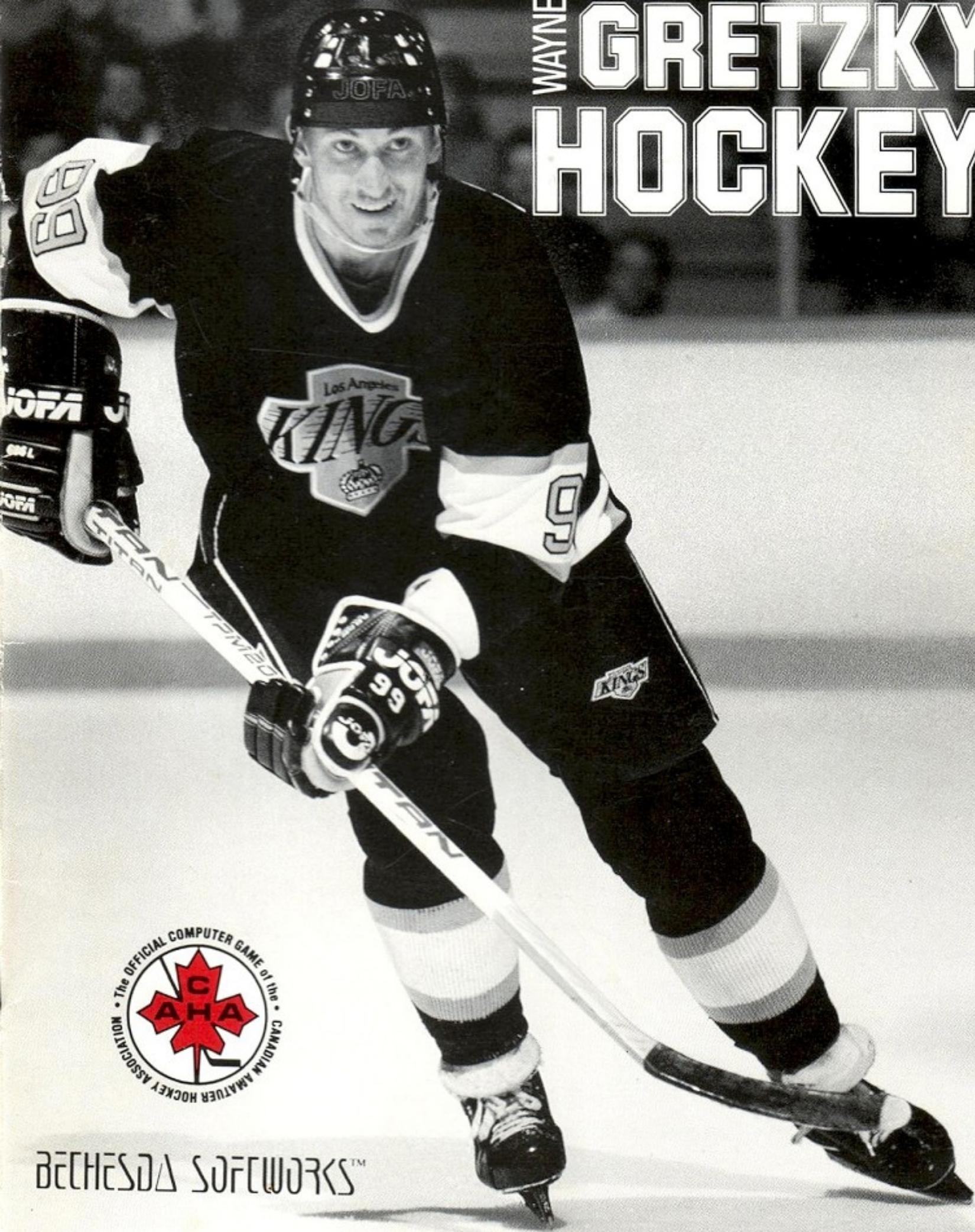


WAYNE GRETZKY HOCKEY™



BECHESDA SOFTWORKS™

WAYNE **GRETZKY**
HOCKEY™

BETHESDA SOFTWARES™

User's Guide

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Section 1—Introduction

Package Contents

Examine the package label to ensure that you have the correct version for your computer. In addition to this User's Manual, this package should contain:

- Software Diskette(s)
- Warranty Registration Card
- Player's Reference Guide
- Product Catalog

If anything is missing, return the complete package to the place of purchase. If your retailer is unable to assist you or believes the merchandise is defective, contact customer service at:

Bethesda Softworks, P.O. Box 7877 Gaithersburg,
Maryland 20898 (301) 926-8300.



Fill out and mail in your Warranty Registration Card immediately. When Bethesda Softworks receives this card, you become eligible for warranty protection, update notifications, new revisions, and special offers for upcoming products. Failure to send in your warranty card within ninety (90) days of purchase could result in the loss of your warranty protection. Don't lose this protection. Send in your warranty card immediately.

A Product Catalog is included in the package. Use the order form in the catalog or our toll-free number to purchase other outstanding products from Bethesda Softworks.

How to Contact BETHESDA SOFTWORKS™

Technical Support: (301) 963-2002

Customer Support: (301) 926-8300

Address all correspondence to:

Bethesda Softworks

P.O. Box 7877

Gaithersburg, Maryland 20898



Foreword by Wayne Gretzky

Hockey has always been an important part of my life. From my early days in Brantford to the present in Los Angeles, I don't regret a minute of my commitment to the game. I always enjoy going to the rink.

People often ask me "What separates a good hockey player from a great one?" I'm not sure I know the answer, but judging from my experience, the best hockey players I've known, regardless of their individual abilities, all seem to possess what I call a sixth sense. When you are on the ice, and the adrenaline is pumping, it's easy to get lost in what you are doing. But I think the greatest players have an inner sense of the game, as if they were watching the action from high above the rink. That way, they're aware of the strategic aspects and don't get lost in the action.

You may be wondering what this has to do with computer hockey. When the people at Bethesda Softworks first contacted me and told me they intended to create a computer simulation of hockey, I had my doubts. But when they demonstrated a prototype, I actually saw a perspective of the game similar to the sixth sense I mentioned. That's when I decided to get involved.

The final version is even more impressive than I imagined. I must admit that I get a big kick out of watching the miniature players moving around on the screen, much like my teammates and I on the ice. I don't know how they did it, but it looks real. And I think that says a lot about the reason I decided to become associated with this product and why I feel proud to have had a hand in its creation.

Whether you are an experienced hockey player or a novice, playing this simulation will teach you something about hockey. You may not learn about controlling the puck with the side of your skate or how to make a feather pass, but I guarantee you'll learn about the importance of strategy and team work, as well as executing your moves with precision. And, if you think about it, that says a great deal about the realism of the program.

I am excited about the prospects for this game (or as the guys remind me, this simulation). I think if you take the time to master playing it, you will be as excited and impressed as I am.

See you at the rink.

A handwritten signature in black ink that reads "Wayne Gretzky". The signature is written in a cursive, flowing style with a long, sweeping tail on the final letter.



Wayne Gretzky Hockey Overview

Wayne Gretzky Hockey™ may be the closest you will ever get to playing professional ice hockey without actually being on the ice. Fast-paced skating, sudden scoring, hard checking, and penalties are all part of the game. You'll be an important member of your team. Whatever position you decide to play, you'll have to play it well if you want your team to win.

Instructions for Immediate Play

If you can't wait to play, instructions for booting the game are provided in the Player's Reference Guide. After you have read the Reference Guide, turn to Appendix A, page 28. Appendix A provides brief instructions for setting up and playing Wayne Gretzky Hockey. Keep in mind that Wayne Gretzky Hockey is a highly sophisticated simulation and reading the User's Guide will help you to reach a skilled level of play in a shorter amount of time. The User's Guide can help you to improve your play. When you play better, you'll have more fun.

Feature Summary

Wayne Gretzky Hockey offers a wide variety of features*:

- 1 or 2 player, or computer vs. computer
- Control any player (wings, center, or defensemen)
- Control player and make coaching decisions
- Make coaching decisions only
- Use a mouse or joystick to control either team
- Select one of four team difficulty levels
- Select 5, 10, 15, or 20 minute period lengths
- Create teams with: names, numbers, player ratings, and more.
- Load and save teams to or from separate data disks
- Review the action in forward or reverse with variable speed instant replay
- Select practice, regular, or playoff games
- Run any one of five offensive plays
- Change lines automatically or manually
- Save games for later play
- Save or print team and individual statistics for use in league play
- Learn official signals through animated penalty calls
- Experience digitized video fight scenes
- Digitized stereo sound taken right from the rink
- Load pro teams, fights, or manage a team through a season with various add-on products from Bethesda.

*May vary slightly, depending on your computer.



Wayne Gretzky Hockey is the most realistic computer hockey simulation ever made. The realism and attention to detail makes it easy for the novice and expert alike to appreciate the finer points of the sport while experiencing the excitement of being "on the ice."

Bethesda Softworks' unique style of individual player control allows you to skate and pass in any direction, control your player's speed and the speed of your passes with surprising ease. You can even knock opponents down, or grab and pin them against the boards. Switch control to another player at any time during the action, or even switch teams during a break in the action!

With the built-in strategic controls, you can experience the challenge of being a head coach. You can create your team roster to suit your style of play, and assign players into 18 different lines to be used in power plays, penalty killing, and normal play. You select which line will be in play, and when to replace them with your next line. Action on the ice is influenced by your selection of offensive plays, and the aggressiveness of your penalty killing.

You'll find Wayne Gretzky Hockey is a game that is easy to control and quick to learn, but one that remains exciting after many hours of play. When you are ready to experience the more sophisticated features of this game, read the manual and try them out. The index at the back of the manual will help you find specific terms or topics of interest.

Refer to the Player's Reference Guide for specific information on how to boot the game.

Booting the game



Never write to your WGH Master Disk.

Section 2—MENUS



This section of the manual explains the menu selections available in Wayne Gretzky Hockey.

Using the Menus

Wayne Gretzky Hockey is controlled from three major menus:

- **GAME SETUP MENU**
- **TIMEOUT MENU**
- **TEAM CONSTRUCTION MENU**

Note: In this User's Manual, menu titles or selections are shown in bold letters.

To speed up the selection process, all options for a given menu are simultaneously displayed on the screen. Currently selected options are shown in colored (or shaded) text. (If your menu is black & white, refer to the enclosed Player's reference Guide for further information.) As the cursor passes over an unselected menu option, that option is highlighted. Clicking on a highlighted menu option changes it to the selected option. To exit a menu, highlight and click on the word **CONTINUE**, **EXIT**, or **RETURN TO ACTION**, whichever is appropriate.

Game Setup Menu

While reading about the game setup menu, it is helpful to have the menu on screen. The **GAME SETUP MENU** sets the conditions of play. When the game boots, the **GAME SETUP MENU** is the first menu to appear on screen. The far left and right columns of the **GAME SETUP MENU** are for setting game conditions for the **HOME TEAM** and **VISITING TEAM**. The middle left column is used to set **PERIOD LENGTH** and **GAME SPEED**. The middle right column allows a choice of various options.

Home Team (Visiting Team) Column

HOME TEAM provides selection of the mode of play, the team playing level, the type of control device being used, and the **TEAM EDITOR**.

Note: The options in the **HOME TEAM** and **VISITING TEAM** columns are identical.



Type of Play

In the HOME TEAM (OR VISITING TEAM) column under the GAME SETUP MENU, four modes of play are possible:

① **CONTROL PLAYER**—In the CONTROL PLAYER mode, you are only concerned with the play on the ice. All coaching decisions are handled automatically. This is the best mode to use when learning to control a player.

② **PLAY AND COACH**—In the PLAY AND COACH mode, you not only control a player on the ice, but also line changes. While PLAY AND COACH is the most difficult playing mode, it is also the one that provides you the most control over the game.

③ **COACH ONLY**—In the COACH ONLY mode, you are responsible for setting up your 18 lines and deciding when to make line changes during a game. This is a strategic mode, where your decisions from the bench influence the outcome of the game.

④ **WAYNE COACHES**—Wayne handles both the play on ice and the coaching in this mode. This is your opportunity to sit back and learn from a master of the game.

Team Quality Levels

There are four team quality levels, as follows:

- HIGH SCHOOL
- COLLEGE
- JUNIOR
- PRO

Your team will perform best when at the PRO team quality level, and worst at the HIGH SCHOOL team quality level. The purpose of the team quality levels is to allow people of unequal experience and ability to enjoy Wayne Gretzky Hockey on more even terms. For example, the default setting of PRO level for the HOME TEAM and HIGH SCHOOL level for the VISITING TEAM creates the maximum handicap for the VISITING TEAM, making it easier for the HOME TEAM to score. Since you will normally be the HOME TEAM, this is exactly what you need when you are first learning the game. Later, you may wish to choose a more equal quality level for both teams



Controller Type

You can use either a keyboard, mouse, or joystick. For more specific information on controllers, refer to the Player's Reference Guide.

Team Editor

Clicking on TEAM EDITOR brings up the TEAM CONSTRUCTION MENU, where you can load a team from a data disk or create your own team. For more information on the TEAM CONSTRUCTION MENU, see page 11.

Period Length/Game Speed Column

The PERIOD LENGTH/GAME SPEED column allows PERIOD LENGTH and GAME SPEED to be set and the game to be saved.

Period Length

PERIOD LENGTH can be set at 5, 10, 15, or 20 minutes. An official hockey game has three 20 minute periods; therefore, 20 minutes is the default setting. A shorter time may be chosen if there isn't time for an official game.

Game Speed

Three GAME SPEEDS are available: NORMAL, SLOW and NOVICE. The default setting is NORMAL. SLOW is approximately 25% slower than normal speed. Novice is considerably slower and is the best choice for beginning players. Ice Hockey is a fast sport!

Load Game

Selecting the LOAD GAME option allows you to load a previously saved game. Action starts where you left off, the teams that were playing will be loaded, and all statistics will be restored. The game is loaded using the LOAD GAME DOS MENU For information on how to use this menu, see Using DOS Menus on page 14.

Options Column

The options column allows you to set the following:

Game Type

Choose either PRACTICE GAME, NORMAL GAME, or PLAYOFF GAME. During a PRACTICE GAME, each team is reduced to three men and the goalie. Since hockey requires three players on the ice, penalties will be



called in a PRACTICE GAME, but the players are not sent to the penalty box. NORMAL GAME allows regulation play with one 5 minute Sudden Death Overtime period in the event of a tie. PLAYOFF GAME also

provides regulation play, except that in the event of a tie, overtime periods are played until the tie is broken.

Fights

Because fights are a very real part of professional hockey, we have included them as an option in this game. Selecting the FIGHTS option results in occasional fights between players that make rough contact during the action. The probability of a fight increases if both players have high aggression and low penalty ratings.

When simulating a game between amateur teams (olympic hockey, for instance), you should disable FIGHTS. Fights are rare in amateur hockey.

Cursor Size

Depending on your preference, two cursors sizes are available: LARGE and SMALL. You may want to use a large cursor when you are first learning to play.

Printer Choice

Select the type of printer you have: SERIAL OR PARALLEL—the default setting is PARALLEL. Before printing, make sure your printer is properly connected to the computer. If you have problems printing, refer to your computer and/or printer's reference manual.

Color Selection

SELECT COLORS allows you to change the colors of each team. For specific information on changing team colors, refer to the Player's Reference Guide.

While reading about the timeout menu, it is helpful to have the menu on screen. In normal play, the TIMEOUT MENU is displayed when there is a break in the action, or when the "t" key is depressed. When watching a Gretzky vs. Gretzky game (i.e., computer vs. computer), the TIMEOUT MENU is only displayed when the "t" key is depressed. This allows you to watch the game without having to participate. (Note: Rather than taking a timeout, the screen may be paused, see page 25.) The TIMEOUT MENU has 9

Timeout Menu



possible menu selections. Each is described below.

Setup Menu

Clicking on this selection puts you into the GAME SETUP MENU, allowing you to change the game options, modify team characteristics, or access any other menus you wish during a game.

Display Stats

Clicking on DISPLAY STATS brings up the STATS MENU. The STATS MENU provides options for four categories of statistics: GAME STATS, PLAYER STATS, GOALIE STATS, and PENALTY STATS.

Game Stats

GAME STATS displays team statistics for each team:

- goals by period and team
- shots on goal by period and team
- period and time of goals
- players that scored and assisted

Player Stats

PLAYER STATS displays the individual statistics for the forwards and defensemen on a team. PLAYER STATS include:

- player's name
- number of goals scored
- number of assists
- total points
- Shots On Goal (SOG)
- +/- rating
- Penalties In Minutes (PIM).

Goalie Stats

GOALIE STATS displays individual statistics for each goalie on a team:

- goalie's name
 - number of goals
 - Empty Net (EN) goals
 - assists
 - penalty minutes
-



Penalty Stats

PENALTY STATS displays:

- name of player
- team
- period
- time
- minutes
- penalty type

The GOALIE STATS and PLAYER STATS options display players from one team at a time. To display stats for the HOME TEAM, click on HOME TEAM in the upper part of the STATS MENU. Click on VISITING TEAM in order to display stats for the VISITING TEAM.

Make sure your printer is on and properly connected; then, click on PRINT STATS to print out all the current statistics. If you have difficulty printing, refer to your computer's reference manual for specific instructions on how to print.

This feature allows you to see which players are currently in the penalty box.

Selecting EXIT GAME allows you to either: (1) start a new game without finishing the current one, or (2) save a game to disk for continuation at another time. See the Player's Reference Guide for further information.

INSTANT REPLAY plays back the last 8 seconds of action or the action from the last face off, whichever is shorter. When you select INSTANT REPLAY, the rink appears on screen along with a playback controller. You can control the speed of the playback from 2 times forward to 2 times backward. Refer to the Player's Reference Guide for instructions on how to use the INSTANT REPLAY feature. When you are finished, return to the TIMEOUT MENU by clicking on QUIT in the playback controller.

While on the ice, players become tired and lose energy. Clicking on PICK LINE displays the three available lines, along with each player's remaining energy (99% is the maximum). If Wayne is coaching for your team, it is not necessary for you to select a line, the computer will select one for you. However, you are still given the option to pick a line if that is what you prefer. If you are

Print Stats

Penalty Box

Exit Game

Instant Replay

Pick Line (Home/Visiting Team)



coaching your team, it is important that you watch the energy factor for your players so that you keep an effective line on the ice at all times.

Note: If Wayne is playing and coaching for you, this option is not available on the TIMEOUT MENU.

Return to Action

Clicking on RETURN TO ACTION continues the game. Explanation on how to play the game begins on page 17.

Team Construction Menu

While reading about the TEAM CONSTRUCTION MENU, it is helpful to have the menu on the screen. TEAM CONSTRUCTION MENU allows you to assign ratings to team players, to change their names, to designate the coach, and to choose the starting goalie. This menu is accessed through the GAME SETUP MENU by selecting the TEAM EDITOR option in either the HOME TEAM OR VISITING TEAM column. The team you actually edit is determined by the column from which this option is chosen (i.e., choosing from the HOME TEAM column allows you to edit the HOME TEAM).

There are thirteen menu options in the TEAM CONSTRUCTION MENU. Each of these options is explained below.

Edit Roster

Clicking on EDIT ROSTER brings up a list of the team's players along with their number, name, position, and individual player ratings for 11 characteristics. These characteristics, each of which can be assigned a rating from 0 to 9, are:

- aggression
- power
- injury
- skating
- puck control
- shooting
- quickness
- fatigue
- penalty
- passing
- checking

Assigning individual ratings for each of these characteristics for every player allows you to influence the team's playing style. For example, an aggressive team would be composed of players with high ratings in aggression, checking, and power, while a finesse team would have high ratings in quickness, skating, and puck control. If you want an awesome team, you can assign a 9 for each characteristic, (except injury and penalty), for every player on the team. However, by varying the ratings according to the characteristics of real players, you can simulate actual hockey teams and their playing style. Keep in mind that every player and



every team has both strengths and weaknesses.

To change a player's characteristic, place the cursor over the number you want to change. Notice that the whole line is

highlighted while the background of the specific characteristic the cursor is over turns black. To further clarify which characteristic the cursor is over, it's name (at the top of the screen) will switch from white to black. For additional information on changing player characteristics, refer to the Player's Reference Guide.

Along the upper left of the edit roster screen is the SCROLL MENU. Selecting the up arrow in the SCROLL MENU moves the players list toward the top of the roster. Likewise, the down arrow scrolls the list toward the bottom of the team roster. Below the arrows in the scroll box is the word EXIT. Clicking on EXIT will return you to the TEAM CONSTRUCTION MENU.

In the upper right section of the screen is the TEAM STRENGTH—the sum of all the ratings for every player on the team. TEAM STRENGTH provides a comparative measure of quality for teams you create and allows for handicapping. For example, if you and an opponent have equal playing skills, you would agree to create teams with the same maximum TEAM STRENGTH. The teams you both create will be equally matched, but with playing styles that reflect the individual differences in player characteristics. If you want to give a player a handicap, you would agree to a higher overall TEAM STRENGTH for the weaker player.

This option lets you print a copy of the team roster. The team roster printout is a very useful reference source when coaching a team.

Print Roster

Clicking on SORT BY NAME causes the roster to be arranged in alphabetical order according to the player's name.

Sort by Name

Clicking on SORT BY NUMBER causes the roster to be arranged in numerical order according to the player's number.

Sort by Number

Clicking on SORT BY POSITION causes the roster to be listed in the alphabetical order of their position (i.e., Center, Left Wing, Defense, etc.).

Sort by Position

Each team has two goalies. Under this menu selection, the starting goalie is shown in color or shaded. To change the Starting Goalie, click on the goalie shown in white.

Starting Goalie



Changing the Team Name

When you click on CHANGE TEAM NAME, a message window appears in the center of the screen. Type in the new team name and depress the RETURN key. The new name will appear at the top of the TEAM CONSTRUCTION MENU.

Changing the Head Coach

When you click on CHANGE HEAD COACH, a message window appears in the center of the screen. Type in the new coach's name and press return. When you create a new team, you'll probably want to type in your name, so that you will know this is a team you have created.

Pick Lines

Clicking on PICK LINES in the TEAM CONSTRUCTION MENU brings up the line menu and allows you to designate specific lines for:

- EVEN LINES
- POWER PLAYS
- PENALTY KILLING

EVEN LINES occur whenever your team and the opposing team have the same number of players (5 on 5, 4 on 4, 3 on 3). A POWER PLAY occurs whenever your team has more players than the opposing team (5 on 4, 5 on 3, 4 on 3) and PENALTY KILLING occurs whenever your team has fewer players than the opposing team (4 on 5, 3 on 5, and 3 on 4). Any data disk or team provided by Bethesda Softworks will already have the lines assigned. However, you can alter the lines to suit your preference.

Even Lines Menu

Clicking on EVEN LINES MENU allows you to choose lines of 5 on 5 and 4 on 4. If a 3 on 3 situation occurs, a line will automatically be picked from the 3 on 5 line situation discussed later. You can pick lines for this situation to match the style of play you desire.

Power Plays Menu

Choosing the POWER PLAYS MENU gives you a selection of 5 on 4 and 5 on 3. If a 4 on 3 situation occurs, the line will automatically be chosen from the 4 on 4 line designated under EVEN LINES MENU, discussed above. Since POWER PLAYS provide the best opportunities for scoring, choose players with high ratings for puck-handling, passing, and shooting in order to improve your chances of scoring.



Penalty Killing Menu

The PENALTY KILLING MENU allows you to choose the lines that will try to kill the puck when your team has less men than the opposing team. You can select for 4 on 5 and 3 on 5. If a 3 on 4 situation occurs, the line is automatically chosen from the 3 on 5 line designated under this menu. Choose players with high fatigue, quickness, and checking ratings for these lines to minimize the chance of the other team scoring.

If you have created a team and would like to see how Wayne might assign players to the 18 lines, select this option. You will find that all 18 lines will be set up and ready for action.

Clicking on PRINT LINES causes the lines to be printed. Being able to see the line assignments is especially useful when coaching a team. Having a printout of the roster along with the lines will give you the information you need to quickly choose the right line for any given situation.

Selecting and clicking on TEAM DOS brings up the TEAM DOS MENU, that allows you to load, save, or delete a team from a data disk. (See Using the DOS Menus, discussed below.)

Clicking on EXIT returns you to the GAME SETUP MENU.

There are two types of DOS menus:

- TEAM DOS MENU - loads teams on and off data disk.
- GAME DOS MENU - saves or loads games for continuation later.

In addition, there are two types of DOS files: GAME FILES and TEAM FILES. GAME FILES include all game information—teams, stats, period time, score, etc. TEAM FILES includes a team roster and its corresponding lines.

Gretzky's Lines

Print Lines

Team DOS

Exit

Using the DOS Menus



The Dos Menu is used to execute the functions listed below.

Load File

You must first select the file you want to load before you select the LOAD FILE option. LOAD FILE allows you to load a new team from the TEAM DOS MENU or to load a previously saved game from the LOAD GAME DOS MENU.

Save File

SAVE FILE allows you to save TEAMS, GAMES, or GAMES TO DISK. When you select SAVE FILE, a message window will appear in the center of the screen asking you to type in the file name. Once you have done this, hit return and the file will be saved. The new file will then appear in the DOS menu.

Delete File

DELETE FILE allows you to delete files you no longer want. You must first select the file you want deleted before you select the DELETE FILE option.

Select Drive

This function is used to examine the files on a disk that has been inserted into a selected drive. If you are in a GAME DOS MENU, only game files will be displayed. Correspondingly, only team files are displayed in the TEAM DOS MENU.



If a game is loaded and the current game has not been saved, statistical data for the current game will be lost.

Note: For additional information on DOS Menu, refer to the Player's Reference Guide.

Game End Menu

The GAME END MENU is displayed at the end of a game. This menu allows you to DISPLAY, PRINT, SAVE, and REVIEW player, team, and game statistical data. You can elect to PLAY ANOTHER GAME OR EXIT from the simulation.

Display Stats

Displays team and game statistics; see TIMEOUT MENU (PAGE 8) for a more detailed description



Allows you to print-out game and team statistics; see TIMEOUT MENU (PAGE 8) for a more detailed description.



Wayne Gretzky Hockey will allow you to Display or print statistics only from the game you have just played or from a game that was previously saved and has been loaded using the SAVE/REVIEW GAME option discussed below.

SAVE/REVIEW GAME allows you to save the game just played to floppy or hard disk, or to load a previously saved game in order to review its stats.



If a game is loaded and the current game has not been saved, statistical data for the current game will be lost.

Note: For people interested in maintaining extensive statistics for all players and teams, Bethesda Softworks has developed a completely independent Hockey League Simulator™. For further information, see the Bethesda Softwork's Product Catalog.

Prior to printing, choose this option if you have a parallel printer.

Prior to printing, choose this option if you have a serial printer.

If you are using Wayne Gretzky Hockey to play a game scheduled by the Hockey League Simulator, use this option to save the results of the game so that the league statistics and standings can be updated by the league simulator. This option is useful only when used in conjunction with the Hockey League Simulator.

If PLAY ANOTHER GAME is selected, all previous game statistics will be cleared and you will be returned to the GAME SETUP MENU.

This option quits Wayne Gretzky Hockey and returns you to the operating system.

Print Stats

Save/Review Game

Parallel Printer

Serial Printer

Save Game Results

Play Another Game

Quit



Section 3—Playing the Game

Controlling Players

The Home Team starts the game defending the goal to the left (teams switch goals after each period). Only one player on a team is controlled at one time; a white helmet identifies the controlled player. At the beginning of the game, the center takes the face off position and is the player being controlled. If you want to control another player, simply click on that player. The helmet of the player you click on will turn white and he becomes the controlled player.

Wayne Gretzky Hockey, like all sports, requires practice to master. As you develop and improve your skating, checking, passing, and shooting skills, you can alter the team quality levels of either team in order to keep the game challenging.

Note: Additional information on changing lines and controlling specific players is provided under Controlling Play, which starts on page 23.

Moving a Player

How a player is moved depends upon the type of controller used. Check the Player's Reference Guide to determine which controllers are available for your computer.

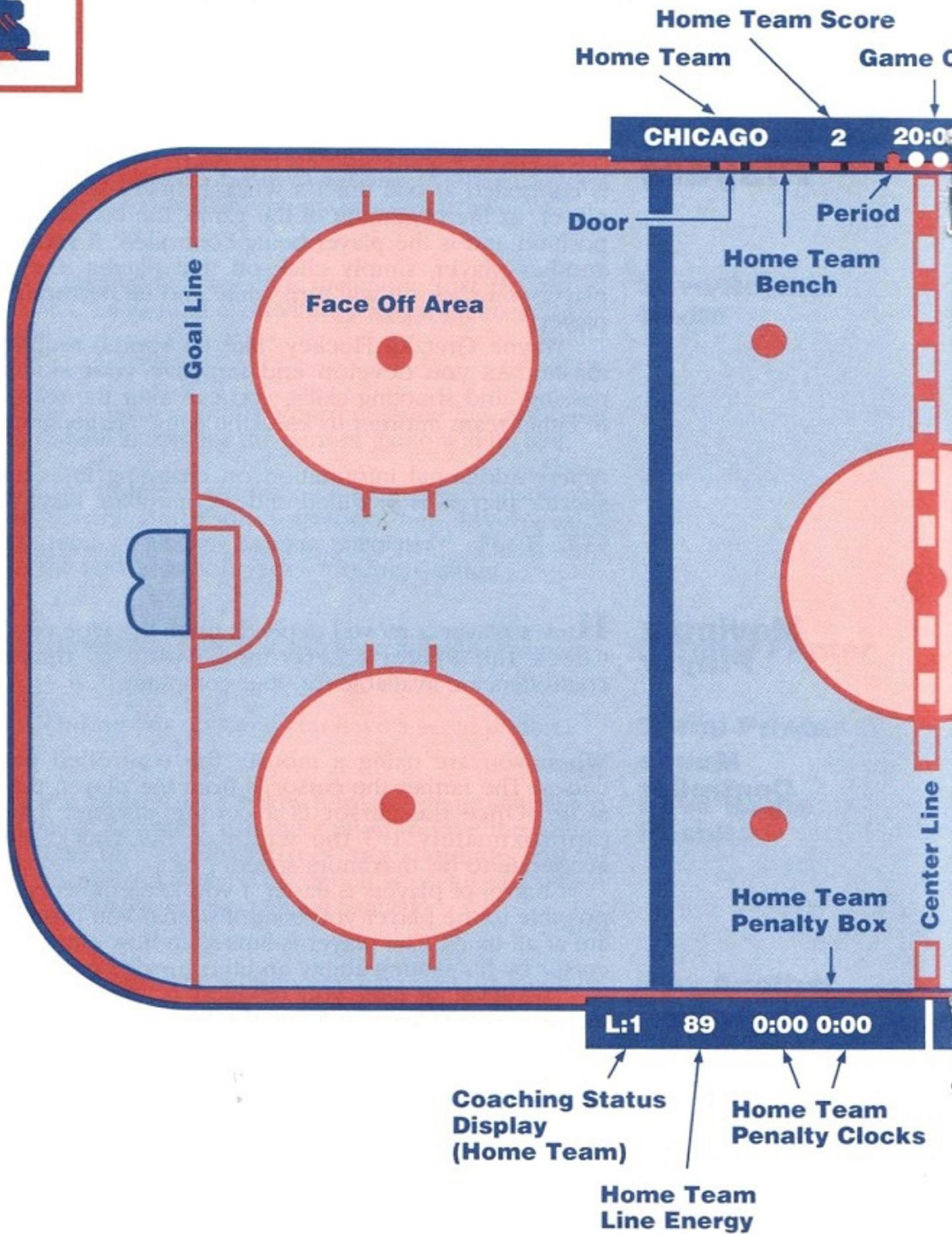
Mouse Controller

When you are using a mouse, the controlled player chases a cursor. The farther the cursor is from the player, the faster he will skate. Once the cursor is a certain distance from the player (approximately 1/3 the width of the rink), the player will accelerate to his maximum speed.

Control of players is easier if you keep the cursor as close as possible to the player you control so that you can see where both are at all times. The player is limited in how closely he follows the cursor by his skating ability and the cursor's position.

The level of skill you develop in controlling a player will increase as you learn to judge the time it takes for a player to turn and accelerate. Try anticipating where the puck is headed. If you always try to get to where the puck is right now, you will find yourself chasing the action around the rink, and rarely participating in it.

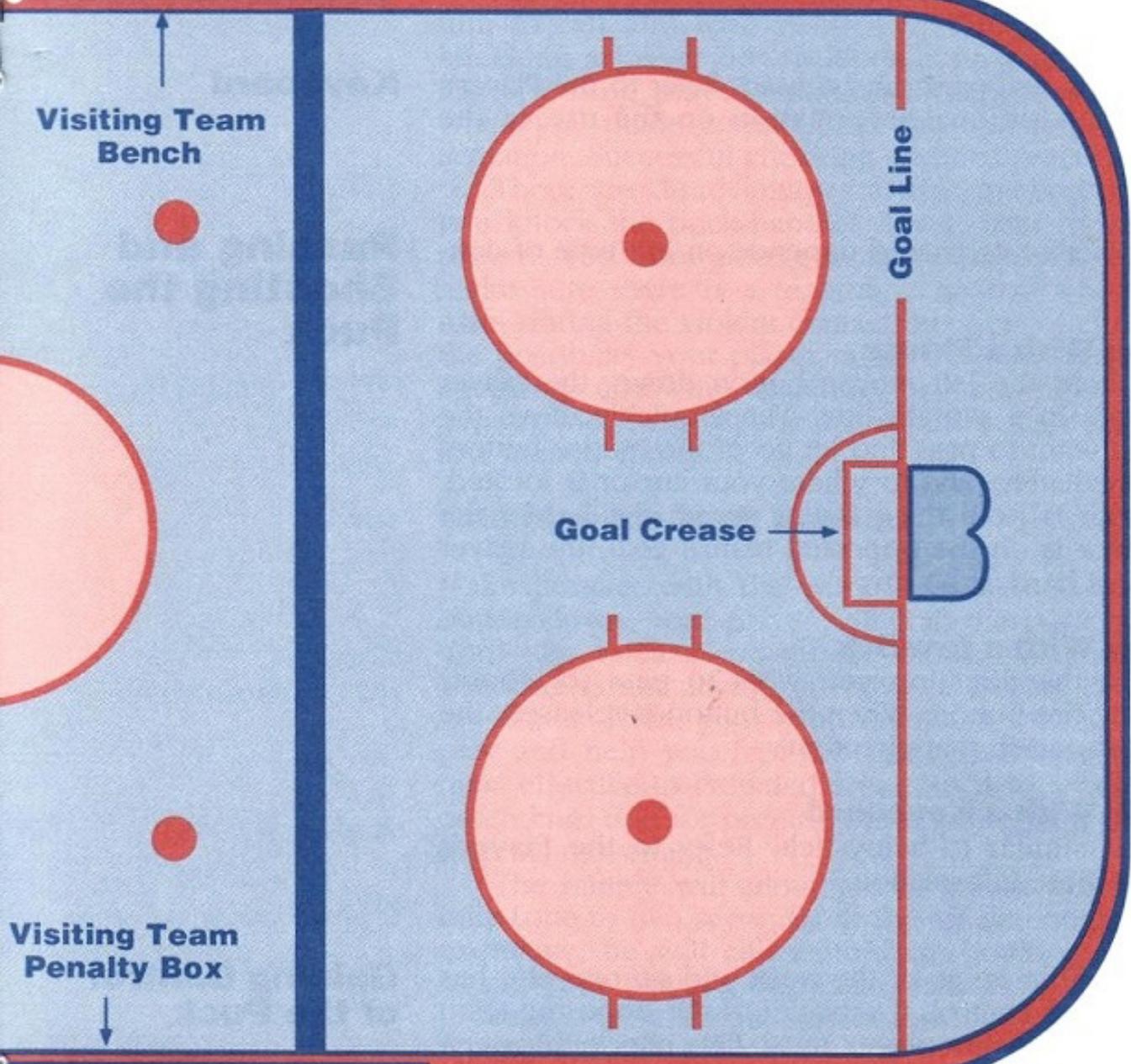
Note: You may want to choose the large cursor option from the Game Setup Menu when you first play (See page 8).





Visiting Team Score
Clock
Visiting Team

1 BUFFALO



0:00 0:00 78 L:3

Visiting Team
Penalty Clocks
Coaching Status
Display
(Visiting Team)

Visiting Team
Line Energy



When you are using a joystick, the player follows the movement of the joystick and shoots when the fire button is depressed and released. Specific control of the skater's acceleration, speed, and shooting direction

will depend on the type of joystick being used. For additional information on joysticks, refer to the Player's Reference Guide.

On certain computers, a keyboard can be used. Refer to the Player's Reference Guide for additional information on the use of the keyboard.

The way the puck is shot or passed depends on the type of controller being used.

Shooting/Passing With a Mouse

To pass the puck, hold the left mouse button down; the player will continue to skate in a straight line. Then, quickly move the cursor to where you want to pass and let go of the mouse button. The player will immediately pass to where your cursor is located. The farther the cursor is from the passing player, the harder the pass. When the cursor is on the opposing team's goal, the player will shoot the puck as hard as he can.

Shooting/Passing With a Joystick

Point the joystick in the direction you want to pass (or shoot) while pressing on the fire button. When the button is released, the player will pass (or shoot) in that direction.

Shooting/Passing With a Keyboard

Keyboard control is similar to a joystick. Refer to the Player's Reference Guide for more information.

If a player's stick is within range of the puck and no one else has control of it, he will gain control. If a player of the opposing team has control of the puck, your player must first check the puck (knock it away from the opposing player) before he can control it. In Wayne Gretzky Hockey, there are three basic techniques for checking the puck:

Close Play

You can move the player you control close to the player with the puck, and hope to steal the puck from his control. This method works well if your player has strong checking, skating, and puck-handling skills.

Joystick Controller

Keyboard

Passing and Shooting the Puck

Gaining Control of the Puck



Knocking the Puck Handler Down

Skate hard into the puck handler and hit the appropriate control button just as you hit him. [Refer to the Player's Reference Guide for more information.] If your timing is just right, the resulting hit may knock the puck handler off his skates, causing him to fall and lose control of the puck. The probability of knocking a player down depends on your player's power rating, the opposing player's skating rating, how fast you were going when you made contact, and the timing of your control button actuation. Successful checking requires practice.

There are disadvantages to this method of checking. Even if you knock the puck-handler down, your momentum will usually prevent you from getting to the loose puck right away. So try to make sure there is a teammate nearby who can get the puck. Also, during the violent contact this type of checking uses, there is the possibility your player might be penalized for charging, cross-checking, elbowing, slashing, or spearing. The probability of a penalty increases if your player has a high aggressiveness and/or low penalty rating.

Grabbing the Puck Handler

Make contact with the puck handler and hold the left mouse button down. Your player will grab the puck handler and hold on until you release the mouse button. Although this method of checking is not always effective in freeing the puck, it will slow the skater. Then, your team members will be able to get into the play and help you free the puck. Grabbing the puck handler is most effective in crowded areas (such as around the goal you are defending) and for pinning the opponent up against the boards to stop his movement.

The referee will allow you to hold a player for a limited time only (one to two seconds). If the ref determines that the contact is excessive, he will call a holding, hooking, or tripping penalty. Again, your player's aggressiveness and penalty ratings affect the probability of a penalty. Given practice, you will learn to develop finesse with this move.

When the puck handler is grabbed or knocked down, there is the possibility of a fight. Fights usually happen only when both players have high aggression and low penalty ratings. Since fights require two people, they normally result in coincident penalties to both players. The number of players on the ice does not change with coincident penalties. Instead, a substitution (possibly of a lower quality) for the penalized player is made.

Wayne Gretzky encourages a skillful, rather than aggressive style of play, especially when your team is short handed. For this



reason, you will not be permitted to knock down or hold an opponent whenever your team is reduced to four players on the ice (i.e., a goalie and three other players).

When one of your teammates has control of the puck, you can “demand a pass” using one of two methods, depending on whether you use a mouse, joystick, or a keyboard. For more specific information, refer to the Player’s Reference Guide.



When you force a demand pass, your teammate will pass immediately, without regard for the position of the opposing players. If you are not careful, an opposing player might intercept the pass.

During play, two scoreboards are displayed: an upper scoreboard and a lower scoreboard. The scoreboards are shown in the graphics page in the center of this User’s Guide. The right hand section of each scoreboard provides information for the visiting team; the left hand section displays information for the home team, regardless of the period.

The upper scoreboard displays the team names, score, time remaining and period.

The lower scoreboard displays: coaching status, line play, line energy, and penalty time(s).

The lower scoreboard displays a coaching status indicator. This indicator displays the current line, the current play, or the player being controlled. The coaching status indicator is discussed in detail under Controlling Play on page 23.

Next to the coaching status indicator is the line energy indicator. Line energy displays the average energy of the line presently on ice. As the players use up energy, they tire continually. As they tire, their ability lessens. When they are removed from the ice and allowed to rest, they recover their energy. Recovery is a gradual process; the longer they rest, the more they recover their full capacity.

Demanding a Pass

Scoreboards

Upper Scoreboard

Lower Scoreboard

Coaching Status Indicator

Line Energy Indicator



If you are coaching, you must monitor line energy and change the lines when energy is low (usually around 65%). For information on how to change lines, see Pick Lines on pages 10-11.

Penalty Clock

The space between the line energy indicator and the center of the scoreboard is used to display the penalty clocks. The clocks show the time remaining on a penalty or penalties.

Controlling Play

The wide range of control provided in Wayne Gretzky Hockey adds to the realism of the game. Depending upon the amount of control you want, you can choose lines, choose plays, and control players in a way that maximizes each player's effectiveness in their position.

Keyboard Commands

There are three keyboard commands. They are:

- **Play Select**
- **Line Change**
- **Control Player**

A keyboard command is active when the appropriate letter indicating the command appears in the coaching status display. The letter "P" in the coaching status display indicates the Play Select command is active. An "L" indicates the Line Change command is active and a "C" indicates the Control Player command is active. Commands are activated by depressing designated keys on the keyboard. See the Player's Reference Guide to identify the correct keys.

Once the appropriate command appears in the coaching status display, Selection Keys enter the new play, line, or controlled player. There are five Selection Keys for the Home Team and five Selection Keys for the Visiting Team. See the Player's Reference Guide for the correct keys to depress.

Selecting Plays

There are five plays available to you. These available plays are the same for both the Home Team and the Visiting Team. They are:

- ① Play 1—The forwards spread out across the entire attacking zone.
- ② Play 2—The left wing and center cross over.
- ③ Play 3—The right wing and center cross over.



- ④ Play 4—The forwards flood the left side of the attack zone.
- ⑤ Play 5—The forwards flood the right side of the attack zone.

During penalty killing, the play selection has a different meaning. Calling a play from 1 to 5 defines the type of play during penalty killing. Play 1 is conservative play, play 2 is more aggressive and so on, with play 5 being the most aggressive play. This feature allows you to choose the type of play you prefer.

There are three lines available to you at any given time. These three lines are one of six groups of three lines from the PICK LINES MENU. The three lines available depend upon the number of players on the ice for each team (See TEAM CONSTRUCTION MENU, page 11). The printout from print lines option will help you to identify the players in each line.

A line is chosen by depressing the appropriate SELECT KEY. Because you can only choose from three lines at one time, three SELECT KEYS are used. See the Player's Reference Guide for the correct keys.

If you are using a mouse, you can select a player from the keyboard or by clicking on him with the mouse. If you are using a joystick, you must select the player from the keyboard.

Each player (except the goalie) can be chosen for control using one of the five Selection Keys. See the Player's Reference Guide for the Selection Key assignments for each player.

In certain situations, it is advantageous for the goalie to be taken off the ice and replaced by an extra forward. The extra forward gives additional offensive strength and improves your team's opportunity for scoring. The disadvantage is that the goal is left unprotected. An example of when "pulling the goalie" is advisable is when you are down by one goal and there is less than one minute in the game.

The goalie will be pulled automatically whenever there is a slow whistle on a penalty (see page 34). The reason for the automatic pull is that there is no danger of the opposing team scoring—the whistle will be blown as soon as they gain control of the puck—and the extra forward will have provided you with an excellent opportunity to score.

For information on "pulling the goalie", refer to the Player's Reference Guide.

Selecting Lines

Selecting the Player Being Controlled

Pulling the Goalie



Freezing the Action on Screen

Depressing the “P” key (for pause) freezes the action on the screen. Depressing “P” a second time continues the action.

Hints and Suggestions

By far, the most important suggestion is to practice. Don’t be frustrated by the difficulty of play during your first ten minutes. Use the practice game option of the game setup menu to reduce the teams to 3 players (plus the goalie) per team. The practice game option allows you to practice skating, passing, and shooting with minimal pressure from your opponent. Over time, you will find player control much easier than it was at first.

If you watch the computer-controlled players’ behavior, you can follow how each plays his position. These players behave much like their real counterparts in professional hockey.

You can make the player you control skate anywhere on the ice. But remember, your teammates are counting on you to play your position. If you play too far out of position, your teammates will not be as effective, and your team will not play as well.

Hints for Controlling a Forward

When controlling a forward (left wing, center, or right wing), divide the rink lengthwise into three lanes. In general, the left wing will stay in the left lane, the center in the center lane, and the right wing in the right lane. Players may overlap into adjacent lanes, but not too far and not too often. On offense, forwards should stay in their lanes (with the exception of special plays) and use precise passing to work the puck toward the other team’s goal.

On defense, each player should cover their man to prevent him from receiving passes, and should attempt to steal the puck if their man has it. Centers cover the opposing center. Wings cover opposing wings unless the puck is in their defensive zone (the zone their goalie is in). When in the defensive zone, wings cover the opposing defensemen.

Hints for Controlling a Defenseman

When controlling a defenseman, divide the rink lengthwise into two halves—left and right (guess which side the left defenseman plays!). The defensemen usually stay well behind the puck to guarantee that they stay between the puck and their goal. This is particularly important when an opposing player unexpectedly steals or intercepts the puck and makes a sudden breakaway toward your goal.

On offense, defensemen stop sudden breakaways or loose pucks heading for their goalie. When in their attack zone, (the zone the opposing goalie is in), defensemen try to keep the puck in that attack zone, in order for their team to stay on the attack.



On defense, the defensemen stay between the puck and their goal at all times so that opposing players will not have a clear shot on goal. When an opponent approaches their goal for a shot, it is

important that a defenseman use any method they can to get the puck away from their goal. If an opposing player is being taken out by another player, a defenseman must cover any other opposing players close to the goal who are open to receive a pass.

The best hint is precise passing. Although in many cases you can fake out and skate around defenders, you will probably have far more success on offense if you pass frequently. A sudden pass to the opposite side of the net is the most likely way to score. When properly executed, the goalie will not have sufficient time to react, leaving a gap where the shot can't be blocked.

If you have the puck, look for an open man. What is usually more effective (and more fun!) is letting a winger bring the puck in towards the net while you control the center. Position the center across the net from the wing and force a demand pass at the last moment. If you can keep your wits about you (no easy task!) blast the puck into the net as soon as you get it! This is called "one-timing" the puck.

You will find that bringing the puck into the attack zone in the middle of the rink (referred to as the "high slot") will usually result in your player getting "creamed" by both defensemen simultaneously. You will rarely get a good shot off this way. It is more effective for a winger to bring the puck in along the boards (wall of the rink). When the opposing defenseman covers your wing, he leaves a gap in the high slot. This provides an opportunity for your center to receive a pass and shoot on goal.

In pro hockey, 9 out of 10 shots on goals are blocked by the goalie. So, don't get frustrated that all your great shots aren't going in. A team normally wins because it has a higher number of quality shots on goal. A quality shot is a shot aimed to the side of the goalie from close range. Taking many shots and being lucky helps, but concentrating on shooting precise shots results in the greatest chance of scoring. Equally important is looking for a deflected puck every time your team shoots on goal. If you are lucky it could end up right in front of you. The goalie often falls while blocking the first shot, making it easier to score off the deflection. Hockey is a fast game, so it is important to keep your eyes open for any opportunity to shoot on goal.

Hints on Offensive Play



Hints on Defensive Play

You cannot prevent the opposing team from shooting at your goal, but you can prevent them from making quality shots. The situation you most want to prevent is a "breakaway." A breakaway occurs when there is no one between the puck handler and your goalie. Breakaways and other good scoring opportunities for the opposing team usually happen when someone on your team is out of position. Players get out of position by going too far after the puck, or the puck handler. The best way to prevent this is to use good judgement and to remember the position you are playing. Only go out of position if you are reasonably certain you will end up with the puck. It is better to let your opponent keep possession (of the puck) than it is to give him the opportunity for a quality shot. Good defense means trying to get the puck while not getting out of position and always guarding your net.

Learn how long you can get away with grabbing an opponent, and use it (see Grabbing the Puck Handler, page 19.) Grabbing the puck handler can force a bad pass and will give your teammates time to get to their defensive positions. Use this technique when an opponent has the puck in your defensive zone. Just don't draw too many penalties, or you'll do more harm than good.

When you're not in your defensive zone, knocking the puck handler off his feet is an effective way to gain control of the puck. However, you may not knock the puck handler down, and your momentum will probably put you out of position for a while, so don't use this method of checking unless you've got teammates who can back you up if you miss the check. (It can be very tough to resist a chance at knocking the puck handler on his butt, especially with a crowd cheering you on!)



Appendix A—How to Begin Playing Wayne Gretzky Hockey Immediately

The Game Setup Menu sets the conditions for play and is the first menu to appear on screen after the game boots. The default settings allow you to begin playing immediately. You control the HOME TEAM and Wayne controls the VISITING TEAM. Select and click on the CONTINUE option to begin the game.

The active menu selections in the GAME SETUP MENU are displayed in color (or shaded); inactive selections are displayed in white. (If you have a monochrome monitor, refer to the Player's Reference Guide.) If you want to change the game settings and don't know how, read the GAME SETUP MENU instructions on page 5.

For the first few games, it may be useful to set the GAME SPEED to SLOW (second column from the left in the GAME SETUP MENU). The SLOW option runs the game at a 25% reduction in playing speed.

The HOME TEAM defends the left goal at the start of the game. Although the teams switch goals at the end of each period, the scoreboard information for each team is always displayed in its original position (i.e., as it is displayed in period 1).

Initially, the player you control is your team's center. He will have a white helmet, while the rest of your teammates will have black helmets. You control the player's:

- direction
- speed
- passing
- shot direction

For information on how to control the player's direction, speed, passing speed, and shot direction see the Player's Reference Guide.

GAME SETUP MENU

Game Speed

Home and Visiting Teams

Controlling a Player



Stopping Play

Whenever there is a stop in the action, the **TIMEOUT MENU** is displayed. For a description of the **TIMEOUT MENU**'s options, see page 8. If you want to freeze the action while you deal with reality, depress the letter "t" on the keyboard. The **TIMEOUT MENU** will be displayed. When you click on **RETURN TO GAME**, the game will pick up at the point where a timeout was initiated.

You now have the minimal information needed to play a game. Nevertheless, as you become more familiar with the program, you will find it worthwhile to read the manual. There are a number of sophisticated features that will be easier to enjoy only after you have read how they work.



Note: Additional information on how to begin playing Wayne Gretzky Hockey is provided in the Player's Reference Guide



Appendix B—Brief Description of Hockey

Hockey is played by two opposing teams on an ice surface inside a rink. Each team is allowed six players on the ice at one time. During the game, players use hockey sticks to propel a puck across the ice. The object of the game is to put the puck into the opposing team's goal. A typical rink is shown in the center section of this User's Guide (pages 18 and 19).

The length of the ice hockey rink is divided by five lines: A center line, two blue lines, and two goal lines.

The center line is red with distinct markings and divides the rink into two equal halves.

Center line

In the middle of the center line is a blue spot surrounded by red circle. The initial face off at the beginning of the game takes place between two opposing players on the center spot. The remaining players on ice must remain outside the center circle.

Center Spot and Center Circle

There are two blue lines, to the right and left of the center line. The blue lines divide the rink into three zones. The middle zone is the neutral zone. The zones to the right and left of the neutral zone are the attacking and defensive zones. Which zone is which depends upon which team is being referenced. In the figure on pages 18 and 19, the home team's goal (the goal they are defending) is on the left. Your team's defensive zone is the zone that contains the goal you are defending and your attack zone is the zone that contains the goal you are attacking. Therefore, the home team's defensive zone is the left most zone and their attack zone is the rightmost zone. The opposite is true for the Visiting Team.

Blue lines

The goal lines are red and are located at each end of the rink. The front of the goal rests on the goal line.

Goal lines

Directly in front of each goal is a rectangular area called the crease. The crease gives the goalie room to protect the goal. Attacking players are not allowed to stand in the crease.

Crease



Face Off Spots and Face Off Circles

There are eight, red face off spots in the rink. The face off spots in the attacking and defending zones are surrounded by red face off circles, while the face off spots in the neutral zone are not. During all faceoffs, players not directly engaged in the face off must either be outside the face off circle or at least 15 feet from the face off spot.

Player Positions

There are six players per team on the ice at one time. The positions in ice hockey are:

- Goalie
- Right Wing
- Left Wing
- Center
- Defense (two)

Right Wing Left Wing, and Center

The right wing, left wing, and center are forwards (attacking players) and generally skate the entire length of the ice in pursuit of the puck.

Defense

The two defense players, as their name suggests, play defense and normally skate in the defending and neutral zones (see “Blue Lines” on page 30) or near the rear of the attacking zone away from the goal. During plays on goal, defense players assist the forwards. If an opening occurs, however, defense players will take a shot on goal.

Goalie

The goalie remains in the defensive zone close to the goal, except in the final minutes of play when a team is losing. In that instance, the coach may decide to pull the goalie and insert another attacking player to improve the chance of scoring. When a goalie is pulled, the goal is left unattended, and the opposing team may score easily if they gain control of the puck.

Principles of Play

The puck must be kept in motion at all times. A team in possession of the puck in its own defending area should always advance the puck toward the attacking zone, except where an advance is prevented by the opposing team.



Players may be changed at any time so long as the player leaving the ice steps off the ice and into the bench area before the replacement player steps onto the ice.

Change of Players

The puck may be passed by any player to another player of the same team within one of the three zones (defending, neutral, or attacking), but may not be passed forward from a player in one zone to a player in another zone (except by a player in his own defensive zone, who may make or take forward passes to the center line without incurring an off-side penalty).

Passing the Puck

In order for the puck to be passed from one zone to another, the puck must precede the player into that zone. A player is off-side if he crosses a blue line before the puck. If a player in the neutral zone is preceded into the attacking zone by the puck passed from the neutral zone, he is eligible to take possession of the puck anywhere in the attacking zone except where the icing rule applies.

Off-side

The center line divides the rink in half. If a player causes the puck to travel from his half of the ice (i.e., the half containing the goal he defends) across the other team's goal line, then icing the puck ("icing") is called, and a face off takes place in the defensive zone of the team committing the icing, except in the following cases:

Icing the Puck

- The team committing the icing has fewer players on ice than the opposing team
- The puck enters the opposing team's goal (the goal counts)
- The puck touches a member of the opposing team before it crosses the goal line
- The referee decides that the icing is unintentional (i.e., a missed pass, etc.)

When a penalty occurs, the offending player is ruled off the ice for a specified length of time. The team must continue playing without the penalized player. If this causes the team to be below the numerical strength of the opposing team, the team is said to be short-handed.

Penalties



The time a player spends in the penalty box depends upon the class of penalty. Wayne Gretzky Hockey simulates two classes of penalties:

- Major Penalties
- Minor Penalties

For a minor penalty, the player is ruled off the ice for two minutes. A major penalty causes the player to be ruled off the ice for five minutes. In both cases, no substitute player is permitted.

Note: If a team is short-handed by one or more penalties, and the opposing team scores a goal, the first of such penalties expires.

Minor Penalty Definitions

The following infractions cause a minor penalty:

- ① *Charging*—Taking more than two steps or strides and running into, jumping into, or ramming an opposing player.
- ② *Holding*—Holding the opposing player with hands, hockey stick, or in any other way.
- ③ *Tripping*—Placing a stick, knee, foot, arm, hand, or elbow in such a manner that it causes the opposing player to trip or fall.

Minor or Major Penalty Definitions

The following infractions cause either a minor or major penalty, at the discretion of the referee:

- ① *Cross-Checking*—Delivering a check with both hands on the stick and no part of the stick on the ice.
- ② *Elbowing*—Positioning an elbow or knee such that it, in any way, fouls an opponent.
- ③ *High Sticking*—Carrying the hockey stick above the normal height of the shoulder.
- ④ *Hooking*—Impeding, or attempting to impede the progress of an opposing player by hooking with a hockey stick.
- ⑤ *Roughing*—Being unnecessarily rough with the opposing player
- ⑥ *Slashing*—Impeding or seeking to impede the progress of an opposing player by slashing with a hockey stick.



Generally, if the referee believes the offending player was attempting to injure the opposing player, a major penalty is assessed.

The following infraction causes a major penalty:

- 1 *Spearing*—Stabbing or attempting to stab an opposing player with the stick blade. Spearing includes all cases where a spearing gesture is made, even if bodily contact does not take place.

If the defense commits a penalty while the attacking team is in the midst of a play, the referee will blow his whistle, but action continues until the play is completed. This is called a slow whistle and is signified by a flashing referee in the middle of the screen and flashing of the white square over the controlled player's helmet. When a slow whistle is blown, the goalie of the attacking team is automatically pulled and replaced with a forward. There is no danger in this action because as soon as the opposing team gains control of the puck, action is stopped.

If a player is injured, play will continue until one of his teammates gains control of the puck.

Major Penalty Definition

Slow Whistle

Injuries



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Dear Owner of WGH:

Thank you for purchasing *Wayne Gretzky Hockey*. An incredible amount of effort has gone into making this program and we are proud of the results.

You can appreciate that achieving this sophisticated level of programming is expensive. We have invested over eight man (and woman!) years developing this program. Our greatest fear is that after all this work, we may not be able to capture the profits necessary to justify developing more games of this sophistication. Help us out. Please be sensitive to the damage caused by "innocently" giving a copy to a friend.

We all want to share good experiences with our friends, but illegal copying is not the way to do it. Especially when your actions threaten the livelihood of another. It especially hurts us because we are small developers and our market is limited. We have responded to your requests for "less copy protection". Help us by responding to our request—please say "no".

We know it is tough, so we've made a demo copy of WGH widely available through dealerships and bulletin boards around the country. When a friend asks for a copy, encourage them to get a demo.

For all of you who have always said "no", you have our sincere thanks, and for those of you who may be "on the fence," we hope you'll land on our side.

With your understanding and support, we hope to bring you this level of quality programming for many years to come.

Thank you.

A handwritten signature in black ink that reads "Chris Weaver". The signature is written in a cursive, flowing style.

**Letter
from
Bethesda
Softworks'
President,
Chris
Weaver**

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A DIVISION OF MEDIA TECHNOLOGY LIMITED

Bethesda Softworks is a division of Media Technology, Ltd., an Engineering Research and Development firm with offices in Maryland and New York. Bethesda Softworks was formed to explore the sophisticated capabilities of high end personal computers, and to create dynamic game software too complex for previous machines. We are committed to designing realistic simulation software and shall continually update our products to take advantage of the latest in proven hardware.