

Wayne Gretzky Hockey—Atari ST Version

Player's Reference Guide

NOTE:

The function keys at the top of the keyboard control the following features.

PLAY SELECT

Home Team

F1 for play 1
F2 for play 2
F3 for play 3
F4 for play 4
F5 for play 5

Visiting Team

F6 for play 1
F7 for play 2
F8 for play 3
F9 for play 4
F10 for play 5

LINE CHANGE

Home Team

F1 for line 1
F2 for line 2
F3 for line 3

Visiting Team

F6 for line 1
F7 for line 2
F8 for line 3

CONTROL PLAYER

Home Team

F1 for L Defense
F2 for L Wing
F3 for Center
F4 for R Wing
F5 for R Defense

Visiting Team

F6 for L Defense
F7 for L Wing
F8 for Center
F9 for R Wing
F10 for R Defense

ACKNOWLEDGMENTS

Many people deserve credit for this program, certainly more than can be listed here. The names below are the actual programmers, artists, writers and hockey experts who created the program. We never would have been able to develop the simulation however, without the assistance of the players and coaches who gave so selflessly of their time and counsel. Hockey people are a unique breed. To know them is to appreciate even more what they achieve on the ice. We are deeply in their debt.

Ed Fletcher, Julian LeFay, Sheila McKisic, C.S. Weaver, Joe Klimek, Wayne Gretzky
Larry Murphy, Doug Carpenter and The Washington Capitals

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STARTING WAYNE GRETZKY HOCKEY™

Insert WGH Disk1 into floppy drive A: and boot your Atari ST. The game will start automatically. If the game does not boot, bring up the GEM screen, insert Disk1 into floppy drive A:, click on the A drive icon and then click on the LOADER.PRQ icon. The game will then load.

CONTROLLER TYPES

Mouse

A mouse can be used to control the cursor while in the menus, or a player during the game. In menus, the left mouse button is used to select menu options and the right button is not used. During the action the left button is used to pass, check, or shoot. To demand a pass from your teammate, place the cursor on top of your player and press the left mouse button. [For more information on using a mouse refer to the User's Manual].

Joystick

When in the menus the joystick controls the cursor. Select items by using the "Fire" button. During action, the joystick controls the direction of the player (the cursor is not displayed). Simply move the joystick in the direction you want the player to move.

To pass using a joystick, press the Fire button. As long as the Fire button is pressed, the player will continue to skate in the direction he was previously skating. Position the joystick in the direction you want to pass, then let up on the Fire button. If a teammate is in the general direction of your pass, the puck will automatically be angled to lead him. If the pass is in the direction of the goal and originated in the attack zone, the player will shoot on goal. If no one is in the direction of the pass, the puck will go in the direction the joystick is angled.

To demand a pass from another player on your team, center the joystick and press the Fire button. The puck will be immediately passed in your direction. To check a player, press the Fire button as you skate into him.

CHANGING TEAM COLORS

Choose SELECT COLORS from the SETUP MENU, then follow the instructions.

SOUND ON/OFF SWITCH

To toggle sound on or off, press the "S" key. This option will only work while the rink is displayed.

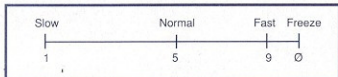
SCOREBOARD DISPLAY

To toggle the scoreboard on and off, press the space bar while the rink is displayed on the screen.

INSTANT REPLAY

Speed Control

Speed is controlled from the number keys as follows:



Directional Control

Move controller (Joystick or Mouse) forward (right) or back (left). [See User's Guide for additional information].

EDIT ROSTER

Changing Player Ratings

Move cursor over rating, press ENTER or SELECT button and hold down. [The cursor turns invisible]. Move directional control up or down to change the rating. Release the SELECT button when finished. The cursor will reappear.

Changing Names

Move Cursor over name. Press ENTER or SELECT button. The [name] window will blank and you can type in the new name. Press ENTER to save. To restore an accidentally selected name, press ENTER immediately while box is blank. [See User's Guide for additional information].

PULLING THE GOALIE

Home Team	Press "z"
Visiting Team	Press "f"

PRINTER

Wayne Gretzky Hockey works automatically with any *ST* compatible printer.

COACHING CONTROLS

There are three coaching commands: PLAY SELECT, LINE CHANGE and CONTROL PLAYER. Depress the Shift key [left Shift for Home team, right Shift for Visiting team] to select between coaching options. A "P:" will appear on the lower scoreboard display for Play Select, an "L:" for Line Change, and a "C:" for Control Player. Once the coaching option is chosen, use the Selection Keys shown on the next page.