

POWER PLAY HOCKEY

If you don't remember the 1980 Winter Olympic Games in Lake Placid where USA beat Russia for the gold, you were either pretty young or you were touring the dark side of Pluto. Whatever the case, we give you the chance to write your own bit of international sport history in Power Play Hockey.

We'll put you on a set of sharp blades, hand you a trusty stick, position you as center and give you a hundred cranked up fans. You do the rest. Make the great passes. Send a smoking slap shot. Body check until they throw you in the penalty box. Maybe you're Russia, working to set up the high percentage shot and playing a mental game. Or maybe you're America, taking risky but forceful shots and pushing a physical game. Maybe it's a mix of both. The cold war outcome is up to you, comrade.

One coaching tip: Glasnost and ice don't mix. There's no room for diplomatic niceties as you're jamming a stick between the other guy's legs.

Loading the Game

1. Remove all cartridges and plug the joystick in either port.
2. (C128 owners: Put your computer in C64 mode by holding down the Commodore key when you turn on the computer.) Put the Hockey disk in the disk drive and turn it on. Turn on the computer and monitor.
3. At the READY prompt, type **LOAD"EA",8,1** and press **<RETURN>**. If you have troubles loading the game, disconnect any secondary peripherals from the back of the disk drive (i.e., the fast loader, second disk drive, or printer) and try loading again.
4. Press the space bar or joystick button to leave the opening screen and go to the Game Options menu.

Choosing Your Game Options

Once you load the game, you'll see a series of Game Option menus. Highlight and click on the selection you want; then highlight and click on **CONTINUE** to move to the next menu.

PLAY LEVEL

- OLYMPIC — High speed, tough play.
- MINOR — Skaters skate slower and goals are easier to score.
- JUNIOR — Easiest play. Gives you plenty of chances to get your stick on the puck and make winning shots.

TEAM SIZE

- 1 ON 1 — It's just you and the other center fighting it out for control of the puck. If you gain control of the puck, you'll then get to go one on one with the goalie. (Note: You can't control your goalie; he's on his own.)
- 5 ON 5 — Full team. You control the center (CN), who's in the darker jersey. The other players are the left wing (LW), right wing (RW), left defense (LD), and right defense (RD). As the center, you'll take the faceoffs and take the lead on attacks. The defense's main job is to prevent the opposing team from scoring and to try to gain possession of the puck. The wing's main job is to help move the puck towards the opponent's goal and either shoot or pass.

1.

Slide Block — The slide block is great for sliding in front of a guy to try to steal his puck. Position yourself in front of your opponent, center the joystick, and press the joystick button.

Penalty Situations

Roughing and Crosschecking

Nobody's expecting a hockey player to be the country's goodwill ambassador, but the referee will only let a player get away with so much roughing. Give enough body checks and you may get sentenced to that great hockey gulag, the penalty box. The number of minutes you have to remain in the box depends on the type of penalty the referee calls and the length of the period. Crosschecking involves excessive roughness while roughing involves excessive roughness and then some (like too much flailing of stick).

Penalty	Minutes Per Period		
	2	8	20
Crosschecking	1:00	1:00	2:00
Roughing	1:00	2:00	4:00

Icing

Icing occurs when you shoot the puck from one side of the rink to the other without anybody touching it. You'll face off in the offending team's circle (so if you iced, the face off takes place in the circle nearest your goal).

Offsides

Offsides occurs when your team is controlling the puck and you cross into the attacking zone (inside your opponent's blue line) before the puck does. You'll face off in the center circle.

Fatigue/Switching Lines

You have three lines of players that you can use at any time. All that skating and stick swinging fatigues your players, so you'll want to switch lines to give players a breather. A dot sits above the line that's currently playing. Watch that line; as your players grow tired, the line shrinks. When it's about half way down, you should consider switching lines. (Players only fatigue in the 5 on 5 game.)

Line 1 consists of a well-rounded bunch who are pretty good at everything. Line 2 are pros at offensive scoring, but are a little sloppy on defense. Line 3 is strong on defense. If you're up on points, you might want to bring them in to protect your lead. Plan ahead: You don't want to fatigue lines 1 and 2, only to be stuck using an offensively weak line 3 when you're way behind.

To toggle between the three U.S.S.R. lines (on the top left of your screen), press **C** (the Commodore key). To toggle between the three U.S.A. lines (on the top right of your screen), press **↑** (the Cursor Up and Down key).

ACTIVE JOYSTICKS

- SINGLE — If you're playing by yourself, choose this. The computer will be your opponent.
- DOUBLE — Choose this if your opponent is a friend so he or she can use the other joystick.

YOUR TEAM

- U.S.A. (Joystick #1) — If you choose U.S.A., you'll play with joystick 1 in port 1.
- U.S.S.R. (Joystick #2) — If you choose U.S.S.R., you'll play with joystick 2 in port 2.

PERIOD TIME

- There are three periods to a game. You choose the length:
- 2 MINUTES — Two minutes per period.
- 8 MINUTES — Eight minutes per period.
- 20 MINUTES — Twenty minutes per period.

START GAME

- CONTINUE — Takes you into the game.
- REPEAT — Lets you go back to the beginning of the Game Options menu so you can change any of your selections.

Offensive Moves

- Pass/Wrist Shot — While you're skating, hold the joystick button down and press the joystick in the direction you want to pass or shoot. Let go of the button to follow through on the pass or shot. Unlike slap shots, you can do wrist shots while you're skating.
- Slap Shot — To do a slap shot, skate towards the goal. When you're ready to shoot, center the joystick (you'll go into a glide) and then press the joystick button to slap the puck. The slap shot will fly faster and harder than the wrist shot, but it's also a little more wild.
- Faceoff — Faceoffs determine who gets possession of the puck after each goal. You go face to face with the opposing center. When the referee drops the puck between you, jam your joystick back and forth as fast as you can to gain control of the puck.
- Drop Pass — The drop pass lets you drop the puck off to a team mate who is skating behind you. As you're skating forward, hold the joystick button down and quickly push the joystick in the opposite direction you're moving. A little tricky to master, but useful. Especially handy when an opponent you're skating towards threatens to pick the puck clean from you.
- Receive Pass — To receive a pass from a player on your team, press the joystick button. Heads up! An opposing defender can sneak by and steal the pass. (Available only in 5 on 5 game.)
- Cancel Pass — To cancel a pass, center the joystick and release the joystick button.

Defensive Moves

- Body Check — Hold the joystick button down to thrash the opponent. If you do enough body checking, you just might start a fight — and get yourself a rinkside view of the game from the penalty box.
- Poke Check — Use this move to steal the puck or trip up your opponent. Click the joystick button quickly and in rapid succession to poke.

2.

Period Stat Screen

At the end of each period, you'll see the Period Stat screen. It shows the goals made and shots attempted for each player. Click on **CONTINUE** when you're done viewing this screen and you'll start the next period. If the game's over, you'll go back to the Game Options menu where you can play the game with the same setup or a new one.

Key Commands

- H — Pause key; press H key to resume action. If you're going to leave the game unattended for more than a few minutes, push H to hold; otherwise, the game will return to the beginning.
- <F5> — Aborts game or demonstration and returns you to the Game Options menu.
- C — Switches U.S.S.R. line.
- ↑ — Switches U.S.A. line.
- space bar — Takes you out of the introduction sequence and into the game.

NOTE: Incorporating ten moving players on a screen at one time is quite an accomplishment in programming. But even with the advanced methods used, you may see intermittent graphic glitches. This in no way affects game play.

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