

SLAP SHOT

Slap shot is a fast-action, two player ice hockey game. The rules are the same as in any ice hockey game. There are 3 three minute periods in the game. To score you must take and maintain possession of the puck, skate down ice to your opponent's goal and shoot the puck into the net. Your opponent will attempt to steal the puck from your player in the following ways: by out-skating you, manoeuvring across your path, intercepting a pass or by "checking" the player. The puck can be passed from player to player in a number of directions and at varying speeds. It is also possible to control the strength of a bodycheck on your opponent: however, you will be penalized for unnecessary roughness if you check too aggressively, or if you check a player not in possession of the puck.

Ice Hockey is an international sport recognised as one of the roughest and most demanding of team sports. But, more than brute strength is needed to excel at this game. Strategy, skill and quick reflexes combine to create winning plays. You too can enjoy the challenge and excitement of ice hockey with this realistic program that puts you "on the ice".

Controls: 2 Joysticks required.

NOW WITH ONE OR TWO PLAYER OPTION

LOADING : Type "LOAD" and press return. This program incorporates a TURBO-LOADER, considerably reducing the loading time. Always keep your cassette recorder as far away as possible from the TV and computer.

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WARNING

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SLAP SHOT

ANIROG

TURBO

SPEECH

No Hardware Required



SLAPSHOT

C B M



COMMODORE 64

SLAP SHOT

OBJECT: Score as often as possible against your opponent in the allotted 3 timed periods of play.

Starting: Each player chooses an international team to represent. The teams selected will be from the six that competed in the 1984 Canada Cup Series.

PLAYING THE GAME:

JOYSTICK REQUIRED FOR EACH PLAYER!

The joystick controls the dark colour player on each team. Other players will chase the puck if it is nearby. If they can reach the puck, control is switched to that player. When you pass to your team mates you assume control of that player. If you go off screen, your control will be switched to the next available team player on screen. The puck cannot be picked up while you are holding down the fire button.

To shoot the puck, hold down the fire button for the required length of time and then release the button. The longer the fire button is depressed, the farther and higher off the ice your shot will travel. Rapidly pressing the fire button results in your player "stickhandling" the puck.

The goalkeeper is controlled simultaneously with your defenceman. For the goalie to stop the puck, position him and do one of the following:

- press the fire button and push the joystick UP to make a save on a shot that is OFF the ice.
- press the fire button and push the joystick DOWN to make a save on a shot that is ON the ice surface.
- press the fire button and push the joystick LEFT or RIGHT. This will USUALLY allow you to make a save on either type of shot. No one is perfect!

Bodychecks are delivered as follows: while pressing the fire button, stand over your opponent and then release the button. The longer the fire button is depressed, the harder the check. **BEWARE:** if you check a player without the puck or repeatedly check the same player, a roughing penalty may be assessed. This results in a faceoff in your end, giving the opponent a scoring opportunity.

Periods of play: there are 3 periods. At the end of each period, the teams switch ends.

Function keys:

RUN/STOP...pause mode

While in the pause mode:

F1...fast game action

F3...normal

F5...slow

F8...new game

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