

SUPERSTAR ICE HOCKEY

WHAT YOU NEED

IBM

- * IBM PC or true compatible computer; 256K minimum
- * Disk drive
- * Color or Enhanced Graphics Adaptor
- * Color monitor or TV
- * Joystick highly recommended (a second joystick can be used for two-player games with computers that support two joysticks)

C-64

- * Commodore 64 or 128 (in 64 mode) computer
- * Single disk drive
- * Monitor or TV (color recommended)
- * Joystick (a second joystick is required for two player games)

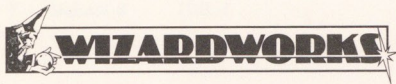
GETTING STARTED

IBM

You can use the DOS disk to load the game each time you want to use it. You can also install SUPERSTAR ICE HOCKEY on a hard disk (and uninstall it).

To load SUPERSTAR ICE HOCKEY with a DOS disk:

1. Insert your joystick, if your computer supports one, into the joystick port. If your computer supports two joysticks and you plan to play a two-player game in which both players use joysticks, plug the second joystick into the second joystick port.
2. Insert a DOS disk into Drive A and close the drive door.
3. Turn on the computer and your monitor or TV.
4. Respond to the date and time prompts (either enter the date and time or simply press the ENTER key twice).
5. When you see the A> prompt on the screen, remove the DOS disk from the disk drive.



6. Carefully insert the SUPERSTAR ICE HOCKEY disk, label side up, into the disk drive and close the disk drive door.
7. Type WIZ and press ENTER. The menu will load into the computer's memory. Use arrow keys and press ENTER to select the opening menu options.

C-64

1. Plug a joystick into port 1 of your computer. For two player games, plug a second joystick into port 2.
2. Turn on your monitor or TV, the disk drive and your computer. (Note to Commodore 128 users: Run SUPERSTAR ICE HOCKEY in C-64 mode.)
3. Carefully insert the SUPERSTAR ICE HOCKEY disk, label side up, into the disk drive and close the drive door or latch.
4. Type LOAD*8,1 and press RETURN. The game will load into the computer's memory.

JOYSTICK CONTROL CENTER FOR IBM

After the title screens appear, you are given the opportunity to choose between joystick and keyboard control for each player. (The use of a joystick is highly recommended; keyboard control is much more difficult.)

Later on, you'll discover that the game control menu choices on the SuperStar Ice Hockey Game Setup screen are listed as "Joystick 1" and "Joystick 2", even if you are using the keyboard as your control device. If it simplifies things for you, you can think of "Joystick 1" and "Joystick 2" as "Control Device 1" and "Control Device 2".

The control devices that you can designate as "Joystick 1" and "Joystick 2" include JOYSTICK A (a joystick plugged into port 1 of your computer), JOYSTICK B (a joystick plugged into port 2, if your computer supports two joysticks), KEYBOARD 1, and KEYBOARD 2 (as defined in the KEYBOARD 11 and 2 diagrams on the lower portion of the screen.

NOTE: Once you reach the game's Main Menu, all menu selections are made with the controls assigned to "Joystick 1."

SELECTING CONTROL DEVICES

Use the left and right arrow keys to move back and forth between the "Joystick 1" and "Joystick 2" menus. The "active" menu is the one with the highlighted menu heading. On the list of choices for each menu, the control device that is currently selected is highlighted. To change the control device on the active menu, use the up or down arrow keys until the desired control device is highlighted.

When you highlight either JOYSTICK A or JOYSTICK B from either control device menu, an on-screen prompt instructs you to adjust the joystick. You must follow the on-screen instructions to adjust your joystick's trim knobs before you can proceed with the game. When you highlight either KEYBOARD 1 or KEYBOARD 2 from either control device menu, an on-screen prompt gives you the option to redefine the keyboard controls if you don't want to use the default controls that are diagrammed on the lower portion of the screen. On-screen instructions take you step by step through the process required to redefine the keyboard controls.

When your control device selections have been made for "Joystick 1" and, if two players will participate, "Joystick 2", press the Esc key to proceed to the game.

All game control instructions in this manual are given in terms of joystick movement. If you are using keyboard controls instead of a joystick, substitute the corresponding keys (as defined in the keyboard control diagrams). When your control device selections have been made, press the Esc key to proceed to the Main Menu Board.

HOW TO SAVE A TEAM

Team rosters, game results and updated team histories are saved automatically to your disk when you press the joystick fire button or its keyboard equivalent at the end of a league game, and if you press Esc from the Main Menu: to exit to DOS (practice game results are not saved) or quit. You also can save all game information by pressing the Alt and S keys simultaneously from the game's Main Menu. If you make changes in your lineup or through trades, be sure to save the changes before you stop using the program. At the end of a league game, make sure that you press the fire button or its keyboard equivalent. When you press the fire button or key, the game results are saved. Then, either the Game Results or the Playoff Tree appear on the screen. Press the fire button or key again to return to the Main Menu.

WARNING: If you turn your computer off after a league game before you press the fire button or key to return to either the Game Results or the Playoff Tree, the game will be counted as a forfeit (a loss in the standings and a loss of trading points at season's end) for your team and a victory for the opposing team. Be careful!

HOW TO MAKE GAME MENU SELECTIONS

IBM and C-64

The joystick plugged into port 1 or IBM Keyboard 1 controls the menu selections. If you are using IBM keyboard control, use your keyboard to emulate any of the joystick commands which are described in the rest of this manual. In general, to make selections from most of the menus, either push the joystick forward or pull it back (or on some menus, move the joystick right and left) until the desired option is highlighted on the screen. Press the fire button or key to select the highlighted option. A few menus make use of an on-screen pointer. Use the joystick to position the pointer over the desired option, then press

the fire button to make the selection. Menus and screens that vary from these norms are discussed below.

PAUSE EACH GAME

From the game screen, press the Esc key (IBM) or the RESTORE key (C-64) to pause the game. From the Pause Game screen, press the fire button or key to take a timeout (if your team is eligible for one) or press the Esc key (IBM) or SPACE BAR (C-64) to resume the game without taking a timeout.

PLAY NEXT GAME SUB MENU (Game Setup Screen)

Use the joystick to position the pointer over the current setting of the option that you wish to change or select and press the fire button until the desired setting appears. For example, to change the "GAME" setting from "PRACTICE" to "LEAGUE", position the pointer over "PRACTICE" and press the fire button. The setting changes to "LEAGUE". You can change the number of minutes per period (from 5 through 20), the number of men on the ice for each team (2,4 or 6), the uniform color of each team in the "DETAILS" section of the screen. In the "CONTROL" section of the screen, assign control of each team's center, goalie and coach ("COMPUTER", "JOYSTICK 1" or "JOYSTICK 2"). Choose to have the offside rule in effect ("YES") or not in effect ("NO") and chose the type of game ("PRACTICE" or "LEAGUE") in the "RULES" section of the screen. In the "START" section, select "CANCEL" to return to the Main Menu or "PLAY ICE HOCKEY" to start the game.

COACHING SCREEN

To select, in turn, your forward line, offensive strategy (if applicable), defensive line (if applicable), and defensive strategy, push the joystick left, right, up or down to highlight the desired option from the available options that appear to the left, right, above or below the joystick icon on the screen. Then press the fire button to select the highlighted option. When you make a selection for one category ("PICK FORWARD LINE", for example), the heading for the next applicable category automatically appears above the joystick icon. When the cycle is complete and both players have stepped through all of their coaching selections, the game screen appears.

RECRUIT A PLAYER SUB MENU

Push the joystick forward or pull it back until the name of the player that you want to replace is highlighted. Notice that a highlighted player's position changes his age to help you reach a decision. Press the fire button to remove the highlighted player from your roster. Now, type in the new player's name (up to eight characters) and press RETURN or ENTER. Next, move the joystick to the left or the right to adjust the player's offensive skill rating as shown on the top "skill bar" on the screen. Then, pull the joystick back to highlight "DEFENSIVE" next to the lower skill bar. Now move the joystick left or right to set the desired number of defensive skill points that you new

player will have. Keep in mind that the new player's total skill points can't exceed 24, and that you must pay four times the player's total skill points in trading points. The top figure to the right of the offensive skill bar tells you how many trading points that you have available. The figure next to the minus sign tells you the cost of the new player as determined by the offensive and defensive skill points that you have assigned to the new player. The bottom figure to the right of the skill bars tells you how many trading points you would have left after the price of the new player is deducted if you proceed with the transaction. By pushing the joystick forward or pulling it back, you can move freely between the offensive and defensive skill bars. When the new player's skill point suit you, pull the joystick back to highlight EXIT at the bottom of the screen and press the fire button. Now select OK to proceed with the transaction or CANCEL if you change your mind.

TRY PLAYER TRADE SUB MENU (to Try a Trade or View Teams)

To try a trade, highlight TRY TRADE. Then press the fire button. Now, highlight OK and press the fire button. Push the joystick forward or pull it back to highlight the name of the player that you wish to trade and press the fire button. Next, use the joystick to highlight the player's name on the right side of the screen who you wish to trade for and press the fire button. Now, type in the number of addition trading points that you want to offer (enter '0' if you don't want to offer any) and press RETURN. When the arbitration is over and your offer has been accepted or rejected, press the fire button to continue the program.

To view teams, push the joystick forward or pull it back to highlight VIEW TEAMS. Then, press and hold the fire button. Notice that you now can see each player's age on the screen in place of their position. With the fire button still depressed, push the joystick forward or pull it back to change from one team display to another.

GENERAL IMPROVEMENT SUB MENU (for Training Camp)

Type in the number of trading points (1-however many you have up to 1000), to be used in training camp and press RETURN. When camp is over, press the fire button to return to the IMPROVE TEAM sub menu. To escape from this screen without going through training camp, enter '0' as the number of trading points that you want to spend.

SET UP NEW LINES SUB MENU (to Change Lineups and View Other Teams)

To change lineups, first use the joystick to position the pointer over CHANGE LINEUPS and press the fire button. Then, use the joystick to move the pointer over the name of the first player whose lineup spot you wish to change and press the fire button. Now, position the pointer over the second player's

name and press the fire button. The two players will swap lineup spots. If, after selecting CHANGE LINEUPS, you decide not to make a change, simply select the same player twice to avoid having to make an undesired switch.

To view other teams, use the joystick to position the pointer over VIEW OTHER TEAMS, then press and hold the fire button. With the fire button still depressed, push the joystick forward or pull it back to change the display from one team to another. You can view all of the other teams in this manner.

END OF GAME

Press the fire button to continue the program and return to either the Main Menu or, after the regular league season, the Playoff Tree. It is extremely important to press the fire button after a league game, even if you don't want to play anymore. All records of the completed game are saved to the program disk when you press the fire button after a league game. If you turn your computer off without pressing the fire button after a league game, the game is considered a forfeit and will be counted as a loss for your team, a victory for the other team and your team will be penalized trading points at the end of the season.

PLAYOFF TREE SCREEN

Press the fire button to continue the program from the Playoff Tree screen that appears after the regular season and after each playoff game that your team plays.

AFTER WINNING THE CUP

If you win it all, after you're through viewing the victory Cup you must reboot the program to start the next season.

CONTROL YOUR CENTER AND GOALIE

You establish control of the center and goalie from the game setup screen. Follow the instructions given under the heading "YOUR/OPPONENT TEAM CONTROL" in the "Play Next Game" section of the manual. On the ice, both the center and goalie's skating movements are controlled with the joystick. Your center can skate anywhere on the ice, as well as shoot, fake a shot, pass, fake a pass or check. Your goalie can skate around most of the defensive zone, and can attempt both high and low saves. If your goalie catches the puck, you have the option to hold onto the puck or stop play, or pass the puck back onto the ice. Step-by-step instructions are given in the following paragraphs.

PLAYING CENTER

Note: In the IBM version, you will distinguish centers from other players by a horizontal line drawn beneath the centers' skates rather than by color as in the Commodore version.

To control your center, first make sure that you have made the appropriate selection from the CENTER CONTROL section of game setup screen (choose JOYSTICK 1 if your joystick is in port 1 or JOYSTICK 2 if your joystick is in port 2).

TO SHOOT ALONG THE ICE: Press and hold the fire button. Your center winds up to shoot. Quickly move and hold the joystick in the direction that you want the shot to go and, as the center's stick comes forward, let go of the fire button before his stick strikes the puck. It all happens quickly so stay on your toes. It is important to let the center's stick come forward before you let go of the fire button. If you let go too soon, your center will fake a shot and not strike the puck. It is also important to let go of the button after the stick strikes the puck, otherwise the shot will lift off the ice rather than stay along the surface.

TO LIFT A SHOT: Press and hold the fire button. Your center winds up to shoot. Quickly move and hold the joystick in the direction that you want the shot to go. Your center will follow through and strike the puck with stick. Keep the fire button depressed until after the shot is away.

TO FAKE A SHOT: Press and hold the fire button. Let your center begin to wind up for the shot, but before he brings the stick forward, let go of the fire button.

TO PASS THE PUCK: Tap the fire button quickly. Your center stops skating, although he continues to slide along the ice. When his legs lock open, move and hold the joystick in the direction that you wish to pass and tap the fire button again. Note: Once your center gets into passing position with his legs locked open, you won't be able to get him to skate again until he pass is away.

TO FAKE A PASS: Tap the fire button quickly. When you center's legs lock open, make sure that the joystick is in its center position and tap the fire button again. Your center retains control of the puck and can skate freely.

TO CHECK YOUR OPPONENT: When you don't have the puck, skate close to the opponent you want to check, then press the fire button. Your center swings his stick as he bumps the opponent, and the opponent may fall down in a spinning heap. Be careful when checking an opponent, however. The referee might just whistle a penalty on your center for slashing, roughing, tripping or cross-checking.

PLAYING GOALIE

To control your goalie, first make sure that you have made the appropriate selection from the GOALIE CONTROL section of the game setup screen.

TO MAKE A HIGH SAVE: First, use the joystick to move your goalie into position (aligned with the oncoming puck), if necessary. Then press the fire button and push the joystick forward to make a high save.

TO MAKE A LOW SAVE: First, use the joystick to move your goalie into position (aligned with the oncoming puck), if necessary. Then press the fire button and pull the joystick back to make a low save.

TO HOLD OR PASS PUCK: After catching the puck, simply wait for the referee's

whistle if you want the goalie to hold the puck to stop play. To pass the puck after catching it, release the fire button to bring your goalie back to a normal standing position. Then, push and hold the joystick in the direction in which you wish to pass and press the fire button.

SOME TIPS AND HINTS

1. When playing center, you can practice shooting and passing without any harassment from other players. To do so, first set control of your team's center on the game setup screen to JOYSTICK 1 and then set control of the opponent's center to JOYSTICK 2. Now choose a PRACTICE game with two men on the ice. Select PLAY ICE HOCKEY to begin the game. Use the joystick in port 1 to control your center. As long as the joystick in port 2 is left unattended or there is no joystick in port 2, the other team's center won't move, leaving your center free to practice.

2. If you find your center "locked up" and unable to be moved, push and hold the joystick in the direction of a teammate or the opponent's goalie and press the fire button. Your center will pass the puck and you'll regain control of his movement. Alternatively, let the joystick return to its center position and then tap the fire button. In this way, you regain control without passing the puck. This "lock up" is caused by an inadvertent tap of the fire button, which makes your center get into the ready position to attempt to pass.

3. When playing center, your big slapshot is your power shot. It's hard for the goalie to handle even when he's directly in front of it. Also, mix up your lift shots and shots along the ice to keep the opposing goalie guessing. In addition, you can use a pass as a shot. The slapshot is a more powerful shot, but the long wind-up and follow through can cost you a golden opportunity. Passing may have less "steam" behind it and be easier for the goalie to handle, but you can get a pass off faster than a slapshot. If you temporarily have an open net, don't blow it! "Pass" then puck in for a goal!

4. As a skater, you can "tie up" opponents by skating into them. You are never penalized for simply bumping into another player. Simply interfering with an opponent's movement can be an effective defensive maneuver. Only when you check an opponent with your stick do you risk a penalty. If the opponent has a breakaway, you might want to go ahead and risk the penalty by trying to check with your stick rather than let him go one-on-one against your goalie.

5. Because the action on the ice scrolls horizontally as the puck moves from one part of the rink to another, you may find that sometimes you don't get much time to see and adjust your goalie's position as an opponent streaks in for a shot. For this reason, the goalie is positioned directly in front and in the middle of the net for you whenever the puck crosses the red line at center ice as it moves toward your defensive zone. Keep in mind that your goalie moves whenever you move the joystick that controls the goalie, even while your goalie is off screen. To take advantage of the automatic adjustment of your goalie's position, make sure that you don't move the joystick as the puck crosses the red line while the puck moves toward your defensive zone. You might find it easier, especially as a beginner, to avoid moving the joystick at all while your goalie is off screen.

6. When you play goalie, try not to commit yourself too early to a save. Remember that opposing centers will try to fake you out. Also, when you catch a puck with a lot of traffic around you, hold onto the puck to force a faceoff

rather than attempt a difficult pass.

7. It takes time, but try to "get to know" both your players and the opposition before a game. Know the older players from the younger ones. An older player not only tires more quickly than younger players but also recuperates more slowly. Put some thought into your lineup before the game. Above all, keep your lines fresh during a game if you act as your team's coach. Watch the Effective Power ("EP") ratings closely to monitor the condition of your lines. EP ratings appear both on the game screen and the Coaching screen.

8. Keep in mind that all defensemen have better puck handling or control abilities than wings and wings handle the puck better than centers. Goalies are better at stealing the puck than anyone. As you stick handle the puck down the ice, maintain a wide berth and try to out-manuever an opponent rather than attempt to bulldoze past him or he probably will steal the puck from you.

9. When your team has control of the puck, it has 30 seconds to move the puck into the offensive zone or a delay of game penalty will be called against your center. Remember, you not only have to move the puck out of your defensive end within 30 seconds, but you also must cross the blue line into the offensive zone. While on the subject of penalties, when you control your center, make sure that you skate him back into the play whenever a penalty that has been called on him expires. Your center appears at center ice when a penalty is over as indicated by your team's penalty clock on the game screen. However, if the action is at either end of the rink when the penalty expires, you won't actually see your center return, so you need to push the joystick in the direction your center should go from center ice to rejoin the action.

PRACTICE GAME TEAM LINEUPS

When you play a practice game, the two teams are made up of players with identical skills and ages but different names. Practice games put a premium on your coaching and playing ability, since each team is otherwise completely equal in terms of player skill and available talent. You must do more with the same talent than your opponent does. Each player in a practice game has an offensive skill rating of 45 and a defensive skill rating of 45 for a total point rating of 90. The names of the players who make up the first player's practice team are given below, along with the players' ages. The names of the players on the second player's team come from the team that would have been the next opponent if a league game were to be played instead of a practice game. The team of the next league opponent flashes on the Main Menu, along with the your franchise team name. However, only the names of the players come from the next from the next league opponent. The offensive and defensive skill rating of each player are the same as the first player's practice team. Also, the ages for each lineup position given for the first player's team are the same for the corresponding position on the second player's team. Note: for practice games, the individual makeup of each line can't be changed. Also, there are no ties in practice games. In the event of a tie, sudden death overtime periods will be played until a goal is scored to determine the winner.

Forward	Wing	Center	Wing
Line 1	Ffinch 7	Ringler 4	Lucas 4
Line 2	Wishoff 5	Ferrando 5	Mahajan 6
Line 3	R. Bouy 7	Schaff 6	Hill 4

Defensive

Line 1	Lamb 5	Robinson 6
Line 2	Oke 7	Schumak 4
Line 3	Garner 5	Mentzing 6

Goalie **Neaylon 4**

Player ages are displayed to the right of each name.

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PRODUCT INFORMATION

Write to Wizardworks Customer Service, 5354 Parkdale Drive, Suite 104, Minneapolis, MN 55416, or call us between the hours of 10:00 AM and 3:00 PM CST, at 612/544-8581.