

Operating Instructions for

International Hockeytm

Copyright 1987 by Artworx Software Co., Inc.

Operating Instructions For **International Hockey™**

Copyright 1987 by Artworx Software Co., Inc.

To Load: Commodore-64: Turn on disk drive and computer. Insert disk and type: **LOAD**,8,1** <return>. Joystick should be in port #2 for one player operation.

Apple II: Insert disk and turn on computer. The Apple version requires 64K and one joystick.

IBM and compatibles: Insert disk and type: **HOCKEY** <return>. When the program starts, you must indicate whether your computer has a CGA or EGA graphics card, or whether it is a Tandy Computer.

Joystick Operation: The player under your control will move in the direction of the joystick. Pressing the fire button (button 'O' on the Apple joystick) will "power up" for a shot. Note that the puck is not shot until the button is **released**.

Keyboard Operation: IBM and compatibles: The program will automatically sense whether one, two or no joysticks are being used. For keyboard control with player #1 (blue), use the four arrow keys for direction and the **Enter** key for the fire button. Alternatively, the number keypad can be used for even greater control over direction; use the '1' key to go towards the upper left, the '7' key to head to the lower left, etc. Player #2 (red) would use the 'QWE', 'ASD' and the 'ZXC' keys in the same manner. Player #2's 'fire button' is the **tab** key.

Apple II: The keyboard controls player #2 during two player operation. Use the left and right arrows to go left or right; use the 'A' and 'Z' keys to go up and down. The 'fire button' is the **space bar**; use it for powering up for a shot or for bodychecking. Use the **'Return'** key to change control to another player on your team (see below).

Player Control: You are in control of the darker colored players on each team. Other players will chase the puck if it is nearby. If they reach the puck, control is switched to that player. When you pass to your teammate, you assume control of that player. [To change player control with the Apple version, press button #1 (or the **'Return'** key), you will hear a 'beep' indicating that player control has been changed to the nearest team member to the puck]. 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. Shooting or passing the puck is done by using the fire button. The longer the button is held, the higher and farther the puck will travel.

Bodychecks: Bodychecks are delivered by pressing the fire button while standing over your opponent and then releasing the button. The longer the button is held, the harder the check and the greater the possibility of a roughing penalty. Penalties result in a face-off in the offending player's end. If both players get too aggressive when checking, a gloves-off fight might occur. This will result in a fighting penalty against each player with a penalty shot being awarded to each team (see **One on One Game** below). A face-off at center ice follows all penalty shots.

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

- a) Press the fire button and push the joystick up to make a save on a shot that is off the ice.
- b) Press the fire button and push the joystick down to make a save on a shot that is on the ice surface.
- c) 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.

You must attempt a save on a shot in order to stop the puck. If you do not, the puck will score even if you are in front of it when it enters the goal.

One on One Game: When selecting the One on One Game, Player #1 starts as the goalie. When ready, press the fire button; you will now have 10 seconds in which to make your shot. The shooter controls the height of the shot by the length of time the fire button is held before being released. A very fast touch on the button is required to keep the puck on the ice. As the puck is being moved from side to side, release the button when the puck position corresponds to the position in the net you are aiming. For example, if the puck is at the extreme left when you release the fire button, it will go towards a point just inside the left goal post. The goalie's movements are controlled as in the normal game. While holding down the button, a low save can be made by pushing the joystick down-right or down-left, or side to side, or the save can be made high by up-left or up-right joystick movements. There are 5 confrontations in each penalty shot match.

Additional Features: The Commodore-64 version allows the following changes during play: The **Run/Stop** key will pause and restart the game. While in the pause mode, pressing the **f1**, **f2** or **f3** keys will result in fast, medium or slow action respectively. Pressing the **f8** key will reset the game. On the Apple, when button 0 or the space bar is pressed to power-up a shot, you can see the power applied on two "power indicators" below each team name. The graphics used in the IBM version are optimized for the various graphics configurations available. There are three distinct sets of graphics used for CGA, EGA and Tandy machines.

Artworx[®]

Artworx Software Company, Inc.
1844 Penfield Road • Penfield, New York 14526

Important Loading Instructions!

The loading instructions for the IBM version of INTERNATIONAL HOCKEY are incorrect as written in the documentation. The program is on a self-booting disk; to run the program, insert the INTERNATIONAL HOCKEY disk into drive #A and then turn on the computer. The program will load and then run automatically. Remember to use the appropriate keys or joystick control to make your selections from the opening menu.