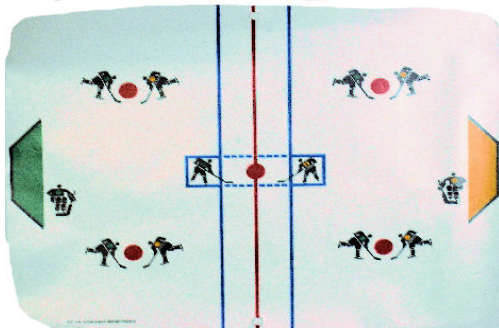


# Hockey



The following are the instructions provided with this game. The instructions admonish the players to:

*Go for the cup in Odyssey Stadium as you face off, maneuver the puck and dig for the net!*

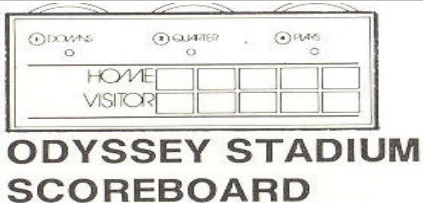
**GAME:** The Game consists of three PERIODS. Each PERIOD is limited to 20 plays. A new play is considered to be started each time the RESET button is pressed. Use the Scoreboard to keep track of the plays. (Place frosted tape over the Scoreboard. Pencil scores may be erased.)

## SET UP

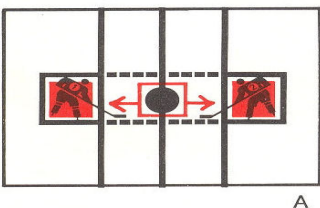
### GAME AIDS:



1. Insert Game Card #3 into the Master Control Unit.
2. Turn the SPEED control to the lowest setting.

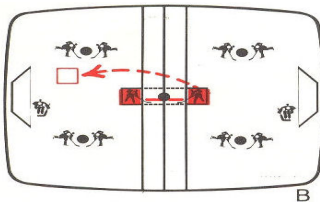


3. Place the HOCKEY Overlay on the screen.
4. Each player sets the ENGLISH control to the upright center position.

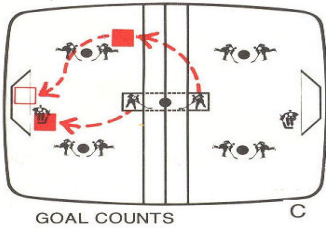


5. Illustration A. Players move their lights into the center position for the face off.
6. Press the reset button to activate the "PUCK". It should move back and forth between the centers. Some slight ENGLISH adjustment may be necessary. Gradually increase the speed of the puck as you become more proficient in playing HOCKEY.

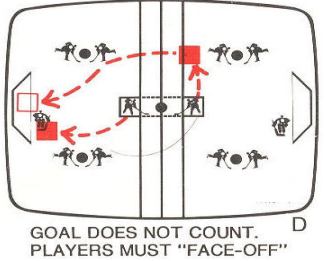
## HOW TO PLAY



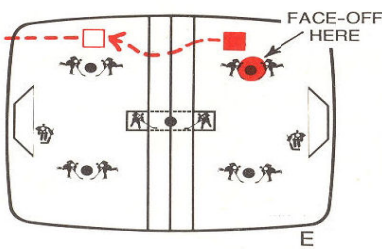
Play begins with a Face-Off at center ice.



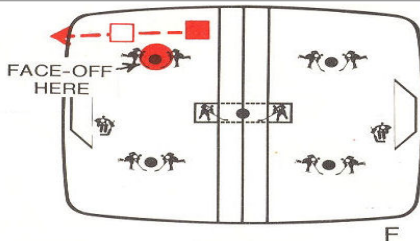
**FACE-OFF:** Both players start with their hands off the controls and placed on the table, floor, or lap. On the count of three, race your hands to the Player Control Unit and use your ENGLISH control unit to try to drive the "PUCK" past your opponent. (Players alternate counting for each Face-Off.)



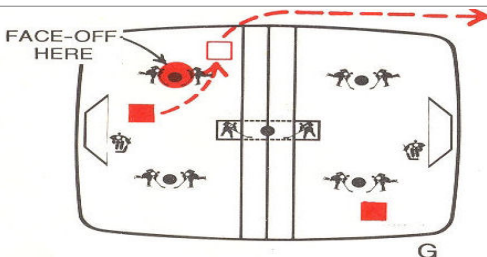
**SHOT ON GOAL:** The offense must cross the red line into his opponent's territory *before* making a SHOT ON GOAL that will count, otherwise the goal will not count. A new Face-Off is made from center ice. Also after each GOAL is made, there is a center Face-Off.



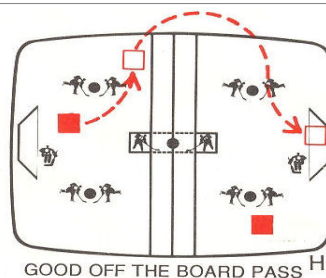
**ICING** If the PUCK crosses the red line and goes off the goal edge of the screen without entering the net, the PUCK is ICED and a Face-Off is held on the wing of the offensive player's ice.



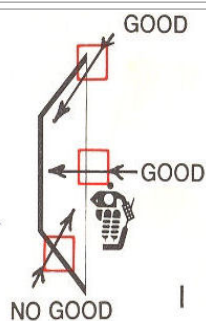
If the PUCK goes past the net, and if the Offensive Player made the shot while on the Defender's ice, the Face-Off is held on the Face-Off Circle closest to the side where the PUCK went off.



**OFFSIDE:** If the puck goes off the top or the bottom of the playing surface and does *not* return to the rink before reaching the goal edge of the screen, it is considered OFFSIDE. The Face-Off is held in the Face-Off circle nearest the point where the puck went out of play.



**OFF THE BOARD PASS:** If the puck goes off the top or the bottom of the playing surface and *does* return to the rink before reaching the goal edge of the screen, it is considered a good Off The Board Pass.



**GOALS:** The colored nets of the goal must be lighted to score a goal. The puck may not enter the goal through the black line. The score is one point for each goal. In order for a goal to be considered legal, the puck must enter the goal in one of the ways illustrated.



GOALIE HAS ENTERED  
HIS OWN NET—FOUL!

**PENALTY:** If the Goalie enters his own colored net area while defending his Goal, it is a FOUL. The offending Goalie must then use only one hand on his Player Control for the next two plays.