

GAME MANUAL
MANUEL DE JEU
SPIELHANDBUCH

MANUALE GIOCO
MANUAL DEL JUEGO

HOCKEY™



ATARI

LYNX™

VIDEO GAME CARD • CARTE DE JEU

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LYNX HOCKEY

This is what hockey was meant to be. As the last seconds tick away in the Lynx Hockey Finals, you race down the ice. Battered, bruised, and missing another tooth from that big fight in the first period, you approach the blue line. You receive a pass and push the puck toward the goal. An opponent elbows you as you try to get past him, but somehow you maintain control of the puck. Now it's just you, the goalie, and history. A quick slap shot sends the puck flying toward the top of the goal. The goalie lunges. It's good! Your teammates mob you and carry you off the ice toward the locker room celebration.

Getting Started

1. Insert your Lynx Hockey game card in your Lynx. For a two-player game, insert a game card in each Lynx and connect the Lynx machines with a Comlynx cable.
2. Turn on the Lynx(es). The Title screen appears.
3. Press A or B. The Main menu appears (Screen 1). (Screen numbers in these instructions refer to the Gallery of Game Screens at the end of this manual.)

The Main menu contains five selections. Press the joypad up or down to highlight a selection, then press A.

Play Game: Brings up the team selection screen.

Fight: Practice fighting an opponent.

Shootout: Practice breaking a tie with a shootout.

Options: Determine whether to use pro rules, set the period length at 5 or 10 simulated minutes (a simulated minute lasts about 30 seconds), whether to turn the referee on or off, whether to allow fighting, and whether to play a normal or easy game.

Password: Allows players to enter a password that recalls previously altered game options and team statistics.

When the Password Entry screen appears, you may enter the desired password by moving the joypad to highlight the proper letters, if desired. When finished, highlight OK and press A. If you do not wish to enter a password, just press A.

4. Select Options and move the joypad up or down to select an option or right or left to change the selected option. Press A when satisfied with your selections. The Team Skills screen appears. The Team Skills screen lets you reset the skills of all 22 teams in all four divisions. Only one division displays at a time. Skills graphs show the skill levels of the teams in that division (Screen 2).

The overall skill level of each team is determined by skill ratings in eight categories:

Slapshot (SHT): Scoring ability

Passing (PAS): Ability to find holes and small passing lanes when passing through a crowd

Speed (SPD):	Skating speed
Defense (DEF):	Ability to steal the puck and prevent scoring before the shot reaches the goalie
Fighting (FHT):	Strength of team member in a fight
Checking (CHK):	The strength of the checking player
Quickness (QCK):	The goalie's speed
Smarts (SMT):	The goalie's judgement

Each of these skills is rated 1 (weak), 2 (normal), or 3 (great).

5. Either accept the default skills or reset the skills. There are two skill options.

Balanced Skills -- Press OPTION 1 repeatedly to reset the skills of all teams while keeping all teams equal. Continue to press to advance to more team selections. Skill combinations are set in pairs, such as fighting and checking. There are 131,070 different skill combinations possible.

Progressive Skills -- Press OPTION 2 to create a mix of teams from best to worst. There are 6561 possible combinations.

6. Press A. A password appears. This password allows you to restore the options you selected in later games by using the password option on the Options Screen.

7. Write down the password, then press A. Or press B to return to the Team Skills screen.

8. The Option screen appears. Select Play Game. Select one-player, two-player, or demo game.

Playing the Game

When the game begins, select the number of players, then choose your team. If playing against the Lynx, choose your opponent's team. When choosing a team, you will see the playing statistics of each team. Press the joypad left or right to move to another team. Press A to select the team displayed on the screen. When both teams have been selected, a comparison of the two teams appears. To return to the previous screen, press B. To start the game, press A.

During a game, or when the hockey rink is in sight, you may change the color of the ice by pressing OPTION 1 while paused.

Faceoff

The game starts with a faceoff (Screen 3). Faceoffs also occur during the game under the following conditions (see the Glossary at the end of this manual):

- A goal
- A checking, delay of game, or fighting penalty
- Offsides, icing, or two line passes (if the Rules option is on)

- The goalie holds the puck
- A new period starts

When the referee drops the puck, a large overhead closeup of each team's center appears (Screen 4).

Use the joystick to move your center left, right, up, or down. When the center is in position to hit the puck, the word "SWING" appears at the bottom of the screen. Press A or B when the puck hits the ice to hit the puck. You must time your swing correctly or you will miss the puck. The winner of the faceoff hits the puck to one of his defensemen. (All this may take some practice!)

Each player controls one hockey player at a time. The winner of the faceoff will automatically control the defenseman who has the puck. The faceoff loser will control the center.

Offense

When on offense, use the joystick to control skating directions and to aim shots and passes. Press OPTION 1 to switch control to the player nearest the puck. Press OPTION 2 to look at the Stat Book. Press B to pass the puck in the direction that you press the joystick or to fight when the opportunity arises. Press A once to shoot low for a goal. Quickly press A twice to shoot high for a goal.

When trying for a goal, use the joystick to aim your shot. Press up to aim for the high side of the goal, down to aim for the low side. Leave the joystick centered to shoot for the middle of the goal (Screen 5).

Defense

When you are on defense, you must try to get the puck or keep the other team from scoring. Use the joystick to control your direction. Press OPTION 1 to switch control to the player nearest the puck. Press OPTION 2 to look at the stat book. Press B to fight when possible. Press A to check (hit) your opponent.

When you successfully check your opponent, he will fall to the ice. He will either stay on the ice for a length of time determined by your checking skill level or he will get up and start a fight. If the referee option is on, checking may cause a penalty.

The Lynx controls the goalie at all times (except during shootouts). When the goalie holds the puck, press B to request a pass from the goalie. If the goalie holds on to the puck too long, a faceoff will be necessary.

Fighting

When your player is checked and falls to the ice, you may start a fight by pressing B if the FIGHT message appears next to the score display. A closeup of the two fighters appears. Each fighter's energy bar appears above that fighter. Each time a player gets hit, pushes or grabs his opponent, or covers up and ducks, that player's energy will decrease. Also, throwing too many punches or protecting yourself too often can decrease your energy (Screen 6).

If a player gets his helmet knocked off, he loses twice as much energy each time he is punched. When the player runs out of energy, he loses the fight.

Fighters have four kinds of punches: jab, roundhouse, uppercut, and low blow. Players can protect themselves from the first three types of punches by ducking and from a low blow by covering up. The punches are controlled with the OPTION 1, OPTION 2, A, and B buttons.

The loser of the fight receives a three-minute penalty and must go to the penalty box (Screen 7). The winner continues to play. If a fight ends in a draw, both players are penalized.

Penalties

Each team can have no more than two players in the penalty box at a time. When the penalty time expires, the penalized players return to the game.

Each penalty and its duration is listed below:

Checking opponent:	2 minutes
Losing a fight:	3 minutes
Delay of game:	2 minutes

Stat Book

The Lynx keeps statistics throughout the game. The stat book automatically appears between periods and at the end of the game (Screen 8). To pause the game and view the stat book during play, press OPTION 2. Move the joypad left or right to turn the pages of

the stat book. If a page contains more information than fits on a screen, press up or down to see the rest of the page.

The scoring page lists the last 20 goals. Each goal has a two-letter code next to it. This code shows the type of goal.

First letter:

P = Power play goal

S = Short handed goal

E = Even strength goal

D = Disallowed goal

Second Letter:

T = Trickled-in goal

B = Bad goalie mistake goal

O = Opposing team scored on self

L = Late save by goalie

G = Good, quality goal

To return to the game, press A or B.

Shootouts

A shootout occurs when two teams are tied at the end of the third period or when a player selects Shootout from the Main menu for practice. There can be no ties. During a shootout, the view changes to an end-view picture of the rink. Players must turn the Lynx lengthwise (Screen 9).

Each team alternates taking shots at the goalie until each team has taken five shots. Each player controls the shooter when on offense and the goalie when on defense. The team which scores the most goals in five shots wins. If the game is still tied, another five-shot shootout takes place. Shootouts continue until one team wins.

During a shootout, use the Lynx controls as described below:

Joypad: When playing goalie, select the area to defend and make the save by pressing the joypad toward the area of the oncoming puck. When shooting, aim and take a shot by pressing the joypad toward the area you want to shoot at.

The OPTION 1, OPTION 2, A and B buttons are not used in a shootout.

Hockey Glossary

Rink Zones -- The rink is divided into six zones.

Offensive Zone -- The offensive zone is between the opponent's goalie and the blue line nearest that goalie. (Zones 1 and 2 if shooting for the right goal or zones 5 and 6 if shooting for the left goal.) (Screen 10).

Offsides -- A skater is offsides if any part of his body enters his team's offensive zone before the puck crosses the blue line. The penalty is called as soon as the offsides skater or one of his teammates touches the puck before it leaves the offensive zone. To avoid an offsides call, all players can leave the offensive zone without touching the puck, then reenter the offensive zone to get the puck.

Two-line Pass -- Any pass received by a teammate after the puck crosses more than one zone in the direction of the goal. Note that,

when passing, zones 1 and 2 (5 and 6 on the other end) are considered one zone (Screen 11).

Note: It is possible for a Two-line Pass and an Offsides to occur at the same time. However, a Two-line Pass penalty takes precedence since it will cause a faceoff closer to the offending team's goalie.

Icing -- Icing occurs when the offensive team sends the puck past the far goal line from the zone nearest its own goalie (1 or 6). However, no penalty will be called if the opposing team touches the puck first, the offense is short handed, or the puck is not first touched by the opposing goalie.

Delay of Game -- When a team retains control of the puck for 15 seconds without moving the puck down the ice to their offensive zone, a delay of game penalty will be called. This rule prevents the leading team from using up the clock.

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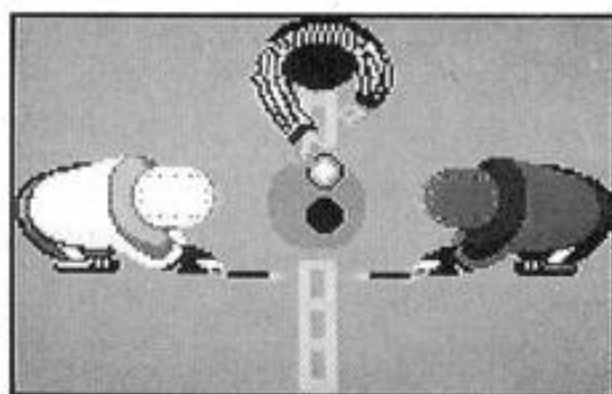
Screen 1



Screen 2



Screen 3



Screen 4



Screen 5



Screen 6



Screen 7

STATS SUMMARY		
HARTFORD		CHICAGO
3	FACEOFFS WON	3
61	% TIME ON OFFENSE	39
12	TOTAL SHOTS	10
6	SHOTS ON GOAL	7
0	POST HITS	0
21	ATTEMPTED PASSES	21
17	PASSES COMPLETE	15
21	ATTEMPTED CHECKS	22
4	SUCCESSFUL CHECKS	4

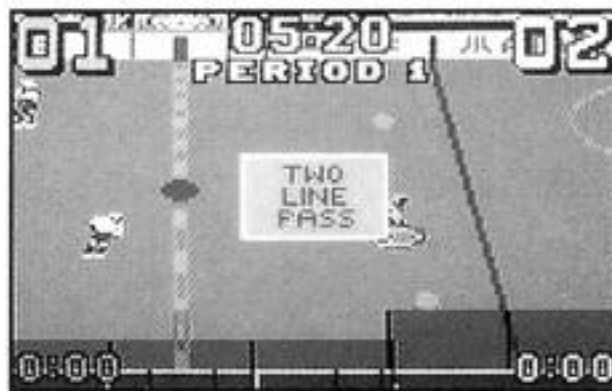
Screen 8



Screen 9



Screen 10



Screen 11



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C398105-052 Rev. A
Printed in Hong Kong.
G. C. 4.1992