

# SUPERSTAR ICE HOCKEY

Designed by Ed Ringler

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## APPLE® IIGS REFERENCE BOOKLET

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### WHAT YOU NEED

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- Apple® IIGS computer ;512K
- Single disk drive
- Monitor or TV (color recommended)
- 1 or 2 Joysticks optional

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### GETTING STARTED

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1. Plug a joystick into the game port of your computer. This joystick is JOYSTICK 1, and will control all menu options, unless you are using the keyboard as JOYSTICK 1 (see the section entitled "The Joystick Control Center"). To use a second joystick, plug it in as well (you will need a special adaptor).
2. Insert the game disk into the disk drive and turn on the monitor and computer. The program will load into the computer's memory and the title screens will appear, followed by the Joystick Control Center.

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### THE JOYSTICK CONTROL CENTER

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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 of *Superstar Ice Hockey* is much more difficult than joystick control.)

Later on, you'll discover that 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. From the Joystick Control Center, you designate the control device that will serve as "Joystick 1" and, if two players will participate, "Joystick 2." 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 the built-in game port of your computer), JOYSTICK B (a second joystick plugged into a special adaptor available for the IIGS), KEYBOARD 1 (as defined in the KEYBOARD 1 diagram on the lower portion of the screen), and NO CONTROL. Select NO CONTROL as a second control device when you want to play a one-player game with KEYBOARD 1 as the first control device. If you don't select NO CONTROL for the second control device, the computer will prompt you to center a joystick as the second control device when you try to continue the program, which won't be possible unless you have a joystick attached to the computer.

## HOW TO MAKE MENU SELECTIONS

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The control device designated as "Joystick 1" controls all menu selections. Whenever an on-screen prompt instructs you to press the "trigger," press the fire button. To make selections from most of the menus, either push the joystick forward or pull it back until the desired option is highlighted, then press the fire button to select that option. On some menus you must move the joystick left or right to highlight the options on the screen. A few menus use an on-screen pointer to make selections. Position the pointer over the desired option using the joystick and press the fire button to select that option. Several of the menus and screens are discussed individually below.

### VIEW A TEAM HISTORY SCREEN

Select this option to see a variety of statistics tabulated by season for each team. To view other teams' statistics, push the joystick forward or pull it back to change the display from one team to another. Press the fire button to return to the Main Menu.

### IMPROVE TEAM MENU

#### General Improvement Screen

Select this option if you wish to send your team to training camp. When the General Improvement screen appears, type in the number of trading points you wish to spend (1 to 1000) and press **RETURN**. When training camp is over, press the fire button to return to the Improve Team menu. To leave the General Improvement screen without going to training camp, enter "0" as the number of trading points you wish to spend.

#### Recruit a Player Screen

Select this option if you wish to replace one of your veteran players with a new, young recruit from the minor leagues. The Recruit a Player screen shows your team's roster with the name of the first player highlighted. Each player's Position and Age are shown (under the headings "P" and "A"), along with his Offensive, Defensive, and Total skill ratings. Push the

joystick forward or pull it back until the name of the player you wish to replace is highlighted, then press the fire button to remove the highlighted player from your roster. You will then be asked for the name of the new player; type in a name (up to 8 characters) and press **RETURN**.

Note that "Age" refers to the number of complete seasons the player has been in the SHL. A rookie has an age of "0" because he has not yet completed a full season.

Next, you will need to adjust the new player's offensive and defensive skill ratings. Keep in mind that the new player's total skill level can't exceed 24 points, and that you must pay trading points equal to four times the player's total skill. While the word **OFFENSIVE** is highlighted, adjust the bar representing the player's offensive skill rating by moving the joystick to the left or right. When you are satisfied with the offensive skill level, pull the joystick back to highlight the word **DEFENSIVE** and repeat the procedure for the player's defensive skill level.

As you are adjusting your player's skill points, the figures to the right of the skill bars will show exactly what that player is going to cost you in trading points. The top figure tells you how many trading points 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 you have assigned. The bottom figure tells you how many trading points you will have left after the cost of the new player is deducted from your total.

You can move freely between the offensive and defensive skill settings by pushing the joystick forward and pulling it back. When you are satisfied with the new player's skill levels, pull the joystick back to highlight the word **EXIT** at the bottom of the screen and press the fire button. Now select **OK** to proceed with the transaction, or **CANCEL** if you decide not to go through with the recruitment.

### Try Player Trade Screen

Select this option if you would like to try to trade one of your players for a player on another team. The Try Player Trade screen shows your team's roster on the left, and your next opponent's roster on the right. Each player's Position and Age are shown (under the headings "P" and "A"), along with his Offensive, Defensive, and Total skill ratings. To view the other teams' rosters, highlight **VIEW TEAMS** and press the fire button. With the fire button held down, push the joystick forward or pull it back to change from one team display to another. *NOTE: the player you trade for must have the same designated position as the player from your team whom you are trading.*

When you have found a player you would like to trade for, highlight **TRY TRADE** and press the fire button. You will be shown your total number of trading points remaining, along with the message "**ARBITRATION WILL COST 150 POINTS.**" If you decide not to try a trade, select **CANCEL** to return to the Try Player Trade screen. If you are willing to pay the arbitration cost, highlight **OK** and press the fire button to proceed.

Once the fire button is pressed, the name of the first player on your roster will be highlighted. Push the joystick forward or pull it back to highlight the name of the player you wish to trade and press the fire button. Since you may only trade for players with the same designated position as the player you are trading, the first player *in that position* on the other team's roster will now be highlighted. Use the joystick to highlight the name of the player you wish to trade for and press the fire button. Next, type in the number of additional trading points that you want to offer to "sweeten" the deal and press **RETURN**. If you don't wish to offer any, enter "0." When arbitration is over and your offer has been either accepted or rejected, press the fire button to return to the Try Player Trade screen. If the offer was accepted, the two players will switch places automatically.

### SET UP NEW LINES SCREEN

Select this option if you wish to change players of the same position from one line to another. To make changes in your lineups, use the joystick to move the on-screen pointer to the words **CHANGE LINEUPS** and press the fire button. Next, move the pointer to the name of the first player whose lineup spot you wish to change and press the fire button to highlight that player. Then, move the pointer to the name of the player you wish to put in that spot and press the fire button again; the two players will swap lineup spots. If you decide not to move a player after selecting **CHANGE LINEUPS**, simply choose the same player twice. Select **RETURN** to go back to the Set Up New Lines screen.

If you want to see how the competition is shaping up, position the pointer over the words **VIEW OTHER TEAMS** on the Set Up New Lines screen and press and hold the fire button. With the fire button pressed, push the joystick forward or pull it back to change the display from one team to another. In this way, you may view the lineups of all of the other teams.

### PLAY NEXT GAME SCREEN

The Play Next Game screen allows you to change several factors which will affect game play. In the **DETAILS** section, you can change the number of minutes per period (from 5 to 20) and the number of men on the ice (2, 4, or 6). Use the joystick to position the on-screen pointer over the number you wish to change and press the fire button until the desired setting appears. *NOTE: The number of men on the ice may be set to 2 or 4 only in a practice game; in a league game, there must be 6 men on the ice. If LEAGUE is selected in the RULES section, you will not be able to change this option.*

You may also choose the uniform colors for both teams from a selection of 20 color combinations. To change the uniform color, position the pointer in the white area surrounding either player and press and hold the fire button. Now push the joystick

forward or pull it back to view all of the available color sets.

Each of the other teams is assigned a particular uniform color, and will always appear in that color when the Play Next Game screen appears. This color may be changed for an upcoming game, but will return to the team's assigned color when the game is over. You may assign your team any color you wish, and their uniforms will remain that color from game to game unless you change it.

In the **CONTROL** section of the screen, assign control of your team's **CENTER**, **GOALIE**, and **COACH**. Position the pointer over the option you wish to change and press the fire button; your choices are **JOYSTICK 1**, **JOYSTICK 2**, and **COMPUTER**. Note that you may choose both to play a position and to coach, or even just to coach. If you are playing a practice game, you may also assign control of the opposing team's Center, Goalie and Coach so that you and a friend can play against one another.

In the **RULES** section of the screen, choose whether you want to play a **PRACTICE** or a **LEAGUE** game. Position the pointer over the option you wish to change and press the fire button. If you select **PRACTICE**, you may choose not to have offsides violations called by selecting **NO** for the **OFFSIDES** option. If **LEAGUE** is selected, you will not be able to change this option. Note that when **LEAGUE** is selected, all other previously selected options that are not "legal" in a league game will change automatically to the correct setting.

In a practice game, you may choose to play for any team in the league. You may also select the opposing team, and even play a team against itself to put a premium on coaching ability. To change teams, first make sure that **PRACTICE** has been selected in the **RULES** section. Then position the pointer over the team name in the **DETAILS** section (or **CONTROL** section) and press and hold the fire button. Push the joystick forward or pull it back until the desired name appears. Remember that practice game results

are not counted in the league standings, and that the game will go into sudden-death overtime rather than end in a tie. When a practice game is over, the team names will return to their proper settings.

To return to the Main Menu, select **CANCEL** from the **START** section of the screen. Select **PLAY ICE HOCKEY** to begin the game.

## SAVING FROM THE MAIN MENU

If you make changes in your roster through trades, recruitment, lineup changes, or general improvement, you may save these changes without playing a game by simultaneously pressing the **CONTROL** and **S** keys from the Main Menu screen. Changes made on the various menu screens are saved automatically to your game disk when you select **PLAY ICE HOCKEY** from the Play Next Game screen to begin a new game. Game results and updated team histories are saved automatically when you press the fire button at the end of each game.

## THE COACHING SCREEN

Once the game begins, the coaching screen will appear every time there is a break in the action. If you have selected **JOYSTICK 1** or **JOYSTICK 2** to control your team's Coach, the person using that joystick will be allowed to change lines and strategies from the coaching screen. If you have selected **COMPUTER** for your team's **COACH** option, the computer will handle these functions for you.

The options on the coaching screen appear in the following order: Offensive Line, Offensive Strategy, Defensive Line, and Defensive Strategy. (*NOTE: If there are less than six players on a team, certain options may not be active. See the Coaching section of your Game Manual for more information.*) To make your selections, move the joystick left, right, forward, or back to highlight the desired option from among the available options that appear to the left, right, above, or below the joystick icon on the



screen. When the desired option is highlighted, press the fire button to select that option. As soon as you have made a selection for one category, the options for the next category will appear automatically.

The Total Power (**TP**) and Effective Power (**EP**) ratings for the highlighted line are shown at the bottom of the coaching screen. The Total Power rating shows your players' maximum ability. The Effective Power rating shows your players' current ability, as affected by fatigue. Note that separate ratings are given for the line's Offensive and Defensive abilities. If you choose your players' abilities wisely when you recruit them, the offensive line should have a higher Offensive rating and the defensive lines should have a higher Defensive rating. The figures at the top of the screen show the combined Offensive and Defensive ratings for *all players on the ice* (excluding the Goalie). These numbers are shown at the bottom of the screen when play resumes. When both players have completed all of their coaching selections, the game screen will reappear.

### THE PAUSE GAME/TIMEOUT SCREEN

From the game screen, press the **ESC** key to pause the game. The number of timeouts currently available for each team will be displayed on this screen under the team name. If you are acting as Coach and your team is eligible for a timeout, this number will flash. To take a timeout, press the fire button (you must be acting Coach for your team in order to take a timeout). Press the **ESC** key to return to the game without taking a timeout.

### END OF GAME

At the end of each game, the SPORTTime Garden screen appears; press the fire button to view the Game Results screen (or the Playoff Tree screen); press the fire button again to return to the Main Menu. After a practice game, pressing the fire button from the SPORTTime Garden screen will return you to the Main Menu. **WARNING: If you turn off the computer after a league game before you've pressed the fire button and returned to the Game Results screen (or Playoff Tree screen), the game will be counted as a forfeit for your team and a victory for the opposing team. A forfeited game appears as a loss in the standings, and your team loses trading points at the end of the season.**

### THE GAME RESULTS/PLAYOFF TREE SCREENS

Press the fire button to return to the Main Menu from either the Game Results screen or the Playoff Tree screen, which appears at the end of the season and after every Playoff game in which your team participates.

### THE SPORTTime™ CUP SCREEN

When your team wins the coveted SPORTTime Cup, the SPORTTime Cup screen will appear; press the fire button to start the next season.

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## HOW TO CONTROL YOUR CENTER AND GOALIE

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You establish control of your Center and Goalie from the Play Next Game screen. Follow the instructions given under the heading "**YOUR/OPPONENT TEAM CONTROL**" in the "Play Next Game" section of the Game Manual. On the ice, both the Center and Goalie's skating movements are controlled with the joystick. Your Center can skate anywhere on the

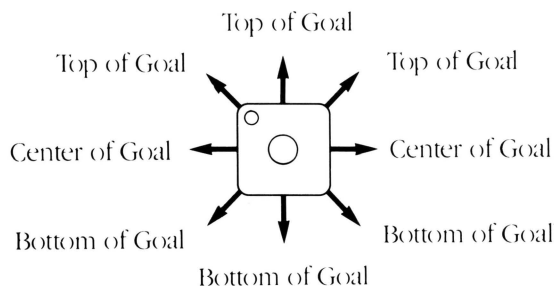
ice, as well as shoot, fake a shot, pass, fake a pass, or check. Your Goalie can skate around most of the defensive zone, and can attempt both high and low saves. If your Goalie catches the puck, you have the option to hold the puck to stop play, or to pass the puck back onto the ice. Step-by-step instructions for each move are given in the following paragraphs.

## PLAYING CENTER

To control your Center, first make sure that you have made the appropriate selection from the **CONTROL** section of the Play Next Game screen.

### Taking a Shot

When attempting a shot-on-goal, you will be able to direct the shot toward the side of the goal closest to the top of the screen, the center of the goal, or the side of the goal closest to the bottom of the screen to better take advantage of the Goalie's position. Refer to the diagram below for the corresponding joystick positions.



*NOTE: If the joystick is centered, the shot will travel toward the center of the goal.*

Once you are in a position to attempt a shot, press and hold the fire button; your Center will wind up to shoot. Quickly move and hold the joystick in the direction that you want the shot to go—toward the top, center, or bottom of the goal. To shoot along the ice, release the fire button as the Center's stick comes forward but before the stick strikes the puck. To lift the shot off the ice, release the fire button

after the stick strikes the puck. It's important to let the Center's stick come forward before you release the fire button; if you let go too soon, your Center will fake a shot and not strike the puck.

When your Center is close to the goal, he will automatically attempt a quick "wrist" shot instead of a slapshot in order to better take advantage of his position. You will be able to control the direction of the shot, but the computer will control whether or not the shot is lifted off the ice.

### The Quick Shot

If you think you've got great timing, try the Quick Shot. The Quick Shot is an excellent way to beat a goalie, but it's difficult to master. Execution of the Quick Shot is just like taking a regular shot, except you must start to wind up for the shot before you actually have the puck in your possession. The object is to time your center's swing so that the stick meets a loose or oncoming puck just as the puck comes into range. It may take a little practice to get the timing down.

To execute the Quick Shot, press and hold the fire button at just the right time as a loose or oncoming puck comes into your center's range (before the puck is actually in the center's possession). Then push the joystick in the direction you wish to shoot (just as you would for a regular shot). Let go of the fire button before the stick strikes the puck to keep the shot on the ice, or release the fire button after the stick strikes the puck to lift the shot off the ice.

### Faking a Shot

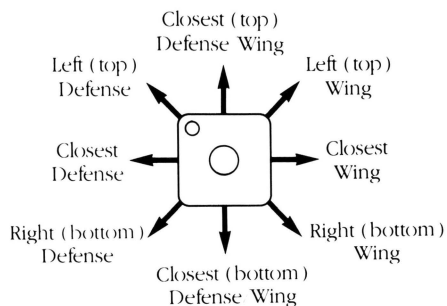
Press and hold the fire button so that your Center winds up to shoot, but release the fire button before the stick comes forward.

### Passing the Puck

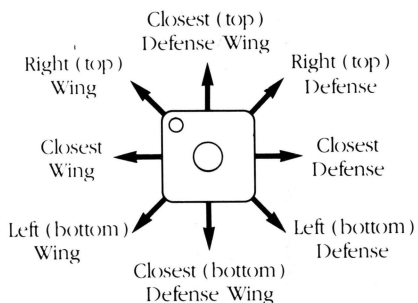
To get off a proper pass, you must know the following:

1. The eight joystick directions represent the members of your team.

2. Tap the fire button quickly, move the joystick in the proper direction, then tap the fire button quickly again. This will pass the puck to the proper player. Be sure not to hold the button down, or you will try to take a shot. NOTE: Only the diagonal directions pick an exact player (see diagram).



**When Attacking the Goalie on the Right**



**When Attacking the Goalie on the Left**

### Faking a Pass

Tap the fire button quickly. Your Center will stop skating and begin to slide across the ice. When his legs lock open, make sure that the joystick is in its center position and tap the fire button again. Your Center will retain control of the puck and will once again be able to skate freely.

### Checking an Opponent

When you don't have the puck and want to check (knock down) one of your opponents, skate close to that player and press the fire button. Your Center will swing his stick as he bumps into the opponent, who 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. It's a chance you'll have to take!

### PLAYING GOALIE

To control your Goalie, first make sure that you have made the appropriate selection from the **CONTROL** section of the Play Next Game screen.

#### Making a High Save

Use the joystick to move your Goalie so that he is aligned with the oncoming puck. Then, press the fire button and push the joystick forward to attempt a high save.

#### Making a Low Save

Use the joystick to move your Goalie so that he is aligned with the oncoming puck. Then, press the fire button and push the joystick back to attempt a low save.

#### Holding and Passing the Puck

After catching the puck, simply hold the puck and wait for the referee's whistle to blow if you wish to stop play. To pass the puck after catching it, first release the fire button to bring your Goalie back to a normal, standing position. Next, push and hold the joystick in the direction that you wish to pass to go and press the fire button. Your Goalie will then pass the puck.

# ADDITIONAL INFORMATION ABOUT DEFENSIVE AND OFFENSIVE STRATEGY

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The following information is supplemental to the information about defensive and offensive strategies provided in the manual.

## DEFENSIVE TEAM AT FULL STRENGTH

The defenseman's responsibilities do not change based on play selection when the team is at full strength. A defenseman will always play back until the offensive player with the puck gets by the center and a wing. The closer defenseman then will pick up that player. The other defenseman will continue to back up to help out the goalie or break up a cross-ice pass.

### "Protect" Strategy

CENTER—The center always will cover the opposing center.

WINGS—When the puck is not in the team's defensive zone, the wing will cover the wing. When the puck is in the team's defensive zone, the wing will cover the defenseman.

### "Normal" Strategy

CENTER—The center always will cover the opposing center.

WINGS—When the puck is not in the team's defensive zone, the wing normally will cover the wing. However, if a defenseman gets the puck, the closer wing will go after him. When the puck is in the team's defensive zone, the wing normally will cover the defenseman. However, if a wing gets the puck, the closer wing will go after him.

### "Forecheck" Strategy

CENTER—The center will go after the puck wherever it is on the ice.

WINGS—When the puck is not in the team's defensive zone, the wing normally will cover the wing. However, if a defenseman gets the puck, the closer wing will go after him. When the puck is in

the team's defensive zone, the wing normally will cover the defenseman. However, if a wing gets the puck, the closer wing will go after him.

## DEFENSIVE TEAM SHORT-HANDED (CENTER IN PENALTY BOX)

When a team is playing a man short, each of the four players on the ice is assigned a zone to cover. Each player is responsible for any opposing players that enter their zone.

### "Protect" Strategy

CENTER—The center will be in the penalty box.

WINGS—A wing will try to stay in front of the wing and/or defenseman in his zone. A wing will not attack the puck directly, but will wait for something to happen.

DEFENSEMEN—The defenseman will only attack the puck when the center has it in his zone.

Otherwise, he will try to stay in front of a wing in his zone.

### "Normal" Strategy

CENTER—The center will be in the penalty box.

WINGS—A wing will always attack the puck or puckhandler that is in his zone of responsibility. When the puck is not in his zone, he will stay in front of opponents in his zone.

DEFENSEMEN—A defenseman will always attack the puck or puckhandler that is in his zone of responsibility. When the puck is not in his zone, he will stay in front of opponents in his zone.

### "Forecheck" Strategy

CENTER—The center will be in the penalty box.

WINGS/DEFENSEMEN—A wing or defenseman will always attack the puck when the puck is in his zone of responsibility. When the puck is not in his zone, he will get as close to the puck as possible while staying in his zone. In this way, he will try to intercept any passes into his zone. This is a risky maneuver, but one which may lead to the exciting short-handed goal.

## OFFENSIVE TEAM

On offense, the main difference between the three offensive strategies is the frequency of passes versus shots. For example, in the offensive zone the players are six times more likely to pass when the coach has chosen SETUP than they are if ATTACK was chosen. The player that the puck is passed to depends on the position of the player making the pass. Conversely, a player is much more likely to shoot if ATTACK was chosen instead of SETUP.

**CENTER**—The center is most likely to pass to either wing. The center occasionally passes to a defenseman, but the wings are the center's primary receivers.

**WINGS**—The wing's first priority is to feed the center, which he will do more than half of the time. A wing also will feed the defenseman that shares the same side of the rink with him. In addition, a wing occasionally will feed the other wing.

**DEFENSEMEN**—More than half of the time, a defenseman will try to feed the wing that shares the same side of the rink with him. If he doesn't pass to the wing, he probably will pass to the center. Occasionally, a defenseman will pass to the other defenseman.

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## SOME TIPS AND HINTS

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1. **Puck Size:** Two puck sizes are available. A "fat puck" serves as the default setting. To decrease the size of the puck, press **CONTROL** and **P** together during a game; press **CONTROL P** again to return the puck to its original size.

2. **Player Abilities:** In the Amiga version of *SuperStar Ice Hockey*, a player's offensive skill, defensive skill, and age affect his playing ability as follows:

### OFFENSIVE:

**Regular Players**—In addition to affecting skating speed and shooting ability, the offensive skill rating also affects a player's ability to intercept a pass and the Center's ability to take the puck at a faceoff.

**Goalies**—A Goalie's offensive skill rating affects only his skating speed.

### DEFENSIVE:

**Regular Players**—In addition to affecting the length of time it takes for a player to get back up after being checked and his ability to block shots in the air, the defensive skill rating also affects a player's ability to steal the puck.

**Goalies**—A Goalie's age affects how quickly he recovers after attempting a save.

### AGE:

**Regular Players**—Age affects how quickly a player fatigues and recuperates. Players in their prime (age 2-4) fatigue more slowly and recuperate faster than older players and new recruits.

**Goalies**—A Goalie's age affects how quickly he recovers after attempting a save.

3. **Practicing:** When playing Center, you can practice shooting and passing without any harassment from other players. To do so, first choose a **PRACTICE** game with two men on the ice. Next, set the control of your team's Center to **JOYSTICK 1** and set control of the opponent's Center to **JOYSTICK 2**. Select **PLAY ICE HOCKEY** to begin the game and use Joystick 1 to control your Center. As long as Joystick 2 is left unattended, the other team's Center won't be able to move and you will be free to practice. Note that delay of game and any other penalty can still be called against you.

4. **Center "Lock-Up":** If you find your Center "locked up" and unable to be moved, you must have set him up for a pass or fake by tapping

the fire button. To allow your Center to skate freely again, you will have to complete the pass or fake. To pass the puck, push and hold the joystick in the direction of a teammate and tap the fire button. To fake a pass, let the joystick return to its center position and tap the fire button. Your Center should now be able to skate freely again.

**5. Controlling the Puck:** As you stick-handle the puck down the ice, try to out-manuever your opponents; if you attempt to bulldoze past them, they probably will steal the puck away from you!

**6. Shots on Goal:** The slapshot is your power shot — it's hard for the opposing Goalie to handle even when he's directly in front of it. Also, try to shoot a mixture of lift shots and shots along the ice to keep the opposing Goalie guessing. Remember that when your Center is close to the goal, he will attempt a quick wrist shot instead of a slapshot in order to better take advantage of his position.

**7. Interference:** As Center, you can "tie up" opponents by skating into them. In fact, interfering with an opponent's movement can be a very effective defensive maneuver. You are never penalized for simply bumping into another player; only when you check an opponent with your stick do you risk penalty. However, if the opponent has a breakaway, you might want to go ahead and risk a penalty by trying to check him with your stick rather than letting him go one-on-one against your Goalie.

**8. Positioning Your Goalie:** 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 automatically is positioned

directly in front of the net whenever the puck crosses center ice going toward him. Keep in mind that the Goalie moves whenever you move the joystick that controls the Goalie, even when the 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 view changes to 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.

**9. Goalie Strategy:** When playing Goalie, try not to commit yourself to a save too early. Remember that the opposing Center will try to fake you out. When you catch the puck with a lot of traffic around the goal, it's better to hold the puck and force a faceoff rather than attempt a difficult pass.

**10. Coaching Strategy:** 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 a younger player, but also recuperates more slowly. Put some thought into your lineups before the game. Above all, keep your lines fresh during a game if you are acting 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 on the coaching screen.

**11. Delay of Game:** When your team has control of the puck, you have 30 seconds to move the puck into your offensive zone before a delay of game penalty is 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.

**12. Penalties:** All penalties last two minutes. When controlling your Center, make sure that you skate him back into the action whenever a penalty that has been called on him expires. Your Center will appear at center ice near the bottom boards when a penalty is over.

**13. Sudden Death:** While regular league games are allowed to end in a tie, there are no ties in playoff or practice games. A sudden death overtime period will be played in these games until a goal is scored to determine the winner.

**14. Faceoffs:** Teams switch sides after every period, and each of the three periods begins with a faceoff at center ice. After a goal is scored, play also resumes with a faceoff at center ice. After a penalty or timeout has been called, play resumes with a faceoff near the location of the puck when play was stopped.

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