MATTEL ELECTRONICS® 1114-0920

INTELLIVISION™ Intelligent Television

CARTRIDGE INSTRUCTIONS

NHL HOCKEY*

(For 2 players)

Face-off! It's pro action on the "ice" — the thrill, speed and excitement of NHL hockey! Steal the puck "Skate" down the rink! Watch out for your opponent s defensemen! Break away and take it over the blue line. Shoot! **It's a goal!** Stay alert for the computer "Referee!" Draw a penalty and your team defends short-handed! You'll play by many of the rules that govern the pros in the "fastest sport on earth!"

HOW TO WIN! If you want to play **winning** INTELLIVISION™ Hockey, read this booklet!

(FOR COLOR TV VIEWING ONLY)

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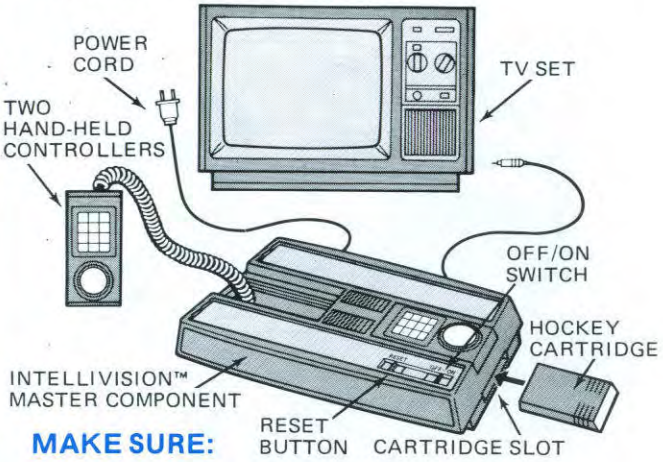
OBJECT OF THE GAME is to score more goals than your opponent in three 20-minute periods. Each goal scores 1 point. No overtime. Tie-score at the end of 3rd period will stand. (All times are simulated.)

CHECK YOUR EQUIPMENT



MAKE SURE:

- MASTER COMPONENT is connected to TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at GAME.
- TV set is plugged in and properly adjusted.
- HOCKEY cartridge is placed in slot, firmly engaged.
- OFF/ON switch is turned ON.

NOTE: When Keyboard Component is added to Master Component, cartridge goes into slot on the Keyboard Component, sold separately. (See instructions with Keyboard Component.)

PRESS RESET BUTTON: Title will appear on TV screen:

OVERLAY

HAND-HELD CONTROLLER

ADD OVERLAYS

Find two HOCKEY keyboard overlays in the cartridge package with this booklet.

Remove Hand-held Controllers from the console.

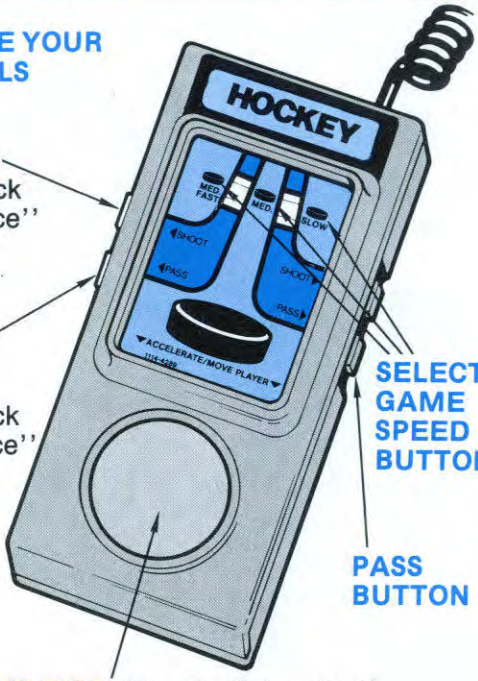
Insert an overlay into each Hand Controller.

Make sure the overlays fit tight and are all the way in. The overlays will be your visual guide.

EXAMINE YOUR CONTROLS

SHOOT BUTTON Sends puck across "ice" at faster Shooting speed.

PASS BUTTON Sends puck across "ice" at slower Pass speed.



SELECT GAME SPEED BUTTONS.

PASS BUTTON

DIRECTION DISC Used to "skate" offense and defense control men in any of 16 directions. Press edge of disc corresponding to direction you want man to move. **Men skate in forward direction only.**

INTELLIVISION™ HOCKEY is a game of action and coordination. When the Direction Disc and the Shoot button work together smoothly, you'll have the edge! Get the feel of the controls **before** you play. Find the way of working the controls that feels most comfortable and gives you quick reactions.

STICK HANDLING

To make your player swing his stick two things must happen. You must **hold down** the Direction Disc **while** you press either the Shoot button or the Pass button! When stick hits puck you'll hear a "Whack!"

Important: Direction you are pressing on Direction Disc determines direction in which puck is released (passing or shooting).

SELECT GAME SPEED

You can play INTELLIVISION™ HOCKEY at 4 different speeds. Unless you select a slower speed, game will automatically be played at Pro speed . . . FAST!

To select one of 3 SLOWER speeds, press button 1, 2 or 3 on the Hand Controller overlay.

The FASTEST, Pro speed means **everything** goes faster! Passes, shots on goal, rebounds all speed up! Players "skate" faster. The computer-controlled goalies develop new quickness! At Pro speed, your reactions will have to be very fast!

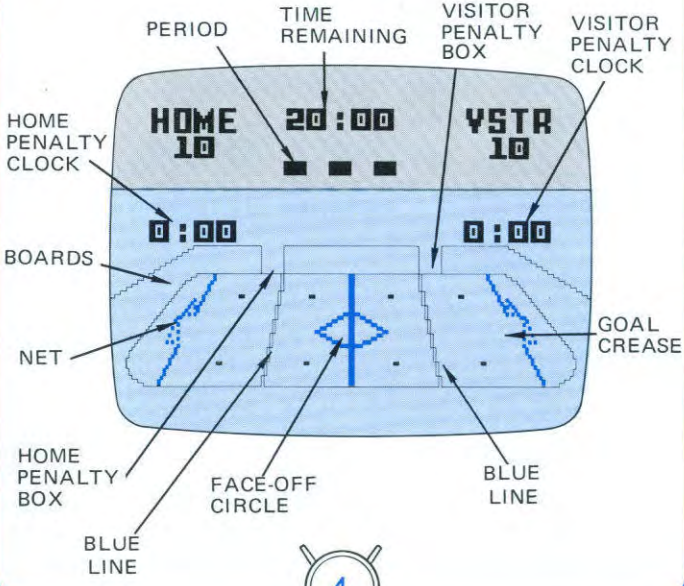
Until you get familiar with the game, you'll probably want to begin at a slower speed.

CHECK THE RINK!

PRESS DIRECTION DISC to bring rink up on your TV screen. Action takes place on a modified hockey rink, designed to scale. You'll notice the familiar red center line, two blue lines and face-off circle at center ice. Each end of the rink has a net with goal crease. Each team has a penalty box.

COMPUTERIZED SCORING!

Team scores, penalty time, time remaining in the period are continuously displayed over the rink. You tell periods by checking the red bar graphs. One for 1st Period, two bars for 2nd Period, etc.

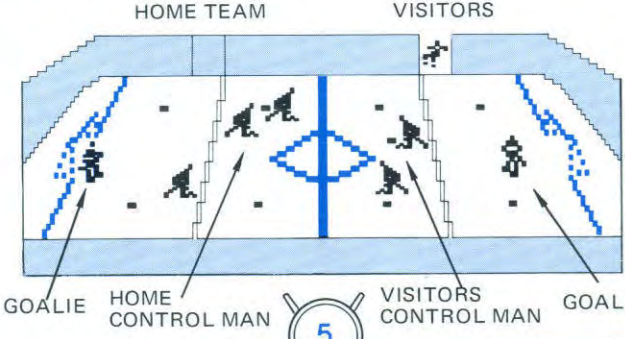


THE TWO TEAMS

Each team consists of three men plus a goalie. Home team wears TAN. Visitors wear LIGHT GREEN. On offense you control the man with the puck. As soon as Control Man gets the puck he will change color. From TAN to DARK BROWN for the Home team. From LIGHT GREEN to LIGHT BLUE for the Visitors. Computer controls both goalies. On defense you control one man at a time, your Defensive Captain. Defensive Captain will also change colors for easy identification.

You won't see the computer Referee. But you **will** hear his "whistle!" Both teams automatically "skate" onto the ice when rink appears on your TV screen. Simulated "Crowd Roar" will bring them on!

At the start of the game, Home team defends net at the left end of the rink and Visitor team defends net at the right end. Goalies take up position in the goal crease of the net they are defending. At the end of each period, the teams automatically leave the ice. Teams do not change ends.

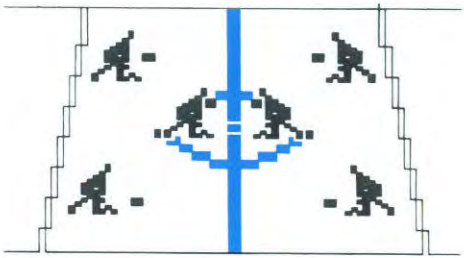


FACE-OFF!

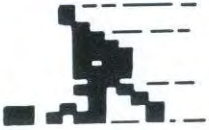
The face-off is like a toss of a coin to determine possession of the puck and start the action!

Both Home and Visitor Control Man assume positions facing each other in the center face-off circle. Remaining two team members for each team take positions to either side and behind their team's Control Man. Press Direction Disc and the teams face-off! THE PUCK SUDDENLY APPEARS in the center of the face-off circle. THE PERIOD CLOCK STARTS at 20 minutes (simulated time).

"SKATE" YOUR CONTROL MAN TOWARD THE PUCK. Try for possession before your opponent! When either you or your opponent has possession of the puck, the match begins! To take control of the puck, player must make stick contact. Remember: puck may be stolen at any time by any player — goalies included! If the face-off does not give your team possession, skate away from your opponent and defend your goal.



PLAY BY PLAY ACTION



OFFENSE

(Control Man is the man with the puck.)

You've won the face-off! You've got the puck, now get moving! PRESS THE DIRECTION DISC to move your Control Man. He starts slow and gains speed quickly, moving ONLY AS LONG AS YOU HOLD DOWN THE DISC. If you change his direction, he slows down to make the turn. Your Control Man can skate anywhere on the ice, even behind the net.

Press edge of disc in direction you want man to move.

TO PASS THE PUCK, press the Direction Disc in the direction you want the pass to be released. Your Control Man will turn to face this direction; however, you can release your pass before Control Man is completely turned. Hold the Direction Disc down **while** pressing EITHER TOP PASS BUTTON on sides of Hand Controller. A "WHACK" sounds as your man "hits" the puck. Puck is released in the direction you pressed the Disc when you pressed the Pass Button.

Passing is not instantaneous. There is a slight delay between the time you press Pass Button and contact is made with the puck.

Remember that your Control Man has to bring his stick around and **then** hit the puck, so press Pass Button slightly **before** you want to actually contact the puck.

NOTE: You cannot control the movement of your intended receiver UNTIL he captures the puck. He then becomes the Control Man and changes color. Former Control Man changes to team color.

SCORING

Goals will not come easy! The computer-controllec goalie is hard to beat — like a pro! Rebounds are your best bet! Keep your shots coming! (Remember to hold the Direction Disc down while you press the Shoot button! Nothing happens unless **both** Disc & button are used!)

WORK ON THE GOALIE! "TIRE" HIM OUT!

Shoot HARD! Get in close and try to knock the goalie down! As long as he's down, you've got an opening to shoot through. When the goalie gets back up, his tough defense resumes.

IT'S A GOAL!

You've outfoxed the goalie and shot the puck into your opponent's net! It's a Goal! The clock stops! The "CROWD" roars! Computer displays 1 point for your side!

DEFENSE

(Control Man is your Defensive Captain.)

Your opponent has the puck. You must do three things:

1) Prevent your opponent from scoring a goal.
2) Gain possession of the puck.
3) Avoid penalties that leave your defense short-handed.

USE THE DIRECTION DISC to move your Defensive Captain in any of 16 directions. Remember: Defensive Captain can "skate" anywhere on the ice.

1. Prevent your opponent from scoring!

GOALIE

Your goalie is a fully animated, computer-controlled member of your team. He can and does come out of the goal crease to steal or intercept the puck. When a goalie gains possession, he immediately passes the puck to the nearest member of his team. Computer controls all movements of the goalie.

2. Get possession of the puck!

Still, your first line of defense must be offense. Get the puck! Possession is the name of the game!

INTERCEPTIONS

"Skate" your Defensive Captain into the path of the puck when your opponent's man releases a pass or shoots! This not only

blocks a score, but gives you possession of the puck as well! And stay alert for rebounds off the boards, any free puck, any time!

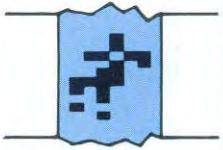
TRIPPING, STEALING THE PUCK!

When your opponent's man has the puck, trip him up and get the steal! It's legal — providing opponent's man **does have** the puck. "Skate" close to the man with the puck and press either Pass or Shoot Button while holding the Direction Disc down. Your Control Man will swing his stick and, if close enough, send your opponent's man for a tumble! Tripped man will sit inactive on the ice for a couple of seconds. (It's impossible to trip a goalie or a member of your own team.)

3. Avoid penalties that leave your defense short-handed.

PENALTY TIME: 2 MINUTES OFF THE ICE!

Two-minute penalties can be called for tripping an opposing player **without** the puck. Ref's "WHISTLE" will sound. Guilty player will leave the ice and go into the penalty box for two minutes. (All times simulated.) Play will automatically stop. It's a free puck and your team must defend, one player short. No more than one player from each side can be sent to the penalty boxes at the same time.



It's impossible to trip with one of your men in the

penalty box. (You can swing your stick, but nothing will happen.) Penalty time remaining will be displayed continuously. When penalty time is up or a goal is scored on the short-handed team, that team's player in the box will automatically return to the ice. Play will continue without interruption. If both teams have a player in the penalty box and either team scores, both team players remain in the penalty box, since neither team is playing short-handed. If period ends before the full two minutes penalty time is up, player in the box will still automatically leave the ice with the rest of his team. Both teams will begin the next period at full strength, regardless of penalty time remaining.

TO TRIP OR NOT TO TRIP

If you trip an opposing player without the puck, computer "Ref" might call a penalty. Only "might!" "Ref" will call a tripping penalty only about **one out of three** times! When your team is down a couple of goals or your goalie is in trouble, go for the trip and steal the puck. The odds are in your favor!

SIMULATED GAME SOUNDS

"Crowd" Roar .... When teams take the "ice " When goals are scored. At the end of the match (3rd period ends.)

"Ref's Whistle" ... When penalties are called.

Buzzer ..... At the end of each period.

"Stick Handling" .. Whenever a player's stick is swung.

Contact "Whack" .. When stick hits puck, or puck hits boards.

"Bump!" It's a Trip! ..... Sound does **not** always mean "Ref" will call a tripping penalty.

HOW TO WIN!

COORDINATE Direction Disc with Pass or Shoot buttons. When both controls work together smoothly, you have an edge!

WATCH YOUR TIMING! Don't "skate" so fast that your team loses control of the puck. Possession is the name of the game!

WORK ON PASSING! Get the puck down the rink promptly.

GET THE REBOUNDS! Rebounds are the surest way to score. Keep your shots coming.

GO FOR IT! Play aggressively, especially on defense. Go after the puck and steal it away! Remember: computer "Ref" will call only one out of three tripping penalties.

90 DAY LIMITED WARRANTY

Mattel Electronics® warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date-of-purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid, to:

Consumer Adjustment Center
5150 Rosecrans Avenue, Hawthorne, California 90250

for replacement. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.

HOW TO ORDER YOUR REPLACEMENT OVERLAYS

Complete the order form below and mail it with your check or money order for $1.25 per set of 2 overlays. California residents add 6% sales tax. Address check or money order to Mattel Electronics®, Box 2350, Hollywood, CA 90025. Allow 4-6 weeks for delivery. Offer subject to availability.

Mark quantity ordered

SOCCER	1683-4289 ___ sets	BASKETBALL	2615-4289 ___ sets
LAS VEGAS ROULETTE	1118-4289 ___ sets	HOCKEY	1114-4289 ___ sets
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Amount enclosed _____ Total sets ordered _____

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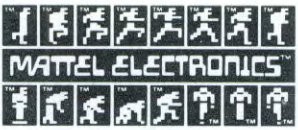
INTELLIVISION™

Intelligent Television



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Look for them!