

Gamma Software's **HOCKEY** is a challenging high-speed video action game of skill. It is played on an enclosed rink, with scoreboard including clock overhead. Two, three or four players use joysticks to control the action. The game is in attractive color and generates a variety of sounds including crowd noise.

HOCKEY produces realistic action involving two four-man teams on the video screen. An offensive player can carry the puck, pass and shoot. A defensive player can steal the puck and intercept passes. Goalies block shots.

An advanced feature of **HOCKEY** is the inclusion of "smart" players who perform automatically.

In case of a tie after regulation time, **HOCKEY** offers an exciting bonus: sudden-death overtime!

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Gamma Software, P.O. Box 25625, Los Angeles, CA 90025



FOR ATARI 400/800*
with minimum of 16K RAM

*indicates trademark of Atari, Inc.

ACCESSORIES REQUIRED:

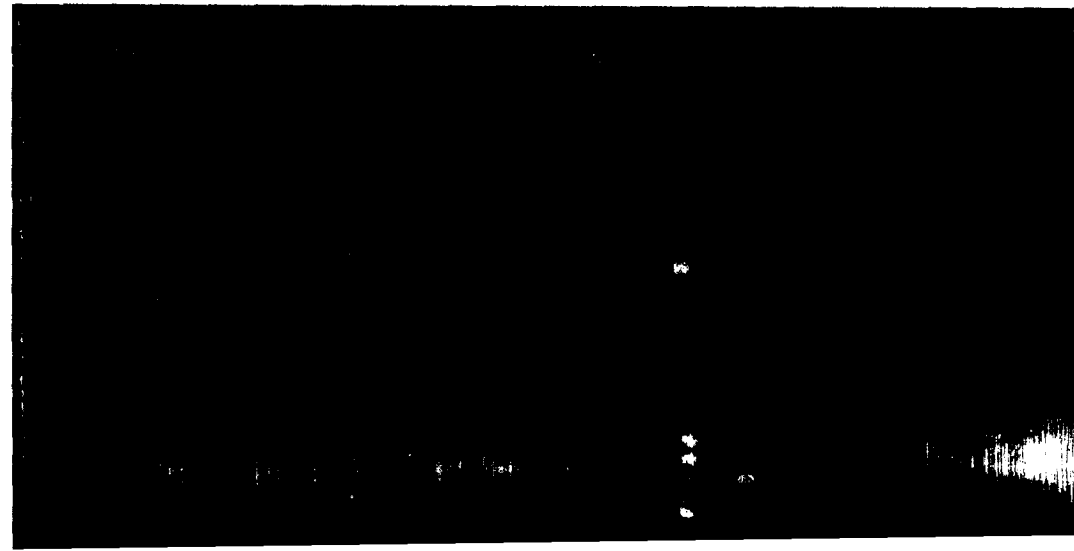
- Program Recorder
- 2, 3 or 4 Joysticks

Gamma Software HOCKEY

FOR 2, 3 OR 4 PLAYERS

CASSETTE AT102

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HOCKEY

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1. Introduction

Gamma Software's **HOCKEY** is a high-speed video action game, in color and with sound effects. It is played on an enclosed rink, with scoreboard including clock overhead. It is for two, three or four game players.

HOCKEY features two four-man teams on the video screen. Game players use joysticks to control the action.

HOCKEY includes *smart* players who play automatically.

An offensive player can carry the puck, pass and shoot. A defensive player can steal the puck. Goalies block and clear shots.

In case of a tie game, **HOCKEY** offers sudden-death overtime.

The game requires a minimum of 16K RAM.

2. Computer Equipment Required

- (a) Atari 400* or Atari 800* Computer ("Computer")
- (b) Atari 410* Program Recorder ("Program Recorder")
- (c) Two, three or four Atari® CX-40 Joystick Controllers ("Joysticks")
- (d) Minimum of 16K RAM

3. Terminology

Game player refers to the human player who plays this game. **HOCKEY** is for two, three or four game players.

Hockey player refers to the image, or representation, of a hockey player on the TV screen. In **HOCKEY** there are eight hockey players. Each team has a *goalie* and three other hockey players referred to as *three players*.

START, OPTION: Computer console buttons.

RETURN: Computer console key.

STOP (STOP/EJECT), REWIND, PLAY: Program Recorder buttons.

*indicates trademark of Atari, Inc.
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4. Game Player / Joystick Assignments

Each game player uses a joystick as a controller. All nine positions of a joystick – eight peripheral positions plus center position – come into play. The joystick button is used for passing and shooting, as well as clearing blocked shots on goal.

(a) Two Game Players

In the case of two game players, each player controls a team. Assignment of game players to joystick ports is as follows:

Game player controlling	Port
left, green team	1
right, blue team	2

(b) Three Game Players

In the case of three game players, two game players team up against the third. One game player of the team controls the *goalie*; the other controls the *three players*. The third game player controls a full team. Assignment of game players to joystick ports is as follows:

Game player controlling	Port
left, green team's goalie	1
left, green team's three players	2
right, blue team	3

(c) Four Game Players

In the case of four game players, each pair of players controls a team. One game player of the pair controls the *goalie*; the other controls the *three players*. Assignment of game players to joystick ports is as follows:

Game player controlling	Port
left, green team's goalie	1
left, green team's three players	2
right, blue team's three players	3
right, blue team's goalie	4

5. Duration of Game

Regulation time in **HOCKEY** is nominally five minutes. Optionally, regulation time can be set to three minutes or eight minutes. See Sections 8 and 9 on Game Options and Game Initiation.

In the case of a tie at the end of regulation time, there occurs an additional two minute period of sudden-death overtime. First goal wins.

6. Scoring and Scoreboard

A goal scores one point. Score of game appears on the scoreboard above the rink.

The scoreboard contains a clock showing the time remaining in regulation time (or sudden death). The clock runs during play, and stops from time-of-goal to subsequent face-off.

7. Loading Instructions

(a) Turn OFF all power on all hardware equipment. EMPTY the cartridge slot(s). Plug in Program Recorder. Plug in two, three or four joysticks, according to the number of game players.

(b) Press STOP (STOP/EJECT) to open cassette door. Insert cassette. Close door. REWIND cassette fully. Press STOP. Press PLAY.

(c) Turn TV set ON. Turn TV sound volume UP. (Adjust volume later.)

(d) While holding down START, turn computer power ON. (Computer responds with "beep".) Press RETURN.

Loading Action: Following procedure above, tape will begin to load. Loading time is approximately 2 minutes, 45 seconds. Upon successful load, header screen appears that reads:

HOCKEY
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8. Game Options

HOCKEY offers 9 game options as follows:

Game Option	Number of Game Players	Regulation Time (minutes)
1	2	3
2	3	3
3	4	3
4	2	5
5	3	5
6	4	5
7	2	8
8	3	8
9	4	8

Game Option 4 is the nominal standard and is in effect after the program loads.

Section 9 discusses how to invoke game options.

9. Game Initiation

When header screen appears, if you wish to initiate game with game option currently in effect, press START.

If you wish option other than that in effect, press OPTION repeatedly to cycle through game options. When desired option appears on TV screen, press START. Selected game option will continue in effect for subsequent games until OPTION is employed again.



10. Face-offs

At start of each game, at start of overtime, and after each goal, face-off is automatic from center ice.

11. Control of Goalie

Goalie moves vertically only and stays in nets.

Joystick position controls goalie position in nets.

Note that “diagonal positions” of joystick have effect on goalie position.

Goalie blocks puck by placing body in path of puck.

When blocking shot, press goalie’s joystick button to clear shot *upward* on TV screen. Otherwise, goalie clears shot *downward*.

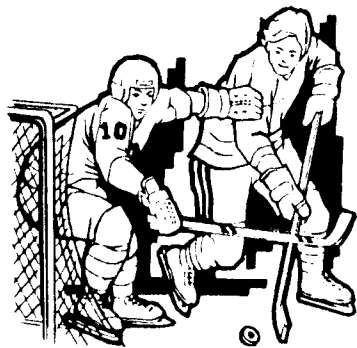
12. Control of Three Players

(a) Puck Free

When puck is free, joystick controls all three players simultaneously.

Joystick position controls three players’ direction. You can move players in any of eight directions or have them stand (joystick centered).

Hockey player captures puck by contacting puck with stick.



(b) Team on Offense: Puck in Team’s Possession

Joystick controls hockey player with puck. Other two hockey players on offense (except goalie) are *smart players* who play automatically.

Joystick position controls puck carrier’s direction. You can move puck carrier in any of eight directions or have him stand.

To pass or shoot: Press joystick button, immediately thereafter move joystick in direction of intended pass or shot, and immediately thereafter release joystick button. You can pass or shoot in eight directions.

(c) Team on Defense: Puck in Opposing Team’s Possession

Joystick controls the “flashing” hockey player. This hockey player is the individual opponent of the hockey player with the puck. He is known as the *flashing defender*. Other two hockey players on defense (except goalie) are *smart players* who automatically play their men.

Joystick position controls flashing defender’s direction. You can move flashing defender in eight directions or have him stand.

You will note that when one hockey player on offense passes to another, another defensive player becomes the flashing defender.

Defensive player – flashing defender or smart player – can steal (capture) puck by contacting puck with stick.



13. Game Termination

Upon the conclusion of a game, the header screen reappears. At this time you can initiate a new game according to the instructions in Section 9.

You may abort a game in progress any time the game clock is running. To abort, press START. This will cause header screen to reappear, and you can initiate a new game.

14. Playing Tips

(a) If pass/shot does not go in intended direction, check that joystick is level (horizontal) and properly oriented.

(b) On defense, if you have difficulty identifying flashing defender, place joystick momentarily in center position.

(c) If defense brings flashing defender in front of goal, good strategy for offense is passing attack that forces rotation of flashing defender.

(d) Speed isn't everything. Puck control and possession are important. Let your smart offensive players position themselves for passes. Skate into good positions and take good shots on goal. To score effectively, fire diagonal (slant) shots at corners of nets.

