SUPERSTAR ICE HOCKEY™
Designed by Ed Ringler

Commodore 64™ or 128™
Reference Card

WHAT YOU NEED

- Commodore 64™ or 128™ (in 64 mode) computer
- Single disk drive

- Monitor or TV (color recommended)
- Joystick (a second joystick is required for two-player games)

GETTING STARTED

1. Plug a joystick into port 1 of your computer. For two-player games, plug a second joystick into port 2.
2. Turn on your monitor or TV, the disk drive and your computer. (Note to C128 users: Run SuperStar Ice Hockey in 64 mode.)

3. Carefully insert the SuperStar Ice Hockey disk, label side up, into the disk drive and close the drive door or latch.
4. Type LOAD"*", 8, 1 and press RETURN. The game will load into the computer's memory.

HOW TO SAVE A TEAM

Team rosters, game results, and updated team histories are saved automatically when you press the fire button at the end of a league game (practice game results are not saved). However, if you make changes in your lineup or through trades, recruitment, or general improvement and you want to save the changes without playing a game, first make sure that the program disk is in the disk drive and that the Main Menu is on the screen, then press the "S" key. All changes will be saved to the program disk. At the end of a league game, make sure that the program disk is in the disk drive and that you press the

fire button. When you press the fire button, a green screen appears while the game results are saved. Then, either the Main Menu or the Playoff Tree appears on the screen.

WARNING: If you turn off the computer after a league game before you've pressed the fire button to return to either the Main Menu or the Playoff Tree, the game will be counted as a forfeit (the game appears as a loss in the standings and your team loses trading points at season's end) for your team and a victory for the opposing team. Be careful!

The joystick plugged into port 1 controls menu selections. In general, to make selections from most of the menus, either push the joystick forward or pull it back (or, on some menus, move the joystick to the left or right) until the desired option is highlighted on the screen, then press the joystick fire button to select the highlighted option. A few menus make use of an on-screen pointer. Use the joystick to position the pointer over the desired option, then press the fire button to make the selection. Menus and screens that vary from these norms are discussed individually below.

Pause Game Screen

From the game screen, press the **RESTORE** key to pause the game. From the Pause Game screen, press the fire button to take a timeout (if your team is eligible for one) or press the space bar to resume the game without taking a timeout.

Play Next Game Sub Menu
(Game Setup Screen)

Use the joystick to position the pointer over the current setting of the option that you wish to change or select and press the fire button until the desired setting appears. For example, to change the "GAME" setting from "PRACTICE" to "LEAGUE," position the pointer over "PRACTICE" and press the fire button. The setting changes to "LEAGUE." You can change the number of minutes per period (from 5 through 20), the number of men on the ice for each team (2, 4, or 6), the uniform color of each team (red, blue, or green) in the "DETAILS" section of the screen. In the "CONTROL" section of the screen, assign control of each team's center, goalie, and coach ("COMPUTER", "JOYSTICK 1", or "JOYSTICK 2"). Choose to have the offside rule in effect ("YES") or not in effect ("NO") and choose the type of game ("PRACTICE" or "LEAGUE") in the "RULES" section of the screen. In the "START" section, select "CANCEL" to return to the Main Menu or "PLAY ICE HOCKEY" to start the game.

Coaching Screen

To select, in turn, your forward line, offensive strategy (if applicable), defensive line (if applicable), and defensive strategy, push the joystick left, right, up, or down 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. Then press the fire button to select the highlighted option. When you make a selection for one category ("PICK FORWARD LINE," for example), the heading for the next applicable category automatically appears above the joystick icon. When the cycle is complete and both players have stepped through all of their coaching selections, the game screen reappears.

Recruit a Player Sub Menu

Push the joystick forward or pull it back until the name of the player that you want to replace is highlighted. Notice that a highlighted player's position changes to his age to help you reach a decision. Press the fire button to remove the highlighted player from your roster. Now, type in the new player's name (up to eight characters) and press **RETURN**. Next, move the joystick to the left or the right to adjust the player's offensive skill rating as shown on the top "skill bar" on the screen. Then, pull the joystick back to highlight "DEFENSIVE" next to the lower skill bar. Now move the joystick left or right to set the desired number of defensive skill points that your new player will have. Keep in mind that the new player's total skill points can't exceed 24, and that you must pay four times the player's total skill points in trading points. The top figure to the right of the offensive skill bar tells you how many trading points that 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 that you have assigned to the new player. The bottom figure to the right of the skill bars tells you how many trading points you would have left after the price of the new player is deducted if you

proceed with the transaction. By pushing the joystick forward or pulling it back, you can move freely between the offensive and defensive skill bars. When the new player's skill points suit you, pull the joystick back to highlight **EXIT** at the bottom of the screen and press the fire button. Now select OK to proceed with the transaction, or **CANCEL** if you change your mind.

Try Player Trade Sub Menu
(to Try a Trade or View Teams)

To try a trade, highlight **TRY TRADE**. Then press the fire button. Now, highlight **OK** and press the fire button. Push the joystick forward or pull it back to highlight the name of the player that you wish to trade and press the fire button. Next, use the joystick to highlight the player's name on the right side of the screen who you wish to trade for and press the fire button. Now, type in the number of additional trading points that you want to offer (enter "0" if you don't want to offer any) and press **RETURN**. When arbitration is over and your offer either has been accepted or rejected, press the fire button to continue the program.

To view teams, push the joystick forward or pull it back to highlight **VIEW TEAMS**. Then, press and hold the fire button. Notice that you now can see each player's age on the screen in place of their position. With the fire button still depressed, push the joystick forward or pull it back to change from one team display to another.

General Improvement Sub Menu
(for Training Camp)

Type in the number of trading points (1-however many you have up to 1000), to be used for the training camp and press **RETURN**. When camp is over, press the fire button to return to the **IMPROVE TEAM** sub menu. To escape from this screen without going through training camp, enter "0" as the number of trading points that you want to spend.

Set Up New Lines Sub Menu
(to Change Lineups and View Other Teams)

To change lineups, first use the joystick to position the pointer over **CHANGE LINEUPS** and press the fire button. Then, use the joystick to move the pointer over the name of the first player whose lineup spot you wish to change and press the fire button. Now, position the pointer over the second player's name and press the fire button. The two players will swap lineup spots. If, after selecting **CHANGE LINEUPS**, you decide not to make a change, simply select the same player twice to avoid having to make an undesired switch.

To view other teams, use the joystick to position the pointer over **VIEW OTHER TEAMS**, then press and hold the fire button. With the fire button still depressed, push the joystick forward or pull it back to change the display from one team to another. You can view all of the other teams in this manner.

End of Game

Press the fire button to continue the program and return to either the Main Menu or, after the regular league season, the Playoff Tree. **It is extremely important to press the fire button after a league game, even if you don't want to play anymore. All records of the completed game are saved to the program disk when you press the fire button after a league game. If you turn your computer off without pressing the fire button after a league game, the game is considered a forfeit and will be counted as a loss for your team and a victory for the other team, and your team will be penalized trading points at the end of the season.**

Playoff Tree Screen

Press the fire button to continue the program from the Playoff Tree screen that appears after the regular season and after each playoff game that your team plays.

After Winning the SportTime Cup

If you win it all, after you're through viewing the SportTime Cup you must reboot the program to start the next season.

HOW TO CONTROL YOUR CENTER AND GOALIE

You establish control of the center and goalie from the game setup screen. Follow the instructions given under the heading "YOUR/OPPONENT TEAM CONTROL" in the "Play Next Game" section of the 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 onto the puck to stop play, or to pass the puck back onto the ice. Step-by-step instructions are given in the following paragraphs.

Playing Center

To control your center, first make sure that you have made the appropriate selection from the CENTER CONTROL section of the game setup screen (choose JOYSTICK 1 from the game setup screen if your joystick is in port 1 or JOYSTICK 2 if your joystick is in port 2).

TO SHOOT ALONG THE ICE: Press and hold the fire button. Your center winds up to shoot. Quickly move and hold the joystick in the direction that you want the shot to go and, as the center's stick comes forward, let go of the fire button before his stick strikes the puck. It all happens quickly, so stay on your toes. It is important to let the center's stick come forward before you let go of the fire button. If you let go too soon, your center will fake a shot and not strike the puck. It also is important to let go of the button before the stick strikes the puck, otherwise the shot will lift off the ice rather than stay along the surface.

TO LIFT A SHOT: Press and hold the fire button. Your center winds up to shoot. Quickly move and hold the joystick in the direction that you want the shot to go. Your center will follow through and strike the puck with his stick. Keep the fire button depressed until after the shot is away.

TO FAKE A SHOT: Press and hold the fire button. Let your center begin to wind up for the shot, but before he brings the stick forward, let go of the fire button.

TO PASS THE PUCK: Tap the fire button quickly. Your center stops skating, although he continues to slide along the ice. When his legs lock open, move and hold the joystick in the direction that you wish to pass and tap the fire button again. Note: Once your center gets into passing position with his legs locked open, you won't be able to get him to skate again until the pass is away.

TO FAKE A PASS: Tap the fire button quickly. When your center's legs lock open, make sure that the joystick is in its center position and tap the fire button again. Your center retains control of the puck and can skate freely.

TO CHECK YOUR OPPONENT: When you don't have the puck, skate close to the opponent who you want to check, then press the fire button. Your center swings his stick as he bumps the opponent, and the opponent 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.

Playing Goalie

To control your goalie, first make sure that you have made the appropriate selection from the **GOALIE CONTROL** section of the game setup screen (choose JOYSTICK 1 from the game setup screen if your joystick is in port 1 or JOYSTICK 2 if your joystick is in port 2).

TO MAKE A HIGH SAVE: First, use the joystick to move your goalie into position (aligned with the oncoming puck), if necessary. Then press the fire button and push the joystick forward to attempt a high save.

TO MAKE A LOW SAVE: First, use the joystick to move your goalie into position (aligned with the oncoming puck), if necessary. Then press the fire button and pull the joystick back to make a low save.

TO HOLD OR PASS PUCK: After catching the puck, simply wait for the referee's whistle if you want the goalie to hold the puck to stop play. To pass the puck after catching it, release the fire button to bring your goalie back to a normal, standing position. Then, push and hold the joystick in the direction in which you wish to pass and press the fire button.

SOME TIPS AND HINTS

1. When playing center, you can practice shooting and passing without any harassment from other players. To do so, first set control of your team's center on the game setup screen to JOYSTICK 1, and then set control of the opponent's center to JOYSTICK 2. Now choose a PRACTICE game with two men on the ice. Select PLAY ICE HOCKEY to begin the game. Use the joystick in port 1 to control your center. As long as the joystick in port 2 is left unattended or there is no joystick in port 2, the other team's center won't move, leaving your center free to practice.

2. If you find your center "locked up" and unable to be moved, push and hold the joystick in the direction of a teammate or the opponent's goalie and tap the fire button. Your center will pass the puck and you'll regain control of his movement. Alternatively, let the joystick return to its center position and then tap the fire button. In this way, you regain control without passing the puck. This "lock up" is caused by an inadvertent tap of the fire button, which makes your center get into the ready position to attempt to pass.

3. When playing center, your big slapshot is your power shot. It's hard for the goalie to handle even when he's directly in front of it. Also, mix up your lift shots and shots along the ice to keep the opposing goalie guessing. In addition, you can use a pass as a shot. The slapshot is a more powerful shot, but the long wind-up and follow-through can cost you a golden opportunity.

Passing may have less "steam" behind it and be easier for the goalie to handle, but you can get a pass off much faster than the big slapshot. If you temporarily have an open net, don't blow it! "Pass" the puck in for a goal!

4. As a center, you can "tie up" opponents by skating into them. You are never penalized for simply bumping into another player. Simply interfering with an opponent's movement can be an effective defensive maneuver. Only when you check an opponent with your stick do you risk penalty. If the opponent has a breakaway, you might want to go ahead and risk the penalty by trying to check with your stick rather than let him go one-on-one against your goalie.

5. 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, your goalie automatically is positioned directly in front and in the middle of the net for you whenever the puck crosses the red line at center ice as it moves toward your defensive zone. Keep in mind that your goalie moves whenever you move the joystick that controls the goalie, even while your 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 puck crosses the red line while the puck moves toward your defensive

zone. You might find it easier, especially as a beginner, to avoid moving the joystick at all while the goalie is off-screen.

6. When you play goalie, try not to commit yourself too early to a save. Remember that opposing centers will try to fake you out. Also, when you catch the puck with a lot of traffic around you, hold onto the puck to force a faceoff rather than attempt a difficult pass.

7. 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 younger players, but also recuperates more slowly. Put some thought into your lineup before the game. Above all, keep your lines fresh during a game if you act 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.

8. Keep in mind that all defensemen have better puck handling or control abilities than wings, and that wings handle the puck better than centers.

Goalies are better at stealing the puck than anyone. As you stick handle the puck down the ice, maintain a wide berth and try to out-maneuver an opponent rather than attempt to bulldoze past him or he probably will steal the puck from you.

9. When your team has control of the puck, it has 30 seconds to move the puck into the offensive zone or a delay of game penalty will be 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. While on the subject of penalties, when you control your center, make sure that you skate him back into the play whenever a penalty that has been called on him expires. Your center appears at center ice when a penalty is over as indicated by your team's penalty clock on the game screen. However, if the action is at either end of the rink when the penalty expires, you won't actually see your center return, so you need to push the joystick in the direction your center should go from center ice to rejoin the action.

PRACTICE GAME TEAM LINEUPS

When you play a practice game, the two teams are made up of players with identical skills and ages but different names. Practice games put a premium on your coaching and playing ability, since each team is otherwise completely equal in terms of player skills and available talent. In a practice game, you must do more with the same talent than your opponent does. Each player in a practice game has an offensive skill rating of 45 and a defensive skill rating of 45 (for a total point rating of 90). The names of the players who make up the first player's practice team are given below, along with the players' ages. The names of the players on the second player's team come from the team that would have been the next opponent if a league game were to be played rather than a practice game. The team name of the next league opponent flashes on the Main Menu, along with the Mindscape team name (or whatever name you have supplied for your league franchise). However, only the names of the players come from the next league opponent. The offensive and defensive skill ratings of each player are the same as player one's practice team. Also, the ages for each lineup position given for the first player's team are the same for the corresponding lineup position on the second player's team. Note: For practice games, the individual makeup of each line can't be changed. Also, there are no ties in practice games. In the event of a tie, sudden death overtime periods will be played until a goal is scored to determine the winner.
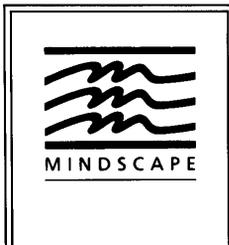
FORWARD LINE NO.	WING (AGE)	CENTER (AGE)	WING (AGE)
1	Ffinch (7)	Ringler (4)	Lucas (4)
2	Wishoff (5)	Ferrando (5)	Mahajan (6)
3	R. Buoy (7)	Schaff (6)	Hill (4)

DEFENSIVE LINE NO.	DEFENSEMEN (AGE)	DEFENSEMEN (AGE)
1	Lamb (5)	Robinson (6)
2	Oke (7)	Schumak (4)
3	Garner (5)	Mentzing (6)

GOALIE (AGE)
Neaylon (4)

MINDSCAPE

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