

SUPERSTAR ICE HOCKEY
Designed by Ed Ringler

IBM LOADING INSTRUCTIONS

• IBM-PC or true compatible computer; 256K minimum.

- Disk drive.
- Colour or Enhanced Graphics Adaptor.
- Colour Monitor or TV.
- Joystick highly recommended (a second joystick can be used for two-player games with computers that support two joysticks)

To load Superstar Ice Hockey with a DOS disk

1. Insert your joystick/s, if your computer supports one, into the joystick port.
2. Insert a DOS disk into drive A and close the disk drive door.
3. Turn on the computer and your monitor or TV.
4. Respond to the date and time prompts (either enter the date and time or press Enter).
5. When you see A>prompt on the screen, remove the DOS disk.
6. Insert the Superstar Ice Hockey disk, label side up, into the disk drive and close the drive door.
7. Type PLAY and press ENTER. The game will load into the computer's memory.

To install Superstar Ice Hockey on a hard disk.

WARNING: Before you attempt either to make an archival backup of your hard disk, or to run a hard disk "optimization" or "de-fragmenting" program, first make sure that you follow the instructions to uninstall Superstar Ice Hockey from your hard disk.

1. Boot the system, if necessary, and get a C> prompt.
2. Carefully insert the Superstar Ice Hockey disk into the disk drive and close the drive door.
3. Type A:SETFIXED NAME, where name is the name you have chosen for the new directory and then press Enter. The name must not be longer than eight characters. Superstar Ice Hockey will install on the hard disk. Note: if you want to use an existing sub directory, first enter the name of that sub directory and ignore the message about being unable to create a directory
4. When the installation is complete, the system must be re-booted. Remove the floppy disk from the disk drive. Press the Ctrl, Alt and Del keys at the same time. To run Superstar Ice Hockey from the hard disk after booting the system, type CD/NAME: where Name is the new directory name. Press Enter. Then type Play and press Enter.

To uninstall Superstar Ice Hockey from a hard disk:

1. Boot the system, if necessary, and get an A> prompt.
2. Insert the Superstar Ice Hockey floppy disk in drive A.
3. At the A> prompt, type UNINSTALL and press Enter.
4. When the process is complete, Superstar Ice Hockey will no longer be executable from the hard disk. To re-install Superstar Ice Hockey on a hard disk, follow the hard disk install instructions already given.

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, press the fire button to make the selection. Menus and screens that vary from these norms are discussed individually below.

OVERVIEW

Superstar Ice Hockey is an extraordinary sports simulation. You can compete in regular league play, division championships, conference championships and ultimately the coveted SportTime cup series. You also have the opportunity to act as your teams owner/general manager and head coach. You make the trades, recruit players from the minors, conduct training camps, make line changes and call strategies. Play against another player or a computer controlled team or have the computer play against itself. Superstar Ice Hockey puts you in complete control of the sport of Hockey.

PAUSE GAME SCREEN - IBM-PC

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

PAUSE GAME SCREEN - C64/128

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 spacebar to resume the game without taking a timeout.

THE MAIN MENU

The Main Menu offers several choices. The current league standings which show the win loss and tie records for every team in each of the four divisions also appear on the main menu. Your expansion franchise, the Mindscape team is in the West Conference, Division 2.

VIEW LEAGUE HISTORY

Select this option to view the cumulative won, loss, tie records of each team since your franchise entered the League. Overall team records for up to nine seasons at a time can be displayed.

VIEW A TEAM HISTORY SUB MENU

The Statistical categories tracked by SHL statisticians include won, loss, tie records, point totals, goals for and against, standing in the division, conference and SportTime Playoffs (indicated by a +) and overall rating. To view a different teams history history push the joystick forward or pull it back with the fire button depressed.

IMPROVE TEAM

(See Improving a team through training camps, recruitments and trades).

RESET THE LEAGUE SUB MENU

When you select reset the league you'll be given a chance

DISK:

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: C128 Users: Run Superstar Ice Hockey in 64 mode).
3. Insert Ice Hockey disk, label side up, into the disk drive and close the drive door.
4. Type LOAD **,8,1 and press RETURN. The game will load into the computer's memory.

CASSETTE:

Remove all cartridges. Computer should be off. Place the tape in the cassette recorder. Hold down the Shift and Run/Stop keys while turning on the computer. The program will load and run automatically.

NOTE: The cassette version of Ice Hockey has a few differences from the disk as laid out below:

There is no league play. No team or league history screens. No trading, Recruiting or Training Camps. The number of players on ice for each team is fixed at six. You can have as your team any of the 20 available teams. You will play with their names, ages and skills. Each team is different. Your opponent can do the same. There are no tied games. If the score is tied at the end of regulation play, all games will go into Sudden Death Overtime (first team to score wins).

THE JOYSTICK CONTROL CENTRE- IBM-PC

After the title screens appear, you are given the opportunity to choose between joystick and keyboard control for each player. 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 Centre, you designate the control device that will serve as "Joystick 1" and, if two players will participate "Joystick 2". The control devices that you can designate as "Joystick 1" and Joystick 2" include Joystick A and Joystick B, Keyboard 1 and Keyboard 2 (as defined in the Keyboard 1 and 2 diagrams on the lower portion of the screen). Note: Once you reach the game's Main Menu all menu selections are made with the controls assigned to "Joystick 1".

Selecting control devices:

Use the left and right arrow keys to move back and forth between the "Joystick 1" and "Joystick 2" menus. The "active" menu is the one with the menu heading highlighted. On the list of choices for each menu, the control device that is currently selected is highlighted. To change the control device on the active menu, use the up or down arrow keys until the desired control device is highlighted. When you highlight either JOYSTICK A or JOYSTICK B from either control device menu, an on-screen prompt instructs you to adjust the joystick. You must follow the on-screen instructions to adjust your joystick's trim knobs before you can proceed to the game. When you high light either Keyboard 1 or Keyboard 2 from either control

to give your team a new name, change the division that your team competes in, decide how many games constitute a season and choose how many games to play in a division, Conference and SportTime cup playoffs. Select OK to reset the league. Type in the name of your team and press the Return (Enter) key. Next use the joystick to select the other options as prompted on your screen. Select OK to return to the Main Menu if your choices are satisfactory.

SET UP NEW LINES SUB MENU

In Hockey an offensive (forward) line consists of a left wing, a centre and a right wing. A defensive line consists of left and right defensemen. During play it's necessary for you or the computer to substitute new offensive and defensive lines frequently to replace tiring lines or to put lines on ice that are best suited to the given situation (such as penalty killing). When you select setup new lines you'll see the default lineup of your team and the offensive and defensive and overall ratings for each line. To get the most out of your team select Setup New Lines before a game to change your lineup and see your opponents lineup. Look at the other teams strengths and weaknesses, then rearrange your lineup to create the best matchups.

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 players name and press the fire button. The two players will swap lineup spots. To view other teams, select view other teams and press 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.

PLAY NEXT GAME SUB MENU

Use the joystick to position the pointer over the current setting you wish to select or change and press the fire button. Change practice to league etc. In the control section of the screen assign control of each teams centre, goalie, coach to Computer, "Joystick 1" or "Joystick 2". Select cancel to Return to the Main Menu.

IMPROVING A TEAM THROUGH TRAINING CAMPS, RECRUITMENT AND TRADES

The League Office has worked out a system of trading points used by all the franchises to improve their teams. Initially new franchises are allotted 250 trading points. At the end of a season additional trading points are awarded to each team on a proportional basis according to the teams overall rating for that season. The better a teams rating the fewer points it receives. The poorest team will receive 1000 points while the winners of the SportTime Cup will only receive 50 points. Every player has offensive and defensive skill ratings between 0 and 49 and a total point rating that combines the offensive and defensive ratings. The ratings incorporate several factors such as a players ability to skate, control the puck, shoot, pass, check and think quickly. The ratings appear next

device menu, anon-screen prompt gives you the option to re-define the keyboard controls if you don't want to use the default controls that are diagrammed on the lower portion of the screen. On-screen instructions take you step by step through the process required to redefine the keyboard controls. When your control device selections have been made press the ESC key to proceed to the game.

HOW TO SAVE A TEAM- IBM-PC.

Team rosters, game results and updated team histories are saved automatically to your disk when you press the joystick fire button or its keyboard equivalent at the end of a league game and if you press ESC from the Main Menu to exit to DOS. You also can save all game information by pressing the ALT and S keys simultaneously from the game's Main Menu. If you make changes in your lineup or through trades, recruitment or general improvement, be sure to save the changes before you stop using the program. At the end of a league game, make sure that you press the fire button or its keyboard equivalent. When you press the fire button or key, the game results are saved. Then, either the Game Results or the Playoff Tree appear on the screen. Press the fire button or key again to return to the Main Menu.

HOW TO SAVE A TEAM- C64/128

Make sure that the program disk is in the disk drive. Team Rosters, game results and updated team histories are saved automatically when you press the fire button at the end of a league game. A green screen appears while the results are being saved. If you make changes in your lineup or through trades, recruitment, or general improvement and want to save the changes without playing a game, make sure the Main Menu is on the screen and press the S key. All changes will be saved automatically.

HOW TO MAKE MENU SELECTIONS -IBM-PC

The control device designated as "Joystick 1" controls menu selections. If you are using the keyboard, substitute the appropriate direction key whenever this booklet refers to moving the joystick in a particular direction. Also, use the assigned fire key whenever this booklet refers to use of the fire button. Whenever an onscreen prompt instructs you to press the "trigger" press the fire button or fire key. In general to make selections from most of the menus, either push the joystick forward or pull it back 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.

HOW TO MAKE MENU SELECTIONS - C64/128

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

to the players name on the Player Trade screen under the headings OF (offensive) DE (defensive) and T (Total Points). Offensive ratings most noticeably affect a players ability to accelerate to top speed and shoot accurately. Defensive ratings affect the players ability to check and change direction. The higher a players defensive rating the shorter period of time the player will stay down on the ice (out of play) after being checked. When a player reverses direction a high defensive rating means he will skid less, stop faster and start faster in the new direction. A players effectiveness declines as he nears the end of his career even if his skill ratings are high. The number of years a player has competed in the league is considered to be his age, 9 years is the maximum age tracked by the SHL hockey. As general manager you must make the tough decisions to trade an older player or retire him from your roster.

GENERAL IMPROVEMENT SUB MENU

Through general improvement you can improve your entire teams offensive and defensive skills by sending them to training camp. The degree of which each player improves depends on how much you as owner of the team spend. Type in the number of trading points 1-1000 and press the Return (Enter) key. When camp is over press the fire button to return to the improve team sub menu.

RECRUIT A PLAYER SUB MENU

You can call up as many young players from the minor leagues as you can afford. Minor Leaguers cost you trading points and in addition come at the expense of players who are currently on your roster. All players brought up from the minors are Rookies (age 0). A minor league player costs four times his total skill rating in trading points. Because of his inexperience a minor leaguers skill rating is maximum 24. Push the joystick forward or pull it back until the name of the player that you want to replace is highlighted (the highlighted players position changes to his age to help you reach a decision) and press the fire button. Now type the new players name (up to 8 Characters) and press the Return (Enter) key. Move the joystick to the left or right to adjust the players offensive or defensive skills. Push the joystick forward or pull it back to move freely between the offensive and defensive skill bars. The top figure next to the offensive skill tells you how many trading points you have available. The figure next to the minus tells you the cost of the new player. The bottom figure tells you how many trading points you would have left after you proceed with the transaction. When the new players skill points set you pull the joystick back to highlight exit and press the fire button, now select OK to proceed with the transaction or cancel if you change your mind.

TRY PLAYER TRADE

Trading is a very good way to improve your team in a hurry but its quite costly and comes with no guarantees. You can't make a trade without the league approval. In addition the league office charges an arbitration fee of 150 trading points every

time you make a trade offer to another team. The fee is non-refundable even if the trade is denied by the league. Select 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 you wish to trade and press the fire button. Next use the joystick to highlight the players name on the right side of the screen you wish to trade for and press the fire button. Now type in the number of trading points you wish to offer and press the Return (Enter) key. When arbitration is over and your offer 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. With the fire button still depressed push the joystick forward or pull it back to change from one team display to another. You can only trade players of the same position i.e. a goalie for a goalie and so on.

COACHING, LINE SUBSTITUTION AND STRATEGY SELECTION.

Before a game starts and whenever there is a break in the action during a game, you are given the opportunity to take over the coaching reins of your team unless you have selected the computer to act as your team's coach. Play stops when a goal is scored, a penalty occurs, the puck leaves the rink or offside is whistled, the goalie holds the puck, a time-out is taken or the period ends. When play stops the referee blows his whistle and comes to you the coach to tell you why the coaching screen appears.

COACHING SCREEN.

From the Coaching screen, you can substitute offensive (forward) and defensive lines to replace tiring lines or to put in your best lines for a given situation (such as penalty killing). In addition, you can select your offensive and defensive strategies. When the coaching screen appears, first select the offensive line that you want on the ice. As you cycle through the choices, the players who make up the highlighted line appear on the screen along with the lines offensive and defensive skill ratings and "effective power" or "EP" ratings. After you select the forward line, you need to select a strategy for your offense (except in a two-on-two game). The strategy options are discussed under "Strategy Selection" below. Next select your defensive line (six-on-six game only) and then your defensive strategy. At this point the game will resume.

LN (Line Numbers) TP (Total Skill Rating, Offensive and Defensive), EP (Effective Power, how tired your team are).

STRATEGY SELECTION

ATTACK: All teammates tend to take shots when they can. Wings will get off alot of shots from the point and up close, and also will shoot from centre ice. Good rebound possibilities are created for your Centre.

NORMAL: Teammates exhibit characteristics of both Attack and Setup. Since the wings can pass and shoot, the opponent is kept off balance.

ABOUT THE LEAGUE SEASON AND THE PLAYOFFS.

In a four game season your team plays each of the four teams in your division once. In a seven game season you play each team in your division once and you also play the teams in each of the other three divisions whose current place in the division standings corresponds to your teams standing. In an eleven game season you play each team in your division once along with the team in each of the other three divisions whose division standing corresponds to your own. You'll notice that some teams have already played a game when you first see the Main Menu and anytime you start a new season. Because there are an odd number of teams in each division its impossible for every team in a division to play another team in the same division for one round of games. As a result your team sits out the first round and if you have chosen a 11 game season the eighth round as well. Don't worry all teams play the same total number of games.

After a full season of play, the top two teams from each division continue their quest for the SportTime Cup in the post season playoffs. If your team makes it to the playoff a playoff tree appears after your last regular season game and again after each playoff game to show you the playoff results of all the playoff teams to that point. In addition the Play Next Game option in the Main Menu changes to Play Playoffs. There are no ties in the playoffs, overtime periods begin and the first team to score wins the game.

TIMEOUTS: A team is allotted one timeout each period for periods of 5-9 minutes duration. Two timeouts for periods 10-14 minutes duration and three timeouts for periods of 15-20 minutes duration. The team that wants to call a timeout must be in possession of the puck and the player in control of the puck must be in centre ice (between the two blue lines). To call a timeout press the pause key. You'll be given the opportunity to make changes from the coaching screen during a timeout.

PENALTIES: Penalties for infractions such as cross-checking, slashing and roughing are assessed during a game. When a player is penalized he must leave the ice for the duration of the penalty, leaving his team one man shot. E.G. in regulation periods of 20 minutes duration, a penalty lasts for two minutes. When you play centre and are whistled for a penalty, your centre leaves the ice for the length of the penalty and you won't resume joystick control until he reappears at centre ice. A penalty clock for each team appears on the game screen. When the penalty clock counts down to "0.00", the player returns to the ice.

DELAY OF GAME: When a team controls the puck for 30 seconds without bringing the puck out of their defensive end of the rink a delay of game penalty is assessed. The offending team's centre goes to the penalty box for the infraction.

FORFEITURE: If you abort the program during a league game, you forfeit the game and it counts as a loss for your team in the league standings. There is no way to escape a game once it has started short of turning off your computer, so be careful.

SETUP: All teammates try to feed passes to your Centre. This offense slows the pace of the game. Makes a good choice when you have a good Centre.

FORECHECK: Aggressive man-to-man coverage, Makes a good choice if your team falls behind. They "Shadow" the men they cover. The drawback to this aggressive defense is that the overplay of your players can result in offensive breakaways by the opposition.

NORMAL: Teammates exhibit characteristics of both Forecheck and Protect. This defense helps to keep the opponent guessing.

PROTECT: Teammates play conservatively and try to protect the goalie. Makes a good choice if you have a lead and want to kill the clock.

HOW TO CONTROL YOUR CENTRE AND GOALIE.
You establish control of the centre and goalie from the game setup screen. Follow the instructions given under the heading Your Opponent Team Control in the Play Next Game section. On the ice, both the centre and goalie's skating movements are controlled with the joystick. Your centre 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 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 CENTRE- C64/128

To control your centre, first make sure that you have made the appropriate selection from the Centre Control section of the game set up screen. The Centres of each team appear a lighter shade of colour so you can tell them apart.

PLAYING CENTRE- IBM-PC

To control your centre, first make sure that you have made the appropriate selection from the Centre Control section of the game set up screen. You can distinguish your centre from other players by a horizontal line drawn underneath the centre's skates.

TO SHOOT ALONG THE ICE: Press and hold the fire button. Your centre winds up to shoot. Quickly move and hold the joystick in the direction that you want the shot to go and, as the Centre'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 centre's stick come forward before you let go of the fire button. If you let go too soon, your centre will fake a shot and not strike the puck. It is also 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 centre wind up to shoot. Quickly move and hold the joystick in the direction that you want the shot to go. Your centre will follow through and strike the puck with his stick. Keep the fire button depressed until after the shot is away.

especially before a league contest, to double check your choices on the game setup screen before you select Play Ice Hockey to start the game.

OFFSIDE: If you choose to have the offside rule in effect, it's automatically in effect for all league games, a team will be called offside when a player from that team crosses the blue line across the team's offensive end of the ice ahead of the puck. When an offside occurs, the referee stops play and a faceoff occurs (no penalty is assessed). The offside won't be whistled until the offending player or one of his teammates touches the puck before it leaves the offensive zone. As a result, you may experience "delayed whistles" where the offside isn't called right away.

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

TP PASS THE PUCK: Tap the fire button quickly. Your centre 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 centre 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 centre's legs lock open, make sure that the joystick is in it's centre position and tap the fire button again. Your centre 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 you want to check, then press the fire button. Your centre swings his stick as he bumps the opponent and the opponent may fall down in a spinning heap. Be careful when checking, the referee might just whistle a penalty on your centre 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.

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. 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.

END OF GAME

Press the fire button to continue the program and return to either the Game Results or, after the regular league season, the Playoff Tree. Press the fire button again to return to the Main Menu.

GAME RESULTS/PLAYOFF TREE SCREENS

Press the fire button to continue the program from the Game Results or Playoff Tree screens that appear when you press the fire button after each game that your team plays.

AFTER WINNING THE SPORTTIME CUP - IBM-PC

If you win it all, after you're through viewing the SportTime Cup, press the fire button to start the next season.

AFTER WINNING THE SPORTTIME CUP - C64/128

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

SUPERSTAR ICE HOCKEY

Designed by Ed Ringler

INSTRUCTIONS



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DATABYTE

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