

## Directional Control

Move controller (Keyboard, Joystick, Mouse) forward [right] or back [left]. See page 10 in User's Guide for additional information.

## Edit Roster

### Changing Player Ratings

Move cursor over rating, press enter or select button and hold down. [Cursor turns invisible]. Move directional control up or down to change rating. Release the select button when finished. The Cursor will reappear.

### Changing names

Move cursor over name. Press ENTER or select button. The [name] window will blank and you can type in the new name. Press ENTER to save. To restore an accidentally selected name, press enter immediately while box is blank. (See Page 11 in User's Guide).

## Pulling the Goalie

Home Team , press "z"  
Visiting Team, press "/"

## Printer

Wayne Gretzky Hockey works automatically with any IBM compatible printer.

## Coaching Controls

There are three coaching commands—PLAY SELECT, LINE CHANGE, and CONTROL PLAYER. Depress the Shift key to select between coaching options. A "P:" will appear on the lower Scoreboard display for PLAY SELECT, an "L:" for LINE CHANGE, and a "C:" for CONTROL PLAYER. After choosing the coaching option, use the Selection Keys listed in the next column.

Use numeric keys at the top of the keyboard—left-hand keys are for the Home Team; right-hand keys are for the Visiting Team.

## Play Select

### Home Team      Visiting Team

1 for play 1	6 for play 1
2 for play 2	7 for play 2
3 for play 3	8 for play 3
4 for play 4	9 for play 4
5 for play 5	0 for play 5

## Line Change

### Home Team      Visiting Team

1 for line 1	6 for line 1
2 for line 2	7 for line 2
3 for line 3	8 for line 3

## Control Player

### Home Team      Visiting Team

1 for L Defense	6 for L Defense
2 for L Wing	7 for L Wing
3 for Center	8 for Center
4 for R Wing	9 for R Wing
5 for R Defense	0 for R Defense

Many people deserve credit for this program, certainly more than can be listed here. The names below are the actual programmers, artists, writers, and hockey experts who created the program. We never would have been able to develop the simulation however, without the assistance of the players and coaches who gave so selflessly of their time and counsel. Hockey people are a unique breed. To know them is to appreciate even more what they achieve on the ice. We are deeply in their debt.

Ed Fletcher, Julian LeFay, Sheila McKisic,  
C.S. Weaver, Joe Klimek, Wayne Gretzky,  
Larry Murphy, Doug Carpenter, and  
The Washington Capitals

# Player's Reference Guide

## IBM and Compatibles

## Installing Wayne Gretzky Hockey

To install *WGH*, insert Disk 1 into drive A and type "install" at the A> prompt. The install program displays a window asking you to choose a Destination Drive. Highlight your choice using the arrow keys and hit "Enter." A second window appears asking you to choose a graphics mode. Again, highlight your choice and hit "Enter". Windows will occasionally appear instructing you to swap disks. When your monitor displays the DOS prompt, installation is complete.

Do **not** give disks Volume Labels (i.e., don't name the disks). The install program does this automatically.

If you are using 360K or 720K floppies, do not put system files on them—*WGH* will not have enough room to load.

*WGH* may not work with certain RAM-resident programs. If you experience problems, reboot using a DOS-only disk, or deactivate the resident programs.

### Starting *WGH* from a hard drive

Go to the hockey subdirectory created by the install program and type "hockey".

In the EGA/VGA version of *WGH*, an introductory animation program runs before the hockey game is loaded. To bypass this program, type "hky" instead of "hockey". When the SETUP MENU appears, the game has finished loading.

## Important

***WGH* must be installed onto a hard drive or floppy disks before the game can be started.**

**All floppy disks must be formatted prior to running the install program.**

**You will need two disks for EGA/VGA and TANDY and one disk for CGA. If you are using a 720K floppy, you need only one disk.**

## Starting *WGH* from a floppy drive

Insert Disk 1 created by the install program into drive A: and type "hockey" at the A> prompt. If the installation program created a Disk 2 and you have a second disk drive insert Disk 2 into drive B. If you do not have a second drive you may be asked to swap Disks 1 and 2 while the game is loading.

In the EGA/VGA version of *WGH*, an introductory animation program is run before the hockey game is loaded. To bypass this program, type "hky" instead of "hockey". When the SETUP MENU appears, the game has finished loading.

### *WGH* Configuration Program

*WGH* allows you to alter keyboard settings, etc. You may never want to change the default settings; however, if you do, use the Configuration ("Config") Program.



Do **not** run the Configuration Program before you have run the installation program. The Config Program has been designed to am off your installed disk only.

To run the Configuration Program follow the directions found under "Starting *WGH*..." (previous column), but type "config" instead of "hockey."

The CHANGE CONFIGURATION **Option** allows you to change game settings.

After you have made your choice(s), select the SAVE CONFIGURATION option to save your changes to disk. If you have made changes, but haven't saved them, you can use the READ CONFIGURATION option to restore the previous configuration.

Selecting CHANGE CONFIGURATION brings up a menu with three options.

- **KEYBOARD**—allows you to select which keys control a player. Use the arrow keys to highlight your choice; hit return to clear the present key; then depress the preferred key.
- **INPUT DEVICE**—allows you to select a keyboard, joystick, or mouse to control players (or cursor).
- **SCROLL FIX**—eliminates jittery graphics in EGA/VGA graphics mode (see EGA Scroll Adjust). If you experience jittery graphics during game play, selecting SCROLL FIX permanently eliminates the problem.

Selecting CONTINUE from the SETUP MENU brings up a PASS CODE SCREEN with twenty images and a page number. Go to the corresponding page in the User's Manual; carefully select the screen image that matches the one in the manual and hit return. This screen appears each time you boot the game.

## Controller Types

### Mouse

A mouse can be used to control the cursor while in the menus, or a player during the game. In menus, the left mouse button is used to select menu options and the right button is not used. During the action, the left button is used to pass, shoot, or check

and the right button is used to demand a pass from your teammates. (For more information on using a mouse to control a player, see page 17 in your User's Manual).

### Joystick

Before you can use a joystick in the game, you must calibrate it to ensure that it operates properly.

If you choose the JOYSTICK option directly from the setup menu, you must immediately perform the calibration. If you have selected JOYSTICK as the default controller from the Configuration Program, you must calibrate it the first time the setup menu appears. Calibrate the joystick by first moving the stick to the upper left corner and then down to the lower right.

When in the menus, the joystick controls the cursor; select by depressing the "Fire" button. During action, the joystick controls the direction of the player (the cursor is not displayed). Simply move the joystick in the direction you want the player to move.

To pass using a joystick, press the Fire button. As long as the Fire button is pressed, the player continues to skate in the direction he was previously skating. Position the joystick in the direction you want to pass, then let up on the Fire button. If a teammate is in the general direction of your pass, the puck will automatically be angled to lead him. If the pass is in the direction of the goal and originated in the attack zone, the player will shoot on goal. If no one is in the direction of the pass, the puck will go in the direction the joystick is angled.

To demand a pass from another player on your team, press the second joystick button. The puck will be immediately passed in your direction. To check a player, press the joystick fire button as you skate into him.

## Keyboard

Player (or cursor) movement may be controlled from the keyboard using the four directional keys. In addition, two default select keys allow a player to be checked and the puck to be shot, passed, or demanded (similar to joystick buttons 1 and 2). The four directional keys and the two select keys for one-player and two-player modes are listed below.

### One Player Default Keys

#### Directional Keys

Up.....Up Arrow  
Down.....Down Arrow  
Left.....Left Arrow  
Right.....Right Arrow

#### Select Keys

Check/Shoot/Pass.....Enter  
Demand Pass.....' (apostrophe)

### Two Player Default Keys

#### Home Team

#### Directional Keys

Up.....W  
Down.....S  
Left.....A  
Right.....D

#### Directional Keys

Check/Shoot/Pass.....Cntrl  
Demand Pass.....Tab

#### Visiting Team

#### Directional Keys

Up.....Up Arrow  
Down.....Down Arrow  
Left.....Left Arrow  
Right.....Right Arrow

#### Select Keys

Check/Shoot/Pass.....Enter  
Demand Pass.....' (apostrophe)

Additional player (or cursor) movement is accomplished by depressing two directional keys at once. For example, if the up arrow and left arrow are depressed simultaneously, the player (or cursor) moves diagonally (up and left).

The Configuration Program can be used to change the default settings (see Player Default Keys) to the keys of your choice.

## EGA Scroll Adjust

If you experience "jittery" scrolling during gameplay, press the F1 button. This can be adjusted permanently by selecting the SCROLL FIX option in the Configuration Program.

## Changing Team Colors

Choose SELECT COLORS from the SETUP MENU; then follow the instructions.

## Sound ON/OFF Switch

To toggle sound on or off, press the F2 button. This option will only work when the rink is shown.

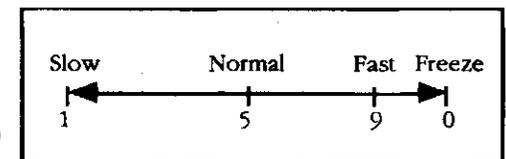
## Scoreboard Display

To toggle the Scoreboard on and off, press the space bar.

## Instant Replay

### Speed Control

Speed is controlled from the numeric pad as follows:



 **Package Contents**

Examine the label(s) on the outside of the package to make sure you have the version designed for your computer. Then, check that you have the following items:

- Software (Diskette)
- Warranty Registration Card
- Player's Reference Sheet
- Order Form

If anything is missing, return the complete package to the place of purchase. If your retailer is unable to assist you or believes the merchandise is defective, contact customer service at:

Bethesda Softworks, P.O. Box 7877 Gaithersburg, Maryland 20898  
(301) 926-8300.

 **Important**

**Fill out and mail in your Warranty Registration Card immediately. When Bethesda Softworks receives this card, you become eligible for warranty protection, update notifications, new revisions, and special offers for upcoming products. Failure to send in your warranty card within ninety (90) days of purchase could result in the loss of your warranty protection. Don't lose this protection. Send in your warranty card immediately.**

An order form is included in the package. Use this form to purchase other outstanding products from Bethesda Softworks.

Address all correspondence to:  
Bethesda Softworks  
P.O. Box 7877  
Gaithersburg, Maryland 20898

**Forward***by Wayne Gretzky*

Hockey has always been an important part of my life. From my earliest days in Brantford to the present in Los Angeles, I don't regret a minute of my commitment to the game. I still look forward to going to the rink every day and getting out on the ice.

People often ask me "What separates a good hockey player from a great one?" I'm not sure I know the answer, but judging from my experience, the best hockey players I've known, regardless of their individual abilities, all seem to possess what I call a sixth sense. When you are on the ice, and the adrenaline is pumping, it's easy to get lost in what you are doing. But I think the greatest players have an inner sense of the game, as if they were watching the action from high above the rink. That way, they're aware of the strategic aspects and don't get lost in the action.

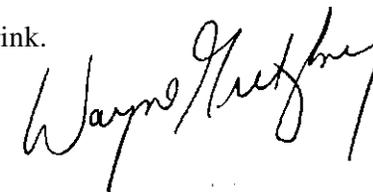
You may be wondering what this has to do with computer hockey. When the people at Bethesda Softworks first contacted me and told me they intended to create a computer simulation of hockey, I had my doubts. But when they demonstrated a prototype, I actually saw a perspective of the game similar to the sixth sense I mentioned. That's when I decided to get involved.

The final version is even more impressive than I imagined. I must admit that I get a big kick out of watching the miniature players moving around on the screen, much like my teammates and I on the ice. I don't know how they did it, but it looks real. And I think that says a lot about the reason I decided to become associated with this product and why I feel proud to have had a hand in its creation.

Whether you are an experienced hockey player or a novice, playing this simulation will teach you something about hockey. You may not learn about controlling the puck with the side of your skate or how to make a feather pass, but I guarantee you'll learn about the importance of strategy and team work, as well as executing your moves with precision. And, if you think about it, that's pretty impressive.

I am excited about the prospects for this game (or as the guys remind me, this simulation). I think if you take the time to master playing it, you will be as excited and impressed as I am.

See you at the rink.



# 1 Introduction to Wayne Gretzky Hockey

*Wayne Gretzky Hockey* may be the closest you will ever get to playing professional ice hockey without actually being on the ice. Fast-paced skating, sudden scoring, hard checking, and penalties are all part of the game. You'll be an important member of your team. Whatever position you decide to play, you'll have to play it well, especially if you want your team to win.

## Instructions for Immediate Play

If you can't wait to play, instructions for booting the game are provided in the Player's Reference Sheet. After you have read the Reference Sheet, turn to Appendix A, page 33. Appendix A provides brief instructions for setting up and playing *Wayne Gretzky Hockey*. Keep in mind that *Wayne Gretzky Hockey* is a highly sophisticated simulation and reading the manual will help you to reach an improved level of play in a shorter amount of time. The more you learn about the game, the better you'll play and the more fun you'll have playing.

## Game Overview

*Wayne Gretzky Hockey* offers a wide variety of features:

- 1 or 2 player, or computer vs. computer
- Control any player (wings, center, or defenseman)
- Control player and make coaching decisions
- Make coaching decisions only
- Use a mouse or joystick to control either team
- Select one of four team difficulty levels
- Select 5, 10, 15, or 20 minute period lengths
- Create teams with: names, numbers, player ratings, and more.
- Load and save teams to or from a separate data disk
- Review the action in forward or reverse with variable speed instant replay
- Select practice, regular, or playoff games

- Run any one of five offensive plays
- Change lines automatically or manually
- Save games for later play
- Save or print team and individual statistics for use in league play
- Learn official signals through animated penalty calls
- Experience digitized video fight scenes
- Digitized stereo sound taken right from the rink
- And, much more!

*Wayne Gretzky Hockey* is the most realistic computer hockey simulation made. The realism and detail makes it easy to appreciate the finer points of the sport while feeling the excitement of being on the ice.

Bethesda Softworks' unique style of individual player control allows you to skate and pass in any direction, control your player's speed and the speed of your passes with surprising ease. You can even knock opponents down, or grab and pin them against the boards. Switch control to another player at any time during the action, or even switch teams during a break in the action!

If you prefer to experience the strategic challenge of being a head coach, we have built in an extensive amount of strategic control. You can build your team roster to suit your style of play, and assign players into 18 different lines to be used in power plays, penalty killing, and normal play. You select which line will be in play, and when to replace them with your next line. Action on the ice can be affected by selecting offensive plays, and the aggressiveness of your penalty killing.

The most important aim in the development of *Wayne Gretzky Hockey* was to create a game that is easy to control and quick to learn, but remains exciting after many hours of play. When you are ready to experience the more sophisticated features of this game, read the manual and try them out. The index at the back of the manual will help you find specific terms or topics of interest.

## Booting the game

Start the game by resetting the computer and rebooting using the game disk. For more specific information, refer to the enclosed Player's Reference Sheet.

 **2** **Menus**

This section of the manual explains the menu selections available in Wayne Gretzky Hockey.

 **Using the Menus**

*Wayne Gretzky Hockey* is controlled from three major menus:

- The Game Setup Menu
- The Timeout Menu
- **The Team Construction Menu**

*Note:* In this manual, menu titles or selections are shown in bold letters.

To speed up the selection process, all options for a given menu are simultaneously displayed on the screen. Currently selected options are shown in colored (or shaded) text. As the cursor passes over an unselected menu option, that option is highlighted. Clicking on a highlighted menu option changes it to the selected option. To exit a menu, highlight and click on the word Continue, Exit, or Return to Action, whichever is appropriate.

 **Game Setup Menu**

While reading about the Game Setup Menu, it is helpful to have the menu on screen. The Game Setup Menu sets the conditions of play. When the game boots, the Game Setup Menu is the first menu to appear on screen. The far left and right columns of the Game Setup Menu are for setting game conditions for the Home Team and Visiting Team. The middle left column is used to set conditions for period length and game speed. The middle right column sets various options.

**I Home Team(Visiting Team) Column**

Home Team provides selection of the mode of play, the team playing level, the type of control device being used, and the team editor.

*Note:* The options in the Home Team and the Visiting Team columns are identical.

**A. Type of Play**

In the **Home Team (or Visiting Team)** column under the **Game Setup Menu**, four modes of play are possible:

1. Control Player—In the **control player** mode, you are only concerned with the play on the ice. All coaching decisions are handled automatically. This is the best mode to use when learning to control a player.
2. Play and Coach—In the **play and coach** mode, you not only control a player on the ice, but also line changes. While play and coach is the most difficult playing mode, it is also the one that provides you the most control over the game.
3. Coach Only—In the **coach only** mode, you are responsible for setting up your 18 lines and deciding when to make line changes during a game. This is a strategic mode, where your decisions from the bench influence the outcome of the game.
4. Wayne Coaches—Wayne handles both the play on ice and the coaching in this mode. This is your opportunity to sit back and learn from a master of the game.

**B. Team Quality Levels**

There are four team quality levels, as follows:

- High school
- College
- Junior
- Pro

Your team will perform best when at the pro team quality level, and worst at the high school team quality level. The purpose of the team quality levels is to allow people of unequal experience and ability to enjoy *Wayne Gretzky Hockey* on more even terms. For example, the default setting of pro level for the Home Team and high school level for the Visiting Team creates the maximum handicap for the Visiting Team,

making it easier for the **Home Team** to score. Since you will normally be the **Home team**, this is exactly what you need when you are first learning the game. Later, you may wish to choose a more equal quality level for both teams

### C. Controller Type

Generally, you can use either a mouse or joystick, or a combination of both. For more specific information on controller type, refer to the enclosed Player's Reference Sheet.

### D. Team Editor

Clicking on **Team editor** brings up the **Team Construction Menu**, where you can load a team from a data disk or create your own team. For more information on the **Team Construction Menu** see page 15.

## II Period Length/Game Speed Column

The period length/game speed column allows **period length and game speed** to be set and the game to be saved.

### A. Period Length

**Period length** can be set at 5, 10, 15, or 20 minutes. An official hockey game has three 20 minute periods; therefore, 20 minutes is the default setting. A shorter time can be chosen if there isn't time for an official game.

### B. Game Speed

Two game speeds are available: normal and slow. The default setting is **normal**. Slow is approximately 25% slower than **normal** speed and is the best choice for beginning players. Ice Hockey is *afast* sport!

### C. Load Game

Selecting the **load game** option allows you to load a previously saved game. Action starts where you left off, the teams that were playing will

be loaded, and all statistics will be restored. The game is loaded using the **Load Game DOS Menu** For information on how to use this menu, see Using DOS Menus on page 19.

## III Options Column

The options column allows you to set the following:

### A. Game Type

Choose either **practice game, normal game, or playoff game**. During a **practice game**, each team is reduced to three men and the goalie. Since hockey requires three players on the ice, penalties will be called in a practice game, but the players are not sent to the penalty box. **Normal game** allows regulation play with one 5 minute Sudden Death Overtime period in the event of a tie. **Playoff game** also provides regulation play, except that in the event of a tie, 5 minute overtime periods are played until the tie is broken.

### B. Fights

Because fights are a very real part of professional hockey, we have included them as an option in this game. Selecting the fights option results in occasional fights between players that make rough contact during the action. The probability of a fight increases if both players have high aggression and low penalty ratings.

When simulating a game between amateur teams (Olympic hockey, for instance), you should disable fights. Fights are rare in amateur hockey.

### C. Cursor Size

Depending on your preference, two cursors sizes are available: **Large and Small**. You may want to use a large cursor when you are first learning to play.

### D. Printer Choice

Here you select the type of printer you have: serial or parallel, the default setting is parallel. Before printing, make sure your printer is

properly connected to the computer. If you have problems printing, refer to your computer's reference manual.

### E. Color Selection

Select colors allows you to change the colors of each team. When you click on select colors, a picture of the rink will be displayed on the screen with the players in their center face off positions. You can then change either team's jersey colors and look at the players in the new color. Clicking on the Exit box will return you to the Game Setup Menu. Team colors are saved whenever a team is saved to disk.

## Timeout Menu

While reading about the **Timeout Menu**, it is helpful to have the menu on screen. In normal play, the **Timeout Menu** is displayed when there is a break in the action, or when the "t" key is depressed. When watching a **Gretzky vs. Gretzky game** (i.e., computer vs. computer), the **Timeout Menu** is only displayed when the "t" key is depressed. This allows you to watch the game without having to participate. (Note: Rather than taking a timeout, the screen may be paused, see page 29) The **Timeout Menu** has 9 possible menu selections. Each is described below.

## I Setup Menu

Clicking on this selection puts you into the **Game Setup Menu**, allowing you to change the game options, modify team characteristics, or access any other menus you wish during a game.

## II Display Stats

Clicking on display stats brings up the Stats Menu. The Stats Menu provides options for four categories of statistics: Game Stats, Player Stats, Goalie Stats, and Penalty Stats.

### A. Game Stats

Game stats displays the team statistics for each team:

- goals by period and team
- shots on goal by period and team
- period and time of goals
- players that scored and assisted

### B. Player Stats

Player stats displays the individual statistics for the forwards and defensemen on a team:

- player's name
- number of goals scored
- number of assists
- total points
- shots on goal (SOG)
- successful shot percentage
- Penalties in minutes (PIM).

### C. Goalie Stats

Goalie stats displays the individual statistics for each goalie on a team:

- goalie's name
- number of goals
- Empty Net (EN) goals
- assists
- penalty minutes

### D. Penalty Stats

Penalty stats displays:

- name of player
- team
- period
- time

- minutes
- penalty type

The goalie stats and player stats options display players from one team at a time. To display stats for the home team, click on Home Team in the upper part of the Stats Menu. Click on Visiting Team in order to display stats for the Visiting Team.

### III Print Stats

Make sure your printer is on and properly connected. Then, click on Print Stats to print out all the current statistics. If you have trouble printing, refer to your computer's reference manual for instructions on how to print.

### IV Penalty Box

This feature allows you to see which players are currently in the penalty box.

### V Exit Game

Selecting Exit Game allows you to either start a new game without finishing the current one, or save a game to disk for continuation later, at your convenience.

### VI Instant Replay

Instant replay plays back the last 8 seconds of action or the action from the last face off, whichever is shorter. When you select Instant Replay, the rink appears on screen along with a playback controller. You can control the speed of the playback from 2 times forward to 2 times backward. To change the speed of the playback, select and drag the playback speed pointer toward forward (Fwd) or reverse (Rev). The farther away from the center position, the faster the speed of the playback. Dragging the pointer to the center of the playback controller freezes the action. If the playback controller is in the way, click on the top of it and drag it to another part of the screen. To return to the Timeout Menu, click on Quit in the playback controller.

### VII Pick Line (Home/Visiting Team)

While on the ice, players become tired and lose energy. Clicking on pick line displays the three available lines, along with each player's remaining energy (99% is the maximum). If Wayne is coaching for your team, it is not necessary for you to select a line, the computer will select one for you. However, you are still given the option to pick a line if that is what you prefer. If you are coaching your team, it is important that you watch the energy factor for your players so that you keep an effective line on the ice at all times.

*Note:* If Wayne is playing and coaching for you, this option is not available on the Timeout Menu.

### VIII Return to Action

Clicking on Return to Action continues the game. Explanation on how to play the game begins on page 20.

### Team Construction Menu

While reading about the Team Construction Menu, it is helpful to have the menu on screen. The Team Construction Menu allows you to assign ratings to team players, to change their names, to designate the coach, and to choose the starting goalie. This menu is accessed through the Game Setup Menu by selecting the team editor option in either the Home Team or Visiting Team column. The team you actually edit is determined by the column from which this option is chosen (i.e., choosing from the Home Team column allows you to edit the Home Team).

There are 13 menu options in the Team Construction Menu. Each of these options is explained below.

#### I Edit Roster

Clicking on Edit Roster brings up a list of the team's players along with their number, name, position, and individual player ratings for 11

characteristics. These characteristics, each of which can be assigned a rating from 0 to 9, are:

- aggression
- power
- injury
- skating
- puck control
- shooting
- quickness
- fatigue
- penalty
- passing
- checking

Assigning individual ratings for each of these characteristics allows you to influence the team's playing style. For example, an aggressive team would be composed of players with high ratings in aggression, checking, and power, while a finesse team would have high ratings in quickness, skating, and puck control. If you want an awesome team, you can assign a 9 for each characteristic for every player on the team. However, by varying the ratings according to the characteristics of real players, you can simulate actual hockey teams and their playing style. Keep in mind that every player and every team has both strengths and weaknesses.

To change a player's characteristic, place the cursor over the number you want to change. Notice that the whole line is highlighted while the background of the specific characteristic the cursor is over turns black. To further clarify which characteristic the cursor is over, it's name (at the top of the screen) will switch from white to black. To change a rating, hold down the left mouse button and move the mouse away from you or towards you (not sideways). Moving the mouse away from you causes the number to increase; moving the mouse toward you causes the number to decrease. Changing a player's number or position is the same as changing his characteristics. Changing a player's name is similar, but you must use the keyboard to type in the name once the name column has been selected. Immediately hitting the return key cancels the change, leaving the player's name as it was.

Along the upper left of the edit roster screen is the Scroll Menu. Selecting the up arrows options in the Scroll Menu moves the players list towards the top of the roster. Likewise, the down arrows scroll the list towards the bottom of the team roster. Below the arrows in the scroll box is the word Exit. Clicking on Exit will return you to the Team Construction Menu.

In the upper right section of the screen is the Team Strength.—the sum of all the ratings for every player on the team. Team Strength

provides a comparative measure of quality for teams you create and allows for handicapping. For example, if you and an opponent have equal playing skills, you would agree to create teams with the same maximum team strength. The teams you both create will be equally matched, but with playing styles that reflect the individual differences in player characteristics. If you want to give a player a handicap, you would agree to a higher overall team strength for the weaker player.

## II Print Roster

This option lets you print a copy of the team roster. The team roster printout is a very useful reference source when coaching your team.

## III Sort by Name

Clicking on Sort by Name causes the roster to be arranged in alphabetical order according to the player's name.

## IV Sort by Number

Clicking on Sort by Number causes the roster to be arranged in numerical order according to the player's number.

## V Sort by Position

Clicking on Sort by Position causes the roster to be listed in the alphabetical order of their position (i.e., Center, Left Wing, Defense, etc.).

## VI Starting Goalie

Each team has two goalies. Under this menu selection, the starting goalie is shown in color or shaded. To change the Starting Goalie, click on the goalie shown in white.

## VII Change the Team Name

When you click on Change Team Name, a message window appears in the center of the screen. Type in the new team name and depress return. The new name will appear at the top of the Team Construction Menu.

## VIII Change the Head Coach

When you click on Change Head Coach, a message window appears in the center of the screen. Type in the new coach's name and press return. When you create a new team, you'll probably want to type in your name, so that you will know this is a team you have created.

## IX Pick Lines

Clicking on Pick Lines in the Team Construction Menu brings up the line menu and allows you to designate specific lines for:

- Even Lines
- Power Plays
- Penalty Killing

Even lines occur whenever your team and the opposing team have the same number of players (5 on 5, 4 on 4, 3 on 3). A power play occurs whenever your team has more players than the opposing team (5 on 4, 5 on 3, 4 on 3) and penalty killing occurs whenever your team has fewer players than the opposing team (4 on 5, 3 on 5, and 3 on 4). Any data disk or team provided by Bethesda Softworks will already have the lines assigned. However, you can alter the lines to suit your preference.

### A. Even Lines Menu

Clicking on Even Lines Menu allows you to choose lines of 5 on 5 and 4 on 4. If a 3 on 3 situation occurs, a line will automatically be picked from the 3 on 5 line situation discussed later. You can pick lines for this situation to match the style of play you desire.

## B. Power Plays Menu

Choosing the Power Plays Menu gives you a selection of 5 on 4 and 5 on 3. If a 4 on 3 situation occurs, the line will automatically be chosen from the 4 on 4 line designated under even lines menu, discussed above. Since power plays provide the best opportunities for scoring, choose players with high ratings for puck-handling, passing, and shooting in order to improve your chances of scoring.

## C. Penalty Killing Menu

The Penalty Killing Menu allows you to choose the lines that will try to kill the puck when your team has less men than the opposing team. You can select for 4 on 5 and 3 on 5. If a 3 on 4 situation occurs, the line will automatically be chosen from the 3 on 5 line designated under this menu. Choose players with high fatigue, quickness, and checking ratings for these lines to minimize the chance of the other team scoring.

## X Gretzky's Lines

If you have created a team and would like to see how Wayne might assign players into the 18 lines, select this option. You will find that all 18 lines will be set up and ready for action.

## XI Print Lines

Clicking on print lines causes the lines to be printed. Being able to see the line assignments is especially useful when coaching your team. Having a printout of the roster along with the lines will give you the information you need to quickly choose the right line for any given situation.

## XII Team DOS

Selecting and clicking on Team DOS brings up the Team DOS Menu, that allows you to load, save, or delete a team from a data disk. See Using the DOS Menus on the next page.

### XIII Exit

Clicking on **Exit** returns you to the **Game Setup Menu**.

### Using the DOS Menus

There are three types of DOS menus:

- **Team DOS Menu** - loads teams on and off data disk.
- **Game DOS Menu** - saves games for continuation later.
- **Stats DOS Menu** - saves stats for use in league play.

When selecting a DOS menu, your computer will attempt to locate a Bethesda Softworks formatted data disk in one of your floppy disk drives. If you have a secondary drive attached to your system, it will be checked first.

#### --> *Important*

You can *only* save files to Bethesda Softworks formatted data disks. If you do not have one, you can make one using the **format disk** option. *You cannot save files to your Wayne Gretzky Hockey boot disk. If you attempt to use any other disk (i.e., one not formatted according to the **format disk option**), the **Team DOS Menu** will *not* recognize that disk.*

When the program has found a properly formatted data disk in the disk drive, all available files on that disk for the specific DOS Menu will be listed in the right three columns of the screen (for example, in the **Team DOS Menu**, all team files would be shown; any game or stats files would not). All files listed are treated as menu options and can be selected for subsequent loading or deleting.

#### A. Load File

You must first select the file you want to load before you select the **load file** option. **Load file** allows you to load a new team from the **Team DOS Menu** or to load a previously saved game from the **Load Game DOS Menu**.

#### B. Save File

Save file allows you to save teams, game stats, or games to disk. When you select save file, a message window will appear in the center of the screen asking you to type in the file name. Once you have done this, hit return and the file will be saved. The new file will then appear in the DOS menu.

#### C. Delete File

Delete file allows you to delete files you no longer want. You must first select the file you want deleted before you select the delete file option.

## **3 Playing the Game**

### Controlling Players

The Home Team starts the game defending the goal to the left (teams switch goals after each period). Only one player on a team is controlled at one time; a white helmet identifies the controlled player. At the beginning of the game, the center takes the face off position and is the player being controlled. If you want to control another player, simply click on that player. The helmet of the player you click on will turn white and he becomes the controlled player.

Wayne Gretzky Hockey, like all sports, requires practice to master. As you develop and improve your skating, checking, passing, and shooting skills, you can alter the team quality levels of either team in order to keep the game challenging.

*Note:* Additional information on changing lines and controlling specific players is provided under Controlling Play, which starts on page 27.

# Hockey Rink

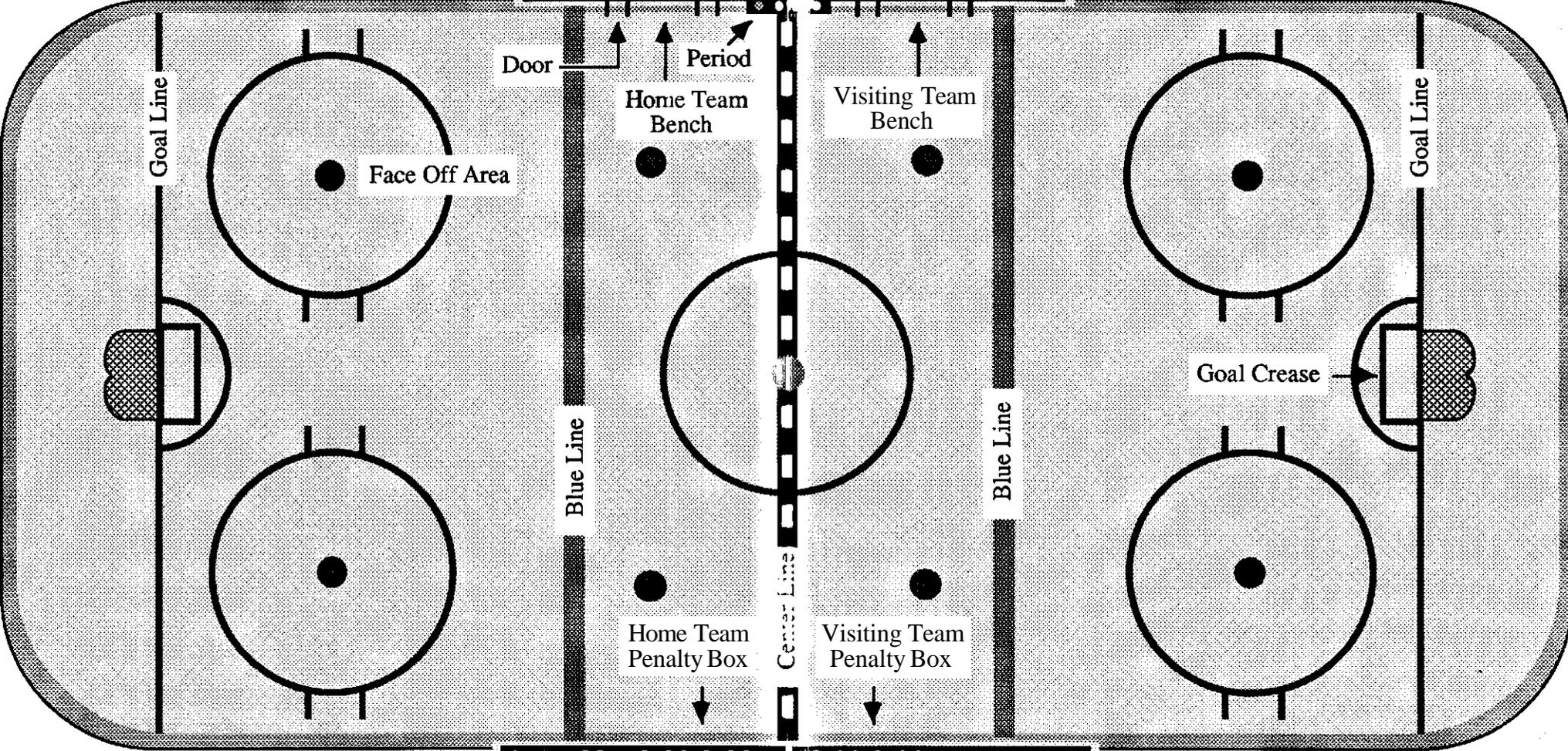


Home Team Score  
Home Team

Game Clock

Visiting Team Score  
Visiting Team

**CHICAGO 2 20:00 1 BUFFALO**



**L:1 89 0:00 0:00 | 0:00 0:00 78 L:3**

Coaching Status Display (Home Team)

Home Team Line Energy

Home Team Penalty Clocks

Visiting Team Penalty Clocks

Visiting Team Line Energy

Coaching Status Display (Visiting Team)

## I Moving a Player

How a player is moved depends upon the type of controller used.

### A. Mouse Controller

The controlled player chases the cursor. The farther the cursor is from the player, the faster he will skate. Once the cursor is a certain distance from the player (approximately 1/3 the width of the rink), the player will accelerate to his maximum speed.

Control of players is easier if you keep the cursor as close as possible to the player you control so that you can see where both are at all times. The player is limited in how closely he follows the cursor by his skating ability and the cursor's position.

The level of skill you develop in controlling a player will increase as you learn to judge the time it takes for a player to turn and accelerate. Try anticipating where the puck is headed. If you always try to get to where the puck is right now, you will find yourself chasing the action around the rink, and rarely participating in it.

*Note:* You may want to choose the large cursor option from the **Game Setup Menu** when you first play (See page 10).

### B. Joystick Controller

The player follows the movement of the joystick and shoots when the fire button is depressed. Since a cursor is not required when a joystick is being used, this type of controller is preferred for beginners. Specific control of the skater's acceleration, speed, and shooting direction will depend on the type of controller being used. See the Player's Reference Sheet for additional information on the use of joystick controllers. (Also, see page 25, III)

## II Passing and Shooting the Puck

To pass the puck, hold the left mouse button down; the player will continue to skate in a straight line. Then, quickly move the cursor to where you want to pass and let go of the mouse button. The player will immediately pass to where your cursor is located. The farther the cursor

is from the passing player, the harder the pass. When the cursor is on the opposing team's goal, the player will shoot the puck as hard as he can.

## III Gaining Control of the Puck

If a player's stick is within range of the puck and no one else has control of it, he will gain control. If a player of the opposing team has control of the puck, your player must first check the puck (knock it away from the opposing player) before he can control it. In Wayne Gretzky Hockey, there are three basic techniques for checking the puck:

### A. Close Play

You can move the player you control close to the player with the puck, and hope to steal the puck from his control. This method works well if your player has strong checking, skating, and puck-handling skills.

### B. Knocking the Puck Handler Down

Skate hard into the puck handler and click the left mouse button just as you hit him. If your timing is just right, the resulting hit may knock the puck handler off his skates, causing him to fall and lose control of the puck. The probability of knocking a player down depends on your player's power rating, the opposing player's skating rating, how fast you were going when you made contact, and the timing of your mouse button click.

There are disadvantages to this method of checking. Even if you knock the puck-handler down, your momentum will usually prevent you from getting to the loose puck right away. So try to make sure there is a teammate nearby who can get the puck. Also, during the violent contact this type of checking uses, there is the possibility your player might be penalized for charging, cross-checking, elbowing, slashing, or spearing. The probability of a penalty increases if your player has a high aggressiveness or low penalty rating.

### C. Grabbing the Puck Handler

Make contact with the puck handler and hold the left mouse button down. Your player will grab the puck handler and hold on until you release the mouse button. Although this method of checking is not always effective in freeing the puck, it will slow the skater. Then, your team members will be able to get into the play and help you free the puck. Grabbing the puck handler is most effective in crowded areas (such as around the goal you are defending) and for pinning the opponent up against the boards to stop his movement.

The referee will allow you to hold a player for a limited time only (one to two seconds). If the ref determines that the contact is excessive, he will call a holding, hooking, or tripping penalty. Again, your player's aggressiveness and penalty ratings affect the probability of a penalty. Given practice, you will learn what you can get away with.

When the puck handler is grabbed or knocked down, there is the possibility of a fight. Fights usually happen only when both players have high aggression and low penalty ratings. Since fights require two people, they normally result in consequential (simultaneous) penalties to both players. The number of players on the ice does not change with consequential penalties. Instead, substitution (possibly a lower quality player) for the penalized player is made.

Wayne Gretzky encourages a skillful, rather than aggressive style of play, especially when your team is short handed. For this reason, you will not be permitted to knock down or hold an opponent whenever your team is reduced to four players on the ice (i.e., a goalie and three other players).

### III Demanding a Pass

When one of your teammates has control of the puck, you can "demand a pass" using one of two methods, depending on whether you have a mouse or a joystick. With a mouse, you can click on the controlled player. If you have a joystick, you center the stick and click on the fire button.

#### --> *Important*

When you force a demand pass, your teammate will pass immediately, without regard for the position of the opposing players. If you are not careful, an opposing player might intercept the pass.

### Scoreboards

During play, two scoreboards are displayed: an upper Scoreboard and a lower Scoreboard. The scoreboards are shown in the graphics page in the center of the manual. The right hand section of each Scoreboard provides information for the visiting team; the left hand section displays information for the home team, regardless of the period.

#### I Upper Scoreboard

The upper Scoreboard displays the team names, score, time remaining, and period number.

#### II Lower Scoreboard

The lower Scoreboard displays: coaching status, line play, line energy, and penalty time(s).

##### A. Coaching Status Indicator

The lower Scoreboard displays a coaching status indicator. This indicator displays the current line, the current play, or the player being controlled. The coaching status indicator is discussed in detail under Controlling Play on next page.

##### B. Line Energy Indicator

Next to the coaching status indicator is the line energy indicator. Line energy displays the average energy of the line presently on ice. As the players use up energy, they tire continually. As they tire, their ability lessens. When they are removed from the ice and allowed to rest, they recover their energy. Recovery is a gradual process; the longer they rest, the more they recover their full capacity.

If you are coaching, you must monitor line energy and change the lines when energy is low (usually around 65%). For information on how to change lines, see **Pick Lines** on page 17.

### C. Penalty Clock

The space between the line energy indicator and the center of the Scoreboard is used to display the penalty clocks. The clocks show the time remaining on a penalty or penalties.

### Controlling Play

The wide range of control provided in *Wayne Gretzky Hockey* adds to the realism of the game. Depending upon the amount of control you want, you can choose lines, choose plays, and control players in a way that maximizes each player's effectiveness in their position.

## I Keyboard Commands

There are three keyboard commands. They are:

- **Play Select**
- **Line Change**
- **Control Player**

A keyboard command is active when the appropriate letter indicating the command appears in the coaching status display. The letter "P" in the coaching status display indicates the Play Select command is active. An "L" indicates the Line Change command is active, and a "C" indicates the Control Player command is active. Commands are activated by depressing designated keys on the keyboard. See the enclosed Player's Reference Sheet to identify the correct keys.

Once the appropriate command appears in the coaching status display, Selection Keys enter the new play, line, or controlled player. There are five Selection Keys for the Home Team and five Selection Keys for the Visiting Team. See the enclosed Player's Reference Sheet for the correct keys to depress.

### A. Selecting Plays

There are five plays available to you. The five available plays are the same for both the **Home Team** and the **Visiting Team**. These are:

1. Play 1—The forwards spread out across the entire attacking zone.
2. Play 2—The left wing and center cross over.
3. Play 3—The right wing and center cross over.
4. Play 4—The forwards flood the left side of the attack zone.
5. Play 5—The forwards flood the right side of the attack zone.

During penalty killing, the play selection has a different meaning. Calling a play from 1 to 5 defines the type of play during penalty killing. Play 1 is conservative play, play 2 is more aggressive and so on, with play 5 being the most aggressive play. This feature allows you to choose the type of play you prefer.

### B. Selecting Lines

There are three lines available to you at any given time. These three lines are one of six groups of three lines from the Pick Lines Menu. The three lines available depend upon the number of players on the ice for each team (See Team Construction Menu, page 14). The printout from print lines option will help you to identify the players in each line.

A line is chosen by depressing the appropriate Select Key. Because you can only choose from three lines at one time, three Select Keys are used. See the enclosed Player's Reference Sheet for the correct keys.

### C. Selecting the Player Being Controlled

If you are using a mouse, you can select a player from the keyboard or by clicking on him with the mouse. If you are using a joystick, you must select the player from the keyboard.

Each player (except the goalie) can be chosen for control using one of the five Selection Keys. See the enclosed Player's Reference Sheet for the Selection Key assignments for each player.

### III Pulling the Goalie

In certain situations, it is advantageous for the goalie to be taken off the ice and replaced by an extra forward. The extra forward gives additional offensive strength and improves your team's opportunity for scoring. The disadvantage is that the goal is left unprotected. Pulling the goalie is advisable when you are down by one goal and there is less than one minute in the game.

The goalie will be pulled automatically whenever there is a slow whistle on a penalty (see page 40). The reason for the automatic pull is that there is no danger of the opposing team scoring—the whistle will be blown as soon as they gain control of the puck—and the extra forward will have provided you with an excellent opportunity to score.

To pull the Home Team goalie, press the "z" key; to pull the Visiting Team goalie, press the "/" key.

### IV Freezing the Action on Screen

Depressing the "P" key (for pause) freezes the action on the screen. Depressing "P" a second time continues the action.

### Hints and Suggestions

By far, the most important suggestion is to practice! Don't be frustrated by the difficulty of play during your first ten minutes of playing time. Use the **practice game** option of the **Game Setup Menu** to reduce the teams to 3 players (plus the goalie) per team. The **practice game** option allows you to practice skating, passing, and shooting with minimal pressure from your opponent. Over a period of time, you will find player control is much easier than it was at first.

If you watch the computer-controlled players' behavior, you can follow how each plays his position. These players behave much like their real counterparts in pro hockey.

You can make the player you control skate anywhere on the ice. But remember, your teammates are counting on you to play your position. If

you play too far out of position, your teammates will not be as effective, and your team will not play as well.

### I Hints for Controlling a Forward

When controlling a forward (left wing, center, or right wing), divide the rink lengthwise into three lanes. In general, the left wing will stay in the left lane, the center in the center lane, and the right wing in the right lane. Players may overlap into adjacent lanes, but not too far and not too often. On offense, forwards should stay in their lanes (with the exception of special plays) and use precise passing to work the puck toward the other team's goal.

On defense, each player should cover their man to prevent him from receiving passes, and should attempt to steal the puck if their man has it. Centers cover opposing center. Wings cover opposing wings unless the puck is in their defensive zone (the zone their goalie is in). In the defensive zone, wings cover the opposing defensemen.

### II Hints for Controlling a Defenseman

When controlling a defenseman, divide the rink lengthwise into two halves—left and right (guess which side the left defenseman plays!). The defensemen usually stay well behind the puck to guarantee that they stay between the puck and their goal. This is particularly important when an opposing player unexpectedly steals or intercepts the puck and makes a sudden breakaway toward your goal. On offense, defensemen stop sudden breakaways or loose pucks heading for their goalie. When in their attack zone, (the zone the opposing goalie is in), defensemen try to keep the puck in the attack zone, so that their team can stay on the attack. On defense, the defensemen stay between the puck and their goal at all times. This way opposing players will not have a clear shot on goal. When the attacking opponent approaches their goal for a shot, it is important that defensemen use any method they can to get the puck away from their goal. If the opposing player is being taken out by another player, the defensemen must cover any other opposing players close to the goal who are open to receive a pass.

### III Hints on Offensive Play

*Precise Passing!* Although in many cases you can fake out and skate around defenders, you will probably have far more success on offense if you pass frequently. A sudden pass to the opposite side of the net is the most likely way to score. When properly executed, the goalie will not have time to react, leaving a gap where the shot can't be blocked.

If you have the puck, look for an open man. What is usually more effective (and more fun!) is letting a winger bring the puck in towards the net while you control the center. Position the center across the net from the wing and force a demand pass at the last moment. If you can keep your wits about you (no easy task!) blast the puck into the net as soon as you get it! This is called "one-timing" the puck.

You will find that bringing the puck into the attack zone in the middle of the rink (referred to as the "high slot") will usually result in your player getting creamed by both defensemen, simultaneously. You will rarely get a good shot off this way. It is more effective for a winger to bring the puck in along the boards (wall of the rink). When the opposing defensemen covers your wing, he leaves a gap in the high slot. This provides an opportunity for your center to receive a pass and shoot on goal.

In pro hockey, 9 out of 10 shots on goals are blocked by the goalies. So don't get frustrated that all your great shots aren't going in. A team normally wins because it has a higher number of quality shots on goal. A quality shot is a shot aimed to the side of the goalie from close range. Taking many shots and being lucky helps, but concentrating on shooting precise quality shots results in the greatest chance of scoring.

Equally important, every time your team shoots on goal, look for a deflected puck. If you are lucky it could end up right in front of you. The goalie often falls, while blocking the first shot, making it easier to score off the deflection. Hockey is a fast game, so it is important to keep your eyes open for any opportunity to shoot on goal.

### IV Hints on Defensive Play

You can't prevent the opposing team from shooting at your goal, but you can prevent them from making quality shots. The situation you most want to prevent is a "breakaway." A breakaway occurs when there is no one between the puck handler and your goalie. Breakaways and other good scoring opportunities for the opposing team usually happen when someone on your team is out of position. Players get out

of position by going too far after the puck, or the puck handler. The best way to prevent this is to use good judgement and to remember the position you are playing. Only go out of position if you are reasonably certain you will end up with the puck. It is better to let your opponent keep possession of the puck than it is to give him the opportunity for a quality shot. Good defense means trying to get the puck while not getting out of position and always guarding the net.

Learn how long you can get away with grabbing an opponent, and use it (see *Grabbing the Puck Handler*, page 25). Grabbing the puck handler can force a bad pass and will give your teammates time to get to their defensive positions. Use this technique when the opponent has the puck in your defensive zone. Just don't draw too many penalties, or you'll do more harm than good.

When you're not in your defensive zone, knocking the puck handler off his feet is an effective way to gain control of the puck. You may not knock the puck handler down, and your momentum will probably put you out of position for a while, so don't use this method of checking unless you've got teammates who can back you up if you miss the check. (It can be very tough to resist a chance at knocking the puck handler on his butt, especially with the crowd cheering you on!)



## Appendices



### Appendix A—How to Begin Playing Wayne Gretzky Hockey Immediately

#### I Game Setup Menu

The **Game Setup Menu** sets the conditions for play and is the first menu to appear on screen after the game boots. The default settings allow you to begin playing immediately. You control the **Home Team** and Wayne controls the **Visiting Team**. Select and click on the **Continue** option to begin the game.

The active menu selections in the **Game Setup Menu** are displayed in color (or shaded); inactive selections are displayed in white. If you want to change the game settings and don't know how, read the **Game Setup Menu** instructions on page 8.

#### II Game Speed

For the first few games, it may be useful to set the game speed to slow (second column from the left in the **Game Setup Menu**). The slow option runs the game at a 25% reduction in playing speed.

#### III Identifying the Home and Visiting Teams

The Home Team defends the left goal at the start of the game. Although the teams switch goals at the end of each period, the Scoreboard information for each team is always displayed in its original position (i.e., as it is displayed in period 1).

#### VI Controlling a Player

Initially, the player you control is your team's center. He will have a white helmet, while the rest of your teammates will have black helmets. You control the player's:

- direction
- speed
- passing
- shot direction

For information on how to control the player's direction, speed, passing speed, and shot direction see the enclosed Player's Reference Sheet.

#### VII Stopping Play

Whenever there is a stop in the action, the **Timeout Menu** is displayed. For a description of the **Timeout Menu's** options, see page 11. If you want to freeze the action while you deal with reality, depress the letter "t" on the keyboard. The **Timeout Menu** will be displayed. When you click on **Return to Team**, the game will pick up at the point where a timeout was initiated.

You now have the minimal information needed to play a game; however, as you become more familiar with the game, it is worthwhile to read the manual. There are a number of sophisticated features of this game that will be easier to enjoy, only after you have read how they work.



### Appendix B—Brief Description of Hockey

Hockey is played by two opposing teams on an ice surface inside a rink. Each team is allowed six players on the ice at one time. During the game, players use hockey sticks to propel a puck across the ice. The object of the game is to put the puck into the opposing team's goal. A typical rink is shown in the center section of this User's Guide, (pages 21-22)

The length of the ice hockey rink is divided by five lines: A center line, two blue lines, and two goal lines.

## I Center line

The center line is red with distinct markings and divides the rink into two equal halves.

## II Center Spot and Center Circle

In the middle of the center line is a blue center spot surrounded by red center circle. The initial face off at the beginning of the game takes place between two opposing players on the center spot. The remaining players on ice must remain outside the center circle.

## III Blue lines

There are two blue lines, to the right and left of the center line. The blue lines divide the rink into three zones. The middle zone is the neutral zone. The zones to the right and left of the neutral zone are the attacking and defensive zones. Which zone is which depends upon which team is being referenced. In the figure on pages 21-22, the home team's goal (the goal they are *defending*) is on the left. Your team's defensive zone is the zone that contains the goal you are defending and your attack zone is the zone that contains the goal you are attacking. Therefore, the home team's defensive zone is the leftmost zone and their attack zone is the rightmost zone. The opposite is true for the Visiting Team.

## VI Goal lines

The goal lines are red and are located at each end of the rink. The front of the goal rests on the goal line.

## V Crease

Directly in front of each goal is a rectangular area called the crease. The crease gives the goalie room to protect the goal. Attacking players are not allowed to stand in the crease.

## V Face Off Spots and Face Off Circles

There are eight, red face off spots in the rink. The face off spots in the attacking and defending zones are surrounded by red face off circles, while the face off spots in the neutral zone are not. During all faceoffs, players not directly engaged in the face off must either be outside the face off circle or at least 15 feet from the face off spot.

## VI Player Positions

There are six players per team on the ice at one time. The positions in ice hockey are:

- Goalie
- Right Wing
- Left Wing
- Center
- Defense (two)

### A. Right Wing Left Wing, and Center

The right wing, left wing, and center are forwards (attacking players) and generally skate the entire length of the ice in pursuit of the puck.

### B. Defense

The two defense players, as their name suggests, play defense and normally skate in the defending and neutral zones (see "Blue Line" on page 35) or near the rear of the attacking zone away from the goal. During plays on goal, defense players assist the forwards. However, if an opening occurs, defense players will make a shot on goal.

### C. Goalie

The goalie remains in the defensive zone close to the goal, except in the final minutes of play when a team is losing. In that instance, the coach may decide to pull the goalie and insert another attacking player to improve the chance of scoring. When a goalie is pulled, the goal is left

unattended, and the opposing team may score easily, if they gain control of the puck.

## VII Principles of Play

The puck must be kept in motion at all times. A team in possession of the puck in its own defending area should always advance the puck towards the attacking zone, except where an advance is prevented by the opposing team.

## VIII Change of Players

Players may be changed at any time so long as the player leaving the ice steps off the ice and into the bench area before the replacement player steps onto the ice.

## IX Passing the Puck

The puck may be passed by any player to another player of the same team within one of the three zones (defending, neutral, or attacking) but may not be passed forward from a player in one zone to a player in another zone (except by a player in his own defensive zone, who may make or take forward passes to the center line without incurring an off-side penalty).

## X Off-side

In order for the puck to be passed from one zone to another, the puck must precede the player into that zone. A player is off-side if he crosses a blue line before the puck. If a player in the neutral zone is preceded into the attacking zone by the puck passed from the neutral zone, he is eligible to take possession of the puck anywhere in the attacking zone except where the icing rule applies.

## XI Icing the Puck

The center line divides the rink in half. If a player causes the puck to travel from his half of the ice (i.e., the half containing the goal he

defends) across the other team's goal line, then icing the puck ("icing") is called, and a face off takes place in the defensive zone of the team committing the icing, except in the following cases:

- The team committing the icing has fewer players on ice than the opposing team
- The puck enters the opposing team's goal (the goal counts)
- The puck touches a member of the opposing team before it crosses the goal line
- The referee decides that the icing is unintentional (i.e., a missed pass, etc.)

## XII Penalties

When a penalty occurs, the offending player is ruled off the ice for a specified length of time. The team must continue playing without the penalized player. If this causes the team to be below the numerical strength of the opposing team, the team is said to be short-handed.

The time a player spends in the penalty box depends upon the class of penalty. *Wayne Gretzky Hockey* simulates two classes of penalties:

- Major Penalties
- Minor Penalties

For a minor penalty, the player is ruled off the ice for two minutes. A major penalty causes the player to be ruled off the ice for five minutes. In both cases, no substitute player is permitted.

*Note:* If a team is short-handed by one or more penalties, and the opposing team scores a goal, the first of such penalties expires.

### A. Minor Penalties Definitions

The following infractions cause a minor penalty:

1. Charging—Taking more than two steps or strides and running into, jumping into, or ramming an opposing player.
2. Holding—Holding the opposing player with hands, hockey stick, or in any other way.

3. Tripping—Placing a stick, knee, foot, arm, hand, or elbow in such a manner that it causes the opposing player to trip or fall.
4. Minor or Major Penalties Definitions

The following infractions cause either a minor or major penalty, at the discretion of the referee:

1. Cross-Checking—Delivering a check with both hands on the stick and no part of the stick on the ice.
2. Elbowing—Positioning an elbow or knee such that it, in any way, fouls an opponent.
3. High Sticking—Carrying the hockey stick above the normal height of the shoulder.
4. Hooking—Impeding, or attempting to impede the progress of an opposing player by hooking with a hockey stick.
5. Roughing—Being unnecessarily rough with the opposing player
6. Slashing—Impeding or seeking to impede the progress of an opposing player by slashing with a hockey stick.

Generally, if the referee believes the offending player was attempting to injure the opposing player, a major penalty is assessed.

### C. Major Penalty Definitions

The following infraction causes a major penalty:

1. Spearing—Stabbing or attempting to stab an opposing player with the stick blade. Spearing includes all cases where a spearing gesture is made, even if bodily contact does not take place.

## XIII Slow Whistle

If the defense commits a penalty while the attacking team is in the midst of a play, the referee will blow his whistle, but action continues until the play is completed. This is called a slow whistle and is signified by a flashing referee in the middle of the screen and flashing of the white square over the controlled player's helmet. When a slow whistle is blown, the goalie of the attacking team is automatically pulled and replaced with a forward. There is no danger in this action because as soon as the opposing team gains control of the puck, action is stopped.

## XIV Injuries

If a player is injured, play will continue until one of his teammates gains control of the puck.