HOW TO PLAY

◑ Plug the Major League Hockey cartridge into your computer (left-hand socket on Atari *800*).

◕ After the titles use the joystick to set up, on the menu, the type of game you wish to play.

◕ To take control of the player nearest to the puck, press the trigger on your joystick.

◔ Skate over the puck to gain control of it.

◕ Press the trigger to shoot or pass.

This is only intended as a basic guide. For more detailed instructions see inside.

MAJOR LEAGUE HOCKEY
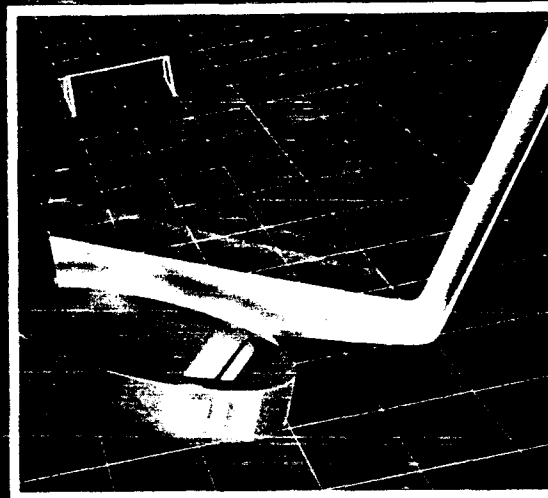
Instructions for use

MAJOR LEAGUE HOCKEY

INTRODUCTION

As you skate the puck up the ice, skilfully dodging the defending team, you can almost feel the swish of the ice under your skates and hear the roar of the crowd as you shoot for the goal. Yes, you've scored! Now glide triumphantly back down the ice for the face-off and the goal which will put your team in the lead.

Now you can play this all-action team game in the comfort of your own home. Play with friends or match your skill against the computer. You can even sit back and watch the computer play itself! Feel the thrill of the most exciting game on ice, as this breathtaking sport puts new life into your television set!
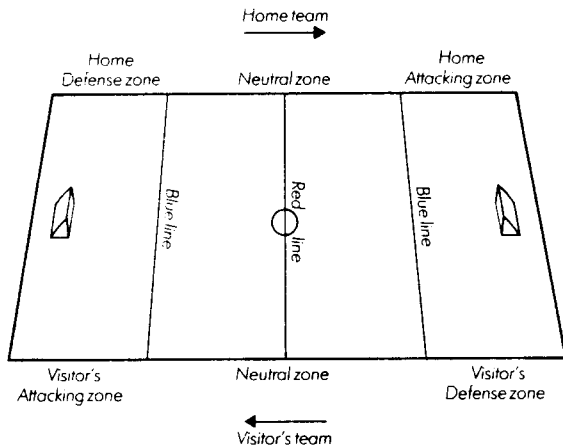
By Brian Belson

GETTING STARTED

1 Connect your television to the computer and switch the television ON.

2 Take your MAJOR LEAGUE HOCKEY cartridge and plug it into the cartridge socket of the computer (left-hand socket on Atari* 800*).

3 Turn your computer ON.

THE DISPLAY

1 The scores for each team are displayed at the top of the screen.

2 Also at the top of the screen is the period timer, which counts down through each period, and the number of the period in progress.

3 The background color of the scoreboard, normally black, changes color to indicate the following:
   Red – a goal has been scored.
   Green – the end of a period.
   Blue – one or more of the attacking team is offside.

*Indicates trademark of Atari Inc.

The rink is almost three times as wide as the screen, so your view of the rink changes according to where the puck is.

Home team
→

| Home Defense zone | Neutral zone | Home Attacking zone |

Blue line — Red line — Blue line

| Visitor's Attacking zone | Neutral zone | Visitor's Defense zone |

←
Visitor's team

HOW TO PLAY

After the titles, the following menu will appear on the screen:

JOYSTICK 1	HOME
JOYSTICK 2	OFF
JOYSTICK 3	OFF
JOYSTICK 4	OFF
HOME COMPUTER	OFF
VISITORS' COMPUTER	ON
TIME/PERIOD	2
GAME	1

With a joystick plugged into the control jack 1, you can move the white cursor up and down the right-hand column of the menu. If you push the joystick to the left or right, you will see the writing under the cursor changing. By altering the menu in this way, you can set up the type of game you wish to play.

You will see that each joystick can be set to play for the Home team or Visitors' team or can be turned OFF. (If using the Atari* 1200*, joysticks 3 and 4 must be set to OFF).

The computer can be made to play on the side of the Home team or Visitors' team or both, by setting the required computer team to ON.

The game is divided into three playing periods; by altering the TIME/PERIOD setting, you can select periods of 2, 5 or 20 minutes (total playing times of 6, 15 or 60 minutes, respectively).

The GAME setting can be 1, 2 or 3 – this controls the skill with which the computer plays. 1 is the lowest skill level.

When you have set the menu to the type of game you want, press the trigger on the joystick to begin the game.

RULES OF THE GAME

1. The object of the game is to score more goals than the opposing team in the allotted time.

2. When the game begins, and after a goal has been scored, the two teams will face-off in the centre of the ice.

3. You can gain control of a player by pressing the trigger on your joystick. When you do this, the player in your team which is nearest the puck – and not already under joystick control – will change to a number corresponding to your joystick position (1, 2, 3 or 4); when you release the trigger, the player will reappear and you will then be able to control that player with the joystick.

4. Repeatedly pressing the fire button will alternate control between the two players nearest to the puck, unless your player is already in possession of the puck.

5. When the player you are controlling is in possession of the puck, you can press the trigger to shoot or to pass to another player.

6. To take control of the puck, you must guide your player to skate over it. If a member of the opposing team has possession of the puck, you can check that player and take control in a similar way. A stationary player may take control of the puck from a pass. Once you have possession of the puck, you can skate it up the ice, or pass it or shoot it.

7. There are two rules governing passes; if you violate these you will be offside. Firstly, no pass can travel over two lines (i.e., over the red line and one of the blue lines). This is known as 'icing the puck'. Secondly, no attacking player can cross the opposing team's blue line ahead of the puck. This is known as 'offside'.

8. If the puck is cleared from the defense zone, all attacking players must retreat across the blue line into the neutral zone before they can resume the attack.

9. A player can be body checked by a member of the opposing team; when this happens, control of that player is lost for a short time, until that player stands up again.

10. You can halt the game at any time by pressing any key on the keyboard; to restart play, press any key again.

11. When the three periods have been played, the game ends. Press the START key or SYSTEM RESET for a new game.