

MATTEL ELECTRONICS®  
**IntelliVision™**  
 Intelligent Television



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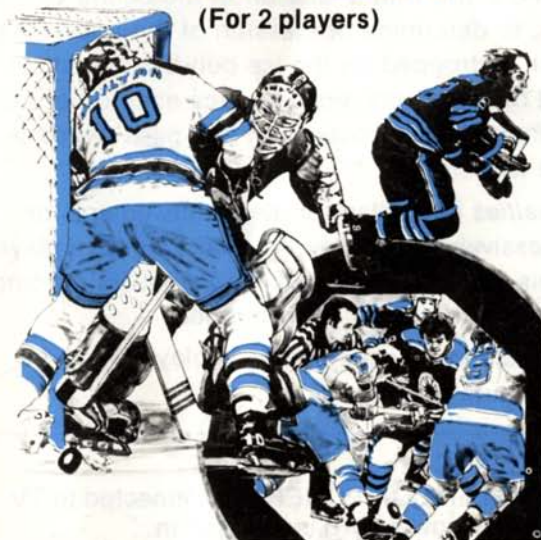
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# IntelliVision™ Intelligent Television

## CARTRIDGE INSTRUCTIONS

# HOCKEY

(For 2 players)



Hockey, a winter sport that originated in Canada, has been called "the fastest game on earth." It is played by 2 teams on skates, on an ice surface called a *rink*, with a *goal area* and *net* on either end. A team may have 5 players and a goalkeeper or *goalie* on the ice at any given time. Teams attempt to score by hitting the *puck* -- a hard, rubber disk -- into opposing team's net, using

(FOR COLOR TV VIEWING ONLY)

wooden sticks. 1 point is awarded for each goal scored. Only goalies are permitted to actually handle the puck; all other players are restricted to using sticks.

Game starts with a *face-off* in the center of the rink, to determine possession of the puck. The puck is dropped on the ice between the sticks of 2 opposing players who face each other and attempt to gain possession and pass the puck to a teammate.

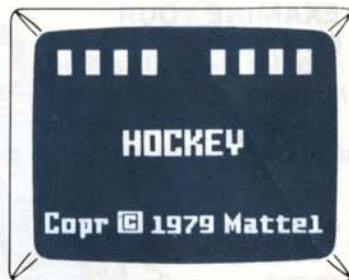
*Penalties* are called for illegal movements or excessively rough play. A penalty places a player in his team's penalty box for 2 minutes, forcing his team to defend short-handed.

A regulation hockey game is played in three 20-minute periods.

#### MAKE SURE:

- MASTER COMPONENT is connected to TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at GAME.
- TV set is plugged in and properly adjusted.
- HOCKEY cartridge is placed in slot, firmly engaged.
- OFF/ON switch is turned ON.

**PRESS RESET  
BUTTON:** Title  
will appear on TV  
screen:



← OVERLAY

#### ADD OVERLAYS

Find two HOCKEY keyboard overlays in the cartridge package with this booklet.

Remove Hand-held Controllers from the console.

Insert an overlay into each Hand Controller.

Make sure the overlays fit tight and are all the way in. The overlays will be your visual guide.

← HAND-HELD  
CONTROLLER





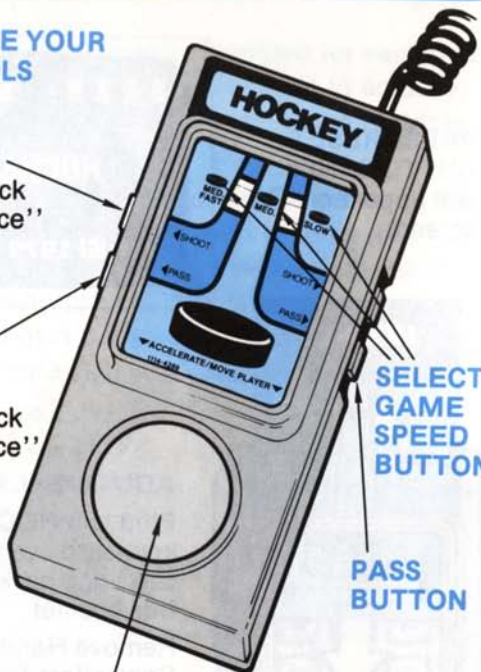
## EXAMINE YOUR CONTROLS

### SHOOT BUTTON

Sends puck across "ice" at faster Shooting speed.

### PASS BUTTON

Sends puck across "ice" at slower Pass speed.



### SELECT GAME SPEED BUTTONS.

### PASS BUTTON

**DIRECTION DISC** Used to "skate" offense and defense control men in any of 16 directions. Press edge of disc corresponding to direction you want man to move. **Men skate in forward direction only.**

INTELLIVISION™ HOCKEY is a game of action and coordination. When the Direction Disc and the Shoot button work together smoothly, you'll have the edge! Get the feel of the controls **before** you play. Find the way of working the controls that feels most comfortable and gives you quick reactions.



## STICK HANDLING

To make your player swing his stick two things must happen. You must **hold down** the Direction Disc **while** you press either the Shoot button or the Pass button! When stick hits puck you'll hear a "Whack!"

**Important:** Direction you are pressing on Direction Disc determines direction in which puck is released (passing or shooting).

## SELECT GAME SPEED

You can play INTELLIVISION™ HOCKEY at 4 different speeds. Unless you select a slower speed, game will automatically be played at Pro speed . . . FAST!

To select one of 3 SLOWER speeds, press button 1, 2 or 3 on the Hand Controller overlay.

1. SEMI-PRO  
(MEDIUM FAST)



3. HIGH SCHOOL  
(SLOW)

2. COLLEGE  
(MEDIUM)

The FASTEST, Pro speed means **everything** goes faster! Passes, shots on goal, rebounds all speed up! Players "skate" faster. The computer-controlled goalies develop new quickness! At Pro speed, your reactions will have to be very fast!

Until you get familiar with the game, you'll probably want to begin at a slower speed.

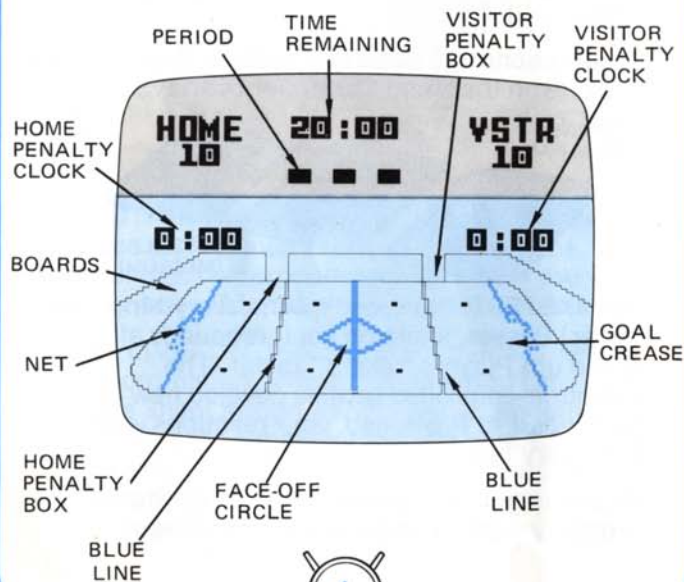


## CHECK THE RINK!

PRESS DIRECTION DISC to bring rink up on your TV screen. Action takes place on a modified hockey rink, designed to scale. You'll notice the familiar red center line, two blue lines and face-off circle at center ice. Each end of the rink has a net with goal crease. Each team has a penalty box.

## COMPUTERIZED SCORING!

Team scores, penalty time, time remaining in the period are continuously displayed over the rink. You tell periods by checking the red bar graphs. One for 1st Period, two bars for 2nd Period, etc.

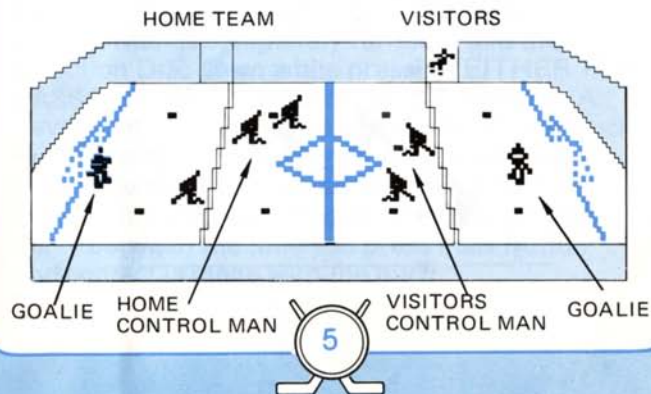


## THE TWO TEAMS

Each team consists of three men plus a goalie. Home team wears TAN. Visitors wear LIGHT GREEN. On offense you control the man with the puck. As soon as Control Man gets the puck he will change color. From TAN to DARK BROWN for the Home team. From LIGHT GREEN to LIGHT BLUE for the Visitors. Computer controls both goalies. On defense you control one man at a time, your Defensive Captain. Defensive Captain will also change colors for easy identification.

You won't see the computer Referee. But you **will** hear his "whistle!" Both teams automatically "skate" onto the ice when rink appears on your TV screen. Simulated "Crowd Roar" will bring them on!

At the start of the game, Home team defends net at the left end of the rink and Visitor team defends net at the right end. Goalies take up position in the goal crease of the net they are defending. At the end of each period, the teams automatically leave the ice. Teams do not change ends.

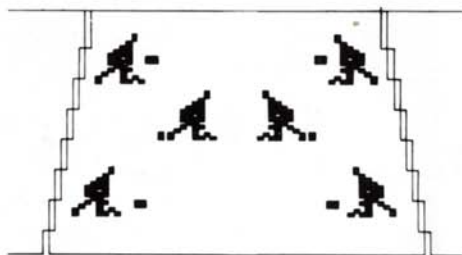




The face-off is like a toss of a coin to determine possession of the puck and start the action!

Both Home and Visitor Control Man assume positions facing each other in the center face-off circle. Remaining two team members for each team take positions to either side and behind their team's Control Man. Press Direction Disc and the teams face-off! THE PUCK SUDDENLY APPEARS in the center of the face-off circle. THE PERIOD CLOCK STARTS at 20 minutes (simulated time).

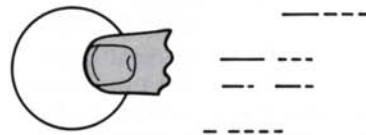
“SKATE” YOUR CONTROL MAN TOWARD THE PUCK. Try for possession before your opponent! When either you or your opponent has possession of the puck, the match begins! To take control of the puck, player must make stick contact. Remember: puck may be stolen at any time by any player — goalies included! If the face-off does not give your team possession, skate away from your opponent and defend your goal.



## OFFENSE

(Control Man is the man with the puck.)

You've won the face-off! You've got the puck, now get moving! PRESS THE DIRECTION DISC to move your Control Man. He starts slow and gains speed quickly, moving ONLY AS LONG AS YOU HOLD DOWN THE DISC. If you change his direction, he slows down to make the turn. Your Control Man can skate anywhere on the ice, even behind the net.



Press edge of disc in direction you want man to move.

TO PASS THE PUCK, press the Direction Disc in the direction you want the pass to be released. Your Control Man will turn to face this direction; however, you can release your pass before Control Man is completely turned. Hold the Direction Disc down **while** pressing EITHER TOP PASS BUTTON on sides of Hand Controller. A “WHACK” sounds as your man “hits” the puck. Puck is released in the direction you pressed the Disc when you pressed the Pass Button. Passing is not instantaneous. There is a slight delay between the time you press Pass Button and contact is made with the puck.



Remember that your Control Man has to bring his stick around and **then** hit the puck, so press Pass Button slightly **before** you want to actually contact the puck.

**NOTE:** You cannot control the movement of your intended receiver UNTIL he captures the puck. He then becomes the Control Man and changes color. Former Control Man changes to team color.

## SCORING

Goals will not come easy! The computer-controller goalie is hard to beat — like a pro! Rebounds are your best bet! Keep your shots coming! (Remember to hold the Direction Disc down while you press the Shoot button! Nothing happens unless **both** Disc & button are used!)

## WORK ON THE GOALIE! "TIRE" HIM OUT!

Shoot **HARD**! Get in close and try to knock the goalie down! As long as he's down, you've got an opening to shoot through. When the goalie gets back up, his tough defense resumes.

## IT'S A GOAL!

You've outfoxed the goalie and shot the puck into your opponent's net! It's a Goal! The clock stops! The "CROWD" roars! Computer displays 1 point for your side!



## DEFENSE

(Control Man is your Defensive Captain.)

Your opponent has the puck. You must do three things:

- 1) Prevent your opponent from scoring a goal.
- 2) Gain possession of the puck.
- 3) Avoid penalties that leave your defense short-handed.

USE THE DIRECTION DISC to move your Defensive Captain in any of 16 directions. Remember: Defensive Captain can "skate" anywhere on the ice.

1. Prevent your opponent from scoring!

## GOALIE

Your goalie is a fully animated, computer-controlled member of your team. He can and does come out of the goal crease to steal or intercept the puck. When a goalie gains possession, he immediately passes the puck to the nearest member of his team. Computer controls all movements of the goalie.

2. Get possession of the puck!  
Still, your first line of defense must be offense. Get the puck! Possession is the name of the game!

## INTERCEPTIONS

"Skate" your Defensive Captain into the path of the puck when your opponent's man releases a pass or shoots! This not only





blocks a score, but gives you possession of the puck as well! And stay alert for rebounds off the boards, any free puck, any time!

### TRIPPING, STEALING THE PUCK!

When your opponent's man has the puck, trip him up and get the steal! It's legal — providing opponent's man **does have** the puck. "Skate" close to the man with the puck and press either Pass or Shoot Button while holding the Direction Disc down. Your Control Man will swing his stick and, if close enough, send your opponent's man for a tumble! Tripped man will sit inactive on the ice for a couple of seconds. (It's impossible to trip a goalie or a member of your own team.)

3. Avoid penalties that leave your defense short-handed.

### PENALTY TIME: 2 MINUTES OFF THE ICE!

Two-minute penalties can be called for tripping an opposing player **without** the puck. Ref's "WHISTLE" will sound. Guilty player will leave the ice and go into the penalty box for two minutes. (All times simulated.) Play will automatically stop. It's a free puck and your team must defend, one player short. No more than one player from each side can be sent to the penalty boxes at the same time.

It's impossible to trip with one of your men in the



penalty box. (You can swing your stick, but nothing will happen.) Penalty time remaining will be displayed continuously. When penalty time is up or a goal is scored on the short-handed team, that team's player in the box will automatically return to the ice. Play will continue without interruption. If both teams have a player in the penalty box and either team scores, both team players remain in the penalty box, since neither team is playing short-handed. If period ends before the full two minutes penalty time is up, player in the box will still automatically leave the ice with the rest of his team. Both teams will begin the next period at full strength, regardless of penalty time remaining.

### TO TRIP OR NOT TO TRIP

If you trip an opposing player without the puck, computer "Ref" might call a penalty. Only "might!" "Ref" will call a tripping penalty only about **one out of three** times! When your team is down a couple of goals or your goalie is in trouble, go for the trip and steal the puck. The odds are in your favor!

### SIMULATED GAME SOUNDS

- "Crowd" Roar . . . . . When teams take the "ice" When goals are scored. At the end of the match (3rd period ends.)
- "Ref's Whistle" . . . . . When penalties are called.
- Buzzer . . . . . At the end of each period.
- "Stick Handling" . . . . . Whenever a player's stick is swung.
- Contact "Whack" . . . . . When stick hits puck, or puck hits boards.
- "Bump!" It's a Trip! . . . . . Sound does **not** always mean "Ref" will call a tripping penalty.



## NOTES

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