

Player's Reference Guide

IBM and Compatibles

Installing Wayne Gretzky Hockey 2 To A Hard Disk



Before performing the following procedures we recommend you make a back-up of your WGH2 Disk(s).

To install WGH2 to a hard drive, insert Disk 1 into your floppy drive and type **install** [from floppy drive]: [to Hard Drive]:

Example: To install from floppy drive A: to the C: hard drive type: **install A: C:**
This will create a directory called "WGH2" on your hard drive.

Starting WGH2

If using floppies:

Choose your floppy drive. Type "**A:**" or "**B:**" (depending on floppy drive)

If using a hard disk:

Choose your hard disk. Type "**C:**" or "**D:**" (The majority of hard disks are C: or D:.)

To start WGH2, you will type either **hockey** or **hky**, followed by one or more commands as described in the following sections. These commands configure WGH2 to match your equipment and preferences.

✓ Graphics Set-up

Choose your graphics mode. [Each of the following commands is preceded by a space.]

EGA/VGA Type: **hockey -e**

CGA Type: **hky -c**
[Do **not** type "hockey"]

TGA: Type: **hky -t**
[Do **not** type "hockey"]

Note: EGA/VGA users can type: **hky** instead of **hockey** to bypass the introduction.

✓ Sound Card Set-up

WGH2 supports *AdLib* and *Sound Blaster* audio cards. If you are using one of these cards type: **-adlib** or **-sblaster** to enable this audio option.

Examples:

hockey -e -sblaster

[= EGA/VGA graphics w/intro + Sound Blaster]

hky -t -adlib

[= TGA graphics + Adlib]

Note: If you have a Sound Blaster card and WGH2 locks up on the rink, change the interrupt request line to IRQ2. Refer to your Sound Blaster Manual, or call (405) 742-6622 for Sound Blaster technical assistance.

WGH2

✓ Low Memory Option

If you are unable to load WGH2 due to memory conflicts, typing **-restrict** during startup removes all non-essential files from the game, reducing memory requirements.

Example: **hky -restrict**

✓ Reconfiguration

If you want to return to the original (default) configuration at any time, type: **-reconfig** during startup.

Example: **hockey -reconfig** [restores all default settings]

Note: Unless you specify your graphics setting when using **-reconfig**, it will not be saved and it will be necessary to perform another Graphics Set-up.

✓ Combining Commands

Any of the commands in the previous sections can be combined to customize the startup of WGH2. Add the commands of the options you wish to configure to the startup command.

Example: **hky -reconfig -e -adlib**
[=default configurations w/EGA/VGA graphics and Adlib sound card.]

✓ Save Configuration

Boot WGH2, using the options as specified above.



WGH2 includes a virus indicator program. If you see a message that reads "Program File Corrupt" you may have a virus on your computer. Check for viruses and reload WGH2 as it may have been damaged. WGH2 will not run in the presence of a virus.

From the Game Setup Menu select the GAME DOS option. Select SAVE CONFIGURATION. This will save your current configuration (you do not have to reconfigure the keyboard at this time). Once done, the options listed under Configuration File (see below) will be saved. In addition, it will no longer be necessary to specify your graphics mode at startup. You will still need to specify your audio mode, however.

✓ Configuration File

If you choose SAVE CONFIGURATION from any DOS Menu, certain options presently selected within the Game Setup Menu and the Team Behavior Menu will be saved. These options are listed below.

Within the Game Setup Menu:

- Type of Play Options
- Team Quality Levels
- Controller Types
- Referee Options
- Game Type
- Fights Option
- Cursor Size
- Period Length
- Trails Option
- Game Speed

Within the Team Behavior Menu:

- Team Behavior Settings for Home Team
- Team Behavior Settings for Visiting Team

Other Configurations:

- EGA/VGA Scroll Fix
- Graphics Configuration
- Keyboard Configuration

Note: Sound card options must be entered during startup.

Controller Types

✓ Keyboard

The keyboard is divided in half to allow a two player option. Refer to the keyboard diagram on the last page of this Guide for specific key assignments. Keys shown in black may be reconfigured using the SAVE CONFIGURATION option under any DOS Menu. When controlling the direction of players, pressing two direction keys simultaneously will send the player in a diagonal direction between those keys

Example:

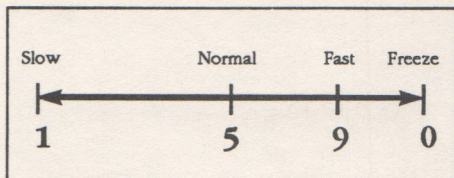
Press [↑] + [→] = player moves [↗].

✓ Joystick

The "fire" button is used for (SELECT). If your joystick has a second button, use it for (DEMAND).

Instant Replay

Select INSTANT REPLAY from the Timeout Menu. Speed is controlled by pressing the numeric keys <1> (slow) - <9> (fast). <0> freezes the action.



To control the direction of the action in Instant Replay, move the controller left (backwards replay) or right (forward play), or use the arrow keys on the keyboard. Pressing (SELECT) exits Instant Replay.

Scoreboard On/Off

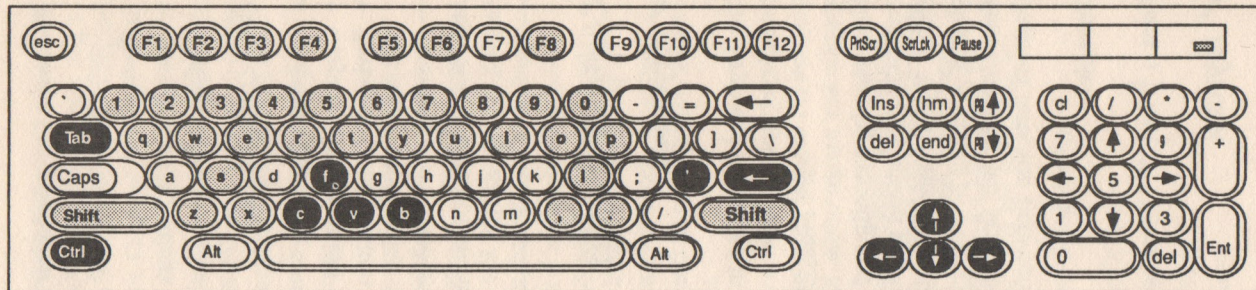
Press <Space Bar> to toggle the scoreboard on/off.

EGA/VGA Scroll Adjust


If you experience "jittery" scrolling during game play or instant replay, press <F1>. This should fix the problem. Then select SAVE CONFIGURATION from any DOS menu in the game.

Wayne's Advice

When Wayne Gretzky appears on your screen with coaching advice or comments, press <Enter> to continue.































Default Keyboard Configuration








 Non-changeable Keys

 Changeable Keys








Space Bar Turns Scoreboard On and Off.
Use Shift Key to Change Coaching Controls on Scoreboard (C,P, L)

- | | | | | | |
|--|---|---|------------------------|---|-----------|
| Coaching Control = C |  -  | Change Controlled Player (Home) | | | |
| |  -  | Change Controlled Player (Visitor) | | | |
| Coaching Control = P |  ,  | Up/Down 1 Play (Home) | | | |
| |  ,  | Up/Down 5 Plays (Home) | | | |
| |  ,  | Up/Down 1 Play (Visitor) | | | |
| Coaching Control = L |  ,  | Up/Down 5 Plays (Visitor) | | | |
| |  -  | Choose Active Line (Home) | | | |
| |  -  | Line Change Player (Home)* | | | |
| |  -  | Choose Active Line (Visitor) | | | |
| |  -  | Line Change Player (Visitor)* | | | |
|  | EGAVGA Scroll Fix |  | Sound On/Off |  | Version # |
|  | Timeout |  | Forced Face-off |  | Pause |
|  | Recalibrate Joystick 1 |  | Recalibrate Joystick 2 | | |




Left Keyboard Controls

-  Cursor/player up
-  Cursor/player down
-  Cursor/player left
-  Cursor/player right
-  (SELECT) Key
-  (DEMAND) Key
-  Change Coaching Controls (Home Team)




Right Keyboard Controls

-  Cursor/player up
-  Cursor/player down
-  Cursor/player left
-  Cursor/player right
-  (SELECT) Key
-  (DEMAND) Key
-  Change Coaching Controls (Visiting Team)

Home Team

-  Skate Backwards
-  Pull Goalie
-  Goalie Hold Puck

Visiting Team

-  Skate Backwards
-  Pull Goalie
-  Goalie Hold Puck

*If Team Behavior, PLAYER Option Selected..