

WAYNE GRETZKY HOCKEY

2



BECHESDA SOFTWARES™

WAYNE GRETZKY HOCKEY 2

BETHESDA SOFTWORKS™

User's Guide

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Credits

Many people deserve credit for this program, certainly more than can be listed here. The names of the actual programmers, artists, writers and hockey experts who helped create *Wayne Gretzky Hockey 2™* are listed below. We never would have been able to develop this simulation 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.

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Section 1 - Introduction

This package should contain:

- Software Diskette(s)
- Warranty Registration Card
- Player's Reference Guide
- Product Catalog

Package Contents

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, MD 20898
(301) 926-8300.

Fill out and mail in your Warranty Registration Card to 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.

If you are interested in other Bethesda Softworks products, use the order form in the Product Catalog or call our toll-free number to order.

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Introduction by Wayne Gretzky



Hockey has always been an important part of my life. From my early days in Brantford to the present in Los Angeles, I don't regret a minute of my commitment to the game. I always enjoy going to the rink.

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 teamwork, as well as executing your moves with precision. And, if you think about it, that says a great deal about the realism of the program.

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.



Section 2 - 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 on the center page of this User's Guide. The length of the ice hockey rink is divided by five lines: A center line, two blue lines, and two goal lines.

The center line is red with distinct markings and divides the rink into two equal halves. In the middle of the center line is a blue spot surrounded by red circle. The initial faceoff at the beginning of the game takes place between two opposing players on the center spot. The remaining players on the ice must remain outside the center circle.

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 on the team being discussed. 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.

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

Introduction

Center Line

Blue Lines

Goal Lines

Faceoff Spots and Faceoff Circles

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



Player Positions

While there are typically 20 players on a hockey team, only six players per team are on the ice at one time. The positions in ice hockey are:

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

It is not unusual for the same goalie to stay on the ice throughout the game, but players in other positions may be changed frequently. The same two wings, two defensemen, and center who play together are grouped into lines. In this way, wholesale changes can be made during play simply by changing lines.

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.

Defense

The two defense players, as their name suggests, play defense and normally skate in the defensive and neutral zones (see "Blue Lines" on page 3) or near the rear of the attacking zone, away from the goal. During plays on goal, defense players assist the forwards. If an opening occurs, however, defense players will take a shot on goal.

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.

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 toward the attacking zone, except where an advance is prevented by the opposing team.

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.

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. However, a player in his own defensive zone may make or take forward passes up to the center line without incurring an off-side penalty.

In order for the puck to be passed from one zone to another, the puck must precede all offensive players 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 unless an icing penalty is called (see Icing the Puck, below).

When the puck is passed off-side, before it is touched by a player a delayed off-side is in force. If the puck is touched by the attacking team, off-side is called. If you are the attacking team, you should have all team players clear the zone (return to the neutral zone). This will cancel the delayed off-side and the players may then attempt to regain control of the puck.

The center line divides the rink in half. If a player causes the puck to travel from his half of the ice (the half containing the goal he defends) across the other team's goal line, then icing the puck ("icing") is called, and a faceoff takes place in the defensive zone of the team

Principles of Play

Changing Players

Passing the Puck

Off-Side

Icing the Puck



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.)

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 have fewer players on ice than 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 2 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.

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

Minor Penalty Definition

The following infractions are minor penalties:

- 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 *Instigating*—Starting a fight with another player.

The following infractions can be called as either minor or major penalties, 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.

The following infractions are major penalties:

- 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.
- ② *Misconduct*—Intentional or deliberate violation of rules.
- ③ *Fisticuffs*—Fighting. This penalty is called when a player strikes back after being struck first.

Minor or Major Penalty Definition

Major Penalty Definition



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 defending team gains control of the puck, action is stopped.

Injuries

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



Section 3 - Quick Start For Immediate Play

This section will give you the basic steps for starting play. You may also wish to quickly review Controlling Players on page 28.

The enclosed Player's Reference Guide shows the appropriate keyboard assignments. The keyboard can be used to control players and is used for numerous functions such as pausing the game, selecting a line or play, or pulling the goalie.

Please take a few moments to study the keyboard assignments since they are an integral part of the game. If you don't know the keyboard assignments, you will have a hard time playing the game.

Throughout the manual, the terms (DEMAND) and (SELECT) are used to designate a specific key. The (SELECT) key is used for passing and shooting and the (DEMAND) key is used to demand a pass from another player. The specific keys depend on the computer being used and whether they have been reassigned by the user. Refer to the Player's Reference Guide to determine the default keys for (DEMAND) and (SELECT).

Start the game by following the instructions on the Player's Reference Guide.

The Game Setup Menu sets the conditions for play and is the first menu to appear on the 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.

Do not change the Game Setup Menu configuration—Select the CONTINUE option to begin the game. If you are not sure how to select items in a menu, refer to the Player's Reference Guide.

Introduction

Step 1: Understand Keyboard Assignments

Step 2: Boot the Game

Step 3: Configure Game Setup Menu

One Player



Two Players

Under the second column in the Game Setup Menu, Change the Canadiens selections to CONTROL PLAYER and PROFESSIONAL.

Game Speed

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

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 (as it is displayed in period 1).

When you have completed configuration of the Team Setup Menu, select CONTINUE to begin a game (See **Step 4** on page 11).

Controlling a Player

Initially, if you are controlling one player, he will be the team's center and will have a white helmet. The rest of the players will have black helmets. If you are controlling two players, each will have a white helmet. When you become familiar with the menus in WGH 2, you can change the controlled players' helmets to the color of your choice.

During play, use (SELECT) to pass or shoot, and (DEMAND) to "demand a pass." The following is an explanation of how to initiate the (SELECT) and (DEMAND) function on a mouse, joystick, or keyboard.

Mouse

The left mouse button is used for (SELECT) and the right button is used for (DEMAND).

Joystick

The "Fire" button is used for (SELECT). For (DEMAND), refer to the Player's Reference Guide.



The <Return> key is used for (SELECT) and the <I> key is used for (DEMAND) for one player. When in the "two player" mode, the second player uses the <Tab> key for (SELECT) and the <Ctrl> key for (DEMAND).

Refer to the keyboard diagram in the Player's Reference Guide for more information on key assignments.

When a joystick or mouse is used to control players, the keyboard keys still provide various game functions, such as pausing the game or changing lines.

Whenever there is a stop in the action, the Timeout Menu is displayed. For a description of the options available in the Timeout Menu, see page 21. To call a timeout, hit <F5>. If you want to freeze the action while playing (pause), press the <F8> key. (Again, see the diagram in the Player's Reference Guide).

You now have the minimum information needed to play a game. When you select CONTINUE from the Game Setup Menu, you will be asked to match a picture on the screen with a picture on a page in this User's Guide. Place the cursor over the appropriate picture and press (SELECT). If you correctly identified the picture, the rink appears and you can press <Enter> to begin the faceoff. If you selected incorrectly, you will enter a limited mode of play.

To exit the limited mode of play press <F5>, which brings up the Timeout Menu, and select EXIT GAME. This brings up the Game End Menu, where you should select QUIT HOCKEY. Then you can restart WGH 2.

After you have tried out Wayne Gretzky Hockey 2, you will find it worthwhile to read the manual. There are a number of sophisticated features that will be easier to enjoy only after you have read how they work.

Keyboard

Pausing and Time Out

Step 4: Enter Pass Code and Begin Play

Section 4 - Menus



Game Setup Menu

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 two left columns of the Game Setup Menu are for setting game conditions for the Home Team and Visiting Team. The two right columns are used to set game options.

Home Team (Visiting Team) Column

The first two columns provide selection of the mode of play for each team, the team playing level, the type of control device being used, and the team editor. Column 1 lists options for the Home Team and column 2 lists options for the Visiting Team.

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, you control all line changes as well. 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 the ice and the coaching in this mode. This is your opportunity to sit back and learn from a master of the game.
-



There are four team quality levels, as follows:

- HIGH SCHOOL
- COLLEGE
- JUNIOR
- PROFESSIONAL

Your team will perform best when at the PROFESSIONAL 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 2 on more even terms. For example, the default setting of PROFESSIONAL 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.

Either a keyboard, mouse, or joystick can be used to control players. In addition, keyboard keys provide various game functions, such as pausing or changing lines.

Selecting the TEAM EDITOR option brings up the Team Construction Menu, where you can load a team from a data disk, create your own team, edit plays, or change team behavior. For more information on the Team Construction Menu, see page 11<later>.

Four different referees can be selected. Each referee varies in the way they call penalties as follows:

- REFEREE 1 calls few penalties
- REFEREE 2 calls a medium amount of penalties
- REFEREE 3 calls all penalties
- REFEREE 4 is random among 1-3, and will not show you which was selected

Choose either PRACTICE GAME, NORMAL GAME, or PLAYOFF GAME. During a PRACTICE GAME, each team is reduced to three men and the goalie.

Team Quality Levels

Controller Type

Team Editor

Referee

Game Type



Hockey requires three players on the ice. Therefore, 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, overtime periods are played until the tie is broken.

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 coming into 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.

Cursor Size

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

Same Team

If you select the TWO TEAMS option and the CONTROL PLAYER option for each team, the two controlled players compete on opposing teams. If you select the SAME TEAM option, the two controlled players are teammates on the Home Team.

Select Colors

This option puts you into the Select Colors Menu where you may select new jersey and helmet colors.

Continue

Puts you directly into the game or returns you to the Timeout Menu, depending on how you entered the Game Setup Menu.

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 may be chosen if there isn't time for an official game.



This option turns on or off the skate trails on the rink. To clear the rink during game play, exit to the Game Setup Menu and select TRAILS OFF, and then reselect TRAILS ON. When you return to the game, the rink will be cleared.

Three game speeds are available: NORMAL, SLOW and NOVICE. The default setting is NORMAL. SLOW is approximately 25% slower than NORMAL speed. NOVICE is considerably slower and is the best choice for beginning players. Ice Hockey is a fast sport!

Selecting the GAME DOS option allows you to save a game or load a previously saved game. When you load a game, the teams that were playing will be loaded, all statistics will be restored, and action will start where you left off. The game is loaded using the Game DOS Menu. For information on how to use this menu, see Using DOS Menus on page 24.

QUIT HOCKEY allows you to exit the game.

The Select Color Menu has five selection boxes: two jersey boxes with the team names above the boxes, two helmet boxes, and one menu color box. Follow the on-screen directions to change the color for each team.

MENU COLOR changes background colors of the menus. Number 1 cannot be selected because this is blue and a blue background would make it impossible to see selected options, since these are highlighted in blue. Therefore, the color options are 0 and 2-7.

This option allows you to change the helmet color of the controlled players. In the on-screen display, the figure on the left represents the Home Team and the figure on the right represents the Visiting Team. Follow the on-screen instructions for choosing the helmet color of the player you will control. The choices are 0-6.

TrailsOn/ Trails Off

Game Speed

Game DOS

Quit Hockey

Select Color Menu

Menu Color

Helmet Color



If the SAME TEAM option has been selected, the figure on the left is player one and the figure on the right is player two. Though on this screen player two is shown with a Visiting Team jersey, both players will have Home Team jerseys when play begins.

Jersey Color

This option changes the jersey color of the selected team and the shoulder pads of the opposing team.

Team Construction Menu

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 of the first two columns. The team you edit is determined by the column from which you choose the option (i.e., choosing from the Home Team column allows you to edit the Home Team).

Edit Roster

Selecting EDIT ROSTER brings up a list of the team's players displaying each player's name, number, 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 for every player 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, (except injury and penalty), 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.

There are three methods for changing player characteristics.

After highlighting the player characteristic to be changed:

- ❶ Hold down the (SELECT) key, and move the controller up or down. To move up or down using the keyboard, press the <up arrow> or <down arrow> keys.
- ❷ Press the (SELECT) key to increase the value, and the (DEMAND) key to lower the value.
- ❸ Press the number key that corresponds with the value desired.

In the upper left corner of the Edit Roster screen is the scroll menu. Selecting the up arrow in the scroll menu moves the list of players toward the top of the roster. Likewise, the down arrow scrolls the list toward the bottom of the team roster. Below the arrows in the scroll box is the word EXIT. Selecting 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 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.

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

Print Roster

Selecting SORT BY NAME causes the roster to be arranged in alphabetical order according to the player's name.

Sort by Name

Selecting SORT BY NUMBER causes the roster to be arranged in numerical order according to the player's number.

Sort by Number



Sort by Position

Selecting SORT BY POSITION causes the roster to be listed in the alphabetical order of their position (i.e., Center, Defense, Left Wing, etc.).

Edit Plays

Selecting this option will put you in the Play Edit Menu.

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, select the goalie shown in white.

Changing Team Name

When you select CHANGE TEAM NAME, a message window appears in the center of the screen. Type in the new team name and press the <ENTER> key. The new name will appear at the top of the Team Construction Menu.

Changing Head Coach

When you select CHANGE HEAD COACH, a message window appears in the center of the screen. Type in the new coach's name and press the <ENTER> Key. When you create a new team, you'll probably want to type in your name so you will know this is a team you have created.

Pick Lines

Selecting PICK LINES from the Team Construction Menu brings up the Line Menu. A line is a group of team members who are assigned to play together. Players are typically chosen for their specific skills. For example, there can be a penalty killing line or a power play line.

Gretzky's Lines

If you have created a team and would like to see how Wayne might assign players, select this option. You will find that all 18 lines are set up and ready for action. Any lines you have created will be replaced by Gretzky's lines, so if you have already assigned your players to lines you may want to save the file using Team DOS, so you can recall your lines later.

Print Lines

Selecting PRINT LINES causes the lines to be printed. Being able to see the line assignments is especially useful when coaching a 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.



Selecting TEAM DOS brings up the Team DOS Menu where teams can be loaded, saved, or deleted from the data disk. In addition, naming the file for the Home Team DEFTEAM.HOM and the file for the Visiting Team DEFPLAY.VIS will allow these teams to load automatically during startup.

Selecting this option puts you into the Team Behavior Menu.

Selecting EXIT returns you to the Game Setup Menu.

The Play Edit Menu allows you to develop offensive plays which are executed by the forwards. Plays can be developed for execution in both the attacking zone and the defending zone. Each play consists of four points. The player skates to the first point plotted on the screen, then the second, third, and fourth points. He will then skate back to the first point and repeat the play. If, at any time while in the attacking zone, the player gets a good shot or pass, he might take it. Also, if he is being covered, he will try to avoid the opponent. If a play is busted or disrupted by too many players from the opposing team, the player may not be able to skate to the designated points in the play.

The CURRENT PLAY option displays the current play selected. To change the current play, highlight CURRENT PLAY, then use the (SELECT) key to go up one play and the (DEMAND) key to go down one play. You can also change the current play with the up and down arrows if you hold down the (SELECT) key while using the arrow keys.

This option allows you to edit plays in the attacking zone (Edit Offense) or the defending zone (Edit Defense).

Team DOS

Team Behavior

Exit

Play Edit Menu

Current Play

Edit Offense/ Edit Defense

Center Left Wing Right Wing

Selecting one of these options allows you to set a play for a forward. First, make sure CURRENT PLAY displays the letter of the play you want to edit. Then select the forward for which you want to develop the play. Next, move the cursor to the first point in the play and press the (SELECT) key. Repeat this for the remaining three points.



Play DOS

PLAY DOS allows you to save the plays to disk from the Play DOS Menu. These plays can be made to load automatically at startup by naming the file for the Home Team DEFPLAY.HOM and the file for the Visiting Team DEFPLAY.VIS.

Lines Menu

The Lines Menu 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 a full complement of line assignments. However, you can alter the lines to suit your preference.

Even Lines Menu

Selecting 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 is picked from the 3 on 5 line situation (see Penalty Kill Menu on next page).

Power Play Menu

Choosing Power Play Menu allows you to select lines of 5 on 4 and 5 on 3. If a 4 on 3 situation occurs, the line is picked 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.



The Penalty Kill Menu option allows you to choose lines that will try to kill the puck when your team has fewer men than the opposing team. You can select for 4 on 5 and 3 on 5. If a 3 on 4 situation occurs, a line is picked from the 3 on 5 line assigned under this menu. Choose players with high fatigue, quickness, and checking ratings for penalty kill lines to minimize the chance of the other team scoring.

Returns you to the Team Construction Menu.

In NORMAL PLAY, the Timeout Menu is displayed when there is a break in the action or when the <F5> key is pressed. When watching a Gretzky vs. Gretzky game (computer vs. computer), the Timeout Menu is displayed only when the <F5> key is pressed. This allows you to watch the game without interruption.

Rather than taking a timeout, the game may be paused. See the keyboard diagram in Player's Reference Guide for instruction on how to pause the game.

This option returns you to the Game Setup Menu.

This option puts you into the Stats Menu.

Make sure your printer is on and properly connected, then select PRINT STATS to print out all the current statistics. If you have difficulty printing, refer to your computer's reference manual for specific instructions on printing.

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

Selecting EXIT GAME allows you to either: (1) start a new game without finishing the current one, or (2) save a game to disk for continuation at another time. See Save File on page 24.

Penalty Kill Menu

Exit

Timeout Menu

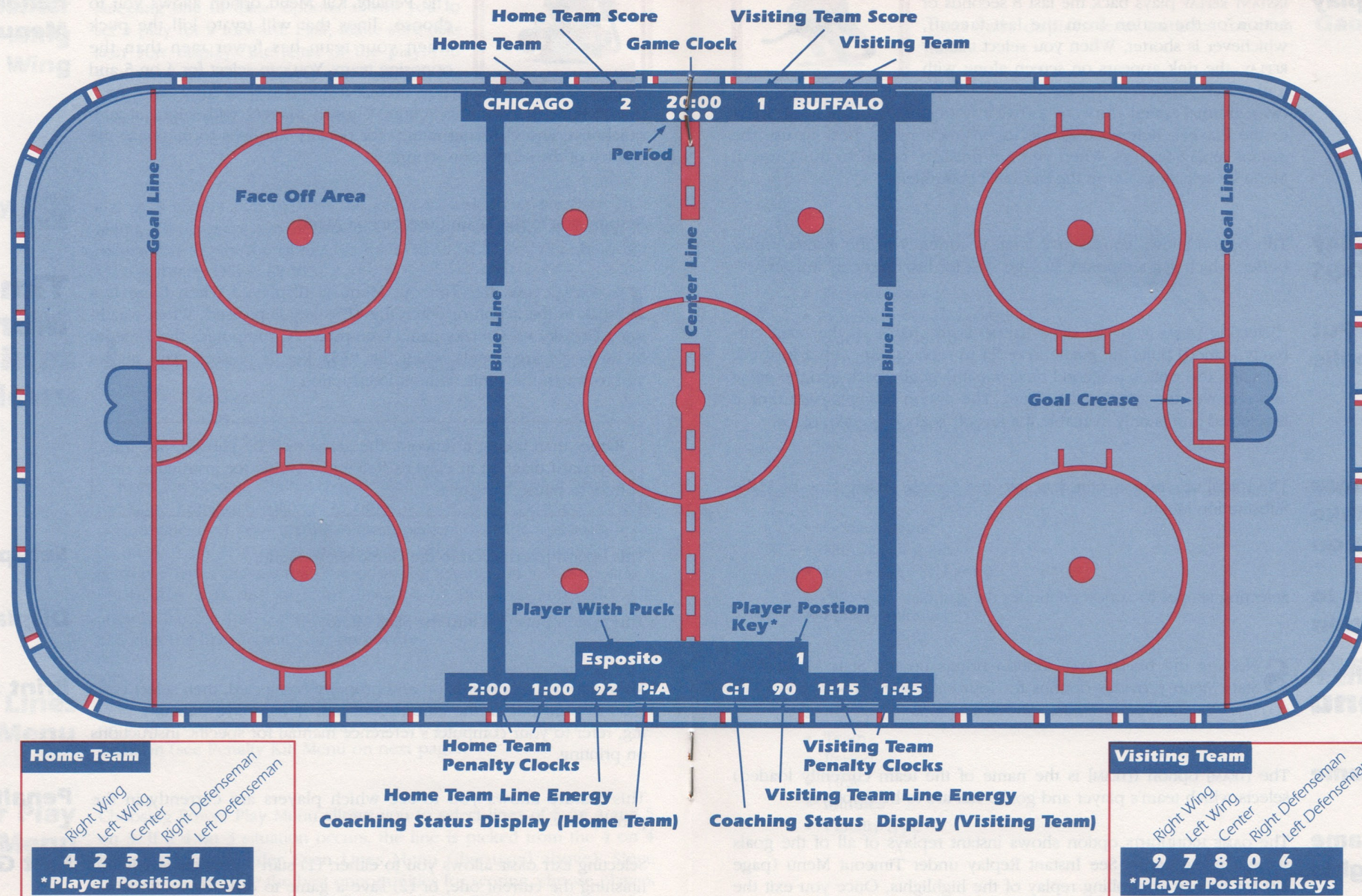
Setup Menu

Display Stats

Print Stats

Penalty Box

Exit Game





Instant Replay

INSTANT REPLAY plays back the last 8 seconds of action or the action from the last faceoff, 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 twice normal speed forward to twice normal speed backward. Refer to the Player's Reference Guide for instructions on how to use the instant replay feature. When you are finished, return to the Timeout Menu by selecting QUIT in the playback controller.

Instant Replay DOS

This option allows you to save what is currently in the instant replay buffer, which is a temporary storage area for instant replay images.

Pull or Put Goalie

Selecting [TEAM] PULL/PUT once ([TEAM] is the name of the team currently loaded) pulls the goalie in order to replace him with a forward. Selecting this option a second time puts the goalie back into the game and removes the additional forward. The option changes each time it is selected and is only available if a faceoff is about to take place.

Choose Line/Make Substitution

The [TEAM] LINE option puts you into the Choose Active Line or Make Substitution Menu.

Return to Action

Selecting RETURN TO ACTION continues the game.

Stats Menu

Selecting the DISPLAY STATS option brings up the Stats Menu. The Stats Menu provides options for four categories of statistics: GAME STATS, PLAYER STATS, GOALIE STATS, AND PENALTY STATS.

Team Name

The [TEAM] option ([TEAM] is the name of the team currently loaded) selects which team's player and goalie stat are to be displayed.

Game Highlights

The GAME HIGHLIGHTS option shows instant replays of all of the goals scored in the game. See Instant Replay under Timeout Menu (page 22) for tips on controlling replay of the highlights. Once you exit the game, all highlights are erased.



GAME STATS displays team statistics for each team:

- Goals by period and team
- Shots on goal by period and team
- Period and time of goals
- Players who scored and assisted

PLAYER STATS displays the individual statistics for the forwards and defensemen on a team. Player stats include:

- Player's name
- Number of goals scored
- Number of assists
- Total points
- Shots On Goal (SOG)
- +/- rating
- Penalties In Minutes (PIM)

GOALIE STATS displays individual statistics for each goalie on a team:

- Goalie's name
- Number of goals
- Empty Net (EN) goals
- Assists
- Penalty minutes

PENALTY STATS displays:

- Player's Name
- Team
- Period
- Time
- Minutes
- Penalty type

Game Stats

Player Stats

Goalie Stats

Penalty Stats



Choose Active Line or Make Substitution

A line number is chosen by highlighting the appropriate line and selecting it. If Manual Substitution was selected earlier, some of the line spaces may be empty. This means that the player is not available—for example, he may be in the penalty box. In this case, you must select the blank line and select a player to fill the position. If the spaces are not blank and a player on that line is changed, rather than a substitution, you are changing the player on the line. Substitutions allow the person who originally filled the line position to go back into that position when he is available. In contrast, when the player in the line is changed, the change is permanent until that position is changed again. If Automatic Substitution has been selected, the computer will choose the substitutes and make the changes automatically.

Using DOS Menus

There are four types of DOS menus:

- *Team DOS Menu* - loads teams on and off data disk.
- *Game DOS Menu* - saves or loads games for continuation.
- *Instant Replay DOS Menu* - saves or loads instant replays.
- *Play DOS Menu* - saves or loads plays.

In each DOS menu the following options are available:

Load File

Highlight the file you want to load before selecting LOAD FILE

If a game is loaded and the current game has not been saved, statistical data for the current game will be lost.

Save File

SAVE FILE allows you to save files (teams, games, instant replays, and plays) to disk. To save a file, highlight the file name and then select SAVE FILE. You can also save a file by first selecting SAVE FILE. This will bring up a window asking for a file name. Enter a name and press the <Enter> key.

When a file is saved, any data previously stored under the same file name is replaced by the information in the new file.



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

The SAVE CONFIGURATION option saves the current configuration of the Game Setup Menu, Team Behavior Menu, and the keyboard configuration. Refer to the Player's Reference Guide for more details on the configuration information that is saved.

This option is used to display WGH 2 files stored on a disk. If you are in the Game DOS Menu, only game files will be displayed. Correspondingly, only team files are displayed from the Team DOS Menu.

Only 54 directories and files can be displayed at one time. If the directory or file that you want is not displayed, you will have to remove some of the directories or files presently on your disk.

The Team Behavior Menu provides choices in controlling substitution, the way tired players are changed, the technique players use to bring the puck into the attack zone, and when you control the player taking the faceoff.

Under Substitution, selecting AUTOMATIC causes the computer to change a player if he gets tired or if he is placed in the penalty box. Selecting MANUAL allows you to make all substitutions from the [TEAM] LINE option of the Timeout Menu ([TEAM] is the name of the team currently loaded). See page 25 for more details on making substitutions.

Attack Mode determines how the players will move the puck into the attack zone. Selecting DUMP MORE increases the chances that players will dump the puck into the attack zone and forecheck to regain control, and results in an aggressive style of play. Selecting the PASS MORE option increases the likelihood that players will pass the puck around and skate it into the attack zone.

Delete File

Save Configuration

Select Drive

Team Behavior Menu

Substitution

Attack Mode

Change Lines

CHANGE LINES controls the way in which a tired player is substituted. AUTOMATIC allows the computer to automatically substitute tired players while PLAYER allows you to manually substitute the players. To substitute a tired player, select a line other than the line that is on the ice. Then, press the Change Player key which corresponds to the Player Position key (i.e., the key below and to the right of the Player Position key) as follows:



Home Team

| Player Key | Change Player Key | Player Position |
|------------|-------------------|------------------|
| 1 | q | Right Wing |
| 2 | w | Left Wing |
| 3 | e | Center |
| 4 | r | Right Defenseman |
| 5 | t | Left Defenseman |

Visiting Team

| Change Player Key | Player Key |
|-------------------|------------|
| y | 6 |
| u | 7 |
| i | 8 |
| o | 9 |
| p | 0 |

For example, pressing <q> substitutes the Home Team right wing with the right wing from the line you have selected.

Control Position

CONTROL POSITION determines when you control the faceoff player. If FACEOFF is selected, you are automatically given control of the faceoff player. If SAME POSITION is selected, you continue to control the same player, regardless of whether or not he is facing off. To begin the faceoff, even if you are not controlling the faceoff player, rapidly press the (SELECT) key.

If FACEOFF is selected for both players who are playing on the same team, only one will be allowed to face off.

Game End Menu

The Game End Menu is displayed at the end of a game. This menu allows you to display, print, and save player, team, and game statistical data. You can elect to play another game or exit from the simulation.

Display Stats

DISPLAY STATS puts you into the Stats Menu.



print stats allows you to print game and team statistics. See Timeout Menu (page 21) for a more detailed description.

Wayne Gretzky Hockey 2 will allow you to display or print statistics only from the game you have just played, or from a game that was previously saved and has been loaded using the GAME DOS option.

GAME DOS permits you to save the game just played, or to load a previously saved game in order to review its stats.

If a game is loaded and the current game has not been saved, statistical data for the current game will be lost.

For anyone interested in maintaining extensive statistics for all players and teams, Bethesda Softworks has developed a completely independent Hockey League Simulator™. For further information, see the Bethesda Softworks Product Catalog.

Refer to the Stats Menu, page 22.

If you are using Wayne Gretzky Hockey 2 to play a game scheduled by the Hockey League Simulator, use this option to save the results of the game so that the league statistics and standings can be updated by the league simulator.

If PLAY ANOTHER GAME is selected, all previous game statistics will be cleared and you will be returned to the Game Setup Menu.

This option quits Wayne Gretzky Hockey 2 and returns you to the operating system.

Print Stats

Game DOS

Game Highlights

Save Game Results

Play Another Game

Quit Hockey

Section 5 - Playing The Game



Controlling Players

The Home Team starts the game defending the goal to the left (teams switch goals after each period). A white helmet identifies the controlled player. At the beginning of the game, the center takes the faceoff position and is the player being controlled. If you want to control another player, simply select that player. The helmet of the player you select will turn white and he becomes the controlled player.

Wayne Gretzky Hockey 2, 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.

Additional information on changing lines and controlling specific players is provided under Game Controls, which starts on page 33.

Faceoff

When you first go on the ice, the game will be paused to allow you to perform certain actions such as: turn on the scoreboard, select the player you want to control, and select the play you want to use. The referee will not drop the puck until you press the (SELECT) key. This is the equivalent of waiting until the faceoff player drops his stick to the ice, signaling the referee he is ready.

To gain control of the puck during faceoff, repeatedly hit the (SELECT) key as soon as the puck appears. In two player mode, both players should repeatedly press their respective (SELECT) keys.

Control Devices

Play can be controlled using a mouse, joystick or the keyboard.

Mouse Controller

The left button is used for (SELECT) and the right button is used for (DEMAND).

The mouse can be used to control the cursor while in the menus, or a player during the game. In menus, either mouse button can be used to select menu options.



When you are using a mouse, the controlled player chases a 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 $\frac{1}{3}$ 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.

During action on the ice, the joystick controls the direction of the player—the cursor is not displayed. Move the joystick in the direction you want the player to move.

To pass or shoot using a joystick, press (SELECT). As long as the (SELECT) 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 or shoot, then let up on the (SELECT) 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.

See the Player's Reference Guide for information on how to demand a pass.

The keyboard can be used to control movement of the player or cursor. Refer to the Player's Reference Guide for additional information on the use of the keyboard. The keyboard keys also provide various game functions, such as pausing the game, or changing lines.

Joystick Controller

Keyboard Controller



Passing & Shooting the Puck

The puck is shot or passed with the (SELECT) key.

Passing & Shooting with a Mouse

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

Passing & Shooting with a Joystick

Hold down the fire button and point the joystick in the direction you want to pass (or shoot). When the button is released, the player will pass (or shoot) in that direction.

Passing & Shooting with a Keyboard

Keyboard control is similar to a joystick, except that arrow keys are used to move the player. Refer to the Player's Reference Guide for more information.

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 2, there are three basic techniques for checking the puck: close play, knocking the puck handler down, and grabbing the puck handler.

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.



Skate hard into the puck handler and hit the (SELECT) key 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 (SELECT) key. Successful checking requires practice.

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, because of the violent contact with this type of checking, 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 and/or low penalty rating.

Make contact with the puck handler and hold the (SELECT) key down. Your player will grab the puck handler and hold on until you release the (SELECT) key. Although this method of checking is not always effective in freeing the puck, it will slow the skater. 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.

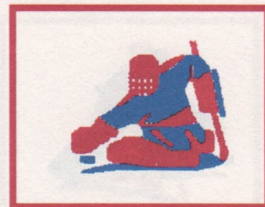
The referee will allow you to hold a player for a limited time only (one to two seconds). If the referee determines that the contact is excessive, he will call a holding, hooking, or tripping penalty. Again, your player's aggressiveness and penalty ratings affect the probability of a penalty. Given practice,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

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 coincident penalties to both players. The number of players on the ice does not change with coincident penalties. Instead, a substitution (possibly of a lower quality) 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

Knocking the Puck Handler Down

Grabbing the Puck Handler



will not be permitted to knock down or hold an opponent whenever your team is reduced to four players on the ice (including the goalie).

Demanding A Pass

When one of your teammates has control of the puck, you can use the (DEMAND) key to "demand a pass."

When you demand a 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, Wayne Gretzky Hockey 2 uses two scoreboards: an upper scoreboard and a lower scoreboard. The scoreboards are shown in the rink diagram in the center of this User's Guide. The right hand section of each scoreboard provides information for the Visiting Team and the left hand section displays information for the Home Team, regardless of the period.

Upper Scoreboard

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

Lower Scoreboard

The lower scoreboard displays the puck handler's name and the key to press to control that player, coaching status, line energy, and penalty time(s) if applicable.

Coaching Status Indicator

The lower scoreboard displays a coaching status indicator. This indicator displays either the current line, the current play, or the player being controlled. The coaching status indicator is discussed in detail under Game Controls on page 33.

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 become tired. As they tire, their ability



lessens. When they are removed from the ice and allowed to rest, they recover their energy.

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 Line Change on page 35.

The penalty clocks are on the outer edges of the scoreboard. The clocks show the time remaining on a penalty or penalties.

Penalty Clock

The wide range of control provided in Wayne Gretzky Hockey 2 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 his position.

Game Controls

There are three coaching controls. They are:

- **P**lay Select
- **L**ine Change
- **C**ontrol Player

Coaching Controls

The first letter of each coaching control is used to identify that control.

To enter the coaching control mode during play on the ice, first press the <space bar> to bring up the scoreboard. The scoreboard is split in half, with the Home Team coaching information on the left side and the Visiting Team coaching information on the right side, closest to the center. Each team's display has two characters. The first character identifies the coaching control, and the second character identifies the play selected, the line selected, or the player being controlled.

To shift between these controls, press the left <Shift> key for the Home Team controls or the right <Shift> key for the Visiting Team controls. Once the appropriate coaching control appears in the coaching status display, Selection Keys are used to enter the new play, line, or controlled player.



Selecting Plays

To change between plays, press the following keys:

Changing Plays

Home Team

| Key | Action |
|-----|---------------|
| <1> | Down one play |
| <2> | Up one play |
| <3> | Down 5 plays |
| <4> | Up 5 Plays |

Visiting Team

| Key | Action |
|-----|---------------|
| <6> | Down one play |
| <7> | Up one play |
| <8> | Down 5 play |
| <9> | Up 5 Plays |

There are sixteen plays available to you, designated by the letters A through P. These plays can be used by both the Home Team and the Visiting Team. Unless changed from their default configuration, the first five are as follows:

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

Plays F through P repeat these five plays. These additional slots can be used to create your own plays using the play editor. You can also set default plays for both the Home and Visiting Team which will be loaded into the game during startup (see page 19).

During penalty killing, the play select function is used differently. In this situation, calling a play from 1 to 5 defines the type of play. 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.



Line Change

To change between lines, press the following keys:

Changing Lines

Home Team

| <u>Key</u> | <u>Action</u> |
|------------|---------------|
| <1> | Use Line 1 |
| <2> | Use Line 2 |
| <3> | Use Line 3 |

Visiting Team

| <u>Key</u> | <u>Action</u> |
|------------|---------------|
| <6> | Use Line 1 |
| <7> | Use Line 2 |
| <8> | Use Line 3 |

There are three lines available to you at any given time. These three lines are made up of six groups of three lines available from the Lines Menu. The three lines available depend upon the number of players on the ice for each team (See Team Construction Menu, page 16). The printout from PRINT LINES option will help you to identify the players in each line.

To change individual players during play, see CHANGE LINES under Team Behavior Menu. If left on AUTOMATIC, the program will change your entire line at one time.



Selecting the Player being Controlled

To change the player being controlled, press the following keys:

Change Player Being Controlled

Home Team

| <u>Key</u> | <u>Action</u> |
|------------|---------------------------------|
| <1> | Change control to Left Defense |
| <2> | Change control to Left Wing |
| <3> | Change control to Center |
| <4> | Change control to Right Wing |
| <5> | Change control to Right Defense |

Visiting Team

| <u>Key</u> | <u>Action</u> |
|------------|---------------------------------|
| <6> | Change control to Left Defense |
| <7> | Change control to Left Wing |
| <8> | Change control to Center |
| <9> | Change control to Right Wing |
| <0> | Change control to Right Defense |

Each player (except the goalie) can be chosen for control using one of the five Selection Keys.

Pulling the Goalie

To pull the Goalie, press the following keys:

Pulling Goalies

Home Team

| <u>Key</u> | <u>Action</u> |
|------------|------------------|
| <z> | Pull Home Goalie |

Visiting Team

| <u>Key</u> | <u>Action</u> |
|------------|----------------------|
| </> | Pull Visiting 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. An example of when "pulling the goalie" is advisable is 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 8). 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.

Freezing the Action on Screen

Pressing the <F8> key (for pause) freezes the action on the screen. Pressing <F8> a second time continues the action.

By far, the most important suggestion is to practice. Don't be frustrated by the difficulty of play during your first ten minutes. 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 time, you will find player control 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 professional 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.

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 forward should cover his man to prevent him from receiving passes, and should attempt to steal the puck if his man

Hints and Suggestions

Hints for Controlling a Forward



has it. Centers cover the opposing center. Wings cover opposing wings unless the puck is in their defensive zone (the zone their goalie is in). When in the defensive zone, wings cover the opposing defensemen.

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 goal. When in their attack zone, (the zone the opposing goalie is in), defensemen try to keep the puck in that attack zone, in order for their team to stay on the attack.

On defense, the defensemen stay between the puck and their goal at all times so that opposing players will not have a clear shot on goal. When an opponent approaches their goal for a shot, it is important that a defenseman use any method he can to get the puck away from his goal. If an opposing player is already being covered by another player, a defenseman must cover any other opposing players close to the goal who are open to receive a pass.

Hints on Offensive Play

The best hint is 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 sufficient 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 demand a 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 defenseman 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 goalie. 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 shots results in the greatest chance of scoring. Equally important is looking for a deflected puck every time your team shoots on goal. 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.

You cannot 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 your net.

Learn how long you can get away with grabbing an opponent, and use it (see Grabbing the Puck Handler, page 31). 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 an 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. However, you might 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

Hints on Defensive Play

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 a crowd cheering you on!)



This concludes the User's Guide. If you wish to find a specific topic, refer to the index beginning on the next page. Additional information can be found in the Player's Reference Guide included in the WHG 2 package.

Thank you for purchasing Wayne Gretzky Hockey.

If you have any comments or suggestions, please send them to Bethesda Softworks. The address can be found on page 1 of this User's Guide.



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**Letter
from
Bethesda
Softworks'
President,
Chris
Weaver**

Dear Owner of WGH 2:

Thank you for purchasing Wayne Gretzky Hockey 2. We have put an incredible amount of effort into making this program even better than the original and we are proud of the results. The increased realism of WGH 2 is a direct result of our continuing development program and user input.

We have read your numerous letters and added many of the features you requested. We have also incorporated a number of the suggestions made by the professional players and coaches who use WGH as a coaching tool, and somehow managed to squeeze all of these new features into the program. The results will impress you.

I am sure you can appreciate that this kind of detailed programming is very time consuming and expensive. With the additions incorporated in this version of the game, we now have an aggregate of over eleven person-years in the development of WGH. After all this effort, we hope that you will be appreciative of our work and be sensitive to the potential damage caused when illegal copies of this program are distributed.

Users may not be aware of how much it hurts us when they give away copies of a software program. Please consider, however, that if each person gives away "just one" copy, we effectively lose half of our potential sales. We all want to share good experiences with our friends, but illegal copying is not the way to do it. We have responded to your requests for less copy protection. Please support us by acting appropriately. Your support is the only way those of us who are small, quality developers can stay in business.

We have made a demo copy of WGH 2 widely available through dealerships and bulletin boards around the country. So, if a friend asks for a copy, please encourage him to get a demo.

With your understanding and support, we look forward to bringing you this level of quality programming and enjoyment for many years to come.

Thank you.

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