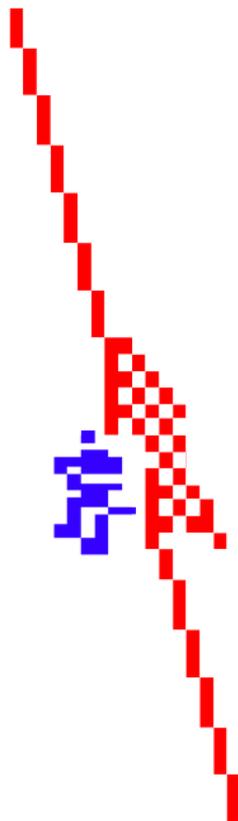


INTELLIGENTVISION Intelligent Television

FIGHT FOR THE CUP 2017

NHL ALL-STAR SUPER PRO HOCKEY



FOR 1 OR 2 PLAYERS

Incredible action, speed, and sounds put you right on the ice! Play against a friend or take on the computer in up to 60 minutes of hockey action, complete with face offs, passing, interceptions, and penalties. Can you get a slap shot past the goalie?



OBJECT OF THE GAME

Score more goals than your opponent. Each goal scores 1 point. The game ends after three periods. If the score is tied, play sudden death overtime to decide the winner!

GETTING STARTED

When the FIGHT FOR THE CUP 2017 – NHL ALL-STAR SUPER PRO HOCKEY title screen appears, press the DISC to continue.



Select the length of each period: 5, 10, 15, or 20 minutes. If you choose 5-minute periods, any overtime would also be 5 minutes. Choosing 10, 15, or 20-minute periods results in a 10-minute overtime. All overtime is sudden death.

You can play against the computer or against a friend. You can be either the Visiting Team or the Home Team.

Using either hand controller, press **1** for the Visiting Team to be controlled by the left hand controller, **2** for the Visiting Team to be controlled by the computer. Then press **ENTER**.

If the computer will control the Visiting Team, you'll next choose that team's skill level, which determines the maximum speed of skaters and their shots. Select **1** (Amateur) to **4** (Super Pro). Then press **ENTER**.

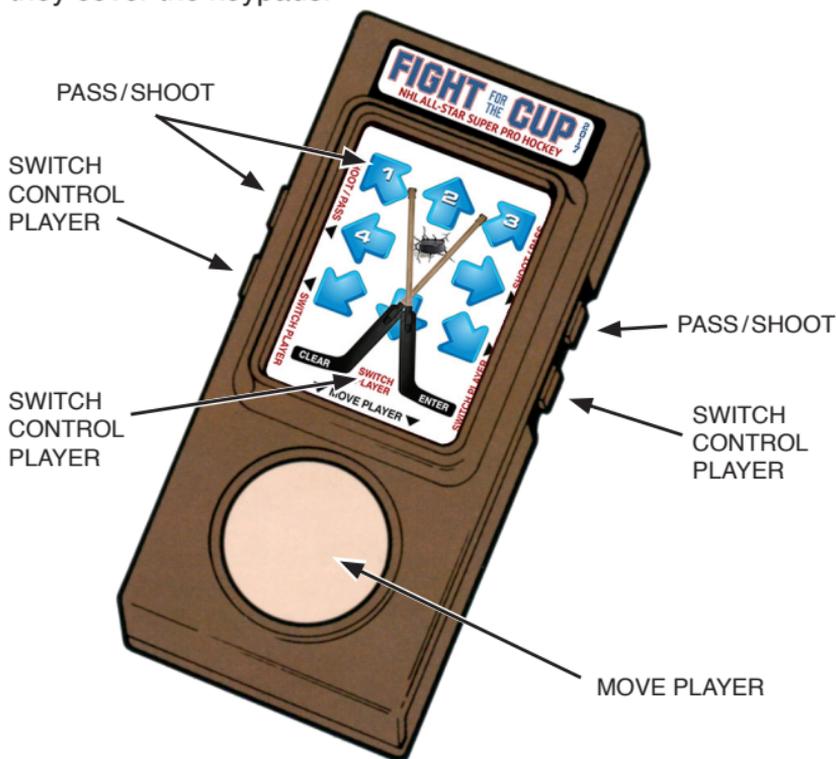


The Visiting Team has now been signed up; repeat the procedure for the Home Team, which can be controlled either by the right hand controller or by the computer. When you press **ENTER**, the teams take the ice!

Note: Your skill level is set to the Super Pro level when selecting "Computer Player = NO." The lower the skill level you set for the computer, the greater the advantage for YOU! At the end of the game, each team's skill level will be shown at the bottom of the screen **LEVEL 4-H-20** (1-4 for the computer level or H for a human player), along with the period length.

EXAMINE YOUR CONTROLS

Slide the game overlays into the Hand Controller frames so they cover the keypads.



VISITORS PENALTY BOX VISITORS PENALTY CLOCK GAME CLOCK PERIOD HOME PENALTY CLOCK HOME PENALTY BOX



THE RINK

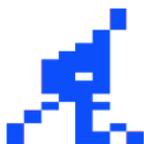
The Home Team's net is at the right of the screen; the Visiting Team's net is at the left. Above each net is that team's penalty box. In the center of the rink is the red face-off circle, and at the top of the screen, the scoreboard.

In the center of the scoreboard is the time remaining in the period. This clock counts down in simulated time. Above the clock are 1 to 3 tan lights, indicating the period. Overtime is indicated with a red light.

THE PLAYERS

Each team has four players, including the goalie. The Home Team wears **BLUE**, and the Visiting Team wears **RED**.

You control one player at a time using the controller's Disc. If you are the Home Team, the player you control will change from **DARK BLUE** to **LIGHT BLUE**. If you control the Visitors, the player you control will change from **RED** to **ORANGE**. The other players on your team will automatically back you up. Note: Both goalies are always under computer control.



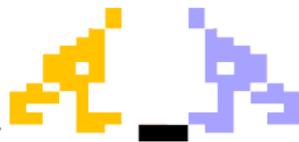
The player you control skates in the direction you press the Disc. The player starts slow, but gains speed quickly **as long as you hold down on the Disc**. If you let go of the Disc, the player will slow to a stop. If you change direction, the player will slow down to make the turn. To reach maximum speed, keep the Disc held down in one direction.

When playing offense, you always control the player with the puck. When a player on your team receives the puck in a pass, control will automatically switch to the receiving player. (After receiving the puck, your goalie will automatically pass to one of your other players.)

When playing defense, you choose which player you control. Each time you press **SWITCH PLAYER** or a Bottom Action Button, control switches to the next member of your team (except the goalie).

FACE-OFF

A face-off occurs at the beginning of each period, after every goal, and after each penalty to determine which team gets possession of the puck. A Home and a Visitor player assume positions facing each other in the face-off circle. Remaining team members assume positions around the rink.



Either player presses the Disc. After a moment, the puck appears in the center of the face-off circle, and the game clock starts counting down. Skate toward the puck – the player who touches the puck with his stick takes possession!

OFFENSIVE MOVES

PASSING AND SHOOTING

Press either of the controller's Top Action Buttons or use the keypad arrows to pass or shoot the puck. When you use the Action Buttons, the direction the player is moving determines the direction of the puck. For example, move towards the net if you want to take a shot at the goal.



SLAP SHOTS

These are your hardest and fastest shots! Hold down the Disc to get your player moving fast towards the goal and then press one of the controller's Top Action Buttons. The speed of the puck depends on how fast you are moving in the direction of the shot!

DEFENSIVE MOVES

INTERCEPTIONS

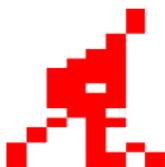
You can intercept the puck by skating into its path, making contact with your stick. Always stay alert for rebounds and free pucks! Other members of your team can also intercept; control will automatically switch to the player with the puck.

STEALING THE PUCK

You can steal the puck by tripping the player with possession. Skate next to the player and swing your stick (press any Action Button). If you're close enough, the player will momentarily tumble,



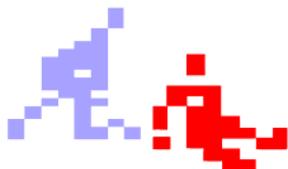
leaving the puck free and the player you stole the puck from flat on the ice!



Note: You cannot trip a goalie or a member of your own team.

PENALTIES

It is illegal to trip a player who does not have possession of the puck. If you do it (and if you're **caught**) the referee's whistle will sound, and you'll be sent to the penalty box for 2 minutes. A clock appears next to the box to count down the penalty (simulated time).



No more than one player from each team can be sent to the penalty boxes at the same time; if you have a player in the penalty box, it is impossible to trip an opposing player.

When penalty time is up or a goal is scored against the short-handed team, the player returns to the ice. If both



teams have a player in the penalty boxes and either team scores, neither player returns to the ice since neither team is short-handed.

Penalty time remaining carries over from one period to the next.

STRATEGY TIPS

- A hard, long shot can knock the goalie down. While the goalie is down, the net is defenseless! Regain control of the puck and shoot!
- Although illegal, you can frequently get away with tripping a player without the puck. Tripping a player set to receive a pass gives you a chance to steal the puck – if you're willing to risk getting caught.
- To get around an opposing player, try passing the puck directly to him! As soon as he gets possession, trip him, steal the puck back, and keep moving! Similarly, let the opposing player take the puck in a face-off, then trip him and steal the puck! Take advantage of the time the player is down!

INTELLIGENTVISION

Intelligent Television

Programming Enhancements by David Harley
Manual and Overlay by Mark Thompson
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