

# Activision Classics Ice Hockey FAQ

by mike tru

Updated to v1.00 on Jan 28, 2004

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|  |  |  |  | Ice Hockey                  |  |  |  |  |
|  |  |  |  | Atari 2600                  |  |  |  |  |
|  |  |  |  | FAQ/Walkthrough             |  |  |  |  |
|  |  |  |  | Version 1.00                |  |  |  |  |
|  |  |  |  | Mike Truitt                 |  |  |  |  |
|  |  |  |  | Wednesday, January 21, 2004 |  |  |  |  |

## Contents:

|       |                 |
|-------|-----------------|
| I     | About this FAQ  |
| I I   | Version History |
| I I I | Game Basics     |
| I V   | Strategy        |
| V     | Team Rosters    |
| V I   | Notes & Thanks  |

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|  | I | ABOUT THIS FAQ |  |
|--|---|----------------|--|

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## Mission Statement

I was looking through a bunch of my older games and was wondering to myself why I didn't write any FAQs for these classics. So I decided to write a guide for some of my favorites. That is why this guide is here today. I hope it can help you out.

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Version 1.00

I have got just about all of the FAQ completed. There may be some more updates in the future.

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Last Updated:

Wednesday, January 21, 2004

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Objective:

The objective of this game is to score as many points in the other teams goal during the three minutes that you have to play.

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D I F F I C U L T Y O P T I O N S

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Difficulty 1a

Having the game set on this difficulty mode will setup a speed hadicap for the first player of 25%.

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Difficulty 1b

This resets the handicap back to there not being any

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Difficulty 2a

This gives the second player a speed handicap of 25%

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Difficulty 2b

This resets the handicap back to there not being any

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M O D E S O F P L A Y

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One Player - Normal

This sets up the game under its normal difficulty and where there is a player versus the computer.

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Two Player - Normal

A head to head competition between two human players. It also uses the controls and setting for the normal mode.

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One Player - Advanced

The same as with one player normal but the AI of the computer has gotten better. There also is less of a variation in the angle measure that you can shoot and pass the puck

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Two Player - Advanced

A head to head competition between two human players. It also uses the controls and setting for the advanced mode.

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C O N T R O L S

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| Action Button | Stick Action | Pressing this button will do one of three |

|          |                |  |
|----------|----------------|--|
|          |                | things: It will either pass the puck to  |
|          |                | your teammate. It can shoot the puck at  |
|          |                | the goal. Or it can be used to hit your  |
|          |                | opponent, possibly injuring them. And it |
|          |                | can be used to try to steal the puck.    |
| <hr/>    |                |  |
| Joystick | Player Control | The joystick will allow you to move your |
|          |                | player after the puck or to the goal on  |
|          |                | defense. It can also be used to move the |
|          |                | puck from one side of your body to the   |
|          |                | other side.                              |

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| I V STRATEGY |  
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Look at the Puck If you notice, every time a player controls the puck, it will be moving back and forth on his stick. This is not done simply for graphics. The physics behind it are as described... The further the distance from the center of the stick, the wider the angle will be from perpendicular to the stick. Learning how to use this effectively can allow you to hit great bank shots, and will help you avoid giving up easy steals.

Hey -- Look over there! The computer AI was written so that they will go after the location of the puck. Knowing this can give you a huge advantage when charging the goalie. What you should do is keep the puck on one side of the skater. Then right as you are about to meet the goalie, hit the opposite direction from which the stick is facing. Doing this should allow you to go right past the goalie and get an easy point.

Hack and Attack This method is only for those people who are abnormally aggressive. Be warned: It can be quite violent. The basic premise of this strategy is to take out the other team via injuries. To injure a player on the other team, it is best to come up behind them and hit them in the leg with your stick. If you did this correctly, you should notice that they are not holding a stick and won't move for a few seconds. Once you have done this, simply pick up the puck and you are home free.

Goalie Pull This strategy is recommended for anyone who prefers to play aggressively of strategetically. It allows you to have both players on offence giving you double the opportunity to score. It also leaves you much more vulnerable when you must play defense.

To correctly "pull" your goalie, you must get him the puck. Once you do that you have him skate as far down the ice as you can. Both the defender of the other team, and the goalie will come out leaving you open for an easy assist or an open goal.

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| V TEAM ROSTERS |

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T E A M O N E

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| Team One - Goalie | It is this mans job to make sure that the other team |  
 | | does not score against you. Be nice to this guy, if |  
 | | not and he fails you - you are in for a long day. Also |  
 | | look to him as being high in assist and steals. |

| Team One - Utility | This man can play just about any position you need |  
 | | him to. When you need him to score, give him the |  
 | | puck and he will not fail you. He is also very good |  
 | | on defense - he is always one of the top 2 in steals |

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T E A M T W O

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| Team Two - Goalie | It is this mans job to make sure that you do not score |  
 | | score against the other team. This is the man that |  
 | | you need to make choke and to beat. If you can not |  
 | | get the puck by this all-star, then you will loose. |

| Team One - Utility | This is the man that you must gaurd and gaurd well |  
 | | when you are on defense. He is the teams highest |  
 | | scorer and he won't hesitate to go by you. However a |  
 | | good defense will get this guy to give up the puck |  
 | | all day long, so make sure you have him covered. |

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| V I I NOTES AND THANKS |

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A great deal of gratitude is expressed towards all webmasters on the Internet that spend their priceless time and hard earned money for the sole purpose of allowing people from all different walks of life, come together and discuss and help each other with video games. Without that time and that money, the video game industry would be nowhere near what it is today. Thank You All.

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