

# Street Hockey Help Index

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**The Cursor**

The Cursor (the little icon that you control with the mouse):

The Cursor will disappear or appear if you right click on the mouse. This will cause it to change, so that it is not in your way when you are playing the game. If it doesn't bother you, you can play with it either way.

## File menu commands

The File menu offers the following commands:

<u>Play</u>	Starts the game play from the <u>Menu Screen</u> or after being paused during the game.
<u>Pause</u>	Pauses the game.
<u>Reset Score Board</u>	Starts a new game and resets the scores, in the <u>Menu Screen</u> .
<u>Menu</u>	When active sends the player to the <u>Menu Screen</u> , enabling players to change settings, and starts the current game over.
<u>Exit</u>	Exits Street Hockey.

## Shortcuts

Keys:	When in the Menu Screen		
	Play	:	F3
	Reset Score Board	:	F2
	When playing the game		
	Play	:	F3
	or		
	Pause	:	F3
	Menu	:	F2

**Play**

Use this command to start the game or to get it going.

**Shortcuts**

Keys:	Play:	F3
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### **Reset Score Board**

Use this command to erase the present scores and start a new game.

### **Shortcuts**

Keys:           Reset Score Board:   F2

**Pause**

Use this command to Pause the game or to stop play and sound.

**Shortcuts**

Keys:	Pause:	F3
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## Options menu commands

The Options menu offers the following commands:

### Menu Options

This is accessible when in the Menu Screen. This option has other feature options that help to set the Game Playing Options

### Megaballs

Gives you the chance to change the Number of Pucks to hit around and the Number of points you can score up to in one match.

### Loser's Serve / Winner's Serve

Changes when clicked on from Loser's Serve to Winner's Serve and back, if clicked again. This is who gets the Puck ,After a point is earned.

### Music

Turns on or off the Background Music.

### Sound FX

Turns on or off the Sound effects in the game.

## Shortcuts

Keys:            Music        : Ctrl-M  
                    Sound FX : Ctrl-F

### **Loser's Serve / Winner's Serve**

Use this command to chose if the player who scores a point receives the Puck back (Winner's Serve), or if the person who lost the point receives the Puck back.(Loser's Serve)



**Megaballs**

Use this command to call up the Megaballs Dialog box. You then can change the amount of [Pucks](#) you can play with at one time. The maximum is 9 at once, the minimum is 1. You can also change the scoring here too. This is the Number of points to score to win the match. This can be set up to 99, and as low as 1.

## **Music**

Use this command to turn the background music that is playing on or off.

## **Shortcuts**

Keys:      Music      : Ctrl-M

**Sound FX**

Use this command to turn the sound effects on or off.

**Shortcuts**

Keys:            Sound FX : Ctrl-F

## **Window menu commands**

The Window menu offers the following commands:

**Minimize**            Allows you to minimize the window.

## **Shortcuts**

Keys:            Minimize: F4

## **Register commands**

The Register command displays the information needed and how to register your product.

## Help menu commands

The Help menu offers the following commands, which provide you assistance with this application:

<a href="#"><u>Help</u></a>	Offers you an index to topics on which you can get help.
<a href="#"><u>Topics</u></a>	
<a href="#"><u>About</u></a>	Displays the version number and the credits for Street Hockey.
<a href="#"><u>Street</u></a>	
<a href="#"><u>Hockey</u></a>	
<a href="#"><u>Catalog</u></a>	Displays the Wyvern Studios catalog.
<a href="#"><u>License</u></a>	Displays the License Agreement for Street Hockey.
<a href="#"><u>Agreement</u></a>	
<a href="#"><u>t</u></a>	

**Exit command (File menu)**

Use this command to end your Street Hockey session. You can also use the Close command on the application Control menu. There is no option to save a game so once you Exit your game is no longer available.

**Shortcuts**

Keys: ALT+F4

## Menu options command (Options : Menu Options)

Use this screen to set your preferences to game play.

<b>Style Button</b>	Changes the game style displayed in the neighboring miniature window screen. The selections will loop through the three choices as the button is continually depressed.
<b>Goal Button</b>	Changes the game's goal style. This is displayed in the neighboring miniature window screen. The selections will loop through the three choices as the button is continually depressed.
<b>Player 1 Button</b>	Changes the player's control of the paddle and serving. The choices are:
<b>Keyboard: Options Button</b>	Mouse: use the mouse to move up and down and the left mouse button to serve. Computer: The computer takes over the paddle that this selection is on. The human player has control of serving. Keyboard: When chosen, the Keyboard Options Button will be activated. This button activates the Keys dialog box. This is designed to change the keyboard keys used to move the paddle and for serving.
<b>Player 2 Button</b>	Changes the player's control of the paddle and serving. The choices are:
<b>Keyboard: Options Button</b>	Mouse: use the mouse to move up and down and the left mouse button to serve. Computer: The computer takes over the paddle that this selection is on. The human player has control of serving. Keyboard: When chosen, the Keyboard Options Button will be activated. This button activates the Keys dialog box. This is designed to change the keyboard keys used to move the paddle and for serving.
<b>Difficulty Up Arrow</b>	Increases the difficulty of play.
<b>Difficulty Down Arrow</b>	Decreases the difficulty of play.
<b>Score Board</b>	Game scores will be displayed in this area. Starting with the game number, each player's total goals for that game, and the total number of games won by each player.
<b>Music On Button On \ Off</b>	Allows for the selection of background music or no background music.
<b>Sound FX Button On \ Off</b>	Allows for the selection of sound effects or no sound effects.
<b>Garbage Can Play Button</b>	This starts the game with the settings displayed in the Menu screen.

Keys:	When in the Menu Screen
	Style Button : S
	Goal Button : G
	Player 1 Button : 1
	Keyboard: Options Button : !
	Player 2 Button : 2
	Keyboard: Options Button : @
	Difficulty Up Arrow : Up Arrow
	Difficulty Down Arrow : Down Arrow
	Score Board : B
	Garbage Can Play Button : F3
	When playing the game
	Music : Ctrl-M
	Sound FX : Ctrl-F



**Help Topics command (Help menu)**

Use this command to display the opening screen of Help. From the opening screen, you can jump to step-by-step instructions for using Street Hockey and various types of reference information.

Once you open Help, you can click the Contents button whenever you want to return to the opening screen.

**About command (Help menu)**

Use this command to display the copyright notice and version number of your copy of Street Hockey.

**License Agreement command (Help menu)**

Use this command to display the License Agreement for your copy of Street Hockey.

## Scoring Methods

There are two types of scoring methods:

Action	Points
By hitting the served object in the opposing opponents defended goal.	1
The opponent hitting the served object in the goal you are defending.	1

## Rules (HowTo)

### The Game Area

A game consists of a Playground, two players, a ball or can, and two goals:

- THE PLAYGROUND:
- PLAYER 1: This is your chance to control the left DUDE in a battle for defiance and rejection, as your opponent tries to shoot THE PUCK past you, into the goal that you are defending with your life. You have the option of moving in the upward direction, or the radically original downward direction. To do this you use the mouse or the keyboard. These are two of the three choices that you have for PLAYER 1 in the Menu Screen, at the beginning of each game. (The other one is the Computer and you have no control of that choice, if selected, except to serve.) This causes you to deflect the oncoming PUCK. To start the Game press the Serve Key (Mouse: Left button, Keyboard: Click the Options button to see what the current Serve Key is, then if it is desired, you can change it by using the arrows.) This puts the PUCK into motion and the fight begins.
  - If the PUCK enters the GOAL of either you or your opponent, to continue playing:
    - a. If you scored you serve again.
    - b. If your opponent scored it is then their turn to serve, so wait patiently for tem to do so.
    - c. If you are playing the COMPUTER you will initiate the serve, but it will be put into play by the COMPUTER.
- PLAYER 2: Refer to PLAYER 1, because the similarities are amazingly similar, but in a RIGHT (The side of the screen) sense of the word similar.

\*\*\*\* If you are playing just the computer with the mouse. The Deflector or Paddle will stay with the mouse with no delay.

- THE COMPUTER: Refer to PLAYER 1, because the similarities are amazingly similar, but in a NO CONTROL sense of the word similar, except, to serve use the appropriate button \ key that you use to serve for yourself.
- THE PUCK: It may be an ancient version of a square ball or it may be that blasted pop can, that seems to always be in your path, or it is the electronic pulsating ion blast, that you have the chance to play with in a space arena. What ever it is, just don't let it get past you.
- THE GOALS: The goals can be changed in the Menu Screen and will remain constant throughout the game, unless changed by you the player(s) in the Menu Screen. There are three settings : There's nothing there goal, there is a little something in the way goal, and Get that Wall out of the way. (OR Trash if played in the Alley Way version. ) These Goal modifications are all together difficult, so we left the choice up to you on which one you want. Enjoy!

### Object

Win! To do this, hit more served objects in the opponents defended goal, to this cause you will obtain a point. He with the most points wins. Play will continue until you or your opponent has seven points.

