

head to head™

Guide No. 86160
INSTRUCTIONS

COLECO
ELECTRONIC

hockey

No. 2160

FOR 1 OR 2 PLAYERS

2 PLAYER
GOALIE KEY
(RIGHT)

2 PLAYER
DEFENSE
KEY (RIGHT)

LED DISPLAY
(SCORE/TIME
REMAINING)

PUCK

OFFENSE
(5 PLAYERS)

POWER ON/OFF
SKILL SWITCH
1-SEMI PRO
2-PRO

PASS KEY
(CLOCKWISE)

PASS KEY
(COUNTER-
CLOCKWISE)

2 PLAYER
GOALIE KEY
(LEFT)

2 PLAYER
DEFENSE
KEY (LEFT)

GOAL

MOVING
LED GOALIE
(5 POSITIONS)

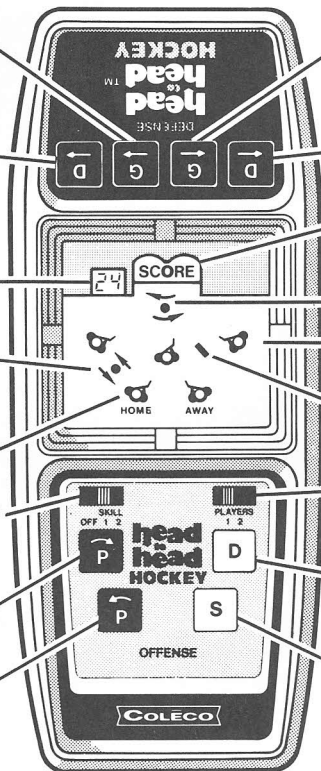
RINK
DISPLAY

DEFENSE (5
POSITIONS)

1 OR 2
PLAYER
SWITCH

DISPLAY KEY
(SCORE/TIME
REMAINING)

SHOOT
KEY

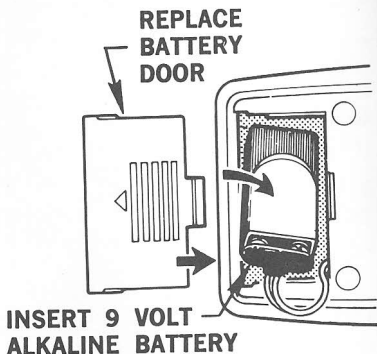
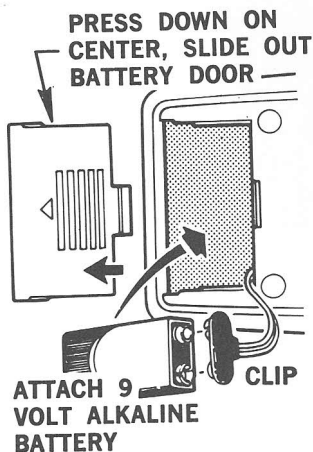


Patent Pending

1. INSERT BATTERY

— IMPORTANT —

ONE 9 VOLT ALKALINE BATTERY REQUIRED.
(BATTERY NOT INCLUDED)



BOTTOM VIEW OF UNIT

NOTE: Game will not operate properly if the **BATTERY** is weak. Any erratic display may be a symptom of a weak battery.



STOP BUYING BATTERIES!


Save money! Stop buying batteries! Use Coleco's No. 2098 BATTERY ELIMINATOR/AC ADAPTER! Yes — it's a battery eliminator and AC adapter all in one!



It can be used for ALL COLECO 9 VOLT GAMES and with many games of other manufacturers requiring one 9 volt battery and battery snaps. If BATTERY ELIMINATOR/AC ADAPTER is not available at your local dealer, use ORDER FORM at back of this guide.

2. PLAYING GUIDE

PLAY AGAINST THE COMPUTER OR COMPETE AGAINST A FRIEND! PLAY OFFENSE OR DEFENSE! PASS THE PUCK FROM PLAYER TO PLAYER AND SET UP FOR A SHOT ON GOAL WHILE A DEFENSIVE PLAYER ATTEMPTS TO BLOCK. THE MOVABLE GOALIE ADDS TO THE CHALLENGE. THE RINK DISPLAY SHOWS ALL THE ACTION! LED DISPLAY SHOWS SCORE AND TIME REMAINING.

 **GAME TIME:** THREE 20 MINUTE *SIMULATED* PERIODS BETWEEN AN OFFENSIVE TEAM AND A DEFENSIVE TEAM. GAME STOPS AT END OF EACH PERIOD AND A TURNOVER WILL OCCUR. GAME IS OVER WHEN THREE PERIODS ARE PLAYED, AND SCORE WILL FLASH. 

 **SCORING:** EACH GOAL IS 1 POINT WHEN A SHOT IS TAKEN AT THE GOAL AND IT IS NOT BLOCKED OR REBOUNDED BY GOALIE OR A DEFENSEMAN. THE GOAL LIGHTS FOR A SCORE AND SCORE SOUND IS HEARD. HIGHEST SCORE AT END OF GAME WINS.

 **THE TIME LIMIT FOR SCORING:** WHEN PLAY STARTS, A TEAM HAS 24 *SIMULATED* SECONDS TO SCORE IN SKILL 1 AND 12 *SIMULATED* SECONDS TO SCORE IN SKILL 2 BEFORE DISPLAYED COUNT DOWN CLOCK RUNS DOWN. THE CLOCK RESETS AFTER A GOAL OR A TURNOVER. 

 **TURNOVERS:** THE SAME TEAMS STAYS ON OFFENSE UNTIL ONE OF THE FOLLOWING OCCURS.

- A. SCORE IS MADE.
- B. PASS OR SHOT IS BLOCKED OR INTERCEPTED BY THE DEFENSE, OR REBOUND TAKEN BY DEFENSE.
- C. 24/12 SECOND CLOCK RUNS DOWN.
- D. END OF EACH PERIOD.

