head to head™ hockey

Guide No. 76733A

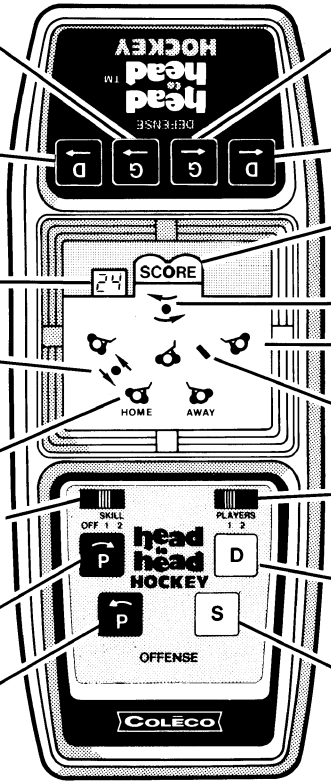
INSTRUCTIONS

COLECO

ELECTRONIC

No. 2160

FOR 1 OR 2 PLAYERS

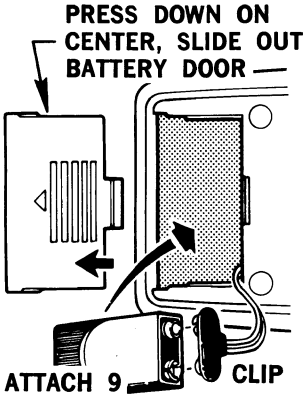


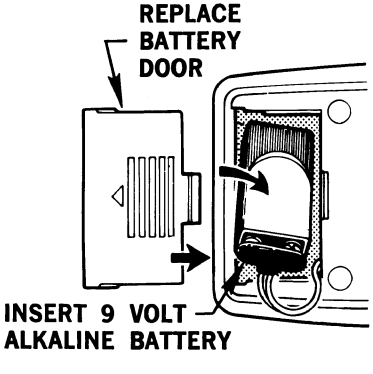
Patent Pending

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

WHEN READY TO PLAY: YOU MUST **FIRST PRESS** AND **KEEP DOWN** EITHER **PASS KEY** [P] OR [P] AND **THEN PRESS** THE **DISPLAY KEY** [D] **MOMENTARILY. GAME WILL NOT START IF YOU PRESS** [D] **FIRST.**

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.

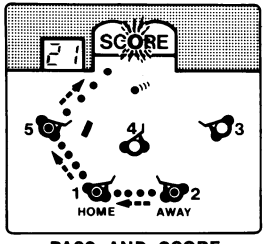
B. PASS OR SHOT IS BLOCKED OR INTERCEPTED BY THE DEFENSE, OR REBOUND TAKEN BY DEFENSE.

C. 24/12 SECOND CLOCK RUNS DOWN.

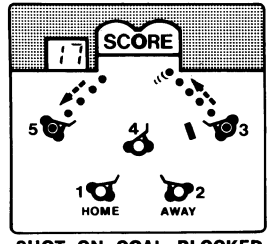
D. END OF EACH PERIOD.

PASSING AND SHOOTING: YOU MAY PASS ONLY BETWEEN 2 PLAYERS AT A TIME. A MOVING SERIES OF LIGHTS MARKS PATH OF PUCK BETWEEN PLAYERS.

ONLY OFFENSIVE PLAYER WITH PUCK WILL BE LIT AT ANY ONE TIME DURING PLAY. A SHOT ON GOAL CAN ONLY BE TAKEN FROM PLAYERS 3, 4 OR 5. SKILL IS REQUIRED IN PASSING TO GET INTO A CLEAR POSITION FOR A SHOT AT THE GOAL.



PASS AND SCORE



SHOT ON GOAL BLOCKED AND REBOUND TAKEN BY OFFENSE

REBOUNDS: A SHOT BLOCKED BY GOALIE RESULTS IN A REBOUND.

A. SHOT BY PLAYER 5 REBOUNDS TOWARDS PLAYER 3.
B. SHOT BY PLAYER 3 REBOUNDS TOWARDS PLAYER 5.
C. SHOT BY PLAYER 4 REBOUNDS BACK TO PLAYER 4.

IF OFFENSE GETS REBOUND, PLAY CONTINUES. **IF DEFENSE GETS REBOUND,** A TURNOVER OCCURS AND 24/12 SECOND CLOCK WILL RESET.

GAME SOUNDS:

- **BEEP BEEP** — Series of beeps denotes movement of puck.
- **BUZZER** — Turnover. You have lost the puck or shot is blocked.
- **TICKING** — Puck in play. Count down clock started.
- **TRIPLE MUSICAL WHISTLE** — Goal has been scored.
- **SINGLE BEEP** — Rebound by offense or defense.
- **LONG MUSICAL WHISTLE SERIES** — End of game or a period.

SKILL SWITCH: DETERMINES TIME FOR OFFENSE TO SCORE.

- **SKILL 1/SEMI-PRO/24** *SIMULATED* **SECONDS: DEFENSE AND GOALIE, (1 PLAYER ONLY),** SPEEDS ARE SLOW BUT INCREASE DURING COUNT DOWN.
- **SKILL 2/PRO/12** *SIMULATED* **SECONDS: DEFENSE AND GOALIE, (1 PLAYER ONLY),** SPEEDS ARE FASTER. SKILL 2 IS STRICTLY FOR ADVANCED PLAYERS.

LED DISPLAY: WHEN PLAY **STOPS** YOU MAY READ THE SCORE IN THE FOLLOWING MANNER.

a. Press [D] **DISPLAY KEY ONCE.** Score is displayed for **HOME** and **AWAY TEAMS** in the following sequence.



HOME — **HOME 6 POINTS** — **AWAY** — **AWAY 2 POINTS**

b. Press [D] **DISPLAY KEY** a **SECOND TIME. TIME REMAINING** in period is displayed.



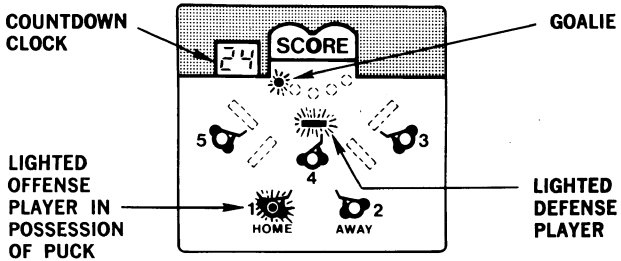
TIME LEFT TO PLAY

NOTE: To repeat information shown in **LED DISPLAY** press the **DISPLAY KEY** again. This may be done as often as you wish before resuming play. Allow the display to sequence completely through all information before attempting to resume play.

3. PLAY AGAINST THE COMPUTER — 1 PLAYER

1. Set **PLAYER SWITCH** to **POSITION 1.**
2. Set **SKILL SWITCH** to **SKILL 1 or 2.** Game is **ON.**
3. The team starting on **OFFENSE, (HOME OR AWAY),** will be shown as a lighted player on **RINK DISPLAY** at beginning of count down period. One **DEFENSE PLAYER** will appear as a lighted bar and the **GOALIE** will appear near the goal.

(CONTINUED)



RINK DISPLAY

4. **WHEN READY TO PLAY:** You must **FIRST PRESS** and **KEEP DOWN** either **PASS KEY** [P] or [P] and **THEN PRESS** the **DISPLAY KEY** [D] **MOMENTARILY. THE GAME WILL NOT START IF YOU PRESS** [D] **FIRST OR LED SCORE/ TIME IN PERIOD IS DISPLAYED. BE ALERT!**

5. Maneuver the puck between **PLAYERS 1** thru **5** by pressing **PASS KEYS** as count down clock has started. **REMEMBER: You can only take a shot on goal from players 3, 4 or 5. DEFENSE PLAYERS A** thru **E** will flash on **ONE AT A TIME** for a random time and duration. Moving **GOALIE** will quickly move back and forth in front of goal.

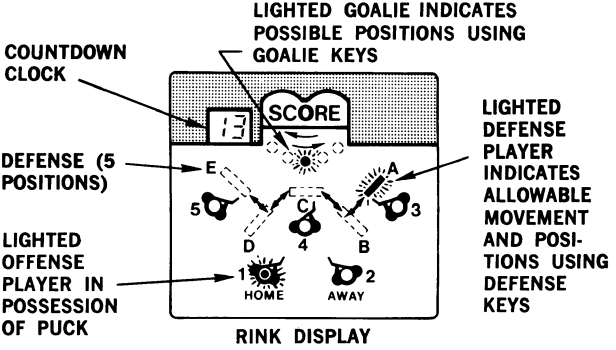
NOTE: PASS KEYS [P] **OR** [P] **MUST BE PRESSED ONLY ONCE FOR EACH PASS FROM PLAYER TO PLAYER. HOLDING EITHER KEY DOWN WILL NOT CAUSE PUCK TO KEEP MOVING FROM PLAYER TO PLAYER.**

6. Press **SHOOT KEY** [S] to shoot at goal from positions 3, 4 or 5 when you have a clear shot, **(NOT BLOCKED BY A DEFENSIVE PLAYER AND GOALIE IS OUT OF POSITION). TIMING YOUR SHOT IS MOST IMPORTANT AND REQUIRES SOME PRACTICE AND SKILL.**

If you score, the **"0"** in **SCORE WILL LIGHT UP** and **TRIPLE MUSICAL WHISTLE** sounds. Use [D] **DISPLAY KEY** to read score and time remaining. If your shot intersects a **LIT DEFENSIVE PLAYER,** the shot is **BLOCKED** and a **TURNOVER** occurs.

4. PLAY AGAINST OPPONENT — 2 PLAYER

1. Set **PLAYER SWITCH** to **POSITION 2.**
2. Set **SKILL SWITCH** to **SKILL 1 or 2.** Game is **ON.**
3. **WHEN READY TO PLAY:** You must **FIRST PRESS** and **KEEP DOWN** either **PASS KEY** [P] or [P] and **THEN PRESS** the **DISPLAY KEY** [D] **MOMENTARILY. THE GAME WILL NOT START IF YOU PRESS** [D] **FIRST OR LED SCORE/ TIME IN PERIOD IS DISPLAYED. BE ALERT!**



4. The **DEFENSIVE PLAYER,** positioned at the **DEFENSE END** of game operates **2 PLAYER DEFENSE KEYS** [D] or [D] and the **2 PLAYER GOALIE KEYS** [G] or [G] .
5. The **DEFENSIVE PLAYER** by pressing and holding either **DEFENSE KEY** can move or sequence his **DEFENSEMAN, (LIGHTED BAR),** from **LEFT** to **RIGHT** or **RIGHT** to **LEFT** to block shots by **OFFENSE. ONCE EITHER KEY IS RELEASED, DEFENSEMAN WILL STOP MOVING.**
6. **YOU MAY ALSO MOVE DEFENSEMAN OR GOALIE FROM LEFT TO RIGHT OR RIGHT TO LEFT ONE POSITION AT A TIME BY PRESSING AND RELEASING KEYS ONE TIME FOR**

(CONTINUED ON NEXT PAGE)

EACH DEFENSIVE MOVE YOU MAKE TO BLOCK, REBOUND OR INTERCEPT THE PUCK.

7. The **GOALIE KEYS** operate exactly as the **DEFENSIVE KEYS,** moving the **GOALIE** from **LEFT** to **RIGHT** or **RIGHT** to **LEFT** to block shots on goal.

   NOTE: Once the **DEFENSEMAN** or **GOALIE** reaches the extreme **LEFT** or **RIGHT** position on **RINK DISPLAY,** the key for that direction **must be released** and key for opposite direction **pressed to move DEFENSEMAN or GOALIE back in opposite direction.**

8. **At each turnover,** players switch ends of game and at the **end of each period** players switch ends of game. To start a new game, turn game **OFF** then back to **SKILL POSITION** you wish to play.

5. TROUBLE SHOOTING

GAME ACTION WILL NOT START — BE SURE YOU ARE **FIRST** PRESSING AND HOLDING EITHER PASS KEY [P] OR [P] AND **MOMENTARILY** PRESSING DISPLAY KEY [D] . SEE SECTIONS 3 AND 4. GAME WILL NOT START IF YOU PRESS [D] FIRST.

WHEN RINK DISPLAY OFFENSE, DEFENSE, GOALIE OR PUCK LIGHTS APPEAR TO BE OPERATING ERRATICALLY DURING PLAY, THIS MAY BE AN INDICATION OF A WEAK BATTERY. **REPLACE WITH A FRESH "9" VOLT ALKALINE BATTERY.**

WHEN AN ERRATIC LED SCORE/TIME REMAINING DISPLAY APPEARS, SUCH AS A DIGIT OR PART OF A DIGIT REMAINING ON DISPLAY AFTER THE "D" DISPLAY KEY IS RELEASED, THIS MAY BE AN INDICATION OF A WEAK BATTERY. **REPLACE WITH A FRESH "9" VOLT ALKALINE BATTERY.**



HUM — SOMETIMES, BETWEEN PLAYER TURNS, A LOW HUMMING SOUND MAY BE HEARD. THIS IS NORMAL AND WILL DISAPPEAR AS SOON AS PLAY STARTS.



ALWAYS BE SURE GAME IS TURNED OFF TO AVOID BATTERY DRAIN. IF GAME FAILS TO OPERATE AFTER PROLONGED PLAY, YOUR BATTERY IS PROBABLY NEARLY WORN OUT OR DEAD. **REPLACE THE BATTERY WITH A FRESH "9" VOLT ALKALINE BATTERY.**



DO NOT ATTEMPT TO OPEN GAME. IT DOES NOT CONTAIN ANY OWNER SERVICEABLE PARTS.

CARE OF YOUR GAME

- TREAT YOUR GAME WITH CARE.
- DO NOT DROP OR BANG ON GAME.
- DO NOT BANG OR THUMP CONTROL KEYS.
- KEEP GAME AWAY FROM HEAT AND MOISTURE.
- DO NOT STORE OR LEAVE GAME IN AUTOMOBILE.

LIMITED WARRANTY

Coleco warrants to the original purchaser only, each Game against factory defect in material and workmanship for 90 days from the date of purchase.

If your Game fails to operate properly DURING THE FIRST 90 DAYS AFTER PURCHASE, return it postage prepaid, together with your check or money order for $5.00 for handling and inspection, and your **name, address, proof of the date of purchase and a brief description of the problem,** to the Factory Service Station as listed. If your unit is found to be factory defective during the first 90 days, it will be repaired or replaced at no additional cost to you. If the unit is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

(CONTINUED ON NEXT PAGE)

SERVICE POLICY

If your game requires service after expiration of the 90 day Limited Warranty period, Coleco will service the game and put it in working condition or replace it with a reconditioned model (at our option), on receipt of your game, postage prepaid, with your check in the amount of $15.00. Coleco's service obligation does not apply to defects arising from abuse, misuse or alteration of the unit and Coleco shall not be obligated to service any game after 1 year from the date of purchase.

All returns must be directed to: **Coleco Industries, Inc.**
Customer Service Department
35 Willow St., Bldg. #5
Amsterdam, New York 12010

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at an authorized Coleco Service Station, and Coleco shall in no event be liable for incidental, consequential, contingent or any other damages, (some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you). This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism or misuse.

This warranty is made in lieu of any other express warranty, and except for the foregoing warranty which is exclusive, there is no other express warranty being made.

This warranty does not cover any claim concerning worn out or defective batteries.

This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

PLEASE RETAIN THIS GUIDE
AND ALL LITERATURE FOR FUTURE REFERENCE

MANUFACTURED FOR
COLECO INDUSTRIES, INC., AMSTERDAM, N.Y. 12010

— CUT ALONG DOTTED LINE. FILL OUT BOTH SECTIONS AND MAIL —

NO. 2160 HOCKEY ACCESSORIES AVAILABLE

No. 2098 BATTERY ELIMINATOR/AC ADAPTER: To eliminate the need for batteries.

If accessories are not available at your local dealer, they can be obtained from Coleco Industries, Inc., Customer Service Department, P.O. Box 460, Amsterdam, N.Y. 12010.

Please ship ( ) ea. No. 2098 BATTERY ELIMINATOR/AC ADAPTERS	@	$6.95
Appropriate State Tax (N.Y. Residents)		
Shipping and Handling		$1.75
TOTAL		

SEND COMPLETE FORM WITH CHECK OR MONEY ORDER ONLY. (DO NOT MAIL CASH OR COINS.)

NO C.O.D. ORDERS WILL BE ACCEPTED.

NOTE: Prices and parts subject to change without prior notice

— SHIPPING LABEL — PRINT CLEARLY IN INK — DO NOT REMOVE —

COLECO

COLECO IND. INC., P.O. BOX 460
AMSTERDAM, N.Y. 12010

TO

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CITY ..... STATE .....

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