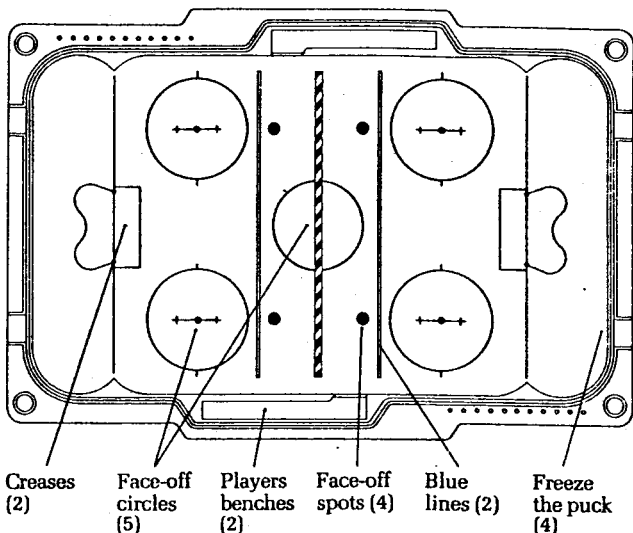
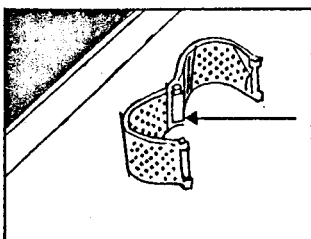


# Phil & Tony Esposito's ACTION HOCKEY

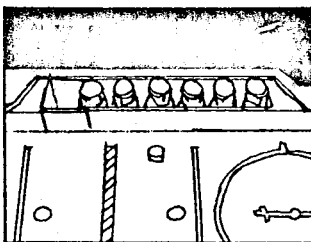
Printed in U.S.A.



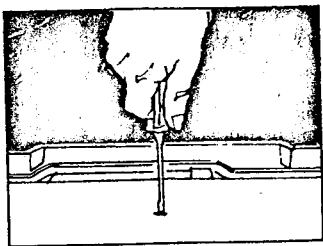
## PREPARATION



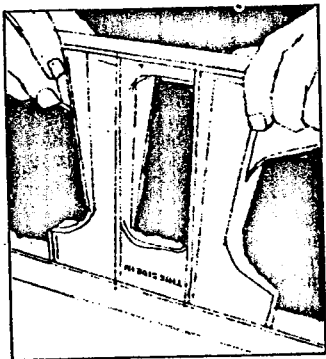
Remove the clear plastic top from the game and turn it upside down on a clean work surface. Place a net on the three posts at each end as shown. Face the round part of the center of the net towards center ice.



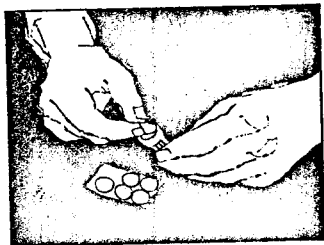
With the ice surface facing up, place an entire team in each players bench. Put a puck on the ice and then carefully replace the cover and snap it into place.



Turn the game over and screw the two posts into place. (Do not over-tighten)



Press the legs into place in each end with the words "THIS SIDE IN" facing the middle of the game.



Take the four white magnetic player control handles and carefully stick a white protective disc over the magnet of each one.

Holding the legs and frame together, turn the game over, open the players bench doors from below by twisting the lever located directly beneath the door underneath the ice. Both teams are controlled by permanent magnets located in each skater and in the control handles. One team is maneuvered from under the ice, the other from above. Using the control handles, skate the men onto the ice.

### THE PLAY

To start the game, skate the puck to center ice and line up the teams as follows. Skate the goalie into the crease. Skate one defenseman into each of the face-off circles on either side of the goalie. Skate one winger onto each of the face-off spots near the blue line. Skate the center to the face-off circle at mid ice.

At a given signal play starts and both teams try to score. The only way play can be stopped is by a goal or by "freezing" the puck in either of the two slots in the boards behind each net. If the puck is frozen, the puck is then skated to the nearest face-off circle. The teams line up as in regular hockey and the player who did not freeze the puck gives the signal to play.

After a goal, the teams are set up again with the puck at center ice and the player who was scored against gives the signal to play. The first player to score 10 points wins.

## PENALTY SHOTS

There are two ways to call penalty shots.

1. If the goalie is caught skating outside his blue line.
2. If there are two or more of your players, including the goalie, in your net or crease at one time.

**Taking a Penalty Shot.** The defender clears away all players from his end of the ice and then places his goalie in position in the crease. The shooter then takes one of his players and, starting at center ice, skates in on the goal. He is allowed only one shot and the defending goalie may come out of the crease to cut down the angle.

## PLAYING HINTS

Set the game up, preferably on a 30" card table or a table just slightly longer and wider than the game itself. It is important, especially for the player manipulating the bottom magnets, to position himself as close to the game as possible so he can reach the other end of the ice when the puck is in the opponent's zone. When playing the game, a light touch works best. Don't push up on ice or down on cover, for it may cause players to "jam."

Although the actual direction the players "face" does not affect their performance they may be turned by gently moving the control handle in a circular pattern.

When not in use, the game should be stored in its original box or a protective cover should be placed on it. The control handles should be placed in the corners of the frame. The cover and control handles may occasionally be washed with a mild soap and water.

We will be glad to answer inquiries concerning these rules.  
Parker Brothers, P.O. Box 900, Salem, Mass. 01970

