

Backyard

HOCKEY[®] 2005

Featuring Pros as Kids!



JOE THORNTON



PC
CD-ROM
SOFTWARE



ATARI

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FIRST THINGS FIRST

System Requirements

Operating System:	Windows® 98/98SE/Me/2000/XP
Processor:	Pentium® III 733 MHz or higher (Pentium® III 800 MHz recommended)
Memory:	128 MB RAM or higher; 256 MB RAM for 2000/XP
Hard Disk Space:	600 MB Free
CD-ROM Drive:	8X Speed or faster
Video:	32 MB Windows® 98/98SE/Me/2000/XP-compatible 3D video card*
Sound:	DirectX® 9.0-compatible sound card*
DirectX®:	DirectX® version 9.0 (included) or higher

** Indicates device should be compatible with DirectX® version 9.0 or higher.*

The ReadMe File

The *Backyard Hockey® 2005* CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print.

To view this file, double-click on it in the *Backyard Hockey 2005* directory found on your hard drive (usually C:\Program Files\Atari\Backyard Hockey 2005). You can also view the ReadMe file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on Atari, then on *Backyard Hockey 2005*, and then on the ReadMe file.

SETUP AND INSTALLATION

1. Start Windows® 98/98SE/Me/2000/XP.
2. Insert the *Backyard Hockey 2005* CD-ROM game disc into your CD-ROM drive.
3. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. **Note:** If your CD-ROM drive is assigned to a letter other than D, substitute that letter.
4. Follow the remainder of the on-screen instructions to finish installing the *Backyard Hockey 2005* CD-ROM game.
5. Once installation is complete, click on the Start button on the Windows® taskbar and choose Programs/Atari/Backyard Hockey 2005/Backyard Hockey 2005 to start the game.

Note: You must have the *Backyard Hockey 2005* game disc in your CD-ROM drive to play.

Installation of DirectX®

The *Backyard Hockey 2005* CD-ROM requires DirectX® 9.0 or higher in order to run. If you do not have DirectX® 9.0 or higher installed on your computer, click "Yes" to accept the DirectX® 9.0 License Agreement. This will then launch the DirectX® 9.0 Install.

SAVING AND LOADING

Your Season Play progress is automatically saved following the completion of each game. To pick up exactly where you left off in the season schedule, simply load the same coach. **Note:** Pick-up games and Air Hockey games are not saved.

GAMEPLAY CONTROLS

Two-Button Mouse*

Basic Controls

ACTION	CONTROL
Move Player	Move mouse
Pass Switch Players	Left mouse button
Shoot Check	Right mouse button
Turbo	0 on NumPad or middle mouse button
Pause	ESC or Num Lock on NumPad

Advanced Controls

ACTION	CONTROL
Face off – Pass	Left mouse button
Face off – Collect	Right mouse button
Wrist Shot	Right mouse button (Click and Release)
Slap Shot	Right mouse button (Click, Hold and Release)
One Timer	Left mouse button (Click and Release) to pass the puck; then Right mouse button (Click and Release) before the puck gets to the player
Line Change – Full Line	1 or 2 on NumPad
Line Change – Forwards Only	3 on NumPad
Line Change – Defenders Only	4 or 5 on NumPad
Pull / Return Goalie	Period (.) on NumPad
Fisticuffs – Rock	1 on NumPad
Fisticuffs – Paper	2 on NumPad
Fisticuffs – Scissors	3 on NumPad
Fisticuffs – Let Computer Settle It	Period (.) on NumPad

* Some actions require use of a keyboard.

Keyboard Layout 1

ACTION	CONTROL
Move Player Up Ice	W
Move Player Down Ice	S
Move Player Left	A
Move Player Right	D
With Puck – Pass Without Puck – Check Face-off – Pass	Enter
With Puck – Shoot Without Puck – Switch Players Face-off – Collect	Space
Turbo	Shift
Line Change	1 – 4
Pull / Return Goalie	\
Pause	ESC

Keyboard Layout 2

ACTION	CONTROL
Move Player Up Ice	Up Arrow
Move Player Down Ice	Down Arrow
Move Player Left	Left Arrow
Move Player Right	Right Arrow
With Puck – Pass Without Puck – Switch Players Face-off – Pass	+ on NumPad
With Puck – Shoot Without Puck – Check Face-off – Collect	Enter on NumPad
Turbo	0 on NumPad
Line Change	1 – 4 on NumPad
Pull / Return Goalie	Period (.) on NumPad
Pause	ESC

Gamepad (If Installed)

ACTION	CONTROL
Move Player	D-Pad
With Puck – Pass Without Puck – Switch Players Face-off – Pass	Button 2
With Puck – Shoot Without Puck – Check Face-off – Collect	Button 3
Turbo	Button 1
Line Change	Button 4
Pull / Return Goalie	Period (.) on NumPad
Pause	ESC or Num Lock on NumPad

WELCOME TO BACKYARD HOCKEY® 2005!

Skate... shoot... score! The Backyard Kids hit the ice with kid versions of NHL® stars! Pick your team and control all of the fast-skating, goal-scoring action. Crazy power-ups, awesome rinks and fun surprises make this the coolest Backyard Sports game yet.

MAIN MENU

This is where all of the Backyard Hockey League (BHL) excitement begins. Select one of the following options:

Play Now

Play a spontaneous game with randomly selected teams and players on a random rink. The results of Play Now games do not affect Season Play statistics.



Pick-up Game

Play a single game where you can choose a team, rink and players. The results of Pick-Up games do not affect Season Play statistics (see “Pick-Up Game and Season Play Setup” on pages 9-13).

Season Play

Lead your team through a rigorous BHL season and compete for the BHL Championship Cup (see “Pick-Up Game and Season Play Setup” on pages 9-13).

Extras

Take a look at the Backyard Kids' player info, admire your trophies and other accolades, view unlocked goodies, or play a frenzied game of air hockey (see “Goodies” and “Extras” on pages 18-19).

Global Options

Configure game rules, display settings, sound settings and game controls.

Quit

Quit the *Backyard Hockey 2005* game and return to the Windows® desktop.

GLOBAL OPTIONS

Game Rules: Configure gameplay settings (see “Set Rules Screen” on page 10).

Sound: Adjust the volume levels of the game music, sound effects and more.

Display: Optimize graphics settings to match your system hardware. **Note:** Please refer to the game's ReadMe file for additional details on graphics settings.

Controls: Choose mouse, keyboard or gamepad controls for both the home team and / or the away team.



PAUSE MENU

During a game, press **ESC** to pause the action and display the following options:

- Resume Game:** Return to the action.
- Instant Replay:** Watch your last play in slow motion.
- Adjust Lineups:** Change your team's lineup.
- Player Statistics:** View your players' statistics for the current game.
- Game Summary:** View game statistics for both teams.
- Options:** Make changes to the game rules, controls or display and sound settings.
- Quit to Sidelines:** Quit the game and return to Sidelines Menu (Season Play mode).
- Quit to Main Menu:** Quit the game and return to the Main Menu.



PICK-UP GAME AND SEASON PLAY SETUP

Select Coach Screen (Season Play mode)

Create a New Coach

Select NEW COACH to create a coach and begin a new BHL season. Your coach name can be up to 15 characters long. When finished, click on DONE.

Load Coach

Select an existing coach and then click on ACCEPT to resume a season already in progress.

Delete a Coach

Select the coach you want to delete and then click on DELETE COACH.



Set Rules Screen

There are three pre-set difficulty levels from which to choose: **Easy**, **Medium** and **Hard**. You can change settings individually by clicking on the arrows to the right and left of each setting.



		DIFFICULTY DEFAULTS		
SETTINGS	DESCRIPTION	EASY	MEDIUM	HARD
Period Length	Set the length of each period.	3 Minutes	6 Minutes	12 Minutes
Fatigue	Turn player fatigue ON / OFF. When ON, fatigue will affect player performance.	OFF	ON	ON
Power Ups	Turn power-ups ON/OFF.	ON	ON	ON
Penalties	Turn all penalties ON / OFF.	OFF	ON	ON
Offside	Turn off-sides penalties ON / OFF.	OFF	ON	ON
Icing	Turn icing penalties ON / OFF.	OFF	OFF	ON
Two-Line Pass	Turn two-line pass penalties ON / OFF.	OFF	OFF	ON
Fisticuffs	Turn the rock / paper / scissors game ON to settle on ice disputes.	OFF	ON	ON
Line Changes	Select AUTO to allow the computer to make line changes during a game. Select MANUAL to make your own line changes.	AUTO	AUTO	MANUAL
Tie Break	Select a Single Overtime period, or select Continuous Overtime to play until a goal is scored.	Single OT	Single OT	Single OT

Select Team Screen

Choose from 30 NHL and 11 Backyard teams. Player 1 (Home team) appears on the right, and Player 2 (Away team) appears on the left.

Note: In Season Play mode, Player 2 does not appear on the screen.

Create Custom Team

Click on CREATE CUSTOM to create a custom team. You can choose from 11 different custom teams. Choose a primary and secondary color for the jerseys and then click on CREATE TEAM.



Choose Controls

Choose mouse, keyboard, gamepad (if installed) or CPU controls for each team.

Select Rink Screen

Choose from six standard rinks, two street hockey rinks and four secret bonus rinks. You can unlock bonus rinks by unlocking all of the Pro players, making it to the playoffs (Season Play mode), winning the BHL championship game (Season Play mode) or playing in a game against the secret team. **Note:** In Season Play mode, the rink you choose becomes your home rink.



Heads or Tails (Pick-Up Game mode)

In Pick-up Game mode, Player 1 and Player 2 alternate choosing players for their teams. To determine who goes first, choose heads or tails.



Player Select Screen



Draft Players

Choose seven players for your team. To view a kid's skills, click on his or her portrait. Click on the portrait again to select that kid for your team. **Note:** At any time during the draft, you can click on ACCEPT to allow the computer to randomly pick players for the remaining open slots on your team.

Player Info

Click on PLAYER INFO to learn more about a kid's skills and background information. Click on ACCEPT to select the player for your team, or click on BACK to return to the Player Select screen.

View Roster

View the players that you have chosen and also view the players on the other team.

Custom Players

Click on the black silhouette player portrait to display the Custom Player screen and create a unique player. Choose a nickname and physical attributes, and then click on ACCEPT. Distribute the available skill points across the skill options, and then click on ACCEPT to finish.

Lineups Screen

Make any last minute adjustments to your lineup before getting onto the ice. The players on the bench with positions listed will substitute in when you make a line change.



Sidelines Menu (Season Play mode)

Play Game

Start your next scheduled game.

Lineup

View or adjust your current team lineup.

Team Photos

View your team's photo and other team photos.

League Report

View Player Stats, Team Stats, League Standings, the League Schedule, Playoff Information, Team Awards and All-Star Voting.

Options

Adjust sound, display or controls settings (see "Global Options" on page 8).

Exit to Main Menu

Exit and return to the Main Menu.



ON THE ICE

Rink View

Scoreboard



Scoreboard Detail

Away Team
Power-up

Away Team Score

Period

Game Clock

Home Team Score

Home Team
Power-up



Gameplay Icons



Selected Player

The star icon highlights the player you are currently controlling.



Player 2

The bull's-eye icon highlights the open player you can pass to.



Shot Meter

For the hardest and fastest shot, shoot the puck when the Shot Meter is full. **Note:** The Shot Meter does not appear when the Shot Meter option is set to OFF (see "Set Rules Screen" on page 10).



Off-Screen Icons

Triangles point to the players on your team when they are offscreen.



Power-Up

Power-ups appear on the ice — skate over them to gain special abilities including Hot Shot, Goal Seeker and Frostbite.



Puck Marker

When set to ON, the Puck Marker highlights the location of the puck on the ice for easy viewing (see "Set Rules" on page 16).

POWER-UPS

Power-ups appear on the ice during each game. To grab a pick-up, and give your players extraordinary abilities, just skate over it. There are many cool power-ups that you will discover in the game, and here are a few of them:



Hot Shot

Unleash a scorcher that turns up the heat on everything in its path.



Under Icer

This puck tunnels under the ice and reappears in a random spot near the goal, leaving the goalie dazed and confused.



Goal Seeker

This laser-guided puck travels at supersonic speed around the defense before finding the net for a score.



Magnetic Puck

Your defenders gain magnetic powers and stop every nearby shot or pass.



Igloo

Build a wall of ice in front of your goal and make it impossible for the other team to score.



Scaredy Puck

The puck steers away from opponents as if frightened of them.

GOODIES

The Goodies screen lists all of the unlockables in the game and how to get each one of them. You can unlock secret rinks, a secret team, extra players and other goodies by performing specific tasks such as winning the BHL championship in Season Play mode.



AIR HOCKEY

Play a 3D game of air hockey. It's easy to play — just use your mouse to control the mallet and hit the puck into your opponent's goal. The first player to accumulate seven points (default setting) wins.

Options

Press **ESC** to pause the game and display the Options Menu.

Start New: Start a new game with the selected options.

Resume: Resume the current game.

Quit: Quit the game and return to the previous menu.



OFFICIAL BHL RULES

Backyard Hockey 2005 uses rules similar to those used by the NHL, with a few modifications.

- There are 1-, 3-, 6- or 12-minute periods.
- Each team has three skaters and a goalie on the ice.
- In the event the score is tied after three periods, the game goes into Overtime, which is an additional 2-minute period.

Infractions

Off-sides: A member of the attacking team moves across the defending team's blue line before their teammate who has the puck.

Roughing: A player blocks or impedes an opposing player in an overly aggressive manner.

Two-Line Pass: A player passes the puck from his or her defending zone to a teammate beyond the red center line (the pass crosses two lines).

Icing: A player shoots the puck across the red center line and past the opposing team's red goal line. Icing is not called if:

- a) The team shooting the puck is killing a penalty,
- b) another member of the team shooting the puck touches it before a player from the opposing team,
- c) the defending goalie touches the puck first, OR
- d) the puck travels through the crease (the semicircle of blue paint at the "mouth" of the goal) on its way to the red line.

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ATARI WEB SITES

To get the most out of your new game, visit us at:

<http://www.atarikids.com>

To send e-cards to your friends, download wallpapers, or get access to other free stuff, visit our Freebies section at:

www.atari.com/us/freebies

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

www.ataricomunity.com

Kids, check with your parent or guardian before visiting any web site.

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www.atari.com/us/terms_of_service.asp

TECHNICAL SUPPORT (U.S. & CANADA)

Help Via the Internet

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

<http://www.atarissupport.com>

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone in the United States & Canada

For phone assistance, call **Atari Technical Support** at **(425) 951-7108**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, package and/or plastic disc case) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time).

Note: We may be closed on major holidays.

Before making your call, we ask that you be at your computer, have the following information available, and be ready to take notes:

- System Make and Model
- Processor Type
- Operating System, including version number if possible (such as Windows® 98; Windows® Me)
- RAM (Memory)
- Video and sound card data and drivers
- Any screen or error messages you've encountered (and where)

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

Warranty Policy in the United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.

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