# Hit the Ice FAQ/Strategy Guide

by LethalLink99

Updated to v1.00 on Sep 23, 2012

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      T H E    O F F I C I A L    V I D E O    H O C K E Y    L E A G U E
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A FAQ/Walkthrough for Hit the Ice
For the Super Nintendo Entertainment System
By Brandon "LethalLink99" Wolfram
Version 1.00 (Completed 09/16/12)
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| |=========\ \==================================================/ /=========| |
| |    A.   \ \                Table of Contents                 / / (CONTS) | |
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| |=========\ \==================================================/ /=========| |
| |    B.   \ \                  Introduction                    / / (INTRO) | |
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Hit the Ice was released for the Super Nintendo Entertainment System (SNES) in February of 1993. Taito ported Hit the Ice to the SNES as well as several other consoles after the success of the 1990 arcade version by Williams. Hit the Ice is far from your typical hockey sim. Unlike realistic games such as EA Sports' popular NHL series, which feature the regular six players and full hockey rules, in Hit the Ice there are two players and a goalie per side. You are fully encouraged to slash, hack, trip, elbow, or otherwise manhandle your opponent into submission. As such, Hit the Ice is an important forerunner of NHL Hitz and other sports games that do away with realism for arcade-style fun.

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| |    C.   \ \                    Controls                      / / (CNTRL) | |
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| Button | Offence | Defense | Goaltending |
|---|---|---|---|
| Control Pad | Skate/Move | Skate/Move | Skate/Move |
| A Button | Pass | Not Used | Diving Save |
| B Button | Pass | Not Used | Diving Save |
| X Button | Shot | Attack (Check) | Diving Save |
| Y Button | Shot | Attack (Check) | Diving Save |
| L Button | Not Used | Not Used | Not Used |
| R Button | Not Used | Not Used | Not Used |
| Start Button | Pause | Pause | Pause |
| Select Button | Not Used | Not Used | Not Used |

Note: Your goaltender will mimic your player's horizontal movements - if you go left, the goalie goes left, etc. You can change the control scheme via the Options Menu. These are the default controls (Control 1).

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| |========\ \================================================/ /========| |
| |    D.   \ \                   Game Modes                  / / (MODES) | |
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### 1P vs Comp

Faceoff versus the computer in a one-player game.

### 1P vs 2P

Play against a friend in two-player mode.

### 1P2P vs Comp

Play cooperatively with a friend against the computer.

### 1P Tournament

Battle the five other teams in succession in one-player mode.

1P2P Tournament
---------------
Play each of the other teams in succession with a friend.

Options
-------
Here you can change the period length (Time) to 2:00, 4:00, or 6:00 minutes. You can also change the difficulty level (Level). There are three levels, with Level 1 being the easiest and Level 3 being the most difficult. However, it's often difficult to notice a substantial difference either way. You can also choose between four different control schemes (Control). Control 1 is detailed in this FAQ.

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| |    E.   \ \                   Tips & Tricks                    / / (TIPRK) | |
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For being a very simple arcade hockey game, it can be pretty difficult to score in Hit the Ice. Here are some simple tips and tricks to help.

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      ==/ｯ/ｯ/ｯ|         --   The Video Hockey League   --        |ｯ\ｯ\ｯ\==
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The Video Hockey League is made up of six teams with the following players:

| Team | 1st Forward | 2nd Forward | Goaltender |
|---|---|---|---|
| Montreal Reds | Phil Bunker | "Dicky" Fontaine | "Gunner" Hall |
| New York Blues | "Battleship" Boyd | David Volek | Pierre Boudoir |
| Toronto Whites | Iven Yakashev | Willy Lindberg | Tom Horyna |
| Minneapolis Green | Reggie Marsh | Johnny Novak | Peter Kidd |
| L.A. Yellows | Al Gigliano | Wayne Greatman | "Happy" Goleck |
| Chicago Orange | "Bo" Cleveland | Mike Barr | Bob Dover |

As you can see, the team names aren't very original. Some of the player names are down right inspired, though:

- Phil Bunker is a spoof of Phil Esposito
- "Dicky" Fontaine is a spoof of Dicky Moore
- "Gunner" Hall is a spoof of goaltending great Glenn Hall
- Iven Yakashev is a spoof of Alexander Yakushev, a member of the USSR team that played in the 1972 Summit Series
- Willy Lindberg is a spoof of Ted Lindsay
- Tom Horyna is a spoof of Tim Horton
- Wayne Greatman is an obvious parody of Wayne Gretzky
- "Happy" Goleck is derived from "happy go lucky"

When you begin a game, you can choose your team(s) and the CPU team, if applicable. You next choose which of the two forwards you will control. Next, you'll see a map of the six cities you can play in with your the home rink highlighted with a flashing red star. Toronto is mistakenly labelled "Torontone". You'll zoom in on an amorphous blob, which supposedly is the arena. To begin the first period, and after every subsequent period, you'll see the scoreboard, complete with the gorgeous flags on the United States and Canada, which shows the score and the number of shots each team has taken.

After every game, a graphic taking up most of the screen will show which team has won. Then you'll be taken to the game's box score, where you can see stats including each forward's number of goals, shots, and assists, as well as his score percentage - the number of goals divided by the number of shots, up to 99%. For goalies, you can see their goals allowed, the shots on goal they faced, and their save percentage - the number of goals he allowed divided by the number of shots he faced.

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      ==/ツ/ツ/ツ|           --   Playing Strategy   --           |ツ\ツ\ツ\==
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- Upon the start of every period and after every goal, you'll have to try to win  a face off. Hit the A or B Button to attempt to win it. There doesn't seem to be much rhyme or reason to who wins the faceoff - just hit A or B as much as possible and try to be the last player with your stick on the ice to win the puck back to your teammate.

- Scoring can be difficult - the opposing goaltender can sometimes seem like a wall. One good method of scoring is to pass cross-crease and shoot while the goaltender is still sliding across the ice. Another good method is to shoot and grab a rebound. Coming in yourself on a breakaway and getting up close typically won't work very well; instead, you can try shooting from just inside the blue line. You can get a little more lift on your shot this way and even go for a corner. What your shot ends up being seems to depend on where you are on the ice more than anything, and even then it's a little random!

- Passing is often a little confusing because you'll see the puck slide across the ice in ways no normal puck could ever move. At any rate, it's effective to avoid your opponent's checks and to set up your shot!

- One of the best ways to score is to do a Power Shot. To do this, head to an area of open ice with the puck and hold down the X or Y Button as you would for a regular shot. Continue to power up like this for approximately five seconds. Your stick will glow bright yellow, and towards the end of the power up you'll take a mighty wind-up. A Power Shot will blow the goalie right into the net - a sure goal. After you score with a Power Shot, the scoreboard will light up... just to let you know.

- The only way to miss with a Power Shot is to line up to one side of the net (your shot will hit the boards harmlessly) or to be hit by your opponent. Your best bet is to move around as you power up the shot, then break for open ice as you wind up. You can also try to cherry pick with a long pass from your teammate. Likewise, try to get to your opponent before he can charge completely, or you could be scored on in short order!

- If any player scores a hat trick (three goals), the game will cut away to the scoreboard and you'll see your player get a kiss from an attractive woman. Fun stuff.

- If you drop behind by five goals or more, a can of power drink will appear by your team's bench. This drink is like a mix of Gatorade and steroids. Skate up to the drink and press the Y Button to drink. The game will pause for a moment as your eyes bulge out and you bulk up. From that moment on, you will be faster and all of your shots will be Power Shots until the end of the period or until you take the lead! This makes it very easy to score a huge number of goals very fast. In fact, it's a good way to win if you can handle being scored on five times first!

- At certain points in the game, a fan will throw an octopus onto the ice. Any hockey fan will tell you this is an homage to a tradition in Detroit, otherwise known as Hockey Town. Be careful to avoid the octopii - if you skate into one, you'll go down as if you've been checked.

- Be careful not to skate in too close to the opponent's goaltender on the break - get too close and the goalie will give you a hack that will most likely force you off the puck.

- The best offense is a good defense. Cross check, hack, kick, and slash your opponent mercilessly to knock the puck away or to incapictate your foes when your teammate has the puck.

- Eventually, after some hacking and slashing, you'll find yourself in a fight. Press the Y Button to do an upper cut, or press the B Button to jab. The jab seems to be a bit faster and a little more accurate. You can also press the D-Pad to the right to dodge an opponent's punch. The trick to fighting seems to be getting a good rhythm of punches in. Jab steadily to keep your opponent off balance, then end the fight with an upper cut. There seems to be no real consequence to winning or losing a fight - other than bragging rights, of course.

- Goaltending is actually a really easy affair. Simply line your goalie up with the opposing shooter and you'll stop the majority of shots you face. Of course, the down side of this is that your player will make the same movements. The battle is always when to decide to go for a hit with your forward - potentially putting the goalie in an awkward position - or to decide to focus on the goalie and put yourself in a good spot to stop a shot. If they get in close, focus on your goalie. If you see your opponent powering up for a Power Shot, swoop in with your forward to separate the foe from the puck.

- You can also slide/dive across the ice. If your opponent passes to his/her partner well, diving can often net you a save you wouldn't make otherwise.

That's about it for the game strategy! Are you annoyed by all of the, "Why I oughtta!" chants yet? Give it time!

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| |    F.   \ \                    Conclusion                  / / (CONCL) | |
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It was great to have the opportunity to write for such a great hockey game. This section details the guide's version history, information on how to contact me, the copyright notice, and an index of everyone I'd like to thank for making this guide possible.

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==============================================================================
1.                              Version History                        (F-100)
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This is the history of the guide, including the date when I began the FAQ as well as the date when the latest revision was completed.  Newest changes are listed first.

- V 1.00 (Began September 21, 2012; Completed September 22, 2012)

Complete guide first submitted to GameFAQs.

## 2. Contact Info (F-200)

Feel free to submit questions, comments, and corrections to the e-mail address at the top of the FAQ. Please read the FAQ for the relevant sections before emailing me - it will save the both of us some time! Address the subject line of your email clearly with something like "Hit the Ice FAQ". Thanks!

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## 4. Special Thanks (E-100)

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There are many people I would like to thank for helping make this FAQ possible.

- Thanks to http://www.network-science.de/ascii/ for the ASCII Generator that was used to create the title of the FAQ.

- Thanks to osrevad for the great SNES controller ASCII. You can see more of his work at: http://osrevad.westopia.net/

- Thanks to everyone at GameFAQs who keeps the site running, as well as the FAQ Contributors board for your advice and support. If you're interested in what it takes to write a great FAQ, visit the GameFAQs FAQ Contributors Board or give me email.

And finally, a sincere thank you to anyone and everyone reading this guide.
If you would like to see more of my work, please visit the following URL:

http://www.gamefaqs.com/features/recognition/62041.html

Good luck, and keep on mashing those buttons.

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