

# NHL



# 95



Licensed by Sega Enterprises, Ltd. for play on the SEGA™ GENESIS™ SYSTEM

**WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing videogames may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING To Owners of Projection Televisions!**

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of videogames on large-screen projection televisions.

**NEW FEATURES****The features below are new in NHL '95**

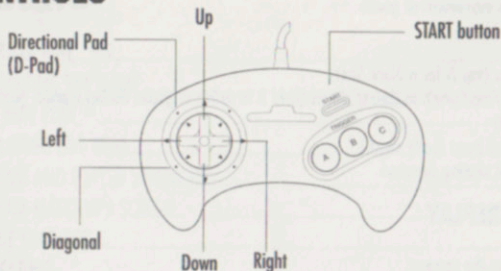
- 1993-94 NHL rosters and player ratings
- Practice Mode
- League Leaders
- Drop Passes
- Block Shots
- Season Play
- Player Creation
- Player Trades
- Fake Shots
- Erasable Seasons

NOTE: TO ERASE THE CARTRIDGE OF ALL RECORDS, HOLD DOWN A, C, AND START ON THE CONTROLLER, THEN PRESS RESET ON THE CONSOLE.

NOTE! DO NOT PRESS RESET ON THE CONSOLE WHILE THE GAME IS SAVING, OR WHILE AUTOPLAYING GAMES, EDITING LINES, TRADING, CREATING, SIGNING, OR RELEASING PLAYERS. IT MAY CAUSE ALL YOUR DATA TO BE ERASED.



Programmer Mark Lesser hails from New England, where he and his wife Mary Elin raise two boys. In 1976 Mark programmed and designed the hardware chip for Mattel Football, and later did the same for Mattel Auto Race, one of the first hand-held-computer games ever. When asked if he has any hobbies Mark replied, "Programming games is my hobby." Currently Mark is waiting for his three-year old to start testing games.

**CONTROLS**

You control the player standing on the five-pointed star. Use the **D-Pad** to move your player.

**Face Off**

- B-controls/ passes puck
- C-speed burst (body check)
- D-Pad-controls direction of pass

**Offense**

- A- clear puck/flip pass (tap A in defensive zone)/take a shot (tap A in offensive zone)/change lines (hold A)
- B-passes puck
- C-wrist shot (hold for slap shot) or one-timer without puck
- D-Pad-controls direction of pass/shot and puck handler

**Drop Pass**

- A + D-Pad up/down in any zone.

**MANUAL GOALIE CONTROL**

Hold B to get goalie control. Goalie Control is explained in detail on page 10.

**With Puck**

- A-clear puck up ice
- B-passes
- D-Pad controls direction of pass and moves goalie

**Without Puck**

- A+D-Pad-dives

C-attempt save  
D-Pad controls movement of goalie

## DEFENSE

A-holds/hooks (tap A for a Block Shot)  
B-poke check/trip/switch to closest player (hold B to switch to goalie during manual goalie control)  
C+D-Pad-speed burst (body check)  
D-Pad-controls skating direction

## INSTANT REPLAY

A-rewinds  
A+B re-centers the camera  
B-(tap) freeze frame/(hold) slow motion  
C-play/stop  
Press **START** to bring up the Reverse Angle/Option menu.

## LINE CHANGES

A-line change/select line A  
B-select line B  
C-select line C

## One-Timers

B - pass to a teammate  
C-activate receiving teammate and attempt a goal

## SCOREBOARD MENU

- Press **START** to pause the game and bring up the Scoreboard menu.
- D-Pad up/down to scroll through options and data.
- D-Pad left/right to select categories.
- Press C to select items from the Scoreboard menu.
- Press **START** to return to the Scoreboard menu, press **START** again to return to the game.

## DEMO MODE

Press D-Pad or A, B, C button to exit demo game. Press **START** to pause the game and bring up Scoreboard menu options.

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## PLAYING NHL '95

### STARTING THE GAME

1. Turn OFF the Sega™ Genesis™ console.  
NEVER insert or remove a game cartridge when the power is on.
2. Make sure your Controller is plugged into the port labeled Control 1 on the console.  
If you're playing against or with a friend, plug his Controller into the port labeled Control 2.
3. Insert the game cartridge into the slot on the Genesis. Press the cartridge down firmly to lock it in place.
4. Turn ON the console.
5. When the **NHL '95** title screen appears, press **START** to see the Game Set-Up screen.

### 4-WAY PLAY™

EA Sports presents the 4-Way Play four-player controller.

Plug the 4-Way Play into your Genesis, then plug up to four controllers into the adapter.

**NOTE: SIX-BUTTON CONTROLLER USERS WHO ARE USING THE 4-WAY PLAY MUST PLAY IN THREE-BUTTON MODE.**

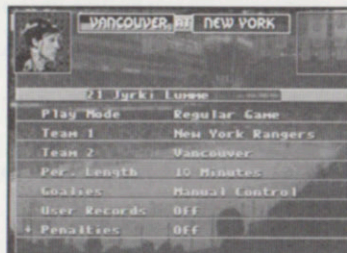
- To configure your controller to three-button mode:
  1. Turn off the Genesis.
  2. Hold the "Mode" button on every six-button controller that will be used while you turn the Genesis on.
 Your six-button controllers are now configured in three-button mode.

To play with three or four users, you must have the EA SPORTS 4-Way Play adapter plugged in to your machine. Reset your machine each time you plug or unplug the four-player adapter. These can be purchased wherever you buy videogames, or through our direct sales office at 1-800-245-4525 during regular business hours, Pacific Time.

When three or four players are plugged in, any configuration of teammates can be played.

- Controller 1 has a Dark Blue star
- Controller 2 has a Red star
- Controller 3 has an Orange star
- Controller 4 has a White star

### GAME SETUP SCREEN



If you want to get into the game right away, go straight to the section below called **Playing for Real**.

But if you are starting **NHL '95** for the first time, you might want to watch an exhibition game.

1. Select **REGULAR GAME** or **GAME WITH TRADES** on the game set-up screen.
2. On the Controller Setup screen, move all controller icons to the center CPU column. This instructs the computer to play all players.
3. Press **START** to see the *Team Matchups* screen.
4. Press **START**. Unless you change the settings, Vancouver plays the New York Rangers at Madison Square Garden in a regular season game with three 10-minute periods, no penalties, no line changes. User record recording is off, and Goalie Control is set to Manual.

To get out of Demo mode, press any button except **START**. The Game Set-Up Screen reappears.

## PLAYING FOR REAL

### OPTIONS AND SETTINGS

#### Play Mode

**Regular Game:** Play a single game using the teams as they were at the end of the 1994 season.

**Practice Mode:** Set up a practice session with up to two skaters (plus goalie) per side.

**New Playoffs:** Begin in the first round of the Playoffs, needing only one win to advance.

**New Playoffs/Best of 7:** Begin in the first round of the Playoffs. Score four victories to advance. NOTE: Only one playoff series can be saved at a time.

**Continue Playoffs:** Return to a playoff series at the point where you left off. This option appears on the menu only after you win a playoff game.

**New Season:** Begin a new season. NOTE: This erases your previously saved season.

**Continue Season:** Continue your saved season at the point you left off. NOTE: Only one season can be saved at a time.

**Trade Players:** Trade players between the two selected teams.

**Create Player:** Create a new player that is saved on the Free Agent's list.

**Sign Free Agents:** Assign currently available players to a team.

**Release Players:** Move players from rosters to the AVAILABLE free agent list.

**Shootout:** Choose teams and go one-on-one with the goalie.

**Game with Trades:** Play a single game using the teams altered by trades you have made.

#### Playoffs

The Home team is on the right side at the top of the **Game Set-Up** screen, and the Visitor is on the left.

The Home team always wears the light-colored jerseys, and the Visitor wears dark colors.

The Home team faces up-screen in the first period and third periods, down-screen in the second period.

#### Period Length

Each game consists of three periods, and one or more overtime periods if necessary.

Set the period length at 5, 10, or 20 minutes.

A **Regular Season** game allows only one overtime period. The overtime period lasts for ten minutes, or until one team scores ("sudden death"). If neither team scores, the game ends in a tie.

**Playoff** games cannot end in a tie. Players will play as many sudden death overtime periods as necessary to establish a winner. The overtime periods last as long as the period length selected for that game, or until one team scores.

#### Goalie Control

**Manual:** You can control your own goalie.

**Auto:** The computer controls your goalie when he doesn't have the puck.

#### User Records

**On:** Saves your all-time records.

**Off:** Doesn't add to your all-time records.

**NOTE: YOU MUST HAVE USER RECORDS ON TO LOG RECORDS. ONLY RESULTS OF WINNING GAMES ARE SAVED.**

#### Penalties

**On:** The referees call all the penalties and infractions they see. (See *Penalties and Infractions*.)

**On—Except Off-sides:** The referees call penalties and infractions, except off-sides.

**Off:** The game will not be interrupted by penalties or off-sides. ICING IS ALWAYS CALLED.

#### Line Changes

**On:** The player/players control their team's line changes (see *Line Changes*).

**Off:** The players do not tire and stay in for the entire game.

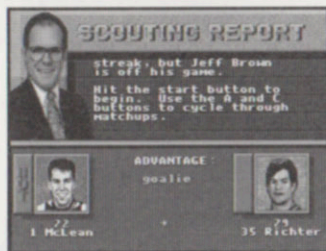
**Auto:** Computer changes lines for both teams. Players do not tire.

## TEAM AND PLAYER STRENGTHS

All the NHL teams are represented in **NHL '95**.

Every player in the game has certain strengths and weaknesses, based on their real performance in the 1993/1994 season.

## TEAM MATCHUPS SCREEN



Before the game begins, the Matchups screen appears. On this screen, opposing teams and starting players are compared. Team and player ratings range from 25 (bad) to 100 (excellent).

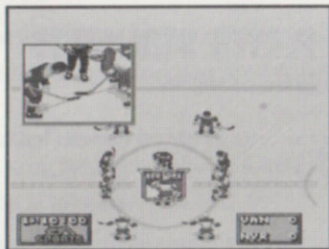
### PLAYER RATINGS

At the Matchups screen, press **C** to see player ratings of the two teams currently competing. Press **START** to go to the next screen.

### The Scoreboard

The scoreboard lists all your game options. See page 15 for full descriptions of these options. Press **START** to begin playing.

## THE FACE OFF



At the top left of the screen you see a close-up window of the two centers and the referee holding the puck in the air.

When a ref drops the puck, you can:

- Hold the D-Pad in the direction you want to pass, then press **B**
- D-Pad forward and press **C** to capture puck.

## SKATING

**OFFENSE** (Your team controls puck): With controller 1, your puck carrier skates on a solid gray star with a dark blue outline. The computer's puck carrier skates on a solid gray star with no outline. If you're using controller 2, your outline is red.

**DEFENSE** (Other team controls puck): If you're using controller 1, your active player skates on a star outlined in blue. If you're using controller 2, your outline is red.

- Press **B** to activate player nearest to the puck.
- Control the direction of your player with the D-Pad.

## PASSING

- Hold D-Pad in the direction you want to pass, press **B**.

If you do not hold the D-Pad, the player passes the puck in the direction he is facing. The best passing method is to press the **B** button, then press down on the D-Pad, then release the **B** button. The pass is launched when the D-Pad is pressed while the **B** button is down.

If the player you control is off-screen, an arrow points to the location of that player.

When playing in Two Player modes, the blue arrow indicates the Controller 1 player, the red arrow the Controller 2 player.

On medium to long range passes, press **B** immediately after you pass the puck to control the target player before the puck arrives to evade defenders and pick up the puck in the clear.

## SCORING

One point is awarded per goal.

- To take a shot on goal, press **C** when you have the puck.
- Use the D-Pad to aim puck left/right/up/down.

There are two different shots: wrist shots and slapshots.

- **Wrist Shot:** Press and release **C** quickly.

A wrist shot is slower but more accurate than a slap shot. Wrist shots are most effective when close to the goal.

- **Slap Shot:** Hold down **C**.  
A slap shot is harder, faster, but less accurate than a wrist shot. The longer you hold down the **C** button, the harder the slap shot.
- **D-Pad up** to give shot height.
- **D-Pad down** to keep shot low.
- **D-Pad left or right** to shoot into the corner of the net.

## GOALIE CONTROL

Goalie Control gives you control of the goalie even when he doesn't have control of the puck.

### To activate Goalie Control:

1. At the Main menu, **D-Pad DOWN** to Goalies.
2. **D-Pad RIGHT** or **LEFT** to set both Goalies on Manual Control.

To control a **Goalie**, hold the **B** button down until he has the control star under him, then:

- **D-Pad** any direction to move him and to aim a pass.
- **A** dives
- **B** passes
- **C** saves

## ABOUT ONE-TIMERS

A One-Timer is a maneuver between two teammates: Player A has the puck, passes to player B, who lets the puck ricochet off his stick in an attempt to score without taking control of the puck.

To attempt a one timer, press **B** to pass to a teammate, then as soon as the puck is free from the passer, press **C**. Again, the action is very quick.

When there are two users on one team, the pass receiver can press **C** to perform a one-timer.

## DROP PASSES

A Drop Pass is a soft backwards pass. The puck carrier virtually "leaves" the puck where it is and skates forward.

To drop pass, hold the **D-Pad up/down** (opposite the direction you're skating) and press **A**.

## FAKE SHOTS

When in the offensive zone, tap **A** to fake a shot.

## BLOCKING DEFENDERS

When in the defensive zone, press **A** to drop a defenseman to the ice while an opponent is shooting; he may be able to block the shot.

## CREATE PLAYERS

To create a player:

1. At the Main menu, **D-Pad up/down** to highlight **PLAY** options.
2. **D-Pad right/left** to select **CREATE PLAYER** and press **START**.
3. Choose a name for your player and press **START**. The Modify Ratings screen appears.
4. Select your player attributes, then press **START**.
5. If you like, assign ratings from 36 (poor) to 99 (excellent) to your player.

## SIGN PLAYERS

To sign a player:

1. At the Main menu, **D-Pad up/down** to highlight **PLAY** options.
2. **D-Pad right/left** to select **SIGN PLAYER** and press **START**.
3. Press **A** and **B** to scroll to the team you would like to sign from.
4. Once you find the team, **D-Pad** to highlight the player you want to sign and press **C**.

## RELEASE PLAYERS

To release a player:

1. At the Main menu, **D-Pad up/down** to highlight **PLAY** options.
2. **D-Pad right/left** to select **RELEASE PLAYER** and press **START**.
3. Press **A** and **B** to scroll to the team you would like to remove a player from.
4. Once you find the team, **D-Pad** to highlight the player you want to release and press **C**.

## TRADE PLAYERS

To trade players:

1. At the Main menu, **D-Pad up/down** to highlight **PLAY** options.
2. **D-Pad right/left** to select **TRADE PLAYERS** and press **START**.
3. Highlight the teams that will be trading and press **START**. The Trade Players screen appears.
4. **D-Pad up/down** to select the player from Team 1 that you wish to trade.

- Press **A** to switch to team 2.
- D-Pad to the player you'd like to trade and press **START**. The players have been traded.

## PENALTIES

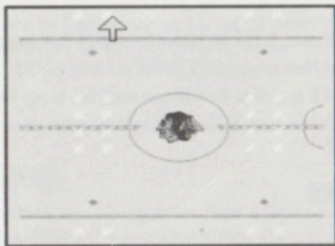
When the **Penalties** option is **On**, the referees call all the penalties they see.

### Penalty Shots

Penalty shots are awarded when a penalty is committed on the breakaway man (puck carrier that initiates the breakaway). There is a ding sound when a breakaway has occurred.

One player is released from the penalty box when the opposing team scores on a Power Play.

## INFRACTIONS



Infractions are related to what's called the **ATTACK ZONE**. The Attack Zone is marked by a blue line on your opponent's side of the ice. When you cross this blue line in the direction of your opponent's goal, you have entered the attack zone. Note that your attack zone is the same thing as your opponent's defensive zone.

### Icing

Icing is called when a player passes or shoots the puck across the red center line, the opponent's blue line, and the red goal line, but not through the crease. There is no "two-line pass" infraction in *NHL '95*.

## Off-Sides



This man has skated across the blue line with the puck when his teammate was already in the attack zone.

The puck must enter the attack zone before any player on the offensive team enters the attack zone, or else off-sides will be called.

A referee window will pop up to warn you that you are about to have a man off-side.

The referees always catch the off-sides infraction (when you have it **ON**) and stop the action. The puck is faced off behind the blue line.

## INJURIES

Sometimes a player takes a vicious hit and must leave the ice for a period or the whole game. He is automatically replaced by a player best suited to play his position.

## LINE CHANGES

If you want to make line changes, set **Line Changes** to **ON** on the **Game Set-Up** screen.

Fatigue bars on the right side of the line-name show how fresh (or tired) that line is. The longer the bar, the fresher the line.

You can make line changes whenever action is stopped (end of period, penalty, goal, face off, etc) or whenever you control the puck.

Before each face off, the **Line Change** window will appear on the screen for a few seconds. Press the letter corresponding to the line you want on the ice.



If you don't press a button, the line next to the letter 'A' will take (or remain on) the ice.

Unless a **Power Play** is beginning or ending, the line currently on the ice is listed next to the letter 'A'.

(See **Power Play Lines** and **Penalty Killing Lines** for more information.)

You can change lines during play only when you control the puck.

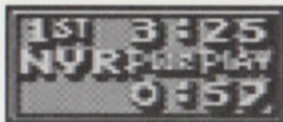
- Press and hold **A** bring up a window of the currently available lines and their fatigue bars.
- In the window, press **A** to select line 'A', **B** for 'B' and **C** for 'C'.

## SCORING LINES AND CHECKING LINE

**Sc1** starts every game. You can change to **Sc2** or to the **Chk** line as soon as you have the puck or when a face off occurs.

The **Chk** line is your "big" line, generally slower but harder hitting and better on defense.

## POWER PLAY LINES



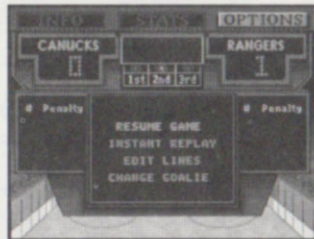
Power Play Clock

Whenever one team has at least one more player on the ice than the other team, that team has a **Power Play**. The **Power Play Line (PPI, PP2)** is the group of players that specialize in putting the puck in the net.

## PENALTY KILLING LINES

The **Penalty Killing Lines** are made up of the best defense players on the team.

## SCOREBOARD MENU



The Scoreboard menu provides a wide range of choices available during play or between periods.

- Press **START** during play to bring up the Scoreboard menu.

## INSTANT REPLAY

To see an instant replay:

- Press **START** to pause the game. The Options menu appears.
- D-Pad down to **Instant Replay**.
- Press **C**.

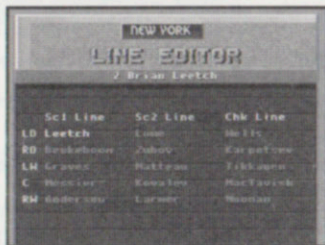
The replay is automatically rewound as far as possible. A box appears showing VCR-style control instructions.

- Press **C** to roll replay (normal speed).
- Press **C** or **B** to stop replay.
- Press and hold **B** to play replay (slow motion); release to stop.
- Use D-Pad to move the view around the ice.
- Press **A** to rewind to the replay; release to stop. You will see the action in reverse at high speed.
- D-Pad any direction to activate "Iso mode". In Iso mode, you can cursor to a player and have the replay follow his actions throughout the replay, or move the cursor around the ice to see the positions of other players at the time of the replay.
- Press **START** to bring up the replay options, then **C** to see the instant replay from the reverse angle.
- Press **START** to return to the Reverse Angle/Option menu.
- Press **START** again to return to the Game.

## EDIT LINES

In *NHL '95*, you can edit a team's lineup and save those edits. When line changes are off, you can edit only Scoring Line 1 (this is the only line that's on the ice).

1. Press **START** before or during play to bring up the Scoreboard menu.
2. Highlight *Edit Lines* and press **C**.
3. Use the D-pad to highlight the player on the line you wish to remove. The name and jersey number of that player appears in a narrow box above the line up list(s).
4. To select a highlighted player, press **C**. A list of substitutes eligible to play that position appears at the top of the screen.



5. Highlight a player from the eligible substitutes list.
6. D-Pad left/right to toggle through the various ratings categories to assess the qualifications of that player.
7. When you've decided which player you wish to substitute, press **C**.
8. Repeat the process for each substitution you wish to make, then press **START**.

## Saving Line Edits

After you edit a line, you have the option of saving it for later use.

**NOTE: NHL '95 SAVES LINES FOR THREE MODES OF PLAY: SEASON TEAMS, TEAMS WITH TRADES, AND TEAMS USED FOR PLAYOFFS.**

- Press **C** to save the edited line in the mode you're currently playing.
- Press **A** to restore the original lines.
- Press **START** if you don't want to save or reset your lines.
- Press **B** to load a previously saved line

## CHANGE/REMOVE GOALIES

Goalies do not tire, but if yours is not performing up to your standards, you can change goalies.

- Press **START** to go to the Scoreboard menu.
- D-Pad down to Change Goalie and press **C**.
- D-Pad to alternate goalie (or to None) and press **C**.
- Press **START** to resume play.

If you remove your goalie (leaving the net undefended) a forward is substituted in to give you an extra player up front for a better chance of scoring.

## MANUAL/AUTO GOALIE CONTROL

### Auto Control

Auto goalie control lets you concentrate more on strategic checking and defense — good for beginners.

### Manual Control

Manual goalie control is for more advanced players who are very skilled with defense and are ready for full control. To get control of the goalie, hold **B** until an outlined star appears under him. You have control once the star appears.

- D-Pad left/right to choose direction.
- Press **A** to dive
- Press **B** to poke check
- Press **C** to attempt a save

## TIME OUT

Call a time out when you have the puck and want to rest your best line during a break in play.

## ABORT GAME

Abort Game ends your current game and returns you to the Game Setup screen. **NOTE:** This option cancels all results, which means they go uncounted for season or for playoffs.

## GAME STATISTICS

GAME STATISTICS		
MINNESOTA		NEW YORK
0	Score	1
13	Shots	1
0%	Shooting Pct	100%
0/1	Breakaways	0/0
0/3	One-Timers	0/0
0/0	Penalty Shots	0/0
3	Faceoffs Won	3
4	Body Checks	4

At any point during the game, you can take a look at the current game statistics.

- Press **START** to bring up the Scoreboard menu.
- D-Pad left to display the Stats menu.
- Highlight *Game Stats* and press **C** to bring up the *Game Statistics* screen.

Each team's current game statistics appear beneath the team's name.

**Score:** Number of goals scored.

**Shots:** Number of shots taken on the goal.

**Shooting Pct:** The percentage of shots-on-goal that scored.

**Breakaways:** Scores on breakaways/number of breakaways.

**One-Timers:** Number of One-Timers that scored/number attempted.

**Penalty Shots:** Penalty shots scored/shots attempted.

**Faceoffs Won:** Number of face offs won.

**Body Checks:** Number of body checks delivered even after the whistle blows.

**Penalties:** Number of Penalties incurred/number of minutes penalized (in the box).

**Attack Zone:** Amount of time spent in the Attack Zone. (see p. 12 for more on the Attack Zone.)

**Passing:** Number of passes successfully received/number of passes attempted.

- Press **START** to exit the Game Statistics screen.
- Press **START** again to return to the ice.

## PERIOD STATISTICS

You can check period statistics for either team at any time during play.

- Press **START** to bring up the Scoreboard menu.
- D-Pad left to display the Stats menu.

- Highlight *Period Stats* and press **C** to bring up the Period Statistics screen with Goal stats displayed.
- D-Pad **RIGHT** to see the Shots stats for the period.
- Press **START** to return to the Scoreboard menu. Press **START** again to return to the ice.

## PLAYER STATISTICS

You can check individual players' game statistics for either team at any time during play.

- Press **START** to bring up the Scoreboard menu.
- D-Pad left to display the Stats menu.
- Highlight *Player Stats* and press **C** to bring up the Player Statistics screen.
- Press **A** to bring up the stats for the opposing team.

There are two ways to look at the statistics—by player or by statistic. You may want to look at how well a particular player is doing in general.

- D-Pad **up/down** to find the player whose stats you wish to see (if that player is not among the first six shown).

**G**—Goals scored

**A**—Assists made

**Pts**—Points earned (Goals + Assists)

**SOG**—Shots on goal

**PIM**—Penalties in minutes

Or you can rank the players in order of their performance in the various categories. For example, if you want to see which players have taken the most shots on the goal, select *Shots on Goal*. The player with the most shots on goal will appear at the top of the list, followed by the player with the second most shots on goal, and so on.

- D-Pad left/right to toggle through the different statistics categories.
- Press **START** to return to the Scoreboard menu.
- Press **START** again to return to the ice.

## INFO

### TEAM ROSTER

On the Team Roster screen:

- D-Pad **up/down** to scroll through players in a position.
- Press **C** to cycle through goalies, offense and defense.

- Press **A** to see the other team.

The area on the upper right displays the ratings category in which each player is being evaluated.

- D-Pad left/right to scroll through the different ratings categories. Most of the ratings are numerical, the higher the number the better the player at that category.

The area on the center of the screen indicates which Scoring Power Play and penalty lines each player is on. A player who is listed on both Penalty Killing lines is *on the ice* for one and *the first player off the bench in the event of a delayed penalty* for the other.

### Line Players

**Status:** On the Ice/On the Bench/Injured/ Penalized

If a player is in the penalty box, the time in his penalty appears as his status.

If a player is injured, 'Injury' appears as his status. A **P** after injury indicates 'out for the period', while a **G** indicates 'out for the game'. **4G** indicates a four-game injury.

### RECORD HOLDERS

Up to seven player names (you and your friends) can be saved as Record Holders. **Be sure you have the User Records option in the Main menu set to ON if you want to save user records.**

#### User Records

This displays the standings of up to seven users. Press **A+C** to reset your User Records to zero. With three or more users, only this record is saved.

#### Record Goals

This lists the highest number of goals scored for up to seven users. **NOTE: YOU MUST WIN TO QUALIFY.**

#### Record Saves

This lists the highest number of goalie saves for up to seven users. **NOTE: YOU MUST WIN TO QUALIFY.**

## SEASON PLAY

**NOTE! DO NOT PRESS RESET ON THE CONSOLE WHILE THE GAME IS SAVING, OR WHILE AUTOPLAYING GAMES, EDITING LINES, TRADING, CREATING, SIGNING, OR RELEASING PLAYERS. IT MAY CAUSE ALL YOUR DATA TO BE ERASED.**

Play any game on any schedule throughout the season, check out league leaders in all major categories, see team and player stats throughout the season, end the season at any point, or have the game auto-play games up until a given day.

- D-pad left or right to **NEW SEASON** and press **START**

Select your options on the Season Setup screen as you would on the Game Setup screen. Additional options include type of injuries (single game or multi-game) and playoff setup (single game elimination or best-of-seven series).

**NOTE: TO ERASE THE CARTRIDGE OF ALL RECORDS, HOLD DOWN A, C, AND START ON THE CONTROLLER, THEN PRESS RESET ON THE CONSOLE.**

### GAMES TODAY

To jump into the season, select one of the games before continuing to the Season Options screen. This will let you select Play Games and immediately begin the season.

### PLAY GAMES

Choose this option to begin playing the games you have indicated on the Games Today screen. You will play through each game in order, and will have an opportunity to return to the Season Options screen between games.

### PLAY UNTIL A DAY

Choose this option to have the game play until a specified day; this lets you cut right to the playoff spot races.

### NHL STANDINGS

Check out your team's position in the standings.

### TEAM SCHEDULE CALENDAR

See one team's schedule for an entire year. Home teams are in lighter shade, away games are darker. Once a game is played, the result is displayed by a color bar — green indicates a win, yellow a tie, and red a loss.

### GAMES TODAY

Select which games you would like to play (as either team). You may select or de-select games with this option.

## LEAGUE LEADERS

Find where your team and players rank among the NHL's best. Find the best teams overall, the best players, and the goalies with the best goals allowed average. Players must have played enough games to qualify through the season to appear on the charts.

## TEAM STATS

View a team by team listing of key stats.

## PLAYER STATS

View a team by team listing of key stats for each player.

## NHL HIGHLIGHTS

View scores and key stats for all games played earlier in the season.

## END SEASON AFTER TODAY

When you get playoff fever and want to skip the rest of the season, select this option to jump right to the postseason. The playoffs will be determined by the current standings.

## PLAYOFF MODES

When you select **New Playoffs** or **Playoffs/Best of 7**, you're in the playoff tournament. Use this mode to take a single team through the playoffs. To play a multi-player, multi-team tournament, use the playoffs that follow season play.

Only Team 1, whether Home or Visitor, can advance through the playoffs. Be sure that you've selected Team 1 on the Controller Setup screen. You'll see Team 1's name blink on the playoff tree.

- Press **START** to select which controller plays on which team (identified on the Game Setup screen).
- Press **START** to see playoff tournament pairings.
- Press **START** again to begin your first game. When the first game is over, the new pairings appear. Only the player using controller 1 advances.

If you lose in the first round and you want to play that team again, return to the Game Setup screen and select **New Playoffs**. Then simply select the same match-up and try again.

## PLAYOFF STATISTICS

The playoff statistics screen can track the combined statistics for all the games (4 best of 7 series) of the tournament.

## SAVING THE PLAYOFF TREE

When you win a playoff game you can save your spot on the playoff tree and continue the playoffs later. Once the Scoreboard appears, press **START** to return to the Game Options screen and save the playoff tree.

Your spot on the tree is saved until you replace it with another tree.

- Select **Continue Playoffs** from the Scoreboard menu to return to your spot on the saved playoff tree.

## Credits

Design : Michael Brook and Scott Probin

Programmer: Mark Lesser

Graphics: Doug Wike, Lori Champney, Cynthia Hamilton, Ian House, Kendra Lammus, Alyson Markell, Terry Falls

Sound Design: Rob Hubbard

Music by: Russell Lieblich

Organ Music: Dieter Ruehle

Executive Producer: Scott Orr

Producer: Rob Martyn

Associate Producer: Scott Probin

Technical Directors: Colin McLaughlan, Rob Harris

Lead Tester: Ted Fitzgerald

Testing: Michael Streim, Craig Wike, Mike Graben, Dave Newhouse, Chip Lange, Ken Rogers

Player Ratings: John Rosasko and Neil Smith of the New York Rangers

Product Manager: Chip Lange

Art Director: Nancy Waisanen

Package Design: E.J. Saraille Design Group

Package Photos: Cowley Sports Illustrated

Quality Assurance: Randy Eckhardt, Dave "S Man" Schenone

Documentation: T. S. Flanagan, '95 adaptation by A. C. Smith

Documentation Layout: Brian Conery

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