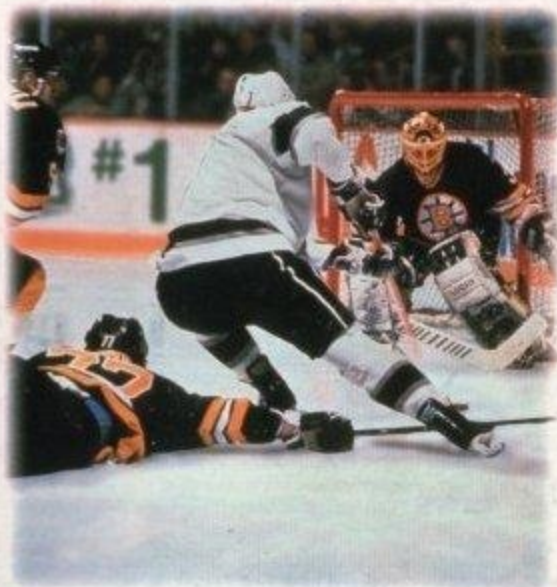


EA SPORTS™
P R E S E N T S



NHL®
'94



INSTRUCTION BOOKLET

EmuMovies



ELECTRONIC ARTS®

P.O. Box 7578, San Mateo, CA 94403-7578 PRINTED IN JAPAN



ELECTRONIC ARTS®

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING:

PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

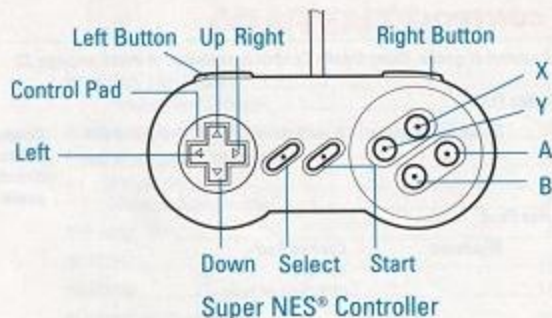
LICENSED BY



Nintendo, Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America Inc. ©1991 Nintendo of America Inc.



This Official Seal is your assurance that Nintendo has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Super Nintendo Entertainment System. All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.



CONTROLLING THE GAME

FACE OFF

B—capture the puck

A—speed burst
(body check)

Control Pad—aim pass

OFFENSE

Y—flip pass/
clear puck/
hold for slap shot)

B—pass puck

A—wrist shot

Control Pad—control
direction of skater/
pass/shot

DEFENSE

Y—hold/hook

B—poke check/
trip puck carrier/
switch to player
closest to the puck.

A—speed burst
(body check)

Control Pad—control
direction of skater

WITH DEFENSE CONTROL ON

LEFT BUTTON—Switches to defensive player on left.

RIGHT BUTTON—Switches to defensive player on right.

HINT ON DEFENSE—The hold/hook (Y-button) is a more consistently effective action than the body check (A-button), though a good body check can have a more devastating effect.

GOALIE CONTROL

Press **X** to take control of goalie. Using Goalie Control is explained in detail on page 23.

BEFORE Goalie Has Puck

Y —dive	B —switches player	A —kick save	X —poke check	Control Pad—controls direction of goalie
----------------	---------------------------	---------------------	----------------------	--

AFTER Goalie Has Puck

Y —flip pass/clear puck	B —passes	Control Pad—controls direction of pass
--------------------------------	------------------	--

INSTANT REPLAY

Y —rewind	B —play/stop	A —fast forward	X —play frame by frame
------------------	---------------------	------------------------	-------------------------------

LINE CHANGES

Y —select Y	B —select B	A —change lines/select A
---------------------------	---------------------------	--

ONE-TIMERS

See the About One-Timers section for more information about One-Timers.

A —attempt one-timer	B —pass to receiving teammate who attempts a goal.
-----------------------------	---

SCOREBOARD

Press **Start** to pause the game and bring up the scoreboard.

Press the **Control Pad** up/down to highlight items on the scoreboard.

Press **A** to select items.

Press **Control Pad** to scroll through data.

Press **Start** to return to the scoreboard. Start again to return to the game.

DEMO MODE

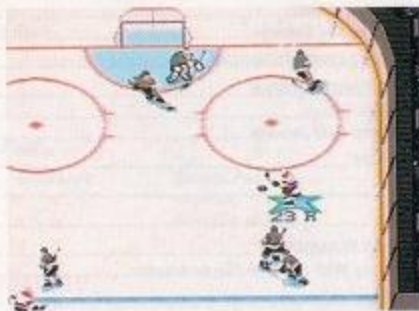
Press **any button except Start** to exit the demo mode.

Press **Start** to pause the game and bring up the scoreboard options.

CONTENTS

STARTING THE GAME	4
Options and Settings	6
TEAM AND PLAYER STRENGTHS	7
TEAM MATCHUPS SCREEN	8
Player Ratings	8
Hot and Cold Streaks	8
THE FACE OFF	9
SKATING	10
PASSING	11
PLAYING AS TEAMMATES	12
Playing With the Five-Player Adapter	12
PENALTIES	13
Penalty Shots	14
Delayed Penalty Call	14
INFRACTIONS	15
SCORING	17
LINE CHANGES	18
Scoring Lines and Checking Line	19
Power Play Lines	19
Penalty Killing Lines	20
SCOREBOARD	20
Instant Replay	21
Game Statistics	22
Change/Remove Goalies	23
Manual/Auto Goalie Control	23
Team Roster	24
Period Statistics	26
Edit Lines	26
Player Statistics	27
Scoring Summary	28
Penalty Summary	29
Timeout	29
Player Cards	29
Other Scores	30
Crowd Level	30
Exit Game	30
STARS OF THE GAME	31
PLAYOFF MODES	31
SAVING THE PLAYOFF TREE	32
HIGHLIGHTS	33
INJURIES	33
CREDITS	34
WARRANTY	35

PLAYING NHL® HOCKEY '94

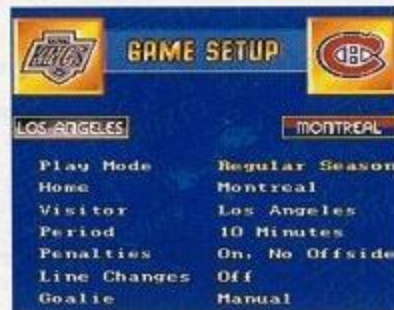


NHL '94 is a super realistic, fast-action hockey game designed around the actual rules and players in professional hockey. The controls are easy to use, so you can begin playing immediately with just a quick glance at the control summary on page one. But if you want to master the complexities of *NHL '94*, you should go through the manual. As you get better and better at the game, you can set up increasingly more difficult contests.

STARTING THE GAME

1. Turn OFF the power switch on your Super NES®.
NEVER insert or remove a Game Pak when the power is on.
2. Make sure your controller is plugged into port #1 on the left side of the Super NES.
If you're playing against or with a friend, plug his controller into port #2 on the right side of the Super NES.
3. Insert the Game Pak into the slot on the Super NES. Press the Game Pak down firmly to lock it in place.
4. Turn ON the power switch.
5. The EA SPORTS screen, then the *NHL '94* title screen, appear. Once the credits begin scrolling, press START to see the Game Set-Up screen.

GAME SET-UP SCREEN



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

But if you are starting *NHL '94* for the first time, you might want to watch an exhibition game.

1. Make sure both controllers are under the NOT PLAYING column on the Player Selection screen, so both controllers aren't under any team column.
2. Press START. Unless you change the settings, Los Angeles will play Montreal at Montreal in a regular season game with three ten minute periods, penalties off, no line changes, and automatic goalies.
4. The Team Matchups screen will appear. (See *Team Matchups*.)
5. Press START. The camera brings you to center ice for the face off.

To get out of *Demo*, press any button except START. The Game Setup screen reappears.

PLAYING FOR REAL

If you want to jump right in and wait until later to explore the other options, just press START to use the game's default settings.

When you're ready to set up your own game, Control Pad down through the options. Control Pad left or right to change the setting for that option. Press START to begin the game.

OPTIONS AND SETTINGS

PLAY MODE

Regular Season: Play a regular season game.

Continue Playoffs: Return to a playoff series at the point where you left off. Enter a password to continue your playoff game.

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

Best of 7: Begin in the first round of the Playoffs. Score four victories to advance.

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

Home: Choose the home team.

Visitor: Choose the visiting team.

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.

You can set the period length at **5 minutes**, **10 minutes**, or **20 minutes**.

A **Regular Season** game allows only one overtime period. The overtime period lasts for five 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.

PENALTIES

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

On, No Offside: The referees call penalties and infractions, except offside.

Off: No penalties or offsides, but icing is still called.

LINE CHANGES

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

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

Automatic: Computer changes lines for both teams.

GOALIE CONTROL

Manual: You can control your own goalie.

Automatic: The computer controls your goalie at all times.

Once you've set up the game the way you want it, strap on your helmet, put on your gloves, grab your stick and press **START**.

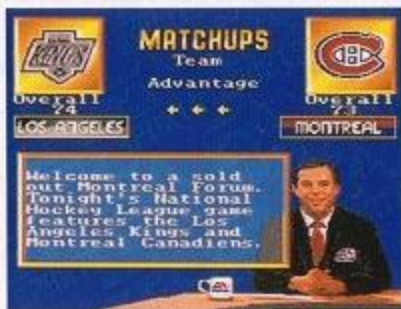
TEAM AND PLAYER STRENGTHS

All the NHL teams are represented in **NHL '94**. As in real life, some teams are stronger than others. Of course, a team's strength is based on individual player strengths. This is what makes **NHL '94** so realistic.

Every player in the game has certain strengths and weaknesses, based on the actual strengths and weaknesses of the real teams from the 1992/1993 season.

In general, the center is the best scorer, and the wingers are also good with the puck. Defensemen are not particularly fast or good with the puck, but they check harder and defend more aggressively than the front line players.

TEAM MATCHUPS SCREEN



Player Ratings

Before the game begins, the Matchups screen appears. On this screen, opposing players are compared in overall rating. Players with a higher rating are superior to their opponents by the difference of the two numbers. To scroll through the team matchups, press A and Y.

Hot and Cold Streaks

Before each game, EA SPORTS-caster Ron Barr names the three players from each team on hot and cold streaks. The player ratings will vary hot and cold (+/- 10% in each category) depending on what kind of streaks the players happen to be on.

Watch Ron Barr's commentary before each game to see who's on hot and cold streaks. To review Ron's evaluation, press X.

THE FACE OFF



In the opening period, the home team's center faces up screen.

The visitor's center faces down screen.

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

The referee drops the puck automatically. When the puck hits the ice, it's *live*:

- Control Pad in the direction you want to deflect the puck while pressing B OR
- Control Pad forward and press A to capture puck.

As you learn the game you will find that certain centers are tougher than others, and that some are more skillful with the stick. You will want to be aware of your center's particular strengths and weaknesses if you want to make full use of him on face offs.

SKATING



Skating skills are fundamental to good hockey. You need to skate well to check hard, to avoid checks, to elude defenders, and to fake out goalies. *NHL '94* lets you skate like a pro, but makes you pay for your mistakes.

OFFENSE: With controller 1, your puck carrier skates on a solid light blue star with a green outline. The computer's puck carrier skates on a solid light blue star with no outline. In two player modes the skater controlled by controller 2 is marked with a pink outlined star.

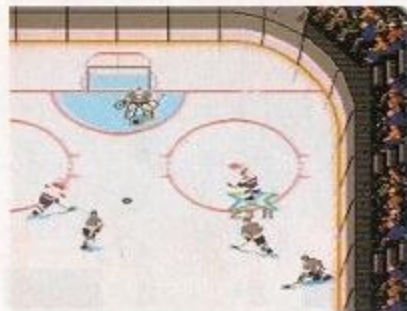
DEFENSE: With controller 1, your active defenseman skates on a green outlined star. The computer's defensemen are never marked with stars.

- Press **B** to activate defenseman nearest to the puck.

Controlling your momentum is the key to good skating. When you reverse direction your player will skid a little before he actually turns around. Get a feel for this skidding and use it to your advantage by learning to predict how far players will slide before they stop. To come to a quick stop, press the Control Pad in the exact opposite direction the skater is skating.

- Control the direction of your player (and the direction of your passes) with the Control Pad.

PASSING



The key to a dominant offense is clean, accurate passing.

- Control Pad the direction you want to pass, then press **B**.

If you hold the Control Pad, the player will pass the puck in the direction he is facing. The best passing method is to press the **B** button, then press down on the Control Pad, then release the **B** button. The pass is launched when the Control Pad is pressed while the **B** button is down.

When the puck reaches a player, that player usually controls the puck.

An opponent can intercept a pass if he gets to the puck first.

Try to keep track of where players are off-screen.

In general, the center skates up center ice with the two wingmen on either side of him, and the two defensemen behind him on opposite sides.

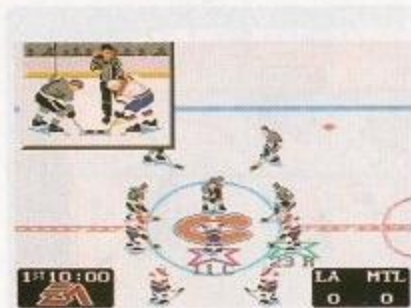
If the player you control is off-screen, an arrow points to the location of that player.

When playing in either of the **Two Player** modes, the green arrow indicates the Controller 1 player, the orange arrow the Controller 2 player.

If you know where all your teammates are, you can pass quickly (forward, to the side, and behind you) and confuse the defenders.

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

PLAYING AS TEAMMATES



When **Two Player-Teammates** is selected, two players compete against the computer.

The player with Controller 1 controls the man on the green outlined star. The player in control of the puck skates on a solid blue star.

On defense, when both players press **B**, the player who pressed **B** first becomes the defender closest to the puck.

Playing with the Super Multitap™

Your Super NES can tell whether or not you have a Super Multitap plugged in.

At the Side Selection screen, five controller icons appear.

1. Use the Control Pad to move your star (the star with your Controller number in it) to whichever side you want to play.
2. When everyone has selected the side they want to play on press **START**. Once on the ice, each player skates on a colored star:
 - Player 1 - Green star
 - Player 2 - Orange star
 - Player 3 - Red star
 - Player 4 - Yellow star
 - Player 5 - Blue star

PENALTIES



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

You can keep penalties to a minimum by laying off the **A** button on defense. The **A** button gives the player you control an extra burst of speed, so your checks are harder and your collisions more explosive.

HOLDING - Illegally grabbing or pinning a player so that he can't move.

ROUGHING - Unnecessary roughness or causing an injury.

SLASHING - Deliberately hitting an opponent with the stick in order to obstruct or intimidate him.

CROSSCHECK - Lifting the stick off the ice with both hands and using it to check an opponent.

TRIPPING - Tripping the puck carrier. The referee has to believe there was no attempt to capture the puck.

HOOKING - One player's attempt to "hold up" another player with his stick.

CHARGING - Slamming into another player after two or more deliberate strides in his direction.

INTERFERENCE - Interference is called when a player interferes with the goalie.

Penalty Shots

Penalty shots are awarded when a tripping or holding penalty is committed on the breakaway man (puck carrier that initiates the breakaway). A breakaway happens when an offensive player crosses the blue line before a defensive player.

One player is released from the penalty box when the opposing team scores on a **Power Play**. (See *Power Play Lines*.)

If there are two or more players in the box, the player with the least amount of time remaining in his penalty period is released.

Delayed Penalty Call

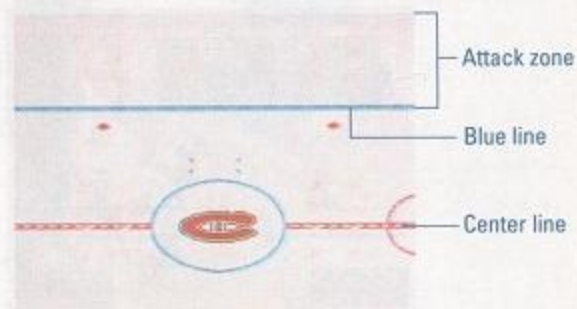


When a penalty is called on a player from the team without the puck, action is not stopped immediately. The referee appears on the screen to whistle the penalty, but play does not stop until a player on the penalized team captures the puck. The computer will automatically replace its goalie with a forward in a delayed penalty situation, and the goalie returns as soon as you capture the puck. If the offensive team scores before the penalized team captures the puck, the penalty is not called.

Delayed Penalty

No team will have fewer than three players (not including the goalie) on the ice. If a penalty is called on a team with two players in the box, the offending player goes to the box and is replaced. His penalty time does not begin to run down until one of his teammates' penalty periods expires.

INFRACTIONS



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.

Your attack zone is 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 (the blue semi-circle in front of the goal).

If a player on the offensive team touches the puck after it has been "iced", the infraction is not called.

A shot on goal never crosses the last red line, so icing is never called.

Icing is not called on a team that is short-handed because of a penalty. (See *Penalty Killing Lines*.)

There is no "two-line pass" infraction in *NHL '94*.

After an icing call, the referee stops play and set up a face off in the defensive zone of the guilty team.



Number [25] 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 offside will be called.

The puck cannot be passed across the blue line to a player waiting in the attack zone.

Once in the attack zone, if the puck crosses the blue line OUT of the attack zone, all offensive players must "clear" (leave) the attack zone before the puck can be brought back across the blue line.

EXAMPLE:

You attempt a shot-on-goal in the attack zone. The other team's goalie stops the puck and quickly passes it to a teammate, who brings it up the ice out of the attack zone. As soon as he crosses the blue line, you bodycheck him and steal the puck. Now you must wait for your teammates to skate out of the attack zone before you can bring the puck back into the attack zone.

A referee window will pop up to warn you that if you cross into the attack zone you will be offside.

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



One point is awarded per goal.

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

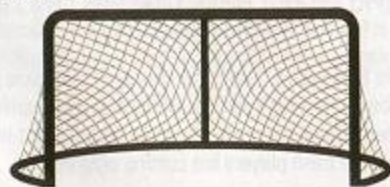
There are two different shots: wrist shots and slapshots.

- **Wrist Shot:** Press and release **A** 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 **A**. A slap shot is harder, faster, but less accurate than a wrist shot. Slap shots are most effective further back in the attack zone when the goalie is not set.

The longer you hold down the **A** button, the harder the slap shot.

- Control Pad up to give shot height.
- Control Pad down to keep shot low.
- Control Pad left or right to shoot into corner of the net.

Look for a slap shot to bounce off the goalie or the net, grab the rebound, and flick the puck in with a wrist shot.



LINE CHANGES



Hockey is a grueling sport, and players need to rest every so often, especially in long games.

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. Green indicates that the players are fresh, yellow means tired, and red means he's exhausted.

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

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 'Y' 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 'Y'.

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

You can change lines anytime the puck is in play.

1. Press **Select** to bring up a window of the currently available lines and their fatigue bars.
2. In the window, press **Y** to select the line next to the letter 'Y', **B** for 'B' and **A** for 'A'.

Each team has seven different lines: Scoring lines 1 and 2 (Sc1 and Sc2), Power Play lines 1 and 2 (PP1 and PP2), Penalty Killing lines 1 and 2 (Pk1 and Pk2), and a Check line (Chk).

Change lines before they use 25 % of their energy to maximize performance of the team. Be careful about changing your line while your puck carrier is in the defensive zone. If your opponent steals the puck, you could be left short-handed on the defensive end while the fresh players are coming onto the ice.

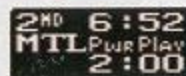
SCORING LINES AND CHECKING LINE

Sc1 starts every game. You can change to Sc2 or to the Chk line anytime during play or when a face off occurs.

Scoring lines are fast, agile, and good with the puck.

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**.

Some of the players on the Power Play lines are also on the regular lines (Sc1, Sc2, Chk) or the Penalty Killing lines (Pk1, Pk2).

The **Line Change** box appears automatically before each face off.

- Press **Y** when you have the puck to show the Line Change box.
- Press **Y** or **B** to select **PP1** or **PP2**. If you press neither, the line next to 'Y' will take the ice.

For the first **Power Play**, 'Y' corresponds to **PP1** and 'B' to **PP2**. In all subsequent power plays, 'Y' corresponds to the line most recently on the ice.

It is important to select a line when the **Line Change** window appears, unless you are certain that you want the line next to the letter 'Y' to take the ice. Otherwise, you run the risk of inserting a tired line.

- When a power play ends, select from one of the Scoring Lines or the Check Line.

The line most recently used (usually the most fatigued line) is listed next to 'Y'. Be sure to select a different line if that line is not at full strength.

Penalty Killing Lines

The Penalty Killing Lines consist of some of the players in the corresponding Scoring Lines and are used against a Power Play.

The substitution of Penalty Killing Lines for Scoring and Checking Lines works exactly as described above in Power Play Lines.

SCOREBOARD



The Scoreboard provides a wide range of choices available during play or between periods. All the different options are explained below.

SCOREBOARD

Press **Start** to pause the game and bring up the scoreboard.

Press the **Control Pad** up/down to highlight items on the scoreboard.

Press **A** to select items.

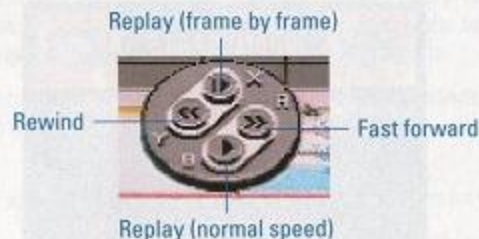
Press **Control Pad** to scroll through data.

Press **Start** to return to the scoreboard. Start again to return to the game.

NOTE

The team name of the player controlling the menu will flash until the **Control Pad** is released. This enables you to know which team's goalie is showing and their team specific settings.

Instant Replay



The replay is automatically rewound half way into the replay. A box appears showing VCR-style control instructions.

- Press **B** to roll replay (normal speed).
- Press **B** to stop replay.
- Press **X** to play replay frame by frame.
- Press **A** to Fast Forward.
- Use **Control Pad** to move the view around the ice.
- Press **Y** to rewind the replay; release to stop. You see the action in reverse at high speed.
- **Trigger Right/Left** to move the replay frame by frame forward and backward
- **Control Pad** any direction to activate "Iso mode". In Iso mode, you can move the 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 return to the Scoreboard Menu.
- Press **START** to resume play.

Game Statistics

LOS ANGELES		MONTREAL
7	Score	2
27	Shots	9
25%	Shooting Pct.	22%
0/0	Power Play	0/1
0:00	PP Minutes	0:05
0	PP Shots	0
0	SH Goals	0

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 that scored.

Power Play: Number of goals scored during power plays/number of power plays. (see p. 19 for more on Power Plays.)

PP Minutes: Number of Power Play minutes for each team.

PP Shots: Number of shots attempted by each team during a Power Play.

SH Goals: Short-Handed goals. Number of goals scored by each team while short-handed.

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. 15 for more on the Attack Zone.)

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

Passing Pct: Percentage of all passes that were successful.

Change/Remove Goalies

In professional hockey, the same goalie rarely starts every game. In *NHL '94*, the goalie is chosen randomly for computer controlled teams in regular season games, when line changes are ON. Otherwise, the 1st string goalie starts.

Goalies do not tire, but if yours is not performing up to your standards, or if you just feel like giving the other guy a chance to show what he's worth, you can change goalies.

- Control Pad down to Goalie and press A to alternate goalies (or to None).

If you remove your goalie (leaving the net undefended) a forward is substituted when the goalie leaves the ice to give you an extra player up front. This gives you 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, press X.

- Control Pad down to Manual/Automatic Goalie and press A to alternate between the two.

The computer will sometimes remove its goalie in the third period when it is losing and the game is close.

You might want to remove your goalie when you're losing and time is running out. Note that this is NOT listed as a Power Play, since there are equal numbers of players on the ice.

Period Statistics

	1 st	2 nd	3 rd	Total
LOS ANGELES	2	5	4	11
MONTREAL	2	1	1	4

Y - Shots

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

- Press Y to alternate between Goal and Shots stats.

Edit Lines

In *NHL '94*, you can edit a team's lineup. You may edit lineups before the opening face off, or at any time during the game. When line changes are on, you can edit all seven lines (see p. 18 for more about the different lines) When line changes are off, you can edit only Scoring Line 1 (this is the only line that's on the ice).

- Use the Control Pad to highlight the player on the line you wish to remove.
- To select a highlighted player, press A. A list of substitutes eligible to play that position appears at the top of the screen.

Position	Player Name
LD	43 Patrice Brisebois
RD	14 Kevin Haller
LW	45 Gilbert Dionne
C	47 Stephan Lebeau
RW	18 Denis Savard

Y - Switch Teams

- Highlight a player from the eligible substitutes list.
- Control Pad left/right to toggle through the various ratings categories to assess the qualifications of that player. The higher the rating, the better that player is at that particular skill or attribute.
- When you've decided which player you wish to substitute, press A.
- Repeat the process for each substitution you want to make, then press START and a menu box appears. To return to the game, highlight this option and press A. To restore your team's original lines, highlight Restore Default Lines and press B.

Player Statistics

Player	G	A	Pt	Sh	PM
L. Robitaille	2	0	2	9	0
T. Granato	2	0	2	2	0
J. Carson	1	2	3	2	0
C. Hillen	0	0	0	0	0
G. Shuchuk	0	0	0	0	0
L. Leach	0	0	0	0	0

Y - Switch Teams

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

- Press Y 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.

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

G - Goals scored

A - Assists made

Pt - Points earned (Goals + Assists)

SH - Shots on goal

PM - 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.

- Control Pad left/right to toggle through the different statistics categories.

Scoring Summary

Per	Time	Tm	Goal/Assist	P/S
1 ST	2:25	MTL	V. Deshausselle	
1 ST	2:39	LA	T. Granato	
1 ST	6:18	LA	T. Granato	
1 ST	8:37	MTL	D. Savard	

The scoring summary recaps all the goals, the period, the time elapsed in the period, the team, the player who scored the goal (followed by the player(s) who earned assists on the goal, if any), and the penalty situation at the time.

The initials P/S stand for 'Penalty Situation'. When no item appears in this space, both teams had an equal number of players on the ice.

The following are abbreviations for the type of penalty during which a goal was scored:

- PP Power Play
- PP2 Two player advantage during a Power Play
- SH1 Short handed one player
- SH2 Short handed by two players
- PS Penalty shot

- Control Pad up/down to scroll up/down the screen (if necessary).

Penalty Summary

Per	Time	Tm	Player/Penalty	PH
2 ND	3:08	LA	J. Kurri	2
2 ND	3:38	MTL	P. Brisebois	2
2 ND	5:56	MTL	P. Brisebois	2

Like the scoring summary, the penalty summary indicates the period in which the penalty was called, the time elapsed, the team whose player committed the penalty, the number and name of the player (beneath which appears the name of the infraction), the length of the penalty in minutes.

- Control Pad up/down to scroll up/down the screen (if necessary).

Timeout

Calling a timeout restores all the lines on both teams to full vitality and can be used by each team only once during a game. When playing with line changes off, the players do not lose vitality, so the timeout has no real function. But when playing with line changes on, using the timeout at the right juncture in a game can create a tremendous advantage. Once you use the timeout, it disappears from the Scoreboard Menu.

Player Cards

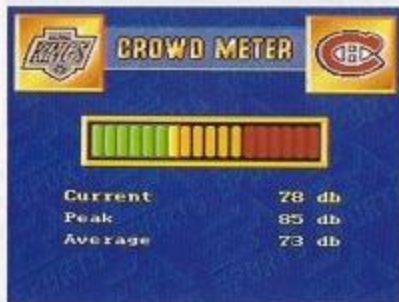
View Player Cards from the Scoreboard Menu screen for team and player information. The team cards show the starters' names and numbers, the team logo, and the team rating. The Player Cards show the players picture, position, strength(s), and overall rating.

Other Scores

The Scoreboard Menu provides scores from other games in both playoff and regular season modes.

- Control Pad up/down to scroll through the list.

Crowd Level



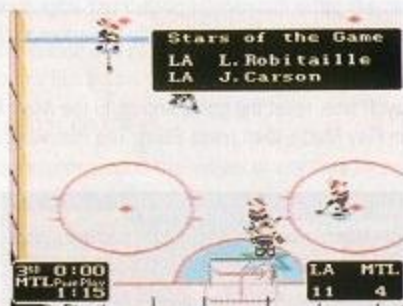
The Crowd Analysis screen displays the statistics on decibels recorded from the crowd's cheering. These include the current decibel level, the average decibel level recorded over the course of the game, and the highest, or 'peak', decibel level since the opening face off. Analysis of the crowd is based on the readings of the Crowd Meter throughout a game.

- Control Pad up/down to scroll up/down the screen (if necessary).

Exit Game

To exit the game you're in and go to the Main menu, highlight Exit Game, then press A.

STARS OF THE GAME



At the end of every game, Ron Barr at the EA SPORTS Center selects the stars of the game. Scores, assists, and excellent goal keeping usually qualify a player as a star. But even if your goalie saves 99 of 100 shots on goal, if that one he let get by is a game winner, he hardly feels like a star.

PLAYOFF MODES

At Game Setup, select the team you want to play. Press START to go to the Player Select Screen. The left column is "Not Playing" and the right column is the team you selected.

Single Player Playoff: Single star under Team name.

Multi-Player Playoff: All player stars under the Team name.

NOTE

Players can not go head to head in playoffs.

SAVING THE PLAYOFF TREE

After you win a playoff game, the revised playoff tree appears with a password. Write down the password if you want to be able to return to that point in the playoffs in the unfortunate event that you lose.

To restore the playoff tree, reset the game and go to the *Main Menu*. Select "Cont. Playoffs" in Play Mode, then press **Start**. The *Password Screen* appears.



Press the **Control Pad** left/right/up/down to select a character from the set, then press **A** to enter the character and move to the next position. **Y** allows you to go back and correct any mistakes. When you've entered the correct password, press **Start** to resume the playoffs from where you left off.

HIGHLIGHTS

You can watch highlights from other games around the league.

At the end of each period of a playoff game you see the score of an ongoing or completed game in a box below the scoreboard.

Press **START** to bypass the scores.

You can check the scores around the league at any time by pausing the game and bringing up the *Other Scores* screen.

If you want to stop a highlight, press **A**. To get back to your game, press **A** again.

INJURIES

Sometimes a player takes a vicious check and must leave the ice for a period or even the entire game. The program automatically replaces the player with the one best suited to play his position.

CREDITS

Design adapted by:	Michael Brook
Programming:	Amory Wong, Robert White, Rod Reddekopp
Additional Programming:	Erik Kiss, Bill Fowler, David Galloway
Graphics:	Athena Baxevanakis, Laura Parr, Mike Smith
Music:	Michael J. Sokyryka
Sound FX:	Jeff Dyck
Organ Music by:	Dieter Ruehle, Michael J. Sokyryka
Executive Producer:	Scott Orr
Producer:	Michael Brook
Development Producer:	Hanno Lemke
Technical Director:	Rob Harris
Assistant Producers:	Scott Probin, Ken Sayler
Testing:	David Hards, Dave Costa
Additional Testing:	Jeff Hasson, John Santamaria, James Fairweather, Joe Henry, Paul Smith, Henry Song, Minh Tang
Player Ratings by:	Igor Kuperman
Player Card Photos by:	Steve Babineau
Special Thanks to:	Bob Borgen, Dan Brook, Randy Delucchi, Barry Melrose, Jeff Parr, Ian Pulver, Mike Rubinelli, Dave Warfield, Kyra Woody
Product Manager:	Chip Lange
Art Director:	Nancy Waisanen
Package Design:	Singee
Package Photos:	Steve Babineau
Quality Assurance:	J. M. Skolnick, J. P. Armatta, T.F.L. Chin
Documentation:	T.S. Flanagan, '94 adaptation, A.C. Smith
Documentation Layout:	Laurie Lau

WARRANTY

Electronic Arts warrants to the original purchaser of this Electronic Arts software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electronic Arts software program is sold "as is," without express or implied warranty of any kind, and Electronic Arts is not liable for any losses or damages of any kind resulting from use of this program. Electronic Arts agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electronic Arts software product, postage paid, with proof of purchase, at the Electronic Arts Warranty Department. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electronic Arts software product has arisen through abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS — THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ELECTRONIC ARTS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ELECTRONIC ARTS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ELECTRONIC ARTS SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

RETURNS AFTER WARRANTY — To replace defective media after the ninety (90) day warranty period has expired, send the original cartridge to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for \$30.00.

Electronic Arts
Customer Warranty
P.O. Box 7578
San Mateo, California
94403-7578

If you need to talk to someone about this product, call us at (415) 578-0316 Monday through Friday between 8:30 am and 4:30 pm, Pacific Time.

NEED GAME PASSWORDS? CALL

1-900-288-HINT

1-900-288-4468

24 Hours a day, 7 days a week!

95¢ for the first minute, 75¢ for each additional minute. If you are under 18, be sure to get a parent's permission before calling. Hotline requires a Touch-Tone telephone and is only available in the US. Call length determined by user; average length is four minutes. Messages subject to change without notice.

NOTE TO HOTLINE CALLERS:

To help you quickly locate the information you need, Electronic Arts will gladly send you printed hotline menus. To receive a copy, please send your name and address to:

Hotline Menus

P.O. Box 7578

San Mateo, CA

94403-7578

Be sure to include the title and hardware format of the game you are playing.

©1993 Electronic Arts. All rights reserved.

NHLPA, National Hockey League Players' Association and the logo of the NHLPA are trademarks of NHLPA and are used, under license, by Electronic Arts Inc.

NHL* is a registered Trademark of the National Hockey League.

Stanley Cup® is a registered Trademark of the National Hockey League.

Team Names and logos depicted are Officially Licensed Trademarks of the National Hockey League © NHL 1993.

Unless indicated otherwise, all software and documentation is ©1993 Electronic Arts. All rights reserved.

Nintendo, NES, Nintendo Entertainment System, Super Nintendo Entertainment System, and the official seals are registered trademarks of Nintendo of America, Inc.

Super Multitap™ is a trademark of Hudson Soft USA, Inc. All rights reserved.

EA SPORTS is a trademark of Electronic Arts.