

SEGA

EA SPORTS™
P R E S E N T S



NHL® '94



BY EA CANADA AND HIGH SCORE PRODUCTIONS

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA CD™ SYSTEM





NHL® '94 SEGA CD

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 VIDEO GAMES 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 video games on large-screen projection televisions.

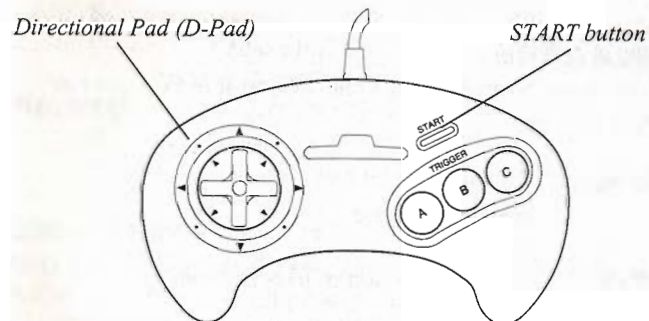


This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

HANDLING YOUR COMPACT DISC

- The Sega CD Compact Disc is intended for use exclusively in the Sega CD™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disc.
- **KEEP YOUR SEGA CD DISC CLEAN.** Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

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** change lines/flip pass/clear puck
- B** passes puck
- C** wrist shot (hold for slap shot) or one-timer with out puck
- D-Pad** controls direction of pass/shot and puck handler

DEFENSE

- A** holds/hooks
- 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

MANUAL GOALIE CONTROL

Hold **B** to get goalie control. Using Goalie Control is explained in detail on page 32.

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** save attempt
- D-Pad** controls movement of goalie

**INSTANT REPLAY**

To get to the Instant Replay:

1. Press **START** to get to the Scoreboard Menu.
2. **D-Pad** down to highlight the *Instant Replay* option.
3. Press **C**

- A** rewinds
- B** (tap) freeze frame
- B** (hold) slow motion
- C** play/stop
- A+B** re-centers the camera

Press **START** to bring up the Reverse Angle/Option menu.

LINE CHANGES

Hold **A** to clear the puck and bring up the Line Change box.

- A** 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. 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.



ABOUT GOALIE CONTROL



Goalie Control is a new feature that allows you to gain 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. One-timers are more powerful shots, so use them often for power goals.



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.

CONTENTS

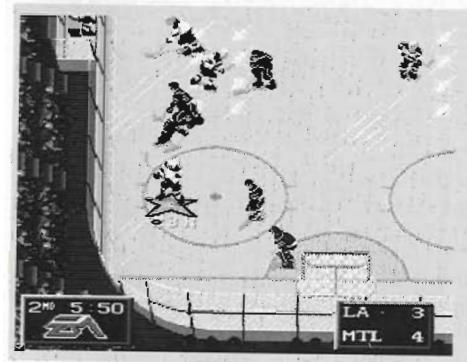
STARTING THE GAME.....	7
Playing for Real.....	9
Options and Settings.....	9
4-WAY PLAY.....	12
TEAM AND PLAYER STRENGTHS.....	13
TEAM MATCHUPS SCREEN.....	14
THE FACE OFF.....	14
SKATING.....	15
PASSING.....	17
PLAYING AS TEAMMATES.....	18
Playing With Three or Four Users.....	19
PENALTIES.....	20
Delayed Penalty Call.....	22
Delayed Penalty.....	22
INFRACTIONS.....	23
SCORING.....	25
LINE CHANGES.....	26
Scoring Lines and Checking Line.....	28
Power Play Lines.....	28
Penalty Killing Lines.....	29
SCOREBOARD MENU.....	30
Instant Replay.....	30
Change/Remove Goalies.....	31
Manual/Auto Goalie Control.....	32
Edit Lines.....	33



Hot and Cold Streaks.....	35
Game Statistics.....	35
Period Statistics.....	37
Player Statistics.....	38
Player Cards (and Team Cards).....	39
Record Holders.....	40
Scoring Summary.....	41
Penalty Summary.....	42
Team Roster.....	43
Other Scores.....	45
Crowd Meter.....	46
Timeout.....	47
STARS OF THE GAME.....	47
PLAYOFF MODES.....	48
Playoff Statistics.....	49
SAVING THE PLAYOFF TREE.....	49
HIGHLIGHTS.....	50
INJURIES.....	50



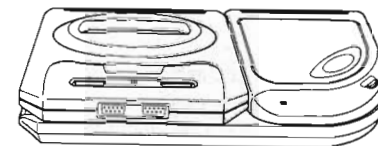
PLAYING NHL® '94



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.

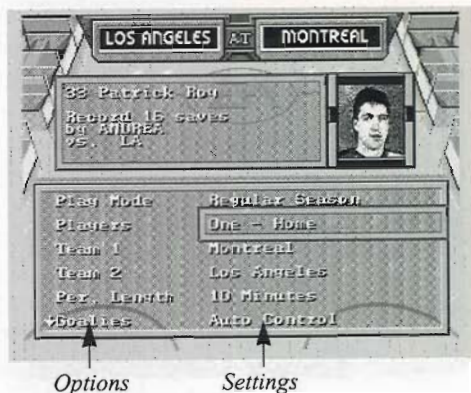
STARTING THE GAME

1. Turn ON the Sega™ Genesis™ console. The Sega CD logo appears.
2. Insert the CD into the console label-side up (if your model has a CD door, close it), and press START.
3. When the *NHL '94* title screen appears, 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. D-Pad down to the **Players** line on the **Game Set-Up** screen.
2. D-Pad left or right until you see **Demo**.
3. Press START. Unless you change the settings, Montreal plays Los Angeles at the Montreal Forum 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 Auto.
4. Press START to see the *Team Matchups* screen. Press START again and the Scoreboard Menu appears.

Kick back and watch the fast, hard-hitting action.



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

PLAYING FOR REAL

You'll need to use the Game Set-Up screen every time you play. If you just watched the Demo, make sure to change the Players setting back to One - Home, or whatever mode you choose.

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. You will be Montreal at home in white, going up against Los Angeles in black in a game with three 10 minute periods. There will be no penalties, no line changes, no user records, and automatically controlled goalies.

When you're ready to set up your own game, D-Pad down through the options. A gray rectangle appears around the selected option. D-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. This option appears on the menu only after you win a playoff game.

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

New Playoffs/7 Game: Begin in the first round of the Playoffs. Score four victories to advance.

NOTE: Only one playoff series can be saved at a time.

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



PLAYERS

Regular Season

One - Home: You control **Team 1** against the computer as **Team 2**.

One - Visitor: You control **Team 2** vs computer-controlled **Team 1**.

Two - Teammates: You and another person play as **Team 1** against the computer as **Team 2**.

Two - Head to Head: You play against another person.

Demo: Watch an exhibition game.

NOTE: To use the following settings, you must use the 4-Way Play four-player adapter. DO NOT under any circumstances unplug the adapter with any part of your setup ON.

Three: To play with three players you must have the 4-Way Play™ four-player adapter. During three player play, Controllers 1 and 3 play as teammates on the Home team, and Controller 2 plays against them on the Visiting Team.

Four: To play with four players you must have the 4-Way Play four-player adapter. During four-player play, Controllers 1 and 3 play as teammates on the Home Team, and Controllers 2 and 4 play against them on the Visiting Team.

Playoffs

One: You control **Team 1**.

Two - Head to Head: You play against another person.

Two - Teammates: You and another person play as **Team 1** against the computer as **Team 2**.

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.



Team 1

Home team in regular season play.

Team 2

Visitor in regular season play.

In both Playoff modes, the player with Controller 1 is **Team 1**, not necessarily the Home team.

PERIOD LENGTH

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

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

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.

GOALIES

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.

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.

4-WAY PLAY™

Too many friends, not enough controllers? EA Sports has solved your problem with the all new 4-Way Play four-player controller.

Simply plug the 4-Way Play into your Genesis, then plug up to four controllers into the adapter, and you're ready to go.

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.

TEAM AND PLAYER STRENGTHS

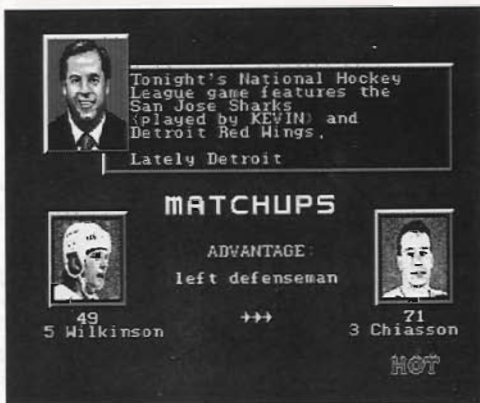
All the NHL teams are represented in *NHL '94*. As in real life, some teams are stronger than others. Of course, a team's strength is based on individual player strengths. This is what makes *NHL '94* so realistic.

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

In general, the center is the best scorer, and the wingmen 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.

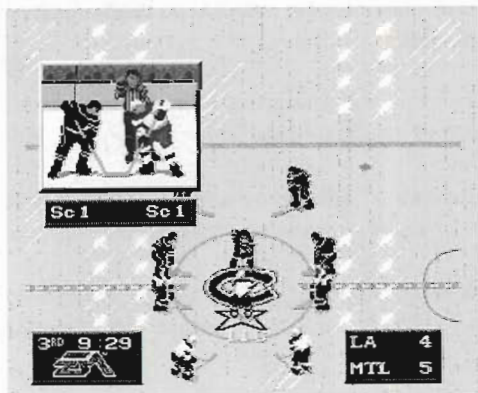


TEAM MATCHUPS SCREEN



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). Ron Barr also gives his scouting report of each team and talks about the players that are on hot streaks. Press START to go to the next screen.

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

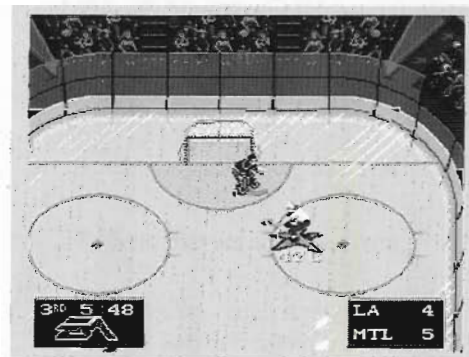
The referee drops the puck automatically. When the puck hits the ice, it's *live*: When a ref drops the puck, you can:

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

The skills of every player on every team are ranked.

SKATING





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

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

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 orange.

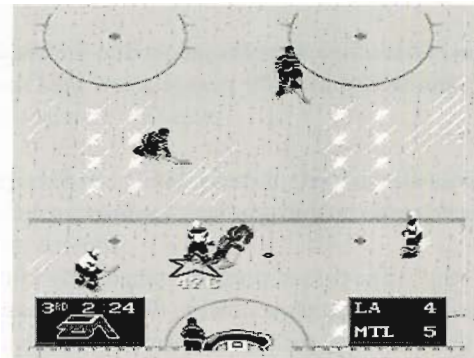
- Press **B** to activate the player nearest to the puck.

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 D-Pad in the exact opposite direction the skater is skating.

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



PASSING



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

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

If you do not hold the D-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 D-Pad, then release the **B** button. The pass is launched when the D-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.



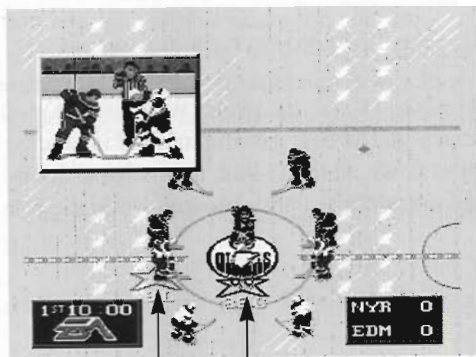
If the player you control is off-screen, an arrow points to the location of that player.

When playing in either of the **Two Player** modes, the black 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, 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



Player 2 Player 1

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

The player with Controller 1 controls the man on the black outlined star and always faces off.



The player with Controller 2 controls the man on the orange outlined star.

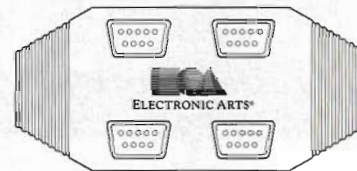
The player in control of the puck skates on a solid blue star.

All the controls remain the same.

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

If a user-controlled player is about to receive a pass, they can press **C** and perform a one-timer.

PLAYING WITH THREE OR FOUR USERS



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 video games, or through our direct sales office at 1-800-245-4525 during regular business hours, Pacific Time.

THREE PLAYERS

When three players are playing, Controllers 1 and 3 play as teammates on the home team, and Controller 2 plays the visiting team alone.



FOUR PLAYERS

When four players are plugged in, Controllers 1 and 3 play as teammates on the home team, and Controllers 2 and 4 play as teammates on the visiting team.

- Controller 1 has a Dark Blue star
- Controller 2 has a Hot Pink star
- Controller 3 has a Dark Green star
- Controller 4 has a Bright Yellow star

PENALTIES



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

Different penalties are called in different situations.

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



Below is a list of the various penalties.

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 only when a player interferes with the opposing goalie in the crease or on his way back to the crease. Argue if it makes you feel better, but you can't overrule the officials.

PENALTY SHOTS

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



FOUR PLAYERS

When four players are plugged in, Controllers 1 and 3 play as teammates on the home team, and Controllers 2 and 4 play as teammates on the visiting team.

- Controller 1 has a Dark Blue star
- Controller 2 has a Hot Pink star
- Controller 3 has a Dark Green star
- Controller 4 has a Bright Yellow star

PENALTIES



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

Different penalties are called in different situations.

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



Below is a list of the various penalties.

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 only when a player interferes with the opposing goalie in the crease or on his way back to the crease. Argue if it makes you feel better, but you can't overrule the officials.

PENALTY SHOTS

Penalty shots are awarded when a 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. 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**. (See **Power Play Lines**.)

If there are more than two 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. During that time, the goalie from the team with the puck skates off the ice and is replaced by a

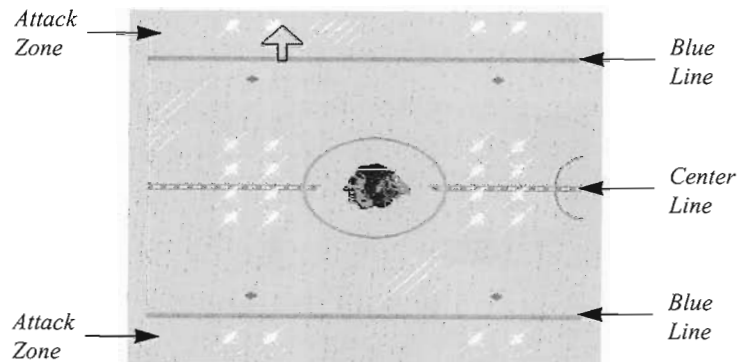
forward. As soon as the penalized team captures the puck and play is stopped, the goalie returns. If the offensive team scores before the penalized team captures the puck, the penalty is not called.

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



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.

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

Icing is not called on a shot on goal.

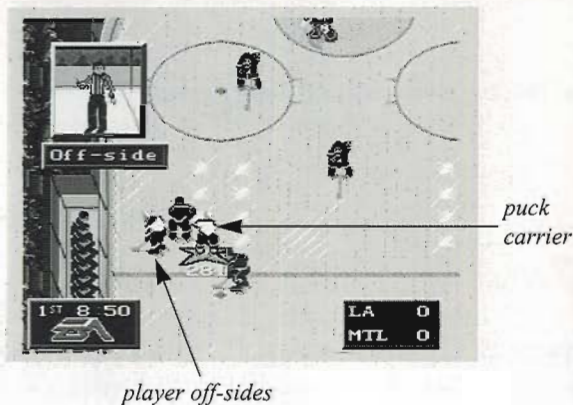
Icing is not called on a team that is short-handed because of a penalty. (See *Penalty Killing Lines*).

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



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

OFF-SIDES



Number 28 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.

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 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.

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.



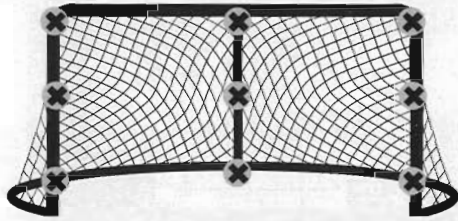
- Slap Shot: Hold down C.

A slap shot is harder, faster, but less accurate than a wrist shot. Slap shots are most effective further back in the attack zone when the goalie is not set.

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.

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.



Use the D-Pad to aim your puck.

LINE CHANGES



scoring line 2 fatigued

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.

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 **A** to initiate a flip pass and bring up a window of the currently available lines and their fatigue bars.
- In the window, press **A** to select the line next to the letter 'A', **B** for 'B' and **C** for 'C'.

NOTE: If you press **A** to select line changes during gameplay, your player will dump the puck into the offensive zone.

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.

Your fatigue bar may be decreased due to one player who's "dogging it." Go to the *Edit Line* screen to get rid of the player who is out of shape.

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.

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



Powerplay 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 (PP1, PP2)* is the group of players that specialize in putting the puck in the net.

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



For the first **Power Play**, 'A' corresponds to **PP1** and 'B' to **PP2**. In all subsequent power plays, 'A' 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 'A' 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 'A'. Be sure to select a different line if that line is not at full strength, unless you REALLY want to wear down those tired players.

PENALTY KILLING LINES

The Penalty Killing Lines are made up of the best players from both Scoring Lines and are your best defense against an opponent's Power Play.

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



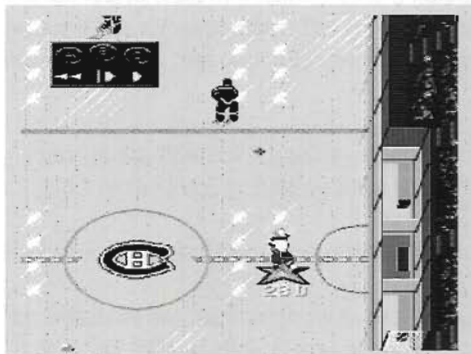
SCOREBOARD MENU



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

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

INSTANT REPLAY



At any point in the game, or at a break in the action, you can replay the last ten seconds of action.

- Press **START** to pause the game. The Scoreboard 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.
- 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.

CHANGE/REMOVE GOALIES

In professional hockey, the same goalie never 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 first 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.

- 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.



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

On a delayed penalty call against you, the computer removes its goalie to give itself a brief advantage.



You might want to remove your goalie when you're losing and time is running out. On a delayed penalty call against the computer, the computer automatically removes your goalie and brings in a forward to replace him. This is NOT listed as a Power Play, since there are equal numbers of players on the ice.

EDIT LINES

In *NHL '94*, you can edit a team's lineup and save those edits. The program will store the changes only to one team's lineup at a time, and previously saved lineup edits are automatically deleted when new lineup edits are saved. 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. 26 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).

- Press START before or during play to bring up the Scoreboard Menu.
- Highlight *Edit Lines* and press C.
- 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).
- To select a highlighted player, press C. A list of substitutes eligible to play that position appears at the top of the screen.



- Highlight a player from the eligible substitutes list.
- D-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 **C**.
- Repeat the process for each substitution you wish to make, then press **START**. A menu box appears.

Saving Line Edits

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

NOTE: Remember, whenever you save an edited line, the program automatically deletes the previously saved edited line even if it's a different team's line.

- Highlight *Save Team Line*, and then press **C**.
- Press **START** to call up the menu box; press **START** again to exit the Line Editor and to return to the Scoreboard Menu.
- Press **START** to return to the ice.



HOT AND COLD STREAKS

The player ratings will vary hot and cold (+/- 10-30% in each category) depending on what kind of streaks the players happen to be on.

Listen to Ron Barr's commentary before each game to hear who's on hot and cold streaks.

GAME STATISTICS

LOS ANGELES		MONTREAL	
GAME STATISTICS			
LOS ANGELES		MONTREAL	
5	Score	6	
21	Shots	17	
23%	Shooting Pct	35%	
0/1	Power Play	0/1	
0:08	PP Minutes	0:08	
0	PP Shots	0	
0	SH Goals	0	
1/2	Breakaways	0/1	

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

- Press **START** to bring up the Scoreboard 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.



Power Play: Number of goals scored during power plays/number of power plays. (see p. 28 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. 23 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

	Goals			
	1	2	3	Total
	2	2	1	5
	4	0	1	5

For Shots →

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

- Press START to bring up the Scoreboard 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**

MONTREAL					
PLAYER STATS					
Goals					
Player	G	A	Pts	SOG	PIM
25 Darrhousse	2	1	3	2	0
18 Savard	1	0	1	2	0
27 Schneider	1	0	1	3	0
45 Dionne	1	0	1	1	0
5 Ramage	0	0	0	0	0

A - Switch Teams

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

- Press **START** to bring up the Scoreboard 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.

- D-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

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.

PLAYER CARDS (AND TEAM CARDS)

The player cards are not affected by, and don't affect your games. While in the Player Card section you can check out the 1992-1993 stats for a player, stats for the two teams you have selected to play with, or see video clips of plays from NHL games.

Following is a list of the controller buttons and their functions when you're viewing the Player Cards screens.

To exit any of the following screens press **START**.

At the main Player Card screen:

A Change Teams

B Switch Player

C + D-Pad Left/Right

D-Pad Up/Down

D-Pad Left

Scrolls left and right through stats

Scrolls up and down through the stats

Go to the Team Cards screen

At the Team Cards screen:

A Switches the team

C + D-Pad Left/Right

D-Pad Left

D-Pad Right

Scrolls left and right through stats

Go to the Video screen

Go to the Player Cards screen



- D-Pad up/down to scroll up/down the screen (if necessary).
- Press START to return to the Scoreboard Menu.
- Press START to return to the ice.

PENALTY SUMMARY

		LOS ANGELES			MONTREAL		
PENALTY SUMMARY							
Per	Time	TM	Player	Penalty	min		
1	5:16	LA	4	R. Blake	2		
				Hooking			
1	5:24	MTL	23	B. Bellows	2		
				Cross Check			

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 and the length of the penalty in minutes.

- Press START to bring up the Scoreboard Menu.
- Highlight *Penalty Summary* and press **C** to bring up the Penalty Summary screen.
- D-Pad up/down to scroll up/down the screen (if necessary).
- Press START to return to the Scoreboard Menu.
- Press START to return to the ice.



TEAM ROSTER

		MONTREAL			
TEAM ROSTER					
Scoring			Status		
Pos.	Player	Rating			
LD	24 Lyle Odelein	Bench			
RD	27 Matt Schneider	Bench			
LW	25 Vincent Damphousse	Bench			
C	11 Kirk Muller	Bench			
RW	23 Brian Bellows	Bench			
A - Switch Tears					

The Team Roster contains all seven lines and the list of the goalies for a particular team. (See p. 26 for descriptions of the different lineups.)

- Press START to bring up the Scoreboard Menu.
- Highlight *Team Roster* and press **C** to bring up the Team Roster screen.

The box on the left displays the name of the lineup shown on the screen. Each player is listed by position, jersey number, and name.

LD—Left Defenseman (shown as **D** on the ice)
RD—Right Defenseman (shown as **D** on the ice)
LW—Left Wingers (shown as **L** on the ice)
C—Center (shown as **C** on the ice)
RW—Right Wingers (shown as **R** on the ice)

- D-Pad up/down to change lines.

The box on the 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.

Goalies

Status: On the Ice/On the Bench

Overall: The goalie's overall ability

Agility: The goalie's agility on the ice

Speed: The goalie's speed on the ice

Glove Hand: The hand the goalie catches with

Def. Awareness: Goalie's sense of what's going on around his net

Puck Control: Goalie's ability to control the puck

Stick Right: Goalie's stick handling to the right side

Stick Left: Goalie's stick handling to the left side

Glove Right: Goalie's glove handling to the right side

Glove Left: Goalie's glove handling to the left side

Weight: Goalie's body weight in pounds

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'.

Overall: Player's overall ability

Energy: Player's current energy level

Agility: Player's agility on the ice

Speed: Player's top speed on the ice

Handed: Player's best shooting side

Off. Awareness: Player's offensive instinct

Def. Awareness: Player's defensive instinct



Shot Power: How hard the player can shoot the puck

Shot Accuracy: Player's skill in shooting the puck

Pass Accuracy: Player's accuracy in passing the puck

Stick Handling: Player's overall skill with the stick

Weight: Player's body weight in pounds

Endurance: Player's stamina on the ice

Aggressiveness: Player's likelihood of being penalized

Checking: Player's effectiveness as a checker

OTHER SCORES

HOCKEY NIGHT SCORES		
New York	2	F
Toronto	1	
Pittsburgh	1	F
Winnipeg	0	
Buffalo	1	F
Philadelphia	0	
Detroit	1	F
Chicago	0	
Boston	1	F
Quebec	0	
Ottawa	1	F
Calgary	0	

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

- Press START to bring up the Scoreboard Menu.
- Highlight *Other Scores* and press C to bring up the Other Scores screen.
- D-Pad up/down to scroll through the list.
- Press START to return to the Scoreboard Menu.
- Press START to return to the ice.



CROWD METER

LOS ANGELES — MONTREAL	
CROWD METER	
Current Level	75 dB
Average Level	78 dB
Peak Level	90 dB
Arena Record	90 dB
League Record	90 dB

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.

Don't just blow the Crowd Meter off — the higher the reading, the better the teams play! If you break the Arena record, gameplay for both teams speeds up (about 10%).

NOTE: To have a new Crowd Meter record saved, You must have User Records turned on (in the Main menu).

- Press START to bring up the Scoreboard Menu.
- Highlight *Crowd Meter* and press C to bring up the *Crowd Meter* screen.
- D-Pad up/down to scroll up/down the screen (if necessary).
- Press START to return to the Scoreboard Menu.
- Press START to return to the ice.



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, and 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.

- Press START to bring up the Scoreboard Menu.
- Highlight *Timeout* and press C.
- Press START to return to the ice.

STARS OF THE GAME



At the end of every game, Ron Barr at the EA SPORTS 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



When you select **New Playoffs** or **Playoffs/7 Game**, you're in the playoff tournament.

- If you're playing against the computer, you are Team 1.
- If you're playing two players Head to Head, the player with Controller 2 is Team 2.

Check to see if you are the Home team or the Visitor. The Home team is on the right at the top of the Game Setup screen in the light-colored jerseys and faces up-screen in the first period.

- 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 winners advance.

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



PLAYOFF STATISTICS

Player	G	A	Pts	SOG	PIM
6 Kucera	1	0	1	4	2
7 Chelios	1	0	1	2	2
10 Noonan	1	0	1	4	0
16 Goulet	1	1	2	6	0
27 Roenick	1	0	1	5	0

At the end of every playoff game, your team's updated statistics automatically appear before you move on the next game. The playoff statistics screen can track the combined statistics for all the games 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. After the playoff game is finished, you see the Players of the Game screen and then the Highlights from other Games. When all the highlights are replayed, the program will highlight **Exit Game**.

- Press START or C to save the playoff tree.

Your spot on the tree is saved until you replace it with another tree. So you can play regular season games or new playoff games without destroying what you've saved.

- Select **Continue Playoffs** from the Game Setup Screen to return to your spot on the saved playoff tree.



HIGHLIGHTS

You can look at highlights from other games around the league.

At the end of each period you will see the score of an ongoing or completed game in a box below the Scoreboard Menu.

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 **C**. To get back to your game, press **C** again.

INJURIES



Sometimes a player takes a vicious hit and must leave the ice for a period, sometimes even the whole game. The program automatically replaces the player with the one best suited to play his position.



CREDITS

Design Adapted by: Michael Brook

Programmer: Mark Lesser

Sega CD Programming: Paul Halmshaw, Pete Veys, Jim Sproul

Graphics: Doug Wike, Mike Swanson

Sound Effects: Rob Hubbard

Original Music Composition and Performance: Mike Sokyorka

Organ Music: Dieter Ruehle

Announcer: Ron Barr

Executive Producer: Scott Orr

Producer Michael Brook

Assistant Producer: Scott Probin

Technical Directors: Scott Crouce, Rob Harris

Development Manager: Nana Chambers

Testing: Ken Rogers, Jeff Hasson, Harvey Bush

Video Post Production: Mike Swanson

NHL Database Transcription: Liz Breiz, Jane Balenbin, Nina Breiz

Player Ratings: Igor Kuperman

Player Card Photos: Steve Babineau

Product Manager: Chip Lange

Art Director: Nancy Waisanen

Package Design: E. J. Sarraille Design Group

Package Photos: Steve Babineau

Quality Assurance: Bill Scheppler

Documentation: A. C. Smith

Documentation Layout: Emily Favors

Special Thanks to Gary Roberts, Walt Stein, EA Media Lab, Cynthia Hamilton, Bob Borger, Bill Lee, Richard Hilleman, Yun Shin

Software and documentation ©1994 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.

Officially licensed product of the National Hockey League Players' Association.

NHL, the logo of the NHL, and the Stanley Cup are registered Trademarks of the National Hockey League, and are used under license by Electronic Arts.

Team Names and logos depicted are Officially Licensed Trademarks of the National Hockey League © NHL 1994.



EA SPORTS, the EA SPORTS logo, 4-Way Play, the 4-Way Play logo and "If it's in the game, it's in the game" are trademarks of Electronic Arts.

ELECTRONIC ARTS LIMITED WARRANTY

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 CD to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for \$15.00.

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

If you need technical assistance with this product, call us at (415) 572-9448 Monday through Friday between 8:30 am and 4:30 pm, Pacific Time.

Patents:
U.S. #'s 4,442,486/4,454,594/4,462,076/4,026,555; Europe # 80244; Canada #'s 1,183,276/1,802,351; Hong Kong # 88-4302; Germany # 2,609,826; Singapore # 88-155; U.K. # 1,535,999; France # 1,607,029; Japan #'s 1,632,396/82-205605 (Pending).



2 on 1

2 on 2

3 on 1

4 vs. computer



NOW FOUR PLAYERS COMPETE AT THE SAME TIME

BY ELECTRONIC ARTS

How to ORDER: Visit your local retailer or order direct from Electronic Arts. Call 800-245-4525 ANYTIME in the USA or Canada to order with Visa/MC/Discover.



Or, send check or money order for \$29.95 + 4.00 shipping and handling + sales tax (if applicable). Make checks payable to Electronic Arts (US\$, drawn on US or Canadian bank) and send to:

Electronic Arts Direct
P.O. Box 7530
San Mateo, CA 94403

Residents of these states, please add sales tax: CA:8.25%; CT:6%; IL:6.25%; MA:5%; MN:6.5%; NC:6%; NY:8.25%; OH:6%; TX:8.25%; VA:4.5%. Please allow 2-4 weeks for delivery. For guaranteed faster arrival: UPS Blue (US only) equals 2-3 day delivery service. Add \$6.00 to total. UPS Red (US only) equals overnight delivery service. Add \$12.00 to total.



REGISTER NOW!

You'll be sent pre-release information on new videogames and other special offers. **IMPORTANT:** Please **PRINT** information below.

Name:

Phone: (.....)

Country:

Address:

City:

State: Zip:

Age: Sex: (M) (F) Date of birth:

Program Name:

Date Program Purchased:

What kind of Sega CD videogames do you own?

- 01 Adventure
- 02a Action/Arcade
- 02b Driving/Flight Sim
- 03 Role Playing
- 04 Sports
- 05 Puzzles
- 06 Other

Do you usually try our games before buying them?

- 07 Yes
- 08 No

If yes, where did you try it?

- 09 At a store
- 10 Played at a friend's
- 11 At an arcade
- 12 Rented
- 13 Other

How many hours a week do you usually play your videogame products?

- 14 0-1
- 15 1-5
- 16 6-10
- 17 11-15
- 18 20+

How long have you owned your video game system?

- 19 0-1 mo.
- 20 2-5 mos.
- 21 6-12 mos.
- 22 13-24 mos.
- 23 25+ mos.

What other type of video game system do you own?

- 31 Super Nintendo
- 32 Genesis
- 33 3DO

How many Sega CD games do you own?

.....

How many Electronic Arts Games do you own?

.....

What other types of sports videogames would you like Electronic Arts to make?

.....

.....

.....

Have you ever played sports videogames in a tournament setting?

- 34 Yes
- 35 No

How do you usually play sports video games?

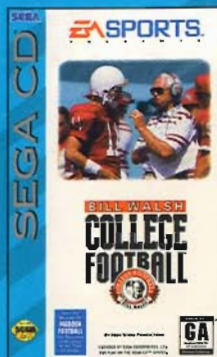
- 36 Alone against the computer
- 37 Against one other person
- 38 With/Against more than two people

Do you use a 4 player adapter?

- 39 Yes
- 40 No

29¢
POSTAGE
REQUIRED

ELECTRONIC ARTS
ATTENTION: VIDEOGAME REGISTRATION
P.O. BOX 7586
SAN MATEO, CA 94403-9869



College football's hottest debate:

WHO'S #1



No time left...your wishbone QB dives in from the two but you're still down by one...gut check...kick for the tie? or GO FOR TWO and the national title.

48 TEAMS!

Top 24 from '92
Top 24 since '78

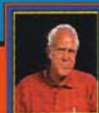
ALL NEW FOR SEGA CD!

WALSH VIDEO INSIGHT College vs. Pro Game day • Life on campus

3D SOUND EFFECTS Up close hits and crowd reactions on every play • Sportscast style sound-tracks and college fight songs.

ENHANCED GRAPHICS THROUGHOUT

- Quick one step play calling
- Walsh Report scouts each team
- 4 Way Play™: 2 on 1, 2 on 2, 3 on 1, or even 4 against the computer
- Play call "bluff mode" to disguise your play
- Automatic or manual pass catch mode
- 68 classic college plays: triple option, student body, wishbone and more
- 16 team national championship playoff tournaments; 1992 and all time teams
- 48 team cards; 35 players rated per team
- Reverse Angle Replay



You pick the teams. You play the games. No more talking. No more polls.

Audible-ize from Coach Walsh's 68 classic college plays.

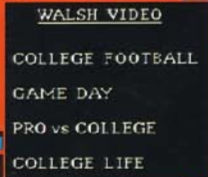


Enhanced graphics throughout.

New field view brings you closer to the action with big animated players. High step over opponents behind student body blocking.



Reverse angle replay.



SOUTHERN SPEED...MIDWESTERN POWER...
WEST COAST SKILL...EAST COAST TRADITION



Licensed by Sega Enterprises, Ltd. for play on the Sega CD™ System. Sega and Sega CD are trademarks of Sega Enterprises, Ltd. All rights reserved. EA SPORTS and the EA SPORTS logo are trademarks of Electronic Arts. 4 Way Play is a trademark of Electronic Arts. NHLPA, National Hockey League Players' Association and the logo of the NHLPA are registered trademarks of the NHLPA and are used, under license, by Electronic Arts. 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 are Officially Licensed Trademarks of the National Hockey League © NHL 1993. © 1993 Electronic Arts. All rights reserved. Electronic Arts, P.O. Box 7578, San Mateo, CA 94403-7578

Manufactured in the U.S.A. 723205

THE SIREN IS GOING TO WAIL TONIGHT

"He's got a slap shot like a howitzer. He's too fast for any of my guys. They need to get his attention. First he came through my 5 hole. Then he went top shelf. Next time he'll try that deke. Not a chance--this cage is closed for the night. Last thing I want to hear is that wailing in my ears again..."

■ Any Goalie, NHL

OVER 500 MEGS OF NEW FEATURES IN NHL '94 CD



One Timers

Drop a pass back to your big stick at the point and let him rocket a slap shot into the net.



Penalty Shots and Shootout Mode

Trip a speedy forward on a breakaway and he'll go one on one with your goalie.



Full color video clips

Over 100 authentic full color video clips show your favorite stars in action - great goals, saves, passes and board checks.

Authentic NHL® Footage - Over 100 authentic video clips of your favorite NHL stars. Watch MacInnis pound a slap shot, Belfour make that great kick save or McSorley deliver that punishing body check in full color, full motion video.

Digitized Speech - EA SPORTS announcer Ron Barr gives the inside line on the stars of NHL '94. Over 50 megs of CD quality sound.

CD Sound Effects

Only the CD can deliver true Hockey sounds. Now you really hear the puck hit the goalies' pads, the sticks crushing that slapshot or the boards shaking after that body check. It's just like being at rinkside.

Real Organ Music

Just like dropping the San Jose Sharks Organ right into your CD player - the last time you heard sound this good you were really at the game.



SAME GREAT NHL '94 GENESIS FEATURES

- ✓ 4 Way Play™ Support
- ✓ Goalie Control
- ✓ Penalty Shots and Shootout Mode
- ✓ One-Timers
- ✓ Expansion Teams - Ducks and Panthers

NHL '94 Sega CD captures the same great gameplay as NHL '94 for the Sega Genesis and adds new sounds, digitized speech and over 100 video clips to make it the most realistic Hockey game ever created.



1 to 4 players
Cooperative or
Competitive play
For use with
EA SPORTS
4 Way Play



Licensed by Sega Enterprises, Ltd. for play on the Sega CD™ System. Sega and Sega CD are trademarks of Sega Enterprises, Ltd. All rights reserved. The Videogame Rating Council, its rating system, symbols and indicia are trademarks of Sega of America, Inc. © 1993 Sega.



Gnepek™ for Sega™ Gnepek is a trademark of SuperMac Technology, Inc.

EA SPORTS and the EA SPORTS logo are trademarks of Electronic Arts. 4 Way Play is a trademark of Electronic Arts. NHLPA, National Hockey League Players' Association and the logo of the NHLPA are registered trademarks of the NHLPA and are used, under license, by Electronic Arts. 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 are Officially Licensed Trademarks of the National Hockey League © NHL 1993. © 1993 Electronic Arts. All rights reserved. Electronic Arts, P.O. Box 7578, San Mateo, CA 94403-7578

Potents: U.S. #s 4,442,486/4,454,594/4,462,076/4,026,555; Europe # 80244; Canada #s 1,183,276/1,082,351; Hong Kong # 88-4302; Germany # 2,609,826; Singapore # 88-155; U.K. # 1,535,999; France # 1,607,029; Japan #s 1,632,396/82-205605 (Pending).

This official seal is your assurance that this product meets the highest quality standards of Sega™ Buy games and accessories with this seal to be sure that they are compatible with the Sega CD™ System. 723201

ISBN 1-55543-997-7



Manufactured in the U.S.A.
Printed in the U.S.A.



NHL '94



SEGA CD

T-50015



NHL '94



SEGA CD

T-50015

EA SPORTS
PRESENTS™
NHL
'94



SEGA CD™

LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA CD™ SYSTEM.

EA SPORTS logo is a registered trademark of Electronic Arts. The NHLPA logo is a registered trademark of the National Hockey League Players' Association and is used under license by Electronic Arts. NHL is a registered trademark of the National Hockey League. © NHL 1993. © 1993 Electronic Arts.

All rights reserved. 7232

CDAG 056700

REPRODUCTION, RENTAL, PUBLIC PERFORMANCES OR BROADCAST OF THIS GAME IS A VIOLATION OF APPLICABLE LAWS. ALL RIGHTS RESERVED. MANUFACTURED IN THE U.S.A.

SEGA AND SEGA CD ARE TRADEMARKS OF SEGA ENTERPRISES, LTD.

CDAG-056700

2