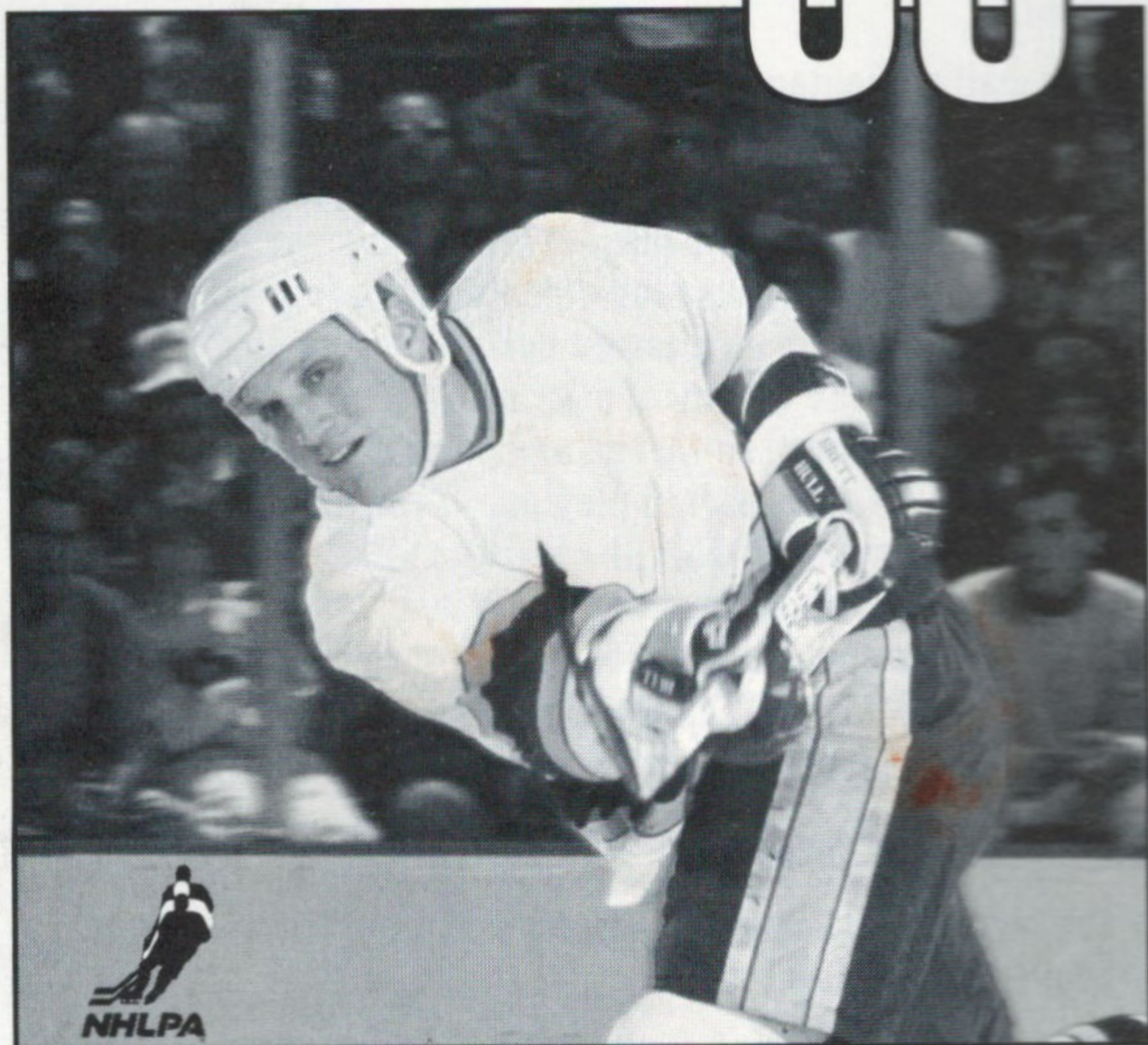


BRETT HULL **HOCKEY 95™**



FOR THE SEGA™ GENESIS™ SYSTEM

This product has been rated by the Entertainment Software Rating Board. For information about the appropriateness of the rating please contact the ESRB at 1-800-771-3772.

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.

HANDLING YOUR CARTRIDGE

- The Sega Genesis Cartridge is intended for use exclusively with the Sega Genesis 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 Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated overextended use of video games on large-screen projection televisions.

BRETT HULL HOCKEY 95

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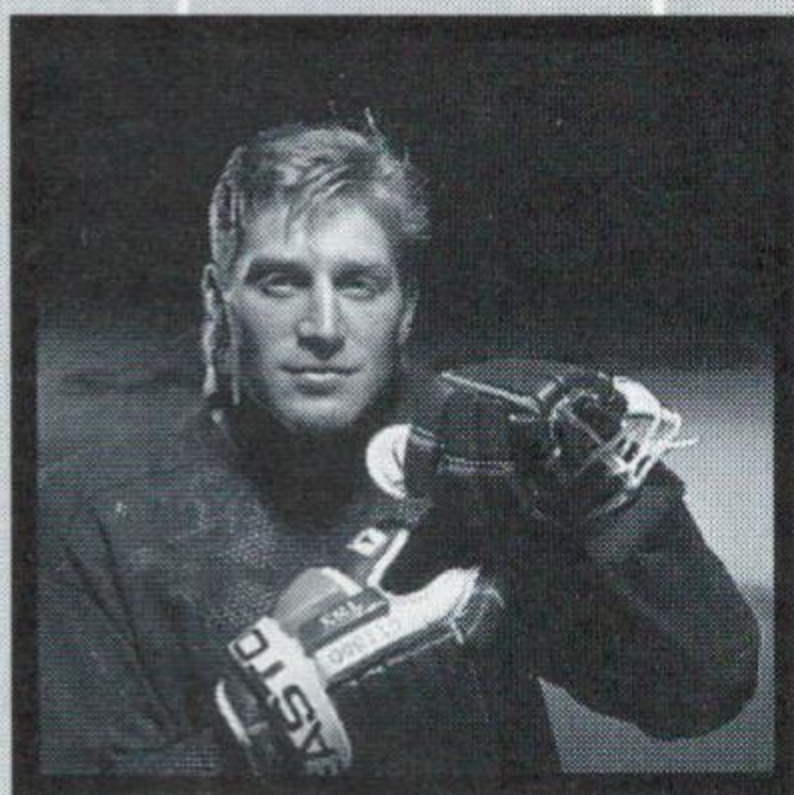
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BRETT HULL HOCKEY 95

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On the Ice With Brett Hull

He wasn't born with ice skates on, but Brett Hull might as well have been. His father, Bobby, is in the NHL Hall of Fame. His mother, Joanne was

a professional figure skater. The third of five children, "Hullie" was born in Belleville, Ontario, Canada, in the summer of 1964.

Under his mother's watchful eye, Brett first learned to skate in Chicago's Oak Park Arena. At age 17, he was playing Midget hockey in North Vancouver.

After playing for the Penticton Knights (1982-84), he was off to Minnesota-Duluth College and its Bulldogs team.

Brett's NHL debut came in the Stanley Cup Finals in 1986, when he was called up late in the season by the Calgary Flames. Midway through the 1987-88 season, he was traded to the St. Louis Blues.

It was in St. Louis that Brett became a star. He led the NHL in goal scoring in 1990 and 1991, with seasons of 72 and 86 goals. He captured the Lady Byng trophy in 1990 as the league's most gentlemanly, player, and the Hart Trophy, given to the league's MVP, in 1991.

In the Booth With Al Michaels

Accolade and Al Michaels first teamed up in 1992, with Michaels' play-by-play announcing of "Al Michaels Announces HardBall III".



Best known as the voice of ABC's "Monday Night Football", Michaels is also an experienced hockey announcer, having called the action at the 1980, 1984 and 1988 Olympiads, and also the 1993 Stanley Cup.

Michaels' incredible reign at ABC Sports includes seven World Series, five Major League Baseball All-Star games, and seven League Championship Series, as well as hosting "Wide World of Sports" events and tennis matches.

He has been selected national Sportscaster of the Year three times and has garnered two Emmys as outstanding Sports Personality host.

GETTING STARTED

Loading Instructions

- 1 Make sure the power is **off** on your Sega Genesis console.
- 2 Insert the *Brett Hull Hockey '95* cartridge into the cartridge slot and press it down **firmly**.
- 3 Plug a control pad into port 1. For 2 players, plug a second control pad into port 2.
- 4 Turn the power switch **on**. If nothing appears on screen, switch the power off, make sure the cartridge is firmly inserted in the console, and then switch the power **on** again.
- 5 Press **any button**, after viewing the title sequence, to advance to the Main Menu.

Important: Always make sure the Genesis system is turned off before inserting or removing a game cartridge.

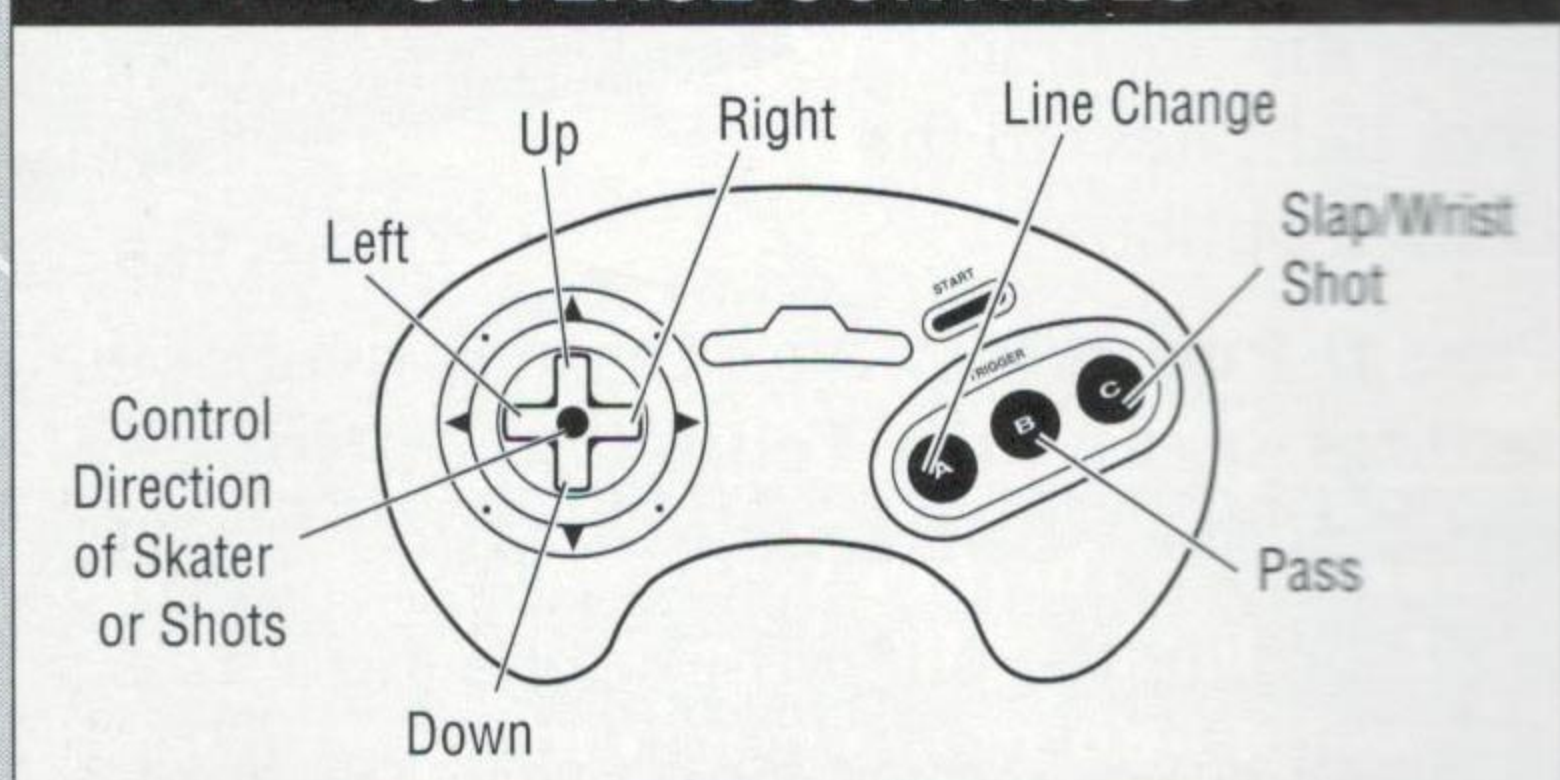
Quick Start

- 1 When the Title Screen appears, press **START** on Control Pad 1 — the Main Menu will appear.
- 2 Press **START** again and the Team Summary Screen (featuring Al Michaels) will appear.
- 3 Press **START** a third time, and you're ready to play the game with the following default settings:
 - **1 Player-Home** (Home team vs. computer)
 - **Exhibition Game:** St. Louis (Home) vs. Vancouver (computer)
 - **Period Length:** 5 minutes
 - **Line Changes:** Off (only one line used, players will not tire)
 - **Penalties:** Off (no penalties will be called by the referee)
 - **Offsides:** Off (offsides will not be called)
 - **Announcer:** On (Al Michaels will call play-by-play)
 - **Sound:** On (sound effects, crowd noise and music)

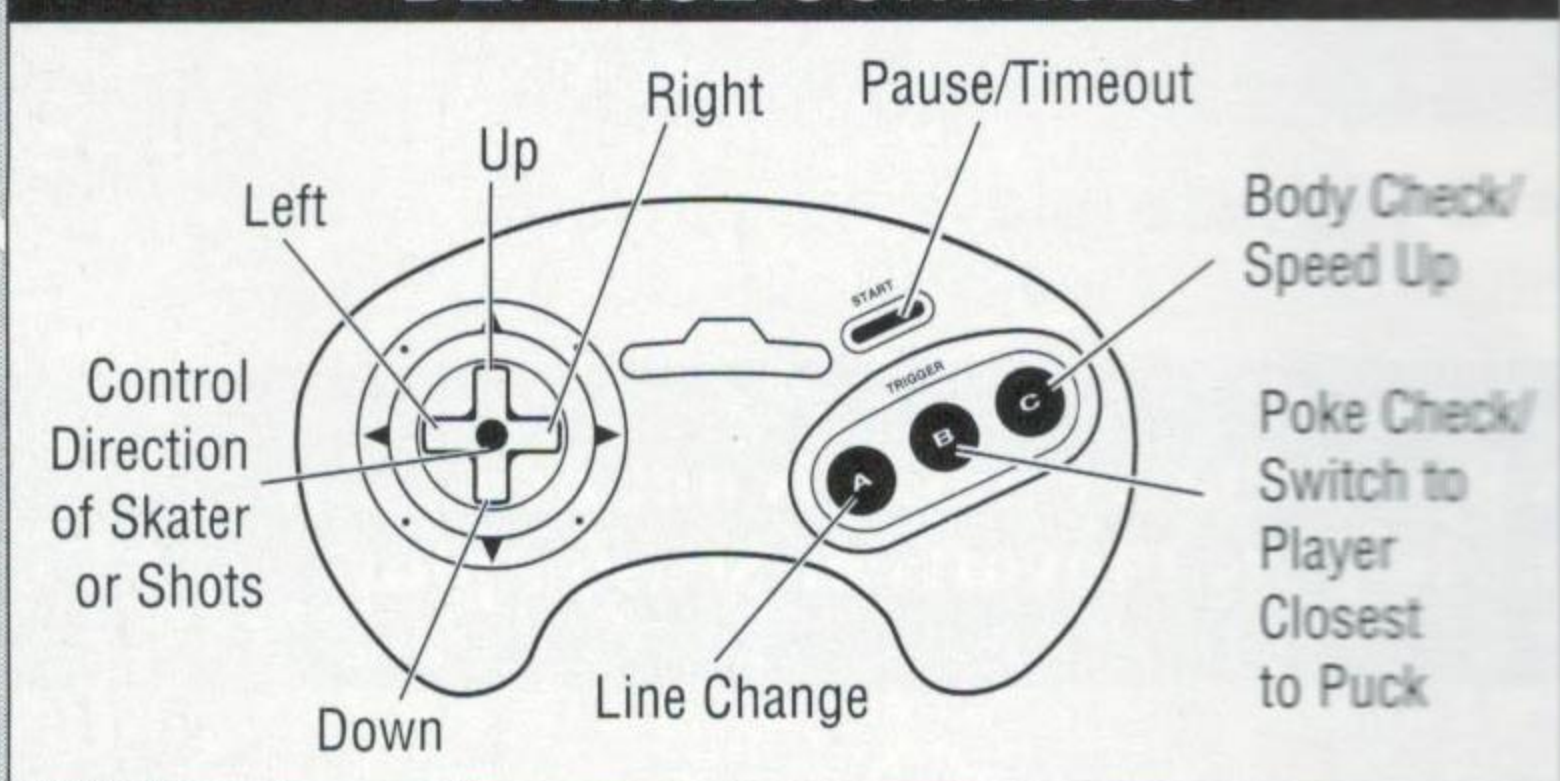
Operating Your Controller

Before you begin playing, take a minute to familiarize yourself with the layout of the controller and what each button does.

OFFENSE CONTROLS



DEFENSE CONTROLS



To aim, press and hold **D-Pad** ▼, ▲, ► or ◀ when you pass or shoot.

To switch lines, press and hold Button A then press **D-Pad** ▼/▲. Release Button A to return to action.

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Main Menu

The Main Menu lets you set up your game the way you want. To change an option:

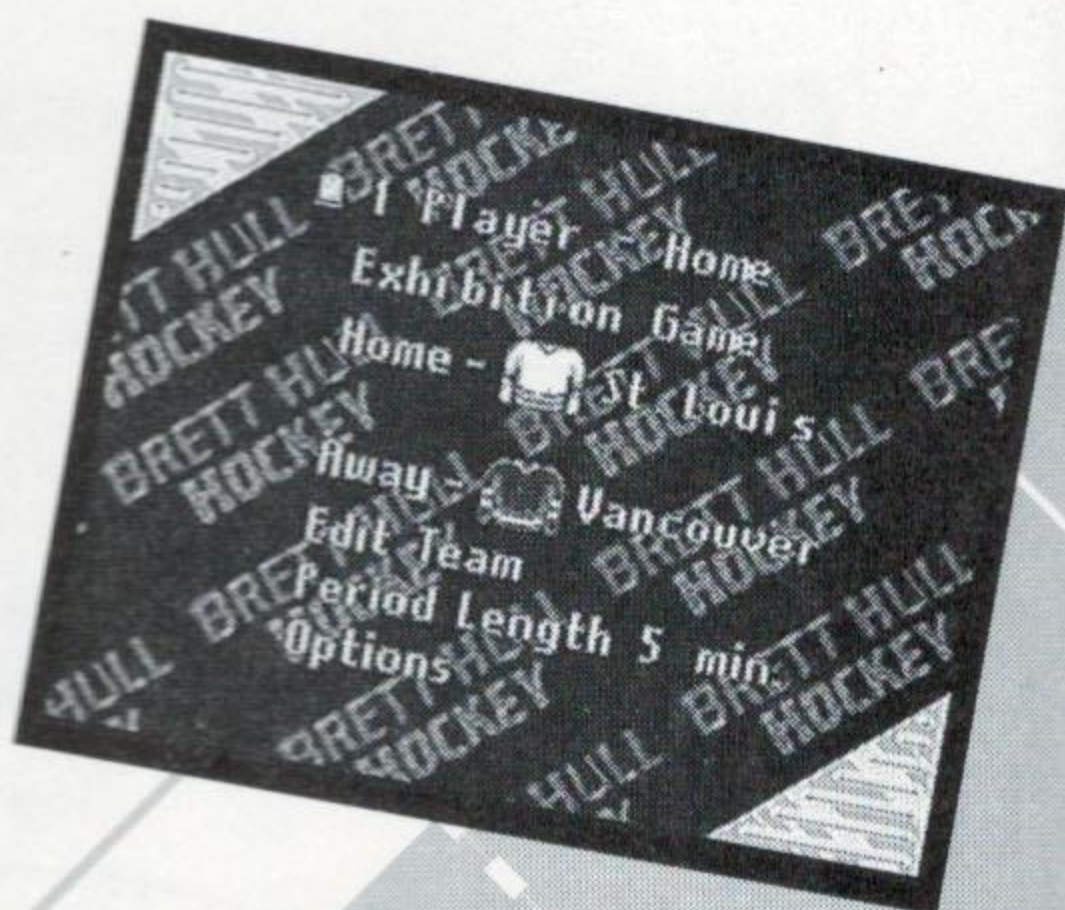
- 1 Press **D-Pad** ▲/▼ to move the flashing goal light next to the desired option.
- 2 Press **D-Pad** ◀/▶ to cycle through available settings (access **Edit Team** and **Options** by pressing the **A Button**).

The options, in the order they appear are:

Player Option: Choose from:

- **1 Player-Home** (Home team vs. computer)
- **1 Player-Away** (Away team vs. computer)
- **2 Players** (player vs. player)

Note: 2 Player mode is not available during the Playoffs or Season play.



Game Option: You can play **Exhibition Game, Playoff, Season, or Coach** a full 84 game season:

- **Exhibition Game** – Play one game at a time against the computer or a human opponent to develop your skills.
- **Playoffs 3, 5, or 7** – Go straight to the Playoffs in a best of 3, 5, or 7 game format. A Playoff Tree Screen will appear before and after each game to update your team's progression toward the championship.

Note: Before your next Playoff or Season game, the Main Menu will be displayed showing your next opponent and allow you to select *Edit Team, Period Length or Options*. All other selections will be disabled.

- **Season Play 11, 42, or 84** – Play an entire season of 11, 42, or 84 games and, if you qualify, go through the Playoffs for the championship cup. During the season, the computer will choose your opponent in a pre-set schedule. A League Standings "Sports Page" Screen will appear before and after each game, updating your team's wins, losses, and total points.

Main Menu (continued)

Home Team Option: Select your Home team from 26 league teams and two all-star teams. You will be the Home team for the Exhibition game and the start of the Playoff series. **Use this option to select your team for Season play**, but you won't necessarily begin as the Home team.

Note: You cannot select East or West All-Stars in Season play or in the Playoffs.

Away Team Option: Choose a Visiting team from 26 league teams and two all-star teams. You will be the Visiting team for the Exhibition game and the start of the Playoff series (The Away Team option is not available when Season play is selected).

Edit Team: Press **Button A** to display the Edit Team Menu (see **Edit Team Menu**, pg. 9). Press **START** to return to the Main Menu.

Period Length: Each game consists of three periods. Choose **5**, **10** or **20** minutes.

Options: Press **Button A** to access the following:

Line Changes: With this feature turned **On**, you can choose from four available lines during a game and the lines will experience fatigue (see **Line Changes**, pg. 17.)

Penalties: The referee will call penalties with this turned **On**.

Offsides: Turn this feature **On** if you want the referee to call offsides.

Announcer: Select **On** to have Al Michaels call the plays, or **Off** if you don't want an announcer.

Sound: Turn sound effects, music and crowd noise **On** or **Off**.

Press **START** to return to the Main Menu.

EDIT TEAM MENU

The Edit Team Menu allows you to **View Team Roster**, **View Player Stats**, **Coach** (modify team skills) or **Edit Lines**. To choose an option:

- Press **D-Pad ▲/▼**, then press **Button A**
- Press **START** to return to Edit Team Menu



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ROSTER - St. Louis		Goalies	
#	Player	POS	SKILL
16	BRETT HULL	RW R	82
17	B. MCRAE	LW L	60
19	B. SHANAHAN	LW R	84
20	T. TILLEY	RD L	60
21	G. CARBONNEAU	C R	67
25	V. PROKHOROV	LW L	54
28	S. DUCHESNE	RD L	82
32	D. CROSSMAN	RD L	66
34	M. BARON	LD L	56
36	P. BOZON	LW L	56
38	I. KOROLEV	C L	72

View Team Roster

This screen displays your players' number, name, position and whether he's left or right-handed. It also ranks the following

individual attributes from

1 (weakest) to 100 (strongest):

- Skating
- Shooting
- Strength
- Stick Handling
- Defensive Skill
- Aggressiveness

To scroll through the player attributes, press **D-Pad** ◀/▶. To view the entire roster, press ▲/▼. To display goalies and their attributes, press **Button B**. Press Button B again to return to the Team Roster.

Press **START** to return to the Edit Team Menu.

View Player Stats

View the NHLPA statistics for the 1993-94 season, including games played, goals, assists, and total points. To display goalie statistics, press **Button B**. Press Button B again to return to Player Stats.

Press **START** to return to the Edit Team Menu.

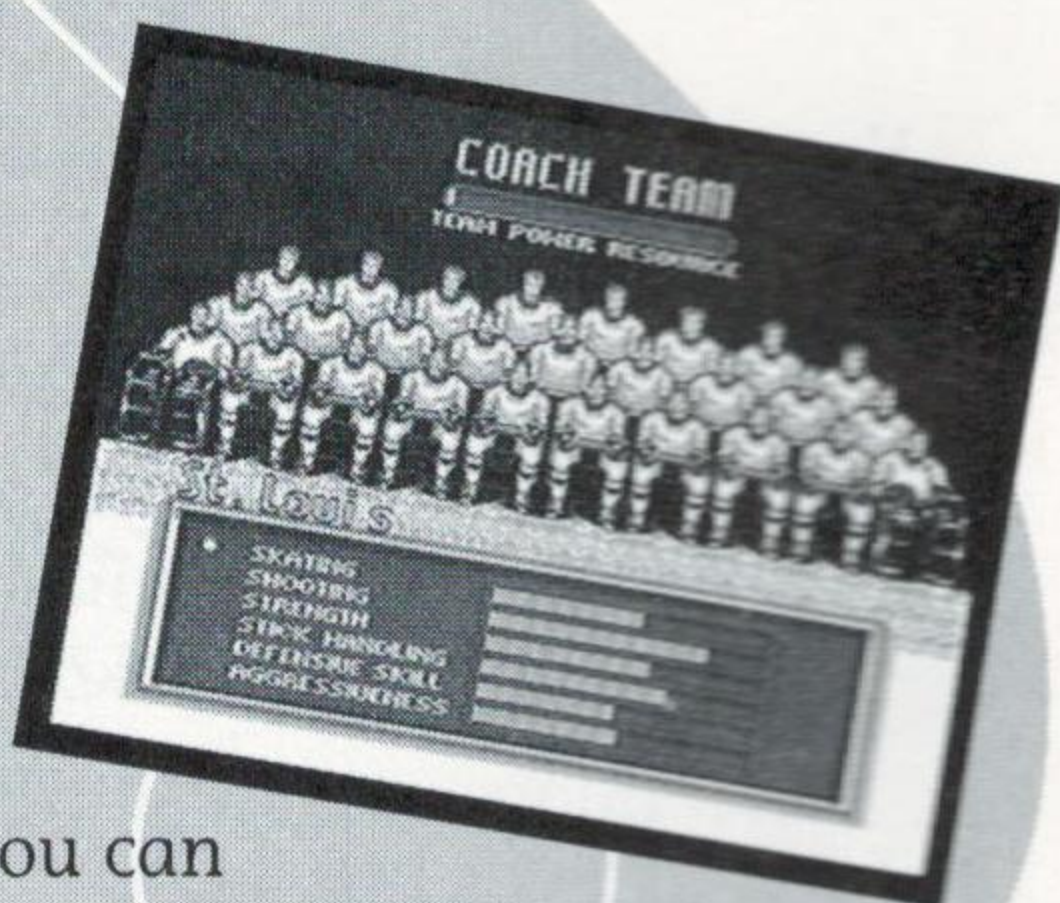
Note: After game play starts, you may not choose View Player Stats.

Coach

The Coach Screen allows you to modify your team to suit your personal taste and displays your team's uniform colors. For example, you can make a team that skates fast and handles the puck well, or an aggressive hard-checking team that plays great defense. Here's how to make your edits:

- 1 Press **D-Pad ▲/▼** to select the skill you want to modify.
- 2 Press **D-Pad ►** to strengthen or **◄** to weaken that skill.
- 3 When your coaching edits are complete, press **START** to return to the Edit Team Menu.

Note: The Team Power Resource meter at the top center of your screen fills or empties as you modify your team. When empty, the only way to increase a skill is by reducing another skill.



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Here's a description of each skill at its maximum setting:

SKILL

MAX SETTING

Skating

Emphasizes speed, creating odd-man advantages and breakaways.

Shooting

Promotes higher-percentage shots.

Strength

A tougher checking game, chasing after loose pucks.

Stick Handling

Emphasizes a passing and puck control offense.

Defensive Skill

Fewer goals scored against; defense-men stay in their zone more often.

Aggressiveness

Defensemen rush net, creating excellent scoring opportunities, players chase puck into corners and play a very offensive-minded game.

If you want a better chance at a high-scoring game, set the skating, shooting, stick handling and aggressiveness settings to the maximum, and set the strength and defensive skill settings to the minimum.

Edit Lines

You can create your own skating lines (i.e. Scoring, Penalty or Power Play). To edit any of the four available lines (Line 1, 2, 3 or 4), or your goalie:

- 1 Press **D-Pad** ◀/▶ to select the line you want to edit.
 - 2 Press **D-Pad** ▲/▼ to select the player you want to replace on that line.
 - 3 Press **Button B** to move to the players list. (You can toggle back to the current line by pressing **Button B** again.)
 - 4 Press **D-Pad** ▲/▼ to highlight a replacement player.
 - 5 Press **Button B** to insert new player in line.
- To exit the Edit Lines Screen, press **START**.

EDIT LINES - St. Louis		
LINE 1	Centerman	
	Right Wing	
	Left Wing	
	R. Defense	
	L. Defense	
#	Player	Pos
2	R. MACINNIS	LD R 83 94
4	A. ZOMBO	RD R 56 62
5	D. LIDSTER	RD R 74 61
7	A. KASATONOV	LD L 79 78
10	E. TIKKANEN	C L 80 70

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PLAYING THE GAME

You've selected your teams and set your lines, now it's time to view tonight's match up. Press **START** to go to the Team Summary Screen.

Team Summary Screen

The Team Summary Screen appears before each game and shows how the teams match up. Al Michaels also gives a brief commentary about the Home and Visitor team. Press **START** again to hit the ice.

Scoreboard

The scoreboard at the top of the screen displays the Score, Period, and Time Remaining.

Face-Offs

In a face-off, the referee drops the puck and two players attempt to gain control of the puck and pass it to a teammate. Press **Button B** when the referee drops the puck, then press **D-Pad** ◀/▶ to hook or push it to another player



Possession of the Puck

A player will automatically gain possession of a loose puck when his stick makes contact with it. When a player on the Home team gains possession, a yellow circle will appear under him. His number and position will appear above him. The player in possession on the Away team will have a blue circle. When a player on either team loses possession, the outlined circles change to unfilled circles.

Note: Press Button B to switch control to the skater closest to the puck.

Passing

Passing the puck is the key to winning hockey games. A well-timed pass to a skater flying up the ice is one of hockey's most exciting plays. To pass the puck:

- Press and hold the Control Pad in the direction you want to pass, then press **Button B**.

Shooting

The two basic shots in hockey are the wrist shot and the slap shot.

Wrist Shot: Although it's not as flashy and powerful as the slap shot, the wrist shot is often more effective for scoring. A wrist shot aimed on goal is a closer, more accurate shot. It often catches the goalie by surprise; maybe because he was screened out, or maybe he never saw the puck being shot. To take a wrist shot:

- Press and hold the Control Pad to aim your shot, then press and quickly release **Button C**.

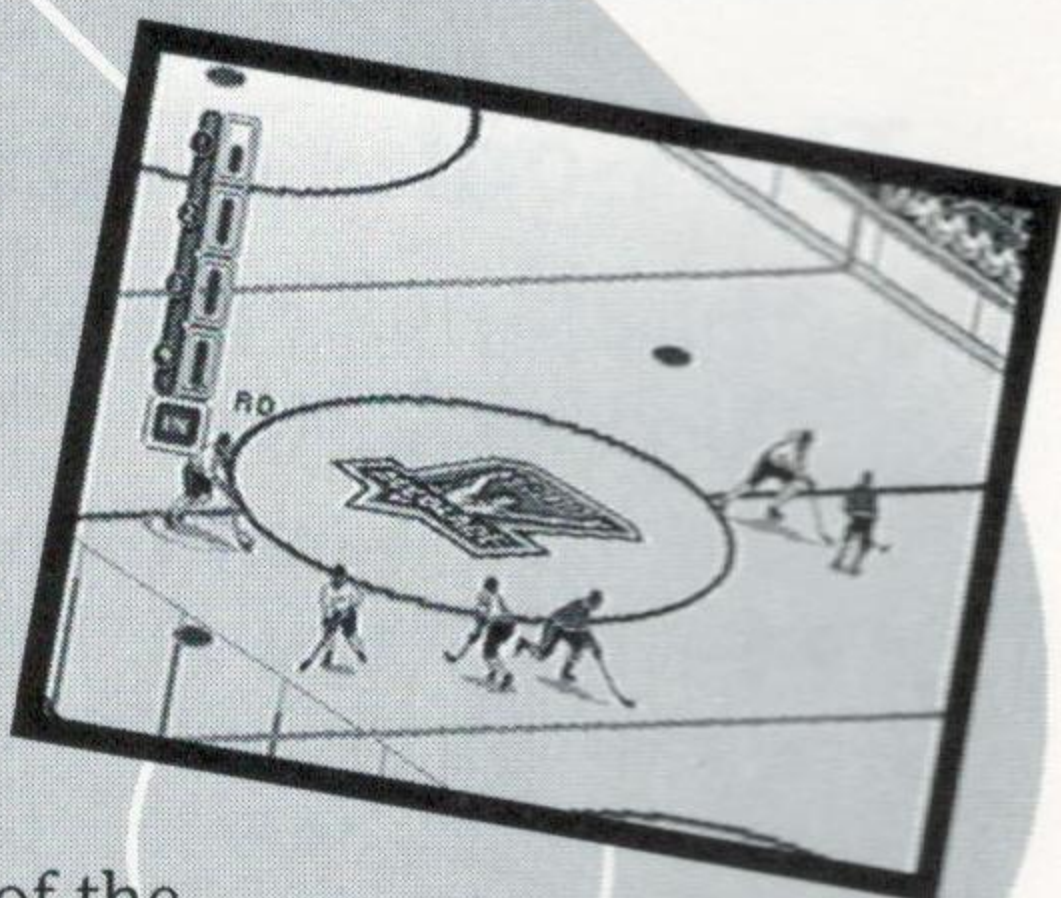
Slap Shot: The slap shot is a powerful but less accurate shot usually taken from a greater distance from the net. The player takes a big windup and blasts away. When a slap shot is blocked by a goalie, the rebounds are longer, so be prepared to pick up the loose puck or play defense. To take a slap shot:

- Press and hold the Control Pad to aim; then press **Button C**. The longer the button is held down, the harder the slap shot will be.

Pressing the Control Pad ▲ while you shoot will aim the puck “upstairs”. If you press ▼ while shooting, the puck will stay low. If you aim your shot low, try to place it between the goalie’s legs.

Line Changes

The players on a line will fatigue as the game progresses. To change these lines:



- 1 Press and hold **Button A** to display the number of the line currently on the ice.
- 2 Press **D-Pad ▼/▲** to move through the lines, then release press **Button A** to choose.

The lines will be represented as **L1**, **L2**, **L3** or **L4** and a green bar will lower and change to red as the line fatigues.

Gameplay continues during a line change.

The Goalie

The computer controls the goalie's movement until you choose to take control when a shot is on the way to his net. Here's how to take control:

- Press and hold **Buttons B + C + D-Pad ►** to slide right
- Press and hold **Buttons B + C + D-Pad ◀** to slide left
- Press and hold **Buttons B + C + D-Pad ▲** to block high shot

The Goalie (continued)

- Press and hold **Buttons B + C + D-Pad ▼** to block low shot

Once he has the puck, he may pass to a teammate or hold it until the referee calls a face-off in one of the two circles near the net. To have the goalie pass the puck:

- While holding **Buttons B + C**, press the Control Pad in the direction you want to pass, then release **Button C**

To have the goalie pass the puck to a far side of the ice, press **Button B**.

Overtime

In Exhibition play and in the Playoffs, the length of overtime periods matches the current game period length. Overtime continues until one team scores (sudden death). In Season play, overtime consists of one 5 minute period and the first team to score wins. If neither team scores, the game results in a tie.

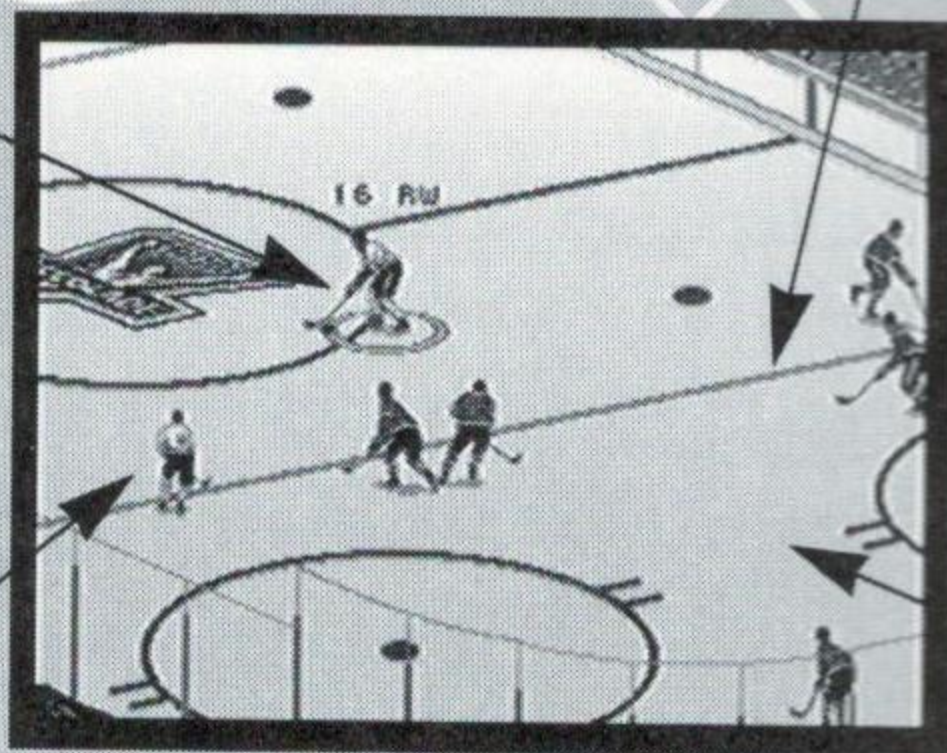
INFRACTIONS

The red center line divides the rink into two equal halves. On each side of the red center line is a blue line, which marks the Offensive and Defensive Zones for each team. One team's Defensive Zone is the other team's Offensive Zone. The area between the two blue lines is the Neutral Zone.

Offsides

Offense
player
with puck

Offense
player in
offsides
position



Blue Line

Defensive
Zone

Offsides is the most common reason for stoppage of play by the referee. No offensive player may cross into the opposing team's Defensive Zone until the puck crosses the blue line. Otherwise, the play is called offsides, and the referee calls for a face off just outside the blue line. Many scoring opportunities are lost due to a player being offsides.

Note: If you have a player heading toward the blue line ahead of the puck, try to pass to him before he crosses the line. This will prevent the referee from whistling an offsides call. The Options Menu gives you the choice of turning off the offsides feature. Turning off this feature should result in a higher scoring game, since "cherry picking", or staying near your opponent's goal will be legal.

Icing

Icing is another common reason for stoppage of play. Icing may be called if the offensive team shoots the puck down the ice into the opposing team's Defensive Zone without first crossing the red center line. However, if the offensive team gets to the puck before the defense or the goalie touches the puck, icing will not be called.

When icing is called, the face-off occurs in the face-off circle nearest the offending team's goal.

Note: A team is allowed to ice the puck while killing a penalty. When your opponent is on a power play, ice the puck as soon as you get possession. This eats up valuable time on your opponent's power play.

Penalties

Minor penalties will result in a player being sent to the penalty box for two minutes. This allows the other team to have a **power play** – a one or more skater advantage for two minutes. Multiple penalties may result in more than one player being sent to the penalty box.

The two-minute minor penalties that the referee will call in *Brett Hull Hockey '95* are:

- **Roughing:** Minor punching or shoving of an opposing player
- **Holding:** Illegally holding an opponent by using hands or stick
- **Hooking:** Using the blade of the stick to impede the motion of another player
- **High-sticking:** Carrying the stick above shoulder level and striking an opponent
- **Slashing:** Swinging the stick at another player in an effort to slow his progress
- **Interference:** A player tries to impede the progress of a player not in possession of the puck, or hits the goalie when he is in the crease
- **Cross-checking:** Striking an opponent with both hands on the stick and no part of the stick on the ice

Note: During a minor penalty, when the team with a man advantage scores a goal, the player in the penalty box returns to the ice, and the power play is over.

Multiple penalties can be called on one team, but a minimum of three skaters and a goalie remain on the ice at all times.

CHECKING

Checking is the only way to steal the puck from a player on the other team. There are two types of checking:

Body check: This tactic is used to knock the opposing player off the puck by bashing into him. You may only body check a player with the puck, or else the referee may call a penalty. To execute a body check:

- Press **Button C**

Poke check: A player uses the hockey stick to try to steal the puck from the opposing player. To execute a poke check:

- Press **Button B**

Game Summary Menu

The Game Summary Menu will automatically be displayed after each period and at the end of a game.

- Press **Button A** to see 1st Period stats, **Button B** for 2nd Period and **Button C** for 3rd Period stats. Pressing no buttons will automatically give you the game total stats.
- Press **START** to continue the current game or begin a new one

Here are the options available:

- **Game stats:**
Shows the number of goals scored, shots on goal, body checks, penalties, power plays and passing percentage
- **Quit:** Exits game, Playoffs, or Season play



HOME		GAME TOTAL		AWAY	
00	Goals	00		00	
04	Shots on Goal	00		00	
19	Body Checks	00		00	
00	Penalties	00		00	
00	Power Play	00		00	
16	Passing	00		00	

Brett Hull Comments

At the end of each game, Brett Hull will comment on both team's performance. When you're finished reading Brett's comments, press **START** and you will go to the Title Screen (if you're in Exhibition game); the Playoff Tree (if you're in the Playoffs) or the Current Standings Screen (if you're in Season play).

Resuming A Saved Game

Brett Hull Hockey '95 automatically saves standings and statistics after each Playoff or Season game. To continue the saved Playoff or Season, select **Restore** on the Title Screen.



WARRANTY

Accolade, Inc. warrants for a period of 90 days from the date of purchase by the original purchaser of this cartridge that the medium on which it is recorded will be free from defects in materials and workmanship. A defective cartridge which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90-day period without charge. To receive warranty service:

- 1** DO NOT return your defective cartridge to the retailer.
- 2** Notify Accolade Customer Service of the problem by calling (408) 296-8400 between the hours of 8 am and 5 pm (Pacific Standard Time) Monday through Friday. Please DO NOT send your cartridge to Accolade before calling Customer Service. We can also be reached 24 hours a day through America On-Line, CompuServe or our BBS system. (America On-Line keyword: Accolade; CompuServe: GO GAMAPUB or leave a message for Accolade 76004,2132; BBS: 300, 1200, 2400 and 9600 baud rates: (408) 296-8800; 9600 and 14.4 baud rates: (408) 296-8810. Setting for all baud rates are 8 Data, No Parity and 1 Stop Bit.

3 If the Customer Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective cartridge (be sure your packaging is at least 4" x 6" as many shipping companies will not ship anything smaller), and return your cartridge **FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE**, together with your sales slip or similar proof-of purchase within the 90-day warranty period to:

Accolade, Customer Service, 5300 Stevens Creek Blvd. #500, San Jose, CA 95129

After the 90-day period, a defective cartridge may be replaced in the United States for \$20 (U.S. dollars; plus 8.25% sales tax if the purchaser resides in California). Make checks payable to Accolade, Inc., and return to the address above. (To speed up processing, **return only the cartridge, not other materials.**)



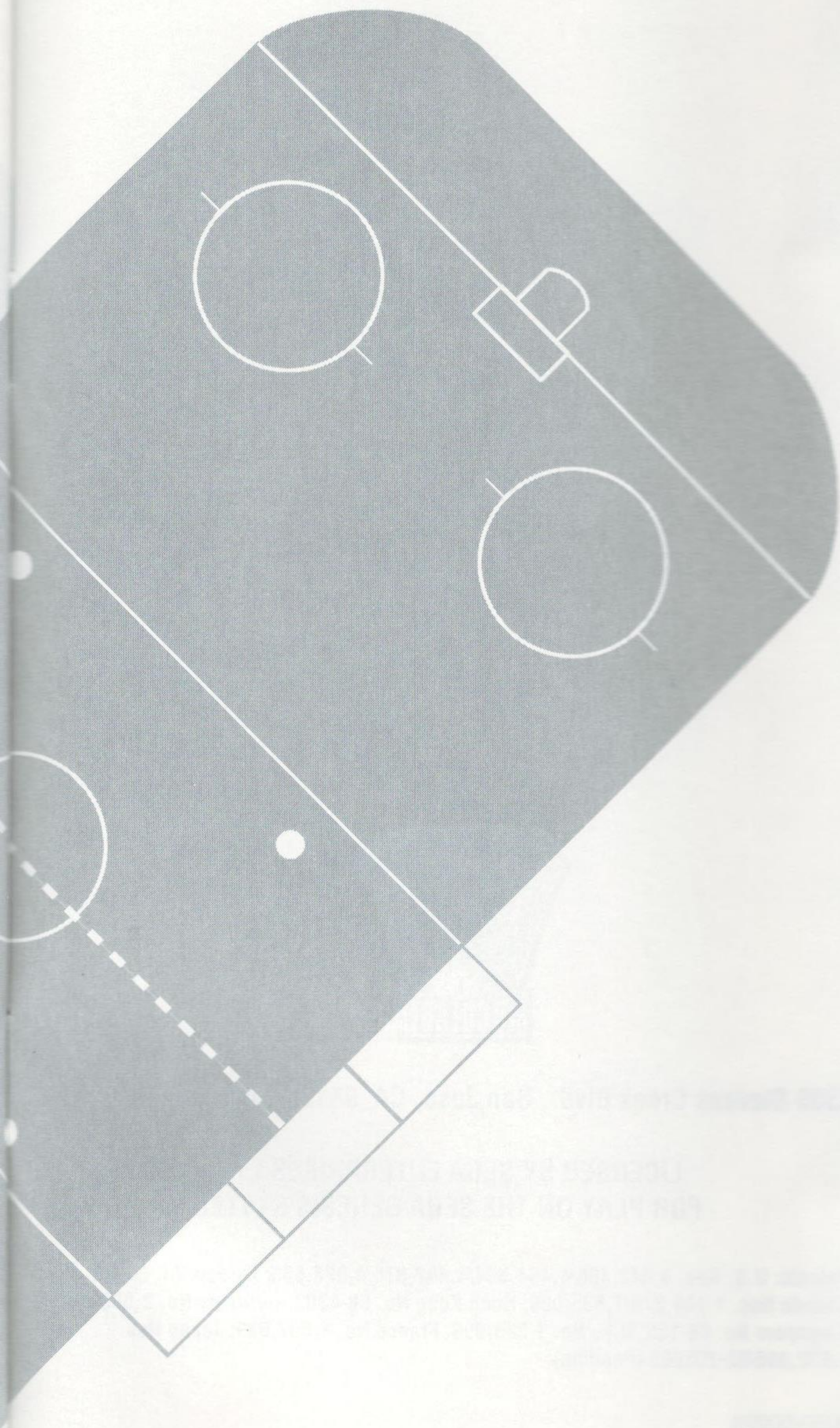
License Agreement and Legal Mumbo Jumbo

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FOR PLAY ON THE SEGA GENESIS SYSTEM**

**Patents: U.S. Nos. 4,442,486/4,454,594/4,462,076/4,026,555; Europe No. 80244;
Canada Nos. 1,183,276/1,535,999; Hong Kong No. 88-4302; Germany No. 2,609,826;
Singapore No. 88-155; U.K. No. 1,535,999; France No. 1,607,029; Japan Nos.
1,632,396/82-205605 (Pending)**