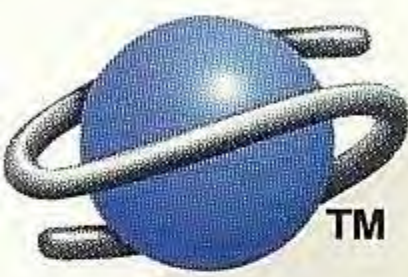


SEGA™

NHL 97



SEGA SATURN™



ESM
SPORTS™



T-5016H

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

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing 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. 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 SATURN[™] SYSTEM.

Handling Your Compact Disc

- ✓ The Sega Saturn disc is intended for use exclusively in the Sega Saturn 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 Saturn compact disc.
- ✓ Keep your Sega Saturn compact disc clean. Always hold by the edges, and keep it 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.

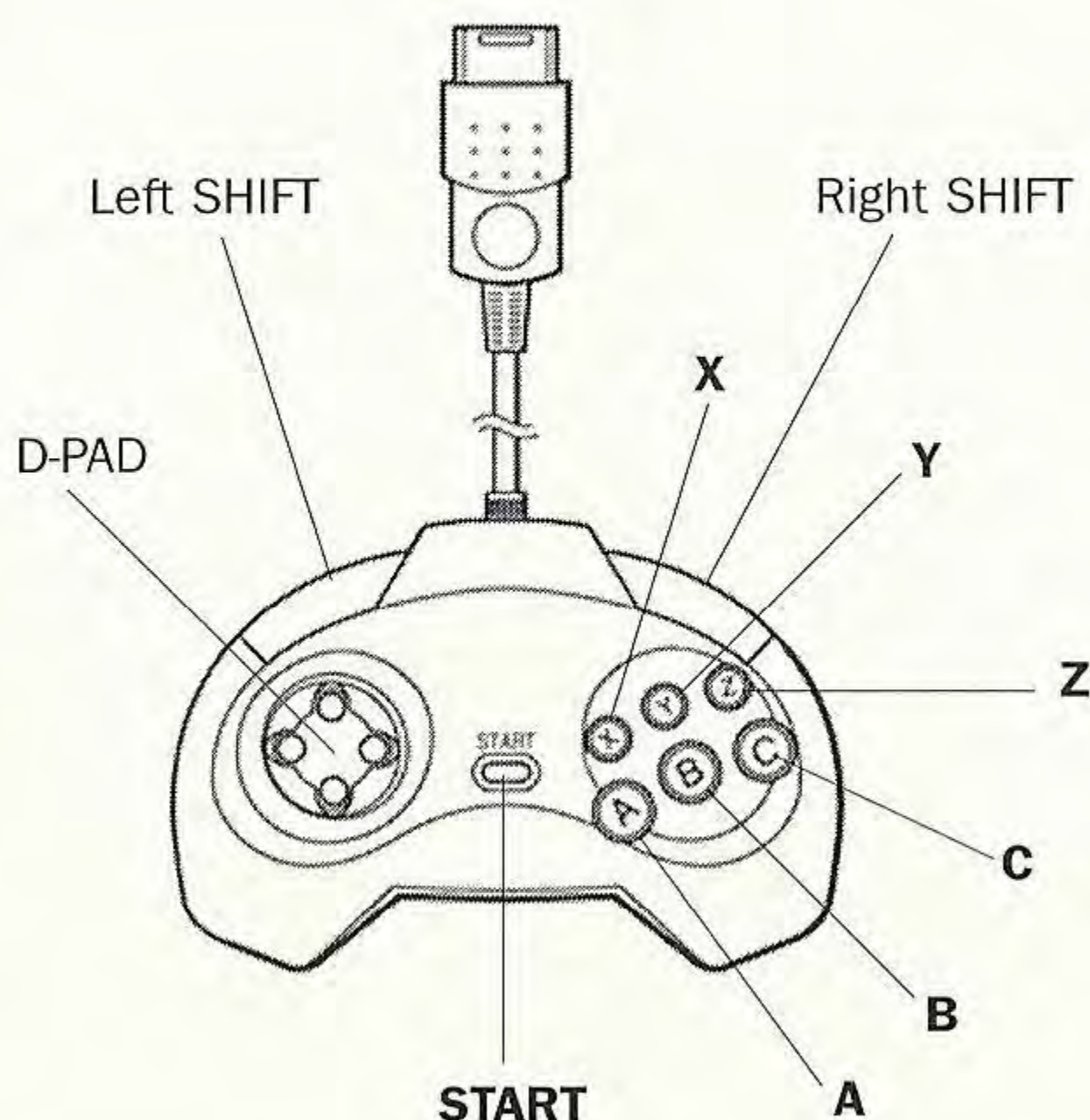
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

STARTING THE GAME



1. Turn ON the power switch on your Sega Saturn™ system.
2. Make sure a control pad is plugged into the port labeled Control 1 on the Sega Saturn system.
3. Open the disc tray and place the *NHL*® 97 disc inside.
4. Press **START** to advance to the Play Mode menu.

COMMAND SUMMARY



MENUS

ACTION	COMMAND
Highlight menu item	D-Pad ↑
Cycle through Choices (when applicable)	D-Pad ↔
Accept/Continue	B
Return to previous menu	A

FACEOFFS

ACTION	DEFAULT	CONFIG A	CONFIG B	CONFIG C
Select direction to pass	D-Pad	D-Pad	D-Pad	D-Pad
Take the draw	B	A	X	C

PUCK CARRIER ON OFFENSE

ACTION	DEFAULT	CONFIG A	CONFIG B	CONFIG C
Flip Pass/Dump the puck	A	X	C	B
Pass	B	A	X	C
Shoot	C	B	A	X
Signature Move/Spin-o-Rama	Y	L Shift	Z	R Shift
Quick Stop	Z	R Shift	Y	L Shift
Drop Pass	R Shift	Z	L Shift	Y
Access Line Change menu	L Shift	Y	R Shift	Z

IN THE ATTACK ZONE

ACTION	DEFAULT	CONFIG A	CONFIG B	CONFIG C
Fake Shot	A	X	C	B

ON OFFENSE WITHOUT THE PUCK

ACTION	DEFAULT	CONFIG A	CONFIG B	CONFIG C
Hook/Hold	A	X	C	B
Control player closest to puck	B	A	X	C
Speed Burst/Body Check	C	B	A	X
Quick Stop	Z	R Shift	Y	L Shift
Hip Check/Board Check	R Shift	Z	L Shift	Y

ON DEFENSE

ACTION	DEFAULT	CONFIG A	CONFIG B	CONFIG C
Hook/Hold	A	X	C	B
Control player closest to puck	B	A	X	C
Poke Check (when closest)	B	A	X	C
Speed Burst/Body Check	C	B	A	X
Hit the ice to block a shot	Y	L Shift	Z	R Shift
Quick Stop	Z	R Shift	Y	L Shift
Hip Check/Board Check	R Shift	Z	L Shift	Y

GOALTENDING (MANUAL CONTROL)

ACTION	DEFAULT	CONFIG A	CONFIG B	CONFIG C
Assume control of goalie	X	C	B	A
Poke Check (when closest)	A	X	C	B
Save Attempt	C	B	A	X

IN POSSESSION OF PUCK (AUTO OR MANUAL CONTROL)

ACTION	DEFAULT	CONFIG A	CONFIG B	CONFIG C
Flip puck out of your zone	A	X	C	B
Pass/Clear along the boards	B	A	X	C
Access Line Change menu	L Shift	Y	R Shift	Z
Cover up to draw faceoff	No button	No button	No button	No button

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INTRODUCTION

It's no surprise why the finest Ice Hockey players in the world are drawn to the National Hockey League: The NHL offers the greatest level of competition.

Just as the best professional hockey players feel challenged only when skating against the best, hockey gamers want to take on the video game that plays the most authentic version of their favorite sport.

NHL 97 takes the sights, sounds, and emotions of a National Hockey League season and places them in the palm of your hand. From players lying down on "D" to block shots to the frustration of a perpetrator sent to the roostertail spray of shaved ice produced by a quick-stop to the piercing clap of a slap shot, "It's in the game.®"

In the arena of interactive hockey, *NHL 97* is the only competition on ice.

NHL 97 Features:

- ✓ Exhibition, Season, Playoff, and Shootout game modes.
- ✓ Signature moves by over 45 NHL stars.
- ✓ Rookie, Pro, and All-Star levels of competition.
- ✓ Real-time rendered polygon players based on the motion captured from NHL players.
- ✓ TV-style presentation with eight broadcast-quality camera angles—you choose the angle you want to view.
- ✓ All 26 NHL teams with updated player ratings and rosters, and new logos including the Phoenix Coyotes.
- ✓ 1996 NHL Eastern and Western All-Star squads.
- ✓ Over 700 NHLPA™ hockey players with over 600 player photographs.
- ✓ Hundreds of player moves including give-and-go plays, one-timer shots, one-time passing, glove downs, wrist shots, hip checks, and more.
- ✓ Fighting option.

PLAY MODE MENU



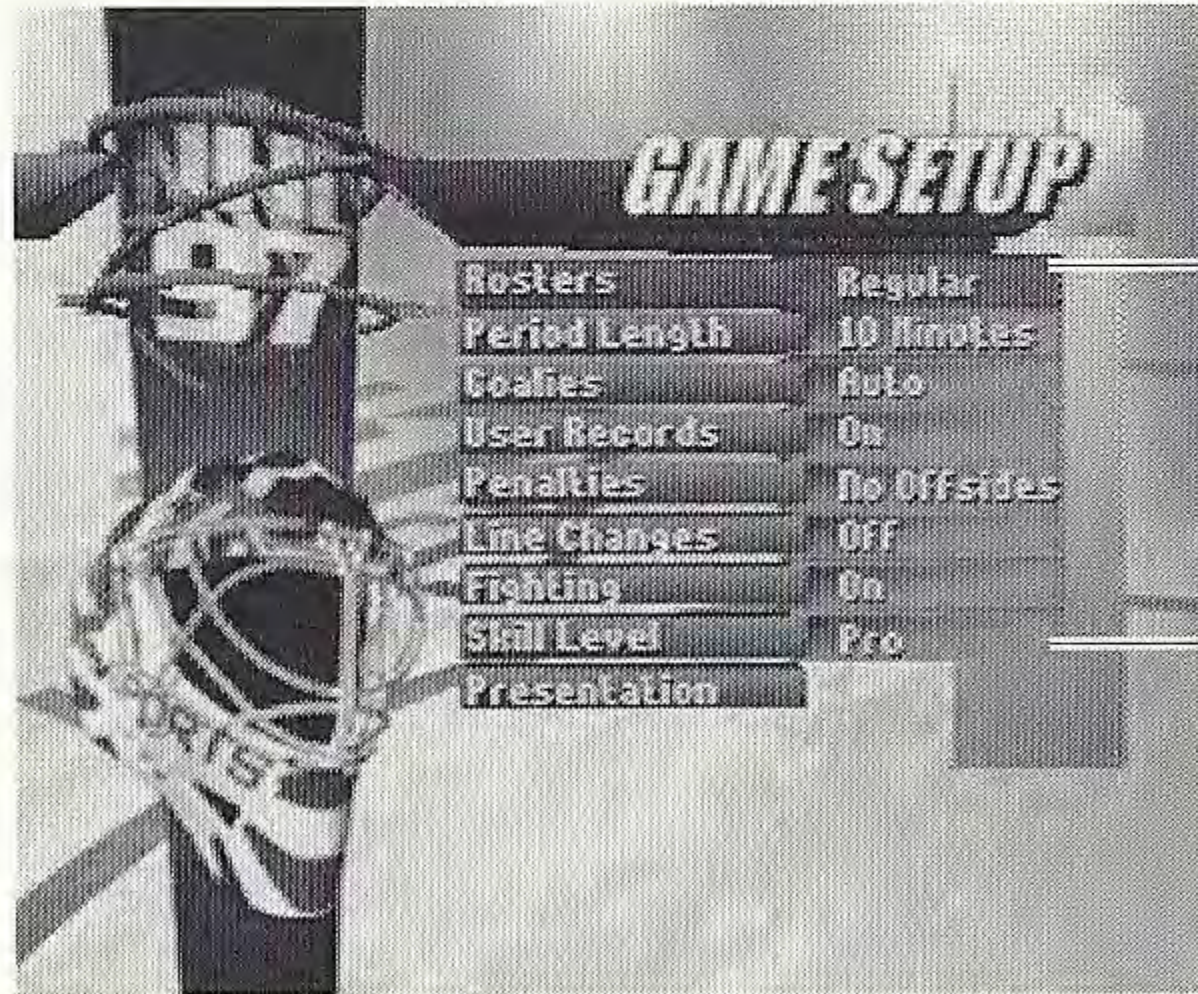
To begin a Play Mode, D-Pad \updownarrow to highlight your choice, then press **B** to select.

- EXHIBITION** Play a single game between any two teams. See *Playing NHL 97*, p. 7.
- NEW SEASON** Play an 82-game NHL Season, with Best-of-7 Playoffs and Stanley Cup® celebration. See *Entering a Season*, p. 16.
- CONT. SEASON** Continue a saved Season. You can save your Seasons-in-progress to your Sega Saturn system's Base RAM or to a Back up RAM cartridge. See *Continuing a Saved Season or Playoff* on p. 20.
- NEW PLAYOFFS** Take your favorite team through a single-elimination tournament. See *The Playoffs*, p. 19.
- NEW BEST OF 7** Sign up for a Best-of-7 Playoff series. See *The Playoffs*, p. 19.
- CONT. PLAYOFFS** Continue a saved Playoff. You can save your Playoffs-in-progress to your Sega Saturn system's Base RAM or to a Back up RAM cartridge. See *Continuing a Saved Season or Playoff* on p. 20.
- SHOOTOUT** Practice your penalty shot technique in a five-round contest. See *Shootout*, p. 20.
- TRANSACTIONS** Create, trade, sign, and release players. See *Transactions*, p. 21.

PLAYING NHL 97

To quickly get down to the ice and begin an *NHL 97* game, choose EXHIBITION as your Play Mode; the Game Setup menu appears.

GAME SETUP MENU



To configure your game setup, D-Pad ↑ to highlight an option, ←→ to cycle choices, then press **B** to select.

Default options appear in **bold** type in this manual.

ROSTERS

REGULAR: Team rosters are consistent with the 1995–96 NHL Season.

WITH TRADES: Team rosters reflect your *NHL 97* transactions.

PERIOD LENGTH

5/**10**/20 Minutes: Set the length of each period. The NHL plays 20 minute periods.

- This option does not affect overtime periods. Exhibition and Season overtime is five minutes; overtime in the Playoffs is sudden death.

GOALIES

AUTO CONTROL: The computer controls your goalie before the save. When a save is made, you take over.

MANUAL CONTROL: You control your team's goalie.

USER RECORDS

ON: Keep an ongoing tally of your win/loss/tie record, win percentage, total goals, and saves.

OFF: Play a game without saving records or stats.

PENALTIES

ON, NO OFFSIDES: Refs whistle all penalties except offside violations.

ON: Refs call the game just as they would in an actual NHL game.

OFF: No penalties are called. Ideal for a fast-paced game with fewer faceoffs.

LINE CHANGES

OFF: Your best line remains on the ice for the entire game. Players never tire.

AUTO: Lines change automatically before each faceoff. Players never show signs of fatigue.

ON: You must change your lines to keep your skaters fresh. Players left on the ice too long will fatigue and slow down.

FIGHTING

ON: Aggressive players may answer a big hit by squaring off against one another.

OFF: No matter how physical the action gets, players keep their gloves on at all times.

SKILL LEVEL

PRO: Computer skaters play to their ability but never rise to a championship level of play.

ROOKIE: Computer-controlled players skate and react more slowly.

ALL-STAR: The skating is quick, the body checks are lethal, and the passes are right on the tape.

PRESENTATION

Access the Presentation menu. See below.

PRESENTATION MENU

VIDEOS

Toggle John Davidson's game commentary **ON/OFF**.

A NOTE ABOUT THE ANALYST: Chosen by St. Louis in the first round of the 1973 NHL draft, John Davidson later led the New York Rangers to the 1979 Stanley Cup finals. This Emmy award winning Hockey analyst has covered the sport for every major network, including the '92 and '94 Winter Olympics, four NHL All-Star games, and the '96 World Cup. In 1996, John enters his second NHL season with Fox, serving as lead analyst.

STARTING LINE-UPS

Toggle the Starting Line-up introductions **ON/OFF**.

ANNOUNCER

Toggle the rink announcer **ON/OFF**.

IN-GAME OVERLAYS

Toggle game statistics overlays **ON/OFF**.

PUCK HOLDER TEXT

Toggle player names and positions **ON/OFF**.

REFLECTIONS

Toggle player reflections **ON/OFF**.

CROWD SOUNDS

Toggle crowd sounds **ON/OFF**.

SOUND

Toggle the sound mode **MONO/STEREO**. This option controls music and video sound.

SFX VOLUME

Set the volume level for all sound effects 1-10.

MUSIC VOLUME

Set the volume for the pre-game music track 1-10.

CREDITS

Roll the *NHL 97* credits.

TEAM SELECT MENU

Select the teams you want to match up in the game. You can choose from all 26 NHL teams plus the Eastern and Western conference All-Star squads.

To select a team:

1. D-Pad \updownarrow to move your controller icon to a team, then D-Pad \leftrightarrow to cycle through teams.
2. Repeat for the second team, then move your controller to the team you want to represent, and press **B** to continue.

NOTE: NHL 97 supports the Sega 6Player Multi-player Adapter™. If you have more than two controllers connected to your Sega Saturn, additional controller icons appear on the Team Select menu.

NAME ENTRY

If you're playing with User Records ON, the Name Entry screen appears. Choose the name you want your statistics saved under for the next game.

To enter a user name:

1. D-Pad \updownarrow to highlight a name slot, then press **C** to activate the name editor.
 2. D-Pad \leftarrow to move the cursor to the first character.
 3. D-Pad \updownarrow to select the first letter in your user name, then D-Pad \rightarrow to move to the next character.
 4. Repeat until your user name is complete, then press **B** to continue. John Davidson introduces the starting line-ups for tonight's game.
- To select an existing user name, D-Pad \updownarrow to highlight the user name you want, then press **B** to continue. John Davidson introduces the starting line-ups for tonight's game.
 - To delete a user name, highlight it then hold **L Shift + R Shift + START**. The user name and stats are erased.

PAUSE MENU

The Pause menu appears anytime there's a break in the action. Use it to access game options, stats, and instant replays, or to call a timeout.

- To pause a game, press **START**. The Pause menu appears.
- To select an option, highlight it and press **B**.

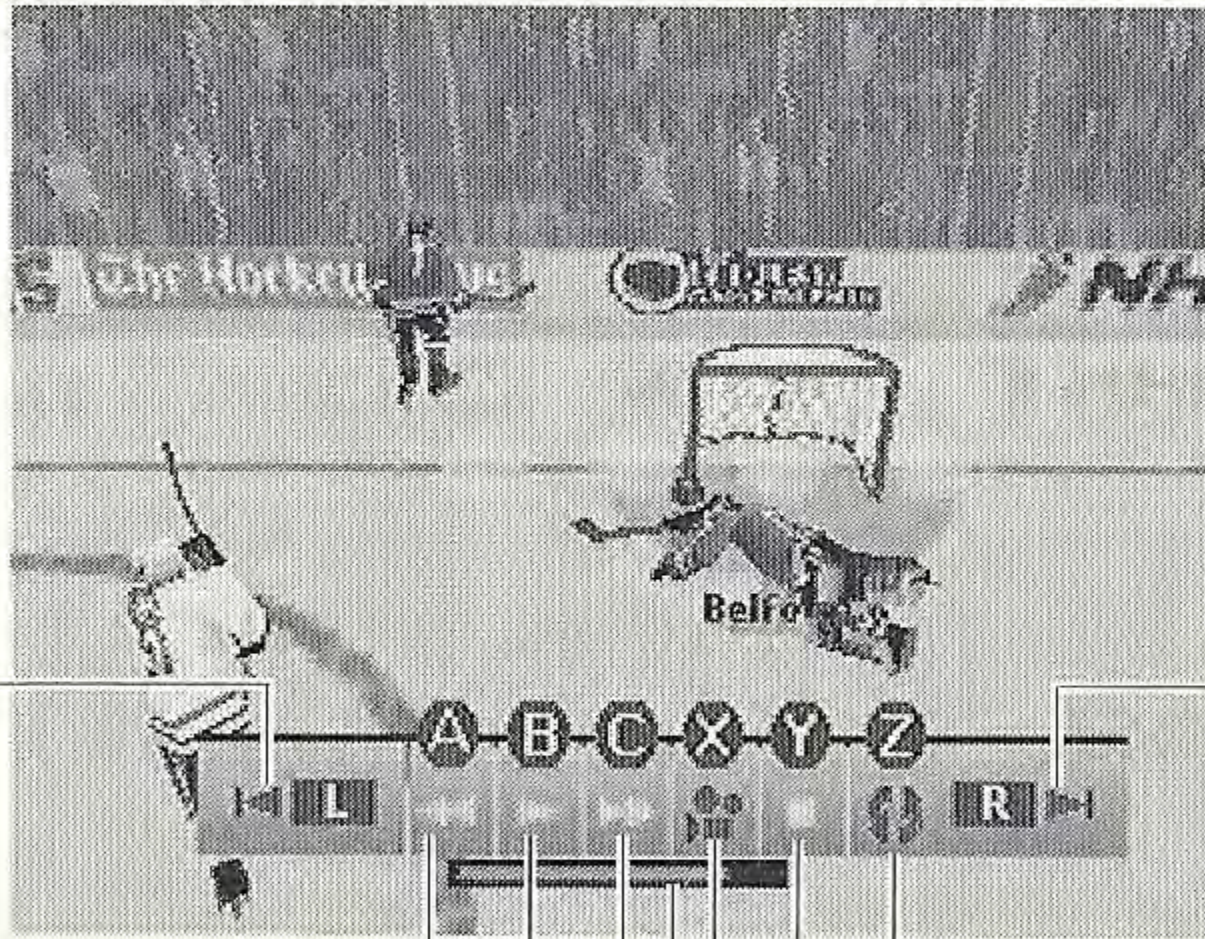
START/RESUME/EXIT GAME

- | | |
|--------------------|---|
| START GAME | Players take their positions at center ice and prepare for the opening faceoff. |
| RESUME GAME | Return to the game in progress. |
| EXIT GAME | Return to the Play Mode menu. |

GAME STATS

See how the teams performed head-to-head in 16 stat categories.

INSTANT REPLAY



Rewind frame-by-frame

Forward frame-by-frame

Rewind

Play

Fast Forward

Frame Indicator

Flip camera angle

Stop

Cycle through
11 cameras

- To follow a single player throughout the play, D-Pad to place the focus box over him, then start the replay.
- To return to the Pause menu, press START.

PLAYER STATS

Compare the players' game stats in five skater and four goalie categories.

- To toggle teams, D-Pad ↔.
- To scroll the roster, D-Pad ↑↓.

EDIT LINES

You can edit your team's lines to give your team a new look on the ice.

To edit lines:

1. D-Pad ↔ to select the line you want to edit.
 2. D-Pad ↑↓ to select a player you want to replace, then press **C**. The roster appears.
 3. D-Pad ↑↓ to select the player you want to insert in the line, then press **C**. The line appears with the change.
 - To exit the roster without making the change, press **A**.
 4. Repeat until you are satisfied with your lines, then press **B** to continue. The Pause menu appears.
- When playing with Line Changes OFF, you can only edit your Score 1 line.

SCORE SUMMARY

Review the game situations surrounding each goal: Period, Time, Player, Goal/Assist, and PPG/SH (Power Play or Short Handed goal).

- To toggle teams, D-Pad ↔.
- To scroll the score summary list, D-Pad ↑↓.

CAMERAS

View the action any of eight different camera angles, or flip the rink and play from the reverse angle.

PENALTY SUMMARY

Take a look back at the penalties called during the match.

- To toggle teams, D-Pad ↔.
- To scroll the penalty summary list, D-Pad ↑↓.

CHANGE GOALIE

Change your starting goalie, bring in a replacement during the game, or choose NO GOALIE to make room on the ice for an extra skater.

PERIOD STATS

Check the number of shots and goals by period.

GOALIE CONTROL

Switch between AUTO and MANUAL controlled goalies during the game.

TEAM ROSTER

Compare the players and goalies from each team by *NHL 97* skill ratings.

CONFIG CONTROLLER

If you're not comfortable with the default gameplay controls, you can choose from three other options.

- Gameplay controls for each of the four configuration options are listed in the *Command Summary* on p. 2.

RECORD HOLDERS

The Record Holders screen displays the User Records leaders.

- To view additional statistics, D-Pad ↔.

TIMEOUT

You can call timeouts only during a stoppage of play. A timeout completely restores the energy level of every skater on both squads. Teams are limited to just one timeout per game.

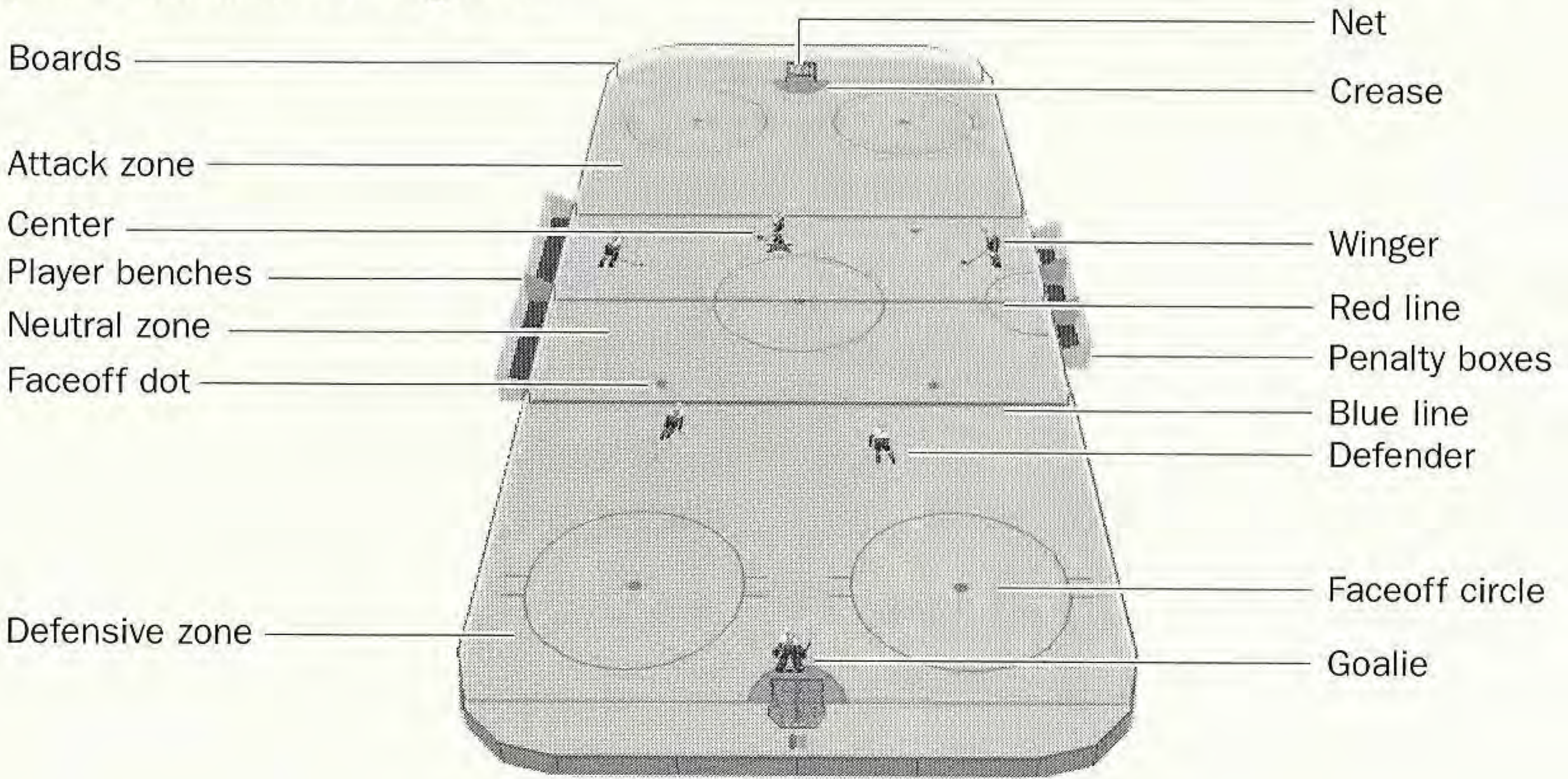
- ☐ When playing with Line Changes OFF players do not lose energy, so timeouts have no effect on the game.

ABORT GAME

Quit the game in progress and return to the Play Mode menu.

GRASPING THE FUNDAMENTALS

NHL 97 features all the moves, shots, saves, blocks, and checks of the National Hockey League. Master these fundamentals of the sport, and you'll dominate the game.



NOTE: While you can choose from four controller configurations during gameplay, only the defaults are described in the following section. For Config A, B, and C equivalents, check the *Command Summary* on p 2.

FACEOFFS

A typical NHL game may have 80 or more faceoffs, so you'd better believe it's an important aspect of the game. The more faceoffs you can win for your team, the more time you'll spend controlling the puck—resulting in more scoring chances.

- To take the draw, press the D-Pad in the direction of a teammate you want to scoop the puck to, then press **B** when the puck hits the ice.

SKATING

It's not easy to make tight corners and quick stops on ice. You'll have to get a feel for the slickness of the surface and learn to adjust quickly when the direction of the action changes. Just about the only thing you won't have to do is sharpen your blades between games.

- To skate, D-Pad in the direction you want to go.
- To control the skater closest to the puck, press **B**.
- To get a burst of speed, press **C**.
- To make a quick stop, press **Z**.

On defense:

- To drop to the ice to block a shot, press **Y**.

STICKHANDLING AND PASSING

Open passing routes are a rare occurrence, but passing the puck is still the most efficient way to advance up ice. Be patient and keep aware of passing lanes as they develop. Once you spot an opening, execute swiftly and accurately.

- To execute a Signature move or a Spin-o-Rama, hold the D-Pad, and press **Y**.

NOTE: *NHL 97* features Signature moves by 65 NHL stars. Those NHL players who do not perform Signature moves substitute the Spin-o-Rama. See *Signature Moves* on p. 23 for a list of players and their moves.

- To pass, press the D-Pad in the direction of the teammate you want to pass to, then press and release **B**.
- For a give and go, press the D-Pad in the direction of the teammate you want to pass to, then press and hold **B**. When the pass is complete, press **B** again. The puck is passed back to you.
- For a one-timer pass, press the D-Pad in the direction of the teammate you want to pass to, then press and release **B**. Before the pass is complete, press and release **B** again, along with a direction toward another teammate. The pass is deflected to the next recipient.
- To initiate a drop pass, press **R** Shift.

In your zone or neutral ice:

- To dump the puck into your opponent's zone, tap **A**.

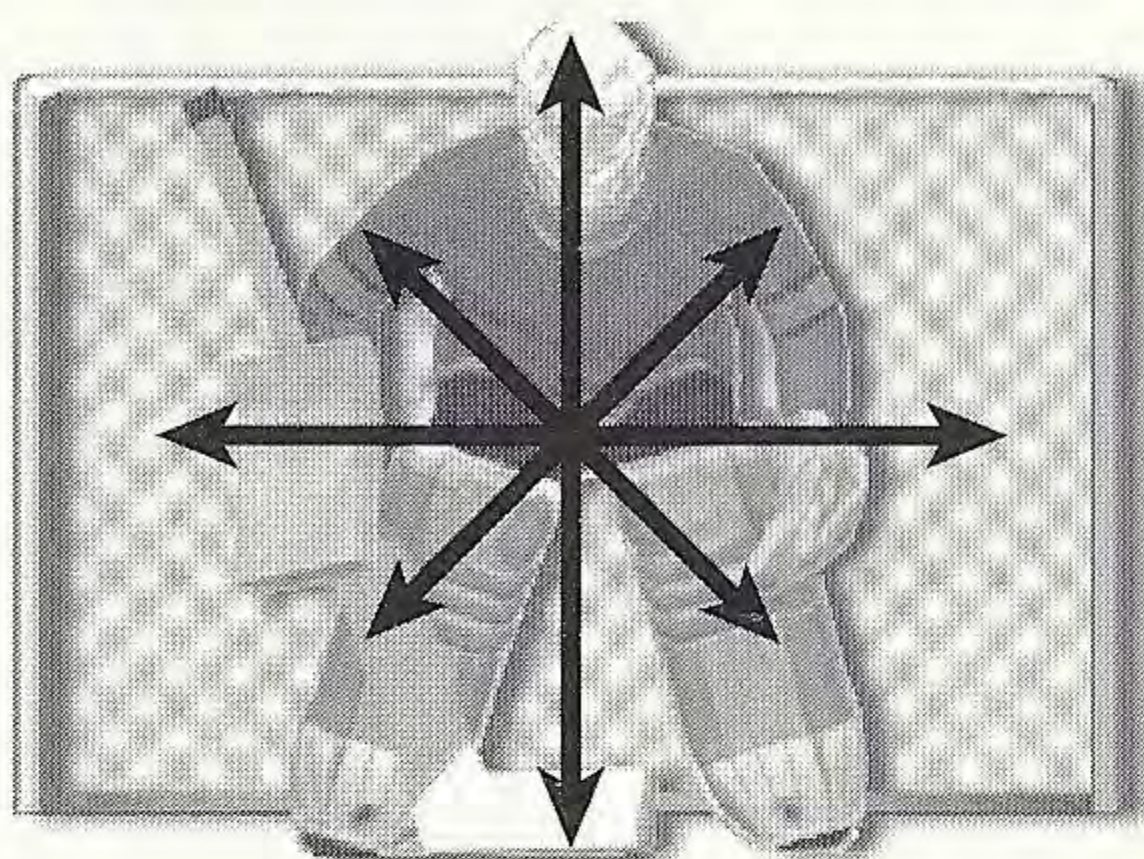
CHECKING

The key to checking is the angle you maintain in relation to your opponent. When attempting a body check, make sure you're in correct position—forcing an opponent to the boards with a hard check is perhaps the best way to cause key turnovers, while a missed check will take you out of the play completely.

- To control the player closest to the puck, press **B**.
- To poke check, press **B** when you're closest to the puck.
- To body check, press **C** when your player is in position to make contact with an opponent.
- To hook or hold, press **A**.
- For a hip check or board check, D-Pad toward an opponent, then press **R Shift**.

SHOOTING

Shoot early and often—slap shots from the point, one timers from the slot, etc. In most cases a hard shot will rebound off the goalie, creating another, better scoring opportunity.



When shooting, press the D-Pad to aim for an open area of the net.

- To take a slap shot, hold **C**. (The longer you hold **C**, the harder the shot.)
- For a one-timer shot, press and release **B**. Before the pass is complete, press **C**. The pass recipient fires off a wicked slap shot.
- To fake a shot, tap **A** while in the Attack zone.
- ☐ Shots are automatically directed toward your opponent's goal, but you must use your controller to aim for a corner or an open area of the net.

GOALTENDING

It's been called the most demanding position in team sports, but you're welcome to try your hand at it. You must have the Goalies option set to MANUAL CONTROL in order to attempt saves. If you don't, the goalie automatically polices the crease.

- To take control of your goaltender, press **X**.
- To give up goalie control, press **B** to assume control of the player nearest the puck.
- To attempt a save, press **C**.
- To Poke Check, press **A** when closest to puck.

To clear the puck after a save (manual or auto controlled goalies):

- To flip the puck out of your zone, press **A**.
- To pass to a teammate or to send the puck out along the boards, press **B** + D-Pad.

—or—

- To draw a faceoff, don't press any buttons.

LINE CHANGING

Each period begins with all lines at 100% energy, but energy levels decrease as the period draws on. As your current line becomes fatigued, its energy bar in the Line Change menu gets shorter. It's crucial to track the condition of all your lines and change them before your players tire out.

NOTE: You must have the Line Changes option set to ON in order to change your lines.

To change lines before a faceoff:

- Press **A**, **X**, or **C** to select the corresponding line from the Line Change menu.

To change lines "on the fly":

1. You can quickly change lines by pressing **L** Shift. The Line Change menu appears.
 2. Press **A**, **X**, or **C** to select the corresponding line from the Line Change menu.
- In power play and penalty killing situations, you only have two lines from which to choose.

FIGHTING

When a player with a high Aggressiveness rating puts a big hit on another aggressive player, there's a chance they'll fight.

NOTE: You must have the Fighting option set to ON for the possibility of fights.

When an opponent squares-off against you:

- To send an uppercut to the head, press **C**.
- To throw a hook to the body, press **B**.
- To grab your opponent, press **A**.
- To pull your opponent's jersey, press **L** Shift.
- To block a punch or break away from a grab, press **X**.
- To skate forward and back, D-Pad ↔.

ENTERING A SEASON

Take any team through a full 82-game NHL Season. *NHL 97* compiles win/loss/tie records, point totals, and statistics throughout the Season.

NEW SEASON MENU

TEAM SELECT

Choose your team from the 26 NHL squads. As you cycle through your choices, skill rankings appear to help you make your decision.

- To select a team, D-Pad ↔ to cycle through teams, then press **B** to continue. The Saving Options menu appears.

SAVING OPTIONS

Choose the memory slot to which you want to save your Season. The Season screen appears.

- To select a memory, slot D-Pad ↑ to highlight it, then press **B**.
- If you don't want to save your Season, select CONTINUE W/O SAVING.

SEASON SCREEN

Set up the games you want to play, simulate those you don't, keep tabs on the numbers as they come in, and make player transactions.



To activate the calendar, press **C**; to regain control of the menu, press **B**.

PLAY GAME

Begin your team's next scheduled Season game.

- Set up Season games in the same manner as Exhibition games. (See *Playing NHL 97* on p. 7.)

SIMULATE GAME

You can simulate games one-by-one or up to a specified date. Realistic scores, stats, and standings are generated for every team.

- To simulate a game, D-Pad to the game you want to simulate, then choose SIMULATE GAME.
- Any unplayed games preceding the selected game are simulated in order.

NHL STANDINGS

Check win/loss/tie records and point totals for every team. As your Season approaches the homestretch, find out who's headed for the Playoffs.

The number in the Points column determines a team's position in the Playoff race. Points are awarded as follows: Win—2 pts., Tie—1 pt., Loss—0 pts.

TEAM ROSTER

See how your players stack up against one another and the rest of the league with 1995–96 stats and *NHL 97* player ratings.

PLAYER STATS

NHL 97 compiles and saves game stats for every player in the league throughout the entire Season.

TEAM STATS

Tracks every team in 14 categories.

- To cycle through teams, D-Pad ↔.
- To scroll the list of team stats, D-Pad ↑↓.

LEAGUE LEADERS

Find out who the league leaders are in seven skill categories.

TRANSACTIONS

Trade, release, create, and sign players to maintain your team's competitive edge. (See *Transactions*, p. 21.)

END SEASON NOW

Bypass the remainder of your regular games, and advance to the first round of the Playoffs.

- Playoff berths are awarded to the top eight teams in each conference (based on total points) at the time you select END SEASON NOW.

EXIT SEASON

Return to the Play Mode menu. The Season is saved to the last completed game and labeled by your team's name and record.

NOTE: If you want to save your Season progress and continue later, you must select EXIT SEASON before turning OFF the power on your Sega Saturn.

MAKING THE PLAYOFFS

The top eight teams from each conference (based on total points) earn the right to appear in the Playoff tournament.

- If you earned a Playoff spot, choose BEGIN PLAYOFFS to set up your first Playoff game.
- If you did not gain a slot, BEGIN PLAYOFFS takes you directly to the Playoff Tree and displays the results.

NOTE: Once a team advances to the Playoffs it can't make any further transactions.

THE PLAYOFFS

You can play in the authentic Best-of-7 series mode, or choose a single-elimination format for a shorter path to the Stanley Cup.

NOTE: When you advance to the Playoffs from a Season, the Playoff format is always Best-of-7.

NEW PLAYOFFS MENU

TEAM SELECT

Choose the team you want to take through the Stanley Cup Playoffs.

- To select a team, D-Pad ←→ to cycle through teams, then press **B** to continue. The Saving Options menu appears.

SAVING OPTIONS

Choose the memory slot to which you want to save your Playoff. The Playoff tree appears.

- To select a memory slot, D-Pad ↑↓ to highlight it, then press **B**.
- If you don't want to save your Playoff, select CONTINUE W/O SAVING.

NOTE: When the team you select is eliminated, the tournament is over.

PLAYOFF TREE

The Playoff Tree displays the tournament match ups from the first round to the Stanley Cup finals.



To view the entire Playoff Tree, D-Pad in any direction.

- To begin your first game, press **B**. The Game Setup menu appears.
- ☐ Set up Playoff games just like Exhibition games. (See *Playing NHL 97* on p. 7.)

NOTE: If you want to save your Playoff progress and continue later, you must press **A** to exit the Playoff Tree before turning OFF the power on your Sega Saturn.

PAUSE MENU

The PLAYOFF STATS option appears in the Pause menu only during Playoff games and is described below. For a complete explanation of all additional Pause menu options, see *Pause Menu* on p. 9.

PLAYOFF STATS

Keep tabs on your players' cumulative Playoff stats.

CONTINUING A SAVED SEASON OR PLAYOFF

To resume a Season:

1. Choose CONT. SEASON from the Play Mode menu. A list of Seasons currently saved to your Sega Saturn system's Base RAM and/or Back up RAM cartridge appears.
2. Highlight the Season you want to continue, then press **B**. The Season screen for that Season appears.

To resume a Playoff tournament:

1. Choose CONT. SEASON from the Play Mode menu. A list of Playoffs currently saved to your Sega Saturn system's Base RAM and/or Back up RAM cartridge appears.
2. Highlight the Playoff you want to continue, then press **B**. The Playoff tree for that Playoff appears.

SHOOTOUT

Practice your penalty shot technique by facing opposing goalies in real penalty shot situations.

PAUSE MENU

START SHOOTOUT and SHOOTOUT SETUP appear in the Pause menu only in Shootout mode and are described below. For a complete explanation of all additional Pause menu options, see *Pause Menu* on p. 9.

START SHOOTOUT

Skate onto the ice for Round 1 of the Shootout.

SHOOTOUT SETUP

Substitute your goalie and/or your five shooters or change the order of your shooters.

TRANSACTIONS

The following rules apply to all transactions:

- ❑ Each team's roster may carry a maximum of 27 players with no more than three goalies.
- ❑ Each team's roster must carry a minimum of 20 players, including two goalies.

NOTE: If a team involved in a transaction already carries a full roster, you'll have to release players before making multiple-player trades and signing free agents.

TRADE PLAYERS

NOTE: You can include multiple players per team in a single transaction.

To trade players:

1. D-Pad ↔ to select the team from which you want to trade a player, then D-Pad ↓ to highlight the player you want to trade and press **C** to select.
2. Press **Z** to activate the other team.
3. D-Pad ↔ to select the team from which you want to trade a player, then D-Pad ↓ to highlight the player you want to trade and press **C** to select.
4. If the trade is accepted by both teams, the players switch places. If a team rejects the trade, you can choose to accept the decision or overrule it.
5. Repeat until you are satisfied with your roster, then press **B** to continue. The Transactions menu appears.

CREATE PLAYERS

You can create new players (12 in Exhibition or Playoff mode and 12 in Season mode) and add them to the Free Agent pool.

To create players:

1. D-Pad ↓ to highlight a player slot, and press **B** to select. The Player Name screen appears.
2. D-Pad ← to move the cursor to the first character.
3. D-Pad ↓ to select the first letter in your player's first name, then D-Pad → to move to the next character.
4. Repeat until your player's first name is complete, then press **B** to activate your new player's last name.
5. Enter your player's last name in the same manner as his first name, then press **B**. The Vital Stats options appear.

6. D-Pad \updownarrow to highlight a stat option, D-Pad \leftrightarrow to cycle through choices, then press **B** to accept. The Player Ratings appear.
7. D-Pad \updownarrow to highlight a rating option, D-Pad \leftrightarrow to add or subtract rating points, then press **B** to accept. The player is added to the Free Agent pool, and you return to the Transactions menu.

SIGN FREE AGENTS

The Free Agent pool is made up of all unassigned players—newly created players and those existing players who have been released from their teams.

To sign free agents:

1. D-Pad \leftrightarrow to select the team to which you want to add a player, then D-Pad \updownarrow to highlight the player you want to sign and press **B** to select.
 2. If the addition does not violate any transaction rules, the player is immediately added to the team's roster. (See *Transactions* on p. 21.)
- When a newly created player is signed to a team, you can not edit his ratings. If you want to edit his ratings, you must release him back to the Free Agent pool.

RELEASE PLAYER

Release players from your team's roster to make room for free agents with better skills and ratings.

To release players:

1. D-Pad \leftrightarrow to select the team from which you want to release a player, then D-Pad \updownarrow to highlight the player you want to drop and press **B** to select.
2. If the player release does not break any transaction rules, the player immediately disappears from the roster and appears in the Free Agent pool. (See *Transactions* on p. 21.)

RESET ROSTERS

Reverse any player transactions you've made and return all *NHL 97* players to their original rosters.

SIGNATURE MOVES

NHL 97 contains 13 signature moves performed by 65 star players. The Signature Move table displays each move by name and description and labels each by a code letter.

Match a player's code letter with the same letter in the Signature Move table to find out which move he executes.

● To execute a Signature move, hold the D-Pad and press **Y**.

SIGNATURE MOVE TABLE

CODE	MOVE	DESCRIPTION
A	Trailblazer	Sharp cut sideways, Drift, Slapshot
B	Duck & Cover	Pull puck, Drift sideways, Shoot (forehand)
C	Tunnel Vision	Push puck through player's legs, Skate around
D	Show & Tell	Extended forehand, Backhand, Shot
E	Slap Stick	One handed check with puck
F	"Stick" Handler	Check with puck
G	Triple Take	Backhand, Forehand, Spinarama, Slapshot
H	Backscratch	Stops, Backs up, Wrist shot
I	Snow Plow	Fake shot, Spinarama
J	Goal Digger	Forehand, Backhand, Forehand, Slapshot
K	Slip Knot	Drop pass through legs, Kick up, Backhand
L	Wrist Rocket	Wrong-footed wrist shot
M	Back Door	Backhand, Forehand, Backhand, Drop pass
N	Sharpshooter	Wrong-footed slapshot
O	Deke & Deliver	Deke forehand, Backhand, Quick poke
P	Funnel Cloud	Drop pass, Spinarama

PLAYER TABLES

TEAM	PLAYER	No.	STICK HAND	CODE
ANAHEIM	Paul Kariya	9	L	O
	Teemu Selanne	8	R	H
BOSTON	Ray Bourque	77	L	N
	Cam Neely	8	R	G
	Adam Oates	12	R	K
BUFFALO	Pat Lafontaine	16	R	H
	Alexei Zhitnik	44	L	I
CALGARY	Theo Fleury	14	R	C
	Gary Roberts	10	L	F
	Zarley Zalapski	33	L	O
CHICAGO	Chris Chelios	7	R	E
	Jeremy Roenick	27	R	I
COLORADO	Peter Forsberg	21	L	K
	Joe Sakic	19	L	L
DALLAS	Mike Modano	9	L	O
	Joe Nieuwendyk	25	L	D
DETROIT	Paul Coffey	77	L	I
	Sergei Fedorov	91	L	M
	Steve Yzerman	19	R	G
EDMONTON	Jeff Norton	6	L	E
	Jiri Slegr	28	L	M
	Doug Weight	39	L	K
FLORIDA	Ed Jovanovski,	55	L	F
	Rob Niedermayer	44	L	B
HARTFORD	Andrew Cassels	21	L	A
	Geoff Sanderson	8	L	J
	Brendan Shanahan	94	R	K
LOS ANGELES	Rob Blake	4	R	F
	Ray Ferraro	20	L	D
	Kevin Stevens	25	L	A
MONTREAL	Vincent Damphousse	25	L	C
	Pierre Turgeon	77	L	D



TEAM	PLAYER	No.	STICK HAND	CODE
NEW JERSEY	Stephane Richer	44	R	P
	Scott Stevens	4	L	F
NY ISLANDERS	Darius Kasparitis	11	L	F
	Zigmund Palffy	16	L	K
NY RANGERS	Wayne Gretzky	99	L	C
	Brian Leetch	2	L	G
	Mark Messier	11	L	L
OTTAWA	Steve Duchesne	28	L	E
	Alexei Yashin	19	R	M
PHILADELPHIA	John Leclair	10	L	O
	Eric Lindros	88	R	F
	Mikael Renberg	19	L	H
PHOENIX	Keith Tkachuk,	7	L	P
	Alexei Zhamnov	10	L	G
PITTSBURGH	Ron Francis	10	L	A
	Jaromir Jagr	68	L	C
	Mario Lemieux	66	R	B
ST. LOUIS	Brett Hull	16	R	N
	Chris Pronger	44	L	F
SAN JOSE	Ulf Dahlen	22	L	C
	Owen Nolan	11	R	E
	Tom Pederson	41	R	N
	Darren Turcotte	9	L	B
TAMPA BAY	Brian Bradley	19	R	O
	Peter Kilma	85	R	E
	Alexander Selivanov	29	L	L
TORONTO	Doug Gilmour	93	L	K
	Mats Sundin	13	R	J
VANCOUVER	Pavel Bure	96	L	J
	Trevor Linden	16	R	E
	Alexander Mogilny	89	L	N
WASHINGTON	Peter Bondra	12	L	D
	Dale Hunter	32	L	A

OFFSIDE, ICING, AND BREAKAWAYS

Many of the penalties called in ice hockey are due to unnecessary force used against an opponent or by dangerous (therefore, illegal) contact. Offside and Icing violations can be a bit more difficult to grasp.

OFFSIDE

A play is offside when an offensive skater who is not in possession of the puck precedes the puck across the blue line into the Attack zone.

This violation commonly occurs when:

1. A pass is completed to a player “camping” in the Attack zone;
—or—
2. The puck handler skates into the zone before his teammates have cleared out.

Wait for your teammates to circle out of the Attack zone, then move the puck across.

ICING

An Icing violation is called when an attacking player on his team’s side of the center line sends the puck across the opposing team’s goal line, but not in the net, and a defensive skater is the first to touch the puck.

Icing is not called when:

1. The opposing team’s net minder is the first player to touch the puck;
2. Any attacking skater is the first player to reach the puck;
—or—
3. The attacking team is skating short-handed due to a penalty killing situation.

BREAKAWAY

A breakaway is recognized when the offensive player with the puck skates past the defenders in the Attack zone creating a one-on-one situation with the opposing goalie.

A last ditch effort by the defense to “take down” the puck handler from behind results in a penalty shot.

PENALTIES

Double Minor penalties are called on exceptionally vicious penalty violations. These violations usually result in an injury to the player on the receiving end.

CHARGING (MINOR: 2 MIN, DOUBLE MINOR: 4 MIN)

Applying a body check after you have taken more than two deliberate strides toward your opponent.

CROSS CHECK (MINOR: 2 MIN, DOUBLE MINOR: 4 MIN)

Hitting your opponent with your stick, when you have both hands on your stick and no part of the stick on the ice.

ELBOWING (MINOR: 2 MIN, DOUBLE MINOR: 4 MIN)

Delivering a check with your arms or elbows instead of with your body.

FIGHTING (MAJOR: 5 MINUTES)

A fight is initiated the moment you drop your gloves.

HIGH STICKING (MINOR: 2 MIN, DOUBLE MINOR: 4 MIN)

Carrying your stick above shoulder level when skating toward an opponent.

HOLDING (MINOR: 2 MINUTES)

Using your hands to grab either your opponent or his stick.

HOOKING (MINOR: 2 MINUTES)

Using the blade of your stick to restrain an opponent.

INTERFERENCE (MINOR: 2 MINUTES)

Any contact with your opponent's goalie while he is in possession of the puck and within the crease.

ROUGHING (MINOR: 2 MIN, DOUBLE MINOR: 4 MIN)

A particularly ruthless Charging infraction.

SLASHING (MINOR: 2 MIN, DOUBLE MINOR: 4 MIN)

Using your stick to hit, or attempt to hit, an opposing player.

TRIPPING (MINOR: 2 MINUTES)

Toppling your opponent by means of either your stick, knee, foot, arm, hand, or elbow.

CREDITS

LEAD ENGINEERS: Tim Walter, Tim Meekins, Mike Lampell, Aki Rimpilainen

ENGINEERS: Greg Hedger, Mark Horsley

LEAD ARTIST: Eric Fong

CO-LEAD ARTIST: Fred Wong

ART DIRECTOR: Alvin Cardona

PLAYERS/ANIMATIONS: Mark Anderson, Han Cho, Omar Velasco, Ray Wong,
David Dame

2D/3D ART: Victor Gerth, David Lee

MENUS/CINEMATICS: Jilian Liao, Steve Paris, Wayne Herman,
Dale Henderscheid

VIDEOS: Cameron Chun

ORIGINAL MUSIC AND SOUND DESIGN: Mark Chosak

ADDITIONAL MUSIC: David Whittaker

LEAD LIBRARY ENGINEER: Dave O'Connor

LIBRARY ENGINEERS: Kyle Granger, Andrei Snegov, Alex Hansen,
Chuck Batson, Paul Robinson

TOOLS DEVELOPMENT MANAGER: Audrey Semour-Marks

TOOLS ENGINEER: Johnnie Vang

DEVELOPMENT PROJECT MANAGER: Jeff Thomas

DEVELOPMENT DIRECTORS: Greg Thomas, Scott Patterson

EXECUTIVE IN CHARGE OF PRODUCTION: Scott Orr

EXECUTIVE PRODUCER: Rob Martyn

LEAD ASSISTANT PRODUCER: Rich Rogers

PRODUCER: Mitzi McGilvray

DIRECTOR OF TECHNOLOGY: Gifford Calenda, Jeff Yates

GAMEPLAY TUNING AND DESIGN: Scott Probin, Mark Lesser

ASSISTANT PRODUCER: Shawn Jacoby

VIDEO PRODUCTION COORDINATOR: Stewart Putney

PRODUCTION PROJECT MANAGER: Kyra Pehrson

TECHNICAL DIRECTOR: Ken Zarifes

MOTION CAPTURE DIRECTOR: Umberto Lazzari

MOTION CAPTURE SPECIALIST: Audra Sugarman



DIRECTOR OF MARKETING: Chip Lange

PRODUCT MANAGER: Eric Petersen

DOCUMENTATION: Bill Scheppler

DOCUMENTATION LAYOUT: Corinne Mah

PACKAGE ART DIRECTION: Jennie Maruyama

PACKAGE DESIGN: Jennie Maruyama and Corinne Mah

PACKAGE ILLUSTRATION: Steve Babineau/Sports Action

GAME TESTERS: Gabe Boys, PJ Caceres, Billy Delli-Gatti, Mike Graben, Jean Michno, Mike Olsen, Ken Spalasso, Bones Johnson, Joe Quilici, Ed Frame, Dave Jimenez

PLAYER RATINGS BY: John Rosasco of the New York Rangers

IN-GAME COMMENTARY PROVIDED BY: John Davidson, James Brown

MOTION PROVIDED BY: Tom Pederson of the San Jose Sharks, Floyd Whitney of the Edmonton Oilers, Bobby Platt of Hockey Workout, Ken Rogers of EA SPORTS

MOTION CAPTURE FACILITIES PROVIDED BY: Hockey Workout, Mitch Kane and Abby the Wonder Dog

MOTION CAPTURE PROVIDED BY: Biovision

QUALITY ASSURANCE: Chris Bennett, Oliver Oscar Ongpin, Brian Winslow, Jason White, Barry Dorf

SPECIAL THANKS: Ryan Plank, Leandro Penaloza, Pam Seawell, Doug Ferguson, Esq., Joe Keene, Esq., Jim Kennedy, Sheri Sarkis, Sioban Grady, Pacific Video Resources, Goal Line Studios, Monty Finefrock, Maria Bahamondes, Jeff Litz, Ken Rogers, Ilene Kent, Catherine O'Brien, Doug Reid, the San Jose Arena, Jim Lynch, Wally Grant, Marsh Gardiner, Sally Stewart, Gretchen Helms, Don Mattrick, Sandy Montag, Ken Sayler, Michael Streim, Marcus Lindblom, Nicole Singer

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Warranty Inquiries: cswarranty@ea.com

World Wide Web: Access our Web Site at <http://www.ea.com>

FTP: Access our FTP Site at <ftp.ea.com>

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:

Electronic Arts Pty. Ltd.

P.O. Box 432

Southport Qld 4215, Australia

In the **United Kingdom**, contact:

Electronic Arts Ltd.

P.O. Box 835

Slough SL3 8XU, UK

Phone (753) 546465.

In **Australia:** For Technical Support and Game Hints and Tips, phone

the EA HOTLINE: 1 902 261 600 (95 cents per min.)

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