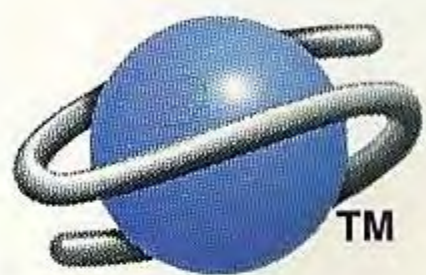


SEGA®



SEGA™ SPORTS

SEGA SATURN™

All 26 NHL®
Teams & the
Real Players!!



NHL®

ALL-STAR

HOCKEY



KIDS TO ADULTS



AGES 6+

81102

WARNINGS

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

EPILEPSY WARNING

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 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, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

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.

SEGA CD VIDEO GAME USE

This CD-ROM can only be used with the Sega CD system. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers. This game is licensed by Sega for home play on the Sega CD system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

ABOUT AUDIO CONNECTORS — ORIGINAL SEGA CD MODEL

- If your Audio connection is made **from the Sega CD** to your television, you must use the Mixing Cable to connect the Headphone output jack on the front of the Genesis to the Mixing input jack on the rear of the Sega CD.
- If your Audio connection is made **from the Genesis** to the television (using either the RF cable or a Video Monitor cable), do not use the Mixing Cable.

ESRB RATING

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**.

**FOR GAME PLAY HELP, CALL
1-415-591-PLAY**

**VISIT THE SEGA WEB FOR MORE INFORMATION AT
[HTTP://WWW.SEGAOA.COM](http://www.sega.com)**

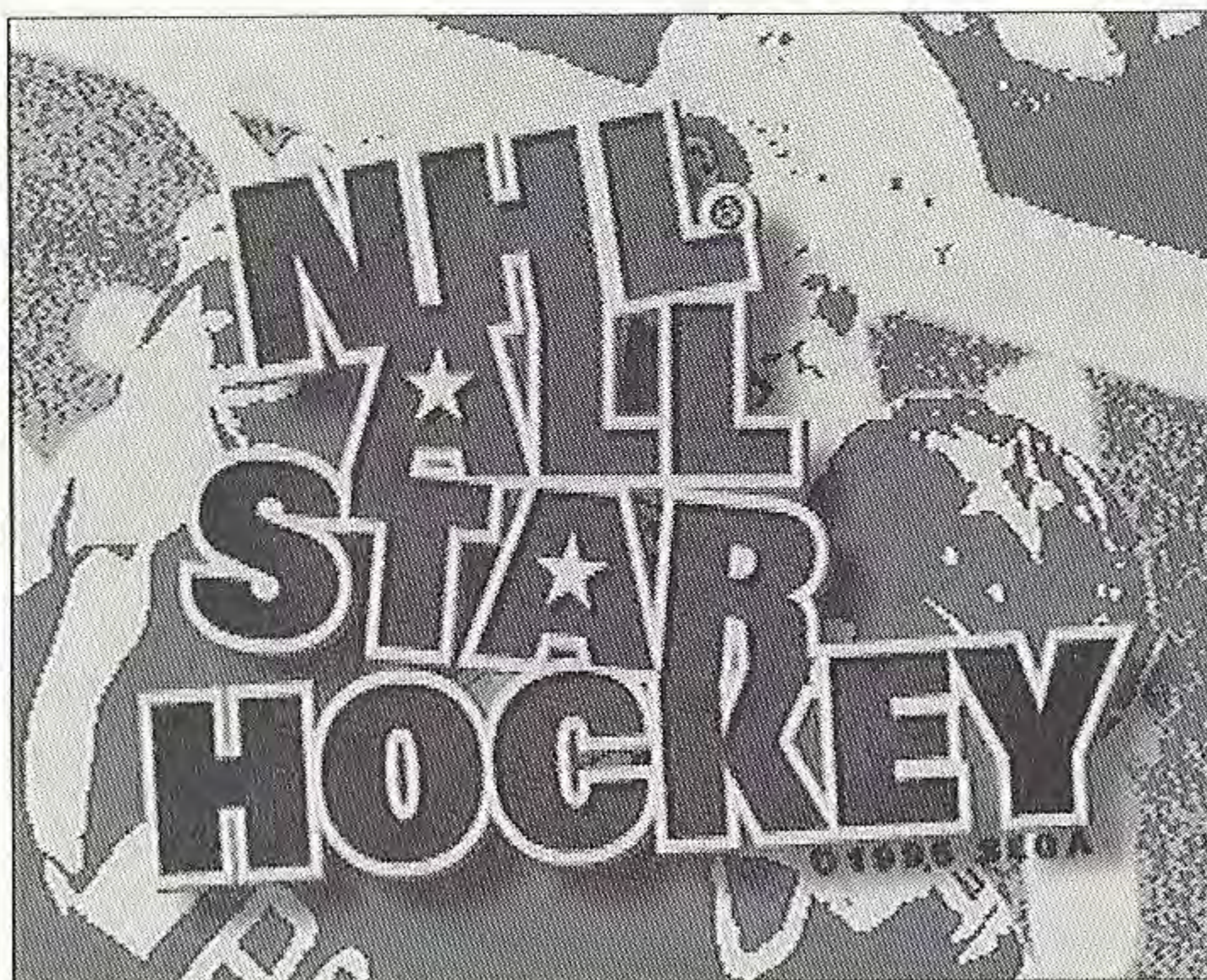
For French Instructions, please call:
Instructions en français, téléphoner au:
1-800-872-7342

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Welcome to NHL® All-Star Hockey



Sega Saturn presents *NHL® All-Star Hockey*, far and away the most comprehensive and realistic hockey game for any of the CD-ROM systems. We not only give you all the NHL teams and players with all their stats, but we enable you to set up entire league seasons and playoff schedules. In fact, *NHL® All-Star Hockey* contains so many options, features, and statistical databases that we recommend you purchase an external RAM cartridge in order to store more than one or two seasons. It's such a large game that it takes up most of the Saturn's internal memory. A RAM cartridge allows you to expand that memory. Also, if you have two 6Player adapters, up to twelve users at a time can compete on the ice.

Control Summary

The outline below shows only the basic game-play button controls. For more information about the controls, see the On The Ice section on page 20.

Contant Controls

- R Flipper** Speed Burst
- L Flipper** Sudden Stop
- D-Pad** Direction of Player

With the Puck

- Z Button** Wrist Shot (D-Pad Aims)
- C Button** Slap Shot (D-Pad Aims)
(tap C during wind-up to fake shot)
- A Button** Dump Puck Forward (D-Pad Aims)
- B Button** Pass (D-Pad Aims)

Without the Puck

- A Button** Drop to Deflect Puck
- B Button** Change to Player Closest to Puck
- C Button** Body Check
- Z Button** Poke Check

Goalie (With Puck)

- A Button** Toss Puck (D-Pad Aims)
- B Button** Pass Puck (D-Pad Aims)

Goalie (Shot on Goal)

- C Button** Attempt Save

Goalie (Without Manual Goalie ON)

You must hold down the B Button to take control of the goalie and execute the following commands.

- D-Pad** Move Goalie Left/Right
- C Button** Attempt Save
- R Select** Moves Goalie Out of Crease
- + D-Pad**

Replay Mode

- X Button** Rewind
- Y Button** Play
- Z Button** Fast Forward
- A Button** Change Focus on Camera
(hold A to focus on puck)
- C** Change Camera
- Start** Exit Replay Mode

Free Cam

- L Flipper** Move Camera Down
- R Flipper** Move Camera Up
- B Button** w/D-Pad, moves camera
forward/back/left/right

Main Menu



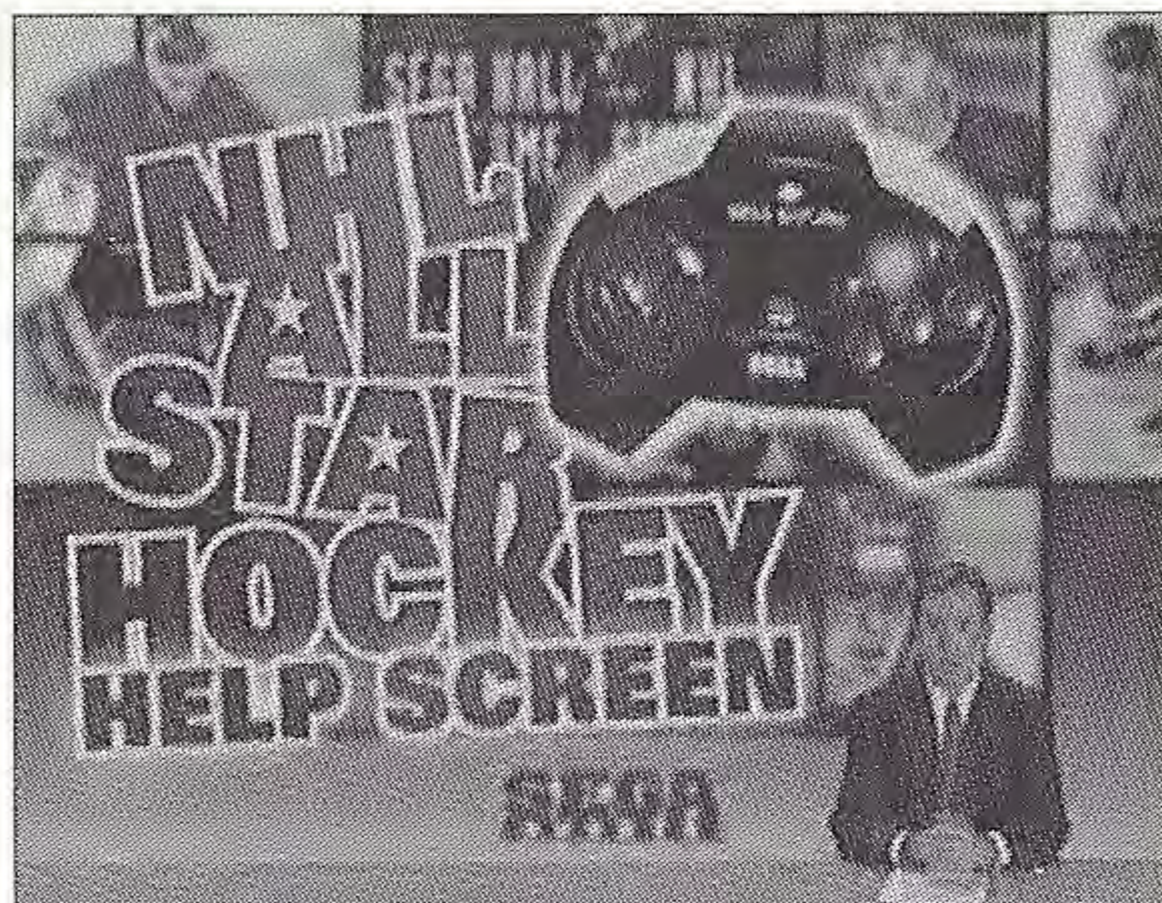
- To go to the Main Menu at any time during the intro, press **Start**.

All the menus in the game operate in the same way as the Main Menu.

- To move the highlight to the desired selection, press the **D-Pad up/down/left/right**.
- To select the highlighted item, press **A** or **Start**.
- To advance to the next screen, press **Start**.

The following are general descriptions of all the items found on the Main Menu.

HELP



The On-Line Help accesses the help diagram, which shows the basic button controls of the game.

QUICK GAME

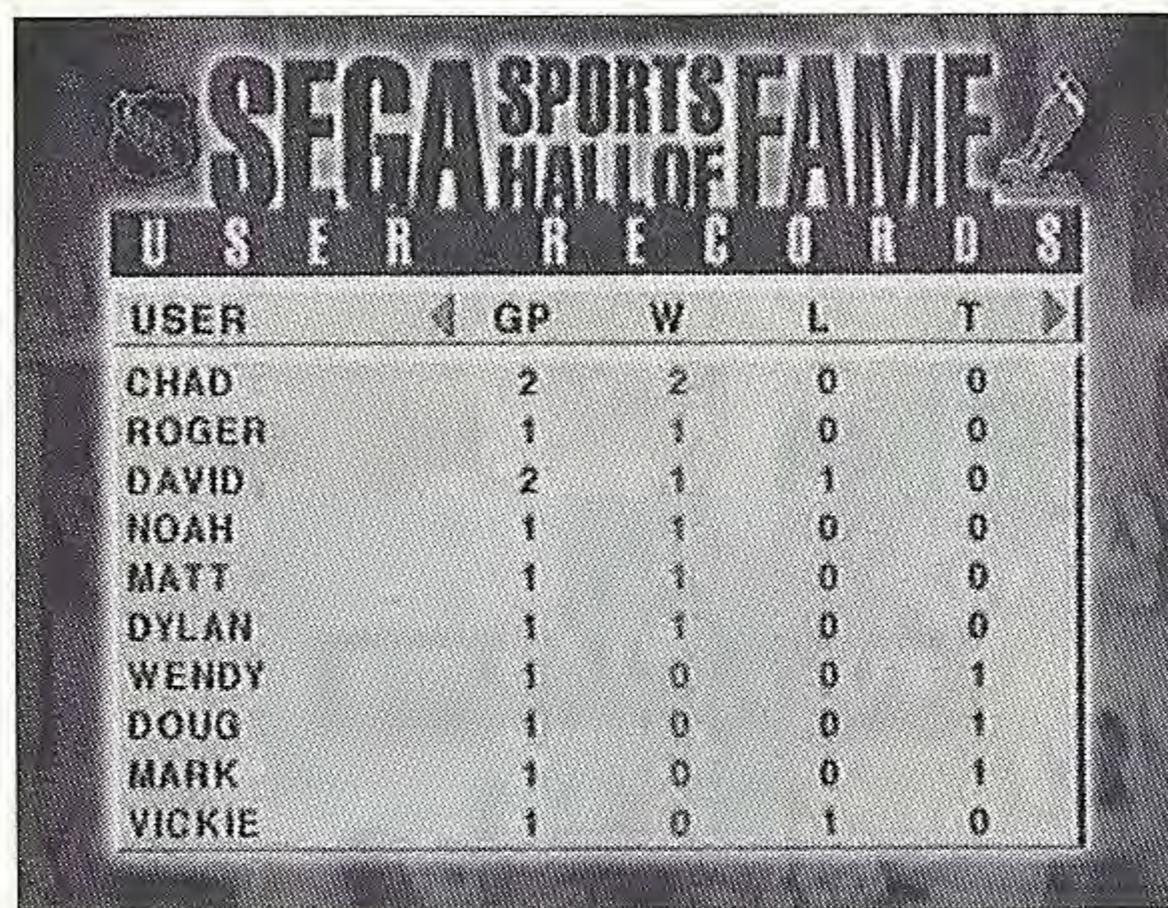
The Saturn stores all set-up information for your last contest. The Quick Game option takes you directly to that last contest, so you can avoid the intervening menu screens. When you select Quick Game, you'll see the two teams that played in the last game. Simply select the team you want to control and press **A** or **Start**.

SEGA HALL OF FAME



The Sega Hall of Fame Menu offers the statistical records of all the users. Users who have won the Stanley Cup[®] are shown a video tour of the Hockey Hall of Fame in Toronto, Canada. They'll also be taken to the Great Hall, which shows all the users who have won the Stanley Cup.

User Records



| USER | GP | W | L | T |
|--------|----|---|---|---|
| CHAD | 2 | 2 | 0 | 0 |
| ROGER | 1 | 1 | 0 | 0 |
| DAVID | 2 | 1 | 1 | 0 |
| NOAH | 1 | 1 | 0 | 0 |
| MATT | 1 | 1 | 0 | 0 |
| DYLAN | 1 | 1 | 0 | 0 |
| WENDY | 1 | 0 | 0 | 1 |
| DOUG | 1 | 0 | 0 | 1 |
| MARK | 1 | 0 | 0 | 1 |
| VICKIE | 1 | 0 | 1 | 0 |

The disk can save up to ten users. The User Records screen ranks the saved users in seven categories. Whenever you switch categories, the list changes to reflect the order of the users with the best scores in that category, shown in red.

- To cycle through the categories, **D-Pad left/right**.

If you are unclear as to the meaning of a certain abbreviation, see the glossary of abbreviations on page 35.

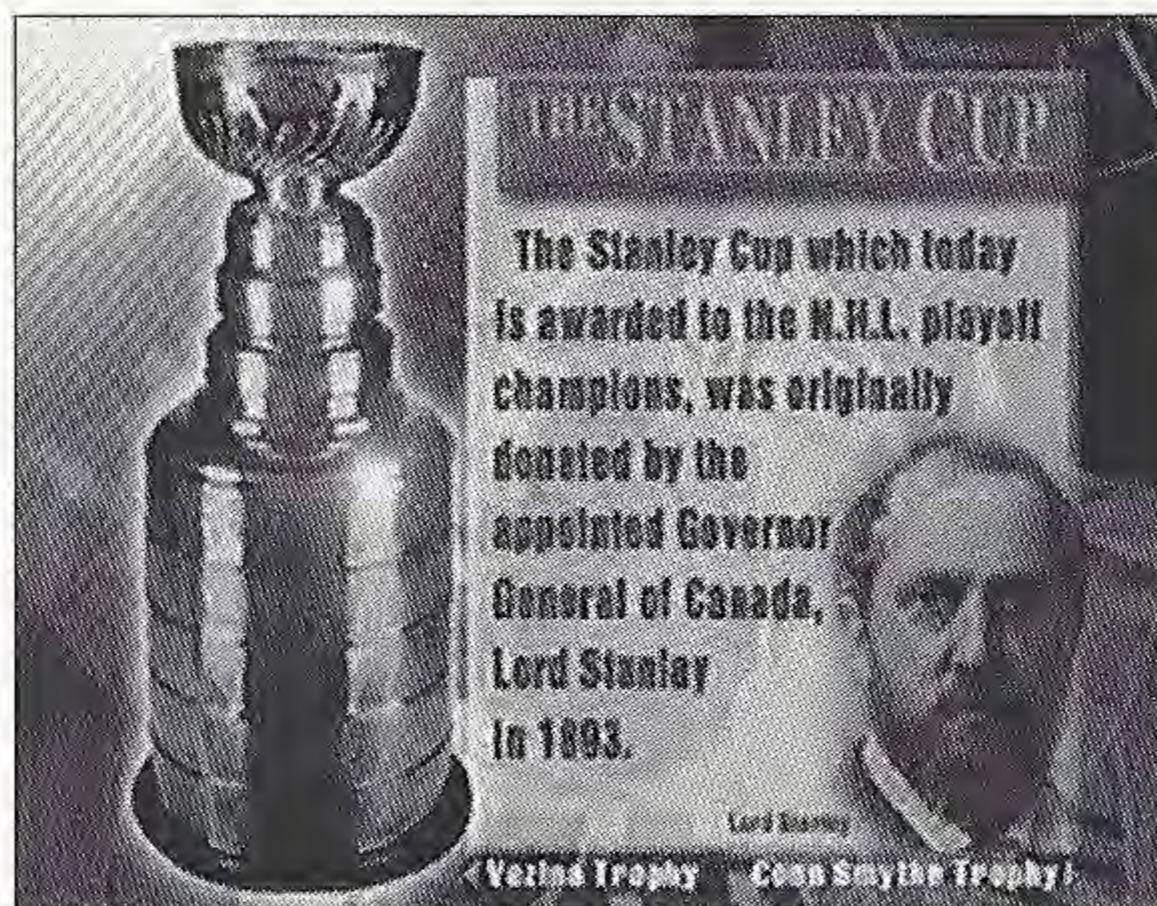
Video Tour



Marv Albert narrates an informative tour of the Hockey Hall of Fame in Toronto for those users who have won the Stanley Cup®.

- To exit the tour, press **Start**.

The Great Hall



The Great Hall lists the last ten users to win the Stanley Cup. Next to the name of the user is the team he or she used.

- To exit the Great Hall, select Main Menu and press **A** or **Start**.

NHL STATS

The NHL Stats Menu offers a look at all the NHL Player Cards, the Team Rosters, and the League Leaders.

- Use the D-Pad to highlight an option and **A** to select.

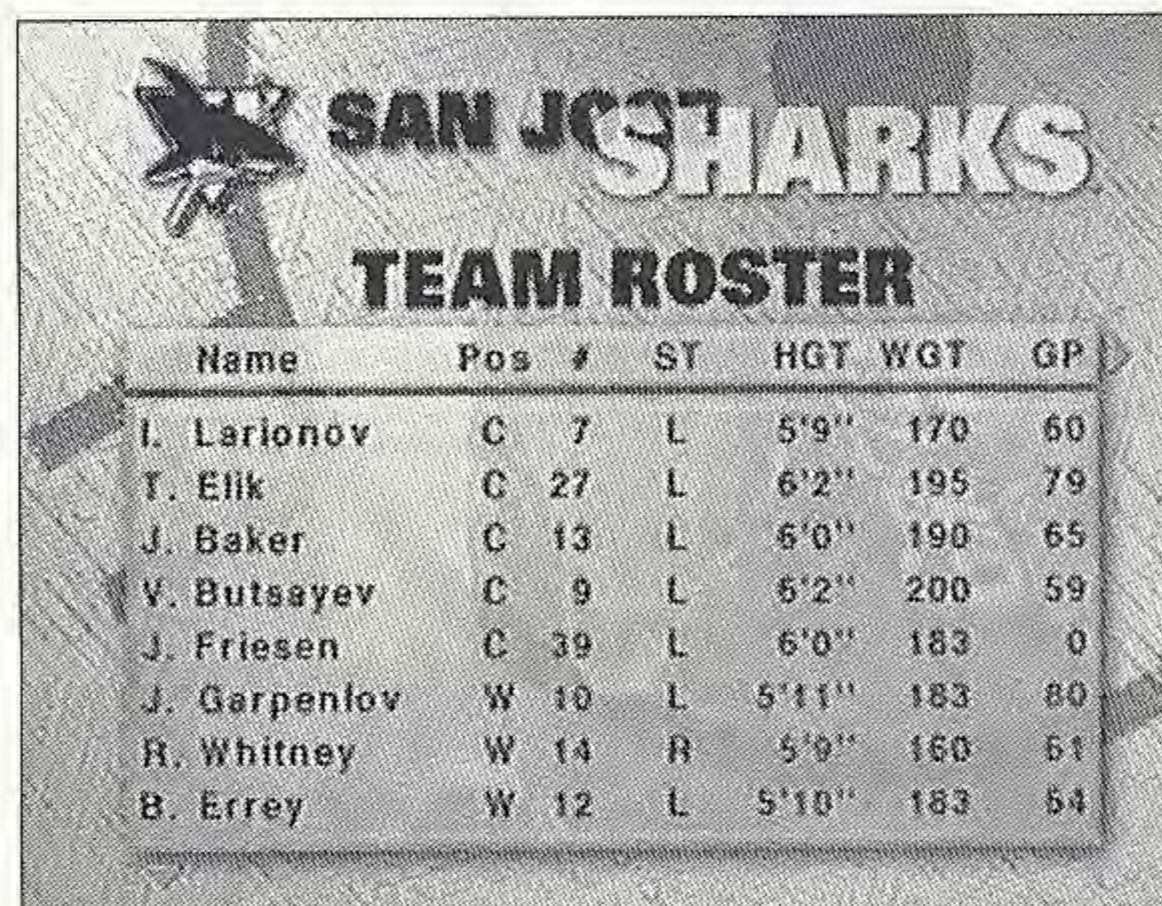
Player Cards



The Player Cards screen contains Fleer Ultra™ trading cards for all the players in the game. The players are listed by team.

- To cycle through the teams, use the left/right shift buttons.
- To select a player card, D-Pad the cursor up/down to the desired player and then press A.
- To flip the card, press B.
- To exit the screen, press Start.

Team Rosters

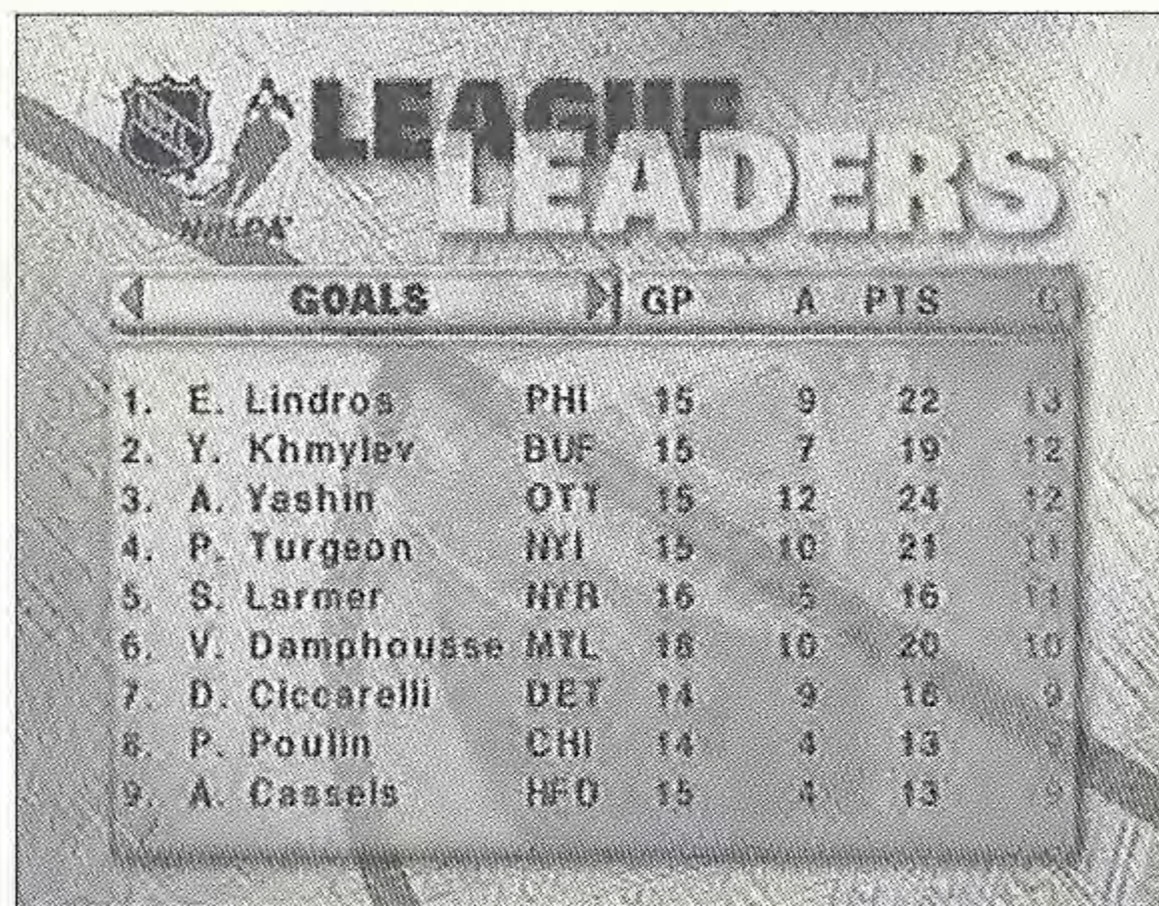


| Name | Pos | # | ST | HGT | WGT | GP |
|--------------|-----|----|----|-------|-----|----|
| I. Larionov | C | 7 | L | 5'9" | 170 | 60 |
| T. Elk | C | 27 | L | 6'2" | 195 | 79 |
| J. Baker | C | 13 | L | 6'0" | 190 | 65 |
| V. Butsayev | C | 9 | L | 5'2" | 200 | 59 |
| J. Friesen | C | 39 | L | 6'0" | 183 | 0 |
| J. Garpenlov | W | 10 | L | 5'11" | 183 | 80 |
| R. Whitney | W | 14 | R | 5'9" | 160 | 61 |
| B. Errey | W | 12 | L | 5'10" | 183 | 54 |

The Team Rosters screen allows you to access all of the team rosters. Each roster shows the player names, their attributes, and their important stats from the '94 -'95 season. If you don't know the meaning of an abbreviation, consult the glossary of abbreviations on page 35.

- To scroll up and down the player list, **D-Pad up/down**.
- To scroll through the player stats, **D-Pad left/right**.
- To cycle through all the teams, press the **left/right flipper** buttons.

League Leaders



The screenshot shows a menu titled "LEAGUE LEADERS" with a sub-menu "GOALS" selected. Below the menu is a table listing the top 9 players in the goals category. The table has columns for Rank, Player Name, Team, GP, A, PTS, and G.

| | GOALS | GP | A | PTS | G |
|----|-------------------|----|----|-----|----|
| 1. | E. Lindros PHI | 15 | 9 | 22 | 13 |
| 2. | Y. Khmylev BUF | 15 | 7 | 19 | 12 |
| 3. | A. Yashin OTT | 15 | 12 | 24 | 12 |
| 4. | P. Turgeon NYI | 15 | 10 | 21 | 11 |
| 5. | S. Larmer NYR | 16 | 5 | 16 | 11 |
| 6. | V. Damphousse MTL | 18 | 10 | 20 | 10 |
| 7. | D. Ciccarelli DET | 14 | 9 | 18 | 9 |
| 8. | P. Poulin CHI | 14 | 4 | 13 | 9 |
| 9. | A. Cassels HFD | 15 | 4 | 13 | 9 |

The League Leaders screen ranks the top 20 players in a variety of different categories. If you don't know the meaning of a category abbreviation, consult the glossary of abbreviations on page 35.

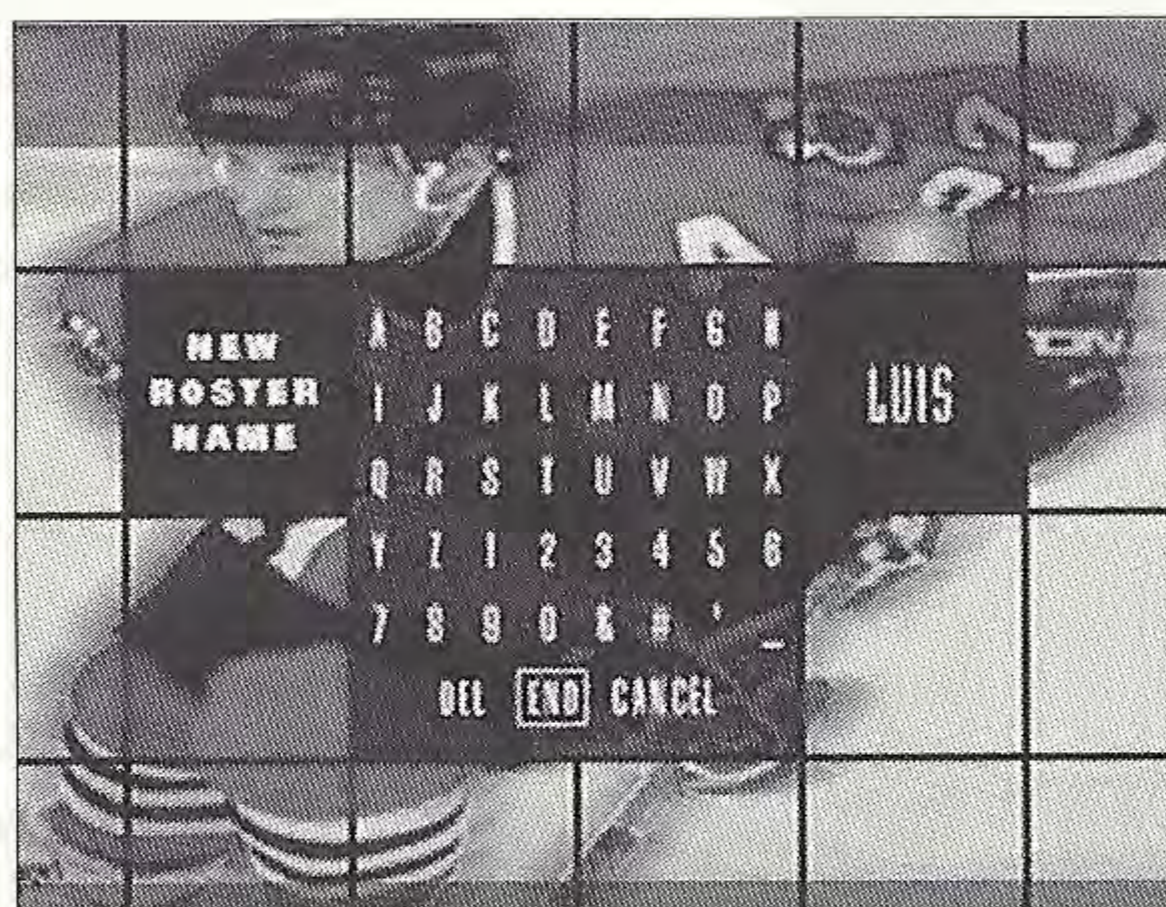
- To scroll through the player list, **D-Pad up/down**.
- To cycle through the different statistical categories, **D-Pad left/right**.

Manage Rosters



The Manage Rosters menu offers a variety of functions, from trading players and editing lines to building new players from scratch. Most of the processes are self explanatory. This section will help you if you have any questions.

New Roster



After selecting New Roster, the New Roster Base screen appears, allowing you to choose Default Roster or Load Roster. The Default Roster option creates a copy of the real NHL Rosters for you to edit as you please. You can use the Load Roster option to create a duplicate of any previously saved roster, so that you now have two copies of that roster to work with.

After selecting the roster base, it's time to name the new roster. If you don't know the meaning of an abbreviation, consult the glossary of abbreviations on page 35.

- To select a character, **D-Pad** the highlight box to the desired character and then press **A**.
- To delete the last character entered, press **B** or highlight DEL and press **A**.
- When you've finished entering the name, highlight END and press **A** or press **Start**.
- To exit the screen without entering a New Roster name, highlight CANCEL and press **A**.

When you END the Roster Naming process, you go to the Save Roster Screen. It's here that you decide where you want to save the roster: on the Saturn RAM, a separate RAM cartridge. Non-selectable options are grayed out; selectable items are colored in.

NOTE: A separate RAM cartridge is recommended if you wish to save more than one or two seasons.

Team Roster

| Name | Pos | # | ST | HGT | WGT | GP |
|--------------|-----|----|----|-------|-----|----|
| I. Larionov | C | 7 | L | 5'9" | 170 | 60 |
| T. Ellik | C | 27 | L | 6'2" | 195 | 79 |
| J. Baker | C | 13 | L | 6'0" | 190 | 65 |
| V. Butsayev | C | 9 | L | 6'2" | 200 | 59 |
| J. Friesen | C | 39 | L | 6'0" | 183 | 0 |
| J. Garpenlov | W | 10 | L | 5'11" | 183 | 80 |
| R. Whitney | W | 14 | R | 5'9" | 160 | 61 |
| B. Errey | W | 12 | L | 5'10" | 183 | 64 |

Make sure you load a set of rosters before you select this option. The Rosters screen contains the rosters of all the teams in that saved set of rosters. Each roster displays the physical characteristics and the vital stats for each player on the team. If you don't know the meaning of a category abbreviation, consult the glossary of abbreviations on page 35.

- To cycle through the teams, use the **flipper** buttons.
- To scroll up/down the rosters, D-Pad **up/down**
- To scroll through all the stats, D-Pad **left/right**.
- To exit the screen, press **Start**.

Player Trades

| Name | Pos | # | INJ | OVR | SKT | SPD |
|--------------|-----|----|-----|-----|-----|-----|
| S. Fedorov | C | 91 | 89 | 95 | 98 | 90 |
| S. Yzerman | C | 19 | 87 | 94 | 90 | 90 |
| K. Primeau | C | 55 | 87 | 89 | 88 | 90 |
| M. Sillinger | C | 12 | 61 | 79 | 79 | 62 |
| K. Draper | C | 33 | 57 | 72 | 73 | 48 |

| Name | Pos | # | INJ | OVR | SKT | SPD |
|--------------|-----|----|-----|-----|-----|-----|
| C. Millen | C | 10 | 80 | 80 | 81 | 78 |
| B. Holik | C | 16 | 78 | 88 | 87 | 83 |
| B. Carpenter | C | 19 | 75 | 83 | 82 | 78 |
| A. Semak | C | 20 | 71 | 88 | 87 | 86 |
| J. Dowd | C | 11 | 60 | 69 | 78 | 62 |

The Player Trades screen is divided into two windows, each

window showing the logo of a currently selected team. The trade takes place between the two selected teams.

- To choose between the two windows, press **B**.
- To cycle through the teams in the currently selected window, use the **flipper** buttons.
- With both trade teams on the screen, press **A** to display the available players.
- To scroll up and down the player list, D-Pad **up/down**.
- To see all the player stats, D-Pad **left/right**.
- With a player highlighted on both teams, press **C** to initiate the trade.

The Trade Summary window appears. It's here that you make your final decision.

- Use the D-Pad to highlight Execute Trade or Cancel, then press **A** to activate.

NOTE: If you attempt to trade a weaker player for an NHL All-Star, the trade may be rejected.

Load Roster

The Load Roster box contains a list of all the saved leagues. Before you can manage a roster, you must choose which league to load. This box also appears when you select New Roster.

- To load a roster, highlight the Load Roster box, D-Pad **up/down**, and then press **A**.

The name of the currently loaded roster appears at the top of the screen.

Construct Player

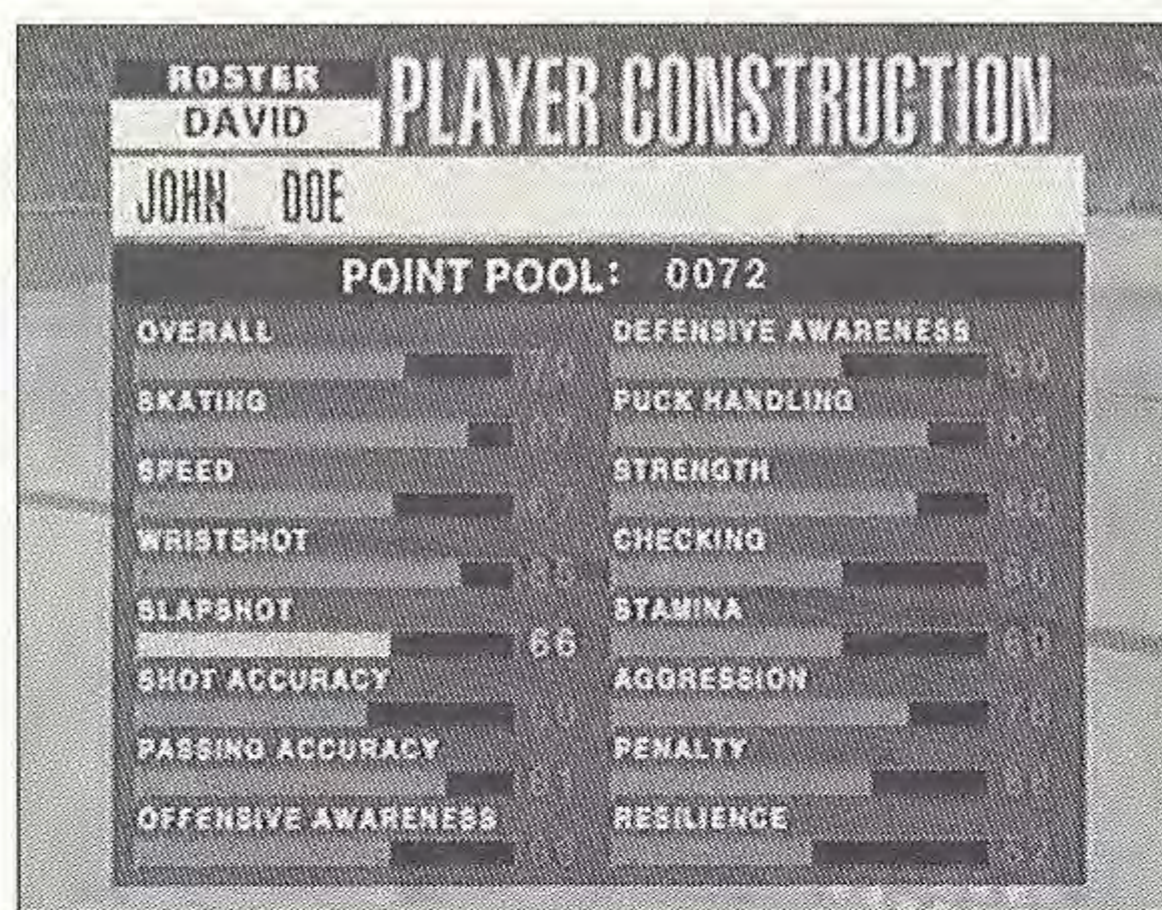
On the Player Construction screen you are asked to name the player, beginning with his first name.

- Select END or press Start after you enter the first name. Then enter the surname.

Once you name the player, it's time to enter his attributes and skill ratings.



After you select his position, number, stick hand, and physical attributes, it's time to set his skill levels. All skill levels start at 60 (out of possible 100), and you are given 225 extra points to distribute among all the different abilities. If all the 225 points are distributed equally among the categories, the average skill level will be 75.



- Use the D-Pad to select between the different skill categories.
- Use the **A** button to increase the skill points for the highlighted category, and use the **B** button to decrease the number.
- When you are finished allocating skill points, press **Start** to save the player.

Construct Team



The Team Construction screen allows you to create a custom All Star team for use in Pre-Season games. You can make two such All Star teams: The Sega Sports All-Stars and the Gray Matter All Stars.

- Use the D-Pad to select your team, and then press **A** or **Start**.

The Team Construction screen is partitioned into three windows: the Player Window, the Team Window, and the Uniform Window.

- To select between windows, press **B**.

The Player window displays the players currently on the selected team.

- To assign a player to a custom All-Star team, first highlight the Team window.
- Use the shift buttons to cycle through the teams, and press **A** to select a team and access its roster.
- To select a player from the team roster and move that player to the custom roster, highlight the player and then press **A**.
- To remove a player from the custom roster, highlight the player and then press **A**.
- In the Uniform Window, D-Pad **left/right** to select between home and away uniforms.

Pre-Season Games

Pre-Season games are one-time events not reflected in the stats and team records. They are crucial in honing your skills before moving on to Season competition.

TEAM SELECTION



- Use the D-Pad to move the highlight box to the Home or Visitor team.
- To cycle through the teams, use the **left/right flipper** buttons.

Notice that the overall rating of the team, expressed as a fraction of 100, is shown in the box to the right of the team. The greater the fraction, the stronger the team.

- When you've selected the desired teams, press **Start**.

GAME OPTIONS



| GAME OPTIONS | | | |
|---------------|-------|--------------------|--------|
| PLAYERS | 1 | LINE CHANGES | ON |
| PERIOD LENGTH | 20min | ROLE PLAYING | OFF |
| PENALTIES | ON | GOALIES | MAN |
| OFFSIDES | ON | INTERMISSIONS | ON |
| ICING | ON | REFEREES | NORMAL |
| INJURIES | OFF | RESET GAME OPTIONS | |
| USER RECORDS | OFF | SAVE GAME OPTIONS | |

The Game Options screen is where you set all the rules and control options for the contest.

- Use the **D-Pad** to move the yellow highlight box to the desired options field.
- Use the **A** or **B** button to cycle through the various options in the highlighted field.
- When you're finished setting all the options, press **Start**.

Players

Up to twelve players can play. In order to accommodate more than two players, you'll need to obtain 6Player adapters and additional controllers.

PERIOD LENGTH

Each game has three periods, not counting an overtime period. You can choose between 2, 5, 10, or 20 minute periods. If the game is tied after the third period, a sudden death overtime period is played. If the game is tied after the overtime period, the game ends in a tie, except in the playoffs. Overtime periods are as long as the regular periods.

Penalties

You can play with penalties or without penalties.

Offsides and Icing

Offsides and Icing are not penalties; they are infractions. You can play with them on or off.

User Records

If you want the game result to be added to the User Records standings, turn this option on. Otherwise, the game result will not be recorded in the User Records area.

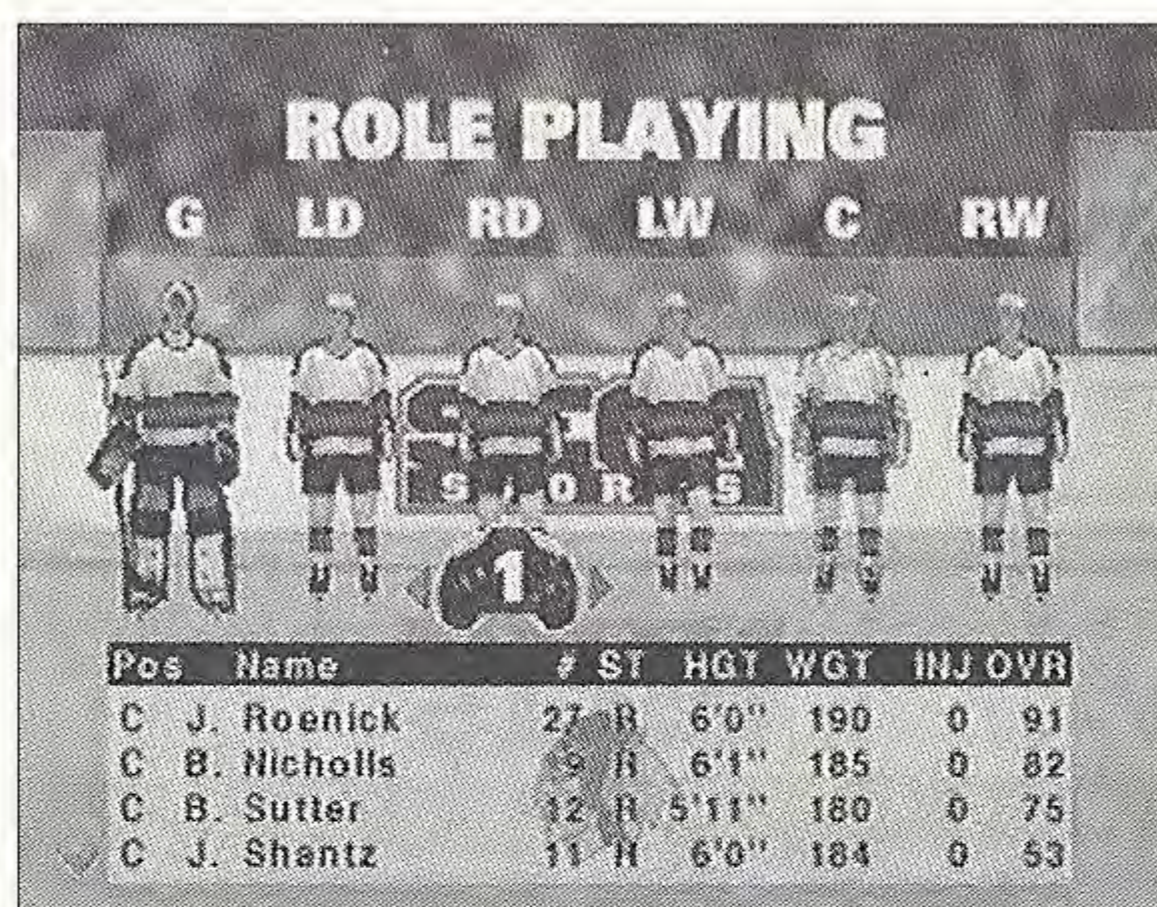
Line Changes

With Line Changes On, the players become fatigued. You must manually change the lines during play or when the action is stopped.

With Line Changes Off, your starting line remains on the ice for the entire game and does not become fatigued.

With Auto Line Changes, the Saturn automatically makes line changes for you when the current line becomes fatigued, or when the game situation dictates that a particular line be used.

Role Playing



| Pos | Name | # | ST | HGT | WGT | INJ | OVR |
|-----|-------------|----|----|-------|-----|-----|-----|
| C | J. Roenick | 27 | R | 6'0" | 190 | 0 | 91 |
| C | B. Nicholls | 9 | R | 6'1" | 185 | 0 | 82 |
| C | B. Sutter | 12 | R | 5'11" | 180 | 0 | 75 |
| ✓ C | J. Shantz | 11 | H | 6'0" | 184 | 0 | 53 |

When role playing is off, one user controls all the players on his/her team.

When role playing is on, your control is limited to one player on your team, which you choose before the game begins. This feature is designed to let multiple users

participate in the game, but solo users are not prevented from role playing. The computer controls all players not assigned to a controller.

The six positions appear at the top of the screen, and the team roster appears at the bottom of the screen.

- To select which position (role) you wish to play, move the controller icon underneath the desired position and then press **A**.

Goalies

When you select Auto Goalies, the Saturn takes control of the goalie whenever a shot on goal is taken.

When you select Man Goalies, you can take charge of stopping all shots on goal with the D-Pad and control buttons; but you don't have to take charge. If you don't choose to control the goalie on a given shot, the computer will attempt to stop the puck.

- To take control of your goalie during gameplay, press and hold the **B** button.

NOTE: This option is not available when Role Playing is on, unless you choose to play the goalie for the entire game.

Intermissions

There are two Intermissions, after the First and Second periods. After the First period, you visit Coach Labou's Locker Room. After the second period, you see the Player Spotlights. You can turn off the intermission if you like, or you can skip past any intermission while it's playing by pressing **Start**.

Referees

With Penalties on, you can see the degree of strictness of the referees: Limited, Normal, or Tough. Limited refs call only the most flagrant fouls, Normal refs call most fouls, and Tough refs don't cut you any slack.

Reset Game Options

Make this selection if you wish to restore the default Game Options.

Save Game Options

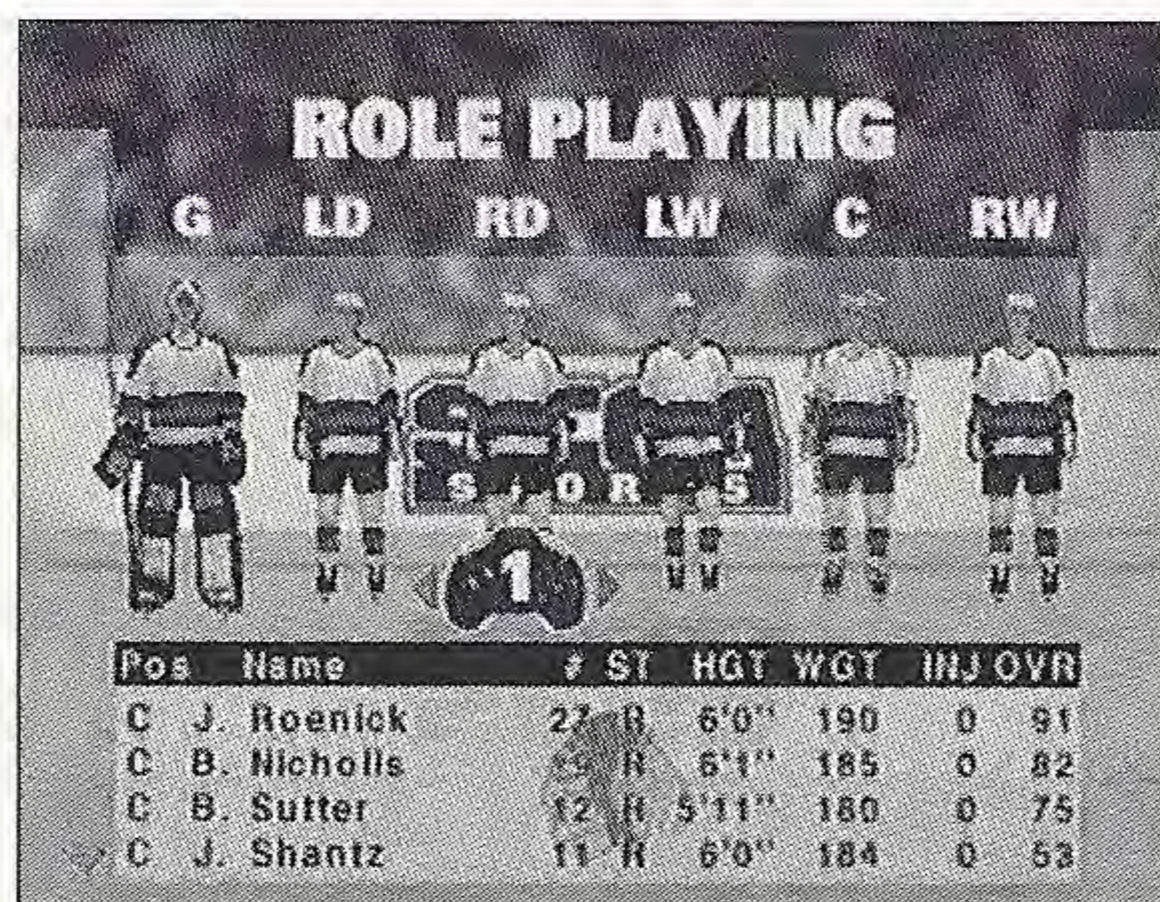
Make this selection if you want the Saturn to use the current Game Options as the default settings.

PLAYER CONTROL



The controller number appears on the screen.

- To assign that controller to a team, D-Pad **left/right** to highlight the team, and then press **A**.
- When the players have selected their teams, the game will commence.



On The Ice

SKATING

A circle appears beneath the active skater. Use the **D-Pad** to guide the active skater around the ice. The computer controls the skaters that are not controlled by the user.

Speed Burst

For a burst of speed, press the **right flipper** button. The speed burst lasts for as long as you hold down the button. Speed bursts not only accelerate the skater, but they increase player fatigue when line changes are on.

Braking

There are two ways to slow down if you find your skater is moving too fast. You can either D-Pad in the opposite direction from the one in which you are skating, or you can release the D-Pad and press the **left flipper** button.

OFFENSE

With role playing off, you control the skater with the puck. Each time the puck changes possession, the circle switches to the puck-controller.

The Face Off

As soon as the ref drops the puck, press the **D-Pad** toward any teammate and press **B** to pass the puck to him.

Passing

You need good eye-hand coordination to pass accurately. The **B** button passes and the **D-Pad** aims the pass. (If you press B without aiming the pass with the D-Pad, the pass will automatically go toward the nearest teammate, but in

that case you have to trust the passer's accuracy rating, which is not necessarily high.)

If the pass reaches a computer-controlled teammate, that player will be highlighted and you instantly control the puck-carrier.

Shooting

The **C** and **Z** buttons shoot and the D-Pad aims the shot. Combination D-Pad inputs are particularly important here, as they aim the puck toward the corners of the net.

- For a wrist shot, press **Z**.
- For a slap shot, press **C**.

The wrist shot is quicker than the slap shot since it takes less time to set up, but it's slightly less accurate.

DEFENSE

Use the **B** button to activate the defender closest to the puck.

Checking

When you're heading toward an opponent and want to check him, press **C** just before impact.

For a poke check, press **Z**.

GOALIE

With Manual Goalie on, you have the opportunity (not the responsibility) of controlling the goalie.

- To assume control of the goalie, hold down **B**. With the **B** button held down, press the D-Pad **left/right** to move the goalie left or right.
- To attempt a save, press **C**.
- To move the goalie outside of the crease, press and hold the **right flipper**, and then use the D-Pad.

LINE CHANGES

With line changes on, press **Y** during play to bring up the line selection box. The box stays on the screen for a few seconds in order for you to make your decision.

The lines consist of all the available lines, each one assigned to its own button. Beneath each line is a strength meter that indicates the current stamina of that line. The dark blue portion indicates the level of stamina, so it's best to use lines with all or most of the dark blue showing. As your line becomes fatigued, the meter creeps to the left.

- To select new line, first make sure the box appears on the screen and then press the button corresponding to that line. The line will appear highlighted in yellow to verify your selection.

With Line Changes set to Auto, the computer automatically performs line changes when players fatigue.

With Line Changes set to Off, the players remain at full strength for the entire game, and the Line Changes menu will only contain the "Z" option, which enables you to pull your goalie.

Pulling your goalie removes the goalie from the game and automatically inserts a third forward for a strong offensive unit.

GAME MENU (PAUSE)



- To pause the game and go the Game Menu screen, press **Start**.

You can make use of the following choices at any time during the game.

Resume Game

This option exits the Game menu and takes you back to the ice. If you were playing with line changes, players' fatigue levels are unchanged. Pressing **Start** from the Game menu also resumes the game.

Select Camera

There are nine distinct camera angles from which you can play the game. The camera angles do not affect the accuracy of the controls.

- Press **A** or **X** to cycle forward through the camera angles.
- Press **C** or **Z** to cycle backwards through the camera angles.
- Press **B** or **Y** to view the game from the opposite side of the rink.

Time Out

Each team gets one time out per game. A time out restores all the players to maximum strength. You can call a time out only during stoppage of play.

Game Rosters

The Game Rosters allow you to look over all the players on both teams. You can't make changes to the Game Rosters on this screen. See page 8 for instructions on operating this screen. To return to the Game Menu, press **Start**.

Exit Game

In Pre Season or Quick Game mode, Exit Game returns you to the Main menu.

In Regular Season or Playoff Mode, Exit game brings up a submenu with three selections:

Generate Game: Instructs the computer to generate a result for the game. The results are based on the relative strengths of the two teams and a random element.

Abandon Game: Exits the game without saving any of the statistics or results.

Cancel: Takes you back to the game.

Instant Replay

The Instant Replay film records the last several seconds of the action.

- To watch the instant replay at normal speed, hold down **Y**. To freeze the frame, release the button.
- To fast-forward through the instant replay, hold down the **Z** button. To freeze the frame, release the button.
- To rewind the film, hold down **X**. To freeze the frame, release the button.

- To change the player perspective on the replay, press **A**. There is a separate perspective for each player on the ice.
- To change the camera angle of the replay, press **C**. All the regular game play perspectives are available, plus four additional perspectives: Puck Cam, Free Cam, Player Cam and Net Cam.

Free Cam

- To pan the Free Cam up and down, press the D-Pad **up/down**.
- To rotate the camera left/right, press the D-pad **left/right**.
- To track the free cam, hold **B**, and use the D-Pad.
- To raise or lower the camera, hold the **left/right shift buttons**.
- To return to the Game Menu, press **Start**.

EDIT LINES

| EDIT LINES | | | | | | | |
|-------------|-----|-----|-----|-----|-----|-----|----------|
| SC1 | SC2 | CHK | PP1 | PP2 | PK1 | PK2 | PWR GOAL |
| Name | Pos | # | EGY | STA | INJ | OVR | |
| J. Roenick | C | 27 | 100 | ICE | -- | 91 | |
| T. Amonte | RW | 10 | 100 | ICE | -- | 80 | |
| P. Poulin | LW | 33 | 100 | ICE | -- | 71 | |
| C. Chelios | RD | 7 | 100 | ICE | -- | 90 | |
| G. Suter | LD | 20 | 100 | ICE | -- | 86 | |
| Name | Pos | # | EGY | STA | INJ | OVR | |
| B. Nicholls | C | 9 | 100 | BCH | -- | 82 | |
| B. Sutter | C | 12 | 100 | BCH | -- | 75 | |
| J. Shantz | C | 11 | 100 | BCH | -- | 53 | |
| C. Ruuttu | C | 22 | 100 | BCH | -- | 49 | |

The lines appear at the top of the screen. The roster of the highlighted line appears below.

- To cycle through the lines, use the **flipper buttons**.
- To cycle through the stats of the selected line, D-Pad **left/right**.

- To substitute a player on the chosen line, first highlight the player with the D-Pad **up/down**.
- To remove the player, press **A**.

The list of players appears at the bottom of the screen. Scroll down the list of players to highlight the player for whom you wish to substitute the selected player.

- To add the player, press **A**.
- To make no change, press **C**.
- To save the changes, press **Start**.

Before you exit the screen, a dialogue box allows you to choose between saving the lines permanently, for that game only, or canceling all the changes.

- To return to the Game Menu, D-Pad **up/down** to highlight the appropriate selection and then press **A**.

The Lines

SC1 is your first scoring line, or “starting line.”

SC2 is your second scoring line, best used when SC1 is fatigued and you want offensive power.

CHK is your checking line, designed to play good, rough defensive hockey and still maintain some scoring speed.

PP1 and **PP2** are your power play lines, designed to increase scoring chances when your opponents are under-manned.

PK1 and **PK2** are your penalty killing lines, designed to keep your opponent out of his attacking zone with hard aggressive play when you are under-manned.

PWR is your power line, which consists of your highest-rated players.

GOAL stands for the Goalie.

Game Stats

| GAME SUMMARY | | |
|-------------------|---------------------|------|
| 3rd Period (2:00) | | |
| HOME | SEGA | AWAY |
| 5 | Goals | 4 |
| 10 | Shots | 8 |
| 50% | Shooting Percentage | 50% |
| 2 | Penalties | 3 |
| 10:00 | Penalty Time | 9:00 |
| 3 | Power Plays | 1 |
| 0:51 | Power Play Time | 0:46 |
| 2/3 | PP Goals/Shots | 0/1 |

When you select Game Stats, you are given access to three different summary screens.

- To cycle through the Summary screens, D-Pad **left/right**.

The Game Summary gives 17 different team statistics.

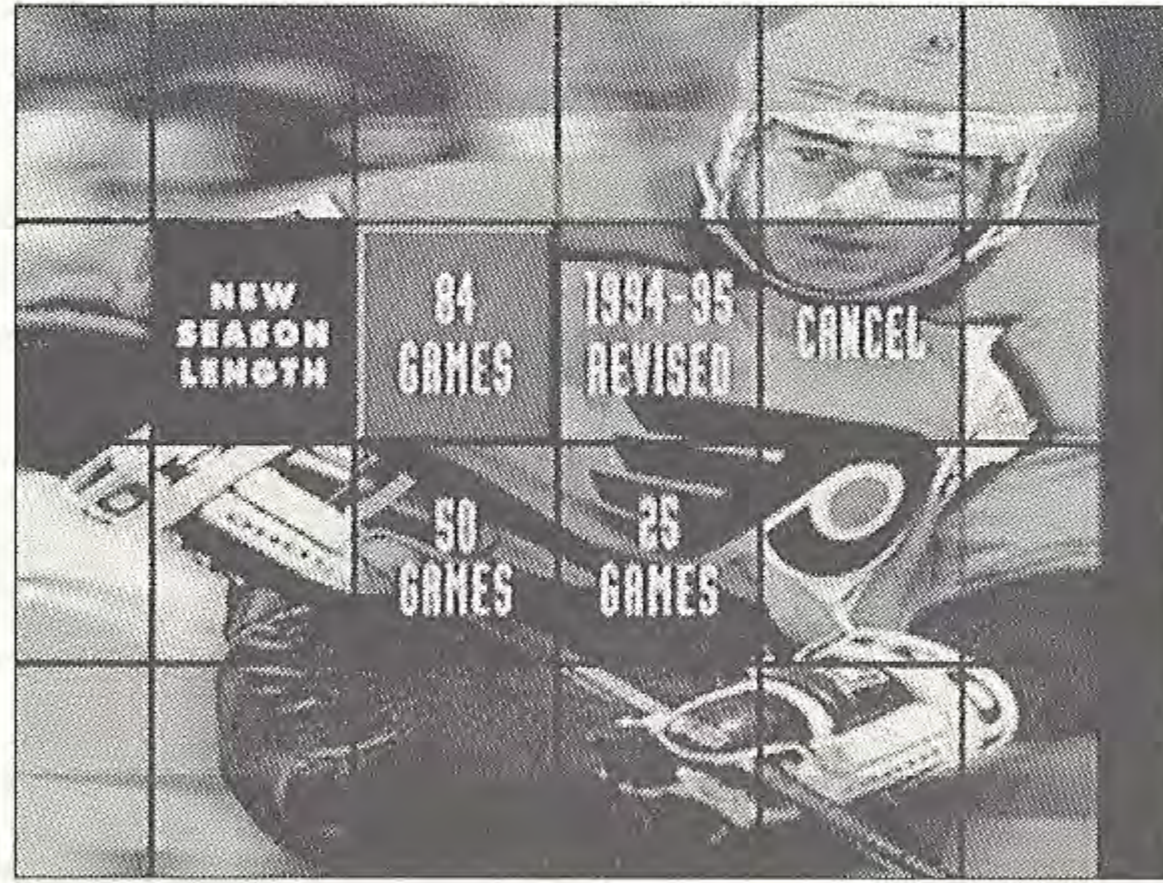
The Scoring Summary gives goals-by-period, the Players who've scored goals, and the time when the goals were scored.

The Penalty Summary lists the penalized players and the length of each penalty in each period.

- To scroll up/down the Stats screen, D-Pad **up/down**.
- To exit the Game Stats screen, press **Start**.

Regular Season

NEW SEASON



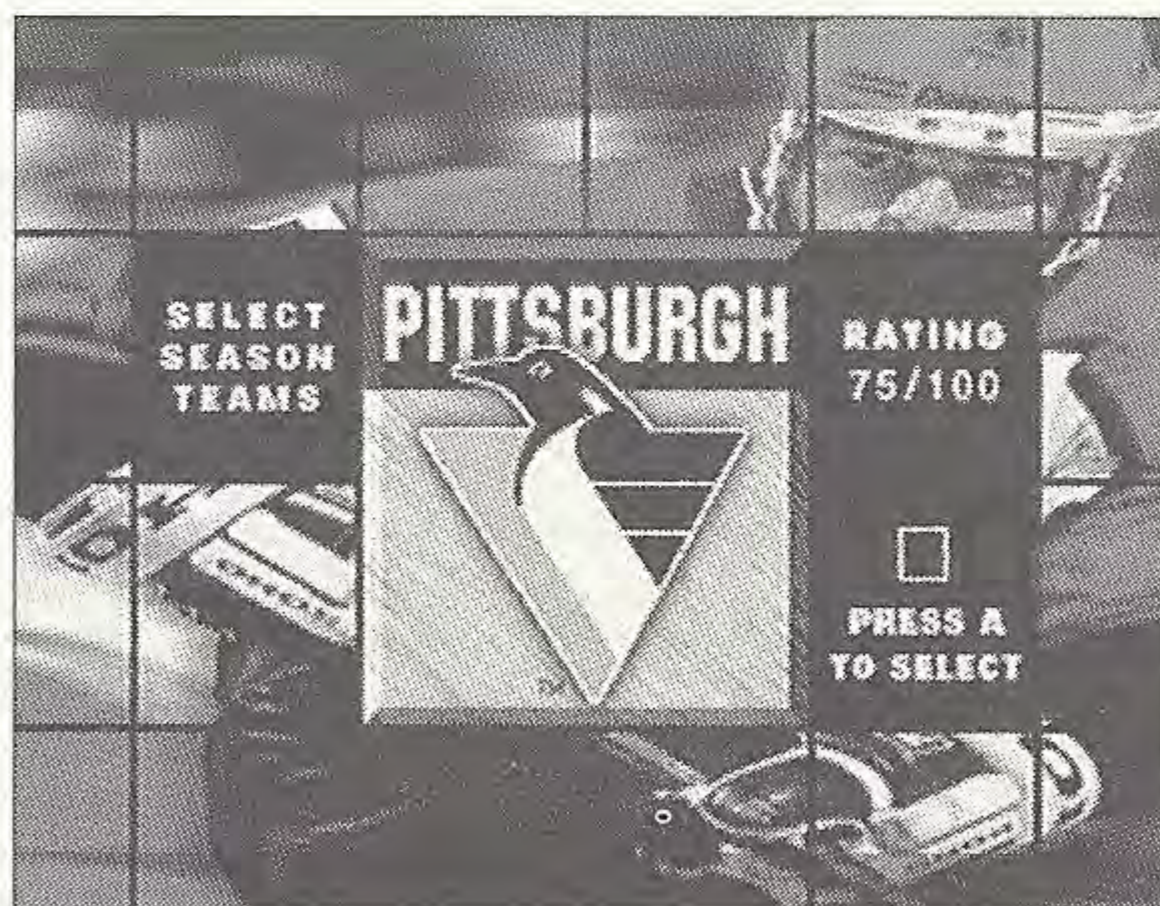
If you don't have enough memory to load a new season, return to the Saturn Memory Manager and delete unwanted items.

- To quickly return to the Saturn Bios by holding either **Flipper** button and press the RESET button on the Saturn.

Choose between one of the abbreviated schedules, or choose the 1994-95 revised schedule. The next screen asks you to choose between the Default Roster or Custom Roster. If you choose Custom Roster, you can choose to play a season with teams from any previously saved custom roster.

If you choose Default Roster, the New Season Name Entry screen appears. Enter a name in the same way as on previous Name Entry screens.

After you enter a name, the Select Season screen appears.



- Use the **flipper** buttons to cycle through the NHL teams.
- When you see a team that you wish to play in the season, press **A** to select the team. A check mark appears on the team's logo. Unchecked teams are included in the season, but you will not be able to control them unless you choose to do so at a later time.
- To de-select a team, press **A**.
- When you have checked off all the teams that you want to play in the season, press **Start**.

The Save Season Screen appears.

- Select the place where you want the Season to be saved, and then press **Start**.

Season Options



All the items on the season options menu are accessible throughout the season.

- To highlight a menu item, D-Pad **up/down**
- To select the highlighted option, press **A**.

Next Game

When you're ready to proceed to the next game scheduled for user control, select this option.

Select Game



| SEASON | DDD | OCTOBER 1 |
|--------------|---------------|-----------|
| Toronto | at Chicago | PLAY |
| Dallas | at Edmonton | PLAY |
| Detroit | at Pittsburgh | PLAY |
| Boston | at St. Louis | PLAY |
| Hartford | at Winnipeg | PLAY |
| Washington | at Anaheim | PLAY |
| Calgary | at Vancouver | PLAY |
| Los Angeles | at Montreal | PLAY |
| Philadelphia | at San Jose | PLAY |
| Florida | at New Jersey | PLAY |
| Tampa Bay | at NY Rangers | PLAY |
| Quebec | at Ottawa | PLAY |

All games of the team(s) you selected to control are designated for PLAY on the Select Game screen. All the other games are scheduled for SIM, which means that the computer will simulate a result based on a combination of statistical probability and random chance. You can choose to switch any game from SIM to PLAY or vice versa. Each day's schedule is shown on a single screen.

- To cycle through all the days, D-Pad **left/right**.
- To change a particular game from PLAY to SIM or from SIM to PLAY, highlight down that game and then press **A**.
- To return to the Season Options menu, press **Start**.

NHL Standings

SEGA SPORTS TODAY November 5

Stunning realism & excellent game

With the season already in full swing, a first round draft pick in the hands of Detroit stands high. Upton's star performance paved the way for the team through much of the season and the first round of the playoffs. But now, Michael Upton from Toronto's of the season until an injury kept for Toronto Upton.

SEASON STANDINGS

PACIFIC DIVISION

| | GP | W | L | T | PTS |
|-------------|----|----|----|---|-----|
| Calgary | 16 | 11 | 4 | 1 | 23 |
| Los Angeles | 14 | 7 | 6 | 1 | 15 |
| San Jose | 14 | 5 | 6 | 3 | 13 |
| Vancouver | 16 | 6 | 9 | 1 | 13 |
| Edmonton | 15 | 4 | 9 | 2 | 10 |
| Anaheim | 16 | 3 | 12 | 1 | 7 |



- To page through the Standings, D-Pad **left/right**.
- To return to the Season Options menu, press **Start**.

Season Schedule

DETROIT November

| Sun | Mon | Tue | Wed | Thu | Fri | Sat |
|-----|-----|--------|-----|--------|-----|--------|
| | | 1 T | 2 | 3 W | 4 | 5 F |
| 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| 13 | 14 | 15 | 16 | 17 | 18 | 19 |
| 20 | 21 | 22 | 23 | 24 | 25 | 26 |
| 27 | 28 | 29 | 30 | | | |
| | | | | | 2 | |
| | | | | | 2 | |

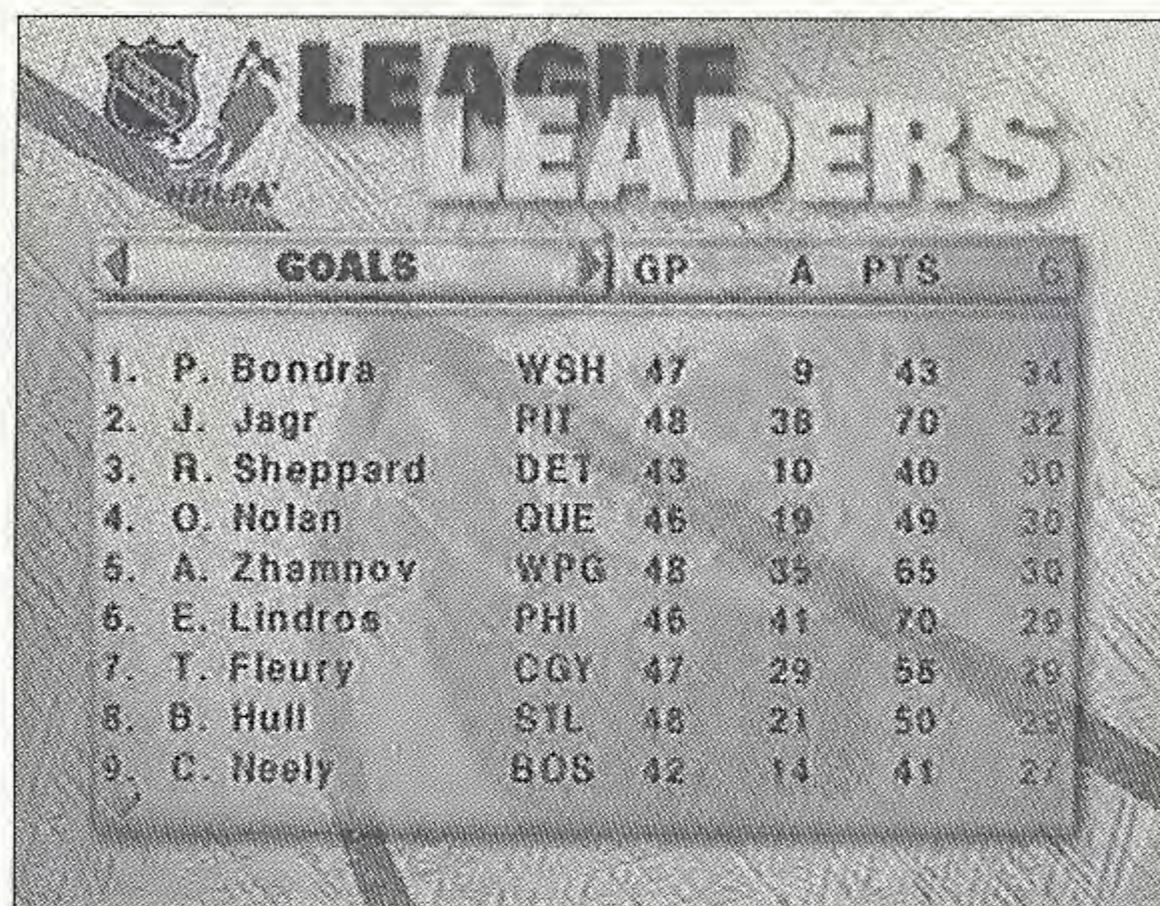
Detroit Red Wings 2
 Edmonton Oilers 2

HOME GAME AWAY GAME

The Season Schedule contains each team's monthly schedule.

- To cycle through all the teams, use the **flipper** buttons.
- To advance one month, press **A**.
- To go back one month, press **B**.
- To look at the score of any completed game, highlight that game with the D-Pad. If the game has not been completed, no score will appear.
- To return to the Season Options menu, press **Start**.

League Leaders



The screenshot shows a screen titled "LEAGUE LEADERS" with the NHL logo in the top left. Below the title is a table with columns for Goals, GP, A, PTS, and G. The table lists the top 9 players in the league.

| | GOALS | GP | A | PTS | G |
|----------------|-------|----|----|-----|----|
| 1. P. Bondra | WSH | 47 | 9 | 43 | 34 |
| 2. J. Jagr | PIT | 48 | 38 | 70 | 32 |
| 3. R. Sheppard | DET | 43 | 10 | 40 | 30 |
| 4. O. Nolan | QUE | 45 | 19 | 49 | 30 |
| 5. A. Zhamnov | WPG | 48 | 35 | 65 | 30 |
| 6. E. Lindros | PHI | 46 | 41 | 70 | 29 |
| 7. T. Fleury | CGY | 47 | 29 | 55 | 29 |
| 8. B. Hull | STL | 45 | 21 | 50 | 29 |
| 9. C. Neely | BOS | 42 | 14 | 41 | 27 |

The League Leaders screen ranks each player in the league according to a variety of statistics.

- To cycle through the different statistical categories, D-Pad **left/right**.
- To page down the list of ranked players, D-Pad **up/down**.

Manage Rosters

Select this option to go to the Manage Rosters menu, outlined on page 9.

End Season

This option instructs the computer to generate results for all the remaining games in the regular season, so you can go directly to the playoffs.

MAIN MENU

Select this option to return to the Main Menu.

LOAD SEASON

All the saved seasons appear on a list in the Load Season box. Highlight the box and D-Pad **up/down** to choose the desired season, and then press **A**.

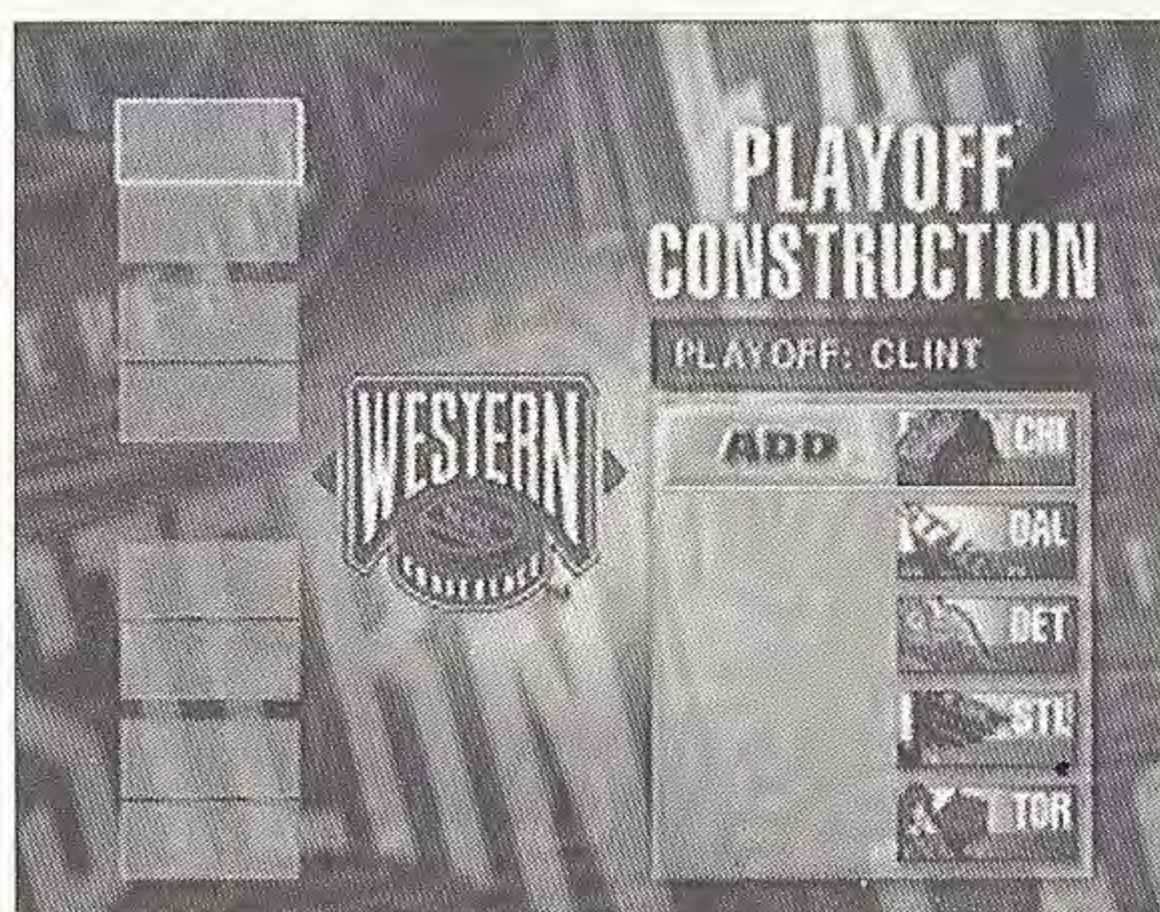
Playoff Series

You can skip the season and go straight to the Playoffs, where you'll compete for the Stanley Cup. There are two choices — a Best-Of-Seven series or a One-Game contest.

- To continue a saved Playoff Series, select Load Playoffs, D-Pad to the desired saved Playoff Series, and then press **A**.

New Playoffs

After you've selected the playoff format, the roster set, and named the playoffs series, you're presented with the playoff construction screen.



The Playoff Construction screen allows you to set-up the playoff brackets anyway you want. Eight teams from each division compete for a spot in the finals. You begin the setup with the Western Conference.

Notice that an empty slot is highlighted in the upper left corner of the screen.

- To fill the highlighted slot, D-Pad **up/down** through the Conference teams and then press **A** to add the highlighted team.

Fill all the slots in the same manner. To remove a team, highlight the team you wish to remove and then press **A**.

- To switch conferences, D-Pad **left/right**.
- To enter the playoffs, press **Start**.

NOTE: You must fill all eight slots in each conference to begin the playoffs.

- To instruct the computer to randomly select 16 teams, press **B**.



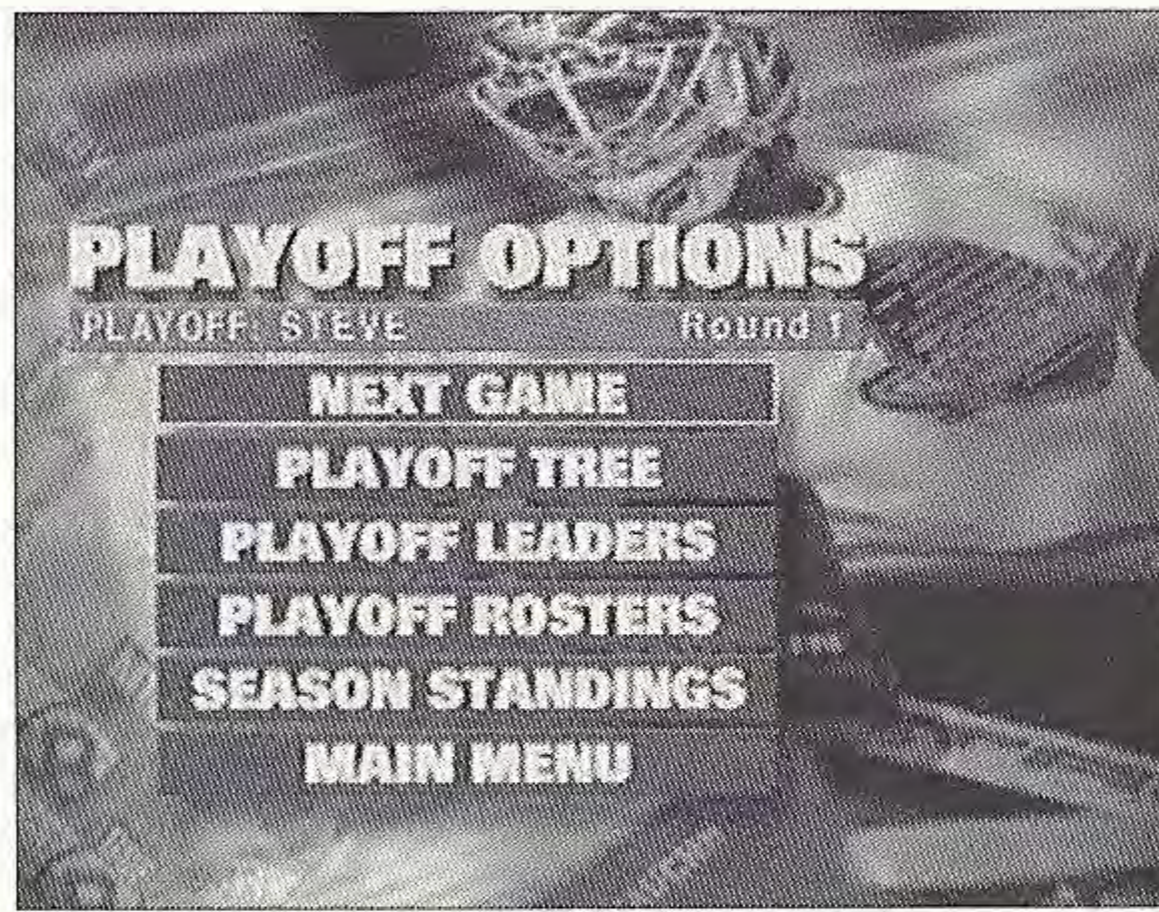
You can play as many or as few games as you want each round of the playoffs.

- To select a team for user control in the current round, press a **flipper** button until you see the desired team and then press **A**.
- To continue, press **Start**.

Save Roster

If you have a peripheral storage component and wish to save the playoffs data there, select that option. If not, select Saturn RAM.

Playoff Options



The Playoff options screen provides access to everything you'll need to keep track of the ongoings in all the playoff series. All the menu options function exactly as they do in the Season Options menu.

Abbreviations

| | |
|------------------------------------|---|
| +/- Goals For/Goals Against | PIM Penalties in Minutes |
| A Assists Made | PP Power Play Goals Scored |
| C Center | PTS Total Points (Goals plus Assists) |
| EGY Energy | S% Shooting Percentage |
| G Goals Scored | SA Goalie Saves |
| GA Goals Against | SH Short Handed Goals Scored |
| GAA Goals Against Average | SO Shut Outs |
| GP Games Played | ST Stick Hand |
| GW Game Winning Goals | STA Stamina |
| GW Game Winning Goals | SV% Goalie Saves Average |
| HGT Height | W Winger or Wins |
| INJ Injury/Injured | WGT Weight |
| MIN Minutes | |

1994-95 TRADES

The following trades were made after the teams in this game were created. Use the trade feature to execute these trades if you wish to reflect actual team rosters.

Sept. 6, 1994: RW Alexander Selivanov traded from Philadelphia to Tampa Bay for Philadelphia's 4th round pick in 1995 Entry Draft (previously acquired).

Sept. 22, 1994: G Ron Hextall and the NY Islander's 6th round pick in 1995 Entry Draft traded from NY Islanders to Philadelphia for C Tommy Soderstrom.

Sept. 28, 1994: RW David Sacco traded from Toronto to Anaheim for C Terry Yake.

Sept. 29, 1994: D Robert Svehla and D Magnus Svensson traded from Calgary to Florida for Florida's 3rd round pick in 1996 Entry Draft and a future conditional draft pick.

Oct. 3, 1994: RW Dixon Ward, C Guy Leveque, C Kelly Fairchild and RW Shayne Toporowski traded from Los Angeles to Toronto for LW Eric Lacroix, D Chris Snell, and Toronto's 4th pick in 1996 Entry Draft.

Oct. 6, 1994: D Tom Tilley traded from St. Louis to Tampa Bay for C Adam Creighton.

Oct. 15, 1994: LW Jason Zent traded from NY Islanders to Ottawa for Ottawa's 5th round pick in 1996 Entry Draft.

Jan. 18, 1995: D Kevin Hatcher traded from Washington to Dallas for D Mark Tinordi and D Rick Mrozik.

Jan. 18, 1995: G Don Beaupre traded from Washington to Ottawa for Ottawa's 5th round pick in 1995 Entry Draft.

Jan. 30, 1995: LW Rob Conn traded from Chicago to New Jersey for D Dean Malkoc.

Jan. 31, 1995: C Iain Fraser traded from Quebec to Dallas for a conditional pick in 1996 Entry Draft.

Feb. 2, 1995: G Mike Greenlay traded from Tampa Bay to Philadelphia for G Scott LaGrand.

Feb. 2, 1995: LW Todd Krygier traded from Washington to Anaheim for Anaheim's 4th round pick in 1996 Entry Draft.

Feb. 6, 1995: G Jimmy Waite traded from San Jose to Chicago for a conditional pick in 1997 Entry Draft.

Feb. 9, 1995: D Eric Desjardins, LW Gilbert Dionne and C John Leclair traded from Montreal to Philadelphia for RW Mark Recchi and Philadelphia's 3rd round pick in 1995 Entry Draft.

Feb. 10, 1995: D Paul Stanton traded from Boston to NY Islanders for a conditional pick in 1995 Entry Draft.

Feb. 10, 1995: C Mark Lamb traded from Philadelphia to Montreal for cash.

Feb. 10, 1995: LW Warren Rychel traded from Los Angeles to Washington for LW Randy Burrige.

Feb. 10, 1995: LW Warren Rychel traded from Washington to Toronto for Toronto's 4th round pick in 1995 or 1997 Entry Draft (Washington's option).

Feb. 14, 1995: D Alexi Zhitnik, G Robb Stauber, D Charlie Huddy and a conditional draft pick traded from Los Angeles to Buffalo for D Philippe Boucher, D Denis Tsygurov and G Grant Fuhr.

Feb. 15, 1995: LW Josef Beranek traded from Philadelphia to Vancouver for LW Shawn Antoski.

Feb. 16, 1995: D Bob Wilkie and a possible conditional draft pick in 1997 Entry Draft traded from Philadelphia to Chicago for D Karl Dykhuis.

Feb. 16, 1995: G Wendell Young traded from Tampa Bay to Pittsburgh for future considerations.

Feb. 17, 1995: LW Mike Donnelly and Los Angeles' 7th round pick in 1996 Entry Draft traded from Los Angeles to Dallas for Dallas' 4th round pick in 1996 Entry Draft.

Mar. 3, 1995: D Brent Severyn traded from Florida to NY Islanders for NY Islander's 4th round pick in 1998 Entry Draft.

Mar. 3, 1995: LW Johan Garpenlov traded from San Jose to Florida for a conditional pick in 1998 Entry Draft.

Mar. 6, 1995: D Jeff Norton and a conditional pick in 1997 Entry Draft traded from San Jose to St. Louis for C Craig Janney and cash.

Mar. 8, 1995: C Anatoli Semenov traded from Anaheim to Philadelphia for D Milos Holan.

Mar. 9, 1995: D Dave Karpa traded from Quebec to Anaheim for Anaheim's 4th round pick in 1997 Entry Draft.

Mar. 10, 1995: C Christian Ruuttu traded from Chicago to Vancouver for C Murray Craven.

Mar. 13, 1995: RW Rich Sutter traded from Tampa Bay to Toronto for cash.

Mar. 13, 1995: LW Brad Zavisha and Edmonton's 6th round pick in 1995 Entry Draft traded from Edmonton to Philadelphia for D Ryan McGill.

Mar. 14, 1995: C Alexander Semak and RW Ben Hankinson traded from New Jersey to Tampa Bay for D Shawn Chambers and RW Danton Cole.

Mar. 23, 1995: RW Pat Verbeek traded from Hartford to NY Rangers for D Glen Featherstone, D Michael Stewart, NY Rangers 1st round pick in 1995 Entry Draft and 4th round pick in 1996 Entry Draft.

Mar. 23, 1995: C Todd Elik traded from San Jose to St. Louis for LW Kevin Miller

Mar. 23, 1995: D Adrien Plavsic traded from Vancouver to Tampa Bay for Tampa Bay's 5th round pick in the 1997 Entry Draft.

Mar. 23, 1995: RW Ed Ward traded from Quebec to Calgary for D Francois Groleau.

Mar. 27, 1995: D Arto Blomsten traded from Winnipeg to Los Angeles for Los Angeles' 8th round pick in 1995 Entry Draft and a conditional draft pick in the 1995 Entry Draft.

April 3, 1995: D Viacheslav Fetisov traded from New Jersey to Detroit for Detroit's 3rd round pick in 1995 Entry Draft.

April 4, 1995: LW Stu Grimson, D Mark Ferner and Anaheim's 6th round pick in 1996 Entry Draft traded from Anaheim to Detroit for C Mike Sillinger and D Jason York.

April 5, 1995: C Kirk Muller, D Mathieu Schneider and C Craig Darby traded from Montreal to NY Islanders for C Pierre Turgeon and D Vladamir Malakhov.

April 6, 1995: C Denis Savard traded from Tampa Bay to Chicago for Chicago's 6th round pick in 1996 Entry Draft.

April 6, 1995: C Paul DiPietro traded from Montreal to Toronto for a conditional 4th round draft pick.

April 6, 1995: RW Nikolai Borschevsky traded from Toronto to Calgary for Toronto's 6th round pick in 1996 Entry Draft.

April 6, 1995: C Benoit Hogue and NY Islander's 3rd round pick in 1995 Entry Draft and 5th round pick in 1996 Entry Draft traded from NY Islanders to Toronto for G Eric Fichaud.

April 7, 1995: D Petr Svoboda traded from Buffalo to Philadelphia for D Garry Galley.

April 7, 1995: C Troy Murray and D Norm Maciver traded from Ottawa to Pittsburgh for RW Martin Straka.

April 7, 1995: D Gord Kruppke traded from Toronto to Detroit for other considerations.

April 7, 1995: RW Russ Courtnall traded from Dallas to Vancouver for LW Greg Adams and RW Dan Kesa and Vancouver's 5th round pick in 1995 Entry Draft.

April 7, 1995: G Corey Hirsch traded from New York Rangers to Vancouver for C Nathan Lafayette.

April 7, 1995: D Gerald Diduck traded from Vancouver to Chicago for RW Bogdan Savenko and Hartford's 3rd round pick in 1995 Entry Draft (previously acquired).

April 7, 1995: G Rick Tabaracci traded from Washington to Calgary for a conditional 5th round draft pick.

April 7, 1995: LW Gaetan Duchesne traded from San Jose to Florida for Florida's 6th round pick in 1995 Entry Draft.

April 7, 1995: G Craig Billington traded from Ottawa to Boston for other considerations.

April 7, 1995: LW Bill Huard traded from Ottawa to Quebec for D Mika Stromberg and Quebec's 4th round pick in 1995 Entry Draft.

April 7, 1995: D Daniel Laperriere and St. Louis' 9th round pick in 1995 Entry Draft traded from St. Louis to Ottawa for Ottawa's 9th round pick in 1995 Entry Draft.

April 7, 1995: RW Roman Oksiuta traded from Edmonton to Vancouver for D Jiri Slegr.

April 7, 1995: LW Alan May traded from Dallas to Calgary for Calgary's 8th round pick in 1995 Entry Draft.

April 7, 1995: C Mike Eastwood and Toronto's 3rd round pick in 1995 Entry Draft traded from Toronto to Winnipeg for RW Tie Domi.

April 7, 1995: D Grant Jennings traded from Pittsburgh to Toronto for D Drake Berehowsky.

April 7, 1995: D Igor Ulanov and C Mike Eagles traded from Winnipeg to Washington for Washington's 3rd and 5th round draft picks in 1995 Entry Draft.

April 7, 1995: LW Scott Pearson traded from Edmonton to Buffalo for D Ken Sutton.

April 7, 1995: D Greg Brown traded from Pittsburgh to Winnipeg for a conditional 8th round draft pick in 1996 Entry Draft.

April 7, 1995: C Ed Olczyk traded from NY Rangers to Winnipeg for Winnipeg's 5th round pick in 1995 Entry Draft.

June 6, 1995: Dallas acquired the rights to RW Jeff Mitchell from Los Angeles for a fifth round pick in 1995. Boston signed D Don Sweeney to a five-year contract.

June 9, 1995: Florida signed D Ed Jovanovski to a multi-year contract.

June 20, 1995: Pittsburgh center Mario Lemieux announced he would play in 1995-96.

June 27, 1995: Winnipeg traded LW Russ Romanluk to Philadelphia for D Jeff Finley.

June 30, 1995: Tampa Bay acquired LW Brian Bellows from Montreal for C Marc Bureau.

July 4, 1995: Detroit signed Scott Bowman to a three-year contract extension.

July 15, 1995: St. Louis signed LW Geoff Courtnall.

July 19, 1995: Edmonton signed D Ken Sutton to a three-year contract.

July 19, 1995: The New York Rangers signed C Ray Ferraro.

July 19, 1995: Florida resigned D Gord Murphy, RW Jody Hull and RW Tom Fitzgerald to multi-year contracts.

July 20, 1995: Ottawa signed C Dan Quinn to a two-year contract.

July 20, 1995: Philadelphia signed C Joel Otto.

July 21, 1995: Winnipeg signed LW Kris King, Darryl Shannon and D Jeff Finley to multi-year contracts.

July 25, 1995: Tampa Bay signed RW Corey Spring.

July 27, 1995: Florida signed C Alexei Kudashov, RW Ashley Buckberger and D Len Esau.

July 27, 1995: Hartford traded D Chris Pronger to St. Louis in exchange for LW Brendan Shanahan.

July 28, 1995: New York Rangers traded D Jay Wells to St. Louis for D Doug Lidster.

July 31, 1995: Boston signed C Todd Elik to a two-year contract.

July 31, 1995: Hartford acquired C Jeff Bes if waivers; signed D Brad McCrimmon and D Glen Featherstone to a one-year deal and RW Kelly Chase to a two-year contract.

August 1, 1995: Tampa Bay signed D Bill Houlder to a multi-year contract.

August 1, 1995: Hartford signed D Gerald Diduck and D Brian Glynn to a multi-year contract.

August 1, 1995: Anaheim signed RW Joe Sacco.

August 2, 1995: New York Rangers signed RW Wayne Presley.

August 2, 1995: Boston traded C Bryan Smolinski, RW Glen Murray and its 3rd round pick in the 1996 NHL Entry Draft to Pittsburgh for LW Kevin Stevens and C/LW Shawn McEachern.

August 4, 1995: St. Louis traded G Curtis Joseph and RW Mike Grier to Edmonton for LW Shayne Carson and 1996-97 first round picks.

August 4, 1995: St. Loius traded D Steve Duchesne to Ottawa for a 1996 second round pick.

August 7, 1995: Boston signed D Dan Hodge, D Charles Paquette, D Milt Mastad, C Bill McCauky and LW Andre Roy.

August 7, 1995: Philadelphia signed LW Shawn Antoski.

August 7, 1995: Tampa Bay signed D Marc Bergevin to a contract extension.

August 8, 1995: Colorado signed C Troy Murray.

August 8, 1995: Pittsburgh signed RW Thomas Sandstrom and D Corey Foster.

August 8, 1995: Winnipeg signed D Stewart Malgunas and LW Chris Govedaris.

August 9, 1995: Boston signed LW Tim Sweeney, D Peter Taglianetti and D Ted Crowley.

August 9, 1995: Anaheim signed D Bobby Dollas to a multi-year contract.

August 9, 1995: Dallas signed LW Patrick Cote to a three-year contract.

August 9, 1995: Ottawa signed D Kaj Linas

August 9, 1995: Philadelphia singed LW Gilbert Dionac

August 9, 1995: Vancouver signed D Dean Malkoe.

August 9, 1995: Winnipeg signed C Mike Stapleton.

August 10, 1995: San Jose signed RW Dave Brown, D Jim Kyte, D Jayson More, RW Jeff Odgers, D Tom Pederson and C Dody Wood.

August 10, 1995: Buffalo signed D Doug Rodger to a one-year contract.

August 10, 1995: Chicago signed C Kip Miller, D Jeff Scrowik and D Brad Wereaks.

August 11, 1995: Edmonton signed D Luke Richardson and C Peter White.

August 14, 1995: Philadelphia signed C Rod Rod Brind'Amour.

August 14, 1995: Ottawa signed RW Scott Levins, D Daniel Laperriere and D Eric Lavigne.

August 14, 1995: St. Louis signed LW Greg Gilbert.

August 14, 1995: Washington signed LW Craig Berube to a four-year contract and RW Keith Jones, C Kevin Kaminski and D Ken Klee to one-year contracts.

August 15, 1995: Buffalo signed C Dave Hannan, D Doug Houda, D Charlie Huddy and D Shayne Wright.

August 15, 1995: Detroit signed D Nicklas Lidstrom to a four-year contract.

August 15, 1995: Florida signed LW Radek Dvorak to a four-year contract.

August 15, 1995: Tampa Bay signed LW Brent Peterson.

August 16, 1995: Buffalo signed RW Dane Jackson, LW Ledislav Karabin and D Terry Hollinger.

August 16, 1995: Los Angeles signed D Aki-Petteri Berg to a three-year contract, G Byron Dafoe and D Chris Snell to one-year contract.

August 16, 1995: Tampa Bay traded D Marc Bergevin and RW Ben Hankinson to Detroit in exchange for LW Shawn Burr and a third round draft choice in the 1996 Entry Draft.

August 16, 1995: Boston traded D David Shaw to Tampa Bay for a third round dc (from Detroit) in the 1996 Entry Draft.

August 17, 1995: Florida signed D Terry Carkner to a multi-year contract.

August 17, 1995: Hartford signed C Darren Turcotte to a multi-year contract.

August 17, 1995: Edmonton signed LW Rern Murray.

August 17, 1995: New Jersey signed D Tommy Albelin and D Kevin Deas.

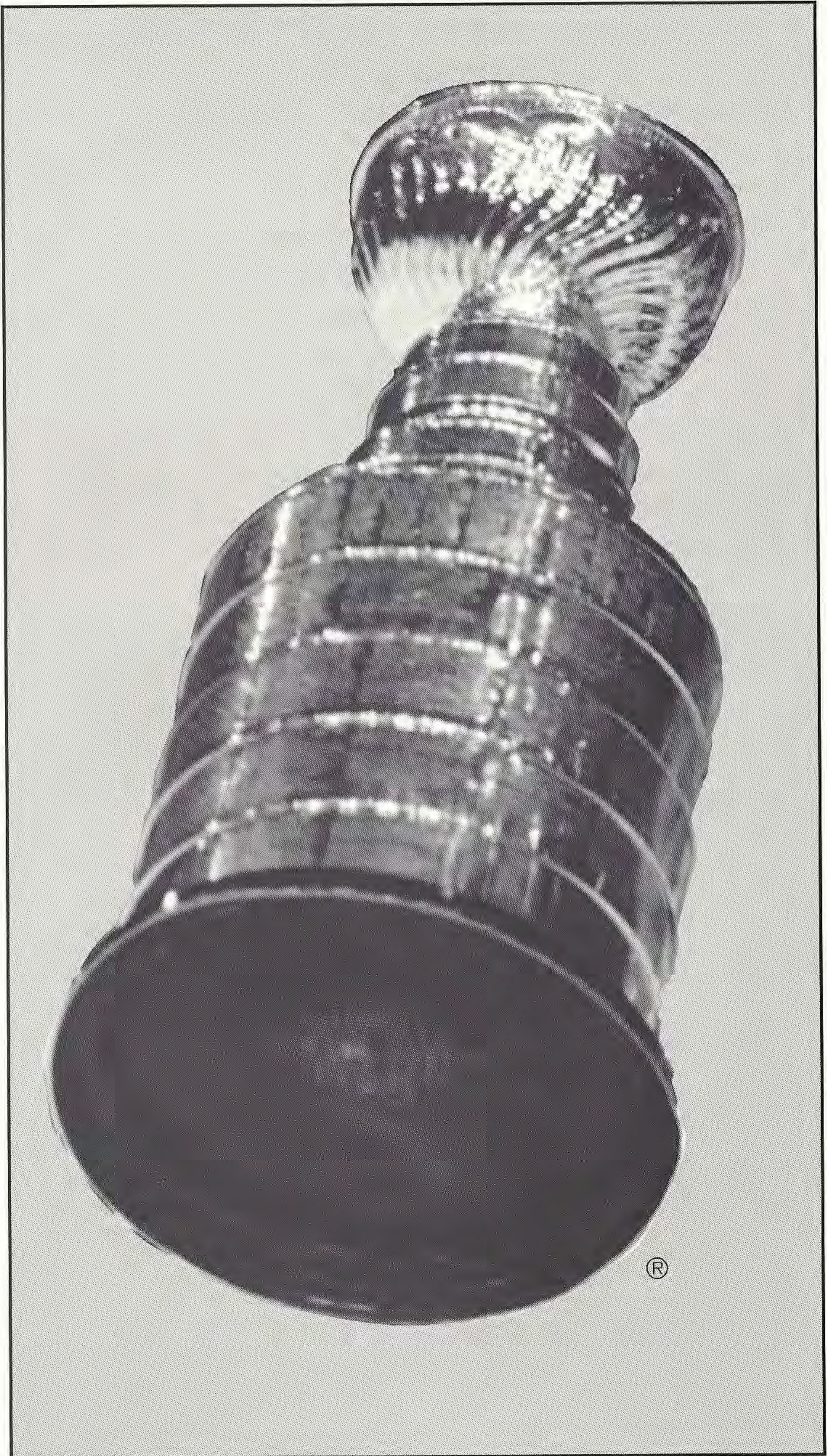
August 17, 1995: Washington signed Frank Bialowas.

August 17, 1995: Winnipeg signed C Alexei Budayev to a multi-year contract.

August 17, 1995: Anaheim signed G Mikhail Shtalenkov to a multi-year contract.

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Art Director

Dave Duncan

Team Leader & User Interface

Paul Martin

Lead Artist

Michael A. Upton

Artificial Intelligence

Dave Forshaw

Animation

Spencer Craske

3D Interface

Colin Reed

Game Generation

Eric Randall

Associate Producer

Adam Mock

Assistant Producer

Hugh Cruttenden

Game Design

Adam Mock & Tom P.

Sound

Mark Kerr

Art

Michael A. Upton, Carolyn Cudmore,
and Mike DiAgnillo

3D Guys

Nick Gray and Allan Penford

Video

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and Lisa Knight

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Maple Leaf Gardens, Murray Walker &
The Oakville Blades, Frank Ivankovic, Gary Goba,
Craig Mils, Keith Cyr, Steven Zoller,
Hockey Hall of Fame, Peter Langley (Coach Labout),
Hockey Net Communications, NHL Productions,
NBA Studios, Tim Gammon, Sam & The TM Group,
and Robert Skeoch

Special Thanks

Eric Sherkin, Tyler Wade, Jason D. McEachern,
Steven H. Ng, and Andrew Wicken

*Do you have any cool ideas for the ultimate Hockey game?
Let us know at: hockey@graymatter.on.ca*

Sega Sports Team

Producer

Michael Meischeid

Associate Producer

Chris Cutliff

Assistant Producers

Todd Morgan and Aron Drayer

Lead Tester

David Dodge

Project Managers

Anne Moellering and Susannah Nukes

Marketing Assistant

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Manual

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Sega Sports Special Teams

Scott Rohde, Chris Smith, Gerald DeYoung,
John Gillin, Tom Abramson, Tracy Johnson,
Rosie Freeman, Mark "The Juice" Paniagua,
Lorne Asuncion, Matt Underwood,
Dave "Buttercup" Perkinson, and Tex Thomas.

Sega Sports Special Thanks

Tim Dunley, Sarah Mason-Richmond, Jeff Feltman,
Larry Loth, Bob Hardy, Marty Franz, and Scott Bayless

Testers

Assistant Leads

Roger "Dingo Dog" Somerville, Doug Leslie,
Dylan "The Kid" Manger, DoorMatt Prescott,
and Mark "The Beast" Fabela

Core Testers

Daniel Tyrrell, Marcus King, Noah Mackenzie,
Todd Slepian, Chad "Orrad" Lowe, Steve "Silly" Smith,
Kris Lester, Marco Alvarado, Joseph Aragonese,
Brendan Cahill, James Haggarty, Daniel Hiatt, John Hong,
John James, Paul Lafata, Bill Martorana, Doug Nishijima,
Jon Orantes, Brian Pomon, Terry Whalen, David Yang,
Willis Lee, Zenon Thornton, Bine Arceo, Geoff Barrett,
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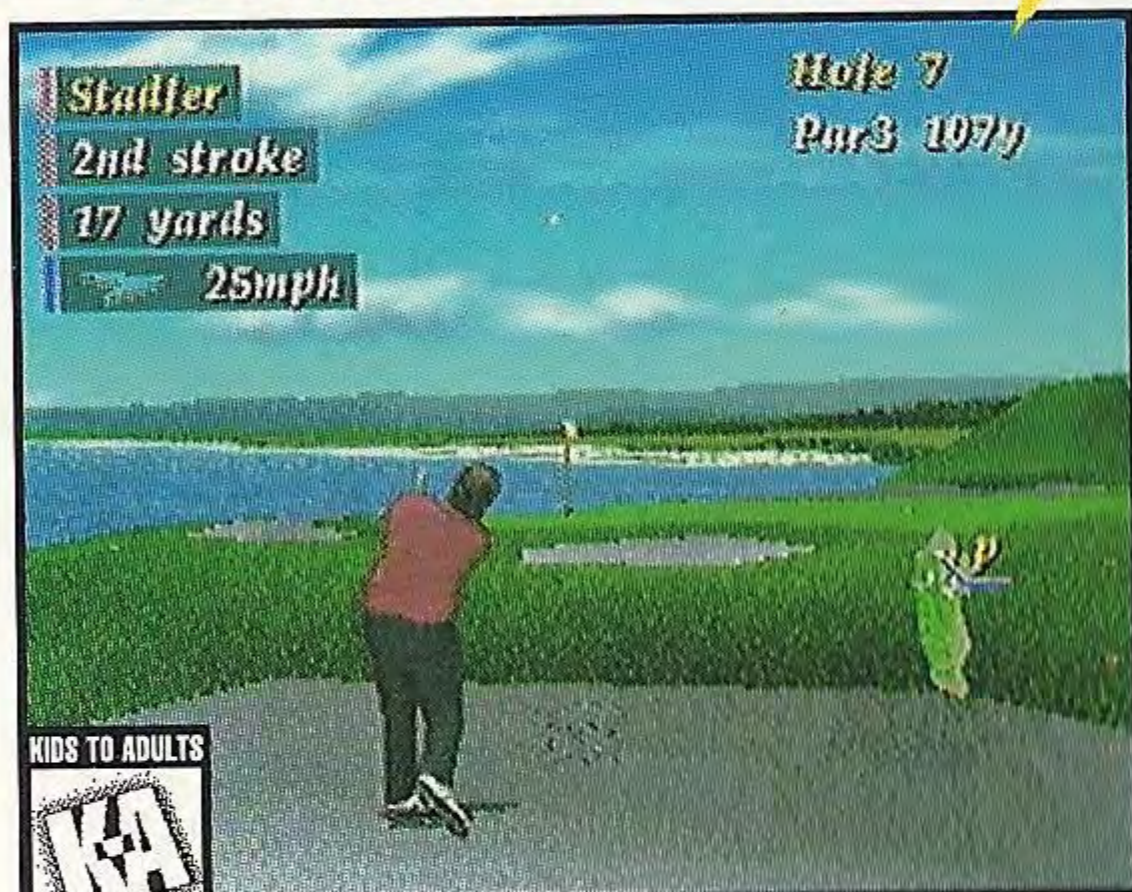


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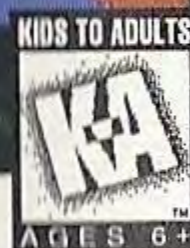


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