

SEGA

GAME GEAR

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ELECTRONIC ARTS

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NHL[®] HOCKEY



INSTRUCTIONAL MANUAL

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

KIDS TO ADULTS



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.



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™ GAME GEAR™ SYSTEM.

Handling This Cartridge

- This cartridge is intended exclusively for the Sega™ Game Gear™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega cartridge.

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.

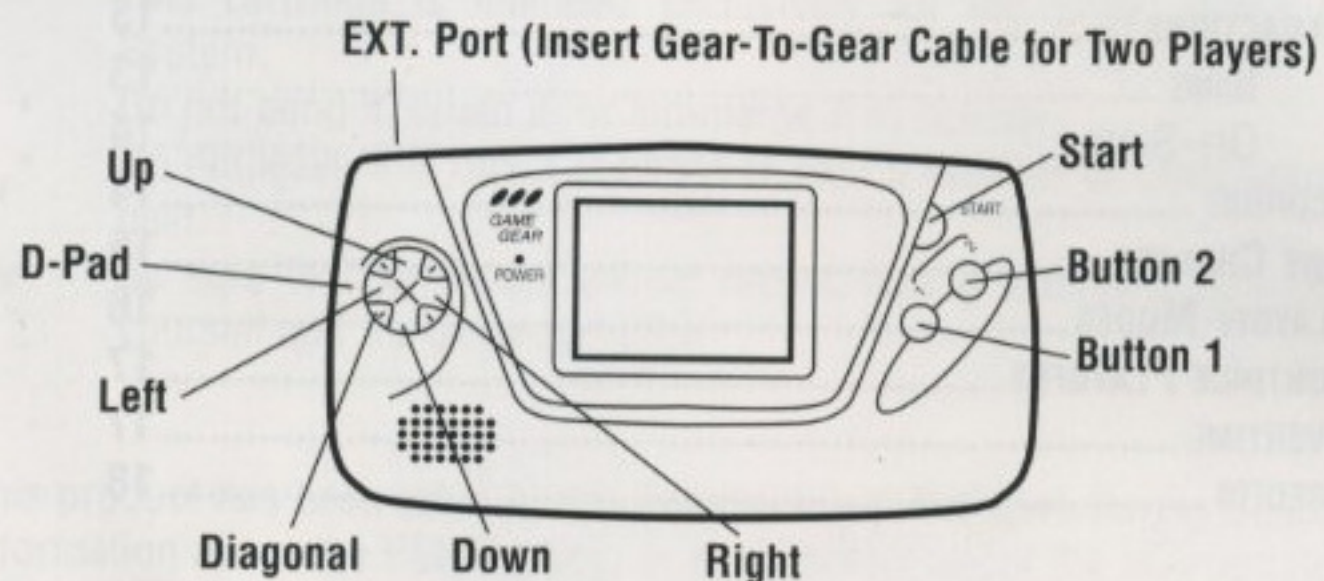
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Starting the Game

1. Set up your Sega™ Game Gear™ System as described in its instruction manual. For two players, use the Gear-to-Gear™ Cable to connect the Game Gear Units.
2. Make sure the power switch is OFF. Then insert the *NHL® Hockey* cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments the *NHL Hockey* Title screen appears.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.
Important: Always make sure the power switch is turned OFF before inserting or removing the cartridge.

Control Summary



FACE OFF

Control/Pass Puck Button ①
 Speed Burst (Body Check) Button ②
 Control Direction of Pass D-Pad any direction

OFFENSE

Pass Puck Button ①
 Wrist Shot (Hold for Slap Shot) or One-Timer Without Puck Button ②
 Direction of Pass/Shot and Puck Handler D-Pad any direction

DEFENSE

Hold/Hook Button ① + START
 Poke Check/Trip/Switch to Closest Player Button ①
 Switch to Goalie (Manual Goalie Control) Hold Button ①
 Speed Burst (Body Check) Button ② + D-Pad any direction
 Control Skating Direction D-Pad any direction

MANUAL GOALIE CONTROL

Pass Button ①
 Attempt a Save Button ②
 Move/Direct Pass D-Pad any direction

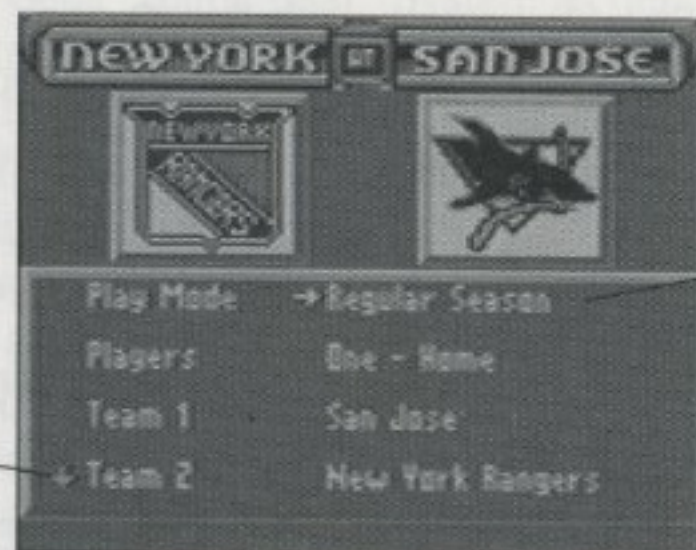
LINE CHANGES

Line Change Button ② + START
 Select Line D-Pad up/down
 Choose Selected Line Button ②

ONE-TIMERS

Pass Button ①
 Activate Receiving Teammate and Attempt a Goal Hold Button ②

Game Set-Up Screen



D-Pad up/down
to highlight
option

D-Pad left/right
to change option

Play Mode

REGULAR SEASON Play a Regular Season game.

CONTINUE PLAYOFFS Return to a Playoff series after the last game you completed. (See *Continue Playoffs* on p. 17.)

NEW PLAYOFFS Begin the first round of a single-elimination Playoff.

NEW PLAYOFFS/7 GAME Begin the first round of a best-of-seven Playoff series. You must win four out of the possible seven games to advance to the next round.

SHOOTOUT Choose teams and go one-on-one with the goalie.

Players

ONE - HOME You control Team 1. The Game Gear controls Team 2.

ONE - VISITOR You control Team 2. The Game Gear controls Team 1.

TWO - TEAMMATES You and a friend play together on Team 1. The Game Gear controls Team 2. (See *Two Players (Gear-to-Gear)* on p. 5.)

TWO - HEAD TO HEAD You play against another person. See *Two Players (Gear-to-Gear)* on p. 5.

DEMO Watch an exhibition game. If you're not familiar with *NHL Hockey* this is a good way to get a feel for the game.

Team 1

Select Team 1 (home) in regular season play.

- To scroll through the available teams, D-Pad **left/right**.

Team 2

Select Team 2 (visitor) in regular season play in the same manner as Team 1.

Per. Length

Each game consists of three periods and one or more overtime periods (if necessary). You can choose the length of each period; 5, 10, or 20 minutes.

Goalies

MANUAL CONTROL Control your goalie without possession of the puck. (See *Goalie Control* on p. 11.)

AUTO CONTROL The Game Gear controls your goalie unless you have the puck.

Penalties

OFF The game is not interrupted by penalties or off-sides calls. Icing is always called. (See *Infractions* on p. 13.)

ON The referees call all the penalties and infractions they see.

ON, EXCEPT OFF-SIDES The referees call all penalties and infractions except off-sides.

Line Changes

OFF The players stay in for the entire game and don't tire.

AUTO The Game Gear changes lines for both teams. Players do not get tired.

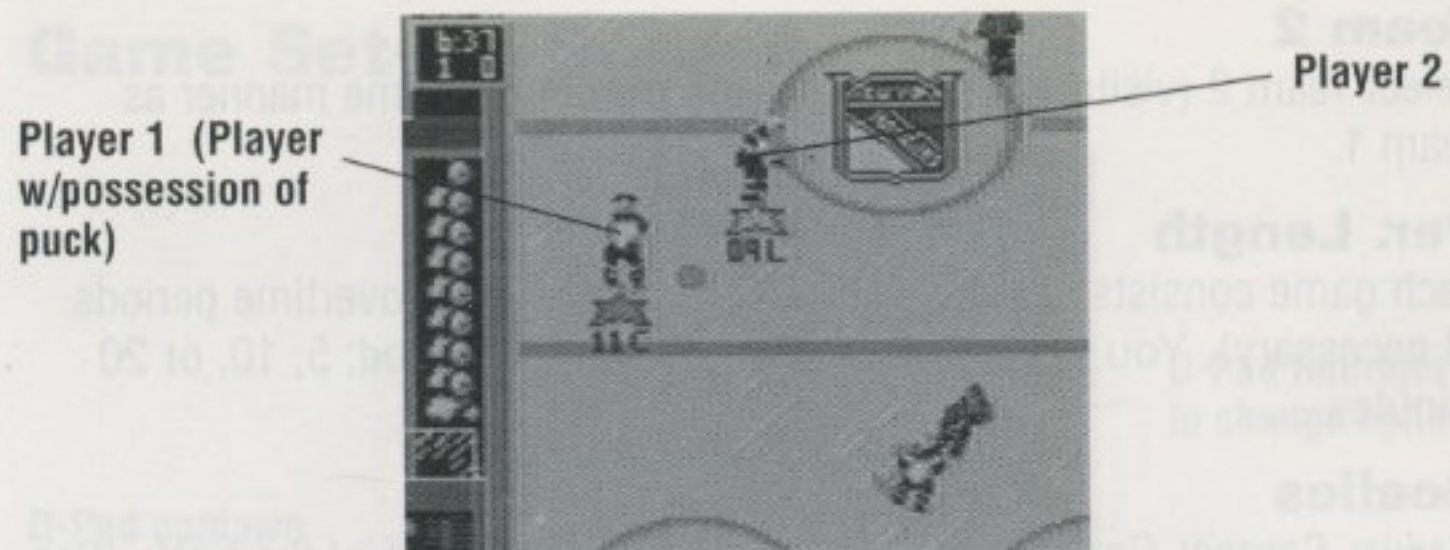
ON You control your team's line changes. (See *Line Changes* on p. 15.)

Two Players (Gear-to-Gear)

You can play *NHL Hockey* with or against a friend. You need to have two Game Gear units, two *NHL Hockey* cartridges, and one Gear-to-Gear Cable.

To play a Two Player game:

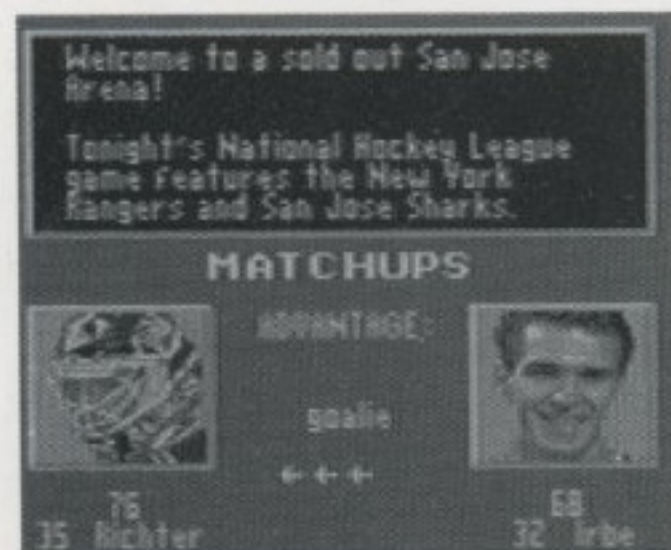
1. Remove the EXT. port cover and plug the Gear-to-Gear Cable into each Game Gear.
2. Start the game on each Game Gear. (See *Starting the Game* on p. 2.)



3. When the Game Set-up screen appears both players can change set-up options.
 - To play a two-player game choose TWO - TEAMMATES or TWO - HEAD TO HEAD from the PLAYER option.

NOTE: In playoff mode when playing two-player head to head, Team 1 must win to continue through the playoffs. If Team 2 wins, the playoffs are over.

Team Matchups Screen

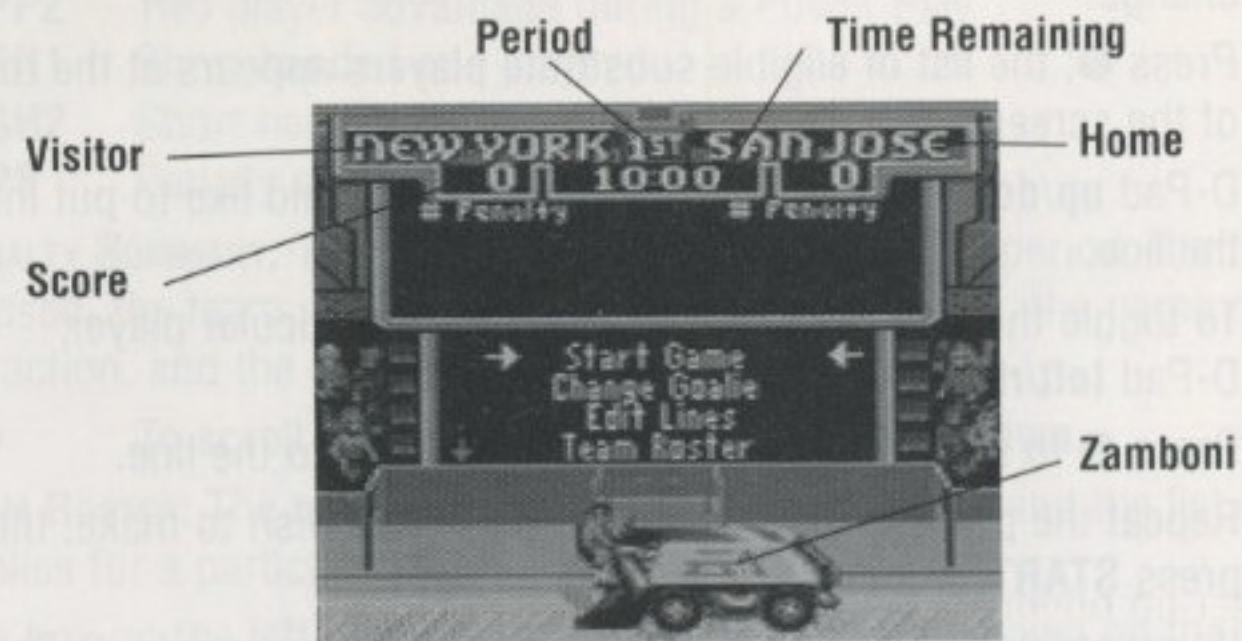


The Team Matchups screen appears comparing opposing teams and players. Ratings range from 25 (bad) to 100 (excellent).

All the NHL teams and players are represented in *NHL Hockey* based on their actual strengths and weaknesses in the 1993/1994 season.

- To scroll backward/forward through the team and player comparisons, press **1/2**.
- To read the pre-game introduction, D-Pad **up/down**.
- To continue, press **START**.

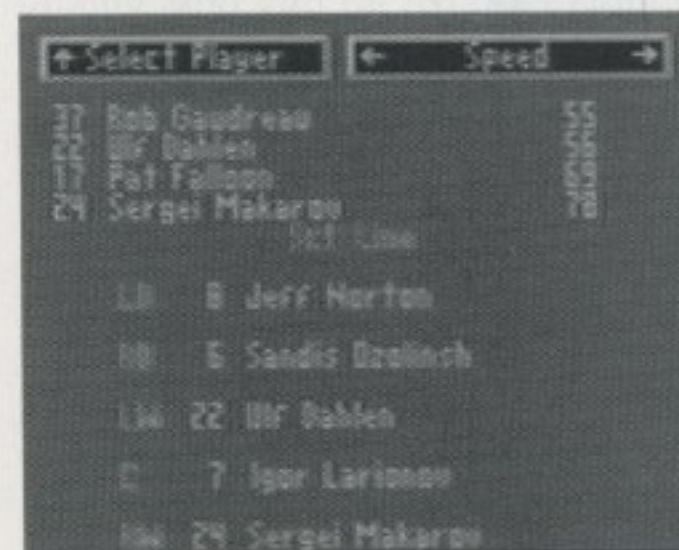
Scoreboard Menu



- To bring up the Scoreboard menu during play, press **START**.
- To highlight an option from the Scoreboard menu, D-Pad **up/down**.
- To select a highlighted option, press **2**.
- To return to the Scoreboard menu from an options screen, press **START**.

START/RESUME GAME: The START option appears before a game has begun. After a game is in progress, the RESUME GAME option appears.

CHANGE GOALIE: Goalies don't tire, but you can change goalies if yours isn't playing well or if you feel like giving the other guy some time on the ice.



EDIT LINES: *NHL Hockey* lets you edit your team's lineup. The program stores the changes until the Game Gear is turned off. When line changes are on, you can edit all seven lines. When line changes are off, you can only edit your best line.

1. D-Pad **up/down** to highlight the player on the line you wish to change.
2. Press **2**; the list of eligible substitute players appears at the top of the screen.
3. D-Pad **up/down** to highlight the player you would like to put into the line.
 - To toggle through the various ratings for a particular player, D-Pad **left/right**.
4. Press **2** to substitute the highlighted player into the line.
5. Repeat the process for each substitution you wish to make, then press **START**. A menu box appears.
 - If you are not satisfied with the changes you have made, D-Pad **up/down** to highlight SET ORIGINAL LINES, then press **2**.
 - When you are finished, highlight EXIT and press **2**.

GAME STATS: Take a look at the current game statistics at any point during play.

- To scroll through the statistics, D-Pad **up/down**.

PLAYER STATS: You can check out stats for any player on either team at any time during play.

- To scroll through the players, D-Pad **up/down**.
- To scroll through the available stat categories, D-Pad **left/right**.
- To see the opposing team's stats, press **1**.

SCORING SUMMARY: The scoring summary recaps the period, the time elapsed in the period, the team, the player who scored the goal (followed by the player(s) who assisted on the goal), and the penalty situation at the time.

- To scroll through the goal summaries, D-Pad **up/down**.

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

The following are abbreviations for the Penalty Situation when a goal was scored:

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

PENALTY SUMMARY: The penalty summary indicates the period, the time elapsed, the team, the number and name of the player, the name of the infraction, and the length of the penalty in minutes.

- To scroll through the penalties, D-Pad **up/down**.

TEAM ROSTER: The team roster contains all seven lines and the list of goalies for a particular team.

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

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

- To scroll through lines, D-Pad **up/down**.

The box on the right displays the ratings categories.

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

TIMEOUT: Calling a timeout restores all the lines on both teams to full vitality, and can be used by each team only once during a game. Once you use the timeout, the option disappears from the Scoreboard menu.

PLAYER CARDS: Displays the roster for the teams playing, as well as goals and assists for each player (saves and save percentage for the goalies).

- To scroll through player cards, D-Pad **left/right**.
- To view the opposing team's player cards, press **1**.

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

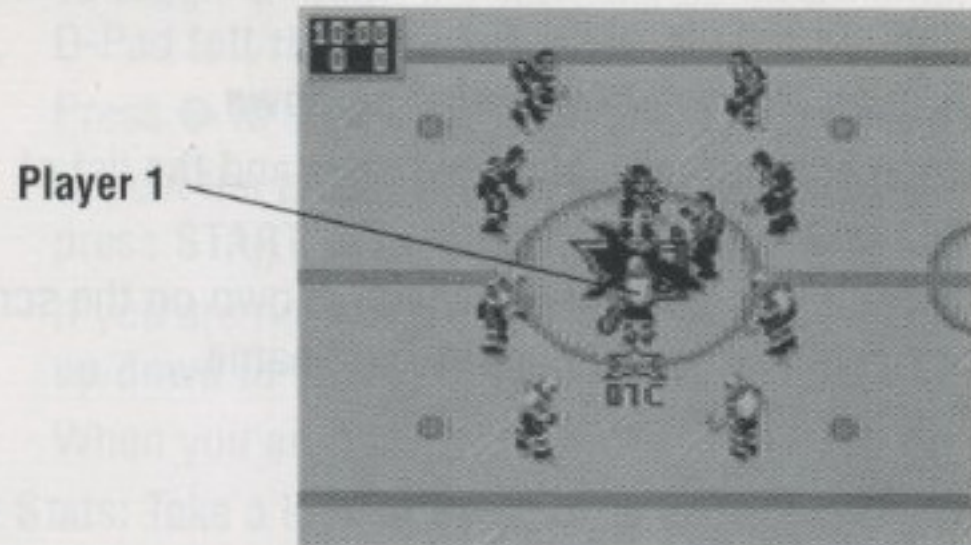
- To toggle between goals and shots for the period, D-Pad **left/right**.

MANUAL GOALIE: This option allows you to switch between manual and automatic goalie control during the game.

- To toggle between MANUAL GOALIE and AUTO GOALIE, press ②.

EXIT GAME: You can leave the current game at any time.

The Face Off



In the opening period, the home team's center faces up-screen, and the visitor's center faces down-screen.

- To attempt to win the face off, D-Pad in the direction you want to pass, and press ①.

Skating

Skating skills are fundamental to avoiding checks, checking hard, and faking out the goalie.

OFFENSE: Your puck carrier skates on a solid light blue star with a dark blue outline. Your opponent's puck carrier skates on a solid light blue star with no outline.

DEFENSE: Your active player skates on a star outlined in blue.

- To activate the player nearest to the puck, press ①.

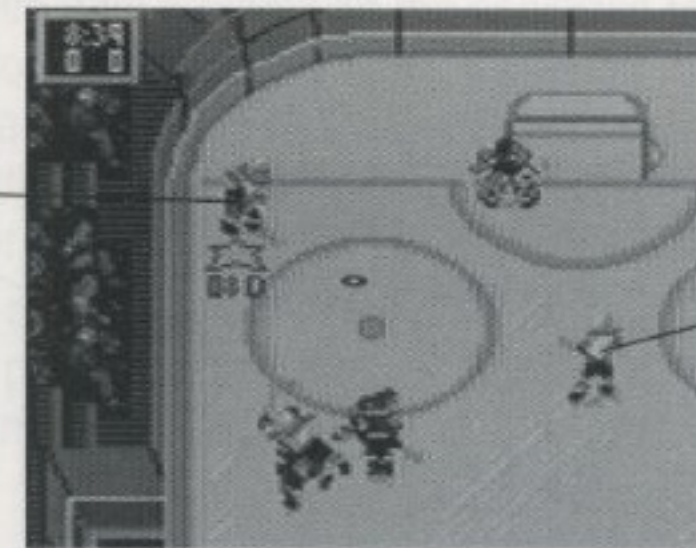
When you reverse direction your player slides a little before he actually turns around.

- To control the direction in which your player is moving, D-Pad any direction.

- To come to a quick stop, press the D-Pad in the exact opposite direction the skater is skating.

Passing

Pass to player with open shot



Open player

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

- To pass, D-Pad in the desired direction and press ①.

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

Opponents can intercept if they get to the puck first. If the player you control is off-screen, an arrow points to the location of that player.

On medium to long range passes, press ① immediately after you pass the puck. This gives you control of the receiving player before the puck arrives.

NOTE: When playing in two player mode, the blue arrow shows the position of player 1 off-screen, and the red arrow shows player 2's position.

Goalie Control

You can take control of the goalie at any time during play.

To activate manual goalie control:

1. From the Set-Up menu, D-Pad **down** to highlight GOALIES.
2. D-Pad **right/left** to choose MANUAL CONTROL.

Control the goalie:

- To control the goalie, press and hold ①.

- To move the goalie and aim a pass, D-Pad in any direction.
- To pass the puck, press **1**.

EA Tip: You might want to remove your goalie when you're losing and time is running out.

Penalties



The referees call all the penalties when the PENALTIES option is on. Below is a list of the various penalties.

Holding	Illegal grabbing or pinning of player
Roughing	Unnecessary roughness/causing an injury
Slashing	Hitting opponent with the stick to obstruct or intimidate him
Cross-check	Holding stick in high position to check opponent
Tripping	Referee has to believe there was no attempt to capture puck
Hooking	Attempt to "hold up" another player with stick
Charging	Slamming into player after two or more deliberate strides in his direction
Interference	Player interferes with the opposing goalie

One player is released from the penalty box when the opposing team scores on a power play. If there are more than two players in the box the player with the least amount of time remaining in his penalty period is released.

PENALTY SHOTS: Penalty shots are awarded when a penalty is committed on the breakaway man. A breakaway is an offensive player crossing the blue line before a defensive player. A "ding" signifies a breakaway.

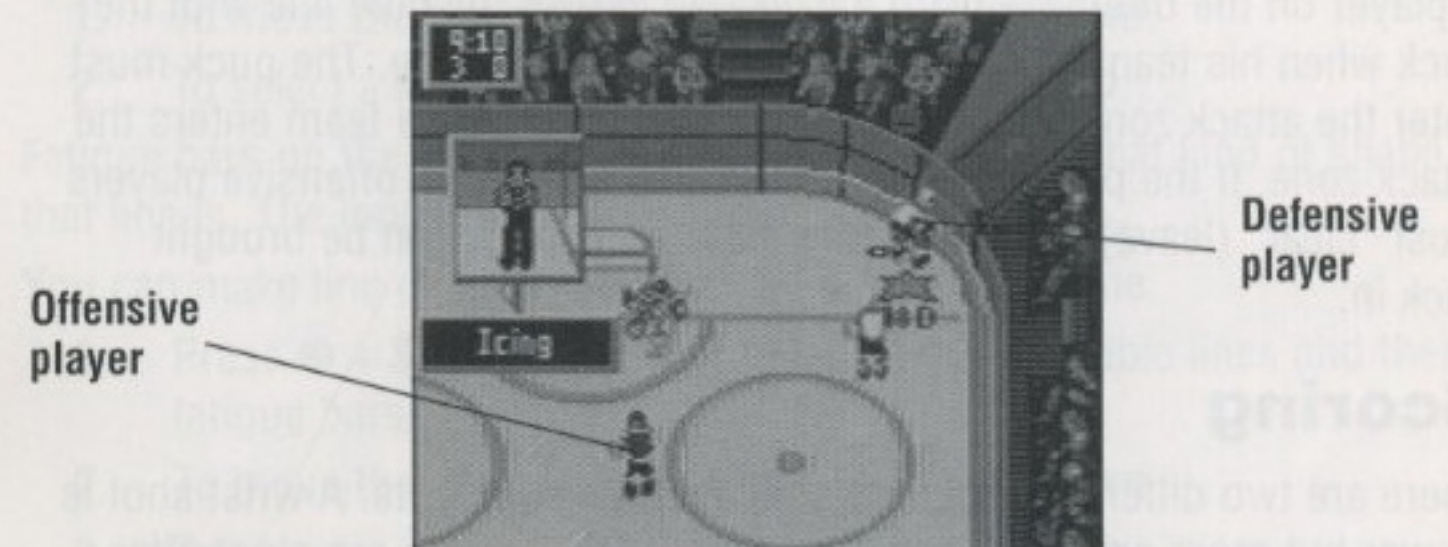
DELAYED PENALTY CALL: When a penalty is called on a defensive player, action is not stopped until a player on the penalized team captures the puck. The goalie from the offensive team skates off the ice and is replaced by a forward. As soon as the penalized team captures the puck and play is stopped, the goalie returns. The penalty is not called if the offensive team scores before this happens.

DELAYED PENALTY: If a penalty is called on a team with two players in the box, the offending player goes to the box and is replaced. His penalty time does not begin to run down until one of his teammates' penalty periods expires.

Infractions

Infractions are related to the *Attack Zone*. The attack zone is marked by a blue line on your opponent's side of the ice.

Icing

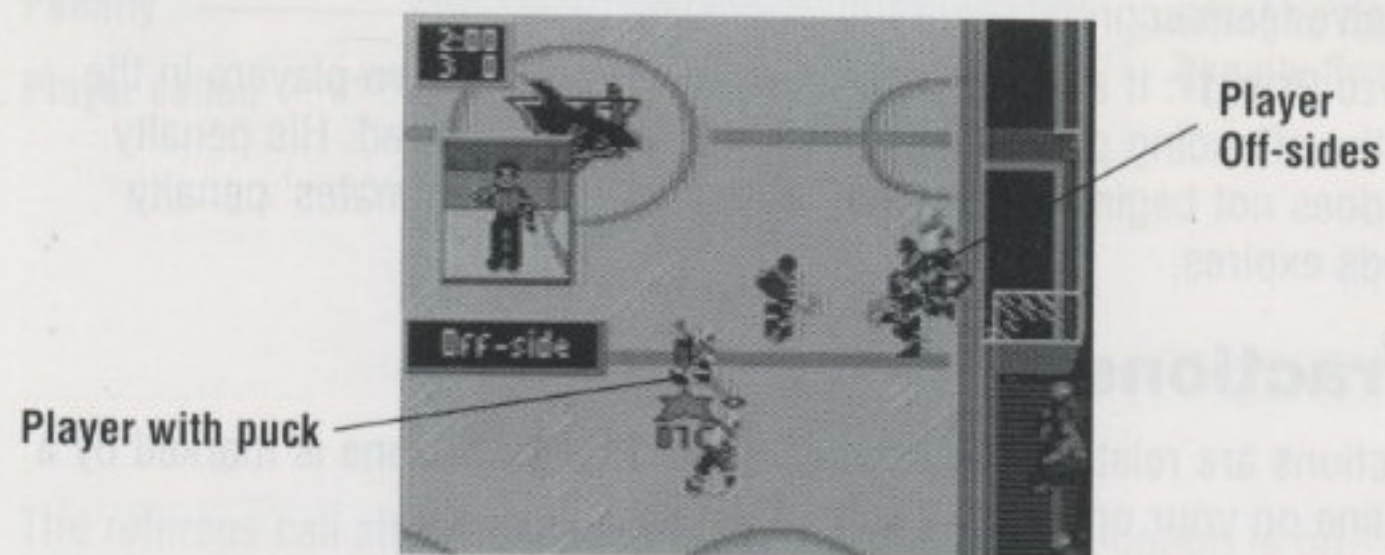


Icing is called when a player passes or shoots the puck across the red center line, the opponent's blue line, and the red goal line, but not through the crease.

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

- Icing is not called on a shot on goal.
- Icing is not called on a team that is short-handed because of a penalty.
- There is no "two-line pass" infraction in *NHL Hockey*.
- After an icing call, the referee stops the action and sets up a face off in the defensive zone of the guilty team.

Off-Sides



A player on the offensive team has skated across the blue line with the puck when his teammate was already in the attack zone. The puck must enter the attack zone before any player on the offensive team enters the attack zone. If the puck goes out of the attack zone, all offensive players must "clear" (leave) the attack zone before the puck can be brought back in.

Scoring

There are two different shots: wrist shots and slap shots. A wrist shot is slower but more accurate than a slap shot. Wrist shots are most effective when close to the goal.

- To hit a wrist shot, tap **2**.

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

- To hit a slap shot, press **2**.

EA Tip: The longer you hold down the **A** button, the harder the slap shot. Look for a slap shot to bounce off the goalie or the net, grab the rebound, and flick the puck in with a wrist shot.

To aim your shot on the goal:

- To aim your shot high/low, D-Pad **up/down**.
- To aim your shot at the right or left corner of the net, D-Pad **left/right**.

Line Changes

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

To make line changes:

1. At the Set-Up screen, D-Pad **down** to highlight LINE CHANGES.
2. D-Pad **right/left** to choose ON.

Before each face off (except the first one) and after each goal, the Line Change window appears on the screen until you make a selection.

1. To move the line select highlight, D-Pad **up/down**.
2. To select a line and return to the game, press **2**.

Fatigue bars on the right side of the line-name show what kind of shape that line is. The longer the bar, the fresher the line.

You can make line changes at any point during the game.

1. Press **2** + **START** to display the currently available lines and their fatigue bars.
2. To move the line select highlight, D-Pad **up/down**.
3. To select a line and return to the game, press **2**.

Each team has seven different lines: Scoring lines 1 and 2 (**Sc1** and **Sc2**), Power Play lines 1 and 2 (**PP1** and **PP2**), Penalty Killing lines 1 and 2 (**PK1** and **PK2**), and a Checking line (**Chk**).

EA Tip: To maximize performance of the team, change lines before they use 25% of their energy.

SCORING LINES AND CHECKING LINE The **Sc1** line starts every game. You can change to the **Sc2** or **Chk** lines as soon as you have the puck.

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

The **Chk** line is your "big" line, generally slower but harder-hitting and better on defense.

POWER PLAY LINES When one team has at least one more player on the ice than the other team, that team has a power play. The Power Play Line (**PP1, PP2**) is the group of players that specialize in putting the puck in the net.

The Line Change box appears automatically before each face off (except the first one of the game).

1. Press **Ⓔ** + **START** to bring up a window of the currently available lines and their fatigue bars.
2. To move the line select highlight, D-Pad **up/down**.
3. To select a line and return to the game, press **Ⓔ**.
- When a power play ends, select from one of the Scoring Lines or the Check Line.

PENALTY KILLING LINES The Penalty Killing Lines are made up of the best players from both Scoring Lines and are your best defense against an opponent's power play.

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

Playoff Modes

When you select **NEW PLAYOFFS** or **NEW PLAYOFFS/7 GAME**, you're in the playoff tournament.

- To see playoff tournament pairings, press **START**.
- To view the entire playoff tree, D-Pad **left/right**.
- To begin your first game, press **START** again.

When the first game is over, the new pairings appear. Only the winners advance.

NOTE: In playoff mode when playing two-player head to head, Team 1 must win to continue through the playoffs. If Team 2 wins, the playoffs are over.

Continue Playoffs

If you win or lose a playoff game, a password allowing you to continue or retry the playoffs at a later time appears. Be careful to write it down correctly before turning off your Game Gear.

1. From the Game Set-Up screen D-Pad **up/down** to highlight **PLAY MODE**.
2. D-Pad **left/right** to select **CONTINUE PLAYOFFS** and press **START**. The Password screen appears.
3. D-Pad **up/down/left/right** to select the first character of the password.
 - To move on to the next letter, press **Ⓔ**. To move back one space, press **Ⓕ**.
4. When you have finished, press **START** to enter the password.

Overtime

A regular season game allows only one overtime period which lasts for five minutes, or until one team scores ("sudden death"). If neither team scores, the game ends in a tie.

Playoff games cannot end in a tie. You must play as many sudden death overtime periods as necessary to establish a winner. The overtime periods lasts five minutes or until one team scores.

Credits



Front Row left to right: Doug Schilling, Jeremy Corley, Steve Ettinger, Back Row left to right: Gary Syck, Jean Bergesen, Stephen Nguyen, Laura Raines Smith

Game Gear Design Programming	Steve Ettinger, Kevin Hogan Steve Ettinger, Gary Syck, Jeremy Corley, Stephen Nguyen, Doug Schilling
Executive Producer	Scott Orr
Supervising Producer	Rob Martyn
Producer	Kevin Hogan
Assistant Producer	Ted Fitzgerald
Producer for Realtime Associates, Seattle Division	Steve Ettinger
Animations	Laura Raines Smith
Backgrounds	Jean Bergesen
Sound and Music	Greg Turner, Eric Swanson, Eric Neilsen
Organ Music	Dieter Ruehle
Technical Directors	Colin McLaughlan, David Bunch
Mastering	John Williams, Jeff Buttell
Product Manager	Chip Lange
Project Coordinator	Kyra Woody
Package Design	E.J. Sarraille Design Group
Package Art Direction	Nancy Waisanen
Documentation	Paul Armatta
Documentation Layout	Tom Peters
Testing Manager	Al Roireau
Product Testing	Harvey Bush, Sean House

Additional Testing

Cheryl Harada, Ed Higa, Chris MacDonald,
Scott Stoabs

Player Ratings

John Rosasco, Neil Smith

Player Card Photos

Steve Babineau

Quality Assurance

Rob-O Solomon

Special Thanks

Jessica, Kyle, Russell & Linda Ettinger

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Need Help? Call EA's HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week!

In the US, dial 900-288-HINT (4468)

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Hotline Menus

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