

## IF IT'S IN THE GAME, IT'S IN THE BOOK!

Delayed slap shot from the point—Scores! Goalie screened;  
wrist shot from the crease—Scores! One-timer shot in the  
slot—Scores!...and suddenly you're down 3-0.

Hey, the *NHL 96 Player's Guide* is for you! The finest *NHL 96* players  
in the world are right here at EA SPORTS, and we've disclosed our  
best-kept secrets to compile the definitive strategy guide for *NHL 96*.  
The *NHL 96 Player's Guide* gives you:

- ✓ Over 200 pages of the *NHL 96* info you need!
- ✓ Complete gameplay tips, hints, and tricks.
- ✓ Coaching strategies for every game situation.
- ✓ Scoring techniques that get results!
- ✓ Pictures and diagrams with step-by-step instructions.

In addition, the *NHL 96 Player's Guide* offers a comprehensive look at  
ice hockey to provide you with an in-depth understanding of the  
sport past and present. Discover the game behind the game!

- Complete rosters with statistics and ratings for each *NHL 96*  
team.
- Explanations of rules, violations, and infractions.
- An inside look at the development of *NHL 96*.

Whether you're struggling to meet Lord Stanley or you're simply out to  
give your friends the basting of a lifetime, playing *NHL 96* without the  
*Player's Guide* is like playing hockey without the protection of a cup!

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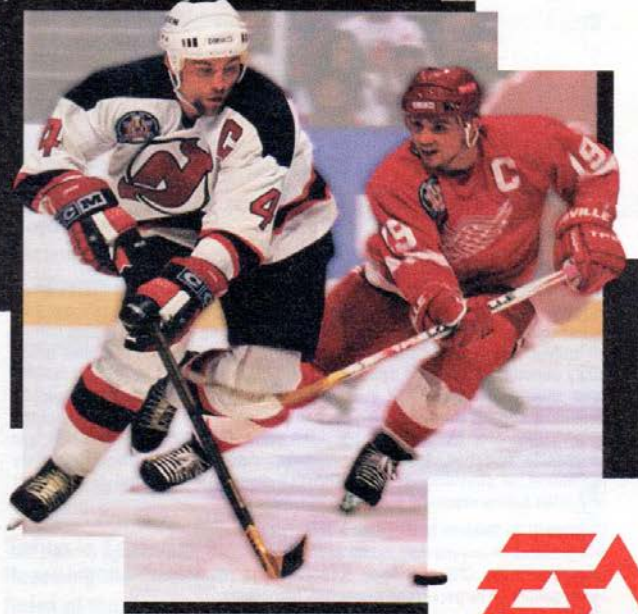
EA Sports

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# NHL 96



By Mark Lesser & High Score Entertainment



EA  
SPORTS

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Programmer Mark Lesser hails from New England, where he and his wife Mary Ellin raise two boys, Nathan, 5, and Daniel, 3. In addition to programming and designing the hardware chip for two of the very first hand-held computer games by Mattel, Mark programmed the best-selling John Madden Football™ '93, NHL® '94 and NHL® '95 games for EA SPORTS™.

"Programming games is my hobby," says Lesser, who is currently waiting for his youngest to start testing games.

**WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING To Owners of Projection Televisions!**

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of video games on large-screen projection televisions.

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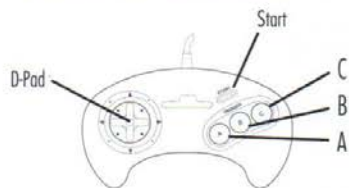


**TABLE OF CONTENTS**

<b>Starting the Game</b> .....	3
<b>Welcome to NHL 96</b> .....	4
<b>Main Menu</b> .....	5
<b>Organizing a Regular Game</b> .....	7
Select Team .....	8
Control Setup .....	8
User Entry (User Records ON) .....	9
<b>Scoreboard</b> .....	9
<b>Grasping the Fundamentals</b> .....	13
Skating .....	13
Stickhandling and Passing .....	13
Checking .....	14
Shooting .....	14
Goaltending .....	15
Line Changing (Line Changes ON) .....	15
<b>Playoff Mode</b> .....	16
<b>Season Mode</b> .....	18
League Options .....	18
Making the Playoffs .....	21
<b>Shootout Mode</b> .....	21
<b>Transactions</b> .....	22
Trade Players .....	22
Create Players .....	23
Sign Free Agents .....	24
Release Player .....	24
Reset Rosters .....	24
<b>Saving in Season or Playoff Mode</b> .....	25
<b>Resetting the Cartridge</b> .....	25
<b>Rules of the Game</b> .....	25
<b>Credits</b> .....	28



## COMMAND SUMMARY



### FACEOFFS

Choose a teammate to scoop the puck to	Hold D-Pad in direction of teammate
Take the draw	Press <b>B</b> when the puck hits the ice

### GENERAL

Skate/Stickhandle the puck	D-Pad in any direction
----------------------------	------------------------

### OFFENSE

Dump the puck	Tap <b>A</b>
Pass	<b>B</b> + D-Pad
Give and Go	<b>B</b> then <b>A</b>
One-Timer Pass	<b>B</b> then <b>A</b> + D-Pad
Wrist Shot	Tap <b>C</b>
Slap Shot	Hold <b>C</b>
One-Timer Shot	<b>B</b> then <b>C</b> + D-Pad
Spin-o-Rama	D-Pad + <b>START</b>

#### *In the Attack Zone*

Fake Shot	Tap <b>A</b>
Drop Pass	<b>A</b> + D-Pad behind you

### DEFENSE

Hold/Hook	<b>A</b>
Hit the ice to block shot	Tap <b>A</b> twice quickly
Control defensive player closest to the puck	<b>B</b>
Poke Check/Trip	<b>B</b> when closest to the puck
Speed up/Body Check	<b>C</b>

### GOALTENDING

#### *Manual Control*

Take control of goalie	Hold <b>B</b>
Position goalie	D-Pad in any direction
Dive	<b>A</b> + D-Pad
Poke Check	<b>B</b> when closest to the puck
Save Attempt	<b>C</b>

#### *In Possession of Puck (Auto or Manual Control)*

Flip puck out of zone	<b>A</b> + D-Pad
Pass/Clear along boards	<b>B</b> + D-Pad
Cover up to draw faceoff	No Buttons or D-Pad

### STARTING THE GAME

1. Turn OFF the power switch on your Sega™ Genesis™.  
**Never insert or remove a game cartridge when the power is on.**
2. Make sure a Controller is plugged into the port labeled Control 1 on the Genesis Console.
3. Insert the game cartridge into the slot on the Genesis. To lock the cartridge in place, press firmly.
4. Turn ON the power switch. The EA SPORTS logo appears (if you don't see it, begin again at step 1).



## WELCOME TO NHL® 96!

There's been plenty written lately regarding Global Warming, El Niño, and the like, but North Americans are experiencing a different weather phenomenon altogether—the arrival of the second ice age!

And, in contrast to the idle pace of glaciers extending from the polar ice caps, this time it's spreading like wildfire. Sheets of ice measuring up to 200' x 85' have formed as far south as Tampa Bay, Anaheim, and Dallas, and there's no sign of a warming trend in sight.

As always, the diehard NHL fans at EA SPORTS have taken advantage of a chilly situation. Committed to bringing you the most true-to-life hockey game around, they've traded in their skates and sticks for computers and control pads, and (we're happy to say) they've put their teeth back in.

EA SPORTS brings you as close as you can get to the NHL without donning a parka!

### **The Best Just Got Better—New Features for 96:**

- ✓ Multiple Skill Levels—Work your way through the ranks from Rookie, to Pro, to All-star.
- ✓ Fighting Option.
- ✓ New Player Moves—One-Timer Pass, Give-and-Go, Spin-o-Rama, and more.
- ✓ New Graphics and Player Animations—Flip your opponents with extreme body checks, watch as frustrated players storm into the penalty box, and much more.
- ✓ Enhanced Sound Effects and Music—Stadium specific crowd chants and organ tunes.
- ✓ Improved Gameplay and Computer AI—Advanced goalie and defense intelligence; faster overall gameflow.
- ✓ Multiple Injuries to Players and Goalies.

NHL96

## MAIN MENU

With *NHL 96*, the rink is in *your* house. You set the regulations; Gretzky, Bure, and Gilmour conform to those rules—or they don't skate! Your game options are saved in memory until you change them again.



### **Play Mode**

**REGULAR GAME:** A one-game exhibition. Play with your friends or test your hockey skills against the expertise of a CPU (computer)-controlled opponent.

**NEW PLAYOFFS:** Eight teams from each conference take part in a single-game-elimination tournament.

**NEW PLAYOFFS BEST OF 7:** Enter the behemoth best-of-7 playoff series. Just like the real NHL, but you play a hand in determining the Stanley Cup champs.

**NEW SEASON:** Set up and play through an entire 84-game NHL season, complete with best-of-7 playoff tournament and season-end awards ceremony.

**SHOOTOUT:** Practice your penalty shot technique in a five-round shootout contest between any two teams.

**TRANSACTIONS:** Assume the role of general manager: create, trade, and release players, and sign free agents.

NHL96

## Rosters

**REGULAR:** Play *NHL 96* with accurate team rosters from the 1994-95 NHL season.

**WITH TRADES:** Play with the trades you've authorized and any players you've created. See *Transactions*, p. 22.

## Period Length

**5/10/20 MINUTES:** Select a period length. A complete game consists of three periods; the NHL plays 20-minute periods.

- ✓ Overtime periods following Regular and Season games are five minutes in length, while overtime periods following Playoff games are 20 minutes.

## Goalies

**MANUAL CONTROL:** You can take over control of your team's goalie and challenge the puck handler.

**AUTO CONTROL:** Let the CPU control your team's goalie. He'll save as well as his real life counterpart but, when he's in control of the puck, you take over.

## User Records

**ON:** Keep an ongoing record of your personal *NHL 96* performance. User Record data for up to seven players is displayed on the Record Holders screen.

**OFF:** Play without User Records.

## Penalties

**OFF:** No penalties are called. Ideal for a faster paced game with fewer faceoffs, and for those players still learning the game.

**ON:** The refs call the game just as they would in an actual NHL game. See *Rules of the Game* on p. 25 for explanations of penalties and violations.

**ON, NO OFFSIDES:** Take the puck across the blue line without hesitation, or pass to teammates "camping" in the attack zone.

**NHL96**

## Line Changes

**OFF:** Players never fatigue. Your best line remains on the ice for the duration of the game.

**AUTO:** Lines are cycled automatically before each faceoff. Player energy never dips below 100%.

**ON:** You must take notice when your players show signs of tiring. Call for substitutions on the fly or wait until the next faceoff, but keep your lines rested!

## Fighting

**ON:** If you don't mind the occasional break in play while a couple of players mix it up, choose ON.

**OFF:** No matter how physical the game gets, the players simply brush it off.

## Skill Level

**ROOKIE:** For beginners and players having trouble scoring. You'll notice slower performance by CPU-controlled teams, from skating and shooting to the goalie's reaction time.

**PRO:** CPU-controlled opponents play to their ability but never really rise to a championship level of play.

**ALL-STAR:** Unless you've come up through the ranks of *NHL 96*, prepare for the humiliation of a lifetime! The skating is quick, the body checks are lethal, and the passes are right on the tape.

## ORGANIZING A REGULAR GAME

Welcome to the NHL! Regular games are single-game exhibitions, but they're no less competitive than game 7 of the Stanley Cup finals. Even when there's nothing on the line, no one likes to lose!

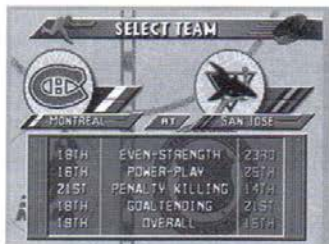
### To begin a regular game:

1. From the Main menu, choose REGULAR GAME as your Play Mode.
2. Set the options to your preference, then press **START**. The Select Team screen appears.

**NHL96**

## SELECT TEAM

Pit together any two NHL teams. Each team is ranked in five categories based on their 1994-95 NHL season performance. You can create match-ups that are as even or as one-sided as you want.



D-pad ↓ to cycle through NHL teams

D-pad ↔ to toggle between home and visitor

- To accept the match-up, press **START**. The Control Setup appears.

## 8 CONTROL SETUP

Choose the team you want to represent on the ice. Controller icons are color-coded; each controller directs the player skating on the like colored star.



Controller icons left in the center of the screen are CPU-controlled during the game

- To accept the setup, press **START**. The Scoreboard appears.
- ✓ Up to four people can play *NHL 96* at the same time with the use of EA SPORTS 4 Way Play™ adapter and four controllers.

**NHL 96**

## USER ENTRY (USER RECORDS ON)

If you're playing a game with User Records ON, the User Entry screen precedes the Scoreboard. Select the user who will receive credit for the next game.

To enter a new user name:

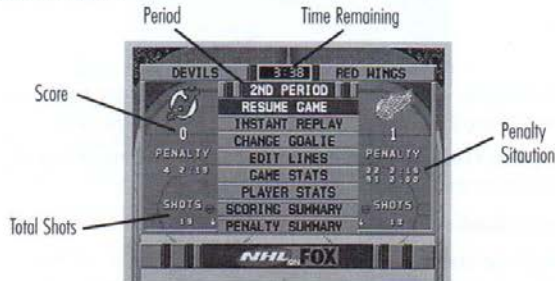
- D-Pad ↓ to highlight a User Name slot, then press **B** to edit. The Alphabet insert appears.
- D-Pad to the first letter in the new user's name, then press **C** to select the letter. Repeat until the name is complete.
  - Press **A** to go back one letter.
- When the new user name is complete, press **START** to accept, or press **B** to cancel.

To choose a user:

- D-Pad ↓ to highlight the User Name you want, then press **START** to accept. The Scoreboard appears.

## SCOREBOARD

The Scoreboard is displayed before and after each period and any time you pause the game. Along with basic game info, the Scoreboard offers control and stat options relevant to the current game situation.



- To pause a game during play, release the D-Pad, then press **START**.

**NHL 96**



### Start Game/Resume Game/Quit Game

**START GAME:** The players take their positions at center ice and prepare for the opening faceoff.

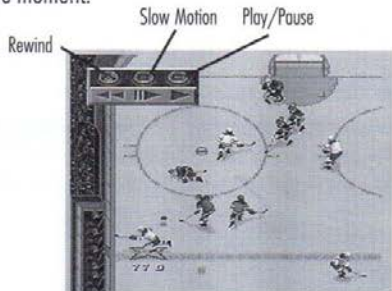
**RESUME GAME:** If the game is between periods, the players take their positions at center ice and prepare for the next faceoff. If the game is paused, play resumes where you left off.

**QUIT GAME:** Follows the stars of the game and end-of-game celebration. The Main menu appears.

- ✓ To quickly Start, Resume, or Quit a game, press **START** with any option highlighted.

### Instant Replay

Remember that slapshot from the point that took out two defenders on its way to the net? Step into the control booth, roll the tape, and relive the moment.



- To focus on an individual player throughout the highlight, D-Pad  $\diamond$  to place the crosshair over the player, then roll the tape.
- To view a reverse angle replay, press **START** to bring up Instant Replay options, press **C**, then roll the tape.

### Change Goalie

Change your starting goalie, bring in a replacement during the game, or pull your goalie altogether to make room on the ice for an extra shooter.

**NHL 96**

- To change your goalie, D-Pad  $\downarrow$  to highlight your choice, then press **C**.

### Edit Lines

We patterned our lines after the real NHL teams. If you've got some better ideas, edit your lines—if your team improves, Commissioner Bettman just might have a position available.

#### To edit lines:

1. D-Pad  $\diamond$  to highlight the player you want to edit, then press **C** to accept. The Team Roster inset appears.
  2. D-Pad  $\downarrow$  to highlight the player you want to insert, then press **C** to accept. The player joins his new line.
- To scroll player stats and ratings, D-Pad  $\leftrightarrow$ .
  - 3. Press **START** to exit. The Edit Lines menu appears.
  - To revert the lines to their defaults, press **A**.
  - To load any previously saved lines, press **B**.
  - To save the current lines, press **C**.
  - To return to the Scoreboard, press **START**.
- ✓ When playing with Line Changes OFF, only the SC1 line may be edited.

### Game Stats

- To scroll the list of game stats, D-Pad  $\updownarrow$ .

### Player Stats

- To scroll the list of players, D-Pad  $\updownarrow$ .
- To cycle through stat categories, D-Pad  $\leftrightarrow$ .
- To switch between the two teams, press **A**.
- To toggle goalies and players, press **B**.

**NHL 96**

### Scoring Summary

- If more scoring took place than is displayed on the screen, D-Pad ↑ to scroll the list.

### Penalty Summary

- If more penalties occurred than are displayed on the screen, D-Pad ↓ to scroll the list.

### Team Roster

- To scroll the list of players, D-Pad ↓.
- To scroll player stats and ratings, D-Pad ↔.
- To switch between the two teams, press **A**.
- To toggle goalies and players, press **C**.

### Timeout

Each team is afforded one timeout per game. Timeouts refresh each of your team's lines, but your opponents will take advantage of this opportunity to grab a breather as well.

### Record Holders

The Record Holders screen displays the results of all games played with User Records ON. The information is cumulative and includes Win %, Win-Lose-Tie, and Goals and Saves for each match-up.

- To scroll the lists of categories, D-Pad ↔.
- ✓ To clear all data from the screen, press **A + C**.

### Period Stats

- To toggle goals and shots, D-Pad ↔.

### Goalie Control

You can switch between AUTO and MANUAL controlled goalies at any time during a game.

### Abort Game

Quit the game in progress. The Main menu appears.

**NHL96**

## GRASPING THE FUNDAMENTALS

Even if you're the best all-around gamer on your block, you still won't measure up in *NHL 96* until you learn the basics.

### SKATING

You'll have to get a feel for the slickness of the ice, learn the best angles for the most effective checks, and adjust quickly when the direction of the action changes. Just about the only thing you don't have to do is sharpen your blades between games.

- To skate, D-Pad in the direction you want your player to go.
- To get a burst of speed, press **C**.

#### On offense:

- To execute a Spin-o-Rama move, hold the D-Pad in the direction you're skating, then tap **START**.

#### On defense:

- To lay down on the ice and attempt a shot block, tap **A** twice quickly.

### STICKHANDLING AND PASSING

Keep aware of opening passing routes. Quick, accurate passes are the most efficient way to advance the puck.

#### To complete a pass:

1. Press **B + D-Pad** in the direction of the receiving player.
  2. While the puck is en route:
    - Press **B** to take control of the pass receiver.
    - Press **A** for a give-and-go back to the passer.
    - Press **A + D-Pad** for a one-timer pass.
- or—
- Press **C + D-Pad** for a one-timer shot on goal.

**NHL96**



### To dump the puck into the attack zone:

- Press **A** from your defensive zone or the neutral zone.

### To initiate a drop pass:

- While in the attack zone, press **A** + D-Pad behind you, then release **A**.

## CHECKING

Keep the pressure on your opponent's offense. It's not unusual for hard checks to cause turnovers, resulting in key breakaways.

- To hold or hook, press **A**.
- To poke check, press **B** when closest to puck.
- For a body check, press **C** to gain speed + D-Pad at an angle toward your opponent.

## SHOOTING

The winning team is usually the one who takes advantage of the most scoring opportunities.



While shooting,  
D-pad to an open  
area of the net.

- To take a wrist shot, tap **C**.
- To take a slap shot, hold **C**. (The longer you hold **C**, the harder the shot.)
- To fake a shot, tap **A** while in the attack zone.
- To take a one-timer shot, press **B** + D-Pad to pass to a teammate, then immediately press **C**.

**NHL96**

## GOALTENDING

The steps for manually controlling your goalie are described below. If you go with the option of AUTO controlled goalies, our best advice to you is this: **Keep the puck out of your defensive zone!**

- To dive, press **A** + D-Pad in the direction you want to dive.
- To poke check, press **B** when closest to puck.
- To make a save attempt, press **C**.

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

- Press **A** to flip the puck out of your defensive zone.
- Press **B** + D-Pad to an open teammate or along the boards.

—or—

- Draw a faceoff by not pressing any buttons. The ref blows his whistle to call the puck dead.

## LINE CHANGING (LINE CHANGES ON)

Each period begins with all lines at 100% energy and the SC1 lines positioned for the faceoff at center ice. Before every other faceoff, you can determine which line you want on the ice taking the draw.



Line Change  
menu

### To change lines before a faceoff:

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

**NHL96**

### To change lines "on the fly":

1. When you're handling the puck, hold **A**. The Line Change menu appears.
  2. Press **A**, **B**, or **C** to select the corresponding line from the Line Change menu.
- ✓ When your team is on a power play or killing a penalty, you have access to only two lines (PP1 & PP2 or PK1 & PK2).

### Fighting (Fighting ON)

When emotions run high and the game becomes physical, tempers are bound to flare.

#### If an opponent squares-off against you:

- Press **A**, **B**, or **C** to drop your gloves and prepare to brawl.  
—or—
- Don't drop your gloves. After four seconds the ref intervenes and calls Roughing penalties.

#### When the gloves come off:

- To throw a punch to the head, press **A**.
- To send an uppercut to the body, press **B**.
- To grab and pull your opponent's jersey, press **C**.
- To skate forward and back, D-Pad ←→.
- To attempt to block a punch, Control Pad away from your opponent.

In *NHL 96*, fighting is not considered a coincidental penalty. Players involved in a fight are slapped with Major penalties—their teams do not substitute, but skate with one fewer player for the entire 5 minutes.

## PLAYOFF MODE

Tired of frivolous Regular games, but not quite up to the commitment of a full Season? Enter the Stanley Cup Playoff tournament and experience all the excitement of NHL post-season action.

**NHL96**

### To enter playoff mode:

1. From the Main menu, choose NEW PLAYOFFS or NEW PLAYOFFS BEST/7 as your Play Mode.
  2. Set the options to your preference, then press **START**. The Select Team screen appears.
  3. From the Select Team screen, D-Pad ↓ to select the pre-set match-up you want, then press **START**. The Control Setup appears.
- ✓ The playoffs *belong* to the team with the highlighted ratings. If that team is eliminated from the playoffs, then the tournament ends.
4. Set up your controllers and head down to the ice just like in a Regular game. (See *Control Setup*, p. 8.) The Playoff tree appears.

Playoff Seeding Structure  
(Playoff Mode & Season Mode)



The highest and lowest advancing seeds meet in each of the subsequent rounds.

- D-Pad ←→ to scroll the Playoff tree, then press **START** to continue. The Scoreboard menu appears.

### Scoreboard Menu

For a complete explanation of all Scoreboard menu options, see *Scoreboard* on p.9.

**NHL96**

### Playoff Stats

Keep tabs on your players' cumulative stats for as long as your team stays alive in the playoffs.

- To scroll the list of players, D-Pad ↓.
- To cycle through stat categories, D-Pad ←→.
- To toggle goalies and players, press **B**.

## SEASON MODE

Take any team through its entire 84-game schedule.

### To enter season mode:

1. From the Main menu, choose **NEW SEASON** as your Play Mode.
2. Set the options to your preference, then press **START**. The Select Team screen appears.
3. From the Select Team screen, D-Pad ↓ to select the team you want, then press **START**. The League Options screen appears.

## LEAGUE OPTIONS

With League Options, you can set up the games you want to play, keep tabs on all the numbers as they come in, and fulfill your obligation as GM by taking advantage of Transactions.

- To choose a League Option, D-Pad ↓ to highlight the option and press **START**.
- To exit the Standings, Roster, Stats, and Leaders option screens, press **START**.
- To scroll the schedule (forward for upcoming games; back for final scores), D-Pad ←→.

### Play Game

Begin your team's next scheduled season game.

### To play a game:

1. Configure **GAME OPTIONS**, then choose **PLAY GAME**. The Control Setup appears.
2. Set up your controllers and head down to the ice just like in a Regular game. (See *Control Setup*, p. 8.) The Scoreboard appears.

### Simulate Game

You can let the computer simulate any game you don't want to play. Simulate games one-by-one or up to a date. Realistic scores, stats, and standings are generated for every team.

### To simulate games:

- D-Pad to the game you want to simulate, then choose **SIMULATE GAME**. Simulation begins.
- ✓ Any unplayed scheduled games preceding the selected game are simulated in order.

**NOTE:** Pressing **RESET** on your Genesis during game simulation may corrupt your season.

### NHL Standings

Keep tabs on your team's chances for a playoff slot.

- To toggle between divisions, D-Pad ←→.
- To toggle between conferences, D-Pad ↓.

### Team Roster

Refer back to your team's vital statistics and ratings. These numbers are not affected by season play.

- To scroll the player list, D-Pad ↓.
- To cycle through categories, D-Pad ←→.
- To toggle between players and goalies, press **C**.



### Player Stats

Keep stats on every player in the league throughout the entire season.

- To scroll the player list, D-Pad ↓.
- To cycle through categories, D-Pad ←→.
- To cycle forward/back through teams, press **A/C**.
- To toggle between players and goalies, press **B**.

### League Leaders

Check the 20 league leaders in four categories.

- To scroll the player list, D-Pad ↓.
- To cycle through categories, D-Pad ←→.

### Transactions

Trade, release, create, and sign players to keep current with the NHL. (See *Transactions* on p. 22.)

### End Season Now

Ignore the remainder of your regular season games and advance to the first round of the playoffs. Playoff berths are determined by current standings.

### Game Options

Set the regulations for each Season game in the same manner you would at the Main menu. (See *Main Menu*, p. 5.)

### Exit Season

Return to the Main menu. Your season is saved to the last completed game.

## MAKING THE PLAYOFFS

The top eight teams from each conference earn the right to appear in the playoff tournament. At the end of the season, if your team gained a playoff berth:

- Choose **BEGIN PLAYOFFS** to find out which team you'll face and set up your first game.

If your team did not gain a slot, **BEGIN PLAYOFFS** takes you to the season-end awards ceremony.

- To cycle through award recipients, D-Pad ←→.

**NOTE:** Once a team advances to the playoffs it is restricted from making further transactions.

## SHOOTOUT MODE

Shootout mode gives you the opportunity to face opposing goalies in real penalty shot situations.

Players can not execute the Spin-o-Rama move in Shootout mode.

**To enter shootout mode:**

1. From the Main menu, choose **SHOOTOUT** as your Play Mode.
2. Set the options to your preference, then press **START**. The Select Team screen appears.
3. Select teams, set up your controllers, and head down to the ice just like in a Regular game. (See *Select Team*, p. 8.) The Scoreboard appears.

## SCOREBOARD MENU

### Start Shootout

Skate onto the ice for Round 1 of the Shootout.

### Shootout Setup

You can substitute your goalie and shooters or change the order of your five shooters.

## TRANSACTIONS

Trading and signing players may help to solidify your roster, or you may have to resort to creating players in your own farm program and bringing 'em up when they're ready.

- To choose a Transaction menu option, D-Pad  $\uparrow$  to highlight the option, then press **C**.

## TRADE PLAYERS

As general manager you have the power to initiate trades. Multiple players may be involved in a trade, but no more than three from a team per transaction.

*NHL 96* has the final word on all trades. Any attempt at stacking teams will be met with a swift rejection.

### To trade players:

1. D-Pad  $\leftrightarrow$  to the team you want, then D-Pad  $\uparrow$  to highlight the player(s) you want to trade.
  2. Press **C** to select the player(s). (Press **C** again to deselect players if you change your mind.)
  3. Press **A** to activate the bottom team.
  4. Select the player(s) you want to trade for.
  5. Press **START** to evaluate the trade, or press **B** to cancel the trade.
- If the trade is approved, press **START** to accept, or press **C** to cancel the trade.
  - If the trade is rejected, press **START** to accept, or press **C** to overrule the rejection.

**NOTE:** If you trade a player who is playing in both a Season and a non-season Playoff, his accumulative Playoff stats are eliminated but his Season stats remain unaffected.

## CREATE PLAYERS

You can create and edit up to 19 new players and add them to the Free Agent pool. Build a super-team, or spread your free agents around the league.

### To create players:

1. D-Pad  $\uparrow$  to move the arrow to a player slot (if you're creating your first player, only one slot is available), then press **A** to edit. The Player Edit inset appears.
2. D-Pad  $\diamond$  to highlight the first letter in the player's name, then press **C** to enter. Repeat until the name is fully entered.
  - To go back a space, press **A**.
  - To accept the name, press **START**.
  - To cancel and exit, press **B**.
3. D-Pad  $\leftrightarrow$  to choose the player's position, then press **START** to accept.
4. D-Pad  $\leftrightarrow$  to choose the player's stick handedness, then press **START** to accept.
5. D-Pad  $\leftrightarrow$  to choose the player's weight (140-260 lbs), then press **START** to accept.
6. D-Pad  $\leftrightarrow$  to select the player's jersey number, then press **START** to accept. The Player Rating inset appears.

New players begin with a rating of 36 in each rating category, along with a limited number of additional rating points you can distribute as you see fit.

Configure your new players' general strengths and weaknesses. The CPU optimizes these numbers to generate competitive *NHL 96* player ratings.

### To edit your player's attributes:

1. D-Pad  $\uparrow$  to highlight an attribute.
2. To increase/decrease the rating (36-99 points) press **A/B**, then press **START** to accept. The new player is added to the Free Agent pool.

## SIGN FREE AGENTS

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

### To sign free agents:

1. To cycle forward/back through teams press **A/B**.
  2. D-Pad  $\downarrow$  to highlight the player you want to sign, then press **C** to accept.
  3. To return to the Transactions menu, press **START**.
- ✓ Each team's roster may carry a maximum of 27 players with no more than three goalies.

## RELEASE PLAYER

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

### To release players:

1. To cycle forward/back through teams, press **A/B**.
  2. D-Pad  $\downarrow$  to highlight the player you want to release, then press **C** to accept.
  3. To return to the Transactions menu, press **START**.
- ✓ Each team's roster must carry a minimum of 17 players, including two goalies.

## RESET ROSTERS

Reverse any player transactions you've made and return all *NHL 96* players to their original rosters.

**NOTE:** Resetting during a Season will eliminate accumulative player stats but the Season itself remains unaffected.

## SAVING IN SEASON OR PLAYOFF MODE

*NHL 96* saves one Season and one Playoff series in memory. You can resume your Season or Playoff in progress by accessing it from the Main menu.

### To resume a season or playoff series:

- From the Main menu, choose **CONTINUE SEASON** or **CONTINUE PLAYOFF** as your Play Mode. The Season or Playoff is restored.

**NOTE:** Starting a new Season or Playoff series with one saved in progress will delete the previously saved Season or Playoff series.

## RESETTING THE CARTRIDGE

Your *NHL 96* cartridge can be reset to its factory settings, allowing you to erase all saved Season, Playoff, Transaction, and User Record data at once.

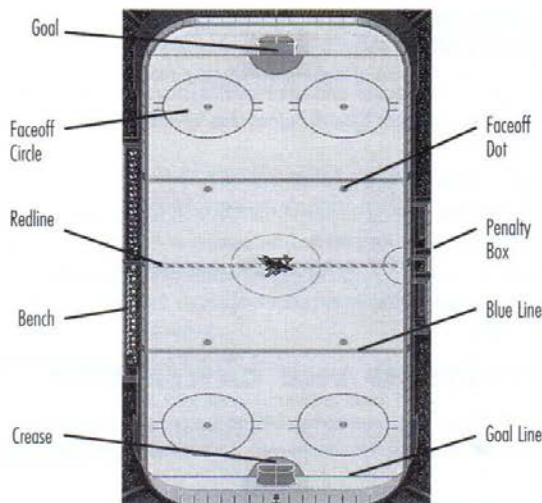
### To reset the cartridge:

1. From any game screen, hold **A**, **C**, and **START** all at once, then press **RESET** on your Genesis. The screen flashes green.
2. Release the four buttons, then press **RESET** again. The cartridge is reset.

## RULES OF THE GAME

Hockey is an easy game to understand, in that it consists of relatively few rules compared to other major professional sports. The two most commonly violated rules, Offsides and Icing, are described below, along with a list of the inevitable penalty violations you'll soon come to know and love.





## OFFSIDE

In *NHL 96*, a play is offside any time an attacking player precedes the puck across the blue line and into the attack zone.

Two-line pass offside violations, familiar to fans of the NHL, are not called by *NHL 96* officials.

## ICING

Icing occurs when a player shoots the puck from his half of the ice down to the other end of the rink and across the goal line, and an opponent other than the goaltender touches the puck first.

Icing is not called on a team 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.

**NHL96**

A single tone sounds to let you know when a breakaway occurs. A last ditch effort to "take down" the puck handler from behind results in a penalty shot.

## PENALTIES

When an official judges a player to be in violation of one of the infractions below, that player is directed to the penalty box where he waits out the duration of his penalty time. The player is not replaced on the ice, rather, his team skates with one fewer player.

If a third player from a team is sentenced to the penalty box, that player is replaced with a player from the bench but his penalty time does not begin until one of his two teammates is released.

A team with fewer players on the ice than its opponent is labeled Short-Handed, or Penalty Killing, while a team with more players on the ice is on a Power Play.

If a team skating on a Power Play scores a goal against the Short-Handed team, one player from the Short-Handed team is awarded early release from the penalty box.

Six tones sound when a player's time in the penalty box is up, letting you know he's about to hit the ice.

### 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 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.

**NHL96**

**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.

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

**CREDITS**

Design Adapted By: Scott Probin

Programming: Mark Lesser

Executive Producer: Scott Orr

Supervising Producer: Rob Martyn

Line Producer: Scott Probin

Assistant Producer: Rich Rogers

Graphics: Ian House, Tom Papadatos, Walter Ianneo, Jeffrey Stokol

Sound and Music: David Whittaker

Technical Director: Ken Zarifes, Dave Walker

Product Manager: Scott Gummer

Documentation: Bill Scheppeler

Documentation Layout: David Mauro

Package Design:

Package Art Direction:

Lead Tester: Stewart Putney

Product Testing: Dan Sletten, Mike Graben, Mike Kaizuka, Spencer Wang,

Brian Loke

Quality Assurance: Kirk "Slapshot" Scott, Chris "BlueLine" Baena, Jeff "Hat

Trick" Juco

Additional Art: Glenn Cotter, Arlin Robins, Peter Mitchell-Dayton, Caitlin Mitchell-Dayton

Special Thanks To: Ken Rogers, Esther Sumka, Mike McIntyre, Gary Miller, Eric Stroman

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In Australia and New Zealand, contact:  
Electronic Arts Pty. Limited

P.O. Box 432  
Southport Qld 4215

Australia

Within Australia call: Phone: (075) 711 811

Within New Zealand call: Phone: +61 75 711 811 between 9am-5pm Eastern Standard Time

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