Design Adapted by: Michael Brook, Scott Orr, Rich Hilleman
Programmer: Jim Simmons (above)
Graphics: George Simmons, Brian O'Hara, Curt Toumanian
Music and Sound: Jim Simmons
Producer: Michael Brook
Assistant Producer: Steve Matulac
Technical Directors: Scott Cronce, Tom Debry
Testing: Rob Zalot, Yun Chin, Joel Simmons
Player Ratings: Igor Kuperman
Product Manager: Chip Lange
Art Director: Nancy Waisanen
Package Design: E. J. Sarraille Design Group
Package Photos: Steve Babineau
Quality Assurance: David Costa, Kevin Hogan
Documentation: T.S. Flanagan
Documentation Layout: Emily Favors
Special Thanks to Rob Blake, Bob Borgen, John McIntyre,
Ian Pulver, and Ted Saskin

NHLPA® HOCKEY '93

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.

CONTROLLING THE GAME

Directional Pad
(D-Pad)

START button
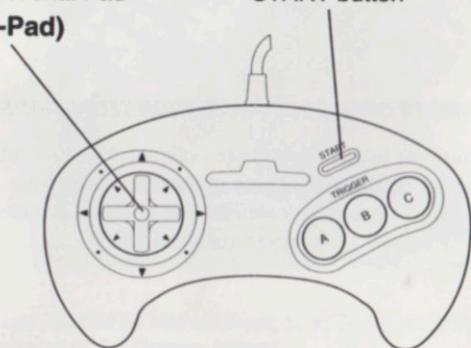
You control the player standing on the five-pointed star. Use the D-Pad to move your player.

FACE OFF

B–controls/ passes puck	**C**–speed burst (body check)	**D–Pad** -controls direction of pass

OFFENSE

A–change lines	**B**–passes puck	**C**–wrist shot (hold for slap shot)	**D–Pad** -controls direction of pass/shot and puck carrier

DEFENSE

A–holds/hooks	**B**–poke check/ trip	**C**–speed burst (body check)	**D–Pad**– controls skating direction

GOALIE (Controlled by the computer until he controls the puck. **B** passes, **D-Pad** controls direction of pass)

FIGHTING

A–holds	**B**–body punch	**C**–head punch	**D–Pad**–move forward/back

INSTANT REPLAY

A–rewinds	**B**–freeze frame/slow motion	**C**–play/stop

LINE CHANGES

A–line change/ select A	**B**–select B	**C**–select C

SCOREBOARD

Press Start to pause the game and bring up the scoreboard.
Press C to select items from the scoreboard.
Press Start to return to the scoreboard, Start to return to the game.
Press D-Pad to scroll through options and data.

DEMO MODE
Press D-Pad or A, B, C button to exit demo game.
Press Start to pause the game and bring up scoreboard options.

NEW FEATURES

**The features below were added to NHL Hockey ®
to create NHLPA Hockey '93 ®**

- Complete NHLPA rosters from 1992 hockey season featuring all of hockey's greatest stars.

- Tougher, faster goalies now dive for pucks, lunge for high corner slapshots and make heart-stopping kick saves! Much harder to score on!

- Compile and save individual player statistics in 8 different categories including shots on goal, points, save percentage and penalty minutes.

- Expansion teams Tampa Bay and Ottawa included in Hockey '93!

- New player defensive commands—hook quick offenders with your stick or knock them off balance from behind. Be careful, you can get sent to the box if you get caught!

- New player animations including super slap shots, great skate skills, flipping body checks and blood on the ice!

- Tougher, harder hitting computer opponent that delivers harder checks and reacts faster to offensive strategies.

- Create and save personalized team lines to cartridge—you be the coach!

- Player injuries—it's a part of the game. Knock opposing players out of the game with an extra hard body check.

- Professionally rated player characteristics based on 1992 season performance. Team rosters and ratings provided in back of manual.

- Pro Set "Stars of the Game" selected after each game. Realistically based on game performance.

- Dynamic organ music that reacts to real game situations.

- Home ice advantage—players statistics change according to game situation and enthusiasm of crowd.

- EASN pre-game scouting report for each team—over 10 rated categories.

- EASN sports coverage hosted by EASN sportscaster Ron Barr.

- Complete scoring summaries that track who scored, when they scored, and who assisted.

- Penalty summaries—track players penalty minutes and what they were called for.

- New, easier to use fatigue and line change system

- No password necessary to return to playoffs—start right up!

- EASN crowd meter—pump up the home crowd with a hard hitting, fast paced game and watch the home team react!

- Super slap shot that can shatter the glass behind the net!

- Track key players with EASN instant replay—key on any player, regardless of where the action is taking place!

- New strategic fighting system. Send in team "enforcers" to mix it up with opposing players. Work it right and take opposing players off the ice for the game.

- Enhanced and more aggressive computer power play intelligence.

- On ice goal and assist summaries including hat trick announcements!

CONTENTS

NHLPA HOCKEY '93

NHLPA Hockey '93 is a super realistic, fast-action hockey game designed around the actual rules and players in professional hockey. The controls are easy to use, so you can begin playing immediately with just a quick glance at the control summary on page one. But if you want to master the complexities of NHLPA Hockey '93, you should go through the manual. As you get better and better at the game, you can set up increasingly more difficult contests.

PUT ON THE PADS AND HIT THE ICE: 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 your control is plugged into the port labeled Control 1 on the console.

If you're playing against or with a friend, plug his control into the port labeled Control 2.

3. Insert the game cartridge into the slot on the Genesis. Press the cartridge down firmly to lock it in place.

4. Turn ON the power switch.

5. When the *NHLPA Hockey '93* title screen appears, press START to see the Game Set-Up screen.
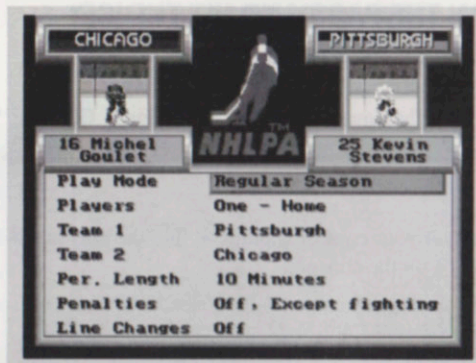
GAME SET-UP SCREEN

If you want to get into the game right away, go straight to the section below: **Playing for Real**.

But if you are starting *NHLPA Hockey '93* for the first time, you might want to watch an exhibition game.

1. D-Pad down to the Players line on the Game Set-Up screen.

2 D-Pad left/right until you see **Demo**.

3. Press START.

   Unless you change the settings, Pittsburgh will play Chicago at Pittsburgh in a regular season game with three 10 minute periods; no penalties except fighting, and no line changes.

4. The Team Comparisons screen will appear. (See **Team Comparisons**.)

---

5. Press any button on the control. The camera brings you to center ice for the face off.

   Kick back and watch the fast, hard-hitting action.

To get out of **Demo**, press any button except START. The *Game Set-Up Screen* will reappear.

PLAYING FOR REAL

You'll need to use the **Game Set-Up** screen every time you play. If you just watched the **Demo**, make sure to change the **Players** setting back to **One - Home**, or whatever mode you choose.

If you want to jump right in and wait until later to explore the other options, just press START to use the game's default settings. You will be Pittsburgh at home in white, going up against Chicago in red in a game with three 10 minute periods. There will be no penalties except fighting and no line changes.

When you're ready to set up your own game, D-Pad down through the options. A gray rectangle appears around the selected option. D-Pad left/right to change the setting for that option. Press START to begin the game.

OPTIONS AND SETTINGS

Play Mode

Regular Season: Play a regular season game.

Continue Playoffs: Return to a playoff series at the point where you left off. This option appears on the menu only after you win a playoff game.

New Playoffs: Begin in the first round of the Playoffs, needing only one win to advance.

New Playoffs/Best of 7: Begin in the first round of the Playoffs, needing four victories to advance.

Players

Regular Season

> **One - Home**: You control **Team 1** against the computer-controlled **Team 2**.
>
> **One -Visitor**: You control **Team 2** vs computer-controlled **Team 1**.
>
> **Two - Teammates**: You and another person play as **Team 1** against the computer-controlled **Team 2**.
>
> **Two - Head to Head**: You play against another person.
>
> **Demo**: Watch an exhibition game.

Playoffs

> **Two - Head to Head**: You play against another person.
> *Note: Only Team 1 can advance in the playoffs. If Team 2 wins a round, the playoffs are over.*
>
> **One**: You control **Team 1**.
>
> **Two - Teammates**: You and another person play as **Team 1** against the computer-controlled **Team 2**.

The **Home** team is on the right side at the top of the **Game Set-Up** screen, and the **Visitor** is on the left.

The **Home** team always wears the light-colored jerseys, and the **Visitor** wears dark colors.

The **Home** team faces up-screen in the first period and third periods, down-screen in the second period.

Team 1

Home team in regular season play.

Team 2

Visitor in regular season play.

In both **Playoffs** modes, the player with Control 1 is **Team 1**, not necessarily the **Home** team.

Period Length

Each game consists of three periods and one or more overtime periods if necessary.

You can set the period length at **5 min., 10 min.,** or **20 min.**

A **Regular Season** game allows only one overtime period. The overtime period lasts for ten 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. Players will play as many sudden death overtime periods as necessary to establish a winner. The overtime periods last as long as the period length selected for that game, or until one team scores.

Penalties

On: The referees call all the penalties and infractions they see. (See **Penalties and Infractions**.)

On —Except Off-sides: The referees call penalties and infractions, except off-sides.

Off—Except fighting: The game will not be interrupted by penalties or off-sides, except when a fight breaks out. ICING IS ALWAYS CALLED.

Line Changes

On: The player/players control their team's line changes. (See **Line Changes**.)

Off: The players do not tire and stay in for the entire game.

Once you've set up the game the way you want it, strap on your helmet, put on your gloves, grab your stick and press START.

TEAM AND PLAYER STRENGTHS

All the NHLPA teams are represented in NHLPA Hockey '93. As in real life, some teams are stronger than others. Of course, a team's strength is based on individual player strengths. This is what makes NHLPA Hockey '93 so realistic.

Every player in the game has certain strengths and weaknesses, based on the actual strengths and weaknesses of the real teams from the 1991/1992 season.

In general, the center is the best scorer, and the wingers are also good with the puck. Defensemen are not particularly fast or good with the puck, but they check harder and defend more aggressively than the front line players.

TEAM COMPARISONS

Before the game begins, the Team Comparison screen appears. On this screen, the opposing teams are compared in various categories. The team with the higher rating in a given category is superior to the opponent in that area by the difference of the two numbers. For example, when opposing teams are rated 8 and 9 respectively in a certain category, there are nearly equal in that skill; but if opposing teams are rated 9 and 3 in a category, then the team with the 9 is vastly superior at that skill. The highest rating a team can receive is a 9, the lowest a 0. The best teams in the game are Montreal, Chicago, and New York. The weakest teams are Quebec, San Jose, Tampa Bay, and Ottawa.

THE FACE OFF

Referee drops puck

Centers face off
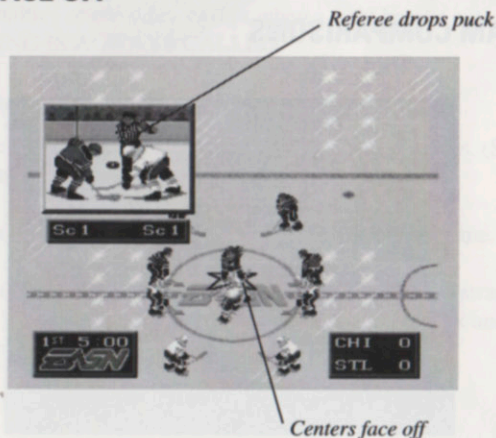
In the opening period, the home team's center faces up screen.

The visitor's center faces down screen.

At the top of the screen you see a close-up window of the two centers and the referee holding the puck in the air.

The referee drops the puck automatically. When the puck hits the ice, it's *live*:

• Hold D-Pad in direction you want to pass, press B, or

• D-Pad forward and press C to capture puck.

As you learn the game you will find that certain centers are tougher than others, and that some are more skillful with the stick. You will want to be aware of your center's particular strengths and weaknesses if you want to make full use of him on face offs.

The skills of every player on every team are ranked. (See p. 57: **"Rosters and Ratings".**)

SKATING
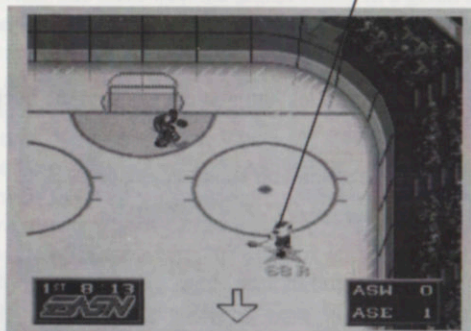
Right wing skates into the clear

Skating skills are fundamental to good hockey. You need to skate well to check hard, to avoid checks, to elude defenders, and to fake out goalies. NHLPA Hockey '93 lets you skate like a pro, but makes you pay for your mistakes.

OFFENSE: With control 1, your puck carrier skates on a solid light blue star with a dark blue outline. The computer's puck carrier skates on a solid light blue star with no outline. The outline color for control 2 is orange.

DEFENSE: With control 1, your active defenseman skates on an outlined star. The computer's defenseman is never marked with a star. The outline color for control 2 is orange.

• Press B to activate defenseman nearest to the puck.

Controlling your momentum is the key to good skating. When you reverse direction your player will skid a little before he actually turns around. Get a feel for this skidding and use it to your advantage by learning to predict how far players will slide before they stop. To come to a quick stop, press the D-Pad in the exact opposite direction the skater is skating.

• Control the direction of your player (and the direction of your passes) with the D-Pad.

PASSING

Player waits to receive pass

#5 passes puck

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

• Hold D-Pad in the direction you want to pass, press B.

If you do not hold the D-Pad, the player will pass the puck in the direction he is facing. The best passing method is to press the **B** button, then press down on the D-Pad, then release the **B**

button. The pass is launched when the D-Pad is pressed while the **B** button is down.

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

An opponent can intercept a pass if he gets to the puck first.

Try to keep track of where players are off-screen.

In general, the center skates up center ice, the two wingman on either side of him, and the two defensemen behind on opposite sides.

If the player you control is off-screen, an arrow (→) of matching color to your star outline, at the edge of the screen indicates the location of that player.

When playing in either of the **Two Player** modes, the blue arrow indicates the Control 1 player, the orange arrow the Control 2 player.

If you know where all your teammates are, you can pass quickly (forward, to the side, and behind you) and confuse the defenders.

> On medium to long range passes, it is smart to press **B** immediately after you pass the puck to control the target player before the puck arrives; this way you can evade defenders and pick up the puck in the clear.

PLAYING AS TEAMMATES

Control 2

Control 1 with puck
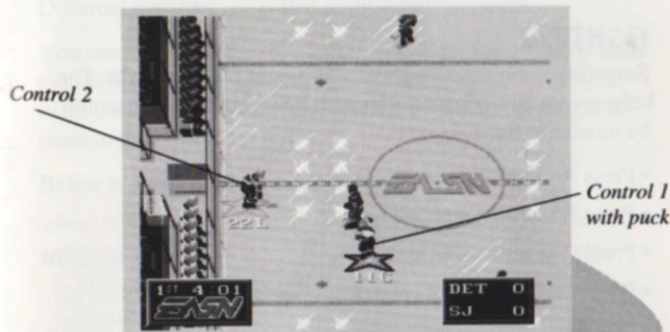
When **Two Player-Teammates** is selected, two players compete against the computer.

The player with Control 1 controls the man on the blue outlined star and always faces off.

The player with Control 2 controls the man on the orange outlined star.

The player in control of the puck is shown with his star filled-in in blue.

All the controls remain the same.

On defense, when both players press **B**, the player who pressed **B** first becomes the defender closest to the puck. The other player becomes the next closest defender.

The player with Control 1 controls the goalie after the goalie captures the puck.

FIGHTING

Sometimes two or more players lose their cool and fight. The referees are powerless to stop such behavior, and they would be unwise to try.

• Press A to hold your opponent.

• Press B to throw a body punch.

• Press C to throw a head shot.

• Press the D-Pad left/right to move back and forth.

PENALTIES

When the **Penalties** option is **On**, the referees call all the penalties they see. Penalties cost you a trip to the penalty box.

Different penalties are called in different situations.

You can keep penalties to a minimum by laying off the **C** button on defense. The **C** button gives the player you control an extra burst of speed, so your checks are harder and your collisions more explosive.

Below is a list of the various penalties.

HOLDING

Illegally grabbing or pinning a player so that he can't move.

ROUGHING

Unnecessary roughness or causing an injury.

SLASHING

Deliberately hitting an opponent with the stick in order to obstruct or intimidate him.

CROSSCHECK

Lifting the stick off the ice with both hands and using it to check an opponent.

TRIPPING

Tripping the puck carrier. The referee has to believe there was no attempt to capture the puck.

HOOKING

One player's attempt to "hold up" another player with his stick.

CHARGING

Slamming into another player after two or more deliberate strides in his direction.

INTERFERENCE

Interference is called only when a player interferes with the opposing goalie in the crease or on his way back to the crease. Argue if it makes you feel better, but you can't overrule the officials.

FIGHT INSTIGATION

Intentionally starting a fight, in the referees opinion. A teammate of the player who started the fight is pulled from the bench to serve the penalty.

FIGHTING

Throwing off your gloves with the intention of using your fists on another player.

Fighting brings 5 minutes in the penalty box. All other penalties bring 2 minutes.

One player is released from the penalty box when the opposing team scores on a **Power Play**. (See **Power Play**.)

If there are two or more players in the box, the player with the least amount of time remaining in his penalty period is released.

COINCIDING PENALTY RULE

When two players from opposing teams are each assessed equal penalty minutes at the same time, both players are automatically replaced, so that the same number of players remains on the ice.

DELAYED PENALTY CALL

Referee gives warning

Teammate in attacking zone

Puck carrier approaches blue line

blue line
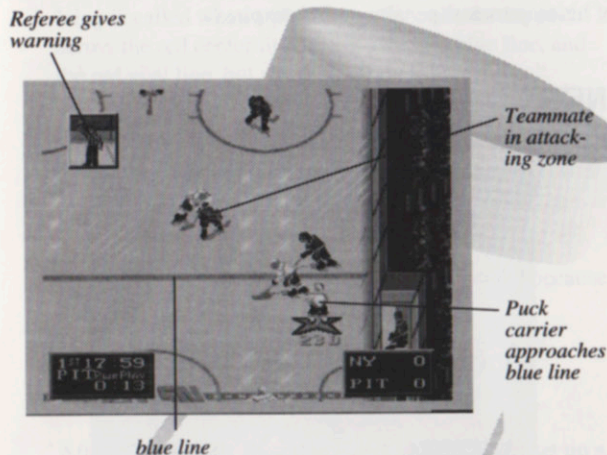
When a penalty is called on a player from the team without the puck, action is not stopped immediately. The referee appears on the screen to whistle the penalty, but play does not stop until a player on the penalized team captures the puck. During that time, the goalie from the team with the puck skates 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. If the offensive team scores before the penalized team captures the puck, the penalty is not called.

DELAYED PENALTY

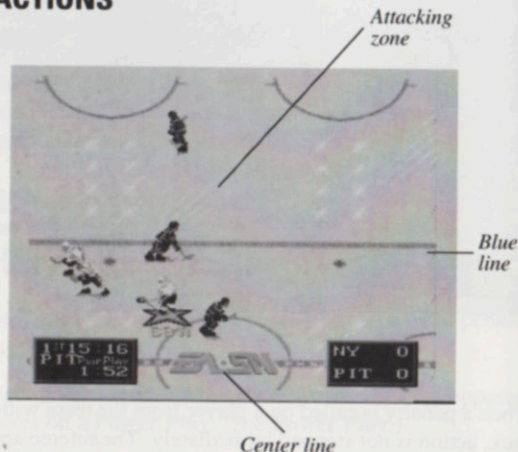No team will have less than three players (not including the goalie) on the ice. If a penalty is called on a team with two players in the box, the offending player goes to the box and is replaced. His penalty time does not begin to run down until one of his teammates' penalty periods expires.

INFRACTIONS

Attacking zone

Blue line

Center line

THE ATTACKING ZONE

The attacking zone is marked by a blue line on your opponent's side of the ice. When you cross this blue line in the direction of your opponent's goal, you have entered the attacking zone.

Your attacking zone is your opponent's "defensive zone."

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. (See **Penalty Killing**.)

There is no "two-line pass" infraction in *NHLPA Hockey '93*.

After an icing call, the referee will stop play and set up a face off in the defensive zone of the guilty team.

OFF-SIDES

Teammate in attacking zone

Puck crosses blue line

Number 2 has skated across the blue line with the puck when his teammate was already in the attacking zone.

The puck must enter the attacking zone before any player on the offensive team enters the attacking zone, or else off-sides will be called.

The puck cannot be passed across the blue line to a player waiting in the attacking zone.

Once in the attacking zone, if the puck crosses the blue line OUT of the attacking zone, all offensive players must "clear" (leave) the attacking zone before the puck can be brought back across the blue line.

EXAMPLE: You attempt a shot-on-goal in the attacking zone. The other team's goalie stops the puck and quickly passes it to a teammate, who brings it up the ice out of the attacking zone. As soon as he crosses the blue line, you bodycheck him and steal the puck. Now you must wait for your teammates to skate out of the attacking zone before you can bring the puck back into the attacking zone.

A referee window will pop up to warn you that if you cross into the attacking zone you will be off-side.

The referees always catch the off-sides infraction (when you have it ON) and stop the action. The puck is faced off behind the blue line.

SCORING
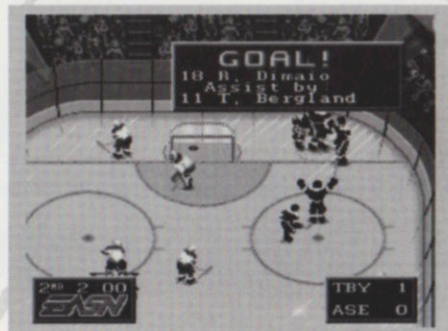
One point is awarded per goal.

- To take a shot on goal, press C when you have the puck

- Use D-Pad to aim puck left/right/up/down.

There are two different shots: wrist shots and slapshots.

- Wrist Shot: Press and release C quickly.

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

- Slap Shot: Hold down C.

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

  The longer you hold down the C button, the harder the slap shot.

- D-Pad up to give shot height.

- D-Pad down to keep shot low.

- D-Pad left/right to shoot into the corner of the net.

  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.

D-Pad up/left   D-Pad up   D-Pad up/right

D-Pad left   D-Pad right

D-Pad down/left   D-Pad down   No D-Pad   D-Pad down right
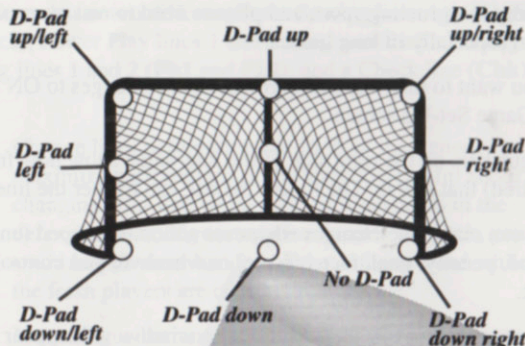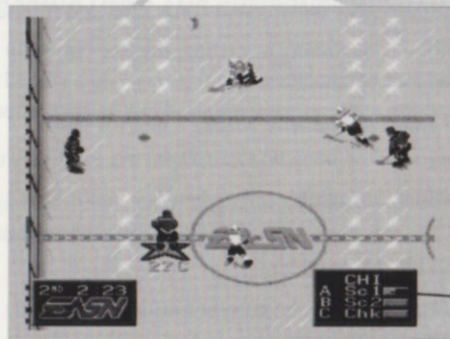
LINE CHANGES

Scoring line 1 is fatigued

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

If you want to make line changes, set Line Changes to ON on the Game Set-Up screen.

Fatigue bars on the right side of the line-name show how fresh (or tired) that line is. The longer the bar, the fresher the line.

You can make line changes whenever action is stopped (end of period, penalty, goal, face off, etc) or whenever you control the puck.

Before each face off, the Line Change window will appear on the screen for a few seconds. Press the letter corresponding to the line you want on the ice.

If you don't press a button, the line next to the letter 'A' will take (or remain on) the ice.

Unless a Power Play is beginning or ending, the line currently on the ice is listed next to the letter 'A'.

(See Power Play Lines and Penalty Killing Lines for more information.)

You can change lines during play only when you control the puck.

• Press A.

A window appears showing the current available lines and their fatigue bars.

• Press A to select the line next to the letter 'A', B for 'B' and C for 'C'.

Each team has seven different lines: Scoring lines 1 and 2 (**Sc1** and **Sc2**), Power Play lines 1 and 2 (**Pw1** and **Pw2**), Penalty Killing lines 1 and 2 (**Pk1** and **Pk2**), and a Check line (**Chk**).

Change lines before they use 25 % of their energy to maximize performance of the team. Be careful about changing your line while your puck carrier is in the defensive zone. If your opponent steals the puck, you could be left short-handed on the defensive end while the fresh players are coming onto the ice.

Your fatigue bar may be decreased due to one player who's "dogging it." Go to the *Edit Line* screen to get rid of the player who is out of shape.
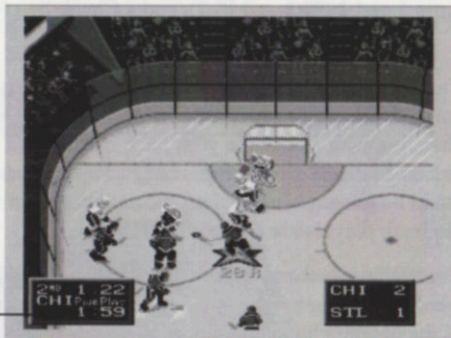
SCORING LINES AND CHECKING LINE

Sc1 starts every game. You can change to **Sc2** or to the **Chk** line as soon as you have the puck or when a face off occurs.

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

Power
play
clock

Whenever one team has at least one more player on the ice than the other team, that team has a **Power Play**.

Some of the players on the Power Play lines are also on the regular lines (Sc1, Sc2, Chk) or the Penalty Killing lines (Pk1, Pk2).

The **Line Change** box appears automatically before each face off.

• Press **A** when you have the puck to show Line Change box.

• Press **A** or **B** to select **Pw1** or **Pw2**. If you press neither, the team next to 'A' will take the ice.

For the first **Power Play**, 'A' corresponds to **Pw1** and 'B' to **Pw2**. In all subsequent power plays, 'A' corresponds to the line most recently on the ice.

It is important to select a line when the Line Change window appears, unless you are certain that you want the line next to the letter 'A' to take the ice. Otherwise, you run the risk of inserting a tired line.

• When a power play ends, select from one of the Scoring Lines or the Check Line .

The line most recently used (usually the most fatigued line) is listed next to 'A'. Be sure to select a different line if that line is not at full strength, unless you REALLY want to wear down those tired players.

PENALTY KILLING LINES

The **Penalty Killing Lines** consist of some of the players in the corresponding **Scoring Lines** and are used against a Power Play.

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

SCOREBOARD
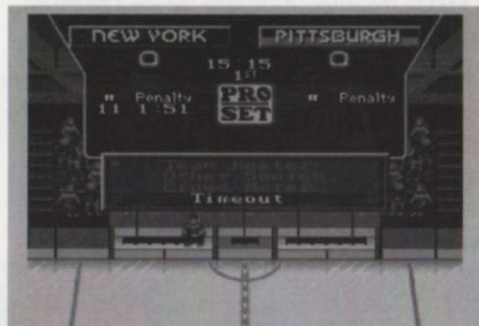
The scoreboard provides a wide range of choices available during play or between periods. All the different options are explained below.

• Press **Start** during play to bring up the Scoreboard.

INSTANT REPLAY

At any point in the game, or at a break in the action, you can replay the last ten seconds of action.

• Press START to pause the game.

  The **Pause** screen will appear.

• D-Pad down to **Instant Replay**.

• Press **C**.

  The replay is automatically rewound as far as possible. A box appears showing VCR-style control instructions.

• Press **C** to roll replay (normal speed).

• Press **C** or **B** to stop replay.

• Press and hold **B** to play replay (slow motion); release to stop.

• Use D-Pad to move the view around the ice.

36

37

- Press **A** to rewind to the replay; release to stop.

  You will see the action in reverse at high speed.

- Press **START** to return to scoreboard.

- Press **START** to resume play.

CHANGE/REMOVE GOALIES

In professional hockey, the same goalie never starts every game. In NHLPA Hockey '93, the goalie is chosen randomly for computer controlled teams in regular season games, when line changes are ON. Otherwise, the 1st string goalie starts.

Goalies do not tire, but if yours is not performing up to your standards, or if you just feel like giving the other guy a chance to show what he's worth, you can change goalies.

- Press **START** to go to **Pause Screen**.

- D-Pad down to Change Goalie and press **C**.

- D-Pad to alternate goalie (or to **None**) and press **C**.

- Press **START** to resume play.

At certain times, you might want to remove your goalie. When you remove your goalie (leaving the net undefended) a forward is substituted when the goalie leaves the ice to give you an extra player up front. This gives you a better chance of scoring.
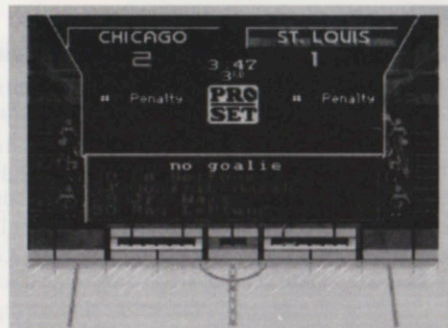
The computer will sometimes remove its goalie in the third period when it is losing and the game is close.

On a delayed penalty call against you, the computer will sometimes remove its goalie to give itself a brief advantage.

You might want to remove your goalie when you're losing and time is running out. On a delayed penalty call against the computer, once you gain control of the puck, the computer will automatically remove your goalie and bring in a forward to replace him. This is NOT listed as a Power Play, since there are equal numbers of players on the ice.

EDIT LINES

In **NHLPA Hockey '93**, you can edit a team's lineup and save those edits. The program will store the changes only to one team's lineup at a time, and previously saved lineup edits are automatically deleted when new lineup edits are saved. You may edit lineups before the opening face off, or at any time during the game. When line changes are on, you can edit all seven lines (see pp. 33-35 for more about the different lines) When line changes are off, you can edit only Scoring Line 1.

- Press **Start** before or during play to bring up the scoreboard.
- Highlight Edit Lines and press **C**.
- Use the D-pad to highlight the player on the line you wish to remove. The name and jersey number of that player appears in a narrow box above the line up list(s).
- To select a highlighted player, press **C**. A list of substitutes eligible to play that position appears at the top of the screen.

◆Select Player◆		◆Aggressiveness◆
22 Rob Brown		66
10 Brian Noonan		66
26 Jocelyn Lemieux		66
16 Michel Goulet		46
23 Stu Grimson		100
14 Greg Gilbert		46

	Sc1 Line	Sc2 Line	Chk Line
LD	Chelios	Kucera	Marchment
RD	Smith	Brown	Buskas
LW	Goulet	Gilbert	Lemieux
C	Roenick	Sutter	Hudson
RW	Larmer	Brown	Graham

Stu is most aggressive

- Highlight a player from the eligible substitutes list.
- D-Pad left/right to toggle through the various ratings categories to assess the qualifications of that player. The higher the rating, the better that player is at that particular skill or attribute.
- When you've decided which player you wish to substitute, press **C**.
- Repeat the process for each substitution you wish to make, then press Start. A menu box appears.

SAVING LINE EDITS

After you edit a line, you have the option of saving it for later use. **Remember: Whenever you save an edited line, the program automatically deletes the previously saved edited line.**

- Highlight *Save Team Line,* and then press **C**.
- Press **Start** to call up the menu box; press **Start** again to exit the Line Editor and to return to the scoreboard.
- Highlight *Resume Game* to return to the ice.

GAME STATISTICS

```
┌── CHICAGO ──── ST. LOUIS ──┐
     GAME STATISTICS

  ┌ CHICAGO ┐              ┌ ST. LOUIS ┐
      2          Score          1
      9          Shots          15
     0/1       Power Play       0/0
     0/0       Penalties        2/4
     12       Faceoffs Won      10
     15       Body Checks       4
    3 01      Attack Zone      4 02
  15/22 (68%)  Passing      28/37 (75%)
```

At any point during the game, you can take a look at the current game statistics.

• Press **Start** to bring up the scoreboard.

• Highlight *Game Stats* and press **C** to bring up the *Game Statistics* screen.

Each teams current game statistics appear beneath the team's name.

> **Score:** Number of goals scored.
> **Shots:** Number of shots taken on the goal.
> **Power Play:** Number of goals scored during power plays/number of power plays. (see p. 34 for more on Power Play.)
> **Face offs Won:** Number of face offs won.
> **Body Checks:** Number of body checks delivered even after the whistle blows.

> **Attack Zone:** Amount of time spent in the Attacking Zone. (see p. 27 to more on the Attacking Zone.)
> **Passing:** Number of passes successfully received/number of passes attempted.

• Press **Start** to exit the *Game Statistics* screen.

• Press **Start** again to return to the ice.

PLAYER STATISTICS

```
┌──────── CHICAGO ────────┐
     PLAYER STATS
   ◄ Shots On Goal ►

  Player          G  A Pts SOG PIM
1 27 Roenick      1  0  1   3   0
2 12 Sutter       0  0  0   2   0
3 28 Larmer       0  0  0   2   0
4  5 Smith        0  0  0   1   0
5 22 Brown        1  0  1   1   0
▼
          A - Switch Teams
```

You can check individual players' game statistics for either team at any time during play.

• Press **Start** to bring up the scoreboard.

• Highlight *Player Stats* and press **C** to bring up the *Player Statistics* screen.

• Press **A** to bring up the stats for the opposing team.

There are two ways to look at the statistics—by player or by statistic. You may want to look at how well a particular player is doing in general.

- D-Pad up/down to find the player whose stats you wish to see (if that players is not among the first five shown).

> **G**–Goals scored
> **A**–Assists made
> **Pts**–Points earned (Goals + Assists)
> **SOG**–Shots on goal
> **PIM**–Penalties in minutes

Or you can rank the players in order of their performance in the various categories. For example, if you want to see which players have taken the most shots on the goal, select *Shots on Goal*. The player with the most shots on goal will appear at the top of the list, followed by the player with he second most shots on goal, and so on.

- D-Pad left/right to toggle through the different statistics categories.
- Press Start to return to the scoreboard.
- Press Start again to return to the ice.

SCORING SUMMARY

The scoring summary recaps all the goals: the period, the time elapsed in the period, the team, the player who scored the goal (followed by the player(s) who earned assists on the goal, if any), and the penalty situation at the time.

The initials **P/S** stand for 'Penalty Situation'. When no item appears in this space, both teams had an equal number of players on the ice.

PP–goal scored during a power play.

PP2–goal scored with a two player advantage.

SH1–goal scored while short handed one player.

SH2–goal scored while short handed two players.

- Press **Start** to bring up the score board.
- Highlight *Scoring Summary* and press **C** to bring up the Scoring Summary screen.
- D-Pad up/down to scroll up/down the screen (if necessary).
- Press **Start** to return to the scoreboard.
- Press **Start** to return to the ice.

PENALTY SUMMARY

Like the scoring summary, the penalty summary indicates the period in which the penalty was called, the time elapsed, the team whose player committed the penalty, the number and name of the player, beneath which appears the name of the infraction and the length of the penalty in minutes.

- Press **Start** to bring up the score board.

- Highlight **Penalty Summary** and press **C** to bring up the Penalty Summary screen.
- D-Pad up/down to scroll up/down the screen (if necessary).
- Press **Start** to return to the scoreboard.
- Press **Start** to return to the ice.

TEAM ROSTER

The Team Roster contains all seven lines and the list of the goalies for a particular team. (See p. 33 35 for descriptions of the different lineups.)

- Press **Start** to bring up the score board.
- Highlight *Team Roster* and press **C** to bring up the Team Roster screen.

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)

• D-Pad up/down the change lines.

The box on the right displays the ratings category in which each player is being evaluated.

• D-Pad left/right to scroll through the different ratings categories. Most of the ratings are numerical, the higher the number the better the player at that category.

GOALIES (You can't control the goalie's movements.)

Status: On the Ice/On the Bench.
Overall: The goalie's overall ability.
Agility: The goalie's agility on the ice.
Speed: The goalie's speed on the ice.
Glove Hand: The hand the goalie catches with.
Def. Awareness: Goalie's sense of what's going on.
Puck Control: Goalie's ability to control the puck.
Stick Right: Goalie's stick handling to the right side.
Stick Left: Goalie's stick handling to the left side.
Glove Right: Goalie's glove handling to the right side.
Glove Left: Goalie's glove handling to the left side.
Weight: Goalie's body weight in pounds.

LINE PLAYERS

Status: On the Ice/On the Bench/Injured/Penalized

If a player is in the penalty box, the time remaining in his penalty appears as his status. If there is a **C** following the time, that indicates a coinciding penalty. (see p. 25)

If a player is injured, 'Injury' appears as his status. A **P** after injury indicates 'out for the period', while a **G** indicates 'out for the game'.

Overall: Player's overall ability.
Energy: Player's current energy level.
Agility: Player's agility on the ice.
Speed: Player's top speed on the ice.
Handed: Player's best shooting side.
Off. Awareness: Player's offensive instinct.
Def. Awareness: Player's defensive instinct.
Shot Power: How hard the player can shoot the puck.
Shot Accuracy: Players' skill in shooting the puck.
Pass Accuracy: Player's skill in passing the puck.
Stick Handling: Player's overall skill with the stick.
Weight: Player's body weight in pounds.
Endurance: Player's stamina on the ice.
Aggressiveness: Player's likelihood of being penalized.
Checking: Player's effectiveness as a checker.
Fighting: Player's fighting ability.

OTHER SCORES

The scoreboard provides scores from other games in both play-off and regular season modes.

- Press **Start** to bring up the score board.
- Highlight *Other Scores* and press **C** to bring up the Other Scores screen.
- D-Pad up/down to scroll up/down the screen (if necessary).
- Press **Start** to return to the scoreboard.
- Press **Start** to return to the ice.

CROWD METER

The Crowd Analysis screen displays the statistics to decibels recorded from the crowd's cheering. These include the current decibel level, the average decibel level recorded over the course of the game, and the highest, or 'peak', decibel level since the opening face off. The record in Electronic Arts' in-house Hockey League is 140, with and average level of 128.

- Press **Start** to bring up the score board.
- Highlight *Crowd Meter* and press **C** to bring up the *Crowds Meter* screen.
- D-Pad up/down to scroll up/down the screen (if necessary).
- Press **Start** to return to the scoreboard.
- Press **Start** to return to the ice.

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. When playing with line changes off, the players do not lose vitality, and so the timeout has no real function. But when playing with line changes on, using the timeout at the right juncture in a game can create a tremendous advantage. Once you use the timeout, it disappears from the scoreboard menu.

• Press **Start** to bring up the score board.

• Highlight *Timeout* and press **C**.

• Press **Start** to return to the ice.

STARS OF THE GAME
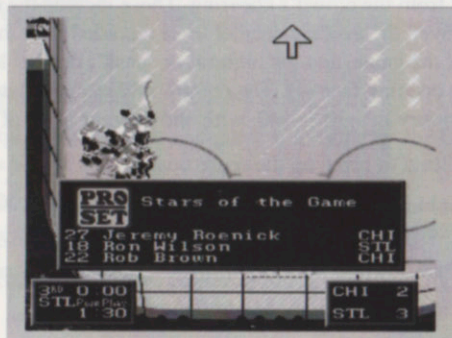
At the end of every game, Ron Barr at the EASN Sports Center selects the Pro Set stars of the game. Scores, assists, and excellent goal keeping usually qualify a player as a star. But even if your goalie saves 99 of 100 shots on goal, if that one he let get by is a game winner, he hardly feels like a star.

PLAYOFF MODE
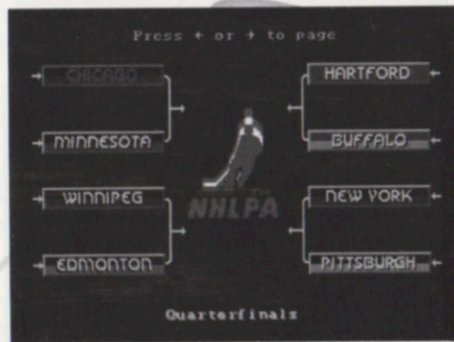
When you select **New Playoffs** or **Playoffs/Best of 7**, you will find yourself in the playoff tournament.

If you are playing against the computer, you will always be **Team 1**. If you're playing **Head-to-Head**, the player with Control 2 will always be **Team 2.**

Make sure to check if you are the **Home** team or the **Visitor**. The **Home** team is on the right at the top of the **Game Setup** screen in the light-colored jerseys and faces up-screen in the first period, alternating after that.

- Press START to see playoff tournament pairings.
- Press START again to begin your first game.

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

If you lose in the first round and you want to play that team again, to return to the **Game Setup** screen and select **New Playoffs**. Then simply select the same match-up and try again.

PLAYOFF STATISTICS

At the end of every playoff game, your team's updated statistics automatically appear before you move on the next game. The playoff statistics screen can track the combined statistics for all the games (4 best of 7 series) of the tournament.

SAVING THE PLAYOFF TREE

When you win a playoff game you can save your spot on the playoff tree and continue the playoffs later. After the playoff game is finished, you see the *Players of the Game* screen and then the *Highlights from other Games*. When all the highlights are replayed, the program will highlight **Exit Game**.

- Press **Start** or **C** to save the playoff tree.

Your spot on the tree will be saved until you replace it with another tree. So you can play regular season games or new playoff games without destroying what you've saved.

- Select **Continue Playoffs** from the *Main Menu* to return to your spot on the saved playoff tree.

HIGHLIGHTS

You can look at highlights from other games around the league.

At the end of each period you will see the score of an ongoing or completed game in a box below the scoreboard.

Press START to bypass the scores.

You can check the scores around the league at any time by pausing the game and bringing up the **Other Scores** screen.

If you want to stop a highlight, press **C**. Pressing **C** will take you back to your game.

INJURIES

Sometimes a player takes a vicious hit and must leave the ice for a period. A player injured in a fight leaves for the rest of the game. The program automatically replaces the player with the one best suited to play his position.

Rosters and Ratings

The following tables provide ratings categories for all the players in *NHLPA Hockey '93*. The developers used these qualities to define the depth and skill of each individual player in the game. The two All Star teams are comprised of the best players in the game.

All ratings are reflected in the gameplay.

SCOUTING REPORTS
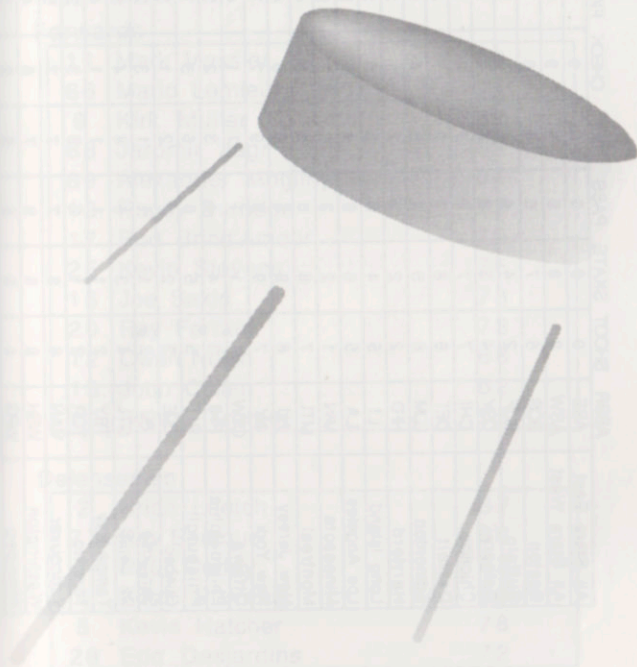
	ABBR	SHOOT	SKATE	PASS	DEF	CHECK	FIGHT	GOAL	OVERALL
All Stars East	ASE	9	9	9	9	9	0	9	9
All Stars West	ASW	9	9	9	9	9	0	9	9
Boston	BOS	6	7	6	6	6	7	5	6
Buffalo	BUF	2	4	4	2	3	9	3	3
Calgary	CGY	4	3	3	4	4	8	2	3
Chicago	CHI	7	7	7	7	9	8	8	8
Detroit	DET	8	8	7	9	9	8	7	8
Edmonton	EDM	6	5	3	5	4	8	3	4
Hartford	HFD	2	2	2	2	1	3	4	2
Long Island	LI	5	4	5	5	5	2	3	4
Los Angeles	LA	5	6	6	4	6	5	3	5
Minnesota	MIN	1	2	3	2	1	6	5	2
Montreal	MTL	7	8	8	8	8	4	6	9
New Jersey	NJ	8	6	6	8	6	4	6	7
New York	NY	7	9	8	9	7	7	8	9
Ottawa	OTW	1	1	1	1	1	4	1	1
Philadelphia	PHI	3	4	4	3	2	3	5	3
Pittsburgh	PIT	5	5	6	6	5	7	2	5
Quebec	QUE	3	2	1	2	3	3	2	1
San Jose	SJ	2	1	1	1	1	2	1	1
St. Louis	STL	4	3	6	4	4	5	6	4
Tampa Bay	TBY	2	1	1	1	1	4	1	1
Toronto	TOR	2	1	2	3	3	2	3	2
Vancouver	VAN	6	8	7	7	8	5	7	7
Washington	WSH	9	6	9	7	7	4	5	8
Winnipeg	WPG	4	5	5	5	2	1	8	5

ALL STARS EAST

Goalies		Overall Rating
33	Patrick Roy	95
35	Mike Richter	84
1	Don Beaupre	64

Forwards

11	Mark Messier	93
66	Mario Lemieux	91
9	Kirk Muller	88
68	Jaromir Jagr	82
89	Alexander Mogilny	81
18	Randy Burridge	77
17	Rod Brind'Amour	75
25	Kevin Stevens	75
16	Joe Sakic	73
20	Ray Ferraro	73
12	Owen Nolan	68
15	John Cullen	62
19	Bryan Trottier	55

Defensemen

2	Brian Leetch	87
77	Ray Bourque	86
7	Paul Coffey	82
4	Scott Stevens	80
5	Kevin Hatcher	78
28	Eric Desjardins	72

ALL STARS WEST

Goalies		Overall Rating
30	Ed Belfour	95
1	Kirk McLean	89
32	Tim Cheveldae	81

Forwards

18	Steve Yzerman	95
27	Jeremy Roenick	95
91	Sergei Fedorov	91
17	Trevor Linden	84
16	Brett Hull	82
12	Adam Oates	80
20	Luc Robitaille	80
21	Vincent Damphousse	80
10	Gary Roberts	78
99	Wayne Gretzky	77
14	Theoren Fleury	73
23	Brian Bellows	68

Defensemen

6	Phil Housley	82
7	Chris Chelios	80
2	Al MacInnis	69
4	Dave Ellett	64
24	Doug Wilson	61
19	Larry Robinson	48
25	Mark Tinordi	44

BOSTON

Goalies		Overall Rating
35	Andy Moog	72
1	Rejean Lemelin	48
31	Daniel Berthiaume	48
33	Matt Delguidice	23

Forwards

8	Cam Neely	82
12	Adam Oates	80
11	Bob Carpenter	77
38	Vladimir Ruzicka	73
18	Brent Ashton	66
49	Joe Juneau	66
27	Stephen Leach	64
16	Peter Douris	62
25	Andy Brickley	62
10	Ken Hodge	53
20	Bob Sweeney	53
21	Barry Pederson	53
17	Dave Reid	48
34	Lyndon Byers	15

Defensemen

77	Ray Bourque	86
26	Glen Wesley	71
32	Don Sweeney	68
28	Gordon Murphy	64
36	Jim Wiemer	37
22	Bob Beers	28

BUFFALO

Goalies	Overall Rating
30 Clint Malarchuk	52
31 Daren Puppa	50
35 Tom Draper	21

Forwards	
16 Pat LaFontaine	85
89 Alexander Mogilny	81
10 Dale Hawerchuk	68
19 Tony Tanti	57
28 Donald Audette	57
21 Christian Ruuttu	55
25 Dave Andreychuk	55
15 Randy Wood	44
17 Colin Patterson	40
18 Wayne Presley	40
32 Rob Ray	33
27 Brad May	31
14 Dave Hannan	20

Defensemen	
7 Petr Svoboda	55
3 Grant Ledyard	53
8 Doug Bodger	46
41 Ken Sutton	40
5 Mike Ramsey	35
24 Randy Moller	28
34 Gord Donnelly	18
23 Randy Hillier	13

CALGARY

Goalies	Overall Rating
30 Mike Vernon	62
35 Jeff Reese	45

Forwards	
10 Gary Roberts	78
42 Sergei Makarov	77
14 Theoren Fleury	73
25 Joe Nieuwendyk	66
26 Robert Reichel	66
28 Paul Ranheim	66
11 Gary Leeman	57
17 Marc Habscheid	53
29 Joel Otto	51
27 Tomas Forslund	44
33 Carey Wilson	44
22 Ronnie Stern	42
16 Craig Berube	31

Defensemen	
20 Gary Suter	71
2 Al MacInnis	69
7 Michel Petit	48
3 Frank Musil	46
18 Trent Yawney	46
21 Alexander Godynyuk	28
55 Mark Osiecki	28
15 Neil Sheehy	17

CHICAGO

Goalies		Overall Rating
30	Ed Belfour	95
31	Dominick Hasek	61
29	Jim Waite	59
50	Ray LeBlanc	29

Forwards

27	Jeremy Roenick	95
28	Steve Larmer	81
16	Michel Goulet	80
22	Rob Brown	71
10	Brian Noonan	68
12	Brent Sutter	68
33	Dirk Graham	68
20	Mike Hudson	60
26	Jocelyn Lemieux	55
32	Stephane Matteau	53
14	Greg Gilbert	51
11	Tony Hrkac	42
23	Stu Grimson	24

Defensemen

7	Chris Chelios	80
5	Steve Smith	77
4	Keith Brown	68
3	Igor Kravchuk	60
2	Bryan Marchment	45
6	Frantisek Kucera	44
25	Rod Buskas	26

DETROIT

Goalies		Overall Rating
32	Tim Cheveldae	81
37	Vincent Riendeau	59
34	Greg Millen	46

Forwards

19	Steve Yzerman	95
91	Sergei Fedorov	91
21	Paul Ysebaert	85
12	Jimmy Carson	83
23	Kevin Miller	77
24	Bob Probert	77
17	Gerard Gallant	66
26	Ray Sheppard	66
55	Keith Primeau	65
11	Shawn Burr	57
28	Sheldon Kennedy	51
18	Alan Kerr	48
14	Brent Fedyk	44

Defensemen

5	Nicklas Lidstrom	80
3	Steve Chiasson	71
16	Vladimir Konstantinov	70
33	Yves Racine	62
2	Brad McCrimmon	59
20	Brad Marsh	44
8	Bobby Dollas	40

EDMONTON

Goalies		Overall Rating
30	Bill Ranford	82
1	Peter Ing	48
32	Ron Tugnutt	35
33	Norm Foster	33

Forwards

8	Joe Murphy	80
21	Vincent Damphousse	80
10	Esa Tikkanen	75
9	Bernie Nicholls	73
85	Petr Klima	73
20	Martin Gelinas	62
14	Craig MacTavish	60
18	Craig Simpson	60
42	Josef Beranek	55
27	Scott Mellanby	51
16	Kelly Buchberger	48
12	David Maley	40

Defensemen

24	Dave Manson	64
36	Norm MacIver	64
4	Kevin Lowe	55
6	Brian Glynn	55
22	Luke Richardson	53
25	Geoff Smith	53
28	Craig Muni	31

HARTFORD

Goalies		Overall Rating
35	Kay Whitmore	45
40	Frank Pietrangelo	42

Forwards

12	Murray Craven	68
11	John Cullen	62
8	Geoff Sanderson	57
16	Pat Verbeek	57
34	Mikael Andersson	57
21	Andrew Cassels	53
24	Bobby Holik	48
26	Mark Hunter	48
7	Randy Cunneyworth	40
20	Yvon Corriveau	40
23	James Black	33
33	Jim McKenzie	31
44	Paul Gillis	27
22	Ed Kastelic	19
18	Paul Cyr	9

Defensemen

3	Zarley Zalapski	66
6	Adam Burt	48
5	Steve Konroyd	46
25	Marc Bergevin	40
29	Randy Ladouceur	28
27	Doug Houda	24

LONG ISLAND

Goalies	Overall Rating
35 Glenn Healy	40
30 Mark Fitzpatrick	35

Forwards

33 Benoit Hogue	82
77 Pierre Turgeon	80
20 Ray Ferraro	73
32 Steve Thomas	73
25 Dave Volek	68
26 Patrick Flatley	66
27 Derek King	66
39 Hubie McDonough	53
24 Dan Marois	48
11 Adam Creighton	46
10 Claude Loiselle	37
14 Tom Fitzgerald	33
17 Bill Berg	28
12 Mick Vukota	20

Defensemen

28 Tom Kurvers	62
4 Uwe Krupp	55
8 Jeff Norton	51
47 Richard Pilon	46
7 Scott Lachance	40
6 Wayne McBean	37
3 Jeff Finley	35

LOS ANGELES

Goalies	Overall Rating
32 Kelly Hrudey	55
1 Steve Weeks	35
43 David Goverde	23

Forwards

20 Luc Robitaille	80
99 Wayne Gretzky	77
21 Tony Granato	75
7 Tomas Sandstrom	73
11 Mike Donnelly	64
17 Jari Kurri	64
23 Corey Millen	62
37 Bob Kudelski	62
14 Kyosti Karjalainen	55
18 Dave Taylor	55
44 John McIntyre	48
29 Jay Miller	40
8 Scott Bjugstad	37

Defensemen

77 Paul Coffey	82
4 Rob Blake	60
26 Peter Ahola	53
19 Larry Robinson	48
33 Marty McSorley	48
22 Charlie Huddy	46
5 Tim Watters	31
56 Brent Thompson	20

MINNESOTA

Goalies		Overall Rating
30	Jon Casey	55
35	Darcy Wakaluk	45

Forwards

9	Mike Modano	71
23	Brian Bellows	68
7	Neal Broten	57
22	Ulf Dahlen	55
14	Todd Elik	51
15	Dave Gagner	48
18	Bobby Smith	48
20	Mike Craig	48
25	Kip Miller	45
10	Gaetan Duchesne	44
16	Brian Propp	44
11	Marc Bureau	42
12	Stewart Gavin	33
27	Shane Churla	22
21	Derrick Smith	20

Defensemen

6	Jim Johnson	46
24	Mark Tinordi	44
28	Derian Hatcher	44
4	Chris Dahlquist	40
3	Craig Ludwig	28
26	David Shaw	26

MONTREAL

Goalies		Overall Rating
33	Patrick Roy	95
1	Roland Melanson	46
40	Andre Racicot	21

Forwards

11	Kirk Muller	88
18	Denis Savard	86
27	Shayne Corson	83
6	Russ Courtnall	82
47	Stephan Lebeau	80
21	Guy Carbonneau	77
41	Brent Gilchrist	72
45	Gilbert Dionne	70
12	Mike Keane	64
35	Mike McPhee	62
17	John Leclair	60
39	Brian Skrudland	53
30	Chris Nilan	37
36	Todd Ewen	28

Defensemen

28	Eric Desjardins	72
48	J.J. Daigneault	66
8	Matt Schneider	65
43	Patrice Brisebois	55
3	Sylvain Lefebvre	53
24	Lyle Odelein	51
14	Kevin Haller	48

NEW JERSEY

Goalies		Overall Rating
31	Chris Terreri	69
1	Craig Billington	51

Forwards

25	Valeri Zelepukin	84
26	Peter Stastny	81
44	Stephane Richer	81
22	Claude Lemieux	77
14	Kevin Todd	71
19	Claude Vilgrain	71
20	Alexander Semak	71
15	John MacLean	68
33	Zdeno Ciger	64
24	Doug Brown	63
9	Tom Chorske	60
11	Dave Barr	55
21	Randy McKay	44
32	Pat Conacher	44
8	Troy Mallette	37

Defensemen

7	Alexei Kasatonov	81
4	Scott Stevens	80
2	Slava Fetisov	72
5	Eric Weinrich	71
23	Bruce Driver	62
3	Ken Daneyko	42

72

NEW YORK

Goalies		Overall Rating
35	Mike Richter	84
34	John Vanbiesbrouck	71

Forwards

22	Mike Gartner	94
11	Mark Messier	93
8	Darren Turcotte	83
13	Sergei Nemchinov	80
33	Tony Amonte	80
9	Adam Graves	73
25	John Ogrodnick	71
19	Kris King	66
20	Jan Erixon	66
39	Doug Weight	57
12	Tim Kerr	55
26	Joey Kocur	44
16	Randy Gilhen	42
37	Paul Broten	42
28	Tie Domi	20

Defensemen

2	Brian Leetch	87
3	James Patrick	86
6	Joe Cirella	59
44	Per Djoos	55
23	Jeff Beukeboom	51
14	Mark Hardy	48
24	Jay Wells	46
5	Normand Rochefort	28

73

OTTAWA

Goalies	Overall Rating
30 Peter Sidorkiewicz	40

Forwards

20 Sylvain Turgeon	62
16 Laurie Boschman	60
7 Mark Lamb	57
14 Jeff Lazaro	57
33 Chris Lindberg	48
37 Mark Freer	42
44 Mike Peluso	37
25 Jim Thomson	26
17 Rob Murphy	4
36 Darcy Loewen	4

Defensemen

32 Brad Shaw	44
6 Ken Hammond	42
44 Brad Miller	26
5 Kent Paynter	2
34 Darren Rumble	2
38 Dominic Lavoie	2

PHILADELPHIA

Goalies	Overall Rating
27 Ron Hextall	65
33 Dominic Roussel	35

Forwards

17 Rod Brind'Amour	75
8 Mark Recchi	73
9 Pelle Eklund	71
18 Mike Ricci	68
20 Kevin Dineen	68
23 Andrei Lomakin	64
10 Dan Quinn	57
14 Mark Pederson	57
15 Steve Kasper	57
47 Brad Jones	55
25 Keith Acton	33
46 Allan Conroy	31
40 Claude Boivin	22
21 Dave Brown	13

Defensemen

2 Mark Howe	75
28 Steve Duchesne	73
5 Kerry Huffman	62
3 Garry Galley	51
19 Brian Benning	46
29 Terry Carkner	37
6 Dan Kordic	17
44 Corey Foster	17

PITTSBURGH

Goalies		Overall Rating
35	Tom Barrasso	67
31	Ken Wregget	50

Forwards

66	Mario Lemieux	91
68	Jaromir Jagr	82
7	Joe Mullen	77
10	Ron Francis	75
25	Kevin Stevens	75
12	Bob Errey	66
92	Rick Tocchet	66
19	Bryan Trottier	55
38	Jiri Hrdina	53
29	Phil Bourque	51
18	Ken Priestlay	48
20	Jamie Leach	46
24	Troy Loney	44
16	Jay Caufield	17

Defensemen

55	Larry Murphy	77
5	Ulf Samuelsson	60
22	Paul Stanton	51
23	Kjell Samuelsson	51
28	Gordie Roberts	46
3	Grant Jennings	40
2	Jim Paek	35

Goalies		Overall Rating
32	Jacques Cloutier	27
31	Stephane Fiset	20
34	John Tanner	15

Forwards

19	Joe Sakic	73
11	Owen Nolan	68
17	Valeri Kamensky	68
13	Mats Sundin	66
18	Mike Hough	57
47	Claude Lapointe	51
23	Greg Paslawski	48
41	Doug Smail	40
9	Marc Fortier	37
21	John Tonelli	37
14	Herb Raglan	33
20	Mike McNeill	33
44	Gino Cavallini	33
28	Jamie Baker	21

Defensemen

4	Mikhail Tatarinov	64
5	Alexei Gusarov	48
7	Curtis Leschyshyn	45
29	Steven Finn	33
50	Dan Lambert	31
52	Adam Foote	31
6	Craig Wolanin	24
15	Tony Twist	5

SAN JOSE

Goalies		Overall Rating
32	Arturs Irbe	47
1	Brian Hayward	42
35	Jarmo Myllys	37
30	Jeff Hackett	27

Forwards		
17	Pat Falloon	58
11	Kelly Kisio	53
19	Brian Mullen	51
10	Johan Garpenlov	48
15	David Bruce	44
14	Steve Bozek	42
16	Perry Berezan	42
47	Mike Sullivan	42
18	Dave Snuggerud	40
9	Brian Lawton	38
22	Paul Fenton	36
33	Dale Craigwell	35
8	Dean Evason	28
36	Jeff Odgers	28

Defensemen		
24	Doug Wilson	61
4	Jay More	47
5	Neil Wilkinson	46
23	Link Gaetz	36
2	Rob Zettler	33
3	David Williams	33

ST. LOUIS

Goalies		Overall Rating
31	Curtis Joseph	72
1	Pat Jablonski	28
40	Guy Hebert	15

Forwards		
16	Brett Hull	82
15	Craig Janney	73
7	Nelson Emerson	71
19	Brendan Shanahan	71
22	Ron Sutter	68
27	Dave Christian	62
28	Bob Bassen	55
18	Ron Wilson	53
23	Rich Sutter	44
10	Dave Lowry	37
26	Dave MacKey	22
29	Darin Kimble	15
39	Kelly Chase	13

Defensemen		
21	Jeff Brown	71
14	Paul Cavallini	66
5	Garth Butcher	53
4	Rick Zombo	51
6	Murray Baron	42
20	Lee Norwood	40
33	Stephane Quintal	35
44	Rob Robinson	22

TAMPA BAY

Goalies
		Overall Rating
1	Wendell Young	58

Forwards
19	Anatoli Semenov	77
44	Brian Bradley	51
20	Mike Hartman	35
18	Rob Dimaio	33
41	Michel Mongeau	33
11	Tim Bergland	26
17	Basil McRae	24
15	Tim Hunter	20
16	Dan Vincelette	20
49	Shayne Stevenson	7

Defensemen
29	Joe Reekie	60
5	Rob Ramage	53
32	Peter Taglianetti	51
28	Doug Crossman	48
4	Bob McGill	33
38	Jeff Bloemberg	4
25	Shawn Chambers	1

TORONTO

Goalies
		Overall Rating
31	Grant Fuhr	83
30	Rick Wamsley	40

Forwards
93	Doug Gilmour	73
10	Glenn Anderson	64
17	Wendel Clark	62
25	Peter Zezel	55
22	Mike Bullard	48
24	Joe Sacco	48
26	Mike Krushelnyski	46
7	Dave McLlwain	44
71	Mike Foligno	42
12	Rob Pearson	37
21	Mark Osborne	33
11	Guy Larose	31
18	Kent Manderville	31
8	Ken Baumgartner	2

Defensemen
4	Dave Ellett	64
34	Jamie Macoun	57
15	Dimitri Mironov	42
3	Bob Rouse	40
28	Darryl Shannon	35
23	Todd Gill	33
2	Ric Nattress	31
33	Bob Halkidis	17

VANCOUVER

Goalies

		Overall Rating
1	Kirk McLean	89
35	Troy Gamble	56

Forwards

16	Trevor Linden	84
18	Igor Larionov	83
7	Cliff Ronning	80
14	Geoff Courtnall	78
8	Greg Adams	74
27	Sergio Momesso	68
10	Pavel Bure	84
19	Petr Nedved	62
25	Jim Sandlak	57
9	Ryan Walter	51
15	Tom Fergus	48
23	Garry Valk	42
58	Robert Kron	40
29	Gino Odjick	31

Defensemen

21	Jyrki Lumme	77
3	Doug Lidster	74
4	Gerald Diduck	63
44	Dave Babych	59
5	Dana Murzyn	55
6	Adrien Plavsic	51
22	Robert Dirk	48
24	Randy Gregg	28

WASHINGTON

Goalies

		Overall Rating
33	Don Beaupre	64
1	Mike Liut	56
39	Jim Hrivnak	31

Forwards

17	Mike Ridley	87
22	Dino Ciccarelli	84
8	Dimitri Khristich	82
12	Peter Bondra	80
10	Kelly Miller	77
18	Randy Burridge	77
20	Michal Pivonka	77
32	Dale Hunter	70
19	John Druce	64
21	Todd Krygier	53
23	Paul MacDermid	48
14	Dave Tippett	46
16	Alan May	42
9	Nick Kypreos	40

Defensemen

6	Calle Johansson	81
4	Kevin Hatcher	78
34	Al Iafrate	77
3	Sylvain Cote	66
5	Rod Langway	48
28	Brad Schlegel	42
2	Ken Sabourin	17

WINNIPEG

Goalies		Overall Rating
35	Bob Essensa	82
30	Steph Beauregard	43
31	Rick Tabaracci	38

Forwards

25	Thomas Steen	84
16	Ed Olczyk	75
40	Evgeny Davydov	75
15	Pat Elynuik	64
19	Troy Murray	62
34	Darrin Shannon	62
38	Luciano Borsato	57
36	Mike Eagles	51
14	Stu Barnes	42
23	Lucien Deblois	42
24	Danton Cole	42
11	Aaron Broten	40
39	Doug Evans	35
17	Phil Sykes	26

Defensemen

6	Phil Housley	82
4	Fredrik Olausson	66
27	Teppo Numminen	66
22	Mike Lalor	44
8	Randy Carlyle	42
33	Mario Marois	28
44	Shawn Cronin	11

©1992 Electronic Arts

Unless otherwise indicated, all software and documentation is the property of Electronic Arts.

NHLPA, National Hockey League Players Association, and the logo of the NHLPA are registered trademarks of NHLPA and are used under license by Electronic Arts Inc.

RETURNS AFTER WARRANTY - To replace defective media after the ninety (90) day warranty period has expired, send the original cartridge to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for $20.00.

Electronic Arts
Customer Warranty
P.O. Box 7578
San Mateo, California 94403-7578

If you need technical assistance with this product, call us at (415) 572-9448 Monday through Friday between 8:30 am and 4:30 pm, Pacific Time.

NEED A HINT? CALL

1-900-288-HINT

1-900-288-4468

24 Hours a day, 7 days a week!

95¢ for the first minute, **75¢** for each additional minute. If you are under 18, be sure to get a parent's permission before calling. Hotline requires a Touch-Tone telephone and is only available in the US. Call length determined by user; average length is four minutes. Messages subject to change without notice.