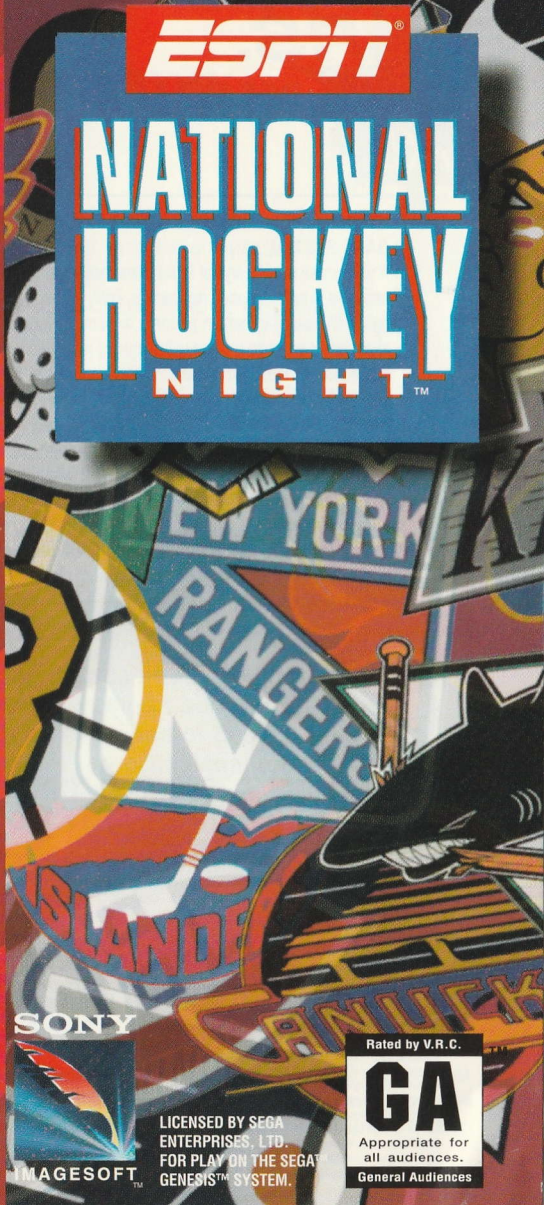


SEGA™

ESPN®

NATIONAL HOCKEY NIGHT™

SEGA GENESIS™



SONY



IMAGESOFT™

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

Rated by V.R.C.

GA
Appropriate for all audiences.
General Audiences





INTRODUCTION

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.



NHL® is a registered trademark of the National Hockey League. Stanley Cup is a registered trademark of the National Hockey League. Team names and logos depicted are Officially Licensed Trademarks of the National Hockey League © NHL® 1994.

All NHL® and Team logos and other marks depicted are the property of the NHL® and the respective teams and may not be reproduced without the prior written consent of NHL Enterprises, Inc. ©1994 NHL.

SONY



IMAGESOFT

ESPN National Hockey Night™ is distributed by Sony Imagesoft, 2400 Broadway Avenue, Suite 550, Santa Monica, CA 90404. Sony is a registered trademark of Sony Corporation. Imagesoft is a trademark of Sony Electronic Publishing Company © 1994 Sony Electronic Publishing Company. ESPN, SportsCenter and National Hockey Night are trademarks of ESPN, Inc. All rights reserved. Licensed in conjunction with Names International, Inc. and International Computer Group, Inc.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

STARTING THE GAME

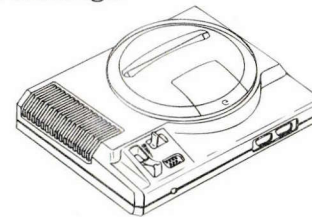


1. Make sure your Genesis System is set up correctly.
2. Be sure that Control Pad 1 is properly plugged in.
3. Make sure the power switch is turned OFF. Place the cartridge into the cartridge slot and press it down firmly.
4. Turn the power switch ON. You should see the Sega Title screen, then the NHL Title screen.

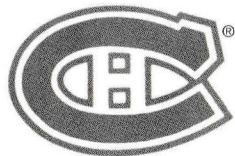
HANDLING YOUR CARTRIDGE

The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.

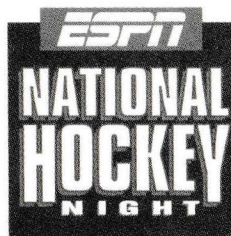
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.



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



**BILL CLEMENT AND
ESPN WELCOME
YOU TO NATIONAL
HOCKEY NIGHT**



ESPN's National Hockey Night brings you the most exciting team sport in the world right to your home! Hosted by the impressive Bill Clement, ESPN's National Hockey Night gives you the chance to take any team in the NHL® all the way to the

Stanley Cup® finals! Every team from both leagues is here for you to play or play against!

There is a wide selection of options and playing scenarios that make each game an original experience. Two completely different viewing modes let you to pick the way you want to see the action on the ice! Note that this game allows the use of any 4-player adapter to allow up to 4 people on a side! We've also included the latest stats for each team and the updated rules for the next season. All in all, ESPN's National Hockey Night will take average hockey fans and transform them into masters of NHL® strategies, tactics, and team play!

TABLE OF CONTENTS

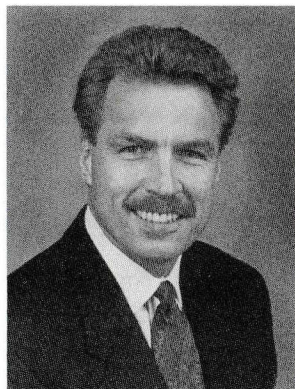


Bill Clement, NHL® Analyst 5-6
 Take Control! 7
 Main Options Screen 8
 Player Selection Screen 9
 Pre-Game Screen 10
 During Game Play 11
 Challenge Mode 12
 Exhibition Mode 12
 Fastest Man 13
 Shootout 13
 Season Mode 14
 Playoff Mode 15
 Playing Skills 16
 Penalties 17
 Line Changes 18
 Additional Tips 19
 Credits 20
 Notes 21
 Warranty Information 22



© Mighty Ducks

BILL CLEMENT NHL® ANALYST



Former National Hockey League All-Star Bill Clement, who played for 11 years in the NHL® with Philadelphia, Washington and Calgary, is the game analyst for ESPN's NHL® studio analyst.

Clement first served as ESPN's NHL® game analyst from 1986 to 1988. From 1988-92, he was

the analyst for Philadelphia Flyers games on PRISM (a regional cable service in Philadelphia) and a playoff analyst, including the Finals, for SportsChannel America. He received the 1992 CableACE Award for his work in playoffs. Since 1988, he has worked Flyers local over-the-air telecasts (WGBS-TV from 1988-91 and WPHL-TV since 1991). He was an ice-level reporter for NBC's coverage of the NHL® All-Star Game in 1991 and '92. Clement served as an analyst for TNT at the 1992 Winter Olympics and as the studio analyst for the 1991 Canada Cup on CTV (Canada).

Clement, who served as an analyst for select Madison Square Garden telecasts of New Jersey Devils games, worked as a guest commentator on USA Network's NHL® telecasts during his playing career.

BILL CLEMENT NHL® ANALYST



Since early 1992, Clement has made motivational speeches for schools and corporations. He is also a trained actor and model who has appeared in more than 50 print and television advertisements, including ones for Chevrolet, Deep Woods Off, Hardees, NAPA, Bell of Pennsylvania, the Metro Energy Council and Pro Hardware. Clement also appeared in the ABC soap opera "All My Children" in July 1986 and industrial films for IBM, Monsanto and Coca-Cola.

The former center began his pro career with the Flyers organization in 1970 and played for two Stanley Cup champions (1974, '75) with the "Broad Street Bullies". After one season (1975-76) with the Capitals in which he played in the All-Star Game, Clement was traded to the Atlanta (now Calgary) Flames in which he played for six seasons, and was selected to this second All-Star Game (1977-78).

Clement is a native of Thurso, Quebec, the same Canadian town that produced Hall of Famer Guy Lafleur. Clement and Lafleur both had streets in their hometown named for them.

Clement, born December 20, 1950, resides in Newtown, Pa. with his wife, Cissie Callahan, and their three children.



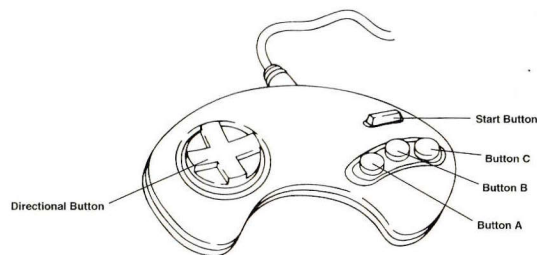
TAKE CONTROL!

Throughout the manual, the buttons on the Genesis Control Pad will be referred to as follows:

Directional Button (D-Button), Start Button, Button C, Button B, and Button A. Depending on which section of the game you are in, the buttons have different uses. We will describe each screen and the functions for the buttons in each one.

You have a multitude of options awaiting you in the start up and game playing sections of this game. Below you will find a detailed explanation for each decision screen. Please notice, that in most cases, however, the layout is very similar: a decision screen lists major options and they can be scrolled by using the Up and Down arrows. As you scroll, you will see that an option is highlighted. This is the active option. Each specific setting can be scrolled by using the Right or Left arrows. Pressing the Start Button selects all of the options currently listed and then returns you to the next screen.

First, press the Start Button five times to go through the logo and license screens. You will then be at the Main Options Screen.



MAIN OPTIONS SCREEN



Press Right or Left on the D-Button to move between "Options" and "Game."

Press Up or Down on the D-Button to move between "Game" and "Controls."

Press the Start Button to select either "Options", "Game", or "Controls."

You can choose levels of difficulty—Beginner, Amateur or Pro levels.

OPTIONS:

Play Mode: Exhibition, Challenge, Playoffs, Season.

View: Side View, Vertical View.

Rules: Offsides Off, Penalties Off, Penalties On.

Game Length: 5 Min. Period, 10 Min. Period, 20 Min. Period.

Line Changes: Changes On, Changes Off.

CONTROLS:

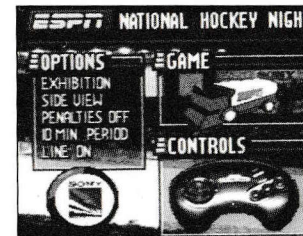
Use Button C to select Offense or Defense.

Left or Right rotates between control settings. Start Button selects all settings and returns to the Main Options Screens.

GAME:

Left or Right moves between Home or Visitors. Up or Down scrolls through the team selection choices.

Start button selects the teams and brings you to the Player Selection Screen.





PLAYER SELECTION SCREEN

This screen is both the Team Selection screen and the Player selection screen. Select the teams you want to choose, then choose the players.

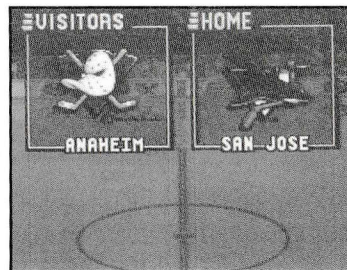
Use the Left or Right arrows to move a player to Visitors or home. Players left in the middle will be run by the computer.

Press the Start Button to advance to the Bill Clement Screen.

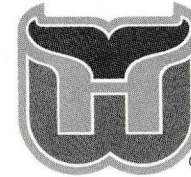
If in the Playoffs: To scroll between Resume Game or New Game, press the Start Button to select and move to team select.

You may also choose between "Best of 7" or "Best of 1" to indicate how long you want each series to be.

Playoff Tree: Press Left or Right to pan playoff tree. Press the Start Button to move to Player Selection (see above).



PRE-GAME SCREEN



Use the Start Button to select the highlighted choice.

Start Game: Press the Start Button here to begin playing the game.



Match Up: Use Up or Down to scroll through the numbers. The Start Button returns you to Bill Clement.

Edit Lineup: Use Up or Down to scroll through the players. Use Left or Right to see each players stats. Press Button C to switch teams. Press Button A to see reserves at that position. Go left and right to view the different lines in the game.

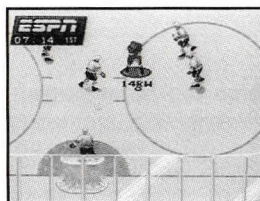
Reserves: Use Up or Down to scroll through reserves. Use Left or Right to see each reserves' stats. Use the Start Button to select reserve and return to Edit Screen.

Press Start Button to return to Bill Clement Screen.



DURING GAME PLAY

Buttons A, B, and C perform the following actions, depending on how the "Controls" are set (see above):



	A	B	C
Offense	Flip	Pass	Shoot
Defense	Hold	Poke	Speed
Offense	Shoot	Flip	Pass
Defense	Speed	Hold	Poke
Offense	Pass	Shoot	Flip
Defense	Poke	Speed	Hold

The D-Button moves players in every direction—Up, Down, Left, and Right.

The A Button also is the Line Change Button.

The Start Button pauses the game and brings you to the Clement Game Screen.

Clement Game Screen: Several choices are offered to you when you are in this screen. They are:

- Resume Game: Go back to playing.
- Edit Lineup: As before.
- View: Use the Start Button to switch game view.
- Statistics: Left or Right for current game, current period.
Up or Down to scroll through stats.

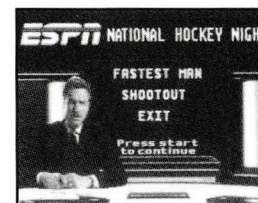
Press the Start Button to return to the Clement Game Screen.

CHALLENGE MODE



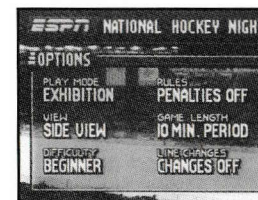
From the Main Options Screen, to the Player Selection Screen, comes the Challenge Mode. Use Left or Right to move between Home and Visitors. Press Up or Down to scroll through the team selection choices. The Start Button selects the teams and brings you to the Clement Challenge Screen.

There are two forms of challenges: The Fastest Man and the Shootout. These are offered to hone your playing skills and to allow you to get a better feel for the gaming dynamics.



EXHIBITION MODE

This mode allows the players to choose any two teams to play against each other for one game. This is the most common option chosen.





FASTEST MAN

The Fastest Man Contest is a race around the ice to see who can get the fastest time. Quickly press between Buttons A and B, and use the D-Button to move around the ice. See who can get the best time. Up to four people can play. You may choose two teams to play, and each controlling player gets to play one person.



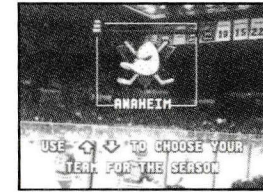
SHOOTOUT

The Shootout is a test of your shooting ability. Use Button C to shoot, and aim the puck by using the D-Button. Shoot as quickly and as accurately as you can! Five players from each team compete to see who can get the highest scoring percentage.

SEASON MODE



This is one of the finest features of the game. Upon selecting Season Mode on the Options Screen, the player gets to choose which team he wants to play for an entire season! If you select the San Jose Sharks, for instance, you can play them (or any of their opponents during the season!). You may choose to play a new season (which erases the battery back-up), or resume if you already have a season in progress.



When the Season Calendar comes up, you may use the D-Button to move the month around. Press Button C once you have selected the month you want. This brings up a yellow highlight cursor which you use to pick the game day you want. The beauty of the Season mode is that you can choose any point in the season you want (only moving in a forward direction), and you will go to that game, and the computer will simulate (based on many attributes), how your team did in the games in-between the game you last played and this one. This means that you can potentially play one game out of every month and the computer will play the others for you!

When the Bill Clement Screen comes back up, Season Mode gives you the additional menu option of "Standings." This screen shows you the current NHL® standings in both the Eastern and Western conferences.

Upon completion of any Season, if you have ranked high enough, you will move on to the Stanley Cup playoffs.



PLAYOFF MODE

You can begin this game already at the playoffs for the Stanley Cup. This mode allows you to select from either the Best of 1 or the Best of 7. Choose your team (as shown above) and the stats for the playoffs will appear. You now face the best teams in the NHL®, and they are all gunning for you! Take your team (and teammates) through this gauntlet of challengers and come out as the world champions!



PLAYING SKILLS



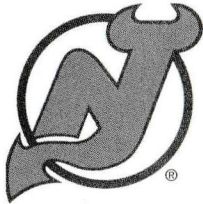
Skating - Use the D-Button to control the direction of the player.

Shooting - Wrist Shots are performed by pressing the "Shoot" button quickly and releasing it. Slap Shots are performed by a long press and release of the Shoot button. Aiming is determined by the direction of the D-Button when the Shoot button is released.

Passing - Press your Pass button to pass the puck to your nearest teammate in the direction you are facing. If you do not have a teammate in a 60° wedge (centered on the D-Button direction chosen), then the puck sails off to nobody. As soon as the puck is passed, control switches to the player it is passed to. If the pass goes to nobody, then the player that passed it remains in control.

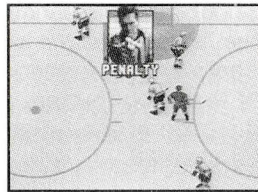
Speed Burst - There is an option for the players to perform speed bursts, provided they are fairly fresh in the game. Players tire quickly when they do a speed burst, so this will affect them when you consider making line changes. Players are limited to the amount of speed bursts that they can perform during the game.

Stick Checking - To stick check an opponent, simply skate into him and press your Poke button. The force of the collision may result in your opponent not only losing the puck, but also his balance. This move only happens when you are initially skating backwards in front of the offensive player while you are defending.



PENALTIES

You can select whether or not you want to have penalties assessed during the game as one of the earlier options. We have set Off Sides as a separate On/Off function from the rest of the penalties because it is the most common (and most annoying) of the penalties. Play a few games without the penalty function on to get a feel for NHL® style hockey, but when you turn the Ref's back on, you'll really have to watch the way you play! Remember, Power Plays can only happen if somebody is cooling their heels in the penalty box!



Other common penalties:

Icing - Icing is when a player slaps the puck from beyond center ice to the back of the rink. The program defaults to having the Icing penalty on.

Cross Checking - This illegal check usually ends with the checker getting a penalty. This maneuver is performed by holding the hockey stick with both hands and checking the opponent without any portion of the stick on the ice. This is an illegal move because it tends to cause injuries to the recipient.

Charging - This is when a player takes more than a few strides towards an opponent in order to deliver a body check.

LINE CHANGES



Timely Line Changes are imperative to a winning hockey strategy. There are gauges in the stats of each player to determine their fatigue factors. Use these to determine the best time to pull them out of the game (and rest up) while substituting a fresh player. You can make Line Changes any time during the game. Hold down Button A to start a line change. The line change dialogue box will come up on all play stoppages. If this function is set at automatic, the computer will monitor the players and make the Line Changes for you. If you think you have a handle on this, set it for manual and keep an eye on the stats!

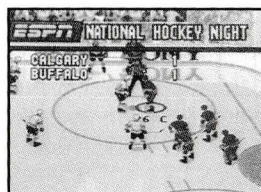
LINE 1					
POS	NO	STA	OVG	ENG	ICE
C	10	ICE	11	15	11
LW	13	ICE	10	15	9
RD	88	ICE	14	15	15
RD	0	ICE	0	15	0
RD	7	ICE	10	15	11
G	31	ICE	13	15	12

BOSTON		BUFFALO	
BILL CLEMENT'S PICKS			
12	SHOOTING	5	
10	SKATING	10	
9	PASSING	4	
13	DEFENSE	15	
2	GOALTENDING	15	



ADDITIONAL TIPS

- The game saves all of your last choices to the battery. This means that if the last time you booted up the game it was in Exhibition mode, with the Penalties Off, Playing Whalers against the Mighty Ducks; that will be how it is when you boot it up again.
- Remember, there are 2 views in this game. Check them both out to see which one you prefer.
- The "Exit Game" option which appears after any game has been played, resets the game.



For further details, please refer to your Team Player instruction manual.

CREDITS



Programming:
Craig Broadbooks
Paula Willman
Scott Murray

Additional Programming:
Eric Hagstrom

Lead Artist:
David Estus

Artists:
Andy Jaros
Steve Mitchell
Ted Robertson
Scott Rogers
Brian O'Hara
Katy Roe
Dave Fenderson
Chris Meland
Joe Brisbois
Kevin Toft

Additional Art:
Paul Willman
Craig Broadbooks

Producers:
John Smedley
Daniel Meade

Associate Producer:
Greg Oberle

Assistant Producer:
Dennis Quinn

Sound and Music:
Joe Hight
Rex Baca

Testing Coordinator:
Brian Wiklem

Testing:
Dennis Quinn
Greg Kaime
Fred Wigand
Justin Busch
Robert Baumsteiger
Martha Williams
Jody Kelsey
Kurt Schwengel
Bruce Cochrane
C J Connoy
Andre Leighton
Seth Luisi
Jose Cruz
Tobin Russell

Sony Executive Producer:
Richard Robinson

Executive Producers:
Steve Bornstein
Ed Durso
Dick Glover
Tom Hagopian
Jim Noel
John Wildack
Howie Schwab

Special Thanks To:
Andy Zaffron
Bill Clement



NOTES







WARRANTY INFORMATION



LIMITED WARRANTY SONY IMAGESOFT WARRANTY

Sony Imagesoft warrants to the original purchaser of this Sony Imagesoft product that this Game Cartridge is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. This Sony Imagesoft product is sold "as is," without expressed or implied warranty of any kind, and Sony Imagesoft is not liable for any losses or damages of any kind resulting from the use of this product. Sony Imagesoft agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, the Sony Imagesoft product. Send product postage paid, along with dated proof of purchase, to the address shown below.

This warranty shall not be applicable and shall be void if the defect in the Sony Imagesoft product has arisen through abuse, unreasonable use, mistreatment or neglect. This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate Sony Imagesoft. Any implied warranties applicable to this software product, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Sony Imagesoft be liable for incidental or consequential damages resulting from possession, use or malfunction of the Sony Imagesoft software product.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Customer Service:
(310) 449-2393

Patents: U.S.#'s 4,442,486/4,454,594/4,462,076/4,026,555; Europe # 80244; Canada #'s 1,183,276/1,082,351; Hong Kong # 88-4302; Germany # 2,609,826; Singapore # 88-155; U.K. # 1,535,999; France # 1,607,029; Japan #'s 1,632,396/82-205605 (Pending).

**SEGA AND GENESIS ARE TRADEMARKS
OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED.**

**THE VIDEOGAME RATING COUNCIL, ITS RATING SYSTEM,
SYMBOLS AND INDICIA ARE TRADEMARKS OF SEGA OF
AMERICA, INC © 1993 SEGA.**

**ESPN National Hockey Night™ distributed by Sony
Imagesoft, 2400 Broadway, Suite 510, Santa Monica,
CA 90404. Sony is a registered trademark of Sony
Corporation. Imagesoft is a trademark of Sony Electronic
Publishing Company © 1994 Sony Electronic Publishing
Company. ESPN, SportsCenter, and ESPN National Hockey
Night are trademarks of ESPN, Inc. All rights reserved.
Licensed in conjunction with Names International, Inc.
and International Computer Group, Inc.**

Printed in U.S.A.