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NUS-NWGE-USA

WAYNE GRETZKY'S 3D HOCKEY

INSTRUCTION BOOKLET

MIDWAY

1800 So. Business 45
Corsicana, Texas 75110

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NINTENDO 64



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GETTING STARTED

WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!



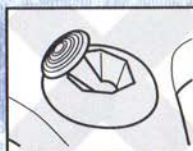
1. Turn the power **OFF** on your N64™.
2. Insert the Game Pak into the slot on the N64™. Press firmly to lock the Game Pak in place.
3. Turn the power switch **ON**. After the appearance of the title and legal screens, you may bypass at any time by pressing **START**.

THE NINTENDO 64 CONTROLLER

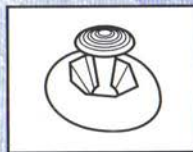
CONTROL STICK FUNCTION

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional + Control Pad.

When turning the Control Deck power **ON**, do not move the **Control Stick** from its neutral position on the controller.



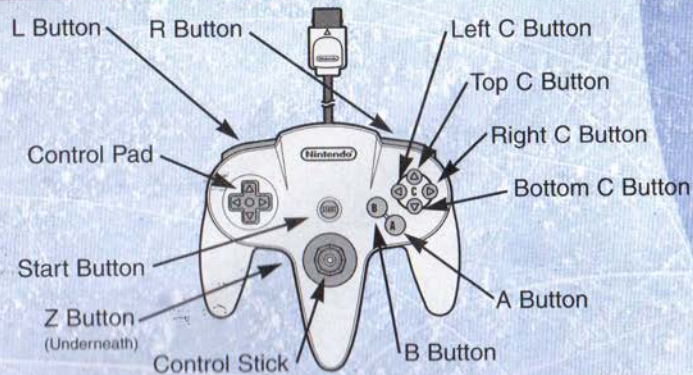
If the **Control Stick** is held at an angled position (as shown in the picture on the left) when the power is turned **ON**, this position will be set as neutral. This will cause games using the **Control Stick** to operate incorrectly.



To reset the neutral position once the game has started, let go of the **Control Stick** so it can return to its center position (as shown in the picture on the left) then press **START** while holding down the **L** and **R Buttons**.

The **Control Stick** is a precision instrument, make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center™.

PLAYER CONTROLS



Before you skate-up and take to the ice, familiarize yourself with the game's default controls.

On Offense

Shoot	A Button or Z Button
Pass	B Button
Turbo	Bottom C Button
One-Timer	A + B Button
Switch Players	R Button
Power Shot	A + Bottom C Button

On Defense

Kneel	A Button
Steal	B Button
Turbo	Bottom C Button
Switch Players	R Button
Check	Left C Button
Hook	Top C Button
Trip	Right C Button
Dive	A + Bottom C Button

To customize these defaults, see **Controls**, pg. 15.

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Note: Press **START** during the game to display the Time Out Menu (see **Time Out**, pg. 23).

PLAYER COLOR ID MARKERS

Wayne Gretzky 3D Hockey supports up to 4 players. In multi-player games, Player 2 will always join Player 1 on the same team, and Players 3 and 4 will pair up.

Here are the color ID circles for each player:

Player 1 - Blue

Player 2 - Yellow

Player 3 - Red

Player 4 - Green

When you're on the ice, the above colors will appear under the feet of the human controlled players. Light blue appears under the feet of CPU controlled teammates for Players 1 and 2, and they appear purple for Players 3 and 4. These are default color settings that cannot be changed.

A white area within the circle indicates that Turbo is available. A black area indicates no Turbo is available.

MENU SELECTION CONTROLS

Throughout the game, menu selections can be made with the following controls:

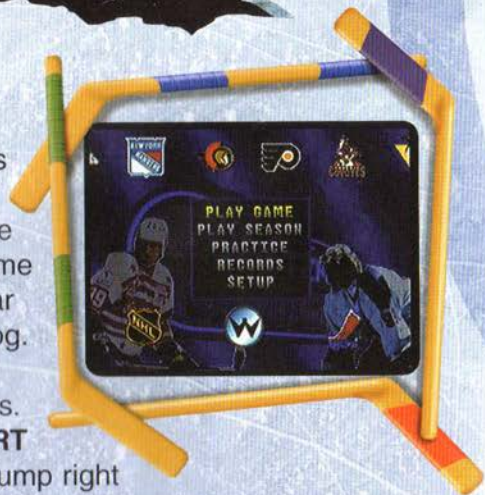
- **Control Pad Up, Down, Left, or Right** to move highlight.
- Press the **A Button** to make selections.
- Press the **B Button** to return to the previous menu.

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MAIN MENU

PLAY GAME

At the Title Screen, press the **START Button** to select this option from the Main Menu. The Pre-Game Set-up Screen will appear (see **Pre-Game Setup**, pg. 17). You'll play a single game with up to 4 players. You can also press **START** and any other button to jump right onto the ice and play a game as Gretzky!



PLAY SEASON

Select from several season options, using any of the 26 teams available in the game. All season modes are for a one player vs. the CPU only. After you've selected this option, the Pre-Game Setup Screen will appear (see **Pre-Game Setup**, pg. 17).

ARCADE - An Arcade Season is quite simple. Defeat every team in each division to win it all. If you lose to a team, you'll continue to play that team until you're victorious.

SHORT SEASON - Play an abbreviated season of 25 games. You'll play each team once, then go to the playoffs if your record is good enough.

FULL SEASON - Play a complete 82 game season. You'll play a full schedule of games, then move on to the playoffs if your record is good enough.

MAIN MENU

PLAYOFFS - Go right to the excitement and intensity of the playoffs. You'll take on the teams in your bracket as you struggle to make it through the playoffs.

PASSWORD - If you are not using a *Controller Pak* (see **Controller Pak**, below), a password will appear following a season game. Write it down and enter it the next time you play to restore your season.

To enter a password, press your **Control Pad Up, Down, Left or Right** to highlight the character you want, then press the **A Button**. Repeat the process until the entire password appears. Select "<" to back up and fix mistakes. Press **START** or select **End** to enter the password.

CONTROLLER PAK (Restore) - This option only appears if there is a controller pak inserted in your controller. Select season data stored on the *Controller Pak*. You'll go to the Player Setup Screen. Press the **A Button** to view the Enter Initials Screen.

To enter your initials, press your **Control Pad Up, Down, Left or Right** to move the highlight over the letter you want, then press the **A Button** to select your letters. When you've selected the third letter, you'll go to the Team/Line Selection Screen. To select initials representing data previously entered in your controller pak, press the **Control Pad Up** or **Down** to highlight the existing initials, then press the **A Button**.

MAIN MENU

PRACTICE

Select from three different practice options. Choose the team you want (see **Team Selection**, pg. 19). When selected, the Team/Line Selection Screen appears.



- **OFFENSE** - Select this option to take your offensive squad on the ice against an opposing goalie. Practice your passing, shooting, one-timers and any other aspects of your offensive game. You can practice with as many as 5 players on the ice, depending upon how many players you selected within the Options Menu (see **Options**, pg. 12).
- **DEFENSE** - This practice option places you on the ice against an entire opposing squad. Following the face-off, you can practice your poke checks, cross checks or any other method you like to jar the puck away from the opposing players.
- **SHOOTING** - You can practice your shooting skills with this option. It's just you versus an opposing goalie. Take shots from all angles, and use your **Control Pad** to direct your puck to different locations in the net.

Note: This option is a good practice skill for breakaways.

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MAIN MENU

RECORDS

The Records menu lets you select from these options:

WAYNE GRETZKY - View the career statistics, records and awards accumulated by "The Great One". If you have the time, read them all. You won't believe it!

HIGH SCORES - View the High Scores for Best Records, Best Teams, Best Stats and Head-to-Head.

TEAM STATS - Take a look at all of the NHL® teams and NHLPA® players included in the game. Press the **Control Pad Up** or **Down** to cycle through the teams. When you find a team you're interested in, press the **A Button** to view the rest of that team's players. They're listed as Centers, Wingman, Defensemen or Goalies.

CONTROLLER PAK NOTES - If you have a *Controller Pak* inserted in your controller, you can use this option to view the amount of available file space remaining in the Pak. To delete the file in the Pak, press the **L** and **R Button** simultaneously.

CONTROLLER PAK STATS - If you have a *Controller Pak* inserted into your controller, you can view the saved statistical data stored inside. For every file you create, statistics are displayed. Press your **Control Pad Up** or **Down** to scroll through the saved data initials.

Your statistics for each saved initial will be displayed. Hold the **Z Button** to view additional statistics. Press the **L** and **R Button** simultaneously to delete a saved file. Press **START** to return to the Records Screen.

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SETUP

The Setup Menu includes several options to configure the game the way you want. Press the **A Button** to make selections. Press the **B Button** to return to the previous menu. Here are the setup options:

OPTIONS

The Options Menu lets you make changes to your game's settings. Press the **A Button** to cycle through the available options. When you've finished making changes, press the **B Button** or **START** to return to the Setup Menu. Here are the options:

PLAY MODES

Wayne Gretzky's 3D Hockey has two types of gameplay modes. They are:

ARCADE - Just like the arcade version, this mode is an all out, fast-action, 3 on 3 hockey game. No rules! No penalties! Just burn the puck past the goalie. The Team Size and Penalty options may not be changed in this mode.

SIMULATION - This game mode simulates real professional hockey with all rules enforced! You can make changes to the Team Size and the Penalty option in this mode.



OPTIONS

RINK SIZE

Choosing your rink size should be based on the number of players you plan to use for your game. A larger rink means more space and more distance for players to travel up and down the ice. The more players you select, the more space you'll want on the ice. You can select either of these rink sizes:

ARCADE - This rink is perfect for a competitive 3 on 3 game. It's not as large as a regulation, so players are closer together during play. Physical contact is easier to achieve.

REGULATION - This rink is larger than the Arcade rink and perfect for a 5 on 5 game. More room is available for the players. You can also try using 3 or 4 player teams on this rink. The extra room might give you more space to avoid contact and get the puck in the net.

TEAM SIZE

This option is only available in *Simulation Mode*. You can select from 3, 4 or 5 players plus the goalie. In *Arcade Mode*, you will always play with 3 players and a goalie by default.

DIFFICULTY

Wayne Gretzky's 3D Hockey includes 5 difficulty settings, ranging from **Very Easy** (easiest) to **Very Hard** (most difficult). Pick the setting you'd like to begin playing at, then work your way up to the more difficult settings. You'll need some ice time if you expect to win at the toughest setting.

OPTIONS

PERIOD LENGTH

The time of each period can be changed the way you want. The amount of time you may choose depends on which play mode you select. *Arcade Mode* allows **1:30**, **2:00**, **2:30** and **3:00** minute period settings. In *Simulation Mode*, you can select from **5**, **10**, **15** and **20** minute periods.

FIGHTING

Fighting may be turned **On** or **Off** (see **Fighting**, pg. 25).

PENALTIES

The penalty setting may be turned to **Off**, **On** or **No Icing/ Offsides**. No penalties or infractions are enforced in the **Off** setting (*Arcade mode's* only setting). All penalties and infractions are enforced in the **On** setting. In the **No Icing/ Offsides** mode, all penalties are enforced except for *Icing* and *Offsides*. (See **Penalties**, pg. 29, for more details).

PLAYER SWITCHING

You can set up your game so you can switch control of the puck to any teammate you want. Select **Manual** to control player switching yourself. **Automatic** lets the CPU make the switch as soon as a CPU teammate receives a pass. If you select **Manual**, you'll need to assign a button on your Controller (see **Controls**, pg. 15). **Note:** On defense, you can manually switch players even in Automatic Switch mode.

LINE CHANGES

13 As players fatigue, you'll need to make Line Changes and get fresh bodies on the ice. Select **Manual** to

OPTIONS

make the line changes yourself or **Automatic** to let the CPU decide. Line Changes will occur only after a stoppage in play, such as Face-offs, Goals or Fights. If you select **Manual**, you'll need to press **START** to display the Time Out options, and set your Line Changes to **Yes**.

PLAY SPEED

You can adjust the speed of pre-game transitions and face-offs by selecting **Normal** or **Fast**. In Normal mode, all transition screens will appear and face-offs will be slower. In Fast mode, some screens are skipped and face-offs are quicker.

PUCK STREAK

This option lets you turn the purple streak that accompanies the puck's movement **On** or **Off**.

PLAYER FATIGUE

When this option is set to **Off**, you won't need to make line changes, and you can use the same players throughout the game. When it's set to **On**, line changes should be made.

DEFAULT CAMERA

You can set the game's default camera angle for your game. You can change your camera angle during a game Time Out, too (see **Camera**, pg. 23). Press the **Control Pad Left** or **Right** to cycle through the choices.

TOGGLE CAMERA

You can also set a secondary camera angle to toggle during the game. Press the **Control Pad Left** or **Right** to cycle through the choices.

CONTROLS



From this menu, you can modify your controller the way you want. Press your **Control Pad Up** or **Down** to highlight the control option you want to change, then press the new button you want to take the place of that action. You can also specify button combinations to do a specific move.

Plug in any other Controllers you want to use, then select the Controller option from the Setup Menu once again and repeat the process.

You can reset changes you've made and start over at any time by selecting **Default Configuration** at the bottom of the screen. To accept changes you've made, select **Exit Configuration** and you'll return to the Setup Menu.

AUDIO



Listen to the various sounds included in the game, or set the volume levels for all game sounds. To play sounds or change sound levels, press the **Control Pad Up** or **Down** to highlight an option. Press **Left** or **Right** to select a sound or change the volumes. Press the **A Button** to return the volume settings to defaults or to play music and sounds. Press the **B Button** when you've finished.

PREGAME SET-UP



After you've selected your game type, this screen will appear. It displays 4 color-coded sections; one for each Controller available. When a Controller is plugged into a port, you can press **START** to view these options:

- **PLAY** - Select this option with the **START Button** to go directly to the Team/Line Selection Screen (see **Team Selection**, pg. 19).
- **INITIALS** - With a *Controller Pak* inserted into your Controller, you can enter your initials with this option. When you complete a game, the game will save your personal Win/Loss record and statistics, but powering the unit down or pressing **Reset** will cause them to be lost.

Each time you begin a game, just re-enter your initials here to update your database. The game will not save data accumulated in a game that was stopped prior to completion.

PREGAME SET-UP

To enter your initials, press your **Control Pad Up, Down, Left** or **Right** to move the highlight over the letter you want, then press the **A Button** to select your letters. Select "**<**" to backup and fix mistakes. When you've selected the third letter, you'll automatically go to the Team/Line Selection Screen.

- **CTRL (Controller) Pak** - If you have a *Controller Pak* inserted into your Controller, this option will appear. It allows you to enter your initials to create a file to save statistics for any games you play.

The next time you want to play a game, select this option again to select your existing initials and resume your season or add to your personal statistics.

There can be up to four Controller paks labeled **Ctrl Pak1**, **Ctrl Pak2**, etc. If you're using the wrong pak, you can press the **B Button** and go back to the Pregame Set-Up Screen and start over.

To enter your initials, press your **Control Pad Up, Down, Left** or **Right** to highlight the letter you want, then press the **A Button** to select. Repeat the process to enter three letters.

To select existing initials, press your **Control Pad Down** to highlight a file name, then press the **A Button** to select it. When you've finished entering an initial or selecting a file, you'll automatically go to the Team/Line Selection Screen.

TEAM SELECTION

Once you've entered your initials, you'll need to select a team and line. The Team/Line Selection Screen displays team names and players.

To select a team and a line:

1. Press your **Control Pad Left** or **Right** to cycle through the four NHL divisions, then press **Up** or **Down** to highlight a team.
2. When you find the team you want, press the **B Button** to cycle through that team's players. Press the **A Button** to select the team you want.
3. When you've selected a team, a colored box will highlight a player. The color depends on which controller you are using (see **Player Color ID Markers**, pg. 6).
4. Press the **B Button** to cycle and select lines and players, then press your **Control Pad Up** or **Down** to highlight the player you want to control. Defensemen become available in 4 and 5 player *Simulation Mode*. Your Goalie may be changed by pressing the **L** or **R Button**. Press the **A Button** to select a player.

Note: In multi-player games, teammates and opponents must follow steps 3 and 4 to select their players.



GAME ON!

You've made all your pre-game settings and line-up changes, and now you're ready to play. The following information will get you familiar with the game.

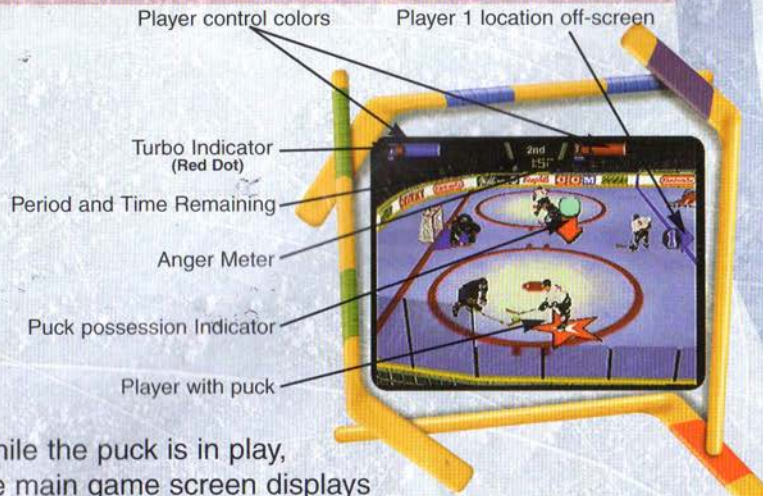
THE FACE OFF



During the face off, you'll be placed right on the ice with the players. To win the face off, press the **Control Pad** in the direction you want the puck to go, then press the **A** or **B Button** to gain control of the puck when the referee drops it.

After the referee drops the puck, watch the direction the puck takes. The screen will cut to its gameplay view, and you'll need to react quickly. If you have a face-off near the opposing net, try the **A + B Button** for a quick one-timer.

ON THE ICE



While the puck is in play, the main game screen displays the period and game time in the upper portion of the screen. Study the image above to locate and memorize the locations of important game information. This game is fast, so you don't want to take your eye away from the action for an instant. To see scores and game stats, press **START** and view them on the Time Out Screen.

PUCK POSSESSION

When you gain control of the puck when it comes to a stop, a red ID marker beneath their skates. The puck is always in play at all times. He'll hit you like a freight train if you get too close. The puck will fly away in the blink of an eye. Press the **A Button** to pass the puck from a drone.

To pass the puck to your teammates, press the **A Button** alone, the puck will be passed in the direction of the nearest teammate. To be more precise, press the **Control Pad** in the direction of the player you want to pass to, then press the **B Button**.

ON THE ICE

SHOOTING THE PUCK

It may seem like a no-brainer; just press the **A Button** and shoot. Well, the goalies fill the nets very well, so you'll have to try different methods to outsmart them. Here are some ideas: To attempt a:

- **Wrist Shot** - quickly tap the **A Button**.
- **Slap Shot** - press, hold then release the **A Button**.
- **Power Shot** - Press the **A Button** and the **Bottom C Button** simultaneously.
- **One-Timer** - with a computer teammate, make a mad dash for the net along with a teammate, then press the **A + B Button** simultaneously. With a human teammate, press the **B Button** to pass the puck. Your teammate must press the **A Button** just as he receives the puck. Press the **A Button** if you'd like your drone to take a shot.

TURBO

Keep an eye on the red light displayed on your control color bar. When red, you have available turbo. It will turn black when used, then recharge automatically as play continues.

THE GOALIE

The CPU controls the goalie at all times. make sure the player you are controlling is close to the goal. The goalie will always have the puck. Opposing players just love to intercept the puck and shoot it into the net. He will always have the puck if an opponent is in a threatening position.

In *Simulation* mode, if a goalkeeper holds the puck for more than three seconds, play will be stopped and the puck will be passed off at the nearest end face off spot.

TIMEOUT OPTIONS

Press **START** at any point during the game, and the Time Out Screen will appear. Press **Control Pad Up** or **Down** to highlight the options, then press the **A Button** to select:

- **CONTINUE** - Exits menu, and returns to the game.
- **CAMERA** - Press the **A Button** to cycle through 7 different camera angles available in the game. The camera angle will change behind the Time Out Menu as you cycle through them.



The camera is not available when time runs out or during

- **REPLAY** - To review a great play, select this option. Use these controls to watch the replay:

- **Buttons** - Press and hold to Rewind
- **A Button** - Press to Play
- **Up/Down Buttons** - Frame by-Frame Forward Replay
- **Left C Button** - Frame by-Frame Reverse Replay
- **Up C Button** - Frame by-Frame Forward
- **Down C Button** - Frame by-Frame Reverse
- **L or R Buttons** - Cycle to a specific player or puck
- **Control Stick** - Rotates camera angle

Replay is not available during a fight. Also, replay stops at the end of a period, so view replays before time runs out.

When you're finished watching a replay, press **START** to return to the Time Out Screen.

TIMEOUT OPTIONS

- **OPTIONS** - Make changes to the game's Options (see **Options**, pg. 11, for details). Highlighted options cannot be changed while a game is in progress.
- **QUIT GAME** - Select this option to quit the game and return to the Main Menu. When you select this option, the game you forfeit will not be counted in your accumulated stats.

Note: Forfeiting a game is an irreversible decision. Be sure you want to end your game before selecting. No wimps!

CHECKING

To steal the puck away from the opposing team, you'll need to be proficient in your checking skills. Here are the two types of checking:

- **POKE CHECK** - Press the **Left C Button** to have your goalie use his hockey stick to knock your opponent away from the net. The puck may become free. He may also use his stick to check a player without the puck.
- **BODY CHECK** - Using your body to knock the puck away from an opposing player in control of the puck. You can also check a player not in control of the puck. There are no penalties in *Simulation Mode*.

In Arcade Mode, press the **Left C Button** to knock the puck away from the opponent; no penalty will be assessed.

FIGHTING

In the event that tempers get the best of two players, the game's progress is stopped, and the players square off. The Anger Meter grows as the players' intensity grows. The meter is located under the player's Control Color (see the diagram under **On the Ice**, pg. 21, to see the exact location). Here's how to handle yourself on the ice:

When a player drops the gloves to fight it out, he costs his team dearly. In *Simulation Mode* with penalties **ON**, a player guilty of fighting is sent to the penalty box, and a teammate must take his place.

In *Arcade Mode*, the player that fights is replaced by the player that occupies the same position in the next line. No player goes to the penalty box.

Here are your fight controls:

- Hard Punch - **A Button**
- Quick Jab - **B Button**
- Grab + Punch - **A + B Button**
- Uppercut - **A + Bottom C Button**

Note: The only major penalty imposed is Fighting, which calls for a penalty time of five minutes in a twenty-minute period. Both players in a fight are assessed this penalty, therefore it is always a coincident penalty (see page 30).

For more information about man advantage situations occurring in *Simulation Mode*, see **Power Play**, pg. 26.

THE POWER PLAY

When a player is called for a penalty, he goes to the penalty box, and the opposing team has a man advantage on the ice. The opposing team maintains the advantage until they score a goal or the penalty time runs out. If the team with the advantage scores a goal, the penalized player may leave the penalty box, and return to the ice.



5 on 4 Man Advantage

Note: Players in the penalty box for misconduct penalties may not return to the ice following a scored goal against their team. Players are shown in the penalty box only when there is a power play or there are two separate non-coincident penalties.

SUDDEN DEATH

If regulation time expires during a game and the score is tied, teams will play an overtime period of sudden death. The time of the period is determined by the regulation time for the previous periods. The first team to score in overtime wins the game. If the teams are still tied following an exhibition or season overtime, the game will result in a tie. If you're playing a playoff series, more overtime periods will follow any scoreless overtime periods until a winner is determined.

SEASON POST GAME INFO

NHL® SCOREBOARD

Following each season game, scores are posted to keep you updated on games played elsewhere. Winners appear in yellow type. Press the **A Button** to go to the Standings Screen.

STANDINGS

This screen displays the league standings. Your team appears in yellow type. Press your **Control Pad Left** or **Right** to cycle through the other divisions. Press the **A Button** to go to the Schedule Screen.

SEASON SCHEDULE

View your team's season schedule. Games already played are marked "Win" or "Lose", depending on their outcome. Home games appear in green, and away games are red. Press your **Control Pad Up** or **Down** to scroll through each week's games. Press the **A Button** to exit the Schedule Screen.

INFRACTIONS

In order to understand the game's infractions, you'll need an overview of the hockey rink's dimensions:

The red center line in the middle of the rink has a blue line on each side. The area between the blue lines and the nets represents each team's Offensive or Defensive Zones. The Offensive Zone on one side of the rink is the opposing team's Defensive Zone. The area in the center of the rink, from blue line to blue line, is the rink's Neutral Zone.

Infractions called in this game are *Offsides* and *Icing*.

(Next page)

OFFSIDES

Player shooting / passing puck Outside.

Teammate Offside in opposing team's Defensive Zone



The referee calls offsides when an offensive player crosses into the opposing team's Defensive Zone before the puck crosses the blue line toward the net. When offsides is called, the referee initiates a face off just outside the closest blue line. If the puck is intercepted by a member of the defending team at or near the blue line, the offside will be ignored and play will continue.

ICING

If a player hits the puck from behind the center red line beyond the goal line of the opposing team, play will be stopped. A face-off will then take place in the defensive zone of the team that iced the puck. After the puck has been iced, the referee will call icing the moment the puck is touched by a defending player other than the Goal Line. However, if an attacking player reaches the puck first, or if a defender touches the puck before it reaches the goalie, it will not be considered icing and play will continue. Icing is not called on a short-handed team (fewer players on the ice than the opposing team.)

MINOR PENALTIES

The minor penalties called in this game are limited to *Hooking*, *Tripping*, *Cross-checking* and *Charging*. When a minor penalty is called, the offending player will be ruled off the ice for a period of time, depending on your period duration (i.e., 30 seconds for a 5 minute period, 1 minute for a 10 minute period and 1:30 minutes for a 15 minute period).

If a minor or major penalty is incurred by a player of the team in possession of the puck, the Referee will immediately blow his whistle and penalize that player.

If a minor or major penalty is incurred by a player of the team not in possession of the puck, the referee will not blow his whistle until completion of the play by the team in possession of the puck. The play is considered completed when either the puck changes possession, a goal is scored or the team in possession commits an infraction of the rules.

Players in the penalty box may not be replaced on the ice, so the result of the penalty gives the opposing team a Power Play (see The **Power Play**, pg. 26). As many as two players may occupy the penalty box. When a team is short-handed (has fewer players on the ice than the opposing team) due to one or more penalties and the opposing team scores a goal, the first penalty called will automatically terminate.

A minimum of three skaters must remain on the ice (the goalie being the fourth).

DELAYED AND COINCIDENT PENALTIES

If a player is penalized while two players of the same team are serving non-coincident penalties, the penalty time of the third player will not commence until the penalty time of one of the other two players has elapsed.

When this occurs, the penalty is considered a delayed penalty, and the player is allowed a substitute on the ice. When a penalty has been delayed, none of the players on the penalty bench may return to the ice until the first stoppage of play following the termination of their respective penalties.

When ONE minor penalty is assessed to ONE player of EACH team at the same stoppage of play, these penalties will be served without substitution provided there are no other penalties already being served.

Otherwise, when coincident penalties of equal duration are imposed against players of both teams, an equal number of these players will be immediately substituted. They may not leave the penalty bench until the first stoppage of play following the termination of their respective penalties.

PENALTY DISPLAYS



Players serving penalties and Time remaining

At each stoppage of play, a window will appear listing all penalties. If a signalled minor penalty has been cancelled due to a scored goal, it will be displayed in grey.

When Time Out is called (see **Time Out**, pg. 23), the Time Out Menu will appear. Data for each team will appear with (up to five) penalties currently being served. For each penalty, the name of the penalized player and the time remaining to be served are shown.

Penalties that are counting down are displayed in red. Delayed penalties are shown in grey. Expired penalties are displayed in blue for players prohibited from entering play between stoppages and instances immediately after a goal, prior to the face-off (see **Delayed and Coincident Penalties**, pg. 30)

STATISTICS



At the end of each period and the end of a game, a stat screen appears. It displays a running total of each team's Goals, Shots and Penalties.

Press the **A** or **B Button** to cycle the period and game stats. Player pictures and stats will appear under the blue, yellow, red or green controller columns. It displays your goals, assists, points and shots on goal. The stats below the picture display totals for the game. Press **START** to return to the game.

CAREER STATISTICS

With a *Controller Pak*, you can accumulate career statistics for all the games you play (see **CTRLR (Controller) Pak**, pg. 18). After a game, press the **A** or **B Button** to cycle through all post game stats. Your career statistics will appear. You'll also see a breakdown of your record against teams in all divisions.

CREDITS

MIDWAY TEAMS

NINTENDO 64 TEAM

Producer	Bill Hindorff
Programmers	Ed Logg, Mike Alexander & Chuck Tolman
3D Artist	Ace Miles
Artist	Jose Erazo
Audio	Doug Brandon, John Hey
Test Supervisor	Mike Kruse
Lead Test	Brian Fritts
Testers	David Ortiz, Pablo Buitrago, Jesse Meza, Trenton Lewis, Rob Reininger, Ramona Castro, Jerry Cruz, Todd Papy and Chris Thornton
Print Design and Production	Debbie Austin, Shawn Murphy, Dave Young & Jon Mongelluzzo

COIN-OP TEAM

Producer	Rob Daly
Associate Producer	Howard Lehr
Game Programmers	Steve Bennetts, Terry Farnham & Steve Thomas
Artists	Bob Ingold, Patrice Moriarity
3D Animator	Jeremy Mattson
Audio	John Paul
Technicians	Dennis Nale, Minh Nguyen
Support Programmers	Dave Shepperd, Bruce Rogers & Robert Birmingham
Video Production	Brent Englund
Dr.Bizarro	Mike Albaugh

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MIDWAY HOME ENTERTAINMENT INC.
1800 SOUTH HIGHWAY 45
CORSCIANA, TX 75110

MIDWAY CUSTOMER SUPPORT
903 874-5092
10:00am - 6:30pm - Central Time
Monday - Friday