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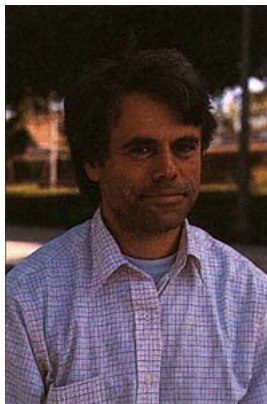


NHL
'94





ABOUT THE MAN: Mark Lesser



Mark Lesser, programmer of NHL Hockey '94

Programmer Mark Lesser hails from New England, where he and his wife Mary Ellin raise two boys. In 1976 Mark programmed and designed the hardware chip for Mattel Football, and later did the same for Mattel Auto Race, one of his first hand-held computer games ever. When asked if he has any hobbies, Mark replied, "Programming games is my hobby." Currently Mark is waiting for his two-year old to start testing games.

NHL HOCKEY '94

SEGA

EPILEPSY WARNING

PLEASE READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM OR ALLOWING YOUR CHILDREN TO USE THE SYSTEM

A very small percentage of people have a condition that causes them to experience an epileptic seizure or altered consciousness when exposed to certain light patterns or flashing lights, including those that appear on a television screen and while playing games. Please take the following precautions to minimize any risk:

Prior to use

If you, or anyone in your family, has ever had an epileptic condition or has experienced altered consciousness when exposed to flickering lights, consult your doctor prior to playing.

- Sit at least 2.5 m (8 ft.) away from the television screen.
- If you are tired or have not had much sleep, rest and commence playing only after you are fully rested.
- Make sure that the room in which you are playing is well lit.
- Use the game on as small a television screen as possible (preferably 14" or smaller).

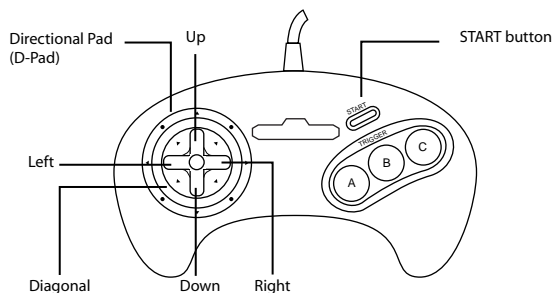
During use

- Rest for at least 10 minutes per hour while playing a video game.
- Parents should supervise their children's use of video games. If you or your child 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 doctor.

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.

CONTROLS



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/flip pass/clear puck
- B** Passes puck
- C** Wrist shot (hold for slap shot) or one-timer without puck

- D-Pad** Controls direction of pass/shot and puck handler

Manual Goalie Control

Hold B to get goalie control. Using Goalie Control is explained in detail on pages 5-6.

With Puck

- A** Clear puck up ice
- B** Passes
- D-Pad** Controls direction of pass and moves goalie

Without Puck

- A+D-Pad** Dives
- C** Save attempt
- D-Pad** Controls movement of goalie

Defense

- A** Holds/hooks
- B** Poke check/trip/switch to closest player (hold **B** to switch to goalie during manual goalie control)
- C+D-Pad** Speed burst (body check)
- D-Pad** Controls skating direction

Instant Replay

To get to the Instant Replay:

1. Press **START** to get to the Scoreboard Menu.
2. **D-Pad DOWN** to highlight the Instant Replay option.
3. Press **C**

- A** Rewinds
- B** (tap) Freeze frame/
- B** (hold) Slow Motion
- C** Play/stop
- A+B** Re-centers the camera

Press **START** to bring up the Reverse Angle/Option menu.

Line Changes

- A** Line change/clear puck/select A
- B** Select B
- C** Select C

One-timers

- B** Pass to a teammate
- C** Activate receiving teammate and attempt a goal

Scoreboard Menu

Press **START** to pause the game and bring up the Scoreboard Menu.

D-Pad UP/DOWN to scroll through options and data.

Press **C** to select items from the Scoreboard Menu?

Press **START** to return to the Scoreboard Menu, press **START** again to return to the game.

DEMO MODE

Press **D-Pad** or **A, B, C** button to exit demo game.

Press **START** to pause the game and bring up Scoreboard Menu options.

ABOUT GOALIE CONTROL



Goalie Control is a new feather that allows you to gain control of the goalie even when he doesn't have control of the puck.

To activate Goalie Control:

1. At the Main menu, **D-Pad DOWN** to Goalies.
2. **D-Pad RIGHT** or **LEFT** to set both Goalies on Manual Control.

To control a Goalie, hold the **B** button down until he has the control star under him, then:

- **D-Pad** any direction to move him and to aim a pass.
- **A** dives
- **B** passes
- **C** saves

ABOUT ONE-TIMERS

A One-Timer is a maneuver between two teammates: Player A has the puck, passes to player B, who lets the puck ricochet off his stick in an attempt to score without taking control of the puck. One-timers are more powerful shots, so use them often for power goals.

To attempt a one-timer, press **B** to pass to a teammate, then as soon as the puck is free from the passer, press **C**. Again, the action is very quick.

When there are two users on one team, the pass receiver can press **C** to perform a one-timer.

NEW FEATURES

The features below were added to NHLPA Hockey '93 to create *NHL Hockey '94*:

- Goalie control
- Shootout game
- Penalty shots
- Bench and board checks
- 3-or 4-player compatible with adapter
- 1992-93 NHL rosters and player ratings
- Variable player ratings for players on hot or cold streaks
- Save player records for each player
- Save user standings and records
- One-timers – special moves by the selected player
- New player stats
- Flip passes
- Reverse-angle replay
- Clear the zone when killing penalties
- Automatic line changes
- Tougher computer defense
- Tougher goalies
- Computer shooter scoring moves
- Player and team cards
- Player profiles with 144 player pictures
- Local organ music – 72 pieces in all
- Team logos at center ice
- New crowd animations
- No fighting or blood
- Period stats
- More kinds of game stats
- Two expansion teams (Anaheim and Florida)

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PLAYING NHL HOCKEY '94



NHL Hockey '94 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 *NHL Hockey '94*, you should go through the manual. As you get better and better at the game, you can set up increasingly more difficult contests.

STARTING THE GAME

1. Turn OFF the Sega™ Genesis™ console.

NEVER insert or remove a game cartridge when the power is on.

2. Make sure your Controller is plugged into the port labeled Control 1 on the console.

If you're playing against or with a friend, plug his Controller 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 console.
5. When the *NHL Hockey '94* title screen appears, press **START** to see the Game Set-Up screen.

4-Way Play™

Too many friends, not enough controllers? EA Sports has solved your problem with the all new 4-Way Play four-player controller. Simply plug the 4-Way Play into your Genesis, then plug up to four controllers into the adapter, and you're ready to go.

NOTE: Six-button controller users who are using the 4-Way Play must play in three-button mode.

- To configure your controller to three-button mode:

1. Turn off the Genesis.
2. Hold the "Mode" button on every six-button controller that will be used while you turn the Genesis on.

Your six-button controllers are now configured in three-button mode.

Game Set-Up Screen



Options

Settings

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

But if you are starting *NHL Hockey '94* 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** or **RIGHT** until you see **Demo**.
3. Press **START**. Unless you change the settings, Montreal plays Los Angeles at the Montreal Forum in a regular season game with three 10-minute periods, no penalties, no line changes. User record recording is off, and Goalie Control is set to Manual.
4. Press **START** to see the **Team Matchups** screen. Press **START** again to return to the Scoreboard menu.

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

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

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 Montreal at home in white, going up against Los Angeles in black in a game with three 10 minute periods. There will be no penalties, no line changes, no user records, and manually controlled goalies.

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** or **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. Score four victories to advance.

NOTE: Only one playoff series can be saved at a time.

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

Players

Regular Season

One - Home You control Team 1 against the computer as 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 as Team 2.

Two - Head to Head You play against another person.

Demo Watch an exhibition game.

Note: To use the following settings, you must use the Four-Way Play four-player adapter. DO NOT under any circumstances unplug the adapter with any part of your set-up ON.

Three Players To play with three players you must have the Four-Way Play four-player adapter. During three player play, Controllers 1 and 3 play as teammates on the Home team, and Controller 2 plays against them on the Visiting Team.

Four Players, Two-on-Two To play with four players you must have the Four-Way Play four-player adapter. During four-player play, Controllers 1 and 3 play as teammates on the Home Team, and Controllers 2 and 4 play against them on the Visiting Team.

Playoffs

Two – Head to Head You play against another person.

One You control Team 1.

Two – Teammates You and another person play as Team 1 against the computer as 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 always 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 Playoff modes, the player with Controller 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 pages 23 – 29.)

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

Off The game will not be interrupted by penalties or off-sides. ICING IS ALWAYS CALLED.

Line Changes

On The player/players control their team's line changes. (See "Line Changes" on pages 30 – 33.)

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

Auto Computer changes lines for both teams. Players do not tire.

Goalie Control

Manual You can control your own goalie.

Auto The computer controls your goalie when he doesn't have the puck.

User Records

On Saves you all-time records.

Off Doesn't add to your all-time records.

NOTE: You must have User Records ON, to log records.

Only results of winning games are saved.

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 NHL teams are represented in *NHL Hockey '94*. 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 *NHL Hockey '94* so realistic.

Every player in the game has certain strengths and weaknesses, based on the actual strengths and weaknesses of their real performance in the 1992/1993 season.

In general, the center is the best scorer, and the wingmen 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 MATCHUPS SCREEN



Before the game begins, the Matchups screen appears. On this screen, opposing teams and starting players are compared. Team and player ratings range from 25 (bad) to 100 (excellent).

Player Ratings

At the Matchups screen, press C to see player ratings of the two teams currently competing. Press START to go to the next screen.

THE FACE OFF



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

At the top left 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: When a ref drops the puck, you can:

- Hold the **D-Pad** in direction you want to pass, then press **B**
- **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 "Rosters and Ratings" on pages 54 – 82.)

SKATING



Center on breakout

Skating skills are fundamental to good hockey. You need to skate well to check hard, to avoid checks and deke the goalies. *NHL Hockey '94* lets you skate like a pro, but makes you pay for your mistakes.

OFFENSE (Your team controls puck) With Controller 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. If you're using Controller 2, your outline is orange.

DEFENSE (Other team controls puck) If you're using Controller 1, your active player skates on a star outlined in blue. If you're using controller 2, your outline is orange.

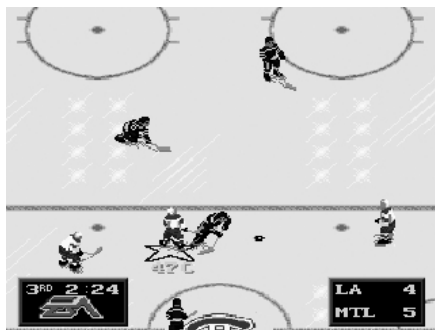
- Press **B** to activate player nearest to the puck.

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



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.

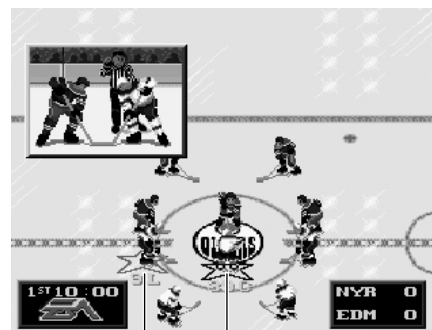
In general, the center skates up center ice with the two wingmen on either side of him, and the two defensemen behind him on opposite sides.

If the player you control is off-screen, an arrow points to the location of that player.

When playing in either of the **Two Player** modes, the black arrow indicates the Controller 1 player, the orange arrow the Controller 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, 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



Player 2 Player 1

When **Two Player – Teammates** is selected, two players compete against the computer.

The player with Controller 1 controls the man on the black outlined star and always faces off.

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

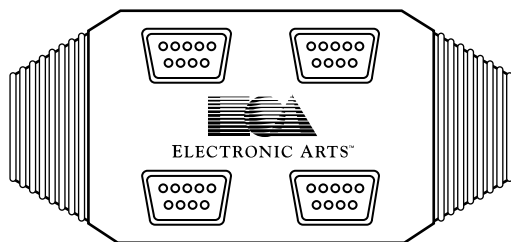
The player in control of the puck skates on a solid blue star.

All the controls remain the same.

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

If a user-controlled player is about to receive a pass, they can press **C** and perform a one-timer.

Playing with Three or Four Users



EA SPORTS 4-Way Play adapter

To play with three or four users, you must have the EA SPORTS 4 Way Play adapter plugged in to your machine. Reset your machine each time you plug or unplug the four-player adapter. These can be purchased wherever you buy video games, or through our direct sales office at 1-800-245-4525 during regular business hours, Pacific Time.

Three Players

When three players are playing, Controllers 1 and 3 play as teammates on the home team, and Controller 2 plays the visiting team alone.

Four Players

When four players are plugged in, Controllers 1 and 3 play as teammates on the home team, and Controllers 2 and 4 play as teammates on the visiting team.

- Controller 1 has a Dark Blue Star
- Controller 2 has a Hot Pink star
- Controller 3 has a Dark Green star
- Controller 4 has a Yellow star

PENALTIES



Penalty box

When the **Penalties** option is **On**, the referees call all the penalties they see.

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.

Penalty Shots

Penalty shots are awarded when a penalty is committed on the breakaway man (puck carrier that initiates the breakaway). A breakaway happens when an offensive player crosses the blue line before a defensive player. There is a ding sound when a breakaway has occurred.

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

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

Delayed Penalty Call



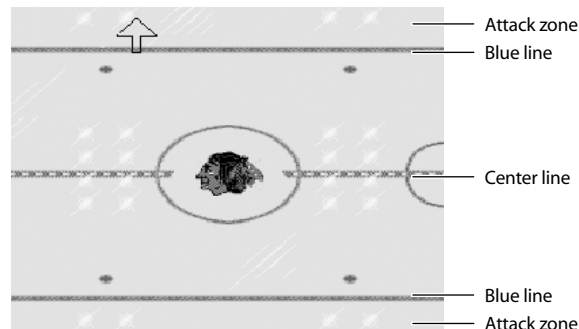
Referee close-up window

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 fewer 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



Infractions are related to what's called the **ATTACK ZONE**. The Attack 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 attack zone. Note that your attack zone is the same thing as 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 Lines" on page 33.)

There is no "two-line pass" infraction in *NHL Hockey '94*.

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



Number 28 has skated across the blue line with the puck when his teammate was already in the attack zone.

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

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

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

EXAMPLE: You attempt a shot-on-goal in the attack 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 attack 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 attack zone before you can bring the puck back into the attack zone.

A referee window will pop up to warn you that if you cross into the attack 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 the **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.

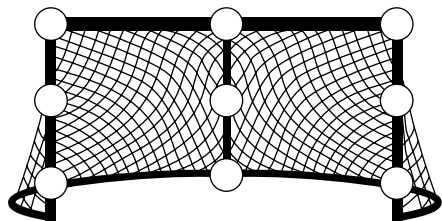
- **Slap Shot** Hold down **C**.

A slap shot is harder, faster, but less accurate than a wrist shot. Slap shots are most effective further back in the attack 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** or **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.



The hockey net with the nine D-Pad aiming spots

LINE CHANGES



Line Change window

Scoring line 2 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" on page 32 and "Penalty Killing Lines: on page 33 for more information.)

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

- Press **A** to initiate a flip pass and bring up a window of the currently available lines and their fatigue bars.
- In the window, press **A** to select the line next to the letter 'A', **B** for 'B' and **C** for 'C'.

NOTE: If you press A to select line changes during gameplay, your player will dump the puck into the offensive zone.

Each team has seven different lines: Scoring lines 1 and 2 (**Sc1** and **Sc2**), Power Play lines 1 and 2 (**PP1** and **PP2**), Penalty Killing lines 1 and 2 (**Pk1** and **Pk2**), and a 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 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**. The **Power Play Line (PP1, PP2)** is the group of players that specialize in putting the puck in the net.

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 **PP1** or **PP2**. If you press neither, the team next to 'A' will take the ice.

For the first **Power Play**, 'A' corresponds to **PP1** and 'B' to **PP2**. 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 are made up of the best players from both Scoring Lines and are your best defense against an opponent's Power Play.

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

SCOREBOARD MENU



The Scoreboard Menu 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 Menu.

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 Options menu appears.
- **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.
- Press **A** to rewind to the replay; release to stop. You will see the action in reverse at high speed.
- **D-Pad** any direction to activate "iso mode". In Iso mode, you can cursor to a player and have the replay follow his actions throughout the replay, or move the cursor around the ice to see the positions of other players at the time of the replay.
- Press **START** to bring up the replay options, then **C** to see the instant replay from the reverse angle.
- Press **START** to return to the Reverse Angle/Option menu.
- Press **START** again to return to the Game.

Change/Remove Goalies

In professional hockey, the same goalie never starts every game. In *NHL Hockey '94*, the goalie is chosen randomly for computer controlled teams in regular season games, when line changes are ON. Otherwise, the first 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 the **Scoreboard** menu.
- **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.

If you remove your goalie (leaving the net undefended) a forward is substituted in to give you an extra player up front for a better chance of scoring.

Manual/Goalie Control

Auto Control

Auto goalie control lets you concentrate more on strategic checking and defense – good for beginners.

Manual Control

Manual goalie control is for more advanced players who are very skilled with defense and are ready for full control. To get control of the goalie, hold **B** until an outlined star appears under him. You have control once the star appears.



No goalie

The computer sometimes removes its goalie in the third period when it is losing and the game is close.

On a delayed penalty call against you, the computer removes 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, the computer automatically removes your goalie and brings 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 NHL Hockey '94, 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 "Line Changes: on pages 30 – 33 for more about the different lines). When line changes are off, you can edit only Scoring Line 1 (this is the only line that's on the ice).

- Press **START** before or during play to bring up the **Scoreboard Menu**.
- 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.



Line editor

- 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.

NOTE: Remember, whenever you save an edited line, the program automatically deletes the previously saved edited line even if it's a different team's 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 Menu.
- Press **START** to return to the ice.

Hot and Cold Streaks

The player ratings will vary hot and cold (+/- 10-30% in each category) depending on what kinds of streaks the players happen to be on.

Watch Ron Barr's commentary before each game to see who's on hot and cold streaks.

Game Statistics

LOS ANGELES		MONTREAL	
GAME STATISTICS			
LOS ANGELES		MONTREAL	
1	Score	2	
6	Shots	15	
16%	Shooting Pct	13%	
0/0	Power Play	0/0	
0:00	PP Minutes	0:00	
0	PP Shots	0	
0	SH Goals	0	
0/0	Breakaways	0/1	

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

- Press **START** to bring up the Scoreboard Menu.
- Highlight **Game Stats** and press **C** to bring up the **Game Statistics** screen.

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

Score Number of goals scored.

Shots Number of shots taken on the goal.

Shooting Pct The percentage of shots-on-goal that scored.

Power Play Number of goals scored during power plays/number of power plays. (see "Power Play Lines" on page 32).

PP Minutes Number of Power Play minutes for each team.

PP Shots Number of shots attempted by each team during a Power Play.

SH Goals Short-Handed goals. Number of goals scored by each team while short-handed.

Breakaways Scores on breakaways/number of breakaways.

One-Timers Number of One-Timers that scored/number attempted.

Penalty Shots Penalty shots scored/shots attempted.

Faceoffs Won Number of face offs won.

Body Checks Number of body checks delivered even after the whistle blows.


Penalties Number of Penalties incurred/number of minutes penalized (in the box).

Attack Zone Amount of time spent in the Attack Zone. (See page 27 for more on the Attack 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.

Period Statistics

	Goals			Total
	1	2	3	
	0	0	1	1
	0	1	1	2
	For Shots →			

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

- Press **START** to bring up the Scoreboard Menu.
- Highlight **Period Stats** and press **C** to bring up the Period Statistics screen with Goal stats displayed.
- **D-Pad RIGHT** to see the Shots stats for the period.
- Press **START** to return to the Scoreboard menu. Press **START** again to return to the ice.

Player Statistics



MONTREAL	
PLAYER STATS	
← Assists →	
Player	G A Pts SOG PIM
1 23 Bellows	0 2 2 0 0
2 24 Odelein	0 1 1 0 2
3 48 Daigneault	0 1 1 1 2
4 5 Ramage	0 0 0 0 0
5 11 Muller	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 Menu.
- 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 player 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 the 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 Menu.
- Press **START** again to return to the ice.

Player Cards

View Player Cards from the Scoreboard Menu screen which displays the saves and goals of each player, and the saves, goals, and best crowd meter rating of each team. You can also check out these Player Cards for individual player records. Press **A** to change teams.

Record Holders

Up to seven player names (you and your friends) can be saved as Record Holders.

Be sure you have the User Records option in the Main menu set to ON if you want to save user records.

User Records

This displays the standings of up to seven users. Press **A+C** to reset your User Records to zero.

Record Goals

This lists the highest number of goals scored for up to seven users.

NOTE: YOU MUST WIN TO QUALIFY.

Record Saves

This lists the highest number of goalie saves for up to seven users.

NOTE: YOU MUST WIN TO QUALIFY.

Scoring Summary



The Scoring Summary screen displays a table of goals and assists. At the top, it shows 'LOS ANGELES' and 'MONTREAL'. The title 'SCORING SUMMARY' is centered. The table has columns: Per, Time, Tm, Goal/Assist, and P/S. The background features a repeating 'EA SPORTS' logo.

Per	Time	Tm	Goal/Assist	P/S
2	1:10	LA	20 L. Robitaille 2 A. Zhitnik 32 K. Hrudey	
2	3:01	LA	99 W. Gretzky 7 T. Sandstrom 4 B. Blake	
2	3:45	MTL	47 S. Lebeau 48 J. Daigneault	
3	0:17	MTL	11 K. Muller 23 B. Bellows	

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.

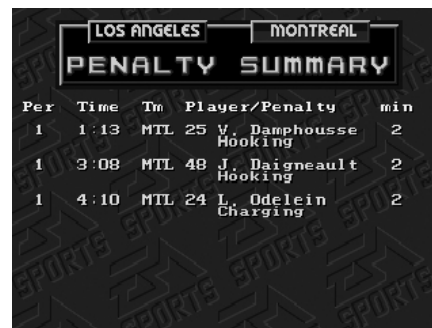
The initials **P/S** stand for 'Penalty Situation'. When no item appears in this space, both teams had an equal number of players on the ice.

The following are abbreviations for the type of penalty during which a goal was scored:

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

- Press **START** to bring up the **Scoreboard**
- 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 Menu.
- Press **START** to return to the ice.

Penalty Summary



The Penalty Summary screen displays a table of penalties. At the top, it shows 'LOS ANGELES' and 'MONTREAL'. The title 'PENALTY SUMMARY' is centered. The table has columns: Per, Time, Tm, Player/Penalty, and min. The background features a repeating 'EA SPORTS' logo.

Per	Time	Tm	Player/Penalty	min
1	1:13	MTL	25 V. Damphousse Hooking	2
1	3:08	MTL	48 J. Daigneault Hooking	2
1	4:10	MTL	24 L. Odelein Charging	2

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, the length of the penalty in minutes.

- Press **START** to bring up the Scoreboard.
- 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 Menu.
- 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.

Press **START** to bring up the Scoreboard.

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

Status On the Ice/On the Bench.

Overall The goalie's overall ability.

Agility The goalie's agility on the ice.

Speed The goalies speed on the ice.

Glove Hand The hand the goalie catches with.

Def. Awareness Goalie's sense of what's going on around his net.

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 in his penalty appears as his status.

If a player is injured, 'Injury' appears as his status. **AP** after injury indicates 'out for the period', which 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 Player's skill in shooting the puck.

Pass Accuracy Player's accuracy 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.

Other Scores



HOCKEY NIGHT SCORES		
Pittsburgh	4	
Detroit	2	3 rd
Washington	3	
Vancouver	1	2 nd
Minnipeg	3	
Buffalo	0	2 nd
New Jersey	2	
St. Louis	2	1 st
Calgary	3	
Boston	3	1 st
Ottawa	4	
New York	4	3 rd
Quebec	0	
Chicago	0	2 nd

The Scoreboard Menu provides scores from other games in both playoff and regular season modes.

- Press **START** to bring up the scoreboard.
- Highlight **Other Scores** and press **C** to bring up the Other Scores screen.
- **D-Pad UP/DOWN** to scroll through the list.
- Press **START** to return to the Main Menu.
- Press **START** to return to the ice.

Crowd Meter



LOS ANGELES		MONTREAL	
CROWD METER			
Current Level	85 dB		
Average Level	80 dB		
Peak Level	85 dB		
Arena Record	80 dB		
League Record	80 dB		

The Crowd Analysis screen displays the statistics on 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. Analysis of the crowd is based on the readings of the Crowd Meter throughout a game.

Don't just blow the Crowd Meter off – the higher the reading, the BETTER the teams play!

If you break the Arena record, gameplay for both teams speeds up (about 10%).

NOTE: To have a new Crowd Meter record saved, you must have User Records turned on (in the Main menu).

- Press **START** to bring up the scoreboard.
- Highlight **Crowd Meter** and press **C** to bring up the Crowd Meter screen.
- **D-Pad UP/DOWN** to scroll up/down the screen (if necessary).
- Press **START** to return to the Main Menu.
- 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 scoreboard.
- 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 EA SPORTS Sports Center selects the 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 MODES



When you select New Playoffs or Playoffs/Best of 7, you're in the playoff tournament.

- If you're playing against the computer, you are Team 1.
- If you're playing two players Head to Head, the player with Controller 2 is Team 2.

Check to see 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-coloured jerseys and faces up-screen in the first period.

- Press **START** to see playoff tournament pairings.
- Press **START** again to begin your first game. When the first game is over, the new pairings 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

CHICAGO

PLAYOFF STATS

← Goals →

Player	G	A	Pts	SOG	PIM
1 6 Kucera	1	0	1	3	0
2 7 Chelios	1	1	1	1	0
3 10 Noonan	1	0	1	4	0
4 27 Roenick	1	0	1	3	0
5 4 Brown	0	0	0	0	0

+

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 **Exit Game**.

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

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

- Select **Continue Playoffs** from the Scoreboard 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 Menu.

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**. To get back to your game press **C** again.

INJURIES

Sometimes a player takes a vicious hit and must leave the ice for a period, sometimes even the whole game. The program automatically replaces the player with the one best suited to play his position.

ROSTERS AND RATINGS

The following tables provide rating categories for all the players in *NHL Hockey '94*. 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.

ALL-STARS EAST

Overall Rating:	91
Home Arena:	Madison Square Garden
Home Ice Advantage:	Low
Road Ice Disadvantage:	Low
Power Play:	Strong
Penalty Killing:	Strong

Goalies	Rating
33 Patrick Roy	94
31 Grant Fuhr	85
35 Tom Barrasso	74

Forwards	Rating	Defensemen	Rating
66 Mario Lemieux	100	77 Ray Bourque	99
89 Alexander Mogilny	96	3 Zarley Zalapski	80
12 Adam Oates	93	34 Al Iafrate	78
16 Pat Lafontaine	91	2 Brian Leetch	76
11 Mark Messier	85	4 Scott Stevens	76
22 Mike Gartner	85	55 Larry Murphy	74
19 Joe Sakic	83	28 Steve Duchesne	72
8 Mark Recchi	83	26 Glen Wesley	71
78 Pierre Turgeon	82		
10 Kirk Muller	80		
68 Jaromir Jagr	80		
13 Peter Bondra	78		
25 Kevin Stevens	77		
23 Rick Tocchet	69		



ALL-STARS WEST

Overall Rating: 89
 Home Arena: Madison Square Garden
 Home Ice Advantage: Low
 Road Ice Disadvantage: Low
 Power Play: Strong
 Penalty Killing: Strong

Goalies	Rating
30 Ed Belfour	98
29 Felix Potvin	79
32 Tim Cheveldae	69

Forwards	Rating	Defensemen	Rating
19 Steve Yzerman	95	6 Phil Housley	84
13 Teemu Selanne	90	7 Chris Chelios	84
10 Pavel Bure	90	77 Paul Coffey	83
27 Jeremy Roenick	89	22 Gary Suter	81
93 Doug Gilmour	89	24 Dave Manson	74
99 Wayne Gretzky	87	5 Steve Smith	72
14 Theoren Fleury	86	21 Jeff Brown	71
20 Luc Robitaille	85	3 Steve Chiasson	68
11 Gary Roberts	85		
9 Mike Modano	82		
16 Brett Hull	81		
23 Brian Bradley	71		
17 Jari Kurri	70		
18 Pat Falloon	61		



ANAHEIM MIGHTY DUCKS

Overall Rating: 51
 Home Arena: The Pond
 Home Ice Advantage: Low
 Road Ice Disadvantage: Low
 Power Play: Insignificant
 Penalty Killing: Weak

Goalies	Rating
29 Guy Hebert	45
1 Ron Tugnutt	41

Forwards	Rating	Defensemen	Rating
25 Terry Yake	66	7 Alexei Kasatonov	62
20 Anatoli Semenov	61	33 Bill Houlder	50
24 Troy Loney	49	39 Randy Ladouceur	46
28 Lonnie Loach	49	38 Sean Hill	44
27 Steven King	47	3 David Williams	43
30 Bob Corkum	45	17 Dennis Vial	38
41 Tim Sweeney	45	32 Bobby Dollas	38
26 Robin Bawa	42		
23 Stu Grimson	37		

BOSTON BRUINS

Overall Rating: 76
 Home Arena: Boston Garden
 Home Ice Advantage: High
 Road Ice Disadvantage: Average
 Power Play: Strong
 Penalty Killing: Average

Goalies Rating

39 John Blue 63
 35 Andy Moog 59

Forwards Rating Defensemen Rating

12 Adam Oates 93	77 Ray Bourque 99
8 Cam Neely 86	26 Glen Wesley 71
49 Joe Juneau 72	32 Don Sweeney 71
10 Dmitri Kvartalnov 69	28 Gord Murphy 63
19 Dave Poulin 68	6 Glen Featherstone 51
38 Vladimir Ruzicka 67	14 Gordie Roberts 49
21 Ted Donato 65	34 David Shaw 49
23 Steve Heinze 60	36 Jim Wiemer 41
16 Peter Douris 59	
27 Stephen Leach 59	
13 Gregori Pantalejev 54	
17 Dave Reid 53	
18 C.J. Young 51	
42 Brent Hughes 50	
29 Darin Kimble 42	

BUFFALO SABRES

Overall Rating: 73
 Home Arena: Memorial Auditorium
 Home Ice Advantage: High
 Road Ice Disadvantage: Average
 Power Play: Normal
 Penalty Killing: Strong

Goalies Rating

31 Grant Fuhr 85
 39 Dominik Hasek 53
 35 Tom Draper 45

Forwards Rating Defensemen Rating

89 Alexander Mogilny 96	7 Petr Svoboda 65
16 Pat Lafontaine 91	42 Richard Smehlik 60
10 Dale Hawerchuk 74	8 Doug Bodger 53
20 Bob Sweeney 68	3 Grant Ledyard 47
13 Yuri Khmylev 67	6 Keith Carney 46
12 Bob Errey 63	41 Ken Sutton 46
28 Donald Audette 57	24 Randy Moller 45
17 Colin Patterson 55	34 Gord Donnelly 43
18 Wayne Presley 55	
19 Randy Wood 55	
14 Dave Hannan 47	
27 Brad May 47	
32 Rob Ray 46	
29 Bob Corkum 45	

CALGARY FLAMES

Overall Rating: 75
 Home Arena: Olympic Saddledome
 Home Ice Advantage: Low
 Road Ice Disadvantage: Low
 Power Play: Insignificant
 Penalty Killing: Strong

Goalies Rating

30	Mike Vernon	63
35	Jeff Reese	48

Forwards Rating Defensemen Rating

14	Theoren Fleury	86	20	Gary Suter	81
10	Gary Roberts	85	2	Al MacInnis	73
25	Joe Nieuwendyk	74	7	Michel Petit	57
26	Robert Reichel	73	3	Frank Musil	53
42	Sergei Makarov	73	4	Kevin Dahl	52
29	Joel Otto	71	34	Roger Johansson	51
28	Paul Ranheim	66	5	Chris Dahlquist	51
15	Brent Ashton	63	18	Trent Yawney	49
39	Brian Skrudland	60	21	Alexander Godynnyuk	48
11	Chris Lindberg	55	6	Greg Smyth	29
23	Greg Paslawski	49			
22	Ronnie Stern	46			
16	Craig Berube	41			

CHICAGO BLACKHAWKS

Overall Rating: 78
 Home Arena: Chicago Stadium
 Home Ice Advantage: High
 Road Ice Disadvantage: Average
 Power Play: Normal
 Penalty Killing: Strong

Goalies Rating

30	Ed Belfour	98
29	Jim Waite	48

Forwards Rating Defensemen Rating

27	Jeremy Roenick	89	7	Chris Chelios	84
28	Steve Larmer	86	5	Steve Smith	72
22	Christian Ruutu	72	2	Bryan Marchment	51
12	Brent Sutter	71	8	Cam Russell	49
17	Joe Murphy	71	4	Keith Brown	48
33	Dirk Graham	67	3	Craig Muni	46
10	Brian Noonan	65	6	Frantisek Kucera	46
16	Michel Goulet	61	47	Adam Bennett	39
19	Troy Murray	58			
14	Greg Gilbert	54			
26	Jocelyn Lemieux	54			
44	Rob Brown	54			
25	Dave Christian	51			
32	Stephane Matteau	48			
23	Stu Grimson	37			

DALLAS STARS

Overall Rating: 67
 Home Arena: Dallas Arena
 Home Ice Advantage: Low
 Road Ice Disadvantage: Low
 Power Play: Normal
 Penalty Killing: Strong

Goalies Rating

30	Jon Casey	60
35	Darcy Wakaluk	48

Forwards		Rating	Defensemen		Rating
9	Mike Modano	82	24	Mark Tinordi	65
15	Dave Gagner	75	33	Tommy Sjodin	57
26	Russ Courtnall	73	6	Jim Johnson	54
22	Ulf Dahlen	70	2	Derian Hatcher	48
7	Neal Broten	69	4	Richard Matvichuk	48
20	Mike Craig	62	3	Craig Ludwig	44
17	Mike McPhee	59	5	Brad Berry	42
16	Brian Propp	55	23	Mark Osiecki	41
41	Brent Gilchrist	55	39	Enrico Ciccone	38
10	Gaetan Duchesne	54			
12	Stewart Gavin	47			
27	Shane Churla	44			
29	Trent Klatt	43			

DETROIT RED WINGS

Overall Rating: 75
 Home Arena: Joe Louis Sports Arena
 Home Ice Advantage: Low
 Road Ice Disadvantage: Low
 Power Play: Strong
 Penalty Killing: Average

Goalies Rating

32	Tim Cheveldae	69
37	Vincent Riendeau	46

Forwards		Rating	Defensemen		Rating
19	Steve Yzerman	95	77	Paul Coffey	83
91	Sergei Fedorov	84	3	Steve Chiasson	68
22	Dino Ciccarelli	80	5	Nicklas Lidstrom	66
21	Paul Ysebaert	74	33	Yves Racine	60
28	Dallas Drake	66	16	Vladimir Konstantinov	58
25	John Ogradnick	61	4	Mark Howe	58
24	Bob Probert	60	8	Steve Konroyd	51
26	Ray Sheppard	59	2	Brad McCrimmon	48
17	Gerard Gallant	57			
55	Keith Primeau	56			
23	Mike Sillinger	55			
13	Vyacheslav Kozlov	53			
15	Sheldon Kennedy	52			
11	Shawn Burr	50			
14	Jim Hiller	45			

EDMONTON OILERS

Overall Rating: 67
 Home Arena: Northlands Coliseum
 Home Ice Advantage: Average
 Road Ice Disadvantage: High
 Power Play: Insignificant
 Penalty Killing: Weak

Goalies Rating

30	Bill Ranford	66
1	Ron Tugnutt	41

Forwards Rating Defensemen Rating

85	Petr Klima	76	24	Dave Manson	74
9	Shayne Corson	71	21	Igor Kravchuk	66
18	Craig Simpson	69	19	Brian Benning	53
39	Doug Weight	65	36	Brad Werenka	51
14	Craig MacTavish	61	6	Brian Glynn	51
15	Kevin Todd	61	2	Chris Joseph	50
8	Zdeno Ciger	60	22	Luke Richardson	49
34	Todd Elik	59	25	Geoff Smith	49
20	Mike Hudson	51			
27	Scott Mellanby	49			
7	Martin Gelinas	49			
16	Kelly Buchberger	48			
26	Shjon Podein	48			
12	Steven Rice	42			
29	Louie DeBrusk	42			

FLORIDA PANTHERS

Overall Rating: 52
 Home Arena: Miami Arena
 Home Ice Advantage: Low
 Road Ice Disadvantage: Low
 Power Play: Insignificant
 Penalty Killing: Weak

Goalies Rating

34	John Vanbiesbrouck	63
30	Mark Fitzpatrick	45

Forwards Rating Defensemen Rating

39	Brian Skrudland	60	28	Gord Murphy	63
23	Andrei Lomakin	57	25	Stephane Richer	57
18	Mike Hough	53	6	Joe Cirella	49
27	Scott Mellanby	49	21	Alexander Goddynyuk	48
10	Dave Lowry	48	26	Gord Hynes	46
14	Tom Fitzgerald	47	43	Milan Tichy	44
20	Randy Gilhen	45			
29	Jesse Belanger	44			
22	Bill Lindsay	42			

HARTFORD WHALERS

Overall Rating: 66
 Home Arena: Hartford Civic Center
 Home Ice Advantage: Low
 Road Ice Disadvantage: Low
 Power Play: Insignificant
 Penalty Killing: Weak

Goalies Rating

1	Sean Burke	61
31	Mario Gosselin	46
40	Frank Pietrangelo	45

Forwards Rating Defensemen Rating

16	Pat Verbeek	74	3	Zarley Zalapski	80
8	Geoff Sanderson	73	4	Eric Weinrich	64
25	Terry Yake	66	6	Adam Burt	60
21	Andrew Cassels	65	29	Randy Ladouceur	46
22	Mark Janssens	62	41	Allen Pedersen	46
38	Robert Kron	59	37	Dan Kecmer	44
24	Patrick Poulin	58	27	Doug Houda	42
36	Mikael Nylander	56			
39	Robert Petrovicky	51			
7	Randy Cunneyworth	49			
20	Nick Kypreos	48			
34	Jamie Leach	48			
11	Yvon Corriveau	46			
33	Jim McKenzie	42			
17	Mark Greig	36			

LOS ANGELES KINGS

Overall Rating: 74
 Home Arena: The Great Western Forum
 Home Ice Advantage: Average
 Road Ice Disadvantage: Average
 Power Play: Normal
 Penalty Killing: Weak

Goalies Rating

32	Kelly Hrudey	58
35	Robb Stauber	53
1	Rick Knickle	44

Forwards Rating Defensemen Rating

99	Wayne Gretzky	87	4	Rob Blake	72
20	Luc Robitaille	85	2	Alexei Zhitnik	66
7	Tomas Sandstrom	80	33	Marty McSorley	61
12	Jimmy Carson	76	25	Darryl Sydor	53
21	Tony Granato	75	22	Charlie Huddy	52
17	Jari Kurri	70	24	Mark Hardy	47
11	Mike Donnelly	65	3	Brent Thompson	41
23	Cory Millen	63	5	Tim Watters	41
18	Dave Taylor	51	8	Rene Chapdelaine	32
29	Lonnie Loach	49			
15	Pat Conacher	47			
10	Warren Rychel	42			
14	Gary Shuchuk	42			

MONTREAL CANADIENS

Overall Rating: 73
 Home Arena: Montreal Forum
 Home Ice Advantage: High
 Road Ice Disadvantage: Average
 Power Play: Normal
 Penalty Killing: Average

Goalies Rating

33	Patrick Roy	94
37	Andre Racicot	47

Forwards		Rating	Defensemen		Rating
11	Kirk Muller	80	28	Eric Desjardins	68
18	Denis Savard	75	8	Mathieu Schneider	66
23	Brian Bellows	74	48	J.J.Daigneault	60
25	Vincent Damphousse	74	43	Patrice Brisebois	55
47	Stephan Lebeau	74	5	Rob Ramage	52
12	Mike Keane	62	24	Lyle Odelein	48
17	John LeClair	62	14	Kevin Haller	44
21	Guy Carbonneau	62	38	Sean Hill	44
26	Gary Leeman	61	34	Donald Dufresne	43
45	Gilbert Dionne	61			
22	Benoit Brunet	48			
31	Ed Ronan	45			
32	Mario Roberge	40			
36	Todd Ewen	40			

NEW JERSEY DEVILS

Overall Rating: 68
 Home Arena: Byrne Meadowlands Arena
 Home Ice Advantage: Average
 Road Ice Disadvantage: High
 Power Play: Normal
 Penalty Killing: Average

Goalies Rating

31	Chris Terreri	61
1	Craig Billington	43

Forwards			Rating	Defensemen			Rating
20	Alexander Semak	73	4	Scott Stevens	76		
44	Stephane Richer	72	7	Alexei Kasatonov	62		
26	Peter Statsny	70	2	Viacheslav Fetisov	61		
22	Claude Lemieux	68	23	Bruce Driver	60		
25	Valeri Zelepukin	68	27	Scott Niedermayer	58		
16	Bobby Holik	64	6	Tommy Albelin	47		
15	John MacLean	63	3	Ken Daneyko	46		
19	Bernie Nicholls	61	5	Myles O'Connor	32		
11	Dave Barr	53					
18	Scott Pellerin	50					
12	Bill Guerin	49					
9	Tom Chorske	48					
34	Janne Ojanen	47					
21	Randy McKay	45					
8	Troy Mallette	45					

NEW YORK ISLANDERS

Overall Rating:	66
Home Arena:	Nassau Coliseum
Home Ice Advantage:	Low
Road Ice Disadvantage:	Low
Power Play:	Strong
Penalty Killing:	Average

Goalies Rating

35	Glenn Healy	47
30	Mark Fitzpatrick	45

Forwards		Rating	Defensemen		Rating
77	Pierre Turgeon	82	23	Vladimir Malakhov	63
33	Benoit Hogue	78	28	Tom Kurvers	59
32	Steve Thomas	72	11	Darius Kasparaitis	57
27	Derek King	64	8	Jeff Norton	56
20	Ray Ferraro	63	4	Uwe Krupp	53
26	Patrick Flatley	62	7	Scott Lachance	53
25	Dave Volek	60	47	Richard Pilon	46
16	Brian Mullen	59	37	Dennis Vaske	38
18	Marty McInnis	54			
10	Claude Loiselle	48			
14	Tom Fitzgerald	47			
17	Dan Marois	47			
39	Travis Green	47			
15	Brad Dalgarno	46			
12	Mick Vukota	40			

NEW YORK RANGERS

Overall Rating:	74
Home Arena:	Madison Square Garden
Home Ice Advantage:	Average
Road Ice Disadvantage:	Average
Power Play:	Normal
Penalty Killing:	Average

Goalies Rating

34	John Vanbiesbrouck	63
35	Mike Richter	61

Forwards		Rating	Defensemen		Rating
11	Mark Messier	85	2	Brian Leetch	76
22	Mike Gartner	85	3	James Patrick	71
10	Esa Tikkanen	80	4	Kevin Lowe	62
13	Sergei Nemchinov	72	21	Sergei Zubov	60
8	Darren Turcotte	70	5	Peter Andersson	49
9	Adam Graves	68	6	Joe Cirella	49
12	Ed Olczyk	65	23	Jeff Beukeboom	47
33	Tony Amonte	65	24	Jay Wells	44
27	Alexei Kovalev	60			
29	Phil Bourque	56			
20	Jan Erixon	54			
25	Steven King	47			
26	Joey Kocur	43			
37	Paul Broten	41			
18	Mike Hartman	40			

OTTAWA SENATORS

Overall Rating:	55
Home Arena:	Ottawa Civic Center
Home Ice Advantage:	Low
Road Ice Disadvantage:	Low
Power Play:	Insignificant
Penalty Killing:	Weak

Goalies Rating

32	Daniel Berthiaume	43
31	Peter Sidorkiewicz	40

Forwards Rating Defensemen Rating

26	Bob Kudelski	60	22	Norm Maciver	61
61	Sylvain Turgeon	60	4	Brad Shaw	51
13	Jamie Baker	59	34	Darren Rumble	46
7	Mark Lamb	56	5	Ken Hammond	46
16	Laurie Boschman	54	23	Chris Luongo	41
28	Jeff Lazaro	50	14	Brad Marsh	40
11	Mark Freer	49	6	Gord Dineen	39
12	Neil Brady	49			
17	Jody Hull	49			
20	Andrew McBain	49			
9	Doug Smail	48			
44	Mike Peluso	47			
15	Dave Archibald	46			
25	Tomas Jelinek	45			
18	Rob Murphy	44			
10	Darcy Loewen	41			

PHILADELPHIA FLYERS

Overall Rating:	69
Home Arena:	The Spectrum
Home Ice Advantage:	High
Road Ice Disadvantage:	High
Power Play:	Insignificant
Penalty Killing:	Weak

Goalies Rating

30	Tommy Soderstrom	72
33	Dominic Roussel	50
35	Steph Beauregard	36

Forwards Rating Defensemen Rating

88	Eric Lindros	84	2	Dmitri Yushkevich	59
8	Mark Recchi	83	20	Greg Hawgood	58
17	Rod Brind'Amour	75	3	Garry Galley	52
9	Pelle Eklund	75	5	Ric Nattress	49
11	Kevin Dineen	68	29	Terry Carkner	47
23	Andrei Lomakin	57	26	Gord Hynes	46
25	Keith Acton	55	27	Ryan McGill	45
42	Josef Beranek	55	44	Shawn Cronin	38
18	Brent Fedyk	54			
14	Dave Snuggerud	49			
15	Doug Evans	46			
22	Vyacheslav Butsayev	43			
10	Claude Boivin	41			
21	Dave Brown	35			

PITTSBURGH PENGUINS

Overall Rating: 75
 Home Arena: Civic Center
 Home Ice Advantage: High
 Road Ice Disadvantage: Average
 Power Play: Strong
 Penalty Killing: Strong

Goalies Rating

35	Tom Barrasso	74
31	Ken Wregget	48

Forwards Rating Defensemen Rating

66	Mario Lemieux	100	55	Larry Murphy	74
68	Jaromir Jagr	80	5	Ulf Samuelsson	68
25	Kevin Stevens	77	23	Paul Stanton	52
10	Ron Francis	75	28	Kjell Samuelsson	49
7	Joe Mullen	73	32	Peter Taglianetti	49
22	Rick Tocchet	69	6	Mike Ramsey	49
15	Shawn McEachern	59	2	Jim Paek	46
82	Martin Straka	50	3	Grant Jennings	43
24	Troy Loney	49	33	Bryan Fogarty	38
14	Dave Tippet	48			
26	Mike Stapleton	46			
39	Mike Needham	46			
20	Jeff Daniels	45			
16	Jay Caulfield	36			

QUEBEC NORDIQUES

Overall Rating: 71
 Home Arena: Colisee de Quebec
 Home Ice Advantage: Low
 Road Ice Disadvantage: Low
 Power Play: Strong
 Penalty Killing: Average

Goalies Rating

27	Ron Hextall	68
35	Stephane Fiset	47

Forwards Rating Defensemen Rating

19	Joe Sakic	83	28	Steve Duchesne	72
13	Mats Sundin	79	7	Curtis Leschyshyn	62
31	Valeri Kamensky	73	5	Alexei Gusarov	61
9	Mike Ricci	73	4	Mikhail Tatarinov	58
11	Owen Nolan	71	2	Kerry Huffman	55
51	Andrei Kovalenko	69	29	Steve Finn	48
48	Scott Young	60	52	Adam Foote	47
47	Claude Lapointe	56	6	Craig Wolanin	42
18	Mike Hough	53			
25	Martin Rucinsky	51			
22	Scott Pearson	49			
44	Gino Cavallini	47			
20	Bill Lindsay	42			
12	Chris Simon	35			
15	Tony Twist	33			

SAN JOSE SHARKS

Overall Rating: 56
 Home Arena: San Jose Arena
 Home Ice Advantage: Average
 Road Ice Disadvantage: High
 Power Play: Insignificant
 Penalty Killing: Weak

Goalies Rating

32	Arturs Irbe	50
30	Jeff Hackett	40
1	Brian Hayward	38

Forwards Rating Defensemen Rating

11	Kelly Kisio	63	24	Doug Wilson	65
17	Pat Falloon	61	6	Sandis Ozolinsh	59
37	Rob Gaudreau	56	5	Neil Wilkinson	50
10	Johan Garpenlov	55	4	Jay More	49
16	Perry Berezan	53	19	Doug Zmolek	47
18	Mark Pederson	48	41	Tom Pederson	46
36	Jeff Odgers	47	2	Rob Zettler	45
47	Mike Sullivan	47	21	Peter Ahola	45
12	Dean Evason	46	3	David Williams	43
39	Ed Courtenay	46			
20	John Carter	44			
26	Robin Bawa	42			
25	David Maley	38			

ST. LOUIS BLUES

Overall Rating: 69
 Home Arena: St. Louis Arena
 Home Ice Advantage: High
 Road Ice Disadvantage: Average
 Power Play: Strong
 Penalty Killing: Strong

Goalies Rating

31	Curtis Joseph	77
29	Guy Hebert	45

Forwards Rating Defensemen Rating

16	Brett Hull	81	21	Jeff Brown	71
19	Brendan Shanahan	76	5	Garth Butcher	55
15	Craig Janney	75	6	Doug Crossman	50
7	Nelson Emerson	70	33	Stephane Quintal	48
14	Kevin Miller	65	20	Lee Norwood	47
22	Ron Sutter	65	4	Rick Zombo	46
28	Bob Bassen	57	34	Murray Baron	45
18	Ron Wilson	50	2	Curt Giles	43
23	Rich Sutter	50	44	Bret Hedican	41
10	Dave Lowry	48			
38	Igor Korolev	46			
17	Basil McRae	44			
36	Philippe Bozon	43			
39	Kelly Chase	37			

TAMPA BAY LIGHTNING

Overall Rating:	56
Home Arena:	Florida State Expo Hall
Home Ice Advantage:	Low
Road Ice Disadvantage:	Low
Power Play:	Insignificant
Penalty Killing:	Weak

Goalies Rating

1	Wendell Young	49
35	Pat Jablonski	43
30	J.C. Bergeron	41

Forwards Rating Defensemen Rating

19	Brian Bradley	71	2	Bob Beers	51
16	Chris Kontos	68	44	Roman Hamrlik	49
11	Steve Kasper	55	22	Shawn Chambers	47
14	John Tucker	54	29	Joe Reekie	47
28	Marc Bureau	54	25	Marc Bergevin	45
34	Mikael Andersson	52	26	Matt Hervey	36
7	Rob Zamuner	52	40	Chris Lipuma	35
24	Danton Cole	51			
10	Adam Creighton	50			
18	Rob DiMaio	50			
17	Jason Lafreniere	48			
37	Steve Maltais	47			
20	Randy Gilhen	45			
21	Tim Bergland	44			
27	Stan Drulia	38			

TORONTO MAPLE LEAFS

Overall Rating:	72
Home Arena:	Maple Leaf Gardens
Home Ice Advantage:	Average
Road Ice Disadvantage:	Average
Power Play:	Strong
Penalty Killing:	Strong

Goalies Rating

29	Felix Potvin	79
1	Darren Puppa	55

Forwards Rating Defensemen Rating

93	Doug Gilmour	89	4	Dave Ellett	72
14	Dave Andreychuk	72	34	Jamie Macoun	60
16	Nikolai Borschevsky	71	23	Todd Gill	56
9	Glenn Anderson	71	15	Dmitri Mironov	51
19	John Cullen	70	3	Bob Rouse	51
17	Wendel Clark	69	55	Drake Berehowsky	49
25	Peter Zezel	64	2	Sylvain Lefebvre	45
26	Mike Krushelnyski	63	8	Bob McGill	45
71	Mike Foligno	54			
7	Dave McLlwain	52			
10	Bill Berg	49			
21	Mark Osborne	49			
12	Rob Pearson	48			
22	Ken Baumgartner	38			

VANCOUVER CANUCKS

Overall Rating:	71
Home Arena:	Pacific Coliseum
Home Ice Advantage:	Average
Road Ice Disadvantage:	Average
Power Play:	Insignificant
Penalty Killing:	Weak

Goalies Rating

1	Kirk McLean	68
35	Kay Whitmore	50

Forwards		Rating	Defensemen		Rating
10	Pavel Bure	90	21	Jyrki Lumme	64
16	Trevor Linden	78	3	Doug Lidster	60
7	Cliff Ronning	76	4	Gerald Diduck	56
14	Geoff Courtnall	73	24	Jiri Sleg	55
8	Greg Adams	70	5	Dana Murzyn	51
32	Murray Craven	65	44	Dave Babych	50
20	Anatoli Semenov	61	6	Adrien Plavsic	49
27	Sergei Momesso	61	22	Robert Dirk	48
19	Petr Nedved	60			
17	Dixon Ward	56			
15	Tom Fergus	49			
23	Gary Valk	49			
25	Jim Sandlak	48			
29	Gino Odjick	47			
26	Tim Hunter	46			

WINNIPEG JETS

Overall Rating:	72
Home Arena:	Winnipeg Arena
Home Ice Advantage:	Average
Road Ice Disadvantage:	Average
Power Play:	Normal
Penalty Killing:	Average

Goalies Rating

35	Bob Essensa	74
30	Jim Hrivnak	43

Forwards		Rating	Defensemen		Rating
13	Teemu Selanne	90	6	Phil Housley	84
10	Alexei Zhamnov	78	27	Teppo Numminen	68
25	Thomas Steen	73	4	Fredrik Olausson	64
11	Evgeny Davydov	64	3	Sergei Bautin	58
34	Darrin Shannon	62	5	Igor Ulanov	48
38	Luciano Borsato	61	22	Mike Lalor	45
36	Mike Eagles	58	26	Dean Kennedy	45
7	Keith Tkachuk	55	8	Randy Carlyle	44
17	Kris King	53			
14	Stu Barnes	51			
18	Bryan Erickson	51			
15	John Druce	49			
20	Tie Domi	49			
21	Russ Romaniuk	47			
23	Andy Brickley	44			

WASHINGTON CAPITALS

Overall Rating:	70
Home Arena:	Capital Centre
Home Ice Advantage:	Average
Road Ice Disadvantage:	Average
Power Play:	Strong
Penalty Killing:	Strong

Goalies Rating

33	Don Beaupre	52
31	Rick Tabaracci	41

Forwards Rating Defensemen Rating

12	Peter Bondra	78	34	Al Iafrate	78
8	Dimitri Khristich	75	4	Kevin Hatcher	72
17	Mike Ridley	73	6	Calle Johansson	66
20	Michal Pivonka	68	3	Sylvain Cote	61
10	Kelly Miller	67	14	Paul Cavallini	53
32	Dale Hunter	63	36	Shawn Anderson	44
11	Bob Carpenter	62	5	Rod Langway	44
19	Pat Elynuik	61	25	Jason Woolley	39
23	Paul MacDermid	51			
16	Alan May	48			
21	Todd Krygier	48			
26	Keith Jones	48			
22	Steve Konowalchuk	46			
15	Reggie Savage	44			

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