SEGA GENESIS NHL 94 – 32 TEAM EXPANDED ROM

Team Pointer / Data (0x51f8)
Startup Banner Pointer / Data /Palette
Startup Logo Pointer / Data / Palette
Player Card Pointer / Data
*In-game Banner Pointer / Data
*Rink Logo Pointer / Data
*Team Rating
?Ronn Barr Team Summary (Hex 0D Separated) (N/A) 0D0D'd to last team?
1B
HSP & Mark Lesser Screen
Titles Screen including NHL, NHLPA, and NHL Hockey Logos
Menu Screen – Limiting Bytes... and background graphics?

NHL 94 (UE) [!].bin (GM T-50656 -00)

ChecksumRoutineAddressOffsetHex=302
ChecksumRoutineBytesHex=4E

TeamsOffsetHex=0x0000030E
Block Size=0x70 bytes (112 dec or Team count x 4 bytes for 0x00000000
pointer)

^0x000F8A40
^0x000F99FA
^0x000F9A2E
^0x000FA372
^0x000FA88A
^0x000FA954
^0x000FAE58
^0x000FB154
^0x000FC58E
^0x000FC602
^0x000FCC64

Teams Data 0x0000037E (moved and increased in size)
Block Size 0x51F8

Startup Banner Offset = 0x000AFE12
0xB * 0x38
11 * 56 (Teams x 2 as each banners is 22 tiles)
Select Block = 0x371E
Pointer = ^0x00017B7E

Offset+8=0x000AFE1A (skip addr pointers) used by main menu
^0x000F84D4 Visitor?
^0x000F84E4 Home?

Ingame Banner Offset = 0x000ABA14
^0x00016D26
^0x00017672
^0x00017B9E
Select Block = 0x43FE (immediately followed by shared banners)

Offset+8=0x000ABA1C (skip addr pointers) used by Playoff Screen
0x00011F24

Rink Logos Pointers= 0x000FEA74
Block Size=0x70 bytes (112 dec or Team count x 4 bytes for 0x00000000
pointer)
^0x000FEA5A

Rink Logos Data= 0x000EDE8A
Block Size=0x520E bytes (0x030A per team x 0x001B as ASE/W shared)
00000000 00000000 0018
Palette from Home Team Strip

Start menu Logos Pointers = 0x000F86F2
Block Size=0x70 bytes (112 dec or Team count x 4 bytes for 0x00000000
pointer)
^0x000F8682
^0x000FA69E
^0x000FB1AC
^0x000FD1F4
^0x000FD960
^0x000FD9BA

Start menu Logos Data = 0x000BF8D0 > 0x000C6022+3D6
Block Size=0x6B28 bytes (immediately followed by player cards)
No Palette Data (gotten elsewhere!)   0000048A 0000048A 0024 (6x6)

Start Menu Logos Palette = 0x000F8BF4
Select Block = 0x0700 (0x40 * 1C (40)) Immediately followed by player
card pointers
^0x00017B2A
^0x00017B50
^0x000FA2DA

Player Card Pointer = 0x000F92F4
Block Size=0x70 bytes (112 dec or Team count x 4 bytes for 0x00000000
pointer)
^0x000F894A
^0x000FAE2C

Player Card Data = 0x000C63F8 > 0x000E62C8+36A
Block Size=0x2023A bytes

^0x000F8964
^0x000F8972
^0x000FAEF0
^0x000FAEFE
^0x000FD152
^0x000FD160

```
^0x000FAE86 (000C6F02) Goalie 1 (Ken Wregget)(Pittsburgh) (Used?
GvlR)
^0x000FAE96 (000C726C) Goalie 2 (Generic)(GvlL)
^0x000FAEA2 (000C6B98) Handedness Right
^0x000FAEB2 (000C682E) Handedness Left
```

Playoff Limits
```
0x00017D36 change 0019 to 001B
0x00017D3C change 7419 to 741B
0x000F79E4 change 781A to 781C
0x00017D16 7020 controls randomness? 20 = 32.???
```

Menu Limits(1) 000F791E (^0x000F79AC) 2-Port
```
Select Block = 0x12 bytes
0005 Play Mode = RegSea/ConPly/NewPly/NewPly7game/Shootout (1=Reg
Only)
0008 Players
001C Team 1
001C Team 2
0003 Per. Len (make 4)
0002 Goalies
0002 User Records
0003 Penalties
0003 Line Changes
```

Menu Limits(2) 000F7930 (^0x000F79BA) Multitap
```
Select Block = 0x12 bytes
0005 Play Mode
000C Players
001C Team 1
001C Team 2
0003 Per. Len (make 4)
0002 Goalies
0002 User Records
0003 Penalties
0003 Line Changes
```

Block Calculation
Second Offset + X tiles * Y tiles * 2 + 4

High Score Prod. Screen Offset = 0x000F4378 (^0x000FEDD4) 000Dx000D
Select Block = 0x0FC0

0x000FEDCE:BE0E where 0E = Tile X-axis Position (change to BE00)
New Image = 0x28 * 0x22 (40x22 = 320x176)

Mark Lesser Screen Offset = 0x000F5338 (^0x000FEE02) 0009x0008
Select Block = 0x07BE

0x000FEDFC:BE10 where 0x10 = Tile X-axis Position (change to BE28 –
out of sight)

New Image = 0x1 * 0x1 (1x1 = 8x8) or 0?

Title Screen Offset = 0x0004E45C 0020x001C
Select Block = 0x494E

^0x000FF10E
^0x000FF140

NHL Logo (Fly in) Offset = 0x00052DAA (^0x000FF17E) 0006x0007
Select Block = 0x05E2
0x000FF178:BE01 # 01 = X-Axis Tiles Start

NHLPHA Logo (Fly in) Offset = 0x0005338C (^0x000FF1AA) 0006x0007
Select Block = 0x05C2
0x000FF1A4:BE19 # 19 = X-Axis Tiles Start

NHL Hockey 94 (Fly in) Offset = 0x0005394E (^0x000FF1D6) 001Ex0006
Select Block = 0x14D6
0x000FF1D0:BE01 # 01 = X-Axis Tiles Start

```
;--- NHL 94 ---

CopyrightTextAddressOffsetHex=FF226
IntroTextAddressOffsetHex=FF292
IntroTextBytesHex=364
PeriodLengthSecondsOffsetHex=785E
PeriodLengthTextOffsetHex=F7F3C
OvertimeSecondsOffsetHex=782C
ShootoutSecondsOffsetHex=EDA0
PlayoffDrawAddressesOffsetHex=17D26;17D90
PlayoffDraws=32
TeamsOffsetHex=30E
Teams=28
Team0xD0xEAddressesOffsetHex=F7CA8;F7C96
Team0xD0xEAddressesDefaultOffsetHex=F7CB2;F7CC6
TeamColumnLabels=Offset;FByt;R
(G);LChr;Location;IChr;Initials;NChr;Name;SChr;Stadium
TeamColumnWidths=1000;620;620;620;1920;620;1000;620;1920;620;2120
TeamEditLabels=Offset;Free Bytes;Rostered (Goalies);Location
Characters;Location;Initial Characters;Initials;Name
Characters;Name;Stadium Characters;Stadium
PlayoffDrawColumnLabels=Offset;East 1;East 8;East 3;East 6;East
5;East 4;East 7;East 2;West 1;West 8;West 3;West 6;West 5;West 4;West
7;West 2
PlayoffDrawColumnWidths=1000;800;800;800;800;800;800;800;800;800;800;
800;800;800;800;800;800
PlayoffDrawEditLabels=East Team 1;East Team 8;East Team 3;East Team
6;East Team 5;East Team 4;East Team 7;East Team 2;West Team 1;West
Team 8;West Team 3;West Team 6;West Team 5;West Team 4;West Team
7;West Team 2
GoalieColumnLabels=Offset;Pos;GChr;Goalie
Name;JNo;OvR;Wgt;Agl;Spd;OfA;DfA;PkC;L@0;GlH;L@0;L@0;StR;StL;GvR;GvL
GoalieColumnWidths=1000;500;620;1920;620;620;620;620;620;620;620;620;
620;620;620;620;620;620;620
GoalieEditLabels=Offset;Position;Goalie Characters;Goalie Name;Jersey
No;Overall Rating;Weight;Agility;Speed;Offensive Awareness;Defensive
Awareness;Puck Control;Leave at Zero;Glove Hand;Leave at Zero;Leave
at Zero;Stick Right;Stick Left;Glove Right;Glove Left
GoalieColumnHexText=Weight Column;94 Rating Column;94 Rating
Column;94 Rating Column;94 Rating Column;94 Rating Column;Leave at
Zero Column;94 Glove Hand Column;Leave at Zero Column;Leave at Zero
Column;94 Rating Column;94 Rating Column;94 Rating Column;94 Rating
Column
GoalieEditHexText=Weight Edit;94 Rating Edit;94 Rating Edit;94 Rating
Edit;94 Rating Edit;94 Rating Edit;Leave at Zero Edit;94 Glove Hand
Edit;Leave at Zero Edit;Leave at Zero Edit;94 Rating Edit;94 Rating
Edit;94 Rating Edit;94 Rating Edit
PlayerColumnLabels=Offset;Pos;PChr;Player
Name;JNo;OvR;Wgt;Agl;Spd;OfA;DfA;ShP;Chk;H/F;StH;ShA;End;Rgh;Pas;Agr
PlayerColumnWidths=1000;500;620;1920;620;620;620;620;620;620;620;
620;620;620;620;620;620;620;620
PlayerEditLabels=Offset;Position;Player Characters;Player Name;Jersey
No;Overall Rating;Weight;Agility;Speed;Offensive Awareness;Defensive
Awareness;Shot Power;Checking;Handed/Fighting;Stick Handling;Shot
Accuracy;Endurance;Roughness;Pass Accuracy;Aggression
PlayerColumnHexText=Weight Column;94 Rating Column;94 Rating
Column;94 Rating Column;94 Rating Column;94 Rating Column;94 Rating
Column;94 Handed/Fighting Column;94 Rating Column;94 Rating Column;94
Rating Column;94 Rating Column;94 Rating Column;94 Rating Column
```

PlayerEditHexText=Weight Edit;94 Rating Edit;94 Rating Edit;94 Rating
Edit;94 Rating Edit;94 Rating Edit;94 Rating Edit;94 Handed/Fighting
Edit;94 Rating Edit;94 Rating Edit;94 Rating Edit;94 Rating Edit;94
Rating Edit;94 Rating Edit
LineColumnLabels=Offset;Line;G;D LD;D RD;F LW;F C;F RW;F EA
LineColumnWidths=1000;620;1600;1600;1600;1600;1600;1600;1600
LineRowLabels=NLC;Sc1;Sc2;Chk;PP1;PP2;PK1;PK2
LineEditLabels=Offset;Line Configuration;Goalie;Left Defensemen;Right
Defensemen;Left Wing;Center;Right Wing;Extra Attacker
TimerColumnLabels=Offset;Timer Type;Seconds;Minutes;Label
Offset;LChr;Label
TimerColumnWidths=1000;2000;1000;1000;2000;1000;2000
TimerEditLabels=Seconds Offset;Seconds;Label Offset;Label
Characters;Label
RuleColumnLabels=Offset;Fade Out Delay;Penalty Minutes;RChr;Rule
RuleColumnWidths=1000;1400;1400;620;2000
RuleEditLabels=Offset;Fade Out Delay;Penalty Minutes;Rule
Characters;Rule
RulesOffsetHex=18E0C
Rules=30
StripTemplates=92 Strip;92 Sprites;94 Strip SWOS
RinkTemplates=94 Top Right;94 Center Right;94 Bottom Right;94 Pause
Menu;94 Top Right SWOS;94 Center Right SWOS;94 Bottom Right SWOS;94
Pause Menu SWOS
RinkPaletteOffsetHex=59924
MenuDefaultsAddressOffsetHex=17C7E
MenuCaptionsAddressOffsetHex=F807C
MenuOptionsAddressOffsetHex=F7BB0

STAGES

Stage 1:
EA Sports Logo (incl. Disable & Remove checksum, and expand ROM)

Original Offset: 0x000B425A
Original Block Size: 0x00000F26
Original Tile Count: 0x00AE
Original Graphic Dimension: 0x0028 by 0x001C

New Offset: 0x000FFAC0 (skip 1st tile so FFAEA)
New Block Size: 0x0000956E
New Tile Count: 0x00000461
New Graphic Dimension: 0x0028 by 0x001C

Offset Referenced at: 0x00017A76

Removed forced white in 1st palette slot of palette one:
Offset 0x00017A94, change: 31FC 0EEE BD28 to 4E71 4E71 4E71

Removed forced white in 6th palette slot of palette one:
Offset 0x00017A9A, change: 31FC 0000 BD36 to 4E71 4E71 4E71

Avoid changing first tile as it acts as a repetitive tile for some
unknown reason.

PAL 0x1086EA or 1083114 dec

Stage 2:

~~Disable what appears to be what positions the vertical placement:~~
~~Offset 0x000FEDC6, change: 4EB9 0001 1B92 to 4E71 4E71 4E71 (NA)~~

Move X position of Logo… not required with previous hack.
Offset 0x000FEDCE, change: BE0E TO BE00 00

High Score Productions Logo w/ Mark Lesser Screen

Original Offset: 0x000F4378
Original Block Size: 0x0000006F
Original Tile Count: 0x00000FC0
Original Graphic Dimension: 0x000D by 0x000D

New Tile Count: 0x00000001
New Graphic Dimension: 0x0001 by 0x0001

~~Offset Referenced at: 0x000FEDD4~~

With Mark Lesser Graphic:

Original Offset: 0x000F5338
Original Tile Count: 0x00000035
Original Block Size: 0x000007BC
Original Graphic Dimension: 0x0009 by 0x0008

~~New Tile Count: 0x00000001~~
~~New Graphic Dimension: 0x0001 by 0x0001~~

Ref at 0x000FEE02

New Offset: 0x0010902E
New Block Size: 0x0000956E
New Tile Count: 0x00000461
New Graphic Dimension: 0x0028 by 0x001C

Palette 1003874 > 64 colors (original mark lesser graphic!)

Move X position of Logo… not required with previous hack.
Offset 0x000FEDFC, change: BE1010 TO BE0000 (off screen)

H 109058 PAL D 1003874

Stage 3: Title screen

```
Original Offset:          0x0004E45C
Original Block Size:      0x0000494E
Original Tile Count:      0x0000020E
Original Graphic Dimension:   0x0020 by 0x001C

Offset Referenced at:    0x000FF10E
                         0x000FF140




New Offset:              0x0011259C
New Block Size:          0x00007790
New Tile Count:          0x00000380
New Graphic Dimension:   0x0020 by 0x001C




Translation of text characters at 000AAC52 / 000AAC5A
0x000FF120, 0D10 (4567 89AB CDEF) changed to 0EF0 to use last two
color in second palette.


Palette 1195A6 > 1152422


00052DAA NHL Logo > 0x00119D2C (7FE)
ref 0x000FF17E

0005338C NHLPA Logo > 0x0011A52A (6ee)
ref 0x000FF1AA

0005394E NHL H94 Tile > 0x0011AC18 (0x1876)
ref 0x000FF1D6 (pal from within).
```

Stage 4:
Ron Barr Graphic
000B389C = 000004C4 00000544 803D 8x9
Block size org =5d8
New = a1e
Inserted At: 0x0011C48E
Ref'd at 0x000FCDF0   (palette change from 6000 to 0000 – no colors changed)

Hockey Night Graphic
000B3E74 13(19)x2   Block 3E6.
Ref'd at 0x00008108

Inserted at 0x0011CEAC
New Block = 51A
Palette 0x2000 (no palette stored)

Player card & Record Holder / NHL Logo
000E9A80 = 0000038A 0000040A 001C 0006 0006 NHL Playr card pic
block = 0x0456
new block = 0x0556
inserted = 0x0011D3C6
ref = 0x000FA168, 0x000FBC30
Palette 0x6000

Player card & Record Holder / NHLPA Logo
000E9ED6 = 0000034A 000003CA 001A
block = 0x0416
new block = 0x0556
inserted = 0x0011D91C
ref = 0x000FA194, 0x000FBC5C
Palette 0x6000

EA Timer Logo
000B3530 = FFFFFFFF 000000F0 800B
block = 0x0110
new block = 0x01EA
inserted = 0x0011DE72 (T = 0x0011DE7C)
ref = 0x00012D86, tileref = 0x00016CB2

Energy Health Bars
000AB920 = FFFFFFFF 000000B0 8012 (0010 – reduced to 16 tiles)
block = 0x00F4
new block = 0x024E
inserted = 0x0011E05C (T = 0x0011E064) !fxd
ref = 0x00012E90, tileref = 0x00016AA0, 0x00016CCA

Face-off Window background.
00055BF6 = FFFFFFFF 00000370 8037 faceoff screen PART (6E0 4bpp)
(tiles 00055BFE)
block = 0x0464 (compressed)
new block = 0x07DE (4bpp)
inserted = ~~0x0011DE72 (tiles at 0011DE7A)~~
          0x0011E2AA (tiles at 0011E2B2)
ref = 0x0000FB90, start of tiles 0x0000FB1E, 0x00016D10

Faceoff screen players (and ref ani)
000A78AE = FFFFFFFF 00000EDC 80B3 (1660 4bpp)
000A78B6 = tile start
block = 0x1074
new = = 0x1802
Insert = ~~0x0011E650, tiles at 0x0011E658~~
      0x0011EA88, tiles at 0x0011EA90
Ref = 0x0001606A, start of tiles 0x0000FB2E, 0x00016D02

Stage 5:

FFFF out orig roster and insert 30 roster at end of rom

Player Cards (Originals Keep).
~~Insert at = 0x0011FE52   (1st card 0x0011FE5C)~~
Insert at = 0x0012028A (1st card 0x00120294)
New Block = 0x000A66F8 (26 cards x 30 teams)
Palette = Dec 812940 (template pic).
0x036A Relative Gap.

Player Card Pointer
Original at = 0x000F92F4
New Block = 0x70
Insert at = 0x00000386   (03FE)
New Block = 0x78
Ref at = 0x000F894A, 0x000FAE2C

Player Card Team Pointers
Insert at = 0x000003FE
New Block = 0x12C0 (26 cards x 30 teams of pointers or 0xA0 x teams)

---HERE--- 0x0438

Startup Banner Palettes
000F8BF4 = original offsets
Block = 700 (dx28 x 0x40)
~~New = 800 (+4 teams, 0x40 each)~~
~~Insert at 0x0011FE52~~
New = 780 (+2 teams, 0x40 each)
~~Insert at 0x001C654A~~
Insert at 0x001C6982
Ref at 0x00017B2A, 0x00017B50, 0x000FA2DA

EEA Start = Home Banner, 2&3 = color 1&2
EAE Start = Vis. Banner, 4&5 = color 1&2
32 x 30 = 960 colors

Home Banner

000AFE12 = Original Start Banners
000AFE1A = Tile Start
~~New = 8CE~~
~~Insert = 0x00120652, tile start at 0x0012065A~~
~~Ref at 0x00017B7E, tile ref at 0x000F84D4 (h)~~
New = 876
~~Insert = 0x001C6CCA, tile start at 0x001C6CD2~~
Insert = 0x001C7102, tile start at 0x001C710A
Ref at 0x00017B7E, tile ref at 0x000F84D4 (h)

Visitor Banner

~~New = 8CE~~
~~Insert = 0x00120F20, tile start at 0x00120F28~~
~~Tile Ref at 0x000F84E4 (v)~~
New = 876
~~Insert = 0x001C7540, tile start at 0x001C7548~~
Insert = 0x001C7978, tile start at 0x001C7980

Tile Ref at 0x000F84E4 (v)

Stage 6:
Blanked (FF) out all of Original Rosters except Anaheim 0x00005330

0x000F7C94 NYR disable (4e71 x 3)
0x000F7CA6 NYI disable

Startup Logo Palette
Original start = 0x000FF462
~~Insert = 0x001217EE~~
~~New Block = 0x0400~~
~~Insert = 0x001C7DB6~~
Insert = 0x001C81EE
New Block = 0x03C0
Ref at:
0x000F8694, 0x000FA6B0, 0x000FB1BE, 0x000FD19C, 0x000FD978,
0x000FD9D6

16 x 30 = 480 colors

Colors
1 = Ice (EEA), 2&3 = Home 1&2, 4&5 = Vis 1&2, White, Black (change?),
9 custom.

Startup Logos Pointer
Original = 000F86F2
Block = 0x70
~~New Offset=0x0000038E~~
~~Block = 0x80~~
New Offset=0x000016BE
Block = 0x78

Ref at:
0x000F8682, 0x000FA69E, 0x000FB1AC, 0x000FD1F4, 0x000FD960,
0x000FD9BA

First Startup Logo
Original = 0x000BF8D0
~~Insert = 0x00121BEE~~
~~New Block = 0x9AC0~~
~~Insert = 0x001C8176~~
Insert = 0x001C85AE
New Block = 0x9114
4D6 apart.

Team/menu controlling bytes
0x000F791E …001c001c0003…
0x000F7930

Stage & 7

Ingame Banner Offset = 0x000ABA14
^0x00016D26
^0x00017672
^0x00017B9E
Select Block = 0x43FE (immediately followed by shared banners)

Offset+8=0x000ABA1C (skip addr pointers) used by Playoff Screen
0x00011F24

~~Insert at = 0x001DCF2E, tiles at 0x001DCF36~~
~~New Block = 0x5E0E~~
~~Palette = 0x001E2738~~

~~Insert at = 0x001D128A, tiles at 0x001D1292~~
Insert at = 0x001D16C2, tiles at 0x001D16CC

New Block = 0x5836
~~Palette = 0x001D6514 (1926420)~~
Palette = 0x001D694C > 1927500 (p2)

Rink Logos Pointers= 0x000FEA74
Block Size=0x70 bytes (112 dec or Team count x 4 bytes for 0x00000000
pointer)
^0x000FEA5A

Insert = 0x00001736
Block = 0x0078

Rink Centre Ice Logo
Original start = ?
~~New = 0x001D6AC0~~
New = 0x001D6EF8 (apart 30E)
New Block = 0x5B2C

Team Overall Ratings
0102030405060708090A0B0C0D0E0F101112131415161718191A1B1C1D1E

Original = 0x000FE18E
Block = 0x1C
~~Insert = 0x001DC5EC~~
Insert = 0x001DCA24
New Block = 0x1E (30 teams)
Ref at = 0x000FE17C

Rink Colors!
0EE8 to 0EEA

Stage 9

Colors – Reset banner and logo palettes

```
0EEA – Light Blue (Ice)
0CCC – Light Gray
0888 – Medium Gray
0444 – Dark Gray
0222 – Darkest Gray
008C – Yellow
006A – Dark Yellow
0000 – Black
0822 – Light Blue
0600 – Dark Blue
0042 – Light Green
0020 – Dark Green
004A – Orange
0006 – Red
066A – Pink
0246 – Brown
```

```
ANH 0000 0042, 00000042
ATL 0822 0006, 08220006
BOS 0000 008C, 0000008C
BUF 0000 0006, 00000006
CGY 0006 008C, 0006008C
CAR 0006 0006, 00060006
CHI 0000 0006, 00000006
COL 0600 0006, 06000006
CBJ 0822 0006, 08220006
DAL 0020 008C, 0020008C
DET 0006 0006, 00060006
EDM 0600 004A, 0600004A
FLA 0006 008C, 0006008C
LA  0000 0600, 00000600
MIN 0020 0006, 00200006
MTL 0600 0006, 06000006
NSH 0600 008C, 0600008C
NJ  0000 0006, 00000006
NYI 0600 004A, 0600004A
NYR 0822 0006, 08220006
OTT 0006 0000, 00060000
PHI 0000 004A, 0000004A
PHX 0000 0006, 00000006
PIT 0000 008C, 0000008C
STL 0822 006A, 0822006A
SJ  0000 0822, 00000822
TB  0000 0600, 00000600
TOR 0600 0600, 06000600
WAS 0000 0006, 00000006
WPG 0000 0600, 00000600
```

Stage 10

Start-up logos. ~~001C7DB6~~ 001C81EE (4d6 apart)

```
01 ANH - 0660 0886 02AE 0268 0444 0666 0888 0AAA 0CCC
02 ATL - 0ACE 02AE 046C 026C 0208 0206 0A64 0842 0620
03 BOS - 08CE 02AE 04AC 028A 0246 0CCC 0888 0444 0222
04 BUF - 0222 0444 0666 0888 0AAA 0CCC 0004 0008 0448
05 CAL - 022C 024C 04AE 04AC 0468 0666 0888 0AAA 0CCC
06 CAR - 0444 0666 0AAA 0CCC 044C 066C 088E 0AAE 0CCE
07 CHI - 0888 00AC 028A 04A8 0084 02CE 0662 06AE 028E
08 COL - 0428 0648 0840 0862 0A86 0444 0666 0888 0CCC
09 CBJ - 0AAA 0CCC 0620 0864 0A86 044C 066C 04AA 04CC
10 DAL - 0CCC 0240 0462 0AA8 0CCA 0266 02AC 06AC 08CE
11 DET - 022E 044E 066E 088E 0AAE 0CCE 022C 044C 066C
12 EDM - 0620 0866 0CAA 066C 088E 0AAE 0CCE 048A 08AC
13 FLA - 0620 0864 0CAA 044C 044A 026C 028C 028A 0268
14 LA  - 0222 0444 0666 0888 0AAA 0CCC 0822 0844 0866
15 MIN - 0ACC 0240 0686 022A 0228 0226 026C 02AE 028A
16 MON - 000C 044C 066C 088C 0400 0644 0866 0A88 0CAA
17 NSH - 0888 0AAA 0CCC 0620 0864 0A86 048A 06AC 08CE
18 NJ  - 0222 0444 0666 0888 0AAA 0CCC 0004 0008 000C
19 NYI - 0420 0642 0864 0CAA 024A 026C 006E 08AC 0ACE
20 NYR - 020C 0626 0824 0A44 0820 0842 0A64 0CAA 0ECC
21 OTW - 0226 0228 022E 0268 0468 048A 04AC 0AAA 0CCC
22 PHI - 0222 0444 0666 0888 0AAA 0CCC 006E 06AE 0ACE
23 PHX - 0208 0206 0004 0ACE 08AC 0688 0CCC 0888 0444
24 PIT - 0222 0444 0666 0888 0AAA 0CCC 0466 0488 06AA
25 STL - 0840 0862 0A88 0CAA 0688 06AA 08AC 06AC 04AE
26 SJ  - 0222 0444 0666 0888 0AAA 0CCC 0860 026C 0248
27 TB  - 0222 0444 0666 0888 0AAA 0CCC 0A62 0A84 0CA8
28 TOR - 0622 0844 0644 0866 0A88 0CCC 0AAA 0888 0666
29 VAN - 0420 0640 0840 0A60 0428 0648 0A8C 0888 0CCC
30 WSH - 0222 0666 0AAA 048A 0468 0420 0862 0A86 0448
```

022206660AAA048A0468042008620A860448

Stage 11 (B)

Rink Logos
Start at ~~001D6AC0(a)~~ 001D6EF8/F02 30A apart?

Stage 12
Set teams to Tampa (Home) & Calgary (Away)

Set playoff draw to Top 8 East vs West as per 2006 Bracket
Set playoff draw to Bottom 8 East vs West as per 2006 Season
Standings

0x00017D36 change 0019 to 001D
0x00017D3C change 7419 to 741D

0x000F79E4 change 781A to 781E

0x000F7C94 NYR disable (4e71 x 3)
0x000F7CA6 NYI disable

Stage 13 (C)
Insert graphics for NHL06 (EA window replace) and Energy bars. Refer
earlier sections for offsets.

Stage 14 (D)
Cosmetic (INITIAL Changes) and offset revamp for Graphics referred
above!

Stage 14 (E)
Inc by two! For expansion of graphics
5AA52 41AE41AF41B041B141B241B3
5AAB2 41B441B541B641B741B841B9
5AB12 41BA41BB41BC41BD41BE41BF
5AB72 41C041C141C241C341C441C5

Highlight unused tiles.

To do.

00054E24

0x0000870E 0x00000004
0x00009C52 0x00000004
0x00009C84 0x00000004
0x000173D8 0x00000004
0x000FB0EA 0x00000004
0x000FC99C 0x00000004
0x000FCD4C 0x00000004