

Ron Barr, sports anchor, EA SPORTS

Emmy Award-winning reporter Ron Barr brings over 20 years of professional sportscasting experience to EA SPORTS. His network radio and television credits include play-by-play and color commentary for the NBA, NFL and the Olympic Games.

In addition to covering EA SPORTS sporting events, Ron hosts Sports Byline USA, the premiere sports talk radio show broadcast over 100 U.S. stations and around the world on Armed Forces Radio Network and Radio New Zealand.

Barr's unmatched sports knowledge and enthusiasm afford sports fans everywhere the chance to really get to know their heroes, talk to them directly, and discuss their views in a national forum.



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EA SPORTS™
P R E S E N T S



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 the 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).

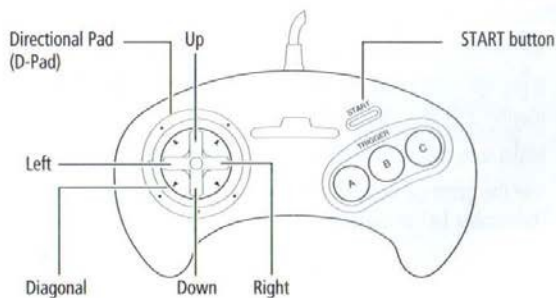
During use

- 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 feature 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*:

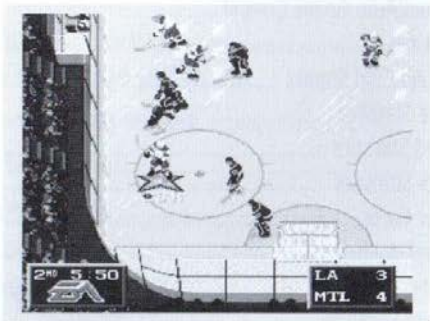
- Goalie control
- Shootout game
- Penalty shots
- Bench and board checks
- 3- or 4-player compatible with adapter
- 1992-93 NHL rosters and player ratings
- Variable player ratings for players on hot or cold streaks
- Save player records for each player
- Save user standings and records
- One-timers – 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™

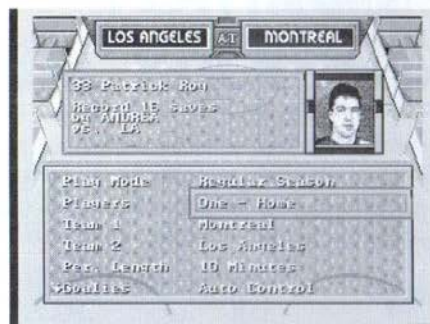
Too many friends, not enough controllers? EA Sports has solved your problem with the all new 4-Way Play four-player controller. Simply plug the 4-Way Play into your Genesis, then plug up to four controllers into the adapter, and you're ready to go.

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 setup 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 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 your 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**.

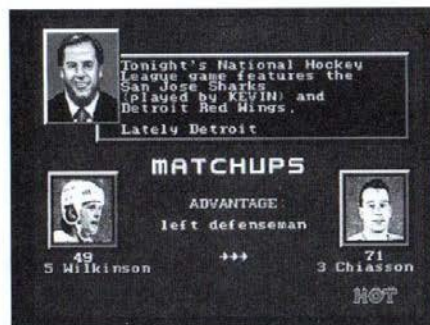
TEAM AND PLAYER STRENGTHS

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 your using Controller 2, your outline is orange.

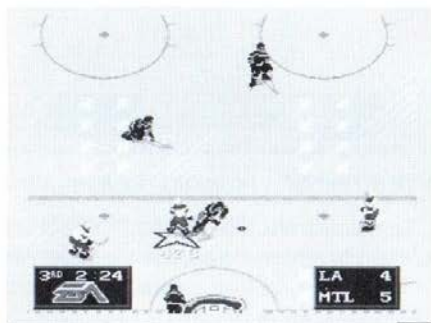
- Press **B** to activate player nearest to the puck.

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.

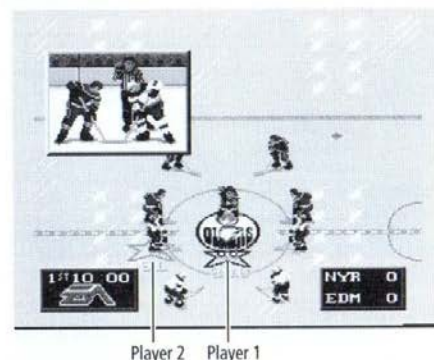
If the player you control is off-screen, an arrow points to the location of that player.

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



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.

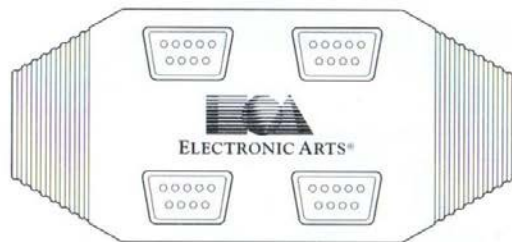
The player in control of the puck skates on a solid blue star.

All the controls remain the same.

On defense, when both players press **B**, the player who pressed **B** first becomes 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



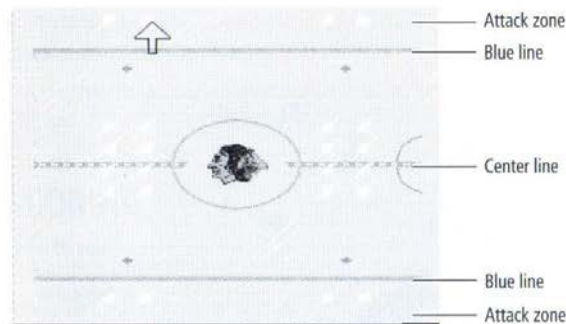
Referee close-up window

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.

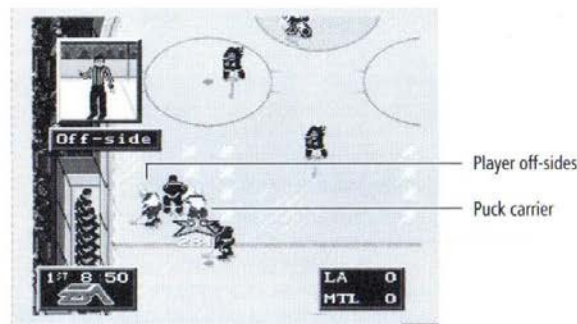
Icing is not called on a shot on goal.

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.

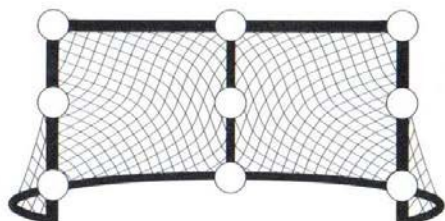
- **Slap Shot** Hold down **C**.

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 good with the puck.

The **Chk** line is your "big" line, generally slower but harder hitting and better on defense.

Power Play Lines



Power play clock

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

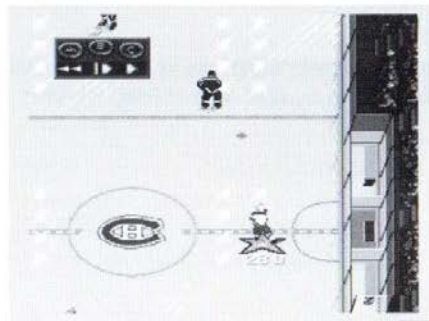
SCOREBOARD MENU



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/Auto 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 kind 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	
5	Score	6	
21	Shots	17	
23%	Shooting Pot	35%	
0/1	Power Play	0/1	
0:08	PP Minutes	0:08	
0	PP Shots	0	
0	SH Goals		
1/2	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.

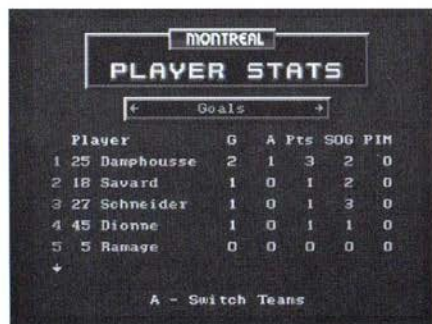
Period Statistics

PERIOD STATS				
	Goals			Total
	1	2	3	
	2	2	1	5
	4	0	1	5
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



Player	G	A	Pts	SOG	PIM
1 25 Danphousse	2	1	3	2	0
2 18 Savard	1	0	1	2	0
3 27 Schneider	1	0	1	3	0
4 45 Dionne	1	0	1	1	0
5 5 Ramage	0	0	0	0	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 players is not among the first five shown).

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

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

LOS ANGELES			MONTREAL	
SCORING SUMMARY				
Per	Time	Tm	Goal/Assist	P/S
1	3:44	MTL	19 B. Savard 43 P. Brisebois	
1	4:17	LA	12 J. Carson 21 T. Granato	
1	9:06	LA	21 T. Granato 7 J. Sandstrom 12 J. Carson	
1	9:44	MTL	25 V. Damphousse 23 B. Bellows 24 L. Odelein	

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

LOS ANGELES			MONTREAL	
PENALTY SUMMARY				
Per	Time	Tm	Player/Penalty	min
1	5:16	LA	4 B. Blake Hooking	2
1	5:24	MTL	23 B. Bellows Cross Check	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', while a **G** indicates 'out for the game'.

Overall Player's overall ability

Energy Player's current energy level
Agility Player's agility on the ice
Speed Player's top speed on the ice
Handed Player's best shooting side
Off. Awareness Player's offensive instinct
Def. Awareness Player's defensive instinct
Shot Power How hard the player can shoot the puck
Shot Accuracy Players' skill in shooting the puck
Pass Accuracy Player's 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		
New York	DET	F
Toronto		
Pittsburgh	WJS	F
Winnipeg		
Buffalo	PHI	F
Philadelphia		
Detroit	CHI	F
Chicago		
Boston	QUE	F
Quebec		
Ottawa	CGY	F
Calgary		

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	75 dB
Average Level	78 dB
Peak Level	90 dB
Arena Record	90 dB
League Record	90 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.

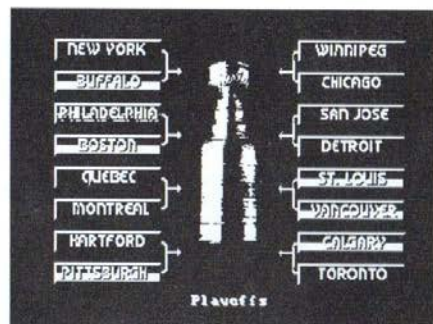
- Press **START** to bring up the score board.
- Highlight **Timeout** and press **C**.
- Press **START** to return to the ice.

STARS OF THE GAME



At the end of every game, Ron Barr at the 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-colored 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	4	2
2	7 Chelios	1	0	1	2	2
3	10 Noonan	1	0	1	4	0
4	16 Goulet	1	1	2	6	0
5	27 Roenick	1	0	1	5	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 highlight **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 games 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

19	Steve Yzerman	95
10	Pavel Bure	90
13	Teemu Selanne	90
27	Jeremy Roenick	89
93	Doug Gilmour	89
99	Wayne Gretzky	87
14	Theoren Fleury	86
11	Gary Roberts	85
20	Luc Robitaille	85
9	Mike Modano	82
16	Brett Hull	81
23	Brian Bradley	71
17	Jari Kurri	70
18	Pat Falloon	61

Defensemen Rating

7	Chris Chelios	84
6	Phil Housley	84
77	Paul Coffey	83
22	Gary Suter	81
24	Dave Manson	74
5	Steve Smith	72
21	Jeff Brown	71
3	Steve Chiasson	68



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

25	Terry Yake	66
20	Anatoli Semenov	61
24	Troy Loney	49
28	Lonnie Loach	49
27	Steven King	47
30	Bob Corkum	45
41	Tim Sweeney	45
26	Robin Bawa	42
23	Stu Grimson	37

Defensemen Rating

7	Alexei Kasatonov	62
33	Bill Houlder	50
39	Randy Ladouceur	46
38	Sean Hill	45
3	David Williams	43
32	Bobby Dollas	38
17	Dennis Vial	38

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
49 Joe Juneau	72
39 John Blue	63
35 Andy Moog	59

Forwards	Rating	Defensemen	Rating
12 Adam Oates	93	77 Ray Bourque	99
8 Cam Neely	86	32 Don Sweeney	71
10 Dmitri Kvartalnov	69	26 Glen Wesley	71
19 Dave Poulin	68	28 Gord Murphy	63
38 Vladimir Ruzicka	67	6 Glen Featherstone	51
21 Ted Donato	65	34 David Shaw	49
23 Stephen Heinze	60	14 Gordie Roberts	49
27 Stephen Leach	59	36 Jim Wiemer	41
16 Peter Douris	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
19 Randy Wood	55	34 Gord Donnelly	43
18 Wayne Presley	55		
17 Colin Patterson	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 Godynuk	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 Christan 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	6 Frantsek Kucera	46
10 Brian Noonan	65	3 Craig Muni	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

9 Mike Modano 82
 15 Dave Gagner 75
 26 Russ Courtnall 73
 22 Ulf Dahlen 70
 7 Neal Broten 69
 20 Mike Craig 62
 17 Mike McPhee 59
 41 Brent Gilchrist 55
 16 Brian Propp 55
 10 Gaetan Duchesne 54
 12 Stewart Gavin 47
 27 Shane Churla 44
 29 Trent Klatt 43

Defensemen Rating

24 Mark Tinordi 65
 33 Tommy Sjodin 57
 6 Jim Johnson 54
 4 Richard Matvichuk 48
 2 Derian Hatcher 48
 3 Craig Ludwig 44
 5 Brad Berry 42
 23 Mark Osiecki 41
 39 Enrico Ciccone 38

DETROIT REDWINGS

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

19 Steve Yzerman 95
 91 Sergei Fedorov 84
 22 Dino Ciccarelli 80
 21 Paul Ysebaert 74
 28 Dallas Drake 66
 25 John Ogradnick 61
 24 Bob Probert 60
 26 Ray Sheppard 59
 17 Gerard Gallant 57
 55 Keith Primeau 56
 23 Mike Sillinger 55
 13 Vachslav Kozlov 53
 15 Sheldon Kennedy 52
 11 Shawn Burr 50
 14 Jim Hiller 45

Defensemen Rating

77 Paul Coffey 83
 3 Steve Chiasson 68
 5 Nicklas Lidstrom 66
 33 Yves Racine 60
 4 Mark Howe 58
 16 Vladimir Konstantinov 58
 8 Steve Konroyd 51
 2 Brad McCrimmon 48

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	6 Brian Glynn	51
14 Craig MacTavish	61	36 Brad Werenka	51
15 Kevin Todd	61	2 Chris Joseph	50
8 Zdeno Ciger	60	25 Geoff Smith	49
34 Todd Elik	59	22 Luke Richardson	49
20 Mike Hudson	51		
7 Martin Gelin	49		
27 Scott Mellanby	49		
26 Shjon Podein	48		
16 Kelly Buchberger	48		
29 Louie DeBrusk	42		
12 Steven Rice	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 Vanbiesbrk	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 Alexnder Godynnyuk	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	44		

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	41 Allen Pedersen	46
22 Mark Janssens	62	29 Randy Ladouceur	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 Cunneynworth	49		
34 Jamie Leach	48		
20 Nick Kypreos	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 Krickle	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	5 Tim Watters	41
23 Corey Millen	63	3 Brent Thompson	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 Matt Schneider	66
47 Stephan Lebeau	74	48 J.J. Daigneault	60
25 Vincent Damphousse	74	43 Patrice Brisebois	55
23 Brian Bellows	74	5 Rob Ramage	52
21 Guy Carbonneau	62	24 Lyle Odelein	48
17 John Leclair	62	14 Kevin Haller	44
12 Mike Keane	62	38 Sean Hill	44
45 Gilbert Dionne	61	34 Donald Dufresne	43
26 Gary Leeman	61		
22 Benoit Brunet	48		
31 Ed Ronan	45		
36 Todd Ewen	40		
32 Mario Roberge	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 Alexnder Semak	73	4 Scott Stevens	76
44 Stephane Richer	72	7 Alexei Kasatonov	62
26 Peter Stastny	70	2 Vachslav Fetisov	61
25 Valeri Zelepukin	68	23 Bruce Driver	60
22 Claude Lemieux	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			
39	Travis Green	47			
14	Tom Fitzgerald	47			
17	Dan Marois	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 Arena
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

61	Sylvain Turgeon	60
26	Bob Kudelski	60
13	Jamie Baker	59
7	Mark Lamb	56
16	Laurie Boschman	54
28	Jeff Lazaro	50
11	Mark Freer	49
17	Jody Hull	49
12	Neil Brady	49
20	Andrew McBain	49
9	Doug Smail	48
44	Mike Peluso	47
15	David Archibald	46
25	Tomas Jelinek	45
18	Rob Murphy	44
10	Darcy Loewen	41

Defensemen Rating

22	Norm Maciver	61
4	Brad Shaw	51
34	Darren Rumble	46
5	Ken Hammond	46
23	Chris Luongo	41
14	Brad Marsh	40
6	Gord Dineen	39

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

88	Eric Lindros	84
8	Mark Recchi	83
17	Rod Brind'Amour	75
9	Pelle Eklund	75
11	Kevin Dineen	68
23	Andrei Lomakin	57
42	Josef Beranek	55
25	Keith Acton	55
18	Brent Fedyk	54
14	Dave Snuggerud	49
15	Doug Evans	46
22	Vachislav Butsayev	43
10	Claude Boivin	41
21	Dave Brown	35

Defensemen Rating

2	Dimitri Yushkevich	59
20	Greg Hawgood	58
3	Garry Galley	52
5	Ric Nattress	49
29	Terry Carkner	47
26	Gord Hynes	46
27	Ryan McGill	45
44	Shawn Cronin	38

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	32 Peter Taglianeti	49
7 Joe Mullen	73	28 Kjell Samuelsson	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 Tippett	48		
39 Mike Needham	46		
26 Mike Stapleton	46		
20 Jeff Daniels	45		
16 Jay Caufield	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
9 Mike Ricci	73	5 Alexei Gusarov	61
31 Valeri Kamensky	73	4 Mikhail Tatarinov	58
11 Owen Nolan	71	2 Kerry Huffman	55
51 Andrei Kovalenko	69	29 Steven 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
47 Mike Sullivan	47	21 Peter Ahola	45
36 Jeff Odgers	47	2 Rob Zettler	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
22 Ron Sutter	65	20 Lee Norwood	47
14 Kevin Miller	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

19	Brian Bradley	71
16	Chris Kontos	68
11	Steve Kasper	55
28	Marc Bureau	54
14	John Tucker	54
34	Mikael Andersson	52
7	Rob Zamuner	52
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

Defensemen Rating

2	Bob Beers	51
44	Roman Hamrlik	49
22	Shawn Chambers	47
29	Joe Reekie	47
25	Marc Bergevin	45
26	Matt Hervey	36
40	Chris Lipuma	35

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	Daren Puppa	55

Forwards Rating

93	Doug Gilmour	89
4	Dave Andreychuk	72
16	Nikolai Borshevsky	71
9	Glenn Anderson	71
19	John Cullen	70
17	Wendel Clark	69
25	Peter Zezel	64
26	Mike Krushelnyski	63
71	Mike Foligno	54
7	Dave McLlwain	52
10	Bill Berg	49
21	Mark Osborne	49
12	Rob Pearson	48

Defensemen Rating

4	Dave Ellett	72
34	Jamie Macoun	60
23	Todd Gill	56
15	Dimitri Mironov	51
3	Bob Rouse	51
55	Drake Berehowsky	49
2	Sylvain Lefebvre	45
8	Bob McGill	45
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 Sergio Momesso	61	22 Robert Dirk	48
19 Petr Nedved	60		
17 Dixon Ward	56		
15 Tom Fergus	49		
23 Garry 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 Konowichuk	46		
15 Reggie Savage	44		

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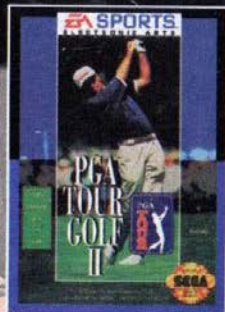
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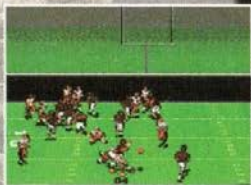


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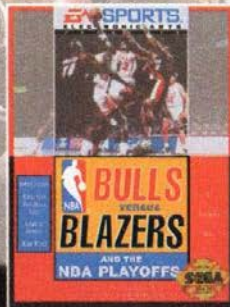
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