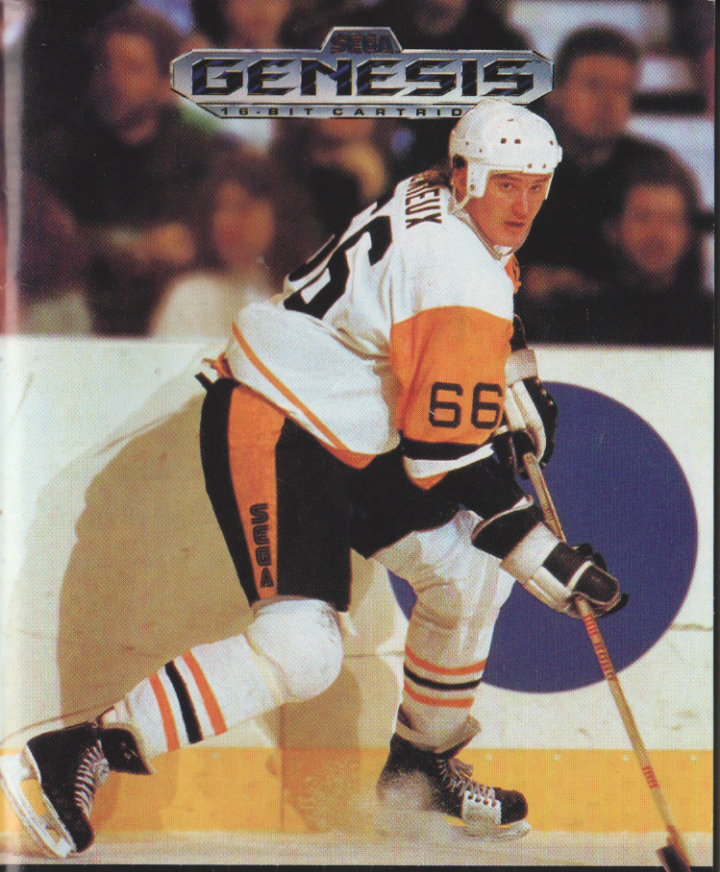


MARIO LEMIEUX HOCKEY™

INSTRUCTION MANUAL

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Square off with Mario Lemieux!

This is real hockey. And you do it all!!!

Square off with Mario Lemieux as he comes towards you with a high stick. Check him into the glass and come away with the puck!

Now pass up the boards to an open winger for the give-&-go. Then break at mid-ice. Excellent! The pass comes back!

This crazy defenseman's on your back. He's been hammering you all night... He tries to steal the puck and turn it up-ice. But you unload a body-crushing check into the boards.

You pummel him.

He drops his gloves. It's a fight. He fires a roundhouse. You duck, jab, then uppercut. He sends a low blow but you cover fast. All in up-close, one-on-one action.

The whistle blows. Time to chill out. You go to the box.

3 minutes.

You're back in. But it's time to change the tempo — you're getting scored on! So you send in your goons, the infamous high-penalty-time guys.

They pour over the boards, hungry and ready to thrash. They hold off the opponents while you nab a loose puck.

You run it down the boards, ready to shoot.

You're one-on-one with the goalie — with in-your-face close-up action. Wind up and let rip a booming 90 mph slapshot from the slot.

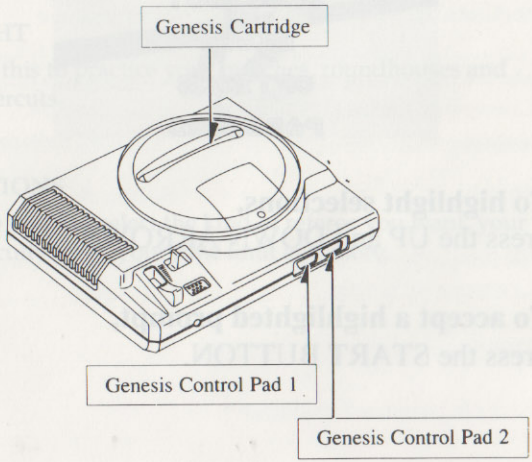
You shoot. You score! The red light flashes. The crowd goes wild! Victory!

Starting Up

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1. For two-player games, plug in Control Pad 2.
2. Make sure the power switch is OFF. Then insert the *Mario Lemieux Hockey* cartridge **firmly** into the console.
3. Turn the power switch ON. In a few moments, the Title screen appears.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure the power switch is turned OFF before inserting or removing the cartridge.

Note: *Mario Lemieux Hockey* is for one or two players.

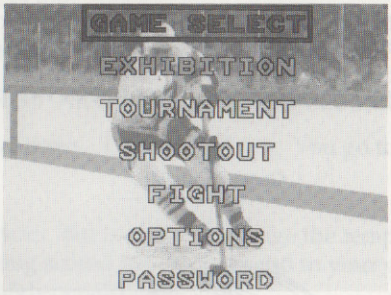


Gearing Up

It's *Mario Lemieux Hockey*. And you can play it any way you want it: Play an exhibition game, enter a tournament, or just hit the ice for a one-on-one shoot out. Whichever one you choose, you're in for some bone-crunchin', fast-action hockey.

When you first start up the game you'll see the Mario Lemieux title screen. Press the Start Button and you'll be greeted by the Sega Sportsnetwork Announcer. Once you've read his rap, press the Start Button again to get to the game selection screen.

Here's what you'll see:



To highlight selections,
press the UP and DOWN ARROWS.

To accept a highlighted prompt,
press the START BUTTON.

Here's a brief description of each of the options on the game selection screen.

EXHBITION GAMES

Select your team, then select your opponent. In a two-player game you each select a team and play against each other.

TOURNAMENT

Play in a 16-team tournament. In a two-player game, you only play your opponent when both your teams are matched on the Tournament Tree.

SHOOTOUT

Here you can practice scoring and playing goalie in an intense, life-sized shootout.

FIGHT

Pick this to practice your punches, roundhouses and uppercuts.

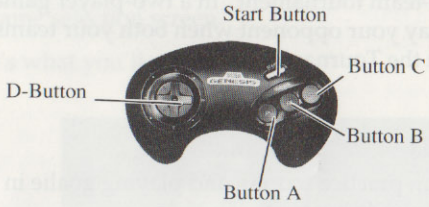
OPTIONS

Here you can select the kind of referee you want, your difficulty level, your time limit and more.

Basic Controls

The controls for *Mario Lemieux Hockey* vary depending on what you are doing and whether you're on offense or defense. The D-Button does one thing when you're on the ice — another when you're the goalie in a shoot-out.

Here are a few of the general functions of the controller buttons. For more specific controller information, see the sections on specific actions in the game.



Directional (D)-Button:

- Moves players right and left
- Controls goalie in shoot-out

Start Button:

- Accepts settings
- Begins play
- Pause/Resume

Button A:

- Moves password cursor
- Confirms selections

Button B:

- Moves password cursor

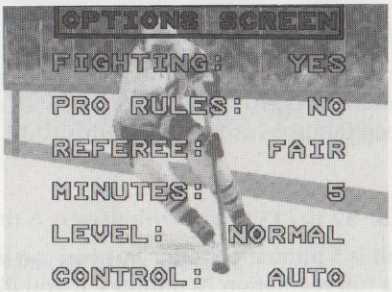
Button C:

- Accepts password character

Options

Before you begin playing, you have the opportunity to set your options — making your games as regulated or as "off the wall" as you like. You can also control the difficulty levels and other functions.

Here's how to handle each option:



- Use the **D-Button** up/down to highlight categories.
- Use **D-Button** right/left to toggle between selections.
- Use the **Start Button** to accept all options settings.

FIGHTING: YES/NO

When you choose NO, no fights will break out during an exhibition or tournament game.

PRO RULES: YES/NO

If you leave it on NO, you won't get as many infractions. If you play by NHL rules, you'll need to avoid OFFSIDES and ICING.

REFEREE: FAIR/TOUGH/BLND

Check away to your heart's content with a BLIND ref. Keep a game from getting out of control with a TOUGH ref. Or keep things as as they are with a FAIR referee.

MINUTES: 5 / 10 / 15 / 20

The default is 5 minute periods. But you can set the games to a full regulation 20 minutes, if you like. Or set it somewhere in between.

LEVEL: NORMAL/PRO/BEGINNER

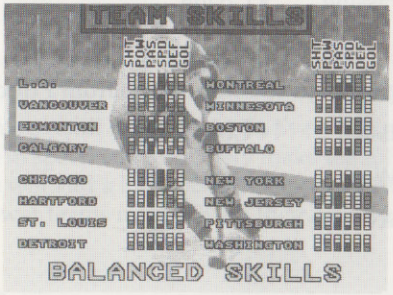
The game is set on NORMAL. If you make it easier, things will slow down and you'll have a greater range of hitting positions. If you make it tougher, you're playing in the fast lane, and calling for heightened accuracy in hitting the puck.

CONTROL: AUTO/MANUAL

In "AUTO" you become whoever has the puck. In "MANUAL" you can keep control of a player, even after you pass (Button B). Or switch to the player with the puck (Button C).

Team Skills Screen

Once you choose all your options and changes and press the Start Button the TEAM SKILLS screen will appear.



Press **Button A** repeatedly to cycle through "Balanced Skills" set-ups.

Press **Button B** repeatedly to cycle through "Progressive Skills" set-ups.

Press **Button C** to set the skills to the default mode.

Here's how it works:

The skill level of each team is based on these six categories:

- Shooting
- Power
- Passing
- Speed
- Defense
- Goalie

Each category is given these ratings from 1 through 5:

- Bad
- Weak
- Average
- Good
- Great

Here's what each of the six categories measures:

SHOOTING

The better a team's shooting skills, the more likely its slapshots will be blazing! Such harder shots are better able to trickle through a goalie's normally easy save. But as scoring ability goes up, "tough guy" power goes down. This reflects real hockey, since high scorers rarely get involved in fights.

POWER

This determines a team's strength when it comes to its checking and fighting abilities. The more POWER a team has, the longer the opposing players will stay down on the ice and out of play after receiving a check. Also, power players have a higher energy level, increasing their chances of winning in a fight.

PASSING

The better passing teams find the small "holes" and "passing lanes" that might exist when "passing through a crowd..." i.e., the higher the passing skill, the less likely a defender will intercept — even if he appears able to.

SPEED

Your team's overall skating speed. Even the smallest difference in speed can ultimately make the difference between a win and a loss. Faster teams carry the puck more. Slower teams must rely on their passing abilities.

DEFENSE

It's the goalie's job to stop pucks from going into the net, but the better your team's defense, the better your chances of stopping a shot before it reaches the goalie. DEFENSE determines the likelihood of a player stopping a shot that he is directly in-line with. It also affects a team's ability to steal the puck.

GOALIE

This determines the goalie's speed and judgement. The better the goalie, the more likely he will "guess right" when making a save. Better goalies also move faster.

As you can see, faster teams don't pass as well and vice versa. There are shooting teams and power teams. A team with a good defense doesn't need as good a goalie as one with a poor defense.

So what one team lacks in a certain area, it makes up for in another. Through the Team Skills screen, you have the opportunity to choose a combination of balanced teams, not-so-balanced teams, or real-life balancing. Here are your options:

BALANCED SKILLS

In this set-up, teams are relatively equal. What one team may lack in speed, it makes up for in power. It may have great shooting, but poor passing. So when playing a tournament, all teams are closely matched and everyone has a good chance at winning.

PROGRESSIVE SKILLS

Here there's a progressive mix of teams from best to worst, resulting in a skewed tournament. But don't be fooled. Your poor teams may be more of a challenge than you imagined. And your higher-ranking teams may not always perform up to their stats.

DEFAULT

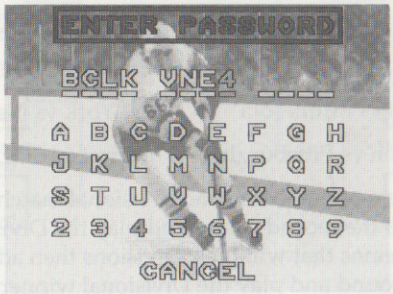
These set-ups are loosely based on the actual results of professional playoffs. In other words, they exhibit real life types of differences between teams.

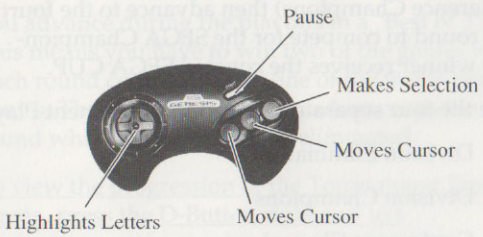
The Password Screen

Upon leaving the Team Skills screen, you'll be asked to enter a password that saves the options you selected. Write it down! That way you'll always be able to get the configuration without changing all of the settings again.

Your password can also be used to save lengthy tournament games so you can start back right where you left off. To get to the Password Screen simply select it from the Game Selection Screen.

Each password is made up of twelve characters.





Tournament Games

Patterned after professional playoffs, the Tournament game features a collection of 16 US and Canadian teams. They are divided into two Conferences (East and West) and two Divisions (1 and 2) with four teams in each Division. The four teams of each Division have fixed starting positions and therefore always begin a Tournament with the following match-up:

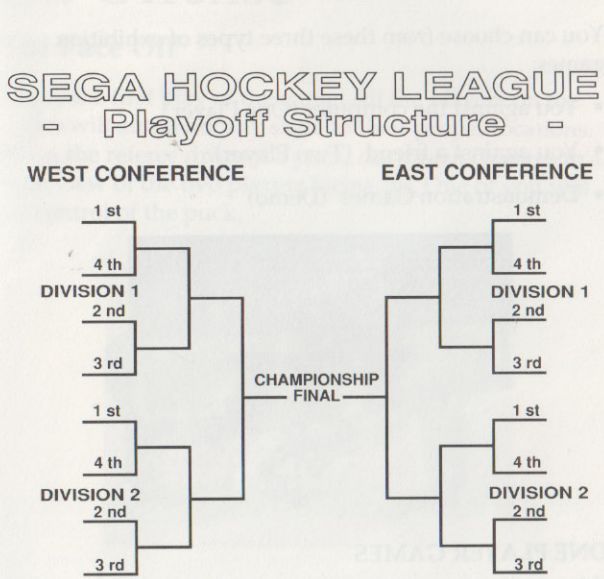
WEST CONFERENCE	EAST CONFERENCE
Division 1	**Division 1**
L.A. vs Vancouver	Montreal vs Hartford
Calgary vs Edmonton	Buffalo vs Boston
Division 2	**Division 2**
Chicago vs Minnesota	New York vs New Jersey
Washington vs Pittsburgh	Detroit vs St. Louis

The winners of the first round divisional matchups advance to the second round and play the Division Title. The four teams that win their Divisions then advance to the third round and play the Divisional winners from the same Conference. The resulting two winning teams (the Conference Champions) then advance to the fourth and final round to compete for the SEGA Championship. The winner receives the coveted SEGA CUP.

These are the four separate rounds of Tournament Play:

1. Division Eliminations
2. Division Champions
3. Conference Champions
4. Sega Cup/Tournament Champion

Here's how the playoff tree might look:



You advance during the playoffs in a "Best of 3" series. This means you have to win two of the games to go on. Each round continues until one of the teams wins 2 games. The winning team then advances to the next round while the other team is eliminated.

To view the progression of the Tournament Tree on the screen, press the D-Button right and left.

Exhibition Games

You can choose from these three types of exhibition games:

- You against the computer (One Player)
- You against a friend (Two Player)
- Demonstration Games (Demo)



ONE PLAYER GAMES

When you select a ONE PLAYER game, you have the option of picking your team. Pick any team from a 16-team list by moving the D-Button up and down.

You will then be given the opportunity to select the opposing team. Follow the same procedures you did in choosing your own team.

When both teams have been selected press the Start Button. You will then automatically go to the "Today's Matchup" screen where you can review your team's skill levels.

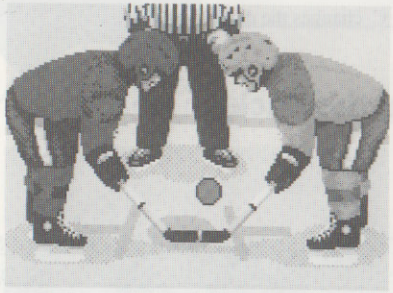
TWO PLAYER GAME

Select your teams in a two player game the same way you do in a one player game. The second player uses controller # 2 to make team selections.

On Offense

The Face Off

This is the first play of the game. All the players on the screen will automatically skate to their proper locations. When the referee drops the puck, the screen changes to a close view of the two players facing off. One of you will get control of the puck.



Getting Control of the Puck

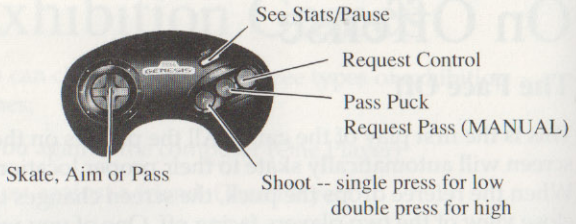
When you're in position to swipe, the red lights at the bottom of the screen will turn green.

TO HIT THE PUCK, press Button B at precisely the right time. (The degree of precision needed varies according to skill level.)

Keeping Control of the Puck

When on the offense, you're always in control of:

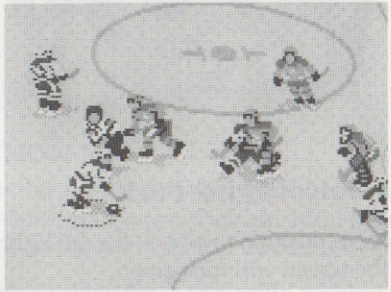
- The player with the puck
- The player closest to the puck
- The last player to have the puck



A + B changes the forward line

B + C changes the defensive line

Passing the Puck



You control the player with the circle under him.

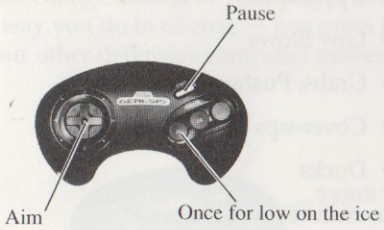
To switch control, press Button C.

To pass the puck, hold down the D-Button in the direction you want to pass and press Button B.

Note: In MANUAL control, press Button B to request a pass *from* another player.

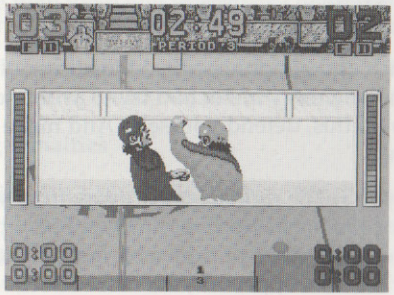
Shooting

To make a goal, skate towards the goal and press Button A when you think you have an opening. Remember to "aim" the puck with the D-Button as you're pressing Button A.



The puck target indicator lets you know if you're in line for a shot just as you're ready to make it. If the shot becomes blocked by the goalie or if you move out of position the arrow will disappear.

Fighting

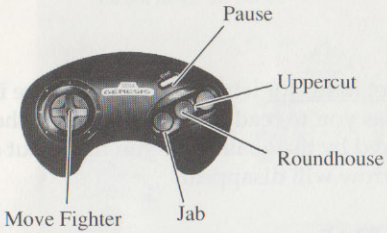


Players start out with different energy levels depending on their "Power" level.

It's a real knock-down, drag-out fight. Complete with these types of punches and defensive moves.

- Jabs
- Roundhouses
- Uppercuts
- Low Blows
- Grabs, Pushes
- Cover-ups
- Ducks

Here's how you execute these moves:



A + B is a low blow.
B + C is also a low blow.

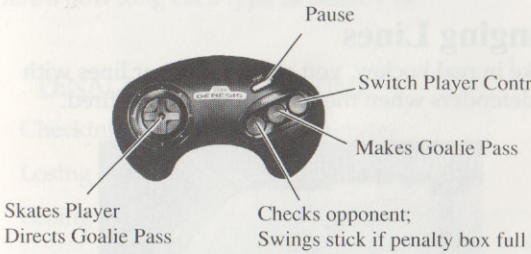
As you punch and get punched, you lose energy. Keep your eye on the energy meter and try to avoid getting drained. To do this, defend yourself. And make every punch count.

Make sure you're the right distance away from your opponent for the most effective punches. Some punches, like jabs, are more effective from a bit farther back. Other punches, like uppercuts, are more effective when you're right in the guy's face.

On the Defense

Whenever you lose possession of the puck, you're on the defense. When you're on defense you can skate the guy you're controlling *anywhere*. Even off the screen!

You can change control of your player in defense the same way you do in offense — just press Button C. Here are your other defensive controller moves:



Note: Every guy on defense is responsible for covering someone on the opponent's team. So if you decide to chase the puck or double-team an opponent, you will be leaving a man open and unguarded — unless, of course, the other guys have players sitting in the penalty box.

Also, if the goalie holds the pass too long, he'll get a "Goalie Holding Puck" Penalty resulting in a face-off.

Fighting Penalties

If you win, you get to keep skating. But if you lose, you must go to the penalty box. Once in a while you both have to go there.

Checking

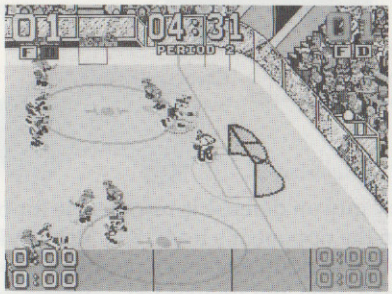
To "check" an opponent, get close to him and press Button A.

Once you check your opponent he'll drop to the ice. But don't be surprised if he goes after you. Or if the ref calls a penalty on you.

Note: You can't "check" a goalie or a referee. And whenever two men are already in the penalty box, you won't be able to check.

Changing Lines

Just like in real hockey, you can rotate your lines with fresh defenders when the ones on the ice get tired.



- Green means fully rested
- Yellow is somewhat rested
- Red means getting tired

You can change lines any time during gameplay. But the best time to change lines is when there's a stoppage. However, you can't do this in the BEGINNER LEVEL.

To change the forwards, press Buttons A and B simultaneously.

To change the defensive lines, press Buttons B and C simultaneously.

Penalties

You will never have more than 2 men in the penalty box at one time. If there are already two men in, you can't check or fight your opponent.

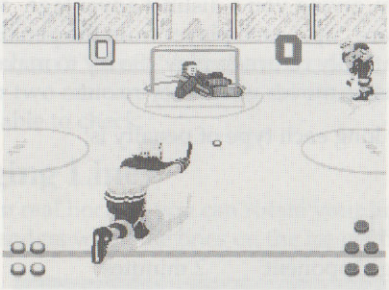
While your opponent's guys are in the penalty box, you can still play, giving you a distinct advantage. When their times are "up," each player from the penalty box will automatically return to play. So try to make your heavy offensive moves while they're out.

Here's how long each type of penalty is:

PENALTY	TIME
Checking Opponent	2 minutes
Losing a Fight	3 minutes
Losing a draw	3 minutes (each player)
Delay of Game	2 minutes
Tripping	2 minutes
Slashing	2 minutes
Roughing	2 minutes

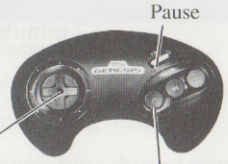
Shootouts

You can select "SHOOTOUTS" from the initial Game Selection Screen. You'll also play them if there's a tie at the end of 3 periods of play.

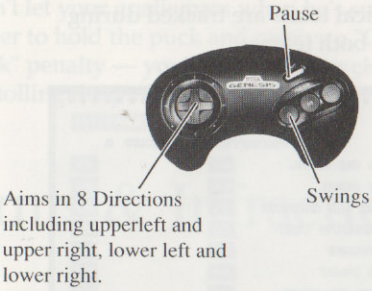


In a shootout, you and your opponent take turns shooting and being the goalie. After five shots each, the team with the most points wins the shoot-out. If it's a tie, you go for another shootout.

Goalie controls in a shootout.

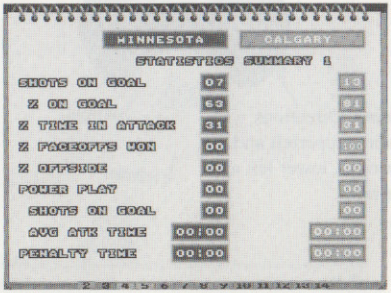


Shooting controls in a shootout.



The Stat Book

Running statistical totals are tracked during every game for both teams.



To view the stats during gameplay, press the Start Button.

To flip through pages, move the D-Button left or right.

Some pages of stats are too long to fit on one screen. When this happens, press the D-Button up and down to get the whole picture.

To return to the game, press the Start Button again.

Note: You can't view stats during a fight, face-off or shootout.

Winner's Tips

- The puck moves faster than you can skate. So pass as often as you can.
- Keep an eye on the Goalie and aim where he's not.
- Practice! Practice!! Practice!!!

- Learn the MANUAL CONTROL mode to allow for more complex strategic moves and set-ups.
- Don't let your goalie pass when he's surrounded. Better to hold the puck and receive a "Goalie Holding Puck" penalty — you'll have a better chance at contolling the puck in the face-off.

Terms & Infractions

OFFENSIVE ZONE

The section inside the blue line closest to the goalie.

OFFSIDES

You're considered "off-sides" when any part of your body is in the Offensive Zone when the puck crosses the Blue Line. An offsides call results in a face-off.

DELAY OF GAME

If your team retains control of the puck for 15 seconds without moving it down ice.

ICING

When the offensive team sends the puck the length of the ice, an ICING infraction may be called if the opposing team touched the puck first and the team on the offense is not shorthanded or the puck is not first touched by the opposing team's goalie.

CREDITS

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Alpine Producer: Ed Ringler

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Music/Sound: David Javelosa
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Rebecca Grey

SEGA Test: Stephen Patterson, Bert Mauricio, Jerry Markota, Sean Geary, Jerry DeYoung

Manual: Ed Ringler, Jaime Wojick, Paula Polley, Dan Figueroa, Mike Tyau

Scorebook—EXHIBITION

Date	*Opponent*	*Score*	*W/L*	*Level*

Scorebook—TOURNAMENT

	Your team / Opponent	Score (Games)	Win/ Lose
1st Round	- - - - - -		
2nd Round	- - - - - -		
3rd Round	- - - - - -		
FINALS	- - - - - -		

	Your team / Opponent	Score (Games)	Win/ Lose
1st Round	- - - - - -		
2nd Round	- - - - - -		
3rd Round	- - - - - -		
FINALS	- - - - - -		

Handling Your Cartridge

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

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

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at this number:

1-800-USA-SEGA

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

Joe Montana II SPORTS TALK FOOTBALL

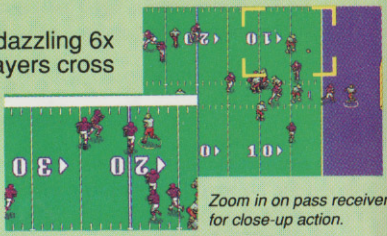
FIRST EVER LIVE PLAY-BY-PLAY

Joe's back–now with simultaneous non-stop play-by-play announcing. *"Man in motion!" "San Francisco 23, New York 6"* Control the action on the field and listen to the commentary from the broadcast booth. *"He sweeps left...and he's leveled at the 42!"* It's a whole new game of sound and sight.



Rain on natural turf.

The field zooms to a dazzling 6x close-up when the players cross the scrimmage line. You see every slamming interception, flying tackle and smash through the defensive wall! Up close and personal!



Zoom in on pass receiver for close-up action.

Team up with another guy--you're the quarterback, he's the receiver. Call your strategy with over 50 plays in rain/snow, on grass/artificial field. Wide view shows all your receivers at once.



Snow on artificial turf.

1 OR 2 PLAYERS

670-1927

Patents: U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)

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