NUS-NPHE-USA

INSTRUCTION BOOKLET





NHL 99

EA SPORTS

NHLPA

EVERYONE
E
CONTENT RATED BY ESRB

NINTENDO 64

EA SPORTS
1450 Fashion Island Blvd.
San Mateo, CA 94404-2064

PRINTED IN JAPAN

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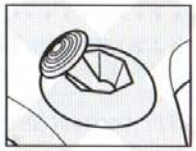
EA SPORTS For more information on this and other titles, check out EA SPORTS™ on the web at *www.easports.com*.

➥ Be sure to catch up on all the National Hockey League action at the NHL's official website **www.nhl.com**.

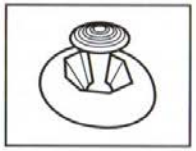
CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

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



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



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

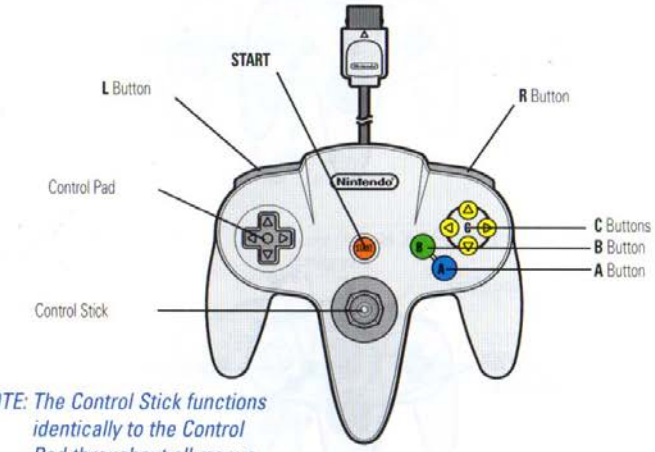
The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

STARTING THE GAME

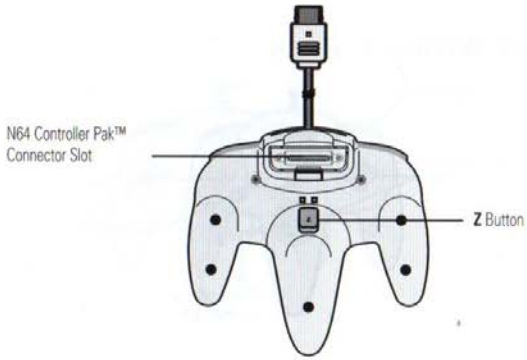
1. Turn OFF the power switch on your Nintendo 64 Control Deck.
   WARNING: Never try to insert or remove a Game Pak when the power is ON.
2. Make sure a Controller is plugged into Controller Socket 1 on the Control Deck.
   ➥ If you're playing against a friend, plug the other Controller into Controller Socket 2.
3. Insert the Game Pak into the slot on the Control Deck. Press firmly to lock it in place.
4. Turn ON the power switch. The NHL®, NHLPA™, and EA SPORTS logos appear, followed by the *NHL 99* introduction and title screen. If you don't see them, begin again at step **1**.
5. At the *NHL 99* title screen, press **A** to begin a game (➤ *Quickstart* on p. 6.) or **START** to advance to the Game Setup menu (➤ p. 7).

Think you got a game? Now, you've got a voice. Send your *NHL 99* ideas, comments, and suggestions to EA SPORTS at *nhl99n64@ea.com*.

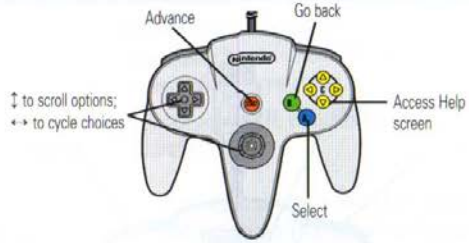
CONTROL SUMMARY



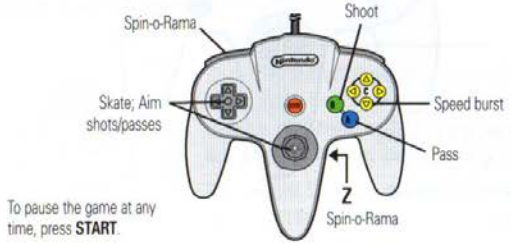
NOTE: The Control Stick functions identically to the Control Pad throughout all menus and gameplay.



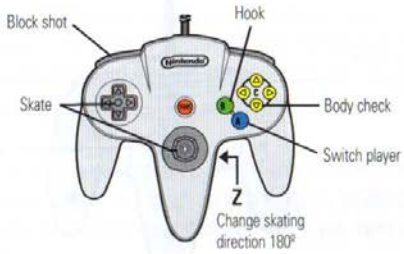
Menu Controls



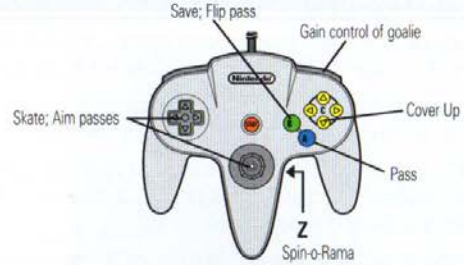
Player With Puck



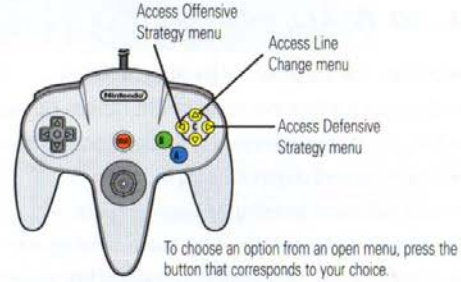
Player Without Puck



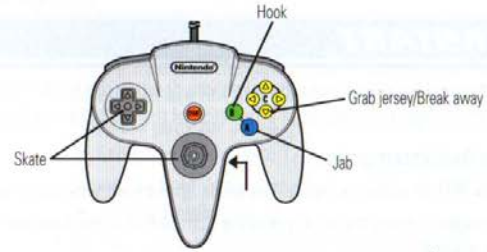
Goalie



Strategy



Fighting



INTRODUCTION

NHL 99 delivers high-speed, high-impact playoff hockey from the first drop of the puck–bone-crunching checks, cannon shots, awesome goalie saves, and more!

The brisk pace means more opportunities to shoot, more chances to score, and quick, forward-to-back turns make your defense just as fast as your attack.

This manual holds all the information you need to master *NHL 99*, including strategy descriptions by Stanley Cup® winning coach Marc Crawford, explanations of NHL rules and penalties, and a glossary of hockey terms.

EA SPORTS is your authority on hockey, and *NHL 99* is the only competition on ice!

NHL 99 Features

- Officially licensed product of the NHL and NHLPA.
- Quickstart and Beginner modes for NHL rookies–Pick up and play!
- Coaching strategies designed by Stanley Cup winning coach Marc Crawford.
- Motion captured players featuring NHL stars.
- All 27 NHL teams including the Nashville Predators™.
- International play with the world's best national squads.
- In-game commentary by nationally televised NHL analyst Bill Clement.
- Complete 1997-98 season stats and updated rosters.

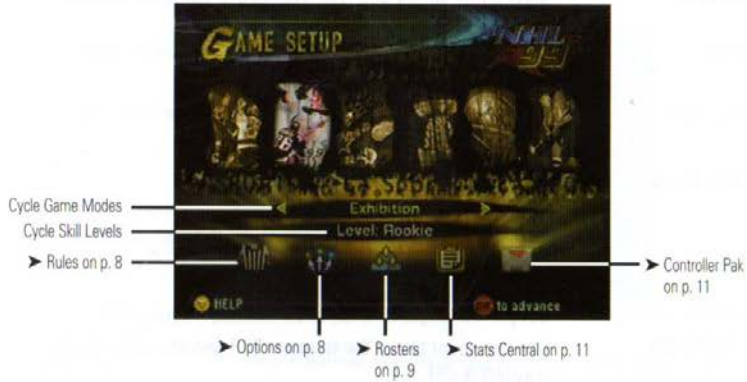
QUICKSTART

Pick up and play! Quickstart instantly takes you down to the ice for a Beginner match. It's Washington vs. Detroit in a rematch of the 1998 Stanley Cup finals.

To begin a Quickstart game:

1. At the *NHL 99* title screen, press **A**. The arena appears with the teams on the ice.
2. When the referee drops the puck, press the Control Pad in the direction you want to pass, and press **A**.
   - ◆ For general controls, ➤ *Control Summary* on p. 3. Read on for more advanced moves and features.
   - ➥ To access the Pause menu, press **START**. To return to the game, press **START** again.

GAME SETUP MENU



NOTE: *Whenever you see C▼ in the lower-left corner of the screen, press C▼ to access on-screen help. On-screen help displays button commands specific to the current screen.*

NOTE: *Default options appear in* **bold** *in this manual.*

Game Modes

BEGINNER	Play without penalties and infractions, so you can focus on the basics of the game. Line Changes and Coaching Strategies are not available in Beginner mode.
EXHIBITION	Drop the puck for a one-game *NHL 99* ice war. ➤ *Exhibition Mode* on p. 12.
SEASON	Dominate your opponents over an NHL season. ➤ *Season Mode* on p. 17.
PLAYOFFS	Make a run for Lord Stanley's legendary trophy. ➤ *Playoff Mode* on p. 18.
TOURNAMENT	Play a tournament with the world's best teams. ➤ *Tournament Mode* on p. 20.
SHOOTOUT	Test your penalty shot technique in this mini-competition. ➤ *Shootout* on p. 22.

Skill Levels

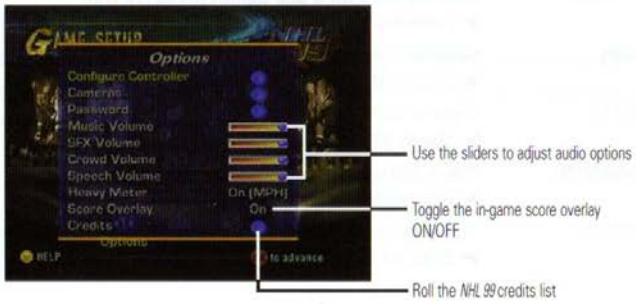
ROOKIE	Slow game speed and less-aggressive computer players mean easier scoring for you.
PRO	Computer opponents wise up and play with more-challenging game strategies.
ALL STAR	The best of the best. Computer players skate faster, hit harder, and react more quickly.

Rules

For explanations of NHL rules and penalties, ➤ *Rules of the Game* on p. 24.

PERIOD LENGTH	Set period length to 5, **10**, or 20 minutes (regulation).
PENALTIES	Use the slider to set the frequency of penalty calls: All the way left is OFF.
FIGHTING	Toggle the possibility of fights **ON**/OFF.
OFF SIDE	When **ON**, refs call Off Side violations.
ICING	When **ON**, refs call Icing violations.
2 LINE PASS	When **ON**, refs whistle 2 Line Pass violations.
INJURIES	Toggle the possibility of player injuries **ON**/OFF.
LINE CHANGES	**AUTO**: The computer cycles your lines at each face off.
	MANUAL: You must change your lines. Players left on the ice too long tire out.
	OFF: Your best line remains on the ice and at full energy for the entire game.

Options



CONFIGURE CONTROLLER	Modify your controller's button configuration to your style of play.



CAMERAS	Set the default camera angle and other camera position options.
	CAMERA VIEW: As you cycle cameras, the sample monitor highlights to display each view.
	AUTO ZOOM: When **ON**, the camera zooms in when the puck enters the slot or crease area.
	AUTO REPLAY: When **ON**, scoring plays trigger instant replays.
	REVERSE ANGLE: Toggle ON to flip the camera angle.
PASSWORD	Enter passwords to access *NHL 99* "Easter eggs."
HEAVY METER	The Heavy Meter gauges the speed of your slapshots. Set this meter to **MPH** (miles), KPH (kilometers), or OFF.

Rosters

COACHING STRATEGY	Set your team's default strategy. You can change your strategy on-the-fly during the game. For detailed strategy info ➤ *Coaching Strategies* on p. 22.
	1. Select the team whose strategy you want to set.
	2. Select the strategy you want for each game situation.
	3. Use the sliders to set the amount of pressure you want the team to apply.
	4. Press **START** to accept and exit.
VIEW ROSTERS	View team rosters to compare player ratings.

EDIT LINES — Edit any team's lines to experiment with different player combinations.

1. Choose a team and the line you want to edit.
2. Highlight the player you want to remove from the line.
3. Press **C ▶** to access the roster, then highlight the player you want to insert in the line.
4. Press **A**. The new player joins the line.
5. Press **START** to save your edits and exit.

TRADE PLAYERS — Trade players between any two teams. You can offer up to three players from each team in a single trade.

1. Choose the teams you want to trade players between.
2. Select the player(s) you want to trade from the first team, then access the second team's roster.
3. Select the player(s) you want to trade from the second team.

◆ The trade meter rises along with the level of talent you put on the block.

4. Press **START** to make the trade and exit.

***NOTE**: If you add a player to a roster whose jersey number conflicts with an existing number, you must select a different number for the new player.*

➥To choose a number, Control Pad ↔ to select, then press A.

FREE AGENTS — Move players from the free agent pool to any team's roster and vise versa.

➥ To sign a free agent, select a team, then access the free agent pool and move the player to his new roster.

➥ To release a player, select a team, then move the player to the free agent pool.

CREATE PLAYERS — Create new players as free agents or edit.

1. Complete the player info options, then press **START** to accept.
2. Distribute skill points to customize your player, then press **START** to accept. The player joins the free agent pool.

◆ The meter at the bottom of the screen displays the amount of skill remaining for distribution.

➥ To edit or delete a created player, select EDIT or DELETE from the Create Player menu, then choose the player from the list.

RESET ROSTERS — Resets all rosters and lines to the *NHL 99* defaults.

Stats Central

View team, roster, and player stats, and track user stats and leaders.

TEAM STATS — Compare teams in key stat categories. You can organize the teams by league, conference, or division.

ROSTER STATS — View any team's roster to see how its players match up statistically. You can sort players by leaders in any category.

PLAYER STATS — Player Stats tracks stats for every player in the game. This screen functions just like the Roster Stats screen.

USER STATS — Compare your personal stats with those of other *NHL 99* users. *NHL 99* compiles stat information from every game played with a user-assigned team.

LEADERS — The Leaders screen is identical to the Player Stats screen, but it tracks only the top 20 players in each category.

Controller Pak

Load and save seasons, playoffs, tournaments, rosters, settings, and user logs.

***NOTE**: Never insert or remove a Controller Pak while loading or saving files.*

LOAD GAME — Resume a saved season, playoff, or tournament in progress.

LOAD ROSTERS — Load saved rosters. ➤ *Save Rosters* below.

SAVE ROSTERS — After creating players, editing lines, or trading players, you can save the new rosters.

LOAD SETTINGS — Load a saved setup. (If you start *NHL 99* with a Controller Pak that has settings saved to it, they become the default settings.)

SAVE SETTINGS — Save rules and options changes.

LOAD USER LOG — Load your personal user log each time you play to keep your stats current and accurate.

SAVE USER LOG — Save your user log to keep cumulative personal stats for as long as you play *NHL 99*.

CONTROLLER PAK MENU — Manage your *NHL 99* memory pages.

EXHIBITION MODE

In Exhibition mode, you choose two teams to do battle on the ice. There's no scheduling or seeding–just lace 'em up and drop the puck.

➥ To begin an Exhibition game, choose EXHIBITION at the Game Setup menu, and press **START**. The Team Select screen appears.

TEAM SELECT

Every *NHL 99* team is eligible to play in Exhibition mode, including NHL teams, national clubs, and All Star teams. Set your favorite match-ups or let *NHL 99* make random team selections for you.

➥ To choose teams randomly, press **L** (visiting team) or **R** (home team).

➥ To accept the selected teams, press **START**. The Controller Setup screen appears.

CONTROLLER SETUP SCREEN

Choose a team to control. After selecting a team, you can enter a user name for stat tracking.

➥ To toggle **AUTO**/MANUAL goaltending, press **C▲**.

➥ To lock a position, press **L** or **R**. The position you lock is the position you control for the entire game, whether or not your player has the puck.

◆ If you don't choose a position, you always control the puckhandler on offense.

➥ Need a hand? Boost your team's Advantage Meter. Need a challenge? Boost your opponent's. To adjust the Advantage Meter, press **C◀**, **C▶**.

➥ To accept the controller setup, press **START**. The Game Intro begins.

EA TIP Auto-controlled goalies attempt to make saves on their own, but when they have the puck, control is transferred to you.

Multiplayer

Up to four people can play in a single *NHL 99* game.

An icon for each controller connected to the Nintendo 64 appears on the screen. As users select teams, the icons turn colors. Remember your color: the player you control on the ice skates on the same colored star.

GAMEPLAY CONTROLS

Hot and Cold Streaks

Just as in real life, *NHL 99* players can get on hot and cold streaks that affect their performance on the ice.

During the game, hot players' names are red and cold players' names are blue. On the Edit Lines screen or the Lines and Pairings screens before faceoffs, a red streak indicates a hot player and a blue streak indicates a cold player.

EA TIP While you can remap any button control, only default controls are described in this section.

FACEOFFS

➥ To take the draw, Control Pad in the direction of the teammate you want to scoop the puck to, then press **A** when the puck hits the ice.

OFFENSE

Skating and Stickhandling

➥ To **skate**, Control Pad in the direction you want to go.

➥ To get a **speed burst**, press **C▼**.

➥ To execute a **spin-o-rama**, when the puckhandler is in the defensive or neutral zones, press **L** or **Z**. The player does a 360° while maintaining possession of the puck.

Passing

➥ To **pass**, Control Pad toward a teammate, then press and release **A**.

➥ For a **give-and-go**, Control Pad toward a teammate, then press **A** and hold for a half second. When the recipient receives the puck, he immediately passes back to you.

➥ For a **drop pass**, Control Pad toward a teammate trailing you, then press and release **A**.

Shooting

- To **shoot**, Control Pad toward an area of the net, then press and release **B**.
  - When your player winds up, the heavy meter appears below his star. The higher the meter when you release **B**, the harder the shot. The radar posts huge shots under the score.
- For a **one-timer shot**, send a pass to a teammate. Before the puck gets there, press **B**. The pass recipient fires off a quick slap shot.
- To **fake** a shot, press **A** during the wind up.
- To execute a **spin-shot**, when the puckhandler is in the attack zone, press **L** or **Z**. The player does a 360° and shoots when he's halfway around.

DEFENSE

- To get a **speed burst** or **body check** (when in position), press **C▼**.
- To **control** the player closest to the puck, press **A**.
- To **hook** (within sticks length) or **hold** (within arms length), press **B**.
- To hit the ice to **block a shot**, press **L**.
- To **change skating direction** 180°, press **Z** when you're in position to stop the puck.
- To **clear** the puck along the boards, Control Pad toward the boards, then press **B**.

GOALTENDING

EA TIP You must have the Goalie Controls option set to MANUAL in order to attempt saves. If you don't, the goalie automatically polices the crease.

- To take **control** of your goaltender, press **R**.
- To **resign control**, press **A** to assume control of the player nearest the puck.
- To attempt a **save**, press **B**.

After a save (manual or auto controlled goalies):

- To **pass**, Control Pad in the direction of a teammate, then press and release **A**.
- For a **flip pass**, Control Pad in the direction of a teammate, then press and release **B**.

FIGHTING

This section assumes you have the Fighting option set to **ON**.

EA TIP When a player with a high Aggressiveness rating puts a big hit on another aggressive player, there's a chance they'll fight.

Fighting controls:

- To **jab**, press **A**.
- To throw a **hook**, press **B**.
- To unload a **haymaker**, press **Z**.
- To **duck**, Control Pad ↓.
- To **grab** your opponent's jersey, skate toward the opponent, and press **C▼**.
- To **break away** from a grab, skate away from the opponent, and press **C▼**.

LINE CHANGING

This section assumes you have the Line Changes option set to MANUAL.

EA TIP Each period begins with all lines at 100% energy, but energy levels decrease as the period draws on. As your current line becomes fatigued, its energy bar gets shorter. Change your lines before your players tire out.

- To change lines **before a faceoff**, press **C▲**, **C▼**, **C◀**, or **C▶** to select the corresponding line from the Line Change menu.
- To change lines **on the fly**, press **C▲** to access the Line Change menu, then press **C▲**, **C▼**, **C◀**, or **C▶** to select the corresponding line.

EA TIP In power play and penalty killing situations, you only have two lines from which to choose.

CHANGING STRATEGIES

- To **change strategies** on the fly, press **C◀** (offense) or **C▶** (defense) to access the Strategy Change menu, then press **C▲**, **C▼**, **C◀**, or **C▶** to select the corresponding strategy.

PAUSE MENU

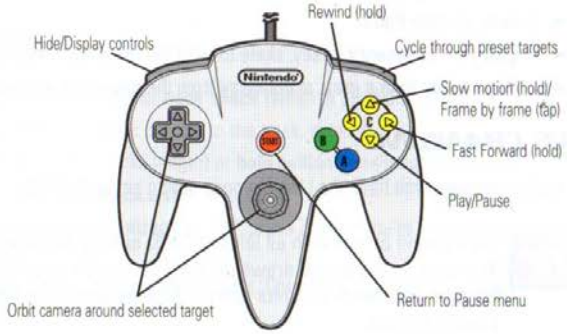
Bring up the Pause menu during the game to access Pause menu options or take a break from the action.

Many Pause menu items are found on the Game Setup menu as well (➤ p. 7). The items described in this section are specific to the Pause menu.

➥ To bring up the Pause menu, press **START**.

➥ To return to the game, press **START** with any option highlighted.

INSTANT REPLAY — Step into the control booth to review great plays.



➥ To manually move the target, hold **Z**, and Control Pad in any direction.

GOALIE — Bring in a replacement goalie or choose GOALIE: PULL to make room on the ice for an extra skater.

TIME-OUT — Each team has one time out per game. Time outs refresh the energy levels of all players by 1/3. You may call a time out only during a stoppage of play.

QUIT — Exit the current game.

END OF THE GAME

Following the final horn, the End Game menu appears, displaying the three stars of the game.

At the End Game menu, you can view final game stats, or select REMATCH to get back into it with the same teams and settings.

➥ To return to the Game Setup menu, select EXIT, then select YES when prompted.

SEASON MODE

Season mode is patterned after an authentic NHL season. Only NHL teams may play, and teams are arranged in their actual conferences and divisions.

When regular season play ends, the top eight teams from each conference move on to the playoffs. After the champions hoist the Cup, a season-end awards ceremony presents all the major NHL trophies.

➥ To begin a season, select NEW SEASON at the Game Setup menu. The Season Settings menu appears.

Season Settings Menu

The Season Settings menu features several options to customize your season. For the most realism, name your season, then go with the default settings.

SEASON NAME — Enter a custom season name.

SEASON GAMES — Choose to play a 26- or **82**-game season. In a 26-game season each team plays every other team once.

PLAYOFF GAMES — Set the playoff series length to 1, 3, 5, or **7** games.

STARTING ROSTERS — Use the **DEFAULT** *NHL 99* rosters or any custom rosters you've created and saved.

TRADE DEADLINE — Choose NO to make trades up to the playoffs, or **YES** to adhere to NHL trade deadline regulations (March 18 at noon, Pacific Standard Time).

STATISTICS TRACKING — Choose **FULL** to track all stats throughout the season, or PARTIAL to track only user records and team stats.

➥ To accept season settings, press **START**. The Team Select screen appears.

Team Select

Choose the team you think you can take through the Stanley Cup finals, or select multiple teams for more action during the season. You can select every team and play a hand in each game of the season.

➥ When you've selected the team(s) you want, press **START**. The Season menu appears.

Season Menu

Several of the options that appear on the Season menu are identical to those found on the Game Setup menu (➤ p. 7).

MATCHUPS — Go to the Matchups screen to play or simulate your next scheduled game and get stats and scoring info on completed games.

➥ To begin your next match, highlight it and press **START**. The Controller Setup screen appears (➤ p. 12).

CALENDAR — View any team's season schedule month-by-month. Like the Matchups screen, you can play or simulate games and scan recaps of previously played games at the Calendar screen.

STANDINGS — Analyze season standings by league, conference, or division. The top-eight teams in each conference are bound for the playoffs.

TEAM SELECT — Go back to the Team Select screen to reconfigure user and computer-controlled teams.

PLAYOFF MODE

There are few events in the sporting world that generate as much excitement as the Stanley Cup playoffs. Playoff mode lets you bypass the regular season and begin play at the pinnacle of NHL hockey competition.

➥ To begin a Playoff, select PLAYOFF at the Game Setup menu. The Playoff Settings menu appears.

Playoff Settings Menu

The Playoff Settings menu offers several options to customize your playoff. For the most realism, name your playoff, then go with the default settings.

PLAYOFF NAME — Enter a custom playoff name.

PLAYOFF GAMES — Set the playoff series length to 1, 3, 5, or **7** games.

ROSTERS — Use the **DEFAULT** *NHL 99* rosters or any custom rosters you've created and saved.

VALID CONFERENCE — Choose **YES** to restrict teams to their actual NHL conferences. Choose NO and you may pair teams together regardless of conference.

DUPLICATE TEAMS — If YES, a team may play against itself in the playoffs but player stats are not saved. If **NO**, you can enter each team only once.

STATISTICS TRACKING — Choose **FULL** to track all stats throughout the playoffs, or PARTIAL to track only user records and team stats.

➥ To accept playoff settings, press **START**. The Team Select screen appears.

Team Select

Choose the team you think has the best chance to win the Cup, or select multiple teams for a better shot at winning the championship. You can control every team and take part in each game of the playoff.

You can customize the Team Select screen to include your favorite squads or recreate the 1998 Stanley Cup playoffs.

NOTE: Only NHL teams may take part in a Playoff.

➥ To fill the playoff berths randomly, press **L** or **R**.

➥ When you've selected the team(s) you want, press **START**. The Playoff menu appears.

Playoff Menu

Several of the options that appear on the Playoff menu are identical to those found on the Game Setup menu (➤ p. 7).

MATCHUPS — Go to the Matchups screen to play or simulate your next scheduled game and get stats and scoring info on completed games.

➥ To begin your next match, highlight it and press **START**. The Controller Setup screen appears (➤ p. 12).

PLAYOFF TREE — Visit the Playoff Tree to see how each series is shaping up or to access the Calendar screen.

◆ At the Calendar screen you can play or simulate matches, and scan recaps of previously played games.

TEAM SELECT — Go back to the Team Select screen to reconfigure user and computer-controlled teams.

TOURNAMENT MODE

NHL 99 tournaments are structured like most formally sanctioned ice hockey tournaments. Tournaments begin with a round robin, continue through single-elimination rounds, and end following the medal games. Below is a general tournament flow.

ROUND ROBIN — The computer automatically seeds and places each team in a tournament pool. Each team must play every other team in its group once to complete a round.

QUARTERFINAL ROUND — The top four teams from each group advance to the Quarterfinals and are seeded based on round robin records. In general, the best team from "Group A" plays the bottom team from "Group B", the next-best team plays the team with the second-lowest record, etc.

SEMIFINAL ROUND — The quarterfinal is a single-elimination round, so the four remaining teams appear in the semifinal. The semifinal is a single-seeding round, determining the match-ups for the medal games.

BRONZE MEDAL GAME — The two semifinal losers meet in the bronze medal game. The winner receives the bronze medal, while the loser gets a well-deserved pat on the back.

GOLD MEDAL GAME — The semifinal victors get the chance to go for the gold. The loser of the final game receives the silver medal.

➥ To begin a tournament, select NEW TOURNAMENT at the Game Setup menu. The Tournament Settings menu appears.

Tournament Settings Menu

The Tournament Settings menu offers several options to customize your tournament, including number of rounds and number of teams.

TOURNAMENT NAME — Enter a custom tournament name.

ROUND ROBIN — Choose **YES** for a complete tournament from the round robin stage, or NO to begin at the quarterfinal round.

NO. OF ROUNDS — Round robin only. Play 1, **2**, 3, or 4 rounds in the initial round robin stage.

NO. OF TEAMS — Round robin only. Enter 8, **12**, or 16 teams in the first round.

DUPLICATE TEAMS — If YES, a team may play against itself in the tournament but player stats are not saved. If **NO**, you can enter each team only once.

STATISTICS TRACKING — Choose **FULL** to track all stats throughout the tournament, or PARTIAL to track only user records and team stats.

Team Select

Choose a team and go for the gold, or select multiple teams.

All NHL and national teams are eligible for tournament play. You can select your favorite teams, or let *NHL 99* fill the slots randomly.

➥ To fill the tournament seeds randomly, press **L** or **R**.

➥ When you've selected the team(s) you want, press **START**. The Tournament menu appears.

Tournament Menu

Several of the options that appear on the Tournament menu are identical to those found on the Game Setup menu (➤ p. 7).

MATCHUPS — Go to the Matchups screen to play or simulate your next scheduled game and get stats and scoring info on completed games.

➥ To begin your next match, highlight it and press **START**. The Controller Setup screen appears (➤ p. 12).

CALENDAR — View any team's tournament schedule. Like the Matchups screen, you can play or simulate games and scan recaps of previously played games at the Calendar screen.

TEAM SELECT — Go back to the Team Select screen to reconfigure user and computer-controlled teams.

SHOOTOUT

In a Shootout, the members of the Power Play 1 line from each team go one-on-one against the opposing goalie. Each player gets one shot, and chances alternate between teams. The team with the most goals at the end of the Shootout wins.

➥ To begin a Shootout, select SHOOTOUT at the Game Setup menu. The Shootout Team Select screen appears.

◆ To accept the selected teams, press **START**. The Controller Setup screen appears (➤ p. 12).

◆ When you accept the Controller Setup, the Shootout Player Select menu appears.

Shootout Player Select Menu

The Shootout Player Select menu lets you insert any player from your roster into the Shootout line-up and place any goalie in the crease.

To modify your Shootout line-up:

1. Highlight the player you want to remove from the line-up, then press **C ▶** to acces the roster.
2. Highlight the player you want to insert in the line-up, then press **A**. The new player joins the line-up.
3. To resume control of the line-up, press **C ▶** .
4. Press **START** to accept the line-up. The Shootout begins.

COACHING STRATEGIES

To take full advantage of *NHL 99's* coaching strategies, you must first develop an understanding of real hockey strategy. In this section, Stanley Cup winning coach Marc Crawford gives you a crash course in hockey smarts.



Offensive Strategies

POSITIONAL: "In a Positional offense, players patrol zones like the old slot hockey games we used to play. This strategy is extremely conservative, but there's still a place for it in today's game. The benefit of a Positional offense is that your teammates are there to cover for you if you take your player out of position."

TRIANGLE: "The goal here is to overload one side of the ice and create 3-on-2 or 2-on-1 opportunities. When you achieve an overload in the Attack Zone, give-and-gos and one-timers are automatic. Smart players use the ice really well in this type of situation, so run the Triangle with your most Offensively Aware skaters."

FUNNEL: "A scoring chance is any shot taken from the slot up to about the top of the faceoff circles. The Funnel strategy focuses on moving as many players into this area as you can safely afford. By continuously charging the net, you'll create more scoring chances, and you'll have players in position for the rebounds."

COMBINATION: "Combination automatically selects the best strategy for the current game situation. In other words, your team adjusts to whatever the defense throws at you. For example: If your opponent is in a strict Zone, you can set up a successful Triangle in the high corner because their wings aren't there for support."

Defensive Strategies

ZONE: "The Zone defense is a sound strategy. It's similar to the Positional offensive strategy, but you have a bit more freedom to incorporate new ideas. Use this strategy with a line of Defensively Aware players, and focus on cutting off the pass. If you go for the man and miss, you'll quickly find yourself out of position."

MAN-TO-MAN: "You must have unbelievably skilled players on the ice to utilize the Man-to-Man strategy effectively. All it takes is one opponent beating your player and they've got a 2-on-1 at the least. Possibly a breakaway. Use this strategy when you find your 1st line on the ice challenging your opponent's 3rd line."

COMBINATION: "On defense, Combination is a hybrid of Zone and Man-to-Man strategies. In general, your skater playing the puck is playing a Man-to-Man strategy. Your other players are patrolling their Zones. The beauty of the Combination is that if your skater gets beat, his teammate assigned to that Zone can help out."

BOX + 1: "In this strategy, your wings and defenders play a standard Box strategy, while the center assumes a 'rover' position. The Box + 1 works best when the center has a strong Defensive Awareness rating because he must adjust quickly and intelligently to the attack. The Box rotates so that a man is always on the puck."

RULES OF THE GAME

This section defines hockey rules, penalties, and terms for *NHL 99* rookies.

Offside

A play is offside when an attacking player precedes the puck across the blue line, into the Attack zone. If you're in danger of committing an offside violation, an indicator appears on the screen until your teammates clear out of the zone.

When the ref calls an offside violation, play stops and a faceoff occurs on the Neutral zone faceoff dot nearest the incident.

Two Line Passing

A two-line pass is whistled when the puck crosses two lines between the origination and completion of a pass. Play stops, and the ref drops the puck at the point of origin of the pass.

Icing

Icing occurs when a player sends the puck from his half of the ice across his opponent's goal line and a defender other than the goalie is first to touch the puck. Play stops and a faceoff is held in the offending teams zone.

Icing is not called if the shot originated from a faceoff, if the puck passes through any part of the crease, or if the offending team is short-handed.

Penalties

When a player is in violation of one of the infractions below, the official calls a penalty.

BOARDING: A charging violation that sends your opponent crashing into the boards.

CHARGING: Applying a body check after taking more than two deliberate strides toward your opponent.

CROSS CHECKING: Hitting your opponent with both hands on your stick and no part of the stick on the ice.

ELBOWING: Delivering a check with your arms or elbows rather than your body.

FIGHTING: The moment you square off against an opponent and drop your gloves. A penalty may be declared, even if no blows are struck.

HIGH STICKING: Carrying your stick above normal waist level when skating toward an opponent. Striking your opponent while carrying the stick above shoulder level.

HOLDING: Using your hands to grab either your opponent or his stick.

HOOKING: Using the blade of your stick to restrain an opponent.

INTERFERENCE: Any contact with your opponent's goalie while he is in possession of the puck and within the crease.

ROUGHING: A particularly ruthless Charging infraction, usually resulting in the injury of your opponent.

SLASHING: Using your stick to hit, or attempt to hit, an opposing player.

SPEARING: Poking at an opposing player with the point of your stick's blade.

TRIPPING: Toppling your opponent by means of either your stick, knee, foot, arm, hand, or elbow.

Time in the Sin Bin

If the guilty player's team has the puck, play stops immediately, and the official sends the player to the penalty box.

If the other team has the puck, play continues until possession changes hands, in which case the official halts play, or until the team scores, in which case the penalty is annulled.

While the penalized player sits in the penalty box his team is not allowed to replace him on the ice; instead, his team skates with one less player. The result is a penalty killing situation for the short-handed team and a power play for their opponent.

A team may not play with fewer than three skaters on the ice (not including the goalie). Therefore, if a team has two players in the penalty box and a third player commits a penalty, the third player is directed to the box and is also replaced on the ice with a player from the bench. But the player's penalty time does not begin to tick off until one of his teammates is released.

When a player's penalty time expires, he skates out of the box and is immediately back in the game. However, if a team skating on a power play scores against the short-handed team, one player from the short-handed team is awarded early release from the penalty box and lines up for the next faceoff.

Penalty Shots

A breakaway is recognized when the puckhandler skates past the defense into the Attack zone creating a one-on-one situation with the opposing goalie.

Any last ditch effort to "take down" the puckhandler from behind results in a penalty shot for the offense.

The penalty shot begins with the offensive player in the center ice faceoff circle. The player takes control of the puck and closes in on the goalie for a one-on-one shot. Once the puck is in motion, he must keep it in motion until he fires a shot. There are no rebound chances off a missed shot.

The goalie must remain positioned in his crease until the player crosses the blue line. At this time, the goalie may advance out of the crease to cut off the player's angle or attempt to stop the puck in any legal manner.

GLOSSARY OF HOCKEY TERMS

Attack Zone: The area of ice between your opponent's blue line and goal line. Also called the Offensive Zone.

Backchecking: Skating back up ice toward your goal line while covering an attacker.

Blue Lines: Two 12" blue lines drawn from sideline to sideline across the rink. The blue lines are positioned 60 feet in front of each goal, dividing the ice into three zones. The blue lines are used to determine offside violations.

Boards: The wooden barriers enclosing the ice surface of the rink. Boards are topped-off by a barrier of shatterproof glass to protect both players and spectators.

Body Check: To use your body to block or hit an opponent. Body checking is legal only when the player receiving the hit is controlling the puck or was the last player to touch it.

Checking: Impeding the progress of a player with the puck, either by blocking his progress with your body or with your stick.

Crease: The 6' x 4' area, marked off by red lines and painted blue, directly in front of each goal. Only the goalie is permitted in the crease; no player may score from the crease unless he is trapped in by a defensive player or the puck enters the crease first.

Defensemen: The two skaters on your back line. A defenseman's main responsibilities are foiling an attack by the opposition and containing their own team's attack at the blue line. Sometimes called Pointmen because of their position at the blue line on offense.

Defensive Zone: The area of ice between your blue line and your goal line. Sometimes referred to as "your zone."

Deke: The use of superb stickhandling and skating to fake or deceive an opponent into committing himself.

Faceoff: The dropping of the puck by the referee between two opposing players to begin play. Faceoffs start the game and follow all stoppages in play.

Forechecking: Checking your opponent in his defensive zone in an effort to regain the puck and continue your attack.

Forward: A forward is any or all of the three players skating on the forward line: Left Wing, Center, and Right Wing. A forward's main responsibilities are forechecking and scoring.

Goal Lines: Two red lines drawn from sideline to sideline across the rink. The goal lines identify the plane of the goal and are used in determining Icing infractions.

Goaltender: The goaltender positions himself in front of his team's net and attempts to block the opposing team's shots-on-goal. Sometimes referred to as Goalie, Goalkeeper, 'keeper, or Net Minder.

Hat Trick: Three goals by a single player in one game.

Neutral Zone: The area of ice in the center of the rink between the two blue lines. The term "neutral ice" is also used to describe this area of ice.

Penalty-Killing: The defensive maneuvers and lines used while a team is shorthanded.

Pinching In: When Basic positions are set on offense, Pinching In is the act of skating the player with the puck out of position and toward the net. If a defenseman pinches in, a forward usually retreats to cover his point.

Power Play: An organized attack by the full strength team against the short-handed team.

Red Line: The 12" center line drawn from sideline to sideline, bisecting the rink into two equal segments.

Twine: The net. When the puck passes over the goal line far enough to hit the net, the term "dent the twine" is sometimes used. The net may also be referred to as "rope."

Winger: Players skating in the Left Wing and Right Wing positions are commonly referred to more generally as Wingers.

CREDITS

N64™ DEVELOPMENT TEAM

MBL Research, Inc.

N64 PROGRAMMERS

Tools, UI & Development Strategy: Rex Bradford
Programming Coordination & Sound: Ross Comstock
Database & UI: Robert Costello
Player AI: Mark Lesser
Rendering & FX: Eric Malafeew
Game Logic: Ken Williams

N64 ARTISTS

In-game UI: Scott Blanchard
In-game Texturing: Lori Champney
Art Coordination & 3D: Gayle Robertson
Front End UI: Greg Summers
Texturing & Special FX: Doug Wike
Game Tester: Mike Toothaker

ELECTRONIC ARTS CANADA

Executive Producer: Bruce McMillan
Producer: Ken Sayler
Associate Producer: Vince Nason
Assistant Producer: Bill Kim
Development Director: Dave McCarthy
Additional Art & Animation: Phil Chow, Bryce Cochrane, Ted Nugent, Tom Papadatos, Cory Yip
Lead Audio & SFX: Jeff Mair
Audio: Aleksander Zecevic
Music: Jeff Dyck, Saki Kaskas
Play By Play Announcer: Bill Clement
Tools & Libraries: Dave Mercier, Ted Sylka, Yvo Zoer
N64 Technical Director: Yggy King
QA Coordinator: Steve Livaja
QA II: Martin McQueen
QA Project Lead: David Orne
QA Assistant Leads: Matt Kernachan, Richard Lambert
Testers: Freya Berg, Tim Dale, Robert Davidson, Jason Dong, Ben Fransen, Chris Hrennikoff, Blake Johnston, Phong Lam, Wade Lindley, Greg Lutzer, Dan Rodgers, Christie Rossignol, Jared Routly, Sean Walsh
QA Database Administrator: Randy Parmar, Bob Purewal
Mastering Lab Supervisor: Peter Petkov
Mastering Lab Technicians: Cary Chao, Jeff Hutchinson
QA Technical Leads: Paul Breland, D'arcy Gog
Localization Producer: Louise Read
Localization Manager, Europe: Dominique Goy
Translation, Sweden & Finland: Anu Laitila, Inger Marshall
Translation, Germany: Dagmar Geller, Alexa Kortsch, Bianca Normann
European Language Testing Coordination: Simon Davison, Matt Eyre

German Language Tester: Dirk Vojtilo
Swedish Language Tester: Markus Hoc
Finnish Language Tester: Sami Valkama
Product Manager: Brian Coleman
Documentation: Bill Scheppler
Package Design: Mike Lippert
Statistical Data & Player Ratings: Stats Inc.
Coaching Stategies: Marc Crawford
NHL Photography: Bruce Bennett Studios, Inc.
NHL Footage: NHL Productions
EASM QA Lead: Benjamin Crick
EASM QA: Jay Miller, Todd Manning, Jamil Dawsari, Bobby Joe
Special Thanks: Paulette Doudell, Steve Fitton, Erika Foster, Glenn Horine, David Kleiman, Brad Lazarowich, Eric Lindros, Markus Naslund, Catherine O'Brien, Steve Ou, Mike Oulette, Tom Richardson, Marc Rizzardo, Patrick Roy, Ted Saskin, Dave Scatchard, Devin Smith, John Vanbiesbrouck, Philip Williams, The Boogie Shop

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EA Tech Support Fax: (650) 628-5999

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Internet E-mail: support@ea.com

World Wide Web: Access our Web Site at http://www.ea.com

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