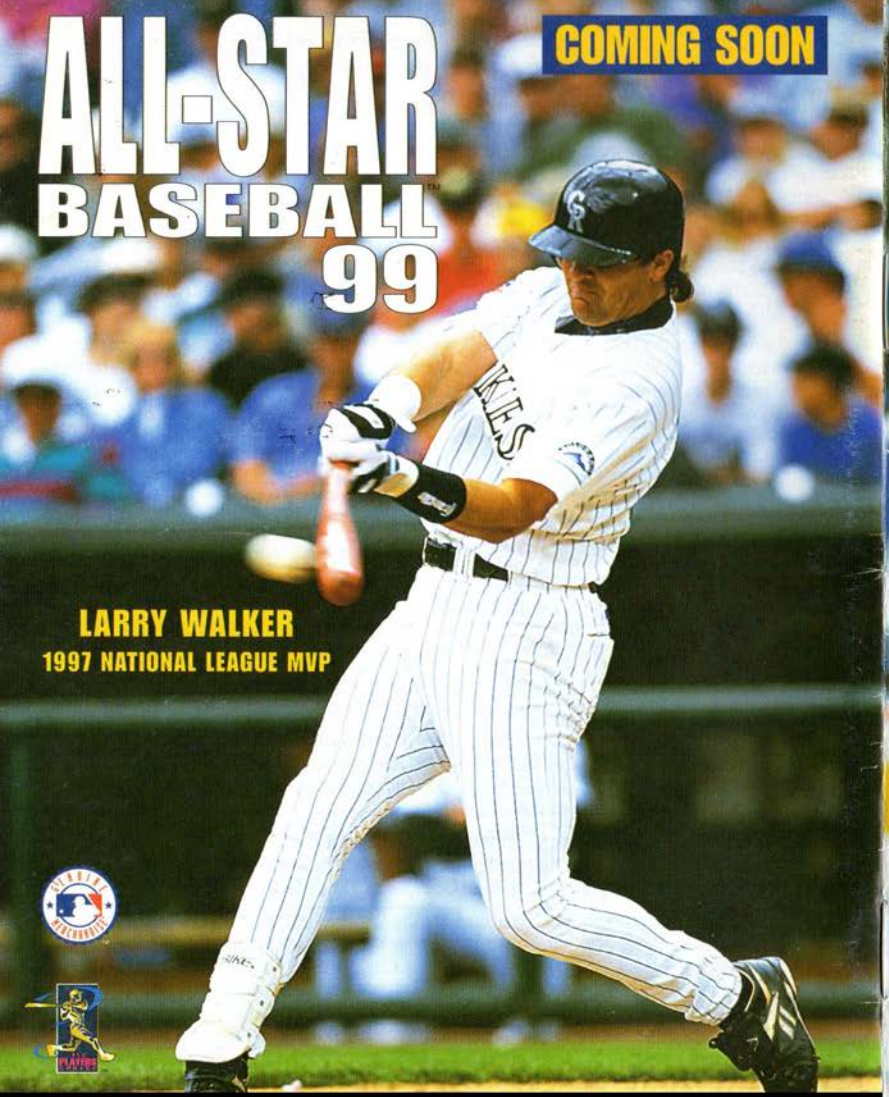
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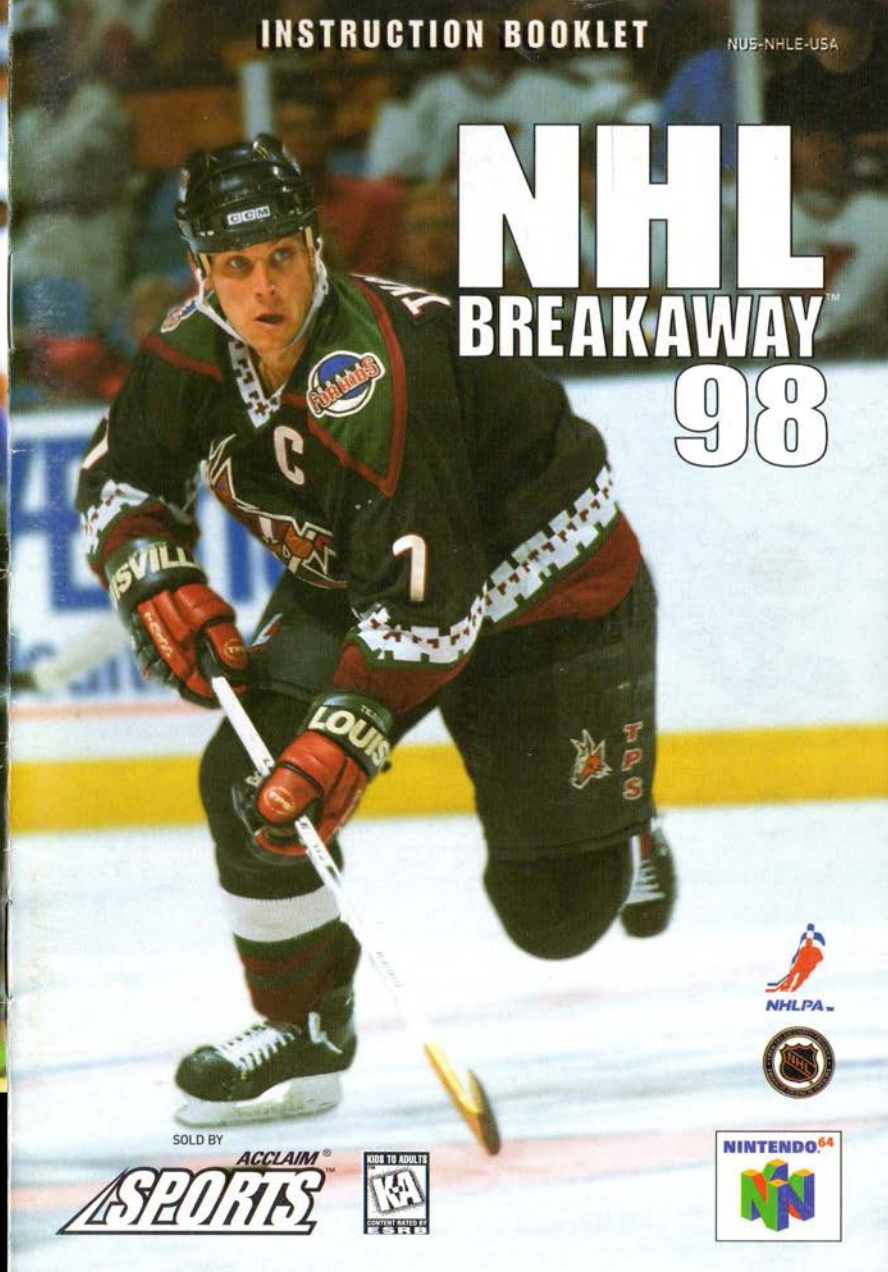


LARRY WALKER
1997 NATIONAL LEAGUE MVP

INSTRUCTION BOOKLET

NUS-NHLE-USA

NHL BREAKAWAY 98



NHLPA

SOLD BY

ACCLAIM SPORTS

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

NINTENDO 64

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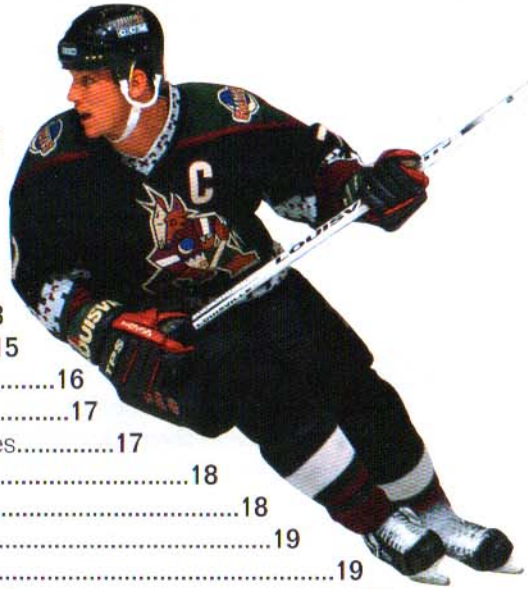
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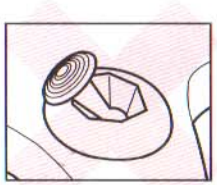
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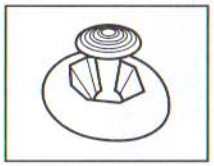
Control Stick Function

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 down 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.

LOADING

1. Make sure the power is OFF on your Nintendo® 64 Control Deck.
2. Insert your NHL Breakaway™ '98 Nintendo® 64 Game Pak into the Control Deck as described in the instruction manual.
3. Insert Controller into Port 1.
4. If you wish to save a game, insert a Nintendo Controller Pak (sold separately) in the slot on the bottom of the controller.
5. Slide the power switch to ON.

This game is compatible with the Controller Pak and Rumble Pak accessories. Before using the accessories, please read the Controller Pak and Rumble Pak accessory instruction booklets carefully. Follow on-screen instructions to determine when you should insert or remove the Controller Pak and Rumble Pak accessories.

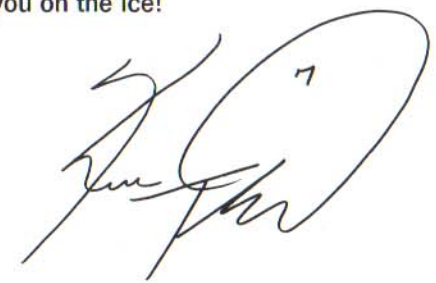
(IMPORTANT: make sure not to touch the Control Stick when doing so).

INTRODUCTION



Welcome to NHL Breakaway™ '98, the one hockey game that gives you full-blooded hockey play! As a player, I'm impressed with the incredible detail and responsive, fast-paced action. From the face-off to the final buzzer, I love the variety of Exhibition, Season, Playoff, Shoot-out and Practice game modes! The controls are great, and the computer players respond just like real players to put the feel of the game right into your hands. I've even scouted the league for Acclaim Sports to ensure that the teams play like their NHL® counterparts. This is hockey at the highest level, with all the down to ice play factors like injuries, fatigue, experience and aggression. You get all the NHL® players (and their stats), and all the NHL® teams-- it's a beautiful thing, but there's more to hockey than slapshots, highsticking and slick saves. NHL® Breakaway™ '98 boasts plenty of action off the ice, too. Negotiating trades, building teams, hiring and firing coaches, and making all the tough strategy decisions that a talented general manager needs to do. I hope you enjoy playing this as much as I do.

See you on the ice!



CONTROLS

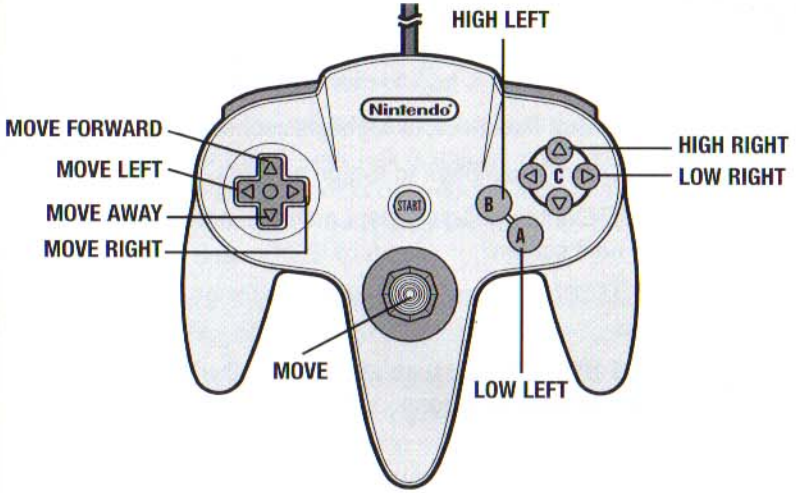
CONTROL	OFFENSE WITH PUCK	OFFENSE WITHOUT PUCK	DEFENSE
A	PASS	Call for PASS	BLOCK SHOT
B	SHOOT	Call for SHOT	POKE CHECK
C→	TURBO	TURBO/CHECK	TURBO/CHECK
C↑	DUMP PUCK	HOOK/HOLD	HOOK/HOLD
R	Skate BACKWARDS	Skate BACKWARDS	Skate BACKWARDS
L/Z	Icon PASS		
C←	Line CHANGE	Line CHANGE	Line CHANGE
C↓	Switch Players (tag mode OFF)	Switch Players	Switch Players
START	PAUSE	PAUSE	PAUSE
CONTROL PAD/STICK	MOVE PLAYER	MOVE PLAYER	MOVE PLAYER

NOTE: Press the Control Pad/Stick in the opposite direction while Turbo Skating for a Hard Stop.

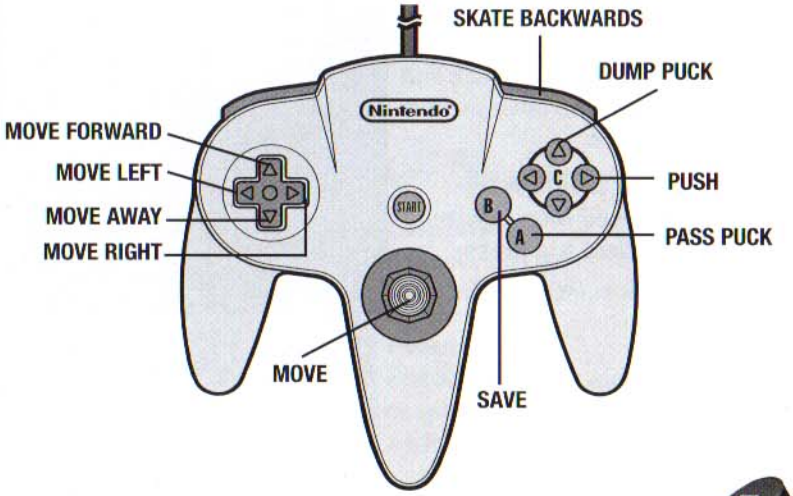
CONTROL TIPS

- **To eliminate the Line Change box immediately, press the R BUTTON.**
- **The SKATE BACKWARDS BUTTON can be used to create dekes, feints and spin-a-roos that can fake goalies out of their skates.**
- **Pressing the SHOOT BUTTON a second time (before the shot is off) will trigger a fake shot.**

Fighting Controls



Goalie Controls



MOVING THROUGH NHL BREAKAWAY™ '98 MENUS

Unless we say differently, this is how to move through the game menus:

- Press ↑ or ↓ Control Pad/Stick to highlight a choice.
- Press ← or → Control Pad/Stick to toggle settings.
- Press the A BUTTON to confirm/accept a choice and/or advance to the next screen.
- Press the B BUTTON to cancel a selection and/or go to a previous screen.
- Press the START BUTTON to pause and resume the game, and to use in-game Pause Options.

The Help Bar

Look at the bottom of the screen for important tips on moving through menus, selecting options, using button controls and other stuff.

The Speed Menu

In all game modes, the Speed Menu lets you make changes really fast, and get on the ice while the other dude is still lacing his skates.

- Press the L or Z BUTTON to bring up the Speed Menu. Scroll to the desired item and press the A BUTTON.



SAVING & RESUMING GAMES & SETTINGS

Note: To save game data, you need a Controller Pak (sold separately). A player can save information by inserting a Controller Pak into the slot on the bottom of the Controller at start up.

When a save screen appears, the console will detect the status of the player's Controller Pak. If your Pak is unformatted, you will be prompted to format it. Likewise, if there is not enough free space (empty memory blocks) to save your data, you will be prompted to overwrite (erase) an existing record. Select 'YES' to do so.

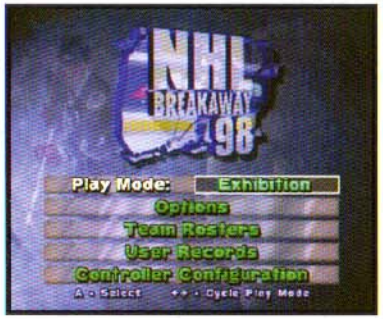
When you select Playoff or Season mode, you will be prompted to start a New Season/Playoff, or to Resume one on your Controller Pak.

- To resume a game using a Controller Pak, select Season or Playoff mode. If a Controller Pak with a saved season or playoff is detected, you can then scroll to the game you wish to load and press the A BUTTON. The data will load, and you can begin the next game on your schedule.

For information on saving and loading custom players built in Create Player, please see page 9.

At the Main Menu, you will see a bunch of different choices. These are explained in detail later on.

PLAY MODES



Exhibition

A regular one game match. Choose from NHL, International or All-Star teams.

Practice

Practice your even-strength, goaltending or special teams play before getting into a game if you hope to win.

Shoot-Out
Who has the puck power it takes to win the shoot-out? You've got five shots each to find out!

Playoffs
The ice heats up when you jump right into dramatic Playoff action and try to get cup crazy!

Season
The ultimate test of your total hockey skills, on and off the ice!

International Tournament
Play for world glory among the best teams!

OPTIONS

Set up the rules for your exhibition or practice game.

USER RECORDS

If you're smart enough to use a Controller Pak, then you can enjoy gloating over your stunning record or moaning over it and wishing you played better (see Practice). This feature also lets you delete old names, seasons, playoffs, etc.

CONTROLLER CONFIGURATION

Allows you to modify which buttons do what. Press the A BUTTON on the controller you wish to configure to enter.

TEAM ROSTERS

This lets you view and maintain NHL rosters, keeping up with the latest trades and minor league call-ups.



Creating Players
You can create and save up to 30 custom players, then bring them in to dominate your opponents (or build weak-kneed jerks with no skills and put them on opposing teams!).

Besides naming your player and determining his height, weight, hometown and years in the NHL, you can adjust his skill levels in all areas to create a seamless match of skills across your roster.



To create a player, first highlight a player slot and press the A BUTTON. If all slots are full, you can overwrite (erase) one to make room for a new one. You will come to the player attribute screen.

- Use the Control Pad/Stick to highlight an input area, and press the A BUTTON to activate it.
- ↑ Control Pad/Stick increases numbers, letters and attribute settings.
- ↓ Control Pad/Stick decreases numbers, letters and attribute settings.
- ← or → Control Pad/Stick moves the character highlighted forward or backwards.
- When you are through with an area, press the A BUTTON to confirm your settings, and use the Control Pad/Stick to move to the next area.

- When you're satisfied with your new creation, press the START BUTTON to return to the Created Player Roster.

Created Players will appear on the list of free agents. To bring created players onto a team, you must trade for them.

Trade Players



The trade player screen shows the players on each team by number, name, position and overall ranking/rating.

- To scroll through teams in an area, press ← or → on the Control Pad/Stick.
- Scroll through players by pressing ↑ or ↓ on the Control Pad/Stick.
- To toggle the team you're looking at, press the C ◄ BUTTON.

To Trade a Player

Press the C► BUTTON to bring up the highlighted player's portrait and initialize him for trading.

Press the B BUTTON to trade the highlighted players.

To switch to the other side of the trade, press the C ◄ BUTTON.

You can trade players from any team to any team.

Use Default Roster

Resets to the original rosters, discarding all trades to that point.

OPTIONS

Pre-set Option Modes

NHL Breakaway™ '98 lets you choose among 3 sets of pre-set options.



Arcade Mode: press the C ◄ BUTTON for fast moving, no-whistle action!

Simulation Mode: press the C ► BUTTON for real NHL play, with all penalties called and manual changes.

Medium Mode: press the C ▼ BUTTON for default play that's part Arcade, part Simulation.

Game Options

Length of Period: Choose Five, Ten or Twenty minute period lengths.

Difficulty: Choose among Easy, Medium and Hard levels.

Goalie Difficulty: Choose Easy, Medium or Hard levels.

Overtime: Sets how ties will be decided. Choose among One overtime period, Shoot-out and Sudden Death.

Line Changes Home/Away Team: Off, Auto or Manual. Off means no line changes, Auto lets the computer handle changes and Manual lets you make line changes yourself.

Fatigue: Choose to play with realistic fatigue factor (On) or not (Off).

Goalie Control Home/Away: Toggle, Manual (you control) or Auto (computer controlled) Goalie movements for the home and away team. Manual setting is recommended only for experienced players.

Penalties: Choose to play with penalties called (On) or not (Off).

Offsides: Choose to play with Offsides called (On) or not (Off).

Icing: Play with icing allowed (On) or not (Off).

Two Line Passes: Choose to play with two line passes allowed (On) or not (Off).

Fighting: Choose to play with fighting (On) or not (Off).

Injuries: Choose to play with realistic injury factor (On) or not (Off).

Rosters: Choose between using the Original (default) or Revised player rosters.

Referee Call Styles: Choose among Lenient (lots of leeway), Normal (straight ahead calling), Backbreaker (a real stickler for enforcement) or Random styles.

Music Volume: Set volume levels from Mute to 9 (loudest).

SFX Volume: See above.

Announcer Volume: See above.

Organ Volume: See above.

Game Speed: Set game speed from slowest to fastest.

Fire Puck: Puts in streak effects to aid tracking.

Glow Puck: Puts a TV-type glow around the puck to make its position easily recognizable.

Tag Mode Home: A human always controls the puckhandler (ON), or can control players without the puck (OFF).

Tag Mode Away: See above.

PLAY MODES

EXHIBITION

Exhibition mode features any two teams in a standard one game, three period match-up. You can play against a friend or the computer. Explanations for starting an Exhibition game apply to the other play modes as well. Differences are noted under each play mode.

Selecting Teams

NHL Breakaway™ '98 features all teams from the 1996-97 NHL season, the '97 All Star teams from both conferences and International teams.



- Each team has a meter showing its rating in these decisive categories: overall, offense, goaltending, checking and defense.
- To select a team, scroll through the teams by pressing ← or → on the Control Pad/Stick, then press the A BUTTON. The selected team will be dimmed. (To have the computer select a team at random, press the L and R BUTTONS at the same time.) To select a saved season team on the Controller Pak, select the Controller Pak icon, then pick from one of the teams displayed.
- Players select teams in controller order; the player with controller 1 selects first (the team on the left). If there is no input from another controller after the first team has been selected, P1 will choose the second team, too.

Controller Setup/Name Entry

- Press ← or → on the Control Pad/Stick to move your controller under the team you wish to play on, then press the A BUTTON.
- To Enter your User Name for record-keeping (Controller Pak required), press ↑ or ↓ on the Control Pad/Stick until 'New Player' appears, then press the A BUTTON. Any previously entered names will appear. Press ↑ or ↓ on the Control Pad/Stick to toggle characters, and ← or → on the Control Pad/Stick to move backwards or forwards a space. When you're done, press

the A BUTTON. When all players who wish to enter names have done so, they should press the START BUTTON to lock it in.



Team Match-Up screen

The match-up allows you to make final preparations for the game.

Edit Lines

This screen displays line information, including current status and statistics for each player. It is available before a game or when the game is paused.

- Toggle the lines display by pressing ← or → on the Control Pad/Stick.
- Press ↓ on the Control Pad/Stick to highlight the Player Select area and view the highlighted player's attribute rankings.
- Press ← or → on the Control Pad/Stick to toggle through the players in a line.
- To swap in a player, press the A BUTTON when a player is highlighted.
- Press ↑ or ↓ on the Control Pad/Stick to scroll the highlight through the team roster, then press the A BUTTON to swap players. Repeat the process to switch them back.
- Press ↑ on the Control Pad/Stick to return to the Line Display area.

Team Strategies screen

This screen allows you to set the behavior of computer-controlled players in a number of ways which affect a team's play strategy. If you are not sure what strategy to use, press the A BUTTON for Keith Tkachuk's scouting report. It is available before a game or when the game is paused. See Hockey Strategies for details.

Options: Same as under the Main Menu.

Exit Game: Returns you to the Main Menu.

SEASON

This is the most complex and satisfying game mode. It offers several levels of on and off ice action, allowing you to compete as a player, a player/general manager or only as a general manager, letting the computer do the playing for you. The object is to guide your team through a complete season (Season length is adjustable) through the playoffs and to the coveted Stanley Cup.

Starting a Season

When you first select Season mode, you can either begin a New Season, or use saved seasons to resume your place in a previously saved Season. When you select New Season select a team first, then you will see the Season Variables screen, with many options from exhibition mode, and some season mode-specific ones:

Season Options



Schedule Type: Choose the actual 97-98 NHL schedule, a random 82, 41 or 25 game season.

Breakaway Bonus Points: You can start the season with a Low, Medium or High number of points.

Playoff Series Length: Choose to play a One, Three, Five or Seven game series if you can get your team to the playoffs.

The remaining options are as described on pages 11-12.

Season Menu

The Season Menu displays your next opponent, record, position in the standings and current Bonus Points. You can also access these functions:

Start Next Game: Go to the next scheduled game.

View Schedule: Take a look at the Season match-ups.

You will see your season Bonus Point total in the upper right of the screen. To scroll through the calendar by days, press ← or → on the Control Pad/Stick, or use C◀ and C▶ to scroll by month.

- To simulate part of your season schedule, press L or R on the Control Pad/Stick to highlight a particular game, then press the A BUTTON to select it. A pop-up window will give you the option to have the computer simulate games up to this date. Press the A BUTTON to do so (otherwise highlight CANCEL and press the A BUTTON). Your calendar will update to reflect wins, losses and scores. If you select View Statistics or Standings after simulating Season games, you see they have been updated, too.

NOTE: NO Bonus Points are awarded for simulated Season games.

Standings: A comprehensive overview of your position in the league thus far.

Statistics: View saved Season statistics, including league leaders in several categories.

Team Management: View and make changes to your team roster(s).

Exit Season

TEAM MANAGEMENT

There's a lot to managing a team. Not just moving players around and controlling a few options like you do in the other games. We're talking about real managing, where you're responsible for the health of your players, and for the coaches who train them and for the strategies you'll pursue, as well as, scouting and developing a strong minor league system.

NHL Breakaway™ '98 season mode uses a system of points to allow a player to improve his team. Although a player starts out with some points, points are earned through gameplay. Winning a game adds points. Against a division rival gives more. Goal differential in a win adds points, so don't let up. Winning streaks increase the number of points.

Keep in mind, while points are nice, some of the best ways to improve your team are free.

Edit Lines: See Page 13 under Exhibition.

Team Strategy

Organize a game plan to exploit your opponent's weaknesses and neutralize his strengths. A complete discussion of the various strategies and when to use them appears under Hockey Strategy (page 25).

Hire/Fire Coaches



This is one of the areas you can spend your points on. You can hire up to 4 coaches to improve your team, but each coach costs money to sign. Coaches can help you in a number of areas. Some are good at helping power plays, some help with skating, some with goaltending, and some even help in scouting young players.

To Hire/Fire a coach

The same basic procedure is used to hire or fire a coach:

You will see a screen with 4 coach boxes, showing current coaches and available openings.

- Move the highlight to the slot you wish to fill or change and press the A BUTTON. A roster of available coaches will appear.
- Press ↑ or ↓ on the Control Pad/Stick to highlight a coach. Press the A BUTTON to interview (see details on) the coach, including the Coaching Bonus he'll provide and cost (in bonus points) of hiring him.

- Press ↑ or ↓ on the Control Pad/Stick to toggle between YOU'RE HIRED and WE'LL CALL YOU, (or GREAT JOB and YOU'RE FIRED!) then press the A BUTTON. If you chose the former, a pop-up window will ask if you wish to confirm the hiring/firing. Highlight YES or NO and press the A BUTTON.

Team Rosters

View Rosters
Take a look at the talent.

Trade Players
Functions like the roster management from the main menu, except that the computer General Managers will reject a bad trade (although you can reason with them and override their better judgment).

Create Player
Just like in the main menu.

Prospects
Dynasties are built from the ground up, and NHL Breakaway™ '98 is no different. You can use your bonus points to draft players, and then use points to bring them along until they reach their full potential. You can either leave them in the minor leagues to grow, or immerse them in the parent club where they will learn faster (and without expending more points), but may not reach their potential as fast. The difference between a prospect and a normal created player is potential. Where a created player only has so many points to expend, a prospect can keep putting points and will reach a much higher level.

NOTE: Prospects are the best up and coming talent available to your NHL team -- they CANNOT be traded or released. You have just five prospects (five slots total), so develop them wisely.

Trainer's Room

Injuries can deplete a team and send them into a tailspin, but NHL® teams don't just take injuries sitting down. They have specialists and expert medical facilities to help their players return to the ice as soon as possible. Selecting Trainer's Room will bring up your Injured List. You can view the type(s) of injury, and choose your therapy. Each one has a specific benefit, and a specific cost. Once you've paid for a treatment by highlighting it and pressing the A BUTTON, the cost is deducted from your total available points and the highlighted player instantly responds to the degree of treatment.

Exit Roster: Go, baby! Time for action!

PLAYOFF MODE

Playoff Setup Options

Playoff Series Length:
Choose a One, Three, Five or Seven game series.



Playoff Ladder: Choose the actual 96-97 playoff ladder, a Random (CPU generated) ladder, or create your dream playoff in Custom.

To set a Custom Ladder
Once Custom is highlighted, press the A BUTTON. You will come to the Playoff Ladder screen.

- ↑or ↓ on the Control Pad/Stick to select a slot for your team.
- Press the A BUTTON to confirm your slot.
- ← or → on the Control Pad/Stick to scroll through teams, and press the A BUTTON to confirm a team and move the highlight to the next open slot.

Continue until your division ladder is full, then complete the opposing division ladder. When you're through, press the START BUTTON to begin your run up the rungs.

Once the playoffs have begun, go to "Start Next Game" to move forward. You will have the option to play the next game in the series, to simulate the next game in the series (in which case you'll see the highlight), or to simulate the whole series!

INTERNATIONAL TOURNAMENT

Similar to Play-Off mode, the International Tournament features eight international teams all vying to be number one -- worldwide!

SHOOT-OUT MODE

If a penalty shot is the most exciting play in hockey, a shoot-out must be the most exciting event. The top five shooters from each team face off one on one against the opposing goaltender. The team with the most goals when the dust settles comes out the winner!

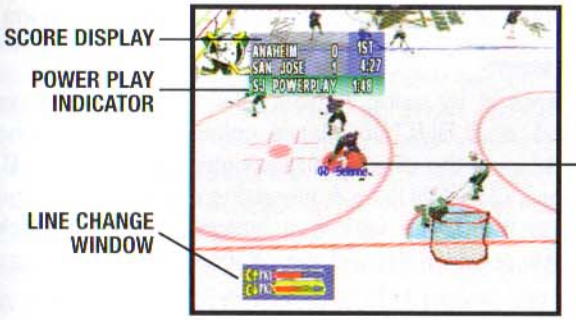


PRACTICE MODE

Practice mode lets you set-up game-like drills to practice your moves, positioning, special teams and strategies -- all the on-ice skills you will need to hone if you hope to hoist the Stanley Cup!

Practice set-up options: In Practice mode, you can set the number of players from two to six for both the Home and Away teams.

PLAYING THE GAME



Player Energy/Fatigue

NHL Breakaway™ '98 uses the most advanced hockey system around. Where most games have energy levels for lines, NHL Breakaway™ '98 keeps tabs on each individual player.

A player's fatigue level is determined by his stamina, his ice time, and the bumps and bruises he receives on the ice. NHL Breakaway™ '98 uses a realistic momentum-based system that allows bigger and stronger players to inflict more damage, or little guys to get up a big head of steam. If a hit looks like it hurt, it probably did!

When a player's energy level is low, his performance suffers and he has greater risk of injury, so try and keep your players fresh and your opponents tired. Try to single out players for punishment to keep them off the ice.

To Change Lines Manually

HOLDING the C ◄ BUTTON will bring up the line change window. (Press the R BUTTON to eliminate the window.) With the window up, pressing one of the marked buttons will change forward lines or defensive pairs separately. You can set Line Changes to Off or Auto under Options (see page 11).

Passing

There are two ways to pass in NHL Breakaway™ '98. The first is using the A BUTTON (or whatever button the pass button has been reconfigured to) and the Control Pad/Stick. In other words, to pass to someone to your left, press left and pass. The player

you will pass to when you press the pass button is noted by his name being on the ice. The length of the button press determines how hard the pass will be. The name of the person you pass to appears on the ice.

Precision Pass System

The second way to pass is by using Acclaim Sports Precision Pass System. Pressing the L or Z BUTTON places colored icons over the other players on your team in the shapes of the controller buttons, A, B, C and R. While the L or Z BUTTON is held, press one of the buttons, and the player will pass to the player with that button. When the puck changes hands, the new puckhandler will switch icons with the passer, allowing for easy give and go's by pressing the same button twice!!

Shooting

To shoot, press the shoot button and aim with the Control Pad/Stick. Up shoots high, down low, left and right to the respective sides. How long you hold the button determines how hard you shoot -- a tap will do a wrist shot, a hold will pull back for a slapper which will be released when you release.

NHL Breakaway™ '98 allows you to tee up loose pucks before you gain possession by pressing the shoot button. The player will automatically glide towards the puck to let it rip.

To fake a shot, press the shoot button, then press it again before the shot is released.

One Timers

Pressing the shoot button before a pass arrives will tell a player to shoot the puck without stopping it. These one-timers are a great way to catch a goalie out of position or a defense napping.

Checking

There are several different checks. Press the B BUTTON for a Poke Check, C ▲ for a Hook Check and C ▶ for a Body Check. As mentioned above, the strength of a check depends on a player's weight, speed, and the direction which he hits. Time your hits right for the hardest poundings.

TURBO gives you extra zip as long as your turbo energy lasts. Press C ▶ to activate Turbo.

Hooking/Holding

While technically illegal, refs. don't often call every hook and hold, and they have become an important defensive weapon, provided that you do not get caught. Depending on your distance, pressing C ▲ will cause your player to hook or hold. This is a great way to slow a player down or distract him. Holding the button down continues the hook and hold. Use your controller while hooking and holding to use your leverage to move the opposing player where you want him -- out of the crease or away from the puck, etc., but remember, the longer you hold, the more chance there is of getting caught.

Fighting

When two aggressive players collide there is a chance they may fight. Fighting can give a player an advantage, by taking energy out of the opposing player's stamina!

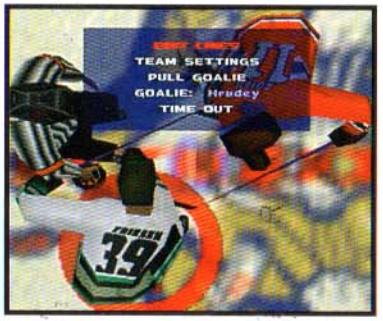
Losing Equipment

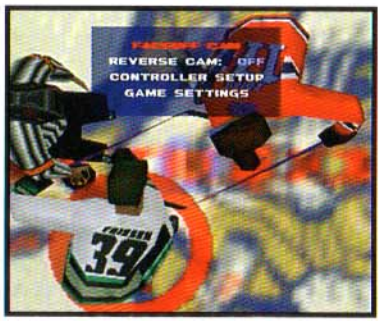
Occasionally an exceptionally hard hit will separate a player from his equipment. If you find yourself without a stick, do not fret. Skating over your lumber will pick it back up, but don't let your assignment loose. You can play without your stick just fine, checking, blocking and holding until you have a free moment. If you change lines, you will also get a new stick off the bench. Playing without a helmet is easier than without a stick, but increases your chance of injury.

Face-Offs

At the start of the period, or after a whistle is a face-off. The key to face-off's is timing your attempt to capture the puck perfectly. People who try to beat the drop too often will get thrown out of the face-off circles, just like in the pros, so watch that button-mashing! To slap the puck forward, press the B BUTTON. To draw it back, press the A BUTTON.

PAUSE OPTIONS





Resume Game: Jump back in!

Instant Replay: Replay the ice action fast, slow, backwards, forwards -- anyway you want to see that game-winning slapshot or bone-headed blunder! Follow on-screen controls to direct the instant replay action. Hold the L BUTTON + a Control Pad direction to target the action, and use the Control Stick ← (rewind) or → (play) to control playback.

TEAM OPTIONS

Edit Lines: See page 14.

Team Settings:

Strategies

Line change options: OFF, AUTO or MANUAL.

Goalie control: AUTO or MANUAL.

Tag mode: ON or OFF.

Fatigue: ON or OFF.

Pull Goalie: Replaces your netminder with an extra skater.

Switch Goalie: Bring in a fresh goalie from the bench.

Time Out: If your team is getting shelled, or just needs a rest to regroup, try a time out. You only get one per game, but it can often give you the boost you need!

Statistics: Shows a statistical breakdown of the game by user, team or player!

GAME OPTIONS

Camera Angles: Press A to toggle through the camera angles.

Reverse Cam: Off\On.

Controller Setup: Switch teams!

Game Settings: Change game rules, speed and volume settings.

Other Scores: See how other NHL contests are shaping up.

Exit Game: Return to the main menu.

HOCKEY STRATEGY

This section explains the various options under Team Strategy, with some pros and cons!

OFFENSIVE STYLE

There are two Offensive options, Carry Puck and Dump and Chase.

- Carry Puck refers to a play style where the player tries to carry the puck over the blue line. This helps maintain possession, but it requires good stick handling.
- Dump and Chase refers to dumping the puck into the corner and hoping you get to it before your opponents do. It's very useful for a big, aggressive team who can out-hustle and out muscle their rivals, as it puts the puck deep and kills time.

Caution: If you can't get to puck, you'll lose your scoring opportunity!

DEFENSIVE STYLE

Defense is incredibly important in hockey, which is why we've given you four Defensive Options!

- 2 Forecheckers: This aggressive strategy sends two defenders into the offensive zone to pressure the puck and try to force a turnover.

Caution: It's easy to get burned with this strategy. You could be caught in an odd man rush.

- 1 Forechecker: A less aggressive version of the above strategy.
- Trap: The trap style of defense tries to block the opponent's path to the red line by choking off the passing lanes and driving the puck to the boards. This is a conservative strategy. If players cannot get back and set up, it will be abandoned.
- Backcheck: This features NO forecheckers. Players retreat at the first sign of a turn over to avoid an odd man rush.

Contact Style

Low, Medium, High. This sets how much contact your team initiates against opponents. The higher the setting, the harder the hits.

Defensive Pinch

On/Off. When set to On, defensemen tend to go deep into the offensive zone to create offensive opportunities. Pinching can cause defensive liabilities if the puck is turned over.

POWER PLAY

Three men Low, Three men High. When your opponent has one or two players off the ice (in the penalty box), it's time for you to take advantage with one of these Power Play formations.

- Three Men Low means three players are positioned close to the goal line (low), and is used to capitalize on rebounds and to run plays from behind the net.
- Three Men High positions two men at the goal and three at the blue line. Use this option for more firepower at the slot line.

PENALTY KILL

Diamond, Wide Box, Tight box. When you've got a team member in the penalty box, your opponent will smell blood. The Penalty Kill options give you strategies to defeat their assault on your goal.

- The Diamond keeps one player out to harass the point man. It gives you good basic coverage and is a typical strategy.
- The Wide Box gives you flexible coverage, as four players set up in a basic box formation which gives them the option of moving out to the boards as need be.
- The Tight Box places four players right near the goal, and is used when your opponent has a troublesome Power Play line.

2 Men Down

Rotating Triangle, Triangle, Inverted Triangle. With two men off the ice, you are really in a jam! Don't let your opponent take advantage of your temporary weakness!

- The Rotating Triangle is a potent defense that keeps your three players in motion while maintaining tight goal coverage. This prevents picking, but can tire players out.
- The Triangle puts two players close to the goal and one in front. This is standard.
- The Inverted Triangle puts one player close to the goal and two in front. This challenges shooters, but leaves the goal area vulnerable.

HINTS & TIPS

- When playing with Manual Line Changes, be sure to switch your lines often. Playing with tired players for too long can cost you the game!
- Use One-Timers with Icon Passing to increase your chances of scoring!
- Skate Backwards (R Button) to avoid checks and hooks.
- When coming in on a breakaway, shoot quickly then try for the rebound!
- Use Practice Mode to improve in Power Play and Shorthanded situations.

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