1994 / 1995

The 78th Season of the NHL

JAGUAR
64-BIT

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M A N U A L

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Brett Hull NHL Hockey

JAGUAR 64-Bit Interactive Multimedia System
Game Manual

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CREDITS

Design:
Producer:
Programmers:
Artists:
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Executive Producer:
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ON THE ICE WITH BRETT HULL

He wasn't born with ice skates on, but Brett Hull might as well have been. His father, Bobby, is in the NHL Hall of Fame. His mother, Joanne was a professional figure skater. The third of five children, "Hullie" was born in Belleville, Ontario, Canada, in the summer of 1964.

Under his mother's watchful eye, Brett first learned to skate in Chicago's Oak Park Arena. At age 17, he was playing Midget hockey in North Vancouver.

After playing for the Penticton Knights (1982-84), he was off to Minnesota-Duluth College and its Bulldogs team.

Brett's NHL debut came in the Stanley Cup Finals in 1986, when he was called up late in the season by the Calgary Flames. Midway through the 1987-88 season, he was traded to the St. Louis Blues.

It was in St. Louis that Brett became a star. He led the NHL in goal scoring in 1990 and 1991, with season of 72 and 86 goals. He captured the Lady Byng trophy in 1990 as the league's most gentlemanly player, and the Hart Trophy, given to the league's MVP, in 1991.

IN THE BOOTH WITH AL MICHAELS

Accolade and Al Michaels first teamed up in 1992, with Michaels' play-by-play announcing of "Al Michaels Announces HardBall III".

Best known as the voice of ABC's "Monday Night Football", Michaels is also an experienced hockey announcer, having called the action at the 1980, 1984, and 1988 Olympiads, and also the 1993 Stanley Cup.

Michaels' incredible reign at ABC Sports includes seven World Series, five Major League Baseball All-Star games, and seven League Championship Series, as well as hosting "Wide World of Sports" events and tennis matches.

He has been selected national Sportscaster of the Year three times and has garnered two Emmys as outstanding Sports Personality host.

INTRODUCTION

Original Press Release

This action-packed simulation features input from and the digitized skating of the NHL's most popular All-Star player, Brett Hull. Several modes of play are offered including exhibition game, 11 game short season, 42 game half season and an 84 game full season offered by no other hockey simulation game.

It is interesting to note that in this press release from November 11, 1993, it mentions that a half season is 42 games and full season is 84 games. However, in the game you will find that a half season is only 25* games and a full season is only 48 games. This is because the 1994/1995 NHL regular season was shortened due to a 104 day lockout, which stretched from October 1, 1994 to January 11, 1995. The season finally got underway nine days later. The abbreviated season also ended much later than usual. The biggest issue that lead to the lockout was the implementation of a salary cap. The NHL owners were strongly in favor of the cap while the NHL players were opposed to it.

*It is also interesting that a half season is 25 games instead 24 games (half of 48). This appears to be a bug.

GETTING STARTED

Loading

1. Insert your JAGUAR Brett Hull NHL Hockey cartridge into the cartridge slot of your JAGUAR 64-bit Interactive Multimedia System.
2. Insert the Brett Hull NHL Hockey overlay in the Jaguar Controller's keypad slot.
3. Press the POWER button.
4. Press any button to discontinue the Title Screens.

If for any reason your cartridge does not load, or you see a red screen, refer to the warranty information included with your JAGUAR cartridge.

GAME CONTROLS

Buttons -- During Menu Navigation

A	Advance
B	Advance
C	Return
OPTION	Change control setup*
PAUSE	-

*This will bring you to the Controller Setup Screen. Use ^/v to scroll the button configuration, and </> to swap the button configuration.

Buttons -- During Game Play

	Offense	**Defense**
A	Pass	Check / Turbo
B	High Shot	Closest

| C | Low Shot / One Timer | - |

| **OPTION** | Change game options. |
| **PAUSE** | Will pause the game action. |

To aim, press and hold Control Pad ^/v/</> when you pass or shoot.

KEYPAD OVERLAY

1 Select Line #1	2 Select Line #2	3 + Select Line #3
4 Change Line	5 	6 Change Line
7 	8 	9
* 	0 Music (toggle)	#

OPTIONS

The Options Screens let you set up the game the way you want. To change an option:

1. Press the **Control Pad** ^/v to move to the desired option.

2. Press the **Control Pad** </> to cycle through the available settings.

The options, in the order they appear are:

Setup Screen

Start   Takes you to the Start Screen

Game Option

      • Exhibition Game

        Play one game at a time against the computer or a human opponent to develop your skills.

      • Season 11   Play a short season
      • Season 25   Play a half season
      • Season 48   Play a full season

        Play an 11, 25, or 48 game season and, if you qualify, go through the Playoffs for the championship cup. During the season, the computer will choose your opponent in a pre-set schedule. A League Standings Screen will appear before and after each game, updating your team's wins, losses, and total points.

        Note: Before your next Playoff or Season game, the Setup Screen will be displayed showing your next opponent.

      • Playoffs 3
      • Playoffs 5
      • Playoffs 7

        Go straight to the Playoffs in a best of 3, 5, or 7 game format. A Playoff Tree Screen will appear before and after each game to update your team's progression toward the championship.

Players

      • 1 Player   Player vs. computer
      • 2 Players   Player vs. player
      • Demo Mode   Computer vs. computer

        Note: 2 Player Mode is not available during the Playoffs or Season Play.

Player 1 / Computer

        Select your team from 26 league teams and two all-star teams.

Player 2 / Computer

        Choose a team from 26 league teams and two all-star teams (this option is not available when Season Play or Playoff is selected).

        Note: You cannot select East or West All-Stars in Season Play or Playoff Mode.

Start Screen

Start Game   Takes you to the Team Rating Screen
Load
Save

Options   Takes you to the Options Screen

Options Screen

Highlight any of the options below and press the **Control Pad** </> to change settings:

Camera
> • DynaCam   1 camera
> • ZoomCam   You then get to choose 1 of 9 cameras
> • SetCam   You then get to choose 3 of 9 cameras

Period
> • 5 Minutes
> • 10 Minutes
> • 15 Minutes
> • 20 Minutes

>   Each game consists of three periods. Choose 5, 10, 15, or 20 minutes.

Line Changes
> • On
> • Off

>   With this feature active, you can choose between seven available lines during a
>   game and the lines will experience fatigue (see **Line Changes**)

Penalties
> • On
> • Off

>   The referee will call minor with this feature active.

Offside
> • On
> • Off

>   Activate this feature if you want the referee to call offside.

Roster   Takes you to the Roster Screen

Roster Screen

View Skills
View Stats
Setup Lines   Takes you to the Lines Configuration Screen
Load Lines
Save Lines

Edit Lines Screen

You can create your own skating lines (i.e. Scoring, Penalty, or Power Play). To edit any of the seven available lines, or your goalie:

1. Press the **Control Pad** </> to select the line you want to edit.

2. Press the **Control Pad** ^/v to select the player you want to replace on the line.

3. Press the **A Button** to move to the player roster. (You can toggle back to the current line by pressing the **A Button** again.) Notice the goal light will stop flashing when you move to the player roster.

The team roster displays your players' number, name, position and whether he's left or right-handed. It also rank the following individual attributes from 1 (weakest) to 100 (strongest):

> o Skating   o Puck Control
> o Shooting   o Defensive Play
> o Strength

To scroll through the player attributes, press the **Control Pad** </>.

4. Press the **Control Pad** ^/v to view the entire roster and highlight a replacement player.

5. Press the **B Button** to insert new player in line.

6. Repeat steps 1-5 to make additional edits.

The seven lines you can configure, plus the goalie are:

Line - Full Name	Line - Abbreviated Name(s)
Score 1	SCR 1
Score 2	SCR 2
Penalty Kill 1	PK 1, PEN KILL 1
Penalty Kill 2	PK 2, PEN KILL 2
Power Play 1	PP 1, POW PLAY 1
Power Play 2	PP 2, POW PLAY 2

| | Checking | CHK |
| | Goalie | - |

You will be asked to select a line whenever there is a face-off. You can also change your line at any time during gameplay by pressing either the **4 Button** or the **6 Button**. In either case, the game always gives you three lines to choose from -- depending on the current game situation:

	Equal number of players are in the penalty box	You have more players in the penalty box	Your opponent has more players in the penalty box
1 Button	Score 1	Penalty Kill 1	Power Play 1
2 Button	Score 2	Penalty Kill 2	Power Play 2
3 Button	Checking	Checking	Checking

Displayed next to each of the three lines is a meter representing that line's current energy level.

Team Rating Screen

The Team Rating Screen is displayed before each game.

Team Matchup

The Team Rating Screen shows you how the two teams selected for the current game compare in five individual skill categories. The higher rating in any category indicates the team best at that particular skill.

GAMEPLAY

Scoreboard

Just before you being play, examine the scoreboard at the top of the screen. It displays the Score, Period, Time remaining, and Power Play Timers. The Power Play Timers are located on both sides of the scoreboard beside each team name. After a penalty is called, the timers will indicate home much time is remaining on the Power Play.

Face-Offs

In a face-off, the referee drops the puck and two players attempt to gain control and pass the puck to a teammate. Press the **A Button** when the referee drops the puck, and:

- Press the **Control Pad** </> to hook or push the puck to another player
- Press the **Control Pad** ^/v to lean into the opposing player to gain control of the puck.

Possession of the Puck

A player will automatically gain possession of a loose puck when his stick makes contact with it. When a player gains possession, a yellow circle will appear under him and his number and position will appear over his head. When a player loses possession, the circle will become brown.

Note: Press the B Button to switch control to the skater closest to the puck.

Passing

Passing the puck is the key to winning hockey games. A well-timed pass to a skater flying up the ice is one of hockey's most exciting plays. To pass the Puck:

- Press and hold the **Control Pad** in the direction you want to pass, then press the **A Button**.

Shooting

The following types of hockey shots are available:

High Shot:

Low Shot:

One Timer: A one-timer is an extremely powerful scoring shot taken without receiving or gaining control of a pass. To make a one-timer:

- Press and hold the **Control Pad** to aim and press the **A Button** to pass to the intended shooter.   Press (and hold) the **C Button** to windup before the pass arrives. When the puck reaches the shooter, he immediately shoots at the goal.

Line Changes

The players on a line will fatigue as the game progresses. To change fatigued lines and get fresh players on the ice:

1. Press the **4 Button** or the **6 Button** to display the line choices. An indicator will display the line **(1 - 3)** currently on the ice.
2. Press the **1 Button, 2 Button,** or the **3 Button** to choose the line you want.

The lines will be represented as **1, 2, or 3** and and a meter next to each line will indicate their level of fatigue: green = full strength, yellow = fatigued and red = exhausted.

Gameplay continues during a line change.

The Goalie

The computer controls the goalie's movement until he gains possession of the puck.

Once he has the puck, he may either pass to a teammate or hold it until the referee calls a face-off in one of the two circles near the net. To have the goalie pass the puck:

• Press the **Control Pad** in the direction you want to pass, then press the **A Button.**

Overtime

In Exhibition game play and in the Playoffs, the length of overtime periods will match the current game period length. Overtime will continue until one team scores (sudden death). In Season Play, overtime consists of one 5 minute period and the first team to score wins. If neither team scores, the game results in a time.

Infractions

The red center line divides the hockey rink into two equal halves. On each side of the red center line is a blue line, which marks the Offensive and Defensive Zones for each team. One team's Defensive Zone is the other team's Offensive Zone. The area between the two blue lines is the Neutral Zone.

Offside

Offside is the most common reason for stoppage of play by the referee. No offensive player may cross into the opposing team's Defensive Zone until the puck crosses the blue line. Otherwise, the play is called offside, and the referee calls for a face-off just outside the blue line. Many scoring opportunities are lost due to a player being offside.

Note: If you have a player heading toward the blue line ahead of the puck, try to pass to him before he crosses the line. This will prevent the referee from whistling an offside call. The Options Menu gives you the choice of turning off the offside feature. Turning off this feature should result in a higher scoring game, since "cherry picking", or staying near your opponent's goal will be legal.

Icing

Icing is another common reason for stoppage of play. Icing may be called if the offensive team shoots the puck down the ice into the opposing team's Defensive Zone without first

crossing the red center line. However, if the offensive team gets to the puck before the defense or the goalie touches the puck, icing will not be called.

When the referee calls Icing, the face-off occurs in the face-off circle nearest the offending team's goal.

The Icing feature will **always** be turned on.

Note: A team is allowed to ice the puck while killing a penalty. When your opponent is on a power play, ice the puck as soon as you get possession. This eats up valuable time on your opponent's power play.

Penalties

Minor penalties will result in a player being sent to the penalty box for two minutes. This allows the other team to have a power play -- a one or more skater advantage for two minutes. Multiple penalties may result in more than one player being sent to the penalty box. The minor penalties that the referee will call are:

- Roughing: Minor punching or shoving of an opposing player
- Holding: Illegally holding an opponent by using hands or stick
- Hooking: Using the blade of the stick to impede the motion of another player
- High-Sticking: Carrying the stick above shoulder level and striking an opponent
- Slashing: Swinging the stick at another player in an effort to slow his progress
- Interference: A player tries to impede the progress of a player not in possession of the puck, or hits the goalie when he is in the crease
- Cross-checking: Striking an opponent while both hands are on the stick and none of the stick is on the ice

Note: During a minor penalty, when the team with a man advantage scores a goal, the player in the penalty box is allowed to return to the ice, and the power play is over.

Multiple penalties can be called on one team, but a minimum of three skaters and a goalie remain on the ice at all times.

Delayed Penalties

When a penalty is called on the team that is not in control of the puck, the referee will call a Delayed Penalty. Play continues until the penalized team gains possession of the puck or is scored upon. If a goal is scored, the penalty will be waived.

Neither team will be allowed to edit lines during a delayed penalty call.

Checking

Checking is the only way to steal the puck from a player on the other team.   To execute a check:

- Press the **A Button**

Timeout Screen

To call a timeout, press **OPTION** anytime during play.

1. Press the **Control Pad** ^/v to choose an option.

2. Press **OPTION** to return to the game.

Here are the available options:

> ### Camera:
>
> **Instant Replay:** Replays the last 10 seconds of action in the game. Press the **B button** to select.
>
> > Use </> to choose option:
> >
> > • Advance to Start
> > • Play Reverse
> > • Play
> > • Advance to End
> > • Camera Up
> > • Camera Down
> > • Reverse Angle
> > • Camera Target
> > • Exit
>
> Note: If you want to replay the winning goal of an overtime game, press OPTION to access the Replay option before the game exits the Rink Screen and goes to the End of Game Menu.
>
> **Game Stats:** Press the **B Button** to display the number of goals scored, shots on goal, checks, penalties, power plays (ratio of number of scores per power play opportunities), and passing % (% of successful passes to attempted passes).
>
> **Goalie In Net / On Bench:** Press the **Control Pad** </> to remove the goalie and gain an extra skater advantage.
>
> **Edit Lines:** Press the **B Button** to select and go to the Edit Lines Screen (see **Edit Lines**).
>
> **Coach:** Takes you to the Coach Team Screen

Coach Team Screen

The Coach Team Screen allows you to modify your team to suit your personal taste. Here's how to make your edits:

1. Press the **Control Pad** ^/v to select the skill you want to modify.
2. Press the **Control Pad** > to strengthen or < to weaken that skill.

Here's a description of each skill:

```
Forecheck:     Protect   <---> Normal <---> Attack
Intimidation:  Lady Byng <---> Normal <---> Hurt 'Em
```
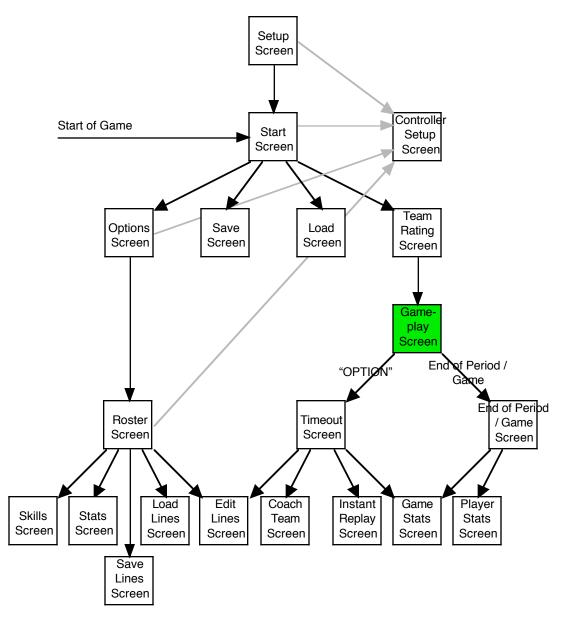
End of Period / Game Menu

The End of Period / Game Menu will automatically be displayed after each period and at the end of a game.

- Press the Control Pad </> to select an option, then press **B Button** to review Game and Player Stats.

- Press **C Button** to return to the End of Period / Game Menu, then press **C Button** again to continue the current game or begin a new one.

Here are the options available:

- **Game Stats:** Shows the number of goals scored, shots on goal, checks, penalties, power plays (ratio of number of scores per power play opportunities), and passing % (% of successful passes to attempted passes).

- **Player Stats:** Displays individual statistics for players who scored, assisted or committed penalties in the current game. Press the **A Button** to display your opponent's stats.

APPENDIX A: Screens Diagram

Press **A Button** or **B Button** to move down the diagram, press **C Button** to move up the diagram -- except for the Controller Setup and Timeout Screens, which are accessed by pressing **OPTION.**

Note that when you start the game, the first screen you are presented with is the Start Screen, even though the Setup Screen is actually the highest of all the Options Screens. You must press "C" to get to the Setup Screen. Perhaps this is a bug?

APPENDIX B: 1994/1995 TEAMS

<u>Name</u>	<u>Slogan</u>	<u>Conference</u>	<u>Division</u>
East All-Star	-	East	-
Boston	Bruins	East	Northeast
Buffalo	Sabres	East	Northeast
Hartford	Whalers	East	Northeast
Montreal	Canadiens	East	Northeast
Ottawa	Senators	East	Northeast
Philadelphia	Flyers	East	Northeast
Quebec	Nordiques	East	Northeast
Florida	Panthers	East	Atlantic
New Jersey	Devils	East	Atlantic
NY Islanders	Islanders	East	Atlantic
NY Rangers	Rangers	East	Atlantic
Pittsburgh	Penguins	East	Atlantic
Tampa Bay	Lightning	East	Atlantic
Washington	Capitals	East	Atlantic
West All-Star	-	West	-
Chicago	Blackhawks	West	Central
Dallas	Stars	West	Central
Detroit	Red Wings	West	Central
St. Louis	Blues	West	Central
Toronto	Maple Leafs	West	Central
Winnipeg	Jets	West	Central
Anaheim	Mighty Ducks	West	Pacific
Calgary	Flames	West	Pacific
Edmonton	Oilers	West	Pacific
Los Angeles	Kings	West	Pacific
San Jose	Sharks	West	Pacific
Vancouver	Canucks	West	Pacific

Note: This was the last season for the Quebec Nordiques, as they announced that they would move from Quebec City to Denver in the middle of 1995 and become the Colorado Avalanche.

APPENDIX C: 1994/1995 FINAL RESULTS

So how did the real 1994/1995 NHL season end up? Here are the final results....

Regular Season

Note: W = Wins, L = Losses, T = Ties, GF= Goals For, GA = Goals Against, Pts = Points

Eastern Conference

Northeast Division	GP	W	L	T	GF	GA	Pts
Quebec Nordiques	48	30	13	5	185	135	65
Pittsburgh Penguins	48	29	16	3	181	158	61
Boston Bruins	48	27	18	3	150	127	57
Buffalo Sabres	48	22	19	7	130	119	51
Hartford Whalers	48	19	24	5	127	141	43
Montreal Canadiens	48	18	23	7	125	148	43
Ottawa Senators	48	9	34	5	117	174	23

Atlantic Division	GP	W	L	T	GF	GA	Pts
Philadelphia Flyers	48	28	16	4	150	132	60
New Jersey Devils	48	22	18	8	136	121	52
Washington Capitals	48	22	18	8	136	120	52
New York Rangers	48	22	23	3	139	134	47
Florida Panthers	48	20	22	6	115	127	46
Tampa Bay Lightning	48	17	28	3	120	144	37
New York Islanders	48	15	28	5	126	158	35

Western Conference

Central Division	GP	W	L	T	GF	GA	Pts
Detroit Red Wings	48	33	11	4	180	117	70
St. Louis Blues	48	28	15	5	178	135	61
Chicago Blackhawks	48	24	19	5	156	115	53
Toronto Maple Leafs	48	21	19	8	135	146	50
Dallas Stars	48	17	23	8	136	135	42
Winnipeg Jets	48	16	25	7	157	177	39

Pacific Division	GP	W	L	T	GF	GA	Pts
Calgary Flames	48	24	17	7	163	135	55
Vancouver Canucks	48	18	18	12	153	148	48
San Jose Sharks	48	19	25	4	129	161	42
Los Angeles Kings	48	16	23	9	142	174	41
Edmonton Oilers	48	17	27	4	136	183	38
Mighty Ducks of Anaheim	48	16	27	5	125	164	37

Scoring leaders

Note: GP = Games Played, G = Goals, A = Assists, Pts = Points

Player	Team	GP	G	A	Pts

Jaromir Jagr	Pittsburgh	48	32	38	70
Eric Lindros	Philadelphia	46	29	41	70
Alexei Zhamnov	Winnipeg	48	30	35	65
Joe Sakic	Quebec	47	19	43	62
Ron Francis	Pittsburgh	44	11	48	59
Theoren Fleury	Calgary	47	29	29	58
Paul Coffey	Detroit	45	14	44	58
Mikael Renberg	Philadelphia	47	26	31	57
John LeClair	Montreal/Philadelphia	46	26	28	54
Mark Messier	NY Rangers	46	14	39	53

Stanley Cup Playoffs

Note: (?-?) = Games (Won-Lost) in the series

<u>Eastern Conference</u>

Quebec
                    NY Rangers (4-2)
NY Rangers
                                        Philadelphia (4-0)
Philadelphia
                    Philadelphia (4-1)
Buffalo
                                                        New Jersey (4-2)
Pittsburgh
                    Pittsburgh (4-3)
Washington
                                        New Jersey (4-1)
Boston
                    New Jersey (4-1)
New Jersey

<u>Western Conference</u>   New Jersey (4-0)

St. Louis
                    Vancouver (4-3)
Vancouver
                                        Chicago (4-0)
Chicago
                    Chicago (4-3)
Toronto
                                                        Detroit (4-1)
Detroit
                    Detroit (4-1)
Dallas
                                        Detroit (4-0)
Calgary
                    San Jose (4-3)
San Jose

In the 1995 Stanley Cup Finals, the New Jersey Devils defeated the Detroit Red Wings 4 games to 0. It was the second sweep in the Finals in four years. Devils' goaltender Martin Brodeur allowed just 7 goals against the Red Wings in the series. The Devils clinched the Stanley Cup in game 4 at the Brendan Byrne Arena at the Meadowlands in East Rutherford, NJ on the 24th of June, winning 5-2. Neal Broten scored the game-winning goal. Devils forward Claude Lemieux was awarded the Conn Smythe Trophy as Playoff MVP, having led all skaters in playoff goals with 13.

<u>Scoring leaders</u>

Note: GP = Games Played, G = Goals, A = Assists, Pts = Points

Player	Team	GP	G	A	Pts
Sergei Fedorov	Detroit	17	7	17	24
Stephane Richer	New Jersey	19	6	15	21
Neal Broten	New Jersey	20	7	12	19
Ron Francis	Pittsburgh	12	6	13	19
Denis Savard	Chicago	16	7	11	18
Paul Coffey	Detroit	18	6	12	18
John MacLean	New Jersey	20	5	13	18
Claude Lemieux	New Jersey	20	13	3	16
Vyacheslav Kozlov	Detroit	18	9	7	16
Nicklas Lidstrom	Detroit	18	4	12	16