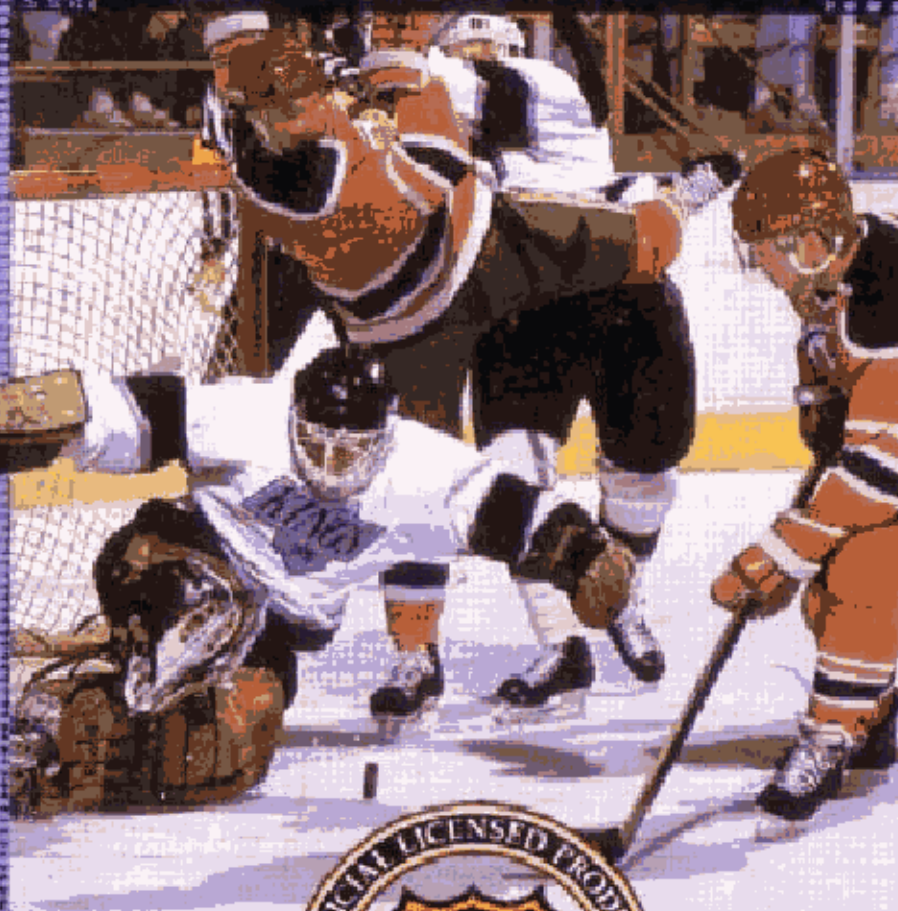


ELECTRONIC ARTS®



HOCKEY

AtariGuide

**DEVELOPED BY
PARK PLACE PRODUCTION TEAM
OCEANSIDE, CA**



From left to right: (Steve Quinn, Don Landon, Doug Johnson, Dave Pastor, Jim Hanson, Shaunn Lawrence, Altair Lane, Tim Hays, Troy Lyndon, Jim Haldy, Jim Simmons, Sharon Whipple, Will Robinson, Erich Horn, Dave Miller, Brian O'Hara, Michael Knox)

Design: Scott Orr, Richard Hilleman, Michael Brook, Jim Simmons

Executive Producer: Rich Hilleman

Producer: Michael Brook

Technical Director: Scott Cronic

Programmer: Jim Simmons

Assistant Producer: Ed Gwynn

Music and Sound: Ron Hubbard

Graphics: Brian O'Hara, Steve Quinn & Curt Thomas

Filming and Modelling: Steve Quinn & Brian O'Hara

Production Assistants: Troy Lyndon, Michael Knox & Jim Haldy for the Park Place Production Team

Product Manager: Karen Schulman

Quality Assurance: Hunter Smith

Documentation: T.S. Flanagan

Documentation layout: Jennie Maruyama

Special Thanks to Mark Hughes & Scooter Henson of the San Diego Gulls

AtariGuide

CONTENTS

STARTING UP THE GAME	1
PLAYING FOR REAL	3
Options and Settings	4
TEAM AND PLAYER STRENGTH	7
TEAM COMPARISONS	7
THE FACE OFF	8
SKATING	9
PASSING	11
PLAYING AS TEAMMATES	12
PENALTIES	13
Coinciding Penalty Rule	15
Delayed Penalty Call	16
Delayed Penalty	16
INFRACTIONS	17
SCORING	20
LINE CHANGES	21
Scoring Lines and Checking Line	23
Power Play Lines	24
Penalty Killing Lines	25
Changing/Removing Goalies	26
SCOREBOARD	27
INSTANT REPLAY	29
PLAYOFF MODES	30
HIGHLIGHTS	32
PLAYER CHARACTERISTICS	34

WARNING:

DO NOT USE A FRONT OR REAR PROJECTION TELEVISION WITH YOUR SEGA GENESIS ENTERTAINMENT SYSTEM AND THIS VIDEO GAME. PLAYING VIDEO GAMES ON A PROJECTION TELEVISION MAY CAUSE PERMANENT DAMAGE TO YOUR PROJECTION TELEVISION SET. NEITHER ELECTRONIC ARTS NOR SEGA WILL BE LIABLE FOR ANY DAMAGE TO YOUR PROJECTION TELEVISION RESULTING FROM THE USE OF ANY VIDEO GAME SYSTEM.

CONTROLLING THE GAME

Directional Pad
(D-Pad)



START button

You control the player standing on the five-pointed star. Use the D-Pad to move your player.

FACE OFF

B - passes puck

C - speed burst
(body check)

D-Pad - controls
direction of pass

OFFENSE

A - change lines

B - passes puck

C - wrist shot
(hold for slap shot)

D-Pad - controls
direction of pass/
shot and puck
carrier

DEFENSE

A - holds

B - poke checks

C - speed burst
(body check)

D-Pad - controls
skating direction

INSTANT REPLAY

A - rewinds

B - freeze frame/
slow motion

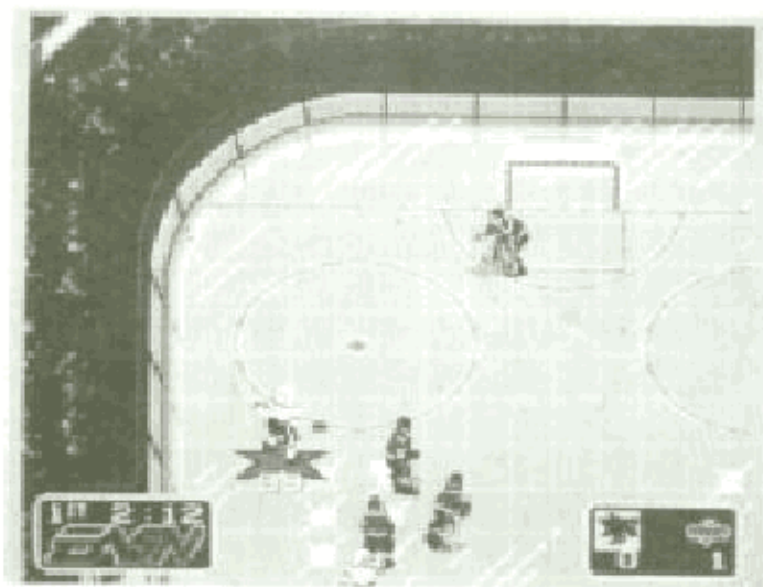
C - play

LINE CHANGES

A - line change/
select A

B - select B

C - select C



NHL Hockey® is a super realistic, fast-action hockey game designed around the actual rules and teams of the National Hockey League. The controls are easy to use, so you can begin playing immediately with just a quick glance at the control summary. But if you want to master the complexities of **NHL Hockey**, you should go through the manual. As you get better and better at the game, you can set up increasingly more difficult contests.

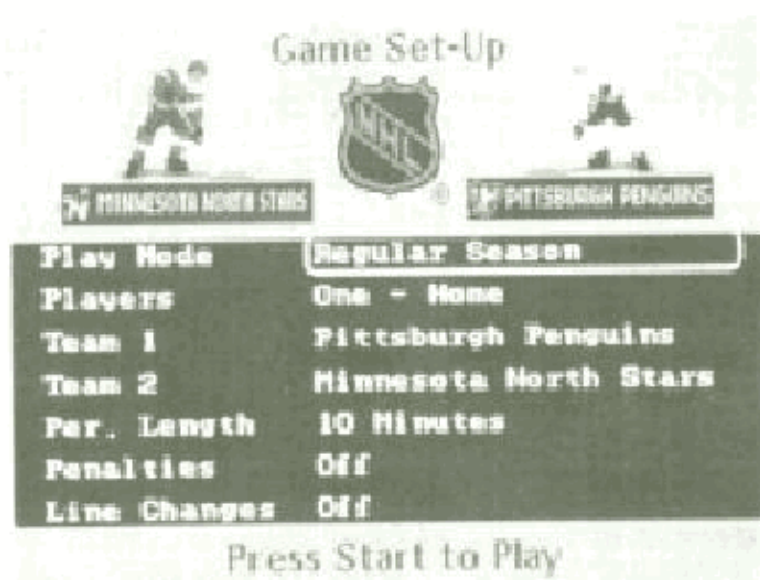
PUT ON THE PADS AND HIT THE ICE: STARTING UP THE GAME

1. Turn OFF the power switch on your Sega™ Genesis™.
- NEVER insert or remove a game cartridge when the power is on.
2. Make sure your control is plugged into the port labeled Control 1 on the console.

If you're playing against or with a friend, plug his control into the port labeled Control 2.

3. Insert the game cartridge into the slot on the Genesis. Press the cartridge down firmly to lock it in place.
4. Turn ON the power switch.
5. When the **NHL Hockey** title screen appears, press START to see the Game Set-Up screen.

GAME SET-UP SCREEN



If you want to get into the game right away, go straight to the section below, **Playing for Real**.

But if you are starting **NHL Hockey** for the first time, you might want to watch an exhibition game.

1. D-Pad down to the **Players** line on the **Game Set-Up** screen.
2. D-Pad left or right until you see **Demo**.

3. Press **START**.
Unless you change the settings, the visiting Minnesota North Stars will play the Pittsburgh Penguins in a regular season game with three ten minute periods, no penalties, and no line changes.
4. The Team Comparisons screen will appear. (See **Team Comparisons**.)
5. Press any button on the control. The camera brings you to center ice for the face off.

Kick back and watch the fast, hard-hitting action.

To get out of **Demo**, press **START**. The title screen will reappear.

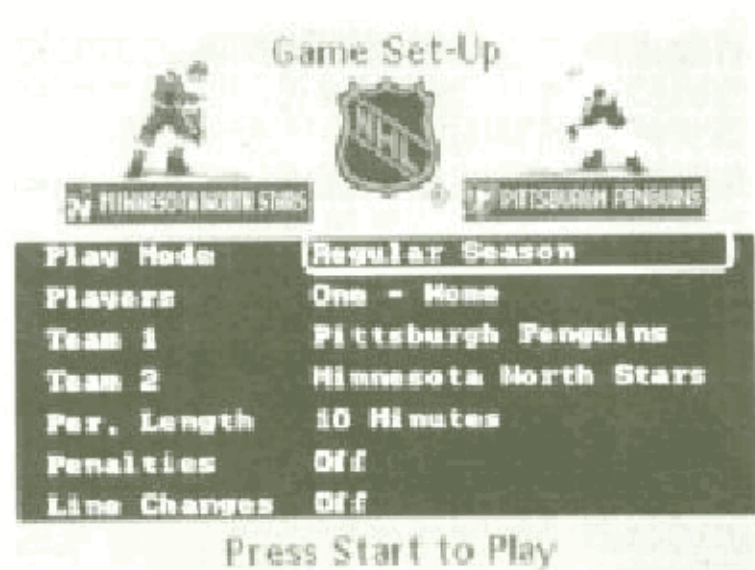
PLAYING FOR REAL

You'll need to use the **Game Set-Up** screen every time you play. If you just used the **Demo** mode, make sure to change the **Players** setting back to **One - Home**, or whatever mode you choose.

If you want to jump right in and wait until later to explore the other options, just press **START** to use the game's default settings. You will be the home team Pittsburgh Penguins in white, going up against the visiting Minnesota North Stars in a game with three 10 minute periods. There will be no penalties and no line changes.

When you're ready to set up your own game, D-Pad down through the options. A black oval appears around the selected option. D-Pad left or right to change the setting for that option. Press START to begin the game.

OPTIONS AND SETTINGS



Play Mode

Regular Season: Play a regular season game.

Continue Playoffs: Return to a playoff series at the point where you left off by entering the password.

New Playoffs: Begin in the first round of the Stanley Cup® Playoffs, needing only one win to advance.

New Playoffs/Best of 7: Begin in the first round of the Stanley Cup Playoffs, needing four victories to advance.

Players

Regular Season

One - Home: You control Team 1 against the computer.

One - Visitor: You control Team 2.

Two - Teammates: You and another person play against the computer.

Two - Head to Head: You play against another person.
Demo: Watch an exhibition game.

Playoffs

Two - Head to Head: You play against another person.
One: You control Team 1.

Two - Teammates: You and another person play against the computer.

The **Home** team is on the right side at the top of the **Game Set-Up** screen, and the **Visitor** is on the left.

The **Home** team always wears the light-colored jerseys, and the **Visitor** wears dark colors.

The **Home** team faces up-screen in the first period and third periods, down-screen in the second period.

Team 1

Home team in regular season play.

Team 2

Visitor in regular season play.

In both **Playoffs** modes, the player with Control 1 is **Team 1**, not necessarily the **Home** team.

Period Length

Each game consists of three periods, and one or more overtime periods if necessary.

You can set the period length at 5 min., 10 min., or 20 min.

A **Regular Season** game allows for only one overtime period. If the game is still tied after the first overtime period, the game ends in a tie. Overtime ends in sudden death (first to score wins).

Playoff games cannot end in a tie. Players will play as many overtime periods as necessary to establish a winner. Overtime ends in sudden death.

Overtime periods are scheduled to last as long as the period selected for that game.

Penalties

On: The referees call all the penalties and infractions they see. (See **Penalties and Infractions**.)

On - Except Off-sides: The referees call penalties and infractions, except off-sides.

Off: The game will not be interrupted by penalties or off-sides. ICING IS ALWAYS CALLED.

Line Changes

On: The game player/players control their team's line changes. (See **Line Changes**.)

Off: The players do not tire and stay in for the entire game.

Once you've set up the game the way you want it, strap on your helmet, put on your gloves, grab your stick and press **START**.

TEAM AND PLAYER STRENGTHS

All the NHL teams are represented in *NHL Hockey*. As in real life, some teams are stronger than others. Of course, a team's strength is based on individual player strengths. This is what makes *NHL Hockey* so realistic.

Every player in the game has certain strengths and weaknesses, based on the actual strengths and weaknesses of the real teams from the 1990/1991 season.

In general the center is the best scorer, and the wingmen are also good with the puck. Defensemen are not particularly fast or good with the puck, but they check harder and defend more aggressively than the front line players.

TEAM COMPARISONS



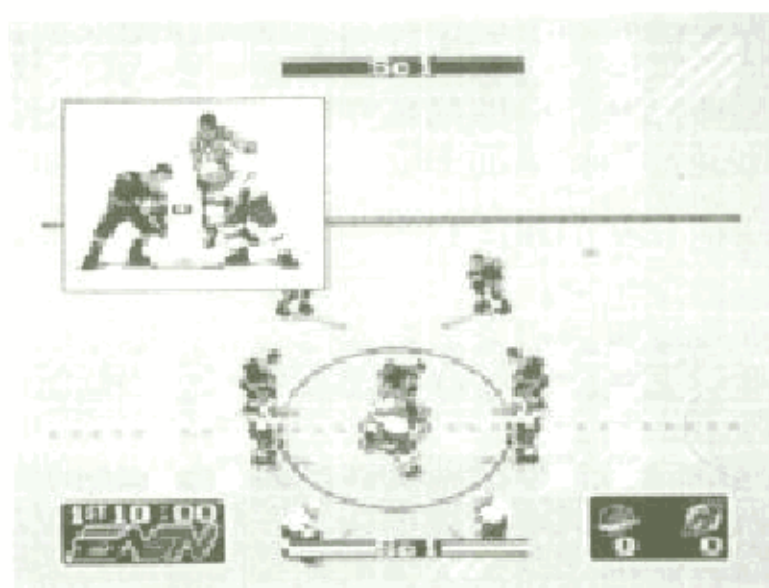
Before the game begins, a screen will appear showing an aerial view of the rink. On this screen, both teams are compared by position, relative to each other. There will be at least one check

mark next to every position, under one team or the other, indicating superiority at that position.

If both teams have a check mark for the same position, then both teams are relatively equal at that position.

If one of the teams has two check marks at a position, then that team is vastly superior to the other team at that position.

THE FACE OFF



In the opening period, the home team's center faces up screen.

The visitor's center faces down screen.

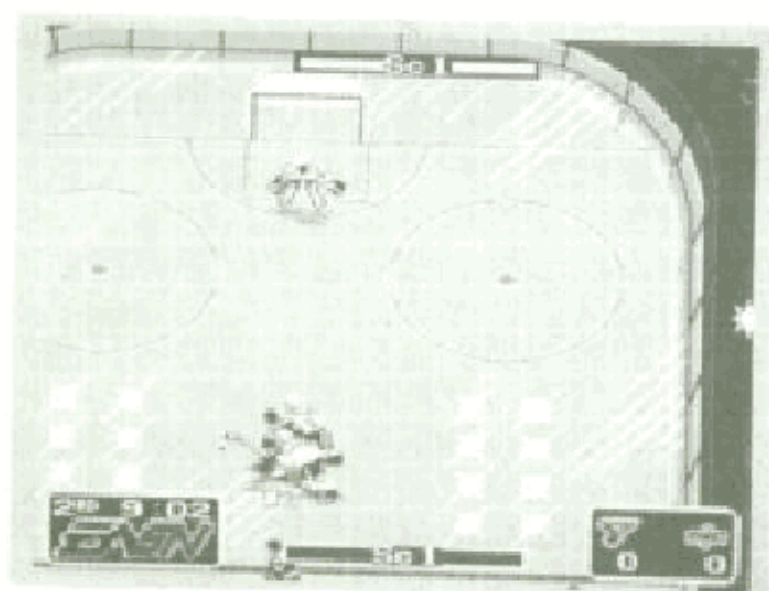
At the top of the screen you see a close-up window of the two centers and the referee holding up the puck.

The referee drops the puck automatically. When the puck hits the ice, it's *live*:

- Hold D-Pad in direction you want to pass, press B, or
- D-Pad forward and press C to capture puck.

As you learn the game you will find that certain centers are tougher than others, and that some are more skillful with the stick. You will want to be aware of your center's particular strengths and weaknesses if you want to make full use of him on face offs.

SKATING



Skating skills are fundamental to good hockey. You need to skate well to check hard, to avoid checks, to elude defenders, and to fake out goalies. **NHL Hockey** lets you skate like a pro, but makes you pay for your mistakes.

OFFENSE: Your puck carrier skates on a solid light blue star with a dark blue outline. The computer's puck carrier skates on a solid light blue star with no outline.

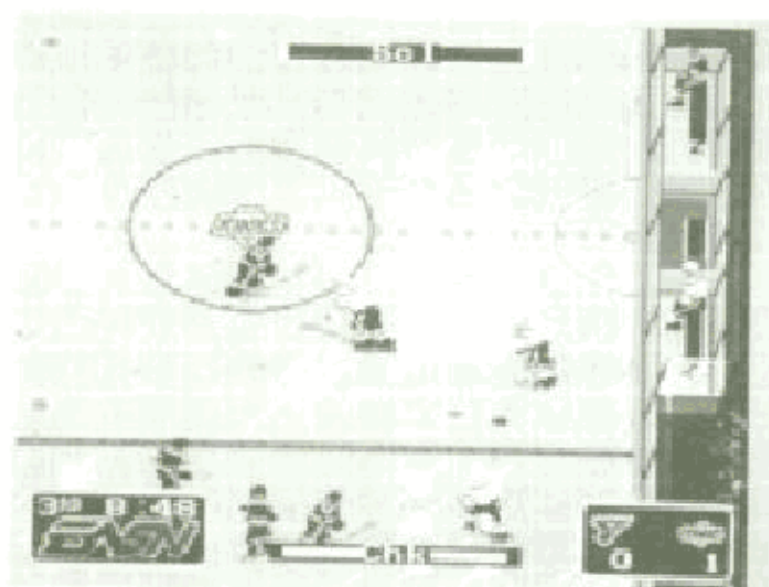
DEFENSE: Your active defenseman skates on an outlined star. The computer's defenseman is never marked with a star.

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

✓ Controlling your momentum is the key to good skating. When you reverse direction your player will skid a little before he actually turns around. Get a feel for this skidding and use it to your advantage by learning to predict how far players will slide before they stop.

- Control the direction of your player (and the direction of your passes) with the D-Pad.

PASSING



The key to a dominant offense is clean, accurate passing.

- Hold D-Pad in the direction you want to pass, press B.

If you do not hold the D-Pad, the player will pass the puck in the direction he is facing. (Good players never pass without the D-Pad.)

When the puck reaches a player, that player usually controls the puck.

An opponent can intercept a pass if he gets to the puck first.

Try to keep track of where players are off-screen.

In general, the center skates up center ice, the two forwards on either side of him, and the two defensemen behind at either point.

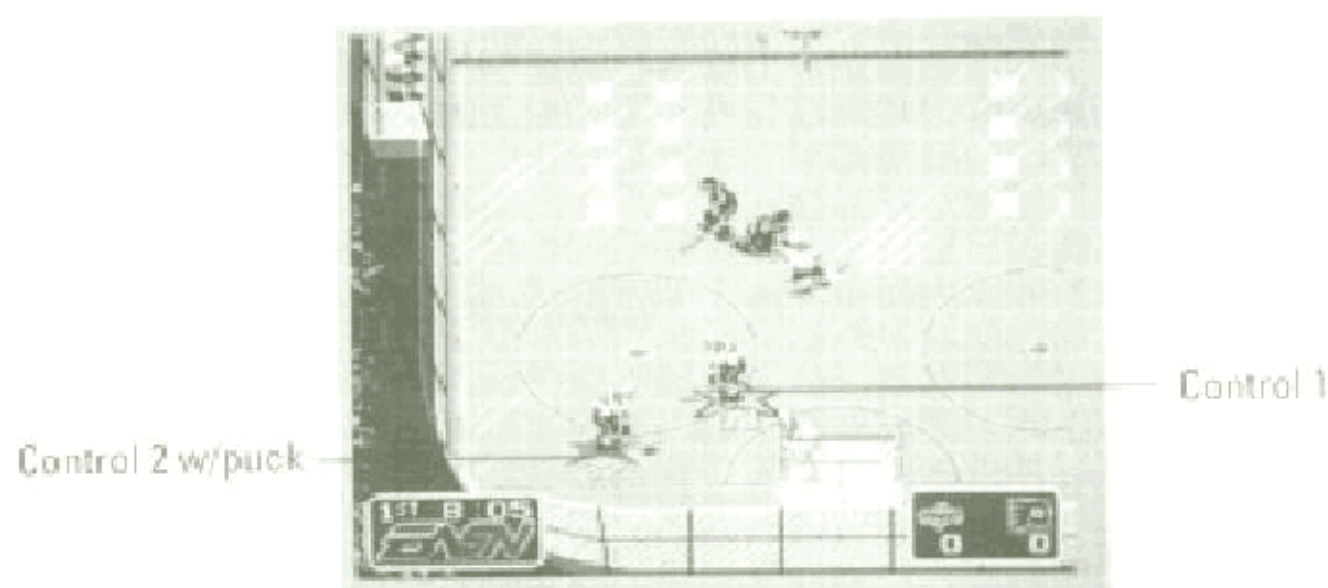
If the player you control is off-screen, an arrow ⇨ at the edge of the screen indicates the location of that player.

When playing in either of the Two Player modes, the blue arrow indicates the Control 1 player, the pink arrow the Control 2 player.

If you know where all your teammates are, you can pass quickly (forward, to the side, and behind you) and confuse the defenders.

- ✍ On medium to long range passes, it is smart to press **B** immediately after you pass the puck to control the target player before the puck arrives; this way you can evade defenders and pick up the puck in the clear.

PLAYING AS TEAMMATES



When **Two Player-Teammates** is selected, two players compete against the computer.

The player with Control 1 controls the man on the blue outlined star and always faces off.

The player with Control 2 controls the man on the pink outlined star.

The player in control of the puck is shown with his star filled-in in blue.

All the controls remain the same.

On defense, when both players press **B**, the player who pressed **B** first becomes the defender closest to the puck. The other player becomes the next closest defender.

The player with Control 1 controls the goalie's pass after the goalie captures the puck.

PENALTIES



When the **Penalties** option is **On**, the referees call all the penalties they see. Penalties cost you a trip to the penalty box.

Different penalties are called in different situations.

You can keep penalties to a minimum by laying off the **C** button on defense. The **C** button gives the player you control an extra burst of speed, so your checks are harder and your collisions more explosive.

Below is a list of the various penalties.

ROUGHING

Unnecessary roughness.

SLASHING

Deliberately hitting an opponent with the stick in order to obstruct or intimidate him.

CROSSCHECK

Lifting the stick off the ice with both hands and using it to check an opponent.

TRIPPING

Tripping the puck carrier. The ref has to believe there was no attempt to capture the puck.

HOOKING

One player's attempt to "hold up" another player with his stick.

CHARGING

Slamming into another player after two or more deliberate strides in his direction.

INTERFERENCE

Interference is called only when a player interferes with the opposing goalie in the crease or on his way back to the crease. Argue if it makes you feel better, but you can't overrule the officials.

FIGHT INSTIGATION

Starting a donnybrook.

FIGHTING

Mutual aggression.

Fighting brings 5 minutes in the penalty box. All other penalties bring 2 minutes.

One player is released from the penalty box when the opposing team scores on a **Power Play**. (See **Power Play**.)

If there are two or more players in the box, the player with the least amount of time remaining in his penalty period is released.

COINCIDING PENALTY RULE

When two players from opposing teams are each assessed a two minute penalty at the same time, both players are automatically replaced, so that the same number of players remains on the ice.

DELAYED PENALTY CALL

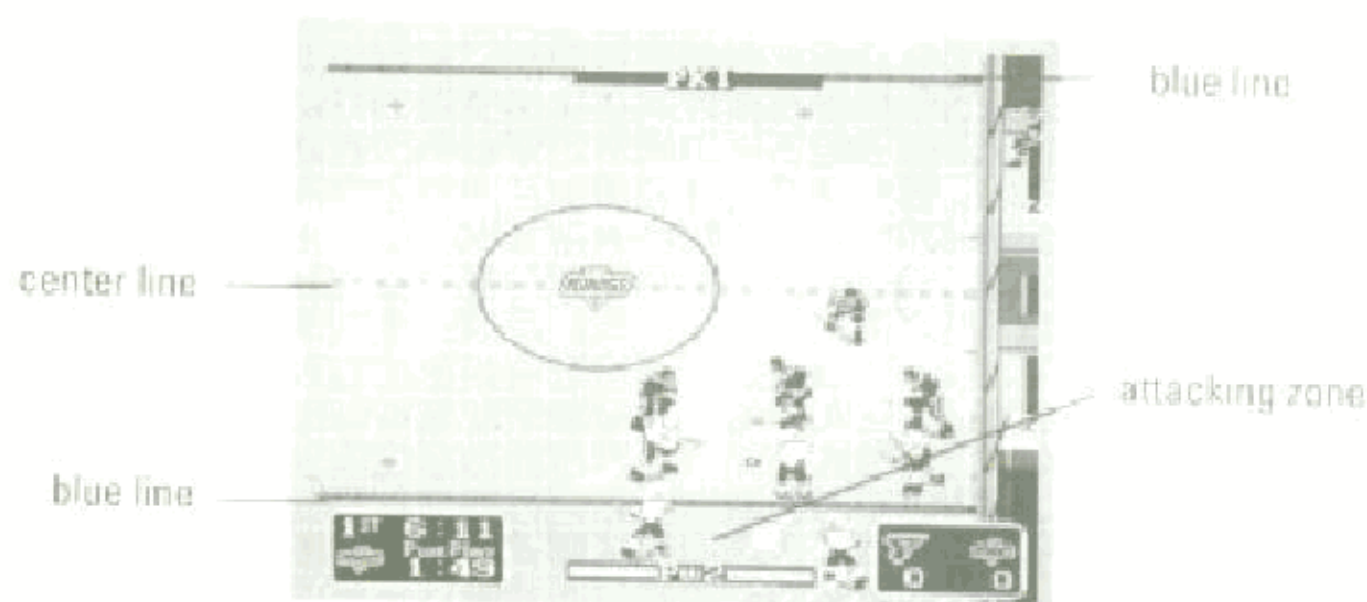


When a defensive player is cited for a penalty, action is not stopped immediately. The ref appears on the screen to whistle the penalty, but play does not stop until a player on the penalized team captures the puck. If the offensive team scores before the defensive team captures the puck, the penalty is not called.

DELAYED PENALTY

No team will have less than three players (not including the goalie) on the ice. If a fourth penalty is called, the offending player goes to the box, but his penalty time does not begin to run down until a player is released from the box.

INFRACTIONS



THE ATTACKING ZONE

The attacking zone is marked by a blue line on your opponent's side of the ice. When you cross this blue line in the direction of your opponent's goal, you have entered the attacking zone.

Your attacking zone is your opponent's "defensive zone."

ICING

Icing is called when a player passes the puck across the red center line, the opponent's blue line, and the red goal line.

If a player on the offensive team touches the puck after it has been "iced", the infraction is not called.

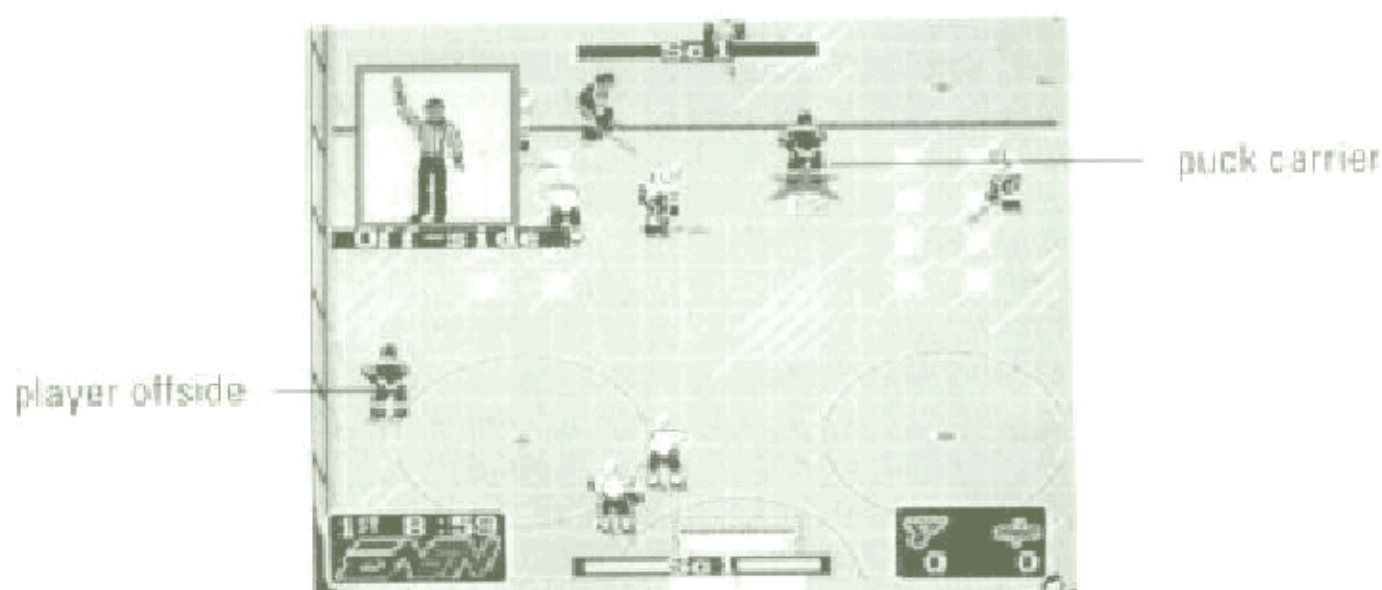
Icing is not called on a shot on goal.

Icing is not called on a team that is short-handed because of a penalty. (See **Penalty Killing**.)

There is no "two-line pass" infraction in *NHL Hockey*.

After an icing call, the referee will stop play and set up a face off in the defensive zone of the guilty team.

OFF-SIDES



Number 12 has skated across the blue line with the puck when his teammate was already in the attacking zone.

The puck must enter the attacking zone before any player on the offensive team enters the attacking zone, or else off-sides will be called.

The puck cannot be passed across the blue line to a player waiting in the attacking zone.

Once in the attacking zone, if the puck crosses the blue line OUT of the attacking zone, all offensive players must "clear" (leave) the attacking zone before the puck can be brought back across the blue line.

EXAMPLE: You attempt a shot-on-goal in the attacking zone. The other team's goalie stops the puck and quickly passes it to a teammate, who brings it up the ice out of the attacking zone. As soon as he crosses the blue line, you bodycheck him and steal the puck. Now you must wait for your teammates to skate out of the attacking zone before you can bring the puck back into the attacking zone.

A referee window will pop up to warn you that if you cross into the attacking zone then you will be off-side.

The referees always catch the off-sides infraction (when you have it ON) and stop the action. The puck is faced off behind the blue line.

SCORING



One point is awarded per goal.

- To take a shot on goal, press **C** when you have the puck.
- Use D-Pad to aim puck left and right.

There are two different shots: wrist shots and slapshots.

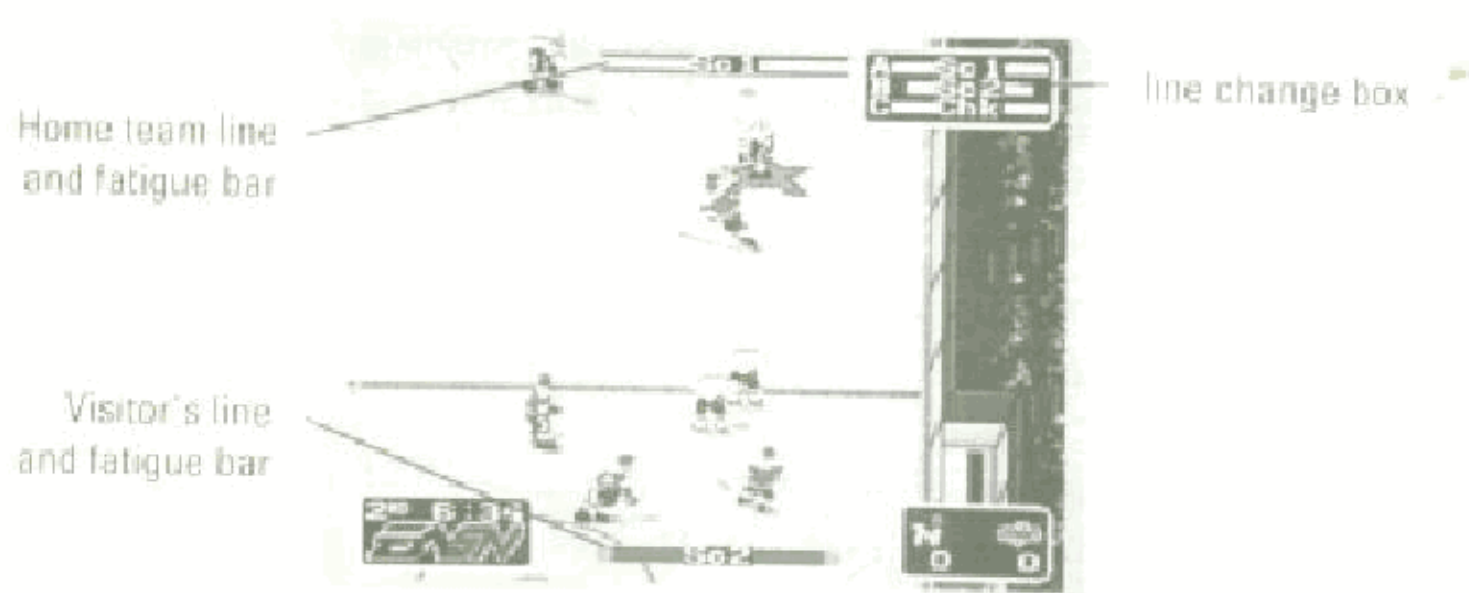
- **Wrist Shot:** Press and release **C** quickly.
A wrist shot is slower but more accurate than a slap shot. Wrist shots are most effective when close to the goal.
- **Slap Shot:** Hold down **C**.
A slap shot is harder, faster, but less accurate than a wrist shot. Slap shots are most effective further back in the attacking zone when the goalie is not set.

The longer you hold down the **C** button, the harder the slap shot.

- D-Pad forward to give shot height.
- D-Pad back to keep shot low.
- D-Pad left or right to shoot into corner of the net.

Look for a slap shot to bounce off the goalie or the net, grab the rebound, and flick the puck in with a wrist shot.

LINE CHANGES



Hockey is a grueling sport, and players need to rest every so often, especially in long games.

If you want to make line changes, set **Line Changes** to **ON** on the **Game Set-Up** screen.

The lines currently on the ice are listed on the screen. The current line for the team facing down-screen is listed at the top of the screen. The line facing up-screen is listed at the bottom.

Fatigue bars on either side of the line-name show how fresh (or tired) that line is. The longer the bar, the fresher the line.

The fatigue bar for the home team is always white with a black background. The fatigue bar for the visiting team is the color of the team's uniform jersey.

You can make line changes whenever action is stopped (end of period, penalty, goal, face off, etc) or whenever you control the puck.

When action is stopped, the **Line Change** window will appear on the screen for a few seconds. Press the letter corresponding to the line you want on the ice.

If you don't press a button, the line next to the letter 'A' will take (or remain on) the ice.

Unless a **Power Play** is beginning or ending, the line currently on the ice is listed next to the letter 'A'.

(See **Power Play Lines** and **Penalty Killing Lines** for more information.)

You can change lines during play only when you control the puck, or at the end of a **Power Play**.

- **Press A.**

A window appears showing the current available lines and their fatigue bars.

- Press **A** to select the line next to the letter 'A', **B** for 'B' and **C** for 'C'.

The new line indicator on the screen will blink until the entire line has come onto the ice.

Each team has seven different lines: Scoring lines 1 and 2 (**Sc1** and **Sc2**), Power Play lines 1 and 2 (**Pw1** and **Pw2**), Penalty Killing lines 1 and 2 (**Pk1** and **Pk2**), and a Check line (**Chk**).

- ✓ Change lines before they use 25 % of their energy to maximize performance of the team. Be careful about changing your line while your puck carrier is in the defensive zone. If your opponent steals the puck, you could be left short-handed on the defensive end while the fresh players are coming onto the ice.

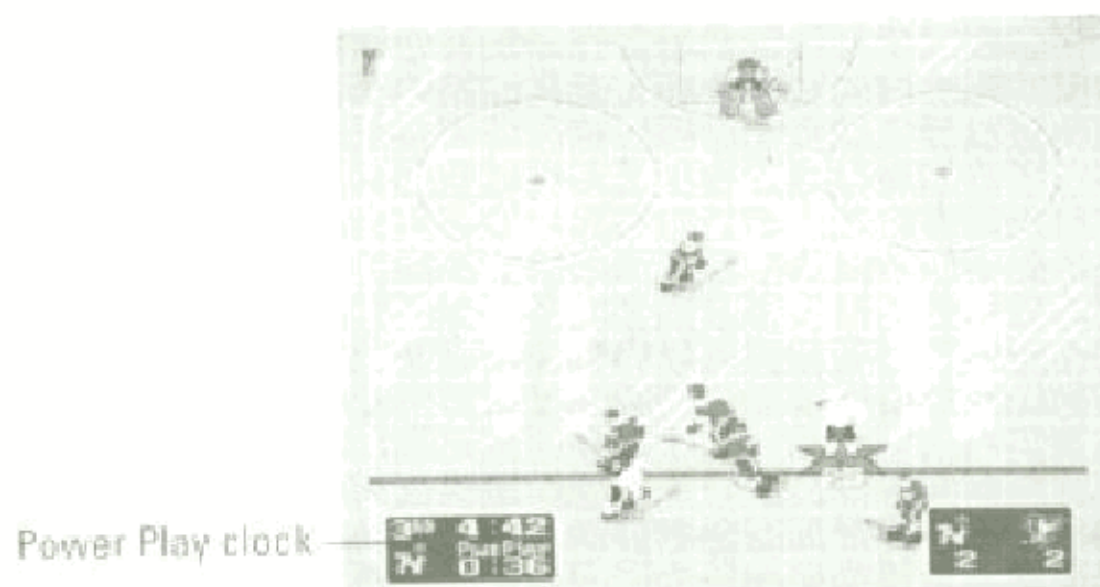
SCORING LINES AND CHECKING LINE

Sc1 starts every game. You can change to **Sc2** or to the **Chk** line as soon as you have the puck or when a face off occurs.

Scoring lines are fast, agile, and good with the puck.

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

POWER PLAY LINES



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

Some of the players on **Pw1** are also on **Sc1**. Some of the players on **Pw2** are on **Sc2**.

The **Line Change** box appears automatically whenever action is stopped or

- Press **A** when you have the puck to show **Line Change** box.
- Press **A** or **B** to select **Pw1** or **Pw2**. If you press neither, the team next to 'A' will take the ice.

For the first **Power Play**, 'A' corresponds to **Pw1** and 'B' to **Pw2**. In all subsequent power plays, 'A' corresponds to the line most recently on the ice.

- ✓ It is important to select a line when the Line Change window appears, unless you are certain that you want the line next to the letter 'A' to take the ice. Otherwise, you run the risk of inserting a tired line.
- When a power play ends, select from one of the Scoring Lines or the Check Line.
- ✓ The line most recently used (usually the most fatigued line) is listed next to 'A', so be sure to select a different line if that line is not at full strength, unless you REALLY want to wear down those tired players.

PENALTY KILLING LINES

The **Penalty Killing Lines** consist of some of the players in the corresponding **Scoring Lines** and are used against a **Power Play**.

The substitution of **Penalty Killing Lines** for **Scoring** and **Checking Lines** works exactly as described above in **Power Play Lines**.

CHANGING/REMOVING GOALIES



Goalies do not tire, but if yours is not performing up to your standards, or if you just feel like giving the other guy a chance to show what he's worth, you can change goalies.

- Press **START** to go to **Pause Screen**.
- D-Pad down to **Goalie**.
- D-Pad to alternate goalie's # (or to **None**).
- Press **START** to resume play.

At certain times, you might want to remove your goalie. When you remove your goalie (leaving the net undefended) a wingman or center is substituted when the goalie leaves the ice to give you an extra player up front.

The computer will sometimes remove its goalie in the third period when it is losing.

On a delayed penalty call against you, the computer will sometimes stop action and remove its goalie to give itself a brief advantage.

- ✓ You might want to remove your goalie when you're losing and time is running out, or on a delayed penalty call against the computer. Remember to replace the goalie after the penalty is called.

This is NOT listed as a **Power Play**.

SCOREBOARD



At the end of each period, the **Stats Report** screen will appear.

The screen shows a scoreboard with the name and emblem of the two teams at the top, the home team on the right side.

The game score appears beneath the team names. Below each team's score is a list of its statistics:

Shots: Number of shots on goal.

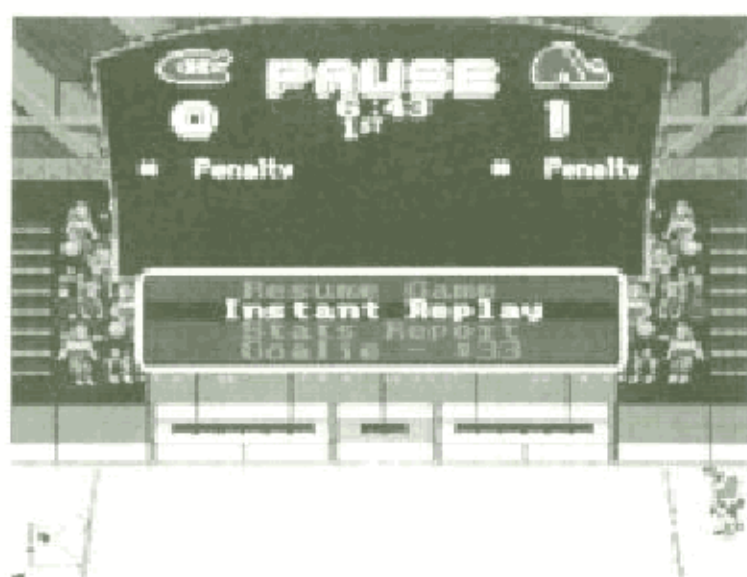
Power Play: Goals/Opportunities.

Penalties: Number of penalties/Minutes.

Fights Won: Number of fights won.

Attack Zone: Time spent in the attacking zone.

A player can learn his strengths and weaknesses by looking at these statistics.



- Press START at any time during play to pause the game.

When the game is paused, the score appears but the statistics do not. Instead there is a list of options which are highlighted with the D-Pad. The option **Resume Play** is automatically highlighted.

- Press START to get back to the game.

Beneath **Resume Play** is **Instant Replay**. (See below.)

- D-Pad down to highlight option.
- Press C to select option.

INSTANT REPLAY



At any point in the game, or at a break in the action, you can replay the last ten seconds of action.

- Press **START** to pause the game.

The **Pause** screen will appear.

- D-Pad down to **Instant Replay**.
- Press **C**.

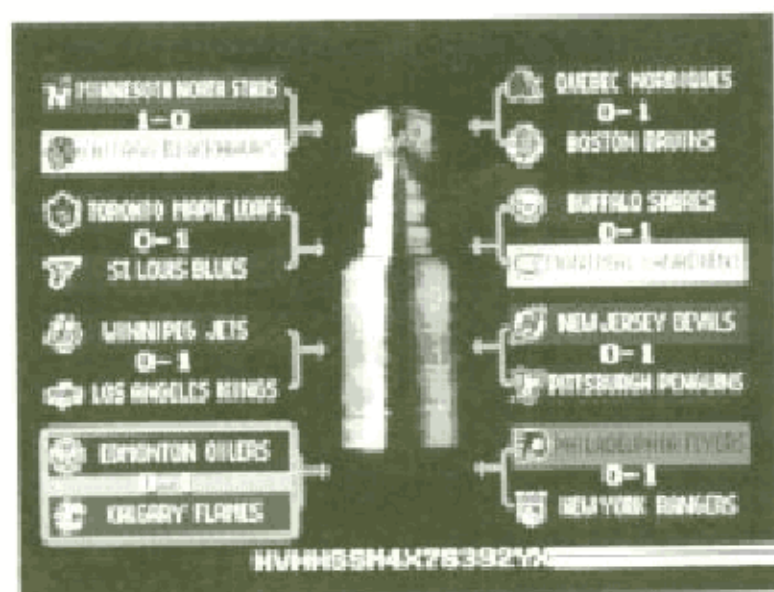
The film is automatically rewound to the beginning. A box appears showing VCR-style control instructions.

- Press **C** to roll film (normal speed).
- Press **C** or **B** to stop film.
- Press and hold **B** to play film (slow motion); release to stop.
- Use D-Pad to move the view around the ice.
- Press **A** to rewind the film; release to stop.

You will see the action in reverse at high speed.

- Press **START** to return to scoreboard.
- Press **START** to resume play.

PLAYOFF MODES



When you select **New Playoffs** or **Playoffs/Best of 7**, you will find yourself in the Stanley Cup Tournament.

If you are playing against the computer, you will always be **Team 1**. If you're playing **Head to Head**, the player with Control 2 will always be **Team 2**.

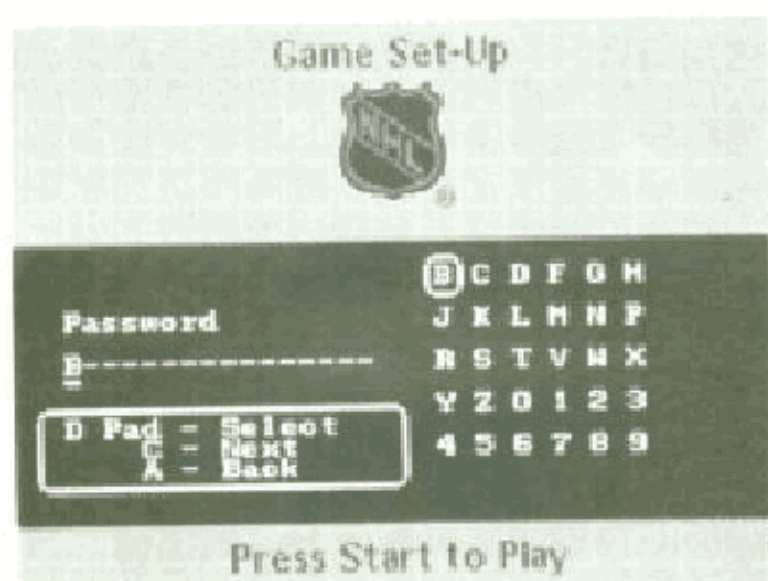
Make sure to check if you are the **Home** team or the **Visitor**. The **Home** team is on the right at the top of the **Game Setup** screen in the light-colored jerseys and faces up-screen in the first period, alternating after that.

- Press START to see Stanley Cup Tournament pairings.
- Press START again to begin your first game.
When the first game is over, the new pairings will appear. Only the winners advance.

If you lose in the first round and you want to play that team again, press START twice to return to the **Game Setup** screen and select **New Playoffs**. Then simply select the same match-up and try again.

If you win the first round, press START once and you will receive a **PASSWORD**. You will receive a new password after each game won. **Make sure you write down the password** if you want to return to play that opponent again in the event that you lose.

If you lose the next game and want to play that opponent again, press START twice to return to the **Game Setup** screen. Select **Continue Playoffs** and Press START.



The **Password Screen** will appear. Enter the password using the D-Pad to select the appropriate numbers and letters, pressing **C** to move to the next character.

When the password is entered correctly, press START to play.

In **Head to Head** playoff competition, the player that loses automatically takes charge of the team the winner is paired against in the next round.

If the loser, now in charge of a new team, wins the next round, then the playoffs are over. Neither player wins the Stanley Cup in this circumstance, because both players lost a round.

Use your password to try that round again if you like.

HIGHLIGHTS



In **Playoff Mode**, you have a chance to see highlights from other playoff games around the league.

At the end of each period you will see the score of an ongoing or completed game in a box below the scoreboard.

Press any button to advance to the next score, or **START** to bypass the scores.

When **Game Highlights** appears above the score of a game in progress, you can switch to the **EASN** Sports Center in San Mateo, California to view live action from that game.

- Press **C** to view live action highlight.

You can check the scores around the league at any time by pausing the game and bringing up the **Stats Report** screen.

If you want to stop a highlight and move to the next game-score, press **C**. Pressing **C** will take you through all the games and all the highlights.

SCORES

ELECTRONIC ARTS LIMITED WARRANTY

WARRANTY - Electronic Arts warrants to the original purchaser of this Electronic Arts software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electronic Arts software program is sold "as is," without express or implied warranty of any kind, and Electronic Arts is not liable for any losses or damages of any kind resulting from use of this program. Electronic Arts agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electronic Arts software product, postage paid, with proof of purchase, at the Electronic Arts Warranty Department. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electronic Arts software product has arisen through abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS - THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ELECTRONIC ARTS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ELECTRONIC ARTS BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ELECTRONIC ARTS SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

RETURNS AFTER WARRANTY - To replace defective media after the ninety (90) day warranty period has expired, send the original cartridge to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for \$20.00.

Electronic Arts

Customer Warranty

P.O. Box 7578

San Mateo, California 94403-7578

If you need to talk to someone about this product, call us at (415) 572-9448 Monday through Friday between 8:30 am and 4:30 pm, Pacific Time.

© 1991 Electronic Arts

Unless otherwise indicated, all software and documentation is the property of Electronic Arts.

Sega™ and Genesis™ are registered Trademarks of Sega Enterprises, Ltd.

NHL® is a registered Trademark of the National Hockey League.

Stanley Cup® is a registered Trademark of the National Hockey League.

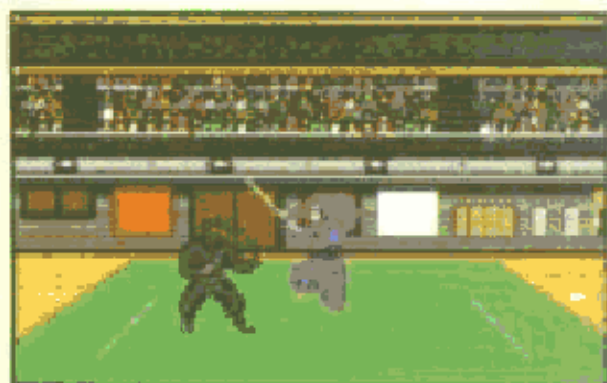
Team names and logos depicted are Officially Licensed Trademarks of the National Hockey League.
© NHL 1991.

Unless indicated otherwise, all software and documentation is © 1991 Electronic Arts. All Rights Reserved.

This game is licensed by Sega Enterprises Ltd. for play on the SEGA GENESIS SYSTEM.
SEGA and GENESIS are trademarks of Sega Enterprises, Ltd.

AtariGuide

AWESOME GRAPHICS!



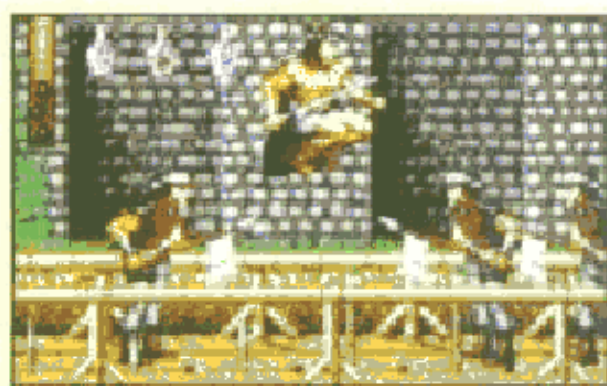
BUDOKAN: THE MARTIAL SPIRIT™

Master the most deadly arts: Karate, Bo, Nunchaku and Kendo. Skilled with over 25 moves per art, you're a perfected weapon—ready to face the challenges of the Budokan.



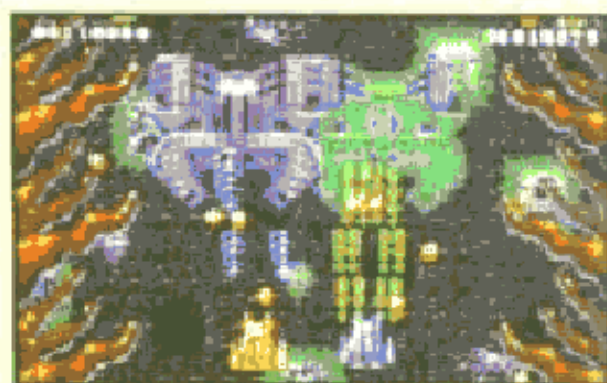
POPULOUS™

Play God! Create the world in a week and destroy it in a heartbeat. Unleash MONSTER QUAKES, RAGING VOLCANOES AND OTHER NATURAL DISASTERS to change the face of mighty planets! Conquering 500 worlds is a task worthy of any supreme being.



SWORD OF SODAN™

Unbeatable arcade action! Fight past legions of graveyard spirits and deadly pitfalls to avenge your father's bloody murder. 7 challenging levels of increasing terror and mayhem. Be a hero or a heroine.



BATTLE SQUADRON™

Destroy the Barrax Empire! Play 2 player cooperative or mount the assault alone. Maneuver your space cruiser through alien terrain, face attack from "chameleon" ships and intense fire from ground emplacements. Upgrade your weapons to survive!

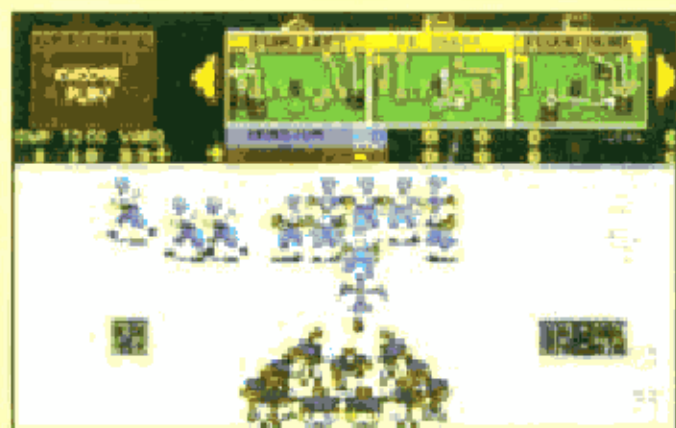


CHALLENGING COMPETITION!



LAKERS VERSUS CELTICS AND THE NBA PLAYOFFS™

Enter the World Championship Playoffs with the ten hottest teams in the NBA! Catch your favorite NBA stars—modeled with real 89-90 season stats—performing their signature moves in full court, five-on-five action.



JOHN MADDEN FOOTBALL™

Real mud and guts football—the way Madden likes it. Power offenses and smothering defenses with true-to-life player attributes. 17 pro-caliber teams including the All-Madden Team. Call over 100 pro plays from Madden's onscreen playbook. Jump, dive, spin and break tackles.



PGA TOUR® GOLF

Real players, real courses, real pressure. Compete against 60 PGA TOUR pros as 3D graphics bring to life the greatest courses on the TOUR. Aerial fly-bys of every hole, instant replay, a 3D putting green even includes Battery Backup to save tournaments and pro stats.

For play on Sega™ Genesis™ machine • Printed in the U.S.A.
Electronic Arts Customer Service
P.O. Box 7578, San Mateo, CA 94403-7578



ELECTRONIC ARTS®

704005

AtariGuide

THRILLING ADVENTURES!



CENTURION: DEFENDER OF ROME™

Rise from a Centurion to mighty Caesar to conquer all of Europe. Lead your legions into real-time land and sea battles. Fight gladiators in the Coliseum, master the chariot race, even attempt to seduce Cleopatra.



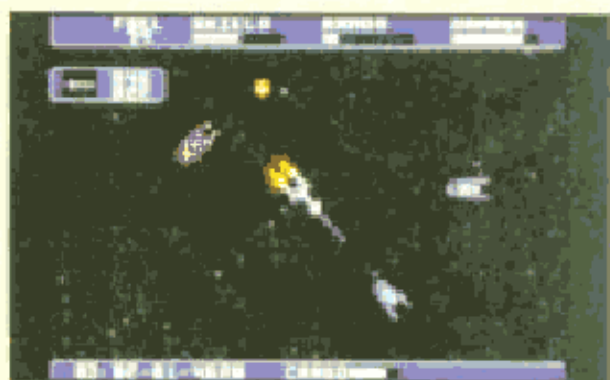
KING'S BOUNTY: THE CONQUEROR'S QUEST™

Howl into battle with an army of knights, trolls, and dragons. Lead them on a march across four continents in a challenging game of strategy and conquest. Return the Sceptre of Order, and the King's bounty is yours.



MIGHT & MAGIC®

Over a hundred adventures await you in this vast role-playing quest. Build a band of mighty souls to venture into over fifty colorful 3D mazes of castles, dungeons, and forests. 250 monsters, 200 unique weapons and 96 magical spells. 6 mega with Battery Backup.



STARFLIGHT™

Boldly go where no game has gone before! Explore a universe of over 270 star systems, seek out powerful alien races and enter their hostile worlds. Discover the shocking secrets of their past to save a galaxy's future.

UNENDING EXCITEMENT!



ROAD RASH™

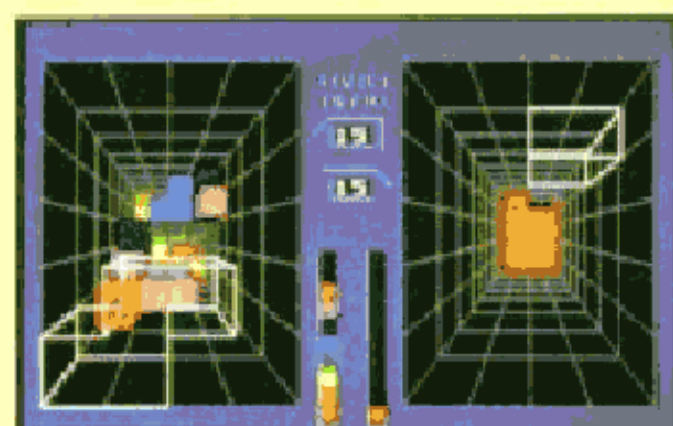
Strap on your helmet and get ready to shove your opponents into oncoming traffic. Compete against 16 other motorcycles on public roads. Negotiate obstacles and fight off attacks from opponents. The races are unsanctioned, unofficial and probably unlawful.



JAMES POND™

UNDERWATER AGENT

The name is Pond... James Pond. The only fish with the guts to stop Doctor Maybe from polluting the world's oceans. Packed to the gills with superb graphics and 12 dangerous missions. Discover hidden worlds filled with surprises.



BLOCKOUT™

Based on the hit coin-op arcade game! Manipulate 3D blocks as they fall to the bottom of a multi-layered pit. Flip, rotate, and move the blocks to form complete

layers, which disappear to make room for more. Your biggest challenge is to try and stop playing!

