



ELECTRONIC ARTS

INSTRUCTION BOOKLET

NHLPA™
HOCKEY '93

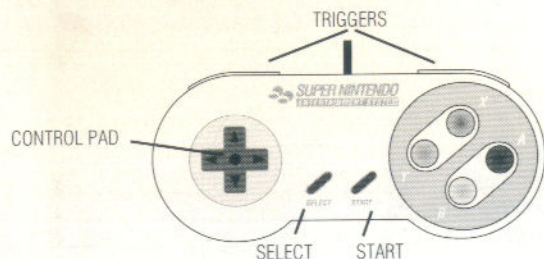


DISTRIBUTED BY
ELECTRONIC ARTS PTY LTD.
4-46 SMITH STREET
SOUTHPORT 4215
QUEENSLAND
AUSTRALIA

PRINTED IN JAPAN

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

NHLPA™ HOCKEY '93



CONTROLLING THE GAME

FACE OFF

Y—capture puck. **B**—pass puck. **A**—speed burst (body check.) **Control Pad**—aim pass.

OFFENCE

Y—change lines. **B**—pass puck. **A**—wrist shot (hold for slap shot.) **Control Pad**—control direction of skater/pass/shot.

DEFENCE

Y—hold/hook. **B**—poke check/trip puck-carrier. **A**—speed burst (body check.) **Control Pad**—control direction of skater.

Goalie is controlled by the Super NES™ until he captures the puck. **B** passes the puck, the Control Pad aims the pass.

FIGHTING

Y—holds. **B**—body punch. **A**—head punch. **Control Pad**—move backward/forward.

INSTANT REPLAY

Y—rewind. **B**—freeze frame/slow motion. **A**—play/stop.

LINE CHANGES

Y—select Y. **B**—select B. **A**—change lines/select A.

SCOREBOARD

Press **START** to pause the game and bring up the scoreboard.

Press Control Pad **up** or **down** to highlight items on the scoreboard.

Press **A** to select items.

Use the Control Pad to scroll through data.

Press **START** to return to the scoreboard. Press **START** again to return to the game.

DEMO MODE

Press any button *except* **START** to exit the demo mode.

Press **START** to pause the game and bring up the scoreboard options.

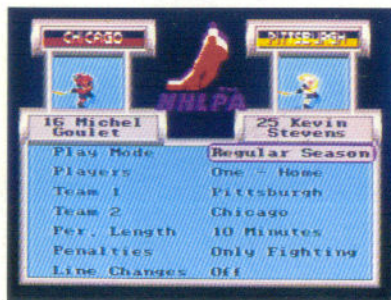
PLAYING NHLPA™ HOCKEY '93

NHLPA™ Hockey '93 is a super realistic, fast-action hockey game designed around the actual rules and players in professional hockey. The controls are easy to use, so you can begin playing immediately with just a quick glance at the control summary on page one.

STARTING THE GAME

1. Turn OFF the power switch on your Super NES™. NEVER insert or remove a Game Pak when the power is on.
2. Make sure your controller is plugged into port #1 on the left side of the Super NES™.
If you're playing against or with a friend, plug his controller into port #2.
3. Insert the Game Pak into the slot on the Super NES™. Press the Game Pak down firmly to lock it in place.
4. Turn ON the power switch.
5. The **Title** screen appears. Once the credits begin scrolling, press **START** to see the **Game Set-Up** screen.

GAME SET-UP SCREEN



If you want to get into the game right away, see **Playing for Real**.

If you are starting **NHLPA™ Hockey '93** for the first time, you might want to watch an exhibition game.

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

3. Press **START**.

Unless you change the settings, Pittsburgh will play Chicago at Pittsburgh in a regular season game with three ten minute periods, no penalties except fighting, and no line changes.

4. The **Team Comparisons** screen appears.
5. Press **START**. The camera brings you to centre ice for the face off.
Kick back and watch the fast, hard-hitting action.

To get out of **Demo**, press any button except **START**. You're returned to the **Title** screen appear.

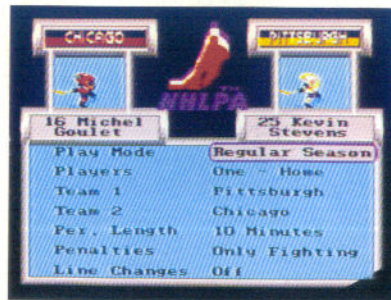
PLAYING FOR REAL

You'll need to use the **Game Set-Up** screen every time you play. If you just watched the demo, make sure to change the **Players** setting to another mode.

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 Pittsburgh at home in white, going up against Chicago in red in a game with three 10 minute periods. There will be no penalties except for fighting, and no line changes.

When you're ready to set up your own game, Control Pad **down** through the options. A gray rectangle appears around the selected option. Control 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. (No two player mode).

New Playoffs: Begin in the first round of the Playoffs, needing only one win to advance. (No two player mode).

Best of 7: Begin in the first round of the Playoffs, needing four victories to advance. (No two player mode).

Players

Regular Season

One - Home: You control **Team 1** vs computer-controlled **Team 2**.

One - Visitor: You control **Team 2** vs computer-controlled **Team 1**.

Two - Teammates: You and another person play as **Team 1** against the computer as **Team 2**.

Two - Head to Head: You play against another person.

Demo: Watch an exhibition game.

Playoffs (No two player mode)

One: You control **Team 1**. To change **Team 2**, use the Control Pad (**left/right** or **right/left**). **Team 1** will remain the same, and one of two or three teams will appear as **Team 2**. If **Team 2** does not change on your first attempt, try again. Remember, there are at least two, and no more than three, first round opponents for each **Team 1**.

The home team is on the right side at the top of the **Game Set-Up** screen, and the visiting team is on the left. The home team always wears the light-coloured jerseys, and the visiting team wears dark colours.

Team 1

Home team in regular season play.

Team 2

Visiting team in regular season play. In both Playoffs modes, the player with Controller 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 minutes**, **10 minutes**, or **20 minutes**.

A Regular Season game allows only one overtime period. The overtime period lasts for ten minutes, or until one team scores ("sudden death"). If neither team scores, the game ends in a tie.

Playoff games cannot end in a tie. Players will play as many sudden death overtime periods as necessary to establish a winner. The overtime periods last as long as the period length selected for that game, or until one team scores.

Penalties

On: The referees call all the penalties and infractions they see.

On, No Offside: The referees call penalties and infractions, except offside.

Only Fighting: The game will not be interrupted by penalties or offside, except when a fight breaks out. ICING IS ALWAYS CALLED.

Line Changes

On: The game player/players control their team's 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 COMPARISONS



Before the game begins, the **Team Comparison** screen appears. On this screen, the opposing teams are compared in various categories. The highest rating a team can receive is 9; the lowest, 0. The best teams in the game are Montreal, Chicago, and New York. The weakest teams are Quebec, San Jose, Tampa Bay, and Ottawa.

THE FACE OFF



The referee drops the puck

In the opening period, the home team's centre faces up-screen. The visitor's centre faces down-screen.

At the top of the screen you see a close-up window of the two centres and the referee holding the puck in the air. The referee drops the puck automatically. When the puck hits the ice, it's *live*:

- Press Control Pad in direction you want to deflect the puck while pressing **B**
OR
- Control Pad forward and press **Y** to capture puck.

As you learn the game you will find that certain centres are tougher than others, and that some are more skilful with the stick.

SKATING



Centre breaks away into the clear

Skating skills are fundamental to good hockey. You need to skate well to check hard, avoid checks, elude defenders, and fake out goalies.

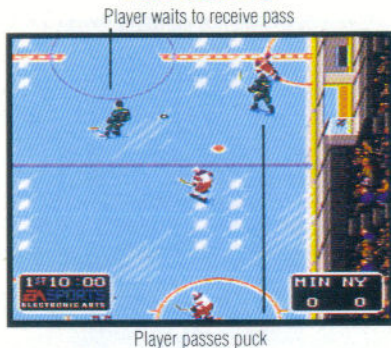
OFFENCE: With controller 1, your puck carrier skates on a solid light blue star with a dark blue outline. The computer's puck carrier skates on a solid light blue star with no outline. In two player modes the skater controlled by controller 2 is marked with a pink outlined star.

DEFENCE: With controller 1, your active defenceman skates on a dark blue outlined star. The computer's defenceman is never marked with a star. In two player modes the skater controlled by controller 2 is marked with a pink outlined star.

PLAYER NUMBERS AND POSITIONS: The number and position of the active defenceman and the puck-carrier appear beneath the star. The computer's puck-carrier is identified by number and position, but his defencemen are not.

- Press **B** to activate defenceman nearest to the puck. Control the direction of your player (and the direction of your passes) with the Control Pad.

PASSING



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

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

If you do not hold the Control Pad, the player will pass the puck in the direction he is facing. The best passing method is to hold down the **B** button, press the Control Pad in the direction you want to pass, and then release **B**. The pass is launched when the Control Pad is pressed while the **B** button is down.

When the puck reaches a player, that player usually controls the puck; however, 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 centre skates up centre ice, the two wingers on either side of him, and the two defencemen behind on opposite sides.

If the player you control is off-screen, an arrow of matching colour to your star outline, at the edge of the screen indicates the location of that player.

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

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

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

On defence, 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 Controller 1 always controls the goalie's pass after the goalie captures the puck.

FIGHTING

Sometimes two or more players lose their cool and fight. If you get in a fight:

- Press **A** to throw a head shot.
- Press **B** to throw a body punch.
- Press **Y** to hold your opponent.
- Press the Control Pad **left** or **right** to move back and forth.

PENALTIES

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

You can keep penalties to a minimum by laying off the **A** button on defence. The **A** 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.

Holding — Illegally grabbing or pinning a player so that he can't move.

Roughing — Unnecessary roughness or causing an injury.

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 referee 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 — This is called when a player interferes with the goalie. Argue if it makes you feel better, but you can't overrule the officials.

Fight Instigation — Intentionally starting a fight, in the referee's opinion.

Fighting — Throwing off your gloves with the intention of using your fists on another player.

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.

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 given equal penalty minutes at the same time, both players are automatically replaced, so that the same number of players remains on the ice.

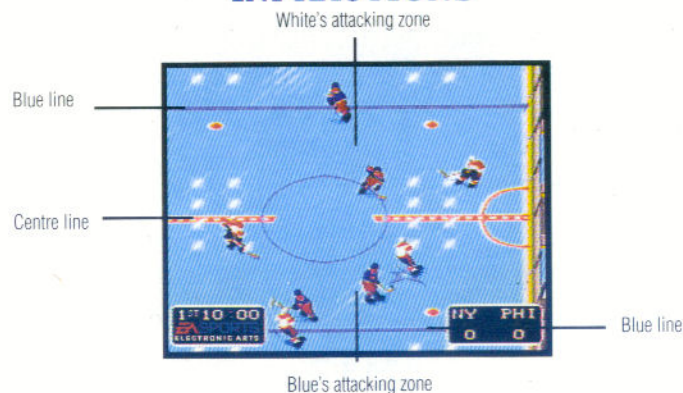
DELAYED PENALTY CALL

When a penalty is called on a player from the team without the puck, action is not stopped immediately. The referee appears on the screen to whistle the penalty, but play does not stop until a player on the penalized team captures the puck. The computer will automatically replace it's goalie with a forward in a delayed penalty situation, and the goalie returns as soon as you capture the puck. If the offensive team scores before the penalized team captures the puck, the penalty is not called.

DELAYED PENALTY

No team will have fewer than three players (not including the goalie) on the ice. If a penalty is called on a team with two players in the box, the offending player goes to the box and is replaced. His penalty time does not begin to run down until one of his teammates' penalty periods expires. No player is released until only two players are left.

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

An icing infraction is called when a player passes or shoots the puck across the red centre line, the opponent's blue line, and the red goal line, but not through the crease (the blue semi-circle in front of the goal).

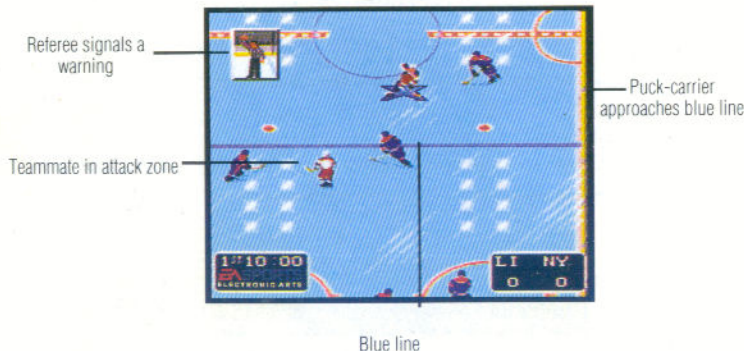
If a player on the offensive team touches the puck after it has been "iced", the infraction is not called. Icing is not called on a shot on goal.

Icing is not called on a team that is short-handed because of a penalty.

In some hockey leagues, the puck cannot be passed across any two lines on the ice without an infraction being enforced. There is no "two-line pass" infraction in *NHLPA™ Hockey '93*.

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

OFFSIDE



The puck must enter the attacking zone before any player on the offensive team enters the attacking zone, or else an offside 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 you will be offside.

When you have the **Penalties** option **ON**, the referees always catch the offside infraction 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 **A** when you have the puck.
- Use Control Pad to aim puck.

There are two different shots: wrist shots and slapshots. A wrist shot is slower but more accurate than a slap shot. Wrist shots are most effective when close to the goal.

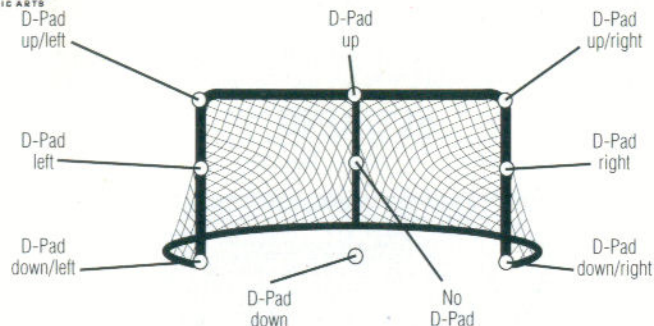
- To do a wrist shot, press and release **A** quickly.

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.

- To do a slap shot, hold down **A**.

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

- Control Pad **up** to give shot height.
- Control Pad **down** to keep shot low.
- Control Pad **left** or **right** to shoot into corner of the net.



LINE CHANGES



Scoring line 1 is fatigued

Hockey is a gruelling sport, and players need to rest now and then, especially in long games. If you want to make line changes, set **Line Changes** to **ON** on the **Game Set-Up** screen.

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

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

Before each face off, 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 'Y' will come on to (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 'Y'.

You can change lines during play only when you control the puck.

- Press **Y**.

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', or **Y** for 'Y'.

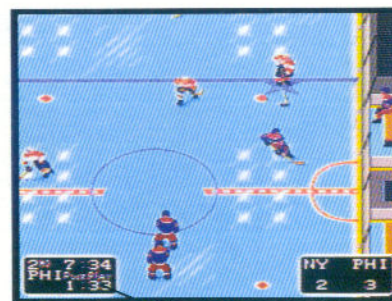
Each team has seven different lines: Scoring lines 1 and 2 (**Sc1** and **Sc2**), Power Play lines 1 and 2 (**Pw1** and **Pw2**), Penalty Killing lines 1 and 2 (**Pk1** and **Pk2**), and a Check line (**Chk**).

SCORING LINES AND CHECK LINE

Scoring lines are fast, agile, and good with the puck. The Check line is your "big" line, generally slower but harder hitting and better on defence.

Scoring Line 1 (**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.

POWER PLAY LINES



Power Play clock

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 the Power Play lines are also on the regular lines (**Sc1**, **Sc2**, **Chk**) or the Penalty Killing lines (**Pk1**, **Pk2**).

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

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

- When a power play ends, select from one of the Scoring Lines or the Check Line.

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**.

SCOREBOARD

When the **Scoreboard** is displayed, the game is paused. The scoreboard provides a wide range of choices available during play or between periods.

- Press **START** during play to bring up the **Scoreboard**.

INSTANT REPLAY



VCR-style control instructions

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

- Press **START** during play to bring up the **Scoreboard**.
- Control Pad **down** to **Instant Replay**.

- Press **A**.

The replay is automatically rewound half way into the replay. A box appears showing VCR-style control instructions.

- Press **A** to roll replay (normal speed).
- Press **A** or **B** to stop replay.
- Press and hold **B** to play replay (slow motion); release to stop. Tap **B** to advance replay frame-by-frame.
- Use Control Pad to move the view around the ice.
- Press **Y** to rewind the replay; release to stop. You will see the action in reverse at high speed.
- Press **START** to return to scoreboard.
- Press **START** to resume play.

STATS REPORT

At any point during the game, you can take a look at the current stats report.

- Press **START** to bring up the scoreboard.
- Highlight **Stats Report** and press **A** to bring up the **Stats Report** screen.

Each team's current game statistics appear beneath the team's name.

Score: Number of goals scored.

Shots: Number of shots taken on the goal.

Power Play: Number of goals scored during power plays/number of power plays.

Penalties: Number of penalties enforced/number of penalty minutes assessed.

Body Checks: Number of body checks delivered.

Attack Zone: Amount of time spent in the Attacking Zone.

- Press **A** to exit the **Stats Report** screen.
- Press **START** again to return to the ice.

CHANGE/REMOVE GOALIES

The goalie is chosen randomly for computer controlled teams in regular season games, when **Line Changes** are **ON**. Otherwise, the first string goalie starts.



Goalies do not tire, but you can change them if you want.

- Press **START** during play to bring up the **Scoreboard**.
- Control Pad **down** to Goalie.
- Control Pad **left** or **right** to alternate goalie (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 forward is substituted when the goalie leaves the ice to give you an extra player up front. This gives you a better chance of scoring.

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

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

TEAM ROSTER

The **Team Roster** screen contains all seven lines and the list of the goalies for a particular team.

- Press **START** to bring up the scoreboard.
- Highlight **Team Roster** and press **A** to bring up the **Team Roster** screen.

The box on the left displays the name of the lineup shown on the screen. Each player is listed by position, jersey number, and name.

LD—Left Defenceman (shown as **D** on the ice).

RD—Right Defenceman (shown as **D** on the ice).

LW—Left Wingers (shown as **L** on the ice).

C—Centre (Shown as **C** on the ice).

RW—Right Wingers (shown as **R** on the ice).

- Control Pad **up** or **down** to scroll through different lines and different goalies.

The box on the right displays the ratings category in which each player is being evaluated.

- Control Pad **left** or **right** to scroll through the different ratings categories. Most of the ratings are numerical, the higher the number the better the player at that category.

GOALIES (You can't control the goalie's movements.)

Status: The goalie's status: **On the Ice** or **On the Bench**.

Overall: The goalie's overall ability.

Agility: The goalie's agility on the ice.

Speed: The goalie's speed on the ice.

Glove Hand: The hand the goalie catches with.

Def. Awareness: Goalie's defensive instinct.

Puck Control: Goalie's ability to control the puck.

Stick Right: Goalie's stick handling to the right side.

Stick Left: Goalie's stick handling to the left side.

Glove Right: Goalie's glove handling to the right side.

Glove Left: Goalie's glove handling to the left side.

Weight: Goalie's body weight in pounds.

LINE PLAYERS

Status: The player's status: **On the Ice**, **On the Bench**, **Injured**, or **Penalized**

If a player is in the penalty box, the time remaining in his penalty appears as his status. If there is a **C** following the time, that indicates a coinciding penalty.

If a player is injured, 'Injury' appears as his status. A **P** after injury indicates 'out for the period', while a **G** indicates 'out for the game'.

Overall: Player's overall ability.

Energy: Player's current energy level.

Agility: Player's agility on the ice.

Speed: Player's top speed on the ice.

Handed: Player's best shooting side.

Off. Awareness: Player's offensive instinct.

Def. Awareness: Player's defensive instinct.

Shot Power: How hard the player can shoot the puck.

Shot Accuracy: Player's skill in shooting the puck.

Pass Accuracy: Player's skill in passing the puck.

Stick Handling: Player's overall skill with the stick.

Weight: Player's body weight in pounds.

Endurance: Player's stamina on the ice.

Aggression: Player's likelihood of being penalized.

Checking: Player's effectiveness as a checker.

Fighting: Player's fighting ability—a zero indicates that the player does not engage in fights under any circumstances.

PLAYOFF MODES



When you select **New Playoffs** or **Playoffs/Best of 7**, you will find yourself in the playoff tournament.

You will always be **Team 1**. In **Teammates** and **Head to Head** modes, the player with Controller 2 is always **Team 2**.

- Press **START** to see playoff 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, return to the **Game Setup** screen and select **New Playoffs**. Then simply select the same match-up and try again.

CONTINUE PLAYOFFS

After you win a playoff game, the revised playoff tree appears with a password. Write down the password if you want to be able to return to that point in the playoffs in the unfortunate event that you lose.

To restore the playoff tree, reset the game and go to the **Game Setup** screen. Select **Cont. Playoffs** in Play Mode, then press **START**. The **Password** screen appears.



Use the Control Pad to select a character from the set, then press **A** to enter the character and move to the next position. **Y** allows you to go back and correct any mistakes. When you've entered the correct password, press **START** to resume the playoffs from where you left off.

HIGHLIGHTS



You can watch highlights from other games around the league.

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

Press **START** to bypass the scores.

INJURIES

Sometimes a player takes a vicious check and must leave the ice for a period. A player injured in a fight leaves for the rest of the game. The program automatically replaces the player with the one best suited to play his position.