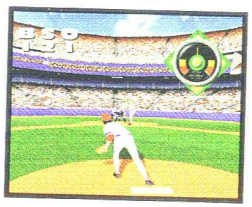
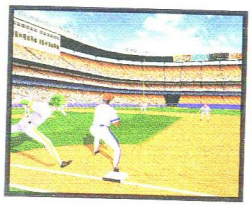
Coming Soon:

GRAND SLAM™ '96





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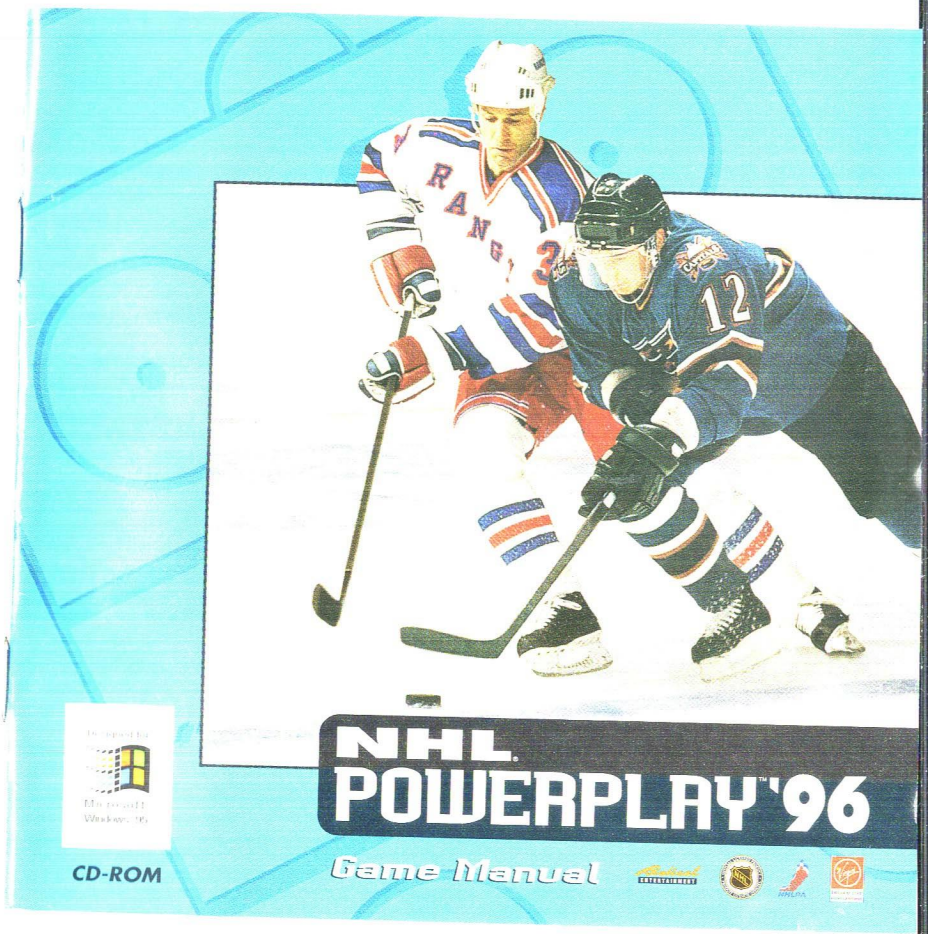

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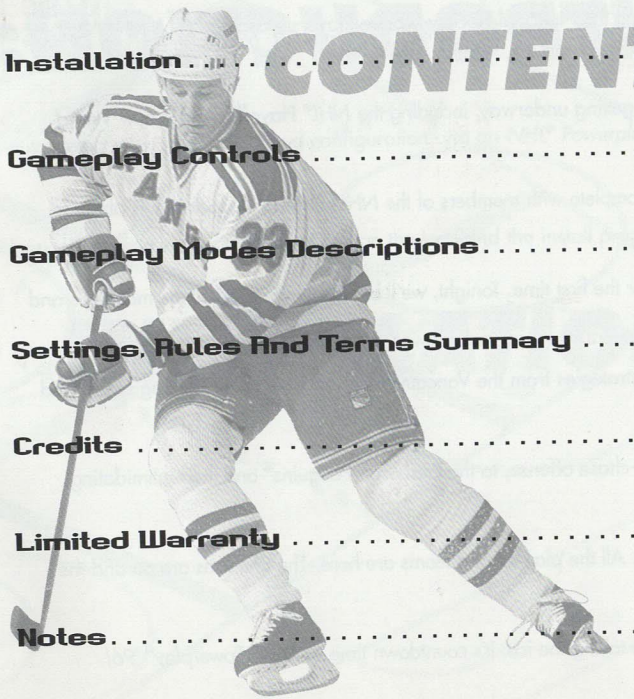


INTRODUCTION:

WELCOME to this telecast of *NHL® Powerplay™ '96* and the National Hockey League and the National Hockey League Players' Association. A new *NHL®* season is getting underway, including the *NHL®* Playoffs. And a new *World Tourney* complete with members of the *NHL®* Players' Association is about to face-off for the first time. Tonight, we'll be breaking down all the matchups and coaching strategies from the Vancouver Canucks with their blazing speed and dump-and-chase offense, to the Pittsburgh Penguins® and their intimidating powerplay. All the players and teams are here. The uniforms are on and the players are taking the ice. It's countdown time to *NHL® Powerplay™ '96!*

INSTALLATION:

Designed for Microsoft® Windows® 95

Once Windows® 95 is up and running, insert the *NHL® Powerplay™ '96* CD into the CD-ROM drive. Windows® 95 will auto-detect your sound card and configuration and an *NHL® Powerplay™ '96* icon will appear on the desktop. Click on the icon and the install program will appear. To complete installation, simply follow the on-screen instructions.

GAMEPLAY CONTROLS:

ALL LISTED CONTROLS ARE SET AS DEFAULT CONTROLS. THERE WILL BE OPTION-TO-RECONFIGURE BUTTONS PRESENTED DURING GAMEPLAY.

PC - GRAVIS GRIP GAMEPAD:

KEY	*Offense*	*Defense*	*Goalie*
A Button	Shot	Hook	Make Save
B Button	Pass/Select Player	Select Player	
C Button	Slap Shot	Poke Check	
X Button	Flip Pass	Backward Skate	
Y Button	Fast Skate	Body Check/Fast Skate	
Z Button	Drop Pass	Select Goalie	
R1 Button	Line Change	Line Change	

PC - GRAVIS GAMEPAD:

KEY	*Offense*	*Defense*	*Goalie*
Blue Button	Fast Skate	Body Check/Fast Skate	
Yellow Button	Pass/Select Player	Select Player	**
Green Button	Slap Shot	Poke Check	
Red Button	Wrist Shot	Hook	Make Save

PC - TWO BUTTON JOYSTICK:

KEY	*Offense*	*Defense*	*Goalie*
Forward Button	Shoot	Body Check	
Back Button	Pass	Select Player	**

* In the case of a joypad/stick with less than seven buttons:

Passing/Shooting/Checking will be auto-selected if the hardware cannot support those individual actions. With a two button joystick, the Shoot/Check button will perform whichever action the computer deems best for that particular situation. The same holds true for the Pass/Select Player button.

** Goalie Control for a joypad/stick with less than seven buttons:

Goalie control will be attained if the puck is closest to him and the Select Player button is pressed.

PC - KEYBOARD:

RIGHT SIDE

The numeric keypad with **num lock OFF** controls right side player direction.

KEY	*Offense*	*Defense*	*Goalie*
Right Shift	Wrist Shot	Hook	
Enter	Slap Shot	Poke Check	
'(Apostrophe)	Pass/Select Player	Select Player	
/	Fast Skate	Body Check/Fast Skate	Make Save
F1-F7	Line Change	Line Change	
Pg Dn, Del, End,	Activates	Activates	
or Pg Up	Line Change	Line Change	
	Menu	Menu	

LEFT SIDE

The following letter keys control the left side player direction:

Q W E
A D
Z X C

LEFT SIDE (CONT'D)

KEY	*Offense*	*Defense*	*Goalie*
Left Shift	Wrist Shot	Hook	
Caps Lock	Slap Shot	Poke Check	
Left Ctrl	Pass/Select Player	Select Player	
Left Alt	Fast Skate	Body Check/Fast Skate	Make Save
1-7	Line Change	Line Change	
Space Bar	Activates Line Change Menu	Activates Line Change Menu	

INSTANT REPLAY INTERFACE

F1 = ADVANCE DIRECTLY TO START OF REPLAY

F2 = FRAME-BY-FRAME REWIND

F3 = CONTINUOUS REWIND

F4 = CONTINUOUS FORWARDS

F5 = FRAME-BY-FRAME FORWARDS

F6 = ADVANCE DIRECTLY TO END OF REPLAY

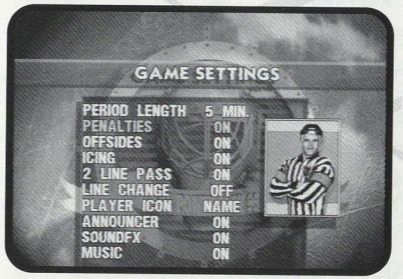
F7 = AUTO/MANUAL CAMERA CONTROL

- DIRECTIONAL ARROWS MOVE CAMERA IN MANUAL MODE
- RED MARKER INDICATES TIME ELAPSED IN REPLAY

GAMEPLAY MODES DESCRIPTIONS:

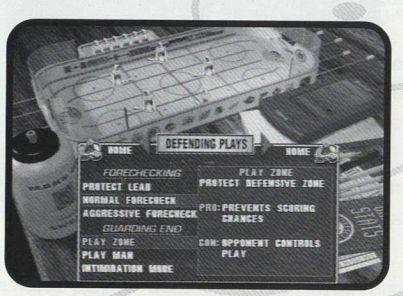
EXHIBITION MODE:

Exhibition Mode allows one or multiple users to play a customized single-game matchup. Any teams can be chosen, including the *NHL®*, *All-Star,* and *World Tourney* teams. This mode is mainly for head-to-head play and to allow the novice a chance to get accustomed to the game.



In Exhibition Mode, follow these instructions to start a game:

- Select *Start Game.*
- Select *Exhibition.*
- Select any two teams.
- Move controller(s) to team(s) you wish to control.
- Adjust *Game Settings, Edit Lines, Coach Team, Game Controls, or Goalie Auto/Manual* (all optional, but recommended).
- Start game. When game is complete, *view Game Stats, Player Stats, Goalie Stats, Scoring Summary,* and/or *Penalty Summary.*
- Select *Rematch* to play the same Exhibition matchup again.



SEASON MODE:

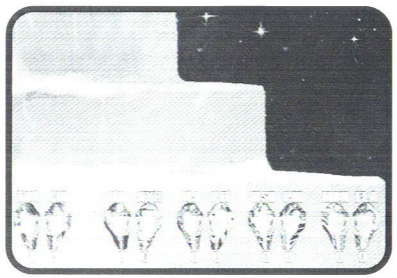
Season Mode allows you to control one team throughout a variable-length *NHL*® *Season*. This mode is for the more advanced player, creating a true team atmosphere as you experience the ups and downs of an *NHL*® Season. This can include wins and losses, overtime games, ties, and player injuries, even for multiple games. Like a real *NHL*® Season, the *NHL*® *Powerplay*™ *'96* season culminates in properly seeded *NHL*® Playoffs and the eventual crowning of a *Stanley Cup*® champion.

To get into the *Season Mode,* follow these instructions:

- Select *Season* (new) or *Continue Season* (saved season).
- Select Season Length of 11, 21, 41, or 82 games (new).
- Select Playoff Series Length of best of 1, 3, 5, or 7 games (new).
- Select one team to control throughout the Season (new).
- Move controller to selected team.
- Adjust *Edit Lines, Coach Team, Game Controls* or *Goalie Auto/Manual* (all optional, but recommended).
- Adjust *Game Settings* (new). These settings will be saved and will be unalterable for the duration of the Season, so it is essential that careful consideration is given to the *Game Settings* before the start of the first Season game.
- View *Season Standings* (optional). Standings can be viewed by Eastern or Western Conference or for the entire *NHL*®, and reflect all played and simulated games up to that point in the Season.
- View *Season Calendar* (optional). The Calendar shows all games played and remaining for the chosen team in *Season Mode*. Games highlighted in red are home games, and games highlighted in blue are road games. Games already completed include the final score of each game.
- Play game. When game is complete, view *Game Stats, Player Stats, Goalie Stats, Scoring Summary,* and/or *Penalty Summary.*
- *Season Mode* will save all game results automatically.
- For *Season Mode* playoffs description, see *Playoff Mode* (next page).

PLAYOFF MODE:

Playoff Mode allows you to skip the grind of the *NHL*® Season and jump directly to the pressure-packed *NHL*® Playoffs. *Playoff Mode* allows you to select one team to play through a variable-length Playoff Series. *Playoff Mode* randomly seeds and matches up teams for a different experience every time. The *Playoff Mode* also culminates in the crowning of a *Stanley Cup*® Champion.



To access the *Playoff Mode*, follow these instructions:

- Select *Playoff* (new) or *Continue Game* (saved playoff).
- Select Playoff Series Length of best of 1, 3, 5, or 7 games (new).
- Select one team to control throughout the Playoff (new).
- Move controller to selected team.
- View the *Playoff Tree*. This tree shows all matchups in both the Eastern and Western Conferences. The number of games won by each team in the series appears below the team.
- Adjust *Edit Lines*, *Coach Team*, *Game Controls*, or *Goalie Auto/Manual* (all optional, but recommended).
- Adjust *Game Settings* (new). These settings will be saved and will be unalterable for the duration of the Playoff, so it is essential that careful consideration is given to the *Game Settings* before the start of the first Playoff game.
- Play game. When game is complete, *view Game Stats*, *Player Stats*, *Goalie Stats*, *Scoring Summary*, and/or *Penalty Summary*.
- *Playoff Mode* will save all game results automatically.

WORLD TOURNEY MODE:

World Tourney Mode gives you a different type of play mode in which to compete with different teams and player affiliations. Many members of the NHLPA included in *NHL® Powerplay™ '96* appear on the World Team of the country from which they originated, but all players from a particular country will not appear on their *World Tourney* Team. Conversely, countries with few or no players represented in the *NHL®* have fictional players to fill out their rosters. The *World Tourney* is a round robin format, with 16 teams broken down into two 8-team pools. Each team plays all 7 teams within their division, and the top 2 teams from each division advance to the Medal Round: a seeded, single elimination playoff. *The World Tourney* culminates in the crowning of a *World Tourney* Champion.

To access the *World Tourney Mode*, follow these instructions:

- Select *World Tourney* (new) or *Continue Game* (saved tournament).
- Select one team to control throughout the Tournament (new).
- Move controller to selected team.
- View the *Tournament Standings*. These standings can be viewed for each pool and reflect all played and simulated games up to that point in the Tournament.
- Adjust *Edit Lines, Coach Team,* or *Goalie Auto/Manual* (all optional, but recommended).
- Adjust *Game Settings* (new). These settings will be saved and will be unalterable for the duration of the Tournament, so it is essential that careful consideration is given to the *Game Settings* before the start of the first Tournament game.
- Play game.When game is complete, *view Game Stats, Player Stats, Goalie Stats, Scoring Summary,* and/or *Penalty Summary.*
- *World Tourney Mode* will save all game results automatically.

SETTINGS

Red Line: The red line at center ice that divides the ice surface into two halves.

Blue Line: The blue lines on either side of the red line that mark the start of the offensive or defensive zones.

Goal Line: The red line near the end of each side of the ice that includes both posts of the goal and beyond.

Face-Off: To begin play again after any stoppage, the centers from each team face each other, surrounded by their teammates. The puck is dropped between them to be rapidly acquired by either team.

Overtime: If an *Exhibition, Season,* or divisional *World Tourney* game finishes regulation time in a tie, a 5-minute overtime period occurs. If overtime ends in a tie, the result of the game is recorded as a tie. In a *Season Playoff, Playoff,* or *World Tourney Playoff,* if a game finishes regulation time in a tie, an overtime period occurs of equal length to the period length being played. This overtime is sudden death, meaning that the first team to score wins in as many overtimes as are required for a team to score.

Period Length: The time each of the three periods of the game will last. This can be adjusted between 5, 10, 15, and 20 minutes, and can also include overtime period length in all Playoff situations.

Penalties: On or Off, this determines whether various infractions will be called throughout the game, resulting in powerplay and short-handed situations. With *Penalties On,* the penalties called include Hooking, Slashing, Tripping, Interference, Roughing, Cross-Checking, Boarding, Elbowing, and Holding, and can result in a Penalty Shot if they are called in the right situation. With *Penalties Off,* no infractions will be called.

RULES and TERMS SUMMARY:

Offsides: On or Off, this determines whether blue-line infractions will be called. With *Offsides On,* if any player on offense crosses the other team's blue line before the puck does, then offsides is called resulting in a face-off outside the offensive zone. With *Offsides Off,* offensive players may travel into the other team's offensive zone regardless of where the puck is located on the ice.

Two Line Pass: On or Off, this determines whether passes that travel from the defensive side of the blue line to the other side of the red line will be called. With *Two Line Pass On,* a pass from the defensive side of the blue line cannot cross the red line without being touched by another player on the same team, or a face-off occurs inside the defensive zone. With *Two Line Pass Off,* all passes can travel any distance across the ice.

Icing: On or Off, this determines whether a puck can cross the red line, the blue line, and the goal line. With *Icing On,* if the puck crosses the red line, blue line, and goal line without being touched by a player from the team that originally

passed the puck, a face-off occurs in the other team's offensive zone. With *Icing Off*, passes may cross any line at any time, regardless of who touches it first.

Line Changes: On, Off, or Auto, this determines whether substitutions will be made throughout the game. With *Line Changes On*, substitutions can be made manually at any time. With *Line Changes Off*, no substitutions will be made during the game. With *Line Changes Auto*, the computer will automatically substitute when necessary at each stoppage in play. For *On* or *Auto Line Change* settings, the computer will automatically detect powerplay situations and make available or substitute the correct powerplay or penalty-killing lines.

Coach Team: This determines what tactics the user's team will employ during the game. The *Coach Team* options can be set up before the game and altered any time during the game from the "Pause" Menu. The *Coach Team* options have different strategies for Attacking Plays, including three different ways your team will Start Up Ice and play in the Offensive Zone. The *Coach Team* option also includes different strategies for Defensive Plays including three different ways your team will Forecheck and play in the Defensive Zone.

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