

Nintendo®

GAME BOY®

DMG-A6HE-USA

NHL® 96



INSTRUCTION BOOKLET

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STRAP ON YOUR SKATES

Grab your stick and hit the ice! Choose from all your favorite NHL® teams and get ready to face off against the NHL's best. Use your skill and knowledge to overpower and out think your opponents and get the puck past their goalie. Then, head into the playoffs to take your rightful place among the NHL's elite for your chance at the games ultimate prize!



GETTING STARTED

1. Turn OFF the power switch on your Nintendo™ Game Boy™. Never insert or remove a Game Pak when the power is on.
2. Insert the NHL 96 Game Pak into the slot on the Game Boy. To lock the Game Pak in place, press firmly.
3. Turn ON the power switch. Press the Start Button to get to the Season Options Screen.

CONTROLS

Start Button

Starts game.
Pauses game.

A Button

With Puck: Press to shoot or clear puck.

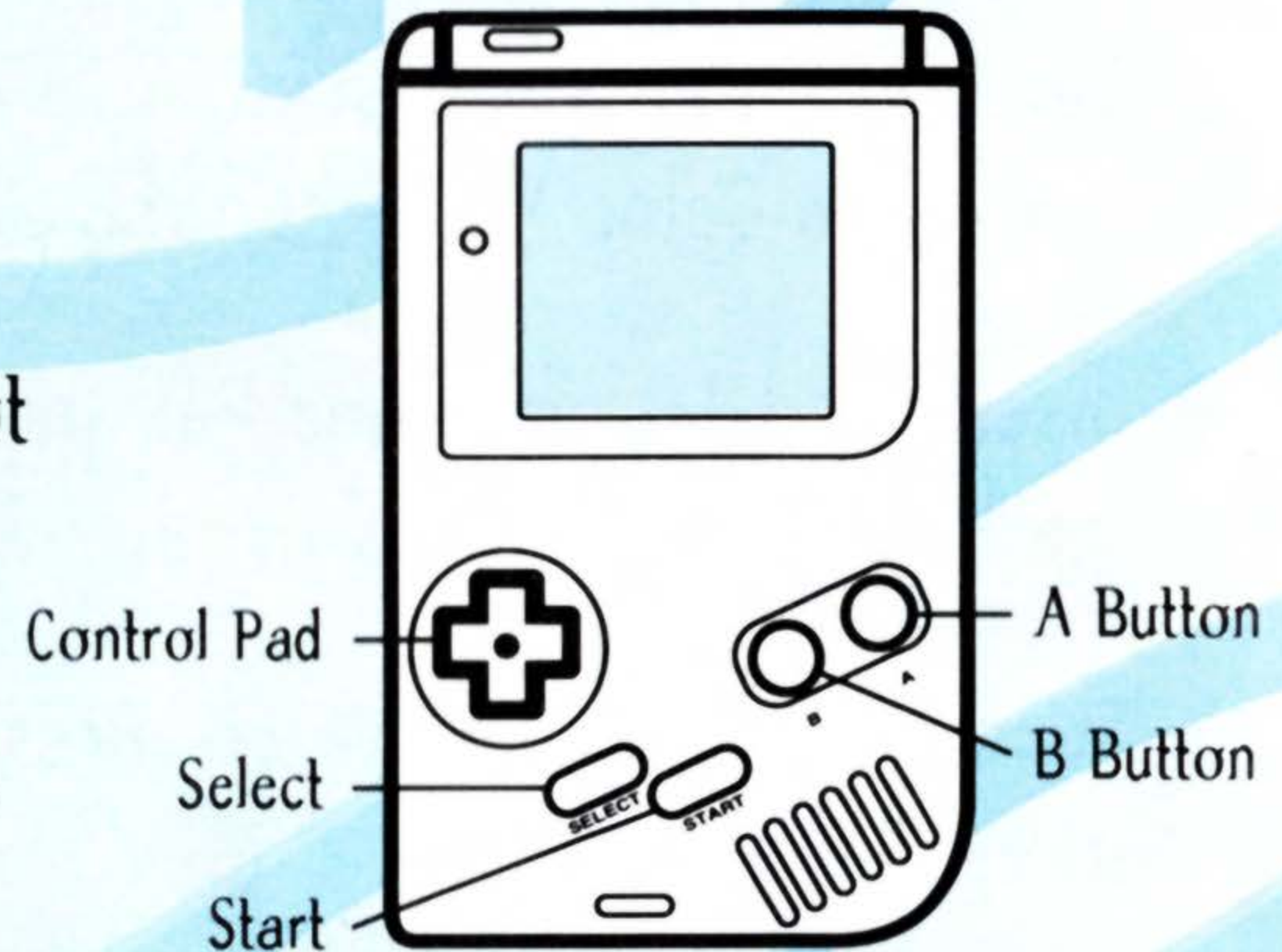
Without Puck: Press to get a burst of speed.

B Button

Press to capture, steal or pass puck.

Control Pad

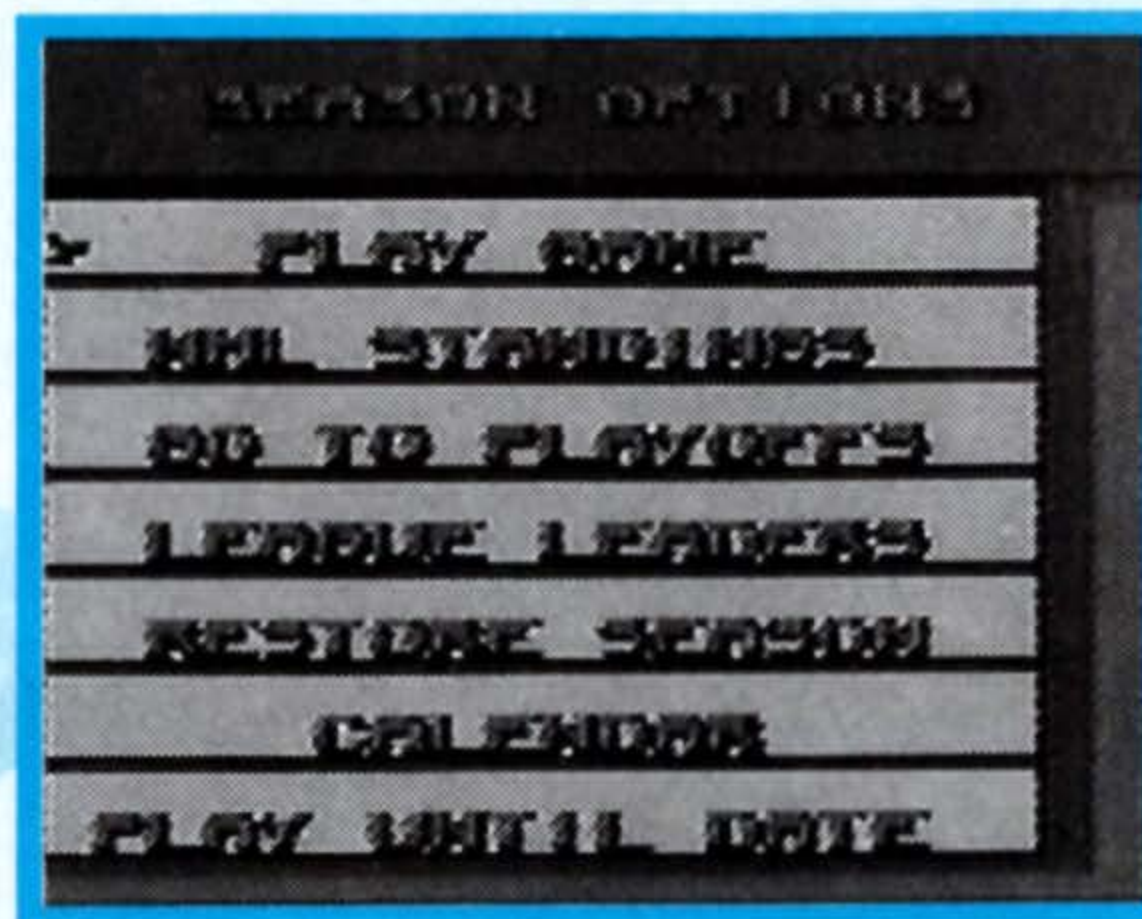
Press to move your player in any direction.



SEASON OPTIONS

Use the Control Pad Up/Down to move cursor to desired selection.

Press the Start Button to choose selection.



PLAY GAME

Takes you to Game Options screen.

NHL STANDINGS

Takes you to Standings screen. Press the Control Pad UP/DOWN to scroll through Conferences. Control Pad LEFT/RIGHT to scroll through divisions.

A screenshot of the 'NHL STANDINGS' table from a video game. The table is displayed on a black background with white text. It shows the standings for the Anaheim, Calgary, Edmonton, Los Angeles, San Jose, and Vancouver teams. The columns are labeled 'W', 'L', 'T', and 'PTS'. The data is as follows:

| NHL STANDINGS | | W | L | T | PTS |
|---------------|----|----|----|----|------|
| ANAHEIM | 20 | 20 | 20 | 20 | 2000 |
| CALGARY | 20 | 20 | 20 | 20 | 2000 |
| EDMONTON | 20 | 20 | 20 | 20 | 2000 |
| LOS ANGELES | 20 | 20 | 20 | 20 | 2000 |
| SAN JOSE | 20 | 20 | 20 | 20 | 2000 |
| VANCOUVER | 20 | 20 | 20 | 20 | 2000 |

GO TO PLAYOFFS

Takes you straight to the playoffs.

LEAGUE LEADERS

Shows overall league standing for league play.

RESTORE SEASON

Restores a season at the point you left it.

CALENDAR

Shows all dates remaining in a schedule for the chosen team. Press the Control Pad LEFT/RIGHT to scroll through dates.

PLAY UNTIL DATE

Computer plays season to specified date. Press the Control Pad LEFT/RIGHT to change in weekly increments. Press the Control Pad UP/DOWN to change in daily increments.

GAME MODES

The visiting team is on the left side of the Options screen. The visiting team wears the light jersey and faces down-screen in the first and third periods, up-screen in the second.

One Game: Displays the season options menu.

New Playoffs: Choose the team you want to take into the playoffs and have the computer pick your opponent.

Continue Playoffs: Return to a playoff series at the point where you left off. This option is only available on the menu after you've won a playoff game.

Sevens: Begin the first round of the Playoffs. You must score four victories to advance.

Shootout: Choose the teams and go one-on-one with the goalie.

PERIODS

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

Note: Regular Season game allows for one overtime period. Overtime periods last for 10 minutes or until one team scores ("sudden death"). If neither team scores after 10 minutes, the game ends in a tie.

Playoff games can not end in a tie. Players will play as many overtime periods as necessary to establish a winner. An overtime period lasts for 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. (See penalties and Infractions on page 13)

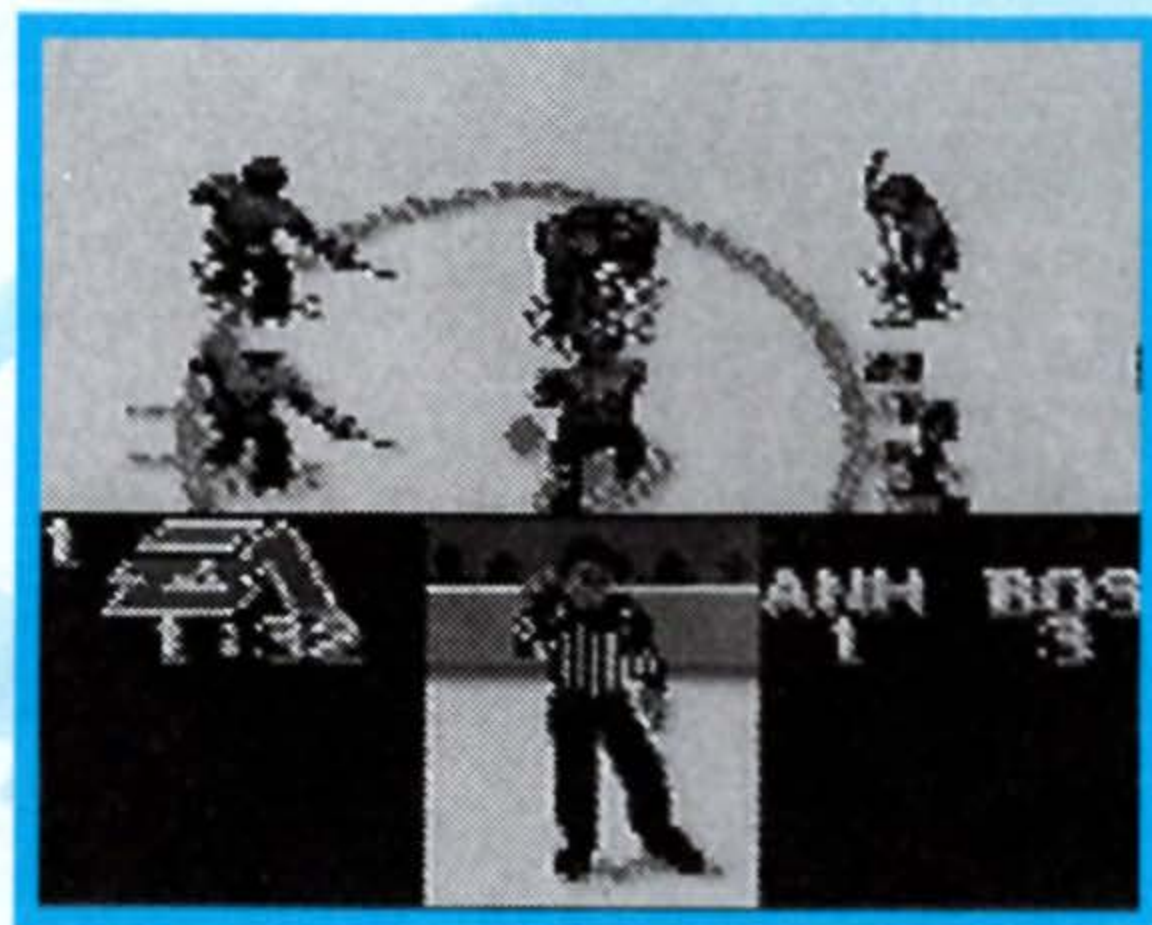
Off: The game will not be interrupted by penalties or off-sides. Icing is always called.

THE FACE OFF

At the top of the screen, you'll see the two centers and below, in the window, a ref holding the puck in the air.

When the ref drops the puck, you can:

- Hold the Control Pad in the direction you want to pass, then press the B Button.
- Press the Control Pad forward and Press the A Button to capture the puck.



SKATING

Press the B Button to activate your team's player that is closest to the puck. Use the Control Pad to move your man in the direction you wish him to skate.

Tip: If your player does not have the puck, Press the A Button to give him a burst of speed toward the puck.

PASSING

To pass the puck, hold the Control Pad in the direction you want to pass and press the B Button.

If you don't hold the Control Pad, the player will pass the puck in the direction he is facing. The best passing method is to press the B Button, then press the Control Pad in the direction you want to pass. The best passing method is to press and hold the B Button, then press the Control Pad while you're pressing the B Button.

On medium to long range passes, after you pass, immediately press the B Button to gain control of the target player before the puck arrives. You'll evade defenders and pick up the puck in the clear.

SCORING

To take a shot on goal, press the A Button when you have the puck. Press the Control Pad LEFT/RIGHT/UP/DOWN to aim the puck. You'll receive one point for each goal you make.

You can make two different types of shots: **Wrist Shots** and **Slap Shots**.

WRIST SHOTS: Press and release the A Button quickly. A Wrist Shot is slower than a Slap Shot but is more accurate. Wrist Shots are the most effective when the player is close to the goal.



SLAP SHOTS: Press and hold down the A Button. Slap Shots are harder and faster than a Wrist Shot, but less accurate. The longer you hold down the A Button the harder the slap shot will be.

- To give the shot height, press the Control Pad UP.
- To keep the shot low, press the Control Pad DOWN.
- To shoot into the corner of the net, press the Control Pad LEFT/RIGHT.

ABOUT ONE-TIMERS

A One-Timer is a maneuver between two teammates: Player A has the puck and passes it to Player B, who lets the puck ricochet off his stick in an attempt to score without taking control of the puck.

To attempt a One-Timer, press the B Button to pass, then as soon as the puck is passed, press and hold the A Button.

PENALTIES

When the Penalties option is ON, the refs call every penalty they see.

Penalty Shots: Penalty Shots are awarded when a penalty is committed on the breakaway man (puck carrier that initiates the breakaway).

One player is released from the Penalty Box when the opposing team scores on a Power Play.

INFRACTIONS

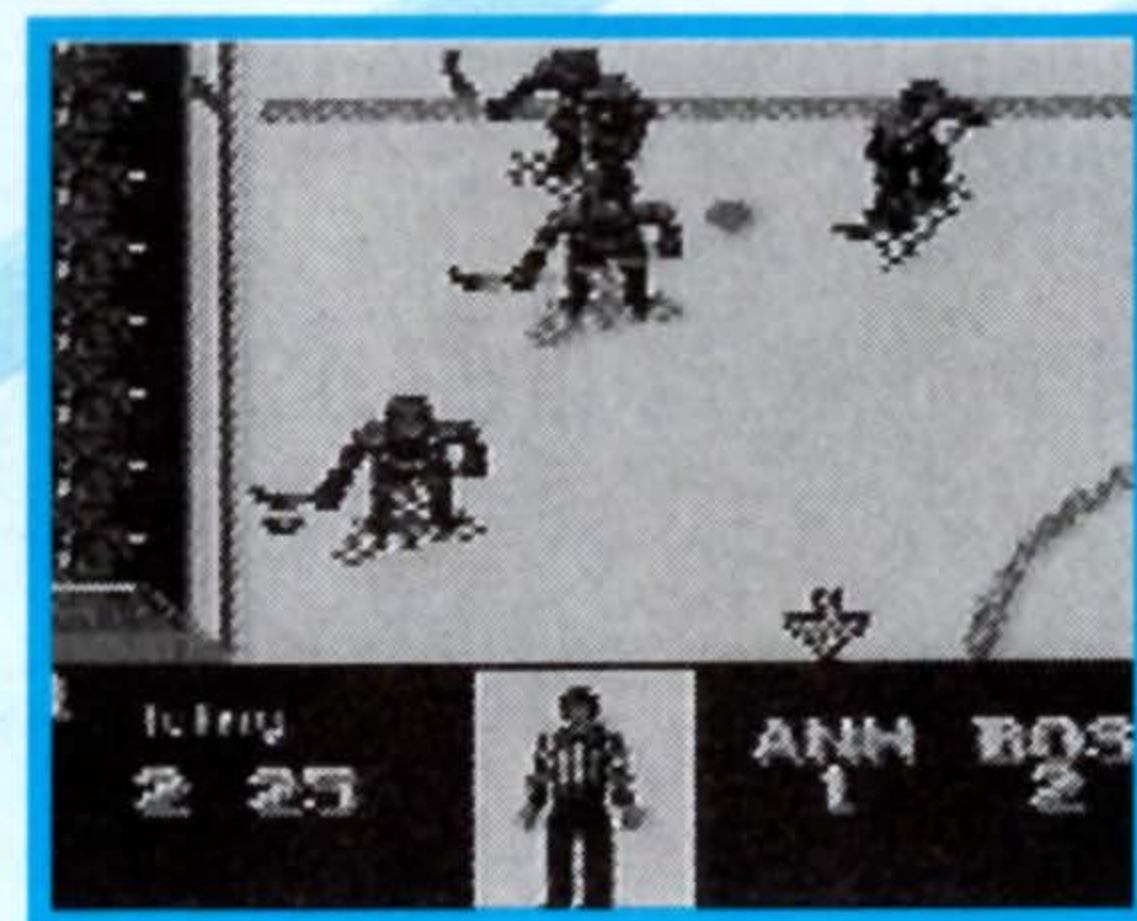
Infractions are related to what's called the Attack Zone. The Attack Zone is marked by a line on your opponent's side of the ice. When you cross this line in the direction of the opponent's goal, you have entered the Attack Zone. Note that your Attack Zone is the same thing as your opponent's defensive zone.

ICING: Icing is called when a player passes or shoots the puck across the center line, the opponent's Attack Zone and the goal line, but not through the crease. There is no "two-line pass" infraction in NHL 96.

OFFSIDES: The puck must enter the Attack Zone before any player on the offensive team enters the Attack Zone or off-sides will be called.

A referee window appears and warns you that your team is about to have a man off-sides.

When you have the Penalties option ON, the referee will always catch the off-sides infractions and stop the action. The puck is faced-off behind the line.



SCOREBOARD MENU

During the game, press the Start Button to pause the game and bring up the Scoreboard menu.

Press the Start Button to return to the game.



PLAYOFF MODES

When you select New Playoffs (N Playoff), Continue Playoffs (C Playoff) or Sevens, you're in the playoff tournament. In any of these modes, you'll be taking a single team through the playoffs.

When the first game is over, the new pairings will appear. If you lose in the first round and you want to play that team again, return to the Options Menu and select New Playoffs, then select the same match-up and try again.

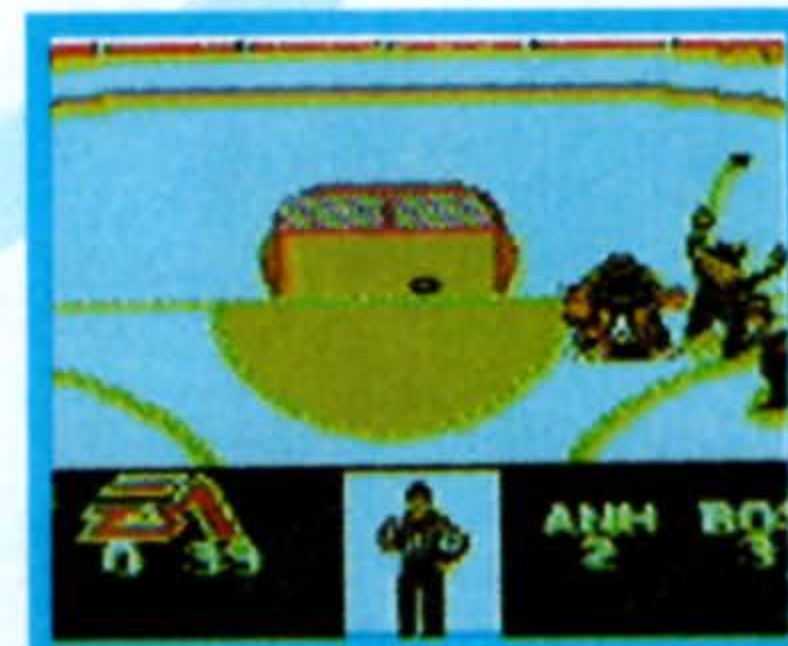
USING YOUR SUPER GAME BOY ADAPTER

Correctly insert the Game Boy Game Pak into the Super Game Boy. Next, insert the Super Game Boy into the Super NES and move the power switch on the Super NES to the ON position.

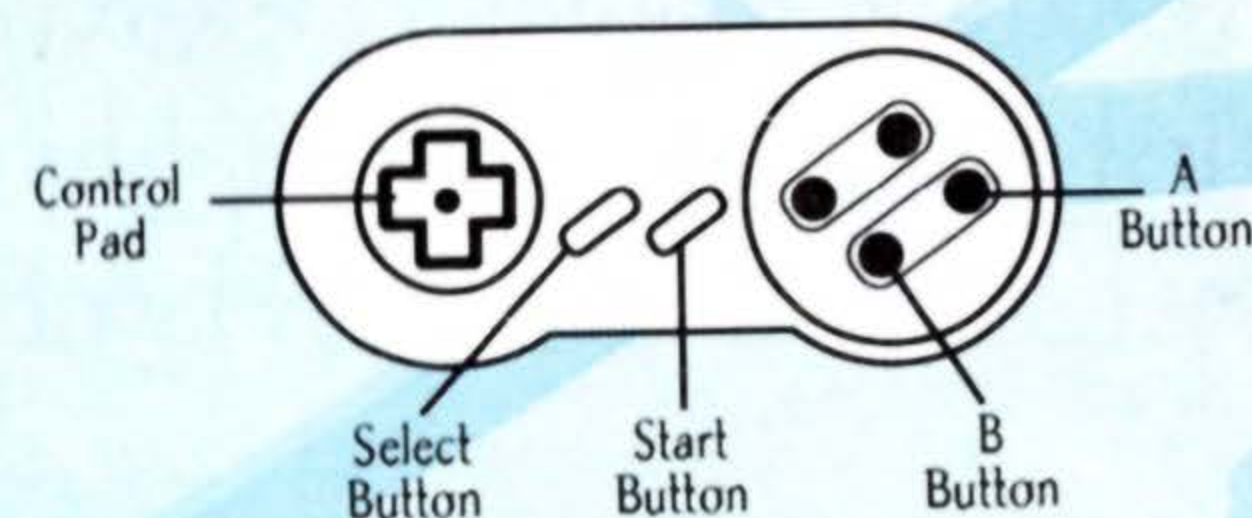


For further operation information, please consult your Super Game Boy and Super NES instruction booklets.

Game play on the Super NES using the Super Game Boy adapter. Both sold separately.



This Game Pak has been specially designed to allow enhanced graphics when using the Super Game Boy. Game controls have been pre-set so that the A, B, Start and Select Buttons on your Super NES Controller correspond to the same controls on the Game Boy. If you want to change the controller settings or the colors set for this game, consult your Super Game Boy instruction booklet.



LIMITED WARRANTY

BLACK PEARL SOFTWARE warrants to the original consumer purchaser that this Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, BLACK PEARL SOFTWARE will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the BLACK PEARL SOFTWARE Consumer Service Department of the problem requiring warranty service by calling: (818) 501-3241. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.
3. If the BLACK PEARL SOFTWARE service technician is unable to solve the problem by phone, he/she will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

BLACK PEARL SOFTWARE Consumer Service Department,
5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY: If the PAK develops a problem after the 90 day warranty period, you may contact the BLACK PEARL SOFTWARE Consumer Service Department at the phone number noted. If the BLACK PEARL SOFTWARE service technician is unable to solve the problem by phone, he/she may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK freight prepaid to BLACK PEARL SOFTWARE. BLACK PEARL SOFTWARE will, at its option subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the \$10.00 payment refundable.

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