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OLYMPIC HOCKEY 98

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INSTRUCTION BOOKLET

MIDWAY

MIDWAY HOME ENTERTAINMENT INC.

P.O. Box 2097 Corsicana, TX 75151

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OLYMPIC HOCKEY '98

8500 Z INSTRUCTIONS

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KIDS TO ADULTS

K-A

CONTENT RATED BY
ESRB

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Uptown Bartonville
697-1751

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NHLPA

NINTENDO.64

WARNINGS

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO ® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

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MIDWAY CUSTOMER SUPPORT
903 874-5092
10:00am - 6:30pm / Central Time
Monday - Friday

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WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!

RESET

1. Turn the power **OFF** on your N64™.
2. Insert the **Game Pak** into the slot on the N64™. Press firmly to lock the **Game Pak** in place.
3. Turn the power switch **ON**. After the appearance of the title and legal screens, you may bypass at any time by pressing **START**.

DELETE CONTROLLER PAK MENU

Press and hold the **START Button** upon powering up or a reset to access the Delete Controller Pak Menu. This will allow you to view and delete saved information off a N64 memory pak.

CONTROL STICK FUNCTION

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional Control Pad.

When turning the **Control Deck** power **ON**, do not move the Control Stick from its neutral position on the controller.

If the **Control Stick** is held at an angled position (as shown in the picture on the left) when the power is turned **ON**, this position will be set as neutral. This will cause games using the **Control Stick** to operate incorrectly.
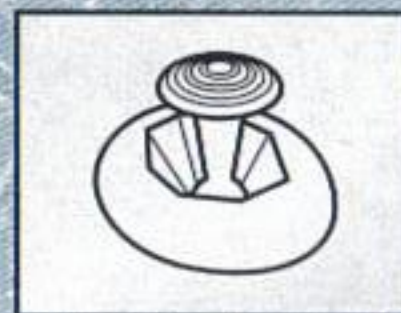
To reset the neutral position once the game has started, let go of the **Control Stick** so it can return to its center position (as shown in the picture on the left) then press **START** while holding down the **L** and **R Buttons**.

The **Control Stick** is a precision instrument, make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair CenterTM.

Left C Button

L Button   R Button
Top C Button

Control Pad
Right C Button

Bottom C Button

Start Button

A Button

Z Button
(Underneath)
Control Stick   B Button
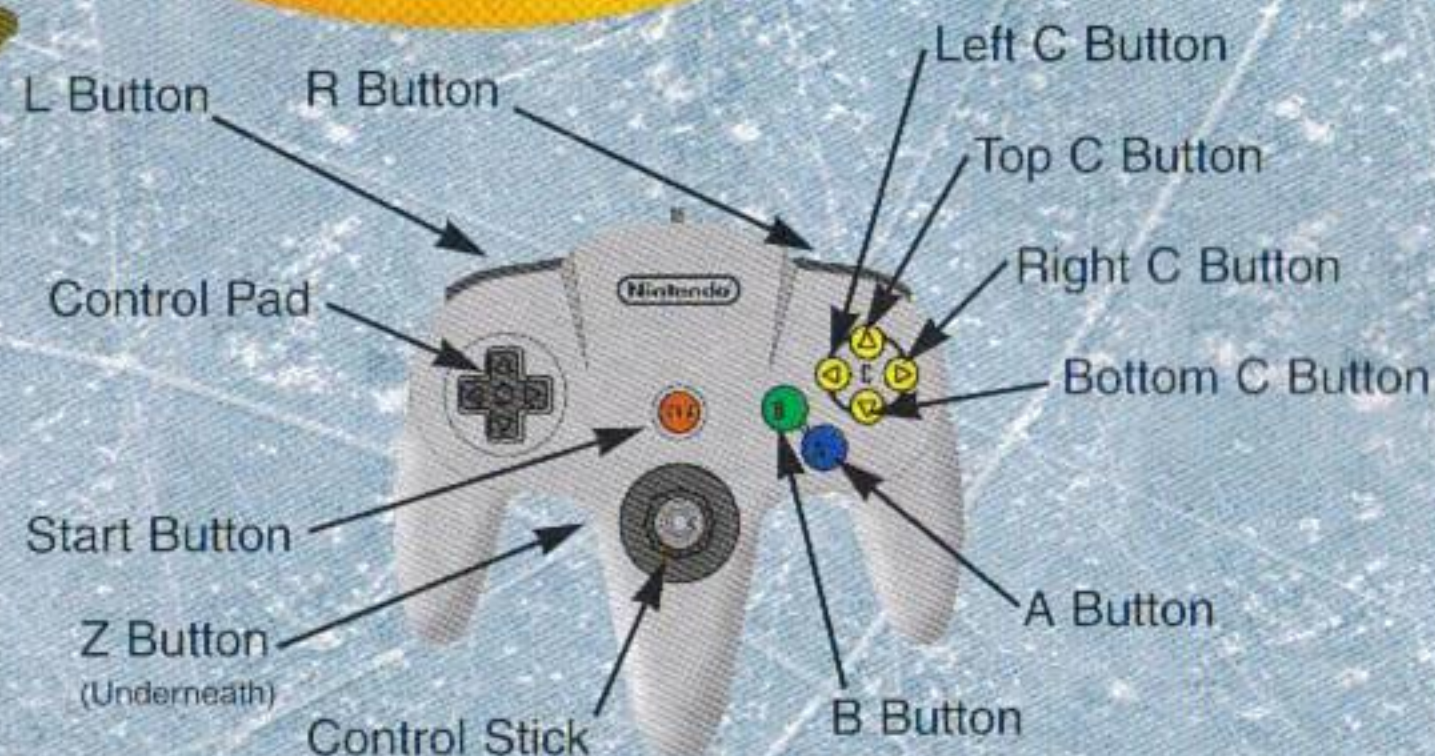
Before you go for the Gold, take a look at the default controls.

On Offense

Shoot	**A Button or Z Button**
Pass	**B Button**
Burst	**Bottom C Button**
One-Timer	**A + B Button**
Switch Players	**R Button**
Power Shot	**A + Bottom C Button**

On Defense

Kneel	**A Button**
Steal	**B Button**
Burst	**Bottom C Button**
Switch Players	**R Button**
Check	**Left C Button**
Hook	**Top C Button**
Trip	**Right C Button**
Dive	**A + Bottom C Button**

To customize controls, see **Controls**, pg. 17. Press **START** during the game to display the Time Out Menu (see **Timeout Options**, pg. 27).

Olympic Hockey supports up to 4 players. In multi-player games, up to 4 players can play on the same team, or play a 2 on 2 or 3 on 1 (see **Team Selection**, pg. 23).

Here are the color ID circles for each player:

Player 1 - Blue
Player 2 - Yellow
Player 3 - Red
Player 4 - Green

When you're on the ice, the above colors will appear under the feet of the human controlled players. Light blue appears under the feet of CPU controlled teammates for Players 1 and 2, and they appear purple for Players 3 and 4.

These are default color settings that cannot be changed. A white area within the circle indicates that Burst is available. A black area indicates no Burst is available.

MENU SELECTION

Throughout the game, menu selections can be made with the following controls:

- **Control Pad Up, Down, Left**, or **Right** to move highlight.
- Press the **A Button** to make selections.
- Press the **B Button** to return to the previous menu.

PLAY GAME

At the Title Screen, press the **START Button** to access the Main Menu. Select **PLAY GAME** to view the Pre-Game Set-up Screen (see **Pre-Game Setup**, pg. 21). You'll play a single game, in **Arcade Mode**, with up to 4 players (see **Play Modes**, pg. 13 for details on the game's two game modes).

OLYMPICS

Select from various Olympic game types (**Arcade**, **Qualify**, **Finals** or **Playoffs**), using any of the 14 teams available in the game. All game types are for a one player vs. the CPU only. After you've selected an option, the Pre-Game Setup Screen will appear (see **Pre-Game Setup**, pg. 21).

Arcade

It's quite simple. Defeat every team to win it all. If you lose to a team, you'll continue to play that team until you're victorious.

Qualify

After you've selected this option, the Pre-Game Setup Screen will appear (see **Pre-Game Setup**, pg. 21). At the Team Selection Screen (see **Team Selection**, pg. 23), you'll select one of the available teams and play until you qualify for the Olympic Games. Teams in "Grey" have already qualified and are unavailable.

Following the Pre-Game Setup Screen, the Qualifying Round Screen will appear. It displays the matchups for the round you'll be playing. Press the **Control Pad Up** or **Down** to view the Standings for the Qualifying Round. Press the **A Button** continually until your game begins.

Finals

Just like the real Olympic Games, 6 teams are pre-qualified for the Finals. In this game type, you will add two teams to the 6 pre-qualified teams, select your team, then play a single elimination tournament; winner take all.

Playoffs

Add two teams to the 6 pre-qualified teams, select your team, then set the tournament seedings yourself. When you set the seedings, you customize the initial team matchups that will affect possible matchups as you progress further in the tournament. This is a Round Robin tournament to decide which teams go to the single elimination Finals.

PASSWORD

If you are not using a Controller Pak (see **Controller Pak**, next page), a password will appear following a season game. Write it down and enter it the next time you play to restore your season.

To enter a password, press your **Control Pad Up**, **Down**, **Left** or **Right** to highlight the character you want, then press the **A Button**. Repeat the process until the entire password appears. Select "<" to back up and fix mistakes. Press **START** or select **End** to enter the password.
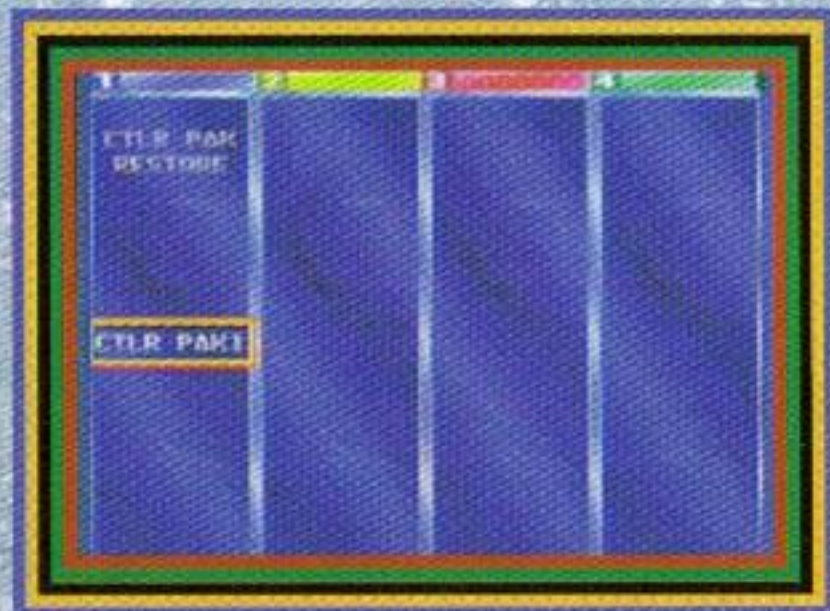
CONTROLLER PAK (RESTORE)

This option only appears if there is a controller pak inserted in your controller. Select season data stored on the Controller Pak. You'll go to the Player Setup Screen. Press the **A Button** to view the Enter Initials Screen.

To enter your initials, press your **Control Pad Up, Down, Left** or **Right** to move the highlight over the letter you want, then press the **A Button** to select your letters.

When you've selected the third letter, you'll go to the Game Schedule Screen to begin the next game on your schedule.

If you're starting a game type, you'll go to the Team/Line Selection Screen to select the team you want to use for the Olympics (see **Team Selection**, pg. 23).

If you've already saved initials to your Controller Pak, they will appear at the bottom of the screen. Select existing initials to continue your games, and save data to that file.

Select from 3 different practice options. When selected, the Team/Line Selection Screen appears.

Choose the team you want (see **Team Selection**, pg. 23).
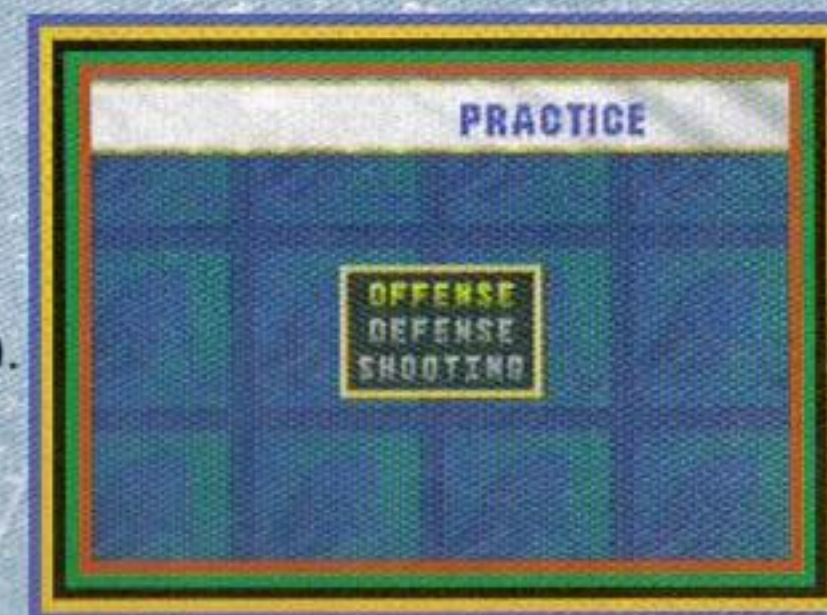
• **Offense** - Select this option to take your offensive squad on the ice against an opposing goalie. Practice your passing, shooting, one-timers and any other aspects of your offensive game. You can practice with as many as 5 players on the ice, depending upon how many players you selected within the Options Menu (see **Options**, pg. 14).

• **Defense** - This practice option places you on the ice against an entire opposing offensive squad. Following the face-off, you can practice your poke checks, cross checks or any other method you like to take the puck away from the opposing players.

• **Shooting** - You can practice your shooting skills with this option. It's just you versus an opposing goalie. Take shots from all angles, and use your Control Pad to direct your puck to different locations in the net.

Note: This option is a good practice skill for breakaways.

PLAYER CARDS

View the Player Card of your favorite Olympic players, with updated overall stats and records. Stats and Records are updated after each game the player has played during your Olympic run for the Gold.
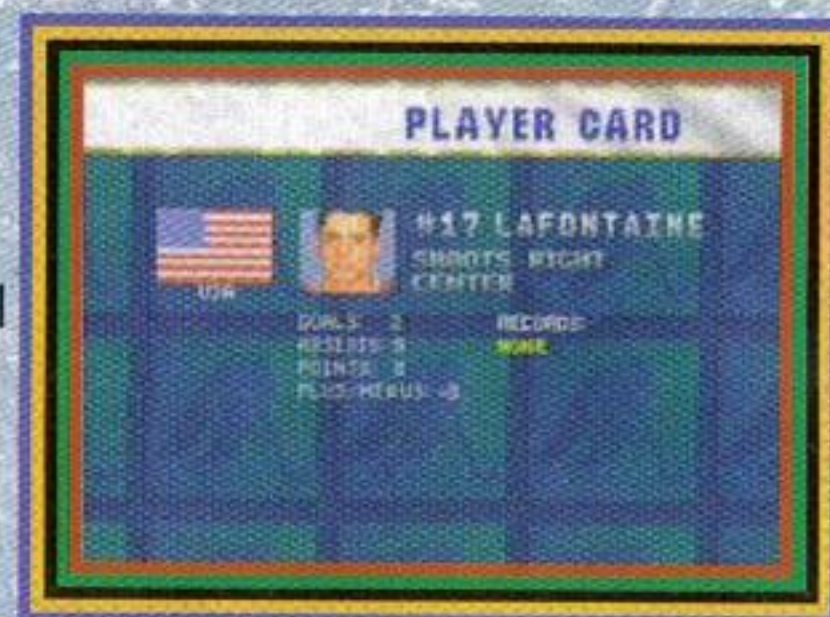
Press the **Control Pad Up** or **Down** to cycle the teams, then press **Left** or **Right** to find a player on that team. The screen displays the number of Goals, Assists, Points and Plus/Minus.

HIGH SCORES

With a Controller Pak inserted in your controller, *Olympic Hockey* will save your Stats, Records and your High Scores. When you enter your initials and save a file to the Controller Pak, your initials will appear on the High Scores screens where appropriate.

Press the **Control Pad Left** or **Right** to view saved High Scores in these categories: Best Records, Head to Head, Best Teams, Best Statistics, Best Olympic Records and Best Olympic Teams.

TEAM STATS

Take a look at all of the Olympic teams players included in the game. Press the **Control Pad Up** or **Down** to cycle through the teams. When you find a team you're interested in, press the **A Button** to view the rest of that team's players. They're listed as Centers, Wingmen, Defensemen or Goalies.

CONTROLLER PAK NOTES

If you have a Controller Pak inserted in your controller, you can use this option to view the amount of available file space remaining in the Pak. To delete the file in the Pak, press the **L** and **R Button** simultaneously.

CONTROLLER PAK STATS

If you have a Controller Pak inserted into your controller, you can view the saved statistical data stored inside. For every file you create, statistics are displayed. Press your **Control Pad Up** or **Down** to scroll through the saved data initials.

Your statistics for each saved initial will be displayed. Hold the **Z Button** to view additional statistics. Press the **L** and **R Button** simultaneously to delete a saved file. Press **START** to return to the Records Screen.

The Setup Menu includes several options to configure the game the way you want. Press the **A Button** to make selections. Press the **B Button** to return to the previous menu. Here are the setup options:

OPTIONS

The Options Menu lets you make changes to your game's settings. Press the **A Button** to cycle through the available options. When you've finished making changes, press the **B Button** or **START** to return to the Setup Menu. Here are the options:

PLAY MODES

Olympic Hockey has two types of gameplay modes. They are:

Arcade

Just like the arcade version, this mode is an all out, fast-action, 3 on 3 hockey game. No rules! No penalties! Just burn the puck past the goalie. The Team Size and Penalty options may not be changed in this mode.

Simulation

This game mode simulates real Olympic hockey with all rules enforced! You can make changes to the Team Size and the Penalty option in this mode.

RINK SIZE

Choosing your rink size should be based on the number of players you plan to use for your game. A larger rink means more space and more distance for players to travel up and down the ice. The more players you select, the more space you'll want on the ice. You can select either of these rink sizes:

Arcade - This rink is perfect for a competitive 3 on 3 game. It's not as large as a regulation, so players are closer together during play. Physical contact is easier to achieve.

Regulation - This Olympic regulation hockey rink is larger than the Arcade rink and perfect for a 5 on 5 game. More room is available for the players. You can also try using 3 or 4 player teams on this rink. The extra room might give you more space to avoid contact and get the puck in the net.

TEAM SIZE

This option is only available in *Simulation Mode*. You can select from 3, 4 or 5 players plus the goalie. In *Arcade Mode*, you will always play with 3 players and a goalie.

DIFFICULTY

Olympic Hockey includes 5 difficulty settings, ranging from **Very Easy** (easiest) to **Very Hard** (most difficult). Pick the setting you'd like to begin playing at, then work your way up to the more difficult settings. You'll need some ice time if you expect to win at the toughest setting.

PERIOD LENGTH

The time of each period can be changed the way you want. The amount of time you may choose depends on which play mode you select.

FIGHTING

Fighting may be turned **On** or **Off** (see **Fighting**, pg. 29).

PENALTIES

The penalty setting may be turned to **OFF**, **ON** or **No Icing/ Offsides**. No penalties or infractions are enforced in the **OFF** setting (Arcade mode's only setting). All penalties and infractions are enforced in the **ON** setting. In the **No Icing/ Off-sides** mode, all penalties are enforced except for *Icing* and *Offsides*. (See **Penalties**, pg. 33, for more details).

PLAYER SWITCHING

You can set up your game so you can switch control of the puck to any teammate you want. Select **Manual** to control player switching yourself. Automatic lets the CPU make the switch as soon as a CPU teammate receives a pass. If you select **Manual**, you'll need to assign a button on your controller (see **Configure Controls**, pg. 17).

Note: On defense, you can manually switch players even in Automatic Switch mode.

LINE CHANGES

As players fatigue, you'll need to make Line Changes and get fresh bodies on the ice. Select **Manual** to make the line changes yourself or **Automatic** to let the CPU decide. Line Changes will occur only after a stoppage in play, such as Icing, off side or a goal. If you select **Manual**, you'll need to press **START** to display the Time Out options, and set your Line Changes to **Yes**.

PLAY SPEED

You can speed up the pace of the game when you set this option to **Fast**. The face-offs between scores will take place much faster than the **Normal** setting.

PUCK STREAK

Turn the purple streak that follows the path of the puck **ON** or **OFF**.

PLAYER FATIGUE

When this option is set to **OFF**, you won't need to make line changes, and you can use the same players throughout the game. When it's set to **ON**, line changes should be made or players will slow down from fatigue.

DEFAULT CAMERA

You can set the game's default camera angle for your game. You can change your camera angle during a game Time Out, too (see **Camera**, pg. 28). Press the **Control Pad Left** or **Right** to cycle through the choices.

TOGGLE CAMERA

You can also set a secondary camera angle to toggle during the game. Press the **Control Pad Left** or **Right** to cycle through the choices.

PLAYER ID

As you play, players are be recognized by a name or number under their skates. Select **Name** or **Number**. You can select **None** if you don't want anything displayed under their skates.

From this menu, you can modify your controller the way you want. Press your **Control Pad Up** or **Down** to highlight the control option you want to change, then press the new button you want to take the place of that action. You can also specify button combinations to do a specific move.

Plug in any other controllers you want to use, then select the Controller option from the Setup Menu once again and repeat the process.

You can reset changes you've made and start over at any time by selecting **Default Configuration** at the bottom of the screen. To accept changes you've made, select **Exit Configuration** and you'll return to the Setup Menu.

AUDIO

Listen to the various sounds included in the game, or set the volume levels for all game sounds.

To play sounds or change sound levels, press the **Control Pad Up** or **Down** to highlight an option. Press **Left** or **Right** to select a sound or change the volumes. Press the **A Button** to return the volume settings to defaults or to play music and sounds. Press the **B Button** when you've finished.

The Edit Lines Option lets you select and modify any team's default Lines. The Edit Lines Screen displays a select team's roster of players.

The Goalies are listed first, and the rest of the team is displayed in the window beneath them.

The order that the players are listed is their starting order.
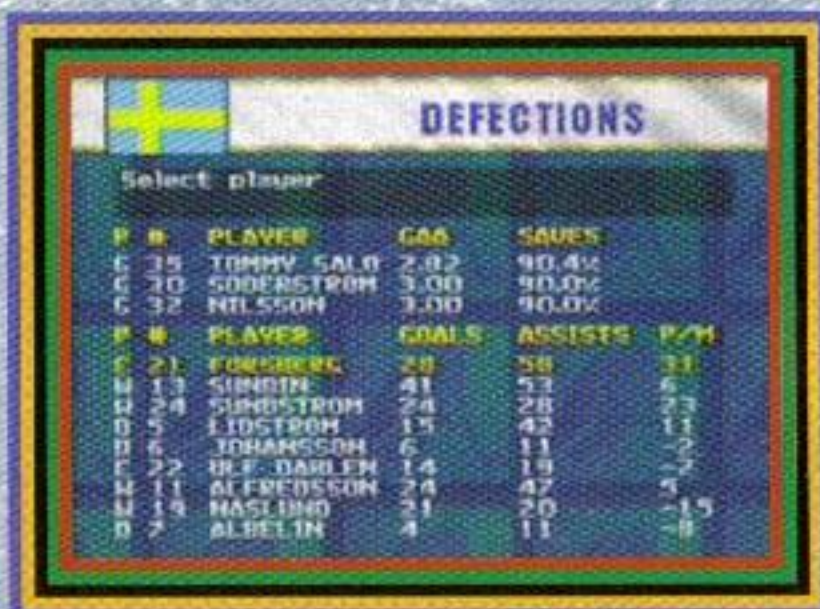
The first 5 players listed are on the first line. The second, third and fourth lines follow.

Here's how to Edit your lines:

1. Press the **Control Pad Up** or **Down** to highlight the player names within each line until you find the player you want to move.

2. Press the **A Button** to select the player. His name will illuminate.

3. Press the **Control Pad Up** or **Down** to highlight the player you want to move to the position of the illuminated player, then press the **A Button** again to make the move.

4. Repeat the process to make more changes.

Olympic Hockey **offers** you the option of making changes to your team line up. Select this option to make changes to team rosters, and create the team you'd like to see in the Olympics.

To create a defection:

1. Press the **Control Pad Up** or **Down** to highlight the team you want a player to defect from, then select the team you want him to defect to.

2. Press the **Control Pad Up** or **Down** to highlight the player you want to defect, then press the A Button to select him. His new team will be displayed.

3. Press the **Control Pad Up** or **Down** again to highlight the other player in the deal, then press the A Button to select him and make the transaction.

4. Repeat the process for more trades with those two teams, or press **START** to return to the Defections Screen to select two new teams.

With a Controller Pak inserted in your controller, all defections can be saved if you select Save Rosters.

Note: You can switch any position player for any other position player (i.e. a Center for a Winger, a Winger for a Defenseman, etc.), but you may not trade a goalie for any player other than another goalie. Be careful to maintain team balance when you make defections. A team Line requires One Center, Two Wingers and Two Defensemen.

Use the Edit Player Screen to make modifications to any players default skill levels in numerous categories. Follow the steps below to make the changes.

Here's how:

1. Press the **Control Pad Up** or **Down** to cycle through the 14 teams. When you find the team you want, press **Left** or **Right** to cycle players on that team.

2. Press the **A Button** to select the player. A green highlight will appear around his picture. Press the **Control Pad** in any direction to cycle the various skill categories until you find the skill you want to modify.

3. Press the **A Button** to select the skill, then press the **Control Pad Up** or **Down** to raise or lower the level of skill for that category. Repeat the process to make more changes.

As you make changes, you'll notice that points will be added or subtracted from that players total points available (displayed on the left portion of the screen).

You can gain points by lowering the skill level for one category, and adding them to another. It's up to you to choose what skill levels you think are more important than others.

After you've selected your game type, this screen will appear. It displays 4 color-coded sections; one for each controller available. When a controller is plugged into a port, you can press **START** to view these options:

Play

Select this option with the **START Button** to go directly to the Team/Line Selection Screen (see **Team Selection**, pg. 23).

Initials

Enter your initials using this option. With a Controller Pak inserted into your controller, you can enter your initials and save Win/Loss record, statistics and high scores.

When you complete a game, the game will save your personal Win/Loss record and statistics.

Each time you begin a game, just re-enter your initials here to update your database. The game will not save data accumulated in a game that was stopped prior to completion.

To enter your initials, press your **Control Pad Up**, **Down**, **Left** or **Right** to move the highlight over the letter you want, then press the **A Button** to select your letters. Select "<" to backup and fix mistakes. When you've selected the third letter, you'll automatically go to the Team/Line Selection Screen.

CTLR (Controller) Pak

If you have a Controller Pak inserted into your controller, this option will appear. It allows you to enter your initials to create a file to save statistics for any games you play.

The next time you want to play a game, select this option again to select your existing initials and resume your season or add to your personal statistics.

There can be up to four controller paks labeled Ctlr Pak1, Ctlr Pak2, etc. If you're using the wrong pak, you can press the **B Button** and go back to the Pregame Set-Up Screen and start over.

To enter your initials, press your **Control Pad Up**, **Down**, **Left** or **Right** to highlight the letter you want, then press the **A Button** to select. Repeat the process to enter three letters.

To select existing initials, press your **Control Pad Down** to highlight a file name, then press the **A Button** to select it. When you've finished entering an initial or selecting a file, you'll automatically go to the Team/Line Selection Screen.

Once you've entered your initials, you'll need to select a team and line. The Team/Line Selection Screen displays team names and players. A colored arrow is displayed, representing each player (see **Player Color ID Markers**, pg. 6).

Press your **Control Pad Left** or **Right** to move the arrow to the team you want play on. You can team up with up to 3 friends and play against the computer or each other.

To select a team and a line:

1. Press your **Control Pad Up** or **Down** to cycle through the available Olympic teams, then press the **A Button** to select a team.

2. After you select a team, press the **B Button** to cycle and select lines and players.

3. Press your **Control Pad Up** or **Down** to highlight the player you want to control. Defensemen become available in 4 and 5 player Simulation Mode.

4. Press the **A Button** to select a player. Your Goalie may be changed by pressing the **L** or **R Button**.

Note: In multi-player games, teammates and opponents must follow steps 3 and 4 to select their players.

THE FACE OFF

You've made all your pre-game settings and line-up changes, and now you're ready to play. The following information will get you familiar with the game.

During the face off, you'll be placed right on the ice with the players. To win the face off, press the **Control Pad** in the direction you want the puck to go, then press the **A** or **B Button** to gain control of the puck when the referee drops it.

After the referee drops the puck, watch the direction the puck takes. The screen will cut to its gameplay view, and you'll need to react quickly. If you have a face-off near the opposing net, try the **A + B Button** for a quick one-timer.

Player 1 location off-screen

Player control colors

Burst Indicator
(Red Dot)

Period and Time Remaining

Puck possession Indicator

Player with puck

Anger Meter
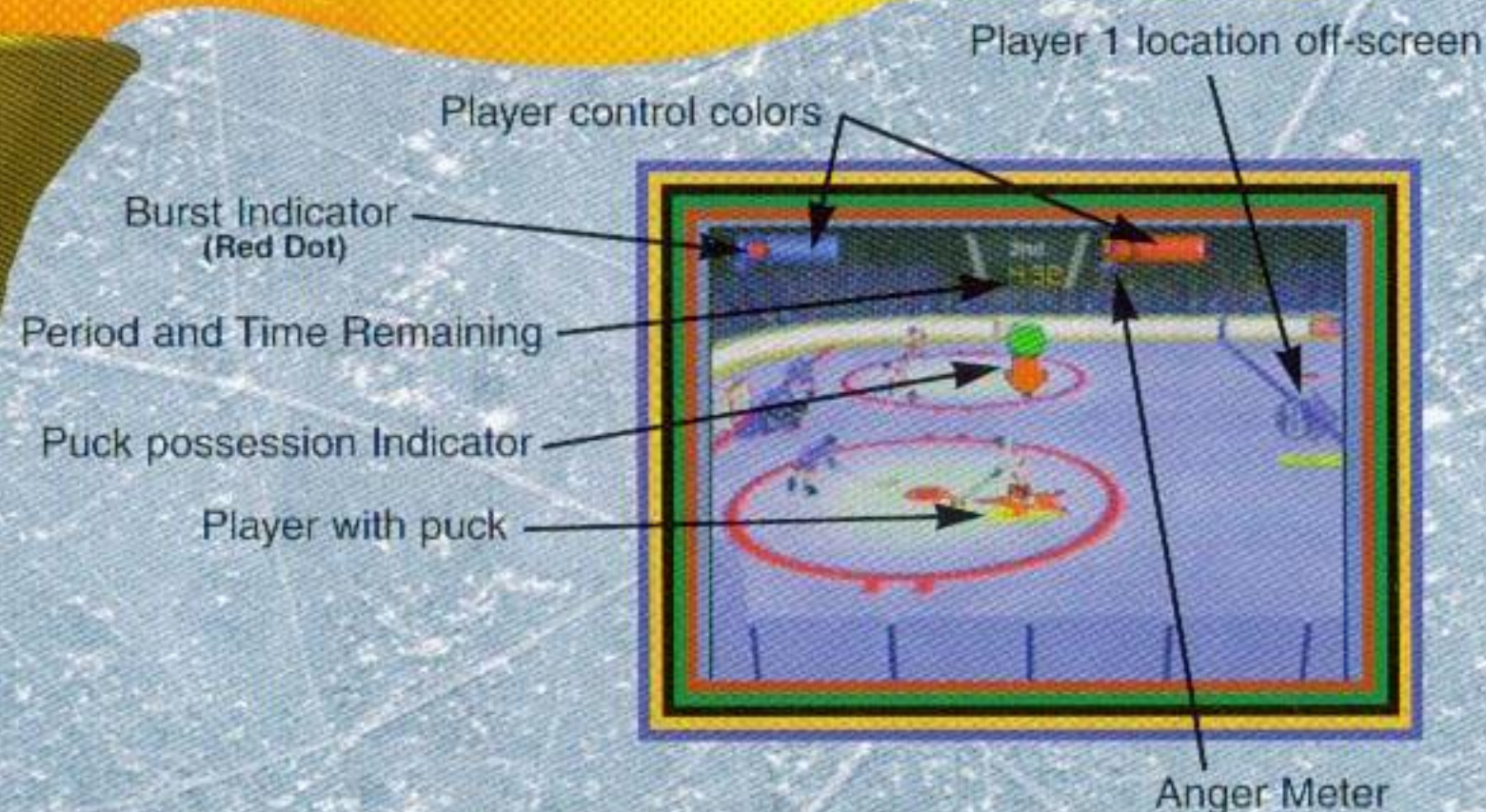
While the puck is in play, the main game screen displays the period and game time in the upper portion of the screen. Study the image above to locate and memorize the locations of important game information. To see scores and game stats, press **START** and view them on the Time Out Screen.

PUCK POSSESSION

Players automatically gain control of the puck when it comes in contact with the colored ID marker beneath their skates. Avoid your opponent at all times, or he'll hit you like a freight train, then steal the puck. Press the **B Button** to receive a pass from a drone.

PASSING THE PUCK

The **B Button** is used to pass the puck to your teammates. If you press the **B Button** alone, the puck will be passed in the direction of the closest teammate. To be more precise, press the **Control Pad** in the direction of the player you want to pass to, then press the **B Button**.

SHOOTING THE PUCK

It may seem obvious; just press the **A Button** and shoot. Well, the goalies fill the nets very well, so you'll have to try different methods to outsmart them. Here are some ideas:

To attempt a:

- **Wrist Shot** - quickly tap the **A Button**.
- **Slap Shot** - press, hold then release the **A Button**.
- **Power Shot** - Press the **A Button** and the **Bottom C Button** simultaneously.
- **One-Timer** - with a computer teammate, make a mad dash for the net along with a teammate, then press the **A + B Button** simultaneously. With a human teammate, press the **B Button** to pass the puck. Your teammate must press the **A Button** just as he receives the puck. Press the **A Button** if you'd like your drone to take a shot.

BURST

Keep an eye on the red light displayed on your control color bar. When red, you have available burst. It will turn black when used, then recharge automatically as play continues.

THE GOALIE

The CPU controls the goalie most of the time. Make sure the player you are controlling is close to the goalie to receive the puck. Opposing players just love to intercept a bad pass from the goalie and shoot it into the net. He will not release the puck if an opponent is in a threatening position.

In Simulation mode, if a goalkeeper holds the puck for longer than three seconds, play will be stopped and the puck faced off at the nearest end face off spot.

Press **START** at any point during the game, and the Time Out Screen will appear. Press **Control Pad Up** or **Down** to highlight the options, then press the **A Button** to select:

• **Continue** - Exits menu, and returns to the game.

• **Options** - Make changes to the game's Options (see **Options**, pg. 14, for details). Highlighted options cannot be changed while a game is in progress.

• **Replay** - To review a great play, select this option. Use these controls to watch the replay:

B Button - Press and hold to Rewind
A Button - Press and hold to Play
Bottom C Button - Frame-by-Frame Forward Replay
Left C Button - Frame-by-Frame Reverse Replay
Top C Button - Zoom In
Right C Button - Zoom Out
L or **R Buttons** - Cycle to a specific player or puck
Control Stick - Rotates camera angle

Replay is not available during a fight. Also, replay stops at the end of a period, so view them before time runs out. When you're finished watching a replay, press **START** to return to the Time Out Screen.

• **Camera** - Press the **A Button** to cycle through 7 different camera angles available in the game. The camera angle will change behind the Time Out Menu as you cycle through them. The camera is not available when time runs out or during a fight.

• **Quit Game** - Select this option to quit the game and return to the Main Menu. When you select this option, the game you forfeit will not be counted in your accumulated stats. **Note**: Forfeiting a game is an irreversible decision. Be sure you want to end your game before selecting. No wimps!

CHECKING

To steal the puck away from the opposing team, you'll need to be proficient in your checking skills. Here are the two types of checking:

• **Poke check** - Press the **Left C Button** to have your goalie use his hockey stick to knock your opponent away. The puck may become free. He may also use his stick to check a player without the puck.

• **Body check** - Using your body to knock the puck away from an opposing player in control of the puck. If you body check a player not in control of the puck, the referee may call a penalty in *Simulation Mode*.

In *Arcade Mode*, press the **Left C Button** to jar the puck away from the opponent; no penalty will be called.

In the event that tempers get the best of two players, the game's progress is stopped, and the players square off. The *Anger Meter* grows as the players' intensity grows. The meter is located under the player's Control Color (see the diagram under **On the Ice**, pg. 25, to see the exact location). Here's how to handle yourself on the ice:

When a player drops the gloves to fight it out, he costs his team dearly. In *Simulation Mode* with penalties **ON**, a player guilty of fighting is sent to the penalty box, and a teammate must take his place.

In *Arcade Mode*, the player that fights is replaced by the player that occupies the same position in the next line. No player goes to the penalty box.
Here are your fight controls:

Hard Punch -	**A Button**
Quick Jab -	**B Button**
Grab + Punch -	**A + B Button**
Uppercut -	**A + Bottom C Button**

Note: The only major penalty imposed is *Fighting*, which calls for a penalty time of five minutes in a twenty-minute period. Both players in a fight are assessed this penalty, therefore it is always a coincident penalty (see **Penalties**, pg. 33).

For more information about man advantage situations occurring in *Simulation Mode*, see **The Power Play**, pg. 30.

When a player is called for a penalty, he goes to the penalty box, and the opposing team has a man advantage on the ice.

The opposing team maintains the advantage until they score a goal or the penalty time runs out.
If the team with the advantage scores a goal, the penalized player may leave the penalty box, and return to the ice.

Note: Players in the penalty box for misconduct penalties may not return to the ice following a scored goal against their team. Players are shown in the penalty box only when there is a power play or there are two separate non-coincident penalties.

SUDDEN DEATH

If regulation time expires during a game and the score is tied, teams will play an overtime period of sudden death. The time of the period is determined by the regulation time for the previous periods. The first team to score in overtime wins the game. If the teams are still tied following an exhibition or Olympic tournament overtime, the game will result in a tie. If you're playing a playoff series, more overtime periods will follow any scoreless overtime periods until a winner is determined.

SCORING SUMMARY

Following each game, a scoring summary will be displayed. It includes a detailed account of the scoring for each period, including the Time of the goal, the team that scored and who scored the Goal and Assist.s.

Press the **A Button** to cycle to these other screens:

PENALTIES

An account of the game's penalties are displayed.

GAME STATS

Compare and Contrast the stats for each game. Your Score, Shots, Shot %, Power Play Goals, Penalty Minutes, Power Play Shots, Short-Handed Goals and Breakaway Goals are displayed.

INFRACTIONS

In order to understand the game's infractions, you'll need an overview of the hockey rink's dimensions:

The red center line in the middle of the rink has a blue line on each side. The area between the blue lines and the nets represents each team's offensive or defensive zones. The *Offensive Zone* on one side of the rink is the opposing team's *Defensive Zone*. The area in the center of the rink, from blue line to blue line, is the rink's Neutral Zone. Infractions called in this game are *Offsides* and *Icing*.

OFFSIDES

Teammate Offside in opposing team's Defensive Zone

Player with puck Onside
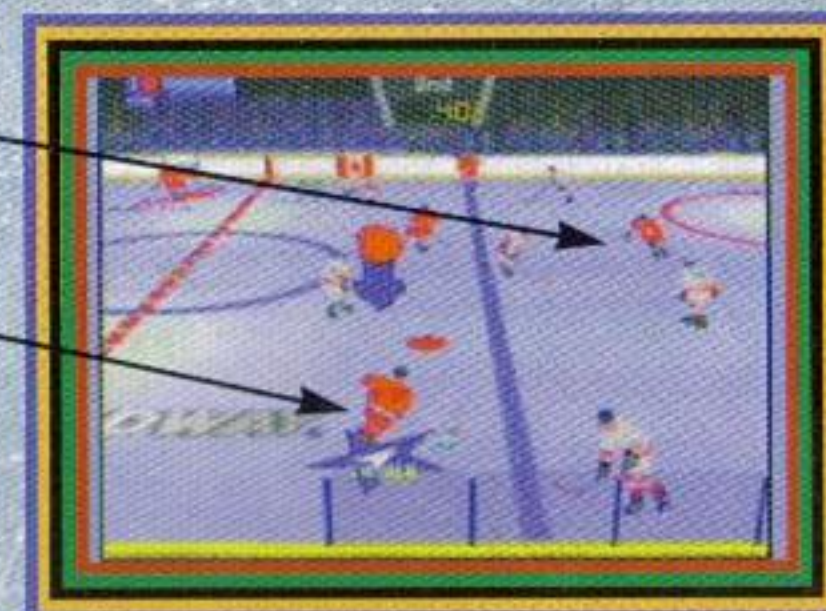
The referee calls offsides when an offensive player crosses into the opposing team's *Defensive Zone* before the puck crosses the blue line toward the net. When offsides is called, the referee initiates a face off just outside the closest blue line. If the puck is intercepted by a member of the defending team at or near the blue line, the offside will be ignored and play will continue.

ICING

If a player hits the puck from behind the center red line beyond the goal line of the opposing team, play will be stopped. A face-off will then take place in the defensive zone of the team that iced the puck. After the puck has been iced, the referee will call Icing the moment the puck is touched by a defending player other than the Goalie.

However, if an attacking player reaches the puck first, or if a defender touches the puck before it reaches the goal line, it will not be considered Icing and play will continue. Icing is not called on a short-handed team (fewer players on the ice than the opposing team.)

MINOR PENALTIES

The minor penalties called in this game are limited to Hooking, Tripping, Cross-checking and Charging. When a minor penalty is called, the offending player will be ruled off the ice for a period of time, depending on your period duration (i.e., 30 seconds for a 5 minute period, 1 minute for a 10 minute period and 1:30 minutes for a 15 minute period).

If a minor or major penalty is incurred by a player of the team in possession of the puck, the Referee will immediately blow his whistle and penalize that player.

If a minor or major penalty is incurred by a player of the team not in possession of the puck, the referee will not blow his whistle until completion of the play by the team in possession of the puck. The play is considered completed when either the puck changes possession, a goal is scored or the team in possession commits an infraction of the rules.

Players in the penalty box may not be replaced on the ice, so the result of the penalty gives the opposing team a Power Play (see **The Power Play**, pg. 30). When a team is short-handed (has fewer players on the ice than the opposing team) due to one or more penalties and the opposing team scores a goal, the first penalty called will automatically terminate.

DELAYED AND COINCIDENT PENALTIES

If a player is penalized while two players of the same team are serving non-coincident penalties, the penalty time of the third player will not commence until the penalty time of one of the other two players has elapsed.

When this occurs, the penalty is considered a delayed penalty, and the player is allowed a substitute on the ice. When a penalty has been delayed, none of the players on the penalty bench may return to the ice until the first stoppage of play following the termination of their respective penalties.

When ONE minor penalty is assessed to ONE player of EACH team at the same stoppage of play, these penalties will be served without substitution provided there are no other penalties already being served.

Otherwise, when coincident penalties of equal duration are imposed against players of both teams, an equal number of these players will be immediately substituted. They may not leave the penalty bench until the first stoppage of play following the termination of their respective penalties.

INJURIES

Just like real hockey, players can be injured from hard checks and big hits. If your player is injured, he will be out for 1 to 3 periods. Injured players will always be available for the next game on the schedule.

Penalty Information
(purple text)

At each stoppage of play, a window will appear listing all penalties. If a signalled minor penalty has been cancelled due to a scored goal, it will be displayed in grey.

When Time Out is called (see **Timeout Options**, pg. 27), the Time Out Menu will appear. Data for each team will appear with (up to five) penalties currently being served. For each penalty, the name of the penalized player and the time remaining to be served are shown.

Penalties that are counting down are displayed in red. Delayed penalties are shown in grey. Expired penalties are displayed in blue for players prohibited from entering play between stoppages and instances immediately after a goal, prior to the face-off (see **Penalties**, pg. 34)

Between periods, a stat screen appears. It displays a running total of each team's Goals, Shots and Penalties for that game.

Press the **A** or **B Button** to cycle the period and game stats. Player pictures and stats will appear under the blue, yellow, red or green controller columns. It displays your goals, assists, points and shots on goal. The stats below the picture display totals for the game. Press **START** to return to the game.

CAREER STATISTICS

With a Controller Pak, you can accumulate career statistics for all the games you play (see **CTLR (Controller) Pak**, pg. 9). After a game, press the **A** or **B Button** to cycle through all post game stats. Your career statistics will appear. You'll also see a breakdown of your record against all of the competing Olympic teams.

CREDITS

MIDWAY HOME ENTERTAINMENT

VP OF DEVELOPMENT
Bill Hindorff

SENIOR PRODUCER & DESIGNER
Wallace Poulter

PRODUCER
Howard Lehr

ASSISTANT GAME DESIGN
David J. Ortiz & Rob Daly

DESIGN SUPPORT
MIchael Brook & Doug Wilson

PRODUCT ANALYST
David Ortiz & Jose Amparan

TEST MANAGER
Mike Kruse

TEST LEADS
Joffrey Suarez & Pablo Santiago

TESTERS
Alex Beran, Pablo Buitrago, Larry Cadelina, Cecil Carthen,
Jerry Cruz, Kevin Dines, Donald Gavino, Mario Guevara,
Michael Harris, Trenton Lewis, Joseph Magome, Richard Reed,
Rob Reininger, Randy Slafsky & Charles Ibarrra

PRINT DESIGN & PRODUCTION
Debra Austin, ShawnMurphy, Jon Mongelluzzo, Erin Shems,
Robert Shepherd & Dave Young

SPECIAL THANKS TO
Brian Fritts, Debra Heinz, Ed Logg, Mike Alexander, Jose Erazo,
Keith Robinson, Greg Allen, Ace Miles & Debbie Fulton

EXTRA SPECIAL THANKS TO
Ted Saskin, Mike Ouellet, Karen Roth, Catherine McDonald,
Raymond Goldsmith & Alan Vickers

TREYARCH INVENTIONS

LEAD PROGRAMMER
Chuck Tolman

PROGRAMMERS
John Chen & Don Likeness

ART DIRECTOR
Chris Soares

ARTIST
Erik Alwill

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Midway Home Entertainment Inc.
P.O. Box 2097
Corsicana, TX 75151-2097
www.midway.com

MIDWAY CUSTOMER SUPPORT
903 874-5092
10:00AM - 6:30PM / CENTRAL TIME
MONDAY - FRIDAY
AUTOMATED HELP LINE OPEN 24 HOURS A DAY