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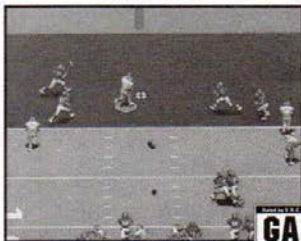
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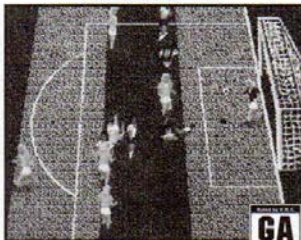
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NHL ALL-STAR HOCKEY

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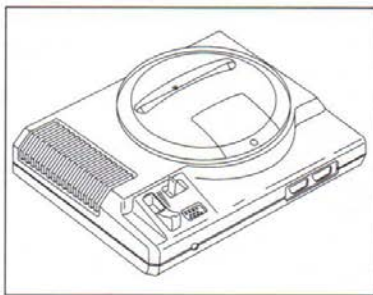
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STARTING UP



1. Set up the Genesis system and plug in Control Pad 1. For two player games, plug in Control Pad 2 also.
2. Make sure the power switch is OFF before you insert *NHL® All-Star Hockey '95* into the Genesis console. Press the cartridge down **firmly**.
3. Turn the power switch ON and wait for a moment for the Sega introduction screen.
4. Press **Start** when the Title screen appears.

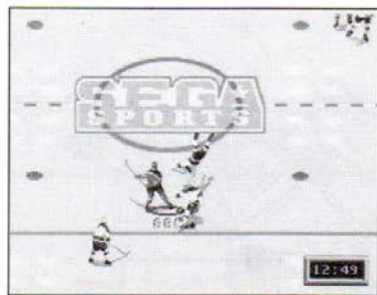
IMPORTANT: If you don't see the Sega screen, turn the power switch OFF. Make sure the Genesis system is set up correctly and the cartridge is firmly inserted into the console. If the system is connected to a TV, make sure the TV is tuned to the correct channel (3 or 4). Then turn the power switch ON again.

Always make sure the power is OFF before inserting or removing a Genesis game cartridge.

For French instructions, please call:
Instructions en Français, téléphoner au:

1-800-872-7342

WELCOME TO NHL ALL-STAR HOCKEY '95



Welcome to *NHL® ALL-STAR HOCKEY '95*, the most advanced hockey game ever designed for the Sega Genesis system. You can play against the computer or another person, but either way you're in total control. If you're up for the ultimate challenge, compete against the entire league for the Stanley Cup® in a Full Season or Playoff Series. Or if you'd rather select individual match-ups, play Exhibition games with or against any team you choose, including the NHL All-Stars. All the options are available: penalties, line changes, fighting, line editing, and more. No matter which options you choose, you'll feel the thrill of cross-ice slap shots, the rush of split second one-timers and blind side checks. Whatever happens, Marv Albert is there at rink-side to describe the action with his colorful commentary. The only thing we've left out is the chill of the ice. So lace up your skates and twist your face into a menacing scowl—you're about to play the very best.

Summary of Basic Controls

The tables below outline the basic button controls for the game. Some of the button controls offer subtle variations not indicated on the tables. For a complete description of all the controls and game options, please consult the manual. The Game Play Tips section (p. 23) is particularly useful for beginning players.

Menus

D-Pad	Start	A-Button	C-Button
Highlight Option/ Toggle Data	Exit Screen	Select Option	Select Option

Offense

D-Pad	A-Button	B-Button	C-Button
Skate/Aim Pass & Shot	Shoot	Pass	Line Charge

Defense

D-Pad	A-Button	A-Button	C-Button
Skate	Stick Check	Activate Closest Def./ Poke Check	Speed Burst/ Shoulder Check

A-B

B-C

Hold/Hook

Trip

Fighting

D-Pad	A-Button	A-Button	C-Button
Move	Head Punch (down) Body	Block (up) Push (down) Duck	Lunge/Hold (tap) Health

GAME SET-UP

The Game Set-Up screen offers the basic game options. You'll need to use the Game Set-Up screen every time you play the game.



- To highlight an option, D-Pad **up/down**.
- To select an option (except Additional Game Options), D-Pad **left/right**.
- To display the Scouting Report for the two teams you've selected, press **Start**.

The options that appear on the screen when you press Start are the options you will use in the game.

Play Modes

Select the Play Mode you wish to use.

Exhibition—(1 or 2 Players) Play a non-league game.

Full Season—(1 player) Begin a full NHL season against the computer. Choosing Full Season erases any currently saved Full Season, including the post-season playoffs for that season. See page 30 for more on Full Season.

New Playoffs—(1 or 2 Players) Begin a single elimination Playoff tournament. This playoff tournament is separate from any post-season playoffs that follow a Full Season. Choosing New Playoffs erases any currently saved Playoffs. See page 33 for more on New Playoffs.

New Playoffs/7 Game—(1 or 2 Players) Begin a best of seven Playoff tournament. This playoff tournament is separate from any post-season playoffs that follow a Full Season. Choosing New Playoffs/7 Game erases any currently saved Playoffs. See page 33 for more on New Playoffs/7 Game.

Continue Season—Resume the currently saved season or post-season playoffs.

Continue Playoffs—Resume the currently saved Playoffs. This playoff tournament is separate from any post-season playoffs that follow a Full Season.

Teams

Select two teams to compete in the game. All-Star teams are available in Exhibition Mode.

- When the team whose card you want to see appears, press **A**.
- To cycle through all the teams, D-Pad **left/right**.
- To return to the Additional Game Options screen, press **Start**.

Team Ratings

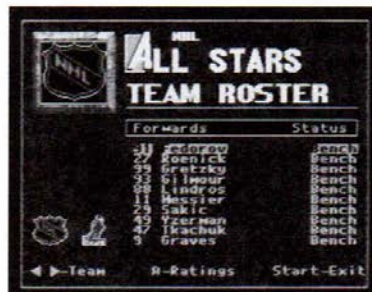


The Team Ratings screens contain team ratings in thirteen crucial categories. Ratings range from 0-10, with 10 being best.

- To cycle through the team cards, D-Pad **left/right**.
- To display the Team Ratings, press **A**.
- To cycle through all the Team Ratings screens, D-Pad **left/right**.
- To display the Team Roster screen, press **A**.

- To return to the Team Cards screen, press **B**.
- To return to the Additional Game Options screen, press **Start**.

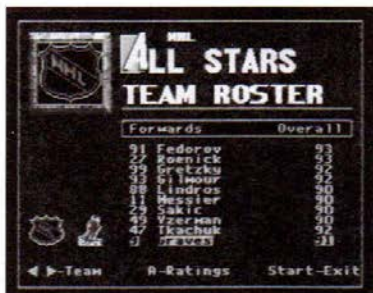
Team Roster



The Team Roster screens display all the players on a given team, beginning with the forwards.

- To cycle through all the Team Ratings screens, D-Pad **left/right**.
- To scroll the highlight bar through the entire player list, D-Pad **up/down**. The position of the highlighted player appears above the list.
- To return to the Team Ratings screen, press **B**.
- To return to the Additional Game Options screen, press **Start**.
- To display the Player Ratings, Press **A**.

Player Ratings



Forwards	Overall
31 Fedorov	93
27 Roenick	93
29 Gretzky	92
33 Clapper	92
88 Lindros	90
11 Bessier	90
29 Sakic	90
47 Yzerman	90
47 Tschubert	87
11 Tschubert	83

Players are rated in 18 different categories. The ratings range from 0 and 99, with 99 being the best.

Sound

There are four sound settings to govern the commentary and menu music.

ON activates both features.

NO MUSIC deactivates the menu music.

NO VOICE deactivates Marv Albert's commentary.

NO MUSIC/VOICE deactivates both features.

- To toggle the Sound settings, D-Pad **left/right**.

Fighting

When Fighting is ON, players on the ice will occasionally break into fights during play.

- To toggle Fighting ON/OFF; highlight and D-Pad **left/right**.

For a description of the fighting controls, see page 24.

Sound Test

The Sound Test feature lets you cycle through all the hockey sound effects.

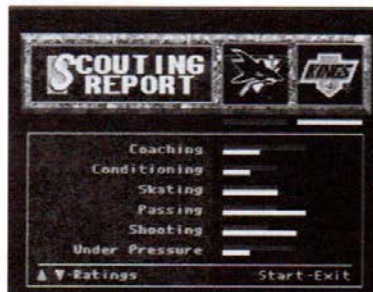
- To cycle through the sounds, D-Pad **left/right**.

Erase Battery

The cartridge battery automatically saves the most recent Playoffs and Season. You can erase the currently saved Playoffs or Season by selecting Playoffs or Full Season from the Main Menu, or you can erase them on the Additional Options screen.

- To select which saved event you wish to erase, D-Pad **left/right**.
- To erase the selected event, press **A**.

Scouting Report



Metric	Team 1 Rating	Team 2 Rating
Coaching	—	—
Conditioning	—	—
Skating	—	—
Passing	—	—
Shooting	—	—
Under Pressure	—	—

Before you begin play, the Scouting Report is displayed to show you how the two selected teams rate against each other in 12 crucial categories.

The ratings bars next to each category show the relative strength/weakness of both teams in that category. The Home team's bar is shown in white and the Visiting team's bar is shown in color. The longer the bar, the stronger the team in that category.

Play on the ice directly reflects the strengths (and weaknesses) shown on the Scouting Report. Of course, your skill with the controller greatly influences your team's performance, regardless of your team's strengths and weaknesses.

- To scroll through the Scouting Report, D-Pad **up/down**.
- To go to the ice (Pre-Game Options), press **Start**.

Pre-Game Options



Before the opening face-off, you can edit your lines, check your roster, or change your goalie.

- To highlight an option on the Pre-Game Scoreboard, D-Pad **up/down**.

- To select a highlighted option, press **A/B/C**.

Edit Lines



Each team has eight different lines. For a description of the different lines, see page 22.

Even if you're playing with Line Changes OFF, you may wish to edit Scoring Line 1, which is the line you'll be using throughout the entire game.

- To cycle through the lines, D-Pad **left/right**.
- To highlight a player on the line shown, D-Pad **up/down**.
- To select the highlighted player, press **A**.

The substitution window appears below the line window, with all the players on the team (except for goalies) listed by position. Players are divided into two categories: Forwards and Defensemen. Centers (C) and Left/Right Wings (LW/RW) are all considered Forwards, while Left/Right

Defenseman (LD, RD) are considered Defenseman. You can substitute or reassign any player to any position.

- To cycle through all the players in the substitution window, D-Pad **up/down**.
- To substitute the highlighted player, press **A**.

The substitute player switches positions with the player previously selected from the line window. It's possible to swap position within a line by selecting a player already on the line you're editing. Line edits made during paused play do not take effect until the next stoppage of play.

Before you substitute or reassign a player, you might want to look at his ratings.

- To cycle through the ratings of a highlighted player, D-Pad **left/right**.
- To return to the line window without making a change, press **B**.
- To return to the Pre-Game Options menu, press **Start**.

Team Roster

The Team Roster screen displays all the players, beginning with the players on your team.

- To display the Team Roster, highlight Team Roster on the Scoreboard menu, and press **any button**.

- To switch to your opponent's Team Roster, D-Pad **left/right**.
- To scroll through the Team Roster, D-Pad **up/down**.
- To cycle through the player ratings, press **A**.
- To return to the Scoreboard menu, press **Start**.

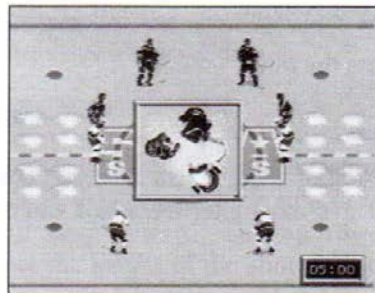
Change Goalie

Each team carries two goalies. You can change goalies or pull the goalie altogether, leaving the net open.

If you pull your goalie, an additional forward is automatically added to your line.

- To go to the Goalie menu, highlight Change Goal and press **any button**.
- To change/pull the goalie, highlight the desired option and press **A**.

The Face Off



The home team faces up-screen for the first and third periods. When the referee window appears, the face-off is about to begin.

- When the referee drops the puck, press **B** to pass, **A** to shoot, or **C** to hold and poke check.

Skating

Use the Directional Pad to move the highlighted player around the ice. The highlighted player appears on a circle with his number and position clearly marked. When playing against the computer, the puck-carrier on the computer team is likewise indicated.

Offense

The object of the game is to score more goals than your opponent. To do that you need to pass and shoot accurately.

Passing

Whichever way you have the Directional Pad pressed at the time of the pass, that's the direction the pass will travel. If you don't have the D-Pad pressed, the pass will travel in the direction the puck-carrier is facing.

- To pass the puck, press **B**.

Wrist Shot

The Wrist Shot is quick and accurate, but not very powerful. It's most effective when you're close to the net.

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

Be sure to release the A-Button quickly, or you'll wind up with a Slap Shot.

Slap Shot

The Slap Shot is not as accurate as the Wrist Shot, but it's a lot more powerful.

- To perform a Slap Shot, press and hold **A**.

The longer you hold the A-Button, the harder the Slap Shot.

One-Timer

A One-Timer requires split-second timing. The shooter anticipates the arrival of the puck and shoots the instant he receives it. A One-Timer is usually set up off a pass, but it can be executed off a rebound or a loose puck. A One-Timer is just as accurate as a Wrist Shot and just as powerful as a Slap Shot.

- To execute a One-Timer, hold **A** before the puck reaches your player.

The player about to receive the puck raises his stick in preparation for the shot. As soon as the puck arrives, he slaps it toward the net.

Aiming the Shot

Use the Directional Pad to aim the shot. The **left/right** inputs determine which side of the net the shot will head toward. The **up/down** inputs determine the height of the shot. D-Pad up sends

the puck high. D-Pad down keeps the puck low. Combination D-Pad inputs (such as **left/up** or **right/down**) allow you to combine direction and height.

Defense

On Defense, the man you control is highlighted with a circle. During play, you'll need to constantly switch the highlight circle so as to control the man closest to the puck.

- To highlight the man closest to the puck, press **B**.
- For a quick burst of speed, press **C**.

When your defender is positioned next to the puck-carrier, you can attempt to dislodge the puck by checking him. A player's checking effectiveness varies according to his Checking rating.

- To attempt a stick check, press **A**.
- To attempt a poke check, press **B**.
- To attempt a body check, press **C**.
- To attempt a hook hold, press **A+B**.
- To attempt a trip, press **B+C**.

The effectiveness of your checks depends on your positioning, your speed, and your timing.

Manual Goalie

When the Goalie option is set to Manual, the control automatically switches to the goalie at the moment a shot is attempted, and you can move your goalie from side to side. The goalie's save moves are still controlled by the computer. Note that you don't have to assume control of the goalie—he will still operate automatically if you don't take control.

Changing lines

When Line Changes are ON, you are responsible for rotating your lines during play. The line on the ice loses stamina, and the lines off the ice regain stamina. The more effectively you rotate your lines, the fresher your team will be and the better they'll play.



You can change lines when you're controlling the puck or before a face-off. Before each face-off, the line change box appears, with your team's name at the top and the three available lines listed below. The line currently on the ice is highlighted. The stamina bar next to each line shows how much stamina that line possesses at the moment. The longer the stamina bar, the more stamina.

- To select a new line, press the button corresponding to that line.

When you change lines before a face-off, the players are substituted instantly.

Changing Lines on the Fly

When your team controls the puck, you can change lines on the fly. Note that when you change lines on the fly, players on the ice skate off and their replacements skate on. As in real hockey, this can be risky, since players are momentarily out of position during the switch.

- To bring up the line change box, press C.
- To select a new line, press the button corresponding to that line.

The Lines

Each team has eight different lines: two Scoring Lines, two Power Play lines, two Penalty Killing lines, one Checking Line, and one Enforcer Line.

Scoring Lines

The two Scoring Lines are for fast skating and accurate shooting. You'll want to keep these lines on the ice as much as possible in non-penalty situations. Scoring Line 1 is more formidable than Scoring Line 2.

Power Play Lines

The two Power Play Lines are designed to take full advantage of your opponent's penalty situation.

When the other team is short-handed, the Power Play lines appear in the Line Change Box. Power Play Line 1 is more formidable than Power Play Line 2.

Penalty Killing Lines

The two Penalty Killing Lines are designed to thwart the opposing team's Power Play Lines when you're short-handed. Penalty Killing Line 1 is more formidable than Penalty Killing Line 2.

Check

The Check Line is used in non-penalty situations to wear down the opponent with hard physical play. It's often wise to use the Check Line when you're ahead and want to keep the opponent away from your net.

Enforcer

The Enforcer Line is available when the Check Line is on the ice. It's used in non-penalty situations to intimidate the opponent with highly aggressive play. It's similar to the Check Line, but even more physical.

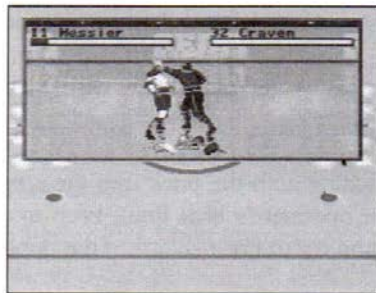
Game Play Tips

- As in real hockey, *NHL ALL-STAR '95* is very challenging. Your success depends on your skill and the skill of your players. Start out with one of the stronger teams and/or a team with a highly rated goalie.
- When skating with the puck into the attacking zone (past the opponent's blue line), keep to one side of the net and try to fire a shot into the opposite corner

of the net. But if you're too close to the net when you fire the shot, the goalie can cut off the angle.

- Check the opposing goalie's Stick ratings to see which side is his weakest.
- Beef up your lines for optimum scoring. For instance, we've provided Mario Lemieux on the Pittsburgh Penguins' roster. Try placing him on your line(s).
- Be alert for offensive rebounds and try to flip a wrist shot past the goalie before he can get back into position.
- Defense is very important. By blocking your opponent's shots before they reach your goalie, the goalie won't have to stop the puck. Remember, a shot-on-goal is only a shot that reaches the goalie. The fewer shots-on-goal you allow, the better your chances for winning.
- To practice your defense, pull your goalie and try to keep the computer from scoring on you.

Fighting



When the Fighting option is ON, fights occasionally break out. As soon as a fight breaks out, a referee blows his whistle and the clock stops. The Fight screen appears.

The red bar above each fighter indicates the health of that fighter. The longer the red bar, the closer he is to losing the fight.

- To throw a punch, press **A**.
- To Block a punch, press **B**.
- To Duck, D-Pad **down** and press **B**.
- To Push away, D-Pad **up** or away from the opponent and press **B**.
- To Hold the opponent and spin, D-Pad toward the opponent and press **C**. If the opponent is too far away, your fighter will lunge and try for a grab
- To Restore your fighter's health, tap **C** rapidly while you're in the clench.

When Penalties are ON, both combatants are penalized for five minutes and removed from the ice. Replacement players are automatically substituted.

Game Stats

After each period, the Game Stats appear to inform you of vital statistics recorded thus far in the game.



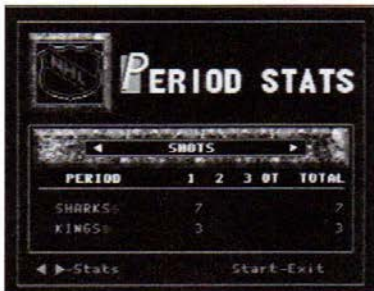
Game Score	3	0
Shots On Goal	16	19
Shots On Goal	18	7
Penalties	0/0	2/4
Power Play Goals	1	0
Play Time	2:00	0:00
Short Handed Goals	0	0

- To scroll through the stats, D-Pad up/down.

When you exit the Game Stats screen, the Scoreboard appears and shows a number of new options.

Period Stats

The Period Stats show a variety of different stats broken down by period.



PERIOD	1	2	3	OT	TOTAL
SHARKS	7				7
KINGS	3				3

- To access Period Stats, highlight and press **any button**.
- To cycle through the stats, D-Pad **left/right**.

Player Stats

The Player Stats screen shows various stats for all the players on both teams.



PLAYER	G	A	PTS	SOG	PIM
7 Lartionov	0	0	0	0	0
27 Elik	1	0	1	1	0
13 Baker	1	0	1	2	0
9 Batsagev	0	0	0	0	0
50 Otevrel	0	0	0	0	0

- To access Player Stats, highlight and press **any button**.
- To change from Player Stats to Goalie Stats, press **A** again.
- To switch teams, D-Pad **left/right**.
- To scroll through the player roster, D-Pad **up/down**.

G=Goals made

A=Assists made

PTS=Points scored (1 for a Goal, 1 for an Assist)

SOG=Shots on Goal attempted

PIM=Penalties (in minutes)

Playoff Stats

In Playoff Mode, you can access the Playoff Stats between periods and at the end of the game. The Playoff Stats function just like the Player Stats, except that they encompass all the games played in the Playoffs.

- To access Playoff Stats, highlight and press **any button**.

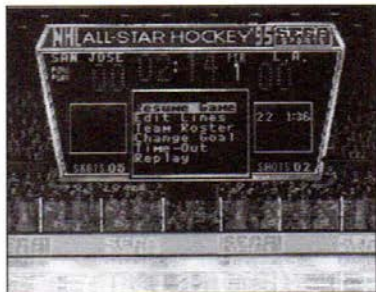
Season Stats

In Season Mode you can access the Season Stats between periods and at the end of the game. The Season Stats function just like the Player Stats, except that they encompass all the games played that Season.

- To access Season Stats, highlight and press **any button**.

Pause Game

You can stop the action at any time during play to access the various scoreboard options. In addition to the Pre-Game options explained on page 14, you can call a Time-Out or play the Replay tape.



- To pause the game, press **Start**.
- To resume the game, press **Start** again.

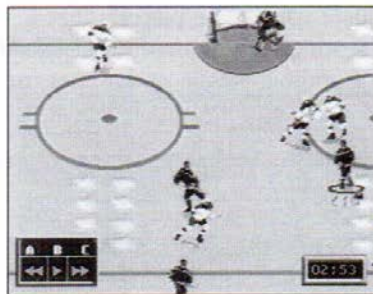
Time-Out

A Time-Out is most useful when you're playing with Line Changes ON. When you call a Time-Out, all your lines are refreshed to full strength. One Time-Out per game is available to each team, so be sure to use it wisely.

- To call a Time-Out, highlight and press **any button**.

Replay

The Replay feature allows you to replay the last few seconds of the action.



- To access the Replay screen, highlight and press **any button**.

Follow the instructions in the VCR-style control menu to replay the last few seconds of the action. The box disappears after a few seconds.

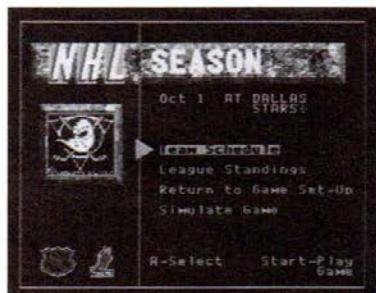
- To play the tape at normal speed, press **B**.
- To stop the tape, press and release **A** or **C**.
- To rewind the tape, press and hold **A**.
- To fast-forward the tape, press and hold **A**.

When rewinding or fast-forwarding, you can advance the tape frame-by-frame by tapping the respective button. As soon as you let your thumb off the button, the tape stops.

Full Season

Full Season play is available to Player 1 only. Player 1 competes against the computer against the entire league. When you're in Full Season mode, the computer takes you to the Season screen before the first game and after each subsequent game. The playoffs that follow a Full Season are a seven game elimination tournament accessed through the Continue Season option, not the Continue Playoffs option.

Note: Selecting Full Season automatically erases any current Full Season or post-season playoffs.



Team Schedule

DATE	CITY	TEAM
Oct 1	AT DALLAS	STARS
Oct 5	AT EDMONTON	OILERS
Oct 7	AT VANCOUVER	CANUCKS
Oct 9	VS CALGARY	FLAMES
Oct 12	VS VANCOUVER	CANUCKS

▲ Schedule Start-Exit

The Team Schedule screen allows you to review the entire league schedule for the team you've selected.

- To scroll through the schedule, D-Pad **up/down**.

League Standings

PACIFIC	M	L	T	PTS
FLAMES	1	0	0	2
OILERS	1	0	0	2
STARS	1	0	0	2
MIGHTY DUCKS™	4	1	2	10
CANUCKS	1	0	0	2
SEALS	1	0	0	2

▶ Playoff Berths

▲ Conferences Start-Exit
▼ Divisions

The League Standings screen gives you access to the divisional standings in both conferences, beginning with the division in which you're competing.

- To see the other division, D-Pad **left/right**.
- To see the other conference, D-Pad **up/down**.

Teams which have clinched playoff berths are marked with the trophy icon.

Simulate Game

You can choose not to actually play the scheduled game, but have the computer simulate a result.

- To Simulate a Game, highlight and press **A**.

Game Result

After every game, whether Simulated or Played, the scoreboard appears showing the final score of the game.

- To save that result in the standings, highlight Save Game and press **A**.
- To return to the Season screen without saving the result of that game, highlight Replay Game and press **A**.

Playoffs/Playoffs Seven



The two Playoff Modes allow you to skip the Season and go straight to a Playoff tournament. Playoff mode is a single elimination tournament. Playoffs Seven is a best of seven tournament. These playoff tournaments are separate from any post-season playoffs that follow a Full Season.

One Player can compete against the computer or Two Players can compete against each other, with the winning player keeping the same team and the losing player taking control of the next team on the Playoff schedule. If the player that won in the first round loses in a subsequent round, the playoff tournament is over.

Sega Sports Team

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Live Hockey Goalie Model

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Special Thanks

Joy Jacob, Doug Rebert, Mike Meisheid,
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LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge 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 limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive warranty service in the U.S., call the Sega Consumer Service Department at:
1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at:
1-800-872-7342

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

REPAIRS AFTER EXPIRATION OF WARRANTY

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

LIMITATIONS ON WARRANTY

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.



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