



NTSC U/C

PlayStation™



SLUS-00030



# NHL 1997





**N H L<sup>®</sup> 9 7**



## **WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

### **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT, avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

### **HANDLING YOUR PLAYSTATION DISC**

- ⊞ This compact disc is intended for use only with the PlayStation game console.
- ⊞ Do not bend it, crush it, or submerge it in liquids.
- ⊞ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ⊞ Be sure to take an occasional rest break during extended play.
- ⊞ Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

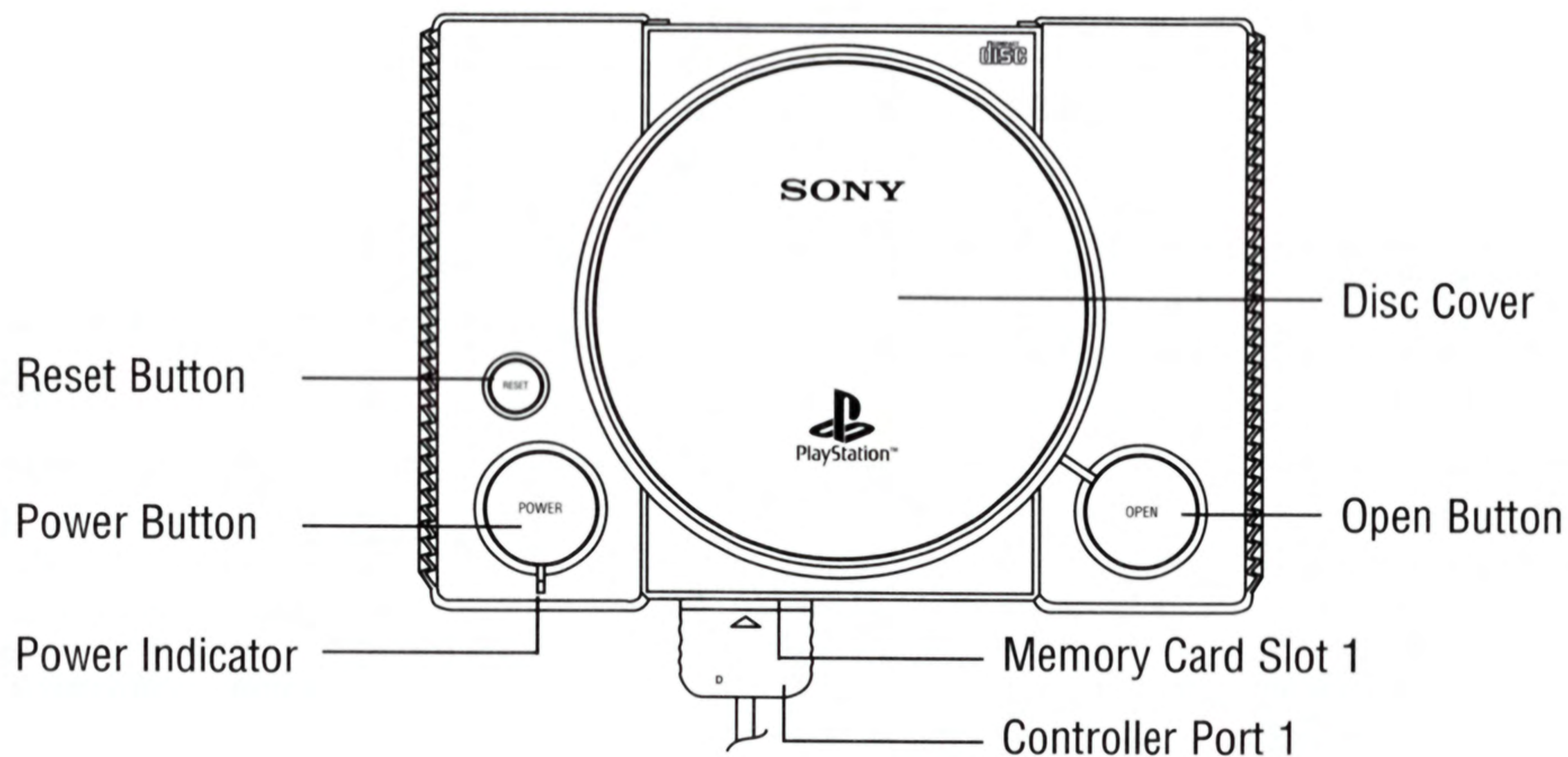
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



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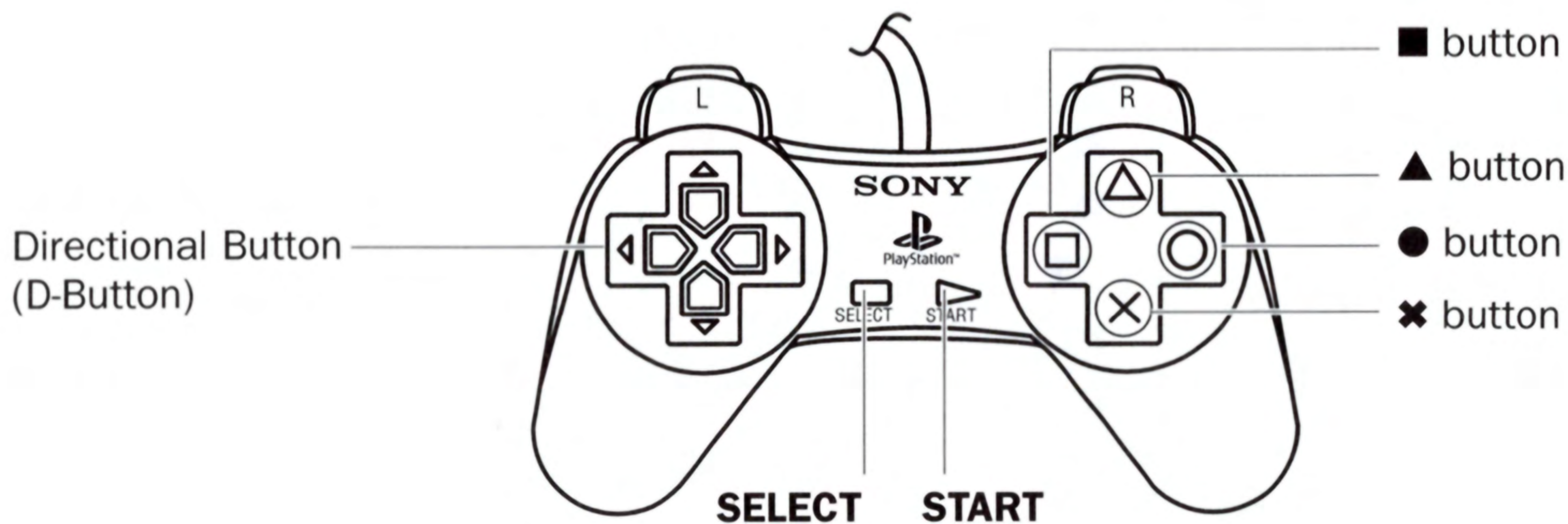
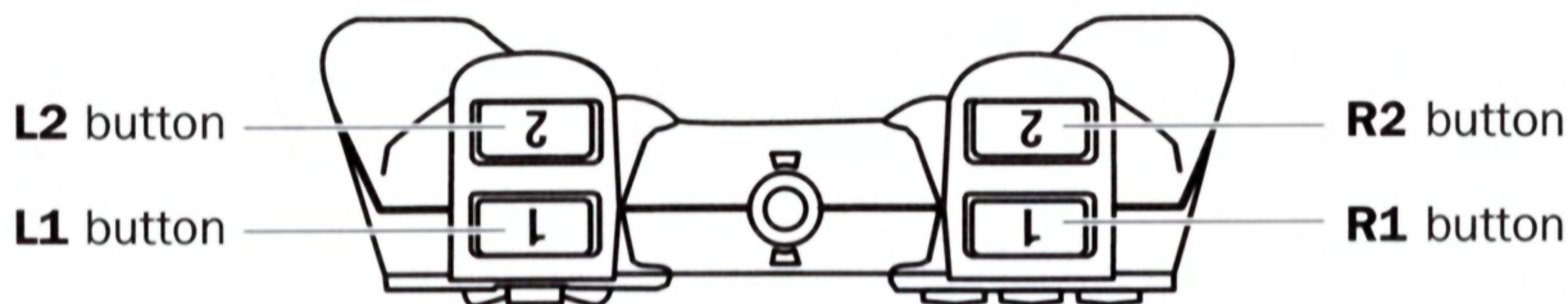
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## STARTING THE GAME



1. Set up your PlayStation™ game console according to the instructions in its Instruction Manual.  
**Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *NHL 97* disc and close the disk cover.
3. Insert game controllers and turn on the PlayStation game console.
4. Follow on-screen instructions to start a game.

## COMMAND SUMMARY



## MENUS

### ACTION

### COMMAND

Highlight menu item

D-Button ↑

Cycle through Choices (when applicable)

D-Button ↔

Accept/Continue

×

Return to previous menu

▲

## FACEOFFS

ACTION	DEFAULT	CONFIG A	CONFIG B	CONFIG C
Select direction to pass	D-Button	D-Button	D-Button	D-Button
Take the draw	✕	■	▲	●

## PUCK CARRIER ON OFFENSE

ACTION	DEFAULT	CONFIG A	CONFIG B	CONFIG C
Pass	✕	■	▲	●
Flip Pass/Dump the puck	■	▲	●	✕
Shoot	●	✕	■	▲
Drop Pass	R2	R1	L2	L1
Signature Move/Spin-o-Rama	L1	L2	R1	R2
Quick Stop	R1	R2	L1	L2
Access Line Change menu	L2	L1	R2	R1

## In the Attack Zone

ACTION	DEFAULT	CONFIG A	CONFIG B	CONFIG C
Fake Shot	■	▲	●	✕

## ON OFFENSE WITHOUT THE PUCK

ACTION	DEFAULT	CONFIG A	CONFIG B	CONFIG C
Control player closest to puck	✕	■	▲	●
Speed Burst/Body Check	●	✕	■	▲
Hook/Hold	■	▲	●	✕
Hip Check/Board Check	R2	R1	L2	L1
Quick Stop	R1	R2	L1	L2



## ON DEFENSE

<b>ACTION</b>	<b>DEFAULT</b>	<b>CONFIG A</b>	<b>CONFIG B</b>	<b>CONFIG C</b>
Control player closest to puck	✕	■	▲	●
Poke Check (when closest)	✕	■	▲	●
Speed Burst/Body Check	●	✕	■	▲
Hook/Hold	■	▲	●	✕
Hip Check/Board Check	R2	R1	L2	L1
Hit the ice to block a shot	L1	L2	R1	R2
Quick Stop	R1	R2	L1	L2

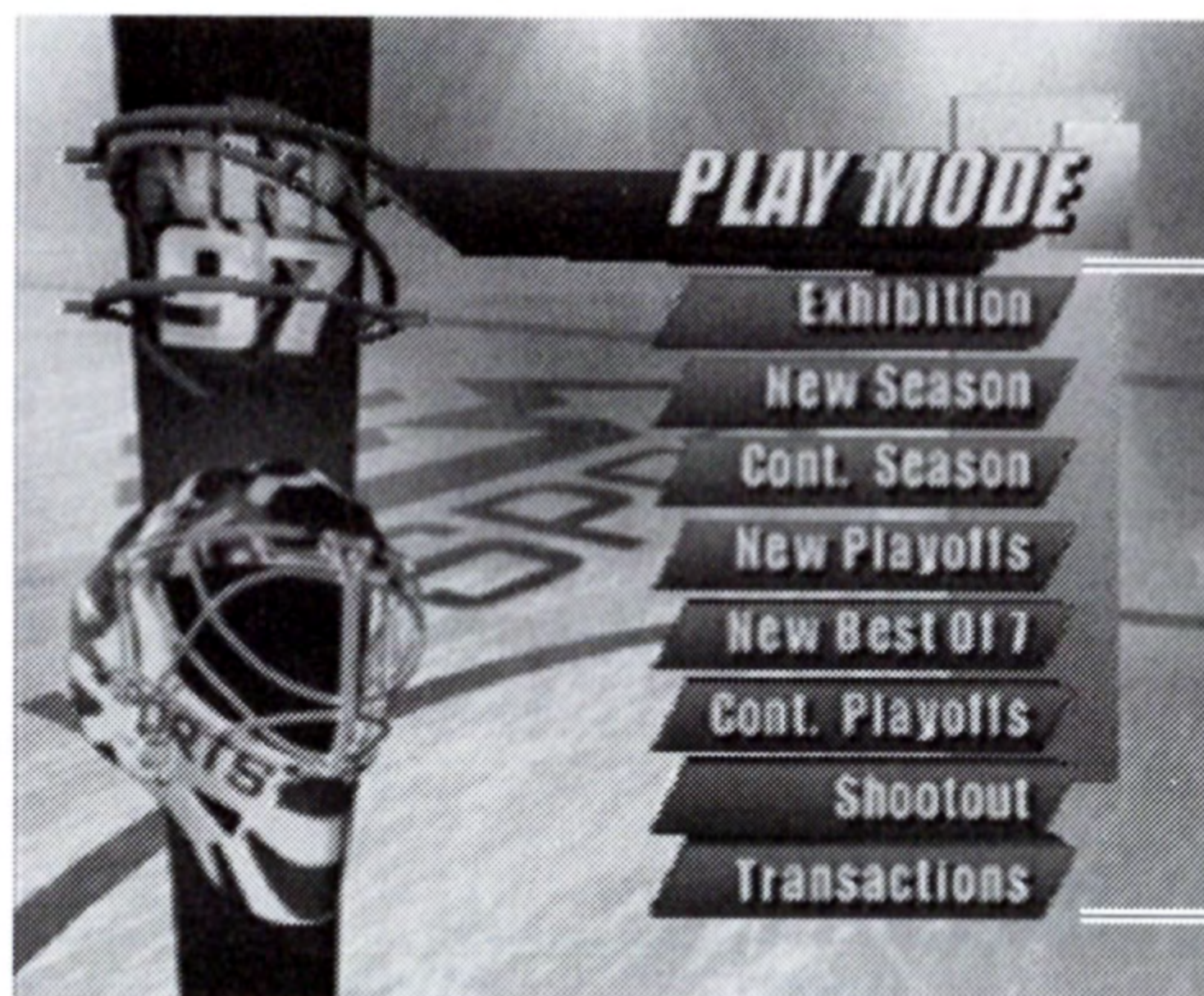
## GOALTENDING (MANUAL CONTROL)

<b>ACTION</b>	<b>DEFAULT</b>	<b>CONFIG A</b>	<b>CONFIG B</b>	<b>CONFIG C</b>
Assume control of goalie	▲	●	✕	■
Poke Check (when closest)	▲	●	✕	■
Dive	■	▲	●	✕
Save Attempt	●	✕	■	▲

## In Possession of Puck (Auto or Manual Control)

<b>ACTION</b>	<b>DEFAULT</b>	<b>CONFIG A</b>	<b>CONFIG B</b>	<b>CONFIG C</b>
Flip puck out of your zone	■	▲	●	✕
Pass/Clear along the boards	✕	■	▲	●
Access Line Change menu	L2	L1	R2	R1
Cover up to draw faceoff	No Button	No Button	No Button	No Button

## PLAY MODE MENU



To begin a Play Mode, D-Button  $\updownarrow$  to highlight your choice, then press  $\times$  to select.

**EXHIBITION**

Play a single game between any two teams. See *Playing NHL 97*, p. 7.

**NEW SEASON**

Play an 82-game NHL Season, with Best-of-7 Playoffs and Stanley Cup® celebration. See *Entering a Season*, p. 20.

**CONT. SEASON**

Continue a saved Season. You can save your Seasons-in-progress to PlayStation memory cards. See *Continuing a Saved Season or Playoff* on p. 25.

**NEW PLAYOFFS**

Take your favorite team through a single-elimination tournament. See *The Playoffs*, p. 23.

**NEW BEST OF 7**

Sign up for a Best-of-7 Playoff series. See *The Playoffs*, p. 23.

**CONT. PLAYOFFS**

Continue a saved Playoff. You can save your Playoffs-in-progress to PlayStation memory cards. See *Continuing a Saved Season or Playoff* on p. 25.





## SHOOTOUT

Practice your penalty shot technique in a five-round contest. See *Shootout*, p. 25.

## TRANSACTIONS

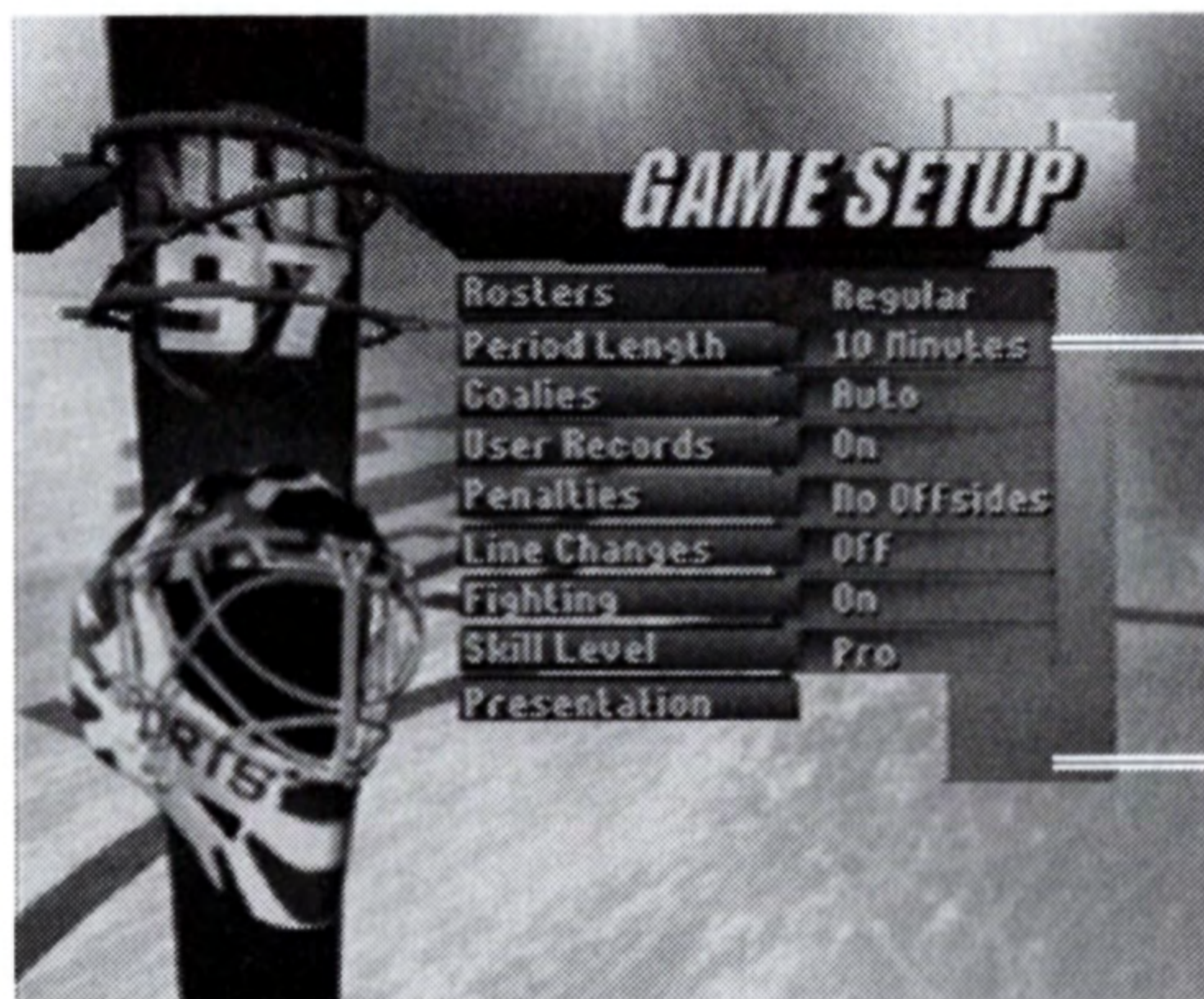
Create, trade, sign, and release players. See *Transactions*, p. 26.

**NOTE:** If you have an unused memory card connected to your PlayStation game console, you must format the card before *NHL 97* recognizes it. To format a memory card, select NEW SEASON.

## PLAYING NHL 97

To quickly get down to the ice and begin an *NHL 97* game, choose EXHIBITION as your Play Mode; the Game Setup menu appears.

## GAME SETUP MENU



D-Button  $\updownarrow$  to highlight an option,  $\leftrightarrow$  to cycle choices, then press  $\times$  to select.

To return to the Play Mode menu, press  $\blacktriangle$ .

Default options appear in **bold** type in this manual.

## ROSTERS

**REGULAR:** Team rosters are consistent with the 1995-96 NHL Season.

WITH TRADES: Team rosters reflect your *NHL 97* transactions.

## PERIOD LENGTH

5/**10**/20 Minutes: Set the length of each period. The NHL plays 20 minute periods.

- This option does not affect overtime periods. Exhibition and Season overtime is five minutes; overtime in the Playoffs is sudden death.

## GOALIES

**AUTO CONTROL:** The computer controls your goalie before the save. When a save is made, you take over.

MANUAL CONTROL: You control your team's goalie.

## USER RECORDS

**ON:** Keep an ongoing tally of your win/loss/tie record, win percentage, total goals, and saves.

OFF: Play a game without saving records or stats.

## PENALTIES

OFF: No penalties are called. Ideal for a fast-paced game with fewer faceoffs.

**ON, NO OFFSIDES:** Refs whistle all penalties except offside violations.

ON: Refs call the game just as they would in an actual NHL game.

## LINE CHANGES

**AUTO:** Lines change automatically before each faceoff. Players never show signs of fatigue.



**ON:** You must change your lines to keep your skaters fresh. Players left on the ice too long will fatigue and slow down.

**OFF:** Your best line remains on the ice for the entire game. Players never tire.

## FIGHTING

**OFF:** No matter how physical the action gets, players keep their gloves on at all times.

**ON:** Aggressive players may answer a big hit by squaring off against one another.

## SKILL LEVEL

**PRO:** Computer skaters play to their ability but never rise to a championship level of play.

**ROOKIE:** Computer-controlled players skate and react more slowly.

**ALL-STAR:** The skating is quick, the body checks are lethal, and the passes are right on the tape.

## PRESENTATION

Access the Presentation menu. See below.

# PRESENTATION MENU

## VIDEOS

Toggle John Davidson's game commentary **ON**/OFF.

**A NOTE ABOUT THE ANALYST:** Chosen by St. Louis in the first round of the 1973 NHL draft, John Davidson later led the New York Rangers to the 1979 Stanley Cup finals. This Emmy Award winning Hockey analyst has covered the sport for every major network, including the '92 and '94 Winter Olympics and four NHL All-Star games. In 1996, John enters his second NHL season with Fox, serving as lead analyst.

<b>STARTING LINE-UPS</b>	Toggle the Starting Line-up introductions <b>ON/OFF</b> .
<b>ANNOUNCER</b>	Toggle the rink announcer <b>ON/OFF</b> .
<b>IN-GAME OVERLAYS</b>	Toggle game statistics overlays <b>ON/OFF</b> .
<b>PUCK HOLDER TEXT</b>	Toggle player names and positions <b>ON/OFF</b> .
<b>SOUND</b>	Toggle the sound mode <b>MONO/STEREO</b> (on monitors that have stereo capability).
<b>SFX VOLUME</b>	Set the volume level for all sound effects 1–10.
<b>MUSIC VOLUME</b>	Set the volume for the pre-game music track 1–10.
<b>CREDITS</b>	Roll the <i>NHL 97</i> credits.

## TEAM SELECT MENU

Select the teams you want to match up in the game. You can choose from all 26 NHL teams plus the Eastern and Western conference All-Star squads.

### *To select a team:*

1. D-Button  $\updownarrow$  to move your controller icon to a team, then D-Button  $\leftrightarrow$  to cycle through teams.
2. Repeat for the second team, then move your controller to the team you want to represent, and press  $\times$  to continue.

**NOTE:** A symbol for every controller connected to the system appears on this screen. Up to eight players may play with the incorporation of two Multi Tap adapters.

## NAME ENTRY

If you're playing with User Records ON, the Name Entry screen appears. Choose the name you want your statistics saved under for the next game.



### ***To enter a user name:***

1. D-Button  $\updownarrow$  to highlight a name slot, then press  $\bullet$  to activate the name editor.
  2. D-Button  $\leftarrow$  to move the cursor to the first character.
  3. D-Button  $\updownarrow$  to select the first letter in your user name, then D-Button  $\rightarrow$  to move to the next character.
  4. Repeat until your user name is complete, then press  $\times$  to continue. John Davidson introduces the starting line-ups for tonight's game.
- $\bullet$  To select an existing user name, D-Button  $\updownarrow$  to highlight the user name you want, then press  $\times$  to continue. John Davidson introduces the starting line-ups for tonight's game.
  - $\bullet$  To delete a user name, highlight it then hold **L1 + R1 + START**. The user's name and stats are erased.

## **PAUSE MENU**

The Pause menu appears anytime there's a break in the action.

- $\bullet$  To pause a game, press **START**. The Pause menu appears.
- $\bullet$  To select an option, highlight it and press  $\times$ .

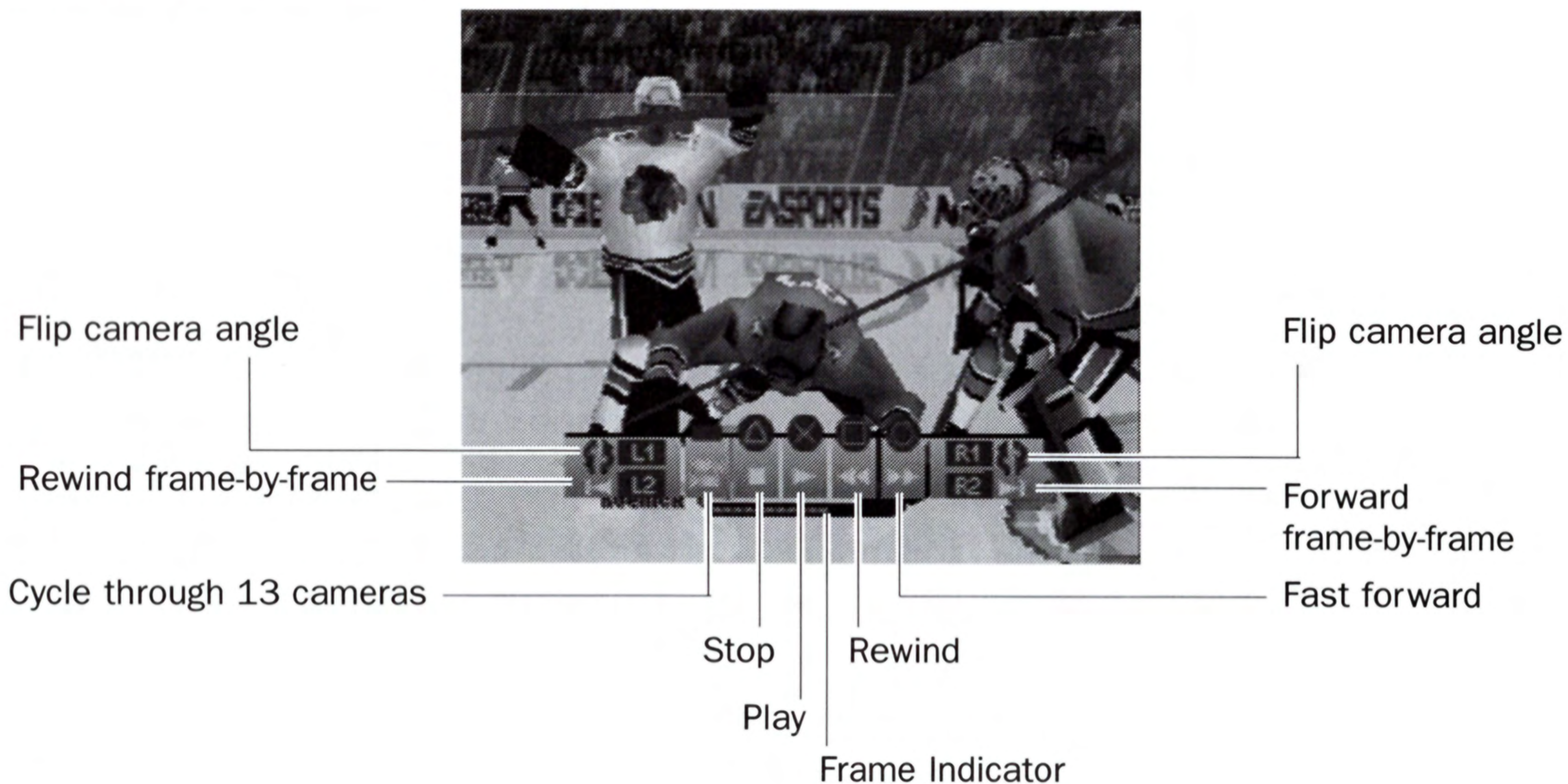
## **START/RESUME/QUIT GAME**

- |                    |   |
|--------------------|---|
| <b>START GAME</b>  | Players take their positions at center ice and prepare for the opening faceoff. |
| <b>RESUME GAME</b> | Return to the game in progress.   |
| <b>QUIT GAME</b>   | Return to the Play Mode menu.   |

## **GAME STATS**

See how the teams performed head-to-head in 16 stat categories.

## INSTANT REPLAY



- To follow a single player throughout the play, D-Button to place the focus box over him, then start the replay.
- To return to the Pause menu, press **START**.

## PLAYER STATS

Compare the players' game stats in five skater and four goalie categories.

- To toggle teams, D-Button ↔.
- To scroll the roster, D-Button ↑↓.



## EDIT LINES

You can edit your team's lines to test the chemistry of different players skating together, or to give your team a new look on the ice.

### *To edit lines:*

1. D-Button ↔ to select the line you want to edit.
  2. D-Button ↑ to select a player you want to replace, then press ●. The roster appears.
  3. D-Button ↓ to select the player you want to insert in the line, then press ●. The line appears with the change.
- To exit the roster without making the change, press ▲.
4. Repeat until you are satisfied with your lines, then press ✕ to continue. The Pause menu appears.
- When playing with Line Changes OFF, you can only edit your Score 1 line.

## SCORE SUMMARY

Review the game situations surrounding each goal: Period, Time, Player, Goal/Assist, and PPG/SH (Power Play or Short Handed goal).

- To toggle teams, D-Button ↔.
- To scroll the score summary list, D-Button ↑.

## CAMERAS

Play from one of eight different camera angles, or from the reverse angle.

## PENALTY SUMMARY

Take a look back at the penalties called during the match.

- To toggle teams, D-Button ↔.
- To scroll the penalty summary list, D-Button ↑↓.

## CHANGE GOALIE

Change your starting goalie, bring in a replacement during the game, or choose NO GOALIE to make room on the ice for an extra skater.

## PERIOD STATS

Check the number of shots and goals by period.

## GOALIE CONTROL

Switch between AUTO and MANUAL controlled goalies during the game.

## TEAM ROSTER

Compare the players and goalies from each team by *NHL 97* skill ratings.

## CONFIG CONTROLLER

If you're not comfortable with the default gameplay controls, you can choose from three other options.

- Gameplay controls for each of the four configuration options are listed in the *Command Summary* on p. 3.

## RECORD HOLDERS

The Record Holders screen displays the User Records leaders.

- To view additional statistics, D-Button ↔.





## TIMEOUT

You can call timeouts only during a stoppage of play. Timeouts restore the energy levels of every skater on both teams, but teams are limited to just one timeout per game.

- When playing with Line Changes OFF players do not lose energy, so timeouts have no effect on the game.

## ABORT GAME

Quit the game in progress and return to the Play Mode menu.

# GRASPING THE FUNDAMENTALS

*NHL 97* features all the moves, shots, saves, blocks, and checks of the National Hockey League. Master these fundamentals of the sport, and you'll dominate the game and triumph over your opponents.

**NOTE:** While you can choose from four controller configurations during gameplay, only the defaults are described in the following section. For Config A, B, and C equivalents, check the *Command Summary* on p. 3.

## FACEOFFS

A typical NHL game may have 80 or more faceoffs, so you'd better believe it's an important aspect of the game. The more faceoffs you can win for your team, the more time you'll spend controlling the puck—resulting in more chances to score.

- To take the draw, press the D-Button in the direction of a teammate you want to scoop the puck to, then press **X** when the puck hits the ice.

## SKATING

It's not easy to make tight corners and quick stops on ice. You'll have to get a feel for the slickness of the surface and learn to adjust quickly when the direction of the action changes. Just about the only thing you won't have to do is sharpen your blades between games.

- To skate, D-Button in the direction you want to go.
- To control the skater closest to the puck, press ✕.
- To get a burst of speed, press ●.
- To make a quick stop, press **R1**.

### *On defense:*

- To drop to the ice to block a shot, press **L1**.

## STICKHANDLING AND PASSING

Open passing routes are a rare occurrence, but passing the puck is still the most efficient way to advance up ice. Be patient and keep aware of passing lanes as they develop. Once you spot an opening, execute swiftly and accurately.

- To execute a Signature move or a Spin-o-Rama, hold the D-Button, and press **L1**.

**NOTE:** *NHL 97* features Signature moves by 65 NHL stars. Those NHL players who do not perform Signature moves substitute the Spin-o-Rama.

- To pass, press the D-Button in the direction of the teammate you want to pass to, then press and release ✕.
- For a give and go, press the D-Button in the direction of the teammate you want to pass to, then press and hold ✕. When the pass is complete, press ✕ again. The puck is passed back to you.



- For a one-timer pass, press the D-Button in the direction of the teammate you want to pass to, then press and release **✕**. Before the pass is complete, press and release **✕** again, along with a direction toward another teammate. The pass is deflected to the next recipient.
- To initiate a drop pass, press **R2**.

### ***In your zone or neutral ice:***

- To dump the puck into your opponent's zone, tap **■**.

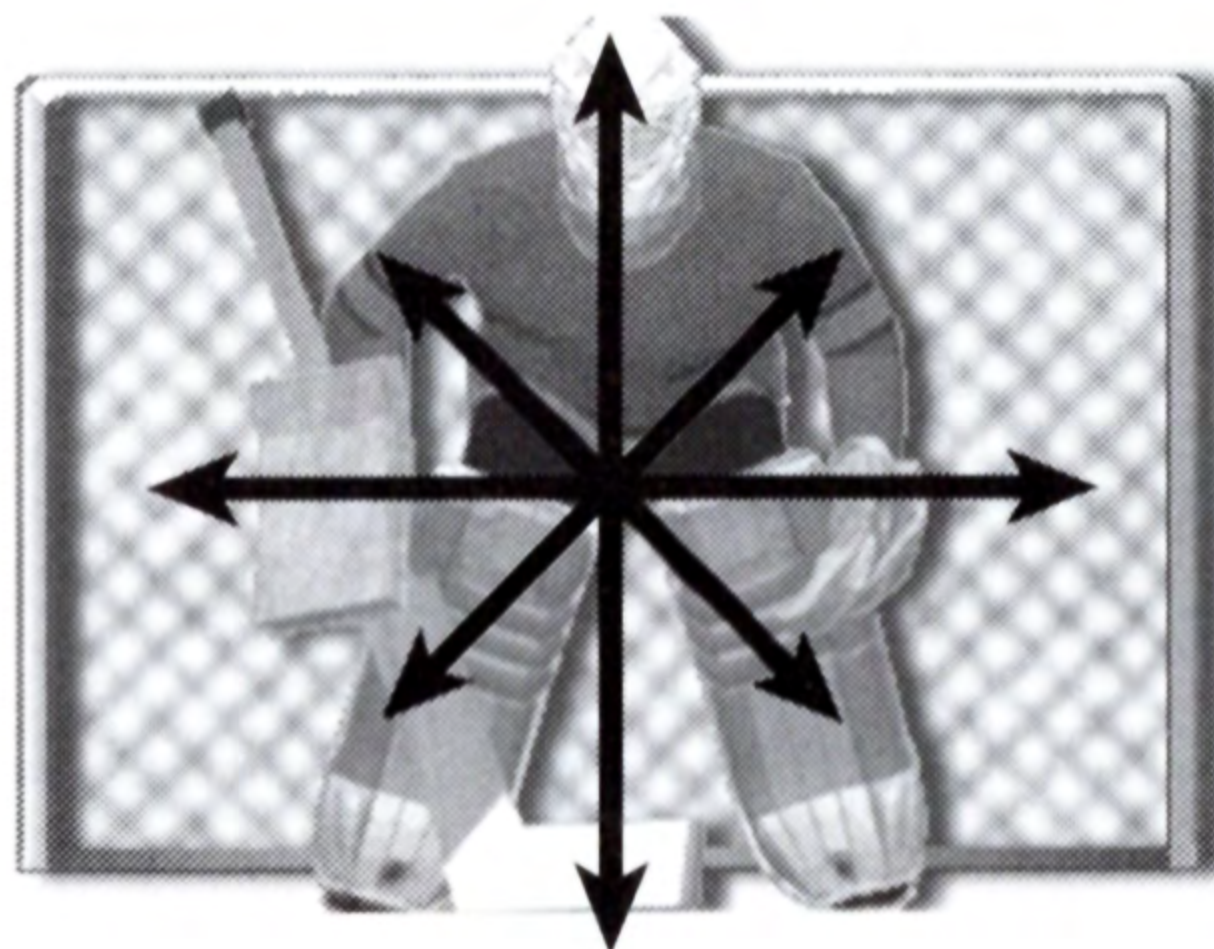
## **CHECKING**

The key to checking is the angle you maintain in relation to your opponent. When attempting a body check, make sure you're in correct position—forcing an opponent to the boards with a hard check is perhaps the best way to cause key turnovers, while a missed check will take you out of the play completely.

- To control the player closest to the puck, press **✕**.
- To poke check, press **✕** when you're closest to the puck.
- To body check, press **●** when your player is in position to make contact with an opponent.
- To hook or hold, press **■**.
- For a hip check or board check, D-Button toward an opponent, then press **R2**.

## **SHOOTING**

Shoot early and often—slap shots from the point, one timers from the slot, etc. In most cases a hard shot will rebound off the goalie, creating another, better scoring opportunity.



When shooting, press the D-Button to aim for an open area of the net.

- To take a slap shot, hold ●. (The longer you hold ●, the harder the shot.)
- For a one-timer shot, press and release ✕. Before the pass is complete, press and release ●. The pass recipient fires off a wicked slap shot.
- To fake a shot, tap ■ while in the Attack zone.
- Shots are automatically directed toward your opponent's goal, but you must use your controller to aim for a corner or an open area of the net.

## GOALTENDING

It's been called the most demanding position in team sports, but you're welcome to try your hand at it. You must have the Goalie Controls option set to MANUAL CONTROL in order to attempt saves. If you don't, the goalie automatically polices the crease.

- To take control of your goaltender, press ▲.
- To give up goalie control, press the ✕ to assume control of the player nearest the puck.
- To attempt a save, press ●.



- To dive, press ■ + D-Button.
- To Poke Check, press ▲ when closest to puck.

***To clear the puck after a save (manual or auto controlled goalies):***

- To flip the puck out of your zone, press ■.
- To pass to a teammate or to send the puck out along the boards, press ✕ + D-Button.

—Or—

- To draw a faceoff, don't press any buttons.

## **LINE CHANGING (LINE CHANGES ON)**

Each period begins with all lines at 100% energy, but energy levels decrease as the period draws on. As your current line becomes fatigued, its energy bar in the Line Change menu gets shorter. It's crucial to track the condition of all your lines and change them before your players tire out.

***To change lines before a faceoff:***

- Press ■, ▲, or ● to select the corresponding line from the Line Change menu.

***To change lines "on the fly":***

1. You can quickly change lines by pressing **L2**. The Line Change menu appears.
  2. Press ■, ▲, or ● to select the corresponding line from the Line Change menu.
- In power play and penalty killing situations, you only have two lines from which to choose.

## **FIGHTING (FIGHTING ON)**

When a player with a high Aggressiveness rating puts a big hit on another aggressive player, there's a chance they'll fight.

Fighting can be avoided. If you choose not to drop your gloves, the ref intervenes and calls Roughing penalties on both parties.

***When an opponent squares-off against you:***

- To send an uppercut to the head, press ●.
- To throw a hook to the body, press ✕.
- To grab your opponent, press ■.
- To pull your opponent's jersey, press L1.
- To block a punch or break away from a grab, press ▲.
- To skate forward and back, D-Button ↔.

## ENTERING A SEASON

Take any team through a full 84-game NHL Season. *NHL 97* compiles win/loss/tie records, point totals, and statistics throughout the Season.

## NEW SEASON MENU

### Team Select

Choose your team from the 26 NHL squads. As you cycle through your choices, skill rankings appear to help you make your decision.

- To select a team, D-Button ↔ to cycle through teams, then press ✕ to continue. The Saving Options menu appears.

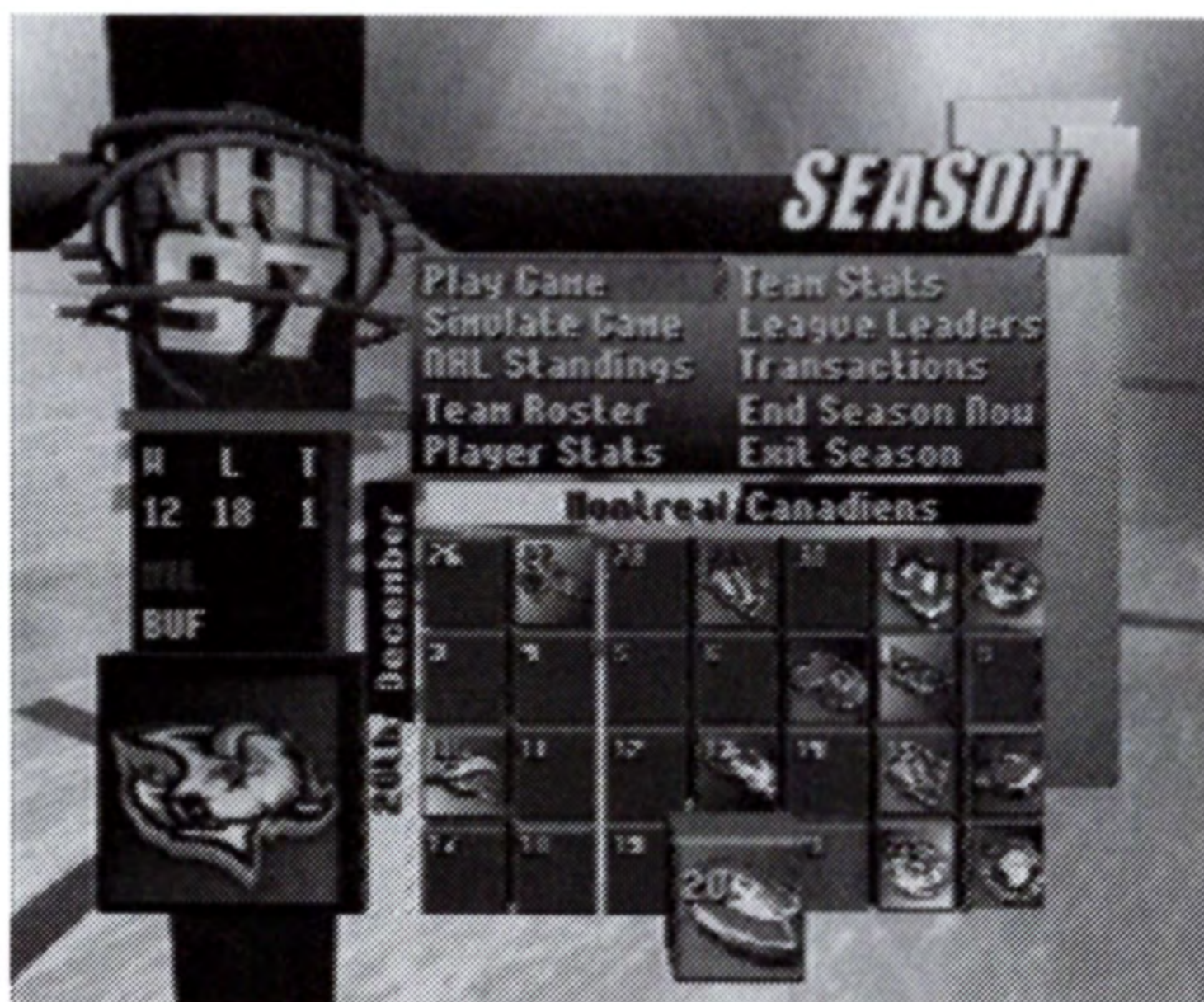
### Saving Options

Choose the memory slot to which you want to save your Season. The Season screen appears.

- To select a memory slot D-Button ↑ to highlight it, then press ✕.
- If you don't have a PlayStation memory card, select CONTINUE W/O SAVING.
- Your Season is saved automatically when you exit a Season.

## SEASON SCREEN

Set up the games you want to play, simulate those you don't, keep tabs on the numbers as they come in, and make player transactions.



To activate the calendar, press ●; to regain control of the menu, press ✕.

### Play Game

Begin your team's next scheduled Season game.

- Set up Season games in the same manner as Exhibition games. (See *Playing NHL 97* on p. 7.)

### Simulate Game

You can simulate games one-by-one or up to a specified date. Realistic scores, stats, and standings are generated for every team.

- To simulate a game, D-Button to the game you want to simulate, then choose SIMULATE GAME.
- Any unplayed games preceding the selected game are simulated in order.

## NHL Standings

Check win/loss/tie records and point totals for every team. As your Season approaches the homestretch, find out who's headed for the Playoffs.

## Team Roster

See how your players stack up against one another and the rest of the league with 1995–96 stats and *NHL 97* player ratings.

## Player Stats

*NHL 97* compiles and saves game stats for every player in the league throughout the entire Season.

## Team Stats

Tracks every team in 14 categories.

- To cycle through teams, D-Button ↔.
- To scroll the list of team stats, D-Button ↑↓.

## League Leaders

Find out who the league leaders are in seven skill categories.

## Transactions

Trade, release, create, and sign players to maintain your team's competitive edge. (See *Transactions*, p. 26.)

## End Season Now

Bypass the remainder of your regular games, and advance to the first round of the Playoffs.

- Playoff berths are awarded to the top eight teams in each conference at the time you select END SEASON NOW.





## Exit Season

Return to the Play Mode menu. The Season is saved to the last completed game and labeled by your team's name and record.

**NOTE:** Exiting automatically saves your Season.

## MAKING THE PLAYOFFS

The top eight teams from each conference earn the right to appear in the Playoff tournament.

- If you earned a Playoff spot, choose BEGIN PLAYOFFS to set up your first Playoff game.
- If you did not gain a slot, BEGIN PLAYOFFS takes you directly to the Stanley Cup celebration.

**NOTE:** Once a team advances to the Playoffs it can't make any further transactions.

## THE PLAYOFFS

You can play in the authentic Best-of-7 series mode, or choose a single-elimination format for a shorter path to the Stanley Cup.

**NOTE:** When you advance to the Playoffs from a Season, the Playoff format is always Best-of-7.

## NEW PLAYOFFS MENU

### Team Select

Choose the team you want to take through the Stanley Cup Playoffs.

- To select a team, D-Button ↔ to cycle through teams, then press ✕ to continue. The Saving Options menu appears.

**NOTE:** When the team you select is eliminated, the tournament is over.

## Saving Options

Choose the memory slot to which you want to save your Playoff. The Playoff tree appears.

- To select a memory slot D-Button  $\updownarrow$  to highlight it, then press  $\times$ .
- If you don't have a PlayStation memory card, select CONTINUE W/O SAVING.
- Your Playoff is automatically saved when you exit a Playoff by pressing  $\blacktriangle$  from the Playoff Tree.

## PLAYOFF TREE

The Playoff Tree displays the tournament match-ups from the first round to the Stanley Cup finals.



To view the entire tree, D-Button in any direction.

- To begin your first game, press  $\times$ . The Game Setup menu appears.
- Set up Playoff games just like Exhibition games. (See *Playing NHL 97* on p. 7.)



## PAUSE MENU

PLAYOFF STATS appears in the Pause menu only during Playoff games and is described below. For a complete explanation of all additional Pause menu options, see *Pause Menu* on p. 11.

## PLAYOFF STATS

Keep tabs on your players' cumulative Playoff stats.

## CONTINUING A SAVED SEASON OR PLAYOFF

### ***To resume a Season:***

1. Choose CONT. SEASON from the Play Mode menu. A list of Seasons currently saved to the inserted memory card appears.
2. Highlight the Season you want to continue, then press **✕**. The Season screen for that Season appears.

### ***To resume a Playoff tournament:***

1. Choose CONT. SEASON from the Play Mode menu. A list of Playoffs currently saved to the inserted memory card appears.
2. Highlight the Playoff you want to continue, then press **✕**. The Playoff tree for that Playoff appears.

## SHOOTOUT

Practice your penalty shot technique by facing opposing goalies in real penalty shot situations.

## PAUSE MENU

START SHOOTOUT and SHOOTOUT SETUP appear in the Pause menu only in Shootout mode and are described below. For a complete explanation of all additional Pause menu options, see *Pause Menu* on p. 11.

### START SHOOTOUT

Skate onto the ice for Round 1 of the Shootout.

### SHOOTOUT SETUP

Substitute players in your starting line-up or change the order of your six shooters.

## TRANSACTIONS

Transactions made from the Main menu are lost if you exit out of New Season mode.

### ***The following rules apply to all transactions:***

- Each team's roster may carry a maximum of 27 players with no more than three goalies.
- Each team's roster must carry a minimum of 20 players, including two goalies.

**NOTE:** If a team involved in a transaction already carries a full roster, you'll have to release players before making multiple-player trades and signing free agents.

## TRADE PLAYERS

You can include multiple players per team in a single transaction.

### ***To trade players:***

1. D-Button ↔ to select the team from which you want to trade a player, then D-Button ↑ to highlight the player you want to trade and press ● to select.



2. Press ■ to activate the other team.
3. D-Button ↔ to select the team from which you want to trade a player, then D-Button ↑ to highlight the player you want to trade and press ● to select.
4. If the trade is accepted by both teams, the players switch places. If a team rejects the trade, you can choose to accept the decision or over rule it.
5. Repeat until you are satisfied with your roster, then press ✕ to continue. The Transactions menu appears.

## CREATE PLAYERS

You can create up to 24 new players (12 in Exhibition or Playoff mode and 12 in Season mode) and add them to the Free Agent pool.

### *To create players:*

1. D-Button ↑ to highlight a player slot, and press ✕ to select. The Player Name screen appears.
2. D-Button ← to move the cursor to the first character.
3. D-Button ↑ to select the first letter in your player's first name, then D-Button → to move to the next character.
4. Repeat until your player's first name is complete, then press ✕ to activate your new player's last name.
5. Enter your player's last name in the same manner as his first name, then press ✕. The Vital Stats options appear.
6. D-Button ↑ to highlight a stat option, D-Button ↔ to cycle through choices, then press ✕ to accept. The Player Ratings appear.
7. D-Button ↑ to highlight a rating option, D-Button ↔ to add or subtract rating points, then press ✕ to accept. The player is added to the Free Agent pool, and the Transactions menu appears.

## SIGN FREE AGENTS

The Free Agent pool is made up of all unassigned players—newly created players and those existing players who have been released from their teams.

### *To sign free agents:*

1. D-Button ↔ to select the team to which you want to add a player, then D-Button ↓ to highlight the player you want to sign and press ✖ to select.
  2. If the addition does not break any roster rules, the player is immediately added to the team's roster.
- When a newly created player is signed to a team, you can not edit his ratings. If you want to edit his ratings, you must release him back to the Free Agent pool.

## RELEASE PLAYER

Release players from your team's roster to make room for free agents with better skills and ratings.

### *To release players:*

1. D-Button ↔ to select the team from which you want to release a player, then D-Button ↓ to highlight the player you want to drop and press ✖ to select.
2. If the release does not break any roster rules, the player immediately disappears from the roster and appears in the Free Agent pool.

## RESET ROSTERS

Reverse any player transactions you've made and return all *NHL 97* players to their original rosters.



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