Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and are not guaranteed to meet our standards of excellence in workmanship, reliability and most of all, entertainment value.

Thank you for selecting the Nintendo Entertainment System® Ice Hockey Pak.

OBJECT OF THE GAME/GAME DESCRIPTION
Ice hockey is hard hitting, fast-action competition. Each team tries to put the puck into its opponent's goal. A game consists of three periods, and the team with the most points at the end of the game wins. When the score is tied at the end of the three periods, the game is decided with penalty shots. If the score is still tied following the penalty shots, the game goes into overtime without goalkeepers.

At the start of the game, and at the start of each period, one player from each team goes to the center of the rink for a “face-off.” From there on out, it's non-stop mayhem on the ice, a battle to the end. Will you be the champion?

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

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1. PRECAUTIONS
1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS
Controller 1/Controller 2
Controller 1 — for 1 Player Game
Controller 2 — for second player in 2 Player Game

3. GAME SELECTION
GAME MENU
Press the START button during the demonstration to display the game menu. Then use the control pad or the SELECT button to select a 1 player game (you against the computer) or a 2 player game, and press the START button to begin.

Game menu

SELECTIONS
Use the control pad to choose from the following six countries for your team and your opponent’s team: USA (United States), SWE (Sweden), POL (Poland), CAN (Canada), URS (Soviet Union), TSH (Czechoslovakia).

TEAM
1 Player Game (1): Your team
2 Player Game (1): 1st player

SPEED
Use the control pad to select the game speed, from 1 to 5, with 1 being the slowest and 5 the fastest.

TIME
Use the control pad to select the time for each period of play, from 7, 10, or 15 minutes.

After selecting the TEAM, SPEED, and TIME, press the START button.
LINE UP
Here, you pick your team's formation by selecting the physical features of your four players. Each time you press the A button, the physical features change for the player with the flashing number. Use the control pad to move the cursor from player to player. Thin players, ordinary players, and stocky players each have their own playing traits. Think carefully about the team formation you want.

A button: Press to select physical features.
Control pad: Press to shift flashing cursor position.

Once you've decided on your team's formation, move the cursor to the END mark and press the A button. After your opponent does the same and also presses the A button at the lighted END mark, play begins.

4. HOW TO PLAY

FACE-OFF
Select the formation you want for each face-off. Players 1 and 3 specialize mainly in defense, and players 2 and 4 specialize in offense. Player 1 moves to the center spot to take the face-off.
You can exchange players 2 and 4 by pressing the control pad up or down, and players 1 and 3 by pressing the control pad left or right. When play begins, the players that are flashing can be controlled directly.

PAUSE
If you wish to interrupt play in the middle of a game, press the START button. Press the START button again when you wish to continue the game.
GAME SCREENS

- National flags for each team
- Penalty box
- Score
- Remaining time
- Referee crease
- Blue center line
- Center face-off spot and circle
- Face-off spot
- Red line
- Goal line
- Goal crease
- End face-off spot and circle
- Attacking (defending) zone
- Neutral zone

CONTROLLER OPERATION

[OFFENSE]

- Player movements and direction of passes and shots
- Shooting (shooting strength determined by length of time pressed)

[DEFENSE]

- Player and goalkeeper movements
- Changing movable flashing players (switching to the player nearest the puck)
- Strengthening defense in front of the goal

- Attacking (body checking) and puck battles

Passes and puck battles
B BUTTON PLAYING TECHNIQUES

<table>
<thead>
<tr>
<th></th>
<th>Description</th>
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<tbody>
<tr>
<td>Shooting</td>
<td>Shoot by pressing and holding the B button for a period of time, then releasing it. The shot speed varies according to the length of time the button is held.</td>
</tr>
<tr>
<td>Fake Shot</td>
<td>When the B button is quickly and lightly pressed, the player takes a shooting pose but does not shoot.</td>
</tr>
<tr>
<td>Player Changing</td>
<td>This lets you change the flashing player (the movable player) to one nearest the puck.</td>
</tr>
<tr>
<td>Strengthening</td>
<td>When the B button is pressed continuously, the players gather in front of the goal to strengthen defense.</td>
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</tbody>
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**RULES OF THE ICE**

**< Icing the Puck >**
When one team shoots the puck from a position behind the blue centerline past the opposing team's goal line and an opposing player other than the goalie is the first one to touch it, the play is interrupted and “Icing” is called. The puck is then returned to the defending zone of the team responsible for the icing for a face-off. Icing is not called when the puck goes straight across the goal crease or when the opposing team has lost players due to penalties and thus has fewer players than the other team.

**Moving from the Fight Mode to a Power Play**
Players battle for the puck by repeatedly pressing the A button. If the battle takes too long, though, the surrounding players crowd in and start fighting. When this happens, a player from one of the teams is given a penalty and put in the penalty box for a set period of time. An attack by the team with more players is then called a power play. Please note, though, that whereas pressing the A button repeatedly makes it easier to capture the puck and also makes it more difficult to be penalized, the team that starts the puck battle is more frequently subject to unfavorable referee decisions.
Selecting Your Opponent’s Team Formation
If you defeat all of the challenging countries at speed 5, you are given the ability to change the members of your opponent’s team on the LINE UP screen.

Perfect Your Flip-shooting!
When you’ve stored up enough power with the B button, you’ll be ready to flip-shoot. This technique lets you “flip” pucks right through the sticks of approaching opponents.

COMPLIANCE WITH FCC REGULATIONS
This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer’s instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio—TV Interference Problems.

MEMO

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If it is defective by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling 1-800-458-2662. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the PAK is defective, return it to your point of purchase with your sales slip and this warranty card.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo Service Representative is unable to solve the problem by phone, you may be advised of the approximate cost for Nintendo to repair or replace the PAK and may provide you with a Return Authorization number.

You may then return the defective PAK and the return defective merchandise, freight prepaid and insured, to Nintendo and enclose a money order payable to Nintendo of America Inc. for the cost specified.

If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:

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