

NHL 99 FAQ

by Chaos Demon

Updated to v0.01 on Nov 1, 2001

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NHL '99 (N64)
FAQ/Strategy Guide
Written by: ChaosDemon(vampiro_07@hotmail.com)
Version: 0.01
Last Revised: 2K1/11/01
Lastest Revisions of this FAQ can always be found at:
<http://www.gamefaqs.com> -
<https://www.neoseeker.com>
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Legal
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Now with all that out of the way, let's get on with the Version History! :P

Version History

2K1/11/01 5:19 PM

2K1/10/29 4:12 PM PST - Added Intro to game, and most of the Offense strategy although it isn't really like strategy.

2K1/10/28 5:01 PM PST - The beginning of a new era.

An Introduction to the game

This is a review taken off GameFAQs...

Intro

To be quite honest with you, I love hockey. I mean, I really love hockey. I probably love this sport as much as I love Formula 1. The funny thing is that most Non-Canadians don't appreciate the sport as much as we do. I know that hockey games are successful but I imagine that they don't produce half of the money that big time American sports like Basketball, Football and Baseball do.

Graphics 10/10

The game menus are nicely presented in hi resolution. All of the set up presentations are top notch. The front end of this game is really A+. During the gameplay the best part of the graphics has to be the outstanding animations of the goalies. Their outstanding glove hands, splits dives and blocker saves are wicked! Really great work on the goalies. The player animations seem realistic but they are definately repetitive. The twirling player gets a little stale after a while. It's too bad that you can't customize your camera angles zoom because there are some great angles in the game. I just wish that they were a little closer or a little farther back. EA certainly knows ice. The textures that they use as the ice begins to wear looks great. I'd say the work on the ice resembles the excellent work done on the court in NBA Courtside. Great stuff.

The stadiums look good and the crowd does as well. On the ice it's easy to follow the puck. It's cool how the players that wear a visor are represented with one. Even better is the pretty decent fighting engine that EA put into the game. What would hockey be without fighting?

Sound 10/10

Really good work on the music during the menu screens. Top notch stuff. The in game organ reminds me of the pee wee games I had as a youngster. Sniff, those were the days. All of the skate sounds and slapshots sound effects are spot on too.

You know what stops this game from being great? I mean, it really ruins the entire game!! Here's an example: 'Freight train coming through CHOO! CHOO!' Let me get this off my chest now. Bill Clement you suck as an announcer and you single handedly ruined an above average game. This guy's announcing belongs in a half serious arcade game. It does not belong in the most storied franchise in video hockey history. What's really sad is that as much as this guy sucks there isn't a lot of him either. So the stupid lines that he rifles off keep repeating! I was waiting for EA to drop the ball and this is it. Compared to the commentary in ASB 99 this game's commentary sucks. EA Canada should have consulted CBC for some world class commentary in BOB COLE and HARRY NEIL.

Play Control 9/10

Apparently EA CANADA wanted to capture the speed of hockey. They've done that a little to well. The game plays a little too fast in that there are way too many odd man rushes. It's almost like they went to a European rather than North American model of the game. I like the fast action and the on the fly strategies. However, I have yet to come across a game that captures the fluid motion of hockey yet. EA is getting really close though. I thought NHL 97 for the PC was really good. While the skating physics in this game are good maybe sometimes you have to cheat a little for the sake of making a video game. I think that the movement of the players is a little too realistic and disjointed in that you can't fully control the players. They seem to veer off where you don't want them to. But it's nice that they added the 180 spin and all of that. The power meter on the shot is a real nice touch too.

The hallmark of EA sports is their AI. Other players on your team know not to go off side and respond well to the offensive or defensive strategy that you're running. Good work on the AI here. BUT. And this is a major BUT. The goalies stun you with incredible saves and wicked glove hands and sometimes (more often then should be) a long clear in or a bounce of the boards goes in. C'mon EA this sucks. I can see why they did this too. Just so they can say 'Improved Goalie AI' on the box next year. This ruins the strongest part of the game, the goaltenders.

Multiplayer 8/10

see above

Final 10/10

This is a good game. At this current moment it is the best hockey game for the system. However if Acclaim were to make Breakaway 99 look and play like All Star Baseball, Acclaim would win the hockey war like they won the football war. I think that this is a solid title with some problems. Aside from the 'money shots' that the goalies let in, the audio commentary is damn terrible disgusting noise. Bottom Line: Hockey is the coolest game on Earth. Unfortunately for 64 fans Acclaims game is too slow and EA's game is too fast. If my sources are correct Konami's Blades of Steely 64 next year will be JUST RIGHT. If you can't wait to see what Konami comes up with then give this bird a flight. It's worth the low price EA is asking.

-Brian, Brian's Score 10/10

Default Controls

Offensive Controls (With puck)

A button: Pass
B button: Shoot
Control Stick: Skate
C-left: Offensive Strategy
C-right: Defensive Strategy
C-down: Speed Burst/Body Check
C-up: Line Change
Z button: Spin-o-rama
L button: Spin-o-rama
R button: Gain control of goalie
B+A: Fake shot(Deke)

Defensive Controls(Without puck)

A button: Switch players
B: Hook(from behind)/Hit(infront)
C-left: Offensive Strategy
C-right: Defensive Strategy
C-down: Speed Burst/Body Check
C-up: Line Change
Z button: Turn to face attackers
L button: Turn to face attackers
R button: Gain control of goalie

Offense

Offense is where NHL '99 really gets fun, this is where most of the action takes place and it happens when one of your players are touching the puck. I've included a lot ways to help you score.

Winners Pass

When playing NHL 99, it's important that you know when to pass and when to not pass. When to pass: the perfect time to pass is either you're getting hounded like you're holding a million dollars. By this I mean, everybody playing hockey is fighting for the puck for their team, and when you have the puck...you know what happens. So, what do you do when you're getting attacked by big heavy defenders like Tie Domi? You pass! Pass it to anyone that either can accept the pass without being checked or just anyone you see fit. You can also dump into the opponents' zone and then charge in after the puck again to gain possesesion of the puck again.

When NOT to pass: Passing is always...a good thing to do, but maybe it isn't, take this example for...example. You're caring in the puck with Pavel Bure, and then you look infront of you, it's Scott Stevens waiting for you. Then you think "it's time to pass" you look to your right and you see Markus Naslund guarded by Bobby Holik. Then you turn to your left...you see Ed Jovanoski and no one's guarding him! Thats the way to pass right? So, you pass, then suddenly your pass was intercepted by...Brendan Morrison, and, he scores! The mistake here was Brendan Morrison was just a couple steps away and he was anticipating the pass all along. So look out for players who aren't "doing" anything.

One timers = Goals

Although I don't guarntee each one timer you hit will score you a goal, I do 61% of the time. This may sound like a load of horse feathers, but it's true, one timers are VERY fast and usaully you barely see where the puck goes. If you really want to see a strong one timer, try passing it to Rob Blake. To

perform a one-timer, pass a puck you one your wings or defensemen, then press be just before it gets to the player you're passing it to. He will perform a quick shot to the goal, but it will miss 4% of the time. Here's a little bit of strategy to get you on the 'winning side': Bring the puck in from the centre, [you, not the player] stop and look at your left and right for a left or right wing to pass it to as you move into the opposition zone, move in to the outside slot and pass it to the right or left then shoot. The goaltender will have to cover a lot of the net and he may not get to the shot in time.

Take a good look when shooting

When you bring it into the opposition zone, you might not want to just throw the puck at the goaltender and hope for a rebound to come out and then charge the goal with everything you've got. Thankfully, there's other things you can turn to. When bringing in the puck, stop somewhere and look around for one of your wingers open. If you find one, pass it to him and maybe take a good shot with an open winger. The best way to do this is wait for one player to come up and attempt to strip you of the puck and keep it long enough until back-up comes. There is someone on your team guaranteed to be open, and that's the player you want to pass it to.

Set up in the zone

[This one thanks to IGN Guides]

If you can consistently set up your offense in your opponent's zone, you will score a lot of goals. The idea is to keep your centre and both wings in a semi-circle in front of the goal. The two defenders will camp out near the blue line. Keep the puck moving quickly with sharp passes that avoid lunging defensemen. This requires discipline and good timing. Move the puck to one of the wings flanking the goal, then work in a loose circle. Pass back to the defender, over to the other, then down to the other forward. Pass across to the center for a one-timer. Then, collect the rebound and try anew. This much puck movement (as long as it's controlled) will destroy your opposition. Make them pay for overpursuit.

Dumping in the puck in helps you

If you're not such a good puck handler and you can pull off those sharp skating moves, luckily for you, there's another way to charge the goal. Simply pass around up to the blue line and shoot it in! Then with all your players, charge in for the puck. This is risky sometimes, but it helps if you're one of those bad stick handlers. There's also another beneficial point to this tactic, if you like using just one player, tell the puck handler to shoot it (this can be done with rapid pressing of B) then charge right in and grab the puck.

Breakaway tactics

I know, I know, a lot of you right now are thinking: "Why do we need help on making breakaways, they're the easiest way to score!?" Yes, that's true, but you most likely only get one or so opportunities, and if you miss scoring the your first chance, then you might not get another. Luckily, you have a decent amount of time to think, it helps even more if you're using someone like Pavel Bure (fast skater) you can go five-hole or go glove side or here's one of my tactics. If you're shooter is shooting left, bring it down the left side of the ice, then hold B and hold A (while still holding B) and this will perform a nice deke on the goaltender once you've done that, just let go of A and press B to perform a beautiful goal(if you're shooter is shooting right just do everything opposite.)

Odd-man rushes

Ahh...yes...one of the most dangerous plays in the history of hockey today. An odd-man rush is when the puck holder charges into the zone with a winger and there's only one defenseman, causing a 2-on-1, or 2-on-0, etc... this is (in my view) the best opportunity for you to score. The defense will have to think quickly and act even quicker, either way, there's gonna be someone open. Most "D" will go after the puck handler, forcing a move, whether it's a quick shot or (most likely) pass to the open wing in the zone. Once you carry up the puck, move into the opponents' zone and hold down B, but don't shoot, instead, aim the control stick or pad to the direction of your wing, then press "A", this will one; fake out the "D" and Goalie, two; leaves your teammate even more open.

Use the whole rink

When playing NHL '99, this is one of the key things to do: use the whole rink. Move all over the place, behind the nets, your own zone, just name it, when you playing hockey, the most important thing is to have possession of the puck and keep it. Do what you have to! Pass it back if you need to and even just going back and forth.

----- Defense -----

So, you've finally scored two goals but the harder part comes now: keeping your lead. Bad plays like constantly making predictable passes will be the end of your lead pretty soon. Now let's get on!

Don't put defenders out of their place

This is VERY important, especially if you're using the MAN-TO-MAN strategy. If you take one player out of their position to double team another guy, that leaves somebody wide open and ready for a good shot. Another thing is when you're attacking, the defenders are the quarterbacks of the whole offensive picture. They keep the puck in, and do a lot of other important things. Just another example of why the don't take defense out of their place is so... important.

Do NOT pass the puck in front of your goal

If you feel like going 3-78-1 on the season, never do this, don't do it. Doing this is just assisted your opponent to an easy goal. Pass the puck along the boards instead.

When being hounded by the Offense, don't be afraid to ice the puck

If you're being attacked by a lot of attackers and attacking you at the same time, and you just don't believe that your goaltender can withstand the offense, then ice the puck! This will bring the puck back to your end, but at least the action is stopped, and you may of taken a goal back from the opponents.

Don't focus all your attention on one player

It's okay to be afraid of guys like Pavel Bure and Joe Sakic, but don't be frightened so badly that you put five checkers on them, this will leave all the other players open. Don't even double team them, if they beat your first defender, he'll have to beat four more, so just think of it that way.

Protect the middle of the goal

No matter how much I tell you, you have to listen, the middle of the goal is like, where 97% of the goals get scored. No matter what, ALWAYS leave at least one defender in front of the goal. Even better, have like four players in front of the goal and then have one player go around and fore check the others.

Defending the odd-man rush

If you are outnumbered as the offense enters your zone, they are on an odd-man rush. Always skate to the player with the puck to force the issue. Either he'll put up a weak shot or force a pass. If he does get a shot off, most of your squad will make it back by that time to help out.

Short handed Defense

[This one thanks to IGN Guides]
While the opposition is on the power play, defensive discipline is extra valuable. Make sure you clog the area in front of the goal and knock down anyone who enters this sacred realm. Don't lunge at every pass. Just attempt to stay generally in front of the play as it's happening. If you go aggressively at the puck, you could miss, opening up a clear path to the goal. Clear the puck whenever you get it, or look for an outlet pass for a counterattack. There is no penalty for icing when shorthanded.

----- Exhibition -----

Number of players: 1-4

Here's the mode where you can just get to playing without worrying about anything big happening to your team. Just to have fun with the team of your choice (both opposition and yours) you can re-arrange the batting order, change the starting rotation, and everything like that. You may also set the skill level; Rookie(easiest), Pro(little over medium), All-Star(hardest mode, it's rare to even see a more than 4 goals) are all at your finger tips. Exhibition is the basic mode for you to get down and dirty, without worrying about how well you're going to do. To me, this mode is just like a friendly practicing session. Great for beginners and veterans alike. I still play this mode sometimes, and we all know how good I am...but with practice, you, that's right, YOU might even be as good as me someday!

----- Season -----

Number of Players: 1-4

Here's my absolute favourite mode, this is where NHL '99 really shines, everything from Trading to signing a Free Agent is all at your finger tips. This is the mode where every game counts, will you win the division and advance into the playoffs or suffer the pain of being one game back of your rivaling team? That's what shoots into you and adrenaline rushes into going through your body when you play the games in the Season mode. I especially like the fact that your lineup takes it to the field that you personally created, you think, "was it really worth it to trade Curtis Joseph and Yanic Perrault for Rob Blake?" Your answer should come in the first game, the two options of: "Yes, these two will bring the team

all the way!" or will it be: "@*#\\$! how can the guys not even register one shot on the goal? And Cujo, 5 goals on 7 shots?!"

The other, or more, involving part of the season is to select DRAFT: YES and you will be able to build your team from scratch, I don't especially like this option, because sometimes I lose all the elite players to the computer. It's up to you. Remember, if you don't like the talent you see, you can always arrange for a trade, or, you can roll the dice and sign a Free Agent. There might be a chance that the Free Agent(s) might fail like heck, or they might be able to shine like gold and win MVP in your eyes.

Playoffs

Number of Players: 1-4

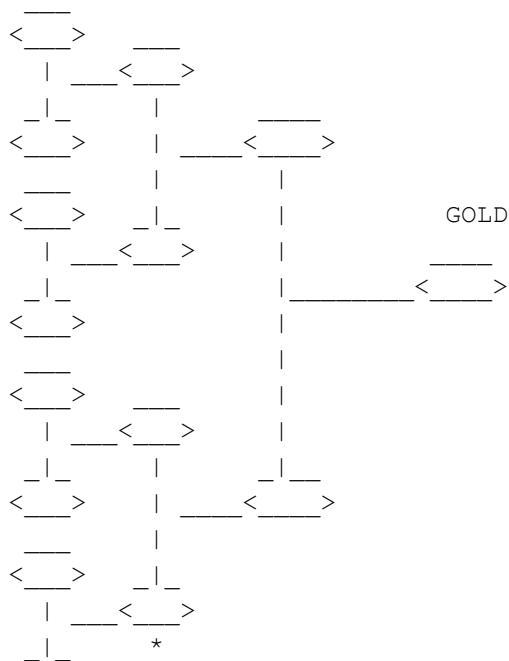
Here is the playoffs mode where all y'all like. You can't create-a-player, here(which really sucks) if you want to go for the Stanley cup and see the cup itself, you've come to the right place! To win the cup, you must defeat the computer in a best-of-7 series(which can be lowered to 5,3 and 1) if you manage to win the series, you'll win the cup. I recommend you don't go with your back-up goalie unless you have a good one. Remember, to the best of my ability, I'm going to tell you how to win. Play every shift with passion, hunt down the puck, make the big hits, get those ugly goals and play the powerplay like a pro. Remember, every shift you take and every shot taken COULD be a game breaker. Make the good passes and all those things mentioned earlier, and I'm confident that you'll come out on top. Good luck to you.

Tournament

Number of Players: 1-4

Here is another mode for basic hockey, you'll square off against any teams of your choosing to attempt to bring home the GOLD MEDAL. Prospects are in TEAM CANADA(My FAV TEAM!) and TEAM USA. Just in case you forgot, there are a lot of ways to win games. First you'll have the round robin in the basic table that looks like this: (12-or-8-teams allowed)

8-game tournament



< ___ >

*: Losers of these games play for BRONZE MEDAL

Create-a-Player

Here is a nice section for you to create a player! Very nice part of the game we got here, this makes NHL '99 even better, yep, oh, unless you can figure it out, it's for...creating a player!(BOO!!!) Hey, it's a nice gig. Here's some of the players on my Vancouver Canucks.

-CHAOS DEMON-

First Name : Chaos
Last Name : Demon
Position : Centre
Number : 51
Shoots : Left
Shot preference: Wrist
Height : 6'3
Weight : 185lbs
Visor : Yes

-MAJIN DEVIL-

First name : Majin
Last name : Devil
Position : Left Wing
Number : 21
Shot preference: Slap
Height : 6'1
Weight : 195lbs
Visor : No

-ANDREW WONG-

First Name : Andrew
Last Name : Wong
Position : Right Wing
Number : 41
Shot preference: Slap
Height : 6'4
Weight : 200lbs
Visor : No

-JACKY MAH-

First name : Jacky
Last name : Mah
Position : Right Wing
Number : 18
Shot preference: Slap
Height : 6'0
Weight : 179lbs
Visor : Yes

-JUN MA-

First Name : Jun
Last name : Ma
Position : Right Defense
Number : 50

Shot preference: Wrist
Height : 6'1
Weight : 170lbs
Visor : No

There were my elite players

Marc Crawford's Strategy

Offense

Funnel

Here is a nice strategy to generate more shots from the slot area, creating more scoring chances. You're left wing will be near the two face off circles, and you're defense, centre and right wing will try to get the puck to the left wing and take some shots away. You can easily score with the strategy, but if your opponents counters with the Box Plus 1, the Funnel's effectiveness will be taken down greatly.

Positional

Here's a tactic that I don't 100% understand, but I know if one your players get taken off play, another will take his back, but that leaves an area of the ice open for clear passes, but when attacking with this strategy, dump the puck in more often to avoid big checks.

Triangle

Here's the strategy that requires experts to use. If you're starting off, don't use this one. This is designed to overload the left side of the ice, and your offensive players attack in a triangle, and to keep this going, you must keep the cycle going.

...more coming soon.

Credits

CJayC: For posting this FAQ, and his comprehensive guide for the GRRREATTT FAQs you see from me today.

GameFAQs itself: For being there when I needed help for a game and for hosting my FAQs on the site.

Me: For writing this guide

You: For reading this guide

Contacting

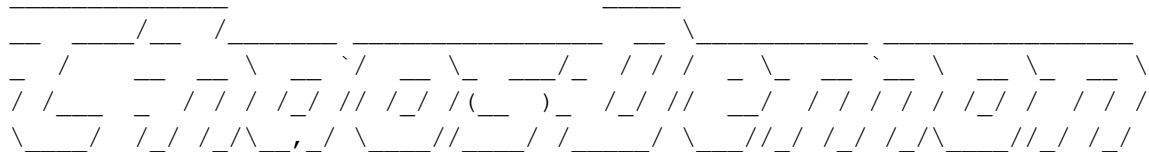
is a new section I decided to make, this clears up things for contacting. A lot of people send me hate mail after I fail to reply to their so-called "important" letter. The truth is, I determine whether your letter is an important one or not. I get a lot of email everyday, and I don't have

the time (nor the patience) to answer each of the everylast 26 emails I get. However, questions mentioned in the FAQ will NOT be answered. So, before sending in your email, make sure it's not mentioned in the FAQ, alright? With the disclaimer taken care of, here are the methods how you can contact me through.

Email: vampiro_07@hotmail.com
MSN Messenger: vampiro_07@hotmail.com
Aol Instant Messenger(AIM): ChaosDemon007

If you didn't read this section, make sure you do. :P

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Just another FAQ brought to you by...



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