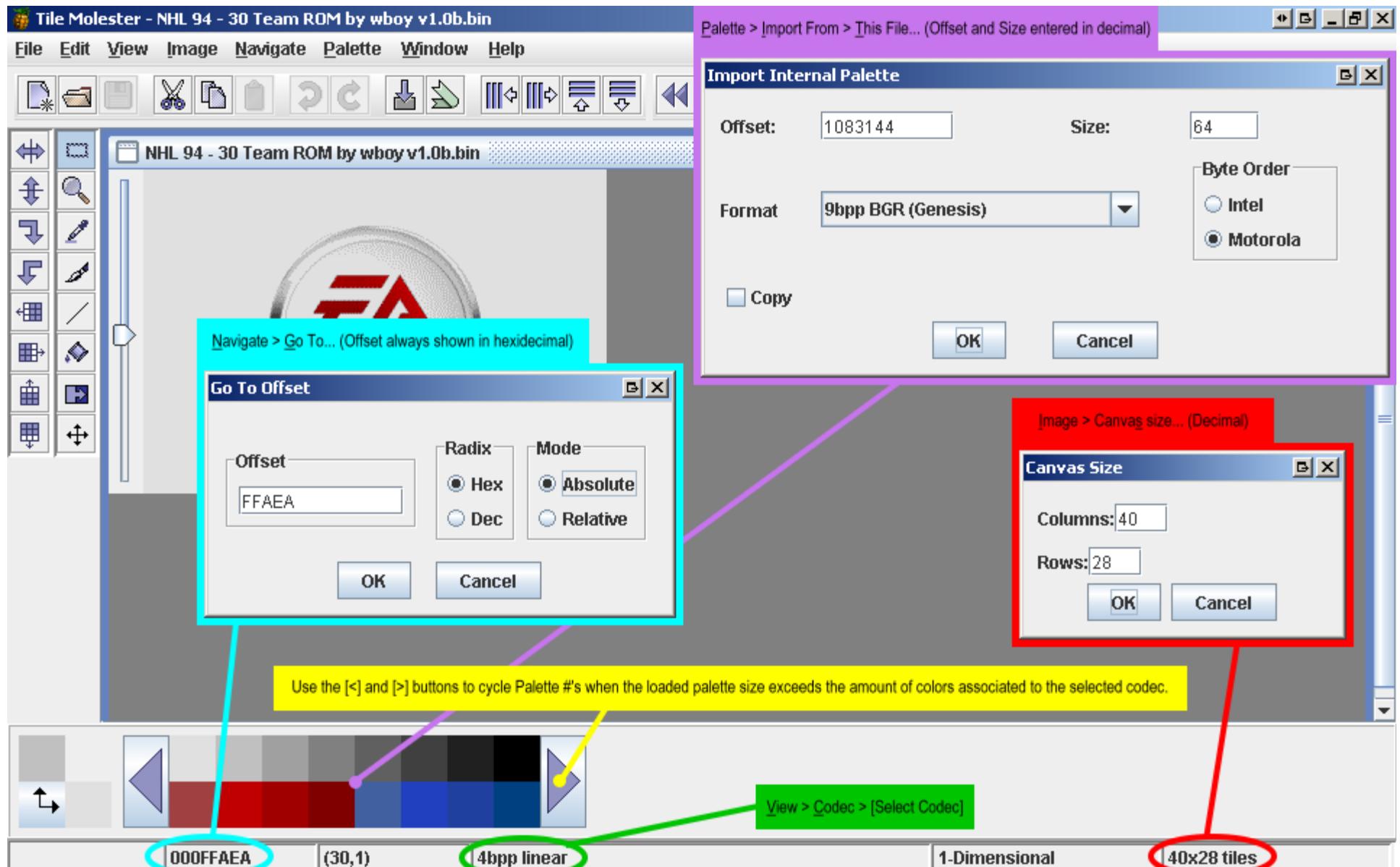
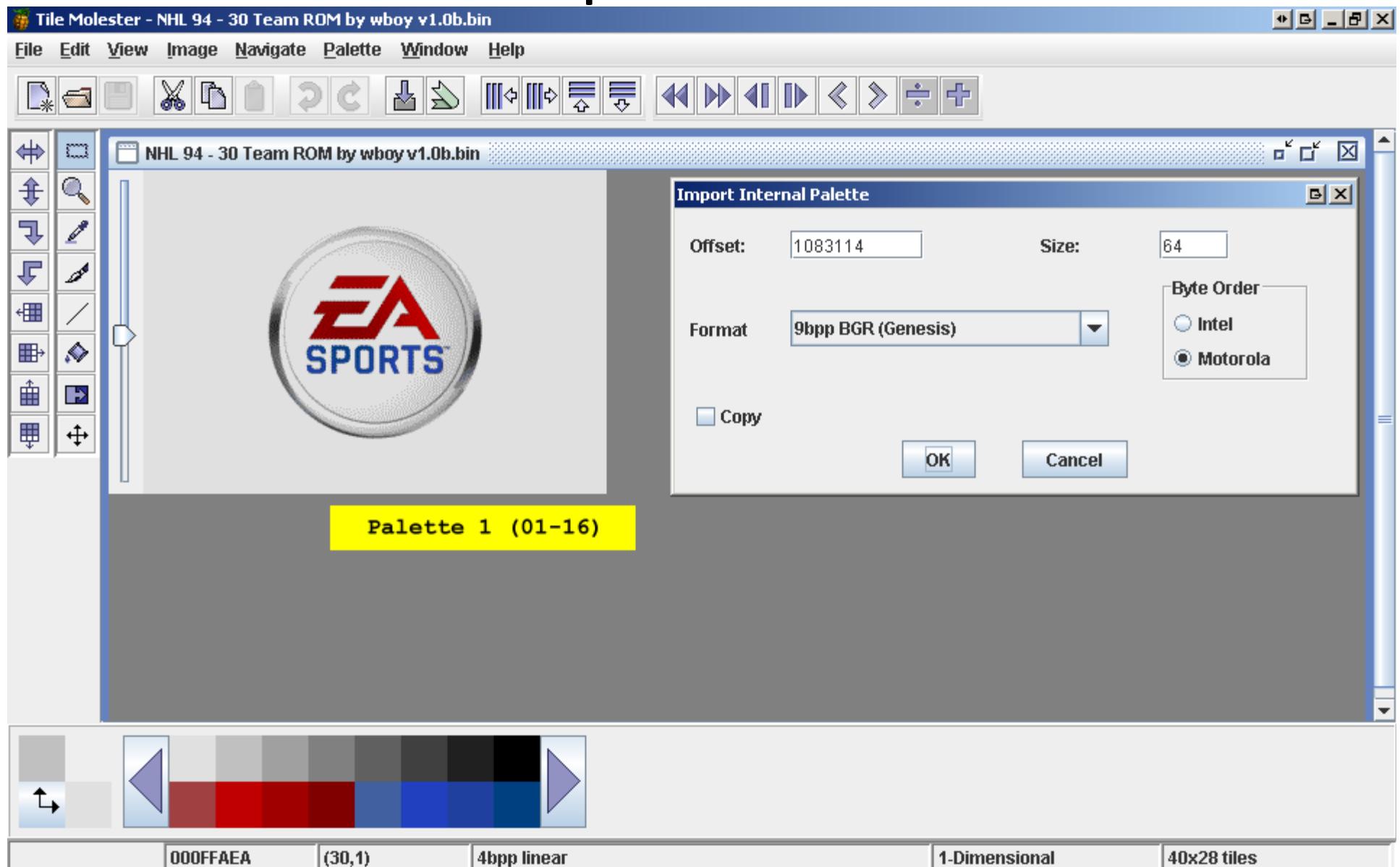


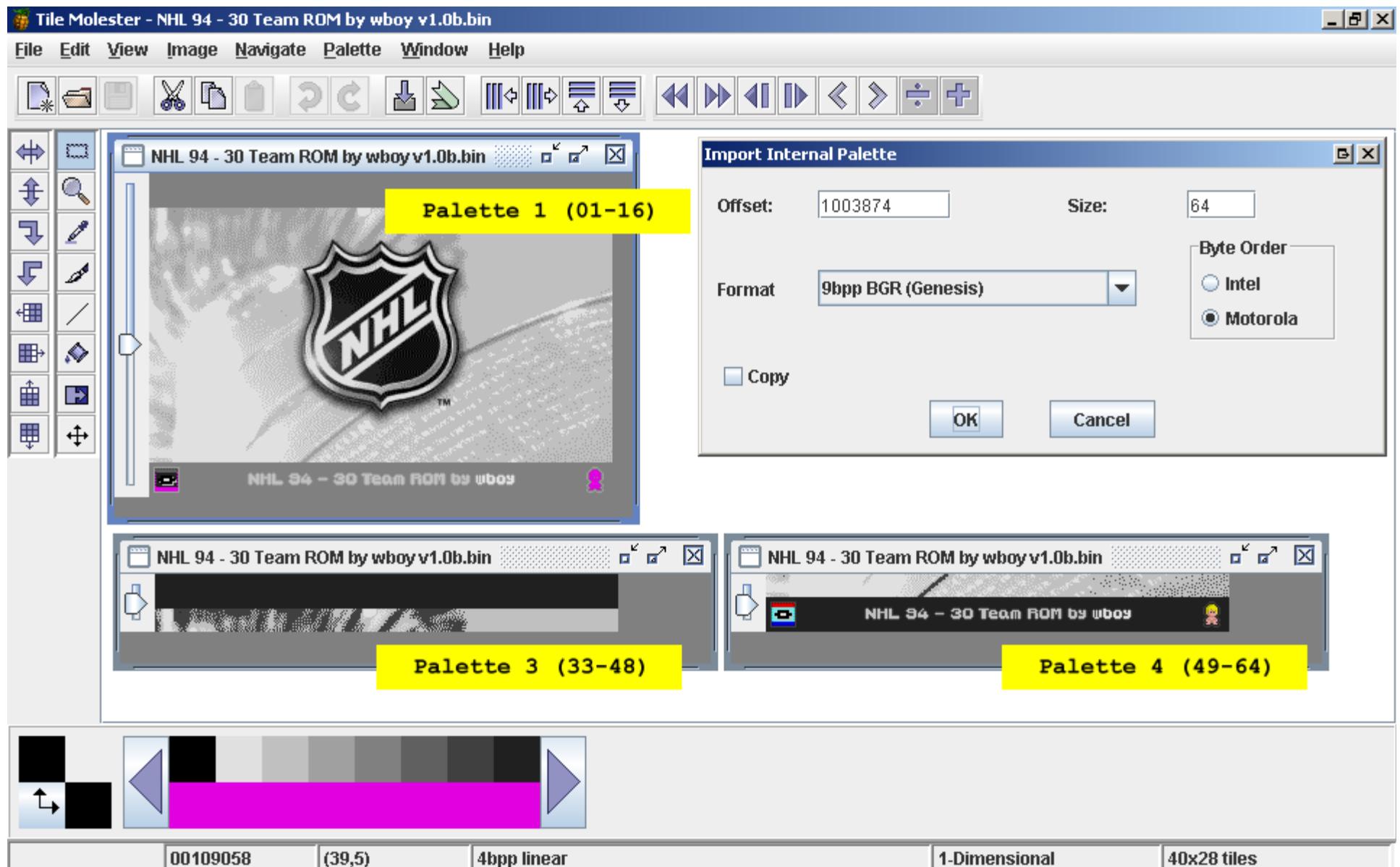
On Screen References



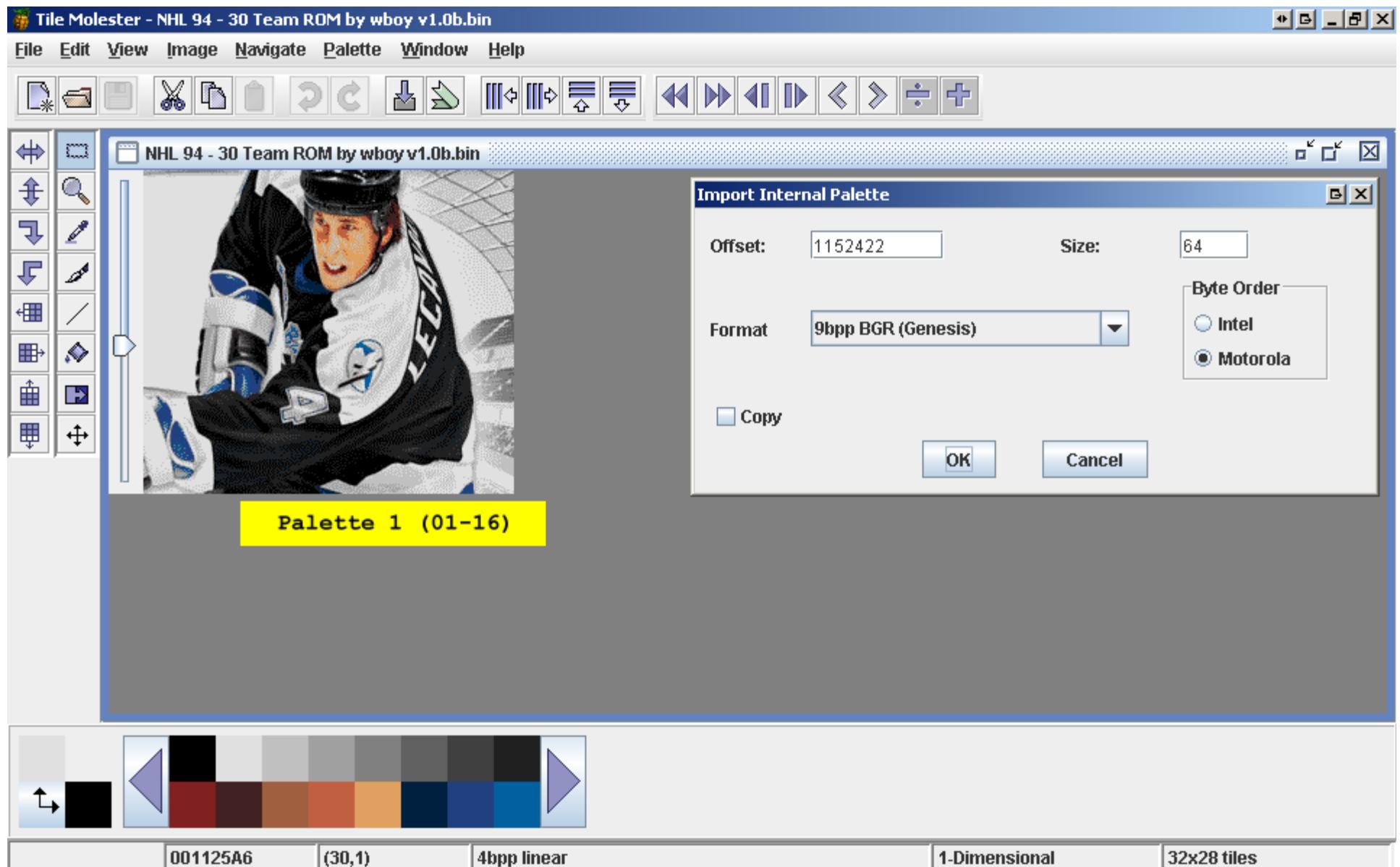
1st Splash Screen



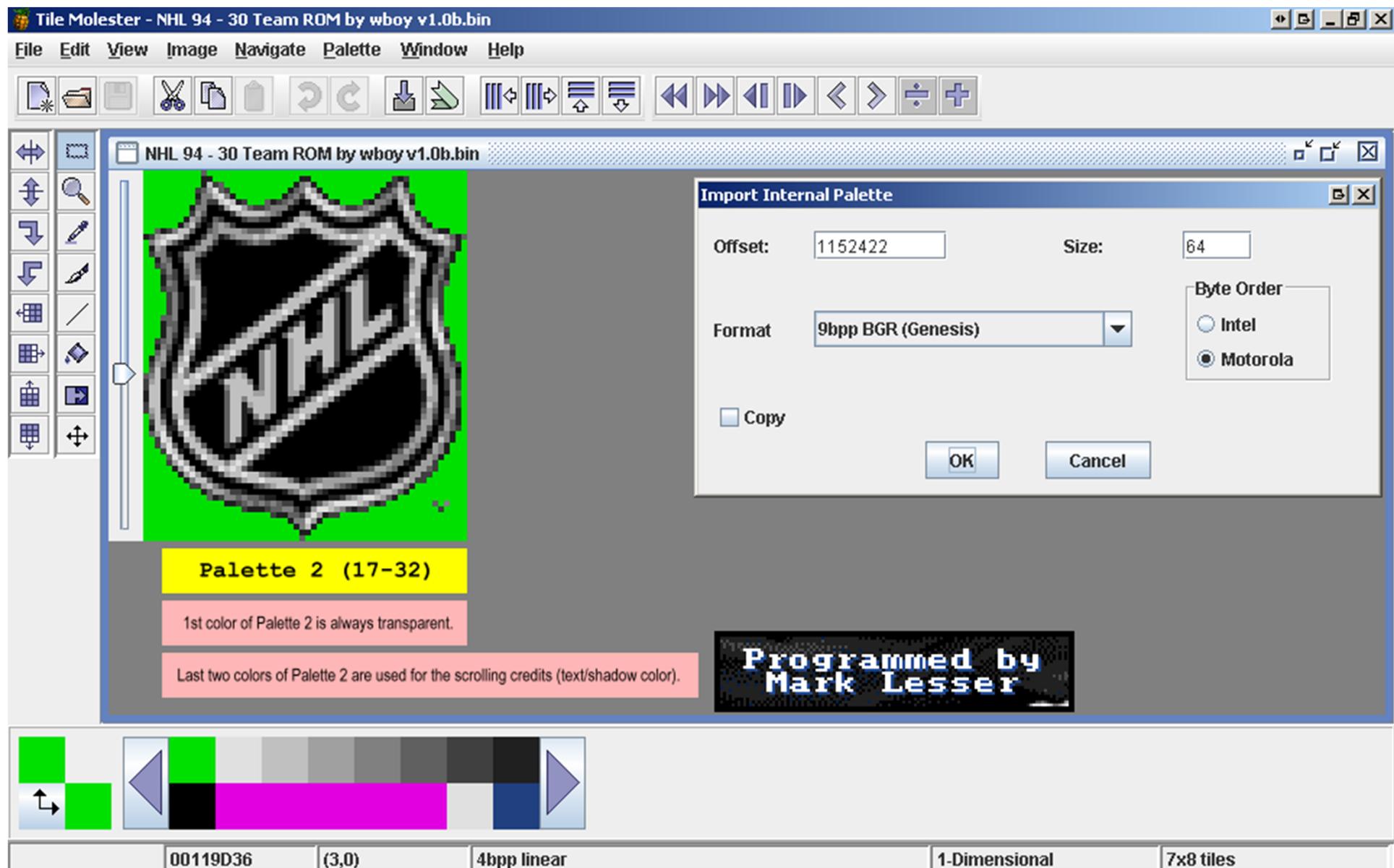
2nd Splash Screen



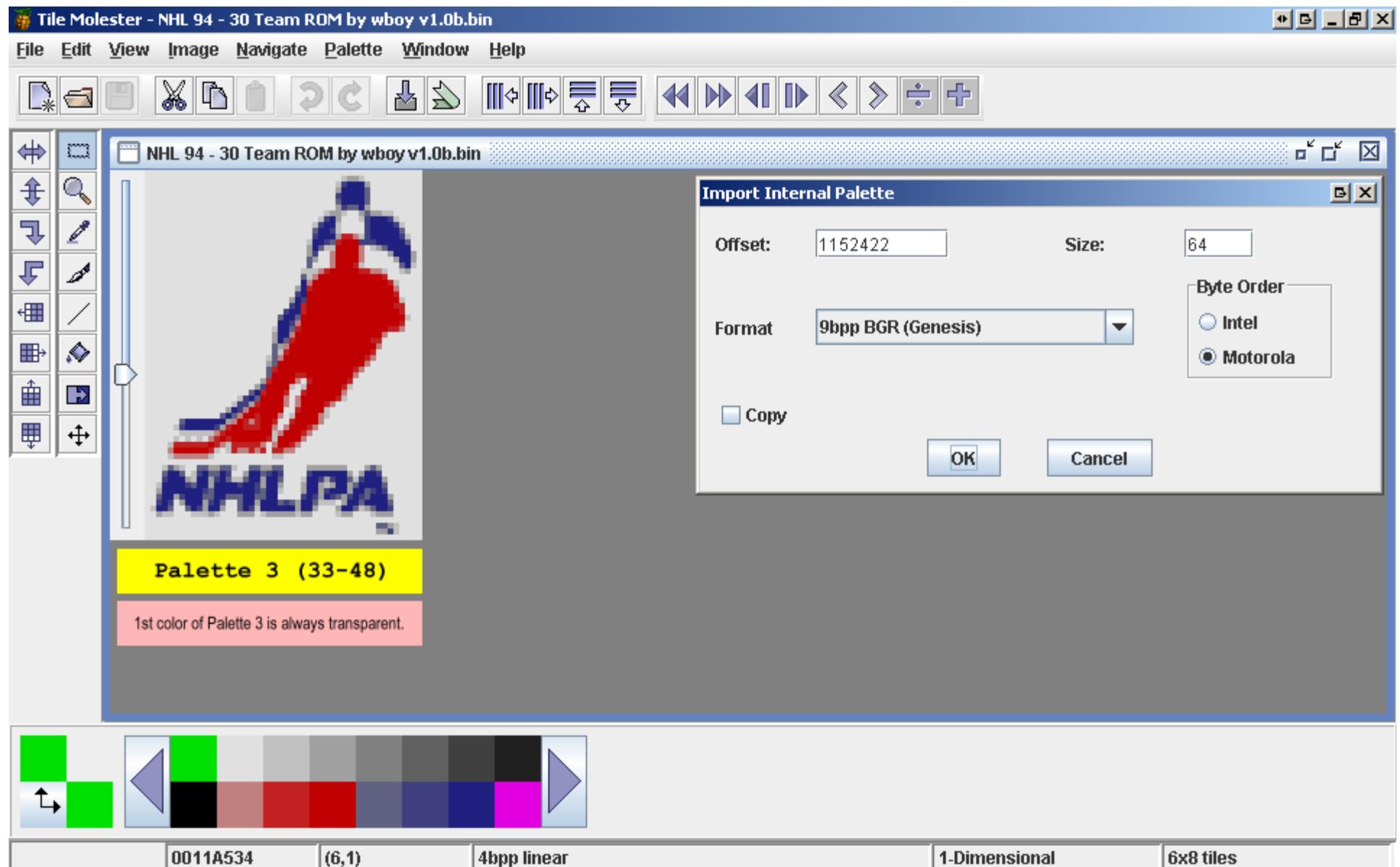
Title Screen Background



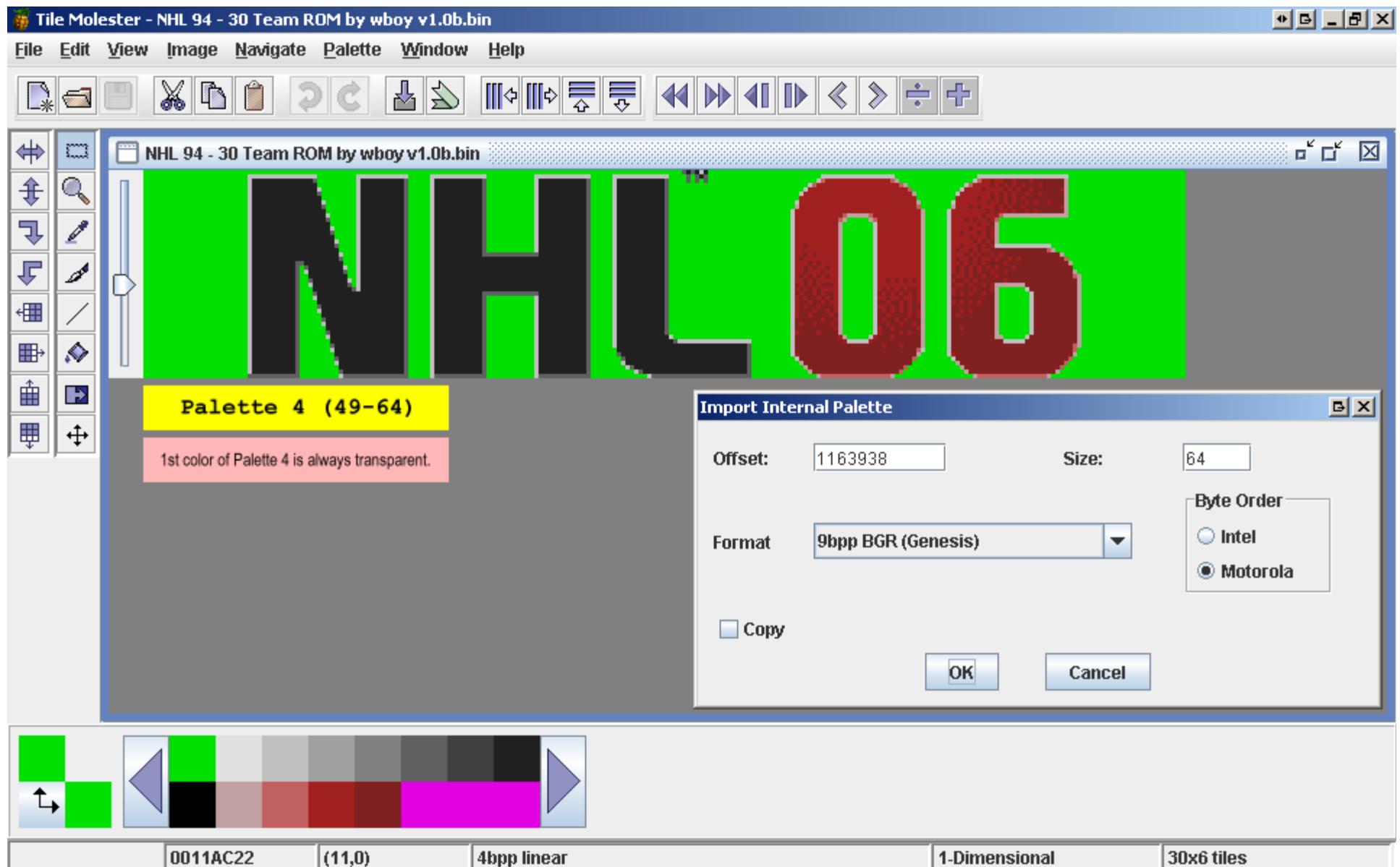
Title Screen



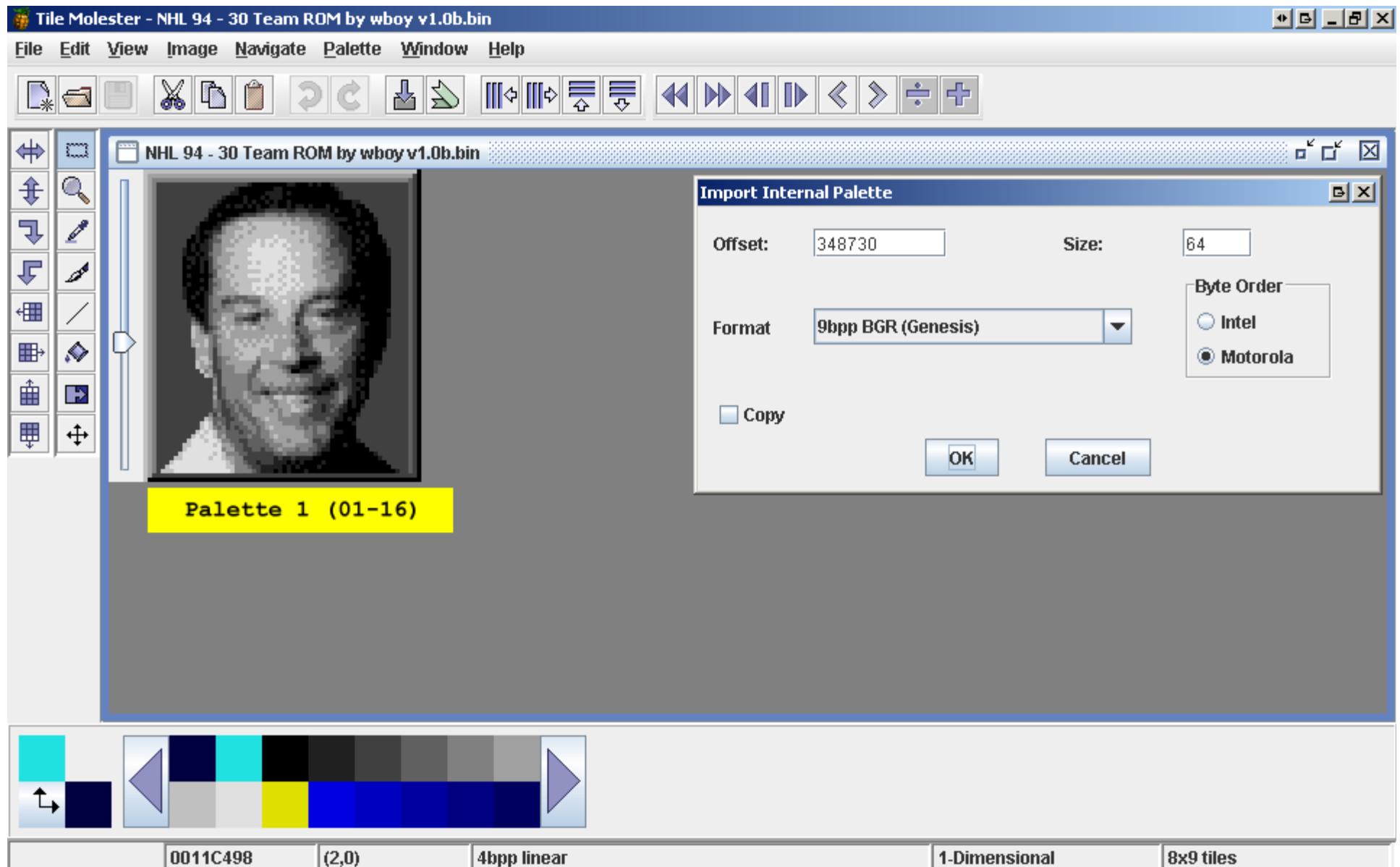
Title Screen – NHLPA Logo



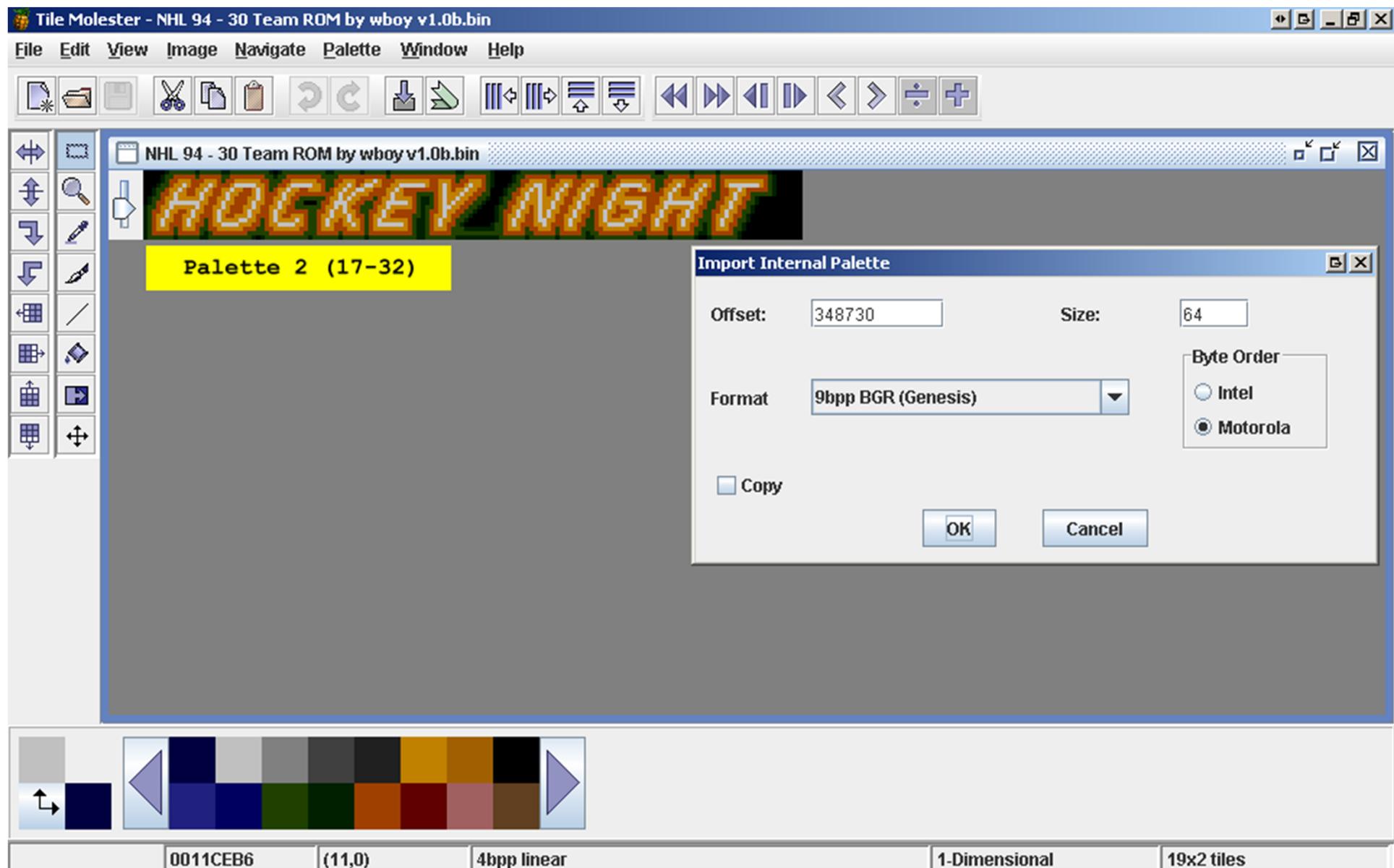
Title Screen NHL06 Logo



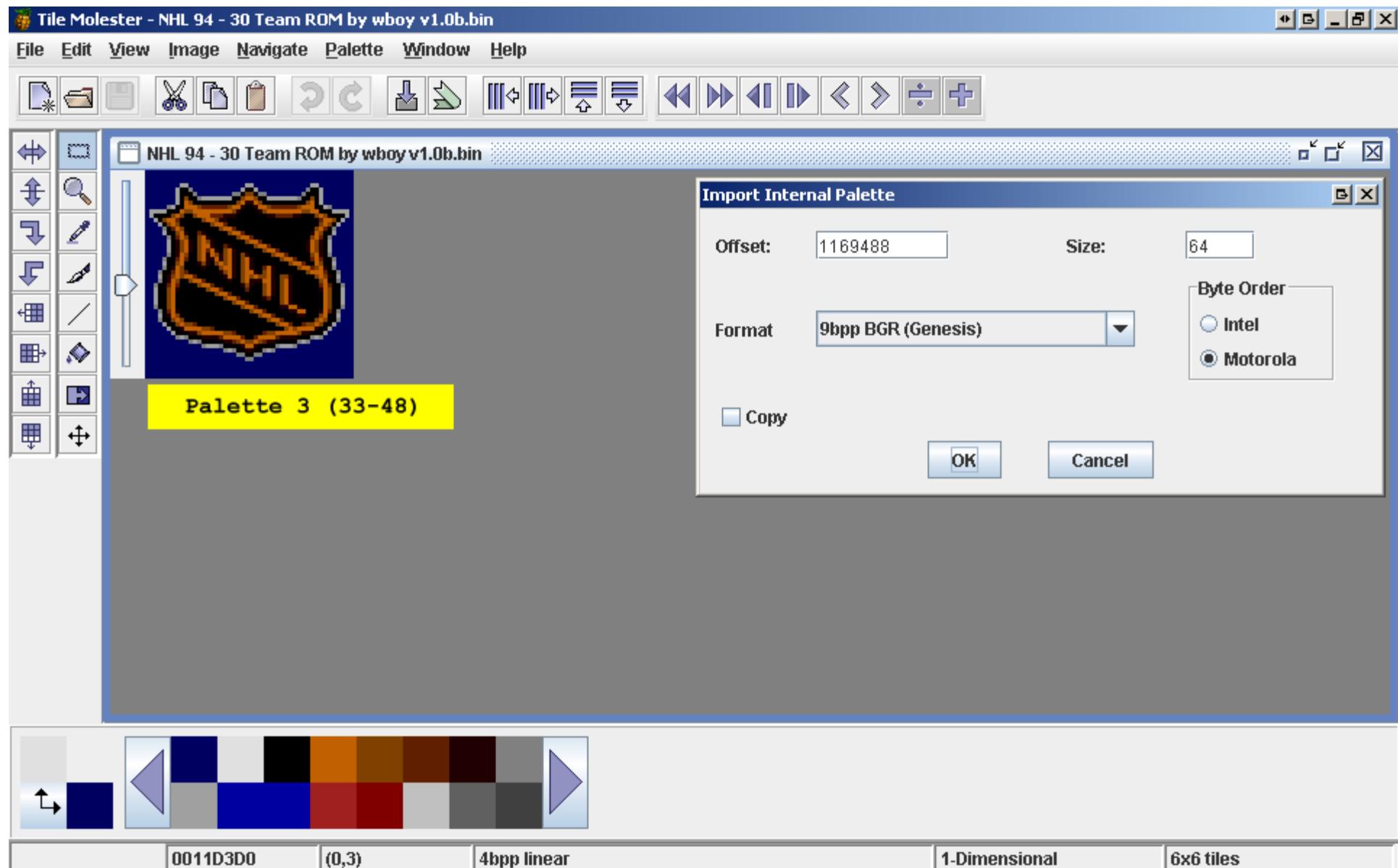
Ron Barr



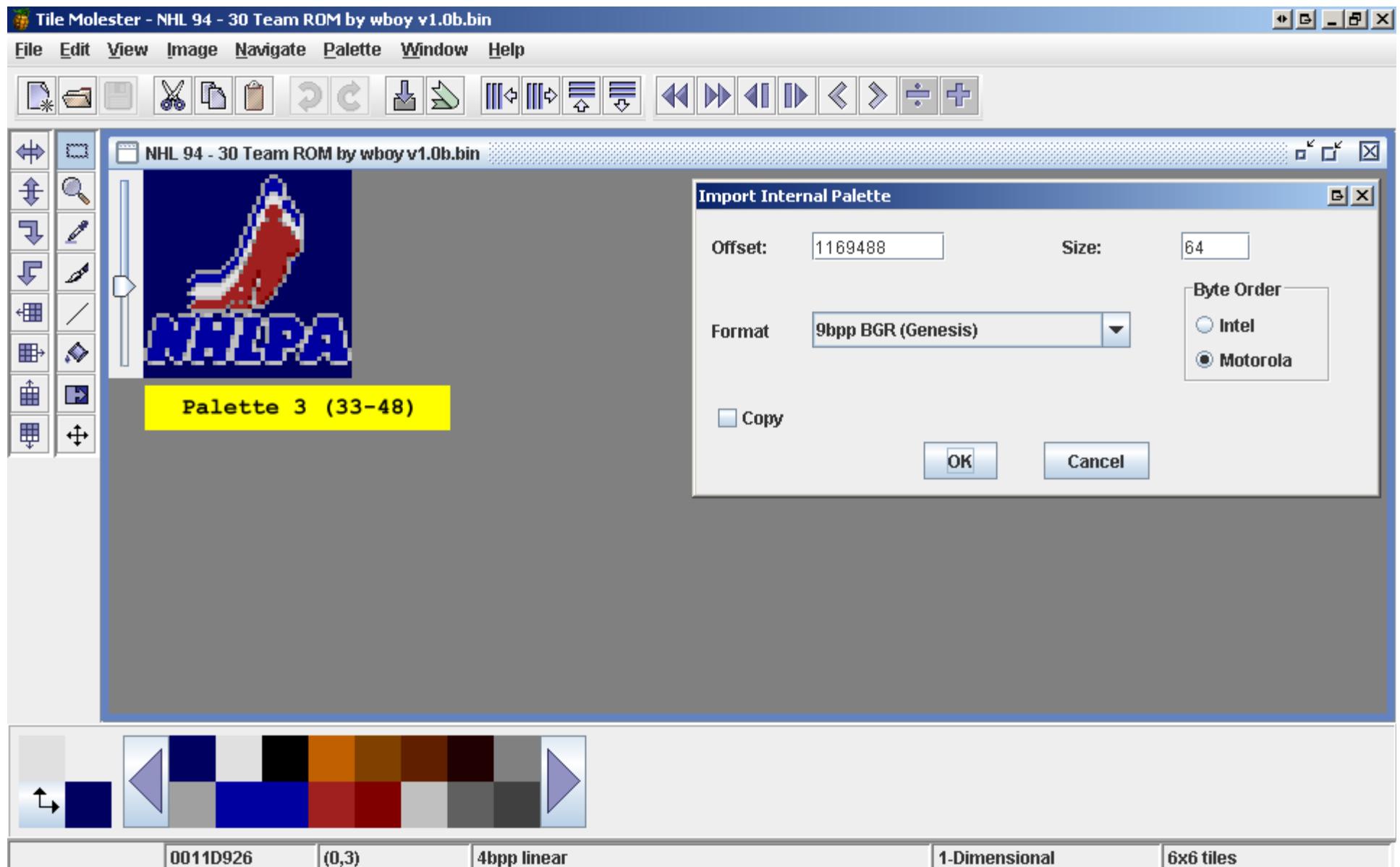
Hockey Night



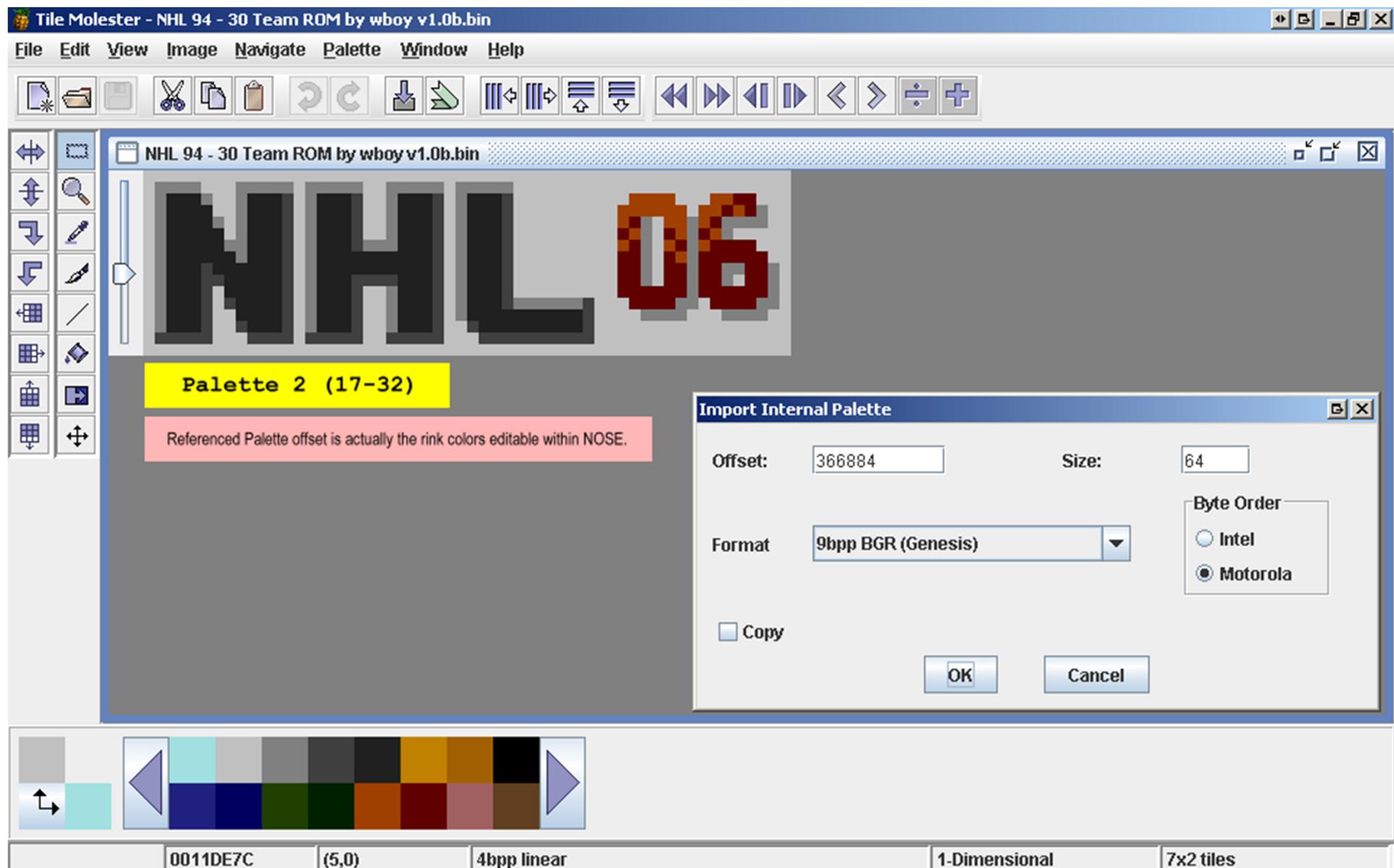
NHL Logo for Player Cards & Records



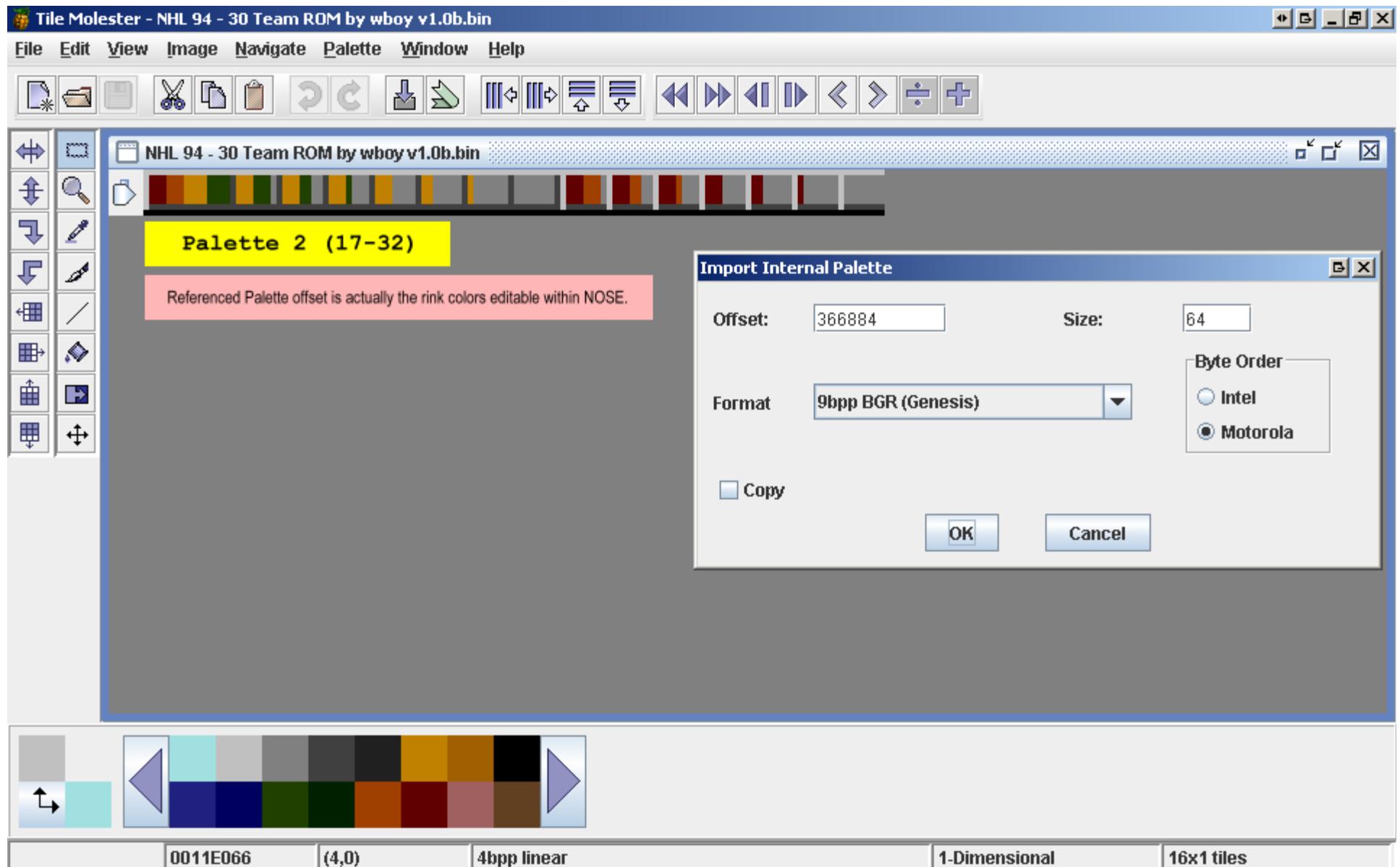
NHLPA Logo for Player Cards & Record



In Game Timer Logo



Energy Bar



Player Cards

Tile Molester - NHL 94 - 30 Team ROM by wboy v1.0b.bin

File Edit View Image Navigate Palette Window Help

Player Card Pointers begin at 0x03FE for ANH.

Import Internal Palette

Offset: 812940 Size: 8

Format: 9bpp BGR (Genesis)

Byte Order: Motorola

OK Cancel

First Player Card (ANH Goalie) = 0x120294;
Relative hex bytes to next Player Card is 0x36A;
26 players cards per team = 0x1A;
0x36A multiplied by 0x1A = 0x58C4;
Team Position # assumes ANH is 0x00 (Team 1 - 1 = 0)
and WSH is 0x1D (Team 30 - 1 = 29);

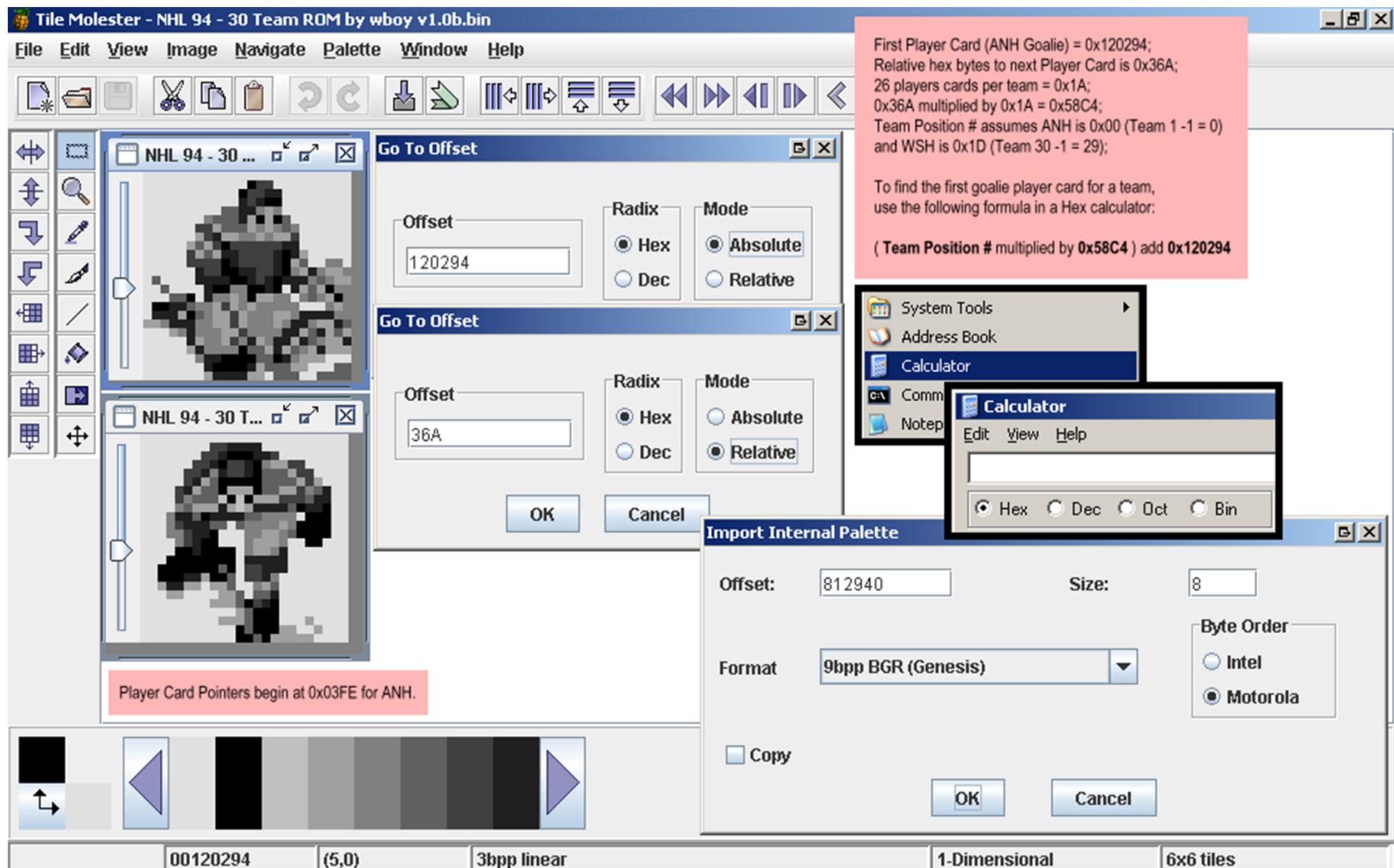
To find the first goalie player card for a team,
use the following formula in a Hex calculator:
(Team Position # multiplied by 0x58C4) add 0x120294

Calculator

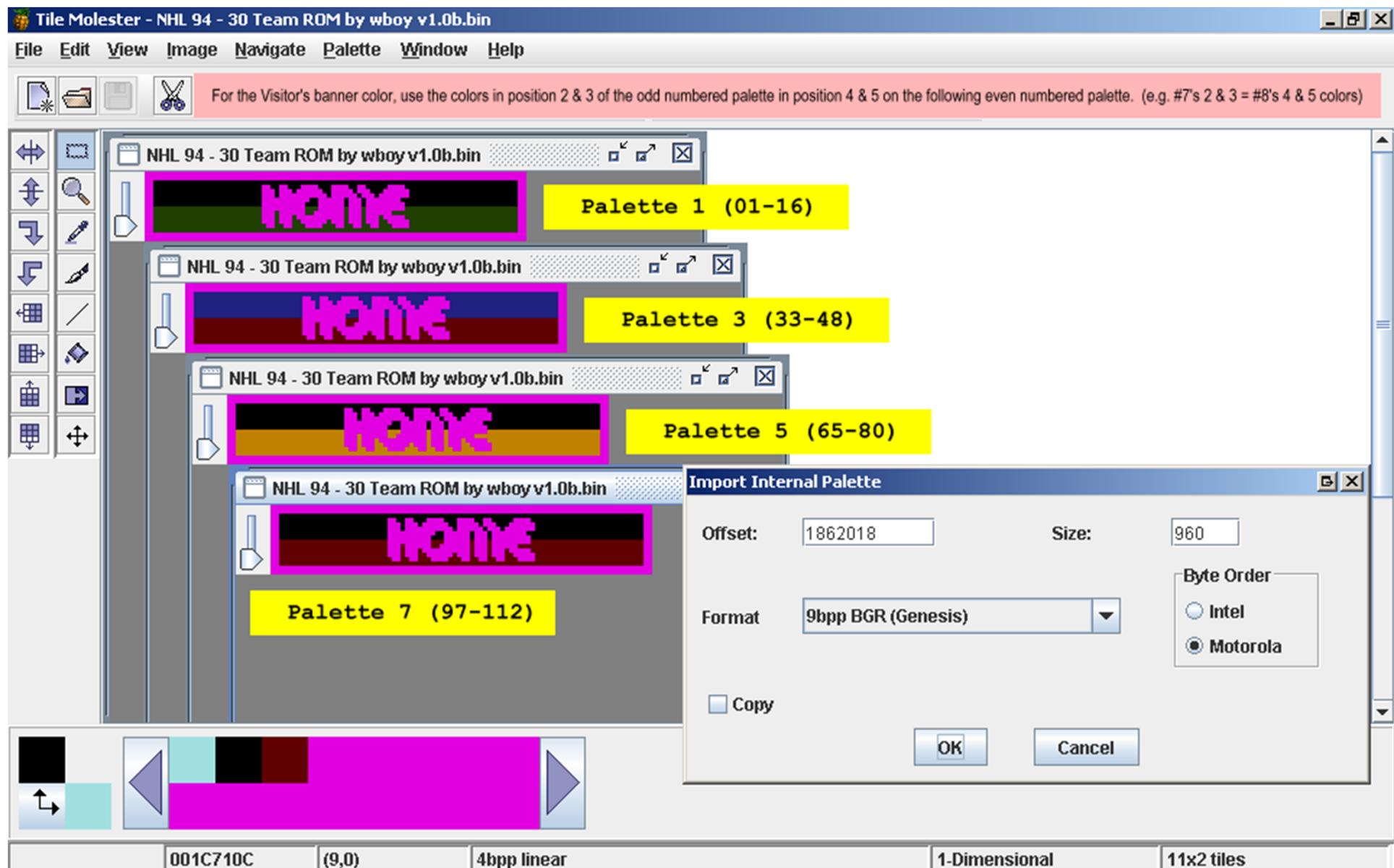
System Tools Address Book Calculator Comm Notepad

OK Cancel

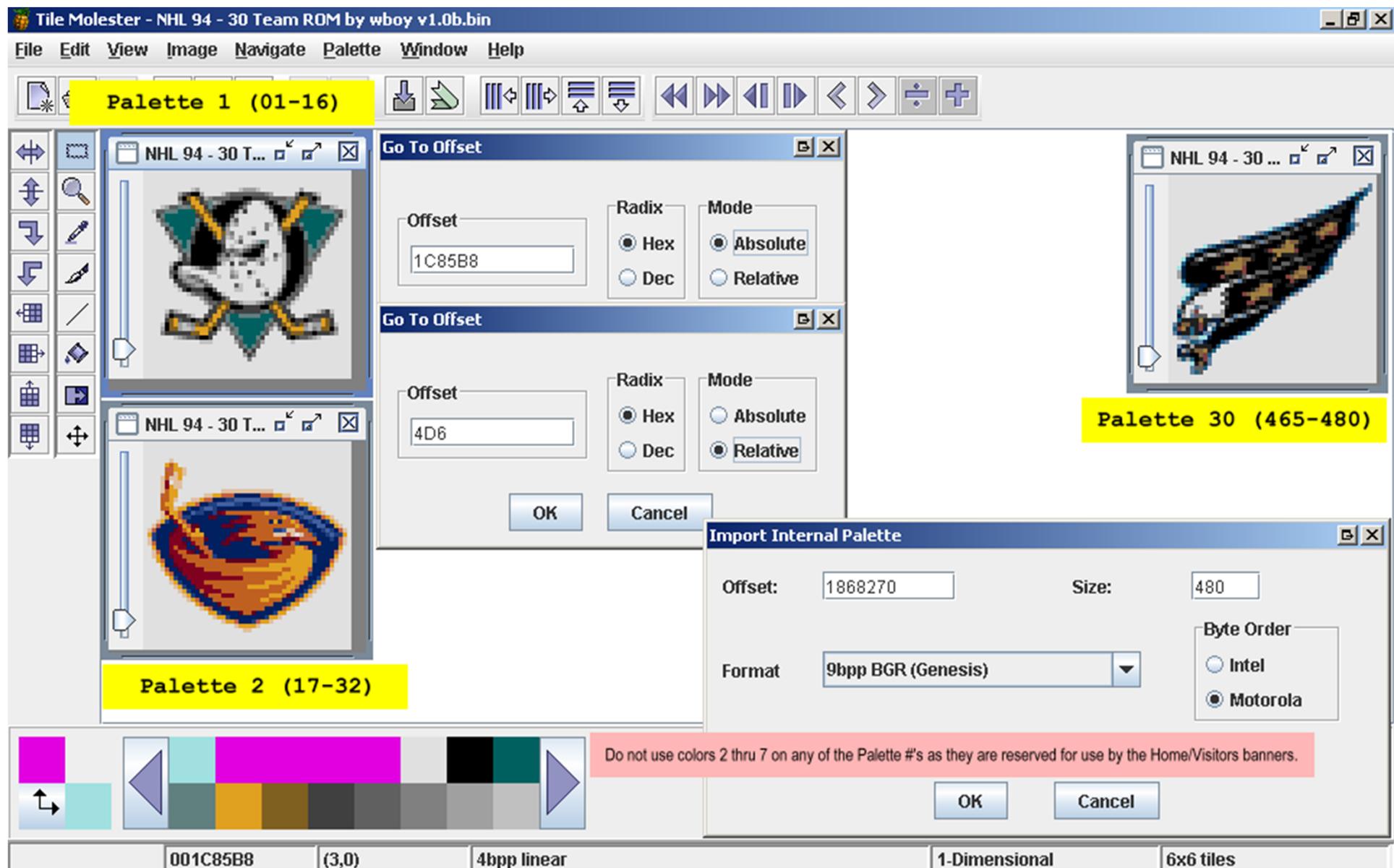
00120294 (5,0) 3bpp linear 1-Dimensional 6x6 tiles



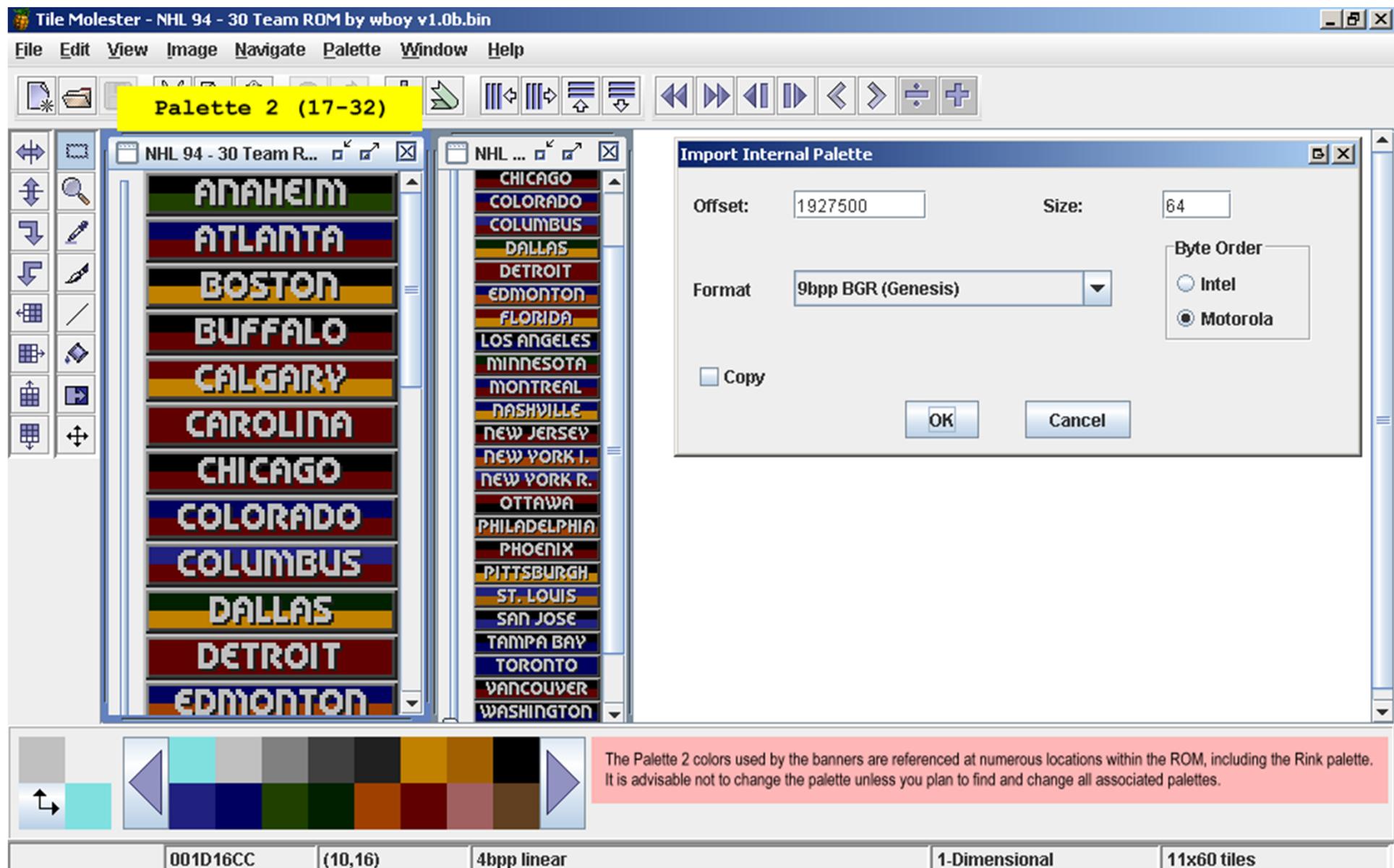
Home & Visitor Team Selection Banner



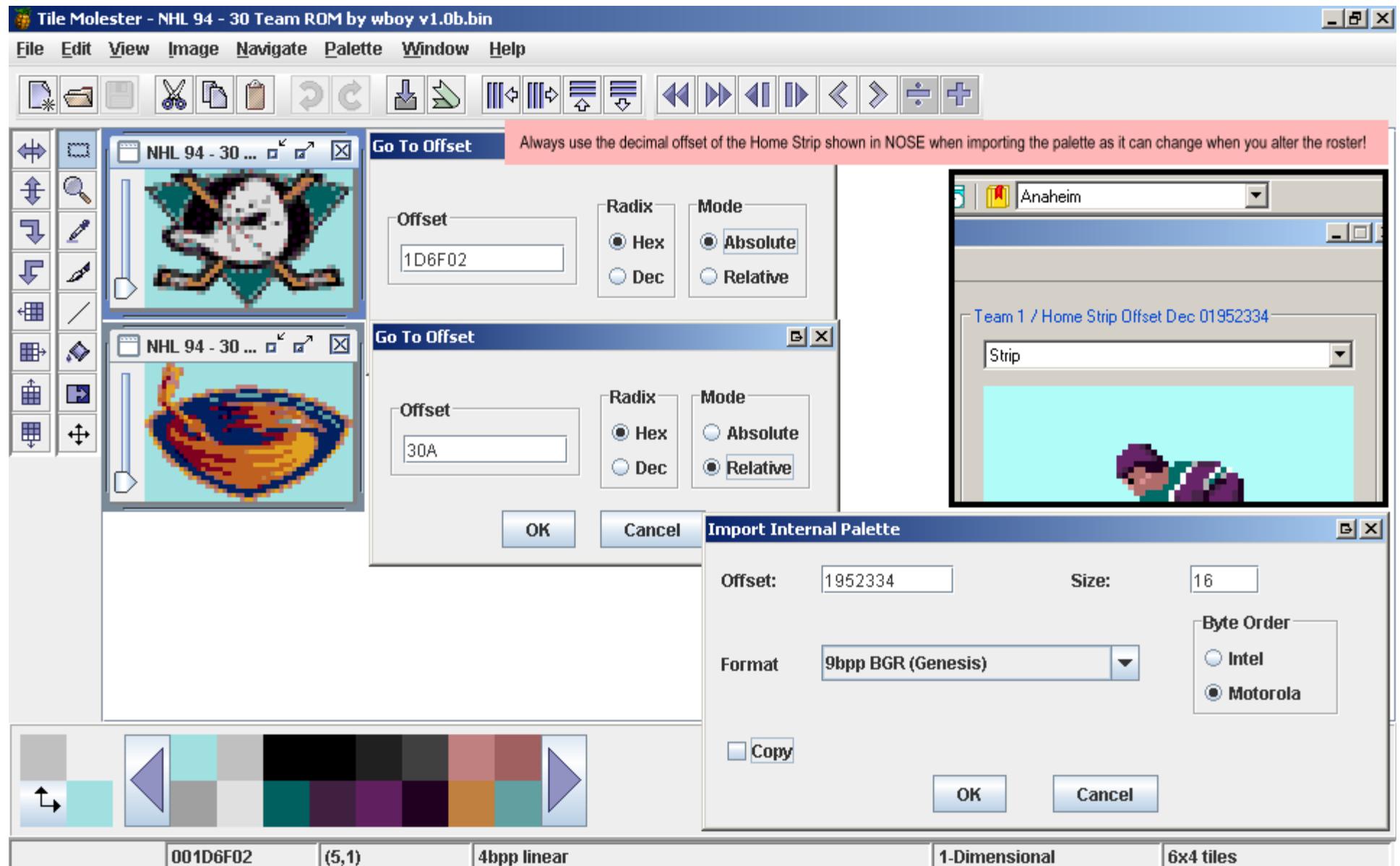
Team Selection Logos



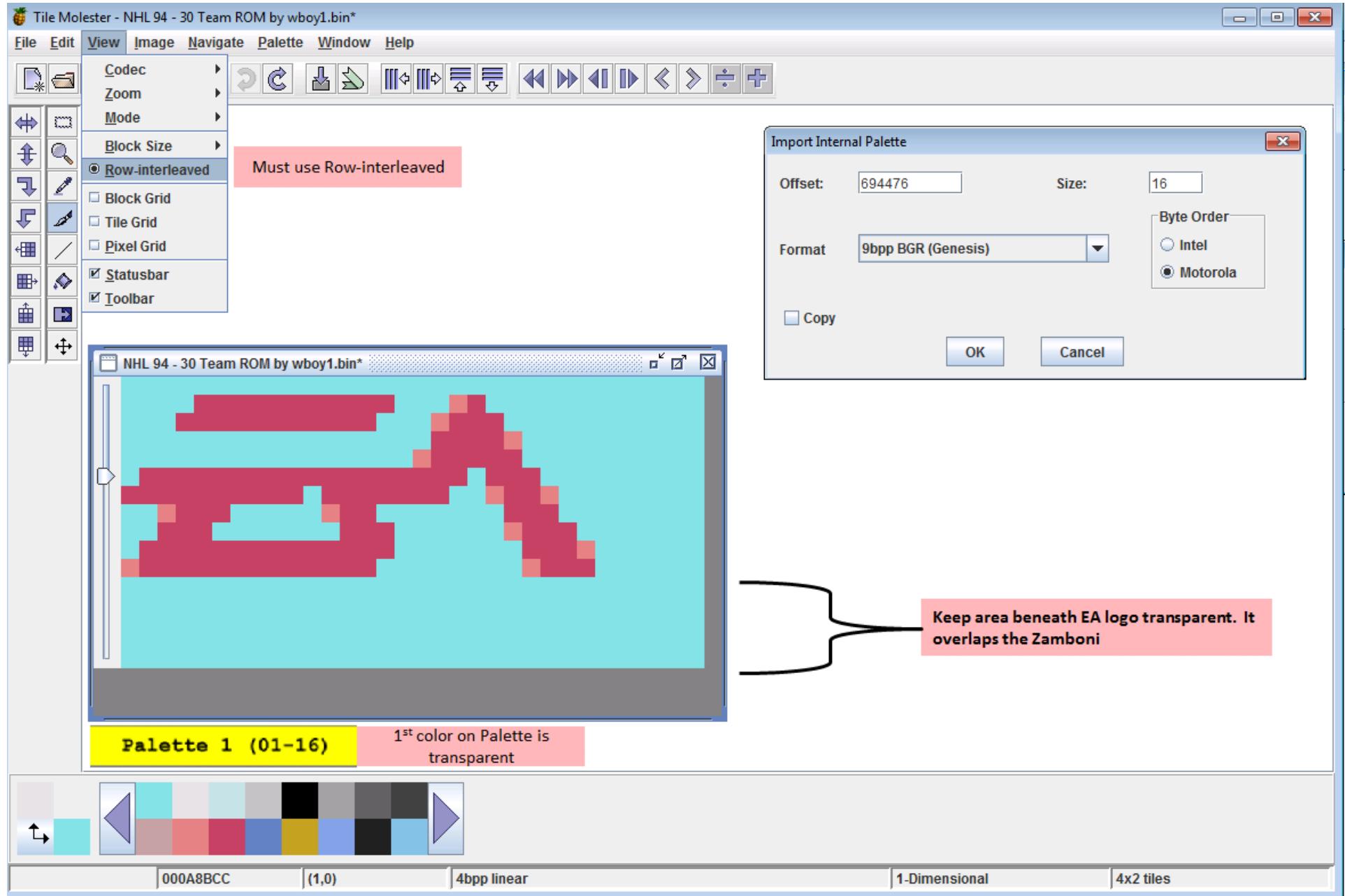
In Game Banners



Team Rink Logos



Zamboni Logo



Banner Graphics

