



NTSC U/C

PlayStation™

KIDS TO ADULTS

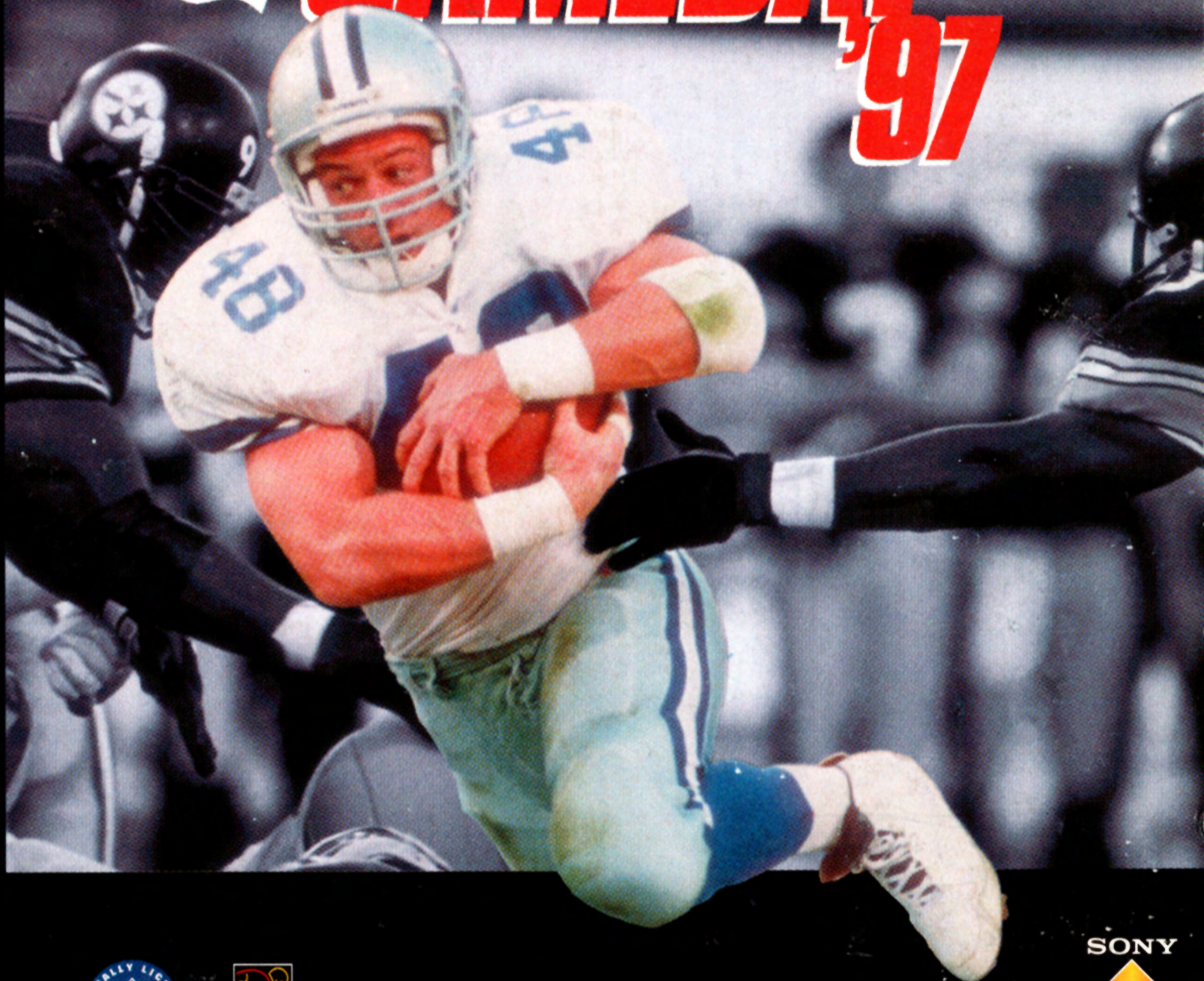


CONTENT RATED BY ESRB

SCUS-94510
94510



GAMEDAY™ '97



SONY



COMPUTER ENTERTAINMENT

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 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 the outer edge. Never use solvents or abrasive cleaners.

HINT LINE

Hints are available:

Within the US: **1-900-933-SONY** (1-900-933-7669)
\$0.95 per minute pre-recorded information
\$1.15 per minute live representative assistance
\$4.95 for mailed out tips

Within Canada: **1-900-451-5757**
\$1.25 per minute (US Dollars)

For US callers, game counselors are available Monday-Friday, 8AM-6PM, Pacific Standard Time. Automated support is available 24 hours a day, 7 days a week.

In Canada, automated support is available 24 hours a day, 7 days a week. Live support is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America and Psygnosis Limited. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service required a touch-tone phone.

CONSUMER SERVICE/TECHNICAL SUPPORT/ORDER LINE

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(1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation™ game console and its peripherals. Representatives are available Monday-Friday, 8AM-6PM Pacific Standard Time.

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Our news is always hot! Visit our website and find out what's happening at Sony — new titles, new products and fresh tidbits about the PlayStation™ game console.

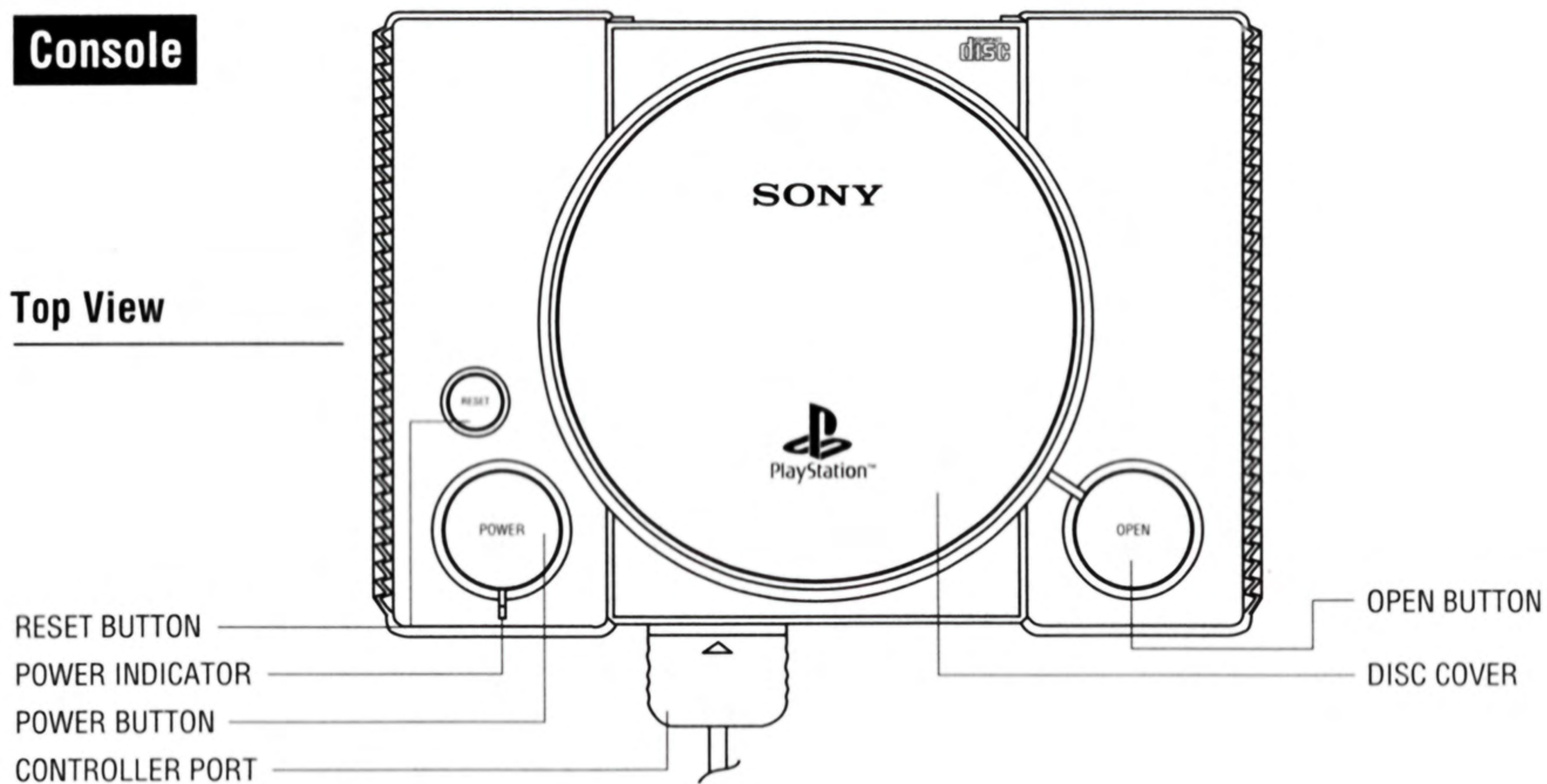
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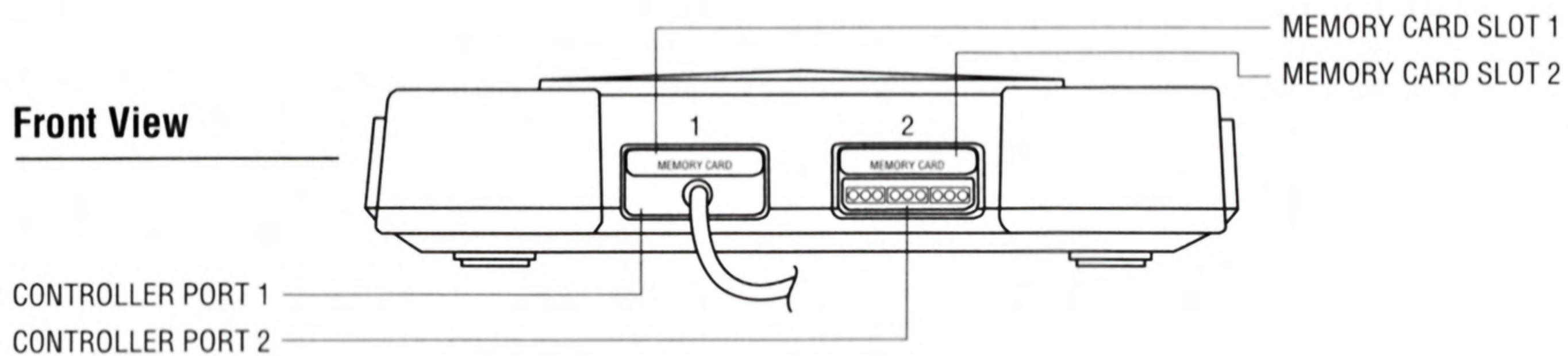
STARTUP INFORMATION

Console

Top View



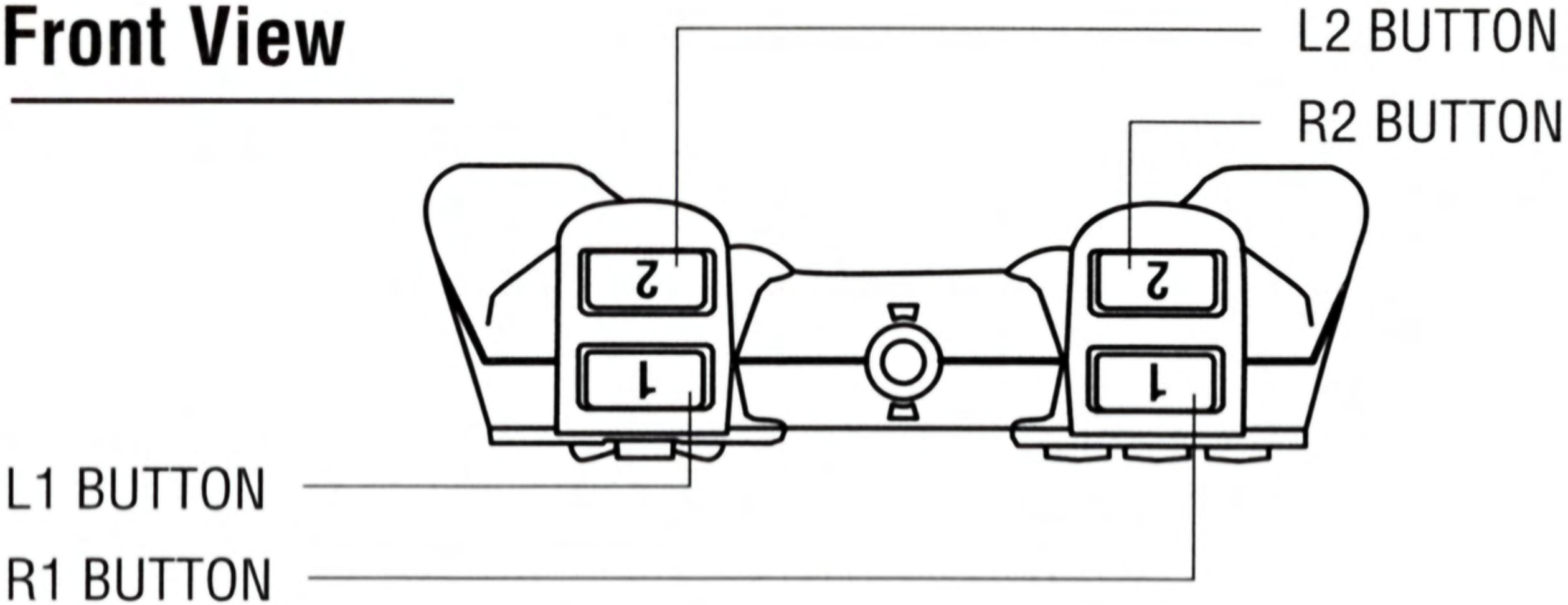
Front View



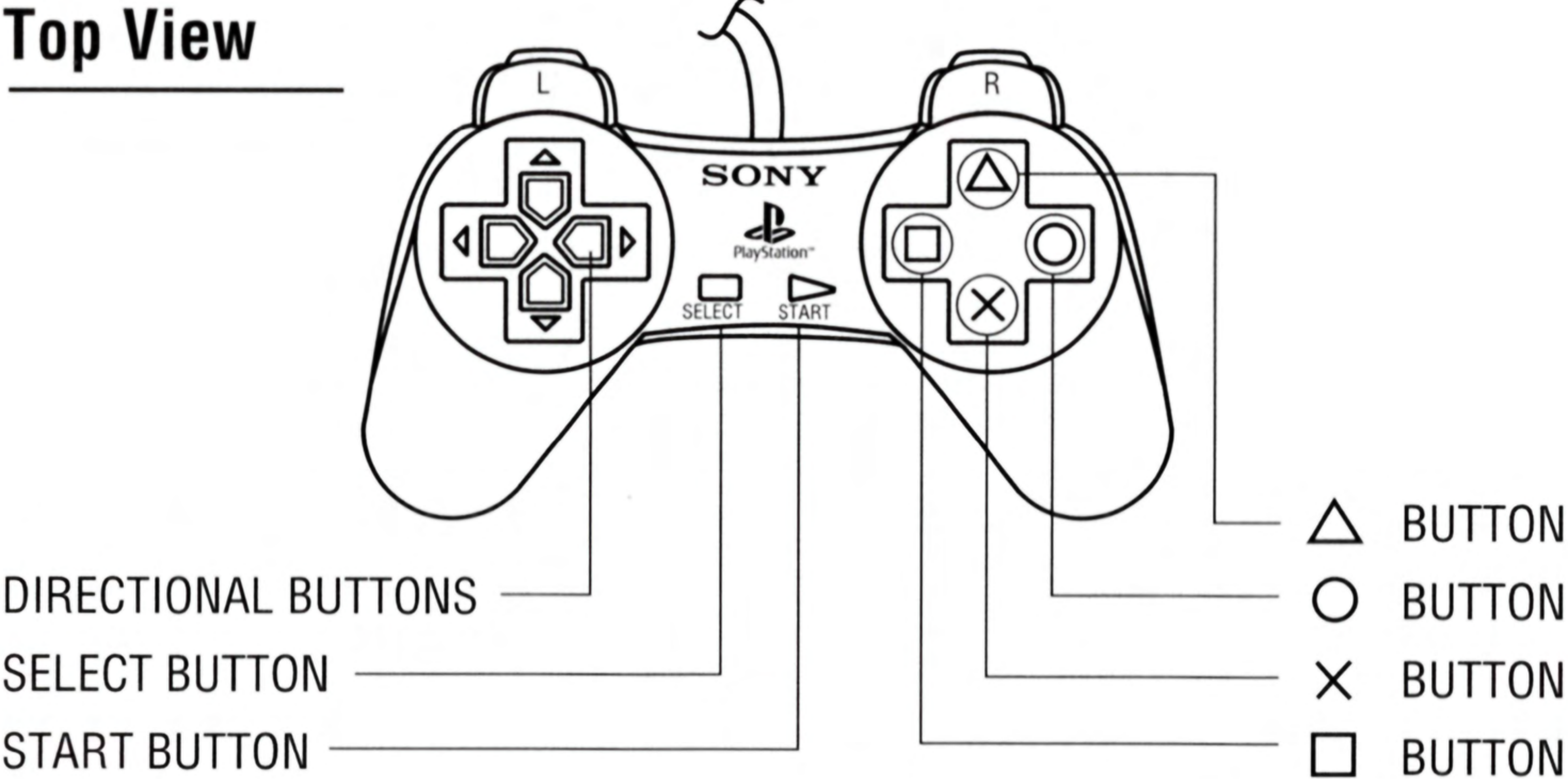
Setup your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the NFL GameDay™ '97 disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

Controller

Front View



Top View



DEFAULT CONTROL SUMMARY

Offense Before The Snap

 audible

 hut

 hut

 snap

L1/R1 pre-read receivers/show passing symbols

L2 + Select no huddle offense (re-run last play)

Run

 dive

 spin

 hurdle

 speed burst

L1/R1 stiff arm

R2 juke

Advanced Run (Hold L2)

dive over the pile

double spin (double recharge)

hurdle + speed burst (double recharge)

shoulder charge

stiff arm + speed burst (double recharge)

pitch ball

Passing Before the Snap

L1/R1 show receiver button assignments

Passing After the Snap

 show receiver button assignments




    pass to assigned receiver

L1/R1 throw ball out of bounds left/right


L2 +  quarterback spike ball

L2 +  quarterback kneel down

Total Control Passing™


When bringing up the receiver button assignments , press L2. Press the corresponding icon button to pass to a receiver. When you release the icon button, press the D-Pad in the direction you would like to throw the ball. For example: to underthrow the X receiver, press down on the D-Pad as you release ; to lead the O receiver to the right, press right on the D-Pad as you release .

The Advanced Passing Meter

Use the D-Pad to take manual control of the QB. Press  and L2 to bring up the passing meter and the passing icons. Press the corresponding icon button to throw to a receiver.

Receiving

 catch

 speed burst

Advanced Catch (Hold L2)



high one-handed catch

Kicking





 kick

L/R D-Pad aim kick

Defense Before the Snap

-  audible
-  switch man

Defense

-  dive tackle
-  switch to closest man
-  jump/intercept
-  speed burst
- L1/R1 swim move
- R2 forearm shiver

Advanced Defense (Hold L2)

- dive tackle high
- switch to deepest man
- jump higher/one-handed
- shoulder charge
- swim move + speed burst
- forearm shiver + speed burst

Multi-Player Co-op Play




Players without the ball can use the Speed Burst.

Receivers can use the swim move, but only to push defenders away.

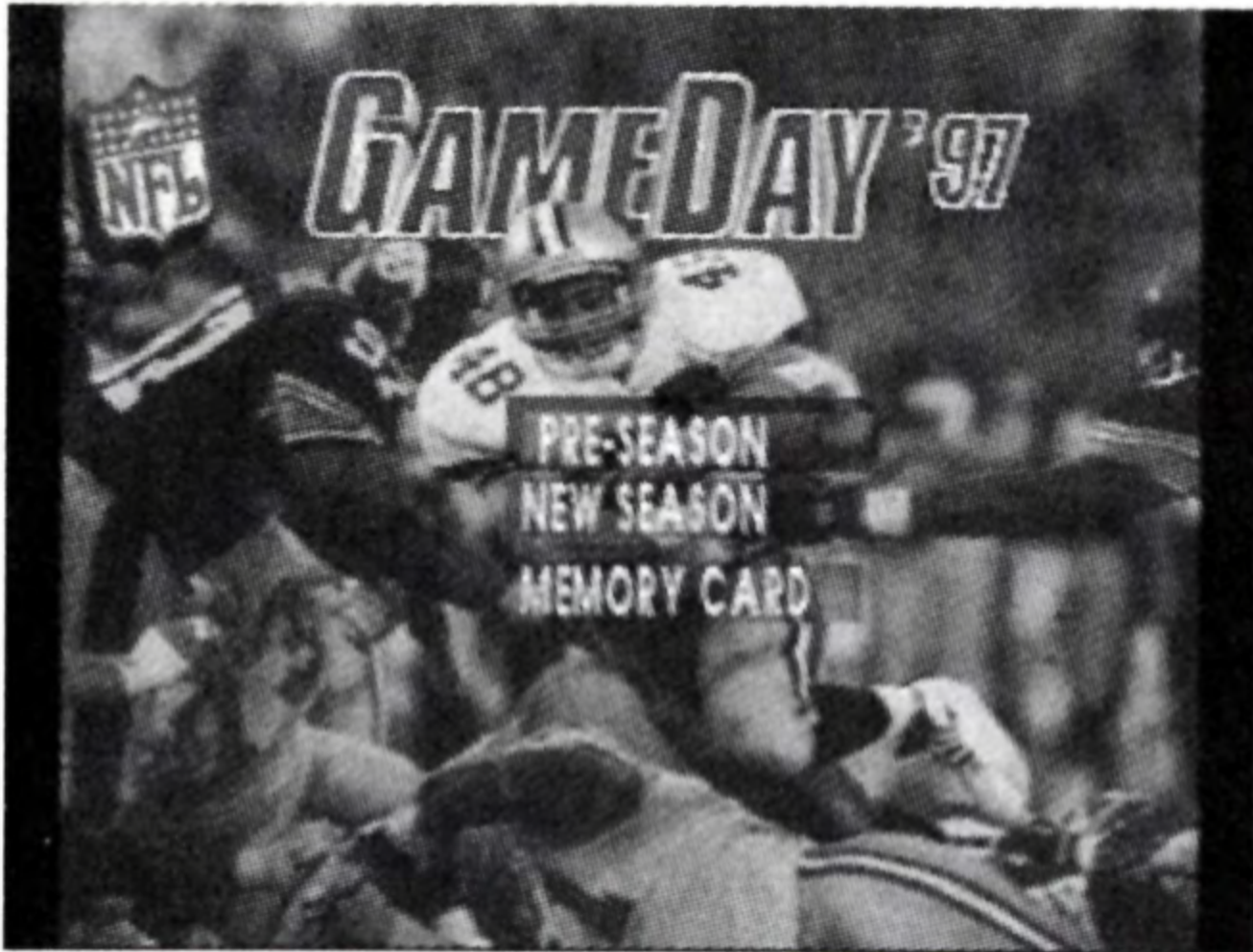
Pause

START pause

Moving Through the Menus

- D-pad highlight choice
-  select choice
-  return to previous screen
-  access help window
- L1+R1+L2+R2 easter egg screen

MAIN MENU



The Main Menu contains all the major areas of the game. You'll need to familiarize yourself with what's available on all the menu screens to get the most out of the game.

Preseason

The Preseason option allows you to pit any two teams against each other. The result is not recorded in the standings, and statistics are not recorded.

New Season

The Season option lets you play an entire regular season using the 1996-97 NFL schedule. If you save your game, the season standings and statistics for the entire season will be stored on the memory card.

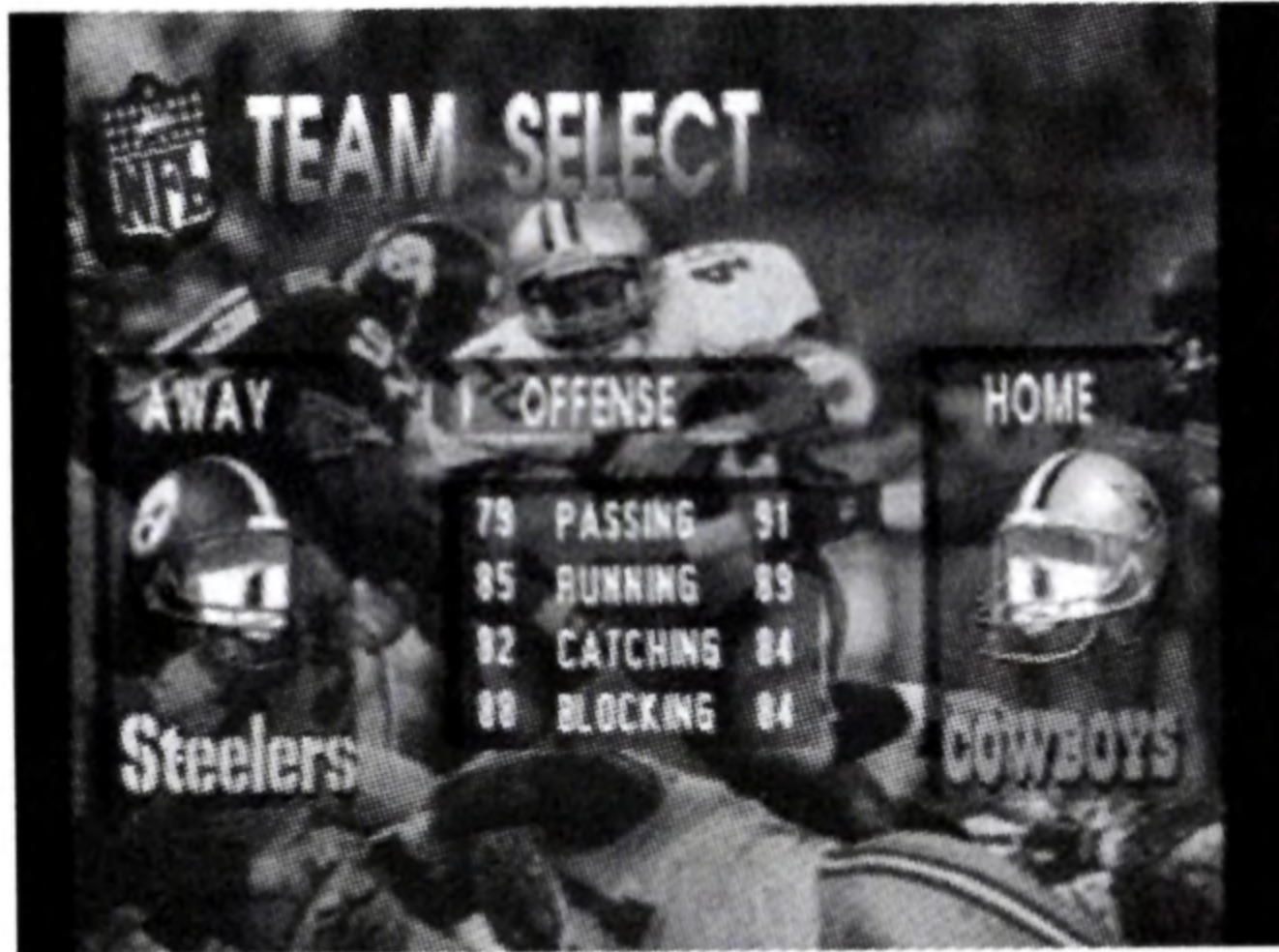
Memory Card

The Memory Card screen allows you to load and save seasons, reformat the card, delete files, and rename files on the selected card.

TEAM SELECT

After you select a game format, the Team Select screen appears.

Team Comparisons



Every team is rated numerically in twelve different categories, separated into three areas: Offense, Defense, and Special Teams.

- To cycle through the different ratings areas, D-Pad **left/right**.

Team Selection


The teams are represented by their helmets on the left and right sides of the screen.

- To cycle through the teams, press the **L1/L2/R1/R2**.

Controller Select

Each controller plugged into the PlayStation is in charge of selecting which

team it is assigned to control. If a team is not assigned a controller, the computer takes charge of that team.

- To assign the controller to one of the teams, press D-Pad **left/right**.
- To go to the game screen for the coin toss, press .


Roster

The Roster screens allow you to manage the team rosters in the same ways that NFL owners do.

Team Roster






The Team Roster screen breaks down the selected team rosters by position.

- To cycle through the teams, press **L1/L2**.
- To display the players at a desired position, highlight the position and then press . D-Pad **left/right** to show the individual positions (ex. ss, ws, cb).

Create Player



The Create Player screen allows you to create players from scratch. All created players go to the free-agent pool.

- To name the player, select the name field (first or last) and then press  to bring up the alphanumeric menu. Use the D-pad to cycle through the characters and the  button to select them. When you've finished writing the name, press the  button.
- To select the player's position, highlight the position field and then D-Pad **left/right** to cycle through the different positions.
- To change the skill ratings, highlight the skill category and then D-Pad **left/right**.

Trade Player



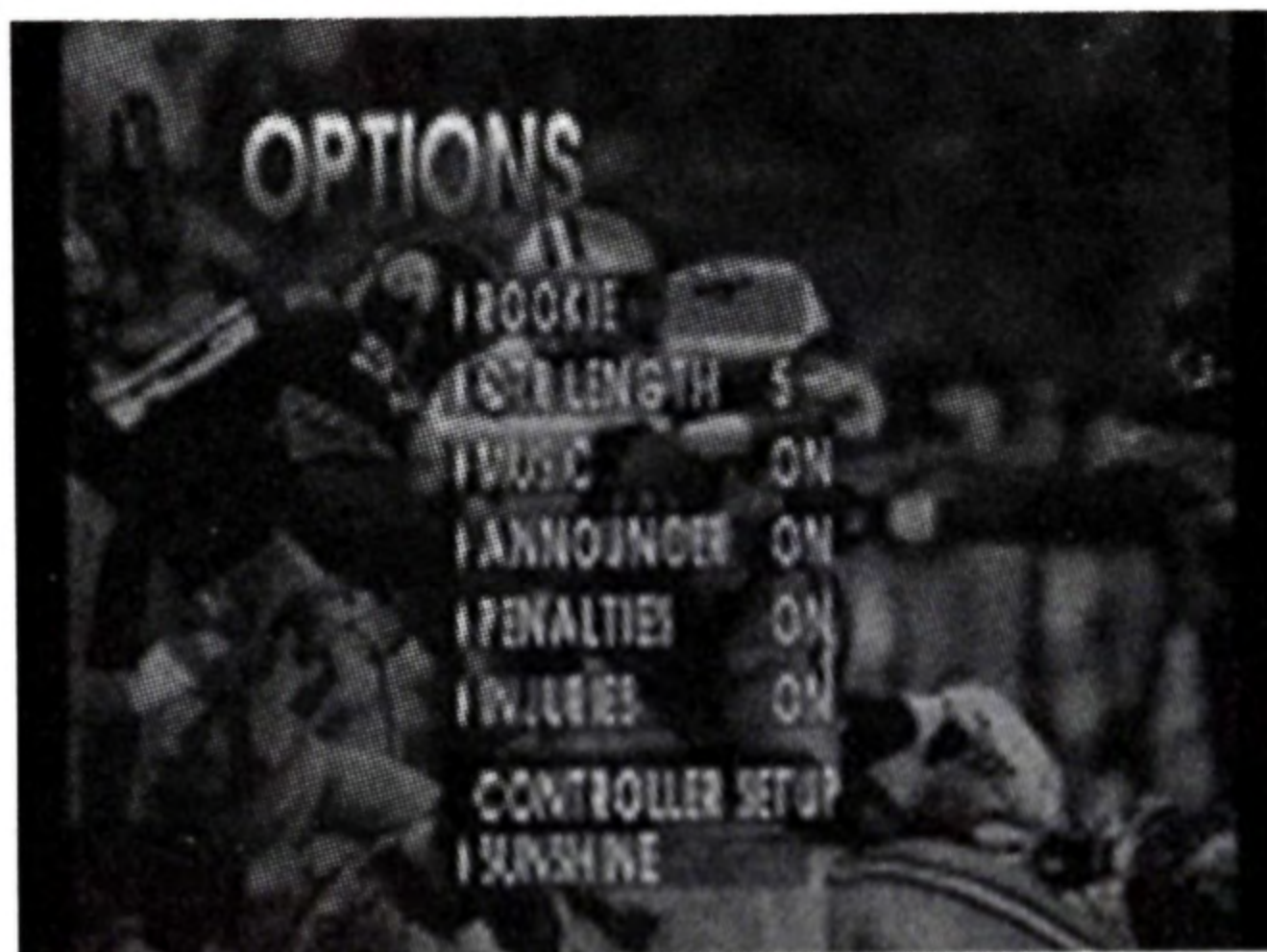
The Trade screen allows you to trade players of like position on a one-to-one basis. The team on the left displays its entire roster. When you select the player to be traded from that roster, all the players of the same position on all the other teams become available.

- To select the team on the left, press **L1/L2**.
- To select the team on the right, press **R1/R2**.
- To activate the roster of a selected team, press the D-Pad **left/right**.
- To select a player on the activated roster, press the D-Pad **up/down**.
- To execute the trade (swap the highlighted players) press **X**.

Draft Player

Players are drafted in six key positions: QB, RB, WR, LB, DB, and DL. The computer will draft for the teams not selected by the human players. Highlight and select items in the same way as you do on the Main Menu.

Options



The eight items on the Options menu allow you to customize your game.

- To change an option, press the D-Pad **up/down** to highlight the option and then **left/right** to change the setting.

Controller Setup


Only the four symbol buttons can be customized. First you need to select which set of controls to customize—Offense or Defense.

- With Configuration highlighted, press the D-Pad **left/right** to cycle through the available controller options.


Statistics

The Statistics screen contains team and player stats and ratings from the 1995 NFL Season.

Team Leaders

The Team Leaders screen ranks the teams in various statistical categories. Select the category you'd like to access, and then press . Use the D-Pad to scroll up and down the rankings list.

Standings


The Standings menu offers the standings of the six NFL divisions. Press the D-Pad to highlight the division you wish to view and then press .

Players Stats




The screenshot shows a screen titled "PASSER RATING" with a list of players and their stats. The columns are labeled "RANK", "NAME", "TEAM", and "STATS".


RANK	NAME	TEAM	STATS
1	CELTS	INDIANAPOLIS	1234
2	BILLS	JEWELL	1187
3	BEARS	ERIK SPANER	1187
4	WIKIALS	JIFFI BLAKE	1187
5	COWBOYS	WATE WESON	1187
6	LIENS	SCOTT MITCHELL	1187
7	PACKERS	BRETT FAYRE	1187
8	ORLINS	CHRIS CRANDLER	1187
9	OLERS	JAMES RITCHIEY	1187
10	OLERS	JOE VONING	1187
11	OLERS	DAN WARD	1187
12	OLERS	CHARLES EVANS	1187

The Player Stats screen ranks all the NFL players in performance in a wide variety of statistical categories. First you need to select the position you wish to access. Each position has its own relevant stats. Select the stats you wish to view and press .

Memory Card

The memory card screens allows you to manage the files on you memory cards. Highlight the desired option and press  to begin the desired process.

Load Game

The Load Game option detects all the GameDay '97 games on the selected card. To load a saved game, highlight it and press .

Save Game

The Save Game option allows you to save the current season or playoffs.




Format

The Format option will erase all the game files on the Memory Card.

Delete

The Delete option detects all the files stored on the selected Memory Card and allows you to delete any one.

Rename

The Rename option detects all the GameDay '97 files and allows you to rename them. Highlight the desired game and then press  to bring up the alphanumeric menu. Use the D-pad to cycle through the characters and the  button to select them. When you've finished writing the name, press the  button.

Memory Card Slot

Press the D-Pad **left/right** to switch memory cards.

Season Report

The Season Report screen contains the schedules of all the NFL teams, the top teams overall, and the standings in each division. Select items on the Season Report screens in the same way as on the Main Menu.

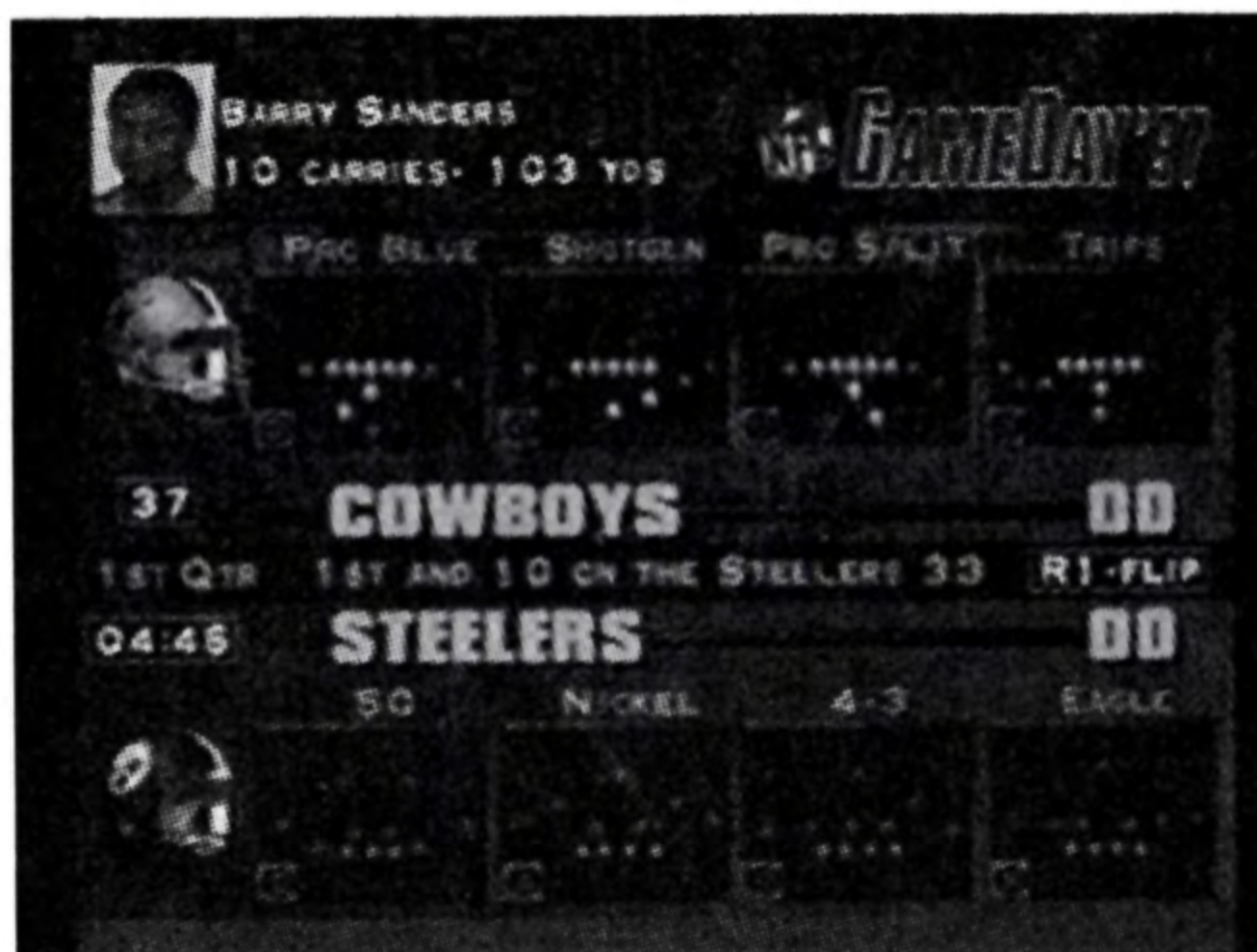
ON THE FIELD

Before the kick-off, the coin is tossed to determine who kicks off and who defends which goal. Follow the on-screen instructions when prompted.

The Kick-Off

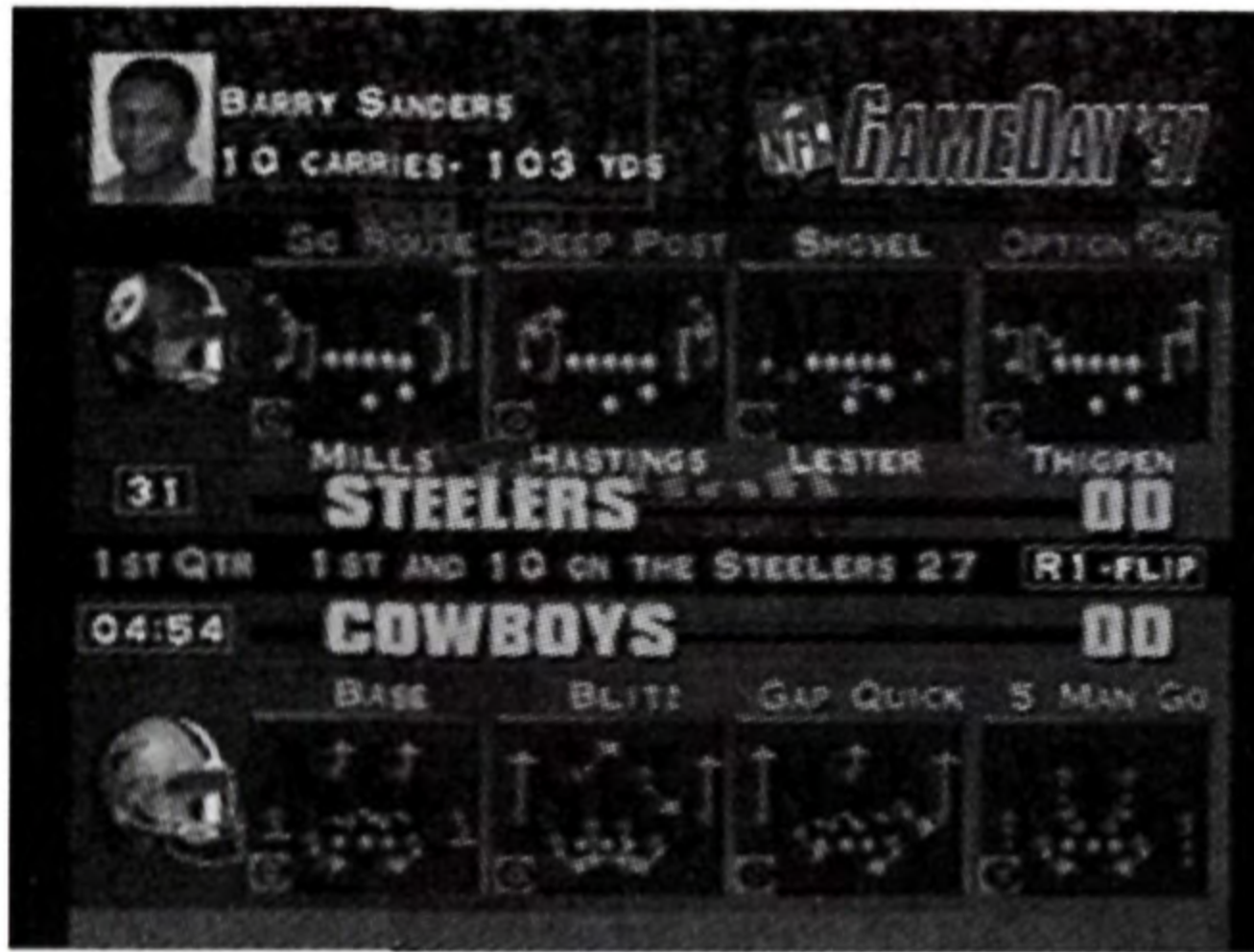
When you start the play, the kick-off meter appears. You can control both the strength of the kick and its direction. While the meter is on the screen and the kicker is moving toward the ball, press **left/right** on the D-Pad to aim and **X** to set the strength bar. The taller the strength bar, the more power you put behind the kick.

Formation Selection



Press **left/right** on the D-Pad to cycle through the different formations, and then use one of the four icon buttons to choose the corresponding formation.



Play Selection



Once you select the formation, use the **left/right** directional buttons to cycle through the available plays. If you wish to return to the formation selection windows, press the **up** directional button.

- To flip the plays, press **RI**. When you flip a play, it becomes a mirror image of itself.
- To select a play, press the corresponding icon button.
- To pause the game, press **START**.

Offense Before The Snap

Before you snap the ball, you can try to draw the opponent off-sides by calling “Hut”  or , or you can call an Audible. See “Choose Audible” on page 21 for instructions on how to customize your audibles. When you call an audible, the audible selection windows pop up. Use the appropriate button to select the desired audible play.


Note: When you use the No-Huddle offense (**L2** + **SELECT**) the computer automatically runs the last play you selected. If you want to run a different play, you need to call an audible.

Offense After The Snap

When you snap the ball the play starts. You can watch it unfold or you can take control of the key performers in that play. Make sure to familiarize yourself with the button controls on the Controller screen, which allows you to customize them.





Passing Plays

After you snap the ball on a passing play, if you choose not to select a receiver (“coaching style”), the computer reads the defense and selects a receiver. If you want to read the defense and select the receiver (“player style”), you need to think and react quickly, since you’re the quarterback.

Before the snap, identify which receiver goes with which button by pressing either **LI** or **RI**. After the snap, press the  button to bring up the button symbols on the assigned receivers, and then press the appropriate button to throw to the receiver you want to hit.

When the ball reaches the receiver, press the catch button to increase your chances of a reception.

Running

When you’re carrying the ball, use the directional buttons to guide the runner and the four control buttons to elude or break tackles. The four buttons allow you hurdle , dive , spin  and use a short burst of speed .

- Press **LI/RI** for a stiff-arm on the side you press.
- Press **R2** for a hip juke.


Defense Before The Snap

As with the offense, you can let the computer control the defense or you can override the computer and control a single player, marked by a circle. Before the snap, you can switch the circle to another man, and you can call an audible. See “Choose Audible” on page 21 for instructions on customizing your audibles.

When you call an audible, the audible selection windows pop up. Use the appropriate button to select the desired audible play.

Defense After The Snap

- Press **L1/ R1** to execute a swim move.
- Press **R2** to execute a forearm shiver.

While the play is unfolding, you control the man on the circle. Use the directional buttons to guide the player, and use the  button to move the circle to the player closest to the ball carrier.

Players automatically attempt to tackle the ball-carrier, but you can increase the chances of making a tackle or interception by using the icon buttons, which allow you to dive, jump, or use a short burst of speed.

Note: There are two special moves, the “swim move” and “forearm shiver.” The swim move is best used by pass rushers to get past blockers. The forearm shiver is best used to knock down an offensive player like a wide receiver within five yards of the line of scrimmage.

Special Teams

Punts and field goals work the same way as the kickoff. The **left/right** aiming buttons are particularly important when attempting long field goals from an angle or when trying to hit the coffin corner on a punt.

The Advanced Controls (Hold L2)

The advanced controls exert extra effort and can make for some truly spectacular plays. While holding down L2, press the appropriate icon button to execute an advanced move.


Advanced Running

- ◻ not only dives, but dives high enough to clear the pile, such as in a goal line situation.
- performs a double-spin, which can really fake out a defender.
- △ not only hurdles, but adds a speed burst to the hurdle.
- ⊗ lowers the shoulder during the speed burst to break a tackle.





LI/RI adds a speed burst to the stiff arm move, to help you get through traffic even faster.

R2 pitches the ball to the nearest teammate.

Advanced Catch

When the ball is overthrown, sometimes your receiver still might be able to catch it if he leaps with one arm fully outstretched. To execute this kind of catch, hold **L2** and press  when the ball is in the air.

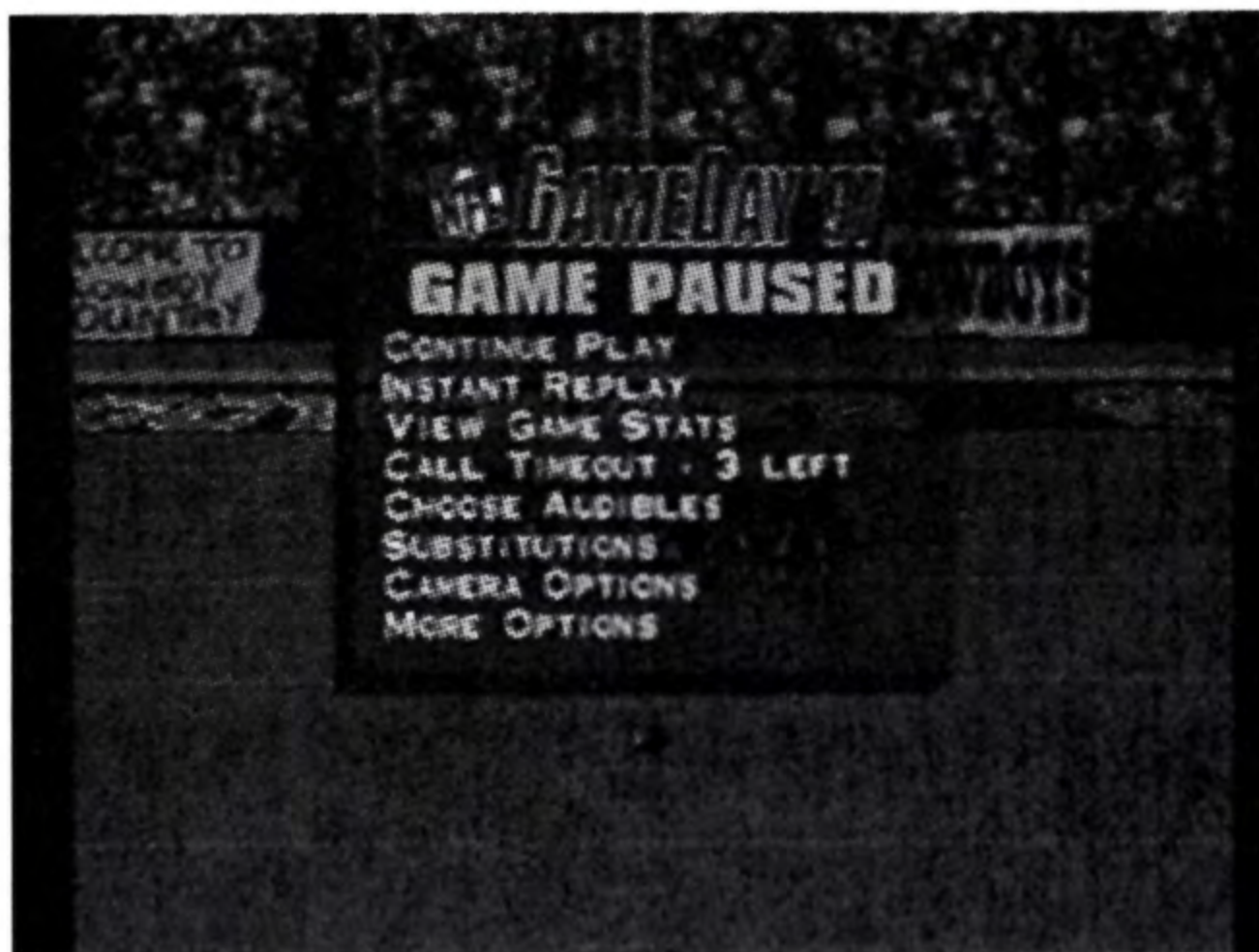
Advanced Defense (Hold L2)

-  initiates an especially violent dive tackle that aims up high. Such a tackle, if well timed, will increase the chances of a fumble.
-  switches the active defender to the deepest man, usually a safety.
-  is for a high one-handed deflection by the pass defender
-  is for a shoulder charge. Hitting a ball-carrier with a lowered shoulder increases the chance of him fumbling.

LI/RI adds a speed burst to the swim move.

R2 adds a speed burst to the forearm shiver.

Game Paused Menu




Press **Start** to pause the game.

Instant Replay

The Replay Control box allows you to look at the last play in a variety of different ways. Follow the instructions on the box to control the replay.

View Game Stats

The stats screens contain all the crucial stats compiled by both teams during the game. Press the D-Pad **left/right** to page through the stats, and **up/down** to view player names not on screen. To return to the game, press .

Call Timeout

Each team receives three time-outs per half.


Choose Audibles

Use the Choose Audible screen to set your three audible plays, on offense and defense. Each of the three play selection buttons features a group of audible plays. Press the appropriate button to activate that play selection window, then use the **left/right** directional buttons to cycle through the

available plays. The plays that appear in the windows are the ones available during play. Make sure to remember which play corresponds to which button. It's not a good idea to use all running plays or all passing plays in your audible scheme.




Note: The on-side kick is automatically set as an audible on kickoffs.

Substitutions

You can substitute any player at any position. If you want an offensive lineman to play safety, that's your business. Highlight and select items on the Substitutions screen the same way you do on the Main Menu. When you've made the substitution, press  to return to the Pause menu.

Camera Options

There are three different game-play cameras: Default, Camera 1, and Camera 2. You can reposition Cameras 1 and 2. Experiment with the camera views and use them in different situations. You might like to use one view on offense and another one on defense.

- To select a camera, D-pad down to one of the "Use Camera" options and press .
- To re-position a camera, D-pad down on to the "Set Camera" option, press  and then follow the on-screen instructions.
- To exit, highlight exit and press .

More Options

The following additional options allow you to further customize the game.

Set Game Speed

The three game speeds determine how fast the players move on the field.

Set Clock Speed

The three clock speeds govern how fast both the game clock and the play clock run.

Set Physics

The three Physics settings —Loose, Normal, and Tight—determine how responsive the players on the field are to the D-Pad. Loose allows the player to slide when he changes direction. Normal allows for only a little sliding. Tight allows the player to turn on a dime.

Set Computer I.Q.

The Computer I.Q. controls the intelligence of the computer's offensive and defensive coordinators. The higher you set the I.Q. the better the computer will respond to your play calling tendencies.

Show Names/Numbers

This option allows you to change how the players on field are identified.

Total Control Passing™/The Advanced Passing Meter

Choose the desired passing Interface

Quit Game

Return to the Main Menu

Season Play

Regular Season mode allows you to participate in an entire season using the 1996-97 NFL schedule. The week number appears in the Game selection screen.

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NHL FACE OFF '97

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- Create your own strategy for breakouts, forechecking, and offensive and defensive attacks. You can even focus your offensive attacks around the left winger, right winger or the center.
- Revolutionary "ICON PASSING™" allows you to execute your offense just like the pros.
- Real NHL techniques like drop passes, redirected shots, fake shots, hip checks, backwards skating, wrist shots, slap shots, tip-ins, stack pads, butterfly saves, glove & blocker saves & more!
- All 26 NHL teams & real NHL players who perform to their abilities.
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GAME OF THE YEAR JUST
GOT BETTER!**



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