NFL GameDay 98™

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OFFICIALLY LICENSED PRODUCT
NFL

PLAYERS INC

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

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

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 heater 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
$6.95-$16.95 for tips by mail
$5.00-$20.00 for card refresh

Within Canada: **1-900-451-5757**
$1.25 per minute for prerecorded information

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. 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 requires a touch-tone phone.

CONSUMER SERVICE/TECHNICAL SUPPORT

1-800-345-SONY
(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.

PLAYSTATION ONLINE

http://www.playstation.com

Our news in always hot! Visit our website and find out what's happening — new titles, new products and for the latest information about the PlayStation™game console.
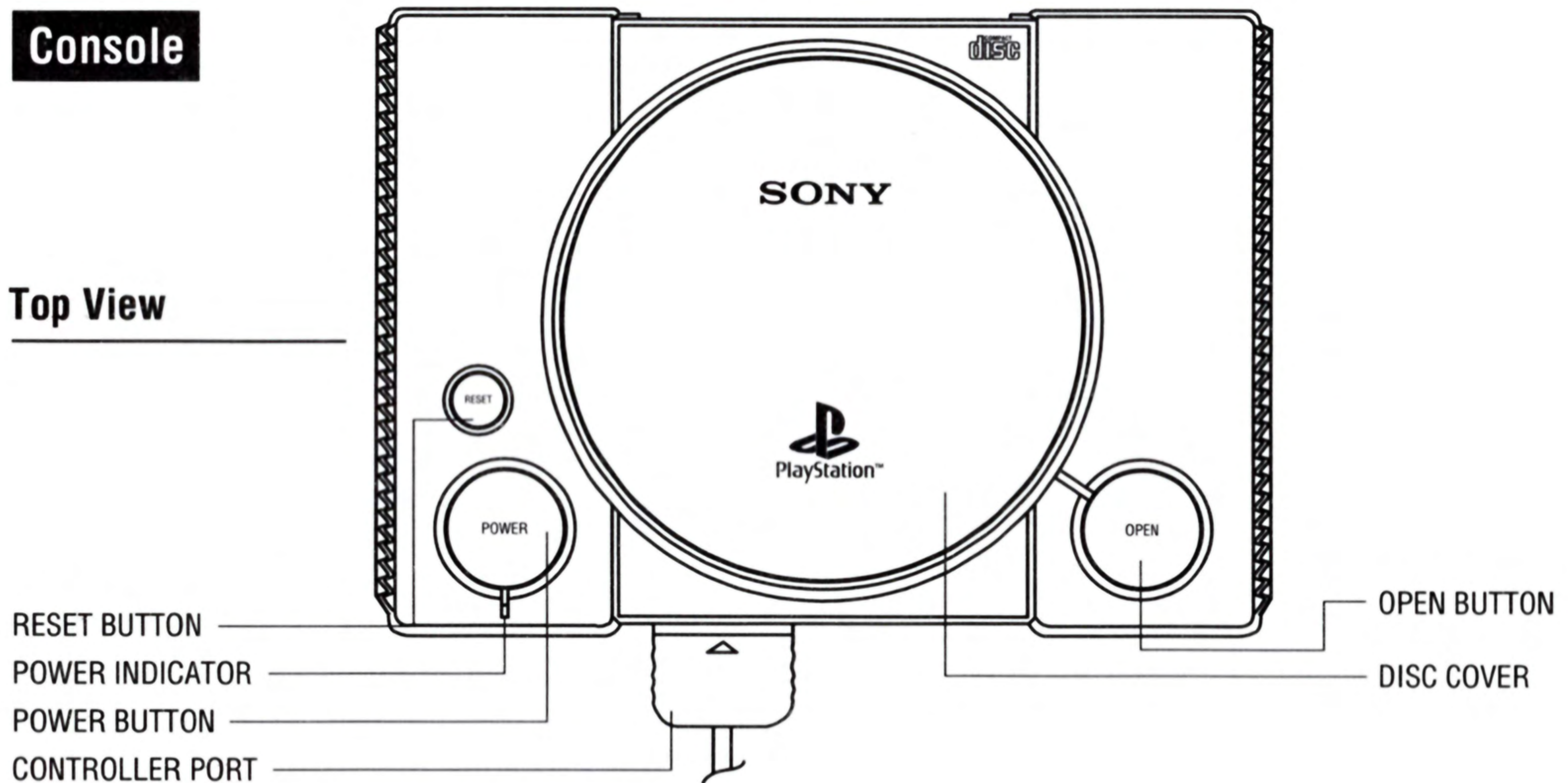
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Console

Top View

RESET

POWER

SONY

PlayStation™

OPEN

disc

RESET BUTTON

POWER INDICATOR

POWER BUTTON

CONTROLLER PORT

OPEN BUTTON

DISC COVER

Front View

MEMORY CARD SLOT 1

MEMORY CARD SLOT 2

1

2

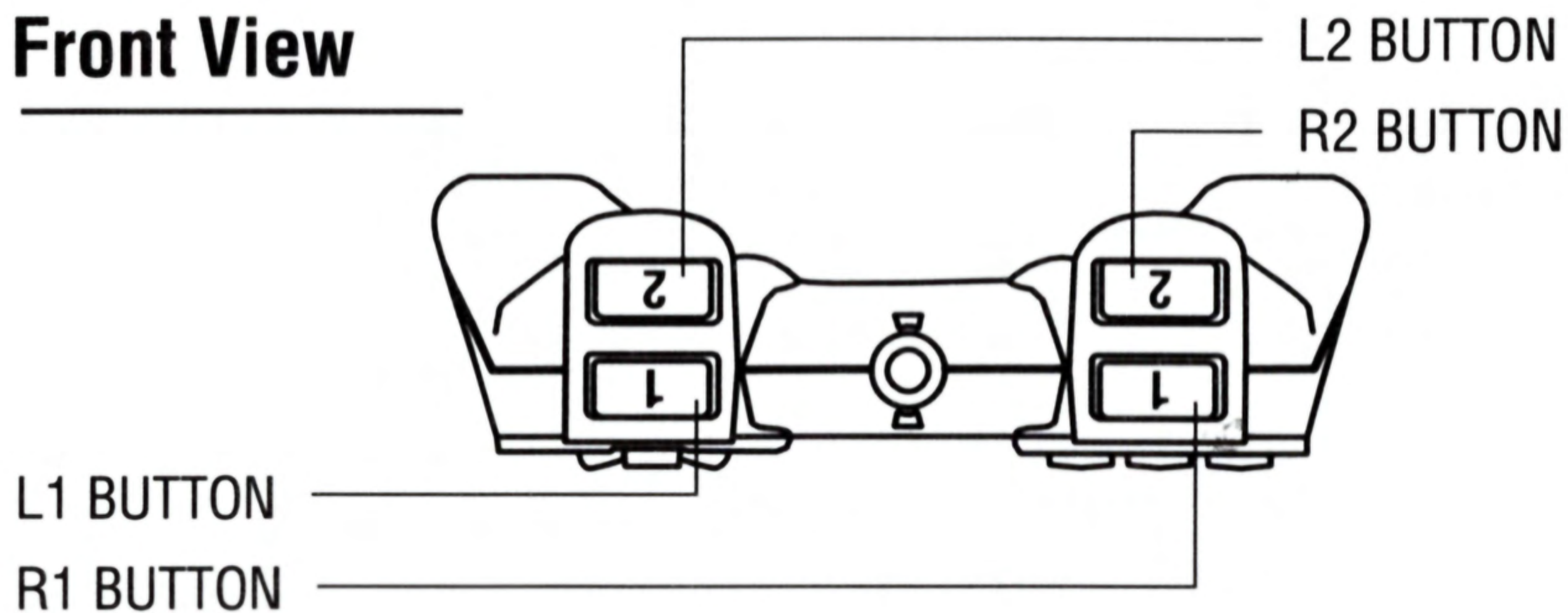MEMORY CARD

MEMORY CARD

CONTROLLER PORT 1

CONTROLLER PORT 2
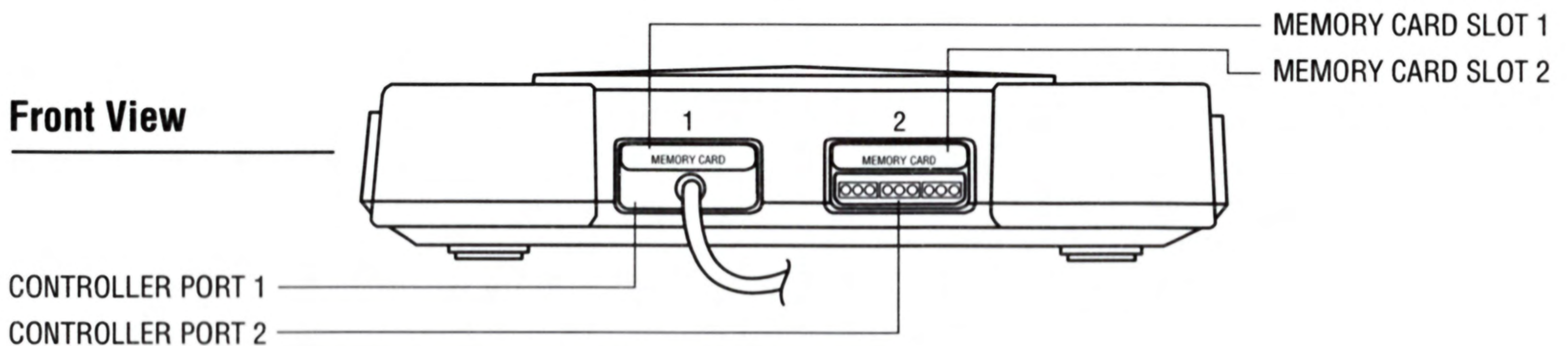
Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the NFL GameDay '98 disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.
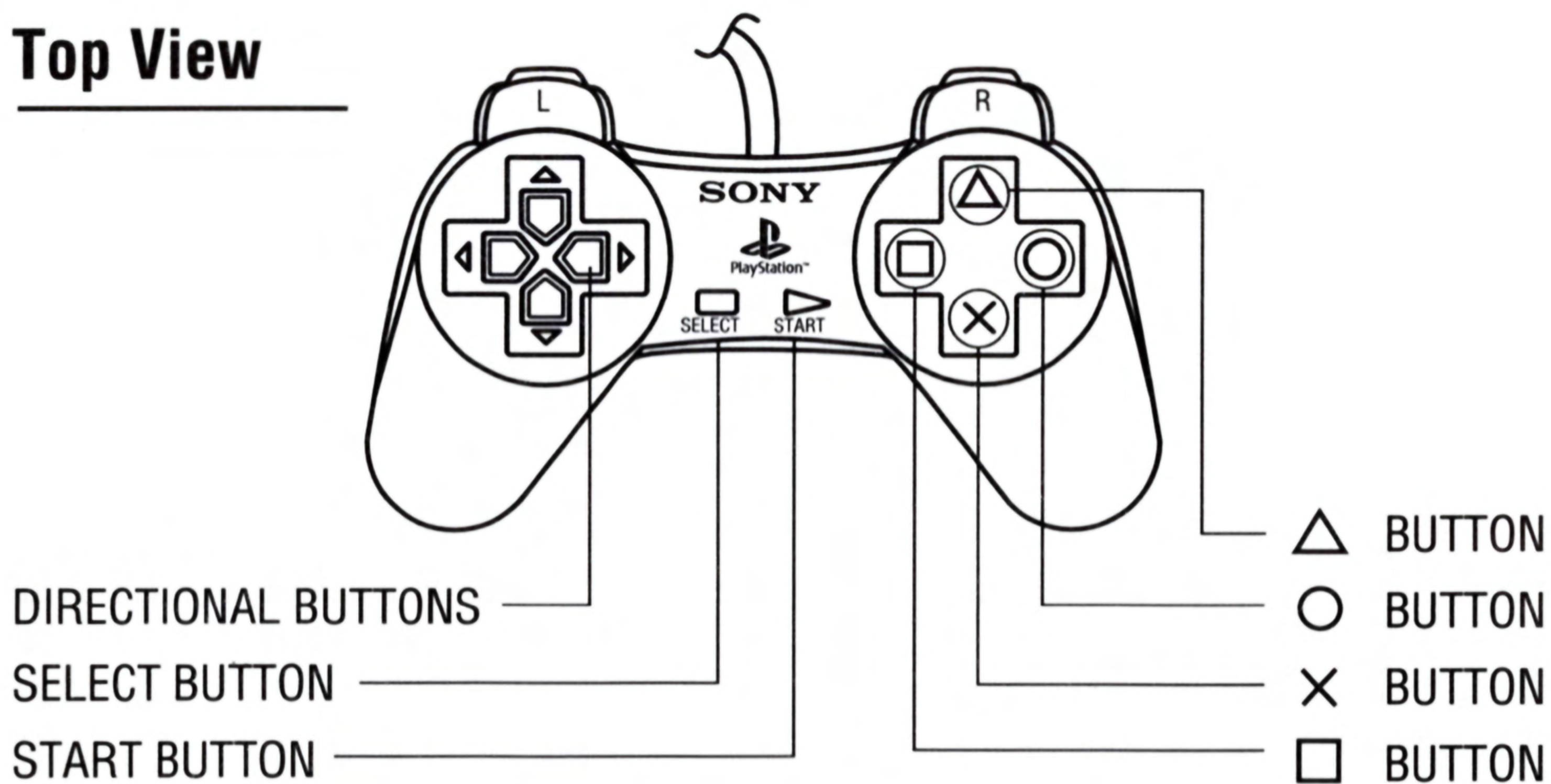
Controller Diagram

Front View

L2 BUTTON

R2 BUTTON

L1 BUTTON

R1 BUTTON

Top View

DIRECTIONAL BUTTONS

SELECT BUTTON

START BUTTON

△ BUTTON

○ BUTTON

✕ BUTTON

☐ BUTTON

SONY

PlayStation™

SELECT   START

Game Controls

GameDay '98 has two sets of game controls to accommodate the beginner and advanced user.

HINT: **In simulation mode, press the ◎ button to perform the most appropriate special move.**

General Controls

⊗	Snap
◎/△	Fake hut
D-Pad	Move player
Start button	Pause

Before the Snap on Offense

▣	Audible
◎	Fake hut
⊗	Snap
L1/R1	Prereads wide receivers
D-Pad Left/Right	Send wide-receiver in motion if the play is designated with a player in motion.

Before the Snap on Defense

◎	Switch man
▣	Audibles
D-Pad	Move player
L2 + ◎	Switch man backwards

Fatigue

Except in Arcade Mode, some players become fatigued as the game progresses. If a player slowly walks up to the line of scrimmage, he is tired and performs below his attributes.

Beginner Offensive Controls - Simulation

Running

⊗	Speed burst
▣	Dive/Dive over pile
◎	Special move (Spin,Juke,Stiff arm,Shouldercharge)
△	Hurdle

Passing

D-Pad + ⊗	Brings up receiver icons
⊗ ▣ △ ◎	Throw to a receiver

Receiving

△	Jump/Catch/One hand catch

Beginner Defensive Controls - Simulation
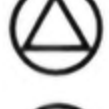
◎	Switch to man closest to the ball
▣	Wrap tackle
△	Jump/Deflection/Intercept
⊗	Speed burst

Advanced Offensive Controls - Total Control™ and Simulation

Running

⊗	Speed burst
◎	Spin
△	Hurdle
▣	Dive
R1/L1	Stiff arm Right/Left
R2	Juke

Running (cont')

L2 + □	Dive over the top of the pile
L2 + ⊗	Shoulder charge
L2 + △	High step
L2 + ◎	Double spin
L2 + R2	Pitch ball

Total Control Passing™

Total Control Passing is a major key to success in NFL GameDay '98. This feature allows you to operate as a real quarterback. Lead, underthrow, or overthrow a receiver, in any direction, based on man or zone defensive coverages.

D-Pad + L2 + ⊗	Brings up receiver icons

To overthrow/underthrow a receiver, D-Pad Up/Down and press the desired icon (⊗, □, △, ◎). To lead a receiver, D-Pad Left/Right and press the desired icon (⊗, □, △, ◎).

Hold Icon button (⊗, ◎, △, □) for bullet pass or tap icon button for lob pass.

R1/L1	Throw out of bounds Right/Left once icons are up.
R2	Pump fake
L2 + Select	No huddle offense after whistle is blown

Receiving

△	Jump/Catch/Dive
L2 + △	One hand catch

Advanced Defensive Controls - Total Control and Simulation

▢	Wrap tackle
✕	Speed burst
◎	Switch to man closest to the ball
△	Jump/Deflect/Intercept
L2 + ▢	High tackle
L2 + ✕	Defensive shoulder charge - Jars the ball loose
L2 with ◎	Switch to the deepest man in coverage
L2 with △	One-handed deflection/intercept
R1/L1	Swim moves Right/Left - penetrate the line of scrimmage
R2	Forearm shiver - knock down a receiver at the line of scrimmage

Kicking/Punting

Press ✕ to bring up Kick Meter. Press ✕ again for distance (Higher on the meter = stronger kick).

D-Pad	Change the direction of the kick

Multi-Player Competition

Adding a Multi Tap allows you to play a five player game. If you have two Multi Taps, up to four people can play on each team.

Setting Up the Game

Preseason

From the Main Menu, use the directional arrow pad (D-pad) to highlight the menu options. Use the ◎ button to cycle through the available options, the ⊗ button to bring up the next menu, and the △ button to return to a previous menu.

MODE

Use the mode option to choose between a preseason or season competition. Preseason games cannot be saved to the memory card and statistics are not recorded.

- Select Preseason and press the ⊗ button to bring up the Team Select screen.

TEAM SELECT

Play with any of the teams in the NFL including Super Bowl and All Star teams. Choose your team based on the team rating located in the center of the screen.

- D-Pad Left/Right to view the team ratings in offense, defense, and special teams.
- Press L1/L2 and R1/R2 to cycle through the home and away teams. The controller on the right is the home team.
- Super Bowl or All Star Teams: Home Team press up on the D-Pad to select these teams. Away Team press down on the D-Pad to select these teams.
- Press the ⊗ button to bring up the next screen and D-Pad Left/Right to choose your team. Leave one controller in the middle to play the computer.
- Press the ⊗ button to start the game.

LEVEL

NFL GameDay '98 offers four different player levels to choose from. To prepare yourself for the challenge of playing at the All-Pro or Hall of Fame levels, first master the Rookie and Veteran levels.

STYLE

Use Simulation for ultra-realistic game play. Highly recommended for beginners.

NOTE: Advanced controls can also be utilized in simulation play.

Use Total Control for Simulation mode with advanced controls. Highly recommended for advanced gamers.

Use Arcade for faster game play with exaggerated special moves.

LENGTH

Set the length of the game by choosing the number of minutes to play per quarter.

ROSTERS

The Rosters Menu option gives you a chance to view the entire player rosters of every NFL team.

TEAM ROSTERS

View the player profiles of any team.
- Press R1/R2 to choose a team roster.
- D-Pad Up/Down to view the entire roster.
- D-Pad Left/Right to cycle through the player profiles. The higher the number for each category, the greater the ability of the player.
- Red Cross next to name indicates injury.

CREATE PLAYER

Create a football player to dominate the play on the field. Your player will move from the combines to training camp where he can be placed on any team roster

- D-Pad Up/Down to highlight the player name attribute.
- Press the ⊗ button to bring up the alphanumeric chart.
- D-Pad Left/Right to highlight a letter or number and press the ◎ button to select it.
- Spell out the player name and press the ⊗ button to when finished.
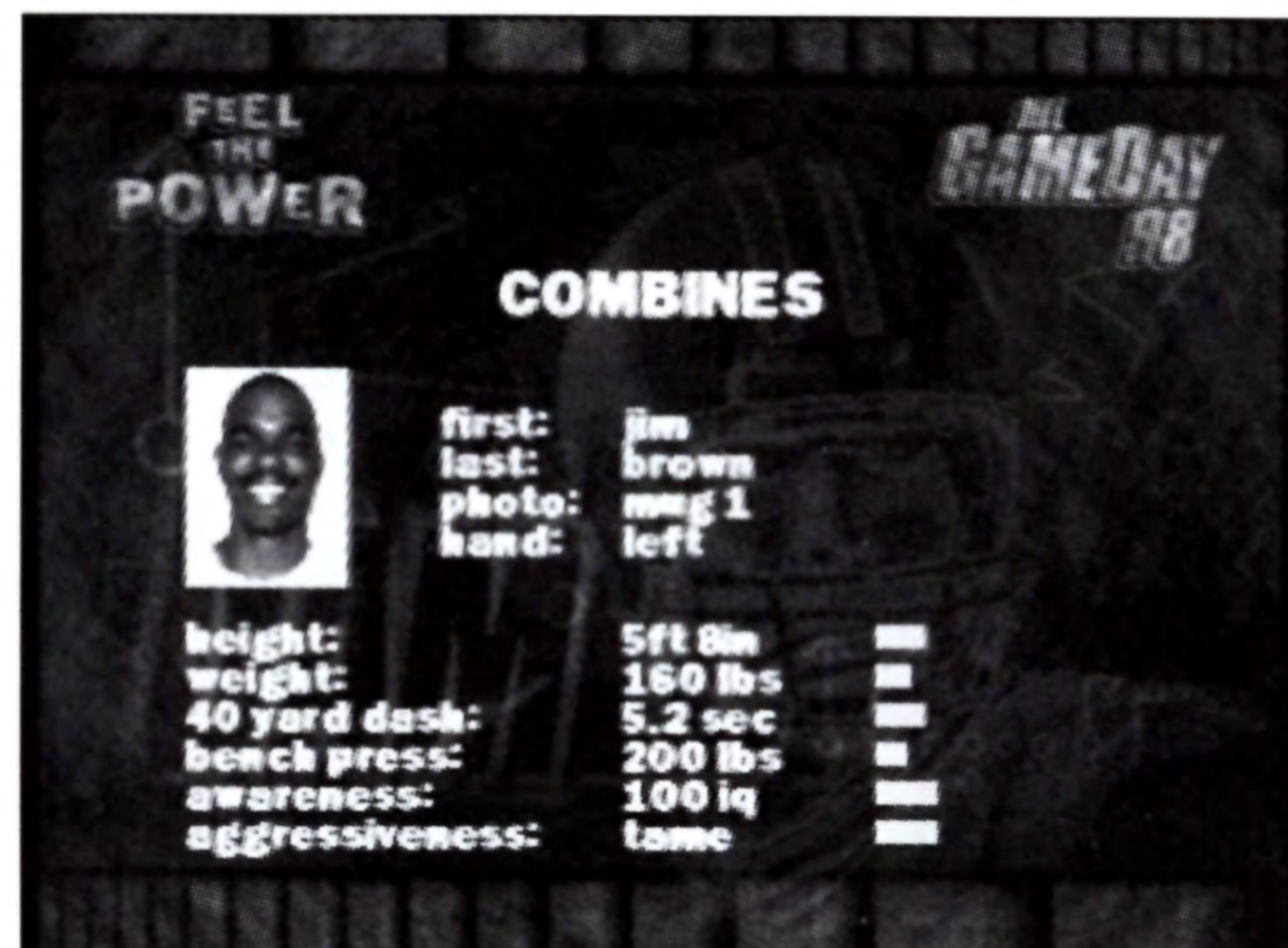
To change the player name:
- D-Pad to highlight the name and press the ⊗ button to start the naming process over.

To continue to customize your player:
- D-Pad down to the other player attributes and D-Pad Left/Right to make a selection.
- Press the ⊗ button to move from the combines to training camp.
- D-Pad Up/Down, Left/Right to choose the position, number, and team and press the ⊗ button to create your player.
- Select "YES" from the pop-up box and press the ⊗ button to create your player and add him to the team roster or free agent pool.

NOTE: To create a player for the Free Agent Pool, D-Pad Left/Right from the team option to select "Free Agent Pool".

TRADE PLAYER

Trade players to and from any team. Players can only be traded on a one-for-one, position-for-position basis.

- Press L1/L2 to choose a team to trade a player to.
- D-Pad Up/Down to highlight a player to trade. When a player is highlighted, a list of all the available players at that position are shown.
- Press the ◎ button to select the player to be traded. The selection cursor will move to the other team involved in the trade on the bottom part of the screen.
- D-Pad Up/Down to select a player for the trade and press the ⊗ button.
- Select "YES" from the pop-up box and press the ⊗ button to complete the trade.

DRAFT

Players are drafted at six positions (quarterbacks, running backs, receivers, defensive linemen, linebackers, and defensive backs.) You can manually draft each position for every team, have the computer hold the draft, or manually draft for a select number of teams and have the computer finish the drafting process. The draft will go six rounds.

To manually draft:

- D-Pad Up/Down, Left/Right to highlight a team.
- Press the ◎ button to select the teams you would like to manually draft for.
- Press the ⊗ button to start the draft.

You will be drafting one player from each position. When a team you have selected for manual drafting comes up in the draft order:

- D-Pad Left/Right to choose the player position to draft from.
- D-Pad Up/Down to view the players still available in the draft and their overall ranking.
- Press the $\otimes$ button to pick a player.

When the draft is complete, press the $\otimes$ button to view the revamped team rosters.

SIGN FREE AGENTS

Sign any of the free agents out of the Free Agent Pool.

- Press R1/R2 to select a team.
- D-Pad Up/Down to highlight a free agent and press the $\otimes$ button to add the player to a team roster.

There is a limit to the number of free agents that you can sign to a team. To make room on the roster for additional free agents, use the Release Free agent menu option.

RELEASE PLAYERS

Release any of the players on the current roster.

- Press R1/R2 to select a team.
- D-Pad Up/Down to highlight a player and press the $\otimes$ button to release him from the team roster.

OPTIONS

Use the Options Menu to further customize your game. Use the D-Pad to highlight the menu options. Use the ◎ button to cycle through the available options, the ⊗ button to bring up the next menu, and the △ button to return to a previous menu.

MUSIC (on/off)

Use this option to turn off the music played during the course of the game.

ANNOUNCER (on/off)

Use this option to turn off the play-by-play commentary of the game.

PENALTIES (low/high)

Use this option to decrease the frequency of penalty calls.

INJURIES (on/off)

Use this option to turn off the possibility of player injuries during the game.

CONTROLLER SETUP

Set the configuration of the controller to any of four settings for offense and defense.

- Press the ◎ button to select a controller configuration for offense.
- D-Pad Down to the offense option and press the ◎ button to move to the configuration options for defense.
- D-Pad Up to the configuration setting and press the ◎ button to cycle through controller configurations for defense.

WEATHER

Choose the weather for each Preseason game. Season games are automatically set to random weather.

- Press the ◎ button to cycle through the weather options.

MEMORY CARD

The Memory Card screen allows you to manage the files on your memory card.

- D-Pad to highlight the desired option.
- Press the ⊗ button to select.
- Press the ⊗ button again to execute the command.
- Press the △ button to return to the previous screen.

To rename a file:

- D-Pad to highlight the rename option.
- Press the ⊗ button to select.
- Press the ◎ button to bring up the alphanumeric chart.
- D-Pad to highlight a letter or number and press the ◎ button to lock your choice.
- Press the ⊗ button to accept the file name.

Season

Begin a march to the playoffs and a possible trip to the Super Bowl by playing a complete NFL season. From the Mode option:

- Press the ◎ button to select season and press the ⊗ button to bring up the Team Select screen.

TEAM SELECT

Play with any team in the NFL. Choose your team based on the team rating located in the center of the screen.

- D-Pad Left/Right to view the team ratings in offense, defense, and special teams.
- Press R1/R2 to cycle through the available teams.
- Press the ⊗ button to bring up the Week #1 Setup screen.

WEEK SETUP

Week Setup is used to customize each game played during the season.

PLAY GAME

• Press the ⊗ button from this option to begin the game.

SIMULATE WEEK

Use this option to simulate every game played in the league for that week.

• Press the ⊗ button from this option to simulate games and bring up the Game Stats screen.
• D-Pad Left/Right to view the scores and stats of every game simulated that week.
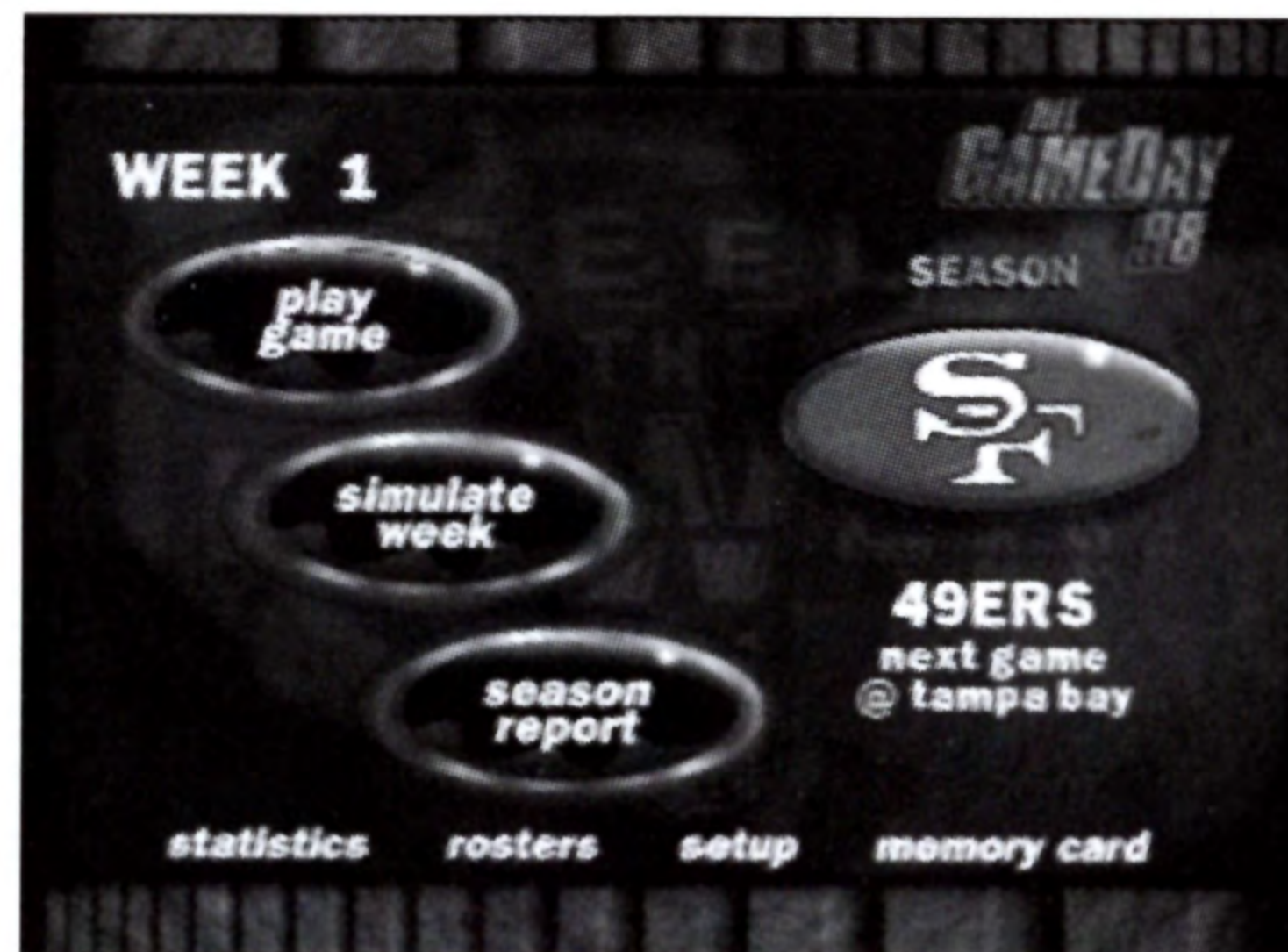• Press the △ button to return to the Week Setup screen to setup the following week's game.

SEASON REPORT

View each team's season report to keep track of the league and its leaders.

SCHEDULE

View the schedule of each team's upcoming games and scores of games already played.

• Press R1/R2 to cycle through each team's schedule.
• Press the ⊗ button to select.

STANDINGS

View the division standings of both the American and National Football Conferences.

- D-Pad Left/Right to cycle through the standings of each division.

PRO BOWL®

The Pro Bowl is based on the season you are playing. You can only play in the Pro Bowl if a player from your team is voted to the Pro Bowl. See Pro Bowl Voting below for information on how to keep track of leading Pro Bowl vote getters.

PRO BOWL VOTING

During the course of the season, view the leaders of the Pro Bowl Voting.

- D-Pad Left/Right to switch between conferences.
- D-Pad Up/Down to view the entire list of leading vote getters.

PLAYOFF REPORT

View the brackets for each round of the playoffs.

- Press the ◎ button to switch between conferences.
- D-Pad Left/Right to view each playoff round up to the Super Bowl®.

STATISTICS

View the statistics of each team throughout the league.

OFFENSIVE TEAM LEADERS

To view the offensive team leaders:

- Press the ⊗ button from this option to bring up the offensive team leaders screen.
- D-Pad Left/Right to cycle through the leaders in passing yards, rushing yards, pts. for, and total offense.
- Press the △ button to return to the previous screen.

DEFENSIVE TEAM LEADERS

See Offensive Team Leaders above.

NFL TEAM LEADERS

View the individual statistical leaders from the NFL in the major offensive and defensive categories.

- Press the ⊗ button from this option to bring up the NFL Leaders screen.
- Highlight a statistical category and press the ⊗ button.
- D-Pad Left/Right, Up/Down to view the ranking and stats of each categorical leader.
- Press the △ button to return to the previous screen.

ROSTERS

See the rosters section under Preseason for further details.

SETUP

See the menu option descriptions under Preseason for further details on how to setup your game.

Playing the Game

PAUSE MENU
Use the pause menu to stop the game and view game statistics and further customize the game.
- D-Pad to highlight an option and press the $\otimes$ button.

VIEW GAME STATS
View the stats compiled by each team during the course of the game.
- D-Pad Left/Right to view the game stats of each player.
- Press the $\otimes$ button to return to the game.

CALL TIME-OUT
Each team receives three time-outs per half. The number of time-outs remaining will be shown here.

SUBSTITUTIONS
Use this option to substitute for a player on the field.
- D-Pad to highlight formation, position, or player.
- Press the $\square$ or $\bigcirc$ buttons to cycle through the options.
- Highlight "sub all forms" and press the $\otimes$ button if you would like to substitute a player in all formations.
- Press the $\triangle$ button to exit.

INSTANT REPLAY

Instant replay gives you a second chance to view the latest play. Use the following controls to view the play from different angles.

▢	Rewind
◎	Forward
△	Tilt camera up
⊗	Tilt camera down
L2/R2	Zoom In/Out
L1/R1	Rotate Left/Right
D-Pad	Move camera
Start	Exit

CAMERA OPTIONS

Choose from a wide variety of camera angles to view your game.
- D-Pad to highlight a preferred view.
- Press the ⊗ button to select the camera option.
- Press the △ button to exit.

CHOOSE AUDIBLES

Set three audible plays on offense and defense.
- Press the ▢, ◎, or △ button to pick a play to change.
- Press the ▢, ◎, △, or ⊗ button to pick a formation.
- Press the ▢, ◎, △, or ⊗ button to pick a new play.
- Press the ⊗ button to exit.

MORE OPTIONS

Select this option to set up more game options.

- D-Pad to highlight a menu option and press the $\otimes$ button to cycle through the available choices.

CLOCK SPEED (Normal, Fast, Slow)
Set the speed of the clock to run at one of three speeds.

COMPUTER IQ (80-180)
The computer IQ determines the intelligence of the computer's team. The higher the IQ, the better the computer will respond to your play calling.

TOTAL CONTROL PASSING/PASSING METER
This option allows you to choose a passing interface.

GAME SPEED (Normal, Fast, Slow)
Set the speed of the players on the field.

PHYSICS (Normal, Loose, Tight)
Set the responsiveness to the D-pad of the players on the field. Tight has players responding quickly to the D-Pad. Loose has players responding slowly to the D-Pad as experienced in 16 bit football games.

SHOW NAMES/NUMBERS/NO NAMES OR NUMBERS
Set the identification of the players on the field to one of these choices.

QUIT GAME
Allows you to quit the current game and return to the main menu.

KICKING GAME

Skill at kicking allows you the opportunity to put your team in good field position and keep the opposing team deep in their own territory. Hitting a last second field goal to win the game will also require kicking expertise.

- Press the ⊗ button to bring up the power meter.
- Press the ⊗ button again to kick the ball. The higher the strength bar the stronger the kick.

To try an onside kick, press the ⊗ button when the strength bar is at a low point on the power meter.

To guide a kick, D-Pad Left/Right to angle your kick into the corners.

SETTING UP A PLAY

Once a team has received the ball on offense, the Play Selection screen will come up. First choose the formation for the play.

- D-Pad Left/Right to cycle through the available formations and press the associated icon button to select it and bring up the play selections.
- To return to the formation selection, D-Pad Up from the play selection.

Once the formation is set, select the play.
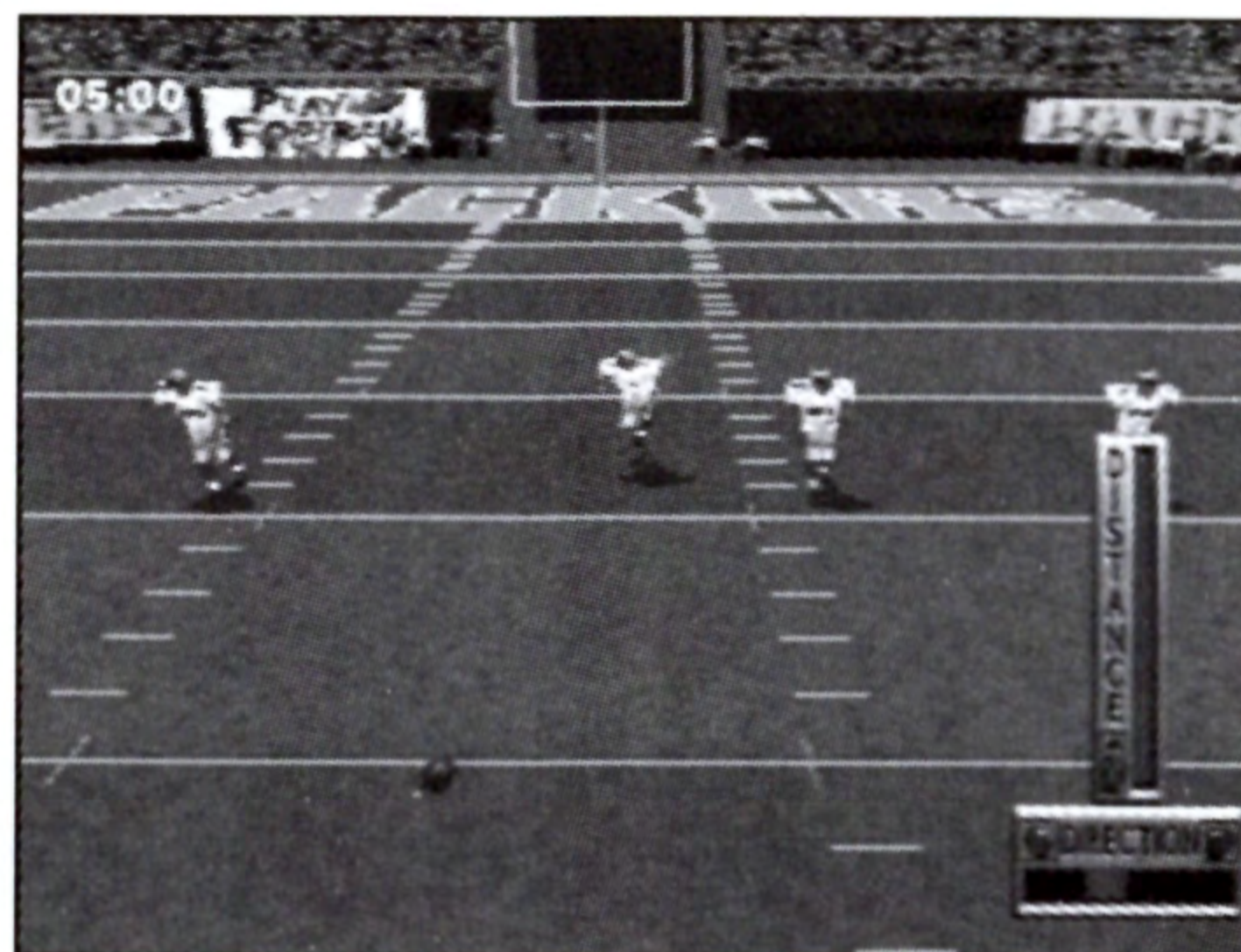
- D-Pad Left/Right to cycle through the available plays and press the associated icon button to select it.
- To flip the play and run a mirror image of that play, press R1. To return to the original play, press R1 again.

OFFENSE

You can watch the computer take complete control of the play, or you can control the key players on the field.

Before the snap, use the controls to try and draw the opposition off sides. You can also call an audible to confuse the defense or run the no-huddle offense to catch them off guard. See the game controls for a complete list of offensive moves.

To run the no-huddle offense, after the play is over and the whistle is blown:
- Press L2 with the Select button to run the last play you selected.

PASSING

For advanced users, before the snap, press R1/L1 to draw back the camera and view the button symbols associated with each receiver.

After the snap, press the ⊗ button to show the button symbols, then press the button of the receiver you would like to throw to.

DEFENSE

As with offense, you can watch the computer take complete control of the play or you can control the key players on the field. The defense can also use an audible to match your team up with the offensive play calling.

On defense, you control the man in the red diamond. To switch to the player closest to the ball carrier, press the ◎ button. See the game controls for a complete list of defensive moves.

NFL GameDay '98 Credits

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SOFTWARE WARRANTY

NHL FaceOff 98

NEW 3D POLYGONAL PLAYERS & MOTION CAPTURED ANIMATION

► Players look over their shoulder to receive a pass, perform lean & crossover turns while skating forward and backwards, and Revolutionary Secondary Goalie saves means if a goalie doesn't have time to get up from a stack the pads he'll reach out with his stick or glove to make the save from the ice.

REAL PLAYER ATTRIBUTES

► All players scaled to actual height and weight with names and numbers on their jerseys. Each player's skills are based on their actual stats. Advanced artificial intelligence means they perform like they do in the NHL®.

UNPRECEDENTED STRATEGY CONTROL

► Change the style of your offense and defense. Stifle your opponent with the Detroit Red Wings' Left Wing Lock. ICON PASSING™ lets you shoot and pass like the pros.

NHL™ AUTHENTICITY

► All New Arenas featuring shaking glass, flying water bottles off the net, and lens flares from goal sirens with genuine ice designs. Updated team uniforms and rosters.

COMING THIS OCTOBER

KillerGame

SONY