



NTSC U/C

PlayStation™

NHL 98

EA SPORTS™



SLUS-00519



## **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 symptoms 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 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 center to outer edge. Never use solvents or abrasive cleaners.

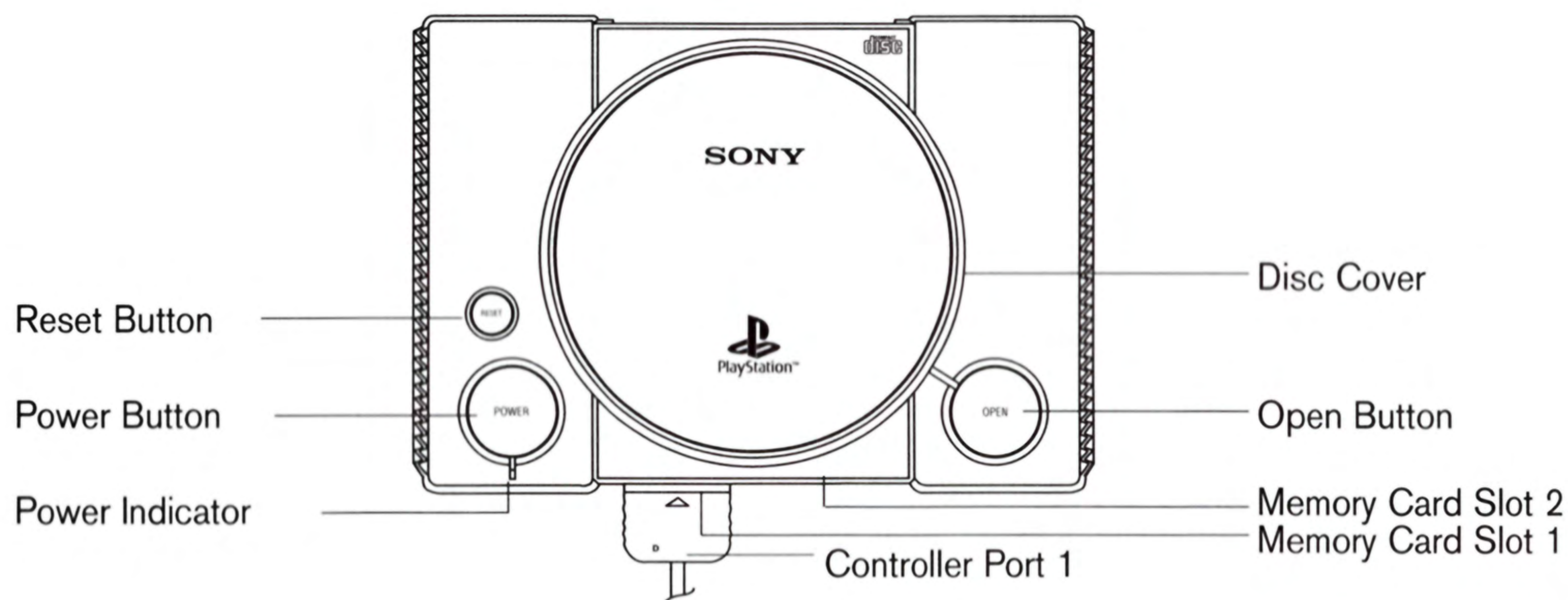
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

<b>STARTING THE GAME</b> .....	<b>2</b>
<b>CONTROL SUMMARY</b> .....	<b>3</b>
<b>GAME SETUP MENU</b> .....	<b>5</b>
MODE.....	5
LEVEL .....	6
RULES.....	7
OPTIONS .....	7
ROSTERS .....	8
STATS CENTRAL.....	11
CAMERAS .....	11
MEMORY CARD .....	12
<b>EXHIBITION MODE</b> .....	<b>13</b>
<b>GAMEPLAY CONTROLS</b> .....	<b>15</b>
PAUSE MENU .....	19
END OF THE GAME.....	20
<b>SEASON MODE</b> .....	<b>21</b>
<b>PLAYOFF MODE</b> .....	<b>23</b>
<b>TOURNAMENT MODE</b> .....	<b>26</b>
<b>SHOOTOUT MODE</b> .....	<b>28</b>
<b>CREDITS</b> .....	<b>30</b>

**For more info** about this and other titles, check out  
EA SPORTS™ on the web at

[www.easports.com](http://www.easports.com)

# [ STARTING THE GAME ]

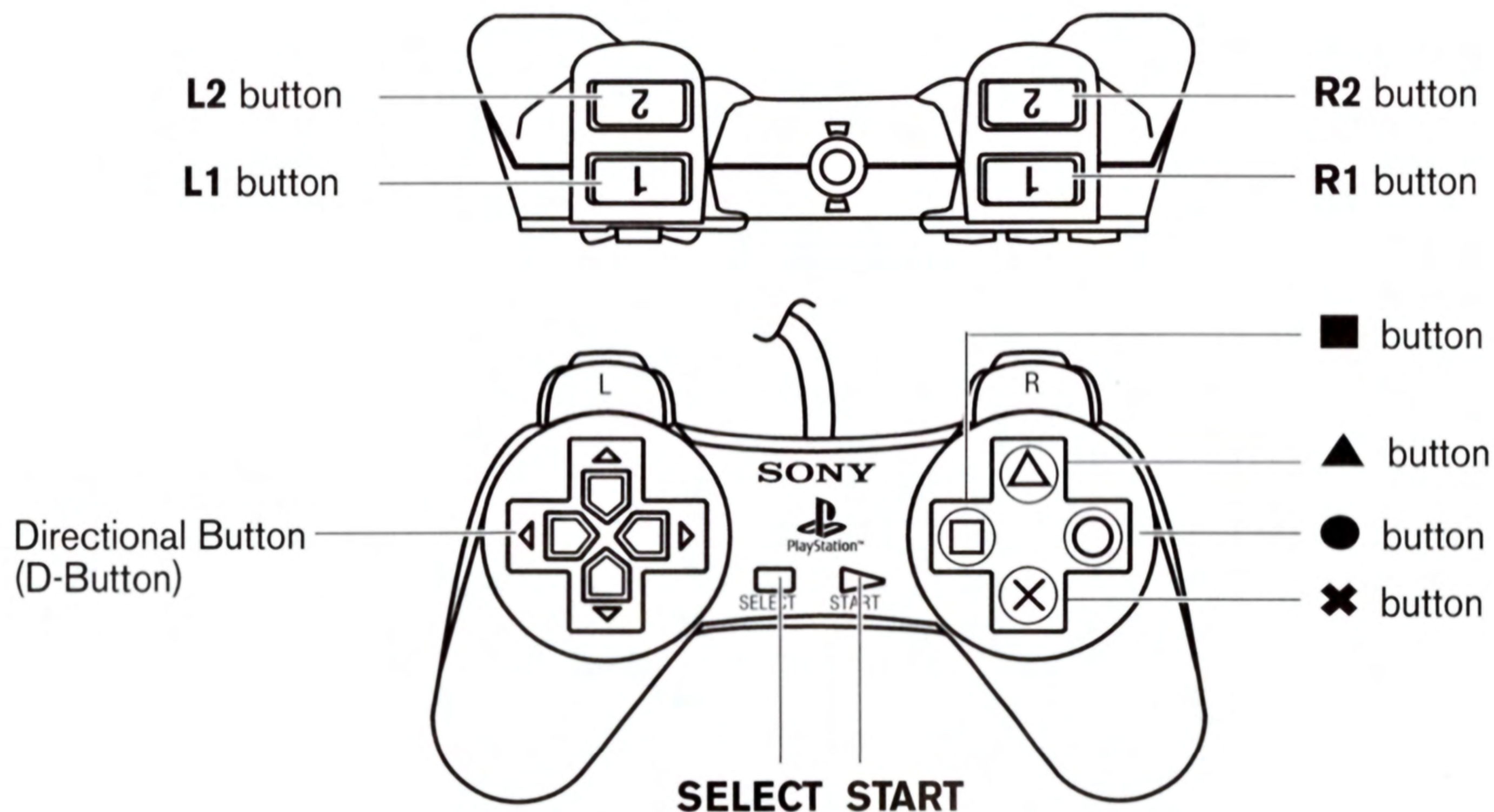


1. Set up your PlayStation™ game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *NHL*® 98 disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation™ game console. The *NHL* 98 video introduction sequence begins, followed by the Game Setup menu.  
➤ *Game Setup Menu* on p. 5.

**SOFT RESET:** Press **START** to pause the game, then press **SELECT**. A menu appears prompting you to quit or continue gameplay.

**NOTE:** When using the Multi-Tap, at least one controller must be connected to Controller Port 1.

# [ CONTROL SUMMARY ]



## ► MENU CONTROLS

Action	Command
Highlight menu item	D-Button ↑
Cycle menu item choices	D-Button ↔
Select menu item	✕
Return to previous menu	▲
Accept/Advance to next screen	<b>START</b>
Access on-screen help	■
Toggle control between columns; Toggle Season/Playoff statistics	●

## ► OFFENSE

Action	Command
Skate; Choose pass/shot direction	D-Button
Pass; Draw the puck (faceoffs)	✕
Shoot	■
Speed burst	●
Special move	▲

## ► DEFENSE

Skate	D-Button
Control player closest to puck; Sweep; Poke check	✕
Speed burst; Body check	●
Hook; Hold	■
Block shot	▲

## ► GOALTENDING

Control goalie (hold for one second)	✕
Skate	D-Button
Save attempt	■
Cover up (draw faceoff)	●

## ► STRATEGY

Change camera	R2
Call line change	L2
Call defensive strategy	L1
Call offensive strategy	R1

**NOTE:** This section documents *NHL 98* default button commands. To adjust your controller configuration, ► *Options* on p. 7.

# [ GAME SETUP MENU ]



**NOTE:** Whenever you see ■ in the lower-left corner of the screen, press ■ to access on-screen help. On-screen help displays button commands specific to the current screen.

**NOTE:** Default options appear in **bold** in this manual.

## MODE

### EXHIBITION

A single-game competition between any two teams. Take on your friends or test your hockey skills against the expertise of a computer opponent. ➤ *Exhibition Mode* on p. 13.



SEASON

Play through a 25- or **82**-game NHL Season, complete with player transactions, stats, Playoffs, and Season-end awards presentation. ➤ *Season Mode* on p. 21.

PLAYOFF

Rush for the Cup. Create a custom NHL Playoff tournament with 1, 3, 5, or **7** game series. ➤ *Playoff Mode* on p. 23.

TOURNAMENT

Establish a round-robin Tournament with 44 NHL and national teams to determine the undisputed *NHL 98* champs. ➤ *Tournament Mode* on p. 26.

SHOOTOUT

Perfect your penalty shot technique or challenge your friends to a 5-round mini-competition. ➤ *Shootout Mode* on p. 28.



**LEVEL**

ROOKIE

Designed for beginners and players who want to learn the basics. Computer teams skate and react more slowly.

**PRO**

High competition, high contact NHL action. Computer player performance is determined by real-life skill ratings.

ALL STAR

All players perform with All Star ability—the skating is quick and the passes are right on the tape.



## RULES

Establish rules for the upcoming game.

- PERIOD LENGTH Select 5, **10**, or 20 minute (regulation) periods.
- PENALTIES Use the slider to set the frequency of penalty calls. All the way left is OFF; all the way right follows NHL regulations.
- FIGHTING Toggle the possibility of fighting **ON/OFF**.
- OFF SIDE Handling or passing the puck across your opponent's blue line with a teammate already in the Attack zone. Toggle **ON/OFF**.
- ICING Sending the puck from your half of the ice over the opposing goal line (without entering the crease) and an opponent other than the goalie touches the puck first. Toggle **ON/OFF**.
- 2 LINE PASS Completing a pass to a teammate across any two lines. Toggle **ON/OFF**.
- INJURIES Toggle the possibility of player injuries **ON/OFF**.

## OPTIONS

Set pre-game and gameplay options.

- CONFIGURE CONTROLLER Choose one of four different controller configurations.
- PASSWORD When you win the Stanley Cup<sup>®</sup>, the celebration video appears followed by a password. Write down the password and save it; you can enter it here to see the video at any time.

**AUDIO OPTIONS** Access the Audio Options menu to adjust Music, SFX, Crowd, Network (game intro) Speech, and In-Game Speech volume; toggle Color Commentary **ON/OFF**; and choose the Audio mode supported by your TV.

**LINE CHANGES** **AUTO:** The computer automatically cycles your lines at each face off. Players never fatigue.  
**MANUAL:** It's up to you to notice when your players show signs of tiring and change lines accordingly.  
**OFF:** Your best line remains on the ice and at full energy for the duration of the game.

**PRE-GAME PRESENTATION** Toggle the pre-game show **ON/OFF**.

**SCORE OVERLAY** Toggle the in-game score overlay **ON/OFF**.

**CREDITS** View a list of the people who brought you *NHL 98*.

## ROSTERS

Set coaching strategies, view rosters, edit lines, trade players, sign and release free agents, create players, and build custom teams.

**NOTE:** If you add a player to a roster whose jersey number conflicts with an existing number, you are prompted to choose a different number for the new player.

◆ To choose a different number, D-Button  $\leftrightarrow$  to select, then press **START**.



▶ COACHING STRATEGY

Set the strategies you want your team to employ. You can also change strategies on-the-fly during the game.

1. Choose the team whose strategy you want to set.
2. Cycle to the strategy you want to set for each game situation.
3. Use the sliders to set the amount of pressure you want the team to apply, then press **START** to accept.

▶ VIEW ROSTERS

Take a look at team rosters to compare player ratings and access individual View Player screens.

▶ EDIT LINES

Edit any team's lines to experiment with different player combinations.

1. Choose a team and the line you want to edit.
2. Select the player you want to remove from the line.
3. Press ● to access the roster, then select the player you want to insert in the line.
4. Press ✕. The new player joins the line.

▶ TRADE PLAYERS

Trade players between any two teams. You can include up to three players from each team in a single trade.

1. Choose the teams you want to trade players between.
2. Select the player(s) you want to trade from the first team, then access the second team's roster.
3. Select the player(s) you want to trade from the second team, then press **START** to make the trade.

The Advantage Indicator adjusts to display which team will benefit most from the proposed trade. The indicator rises along with the level of talent you put on the block.

### Sign & Release Free Agents

Add players from the free agent pool to any team's roster, or move players from a roster to the pool.

- ◆ To sign a free agent, choose the team to which you want to sign the player, then access the free agent pool and move the player to his new roster.
- ◆ To release a player, choose the team from which you want to release the player, then move him to the free agent pool.

### Create Players

Create new players as free agents.

1. Complete the player information options to create your player, then press **START** to accept.
2. Complete the skill ratings to customize your player, then press **START** to accept. The new player joins the free agent pool.

The amount of skill points remaining for distribution is displayed at the bottom of the screen.

### Custom Teams

Copy players from any team to create custom teams of your favorite players. Custom teams are available in Exhibition mode only.

### Reset Rosters

Resets all rosters and lines to the *NHL 98* defaults.

## STATS CENTRAL

View team, roster, and player stats; track user stats and leaders; and check out custom goalie masks.

### TEAM STATS

Compare teams in 14 stat categories. You can organize the teams by league, conference, or division.

### ROSTER STATS

Check out any team's roster to see how its players match up statistically. You can sort players alphabetically or by leaders in any stat category.

### PLAYER STATS

Player Stats tracks stats for every player in the NHLPA™ (over 700) in nine categories. The Player Stats screen functions in the same manner as the Roster Stats screen.

### USER STATS

Compare your personal stats with those of other *NHL 98* users. *NHL 98* compiles stat information from every game played with a user-assigned team.

### LEADERS

The Leaders screen is identical to the Player Stats screen, but Leaders tracks only the top 20 players each category.

### MASK VIEWER

*NHL 98* exclusively features over 40 personalized goalie masks. Access Mask Viewer to check 'em out up close.

## CAMERAS

Select the camera angle in which you want to play, and set camera position options.

### CAMERA VIEW

Cycle through eight different camera views. As you choose a camera, its sample monitor highlights to display the view.

- ▶ AUTO ZOOM With Auto Zoom ON, the camera automatically zooms in when the puck enters the slot or crease area.
- ▶ AUTO REPLAY When ON, great scoring plays trigger automatic replays.
- ▶ REVERSE ANGLE Toggle ON to flip the camera angle.

## MEMORY CARD

Load and save seasons, playoffs, tournaments, rosters, settings, and user logs.

**NOTE:** Never insert or remove a memory card when loading or saving files.

- ▶ LOAD GAME After any completed season, playoff, or tournament game, you can save your progress. Load Game lets you resume the game from the last saved point.
- ▶ LOAD ROSTERS Load a saved custom roster. ▶ *Save Rosters* below.
- ▶ SAVE ROSTERS Once you create and trade players to develop a custom roster, you can save it to your memory card. Each saved roster fills two memory blocks.
- ▶ LOAD SETTINGS Load a saved custom setup. (If you start *NHL 98* with a memory card that has settings saved to it, those settings become the default.)
- ▶ SAVE SETTINGS Save your favorite settings and forget about adjusting the options and rules each time you play. Saved settings fill one memory block.

LOAD USER LOG Load your personal user log each time you play to keep your stats current and accurate.

SAVE USER LOG Save your user log to keep cumulative personal stats for as long as you play *NHL 98*.

## [ EXHIBITION MODE ]

In Exhibition mode, you choose two teams to do battle on the ice and play a single game. There's no scheduling or seeding to deal with—just lace 'em up and drop the puck.

- ◆ To begin an Exhibition game, choose EXHIBITION at the Game Setup menu, and press **START**. The Exhibition Team Select screen appears.

### EXHIBITION TEAM SELECT

All 48 *NHL 98* teams are eligible to play in Exhibition mode, including 26 NHL teams, 18 national clubs, two All Star teams, and two custom teams. Choose your favorite match-ups or let *NHL 98* make random team selections for you.

- ◆ To choose teams randomly, press L1 or R1.
- ◆ To accept the selected teams, press **START**. The Controller Setup screen appears.

## CONTROLLER SETUP SCREEN

Choose the team you'll control in the upcoming game. After selecting a team, you can enter a user name, toggle **AUTO** and MANUAL Goalie Control, and use Position Lock to assign one position to your controller for the duration of the game.

- ◆ To choose a position to control, press **L1** or **R1**. The position you select is the position you control for the entire game, whether your player has the puck or not.
- ☐ If you don't choose a position, you always control the puckhandler on offense.
- ◆ To accept the controller setup, press **START**. The Game Intro begins.

### EA TIP

*Auto-controlled goalies attempt to make saves on their own, but when they have the puck, control is transferred to you.*

## MULTIPLAYER

Up to eight people can play in a single *NHL 98* game. An icon appears on the screen for each controller connected to the PlayStation game console. As the users select teams, the icons turn colors. Remember your color—the player you control on the ice skates on the same colored star.

- ☐ With auto-controlled goalies, five people can play on each team. With manual goalies, six people can play on one team, filling each position.



# [ GAMEPLAY CONTROLS ]

## FACEOFFS

- ◆ To take the draw, press the D-Button in the direction of the teammate you want to scoop the puck to, then press ✕ when the puck hits the ice.

## EA TIP

*While you can choose from four controller configurations, only Controller Configuration 1 (default) is described in this section.*

## OFFENSE

### Stickhandling

- ◆ To **skate**, D-Button in the direction you want to go.
- ◆ To get a **speed burst**, press ●.
- ◆ To execute a **special move**, press ▲. If the player is in the slot, he performs one of *NHL 98*'s spectacular shots; if he is not in scoring position, he performs an all-star deke move.

### Passing

- ◆ To **pass**, D-Button toward a teammate, then press and release ✕.
- ◆ For a **give-and-go**, D-Button toward a teammate, then press ✕ and hold for a half second. When the recipient receives the puck, he immediately passes back to you.
- ◆ For a **drop pass**, D-Button toward a teammate trailing you, then press and release ✕.

*Shots are automatically directed toward your opponent's goal, but you must use the D-Button to aim for an open area of the net.*

## Shooting

- ◆ For a **wrist shot**, D-Button toward an area of the net, then press and release ■.
- ◆ For a **snap shot**, D-Button toward an area of the net, then press and hold ■ through *half* of the wind up before releasing.
- ◆ For a **slap shot**, D-Button toward an area of the net, then press and hold ■ through the *entire* wind up before releasing.
- ◆ For a **one-timer shot**, send a pass to a teammate. Before the puck gets there, press ■. The pass recipient fires off a quick slap shot.
- ◆ To execute a **fake shot**, press ✕ during the wind up.
- ◆ For a **shot deflection**, skate just inside your opponent's blue line and press ▲. This prompts a teammate to drive to the crease. When he's in position, the puckhandler automatically passes to him, and the recipient deflects the puck toward the back of the net.

## DEFENSE

- ◆ To get a **speed burst** or **body check** (when in position), press ●.
- ◆ To **control** the player closest to the puck, press ✕.
- ◆ To **sweep** or **poke check**, press ✕ when you're closest to the puck.
- ◆ To **hook** (within sticks length) or **hold** (within arms length), press ■.
- ◆ To **block** a shot or pass, press ▲ when you're in position to stop the puck.

- ◆ To **clear** the puck along the boards, D-Button toward the boards, then press ■.

## GOALTENDING

- ◆ To take control of your goaltender, press and hold ✕ for one second.
- ◆ To resign control, press the ✕ to assume control of the player nearest the puck.
- ◆ To attempt a save, press ■.

### After a save (manual or auto controlled goalies):

- ◆ To pass, D-Button in the direction of a teammate, then press and release ✕.
- ◆ To cover up and force a faceoff, press ●.

## FIGHTING (FIGHTING ON)

### Fighting controls:

- ◆ To **jab**, press ✕.
- ◆ To throw a **hook**, press ■.
- ◆ To unload a **haymaker**, press ▲.
- ◆ To **grab** your opponent's sweater, double-tap D-Button toward him.

### EA TIP

*You must have the Goalie Controls option set to MANUAL in order to attempt saves. If you don't, the goalie automatically polices the crease.*

### EA TIP

*When a player with a high Aggressiveness rating puts a big hit on another aggressive player, there's a chance they'll fight.*

## When players are in the clinch:

- ◆ For a **straight punch**, press ▲.
- ◆ To land a **rabbit punch**, press ✕.
- ◆ To throw a **hook**, press ■.
- ◆ To **break away**, double-tap D-Button away from your opponent.

## LINE CHANGING

### (LINE CHANGES MANUAL)

- ◆ To change lines **before a faceoff**, press ✕, ■, ●, or ▲ to select the corresponding line from the Line Change menu.
- ◆ To change lines **on the fly**, press L2 to access the Line Change menu, then press ✕, ■, ●, or ▲ to select the corresponding line.

## CHANGING STRATEGIES

- ◆ To **change strategies** on the fly, press L1 (defense) or R1 (offense) to access the Strategy Change menu, then press ✕, ■, ●, or ▲ to select the corresponding strategy.

### EA TIP

*Each period begins with all lines at 100% energy, but energy levels decrease as the period draws on. As your current line becomes fatigued, its energy bar gets shorter. Change your lines before your players tire out.*

### EA TIP

*In power play and penalty killing situations, you only have two lines from which to choose.*

## CAMERA VIEWS

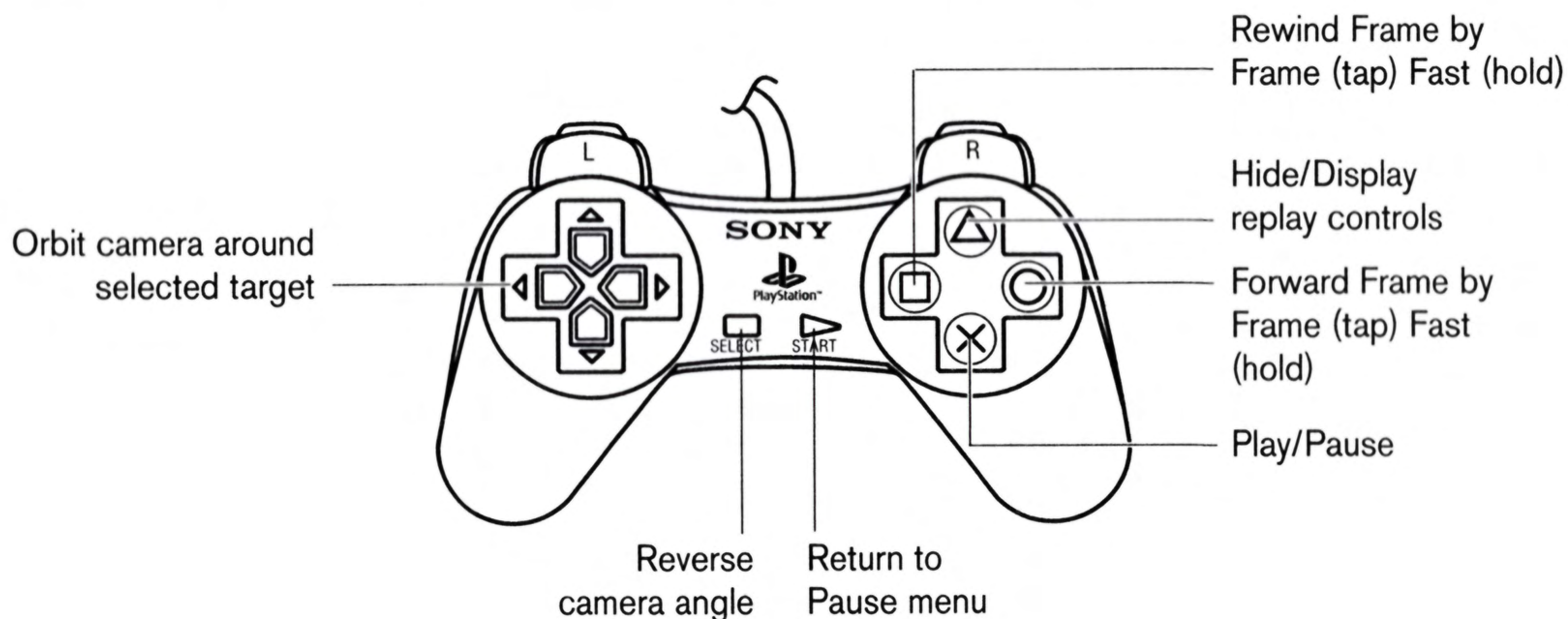
- ◆ To **cycle camera views** on the fly, press **R2**.

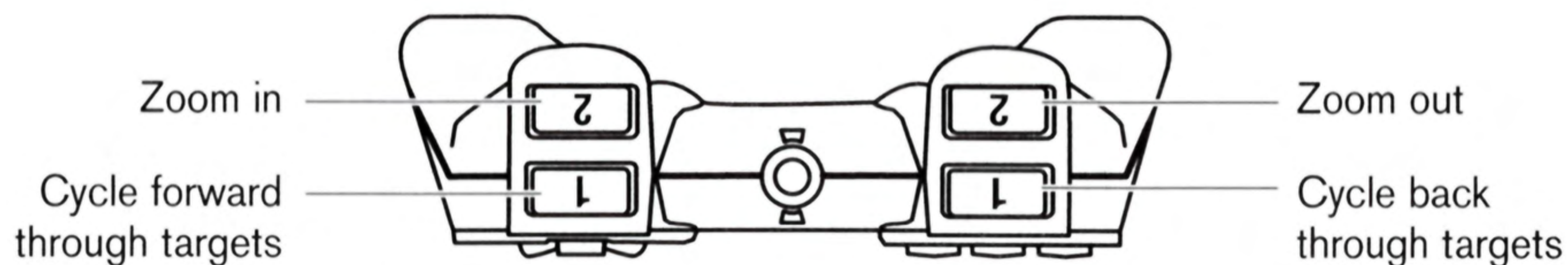
## PAUSE MENU

Access the Pause menu at any time during gameplay to select Pause menu options or take a break from the action. Several options accessible from the Game Setup menu are available at the Pause menu as well. The items described in this section are specific to the Pause menu.

- ◆ To Access the Pause menu, press **START**.
- ◆ To return to the game, press **START** with any option highlighted.

▶ **INSTANT REPLAY** Step into the control booth to replay great plays.





## GOALIE

Change your starting goalie, bring in a replacement during the game, or choose **PULL** to remove your goalie and make room on the ice for an extra skater.

## TIME-OUT

Each team is allowed one 30 second time out per game. You may call a time out only during a stoppage of play. Time outs refresh the energy levels of all players by 1/3.

## QUIT

Quit the current game.

# END OF THE GAME

When the final horn sounds, the End Game menu appears. At the End Game menu, you can display the three stars of the game, check final game stats, or select **REMATCH** to get back into it with the same teams and settings.

- ◆ To return to the Game Setup menu, press **START** with any option highlighted, then select **YES** when prompted.

# [ SEASON MODE ]

Season mode is patterned after an authentic NHL season. Only NHL teams may play, and teams are arranged in their actual conferences and divisions.

When regular season play ends, the top eight teams from each conference move on to the playoffs. After the champions hoist the Cup, a season-end awards ceremony presents all the major NHL trophies.

- ◆ To begin a season, choose **NEW SEASON** at the Game Setup menu, and press **START**. The Season Settings menu appears.

## SEASON SETTINGS MENU

The Season Settings menu offers several options to customize your season. For the most realism, name your season, then go with the default settings.

- ▶ SEASON NAME Enter a custom season name.
- ▶ SEASON GAMES Choose to play a 25- or **82**-game season.
- ▶ PLAYOFF GAMES Set the playoff series length to 1, 3, 5, or **7** games.
- ▶ STARTING ROSTERS Use the default *NHL 98* rosters or any custom rosters you've created and saved.
- ▶ TRADE DEADLINE Choose **NO** to make trades up to the playoffs, or **YES** to adhere to NHL trade deadline regulations. The NHL trade deadline is March 18 at noon, Pacific Standard Time.

## STATISTICS TRACKING

Choose **FULL** to track all stats throughout the season, or **PARTIAL** to track only user records and team stats.

- ◆ To accept season settings, press **START**. The Season Team Select screen appears.

## SEASON TEAM SELECT

Choose the team you think you can take all the way through the Stanley Cup finals, or select multiple teams for more action during the season. You can select up to all 26 teams and play a hand in every game of the season.

- ◆ When you've selected the team(s) you want, press **START**. The Season menu appears.

## SEASON MENU

Several of the options that appear on the Season menu are identical to those found on the Game Setup menu (► *Game Setup Menu* on p. 5). The options described below are specific to Season mode.

## MATCHUPS

Go to the Matchups screen to play or simulate your next scheduled game and get all the stats and scoring info on completed games.



- ◆ To begin your next match, highlight it and press **START**. The Controller Setup screen appears. ➤ *Controller Setup Screen* on p. 14.

- ▶ CALENDAR View any team's season schedule month-by-month. Like the Matchups screen, you can play or simulate games and scan recaps of previously played games at the Calendar screen.
- ▶ STANDINGS Analyze season standings by league, conference, or division. When viewing conference standings, an underline separates the top-eight playoff-bound teams from the rest of the pack.
- ▶ TEAM SELECT Go back to the Season Team Select screen to reconfigure user and computer-controlled teams.

## [... **PLAYOFF MODE** ...]

There are few events in the sporting world that generate as much excitement as the Stanley Cup playoffs. Playoff mode lets you bypass the regular season and begin play at the pinnacle of NHL hockey competition.

- ◆ To begin a Playoff, choose **PLAYOFF** at the Game Setup menu, and press **START**. The Playoff Settings menu appears.

### **PLAYOFF SETTINGS MENU**

The Playoff Settings menu offers several options to customize your playoff. For the most realism, name your playoff, then go with the default settings.

- ▶ **PLAYOFF NAME** Enter a custom playoff name.

- ▶ **PLAYOFF SERIES GAMES** Set the playoff series length to 1, 3, 5, or **7** games.
- ▶ **ROSTERS** Use the default *NHL 98* rosters or any custom rosters you've created and saved.
- ▶ **VALID CONFERENCES** Choose **YES** to restrict teams to their actual NHL conferences. Choose **NO** and you may pair teams together regardless of conference.
- ▶ **DUPLICATE TEAMS** If **YES**, a team may play against itself in the playoffs but player stats are not saved. If **NO**, you can enter each team only once.
- ▶ **STAT TRACKING** Choose **FULL** to track all stats throughout the playoffs, or **PARTIAL** to track only user records and team stats.
- ◆ To accept playoff settings, press **START**. The Playoff Team Select screen appears.

## PLAYOFF TEAM SELECT

Choose the team you think you can take all the way through the Stanley Cup finals, or select multiple teams for a better shot at winning the championship. You can control up to all 16 teams and take part in every game of the playoff.

**NOTE:** Only NHL teams may take part in a Playoff.

*The default playoff seeds reflect the 1997 Stanley Cup playoffs, but you can add your favorite teams if they didn't make the cut, or let NHL 98 fill the slots randomly.*

- ◆ To fill the playoff berths randomly, press **L1** or **R1**.
- ◆ When you've selected the team(s) you want, press **START**. The Playoff menu appears.

## PLAYOFF MENU

Several of the options that appear on the Playoff menu are identical to those found on the Game Setup menu (► *Game Setup Menu* on p. 5). The options described below are specific to Playoff mode.

### MATCHUPS

Go to the Matchups screen to play or simulate your next scheduled game and get all the stats and scoring info on completed games.

- ◆ To begin your next match, highlight it and press **START**. The Controller Setup screen appears. ► *Controller Setup Screen* on p. 14.

### PLAYOFF TREE

Visit the Playoff Tree to see how each series is shaping up or to access the Calendar screen.

- At the Calendar screen you can play or simulate matches, and scan recaps of previously played games.

### TEAM SELECT

Go back to the Playoff Team Select screen to reconfigure user and computer-controlled teams. ► *Playoff Team Select* on p. 24.

# [ TOURNAMENT MODE ]

*NHL 98* tournaments are structured like most formally sanctioned ice hockey tournaments. Tournaments begin with a round robin, continue with single-elimination rounds, and end following the medal games. Below is a general tournament flow.

## ROUND ROBIN

The computer automatically seeds and places each team in a tournament group. Each team must play every other team in its group once to complete a round.

## QUARTERFINAL ROUND

Quarterfinal seeds are based on round robin records. In general, the best team from "Group A" plays the bottom team from "Group B", the next-best team plays the team with the second-lowest record, and so on.

## SEMIFINAL ROUND

The quarterfinal is a single-elimination round, so the four winning teams appear in the semifinal. The semifinal is a single-seeding round, determining the matchups for the medal games.

## BRONZE MEDAL GAME

The two semifinal losers meet in the bronze medal game. The winner receives the bronze medal, while the loser gets a well-deserved pat on the back.

## GOLD MEDAL GAME

The semifinal victors get the chance to go for the gold. The winner wins the gold; the loser receives the silver.

- ◆ To begin a Tournament, choose **NEW TOURNAMENT** at the Game Setup menu, and press **START**. The Tournament Settings menu appears.

## TOURNAMENT SETTINGS MENU

The Tournament Settings menu offers several options to customize your tournament, including number of rounds and number of teams.

TOURNAMENT NAME	Enter a custom tournament name.
ROUND ROBIN	Choose <b>YES</b> for a complete tournament from the round robin stage, or <b>NO</b> to begin at the quarterfinal round.
NO. OF ROUNDS	Round robin only. Play 1, <b>2</b> , 3, or 4 rounds in the initial round robin stage.
NO. OF TEAMS	Round robin only. Enter 8, <b>12</b> , or 16 teams in the first round.
DUPLICATE TEAMS	If <b>YES</b> , a team may play against itself in the tournament but player stats are not saved. If <b>NO</b> , you can enter each team only once.
STATISTICS TRACKING	Choose <b>FULL</b> to track all stats throughout the tournament, or <b>PARTIAL</b> to track only user records and team stats.

## TOURNAMENT TEAM SELECT

Choose the team you think you can take all the way, or select multiple teams for a better chance of winning the gold.

- ◆ To fill the tournament seeds randomly, press **L1** or **R1**.
- ◆ When you've selected the team(s) you want, press **START**. The Tournament menu appears.



*All 44 NHL and national teams are eligible for tournament play.*

*You can select your favorite teams, or let NHL 98 fill the slots randomly.*

## TOURNAMENT MENU

Several of the options that appear on the Tournament menu are identical to those found on the Game Setup menu. The options described below are specific to Tournament mode.

- MATCHUPS**      Go to the Matchups screen to play or simulate your next scheduled game and get all the stats and scoring info on completed games.
- ◆ To begin your next match, highlight it and press **START**. The Controller Setup screen appears. ➤ *Controller Setup Screen* on p. 14.
- CALENDAR**      View any team's tournament schedule. Like the Matchups screen, you can play or simulate games and scan recaps of previously played games at the Calendar screen.
- TEAM SELECT**    Go back to the Tournament Team Select screen to reconfigure user and computer-controlled teams. ➤ *Tournament Team Select* on p. 27.

## [ SHOOTOUT MODE ]

Shootout mode is a chance to practice your penalty shots or take on a friend in a quick competition. The Power Play 1 line from each team goes one-on-one with the opposing goalie. Each player gets one shot attempt and chances alternate between teams. The team with the most goals at the end of the Shootout wins.

- ◆ To begin a Shootout, choose **SHOOTOUT** at the Game Setup menu, and press **START**. The Shootout Team Select screen appears.

- ◆ To accept the selected teams press, **START**. The Controller Setup screen appears. ➤ *Controller Setup Screen* on p. 14.
- When you accept the Controller Setup, the Shootout Intro begins followed by the Shootout Player Select menu.

## SHOOTOUT PLAYER SELECT MENU

The Shootout Player Select menu lets you insert any player from your team's roster into the Shootout line-up and place any goalie in the crease.

### To modify your Shootout line-up:

1. Highlight the player you want to remove from the line-up, then press ● to access the roster.
2. Highlight the player you want to insert in the line-up, then press ✕. The new player joins the line-up.
3. To resume control of the line-up, press ●.
4. Press **START** to accept the line-up. The Shootout begins.

## CREDITS

Senior Lead Programmer: Jay MacDonald  
Lead PlayStation Programmers: Lance Wall,  
Mark Gipson  
PlayStation Programmers: Mark Johnston, Trenton  
Shumay, Ben St. John, Adriano Celentano  
Programmers: Tedd Streibel, Victoria Wong,  
Funky Swadling, Gary Johnson, Andy Harris,  
Mike MacKinnon, Mark Lesser  
Lead Graphic Artist: Phil Chow  
Graphic Artists: Cory Yip, Sissel Tangen  
Lead Animator: Dejan Stanisavljevic  
Animators: Mike Smith, Jason Bulbrook  
Lead Gameplay Artist: Tom Papadatos  
Gameplay 3D Artists: Gregg Haggman, Bryce  
Cochrane  
Technical Artist: Ted Nugent  
CG Supervisor: John Rix  
CG Artist: Craig Hui  
Video Lead: Troy Church  
Video Assistant: Dwayne Wudrich  
Additional Art: 32 Design, Annie Geiger, Ken  
Thurston  
Lead Audio & Music: Jeff Dyck  
Music: Saki Kaskas  
Sound Effects: Jeff Mair  
Play by Play: Iain Macanulty, John (Juan) Jacyna  
Play By Play Announcer: Jim Hughson  
Colour Commentary: Daryl Reaugh  
Rink Announcer: Michael Donovan  
Front End Announcer: Jim Conrad  
Studio Engineer: Hiwatt Marshall  
In-Game Ditties: Brad Mair, Dan Handrabur, Frank  
Pellico  
Anthem Singers: Serena Whitters, Kathleen Daluz,  
Chuck Boyle, Saki Kaskas, Yanick Lebel, Cary  
Chao

Speech Editors: Angela Somerville, Bart W. Gurr,  
Aleksandar Zecevic, Andreas Kahre, Phil Giborski,  
Hans Samuelson, Jennifer Lewis, Jason Ross  
Recording Studio: CrossTown Studios  
Color Transcriptions: Lisa Baskett  
Tools & Libraries: Tony Lam, Frank Barchard, Andrew  
Brownsword, Dave Mercier, Kurt Kennett, James  
Fairweather, Patrick Ratto, Shaun Don  
Technical Director: Erik Kiss  
Manager, Motion Capture: Evan Hirsch  
Motion Capture: Peter Saumur, Demian Gordon,  
Moses Kaplinsky, David Coleman, Daven Coburn,  
JJ Gonzales, Vincent Ng, Iris Benbasset  
Manager, 3D Tools: Paul Lewis  
3D Tools: Mathew Selby, Sean Halliday, Frank  
Henigman, Ian Gilliland, Sal Melluso, Scott Swan  
Riggers: Action Stunts, Inc., Burnaby BC  
Rigging Coordinator: Curt Bonn, BAMF  
Stunt Team: MAC Stunts  
Stunt Coordinator: Mike Crestejo  
Stunts: Bill Ferguson, Paul Wu, Scott Dawson,  
Mike Dopud  
Localization Producer: Louise Read  
Recording Studios: M&S Studio, Frankfurt; Studio  
Frohling, Dusseldorf; Rally Radio, Stockholm  
Localization Manager, Europe: Dominique Goy  
Translation, Sweden & Finland: Kia Collin  
Translation, Germany: Bianca Norman, Tina Klos,  
Dagmar Geller  
Translation, UK: Petrina Wallace, Carol Aggett  
German Play By Play: Chris Rolfe  
German Play by Play Announcer: Mark Hindelang  
German Front End Announcer: Mike Leopold  
German Rink Announcer: Martin Siebel  
Swedish Front End Announcer: Arne Hegerfors  
Finnish Front End Announcer: JP Jalo  
European Language Testing Coordination: Matt Eyre  
Simon Davison



German Language Testers: Frank Buchheim, Achim Haaz  
Swedish Language Testers: Jonas Bingestam, Frederick Ostman  
Finnish Language Tester: Sami Valkama  
QA Coordinator: Rod Higo  
QA Lead: Tim Lewinson  
QA Assistant Leads: Dan Rodgers, David Ham  
QA Team: Shane Neville, Ken Boutilier, Marvin Tom, Steve Barr, David Lee, RJ Thompson, Willie Loh, Mark Peters, Chad J. Brown, Shawn Bissell, Koji Sato, Christie Rossignol, Tim Dale, Wade Lindley, Mark Bayrock, Jeff Yu, Kris Marshall, Michael Gascoigne  
QA Mastering: Peter Petkov, Cary Chao, Jeff Hutchinson  
Executive Producer: Bruce McMillan  
Producer: Ken Saylor  
Associate Producers: Dave Warfield, Vince Nason  
Development Directors: Eric Lau, Dave Pierce  
Assistant Producers: Mike Mann, Doug Hollinrake  
Production Assistants: Janie Toivanen, Jennifer Campbell  
Director, Product Development: Warren Wall  
Product Managers: Eric Petersen, Gary Knight  
Public Relations: Charlie Scibetta  
Package Art Direction: Nancy Waisanen  
Package Design: Oshiro Design  
Package Photography: Steve Babineau  
Documentation: Bill Scheppler  
Documentation Layout: Tom Peters  
EASM QA: Big John Hanley  
Player Ratings: John Rosasco of the New York Rangers  
Statistical Data: Stats Inc.  
NHL Photography: Bruce Bennett Studios, Inc.  
Additional Photography: Superstock, Inc.  
NHL Footage: NHL Productions

Special Thanks: Paulette Doudell, Steve Fitton, Catherine O'Brien, Mike Oulette, Ilene Kent, Ted Saskin, Marc Crawford, John Vanbiesbrouck, Lenny Davis & Five Hole Inc., Mott Linn, Nick Roberts (Orca Bay Entertainment), Rob MacDonald, Kirsten Beazley, Rob Bailey, Kevin Pickell, David Bollo, Jeff Bond, Joerg Brand, Niclas Nordlander, Rolf Busch, Blue Zone, Devin Smith, Exide Electronics Canada, Inc, Henry Irizawa, National Training Rinks

Special thanks to the following NHL Arenas. The names and logos of all stadiums are trademarks of their respective owners and are used by permission.

Arrowhead Pond of Anaheim, Fleet Center, Canadian Airlines Saddledome, Greensboro Coliseum, United Center, McNichols Sports Center, Edmonton Coliseum, Miami Arena, Great Western Forum, Molson Centre, Madison Square Garden, Nassau Veterans Memorial Coliseum, Corel Centre, Corestates Center, Civic Arena, San Jose Arena, Kiel Center, Maple Leaf Gardens, General Motors Place, America West Arena, Ice Palace

"Get Ready For This"

Written by: Joan Paul De Coster, Filip De Wilde and Simon Harris

Published by: Music Corporation of America, Inc.  
International Rights Secured

Not for broadcast transmission

All rights reserved. DO NOT DUPLICATE.

WARNING: "It is a violation of Federal Copyright Law to synchronize the musical portion of this MULTIMEDIA PROGRAM with video tape or film, or to print the musical portion of this MULTIMEDIA PROGRAM in the form of standard music notation without the express written permission of the copyright owner."

## **ELECTRONIC ARTS LIMITED WARRANTY**

Electronic Arts warrants to the original purchaser of this Electronic Arts software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electronic Arts software program is sold "as is," without express or implied warranty of any kind, and Electronic Arts is not liable for any losses or damages of any kind resulting from use of this program. Electronic Arts agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electronic Arts software product, postage paid, with proof of purchase, at the Electronic Arts Warranty Department. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electronic Arts software product has arisen through abuse, unreasonable use, mistreatment or neglect.

**LIMITATIONS**—This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this software product, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts software product.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

### **NOTICE**

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice.

This manual and the software described in this manual are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of Electronic Arts, P. O. Box 7578, San Mateo, California 94403-7578, Attn: Customer Support.

**RETURNS WITHIN 90 DAY WARRANTY PERIOD**—To replace defective media within the 90-day warranty period, send the defective media, a copy of the original sales receipt, a return address, and a small note describing the difficulties you are experiencing to Electronic Arts' address below. If the software media was damaged through misuse or accident, you will need to follow the returns after warranty policy detailed below.

**RETURNS AFTER WARRANTY**—To replace defective media after the ninety (90) day warranty period has expired, send the original CD to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for \$15.00.

Electronic Arts Customer Warranty, P.O. Box 7578, San Mateo, CA 94403-7578

**If you have warranty questions**, you can also contact Customer Warranty via e-mail at [cswarranty@ea.com](mailto:cswarranty@ea.com) or via phone at (650) 572-2352

If you need technical assistance with this product, call us at (650) 578-0316 Monday through Friday between 8:30–11:45 AM or 1:00–4:30 PM, Pacific Standard Time. **No hints or codes are available from (650) 578-0316. You must call EA's HINTS & INFORMATION HOTLINE for hints, tips, or codes.**

**EA Tech Support Fax:** (650) 286-5080

## HOW TO REACH US ONLINE

Internet E-mail: support@ea.com

World Wide Web: Access our Web Site at <http://www.ea.com>

FTP: Access our FTP Site at <ftp.ea.com>

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:

Electronic Arts Pty. Ltd.

P.O. Box 432

Southport Qld 4215, Australia

In the **United Kingdom**, contact:

Electronic Arts Ltd.

P.O. Box 835

Slough SL3 8XU, UK

Phone (753) 546465.

In Australia: For Technical Support and Game Hints and Tips, phone the EA HOTLINE:

1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM-8 PM.

If you are under 18 years of age parental consent required.

Need Help? Call EA's HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week!

In the US, dial 900-288-HINT (4468). 75c per minute (95c for first minute).

In CANADA, dial 900-451-4873. \$1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment, Inc.

NHL, National Hockey League, the NHL Shield and the Stanley Cup are registered trademarks of the National Hockey League. All NHL logos and marks and team logos and marks depicted herein are the property of the NHL and the respective teams and may not be reproduced without the prior written consent of NHL Enterprises, L.P. © 1997 NHL. Officially Licensed Product of the National Hockey League.

National Hockey League Players' Association, NHLPA and NHLPA logo are trademarks of the NHLPA and are used, under license, by Electronic Arts Inc. Officially Licensed Product of the NHLPA.

Dolby and the double-d symbol are trademarks of Dolby Laboratories Licensing Corporation.

All Goalie mask designs licensed exclusively from Five Hole Inc.

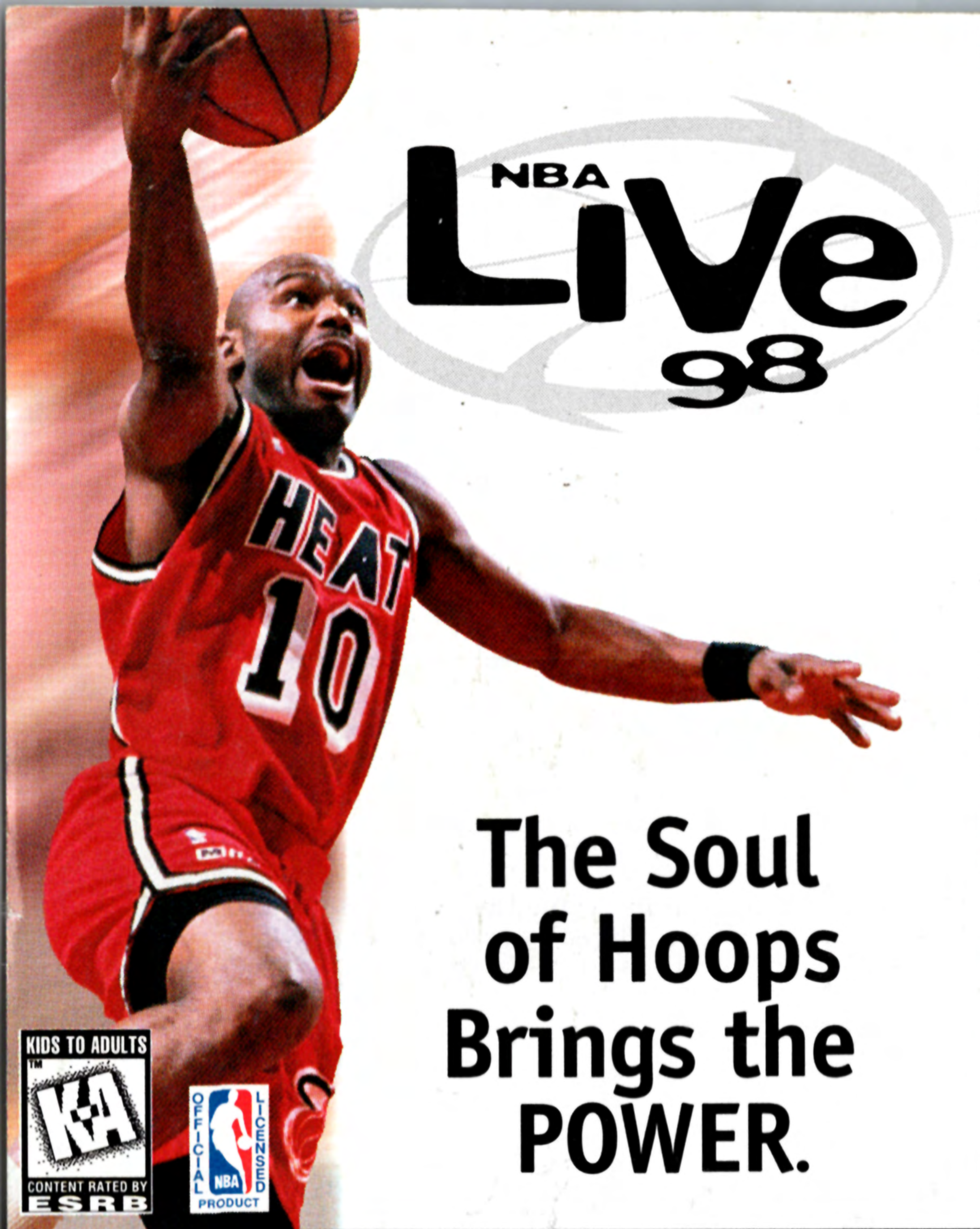
All sponsored products and company names, brand names and logos are the property of their respective owners.

Electronic Arts, the Electronic Arts logo, EA SPORTS, the EA SPORTS logo, and "If it's in the game, it's in the game" are trademarks or registered trademarks of Electronic Arts Inc. All rights reserved.

Software and documentation © 1997 Electronic Arts. All rights reserved.



# NBA Live 98



**The Soul  
of Hoops  
Brings the  
POWER.**

## POWER MOVES

- NEW Power Dunks—Take it Strong to the Hoop
- STYLE with Cross-Overs, Crazy Dunks, and Fadeaway J's
- NEW Post Play Pivot and Back-Down Moves
- New 3-Point Contest!

## POWER PLAYERS

- AWESOME 3-D Cyber-Modeled NBA Player Faces
- Real Moves, Real Stats, and Real Players
- Intelligent AI and Team Management

## POWER GAMEPLAY

- NEW Superstar Level
- NEW Situation Subs On-the-Fly
- NEW Play-by-Play Announcer



Electronic Arts, 1450 Fashion Island Blvd. San Mateo, CA 94404-2064. © 1997 Electronic Arts. EA SPORTS, the EA SPORTS logo and "If It's in the game, it's in the game" are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. All rights reserved. Team names, nicknames, logos and other indicia are trademarks of the team indicated. The NBA and individual NBA Team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. ©1997 NBA Properties, Inc. TBS Super Station is a registered service mark of Turner Broadcasting Sales, Inc. All rights reserved. TNT is a registered trademark of Turner Network Television, Inc. All rights reserved.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING. 783305



If it's in the game,  
it's in the game.™

