



NTSC U/C

PlayStation™



SCUS-94550
94550

NHL® FACE OFF™ '97



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

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.

SONY ONLINE

<http://www.sony.com>

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.

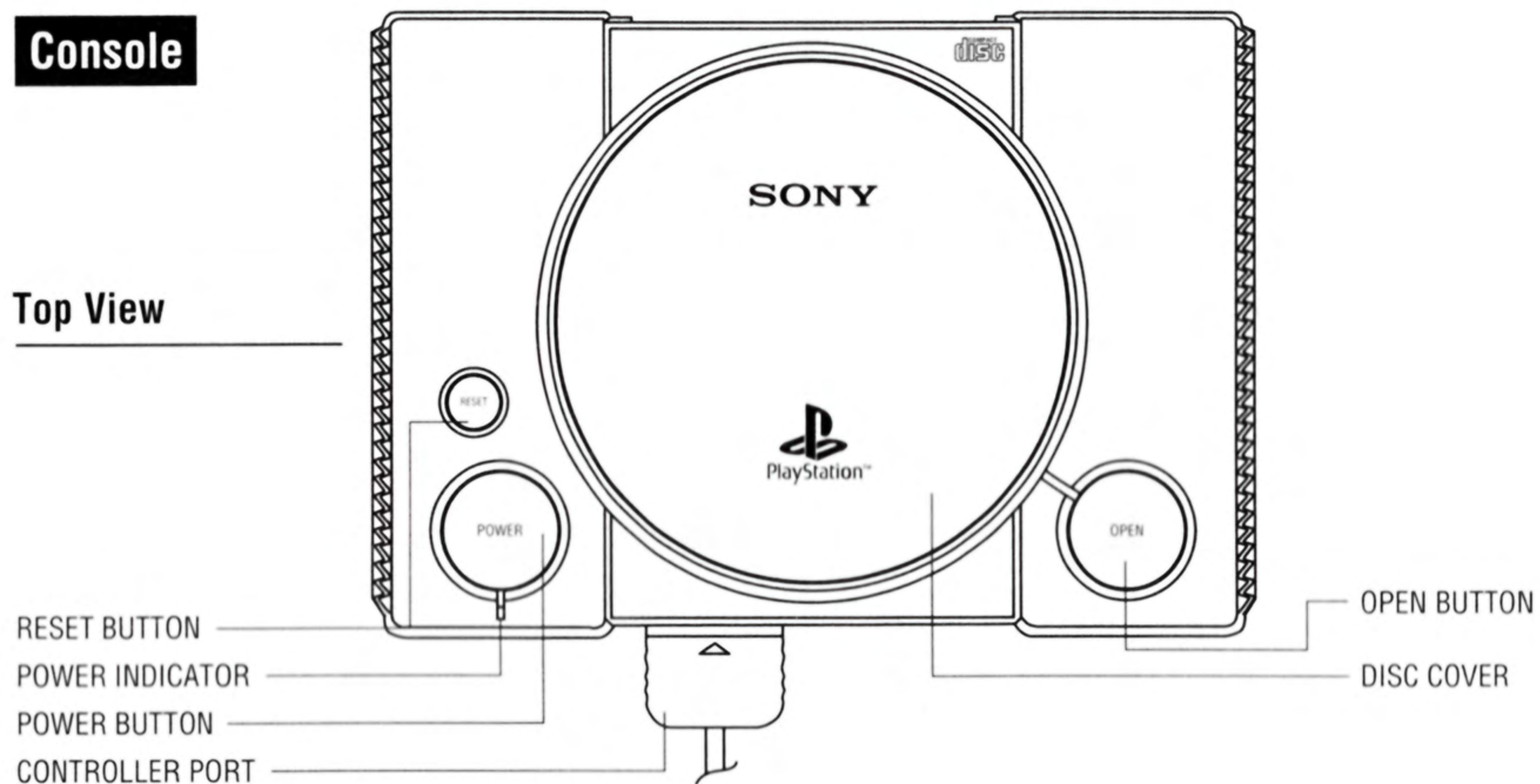
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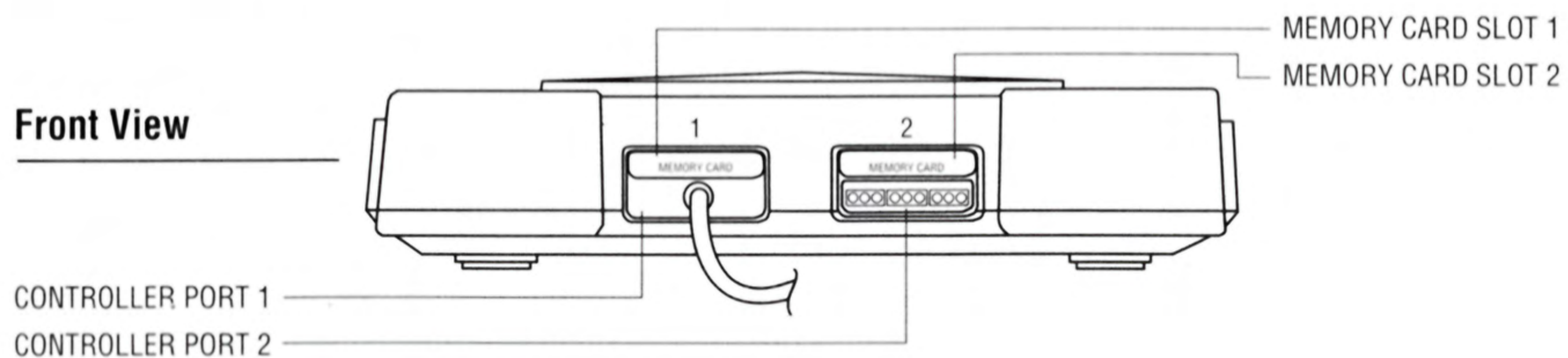
STARTUP INFORMATION

Console

Top View



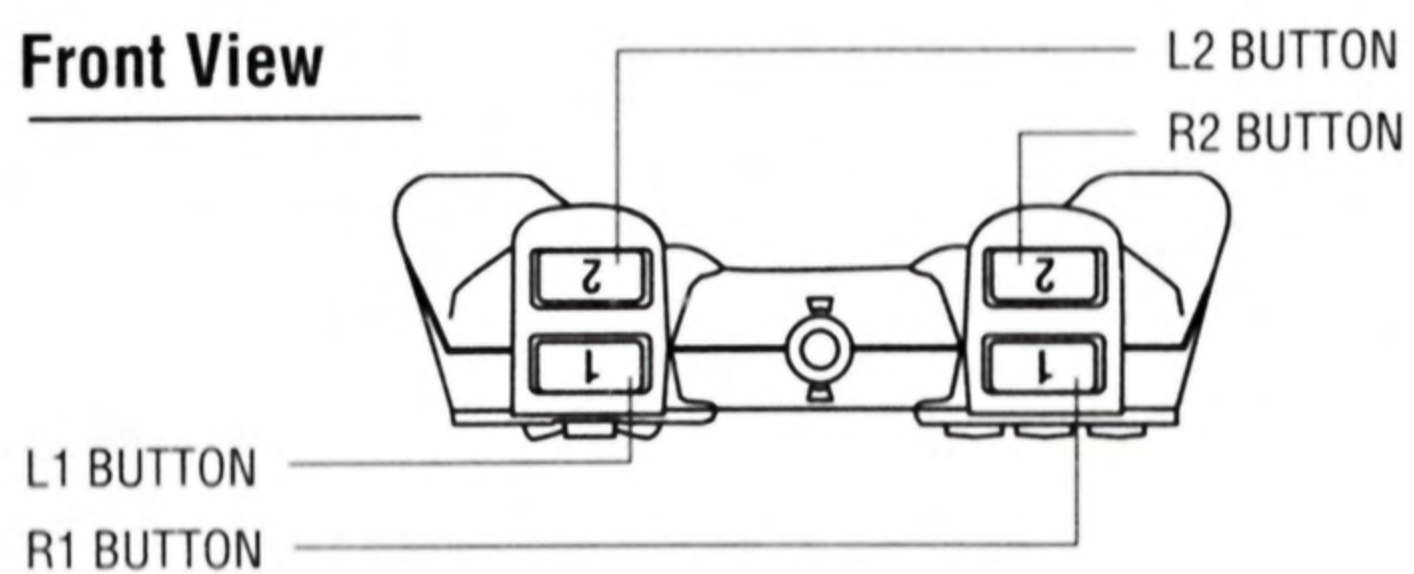
Front View



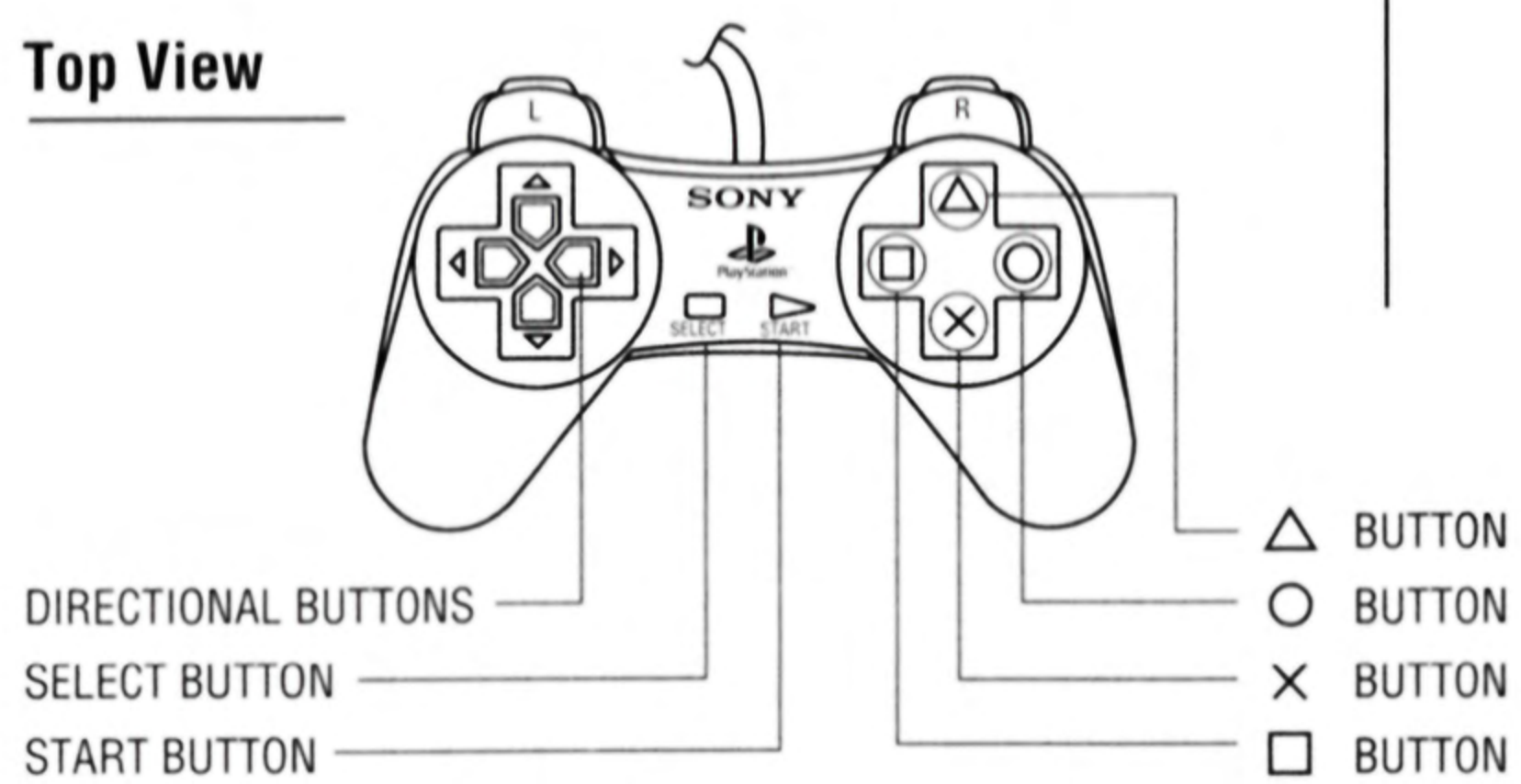
Setup your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the NHL FACE OFF '97 disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen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

Controller

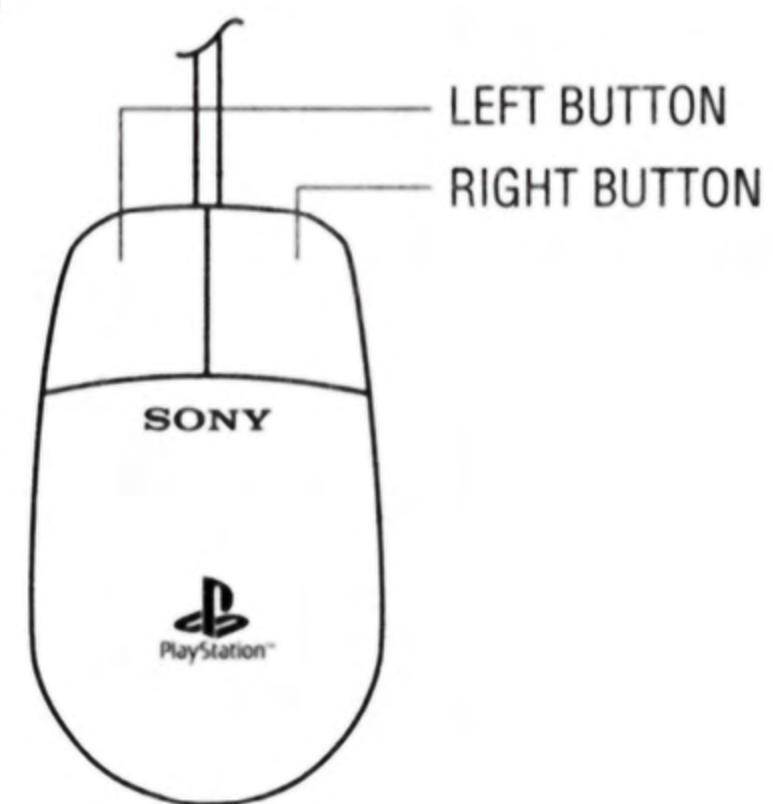
Front View



Top View



Mouse



WE PROUDLY PRESENT NHL FACE OFF '97



There are hockey games and there are better hockey games, all of which claim to be the best hockey game. And each new year brings improvements to existing technologies. The intrepid ice-hockey frog continues to scramble forward, always with stronger legs and deeper lungs, and just to keep pace.

NHL FACE OFF '97 has departed from the incremental, leap-frogging contest and established a standard of game-play that will take other developers years to match, let alone exceed. No game of any kind—be it sports, action, or adventure—has made such thorough and elegant use of the amply-buttoned PlayStation controller as the one you currently hold in your possession.

A whole new order of synapse-to-finger coordination awaits those who can develop the focus required to defeat the computeR AI at the All-Star level...consistently. If you or your children would rather not explore the intricacies of high-level competition, the default game offers honest hockey, pure and simple, crisp and satisfying, worthy of a callous or two.

Make sure to study the Control Summary on pages 22-24 and consult the paragraphs on pages 13-18, before you begin.

Main Menu



- Use the **up/down** directional arrows to move the highlight up and down the menu, and press **X** to select an item.
- To return to the Main Menu from any screen, press **SELECT**.

Select Game

There are four different Game formats: Exhibition, Practice, Season, and Playoffs. See pages 9-12 for specific information about each game format.

Rosters



An **'I'** next to a player's name means that he is Injured.

A capital **'S'** means he is Suspended.

A small **'s'** means he has sustained a season ending injury.

The Rosters menu allows you to modify team rosters in a wide variety of ways. If you wish to save changes made to the Rosters, make sure you save the Season or Playoffs in which those teams appear.

Roster Rules



LINE MANAGER		
Scoring Line		
#	pos. name	overall
21	C P. Forsberg	93
22	LW C. Lemieux	77
13	RW V. Komensky	83
4	LD U. Krupp	66
52	RD A. Foote	60
33	G P. Roy	95
Colorado Avalanche		
38	F P. Brousseau	49
20	F R. Corbet	60
18	F A. Deardorff	75
52	D A. Foote	60

A team must have at least 17 and no more than 25 players, including at least 2 and no more than 3 goalies. You'll need to use these figures when making changes to a roster. If there's a conflict with the rules, a violation message appears to indicate that the change is not allowed.

Edit Lines: The Edit Lines function takes you to the Line Manager screen, where you can edit the different lines for any team. Follow the instructions at the bottom of the screen to make the necessary changes.

Trade Players: The Trade Players screen allows you to execute legal trades from one team to another. If the trade you're attempting is illegal, a violation notice appears. Follow the instructions at the bottom of the screen to make the desired trades.

Create Player: The Create Player screen allows you to construct Free Agents from scratch. Note that every new player starts with a rating of 40 for each of the eleven skill attributes, and that you have 450 additional rating points to work with when increasing the skills of the new player. (Goalies have 310 points to work with.) Skill ratings range from 40 to 99. When you're finished creating a player and exit the screen, the player appears in the Free Agent pool. Follow the instructions at the bottom of the screen to create a new player.

Release Player: The Release Player screen allows you to remove players from a team roster. Each team must have a minimum number of players. If you try to release too many players, a violation notice will appear. Released players go to the Free Agent pool. Follow the instructions at the bottom of the screen to release players.

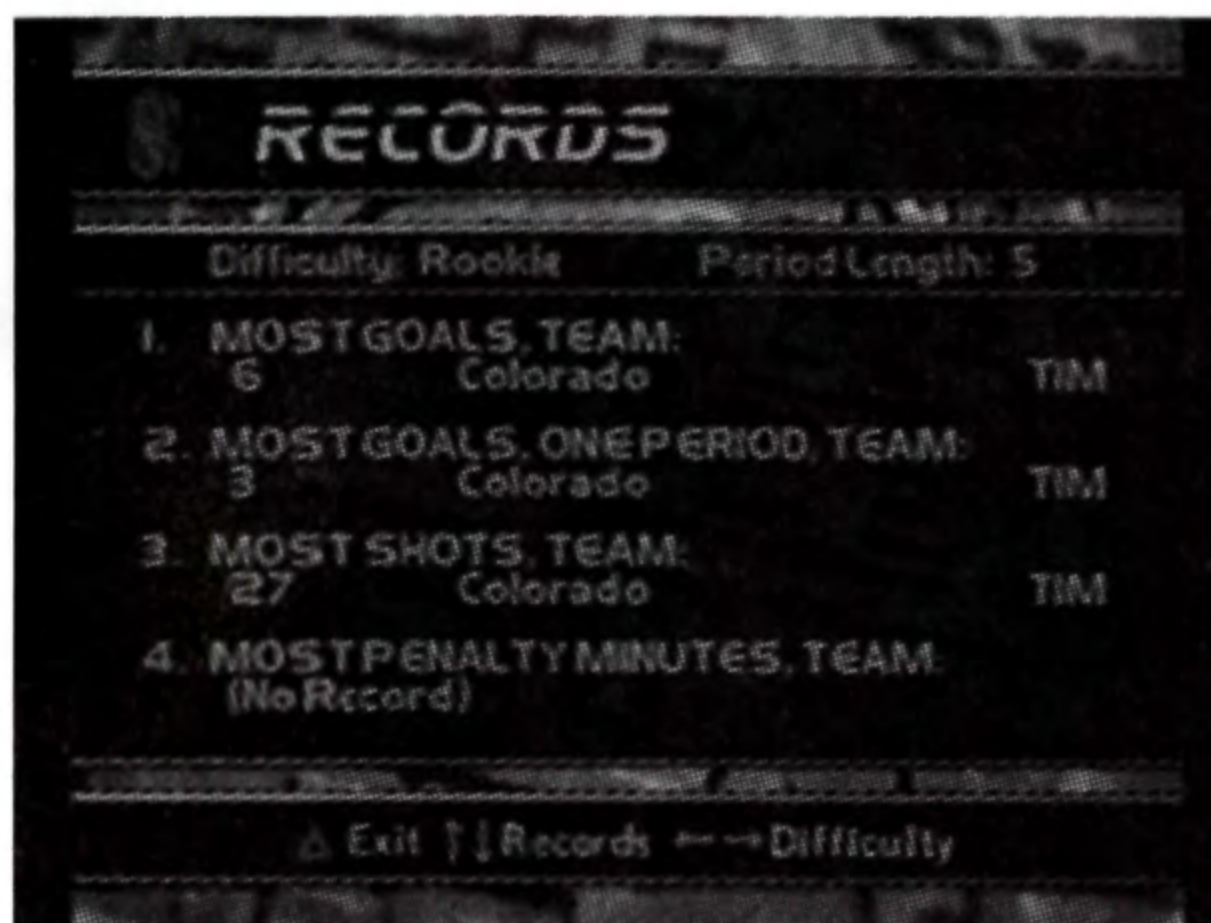
Sign Free Agent: The Free Agent pool lists all the available free agents. Make sure you select the appropriate team before you attempt to sign the free agent. The program will let you know if a free agent signing violates the roster rules. Follow the on-screen instructions at the bottom of the screen to sign a free agent.

Player Cards: The Player Cards database provides valuable information about every player in the game. The **up/down** arrows cycles through the players on a given team. The **X** button toggles back and forth between player stats and player attributes.

Options

The Options screen allows you to customize the upcoming contest to suit your individual preferences and skill level. Once you begin playing you can change most of the options by Pausing the game and going to back to the Options menu. Period Length and Difficulty cannot be changed once the game begins.

Records



The Records screen keeps track of twelve important performance records by the user. You must “Login” on the Controller Setup screen before or during the game in the pause menu to have the stats saved on the Records screen. Each saved Season or Playoffs keeps track of Records separately, and Records are saved on a Memory Card until such time as you

delete them. Follow the instructions at the bottom of the screen to display Records for different skill levels and period lengths.

Memory Card

The Memory Card screen is where you manage your Memory Card(s). Seasons and Playoffs can be saved. Follow the instructions at the bottom of the screen to save your game.

Save Game: You need to go to the Save Game screen before you turn off the machine if you wish to save the current Season or Playoffs. If need be, you can go to the Delete Files screen to free-up space.

Important: You will lose your season or playoffs if you don't save them before starting a New Season or Playoffs.

Load Game: To resume a saved Season or Playoffs, go to the Load Game screen. Follow the instructions at the bottom of the screen to display and load the desired Season or Playoffs.

Save Records: If you wish to save the Records for a Season or Playoffs before deleting the Season or Playoffs, go to the Save Records screen. If you don't save the Records, they will be deleted when you delete the Season or Playoffs to which they pertain.

Load Records: If you wish to attach a set of Records to a new Season or Playoffs, load those Records before you begin the Season or Playoffs.

Delete Files: The Delete Files screen is where you free-up memory slots on your Memory Card(s). The screen shows you how many blocks of memory you have remaining on the selected card.

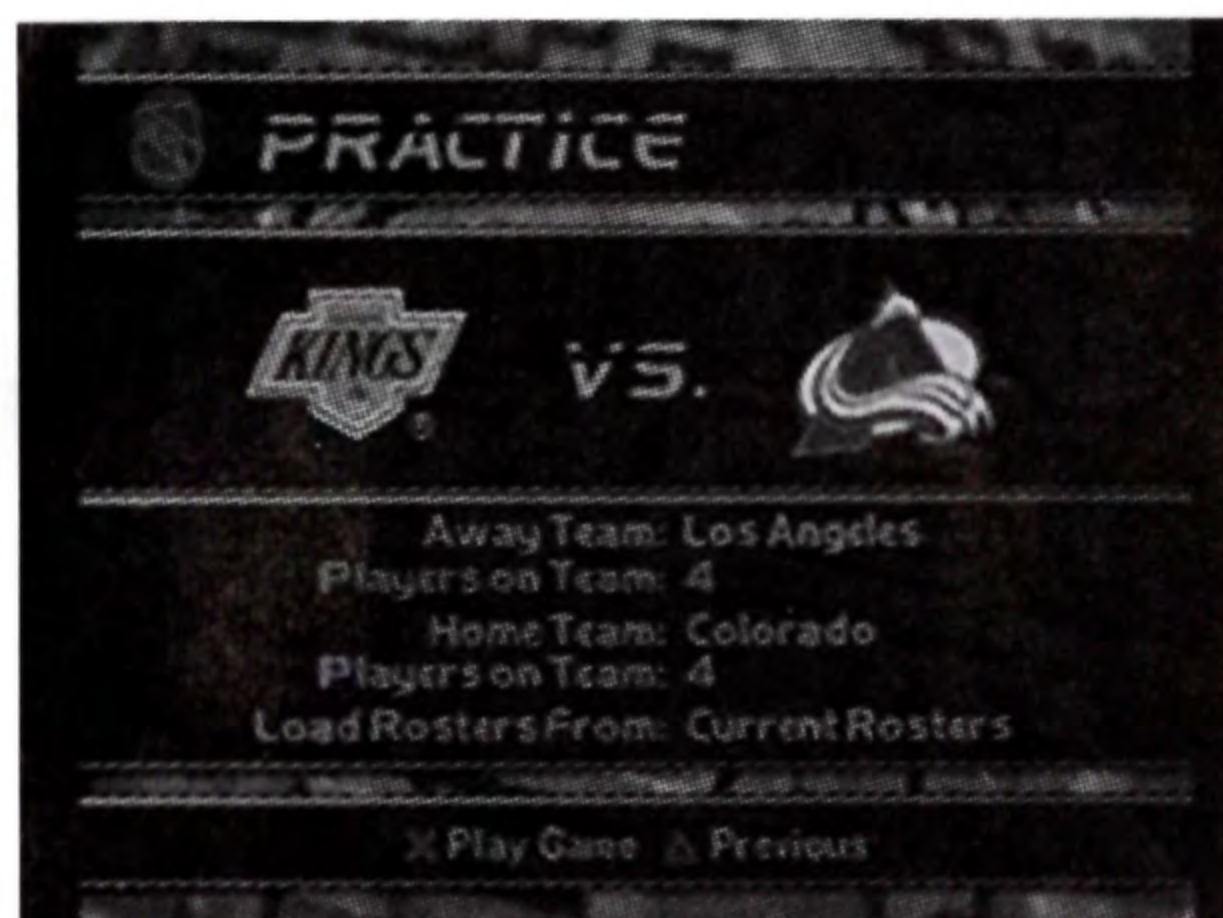
Exhibition

An Exhibition game is a single contest between two teams. The result is not recorded in the Standings.

Exhibition Setup: Before you begin an Exhibition game, you need to select the teams that will compete and the Rosters those teams will use. Use the **up/down** arrows to highlight to appropriate line, and the **left/right** arrows to make your selection. Note that the Eastern and Western Conference All-Star teams from 1996 are available.

Controller Setup: Here is where you assign the available controllers to teams. Be sure to Login your initials before you exit the screen if you want the Records database to acknowledge any records you might set.

Practice



A Practice game allows you to select the number of players on the ice for each team. For example, if you want to skate head-to-head against a single skater, select 2 Players for each team. Selecting 1 Player leaves only the goalie on the ice. By removing the goalies, you can go head-to-head against a single skater, with no

goalies at the nets. There are no penalties in Practice Mode.

Practice Setup: Select the Teams and Rosters here in the same way as you do in the Exhibition Setup. In addition, be sure to select the number of Players on each Team.

Controller Setup: Here is where you assign the available controllers to teams. Be sure to Login your initials before you exit the screen if you want the Records database to acknowledge any records you might set.

Season

Season mode takes you through an entire NHL season, including the playoffs. You can have the computer simulate any games you don't wish to play yourself.

Season Setup: The Season Setup screen allows you to begin a new season (One Player or Multi-Player), or to continue the currently loaded season. If you're continuing a currently loaded season, you'll be able to access the pertinent Stats screens for that Season. Follow the instruction at the bottom of the Stats screens to display all the stats.

One Player Seasons: The One Player season allows for a single user to conduct an entire season. Games must be played in chronological order, and the computer will automatically simulate all the other scheduled games up to and including the date of your most recent contest. When you perform the Sim League function, all the games in the league up to and including the selected date are automatically simulated.

Multi-Player Seasons: The Multi-Player season allows more than one user to play in the same season. Games can be played in any order, and the computer will not automatically simulate any games. If you wish, you can perform the Sim League function just as you would in a One Player season, or you can select the Sim Team function, which simulates only the selected team's games, not all the team's games on that date. Be careful not to accidentally Simulate a League when you only want to Simulate a Team.

Schedule: The schedule screen is where you decide which game you're going to play and which ones you're going to simulate. The above paragraphs explain the simulation functions as they apply to One Player and Multi-Player seasons. Follow the instructions at the bottom of the screen to operate the schedule.

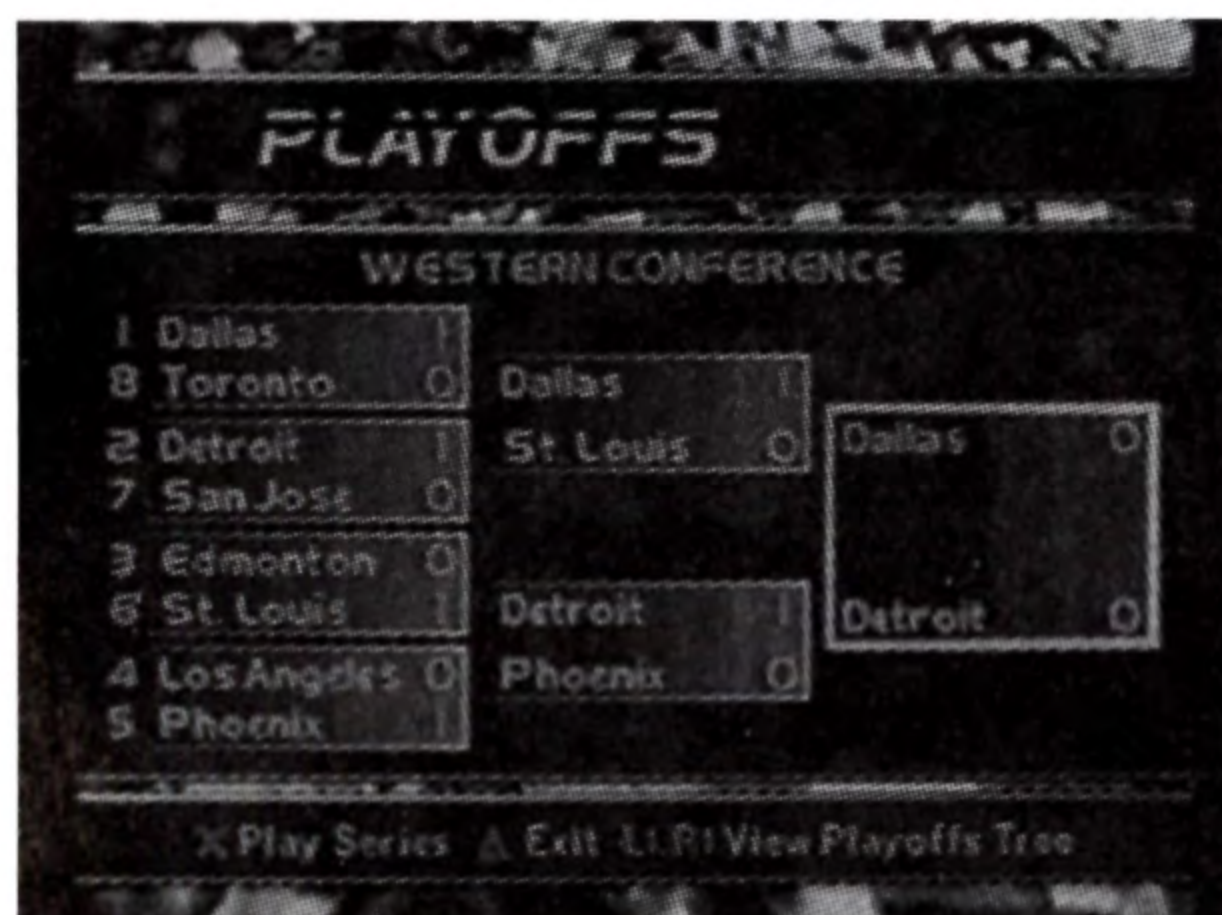
Sim League: When you choose to have the computer simulate a result for a given contest, the computer simulates all results for all the contests on all the schedules up to and including the date you selected. When a result is posted, the standings are updated.

Controller Setup: Here is where you assign the available controllers to teams. Be sure to Login your initials before you exit the screen if you want the Records database to acknowledge any records you might set.

The Post-Season

If your team makes the playoffs after a season, you may access the playoffs by selecting Continue Season or Continue Playoffs. The Playoff Menu contains stats only for the playoffs. If you wish to view your season stats, you must return to the Season menu

Playoffs



Playoff mode skips Season play and takes you straight to the Playoff bracket. If you're continuing a currently loaded Playoffs, you'll be able to access the pertinent Stats screens for that Playoffs. Follow the instruction at the bottom of the Stats screens to display all the stats.

Note: In Single Player Playoffs, if the highlighted team loses, the rest of the Stanley Cup Playoffs will be simulated to show you the winner.

Playoffs Setup: Before you begin the Playoffs, you're asked to decide the Length (1 or 7 games) for each Series. All the Series in the Playoffs will conform to the Series Length you selected.

Seed Team: Before starting the Playoffs, the user may set up the playoff brackets by selecting the teams of his/her choice. When you exit the screen, the match-ups are set.

Controller Setup: Here is where you assign the available controllers to teams. Be sure to Login your initials before you exit the screen if you want the Records database to acknowledge any records you might set.

The Face-Off

To attempt to capture the puck on the face-off, press ● when the referee drops the puck. Press ■ with a directional arrow to pass the puck in the direction you press.

With the Puck

Skating

Skating is a breeze — just press the directional arrows and go. Player 1 controls the skater on the blue circle, while Player 2 controls the skater on the red circle. The puck-carrier's circle is filled in solid.

When changing directions, you'll notice that you have to fight against your momentum for a few feet before turning around. You are, after all, on ice.

Passing



The ■ button passes the puck. To aim the pass, use a directional arrow or combination of two adjacent directional arrows. If you don't aim the pass, the pass automatically goes toward the closest man you're facing.

The Give and Go Pass

By holding down the ■ button, you initiate a give and go, whereby the teammate that receives the pass automatically dishes the puck off to the nearest teammate in the direction you're pressing the D-Pad. If you're not pressing the D-Pad, the pass automatically goes back to the original passer. If there's no player in the direction you're holding the D-Pad, the player will not pass the puck. When it's done properly, the give and go looks like a quick deflection.

The One-Timer

The One-Timer is probably the most effective weapon. To execute a One-Timer, press X before the puck reaches the teammate you passed it to. The teammate receiving the pass will prepare to attempt a shot before the puck arrives, and as soon as it arrives he'll drive it toward the net. The idea is to catch the goalie by surprise.

Drop Passing

Press ▲ to execute a drop pass, in which the puck is laid off to a teammate.

Flip Passing

Press ● to execute a flip pass. The longer you hold down the ● button, the farther the pass will go.

The Wrist Shot

To perform a quick wrist shot, tap X. The arrows allow you to aim your shot.

The **up** arrow sends the puck high.

The **down** arrow keeps the puck low.

The **left/right** arrows send the puck left/right.

Combination button presses performed on close range shots aim the puck toward the corresponding corners of the net.

The Slap Shot



To perform a slap shot, hold down **X**. The longer you hold down the button, the harder the shot will be. Use the arrows to aim the slap shot in the same way that you aim the wrist shot.

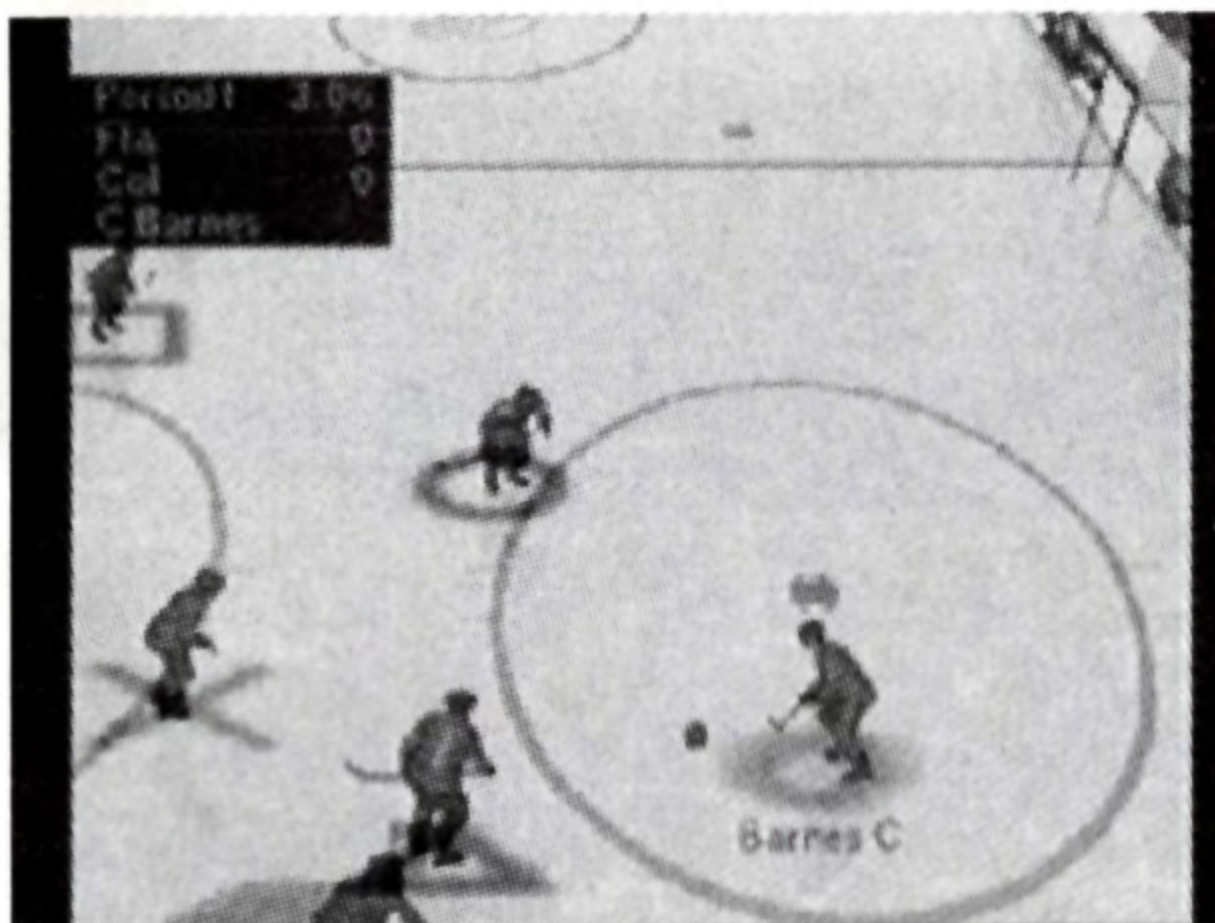
The Fake Shot

When you've got your stick back and are ready to deliver a slap shot, you can cancel the shot by quickly releasing and re-pressing **X**. The player will maintain control of the puck.

The Redirected Shot

Similar to a One-Timer, the redirected shot command passes off the puck at the last second to the nearest teammate, who in turn fires the puck at the net. To execute a redirected shot, hold down **X** as though attempting a slap shot and then press **■** before the player uncorks the shot.

Using Icons



If you hold **L2** while you have the puck, the five button icons will appear under your teammates. While the icons are visible, you can use the respective buttons for decisive passing and shooting.

- To pass the puck, tap the button corresponding to the player icon.
- To perform a one timer, double-tap the button corresponding to the player icon.
- To call for a return pass, hold down the button corresponding to the player icon.

Without the Puck

Defense

The **■** button toggles back and forth between the player closest to the puck and the second closest player. When a player that you are not currently controlling captures the puck, you immediately take control of that man and are now on offense.

Checking

You can't check while you're controlling the puck, but on defense you can let your opponents have it. There are three different checks and a stick

hook . Your man must be close to the opponent to actually deliver the check or hook. When you're not close enough to deliver the check or hook, all three check commands give you a short burst of speed.

RI performs a cross-check.

R2 performs a hook on the right side.

L1 performs a poke check.

L2 performs a hook on the left side.

The Hip Check

When you're skating backwards you can throw a hip-check at an opponent by pressing **L2/R2**. **L2** gives you a left hip check. **R2** gives you a right hip check.

Slide Defender

To slide the active defender in front of a shot, press **X** and use the Directional Arrows.

Manual Goalie

With the Goalie set to Manual, press **▲** to switch control to the Goalie. The four finger buttons (**L1**, **L2**, **RI**, **R2**) operate the goalie. To switch control back to the skaters, press **■** .

L1 - glove/blocker save

L2 - kick save left

RI - glove/blocker save

R2 - kick save right

Line Changes

Press **SELECT** to bring up the line change window. Note the stamina bars next to the respective lines. The longer the stamina bar, the more stamina that line possessed. To replace the line on the ice, press the button that corresponds with the line you wish to put in. You'll have to change lines repeatedly to keep fresh players on the ice.

Two Player Competition

Controller 1 always controls the player highlighted in blue, and Controller 2 controls the player highlight in red. When both controllers are assigned to the same team, the red and blue scheme still applies.

Note: When two players are working in tandem, the players have an equal chance of assuming control of the skater closest to the puck-carrier.

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.

Pause Menu



To pause the game and access the Pause Menu, press **START**. Use the **up/down** arrows to highlight items on the menu, and press **X** to select them. The following sections explain the options available on the menu.

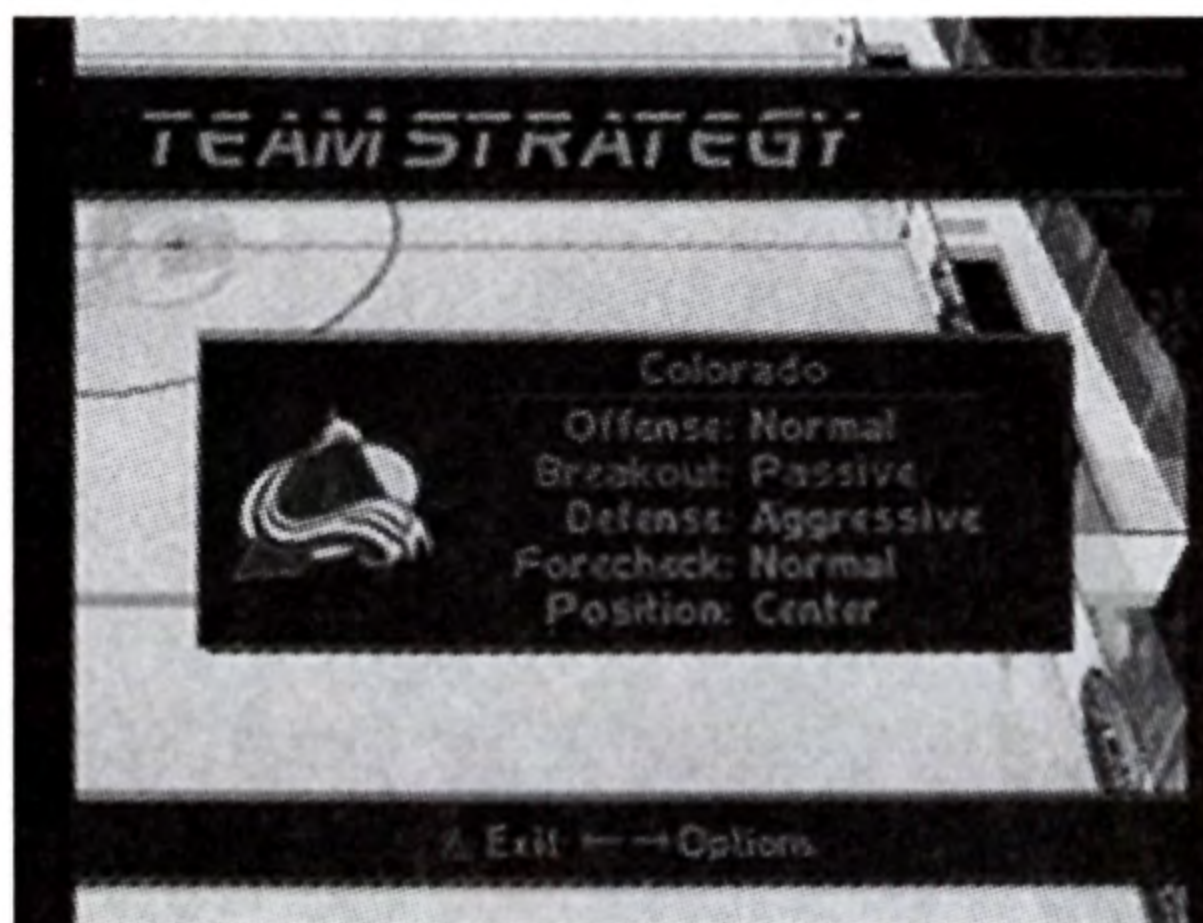
Resume Game: Takes you back to the game.

Instant Replay: Allows you to view the last few seconds of the game. To return to the beginning of the replay, press **L2**. To go to the end, press **R2**. The red bar shows you where you are in the replay tape. Follow the on-screen instructions to operate the instant replay.

Camera Angle: There are four camera angles to choose from. You'll play the game from the Camera Angle you select, and you can change it at any time.

Edit Lines: You can Edit your lines at any time. Of course, this is useful only when you set Line Changes to on. Follow the on-screen instructions.

Team Strategy



The Team Strategy settings tell the computer how to control the skaters not under your control. Different game situations might influence your decision to adjust these settings.

Focus: This option allows you to choose which players you want to put in good position to shoot or receive a pass. For example, if your focus is left wing, then he will usually be around the net and in good position to receive a pass when you break out of your zone.

Defensive Strategies

Pressure: Attacks the puck. Players play tight man-to-man defense.

Normal: Guards puck conservatively. Players play loose man to man defense.

Zone: Does not attack puck. Pure zone positioning based on puck location.

Forechecking Strategies

Two Man: One man forechecks, one man contains the puck handler,

One Man: One man forechecks, other man drops back to the neutral zone.

Trap: Players take positions in neutral zone. One player funnels the puck handler to either side of the rink, enticing him into a trap.

Goalie Settings: The Goalie Settings menu allows you to re-assign control of the goalie to the computer or to Manual control. Or you can pull your goalie altogether when the chips are down.

Game/Player Stats



The screenshot shows a menu titled "TEAM STATS" for the Colorado Avalanche. The menu lists various statistics for the team, including Wins, Losses, Ties, Points, Goals Scored, Goals Allowed, Penalty Minutes, Save Percentage, Shots Per Game, Shooting Percentage, and Shots Allowed. The menu is displayed on a dark background with the team's logo on the left and right sides. At the bottom of the screen, there is a prompt "Exit" with a left arrow and "Teams" with a right arrow.

TEAM STATS	
Colorado Avalanche	
Wins:	33
Losses:	5
Ties:	4
Points:	70
Goals Scored:	168
Goals Allowed:	82
Penalty Minutes:	904
Save Percentage:	93.2
Shots Per Game:	32.5
Shooting Percentage:	12.3
Shots Allowed:	1202

These screens allow you look at the stats compiled this far in the current game. Follow the on-screen instructions to operate the screens. On the Game Stats screen, use the **left/right** arrows to display the stats by period.

Incident Report: The Incident report informs you about any injuries or suspensions that have occurred during the game or season.

Options: The Options menu allows you to change the game settings, except for period length and difficulty.

Time Out: Each team gets 1 Time Out per game. You can call a Time Out only when there is a stoppage of play. This will increase your players' stamina.

Controller Setup: This options takes you back to the Controller Setup screen, where you can reassign the available controllers in any way you see fit.

Abort Game: Abort the game to return to the Main Menu. In Season and Playoff games, the Records and Stats are not recorded. It's as though the game had never begun

Post-Game Stars

The computer displays the three players who performed best during the game. The Stars are listed in order of excellence.

Post-Game Menu

The post game menu allows you to take a look back at the what happened during the game, to reacquaint yourself with the Team Match comparison screen, and to return to the Main Menu.

Control Summary

WITH THE PUCK

D-Pad	Direction the Player Skates or Passes
■ + D-Pad	Pass
▲	Drop Pass
Hold ■	Give and Go Pass
Hold ■ + D-Pad	One-Timer Pass
●	Flip Pass
Tap X	Wrist Shot
Hold X	Slap Shot
Hold X then press X again during backswing	Fake Shot
Hold X then press ■ during backswing	Redirected Shot
START	Pause
L2*	Bring up Icons*

* When using Icons, to execute a One-Timer double-tap the Icon.

* When using Icons, to execute a Return Pass hold down the Icon.

WITHOUT THE PUCK

D-Pad	Direction the Player Skates
▲*	Switch to Goalie Control*
■	Toggle Closest/2nd Closest defender
●	Speed Burst/Shoulder Check
X + D-Pad	Slide Defender in Front of Shot
START	Pause Game
L1	Cross Check/Speed Burst
L2 while skating forward	Hook
L2 while skating backward	Hip Check Left
R1	Cross Check/Speed Burst
R2 while skating forward	Hook
R2 while skating backward	Hip Check Right

* With Manual Goalie On

When Fighting:

■ - Block Left

L1 - Punch Left

R1 - Punch Right

● - Block Right

L2 - Upper Cut Left

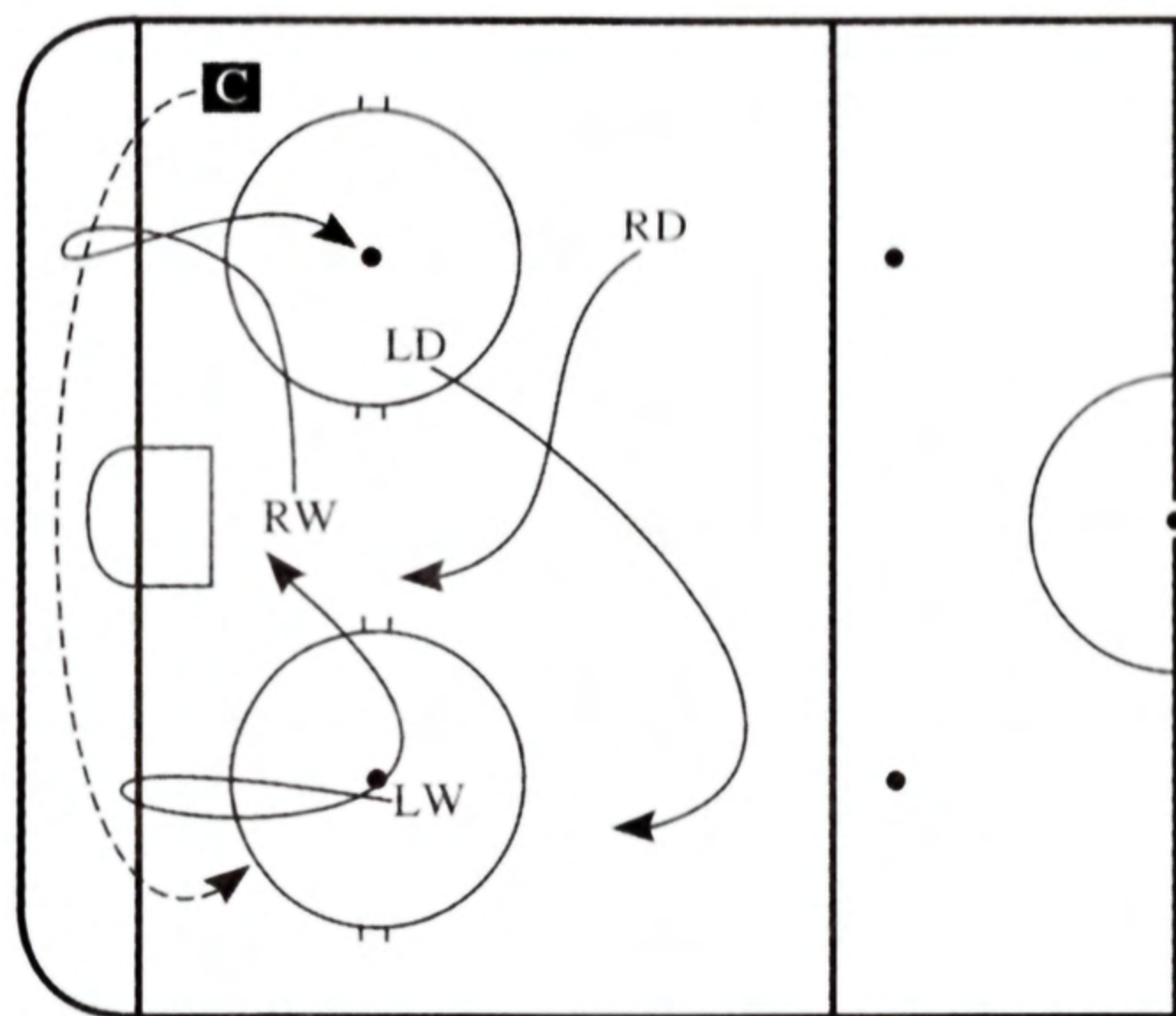
R2 - Uppercut Right

GOALIE (With Manual Goalie ON)

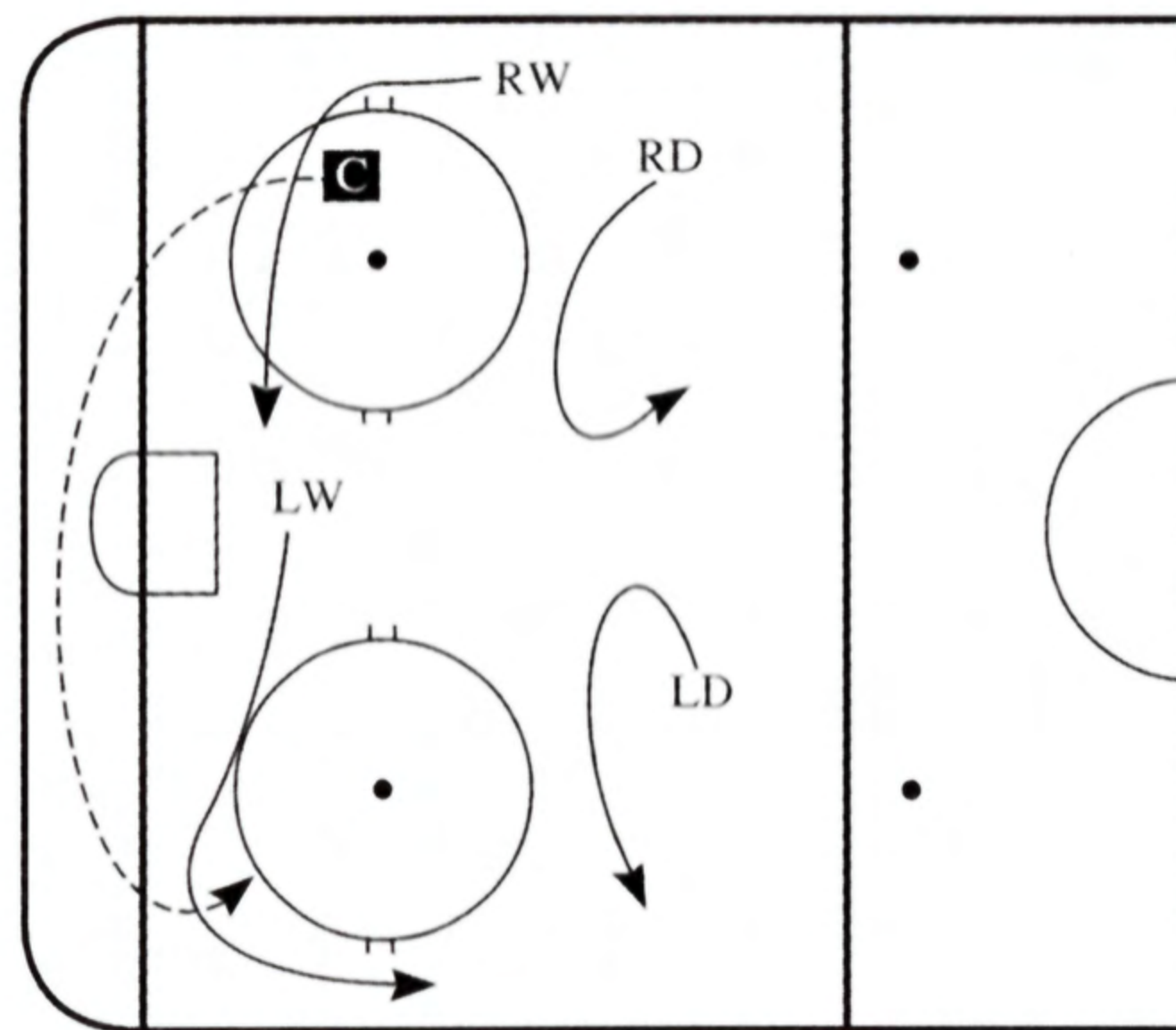
D-Pad	Direction the Goalie Skates
■	Toggle Closest/2nd Closest Defender
START	Pause Game
L1	Glove/Blocker Save Left
L2	Kick Save Left
R1	Glove/Blocker Save Right
R2	Kick Save Right

THE STRATEGY DIAGRAMS

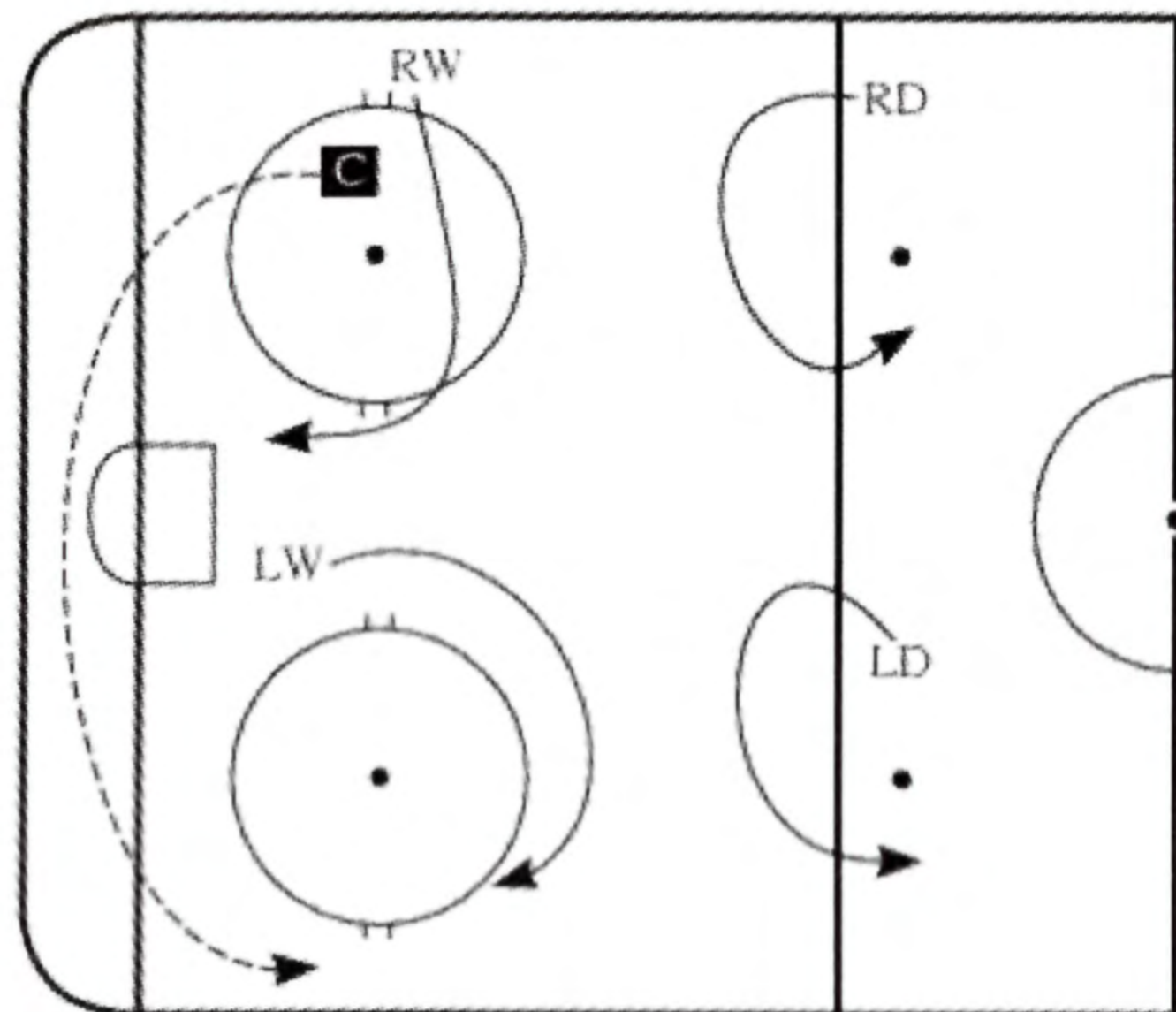
OFFENSE: Crash The Net



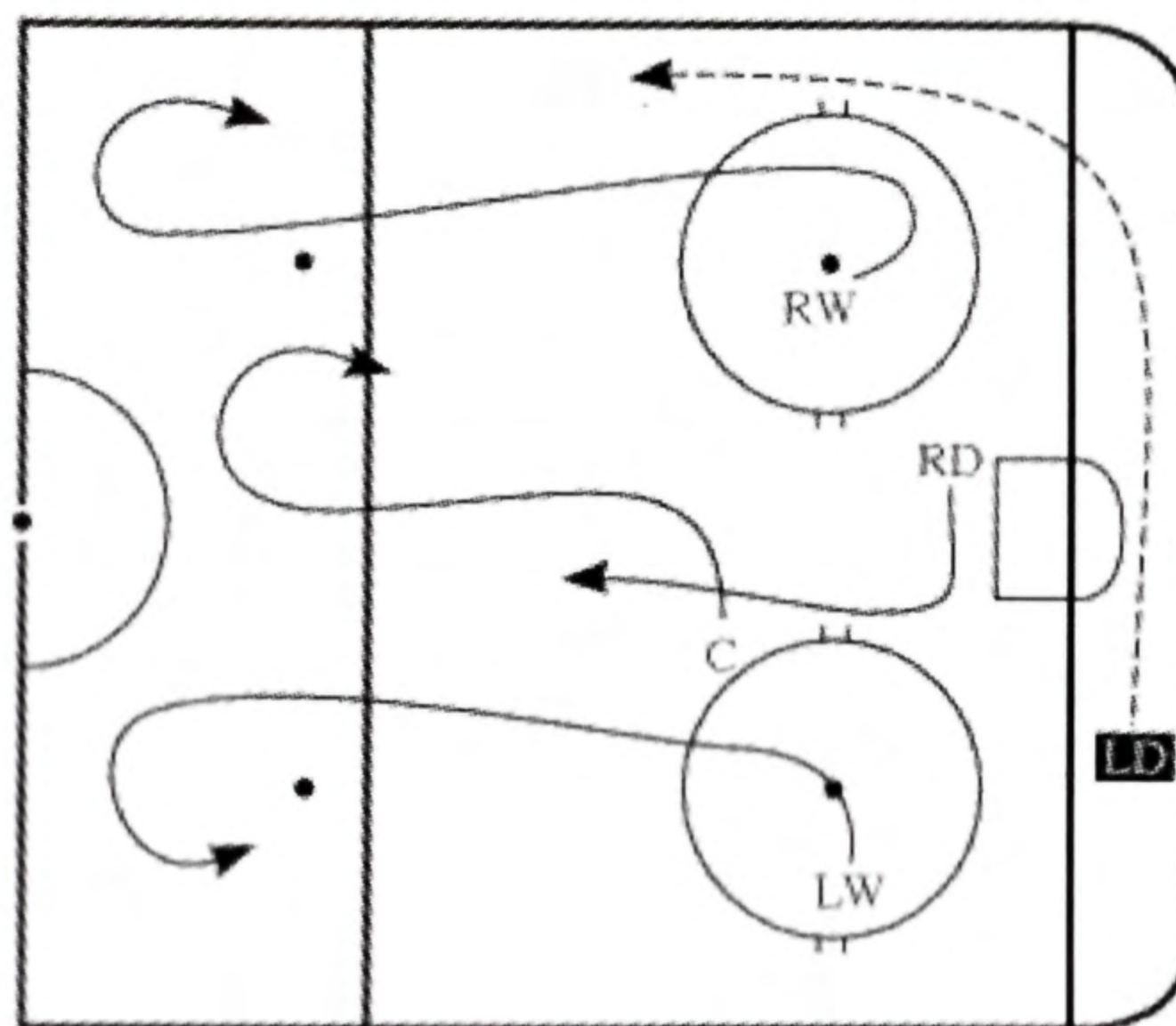
OFFENSE: Spread



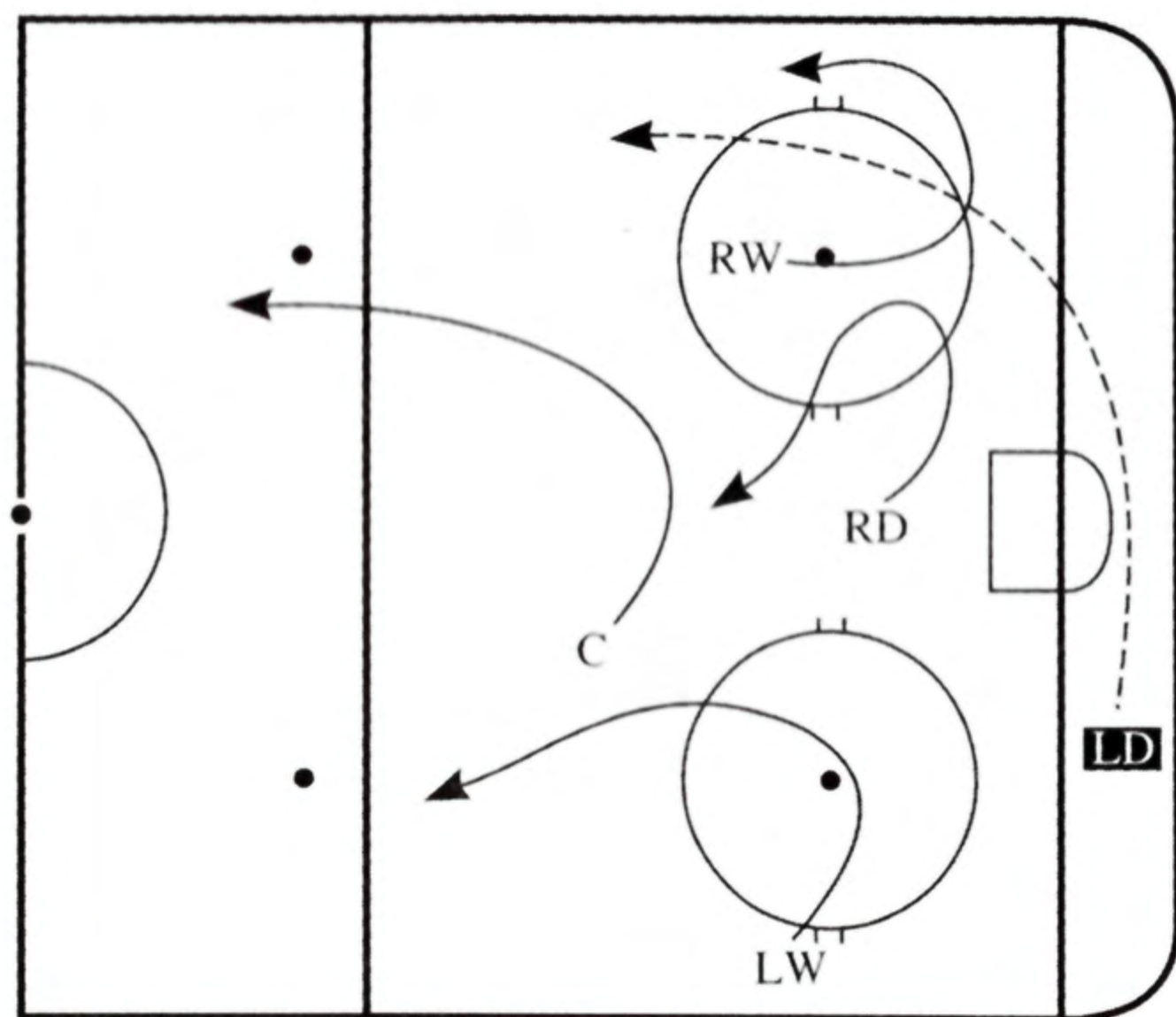
OFFENSE: Hang Back



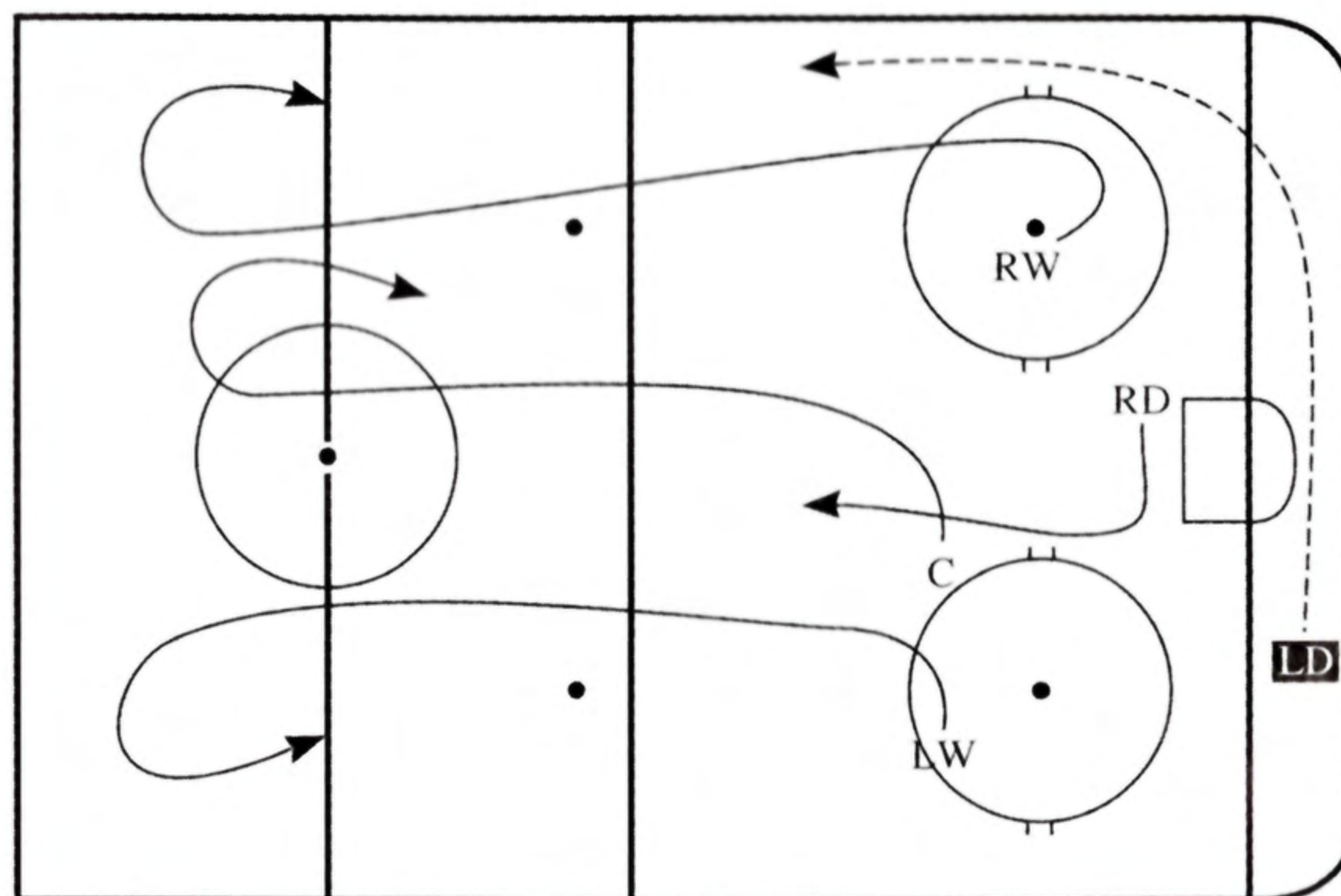
BREAKOUT: Normal



BREAKOUT: Slow



BREAKOUT: Fast



Credits

DESIGNED AND DEVELOPED BY KILLER GAME

Raja Altenhoff, Tom Braski, Craig Broadbooks, Josh Hassin, Tawn Kramer,

Alan Scales

SONY INTERACTIVE STUDIOS AMERICA

Producer

Kelly Ryan

Assistant Producer

Jody Kelsey

Executive Producer

Chris Whaley

Audio and Video Department

Joe Hight, Rex Baca, Scott McMahon, Joel Copen

Testers

Kevin Burns (Lead), Brian Canary, Eddy Cramm, Damien Evans, Dave

Santa Maria

Marketing

Peter Dille, Craig Ostrander, Allan Frankel

Documentation and Layout

T.S. Flanagan

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Quality Assurance Manager

Mark Pentek

Lead Analyst

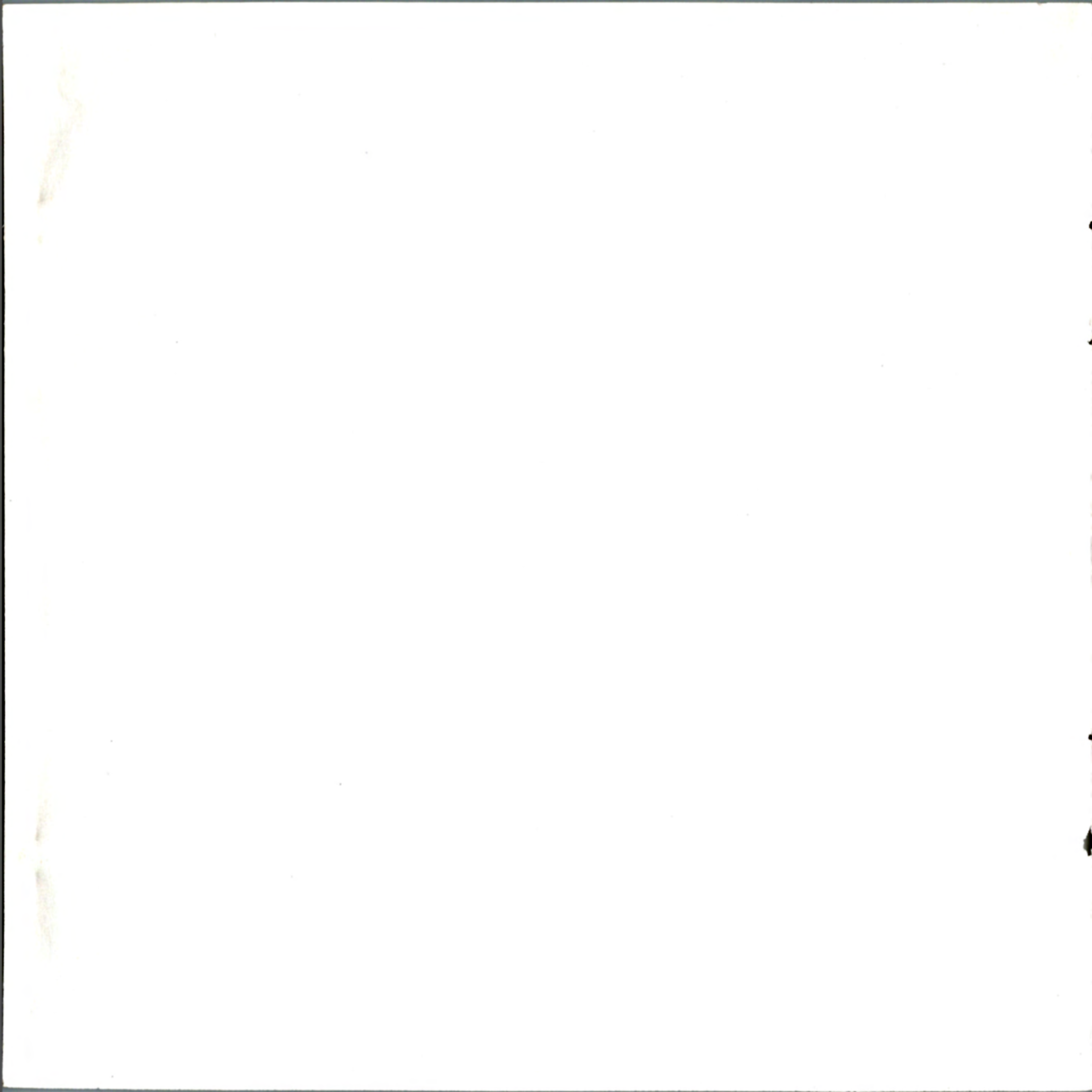
Neil Musser

Assistant Lead Analyst

Chad Lowe

Game Analysts

Eric Molina, Jo Arragones, Richard Cummings, Bruce Cochrane,
Michael Wu, Todd Pifer, Chris Johnson, Sako Bezdjian, Jim Harper,
Alben Pedroso, Victor Quimson, Scott Hill, Scott Crisostomo, Mark Lerma,
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