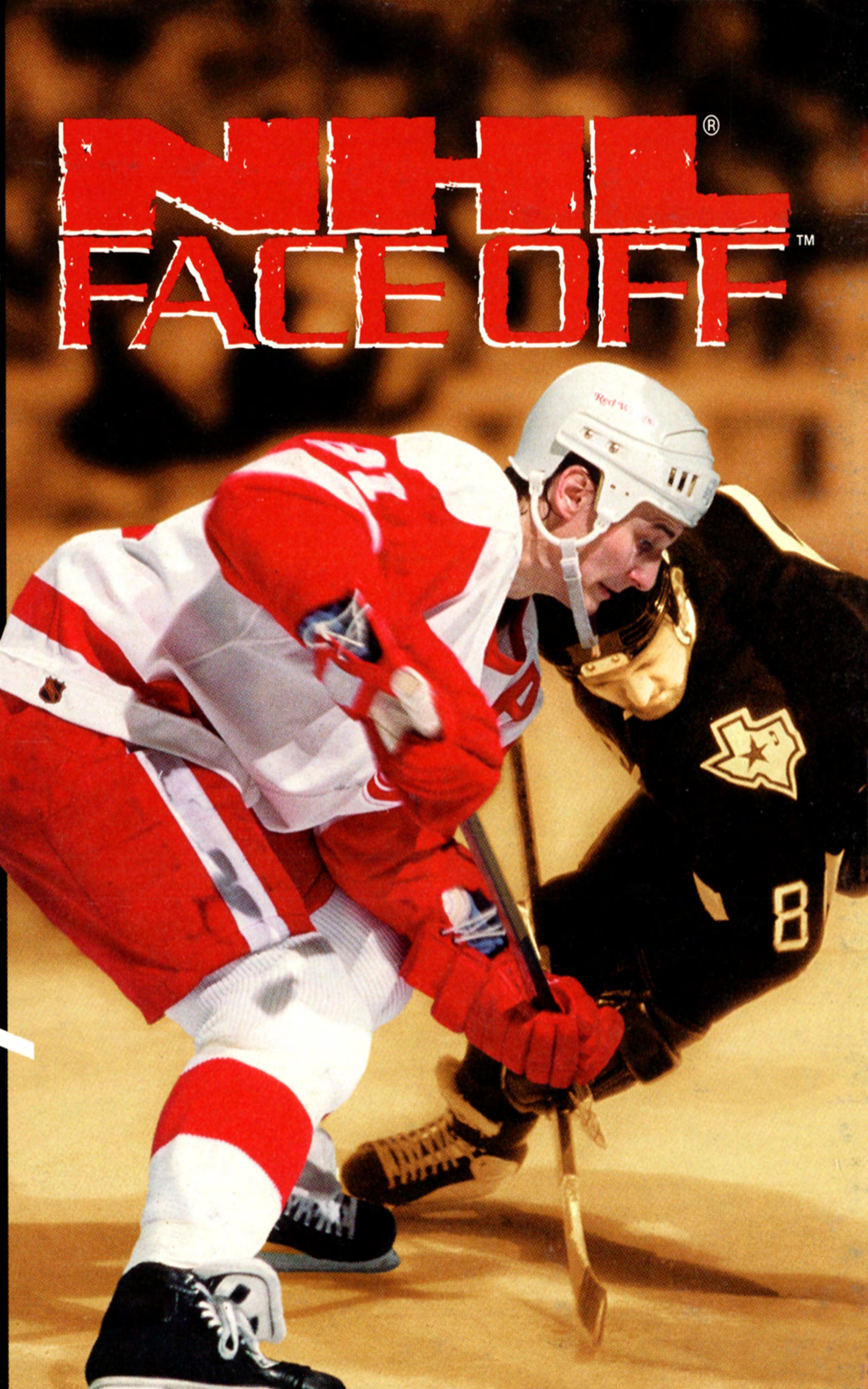




NTSC U/C

PlayStation™

NHL FACE OFF™



KIDS TO ADULTS



AGES 6+

SCUS-94504
94504

Sony Interactive
Sports

SONY



COMPUTER
ENTERTAINMENT™

WARNING

READ BEFORE USING YOUR SONY® 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 of 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)
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Automated support available 24 hours a day, 7 days a week. Representatives available Monday-Friday 9am-5pm Pacific Coast Time. This hint line supports games produced by Sony Computer Entertainment of America. No hints will be given on our Consumer Service Line. Long-distance charges are included in the above rates. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. You must have a touch-tone phone to use this service.

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P.O. Box 25147
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NHL® FACE OFF™

PLAYSTATION SET UP

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

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WELCOME TO NHL® FACE OFF™



NHL FACE OFF is part of a new generation of CD-ROM sports games that is destined to revolutionize the video game industry. Not only are the graphics stunning and the controls very tight, but the camera work is unparalleled. Sony's developers have designed the game for maximum ease of use. Most of the menu interface controls are listed on the appropriate screens, and the manual outlines and explains all the game and menu controls. Study the tables below to familiarize yourself with the basics, and then head straight for the ice. If you have questions about the function of a particular area of the game, consult the manual for further instructions.

CONTROL SUMMARY

OFFENSE

Direction Arrows	▲ Button	✕ Button	■ Button	●-Button
skate	line change box	shoot	pass	face off

DEFENSE

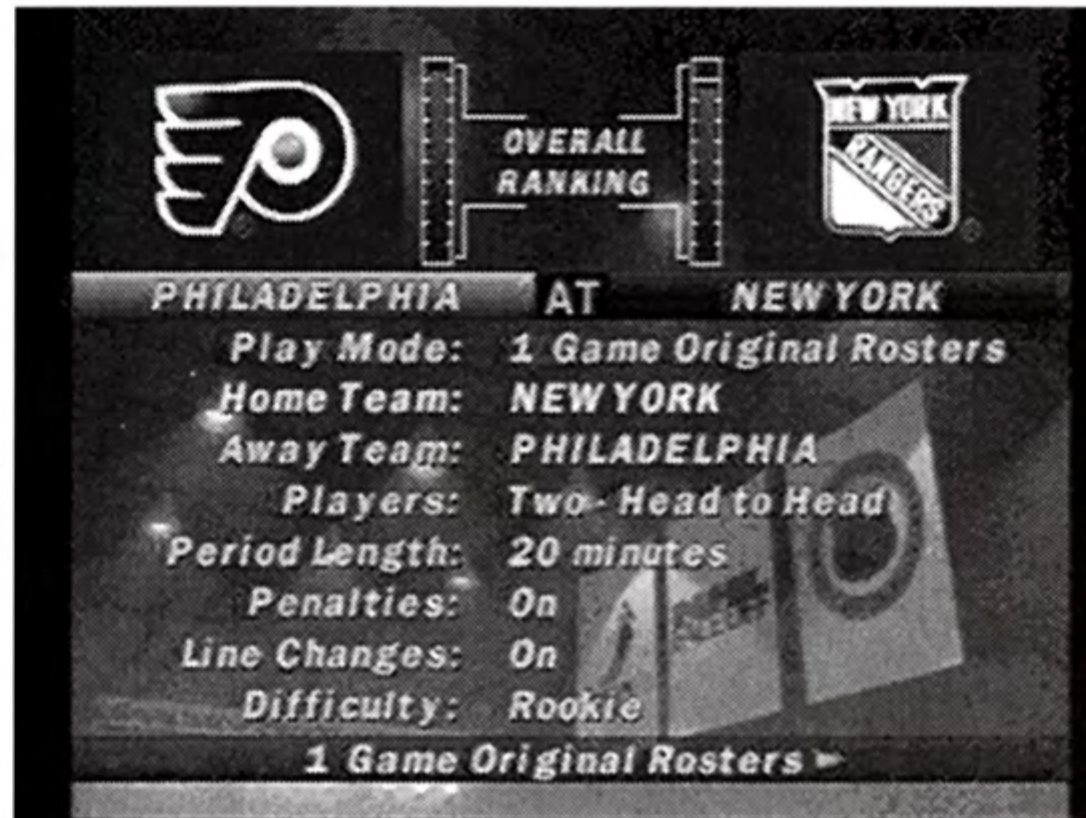
Direction Arrows	■ Button	●-Button	R1/R2	L1/L2
skate	activate man closest to puck	body check/speed burst	cross check/speed burst	poke check/speed burst

MANUAL GOALIE

Direction Arrows	L1	R1	L2	R2
skate	glove save/block save*	glove save/block save*	kick save to the left	kick save to the right

*-Depending on Handedness

MAIN MENU



Use the **up/down** directional arrows to move the white highlight up and down the menu, and use the **left/right** directional arrows to change the setting. To exit the Main menu, press **START**.

PLAY MODE

There are three basic play modes: 1 Game, Season, and Playoffs. 1 Game mode offers a choice between playing with the Original Rosters or the Revised Rosters. Season mode allows you continue a saved season or begin an new one. Playoff mode offers a choice between single elimination and best of seven series, and it also allows you to continue a saved playoff series.

In addition, the Play mode line accesses the Create Player, Trade Players, Release Player, and Sign Free Agent screens.

TEAM

You'll notice there are two Team lines: Player 1 and Player 2 in the Season and Playoff modes, Home Team and Away Team in 1 Game and the three roster revision modes.

In Season and Playoff modes, Player 1 determines which team he or she controls, and the schedule determines Player 2's team. In the other modes, Controller 1 controls the Home Team and Controller 2 controls the Away Team.

P L A Y E R S

In Season and Playoff modes, where Player 1 selects his or her Team, the schedule determines who's home and who's away for each game. The following Players options are available: One Player, Two Player -Teammates, and Two Player Head-to-Head.

In the other modes, you can choose which player(s) is home or away: One - Home, One - Visitor, Two - Teammates Home, Two - Teammates Visitor, Two - Head to Head, and Demo. In Two - Head to Head mode, Controller 1 operates the Home team.

P E R I O D L E N G T H

Make sure you set the period length before you begin. The seconds tick off in double time. Once you start the game, you can't change the period length.

P E N A L T I E S

You can have penalties On, Off, or On Except Offsides. When penalties are On, the referees call them as they see them. When penalties are Off, anything goes. When Penalties are On Except Offsides, you don't have to worry about when you skate or pass the puck across the blue line.

L I N E C H A N G E S

When Line Changes are On, you're responsible for assessing the strength of your lines and inserting them at strategic moments during the game. When Line Changes are Auto(matic), the computer substitutes lines for you, keeping the freshest line, but not necessarily the best players, on the ice. When Line Changes are Off, your first line (Scoring Line 1) remain on the ice for the whole game, except during power play and short-handed situations.

D I F F I C U L T Y

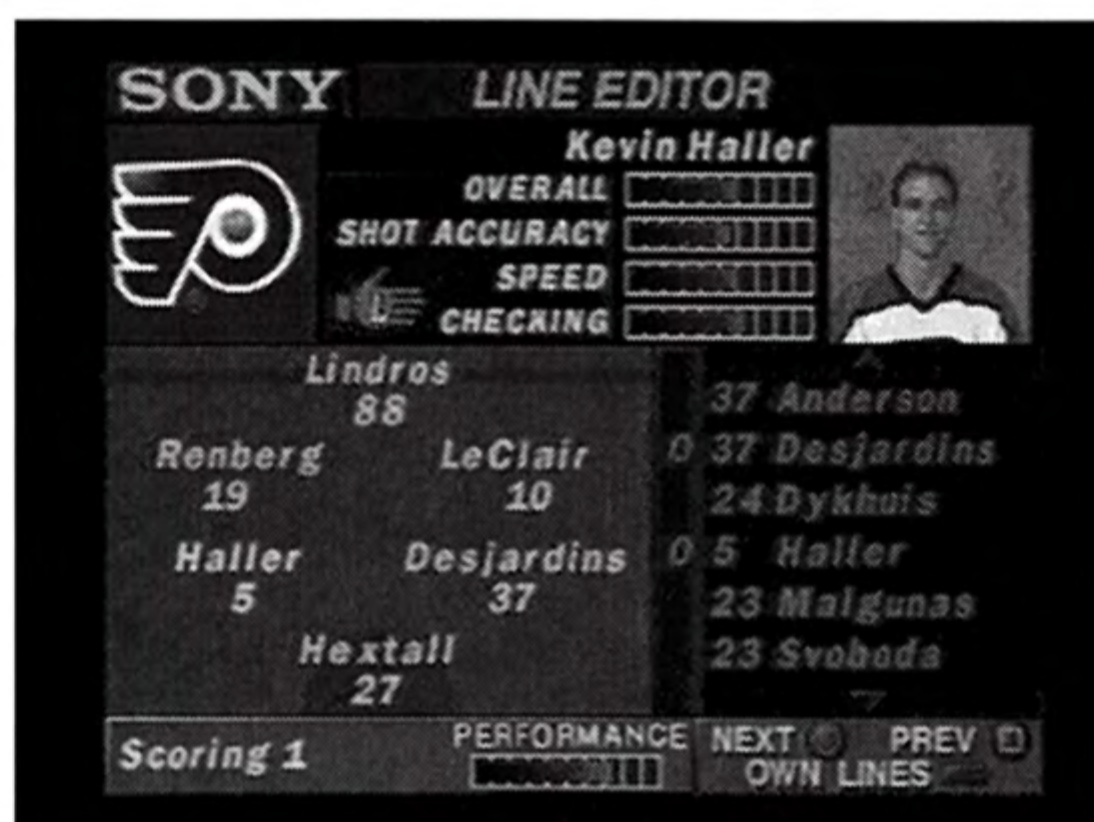
There are three distinct difficulty levels: Rookie, Veteran, and All Star. We recommend that you play at the Rookie level until you get the hang of the game. In the unlikely event that you get so good that even All Star level seems easy, you can always play with one of the weakest teams against one of the strongest teams.

SCOREBOARD OPTIONS



Use the **up/down** directional arrows to move the white highlight up and down the menu, and press **X** to select the highlighted item. To exit the menu, press **START**. To start the game, press **START** again.

LINE EDITOR



The default lines of each team reflect those of the actual 1995-96 NHL teams. The Line Editor enables you to make changes to those lines.

The name of the line appears in the lower left corner of the screen, and the players in that line appear in the window above. Notice that the player names are arranged in a diamond. The player at the top is the Center, the two players beneath him are the Wingmen, left and right respectively. The two players beneath those are the Defensemen, and the player at the bottom is the Goalie.

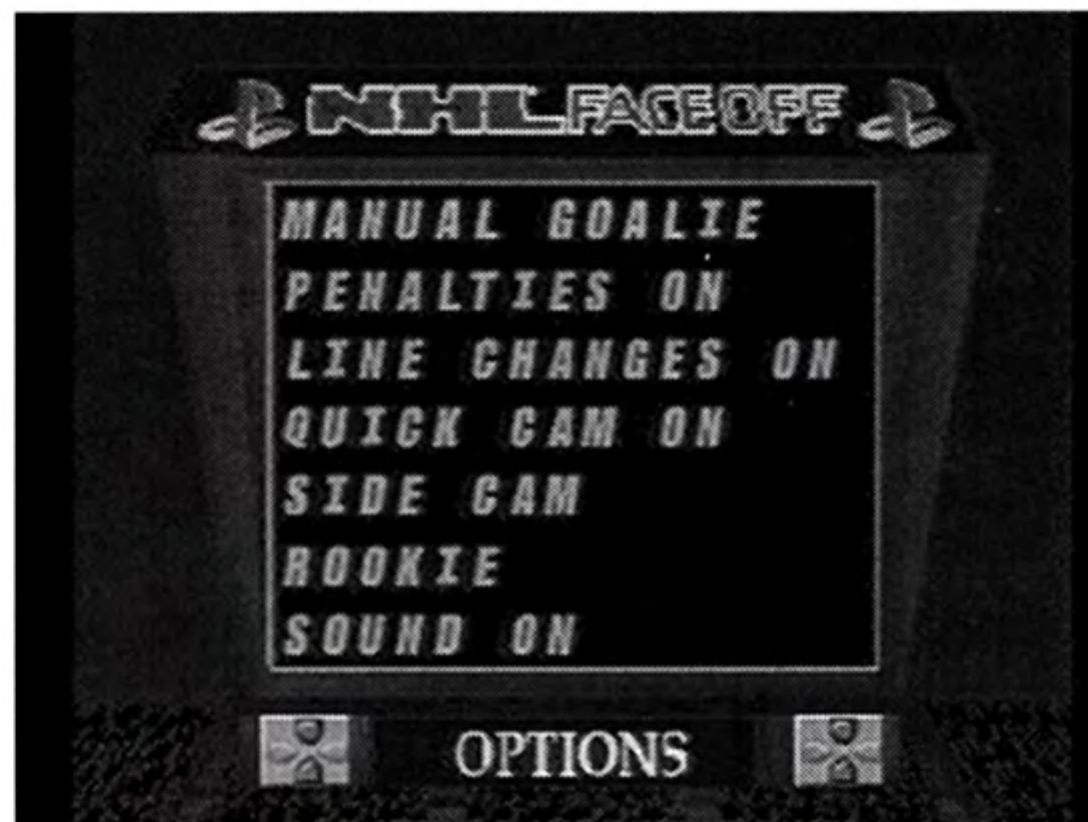
- To cycle through the lines, press the ● or ■ buttons. You can also use the finger buttons.
- To highlight a player for substitution, press the **up/down** directional arrows.

Notice that each time you highlight a player, the list on the right changes to present all the players available at the highlighted player's position. An 'O' next to a player's name indicates that that player is already "On the Ice."

- The substitute the highlighted player, first press **X**. Now, use the up/down directional arrows to highlight the player you want to take his place, and then press **X** again.

Note that the abilities of the selected player, and the overall performance level of the selected line, appear in their appropriate positions on the screen.

GAME OPTIONS



The Game Options screen enables you to change some of the settings available on the Main menu, as well to make additional choices outlined below.

- To highlight a setting, press the **up/down** directional arrows.
- To change the highlighted setting, press **left/right** and the directional arrows.

You can access the Game Options at any time during the game.. The options explained below are only those not already found on the Main menu.

AUTO GOALIE

The computer controls the goalie. No manual override control.

MANUAL GOALIE

You can override computer control on any shot on goal.

CAMERAS

Select which camera you wish to use throughout the game.

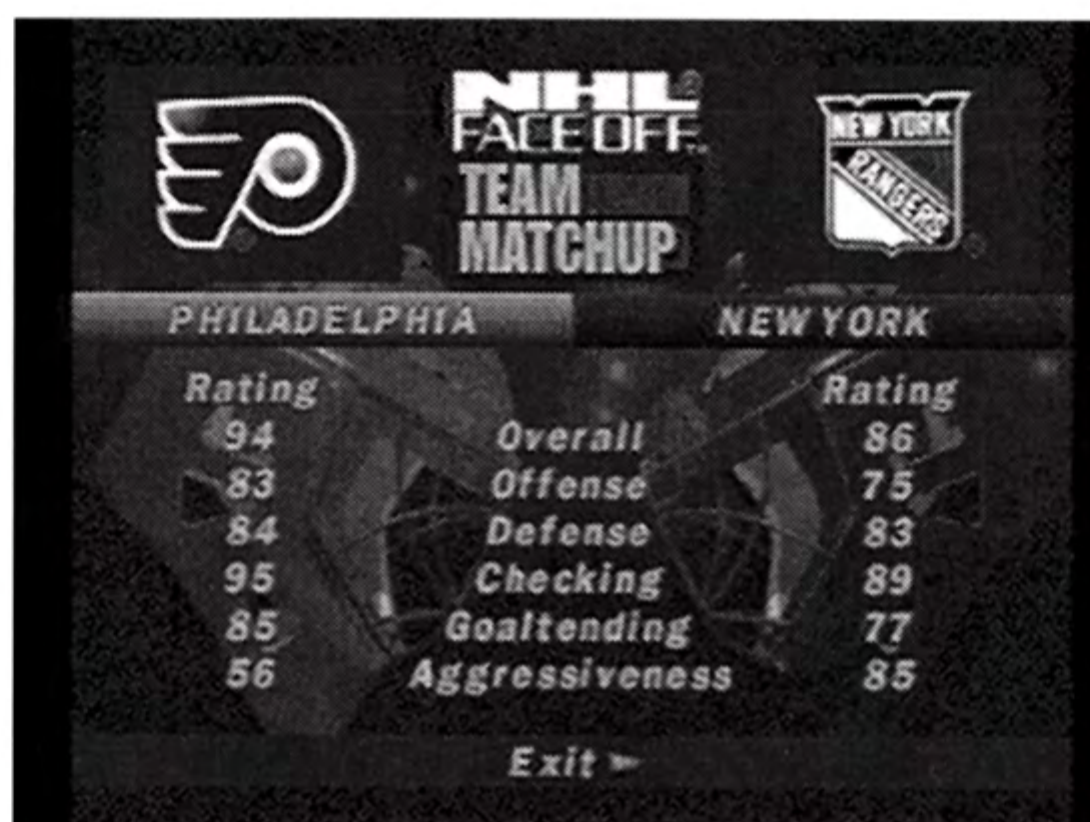
QUICK CAM

With Quick Cam On, you can change views with the **SELECT** button during game play.

SOUND OFF
No on-ice or menu sounds.

SOUND ON
Sound effects.

TEAM MATCHUP



The screenshot shows the 'NHL FACE OFF TEAM MATCHUP' screen. At the top, the Philadelphia Flyers logo is on the left and the New York Rangers logo is on the right. Below the logos, the text 'PHILADELPHIA' and 'NEW YORK' are displayed. The main area contains a table of ratings for various categories. At the bottom, there is an 'Exit' button with a right-pointing arrow.

PHILADELPHIA		NEW YORK
Rating		Rating
94	Overall	86
83	Offense	75
84	Defense	83
95	Checking	89
85	Goaltending	77
56	Aggressiveness	85
	Exit ▶	

The Team Matchup screen displays a numerical comparison of the two opposing teams in six important areas. The highest possible rating in a given area is 99. To return to the Options menu, press **START**.

INSTANT REPLAY



The Instant Replay screen enables you to view the game tape from virtually any perspective. The puck-carrier is identified by name and number in the upper right corner of the screen

- To rewind the tape, press **■**.
- To play the tape at normal speed, press **X**.
- To advance the tape frame-by-frame, press **●**.

The **▲** button cycles through the three different cameras: Goal Cam, Replay Cam, and Game Cam. The **SELECT** button changes the camera views within each camera type.

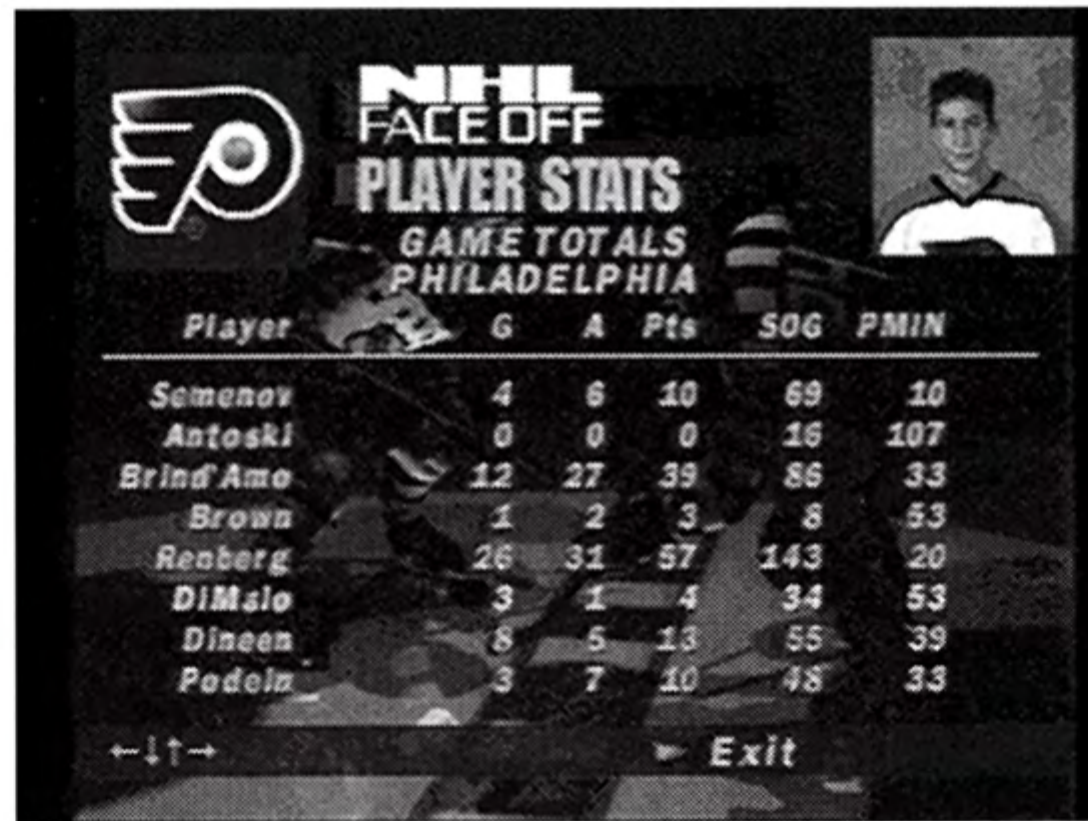
STATS

The computer keeps track of the game stats, individual player stats, and the team stats. Game stats are updated continuously, so when you check them during a game you can be sure they're accurate.

GAME STATS

The home team's stats appear on the right and the visiting team's appear on the left. Press the **left/right** directional arrows to cycle through the individual period stats.

PLAYER STATS

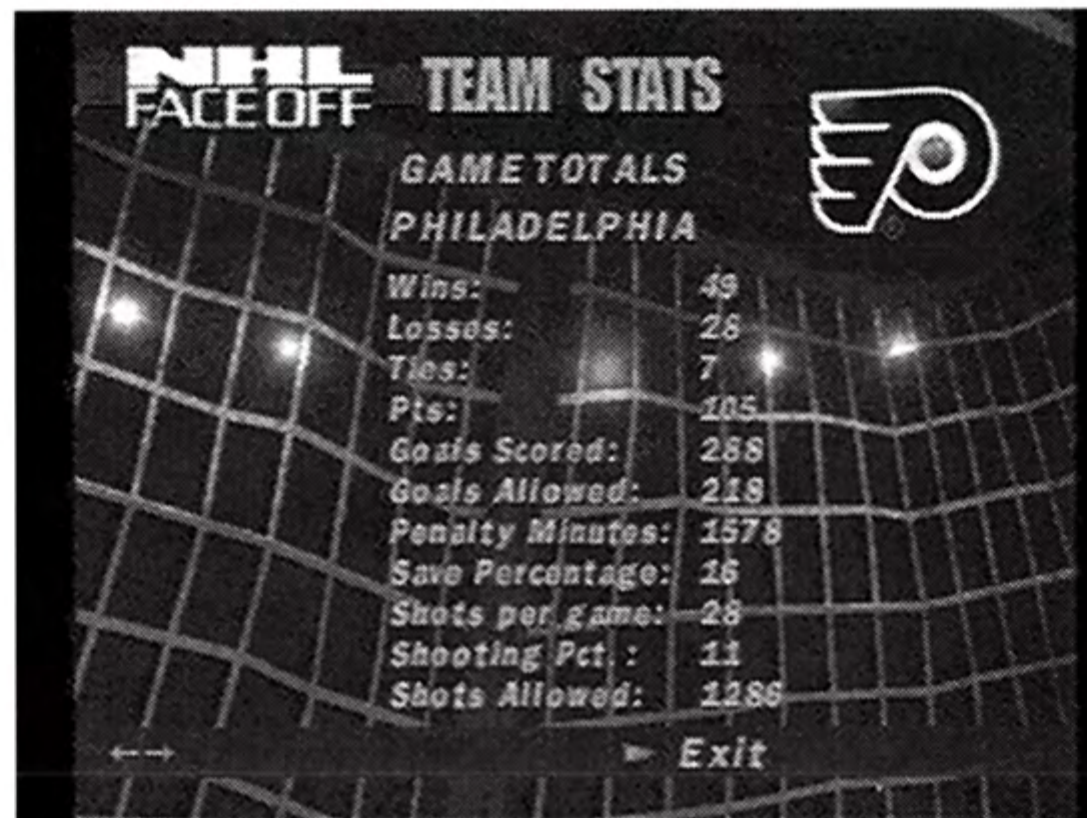


The screenshot shows the 'NHL FACE OFF PLAYER STATS' screen for Philadelphia. It features the Flyers logo on the left and a player's portrait on the right. The main content is a table of player statistics. At the bottom, there are navigation arrows and an 'Exit' button.

Player	G	A	Pts	SOG	PMIN
Semenov	4	6	10	69	10
Antoski	0	0	0	16	107
Brind'Amo	12	27	39	86	33
Brown	1	2	3	8	53
Renberg	26	31	57	143	20
DIMSLO	3	1	4	34	53
Dineen	8	5	13	55	39
Pedoin	3	7	10	48	33

Individual player stats appear by team. To display the opposing team's player stats, press the **left/right** directional arrows. To scroll down the roster list, press the **up/down** directional arrows.

TEAM STATS



The screenshot shows the 'NHL FACE OFF TEAM STATS' screen for Philadelphia. It features the Flyers logo on the right. The main content is a list of team statistics. At the bottom, there are navigation arrows and an 'Exit' button.

GAME TOTALS PHILADELPHIA	
Wins:	49
Losses:	26
Ties:	7
Pts:	105
Goals Scored:	288
Goals Allowed:	218
Penalty Minutes:	1578
Save Percentage:	16
Shots per game:	28
Shooting Pct.:	11
Shots Allowed:	1286

The Team stats screen displays the current season stats. When you're playing in 1 Game mode (not in Season mode) the season stats reflect the 1994-95 season.

- To display the opposing team's stats, press the **left/right** directional arrows.

PLAYER CARDS



The Player Cards database provides an in-depth look at every player on every team. The attribute graphs on the right side give you a look at the relative strengths and weaknesses of the current player. The longer the red bar in the graph, the stronger the player is in that category.

- To display the player's season statistics, press the **left/right** directional arrows.
- To cycle through all the players on the current team, press the **up/down** directional arrows.
- To cycle through all the NHL teams, press the **finger buttons**. R1 and R2 cycle forwards alphabetically. L1 and L2 cycle backwards alphabetically.

ABORT GAME

The Abort Game command returns you directly to the Main menu. In Season and Playoff modes, no result is recorded.

ON THE ICE

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-carriers 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.

SHOOTING



The **X** button shoots the puck at the goal. The arrows help you to aim your shot.

Up sends the puck high.

Down keeps the puck low.

Left/Right sends the puck left/right.

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

DEFENSE

Press the ■ button to activate the man closest to the puck. When a teammate 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: body check, cross check, and poke check. Your man must be close enough to the opponent to actually deliver the check. When you're not close enough to deliver the check, all three check commands give you a short burst of speed.

R1/R2 perform a Cross Check.

L1/L2 perform a Poke Check.

● Button performs a Body Check.

LINE CHANGES

When Line Changes are ON, the line change box(es) appears after every stoppage of play. The stamina of each line is represented by the bar next to the name of the line. While the line change box(es) remains on the screen, press the button corresponding to the line you wish to put on the ice.

If you change lines, you'll see a few men jump the boards to go off the ice while the replacements come on. If you don't press a button, the line change box will disappear after a few seconds and the current line will remain on the ice.

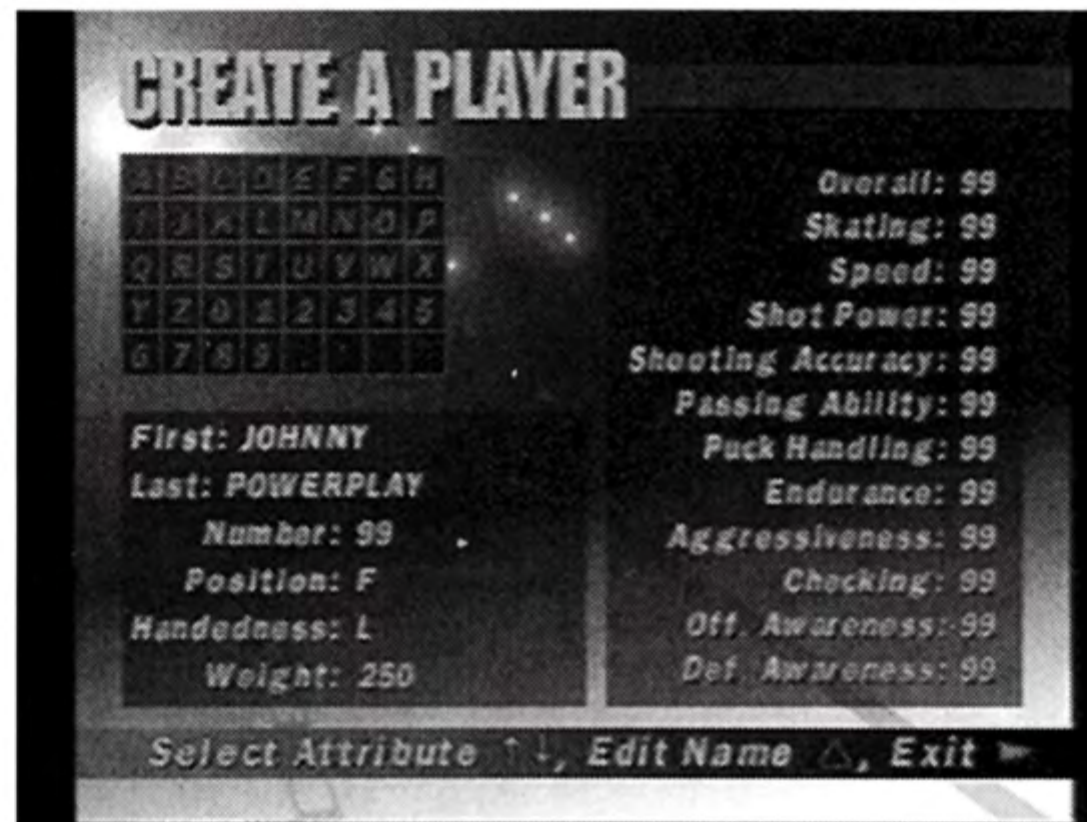
You can access your line change box whenever you have the puck.

- To bring up your line change box, press ▲.

TWO PLAYER - TEAMMATES

When two players compete against the computer as teammates, Player 1 controls the man on the blue circle, and Player 2 controls the man on the red circle.

CREATE A PLAYER



The Create A Player screen enables you to build players from scratch. The instructions below walk you through the creation of a player by the name of JOHNNY POWERPLAY. The instruction at the bottom of the screen will help you.

NAME THE PLAYER

If the First Name line is not highlighted, use the directional arrows to highlight the line and then press **▲**. Now use the directional arrows to highlight 'J' in the character selection box. When 'J' is highlighted, press **X** to enter the letter.

Use the same method to enter the next letter, 'O'. When you've entered all the letters in the first name, enter a 'blank' space after the last character and then press **▲** to lock in the name.

Press the **down** directional arrow to highlight the Last Name line. Enter the last name, POWERPLAY, and then press **▲**.

CHOOSE A JERSEY NUMBER

Jersey numbers range from 0-99. Mr. Powerplay should probably wear number 99. Press the **left/right** directional arrows to select a number, and then press the **down** directional arrow to highlight the Position line.

CHOOSE A POSITION

Mr. Powerplay's talents are probably best used on offense, but you can make him a defenseman or a goalie if you wish. Notice that you don't choose his exact position on a line, but only his basic position. Forwards can play Center or either Wing.

Press the **left/right** directional arrows to select his position, and then press the **down** arrow to highlight Handedness.

CHOOSE HIS HANDEDNESS

You have two choices: Left or Right. I'd make Powerplay a lefty. Now go down to Weight.

SET HIS WEIGHT

The top weight is 255 lbs. Any heavier and a guy has a tough time getting around the ice. The lowest weight is 150 lbs. Let's make Johnny a 195-pounder. Press the down arrow to move the highlight to the skill levels list.

SET HIS SKILL LEVELS

There are 12 skill settings. The number in each skill setting directly reflects Johnny's performance potential on the ice. You can crank them all up to 99 if you want to make him unstoppable. Bear in mind, though, the skill levels are relative. If everyone is a 99 in every category, then the value of a 99 is lost.

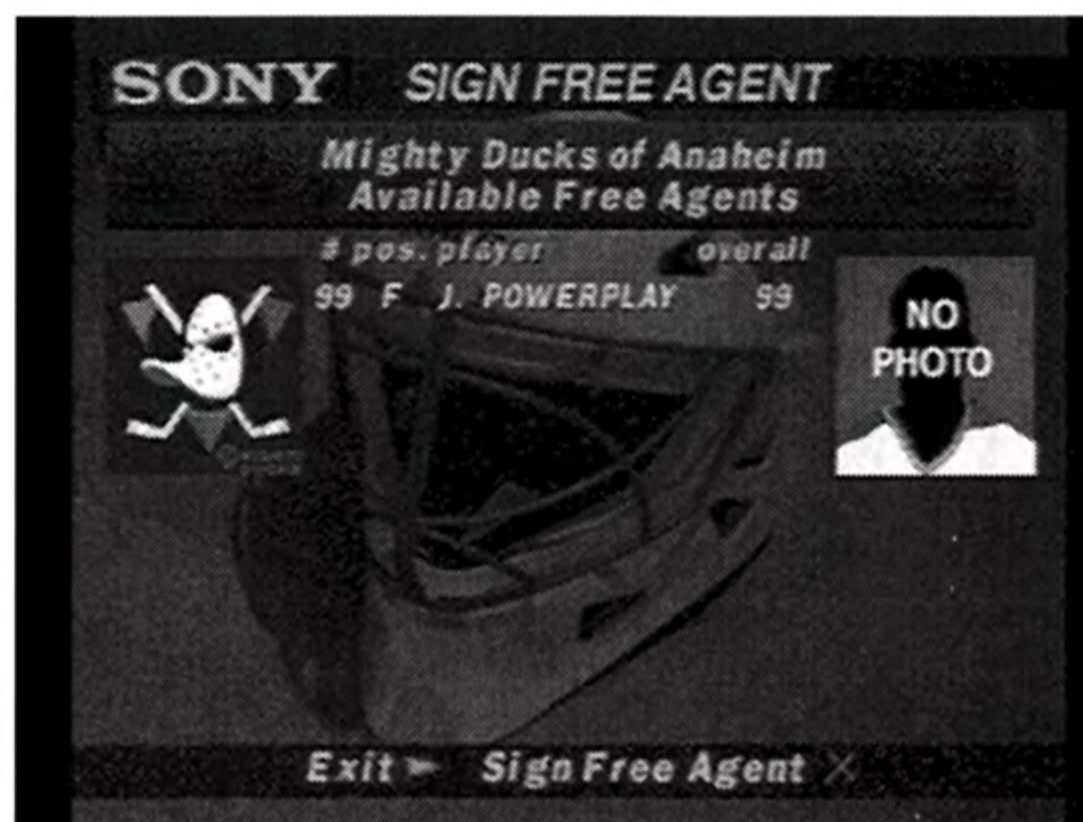
EDITING PREVIOUSLY CREATED PLAYERS

Press L1/R1 to cycle through all the created players. A RAM card holds up to 40 created players and free agents.

EXIT

When you're finished entering all the information, press START to return to the Main Menu. Johnny Powerplay will appear in Free Agent Draft pool.

SIGN FREE AGENT



A team must have at least 17 and no more than 25 players. The rules break down as follows:

Total Players:	17-25
Forwards:	9-15
Defensemen:	6-14
Goalies:	2-3

You'll need to use these figures when releasing players back into the free agent draft pool in order not to violate the roster rules when signing a free agent.

Press the **left/right** arrows (or the finger buttons) to select the team that wants to sign a free agent. Use the **up/down** arrows to select the player to be signed. Press **X** to sign the player.

If there's a conflict with the rules, a message appears to indicate that the signing is not allowed. You'll need to release a player of the same position before you can sign the free agent. Having signed the free agent, make sure you edit your lines so that your new acquisition is used most effectively.

TRADE PLAYERS

The Trade screen is divided into two halves. You can execute one-for-one swaps between the two teams on the screen. If you want to execute more complicated trades, you'll need to use the Release Player and Sign Free Agent modes in addition to the Trade screen.

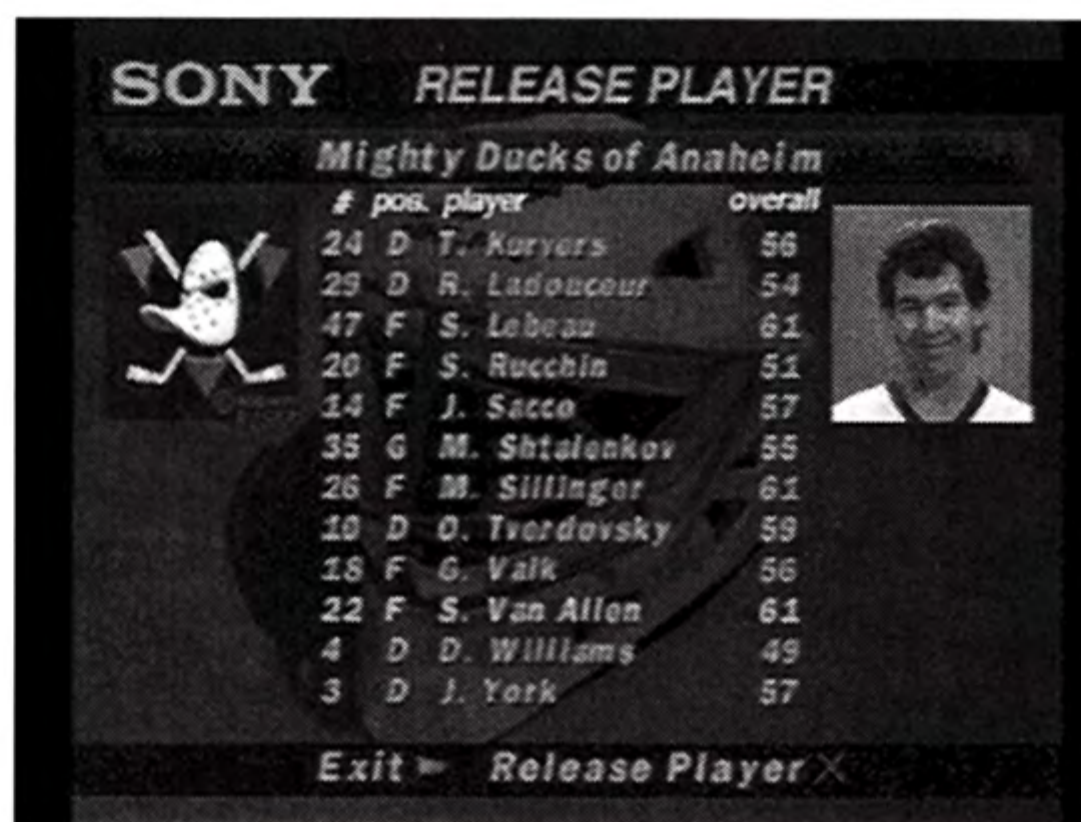
First, select a player from the top half of the screen.

- To cycle through the teams, press the **left/right** arrows.
- To scroll the highlight bar **up/down** the player roster, press the **up/down** arrows.
- To select the highlighted player, press **X**.

Now select a player from the bottom half of the screen. Use the same commands outlined above.

- To execute the trade, press ●.
- To return to the Main menu, press **START**.

RELEASE PLAYER



In order to sign Free Agents, you'll often need to release players. Released players go into the Free Agent draft pool.

Press the **left/right** arrows (or the finger buttons) to select the team that wants to release a player. Use the **up/down** arrows to select the player to be released. Press **X** to release the player.

The Free Agent pool can contain up to 40 free agents and created players.

PLAYOFFS



There are two Playoff formats: single elimination and best-of-seven series. In both formats, the computer creates the pairings after Player 1 chooses a team on the Main menu.

SEASON PLAY



In Season mode, you can choose to play as few or as many games on the calendar as you wish. The only rule is that you have to play them in chronological order. The computer generates win/loss results for all the games you skip over.

- To page through the calendar months, press the **left/right** arrows.
- To play a game on the current calendar page, press **X**.
- To select a game, use the arrows to move the cursor box to the desired game, and then press **■**.

Results for all the unplayed games scheduled before the game you selected are generated by the computer. If you change your mind and wish to play a different game, press **●** and repeat the process outlined above.

- To play the game you selected, press **START**.

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Mike Eiskant – *St. Louis Blues*
Jeff Trammel – *St. Louis Blues*
Cary Herer – *Starter*
Carrie Schuldt – *Tampa Bay Lightning*
Gord Dimytriv – *Winnipeg Jets*
Richard Narin – *Winnipeg Jets*



Battle Arena Toshinden™



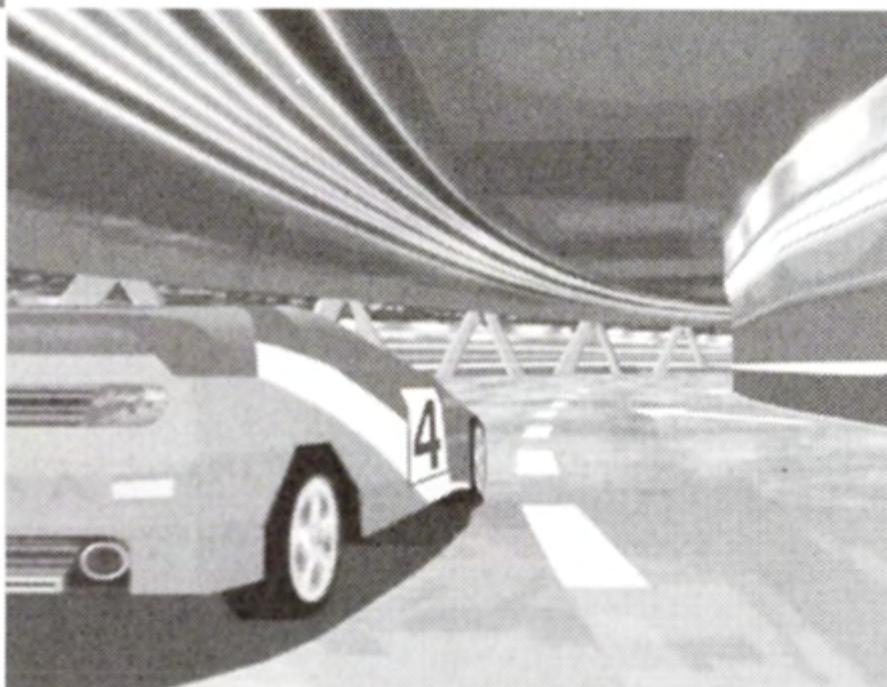
Mortal Kombat® 3



Twisted Metal™



Namco®'s Ridge Racer®



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- 4 Dynamic Playing Perspectives
- Complete Statistical Tracking



Preseason, Regular Season, Playoffs and Super Bowl action

Players Perform to their real abilities based on their real NFL Stats

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