



PlayStation

NTSC U/C

PlayStation

NHL FACEOFF 99™



KillerGame



EVERYONE



CONTENT RATED BY
ESRB

SCUS-94235
94235

WARNING READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

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

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a 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.

NHL Face Off '99 Tips and Hints

PlayStation® Hint Line

Hints for all games produced by 989 Studios are available:

Within the US: **1-900-933-SONY (1-900-933-7669)**

\$0.95/ min. auto hints, \$1.40/ min. live, \$6.95-\$16.95 for tips by mail (subject to availability) & \$5.00-\$20.00 for card recharge

Within Canada: **1-900-451-5757**

\$1.50/ min. auto hints

For US callers, game counselors are available 8AM-5PM PST, Monday-Friday. Automated is available 24 hours a day, 7 days a week.

In Canada, automated support is available 24 hours a day, 7 days a week.

This hint line supports games produced by 989 Studios. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support**1-800-345-SONY**

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.

989 Sports On-Line**<http://www.989sports.com>**

Our news is always hot! Visit our website and find out what's happening — new titles, new products and the latest information about 989 Sports.

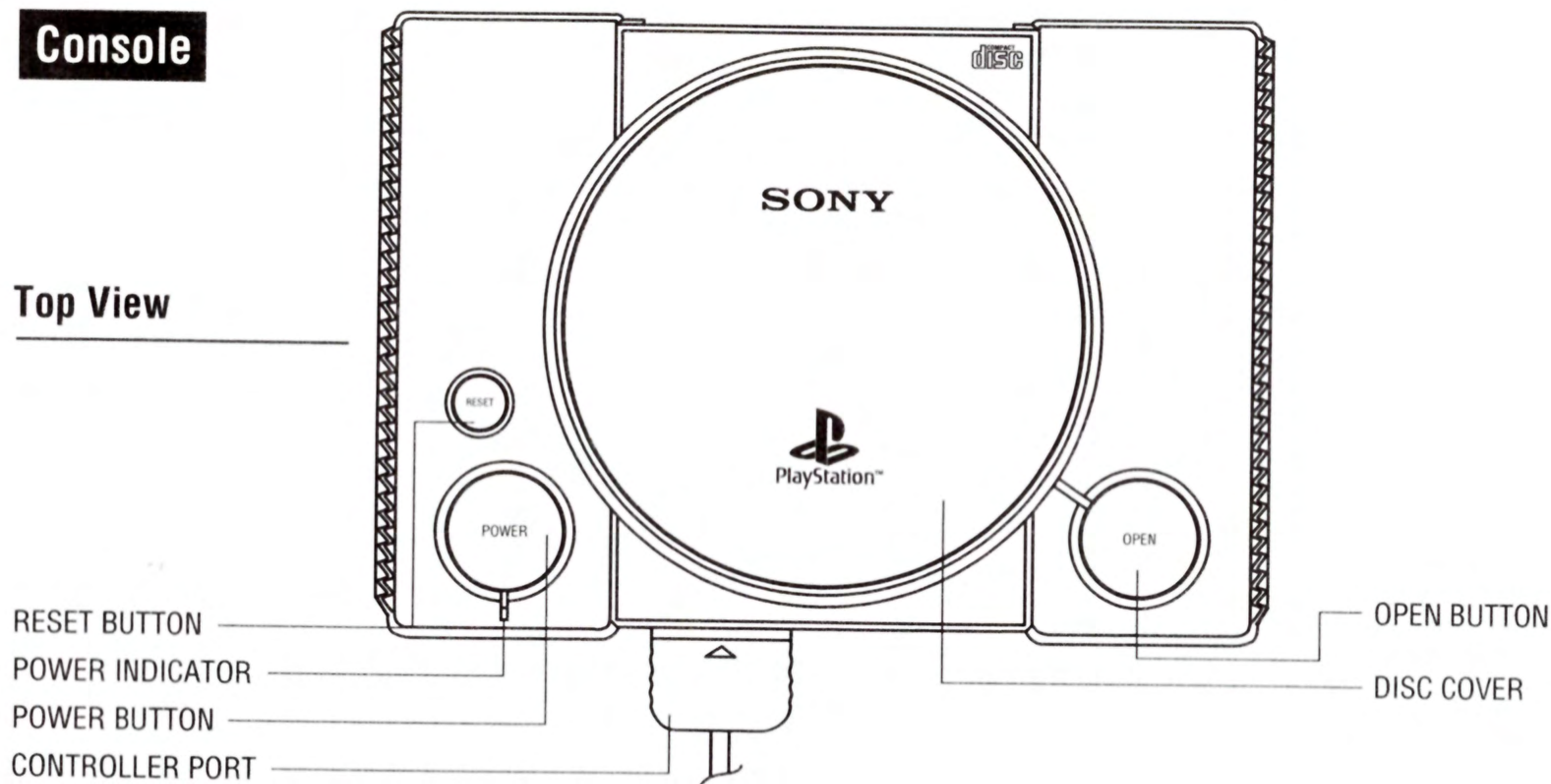
Table of Contents

PLAYSTATION SETUP	2
CONTROLLER DIAGRAMS	3
MEMORY CARD/SAVING DATA	3
989 STUDIOS	4
GAME CONTROLS	5
SETTING UP THE GAME	8
QUICK START	8
SELECT GAME	8
Exhibition	8
Season	10
Playoffs	13
TRANSACTIONS	14
Trade Player	14
Create Player	14
Release Player	15
Sign Free Agent	15
ROSTERS	16
Line Manager	16
Reset Rosters	16
OPTIONS	17
RECORDS	18
MEMORY CARD	19
PLAYING THE GAME	20
DEFENSIVE STRATEGIES	21
OFFENSIVE STRATEGIES	22
PAUSE MENU	23
NHL FACE OFF '99 CREDITS	27

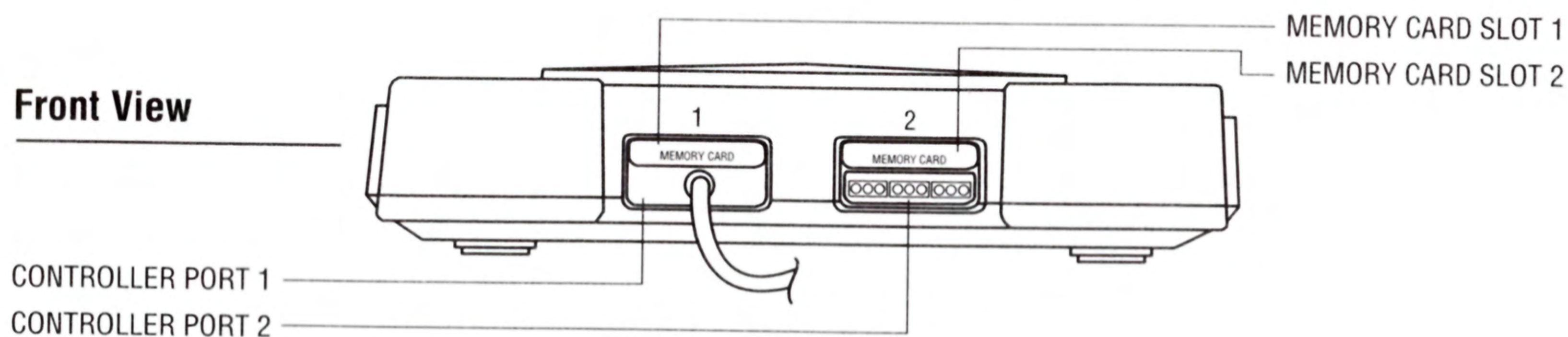
PlayStation Setup

Console

Top View



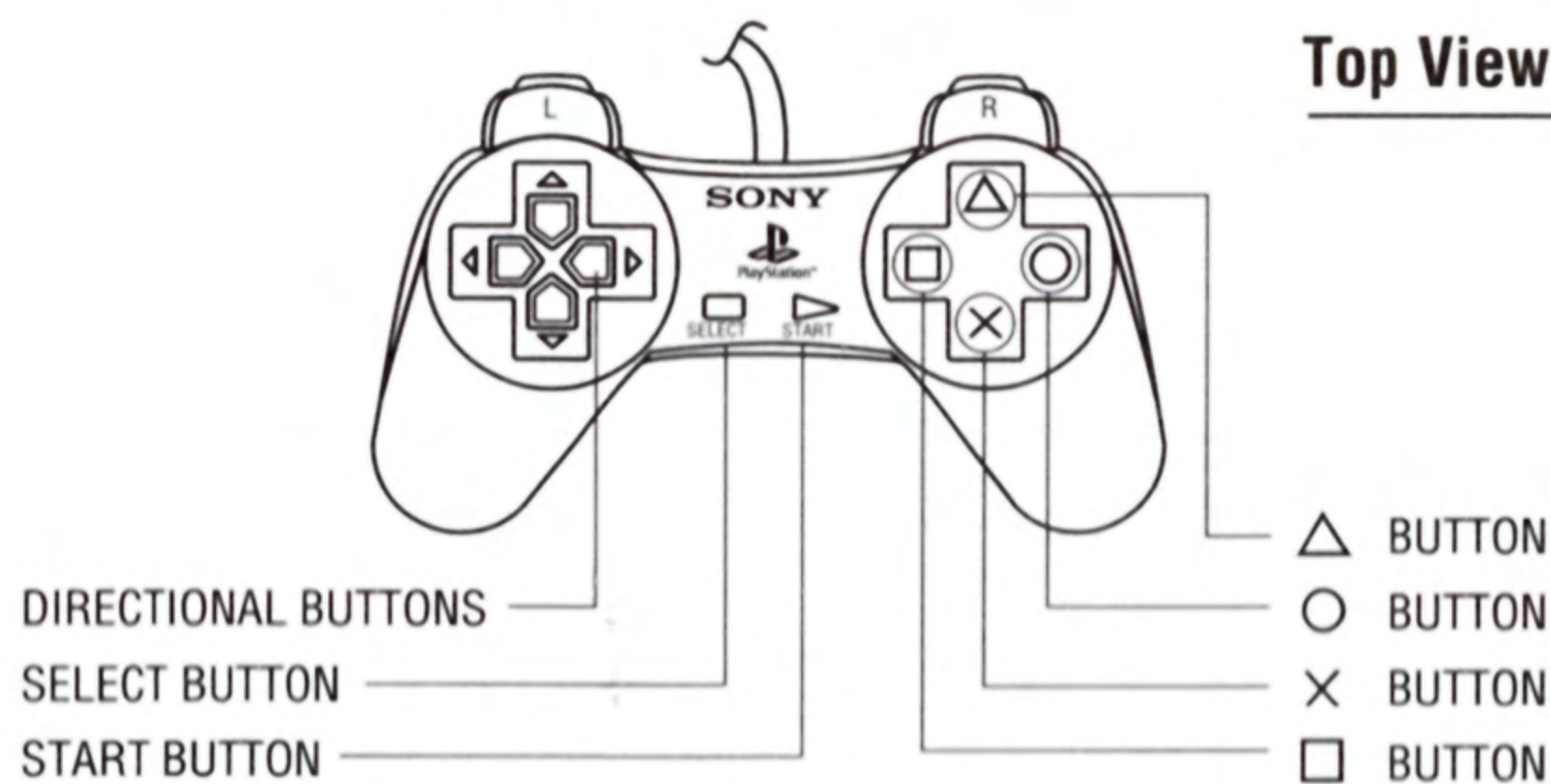
Front View



Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the NHL Face Off '99 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 Diagrams

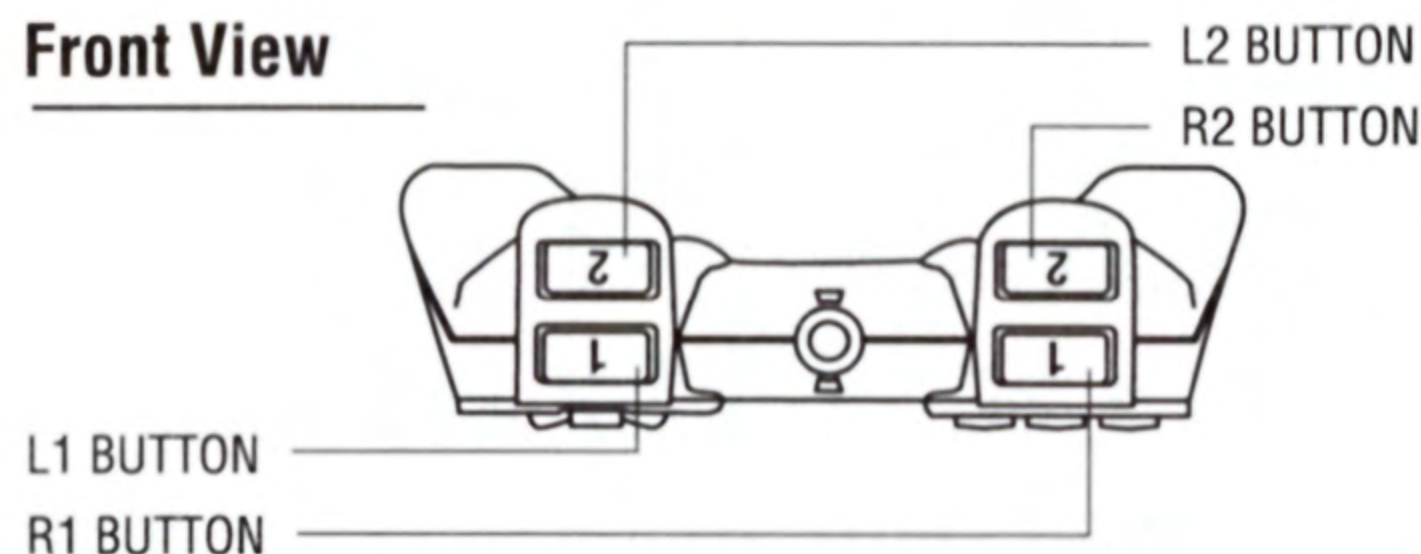
Regular Controller



Dual Shock™ Analog Controller



Front View



Memory Card/Saving Data

You must insert your Memory Card before you save or load a Season, Playoff, Records, change a Roster, or Create a Player. NHL Face Off '99 saves user-defined options and all data for a Season, Playoff, Records, Roster Change, or Created Player. Five blocks of memory must be available on your Memory Card in order to save all NHL Face Off '99 data. If you don't have a Memory Card, all NHL Face Off '99 data will be lost after turning off your PlayStation® game console.

989 Studios

You know us, you know our games and, now, you know our name.

989 Studios is a wholly-owned division of Sony Computer Entertainment America Inc. and has produced numerous action/adventure videogame franchise hits such as Twisted Metal®, Jet Moto™, CoolBoarders™ 2, 2Xtreme, and Rally Cross™.

989 Studios' sports brand, 989 Sports, has also produced some of the best sports games on the Playstation® game console: NFL GameDay™ '99, MLB™ '99, NBA ShootOut '98, NCAA GameBreaker™ '98, and NFL Xtreme™.

NHL Face Off™ '99 is the result of 12 months of hard work and attention to detail. You'll see some of the most realistic hockey animations ever developed in a hockey videogame. That's because we motion captured real NHL players on-ice. The result is smooth, yet fast and furious gameplay. We've also added an incredible TV style presentation with dynamic camera angles and play-by-play and color commentary by Mike Emrick and Darren Pang. We hope you enjoy it!

~The Sports Fanatics at 989 Sports

Game Controls

MULTI-PLAYER COMPETITION

Adding a Multitap allows you to play up to a five-player game. With two Multitaps, up to four users can play on each team.

OFFENSE

Direction of skating or passing	D-Pad
Drop Pass	△
Directional Pass	⊗ + D-Pad
Wind up for shot	Hold ◻
Shoot	Release ◻
Speed burst	Hold ○

ADVANCED OFFENSE

One-timer shot	⊗ then ◻
Give-and-go pass	Hold ⊗
One-timer pass. The D-Pad must be used in the direction of a skater or the pass can not be executed.	Hold ⊗ + D-Pad
Fake shot	Hold ◻ to wind up then tap ◻ during back swing
Redirected shot	Hold ◻ then press ⊗ during back swing
Bring up icons and pass to player associated with icon	L2 + ⊗, ◻, ○, △, or R2

DEFENSE

Direction of skating	D-Pad
Toggles between closest and second closest player	⊗
Switch to goalie	Hold ⊗
Hold	⊠
Speed burst/Shoulder check	Hold ○ - While skating backwards, hold ○ + D-Pad Left or Right to Hip check
Bring up icons and switch to player associated with icon	L2 + ⊗, ⊠, ○, △, or R2

FIGHTING

Move left or right	D-Pad Left or Right
Special	△
Duck	⊠
Right cross	⊗ + D-Pad Right
Left cross	⊗ + D-Pad Left
Right Uppercut	○ + D-Pad Right
Left Uppercut	○ + D-Pad Left

GOALIE WITHOUT THE PUCK

Direction of skating	D-Pad
Switch to player	⊗
Save	⊠
Gather puck in/Cover loose puck	⊙
Bring up icons and switch to player associated with icon	L2 + ⊗, ⊠, ⊙, ⊡, or R2

GOALIE WITH THE PUCK

Direction of skating	D-Pad
Directional pass	⊗ + D-Pad
Cover puck/Stand up	⊙
Bring up icons and pass to player associated with icon	L2 + ⊗, ⊠, ⊙, ⊡, or R2

GENERAL CONTROLS

L1	Change defensive strategies
L2	Assign icons
R1	Change offensive strategies
R2	Change lines
START	Pause

Setting Up The Game

MAIN MENU

From the Main Menu, use the directional arrow pad (D-pad) Up/Down to highlight a menu option and Left/Right to cycle through the available options. Press ⊗ to bring up the next menu and △ to cancel and return to a previous menu.

NOTE: The SELECT button returns you to the Main Menu from any screen.

QUICK START

Quick Start allows you to start an Exhibition game quickly without having to set up the game. If you decide after selecting Quick Start that you would prefer to setup your game format:

- Press △ to go back to the Main Menu.

SELECT GAME

Use this option to play an exhibition, set up a practice game, start a season, or go straight to the playoffs.


EXHIBITION

Use exhibition games to sharpen your skills and prepare yourself for a lengthy regular season. Exhibition results are not recorded in season standings.

NOTE: Before starting a game, go to Rosters to change the makeup of your roster and Options to set up game attributes.

SELECT TEAM

Choose your team and an opponent from a selection that not only includes the entire NHL, but a number of international teams as well.





- D-Pad Up/Down to select Away Team or Home Team.
- D-Pad Left/Right to choose a team for each.
- D-Pad Up/Down to Rosters, then D-Pad Left/Right to select Current or Original Roster. A Current Roster is one that has been changed by trades, releasing players, creating players, etc.
- Press  to bring up the Controller Setup screen.

CONTROLLER SETUP

Use this screen to assign your controller to a team, login your team initials, choose a configuration setup for your controller, and select your team jersey style. Be sure to login so that team records can be recognized and recorded.

- D-Pad Left/Right to assign your controller to a team.




To Login:

- Press  to login.
- D-Pad Left/Right to select a letter and press  to lock it in. To move back and delete a letter, press .
- Press  to end your login.

To select a jersey style:

- D-Pad Up/Down to choose the Home, Away, or Third jersey style for your team.

To set the configuration of your controller:

- Press .
- D-Pad Left/Right to set the configuration to one of three controller settings.
- Press  to set the configuration.
- Press  to start the game.


SEASON


A Season allows you to play an entire regular season. If you're good enough, at the end of a season, your team will be sent to the playoffs.

989 Sports Tip: At any time during a season, press R1 to end the season.

NEW SINGLE-TEAM

New Single-Team allows a single user to play an entire season. Selecting it will bring up the Schedule screen for the season.

During a Single-Team season, games can be simulated for the entire league by pressing . If a game chosen to be simulated is a game later in the schedule, all games prior to it will also be simulated. When a game is finished, go to Memory Card to save your season.

- D-Pad Left/Right to select a team.
- D-Pad Up/Down to select a game from the schedule to play.
- Press  to bring up the Controller Setup screen. See Controller Setup above for details.

NEW MULTI-TEAM

New Multi-Team allows more than one user to play in the same season. Also, games can be played out of the scheduled order in a Multi-Team season. See New Single-Team to set up a Multi-Team game.

NOTE: During a Multi-Team season, games can be simulated for the entire league or just for a particular team. Be sure to select the Sim Team function to only simulate a game for that team.

CONTINUE

Continue a season at the next scheduled game or skip to a different game further down on the schedule. Remember, games can be simulated. To use the Continue Season option, you must have already started a Season and saved the results on the Memory Card. The season must be loaded prior to selecting this option. See Season for more details of how to set up a season game.

NOTE: Skipping games in a Single-Team season will simulate all games prior to it. However, in a Multi-Team season, all games skipped can still be played.




TEAM STATS

View the team stats for the entire league.

- D-Pad Left/Right to cycle through the league's teams.
- D-Pad Up/Down to view the team's entire list of stats.

PLAYER STATS

View individual stats of every player from each team. See the Abbreviations of Player Stats for abbreviation descriptions.

- D-Pad Left/Right to cycle through the league's teams.
- D-Pad Up/Down to view the team's entire list of players.
- Cycle through statistical categories by pressing L1 or R1.
- Press  to toggle between player and goalie stats.
- Press  to Sort the list of statistics in a ranking order. For example, if the Assists category is highlighted, by pressing , the players will appear in the order of the player with the most assists down to the player with the least.

ABBREVIATIONS OF PLAYER STATS

Player Stat Definitions

GP	Games Played	PP	Power Play Goals
G	Goals	SH	Short Handed Goals
A	Assists	GW	Game Winning Goals
P	Points	GT	Game Tying Goals
PPG	Points Per Game Average	S	Shots
+/-	Goals for and against player	PCT	Shot Percentage
PIM	Penalties In Minute		

Goalie Stat Definitions

GP	Games Played	SA	Shots Against
MINS	Minutes	SP	Save Percentage
GAA	Goals Against Average	G	Goals
W	Win	A	Assists
L	Loss	P	Points
T	Tie	PPG	Points Per Game
EN	Empty Net	S	Shots
SO	Shut Out	PCT	Shot Percentage
GA	Goals Allowed		

LEAGUE LEADERS

See the steps under Player Stats for information on how to view the League Leaders of the NHL.

STANDINGS





View the Conference standings of the league.

- Press ⊗ to toggle between viewing the Conferences or Divisions of the League.
- D-Pad Left/Right to view each set of standings.




PLAYOFFS

Start a playoff series without playing an entire season. If you would like to continue a previously saved playoff, be sure to load the series from the Memory Card.

To play a New Single-Team or New Multi-Team playoff series:

- Highlight the menu option and press  to bring up the playoff brackets.
- D-Pad Up/Down to choose between a game format (1 or 7 game series) and press .
- D-Pad Up/Down to select a seeded team in a bracket and D-Pad Left/Right to select a different team not already participating in the playoffs.
- Press  to toggle between conferences.
- Press  to bring up the Controller Setup screen. See Controller Setup for more details.

To simulate a playoff game, in a **Multi-Team playoff setup**:

- D-Pad to highlight a bracket and press  to enter the Controller Setup screen.
- Press  to back out of the Controller Setup and return to the Playoffs screen.
- Highlight a bracket and press  to simulate the game. Simulate games all the way up to the Stanley Cup Finals.

NOTE: After exiting the Playoff screen, you will no longer be able to change the play-off brackets.

CONTINUE/TEAM STATS/PLAYER STATS/LEAGUE LEADERS

See these categories under Season for more details.

AWARDS

View the awards given at season's end to the best players and teams.

TRANSACTIONS

Use Transactions to change the makeup of your roster with trades, by creating and releasing players, and by signing free agents.

TRADE PLAYER

Attempt to trade players to and from any team. A team may reject a trade at any time or a trade can be nullified due to roster restrictions. Keep in mind that any player from any team can be released and then signed by another team.

- D-Pad Left/Right to choose a team.
- D-Pad Up/Down to scroll through the list of players and press ⊗ to add a player(s) for the trade. Make multiple player selections if you wish.
- Press ⦿ to move to the other team roster involved in the trade.
- D-Pad Up/Down to scroll through the list of players and press ⊗ to add a player(s) for the trade.
- Press ◻ to complete the trade.

NOTE: If a trade is nullified or refused, press ⊗ to deselect the player(s) and try to trade a different player(s).


CREATE PLAYER

Create a free agent player with the type of skills that can help lead your team into the playoffs. Only 25 players can fit into the free agent pool. From the Create Player screen:

- D-Pad Up/Down to highlight the player name attribute.
- Press ⊗ to activate the alphanumeric chart.
- Spell out a name by using the D-Pad to highlight a letter or number and pressing ⊗ to lock it in.
- Highlight END and press ⊗ to deactivate the chart.
- D-Pad Up/Down to select the other player categories and D-Pad Left/Right to scroll through and select player attributes.


Continue to D-Pad to the right portion of the screen to customize your player skill levels. With only 450 points to distribute among the eleven categories, be wise in your allocation of each point to provide maximum efficiency for each player. Goalies have only 400 points to allocate. Skill ratings range between 40 to 99 points.

989 Sports Tip: Try to allocate your player's points in a way that will create a 99 overall player.

- D-Pad Up/Down to an attribute and D-Pad Left/Right to increase/decrease the skill rating for that attribute.
- If more than one player has been created, press L1 or R1 to toggle through all created players.
- Press  to exit the screen and include your player in the free agent pool.


RELEASE PLAYER

Release a player or players from any roster in the league. Remember, each team must have a minimum of 17 players on the roster. Released players go into the free agent pool.

- D-Pad Left/Right to select a team roster.
- D-Pad Up/Down to select a player and press  to release him and place him into the free agent pool.

SIGN FREE AGENT

To sign a player from the free agent pool, you must have room on your roster to pick up a player. Choose from the players you've created or from players that have been released from around the league.

- To add a free agent to a roster, D-Pad Left/Right to select a team.
- D-Pad Up/Down to select a player and press  to sign a player from the free agent pool.

ROSTERS

Rosters option allows you to make changes to every existing team roster in the NHL. You can also alter a team's lines.

NOTE: A team's roster can not exceed 30 players and must have at least 17, including at least 2 but no more than 3 goalies.

LINE MANAGER

Adjust any or all of the seven lines set up for each team.

- D-Pad Left/Right to select a team.
- Press the L1/R1 buttons to cycle through the team's lines.
- To change a line, D-Pad Up/Down to select a player to take off of a line and press ⊗ to lock him in. This will also move your cursor to the remaining team roster on the bottom part of the screen. To cancel your choice, press ○.
- D-Pad Up/Down to select a player from the team roster to put on that line and press ⊗ to make the switch.

INCIDENT REPORT

View the incidents that have occurred resulting in the amount of time players will be missing from their team lineups.

- Press ⊗ to toggle between Team and League incidents.
- D-Pad Left/Right to change teams.
- D-Pad Up/Down to scroll through the entire list of incidents.

PLAYER CARDS

Each player card has complete game stats and physical attributes of each player.

- D-Pad Left/Right to select a team roster.
- D-Pad Up/Down to select a player to view.
- Press ⊗ to toggle between player stats and player attributes.

RESET ROSTERS

If at any time you would like to restore all rosters to include their original players, select this option.

OPTIONS

Use Options to adjust the attributes of the game setting.

PERIOD LENGTH (5, 10, 20)

Set the length of each period to the desired time.

GAME SPEED (0-100)

Set the pace of the game. The higher the setting the quicker the pace.

PENALTIES (ON/OFF)

Set to ON, penalties will be called during the game.

LINE CHANGES (ON/OFF/AUTO)

Set to ON, you can manually change your lines during game play by pressing R2. A setting of Auto will change lines automatically for you during the game.

OFFSIDES (ON/OFF)

Set to ON, skating offsides will occur when an offensive player enters the offensive zone before the puck.

TWO LINE PASS (ON/OFF)

Set to ON, passing the puck across two lines will not be allowed. A two-line infraction occurs when the puck is passed over any two lines.

ICING (ON/OFF)

Set to ON, icing will be called when a team shoots the puck from their half of the ice, it crosses the goal line, and then it is first touched by the opposition. Icing is called off if the puck crosses the goal crease, the goalie plays the puck, or if the opposition could have played the puck.

INJURIES (ON/OFF)

Set to ON, players may get hurt and have to leave the game.

DIFFICULTY (ROOKIE/VETERAN/ALL-STAR)

Face Off '99 offers three different player levels to choose from. To prepare yourself for the challenge of playing at the All-Star level, first master the Rookie and Veteran levels.

FIGHTING (ON/OFF)

Turn fighting ON and have fun squaring off with your opponent. See the Game Controls to learn how to fight.

SOUND (ON/OFF)

If sound is ON, you will hear the sound effects and organ music of the game.

PLAY BY PLAY/PA ANNOUNCER/CROWD/SFX/MUSIC

Adjust the volume of each category.

PLAYER ID (NAMES/NUMBERS)

Choose the way your player is identified on the ice during the game.

PLAYER PHOTOS (ON/OFF)

Set to ON, you can view the picture of a particular player in the roster screens.

RECORDS

Records are tabulated from the 3 different period times, at all 3 player levels, in 12 different categories. To include records from previous games, they must be loaded from the Memory Card prior to playing a new game. From the Records screen:





- D-Pad Left/Right to scroll through the difficulty levels of Rookie (at 5 minute periods) to All-Star (at 20 minute periods).
- D-Pad Up/Down to scroll through the entire list of records.

MEMORY CARD

Memory Card allows you to save a season or playoff game, load a season or playoff game, or save and load records.


SAVE GAME

If you choose to save a finished game:

- D-Pad Up/Down to select a Memory Card slot.
- Name your game by using the D-Pad Left/Right to cycle through the alphabet and press  to lock in the letters.
- To back up and delete a letter, press .
- Press  to end the save setup and press  to select YES and save the game.



LOAD GAME

To continue a season or playoff, you must first load it from the Memory Card. From the Load Game screen:

- D-Pad Left/Right to choose a Memory Card slot.
- Choose a game from the Memory Card and press  to load the game.



SAVE RECORDS

To save the records from a season or the playoffs, from the Save Records screen:

- D-Pad Left/Right to choose a Memory Card slot.
- Press  to select YES and save the records or  to cancel.




LOAD RECORDS

To load records, from the Load Records screen:

- D-Pad Left/Right to choose a Memory Card slot.
- D-Pad Up/Down to select a file to load and press . Press  to cancel.

DELETE FILES

To delete files from the Memory Card:

- D-Pad Left/Right to choose a Memory Card slot.
- D-Pad Up/Down to select a file to delete and press .
- Press  to select YES and delete the file or  to cancel.

Playing the Game

TWO-PLAYER GAME

In a two-player game, the controller on the top (controller 1) controls the player highlighted in blue. The controller on the bottom (controller 2) controls the player highlighted in red. The same applies when both players are playing on the same team.

MULTI-PLAYER GAME

In a multi-player game, the appropriate equipment is needed. A Multitap must be used to allow more than two and up to eight players to compete. A maximum of four players can play per team.

USING ICONS




While you have the puck during play, pressing L2 will bring up button symbols under your teammates. Use these symbols to make quick decisions on the ice. While the icons are visible, press the corresponding button icons of the player to pass or shoot.

Pass the puck	Tap the button corresponding to the player icon
One-Timer	Double tap the button corresponding to the player icon
Return pass	Hold down the button corresponding to the player icon
One-time pass	Press a button corresponding to a player icon, then press the icon of the player to pass to

On defense, press L2 to bring up the button symbols shown under your players. Press the icon of the player you want to switch to on defense.



LINE CHANGES

With Line Changes set to ON, press R2 to bring up a small line change window showing the stamina of each line. Change lines often for a constant flow of fresh players. To change a line, press the button that corresponds with the line that you want on the ice.

- Press  to change to the first line shown in the window.
- Press  to change to the second line shown in the window.
- Press  to change to the third line shown in the window.




DEFENSIVE STRATEGIES

During play, change strategies on the fly by pressing L1 to bring up the Defensive Strategies window. When the Defensive Strategies window appears, press the icon associated with the type of defense you want on the ice.




- Press  to choose from three Defense options, or
- Press  to choose from three Forechecking options.

989 Sports Tip: To deliver a devastating check, while skating backwards on defense, use a Hip check.

DEFENSE



- Press  for a **Normal** defense, in which your man stays a little off of the man he is guarding.
- Press  for a **Pressure** defense, in which your man plays tight on the man he is guarding.
- Press  for a **Zone** defense, in which each man is responsible for a zone (See FIG. 3 on page 26).

FORECHECKING




- Press  for **Normal** forechecking, in which 1 forward harasses the defensemen in the opponents defensive zone.
- Press  for **Trap** forechecking, in which an attempt is made to trap your opponent in the neutral zone.
- Press  for a **Left Wing Lock**, in which 2 forwards harass the defensemen in the opponents defensive zone with three men back (See FIG. 4 on page 26).

OFFENSE STRATEGIES

Like Defensive Strategies, change strategies during play by pressing R1 to bring up the Offensive Strategies window. When the Offensive Strategies window appears, press the icon associated with the type of offense you want on the ice.




- Press  to choose from three Offense options, or
- Press  to choose from three Breakout options.

OFFENSE

- Press  to play with a **Positional** offense, in which the forwards stay in their lanes with one always ready to backcheck (See FIG. 1 on page 26).
- Press  to play with a **Triangle** offense, which cycles the players.
- Press  to play with a **2 In Front** offense, which is designed to screen the goalie and set up rebounds.

989 Sports Tip: To increase scoring opportunities, attack the net after taking a shot to knock home a loose puck off of a goalie's save.

BREAKOUT

- Press  to play with a **Positional** offense, in which the forwards don't cross.
- Press  to play with a **XFront** offense, in which the forwards cross in front of you (See FIG. 2 on page 26).
- Press  to play with a **XBehind** offense, in which the forwards cross behind you.

PAUSE MENU

Press the START button to pause the game and bring up the following menu options.

RESUME GAME




Resumes a paused game.

TIMEOUT



Select this option to call a timeout. This will restore full energy to all of your lines. Each team receives 1 timeout per game.

INSTANT REPLAY

To use instant replay:

Beginning/End of replay	L2/R2
Rewind the play	
Forward the play frame by frame	
View the play at normal speed	
Exit to return to the Pause menu	START

FREE-CAM

To operate the Free-Cam, hold L1 and use the D-Pad to spin the camera and zoom in and out.  will raise the camera and  lowers it.

OPTIONS

See Options earlier in this manual for descriptions of repeated menu items.

TEAM SETTINGS

Use this option to set the strategies of the team.

GOALIE CONTROL (AUTO/MANUAL)

Manual allows you to have complete control of the goalie. See the Game Controls to learn how to control the goalie.

GOALIE STATUS (IN/PULLED/AUTO)

Set the status of your goalie to be in the game, pull him from the game, or let the CPU decide when to pull the goalie for a late period scoring scramble.

OFFENSE (2 IN FRONT/TRIANGLE/POSITIONAL)

See Offense Strategies for descriptions of Offense.

BREAKOUT (CROSS FRONT/CROSS BACK/POSITIONAL)

See Offense Strategies for descriptions of Breakout.

DEFENSE (NORMAL/PRESSURE/ZONE)

See Defensive Strategies for descriptions of Defense.

FORECHECKING (NORMAL, LEFT WING LOCK, TRAP)

See Defensive Strategies for descriptions of Forechecking.

POSITION (LEFT WING, RIGHT WING, CENTER)

Selects the player positioned in front of the net.

CONTROLLER SETUP

See Controller setup earlier in this manual for information on how to set up your controller.

CAMERA ANGLE

Choose from five different camera settings.

INJURY REPORT (ON/OFF)

During the game, view the injuries and/or ejections of the players. Find out if/when a player will return from the locker room.

LINE MANAGER

Adjust any or all of the seven lines set up for each team. See Line Manager under Rosters for more details.

GAME STATS

View the up to the minute team stats of the game.

PLAYER STATS

View the individual stats of the players during the game. See Player Stats earlier in the manual for more information on how to view player stats.

QUIT GAME

Quit the game and return to the Main Menu.

POST-GAME MENU

Use this menu to check the stats of the game. See the Pause Menu for descriptions of repeated menu items.

MAIN MENU

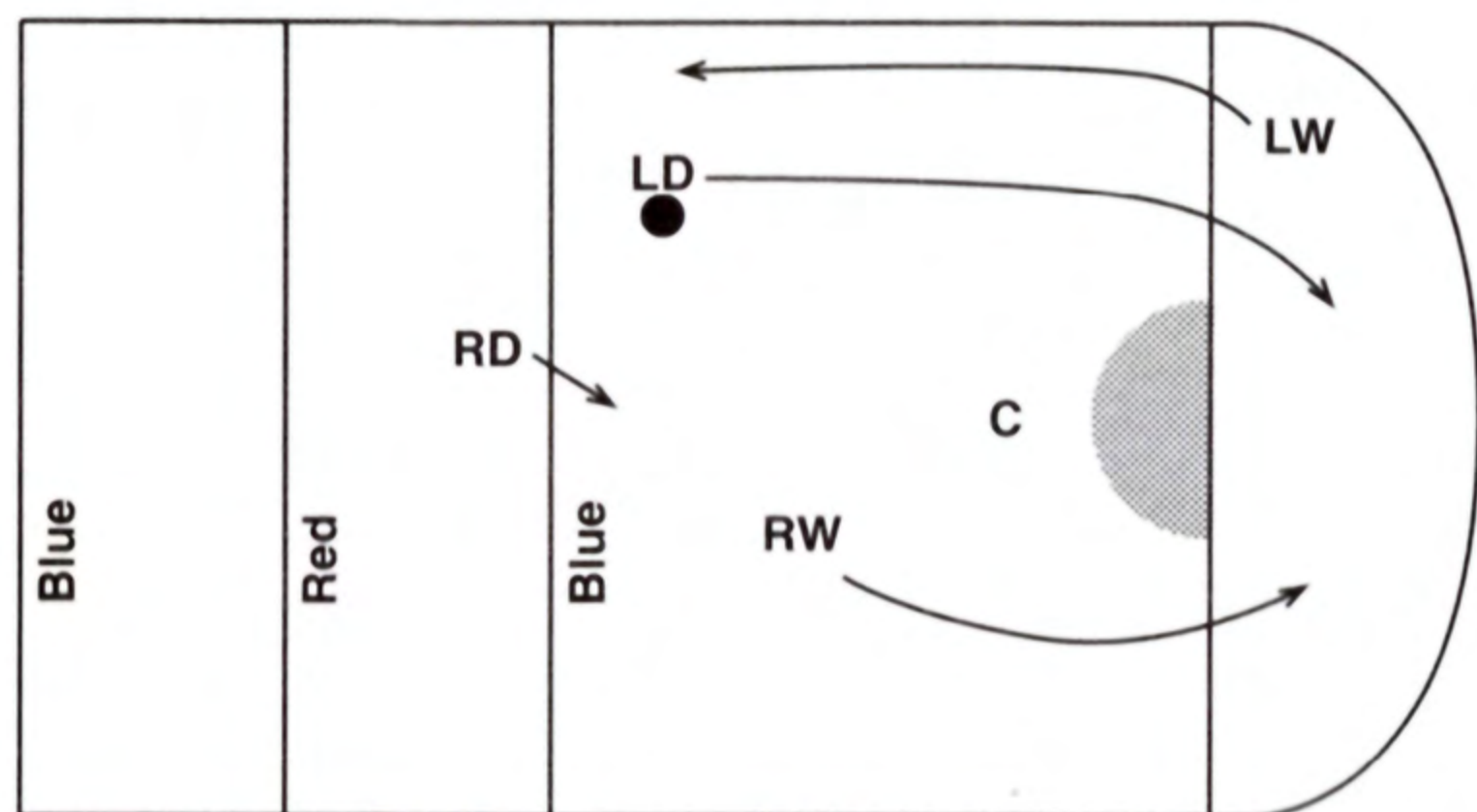
Exits the screen and brings you to the Main Menu.

REPLAY GAME

Select this option to replay the entire game. These results will not count in your season or playoffs.

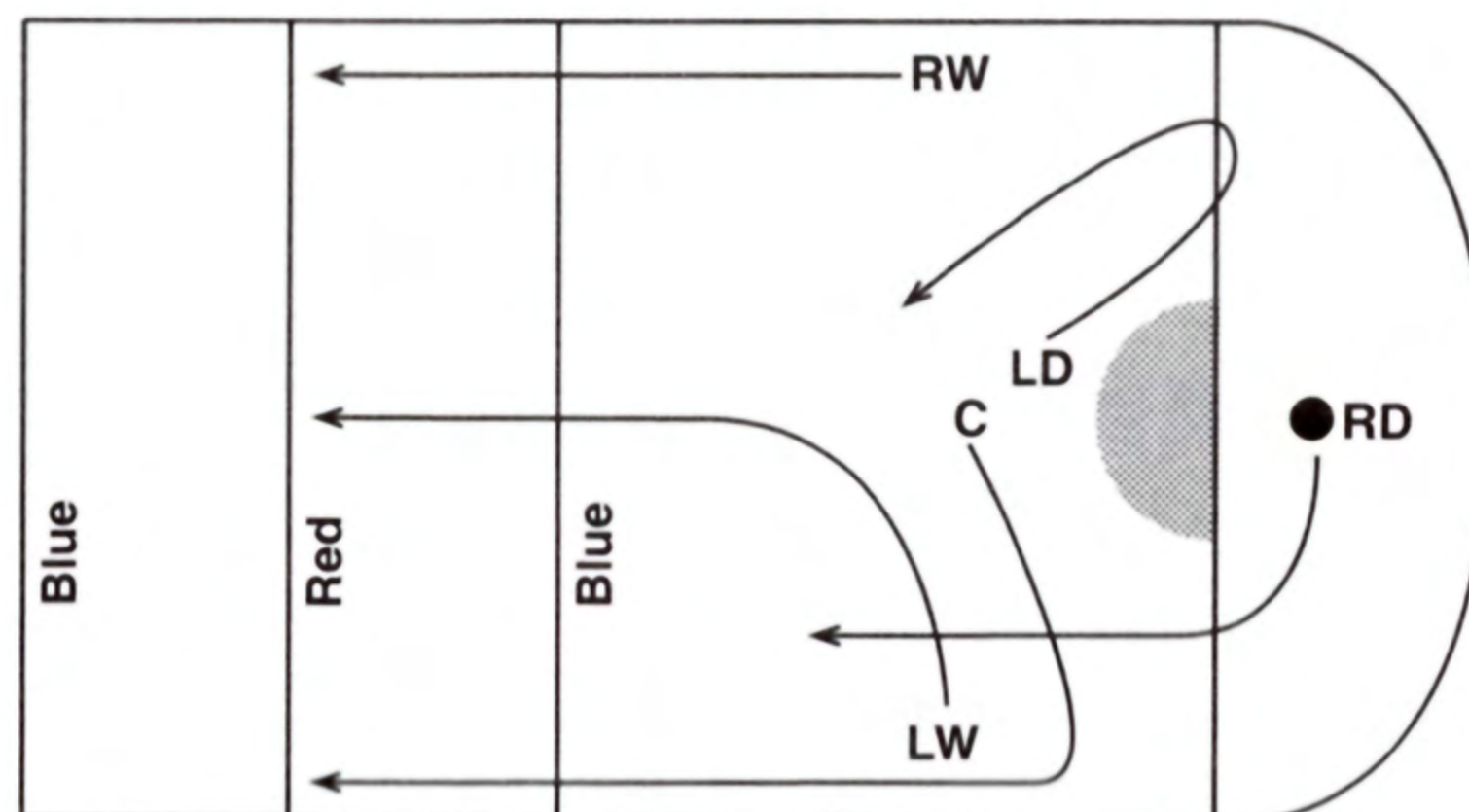
Game Strategy

FIG. 1



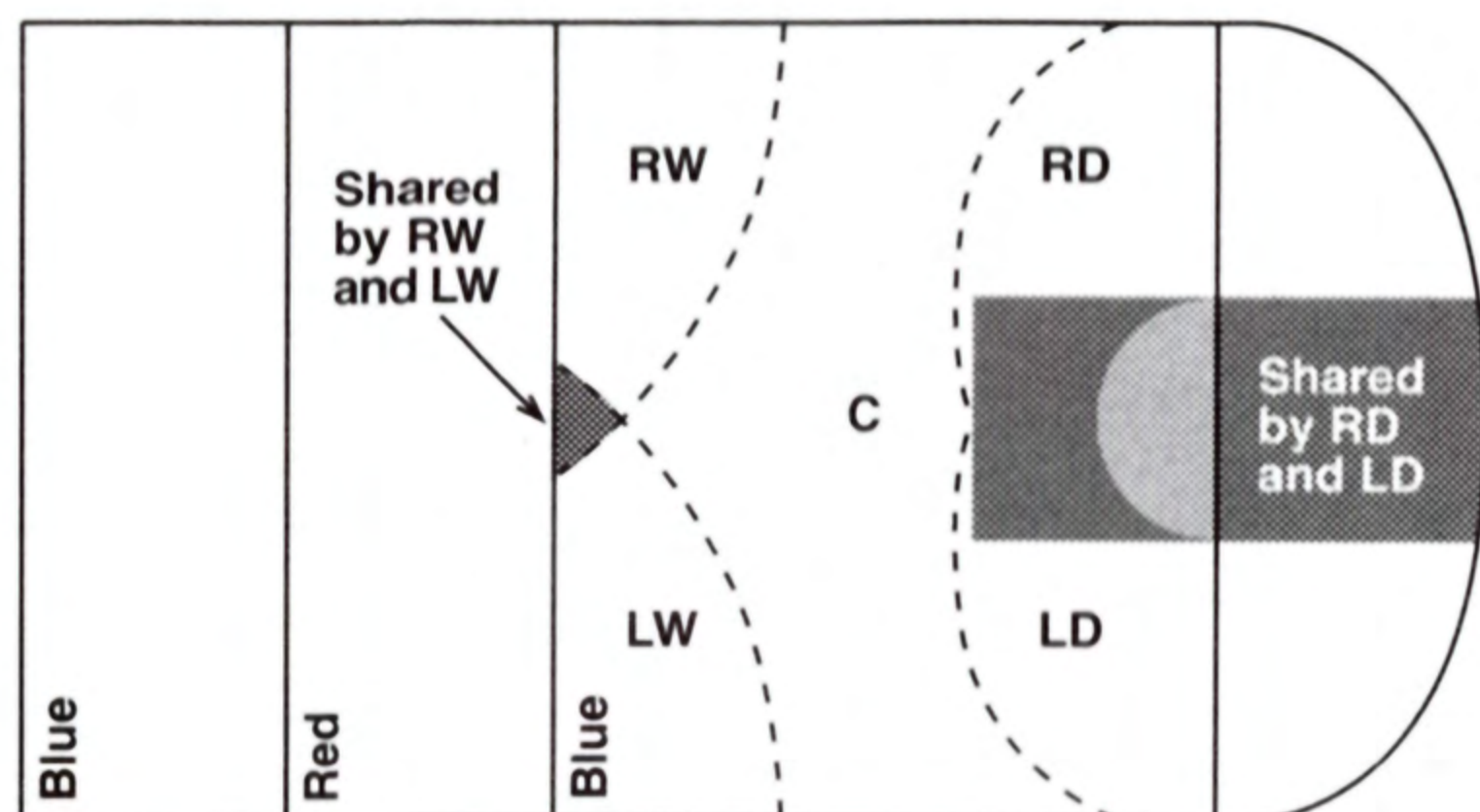
A **Positional Offense** is conservative. Forwards generally stay in their lanes. There is always one forward high to protect against 3 on 2 breakouts.

FIG. 2



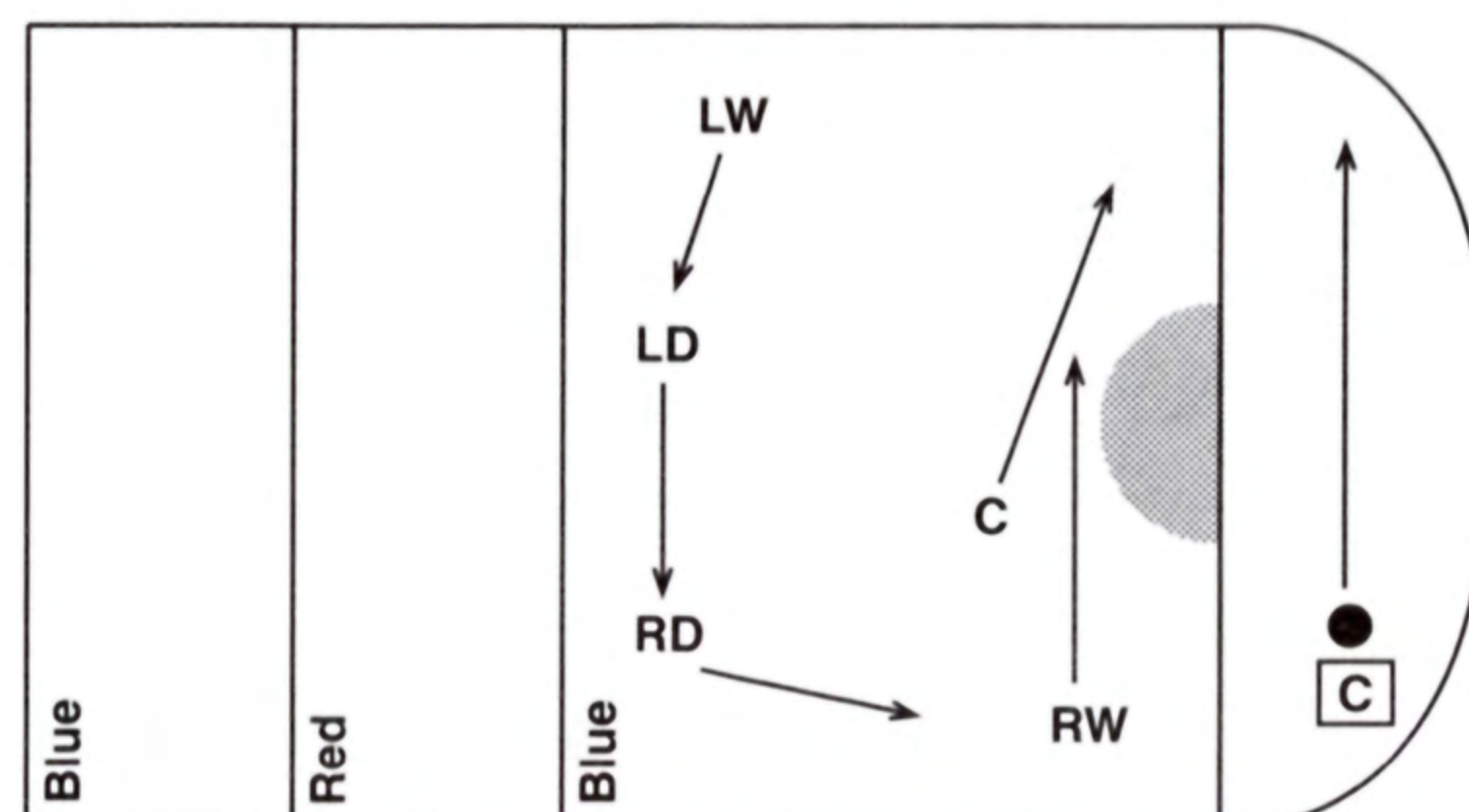
In a **Cross Front Breakout**, the center and the left wing always stay in front of the puck carrier.

FIG. 3



In a **Zone Defense**, each player is responsible for a specific area of the ice.

FIG. 4



In a **Left Wing Lock**, three men are always back to prevent 3 on 2 breakouts.

NHL Face Off '99 Credits

KILLER GAME

Raja Altenhoff, Tom Braski, Steve Braski,
Craig Broadbooks, Tawn Kramer, Richard
Pince, John Rehling, Allan Scales,
Eugene Tsyklevich and Gary Weber

ASSOCIATE PRODUCER

Jody Kelsey

ASSISTANT PRODUCER

Greg Batalucco

DIRECTOR, SPORTS PRODUCT DEVELOPMENT

Kelly Ryan - Producer

PRESIDENT

Kelly Flock

VICE PRESIDENT OF MARKETING

Jeffrey Fox

DIRECTOR, SPORTS MARKETING

Craig D. Ostrander

ASSOCIATE PRODUCT MANAGER, SPORTS MARKETING

Allan Frankel

SPORTS MARKETING COORDINATOR

Ed Loonam

DIRECTOR OF CREATIVE SERVICES

Howard Liebeskind

CREATIVE SERVICES

Bill Langley, Vyn Arnold
and Dustin Duhne

DIRECTOR OF PR & PROMOTIONS

Helene Sheeler

PR & PROMOTIONS

Kim Bardakian, Shon Damron, Marcelyn
Ditter, Christy Favrhov, Marc Franklin,
Robin Jeffers, Bob Johnson, Kristina Kirk,
Laura Naviaux, Chris Sturr,
and Christa Wittenberg

LEGAL & BUSINESS AFFAIRS

David Greenspan, Mimi Nguyen,
and Leslie Chen

SENIOR SOUND

Rex Baca

SOUND

Chuck Carr and Joel Copen

VIDEO PRODUCTION COORDINATOR

Scott McMahon

VIDEO PRODUCTION ARTISTS

Dominic Perricone and Jeff Vargas

MANAGER, MOTION CAPTURE DEPARTMENT

Dwayne Mason

MOTION CAPTURE EDITORS

Brian Johnson, Jason Parks,
and Travis Parks

MOTION CAPTURE ATHLETES

Kelly Hrudley and Scott Young

STATISTICAL DATA & ANNALYSIS

STATS, Inc.

P.A. ANNOUNCER

Mike Carlucci

PLAY-BY PLAY ANNOUNCER

Mike Emrick

COLOR COMMENTARY

Darren Pang

ORGANIST

Stan Beard

ANTHEM SINGERS

Heidi Beard, Stan Beard, Wayne Nelson,
and Leonard Tucker

DOCUMENTATION AND LAYOUT

David Lovalvo

QA MANAGER

Mark Pentek

TEST MANAGER

Charles Flock

SENIOR LEAD TESTERS

Eddy Cramm and Fim Harper

LEAD TESTERS

Bruce Cochrane, Jim Harper, Masashi
Ogasawara, and Walter McDowell

TESTERS

Neil Nusser, Eric Molina, Christian
Arends, Randy Blake, Robert Coite,
Jessie Dela Cruz, Ara Demirjian, Steve
Dreo, Lee Frohman, Anthony Gomez,
David Gordillo, Chris Johnson, Loren
Miller, Phil Musil, Kevin Seiter, Jason
Torres, Bryan Anderson, Jason Biltz,
Charles Brown, Cameron Chance, Chris
Kelly-Cochrane, Eric Lepisto, Chris
Mitzlaff, Chris Nygren, Dan Paris, Justin
Schultze, Mike Veigel, Orion Slevin, Ken
Liem, Paul Tutko, and Dave Jaber

SPECIAL THANKS

Chris Chelios; NHL - Glenn Horine, Erika
Foster, Todd Goodman, Catherine
O'Brien; NHLPA - Mike Ouellet, David
Kleiman, Ted Saskin, Jordan MacMillan
(River City Sports), Leonard Davis (Five
Hole); Kaz Hirai, Jack Tretton, Frank
O'Malley, Brian Dimick, Butch Freedhoff,
Bob Gayman, Brian Hale, Riley Russell,
Kerry Hopkins, Michelle Postrado, Jean
Galli, Chris Clark, Ron Eagle, Glenn
Nash, Heidi Adams, Karen Busch, Rick
Rossiter, Becky Sanford, Tina Cruz,
B.D. Fox, and TBWA/Chiat Day

SOFTWARE WARRANTY

989 Studios warrants to the original purchaser of this 989 Studios product that this Game Pak is free from defects in material and workmanship for a period of ninety (90) days from the original date of purchase. 989 Studios agrees for a period of ninety (90) days to either repair or replace, at its option, the 989 Studios product. You must call 1-800-345-SONY to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the 989 Studios product has arisen through abuse, unreasonable use, mistreatment, or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE 989 STUDIOS. 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 989 STUDIOS BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE 989 STUDIOS SOFTWARE PRODUCT.

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

THE #1 SELLING SPORTS GAME RETURNS!

NFL GAMEDAY 99

ALL NEW GRAPHICS

► Nine different position players were motion captured for unprecedented realism. All-Pro motion capture athletes include RB Mike Alstott, LB Chad Brown, CB Jason Sehorn and QB Ryan Leaf. Every subtle and personalized move of the NFL is recreated in lifelike detail. See spinning one hand catches, defenders standing at the line of scrimmage faking a blitz and more! Revolutionary Stadium Models with all the unique landmarks and backgrounds.

NEW AUTHENTIC FOOTBALL INTELLIGENCE™

► Super Bowl XXXII MVP Terrell Davis and Pro Bowl LB Hardy Nickerson help recreate the most realistic NFL opponent ever based on the latest offensive and defensive schemes. The defense will disguise its coverage, audibilize to bump and run coverage out of a zone, and execute line shifts to stuff your run tendencies. The offense will read and react to the defensive fronts, put men in motion, throw lob passes over tight man coverage and fire the ball under soft zone coverages.

UNMATCHED TV STYLE PRESENTATION

► World Famous Dick Enberg provides the play-by-play and Super Bowl XX MVP/Football Guru Phil Simms covers the color commentary.



AVAILABLE NOW!

Officially licensed product of the NFL Players and NFL Properties. The NFL shield design is a registered trademark of the National Football League. Team names, nicknames, logos and other indicia are trademarks of the teams indicated. TM/© 1998 NFLP. Players Inc logo is a registered trademark of the NFL Players. © 1998 Players Inc. Developed by 989 Studios and Red Zone Interactive, Inc. 989 Sports and the 989 Sports logo are trademarks of Sony Computer Entertainment America Inc. © 1998 Sony Computer Entertainment America Inc.

NHL Face Off is a trademark of the National Hockey League. 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 NHL 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. © 1998 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 989 Studios, a division of Sony Computer Entertainment America Inc. © NHLPA. Officially Licensed Product of the National Hockey League Players' Association. Designed and developed by Killer Game. Published by 989 Studios. © 1998 Sony Computer Entertainment America Inc.

PlayStation and the PlayStation logos are registered 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.

