



PlayStation

TM

NTSC U/C

PlayStation

KIDS TO ADULTS

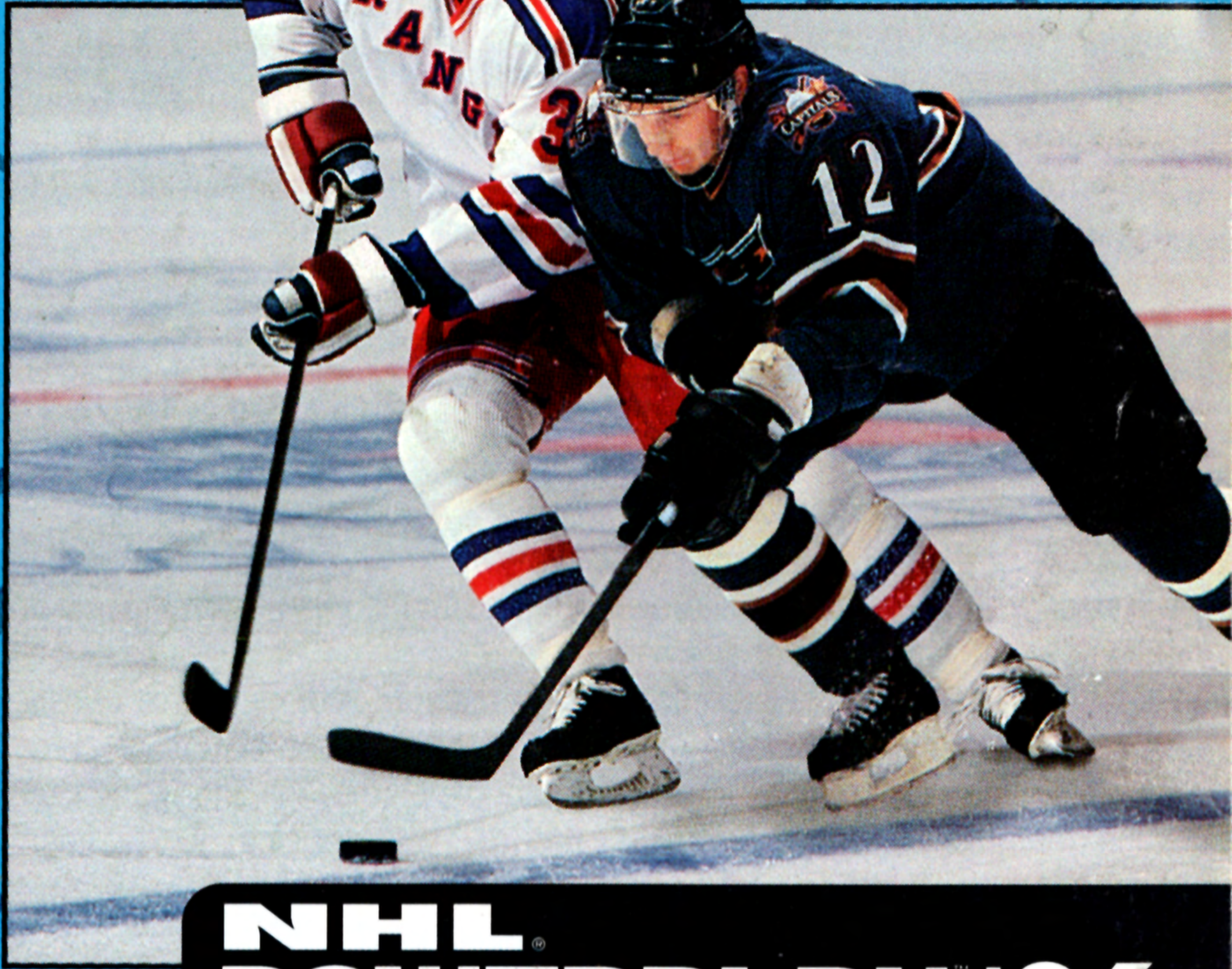


CONTENT RATED BY ESRB

SLUS-00227

"...just like real pro hockey."

GAMEPRO



NHL POWERPLAY '96



INTERACTIVE entertainment

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

HANDLING YOUR PlayStation™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

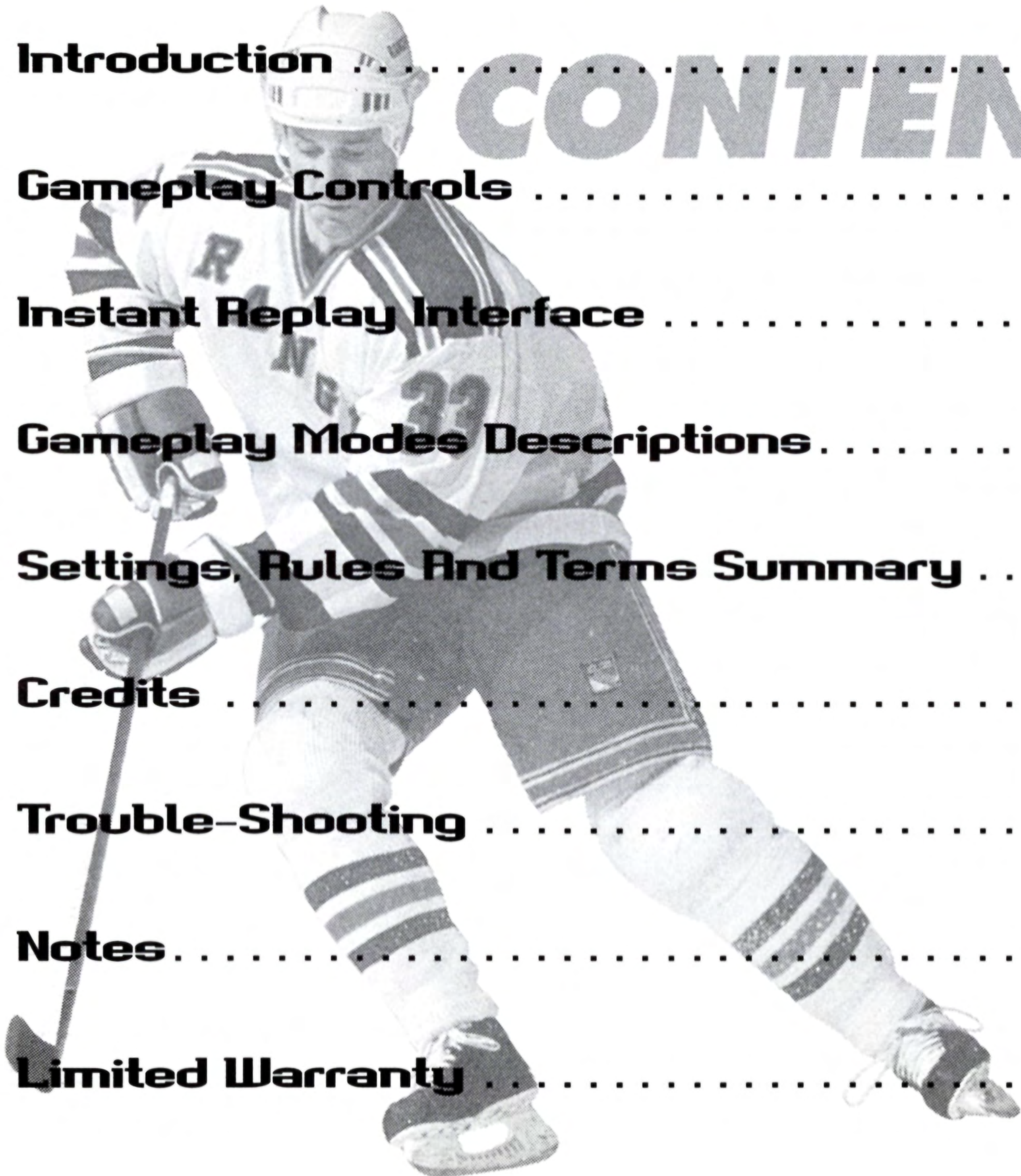
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



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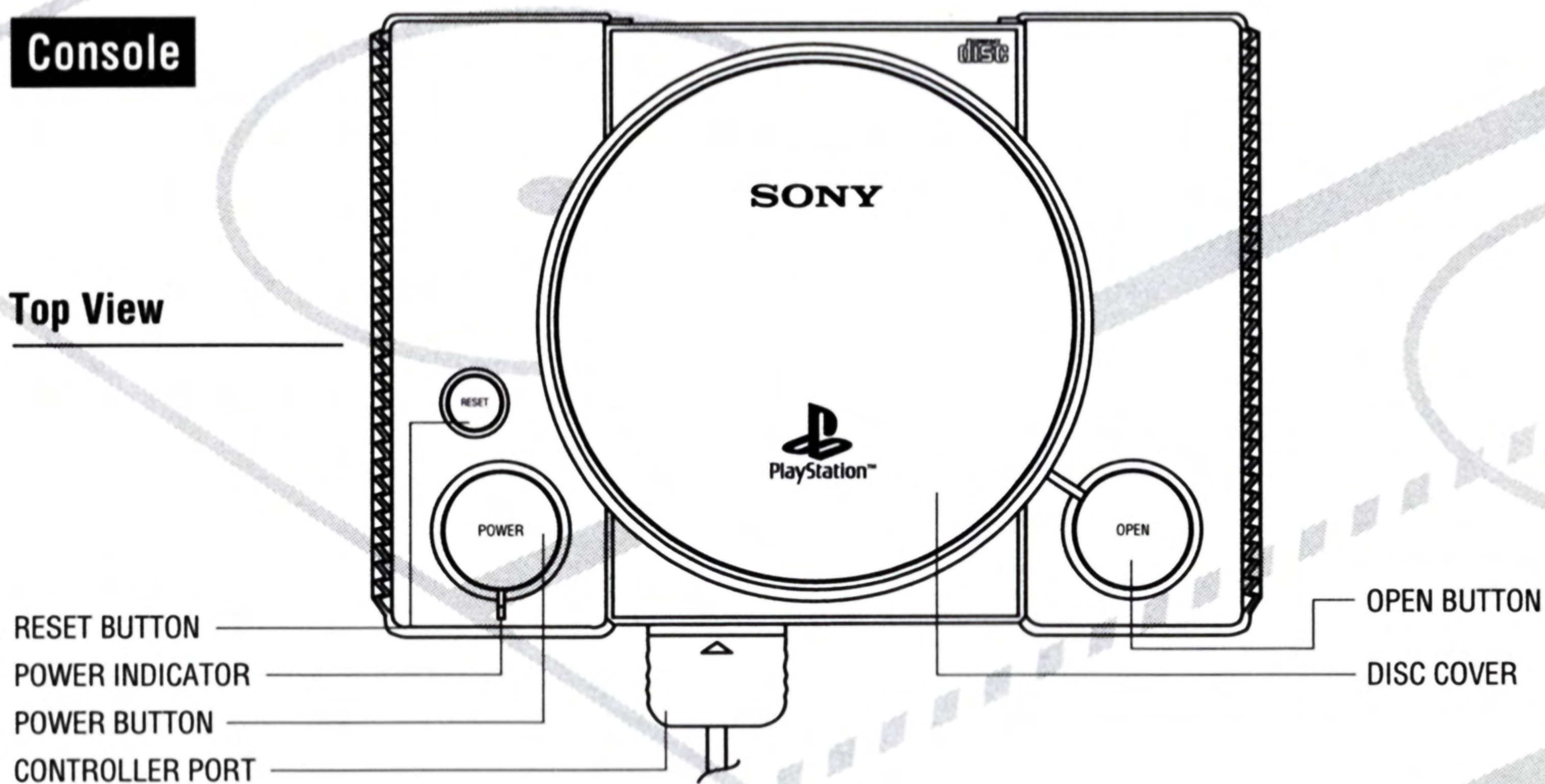
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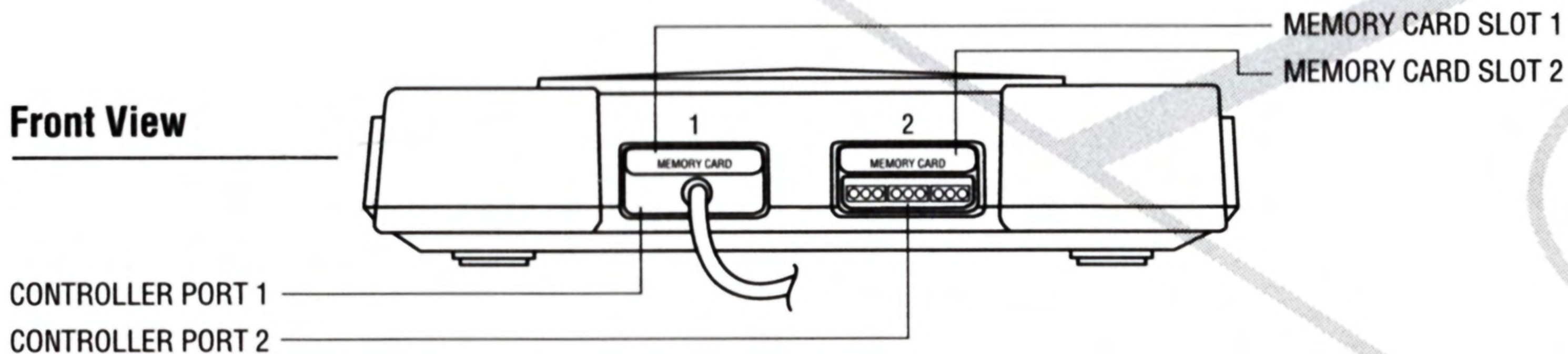
Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the *NHL® Powerplay™ '96* disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game. To use two Multi-Taps, plug one unit into joyport 1 and the other into joyport 2. Two Multi-Taps are needed for a six-player game.

Console

Top View



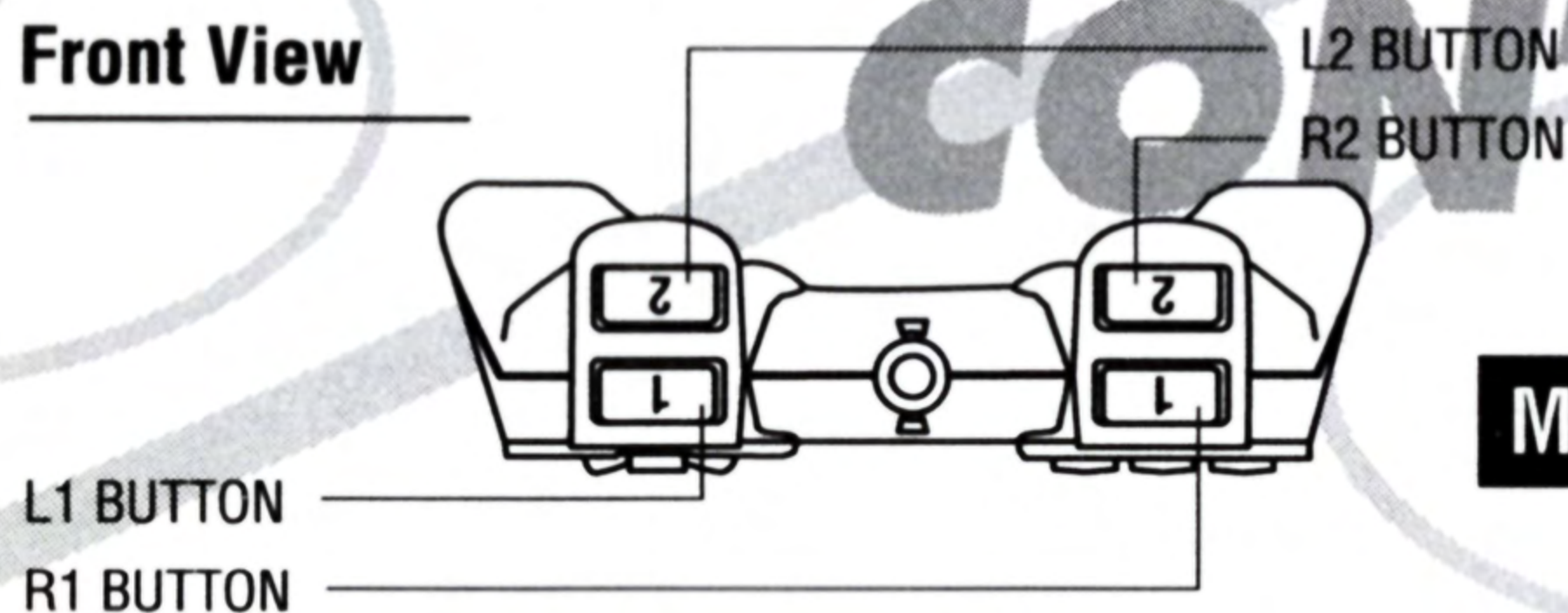
Front View



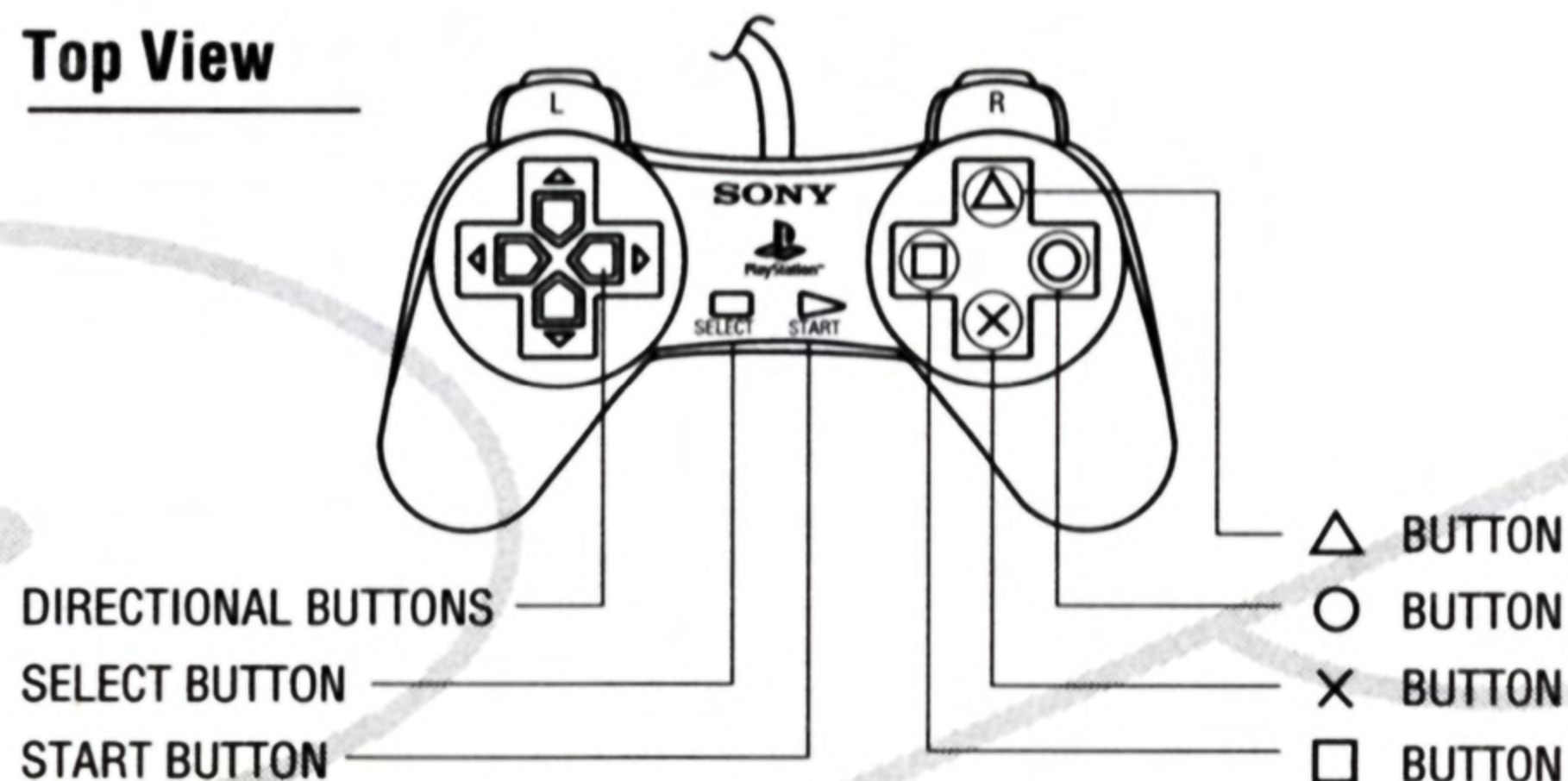
WELCOME to this telecast of *NHL® Powerplay™ '96* and the National Hockey League and the National Hockey League Players' Association. A new *NHL®* season is getting underway, including the *NHL®* Playoffs. And a new World Tourney complete with members of the *NHL®* Players' Association is about to face-off for the first time. Tonight, we'll be breaking down all the matchups and coaching strategies from the Vancouver Canucks® with their blazing speed and dump-and-chase offense, to the Pittsburgh Penguins® and their intimidating powerplay. All the players and teams are here. The uniforms are on and the players are taking the ice. It's countdown time to *NHL® Powerplay™ '96*!

Controller

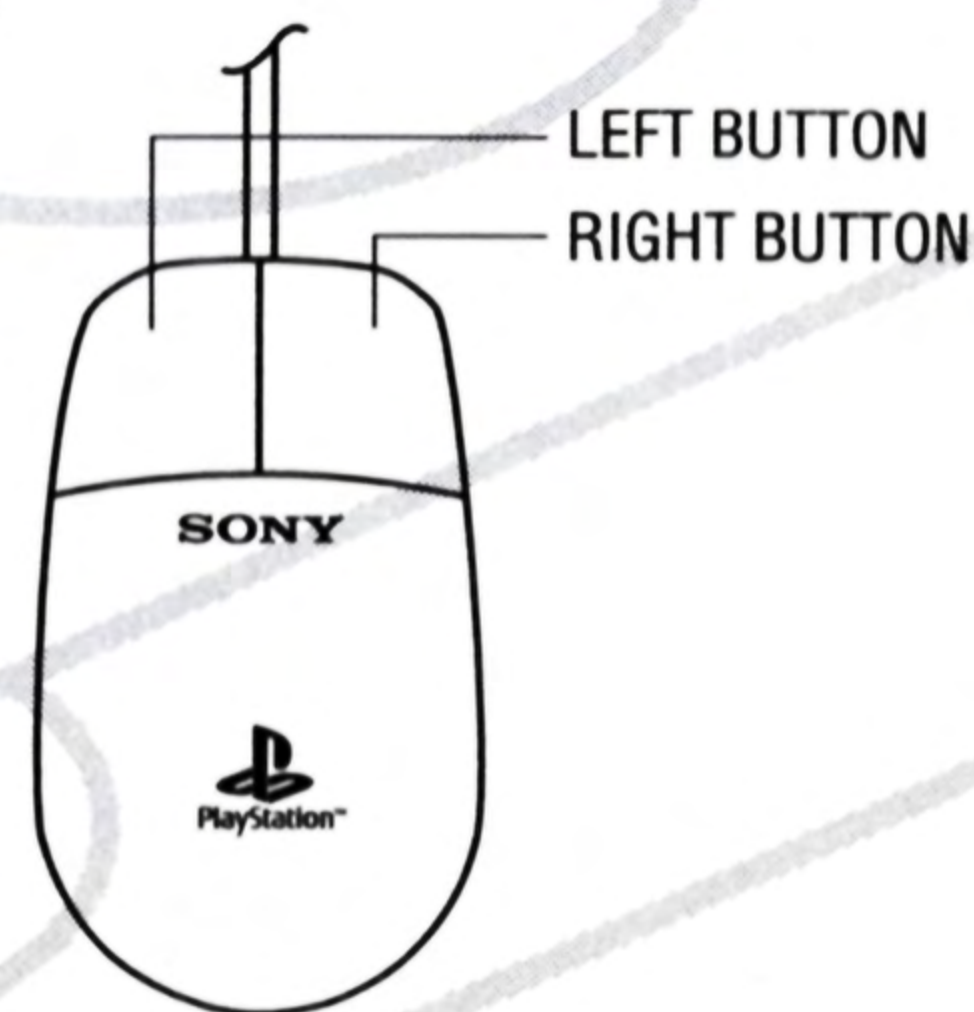
Front View



Top View



Mouse



GAMEPLAY CONTROLS:

(GAMEPLAY CONTROLS CONT'D.)

ALL LISTED CONTROLS ARE SET AS DEFAULT CONTROLS. THERE WILL BE OPTION-TO-RECONFIGURE BUTTONS PRESENTED DURING GAMEPLAY.

CONTROLS:

	<i>Offense</i>	<i>Defense</i>	<i>Goalie</i>
△ Button	Fast Skate	Body Check/Fast Skate	
X Button	Pass/Select Player	Select Player	
O Button	Slap Shot	Poke Check	
□ Button	Wrist Shot	Hook	Make Save
L1 Button	Flip Pass	Backward Skate	
R1 Button	Line Change	Line Change	
R2 Button	Drop Pass	Select Goalie	

BUTTON PRESSES:

□ = FRAME-BY-FRAME **REWIND** (by tapping button).
CONTINUOUS **REWIND** (by holding button).

X = **ZOOM OUT**
(The words "ZOOM OUT" will be displayed on-screen until the button is released.)

○ = FRAME-BY-FRAME **PLAY FORWARD** (by tapping button).
CONTINUOUS **PLAY FORWARD** (by holding button).

△ = **ZOOM IN**
(The words "ZOOM IN" will be displayed on-screen until the button is released.)

TOP BUTTONS = **RESET GAME CAMERA**

(The words "RESET GAME CAMERA" will be displayed on-screen until the camera has reached its destination OR the button is released.)

SELECT = Selects **FOLLOW** mode (puck or player).

When the **SELECT** button is pressed, the words "FOLLOW PUCK" will be displayed on-screen. (This is the DEFAULT.) If the button is released, the camera will follow the puck's path from a 3rd person perspective during the replay. The words "FOLLOW PUCK" will remain on-screen during the replay. When the **SELECT** button is held down, drive the "ON-ICE-TARGET" around with the directional pad. When a target is chosen, release the button to show a 3rd person perspective which keeps this target in full view during the replay.

DIRECTIONAL PAD:

Left = Spin left
Right = Spin right
Down = Tilt down (to 15 feet above ice level)
Up = Tilt up



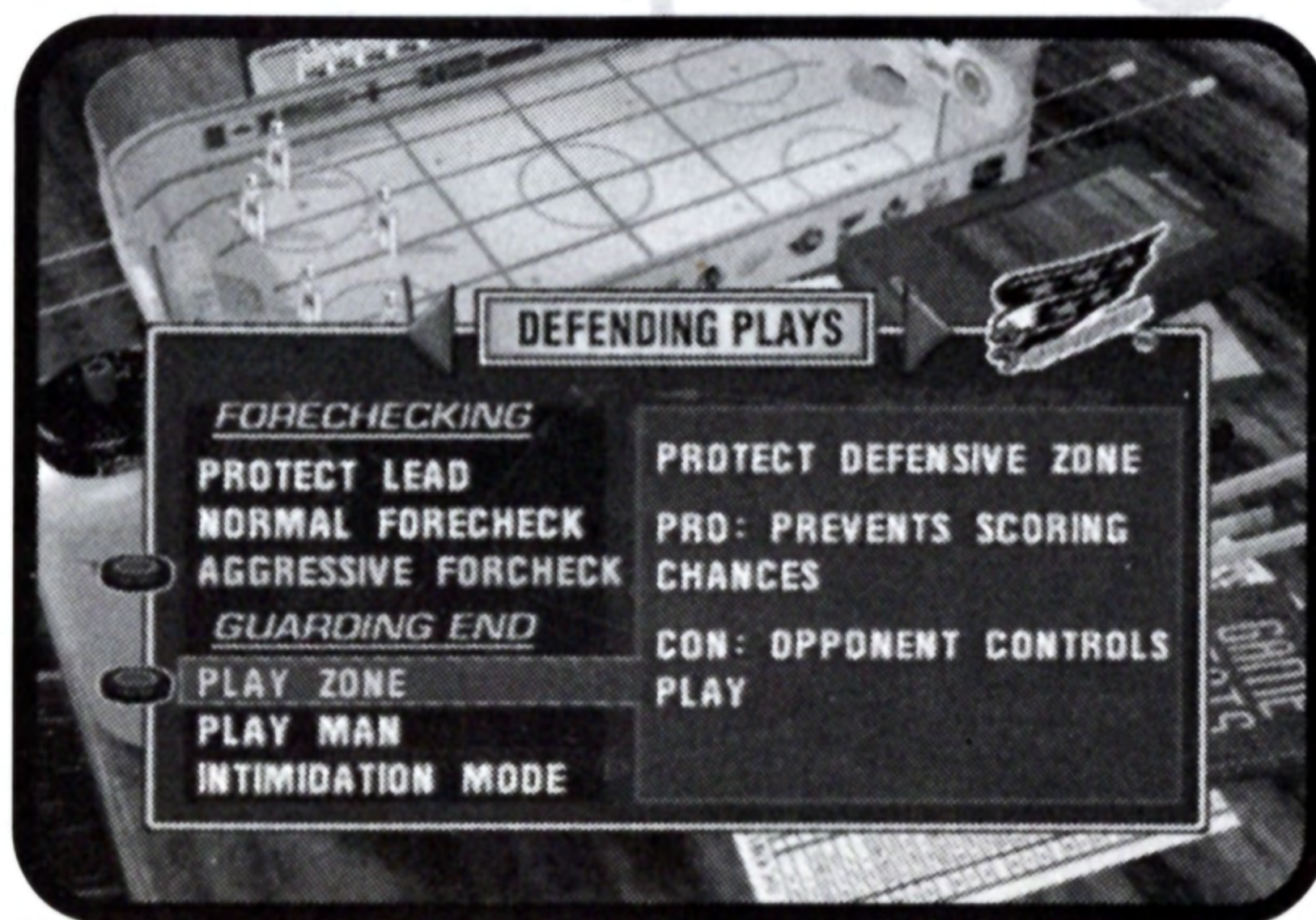
EXHIBITION MODE:

Exhibition Mode allows one or multiple users to play a customized single-game matchup. Any teams can be chosen, including the **NHL**[®], **All-Star**, and **World Tourney** teams. This mode is mainly used for head-to-head play and also allows the novice a chance to get accustomed to the game.



Once in *Exhibition Mode*, follow these instructions to start a game:

- Select *Start Game*.
- Select *Exhibition*.
- Select any two teams.
- Move controller(s) to team(s) you wish to control.
- Adjust *Game Settings*, *Edit Lines*, *Coach Team*, *Game Controls*, or *Goalie Auto/Manual* (all optional, but recommended).
- Start game. When game is complete, view *Game Stats*, *Player Stats*, *Goalie Stats*, *Scoring Summary*, and/or *Penalty Summary*.
- Select *Rematch* to play the same Exhibition matchup again.



SEASON MODE:

Season Mode allows you to control one team throughout a variable-length *NHL*[®] Season. This mode is for the more advanced player, creating a true team atmosphere as you experience the ups and downs of an *NHL*[®] Season. This can include wins and losses, overtime games, ties, and player injuries, even for multiple games. Like a real *NHL*[®] Season, the *NHL*[®] *Powerplay*[™] '96 season culminates in properly seeded *NHL*[®] Playoffs and the eventual crowning of a *Stanley Cup*[®] champion.



To get into the Season Mode, follow these instructions:

- Select *Season (new)* or *Continue Season (saved season)*.
- Select *Season Length* of 11, 21, 41, or 82 games (new).
- Select *Playoff Series Length* of best of 1, 3, 5, or 7 games (new).
- Select one team to control throughout the Season (new).
- Adjust *Edit Lines*, *Coach Team*, *Game Controls* or *Goalie Auto/Manual* (all optional, but recommended).
- Adjust *Game Settings* (new). These settings will be saved and will be unalterable for the duration of the Season, so it is essential that careful consideration is given to the *Game Settings* before the start of the first Season game.
- View *Season Standings* (optional). Standings can be viewed by Eastern or Western Conference or for the entire NHL[®], and reflect all played and simulated games up to that point in the Season.
- View *Season Calendar* (optional). The Calendar shows all games played and remaining for the chosen team in *Season Mode*. Games highlighted in blue are home games, and games highlighted in red are road games. Games already completed include the final score of each game.
- Play game. When game is complete, view *Game Stats*, *Player Stats*, *Goalie Stats*, *Scoring Summary*, and/or *Penalty Summary*.
- *Season Mode* will save all game results automatically.
- For *Season Mode* playoffs description, see *Playoff Mode* section.
- If the system is reset or powered down while in a Season, the game will be recorded as a loss for the user's team.

PLAYOFF MODE:

Playoff Mode allows you to skip the grind of the *NHL*[®] Season and jump directly to the pressure-packed *NHL*[®] Playoffs. *Playoff Mode* allows you to select one team to play through a variable-length Playoff Series. *Playoff Mode* randomly seeds and matches up teams for a different experience every time. The *Playoff Mode* also culminates in the crowning of a *Stanley Cup*[®] Champion.

To access the *Playoff Mode*, follow these instructions:

- Select *Playoff (new)* or *Continue Game* (saved playoff).
- Select *Playoff Series Length* of best of 1, 3, 5, or 7 games (new).
- Select one team to control throughout the *Playoff* (new).
- View the *Playoff Tree*. This tree shows all matchups in both the Eastern and Western Conferences. The number of games won by each team in the series appears below the team.
- Adjust *Edit Lines*, *Coach Team*, *Game Controls*, or *Goalie Auto/Manual* (all optional, but recommended).
- Adjust *Game Settings* (new). These settings will be saved and will be unalterable for the duration of the *Playoff*, so it is essential that careful consideration is given to the *Game Settings* before the start of the first *Playoff* game.
- Play game. When game is complete, view *Game Stats*, *Player Stats*, *Goalie Stats*, *Scoring Summary*, and/or *Penalty Summary*.
- *Playoff Mode* will save all game results automatically.
- If the system is reset or powered down while in a *Playoff*, the game will be recorded as a loss for the user's team.

WORLD TOURNEY MODE:

World Tourney Mode gives you a different type of play mode in which to compete with different teams and player affiliations. Many members of the *NHLPA* included in *NHL® Powerplay™ '96* appear on the World Team of the country from which they originated, but all players from a particular country will not appear on their *World Tourney Team*. Conversely, countries with few or no players represented in the *NHL®* have fictional players to fill out their rosters. The *World Tourney* is a round robin format, with 16 teams broken down into two 8-team pools. Each team plays all 7 teams within their division, and the top 2 teams from each division advance to the Medal Round: a seeded, single elimination playoff. The *World Tourney* culminates in the crowning of a *World Tourney Champion*.



POOL

	G	W	L	T	P
CAN	1	1	0	0	2
USA	1	0	0	1	1
CZE	1	0	0	1	1
ITA	0	0	0	0	0
SUI	0	0	0	0	0
SWE	0	0	0	0	0
GBR	0	0	0	0	0
FIN	0	0	0	0	0

To access the *World Tourney Mode*, follow these instructions:

- Select *World Tourney (new)* or *Continue Game (saved tournament)*.
- Select one team to control throughout the *Tournament (new)*.
- View the *Tournament Standings*. These standings can be viewed for each pool and reflect all played and simulated games up to that point in the *Tournament*.
- Adjust *Edit Lines*, *Coach Team*, or *Goalie Auto/Manual* (all optional, but recommended).
- Adjust *Game Settings (new)*. These settings will be saved and will be unalterable for the duration of the *Tournament*, so it is essential that careful consideration is given to the *Game Settings* before the start of the first *Tournament* game.
- Play game. When game is complete, view *Game Stats*, *Player Stats*, *Goalie Stats*, *Scoring Summary*, and/or *Penalty Summary*.
- *World Tourney Mode* will save all game results automatically.
- If the system is reset or powered down while in a *World Tourney*, the game will be recorded as a loss for the user's team.

Red Line:

The red line at center ice that divides the ice surface into two halves.

Blue Line:

The blue lines on either side of the red line that mark the start of the offensive or defensive zones.

Goal Line:

The red line near the end of each side of the ice that includes both posts of the goal and beyond.

Face-Off:

To begin play again after any stoppage, the centers from each team face each other, surrounded by their teammates. The puck is dropped between them to be rapidly acquired by either team.

Overtime:

If an *Exhibition, Season* or divisional *World Tourney* game finishes regulation time in a tie, a 5-minute overtime period occurs. If overtime ends in a tie, the result of the game is recorded as a tie. In a *Season Playoff, Playoff, or World Tourney Playoff*, if a game finishes regulation time in a tie, an overtime period occurs of equal length to the period length being played. This overtime is sudden death, meaning that the first team to score wins in as many overtimes as are required for a team to score.

Period Length:

The time each of the three periods of the game will last. This can be adjusted between 5, 10, 15, and 20 minutes, and also includes overtime period length in all Playoff situations.

Penalties:

On or Off, this determines whether various infractions will be called throughout the game, resulting in powerplay and short-handed situations. With *Penalties On*, the penalties called include Hooking, Slashing, Tripping, Interference, Cross-Checking, Boarding, Elbowing, Roughing, and Holding, and can result in a Penalty Shot if they are called in the right situation. With *Penalties Off*, no infractions will be called.

Offsides:

On or Off, this determines whether blue-line infractions will be called. With *Offsides On*, if any player on offense crosses the other team's blue line before the puck does, then offsides is called resulting in a face-off outside the offensive zone. With *Offsides Off*, offensive

players may travel into the other team's offensive zone regardless of where the puck is located on the ice.

Two Line Pass:

On or Off, this determines whether passes that travel from the defensive side of the blue line to the other side of the red line will be called. With *Two Line Pass On*, a pass from the defensive side of the blue line cannot cross the red line without being touched by another player on the same team, or a face-off occurs inside the defensive zone. With *Two Line Pass Off*, all passes can travel any distance across the ice.

Icing:

On or Off, this determines whether a puck can cross the red line, the blue line, and the goal line. With *Icing On*, if the puck crosses the red line, blue line, and goal line without being touched by a player from the team that originally passed the puck, a face-off occurs in the other team's offensive zone. With *Icing Off*, passes may cross any line at any time, regardless of who touches it first.

Line Changes:

On, Off, or Auto, this determines whether substitutions will be made throughout the game. With *Line Changes On*, substitutions can be made manually at any time. With *Line Changes Off*, no substitutions will be made during the game. With *Line Changes Auto*, the computer will automatically substitute when necessary at each stoppage in play. For *On* or *Auto Line Change* settings, the computer will automatically detect powerplay situations and make available or substitute the correct powerplay or penalty-killing lines.

Coach Team:

This determines what tactics the user's team will employ during the game. The *Coach Team* options can be set up before the game and altered any time during the game from the "Pause" Menu. The *Coach Team* options have different strategies for Attacking Plays, including three different ways your team will Start Up Ice and play in the Offensive Zone. The *Coach Team* option also includes different strategies for Defensive Plays including three different ways your team will Forecheck and play in the Defensive Zone.

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Game & A.I. Programmer

A. I. Design

Programmer

Global Programming

Art Director

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Sound & Music Programmer

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