

NHL® FACE OFF tm

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SPORTS

-> Control Summary <-

Offense

| Direction Arrows | /\ Button | X 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 |

-> 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 allows you to continue a saved playoff series.

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

- TEAM

You`ll notice there a 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.

- PLAYERS

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 Player option 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.

- PERIOD LENGTH

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.

- PENALTIES

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.

- LINE CHANGES

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 Lines 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.

• Difficulty

There are three distinct difficulty levels: Rookie, Veteran, and All Star. We recommend that you play Rookie level until you get 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 eit 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 aranged 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 Defenseman, and the player at the bottom is the Goalie.

- To cycle through th 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. A `0' 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 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 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 the 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. Games 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

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 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.

· 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 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 trough 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.

• 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 towards 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 captures the puck, you immediately take control of that man and are now on offence.

• 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 performs a Cross Check

L1/L2 performs 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 /\.

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• 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 Instruction 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 is not highlighted, use the directional arrows to highlight the line and the 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 an then press /\ to lock in the name.

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Press the DOWN directional arrow to highlight the last NAME line. Enter the last name, POWERPLAY, and then press /\ .

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- CHOOSE A JERSEY NUMBER

Jersey numbers range from 0-99. Mr. Powerplay should probably wear number 99. Press the LEFT/RIGHT firectional 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/L2 to cycle through all the created players. A RAM card holds up to 400 created players and free agents.

- EXIT

When you're finished entering all 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 |
| Defenseman: | 6 - 14 |
| Goalies | 2 - 3 |

You'll need to use the 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 a 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 ynd wish to play a different game, press () and repeat the process outlined above.

- To play the game you selected, press START.

data will be erased.