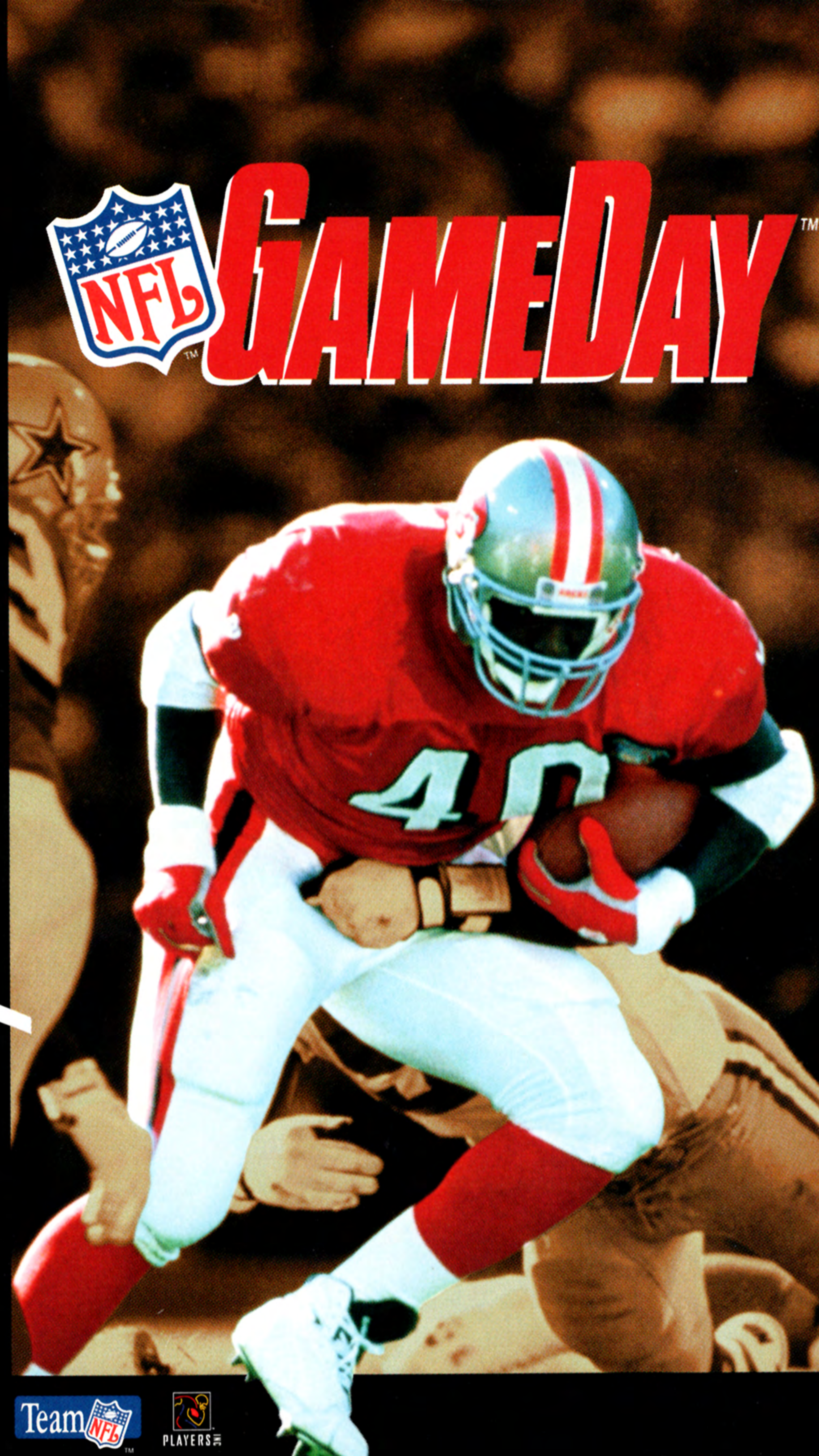
PlayStation™

NTSC | U/C

PlayStation™

NFL™ GAMEDAY™



Team NFL™

PLAYERS INC

KIDS TO ADULTS

AGES 6+

SCUS-94505
94505

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)
$0.95 per minute pre-recorded information
$1.15 per minute live representative assistance
Within Canada: **$1.25 per minute 1-900-451-5757**

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.

For questions and information regarding the Hint Line, write to:

Sony Computer Entertainment of America
Consumer Service Department
P.O. Box 25147
San Mateo, CA 94404

CONSUMER SERVICE/TECHNICAL SUPPORT/ORDER LINE

1-800-345-SONY (1-800-345-7669)

Call this number for help in installing or running our products, plus general product questions and order information. Representatives are available Monday-Friday, 9am-5pm Pacific Coast Time. There is no charge for this service.

SONY ONLINE

http://www.sony.com

Our news is always hot! Visit our website and find out what's happening at Sony — new titles, new products and fresh tidbits about the Sony PlayStation game console.

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 NFL GAMEDAY™ disc and close the CD door. Insert game controllers and turn on the PlayStation. Follow on-screen instructions to start a game.

TABLE OF CONTENTS

ARE YOUR READY FOR SOME NFL GAMEDAY™? 1

DEFAULT CONTROL SUMMARY 2

MAIN MENU 4

OPTIONS 5

- Memory Card 6
- Controller 6
- Player Trades 7

ON THE FIELD 8

- Coaching Style 8
- The Kick-Off 8
- Formation Selection 9
- Play Selection 9
- Offense Before the Snap 10
- Offense After the Snap 10
- Defense Before the Snap 11
- Defense After the Snap 11
- Special Teams 12

GAME PAUSED MENU 12

- Replay 12
- Show Numbers 13
- Stats 13
- Change View 13
- Timeouts 13
- Choose Audible 14
- Substitutions 14

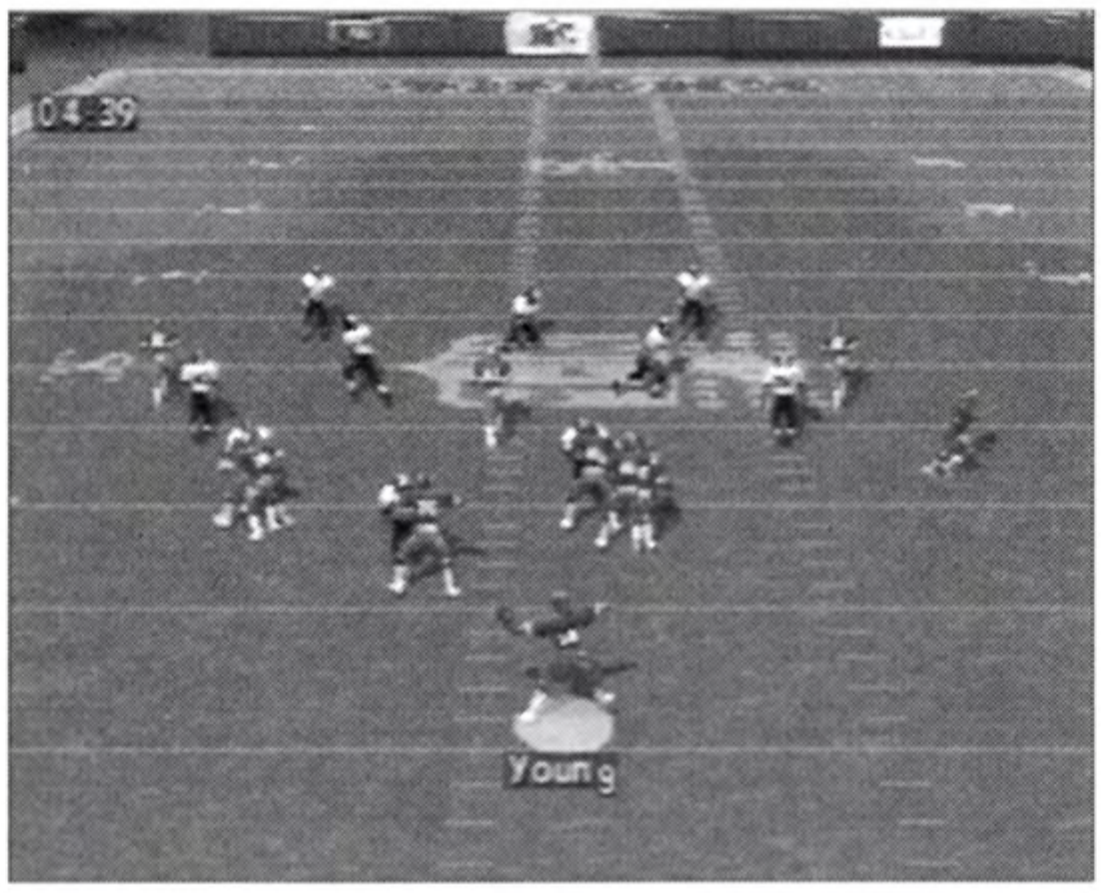
REGULAR SEASON 15

- Standings 15
- League Leaders 16

PLAYOFF 16

CREDITS 17

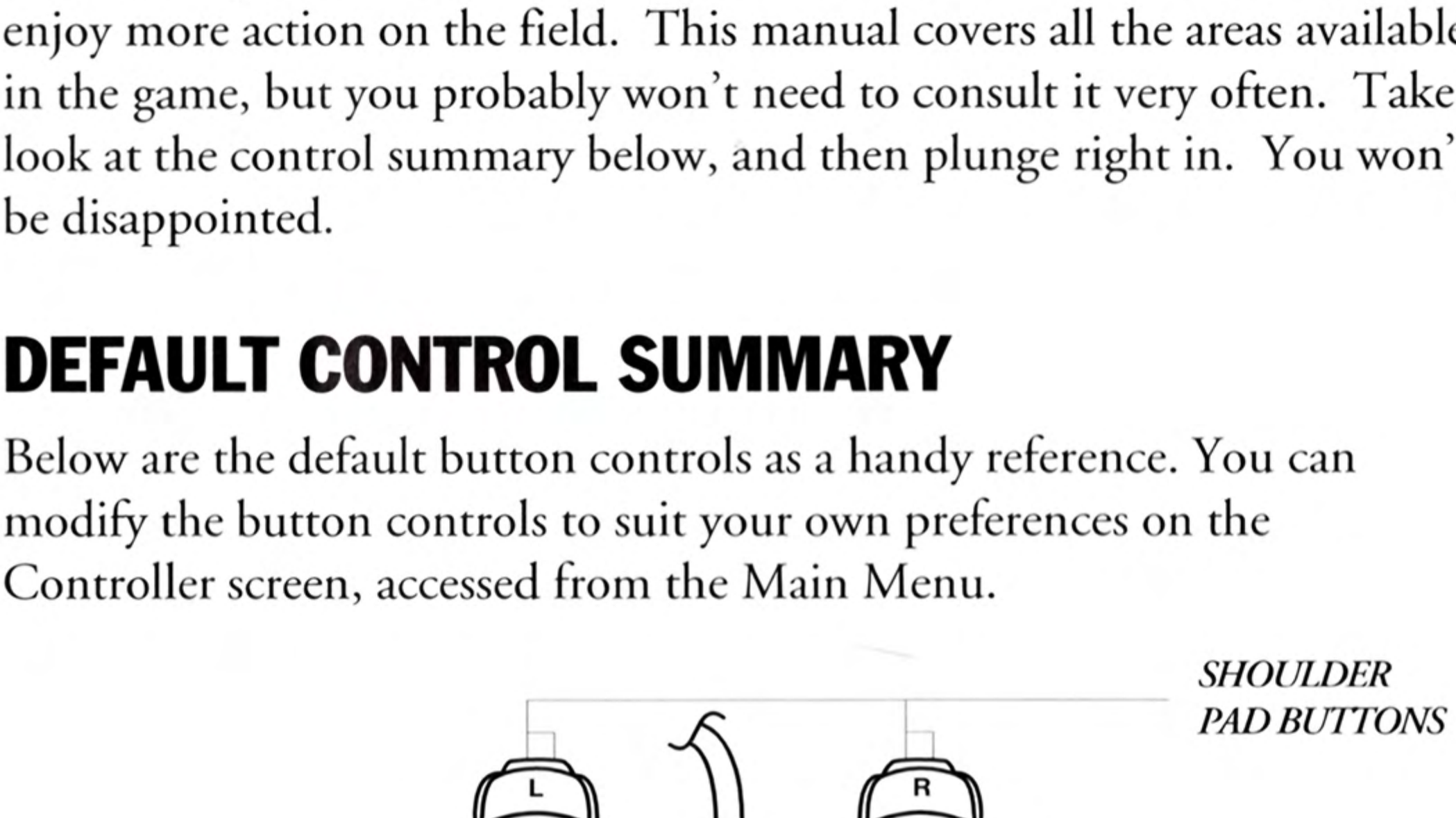
ARE YOU READY FOR SOME NFL GAMEDAY™?



NFL GameDay marks the beginning of a new era in CD-ROM sports game technology. The graphics are stunning and the game play is superb. With the arrival of this product, we're one step closer to controlling an actual NFL game. The designers have developed an elegant user interface that allows you to waste little time on menu and set-up screens so you can enjoy more action on the field. This manual covers all the areas available in the game, but you probably won't need to consult it very often. Take a look at the control summary below, and then plunge right in. You won't be disappointed.

DEFAULT CONTROL SUMMARY

Below are the default button controls as a handy reference. You can modify the button controls to suit your own preferences on the Controller screen, accessed from the Main Menu.



OFFENSE BEFORE THE SNAP

□ audible

○ hut

△ hut

✕ snap

L1 R1 pre-read receivers/show passing symbols

RUN

□ dive

○ spin

△ hurdle

✕ speed burst

L1 R1 stiff arm left/right

L2 R2 juke left/right

PASSING BEFORE THE SNAP

L1 R1 show receiver button assignments

PASSING AFTER THE SNAP

✕ show receiver button assignments

□ ○ △ ✕ pass to assigned receiver

RECEIVING

△ catch

⊗ speed burst

KICKING

⊗ kick

◁ ▷ aim kick

DEFENSE BEFORE THE SNAP

□ audible

○ switch man

DEFENSE

□ dive/tackle

○ switch man

△ jump/intercept

⊗ speed burst

L1 R1 swim move

L2 R2 forearm shiver

PAUSE

▷ pause

MAIN MENU

The Main Menu is ingeniously designed to make it easy for you to access all the pre-game options and make any desired changes or selections. Notice that the actual button instructions appear on the screen.

Team Comparisons

Every team is rated in twelve different categories, each represented by a calibrated bar. The strength of a team in a given area is indicated by the length of the red strip within the bar.

- Press the left right arrows to cycle through the team comparison bars.

Team Selection

The teams are represented by the helmets at the upper left and right hand corners of the screen. The right finger triggers select the team on the right side, and the left triggers select the team on the left side.

Game Modes

There are three modes: Pre-Season, Regular Season, and Playoff. Pre-Season games are single events that have no bearing on the stats. For an explanation of Regular Season and Playoff modes, see pages 15-16.

- Press **Select** to cycle through the Game modes.

Options

The four menu options take you off the Main Menu to important interface screens.

Move highlight

Selects the highlighted item

Play Game

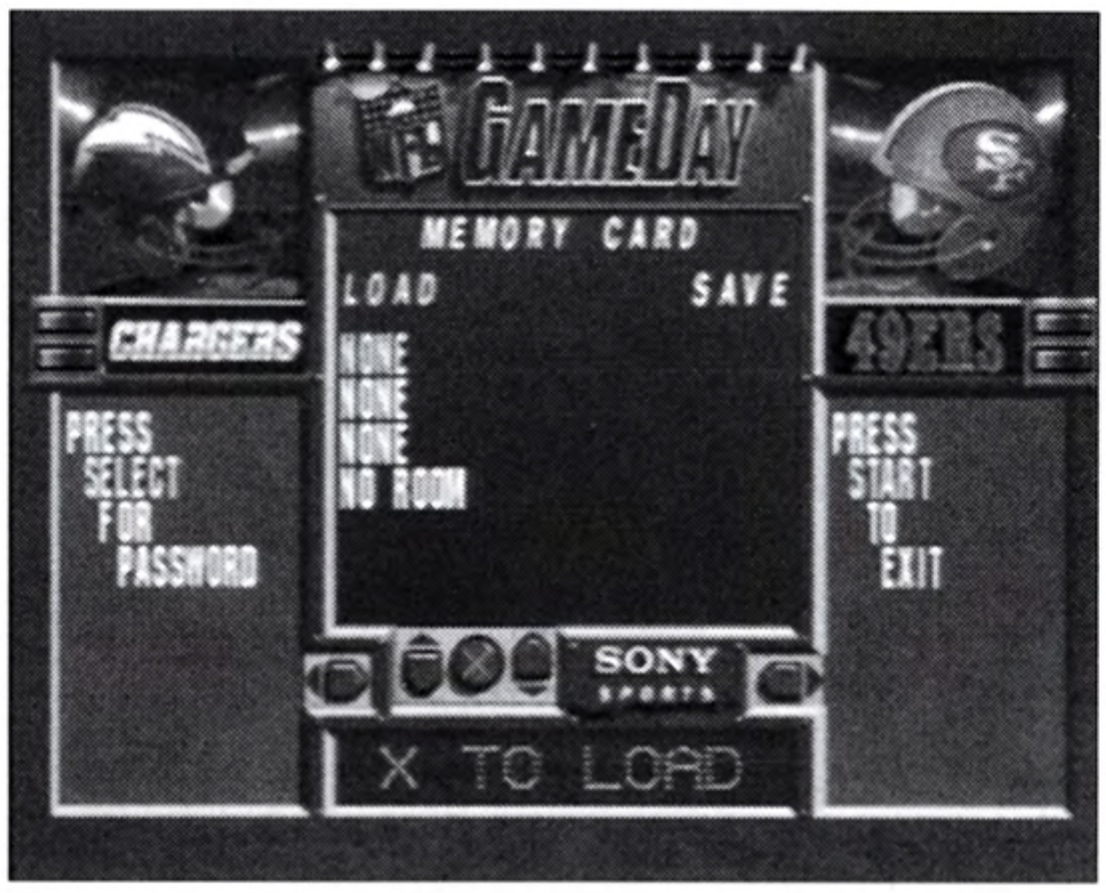
Select Play Game after you've selected your pre-game options and made any trades.

OPTIONS

On the Options screen, you set the difficulty level, the quarter length, the day's forecast, the music, and the possibility of injuries. Also, the Memory Card is accessed from this screen with **Select button**.

Follow the on-screen instructions to select the desired options.

MEMORY CARD



The Memory card allows you to save and restore seasons and playoffs, and to set passwords.

- To save the current regular season or playoffs, D-Pad left/right to high light **SAVE**, D-Pad down to the line on which you wish to save it, and then press ⊗.
- To load a saved regular season or playoffs, D-Pad left/right to highlight **LOAD**, D-Pad down to highlight the item you wish to load, and then press ⊗.

CONTROLLER

There are seven different Control configurations, two for defense and five for offense. You cannot reconfigure the menu controls. The default controls are listed on pages 2-3, for your quick reference.

Use the left arrow to cycle through the offensive button configurations, and use the right arrow to toggle through the defensive configurations. The yellow arrow in the Change Controls box indicates which side is highlighted for reconfiguration.

- Press **Select** to cycle through the available configurations.
- Press **Start** to return to the Main Menu.

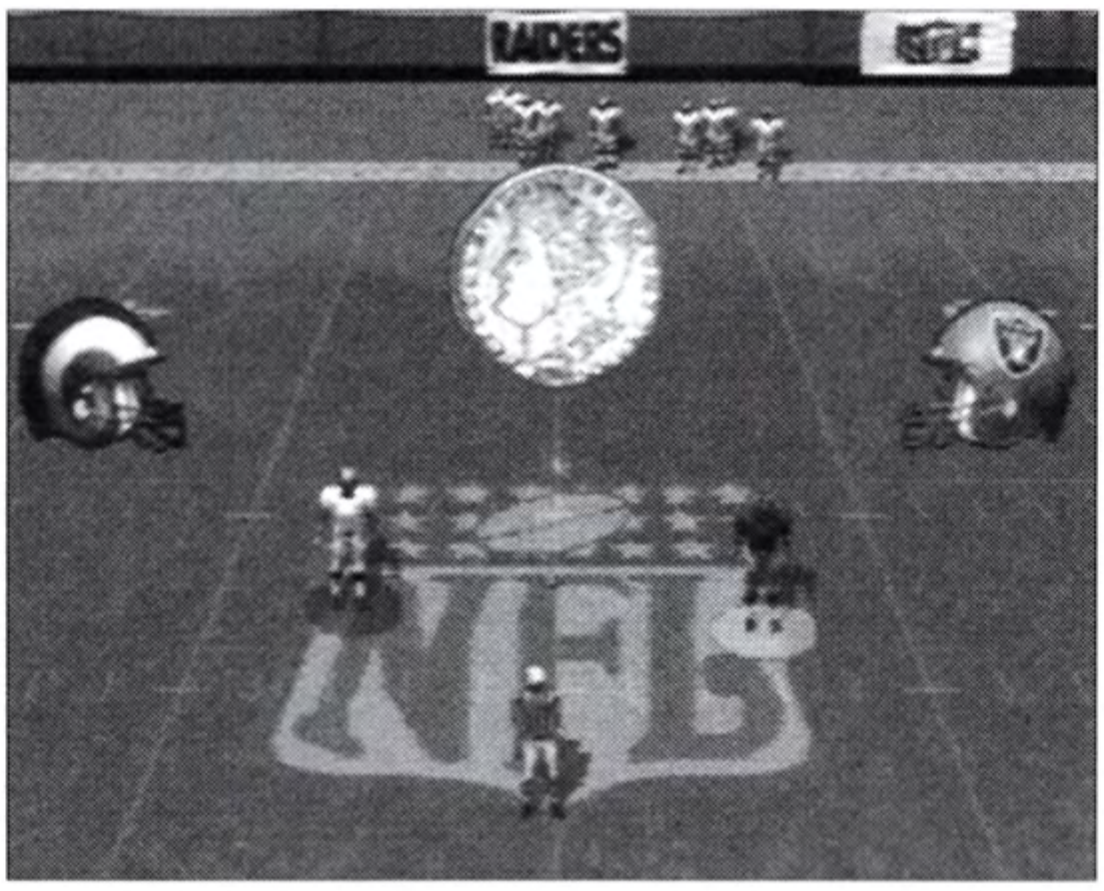
PLAYER TRADES

The Trade screen allows you to execute one-for-one trades between any two teams. To select the players to be traded, first use the shoulder pad buttons to select the teams, then use the directional buttons to select a player. The left/right directional buttons select which side of the screen is active, and the up/down directional buttons move the highlight up and down the roster.

The photos of the highlighted players appear at the top of the screen. When you change teams on the highlighted side of the screen, the player in the highlighted position appears. For example, if Steve Young is showing on the active side of the screen, left/right shoulder pad button inputs will display all the quarterbacks while you cycle through the different team rosters.

- Press the shoulder pad buttons to switch teams.
- Press **Start** exit to Main Menu.

ON THE FIELD



First you need to decide who controls which team. You can play against the computer, another person, or watch the computer play against itself.

Before the kick-off, the coin is tossed to determine who kicks off and who defends which goal. Follow the on-screen instructions when prompted.

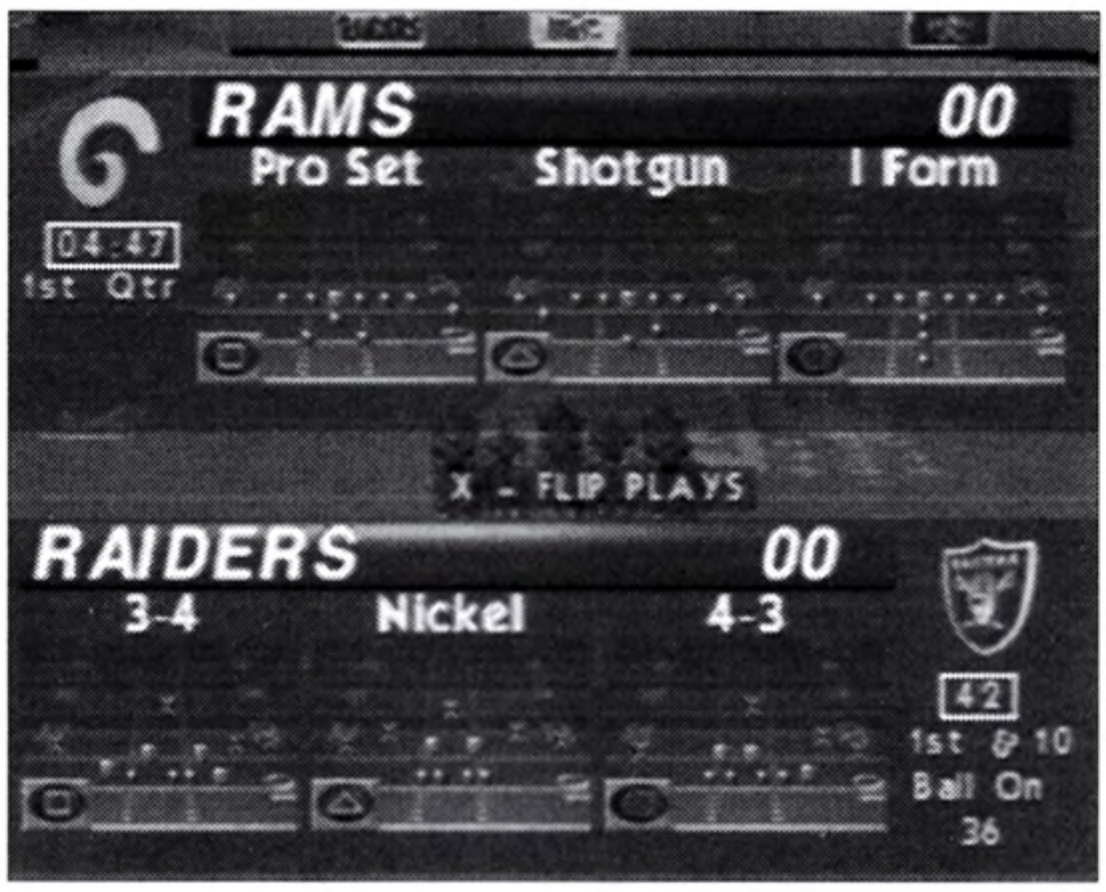
Coaching Style

For each play, you have a choice between "coaching style" and "player style." In coaching style, you simply select a formation and a play, and then hike the ball. The computer will execute the play on its own. In player style, you can control the key players for that play. Consult the sections below concerning control "After the Snap."

The Kick-Off

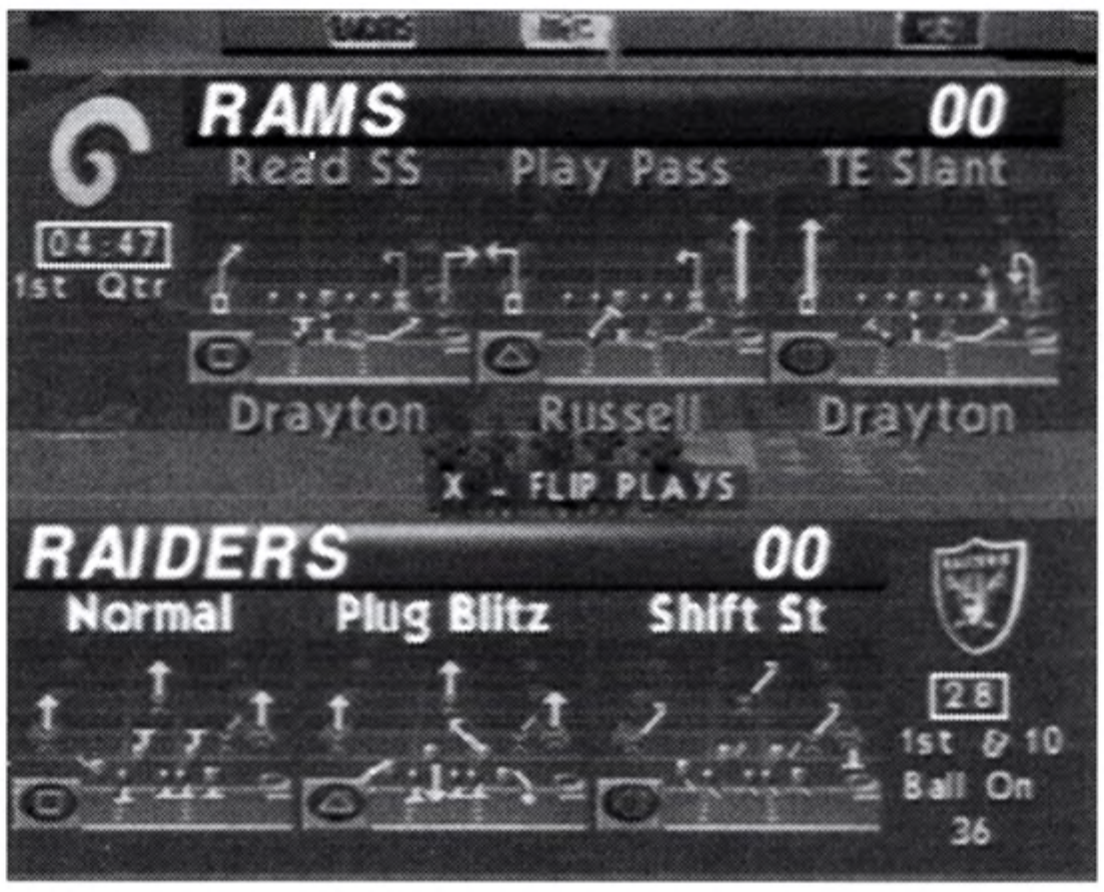
When you start the play, the kick-off meter appears. You can control both the strength of the kick and its direction. While the meter is on the screen and the kicker is moving toward the ball, press the left/right directional button to aim and the play button (default = ⊗) to set the strength bar. The taller the strength bar, the more power you put behind the kick.

Formation Selection



Use the directional buttons to cycle through the different formations, and use one of the three control buttons to choose the corresponding formation.

Play Selection



Once you select the formation, use the left/right directional buttons to select one of the available plays. If you want to return to the formation selection windows, press the up directional arrow.

To flip the plays, press ⊗. When you flip a play, it becomes a mirror image of itself.

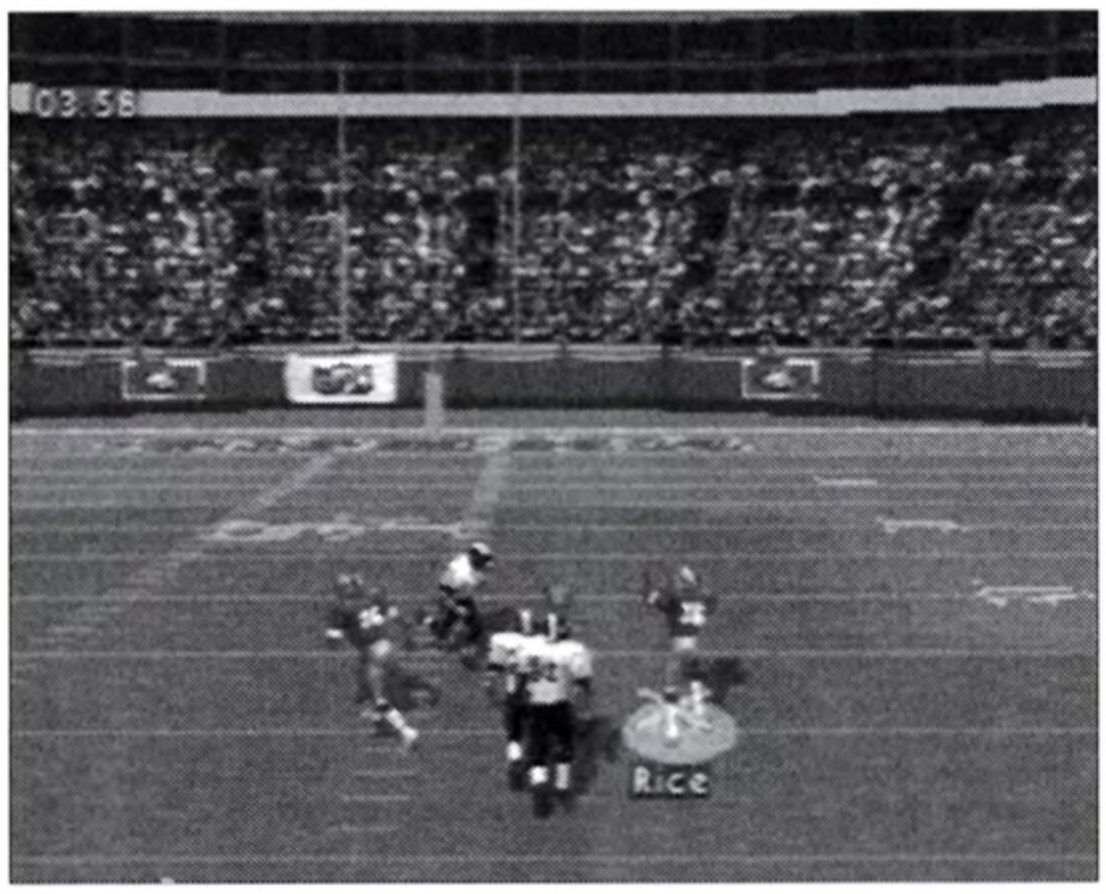
- To pause the game, press **Start**.

Offense Before the Snap

Before you snap the ball, you can try to draw the opponent off-sides by calling "Hut," or you can call an Audible. See "Choose Audible" on page 14 for instructions on how to customize you audibles.

When you call an audible, the audible selection windows pop up. Use the appropriate button to select the desired audible play.

Offense After the Snap



When you snap the ball the play starts. You can watch it unfold or you can take control of the key performers in that play. Make sure to familiarize yourself with the button controls on the Controller screen, which allows you to customize them.

PASSING PLAYS

After you snap the ball on a passing play, if you choose not to select a receiver ("coaching style"), the computer reads the defense and selects a receiver. If you want to read the defense and select the receiver ("player style"), you need to think and react quickly, since you're the quarterback.

Before the snap, identify which receiver goes with which button by pressing either L1 or R1. After the snap, press ⊗ to bring up the button symbols on the assigned receivers, and then press the appropriate button to throw to the receiver you want to hit.

When the ball reaches the receiver, press the catch button to increase your chances of a reception.

RUNNING

When you're carrying the ball, use the directional buttons to guide the runner and the four control buttons to elude or break tackles. The four buttons allow you hurdle, dive, spin and use a short burst of speed.

L1 R1 give you a stiff-arm on the side you press.

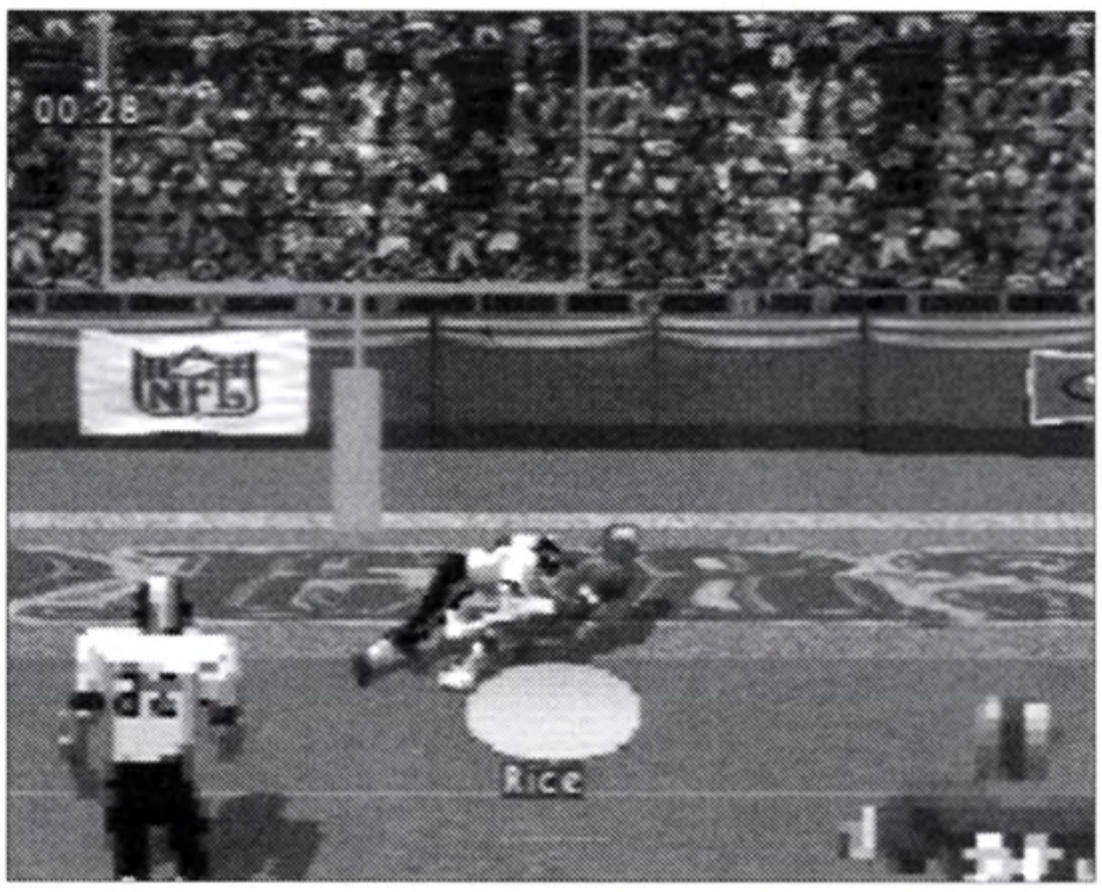
L2 R2 give you a hip juke on the side you press.

Defense Before the Snap

As with the offense, you can let the computer control the defense or you can override the computer and control a single player, marked by a circle. Before the snap, you can switch the circle to another man, and you can call an audible. See "Choose Audible" on page 14 for instructions on how to customize you audibles.

When you call audible, the audible selection windows pop up. Use the appropriate button to select the desired audible play.

Defense After the Snap



While the play is unfolding, you control the man on the circle. Use the directional buttons to guide the player, and use the "switch man" button to move the circle to the player closest to the ball carrier.

Players automatically attempt to tackle the ball-carrier, but you can increase the chances of making a tackle or interception by using the control buttons. The buttons allow you to dive, jump, or use a short burst of speed.

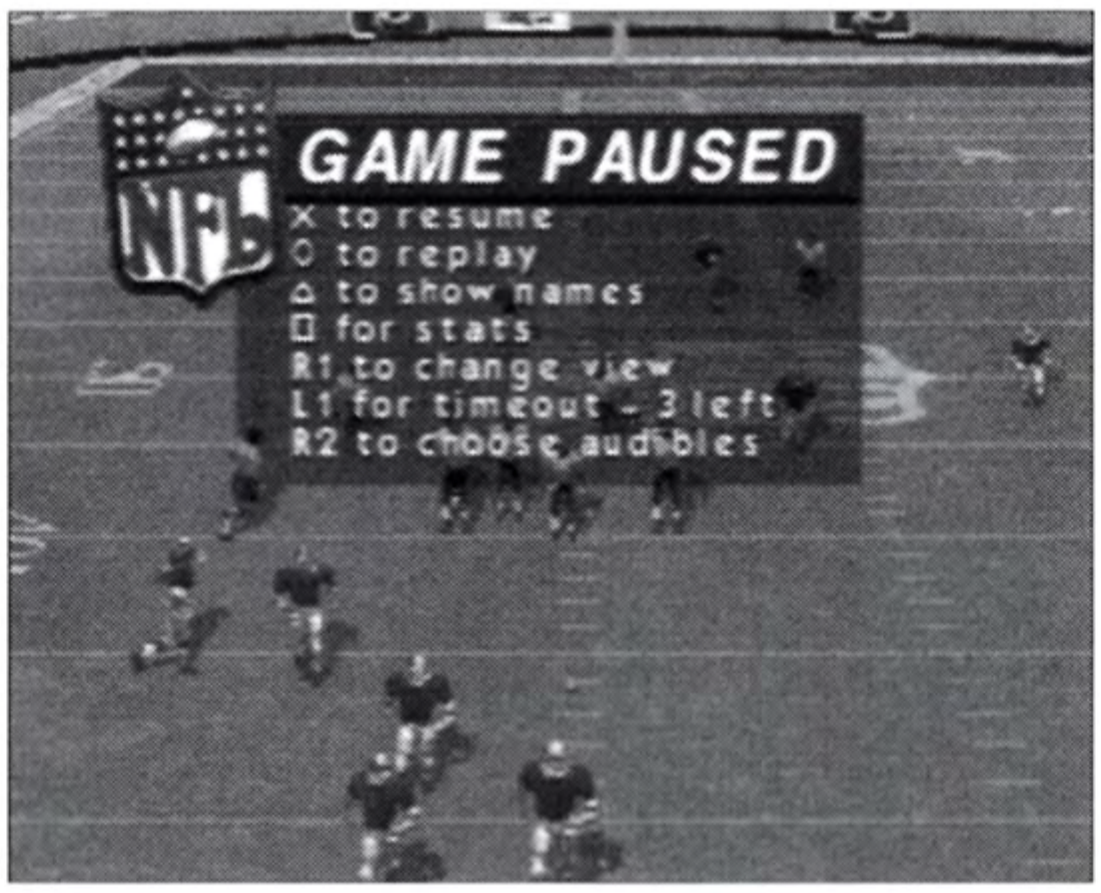
There are two special moves, the "swim move" and "forearm shiver." The swim move is best used by pass rushers to get past blockers. The forearm shiver is best used to knock down an offensive player.

- Press L1 or R1 to execute a swim move.
- Press L2 or R2 to execute a forearm shiver.

Special Teams

Punts and field goals work the same way as the kickoff. The left/right aiming buttons are particularly important when attempting long field goals from an angle or when trying to hit the coffin corner on a punt.

GAME PAUSED MENU



REPLAY

The Replay Control box allows you to look at the last play in a variety of different ways. Follow the instructions on the box to control the replay. The directional buttons move the center of focus of the camera.

L2 R2 rotate and zoom the camera.

□ rewinds the camera

✕ stops the replay and exits

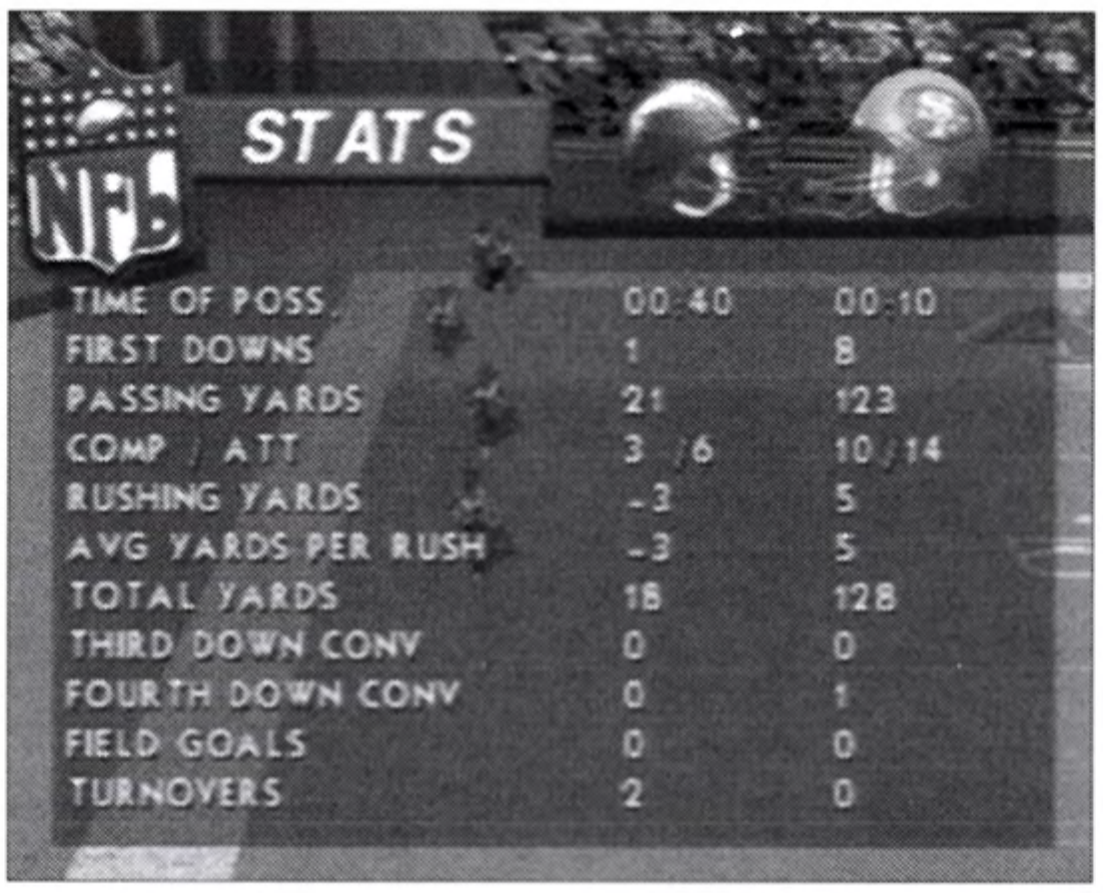
△ plays the replay

○ frame-by-frame advance

SHOW NUMBERS

Press the △ during play to switch the on field display between player names and player numbers.

STATS



The stats screens contain all the crucial stats compiled by both teams during the game. Press the left/right directional arrows to page through the stats screens. To return to the game, press ⊗.

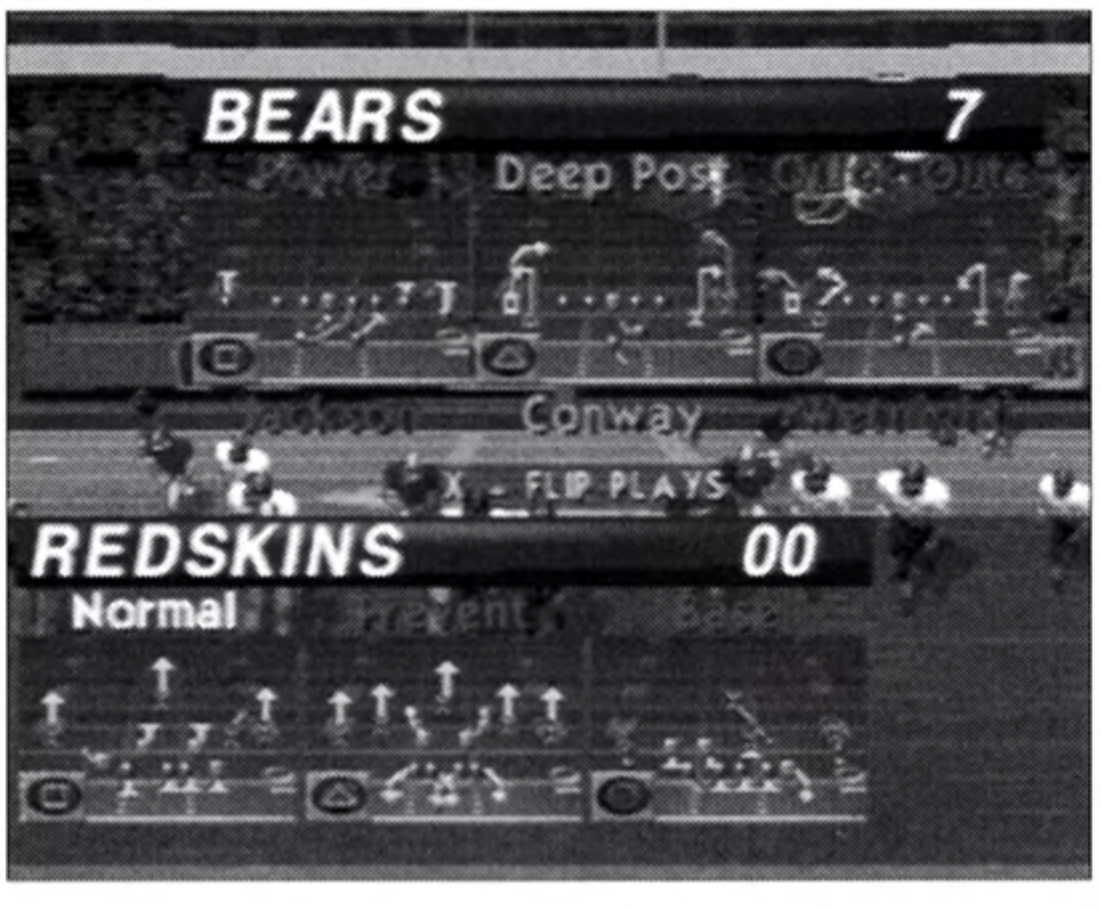
CHANGE VIEW

There are four different game-play camera views. Experiment with the views and use them in different situations. You might like to use one view on offense and another one on defense. To change views, press R1.

TIMEOUTS

Each team receives three time-outs per half. Make sure to use them wisely.

CHOOSE AUDIBLE



Use the Choose Audible screen to set your three audible plays, on offense and defense. Each of the three play selection buttons features a group of audible plays. Press the appropriate button to activate that play selection window, then use the left/right directional buttons to cycle through the available plays. The plays that appear in the windows are the ones available during play. Make sure to remember which play corresponds to which button. It's not a good idea to use all running plays or all passing plays in your audible scheme.

SUBSTITUTIONS

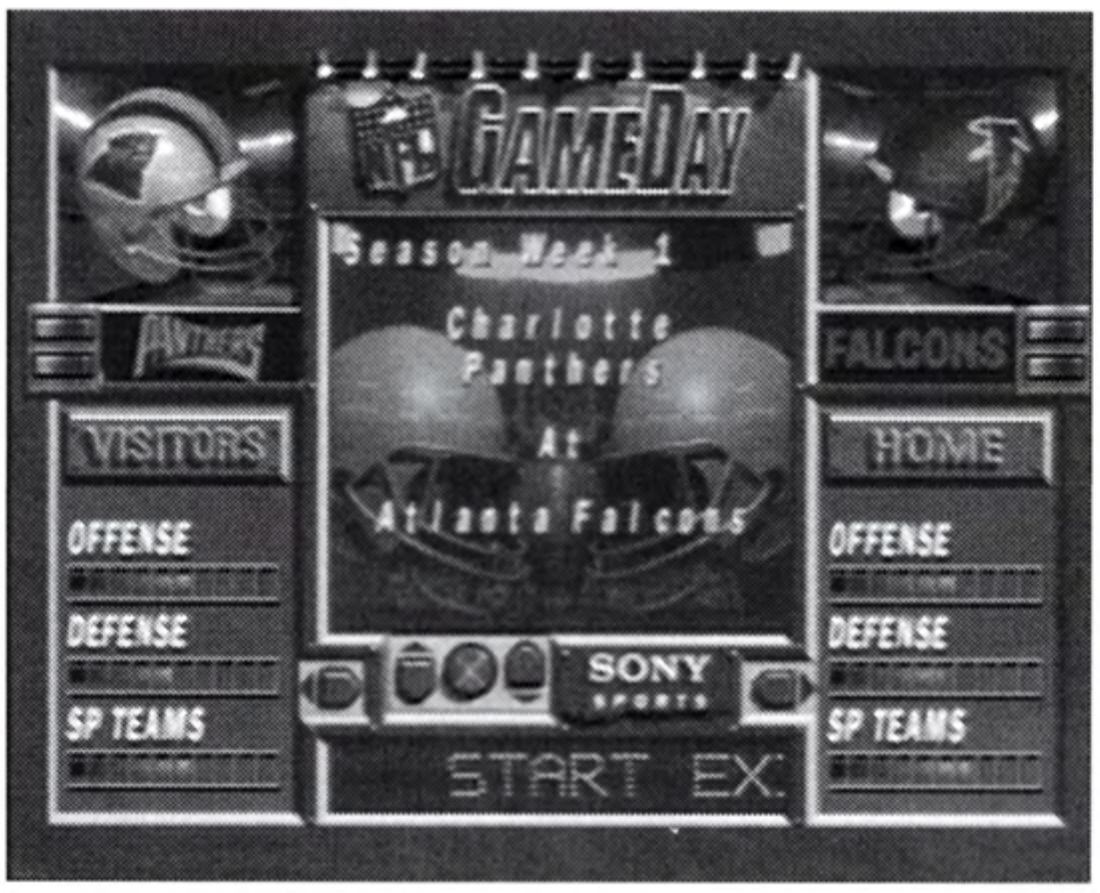
L2 brings you to the Substitutions screen. On the substitutions screen, press □ to toggle through the different formations.

Once you've selected the desired formation, use the △ buttons to cycle through all the different positions in that formation.

When you've selected the position where you want to make the substitution, press the ○ button to scroll through all the players on the sideline that can play that position.

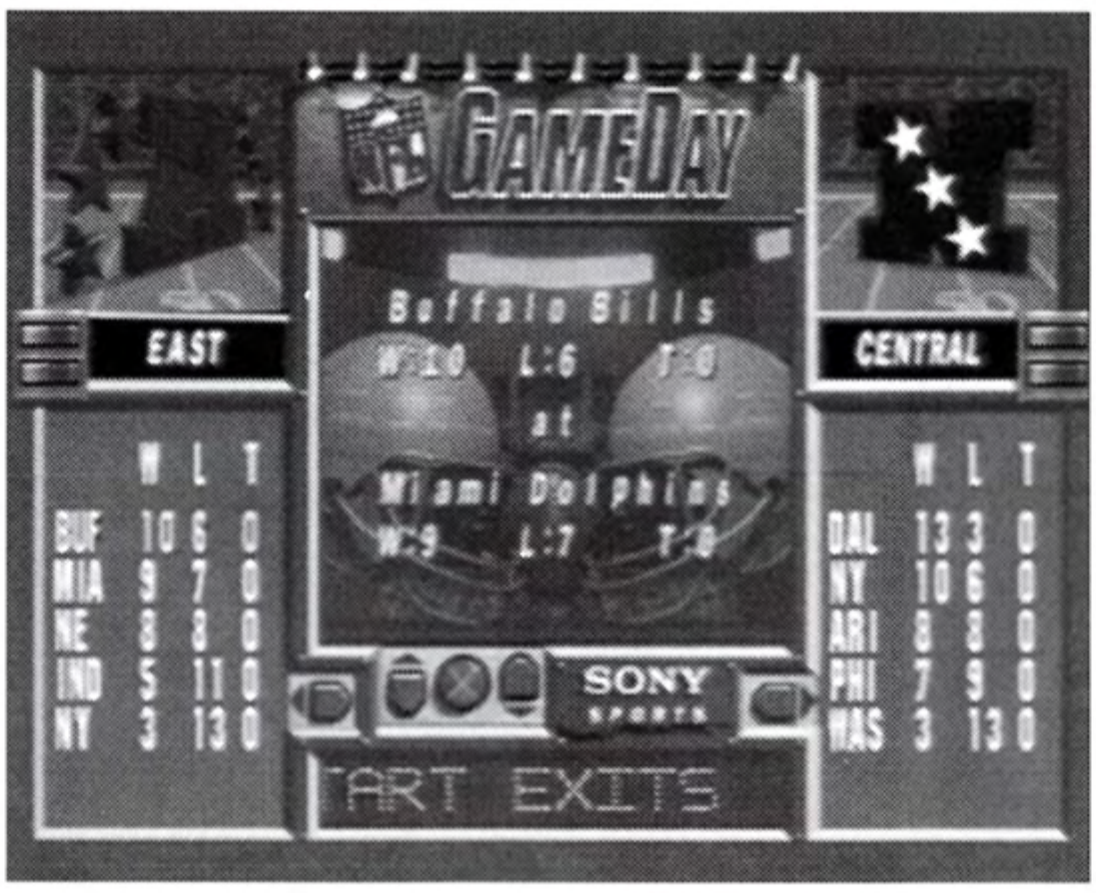
When you have selected the player, press ✕ to return to the Pause menu.

REGULAR SEASON



Regular Season mode allows you to participate in an entire season using the 1995-96 NFL schedule. The week number appears in the Game selection screen. Use the shoulder pad buttons to cycle through the different match-ups, and press ⊗ to begin the game.

STANDINGS



- On the game selection screen, press **Select** to bring up the Standings screen.
- To cycle through the different divisions, press the shoulder pad buttons.

LEAGUE LEADERS

- On the standings screen, press **Select** to bring up the League Leaders.
- To cycle through the different categories, press the shoulder pad buttons.

PLAYOFF

Playoff mode works just like Regular Season mode, including theStandings and League Leaders screens. The program selects the teams and match-ups included in the playoffs. When you lose a playoff game, your team is eliminated from the playoffs.

CREDITS

Game Programming
Kelly Walker, Amir Zbeda

Shell Programming
Bill Hicks, Bill Long

Artists
Holliday Horton, Scott Atkins,
Milo Cooper, Kevin Weinstein

Playbook and AI Consultants
Steve Bono, Kelly Ryan, Craig Ostrander

Video and Sound Effects
Joe Hight, Rex Baca, Angi Carson

Music
The Pinnacle Group

Executive Producer
Chris Whaley

Assistant Producer
Dennis Quinn

Marketing
Craig Ostrander, Kelly Ryan, Peter Dille

Additional Programming
Paul Halmshaw, Phil Weeks

Additional Artists
Warren Atkins, Quinn Kanneko, Brian Paquette,
Frank Tycer, Emmanuel Valdez

Marketing Specialist
Nemer Velasquez

User's Guide
T.S. Flanagan, Erica Riggs

Special Thanks
Howard Liebeskind, Gene Goldberg, Clay Walker

SOFTWARE WARRANTY

Sony Computer Entertainment of America (SCEA) warrants to the original purchaser of this SCEA 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. SCEA agrees for a period of ninety (90) days to either repair or replace, at its option, the SCEA 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 SCEA 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 OBLIGE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS 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 SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA 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, any you may also have other rights which vary from state to state.

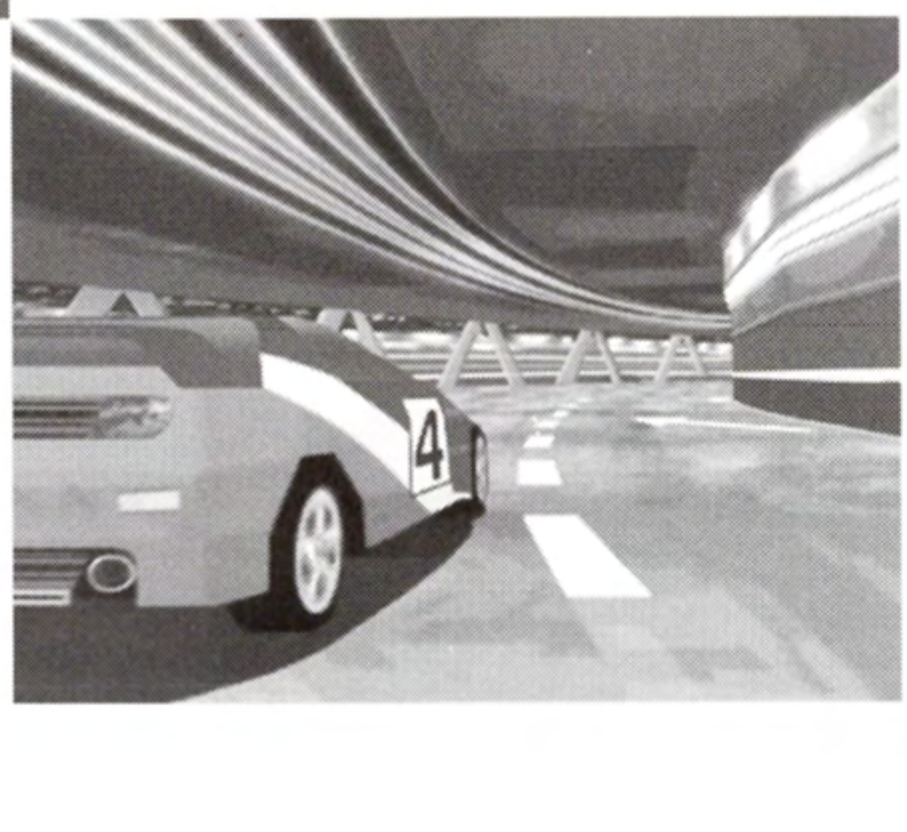
NOTES

NOTES

Battle Arena Toshinden™
←

Mortal Kombat® 3
→

Twisted Metal™
←



Namco®'s Ridge Racer®
→

SONY
COMPUTER ENTERTAINMENT™

PlayStation™

Mortal Kombat® 3. ©1995 Midway Manufacturing Company. Used under license. MORTAL KOMBAT, the DRAGON LOGO, MK3, and all character names are trademarks of Midway Manufacturing Company. Developed by Williams® Entertainment Inc. Williams® is a trademark of WMS Industries Inc. Battle Arena Toshinden and its characters are trademarks of Takara Co., Ltd. ©1995 Takara Co., Ltd. Twisted Metal is a trademark of Sony Interactive Entertainment Inc. © 1995 Sony Interactive Entertainment Inc. Ridge Racer © & ®1993, 1994 Namco Ltd. All rights reserved. Manufactured pursuant to license with Namco-America Inc. All rights reserved by respective owners.

NHL® FACE OFF™

YoU're Not REaDy!

- All 26 NHL® Teams
- Messier, Bourque, Roenick, Bure, Mogilny, Fedorov...
  Over 650 Real NHL® Players!

- Official Team Logos
- Full Season Play
- Real Player Attributes
- Complete Statistical Tracking

Officially Licensed Product of the National Hockey League Players Association. ©1995 NHLPA. TM and ® designate trademarks of licensor and are used under license. All NHL and team logos and other marks depicted are the properties of the NHL and their respective teams and may not be reproduced without the prior consent of NHL Enterprises, Inc. ©1995 NHL. Officially Licensed Product of the National Hockey League®. NHL is a registered trademark and FaceOff is a trademark of the NHL.

The Sony Computer Entertainment logo is a trademark of Sony Corporation. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. Developed by Sony Interactive Studios America. Officially Licensed Product of the NFL Players and NFL Properties. NFL team names, logos, helmet designs and uniform designs are registered trademarks of the team indicated. NFL and GameDay are registered trademarks of the National Football League. ©1995 Sony Computer Entertainment Inc. Manufactured and printed in U.S.A.

THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. and Foreign Patents Pending.