

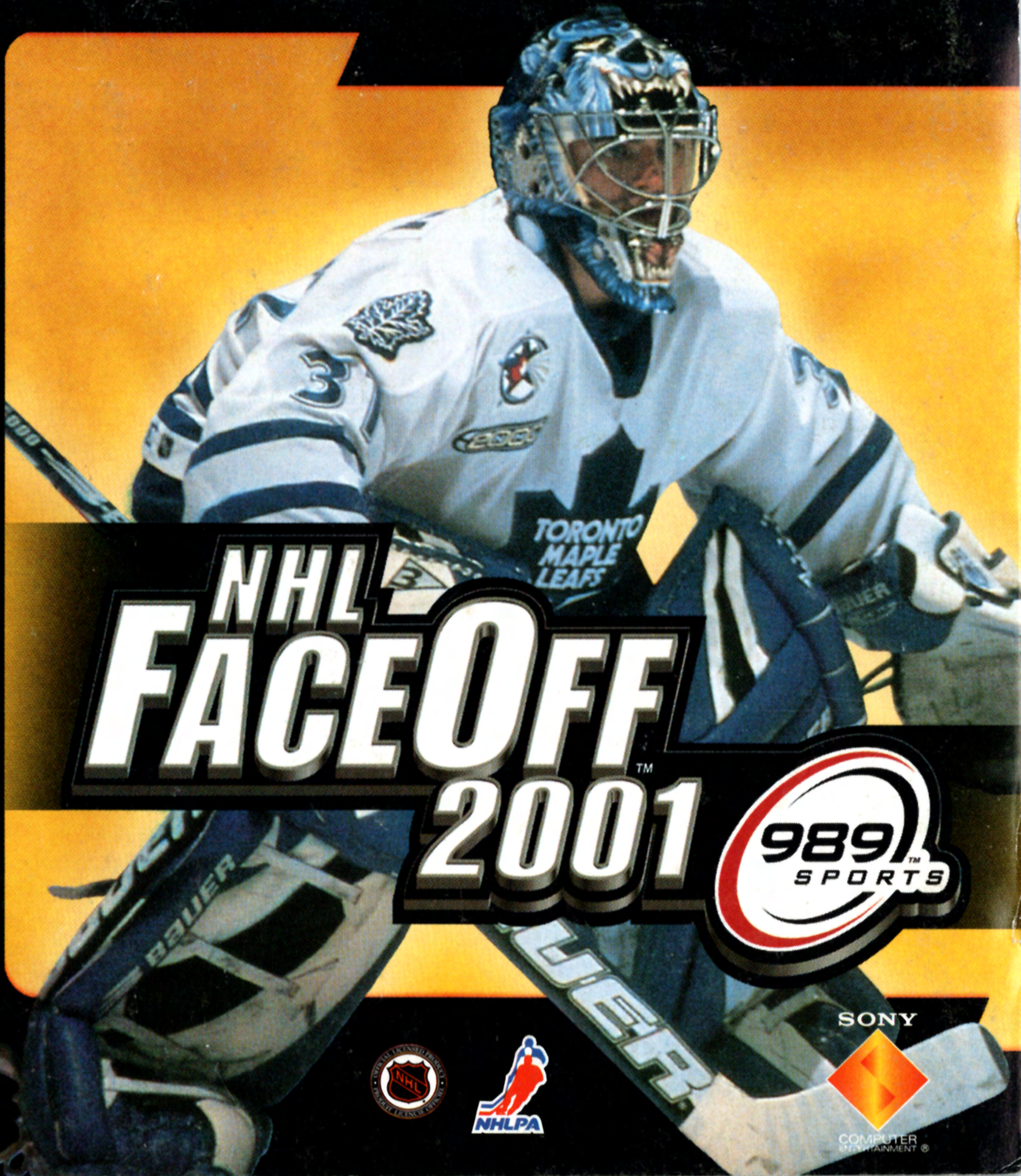


NTSC U/C

PlayStation®



SCUS-94577
94577



NHL FACEOFF™ 2001



SONY



COMPUTER
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 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.

USE OF UNOFFICIAL PRODUCT

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

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 FaceOff™ 2001 Tips and Hints

PlayStation® Hint Line

Hints for all games produced by Sony Computer Entertainment America, Inc. 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 support 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 Sony Computer Entertainment America, Inc. 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, 7AM-6PM Pacific Standard Time.

989 Sports On-Line

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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.

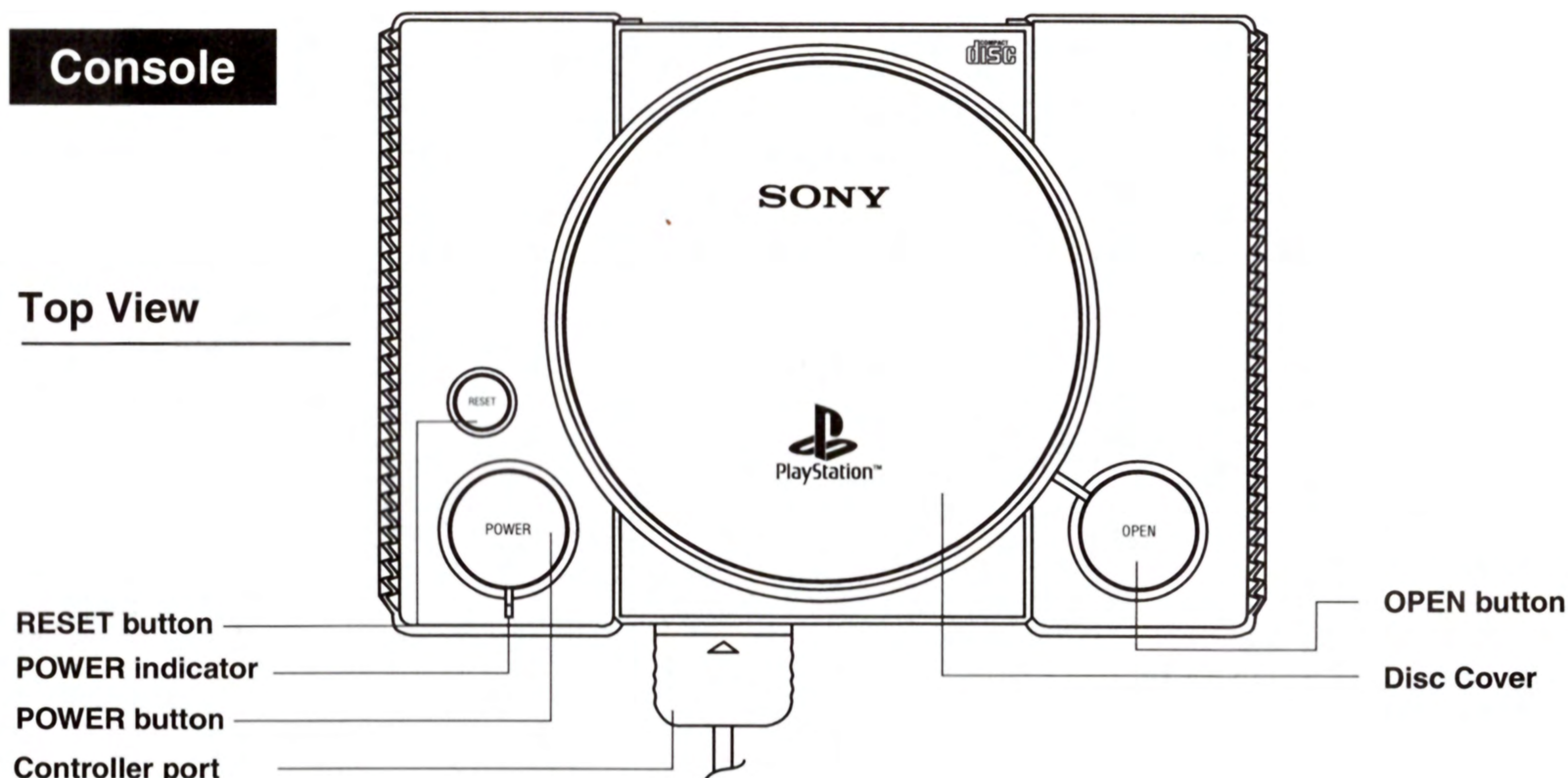
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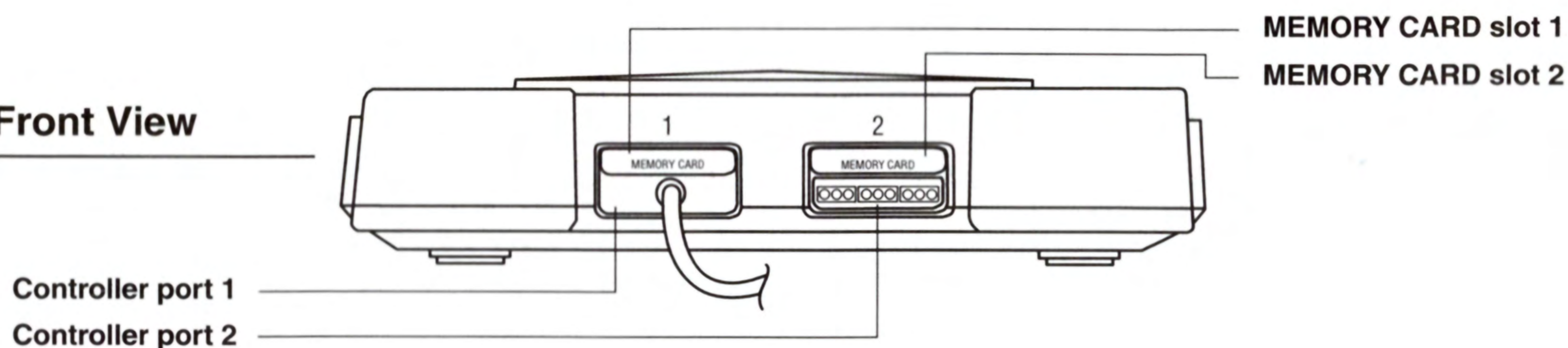
PlayStation Setup

Console

Top View



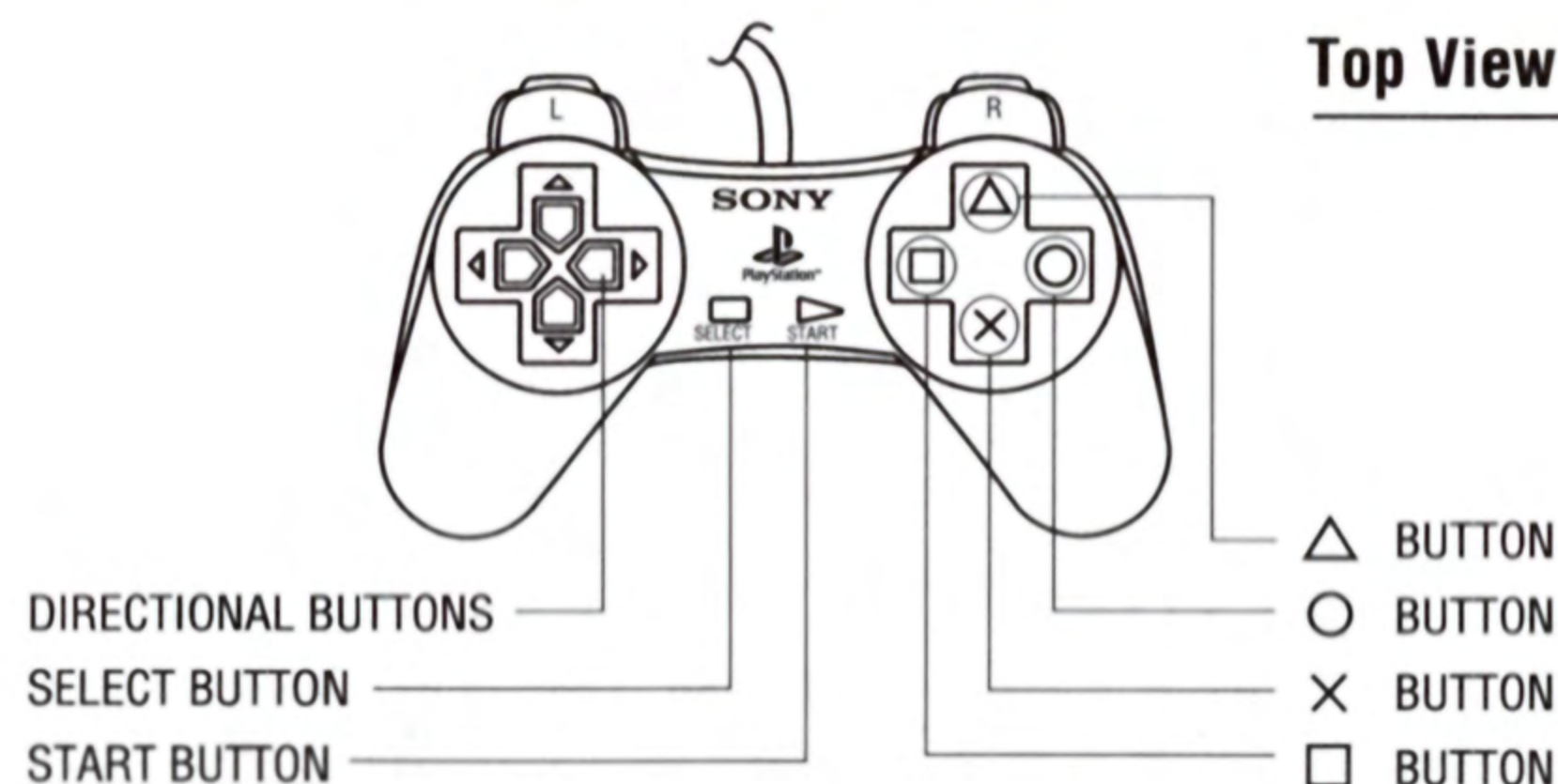
Front View



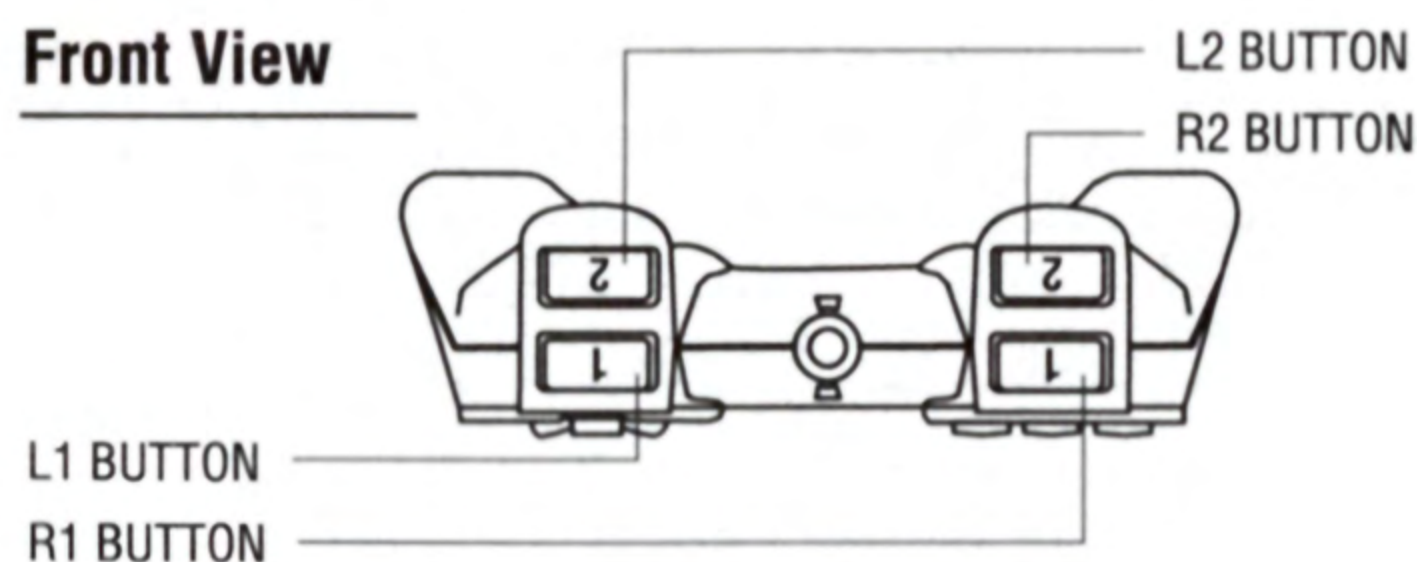
Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the NHL FaceOff 2001 disc and close the Disc Cover. Insert game controllers and turn ON the PlayStation game console. Follow on-screen instructions to start a game.

Controller Diagrams

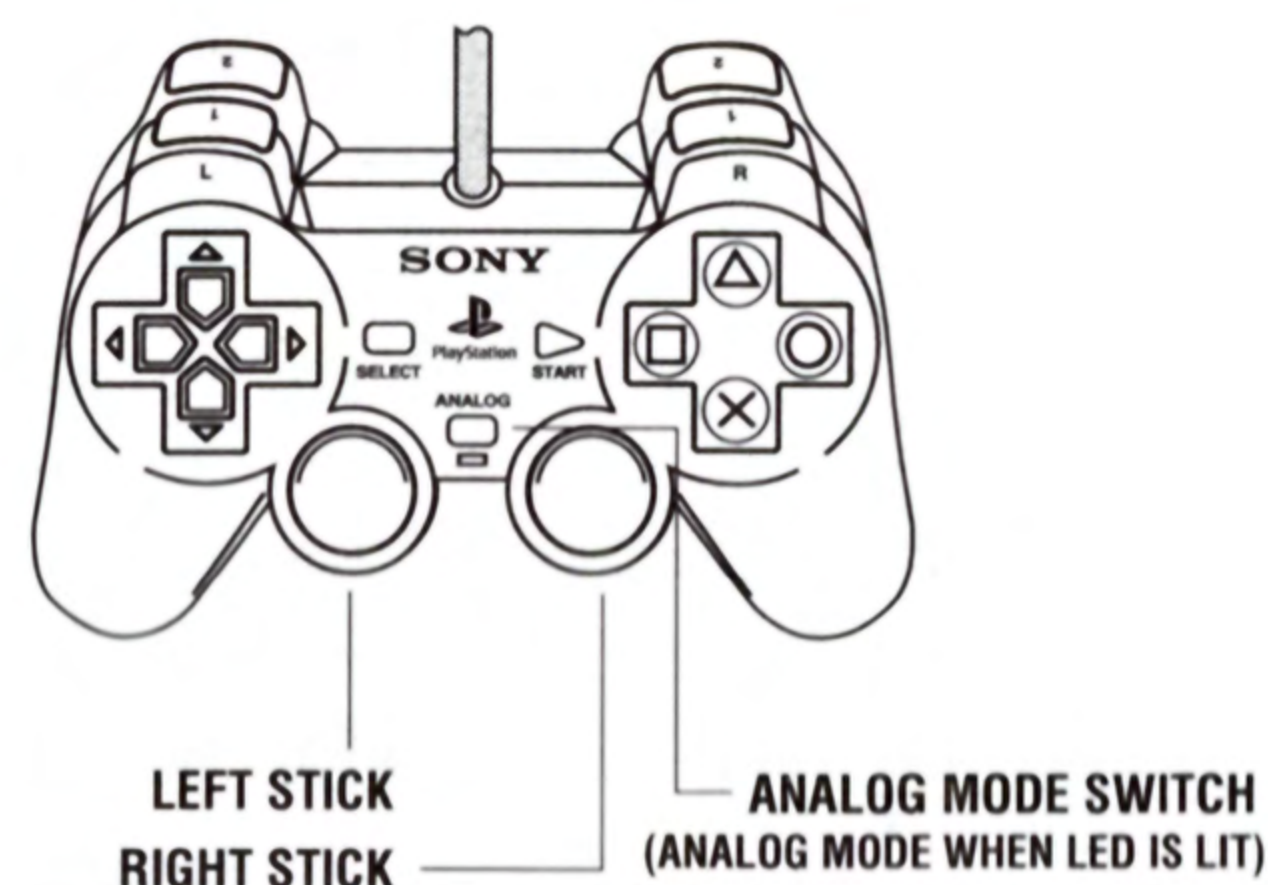
Digital Controller



Front View



DUALSHOCK™ analog controller



NOTE: COMPATIBLE ONLY IN ANALOG MODE

Saving Data

You must insert your MEMORY CARD before you save or load a file. NHL FaceOff 2001 saves user-defined options and all data for Seasons, Playoffs, Records, Roster Changes and Created Players. Five blocks of memory must be available on your MEMORY CARD in order to save game data. Only one block of memory is needed to save user records. If you don't use a MEMORY CARD, all NHL FaceOff 2001 data will be lost when you turn OFF your PlayStation game console.

Game Controls

QUICK START CONTROLS

With NHL FaceOff 2001's Quick Start Controls, forget about having to learn a bunch of advanced control combinations. These basic controls allow you to get started and into the game quickly.

OFFENSE

Direction of skating or passing	Directional Buttons
Directional pass	⊗ + Directional Buttons
Wind up for shot	Hold ◻
Shoot	Release ◻
Speed burst	Hold ○
Faceoff	⊗

DEFENSE

Direction of skating	Directional Buttons
Toggle between closest and second closest player	⊗
Speed burst/Check	Hold ○

ADVANCED OFFENSE

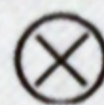
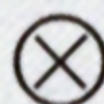
One-timer shot	⊗ then ◻
Give-and-go pass	Hold ⊗
Drop pass	△
Fake shot	Hold ◻ to wind up then tap ◻ during back swing
Redirected shot	Hold ◻ then press ⊗ during back swing
Bring up icons and pass to player associated with icon	L2 + ⊗, ◻, ○, △, or R2

989 Sports' Tip: Release the shoot button during your backswing for a slap shot.

ADVANCED DEFENSE

Switch to goalie	Hold ⊗
Hip check	While skating backwards, hold ○ + Left/Right Directional Buttons
Bring up icons and switch to player associated with icon	L2 + ⊗, ◻, △, ○, or R2

FIGHTING

Special	
Duck	
Right cross	 + Right Directional Button
Left cross	 + Left Directional Button
Right uppercut	 + Right Directional button
Left uppercut	 + Left Directional Button

GOALIE WITHOUT THE PUCK

Direction of skating	Directional Buttons
Switch to player	
Save	
Bring up icons and switch to player associated with icon	L2 +  ,  ,  ,  , or R2

GOALIE WITH THE PUCK

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

GENERAL CONTROLS

Change offensive/defensive strategies	L1
Assign icons	L2
Change forward/power play/penalty kill lines	R1
Change defensive pair	R2
Pause	START

Pregame Setup

ROSTERS

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

NOTE: A team's roster cannot exceed 20 players and must have at least 17 players, including at least two but no more than three goalies.

LINE EDITOR

Line Editor allows you to substitute the players on any of your team's lines.

- Press the Left/Right Directional Buttons to select a team.
- Press the L1/R1 buttons to cycle through the team's lines.
- To change a line, Press the Up/Down Directional Buttons to select a player (to take off of the line) and press ⊗ to tag him. The player you have selected will now be shown on the remaining team roster on the bottom part of the screen.
- Press the Up/Down Directional Buttons to select a new player from the team roster (to put on the line) and press ⊗ to make the substitution.

INJURY REPORT

View player injuries that have occurred during gameplay and the resulting time each player will be missing from his team's lineup.

- Press ⊗ to toggle between team and league incidents.

PLAYER CARDS

View a player's complete game stats and physical attributes.

- Press ⊗ to toggle between player stats and player attributes.

DRAFT

Hold a draft of the existing players from the NHL and build a team with the type of players that make up a champion. Players are drafted at three positions (forward, defenseman and goalie) for a total of 20 rounds. You can manually draft for every team, manually draft for a select number of teams and have the CPU finish the drafting process, or have the CPU hold the entire draft.

- Press the Left/Right Directional Buttons to select a draft style. In a Linear draft, the draft order remains the same during each round. In a Serpentine draft, the draft order is reversed each round. For example, a team drafting last in the first round will draft first in the second round.
- To draft manually, press the Up/Down Directional Buttons to select a team(s) and then press  to change the draft type to HUMAN. Draft for as many teams as you like. When this team comes up in the draft order, you will be making the player selections.
- Press  to start the draft.

You can also change the draft order by moving teams around.

- Press the Directional Buttons to select a team and press .
- Press the Directional Buttons again to move to a new position in the draft order.
- Press  to make the change.

RESET ROSTERS

Select this option to restore all rosters to include their original players.

TRANSACTIONS

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

SIGN

Sign a player from the Free Agent Pool that you've created or choose one from a list of players that have been released from other teams. There is a limit to the number of Free Agents that you can sign to a team. To make room on the roster for additional Free Agents, use the Release Player option.

RELEASE PLAYER

Release one or more players from any roster in the League. Remember that each team must have a minimum of 17 players on the roster. Released players go into the Free Agent Pool where they can be signed by other teams.

TRADE PLAYER

Make trades to add chemistry to your team during a push for the Playoffs, or simply rid yourself of high-priced veterans, adding youth to a team building for the future. A team may reject a trade or a trade can be nullified due to roster violations. Keep in mind that any player from any team can be released and then signed by another team. Remember that you must have a minimum number of players at each position.

- Press the Left/Right Directional Buttons to choose a team.
- Press the Up/Down Directional Buttons to scroll through the list of players and press ☐ to add a player(s) to the trade. Make multiple player selections if you wish.
- Press ☐ to be able to select a second team.
- Press the Left/Right Directional Buttons to choose a team.
- Press the Up/Down Directional Buttons to scroll through the list of players and press ☐ to add a player(s) to the trade.
- Press ☐ to complete the trade.

NOTE: If a trade is nullified or refused, alter the player list of your trade by pressing the Up/Down Directional Buttons to select a player(s) and pressing ⊗ to pull him from the trade. Try to make a trade by reducing your demands or choosing different players.

CREATE PLAYER

Create the type of player that your team needs or create yourself, using your name and physical attributes. All created players are added to the Free Agent Pool where they can be signed by any team. Remember that only 25 players can fit into the Free Agent Pool.

From the Create Player screen:

- Press the Up/Down Directional Buttons to highlight a Player Name attribute (i.e., First or Last).
- Press ⊗ to edit the name.
- Press the Left/Right Directional Buttons to choose a letter and press ⊗ to select it. Press □ to back up and delete a letter(s).
- Continue the previous step to spell out a name and press ○ when done.
- Press the Up/Down Directional Buttons to select other attributes and then press the Left/Right Directional Buttons to edit them.

Move to the right portion of the screen to customize your player skill levels. With only 450 points to distribute among these categories, allocate each point carefully. Goalies have only 350 points. Skill ratings range between 40 to 99 points.

- If more than one player has been created, press L1 or R1 to toggle through all created players.
- Press the Up/Down Directional Buttons to select an attribute and then press the Left/Right Directional Buttons to increase/decrease the skill rating for that attribute.
- When finished, press △ to exit or press ○ to create another player.

OPTIONS

Use the following options to control game attributes.

STYLE

Set up the style of your game by choosing Simulation for ultra-realistic gameplay (highly recommended for beginners) or Arcade for faster gameplay with exaggerated special moves.

NOTE: Advanced game controls can be used in Simulation and Arcade mode.

DIFFICULTY

Three different player levels give you the opportunity to play a game at your skill level. To prepare yourself for the challenge of playing at the All-Star level, first master the Rookie and Veteran levels.

GAME SPEED

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

PERIOD LENGTH

Set the length of each period to the desired time.

CLOCK SPEED

Set the speed of the game clock.

SHOT AIM

Set the control of aiming the puck on a shot. Manual allows you to control shot aim.

FATIGUE

Fatigue controls the exhaustion factor of the players on the ice. Setting Fatigue to OFF keeps the players from getting tired.

LINE CHANGES

When this option is set to ON, you can manually change your lines during gameplay by pressing R1 or R2. A setting of AUTO will change lines automatically during the game.

OFFSIDES

When this option is set to ON, skating offsides will occur when an offensive player enters the offensive zone before the puck.

ICING

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

TWO LINE PASS

When this option is 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.

FIGHTING

Turn fighting ON and have fun squaring off with your opponent. See *Game Controls* on page 7 to learn how to use fight controls.

PENALTIES

Set the occurrence of penalties called during the game. The higher the setting, the more frequent the calls.

INJURIES

Set the occurrence of injuries during the game. The higher the setting, the more likely injuries will force players out of the game.

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

Adjust the volume of each category.

PLAYER ID

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

PUCK HALO

If Puck Halo is ON, the puck will be easier to see during gameplay.

RECORDS

Records are tabulated from the three different period times, at all three player levels, in 16 different categories. To include records from previous games, you must load them from the MEMORY CARD prior to playing a new game.

MEMORY CARD

The MEMORY CARD screen allows you to manage the files on your MEMORY CARD. See *Saving Data* on page 3 for more information.

SAVE GAME

If you choose to save a finished game:

- Press the Up/Down Directional Buttons to select MEMORY CARD slot 1 or MEMORY CARD slot 2.
- Name your game by pressing the Left/Right Directional Buttons to cycle through the alphabet and press ⊗ to lock in the letters. To back up and delete a letter(s), 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:

- Press the Left/Right Directional Buttons to select MEMORY CARD slot 1 or MEMORY CARD slot 2.
- Choose a game from the MEMORY CARD and press ⊗ to load the game.

SAVE RECORDS

To save the records from a Season or Playoff, from the Save Records screen:

- Press the Left/Right Directional Buttons to select MEMORY CARD slot 1 or MEMORY CARD slot 2.
- Press ⊗ to select YES and save the records or press △ to cancel.

LOAD RECORDS

To load records from the Load Records screen:

- Press the Left/Right Directional Buttons to select MEMORY CARD slot 1 or MEMORY CARD slot 2.
- Press the Up/Down Directional Buttons to select a file to load and press ⊗ to load it or press △ to cancel.

DELETE FILES

To delete files from the MEMORY CARD:

- Press the Left/Right Directional Buttons to select MEMORY CARD slot 1 or MEMORY CARD slot 2.
- Press the Up/Down Directional Buttons to select a file to delete and press ⊗.
- Press ⊗ to select YES to delete the file or press △ to cancel.

Quick Start

Quick Start allows you to start an Exhibition game quickly without having to set up game options. If you decide after selecting Quick Start that you would prefer to set up your game format, press △ to exit back to the Main Menu and choose Select Game.

- Press L1 to randomly select an Away team and R1 to randomly select a Home team.

Exhibition

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

TEAM MATCHUP

Here's where you choose the teams for your game. Choose from this year's NHL teams, All-Star teams, or international teams. Use the overall team ratings shown below the team logo to help with your team selection.

NOTE: When choosing a roster, a Current Roster is one that has been changed by trading, releasing, signing or creating players. An Original Roster is the makeup of a team before any roster changes.

CONTROL SETUP

Use this screen to assign your controller to a team, choose a configuration setup for your controller and select your team jersey style.

- Press the Left/Right Directional Buttons to assign your controller to a team. Press R1 and L1 to have the CPU randomly choose teams.
- Press the Up/Down Directional Buttons to choose the Home or Away jersey style for your team.
- Press  to configure the controllers.
- Press the Left/Right Directional Buttons to set the configuration to one of three controller settings.
- Press  to set the configuration.
- Press  to start the game.

Practice

Practice games are like Exhibition games but they allow you to alter the number of players on the ice for each team. You can choose to play with or against as few as three players but no more than five players.

Season

A Season is a complete 82-game Season and an All-Star game. At the end of a Season, your team could have a chance to compete in the Playoffs and have a hope to play for the Stanley Cup. At any time during a Season, press R1 to end the Season or press L1 to play in an All-Star game. See *Pregame Setup* on page 9 for more information on setting up a game.

NEW ONE TEAM

The New One Team feature allows a single user to play an entire Season. Selecting it will bring up the Schedule screen for the Season. During a One Team Season, weekly games can be simulated for the entire League by pressing . Remember that simulating a game further down in the schedule will simulate all games prior to it as well. When a game is finished, go to the MEMORY CARD screen to save your Season.

NOTE: During Season play, from the schedule screen, Press the Left/Right Directional Buttons to view all team schedules.

NEW MULTI TEAM

The New Multi Team feature allows more than one user to play in the same Season. In this mode, games can be played out of the scheduled order. As with New One Team, at any time during a Season, press R1 to end the Season or press L1 to play in an All-Star 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 simulate a game for that team only.

CONTINUE

Continue a Season at the next scheduled game or skip to a different game further down on the schedule. Remember that games can still be simulated in a continued Season. To use the Continue Season option, you must have already started a Season and saved the results on a MEMORY CARD. The Season must be loaded prior to selecting this option.

NOTE: Skipping games in a One 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.

LEAGUE LEADERS

View individual stats of the offensive and defensive leaders from around the League.

PLAYER STATS

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

HELP: The Sort option will display the list of statistics in a ranking order. For example, if the Assists category is highlighted, press ⊗ and 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	H	Hits
+/-	Goals For and Against Player	S	Shots
PIM	Penalties In Minutes	PCT	Shot Percentage

Goalie Stat Definitions

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

STANDINGS

View the Conference Standings of the League. While viewing the Season Standings, note that the number inside the parentheses is for Overtime losses.

In Season standings, a “y” indicates a Division champ while an “x” indicates a team that has clinched a Playoff birth.

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 One Team or New Multi Team Playoff series:

- Highlight the menu option and press ⊗ to bring up the Playoff brackets.
- Press the Up/Down Directional Buttons to choose between a game format (1, 3, 5 or 7-game series) and press ⊗.
- Adjust the Playoff brackets by pressing the Up/Down Directional Buttons to select a bracket, then press the Left/Right Directional Buttons to change a seeded team to a different team not already participating in the Playoffs. While inside the bracket, press the Up/Down Directional Buttons to select a team.
- Press ○ to toggle between conferences.
- Press ⊗ to bring up the Control Setup screen. See *Control Setup* on page 17 for more information on screen options.

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

AWARDS

View the awards given at Season’s end to the best players and teams.

Tournament

Play in a Tournament made up of two pools of four teams. Each pool of teams will play each other with the top two teams in each pool moving on to a playoff. Each team will play each opponent again with the two winning teams facing off in a championship game for the gold medal.

Shootout

Compete in a Shootout between two teams. You will control the goalie and the shooter for the team you choose from the Control Setup screen.

Playing the Game

TWO-PLAYER GAME

In a two-player game, the player highlighted in blue is controlled by Controller 1. The player highlighted in red is controlled by Controller 2.

MULTI-PLAYER GAME

Adding a Multi Tap allows you to play up to a five-player game. With two Multi Taps, up to four users (eight players total) can play on each team.

NOTE: When using the Multi Tap, at least one controller must be connected to Controller port 1-A or 2-A.

USING ICONS

While you have the puck during play, pressing L2 will bring up icons under your teammates. Use these icons to make quick decisions on the ice. While the icons are visible, to pass the puck to a particular player, press the corresponding icon. You will gain control of that player once the puck reaches his stick.

PLAYER SWITCHING

On defense, press L2 to bring up the icons 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 R1 or 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 icon button that corresponds with the line that you want on the ice.

OFFENSIVE AND DEFENSIVE STRATEGIES

Change offensive or defensive strategies on the fly by pressing L1 to bring up the Offensive/Defensive Strategies window. When this window appears, press the icon associated with the type of offense or defense you want on the ice.

- Press  to choose from three offensive options.
- Press  to choose from three breakout options.
- Press  to choose from three defensive options.
- Press  to choose from three forecheck options.

OFFENSE

- Press  to play with a Normal offense, in which the forwards stay in their lanes with one always ready to backcheck.
- Press  to play with an Aggressive offense, which is designed to screen the goalie and set up rebounds.
- Press  to play with a Conservative offense, which cycles the players.

BREAKOUT

- Press  to play with a Normal Breakout offense, in which the forwards don't cross.
- Press  to play with an Aggressive Breakout offense, in which the forwards cross in front of you.
- Press  to play with a Conservative offense, in which the forwards cross behind you.

DEFENSE

- Press  for a Normal defense, in which your man stays a little off of the man he is guarding.
- Press  for an Aggressive defense, in which your man plays tight on the man he is guarding.
- Press  for a Conservative defense, in which each man is responsible for a particular zone.

FORECHECKING

- Press  for Normal forechecking, in which one forward harasses the defensemen in the opponents defensive zone.
- Press  for Aggressive forechecking, in which an attempt is made to trap your opponent in the neutral zone.
- Press  for Conservative forechecking, in which two forwards harass the defensemen in the opponents defensive zone with three men back.

PAUSE MENU

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

RESUME GAME

Resume a paused game.

INSTANT REPLAY

View the latest play a second time.

FREE-CAM

To operate the Free-Cam, hold L1 and use the Directional Buttons to spin the camera and zoom in and out.  raises the camera and  lowers it.

OPTIONS

See *Options* on page 13 for descriptions of repeated menu items.

NOTE: After starting a game, you can no longer change period lengths or difficulty levels.

TEAM SETTINGS

Use this option to set the strategies of the team.

GOALIE CONTROL

MANUAL gives you complete control of the goalie. See the *Game Controls* on pages 7 and 8 to learn how to control the goalie.

GOALIE STATUS

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/BREAKOUT/DEFENSE/FORECHECKING

See *Offensive and Defensive Strategies* on page 23 for more information.

CONTROL SETUP

See *Control Setup* on page 17 for information on how to set up your controller.

CAMERA ANGLE

Choose a camera angle that's best for you.

INJURY REPORT

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 Editor* on page 9 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* on page 20 for more information on how to view player stats.

TIMEOUT

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

QUIT GAME

Quit the game and return to the Main Menu.

NHL FaceOff 2001 Credits



SolWorks

Raja Altenhoff, Craig Broadbooks, Chris Carignan, Sito Francisco, Billy King, Matthew Lim, Steve Mendoza, Richard Pince, John Rehling, Tara Stevens and Gary Weber

Special Thanks — Kirk Broadbooks

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Chuck Doud

VOICE PRODUCTION

Rex Baca

MUSIC

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Jake Jacobs — Drums on intro video, menu and intermission music

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CINEMATIC EDITOR/COMPOSITOR

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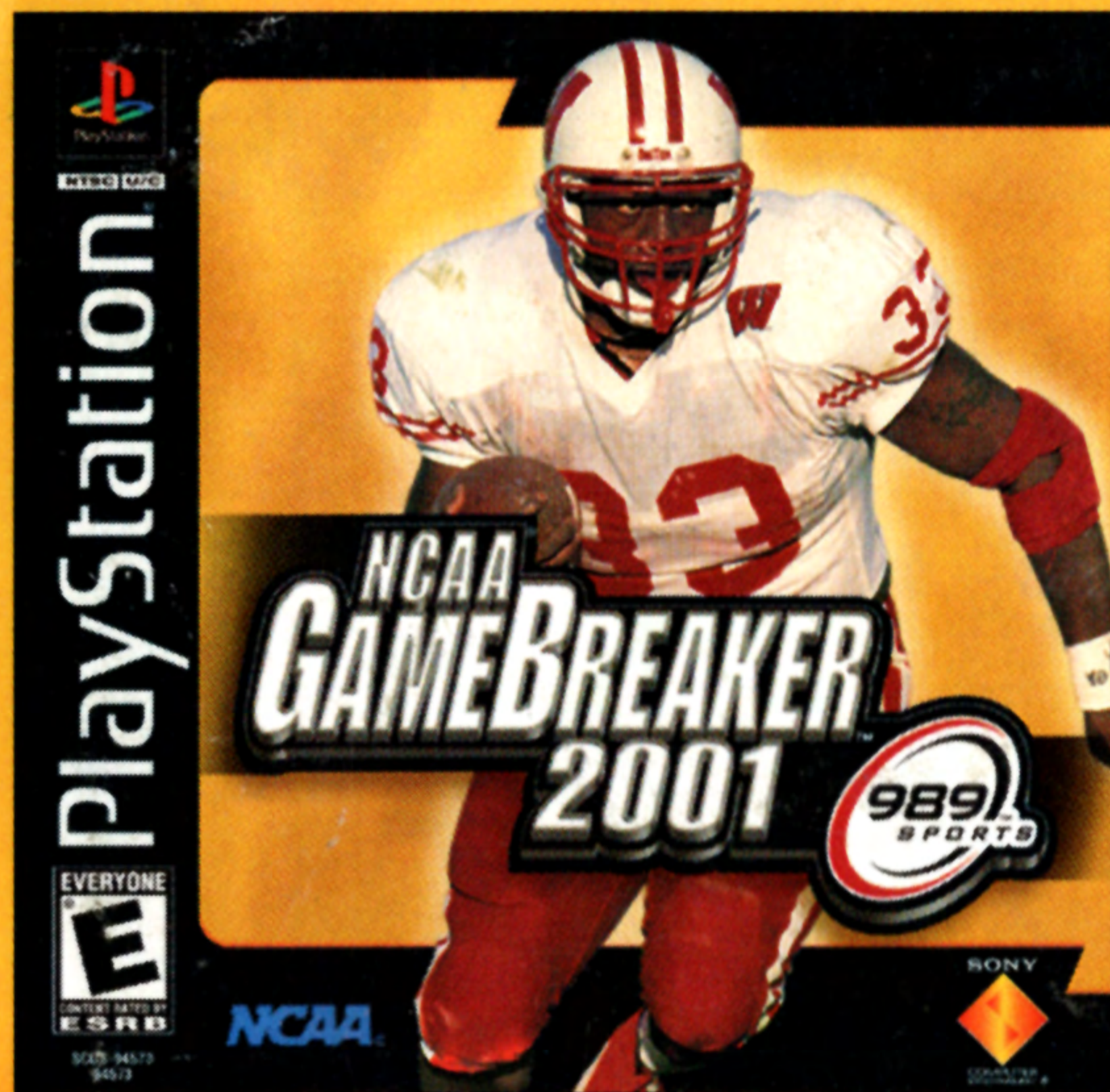
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