



NTSC U/C

PlayStation™



NHL POWERPLAY™ 98



SLUS-00528



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.



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NHL POWERPLAY™ 98

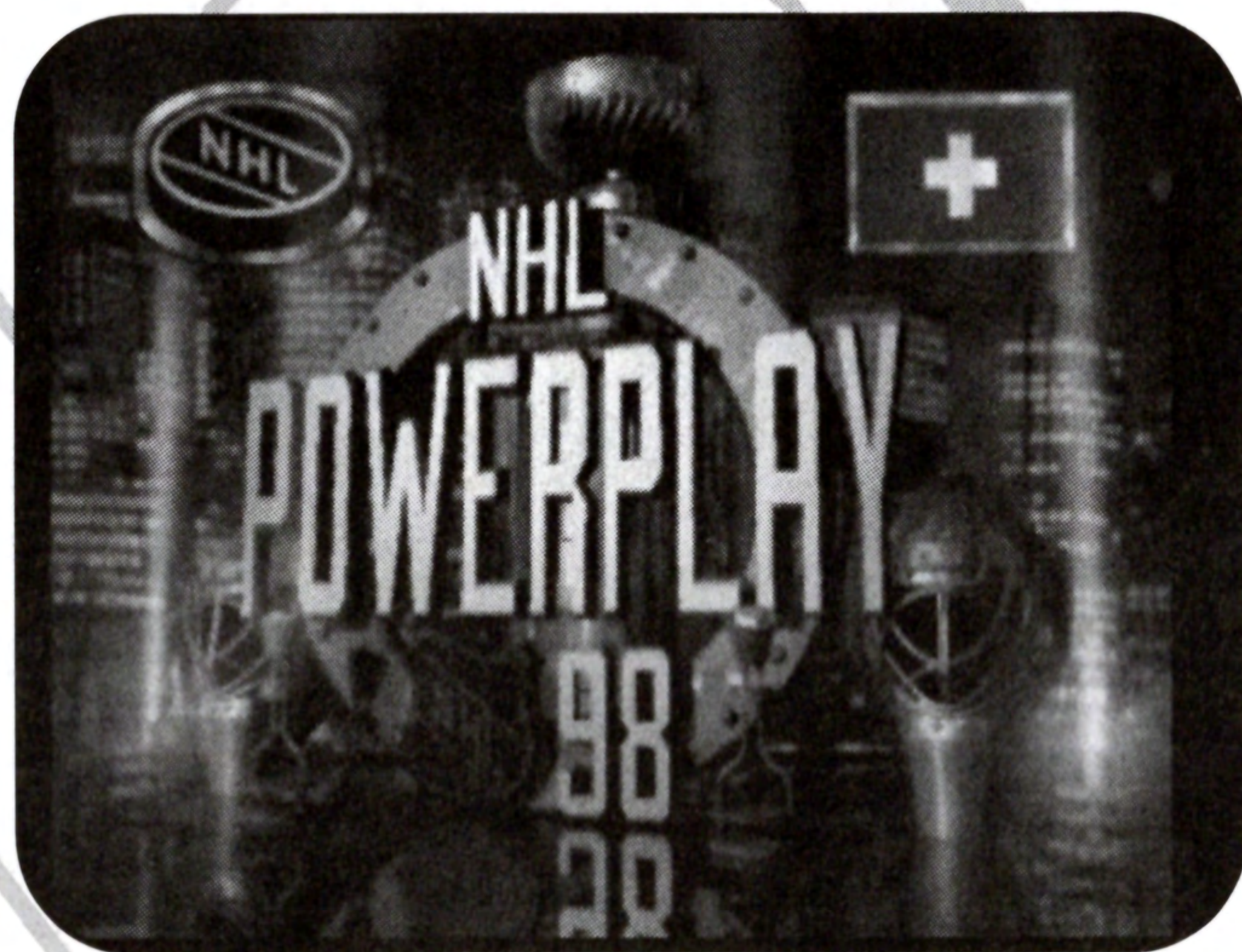
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INTRODUCTION

If you're not playing NHL Powerplay™ '98, you're not playing real hockey!

Welcome to *NHL Powerplay™ '98* —where you'll experience the ultimate hockey showdown with real skating, real physics and real action. Claude Lemieux doesn't check like Brind'Amour in real life and he doesn't in *NHL Powerplay™ '98* either. Our Patrick Roy doesn't make glove saves like the Dominator, and you'll have a tough time beating our Beezer through the five hole. We use the actual styles and abilities of guys like Fedorov, Shanahan, Leetch and every other player in the *NHL®* to deliver the most realistic hockey game ever created.

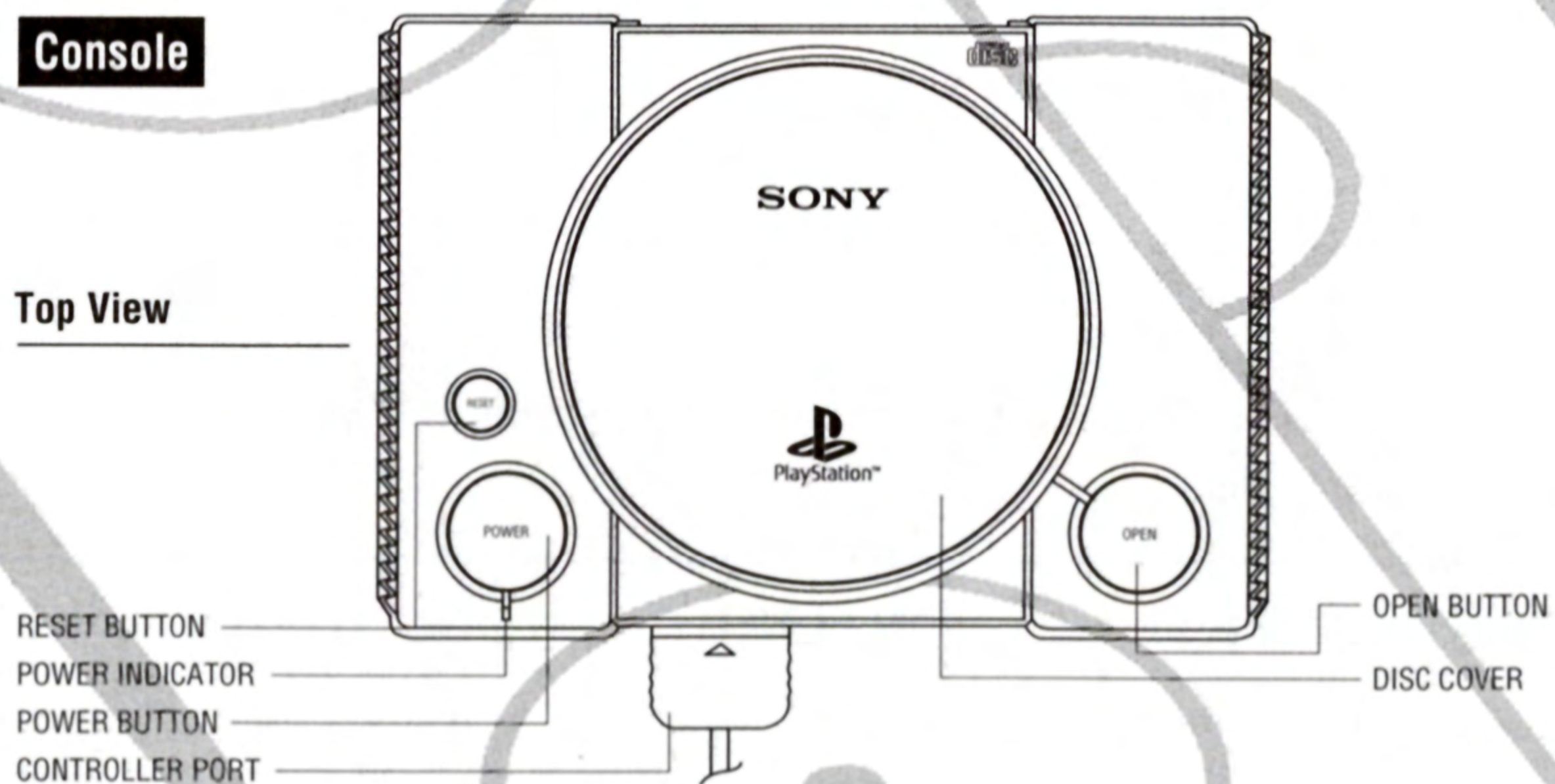


SETTING UP

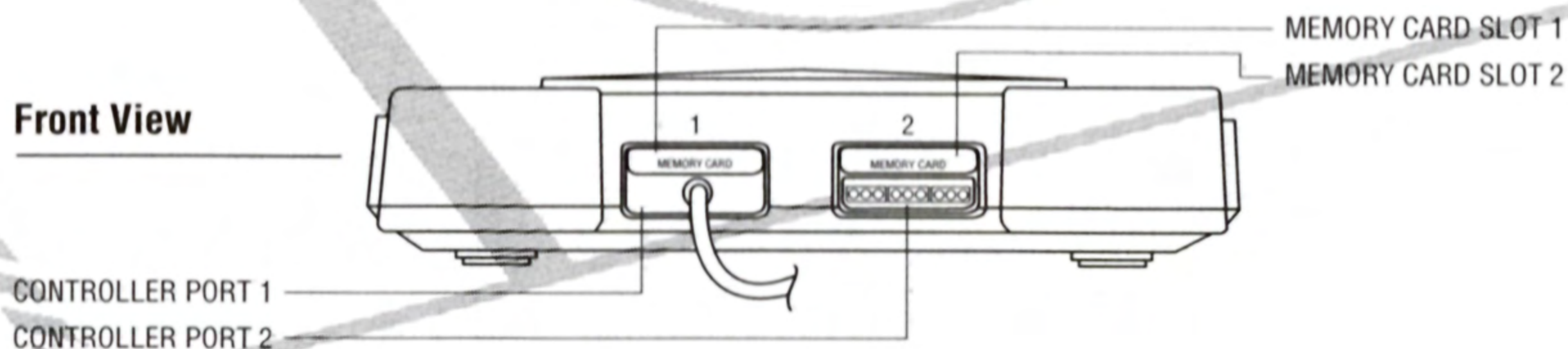
Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the *NHL Powerplay™ '98* disc and close the disc cover. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game. **NOTE: When using the Multitap, at least one controller must be attached to Port A.**

Console

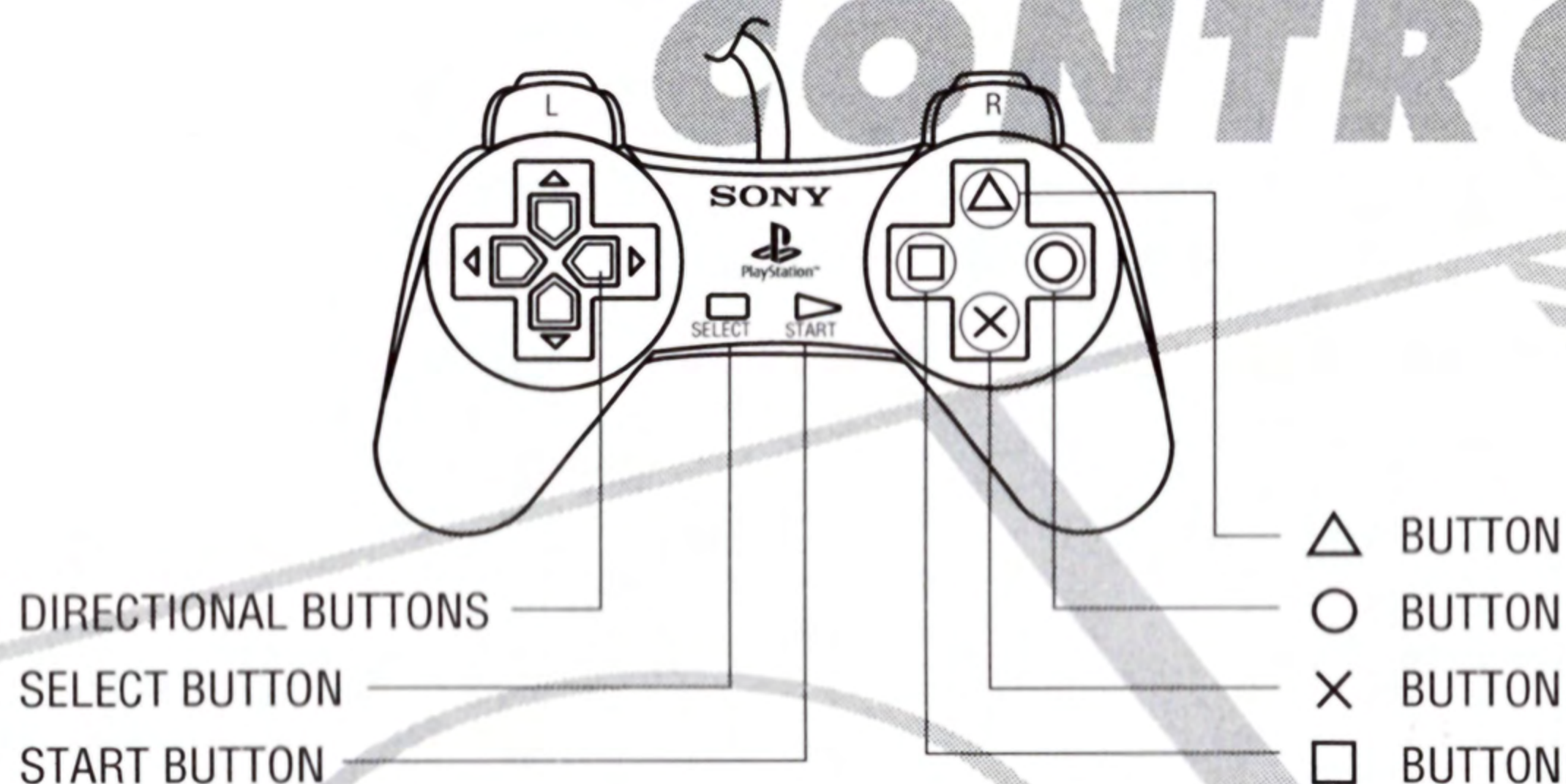
Top View



Front View



GAMEPLAY CONTROLS:



All listed controls are the default. There will be an option to reconfigure buttons, but all button functions will remain inseparable.

BUTTON	OFFENSE	DEFENSE	GOALIE	FIGHTING
□ button	Wrist Shot	Hook/Kneel/ Sliding Shot Block	Make Save/ Smother	
× button	Pass/Select Player	Select Player		Uppercut
○ button	Slap Shot/ Fake/Deflection (pg.10)	Poke Check	Makes Goalie Dive	
△ button	Fast Skate	Body Check/ Fast Skate		Punch
L1	Flip Pass	Backwards Skate		
R2	Drop Pass		Select Goalie	
R1	Line Change	Line Change		

STARTING GAME

MAIN MENU

The first user-controlled screen in the game allows the user to:

Start Game

Begin a new Exhibition, Season, Playoff, or World Tourney.

Continue Game

Searches Memory Card(s) for previously saved Seasons, Playoffs, or World Tourneys and allows them to be loaded.

Quick Start

Choose your teams, options, and sides and jump straight into an Exhibition game.

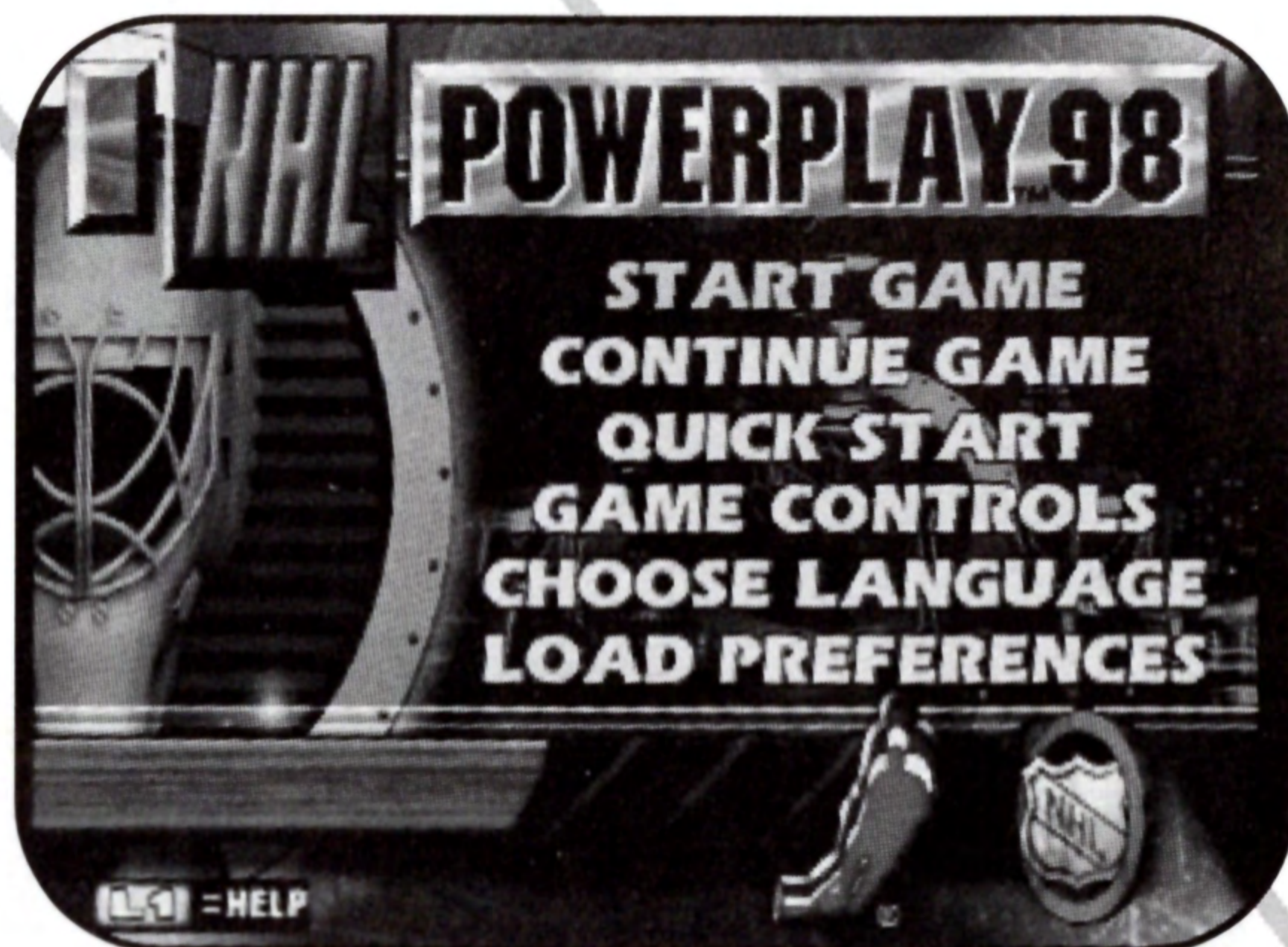
Choose Language

Choose between English, French and German text menus.

Load Preferences

Searches Memory Card(s) for previously saved game options preferences and allows them to be loaded.

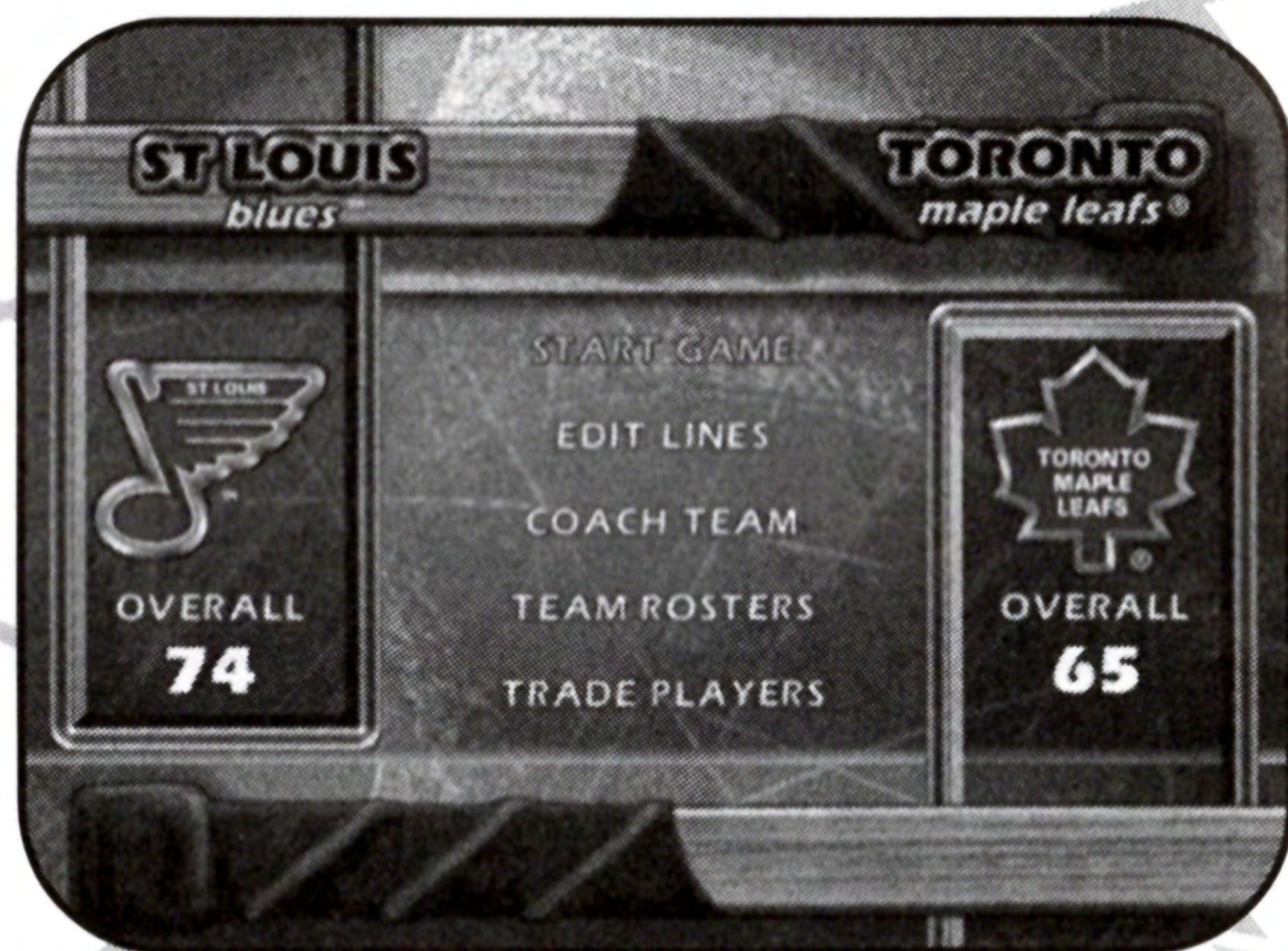
Note: Please do not remove a Memory Card during a save or load.



GAMEPLAY MODES

EXHIBITION MODE

Exhibition Mode allows one or multiple users to play a customized single-game matchup. Any teams can be chosen, including *NHL*, *All-Star*, and *World Tourney* teams. This mode is mainly for head-to-head play and to allow the novice a chance to get accustomed to the game. Trading and Creating players is allowed in *Exhibition Mode*. See *Trading and Creating Players* on pg. 10 for more specific instructions.



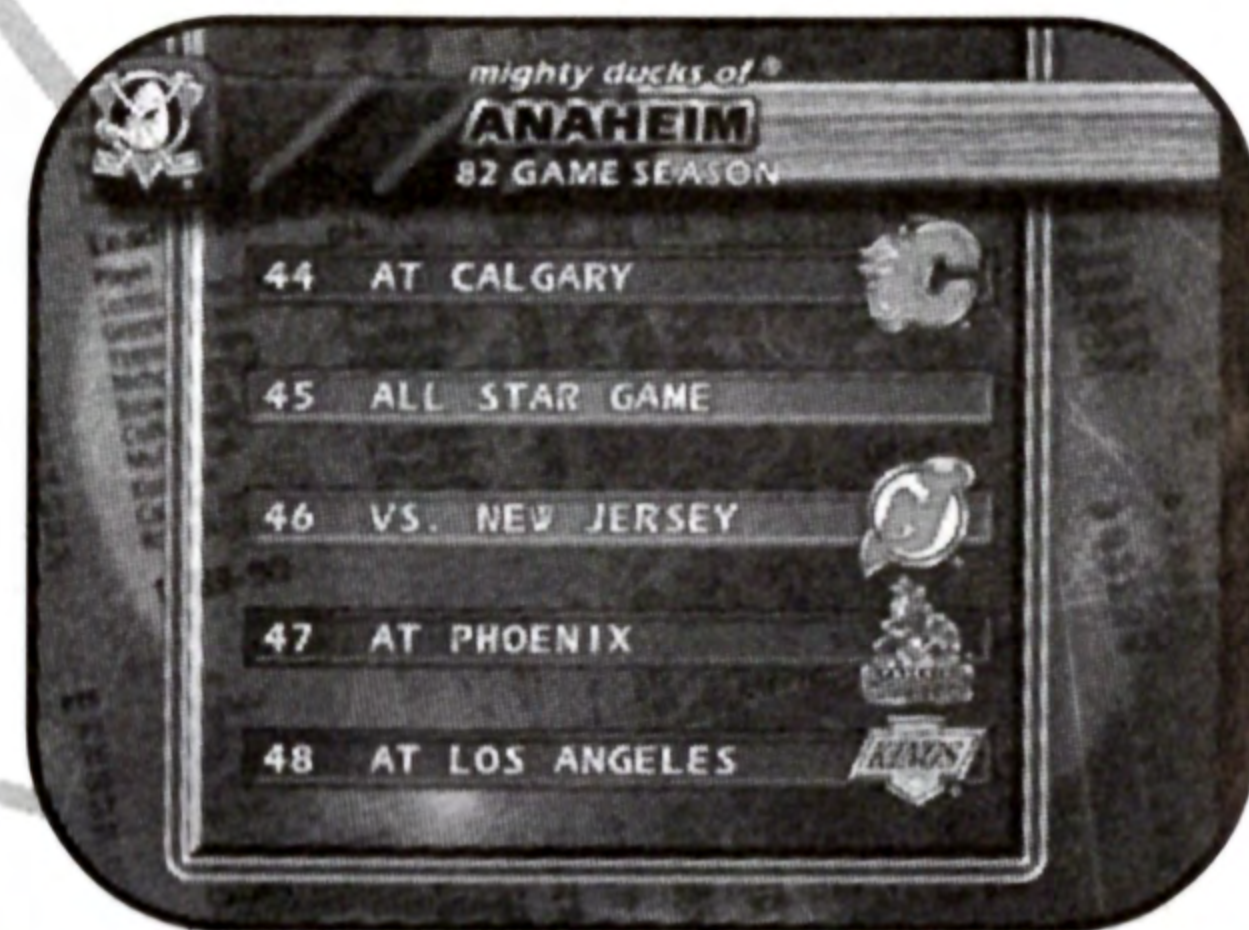
- Select *Start Game/Quick Start*.
- Select *Exhibition*.
- Select any two *NHL* or *World* teams.
- Adjust *Game Settings* and *Sound Options*.
- Pressing the Δ button at this point will return you to the *Main Menu*.
- Move controller(s) to team(s) of which control is desired.
- From the *Main Game Menu*, adjust *Edit Lines*, *Coach Team* (see pg. 9).
- Trade and Create Players, and Save altered Rosters or Load existing altered Rosters.
- Play game. When game is complete, view *Game Stats*, *Scoring Summary*, and/or *Penalty Summary*.
- Select *Rematch* to play the same *Exhibition* matchup again, or *Exit Game* to return to the *Main Menu*.

SEASON MODE:

Season Mode allows the user to control one team throughout a variable-length NHL Season. This mode is for the more advanced player, creating a true team atmosphere as the user experiences 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™ '98 season culminates in properly seeded NHL Playoffs and the eventual crowning of a Stanley Cup® champion. Trading and Creating players is allowed in Season Mode. See *Trading and Creating Players* on page 10 for more specific instructions.

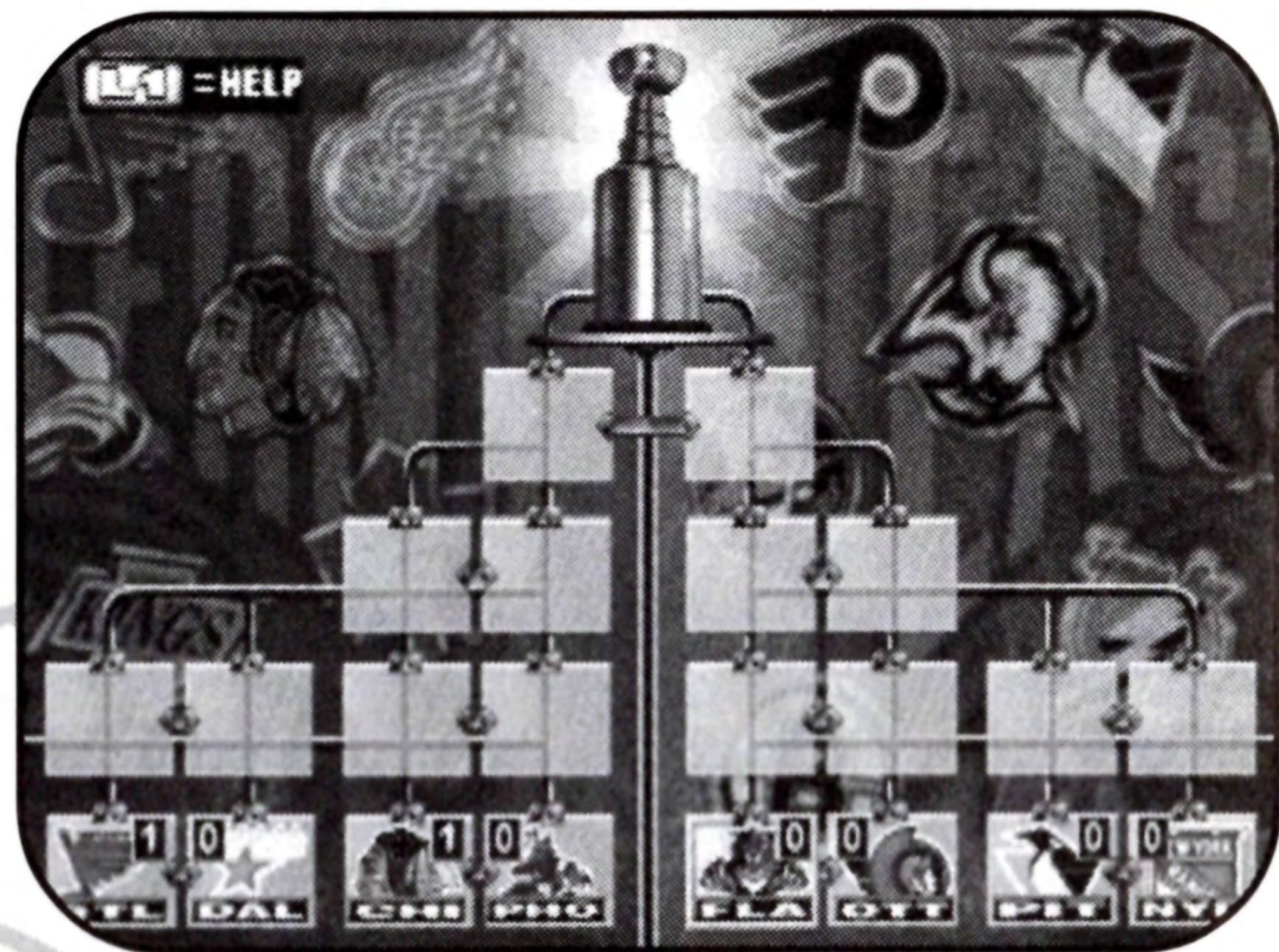
Note: 82 Game Season reflects true-to-life 96/97 schedules.

- Select *Start Game* or *Continue Game*.
- Select *New 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 *Game Settings* and *Sound Options*.
- Pressing the Δ button at this point will return you to the Main Menu.
- Adjust *Edit Lines*, *Coach Team*. (all optional, but recommended).
Trade and Create Players, and Save altered Rosters or Load existing altered Rosters.
- 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 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 red are home games, and games highlighted in blue are road games. Games already completed include the final score of each game.
- View *96/97 Stats* (optional). See real-life statistical performance of NHL players from the 96/97 Season.
- Play game. When game is complete, view *Game Stats*, *Scoring Summary*, *Season Stats*, *Top 25*, and/or *Penalty Summary*. All Season stats are replaced with Playoff stats after the last Season game.
- If a Season is not being saved to a memory card, when editing a Season game before completion, all Season data will be lost
- For *Season Mode Playoffs* description, see *Playoff Mode* on next page.



PLAYOFF MODE:

Playoff Mode allows the user to skip the grind of the NHL Season and jump directly to the pressure-packed NHL Playoffs. *Playoff Mode* allows the user 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. Trading and creating players is allowed before the first game of *Playoff Mode*. See *Trading and Creating Players* on pg. 10 for more specific instructions.



- Select *Start Game* or *Continue Game*.
- Select *Playoff* (new).
- Select *Playoff Series Length* of best of 1, 3, 5, or 7 games (new)
- Select one team to control throughout the *Playoff* (new).
- Adjust *Game Settings* and *Sound Options*.
- Pressing the Δ button at this point will return you to the *Main Menu*.
- 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 beside the team.
- Adjust *Edit Lines*, *Coach Team*, or *Goalie Auto / Manual* (all optional, but recommended).
Trade and Create Players, and Save altered Rosters or Load existing altered Rosters.
- Play game. When game is complete, view *Game Stats*, *Scoring Summary*, and / or *Penalty Summary*, *Playoff Stats*, and *Top 25*.
- If a *Playoff* is not being saved to a memory card, when exiting a *Playoff* game before completion, all *Playoff* data will be lost

WORLD TOURNEY MODE:

World Tourney Mode gives the user a different type of play mode to compete in with different teams. Many NHL players included in *NHL Powerplay™ '98* appear on the World Team of the country from which they originated. 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 the 16 teams broken down into two 8 team pools. Each team plays all seven teams within their division, and the top two 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. Trading and Creating players is allowed in before the first game of *World Tourney Mode*. See *Trading and Creating Players* on pg. 10 for more specific instructions.

- Select *Start Game* or *Continue Game*.
- Select *Tournament (new)*.
- Select one team to control throughout the *Tournament (new)*.
- Adjust *Game Settings* and *Sound Options*.
- Pressing the Δ button at this point will return you to the *Main Menu*.
- View the *Tournament Standings*. These standings can be viewed for each pool and reflect all played and simulated games to that point in the *Tournament*.
- Adjust *Edit Lines*, *Coach Team*, or *Goalie Auto / Manual* (all optional, but recommended).
Trade and Create Players, and Save altered Rosters or Load existing altered Rosters.
- Play game. When game is complete, view *Game Stats*, *Tourney*, *Scoring Summary*, and / or *Penalty Summary*, *Tournament Standings*, and *Top 25*.
- If a *World Tourney* is not being saved to a memory card, when exiting a *World Tourney* game before completion, all *World Tourney* data will be lost.

	GP	W	L	T	PTS
USA	0	0	0	0	0
CZECH REP.	0	0	0	0	0
CANADA	0	0	0	0	0
AUSTRIA	0	0	0	0	0
RUSSIA	0	0	0	0	0
GERMANY	0	0	0	0	0
AUSTRALIA	0	0	0	0	0
SPAIN	0	0	0	0	0

SETTINGS, RULES, & TERMS SUMMARY

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, and the puck is dropped between them to be rapidly acquired by either team.

Overtime - If a *Season* or divisional *World Tourney* game finishes regulation time in a tie, a 5 minute overtime period occurs. If overtime ends in a tie, then the result of the game is recorded as a tie. In an *Exhibition, 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.

Period Length - The amount of time each of the three periods of the game will last. This can be adjusted between 5, 10, 15, and 20 minutes, and also include 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, 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 and no fights will occur.

Offside - 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 team's defensive zone. With *Icing Off*, passes may cross any line at any time, regardless of who touches it first.

Line Changes - Manual, Off, or Auto, this determines whether substitutions will be made throughout the game. With *Line Changes Manual*, substitutions can be made manually at any time and no player fatigue will occur. With *Line Changes Off*, no substitutions will be made during the game and no player fatigue will occur. 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 the user's 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 the user's team will Forecheck and play in the Defensive Zone. Three strategies for powerplays and three strategies for penalty killing are available as well.

TRADING & CREATING PLAYERS

To Create a Player, choose *Create Player* from the Main Game Menu. Left Wings, Centers, Right Wings, Defensemen, and Goalies can be created to put yourself in the game or to add a 1997-98 NHL rookie to your current team's roster. Enter the player's name, vitals, and pick out a jersey number. Then customize your player's attributes, making him that solid defensemen your team has always needed or the young rookie whose skills are still slightly unpolished. Highlight the *Accept* option and press and **X button** to finish creating a player.

After creating your player, he will be put into the Free Agent pool. To sign this player to any teams roster, exit the *Create Player* menu and select the *Trade Player* option from the Main Game Menu. Select the Sign option, and you will get a list of all available free agents in the league, including created players and any released players. To Sign a created player, select a team, highlight the player, and press the **X button**. Created players can also be released into the free agent pool and signed to another team. Created players are also eligible for the Season All-Star Games.

The *Trade Player* option can be used to play General Manager and make the move you wish your team could make, or to setup your own fantasy dream team. Choose the *Trade Player* option from the Main Game Menu. Select *Trade*, and then choose the first team and player in the trade. Next, choose the other player and team, and select Yes or No to seal the deal.

If you want to add a player to your team roster but don't want to give up a player, select *Release* from the *Trade Player* Menu. Choose the team and player you want to release, and Yes or No to renounce this player. The player can be signed by selecting *Sign* from the *Trade Player* Menu. A list of all unsigned NHL and created players will be displayed. Choose a team and highlight any player and press the **X button** to bring this player to a new home.

When Line Changes are set to Off, all teams' highest rated offensive (top 3) and defensive (top 2) players will start and play on all lines for the duration of the game, barring injury. When a new player is added to a team's roster that is of a top team overall rating, he will automatically be substituted onto the first line.

NHL players cannot be deleted from the free agent pool.

FIGHTING

Fights occur in *NHL Powerplay™ '98* when two aggressive players become particularly agitated with each other. In these extreme situations, tempers will occasionally flare-up into an expression of this aggression. Although the *NHL* and *NHLPA* in no way endorse fighting, it has been included as an option to offer a full simulation of the sport.

When a fight breaks out, the camera will automatically zoom in on the players involved and rotate slowly around the action. Press the **△ button** to throw an overhand blow, or the **X button** to go for an uppercut. When a fight is completed, both players will be sent to the penalty box to serve a 5-minute infraction.

EDIT LINES

The *Edit Lines* option offers the ability to customize your line-up and determine whom you put on the ice in all situations. *Edit Lines* can be used before any type of game, or at any time during the game by *Pausing*, highlighting *More Options*, and pressing the **X button**.

The *Edit Lines* menu shows you the players on each offensive and defensive line. All lines are available for editing when *Line Changes* are set to *On* or *Manual*, while only the first lines are available when *Line Changes* are *Off*. Choose your line by pressing **LEFT** or **RIGHT**. The opponent team's lines can be viewed by highlighting the button with their team logo and pressing the **X button**. Press **DOWN** on any line to highlight the first player on the line, and **LEFT** or **RIGHT** to scroll between all players on the line. Press **UP** to return to line selection. Press the **X button** to select a player to substitute, and the full team roster will appear in the lower left-hand corner of the screen. Press **UP** or **DOWN** to scroll through the roster and view player's pictures and vital statistics. Press **LEFT** or **RIGHT** in the team roster to scroll through player's attributes. Press the **X button** on any player to execute a substitution, or the **△ button** to exit without making a roster change. When finished with *Edit Lines*, move the selection bar to the **ACCEPT** button to finalize the roster change.

If a player is put in on a first offensive and defensive line, he will only appear on the ice on the line of his assigned position.

Due to text size limitations, all players last names may not appear in full on the team roster.

DEFLECTIONS

A deflection occurs when a player takes a slap shot that is re-directed on goal by another player on the same team. The most common time a deflection is seen is off a slap shot from the blue line that is deflected on goal by a player posted in front of the net. Deflections occur with great frequency in hockey, and this feature will allow you to simulate a frequent *NHL* occurrence never attempted in a video game before.

To execute a deflection in *NHL Powerplay™ '98*, press the slap shot button twice. Aiming the Directional button left or right will choose the player who will attempt the deflection. If no direction is pressed, the computer will automatically choose a player to deflect the puck. If no player is in position for a deflection, the attempt will register as a normal slap shot on goal.

HOOKING

Hooking is another frequent *NHL* play that has been incorporated into *NHL Powerplay™ '98*. Hooking occurs when one player, usually positioned behind an Opposing Player, reaches out and ensnares the opposing player with the blade of his stick. This action is frequently attempted when a player is out of position and wants to slow down another player. It is also used in the defensive zone to clog up the action, and occasionally as a setup for another teammate to line up a big body check.

To execute a hook in *NHL Powerplay™ '98*, position yourself close to an opposing player and press the Hook (Wrist Shot) button. Your player will reach out and attempt to hook an opposing player around you. Hooking is weight and strength based, so when a smaller player hooks a bigger player, he may get dragged along a little, where as a bigger player may hook a smaller player and stop him in his skates. The hooking button should be tapped, and when executed released in a reasonable amount of time or a penalty will be called.

FAKE SLAP SHOTS

A fake slap shot can be executed with ease in *NHL Powerplay™ '98*. Fake shots are used quite often in the *NHL* to freeze the defense momentarily to set up another play or continue your own. Fake shots can lead to better offensive opportunities or provide space for deflections or one-timers.

To execute a fake shot in *NHL Powerplay™ '98*, simply press and hold the Slap Shot button. If you hold for approximately 2-3 seconds, you can continue skating with the puck and perform all normal actions. While still holding the fake shot, pressing the Pass button and direction will move directly from the fake shot to the pass. This pass can be used as a one-timer setup or a normal pass. After the fake shot times out, try firing a hard slap shot or deflection on goal!

INSTANT REPLAY

SELECT button - Target:

- Activate Target. Use with the Directional button to move the target and lock on to any player, the puck, or anywhere on the ice.

O button - Play Forward:

- Tap to play forwards frame-by-frame.
- Hold to play forwards in slow-motion or normal speed.
- Tap to stop play forward at any time.

□ button - Rewind:

- Tap to rewind frame-by-frame.
- Hold to rewind in slow-motion or normal speed.
- Tap to stop rewind at any time.

△ button - Zoom In:

- Press to Zoom the camera closer in to the target.

X Button - Zoom Out:

- Press to Zoom the camera further away from the target.

Directional button - Camera Movement:

- Press UP or DOWN to raise and lower the camera angle around the target.
- Press LEFT or RIGHT to pan the camera in a circle around the target.

PRO TIPS

OFFENSE

- Hold the button down longer to increase power on the Slap Shot.
- Wrist Shots are more effective at close range, while Slap Shots are better from longer distances.
- Tap the Wrist Shot button twice and press left or right when in the neutral zone to perform a dump-in.
- To skate faster at anytime on the ice, press the Speed Burst button repeatedly to pump your legs and build up speed.
- Press the Pass button when knocked off balance to perform a Stumble Pass. This pass is not as accurate or powerful as a normal pass, but allows you to get rid of the puck in awkward situations.
- Look for rebounds around the crease when hard Slap Shots are blasted on net. Nimble reactions are required, but a quick pick-up and the Wrist Shot can sometimes catch the goalie out of position.
- Deflections can be set up best from the point and when executed with a side-to-side setup.
- Holding down the Slap Shot button for 2-3 seconds will perform a Fake Shot. This can gain you valuable position, especially on the power play. When used with a particularly dangerous offensive player, defensive players will sometimes react with a Sliding Block or Kneel of their own.
- Powerplays are the best times to score goals, especially if your Coach Team strategy is in synch with your players on the ice.
- Get chosen for the *All-Star* team in *Season* play with a Created player. *All-Star* teams are unique to each season based on players' performance in the first half of the *Season*.
- Fatigue occurs with *Line Changes* set to On or Manual. Players will eventually tire when on the ice for extended periods of time, depending on their Fatigue attribute rating. When fatigue occurs, call for a manual line change or cause a play stoppage for an auto-line change.
- To gain the advantage of an extra skater on the ice, *Pause* the game, highlight the *PULL GOALIE* option, and press the **X button**. This is especially effective in delayed penalty situations, or in desperation to try for a game-tying goal.
- When taking a Penalty Shot, skating backwards or away from the opponents net will nullify the Penalty Shot attempt.

Defense

- Checking is best performed along the boards, while position and the Poke Check or Kneel is more effective in open ice.
- A variety of body checks can be executed with the Body Check button. The Cross Check, Hip Check, Elbow, and other checking maneuvers are performed based on the players' speed, position and attributes.
- All Checking is weight and strength-based. Some smaller players will go down when attempting to check a bigger player, while sometimes both players will go down.
- Using the Kneel/Sliding Shot Block button in your defensive zone will allow you to sacrifice your body and stop a hard Slap Shot, cut off an open angle on net, or knock the puck loose.
- Hook to slow the action or clog up the middle. A Hook from behind in a breakaway situation can result in a Penalty Shot.
- If Goalie is turned to *Manual* on the pre-game options menus, use the Goalie Control button to over-ride the computer and make the save yourself with the Make Save/Smother button. The Kick Save, Stick Save, Pad Stack, Splits, and other saves will be made depending on goalie position and shot speed and trajectory.
- If you are in need of a Line Change, play stoppage, or do not have an open player to pass to, use the Make Save/Smother button to cover up the puck and cause a face-off.
- Fighting occurs after extreme aggravation between two aggressive players. You can teach the other guy a lesson, but you'll have 5 minutes to think about it in the Penalty Box.
- Only players who fought in the *NHL* during the 1996-97 season will get into fights in *NHL Powerplay™ '98*.

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TROUBLE-SHOOTING

PRODUCT SUPPORT

Thank you for purchasing this Virgin Interactive Entertainment product. To get the most out of your game, take advantage of the following product support:

VIRGIN INTERACTIVE ENTERTAINMENT'S AUTOMATED SUPPORT SYSTEM

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Please return the disc(s) to:

Virgin Interactive Entertainment
18061 Fitch Ave.
Irvine, CA 92614
Attn: Customer Service

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