



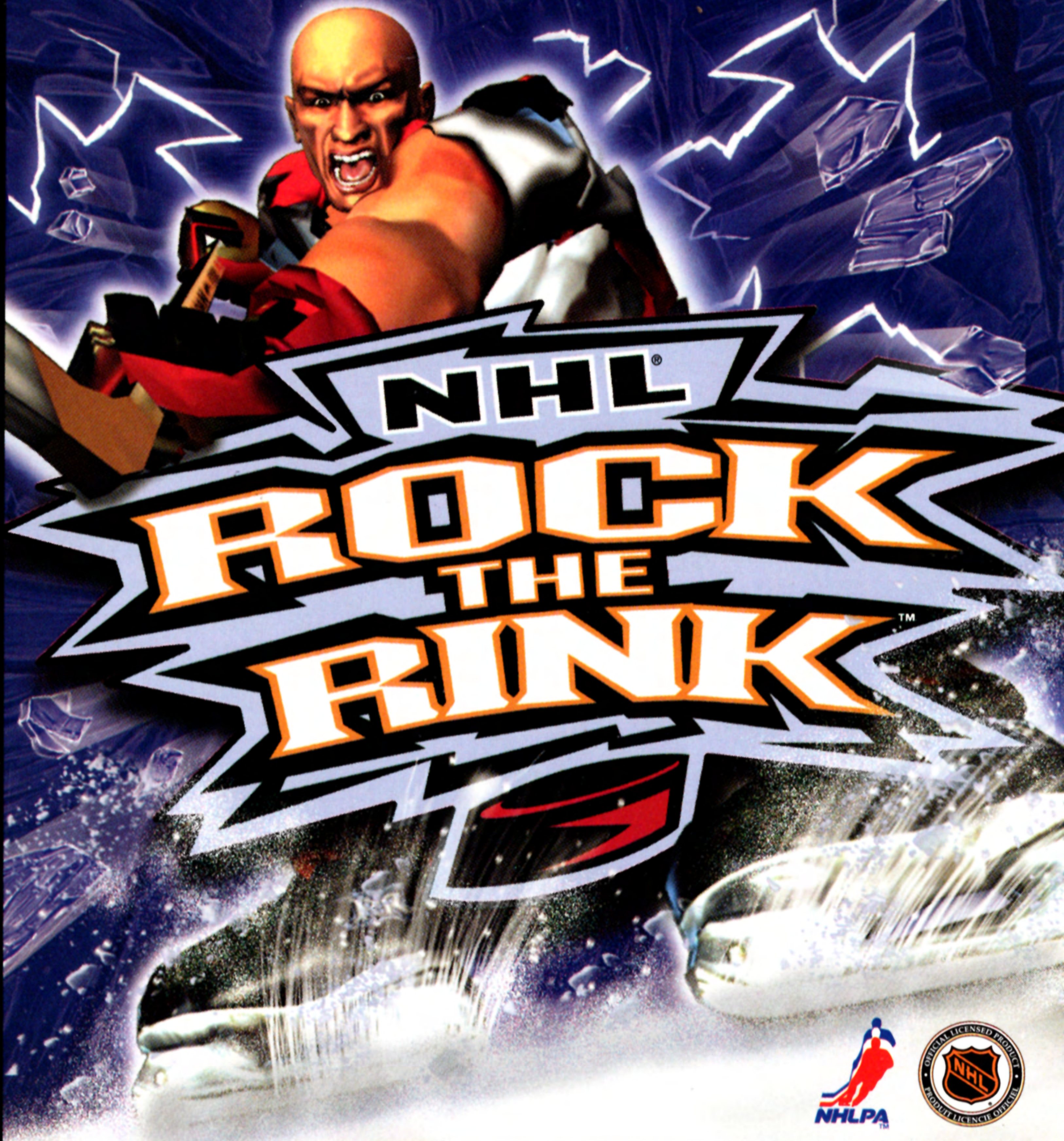
NTSC U/C

PlayStation®



SLUS-01085

ELECTRONIC ARTS™





WARNING:

READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

Handling Your PlayStation Disc:

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

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



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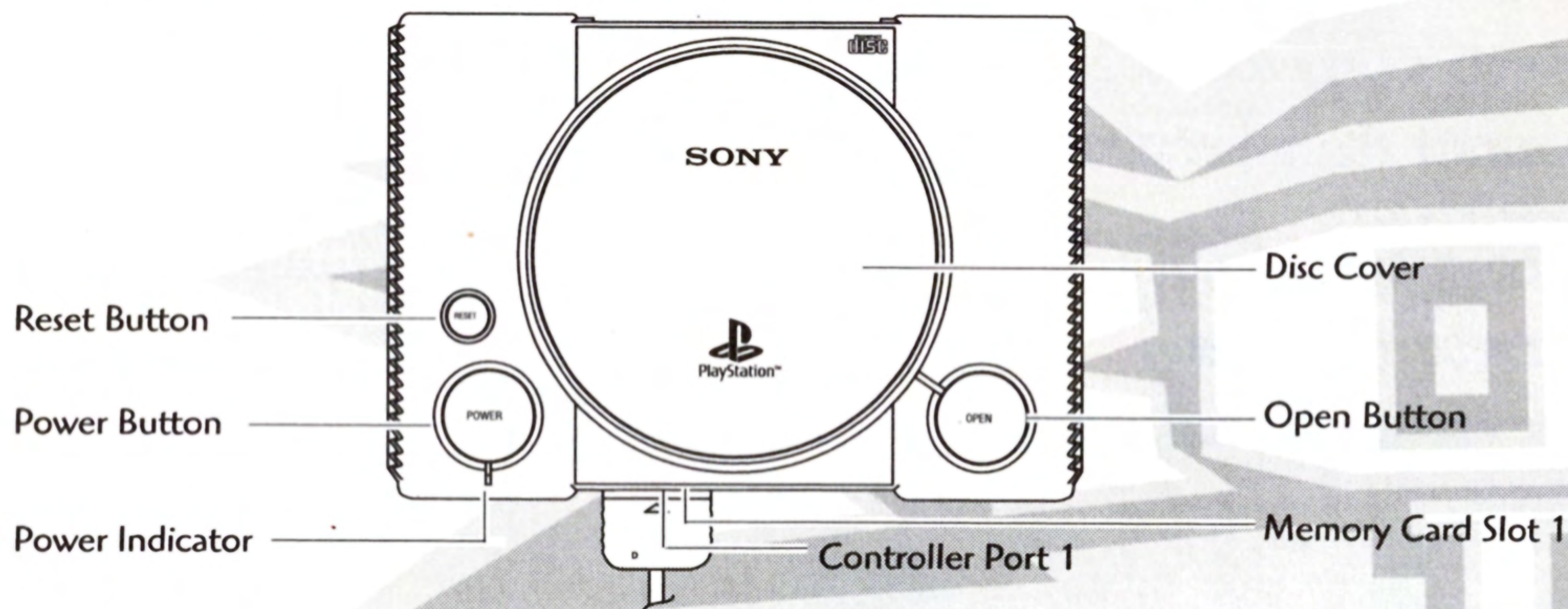
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FOR MORE INFO about this and other titles, check out Electronic Arts™ on the web at www.ea.com.

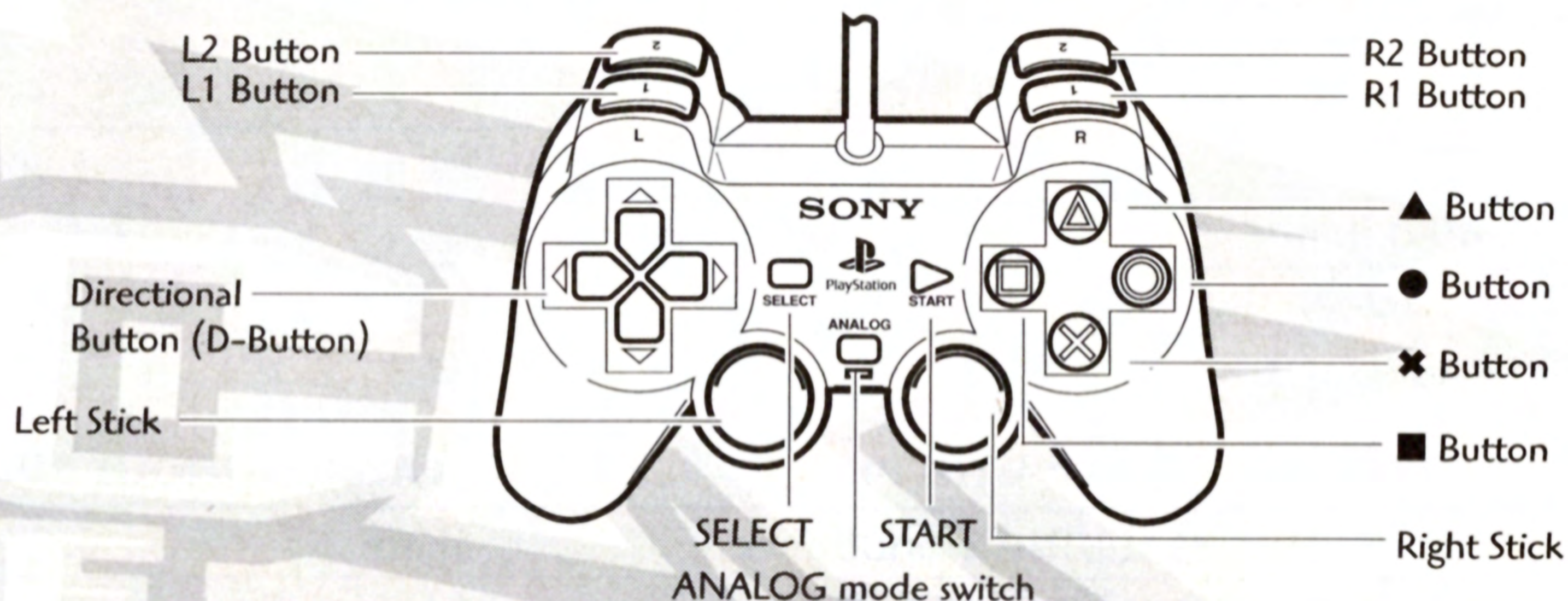


STARTING THE GAME



1. 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.**
2. Insert the *NHL® Rock the Rink™* disc and close the Disc Cover.
3. Insert game controllers and turn ON the PlayStation game console.
4. Press **X** to bypass the intro video and advance to the Title Screen. Press **START** for a Quick Game, or wait a couple of seconds for the Main Menu (➤ p. 7) to appear.

BASIC CONTROLS



COMMAND SUMMARY

BASIC COMMANDS

GENERAL GAMEPLAY

	PLAYER WITH PUCK	PLAYER WITHOUT PUCK
D-Button	Skate/Pass & Shot direction	Skate
✕	Pass/Take face-off	Change Player
●	Turbo	Turbo/Check when close to opponent
■	Shoot	Block Shot
▲	Cool Shot	Huge Check



NOTE: In addition to these basic moves, *NHL Rock the Rink* includes many other enhanced control features such as deke, straight arm, leapfrog, and more that can help change the outcome of any game.

➤ *Complete Commands on p. 4.*



COMPLETE COMMANDS

MENU CONTROLS

ACTION	CONTROL
Highlight menu item	D-Button ↑
Change highlighted item	D-Button ↔
Select/Go to next screen	×
Return to previous screen	▲

	PLAYER WITH PUCK	PLAYER WITHOUT PUCK
D-Button	Skate/Pass & Shot direction	Skate
×	Pass/Take face-off	Change Player
●	Turbo	Turbo/Check when close to opponent
■	Shoot	Block Shot
▲	Cool Shot	Huge Check
L1 (Power Player)	Deke Left	
L1 (Finesse)	Spin Left	
R1 (Power Player)	Deke Right	
R1 (Finesse)	Spin Right	
L1 + R1 (Power Player)	Straight Arm	
L1 + R1 (Finesse)	Leap Frog	
L2	Taunt	Taunt
R2	Taunt	Taunt



NOTE: Only the scoring team can taunt after scoring or winning a fight.

GOALIE WITH PUCK

D-Button	Skate/Pass direction
×	Pass
●	Turbo
■	Slash/Hit
L1	Deke Left
R1	Deke Right
L2	Dive (without puck)
L1 + R1	Straight Arm

FACE-OFFS

D-Button	Puck direction
×	Draw puck
▲	Big Check

INTRODUCTION

Electronic Arts™ proudly presents *NHL Rock the Rink*—knockdown, drag-out, no-holds-barred hockey. Body-slam your opponent to the ice, feed him a fistful of leather, or drop him like a rock with a wicked clothesline tackle. Best of all, none of these moves will land you in the penalty box. *NHL Rock the Rink* delivers hockey like you've never seen it before. It's 3-on-3, fast-paced arcade action with no rules and tons of scoring. Get on the ice and get it on!

Key Features:

■ **Gravity Defying Air Dokes** – Arcade-style moves include the Tornado, Corkscrew, Helicopter, Leapfrog and more.



Wrestling in the Rink – Hit 'em hard with the Clothesline, Cannonball, Power Slams and other Big Checks.

■ **BONUS Play** – Earn hot streaks and unlock new scoring, stick handling, and hitting moves.

■ **Reap the REWARDS** – Winning unlocks special skates, sticks, and other upgrades.

■ **More Ways to Take the Ice** – Game features include 3-on-3, First-to-five, and old-time hockey in over 10 run-down arenas.

■ **NHL Teams or Fantasy Clubs** – All 28 NHL teams and all-new *NHL Rock the Rink* teams.

SETTING UP THE GAME

After the *NHL Rock the Rink* intro video, you have the option to Quick Start a game.

QUICK START

■ If you want to skip all the pre-game activities, jump straight onto the ice with a Quick Start and get ready for the puck (and the gloves) to drop. The first to score five goals wins.

To begin a Quick Start game:

■ ➤ After the intro video, press START when the Quick Start screen appears. Your players appear on the ice at the face-off circle seconds before the puck is dropped.



NOTE: During a Quick Start, you play as and against randomly selected teams in an Arcade style game. However, if you want to choose your own team and opponent, or if you want to play in one of the other featured game modes, wait a few seconds and the Main menu appears. For more information, ➤ *Main Menu* on p. 7.

MAIN MENU

From the Main menu you can choose your game mode. From Arcade mode to NHL Challenge to King of the Rink, it really doesn't matter which mode you select. All three will leave you gasping for air when the final goal is scored.

Play in a Arcade style game.
➤ *Arcade* on p. 12.

See who's King of the Rink in this double-elimination tournament. ➤ *King of the Rink* on p. 13

See the Rewards that you must unlock to get deeper into the game. ➤ *Rewards* on p. 14



Take on your favorite NHL teams in an NHL Challenge. ➤ *NHL Challenge* on p. 13

View user Records.

Adjust the Game Options. ➤ *Options* on p. 14

Select highlighted option

GETTING TO THE ICE

If you decide to skip a Quick Start, select a game mode from the Main menu and get ready to rock and roll.

➤ After you select a game mode from the Main menu, the Select Name screen appears.

SELECT A PROFILE

Before you take the ice, personalize your game by creating your own profile.



To create a profile:

1. Highlight NEW USER and press ✕.
 2. Create a name and select DONE. The Choose Team screen appears.
- If you decide that you don't want to create a profile, highlight JUST PLAY (in Arcade mode only), press ✕, and the Choose Team Screen appears.



NOTE: If you choose JUST PLAY, you will not be able to create your own team.

CHOOSE TEAM

Choose from one of the many fantasy teams in the league and be sure to check out the team rating before you make a final decision.

➞ **To choose a team,** highlight the team name and press ✕.

■ After a team is selected the game begins.

CREATE TEAM

Here's your chance to play General Manager.

To create a team of your own:

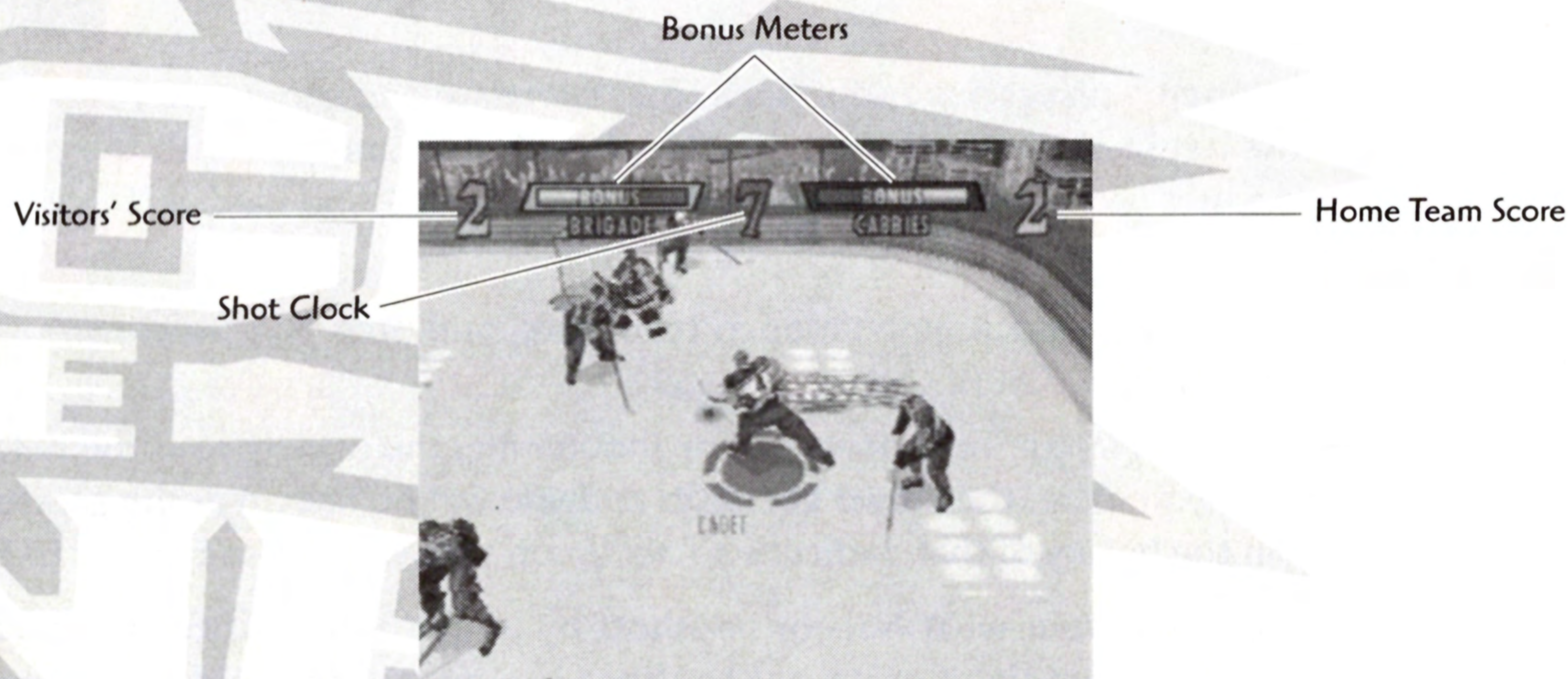
1. Highlight CREATE TEAM from the Choose Team menu.
2. Create your own team name and select DONE when you're satisfied. The Choose Logo screen appears.
3. Choose a team logo and then press ✕.
4. Choose the tactics for your two lines by pressing ✕. Your new team now appears in the Choose Team menu.

■ For more information on player attributes, ➤ *Players* on p. 15.

ON THE ICE

Once you're on the ice, Tia drops the puck, and the hard hitting, fast-paced action starts!

GAME SCREEN



RULES

Rules? In *NHL Rock the Rink*, there are no rules. Well okay, there are a few, but who's counting anyway?

Rule 1: Outscore the opponent.

Rule 2: There are no penalties, there is no such thing as icing, there are no offsides and there isn't a game clock in this game. Just put the puck in the net and score some goals!

Rule 3: Shot Clock. All players have a limited time to shoot the puck. If you still have the puck when the shot clock expires, you get knocked on your can and lose control of the puck.

☛ You can turn the shot clock off in Options (➤ p. 14).



TRICKS OF THE HOCKEY TRADE

ONE-TIMER

Oh, the sweetest of shots in all of Hockeyland: the One-Timer. When done correctly, not only do the shooters feel good about themselves, but the passers may feel a little giddy as well.

A One-Timer is when a player passes the puck to a teammate and the receiver shoots the puck toward the net in one sweeping motion. He doesn't stop and play with the puck, and he doesn't pass it back — he just gets off a shot that's as quick and hard as they come.

To shoot a one timer:

1. When skating with the puck, find an open teammate, and press **✕** + D-Button (D-Button in the direction of the open skater).
2. While the puck is in transit, hold down **■**. The shooter fires the puck toward the net and if you're lucky, you score, the crowd goes nuts and you will be known as the greatest goal-scorer in the history of that particular game. If not, oh well. It wasn't meant to be.

EA TIP You can aim your wristshots or slapshots by using the D-Button when you shoot. For example, if you want to shoot the puck high, hold D-Button **↑** while pressing **■**.

GIVE AND GO

Here's your chance to make your opponent look silly. The Give and Go looks 'oh so pretty' when you perfect this fancy maneuver.

The Give and Go is when you pass the puck to a teammate and he passes it back to you, thus leaving the defense awestruck.

To perform a Give and Go:

- ➞ Press **✕** and hold it down for a second. When your teammate receives the puck, he immediately passes back to you. Your job is to get in the clear to put the puck in the net.

LINE CHANGES

Each team has two different lines that rotate in and out of the game. With each face-off, you have the option to change your lines.

➞ **To change your line-up**, highlight Line One or Line Two and press **✕** to take the face-off.

➞ For more information about the player attributes, ➤ *Players* on p. 15.

BONUS!

During game-play, sweet shots, big hits, and goals increase your bonus meter. When your bonus meter fills up, you're in the Bonus, baby!

When the game announcer screams BONUS! and the music starts playing, all of your player ratings are bumped up and your team is that much better until the bonus—and the music—runs out.

⚡ TIP During Bonus Play, you can do cool dekes and cool shots that your players normally wouldn't be able to do during regulation play.

➞ If the other team scores or beats you in a fight while you're in the Bonus, your Bonus will be cut short.

➞ In Hard difficulty only, it's a race to the Bonus, so when one team makes it to the Bonus, both teams' Bonus Meters get reset.

FIGHTING

There is no love lost in *NHL Rock the Rink*. So be prepared to honor thyself and be prepared to do it often.

➞ To fight, press **R2** when the bell rings during gameplay.

FIGHTING

Type of Player	✕	●	■	▲
Finesse	Block	Jab	Granny Punch	Low Body Shot
Power Player	Block	Body shot	Low Body Shot	Chest Slam
Belt Holder	Block	Amplified Version of each punch	Amplified Version of each punch	Amplified Version of each punch



When your opponent has no energy left in his fight energy bar, press **X**, **●**, **■**, or **▲** for the all-mighty finishing move.

END OF GAME

After the game is over, you have three choices of what you can do.

PLAY REMATCH — Play a grudge match with the same teams again (Arcade only).

FINAL GAME STATS — Boost your ego by reviewing the final game stats.

EXIT — Return to the Main menu.

PAUSE MENU

Stop the madness and take a break from the action by pausing the game. You can also adjust your game settings during the break.

SETTINGS — Adjust your game options (If you can't figure it out, *> Options* on p. 14).

GAME STATS — View statistics for the current game. Hopefully your stats are better than your opponents. If not, reset the machine and pretend it was an accident.

RESTART — Restart the game and try to keep up this time.

QUIT — Exit the game and return to the Main menu.

↪ Press **START** to resume the game.

GAME MODES

NHL Rock the Rink offers game modes that should satisfy every type of hockey player — even the goons.

ARCADE

Take on any available team in an exhibition game. It's a 'free-for-all' hockey match with absolutely nothing at stake except your pride.



NHL CHALLENGE

Take on teams from the NHL in a quest for three *NHL Rock the Rink* Championship trophies.

➞ **To begin tournament play**, create or select a current user profile and then select your team for the tournament. The NHL Challenge Select screen appears.

NHL Challenge Rules:

There are three Championship levels: Easy, Medium, and Hard.

When you first begin play in this mode, the Easy Championship is your first challenge. Next up, the Medium Championship followed by the Hard Championship.

■ You must win the Easy Championship before moving on to the next level.

At each difficulty level there are three mini-tournaments (one for skate upgrade, one for stick upgrade, one for gear upgrade), and a championship game. Once you've earned an upgrade, you can move on to the Championship Game for that level. Keep in mind, it's better to wait until you've earned all three upgrades because you'll have a better chance of winning. Also, if you lose the game, you lose the upgrade.

➞ **To get on the ice**, select the upgrade you wish to play for and press **X**.

■ When the game is over, return to the NHL Challenge screen and select another game to play.

TIP Every time you defeat an NHL team, you unlock them for use in Arcade Mode.

KING OF THE RINK

Prove that your team is the biggest and baddest of them all by taking on a field of up to eight players in this 'you against them' tournament. It's a double-elimination tournament where the winner stays and the loser gives way to the next challenger.



- ➔ **To begin tournament play**, select a Game Slot and press **X**. The Select Name screen appears.
- ➔ Select **at least three** user profiles (with teams) to add to the tournament (maximum is eight). The King of the Rink menu appears.
- ➔ Select **PLAY** to begin the first game of the tournament.
- ➔ When the game is over, return to the King of the Rink menu and select another game to play.



NOTE: There are no differences between the game slots — you can play in five different KOTR tournaments at one time. Once you select a slot and put three users with teams in it, a crown appears by that game slot to indicate that it is “in use.”

OTHER MAIN MENU FEATURES

RECORDS

View game records and user records.

REWARDS

NHL Rock the Rink offers hidden game features that you can unlock by accomplishing certain tasks during the game.



NOTE: Some rewards can only be won by playing Single Player.

NOTE: You must have a user log in order to unlock rewards.

OPTIONS

DIFFICULTY — Select the game difficulty. **EASY** is for beginners, **MEDIUM** is for players who are happy with just being ‘average’ and **HARD** is for those players who want a piece. Bring it!



LENGTH — Select the game length. The first to score **5** is the default. You can also set the game length to 7, 10, 12, 15, and 20 goals.

HELP BOXES — When **ON**, Help boxes (Quick Hints) pop up at the beginning of each game to give you a gameplay tip.

CAMERA — Witness the action from three different camera angles.

REVERSE CAMERA — When **ON**, you can view the action from the opposite end of the rink.

CATCHUP LOGIC — When **ON**, the AI gives the trailing team a chance to get back in the game by increasing the team's attributes.

SHOT CLOCK — Turn **ON/OFF** Shot Clock option.

VIBRATION — When **ON**, your controller vibrates if you score a goal. It also vibrates when you take a big hit to the chops. When **OFF**, obviously nothing happens.

SAVE/LOAD — Save a game to your Memory Card or load a game from your Memory Card. For more information, ➤ *Saving and Loading* on p. 16.

SFX VOLUME — Annoy your neighbors by turning the sound effects of the game up. You can also turn the volume down if your mom gets on your case.

SPEECH VOLUME — Turn the voice of the in-game commentary dude up or down.

MUSIC VOLUME — Blast the background music up or turn it down when the baby is sleeping.

MUSIC — Select from one of the *NHL Rock the Rink* front-end tunes or select **RANDOM** for a full on power-mix.

SOUND QUALITY — Select the sound quality: **STEREO**, **DOLBY™**, or **MONO**.

CONTROLLER CONFIG. — Adjust the configuration of your controller.



THE PLAYERS

PLAYER TYPES

NHL Rock the Rink consists of two player types — the Finesse player and the Power Players.

FINESSE PLAYERS — These players are the more skilled players on the ice. Their speed and agility makes them the scoring machines that they are. However, Finesse players are a little on the soft side when it comes to being tough. Their shot power is weak and their checks are far from punishing. When it comes to fighting, let's just say that they're going to need backup.

POWER PLAYERS — Ah yes, the Power Players. Every team needs of few of these intimidators. These skaters are a bit slow, but they have very hard shots. They love to hit, they love to fight and they love to punish the opponent.

***BELT HOLDER** — There is one player (random when you start the game) who holds the belt. He is the champion fighter, and having the belt gives him better fighting ratings, and extra cool finishing moves. He's hard to beat in a fight. When you beat him, you get the belt. Having the belt increases your fighting rating substantially, and all of your other ratings get bumped up a bit too.

SAVING & LOADING

Save and Load a game from your Memory Card.

To Save a game:

➞ When you exit a game, press YES when the Save Screen appears. The game is saved to your Memory Card.

To Load a game:

1. From the Options menu, highlight Save/Load and press **X**.
2. Select LOAD GAME.



NOTE: Never insert or remove a Memory Card when loading or saving files.



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Ronel Mendoza, John Morgan, The
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Catherine O'Brien, Darrell Olthuis,
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Ryan Sammartino, Jeff Skelton, The
SledStorm Team, Mike Sneath, Funky
Swadling, The Tools and Libraries
Group, Markus Westerholz

FEATURED MUSIC:

"Celebrity Skin"

Performed by Hole
Written by Love/Erlandson/Corgan
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(P) 1998 Geffen Records Inc.
Recording courtesy of Universal
Music Enterprises

"Rat Rink"

Performed by Hanson Brothers
Written by Robert Wright, John
Wright and Tom Holliston
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(P) 1996 EMI Music Canada

"Stick Boy"

Performed by Hanson Brothers
Written by Robert Wright, John
Wright and Tom Holliston
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(P) 1996 EMI Music Canada

"Third Man In"

Performed by Hanson Brothers
Written by Robert Wright, John
Wright and Tom Holliston
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(P) 1996 EMI Music Canada

"Danielle (She Don't Care About Hockey)"

Performed by Hanson Brothers
Written by Robert Wright, John
Wright and Tom Holliston
© 1996 Wrong Records
(P) 1996 EMI Music Canada

"Johnny"

Performed by Facepuller
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Brad Mitchell and Ian McDonald
Published by Brent Loewen,
Brad Mitchell and Ian McDonald
Produced and mixed by
hiwatt marshall at The Empire
Recording courtesy of Facepuller
and hiwatt marshall

"5/7"

Performed by Facepuller
Written by Brent Loewen,
Brad Mitchell and Ian McDonald
Published by Brent Loewen,
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Produced and mixed by
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Recording courtesy of Facepuller
and hiwatt marshall

"Too Many Questions"

Performed by Facepuller
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Published by Brent Loewen,
Brad Mitchell and Ian McDonald



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Recording courtesy of Facepuller
and hiwatt marshall

"In Praise of Electricity"

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Brad Mitchell and Ian McDonald
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Recording courtesy of Facepuller
and hiwatt marshall

"Help Us Remember"

Performed by Facepuller
Written by Brent Loewen,
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Published by Brent Loewen,
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Produced and mixed by
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Recording courtesy of Facepuller
and hiwatt marshall

"Better Believe It"

Performed by Facepuller
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Brad Mitchell and Ian McDonald
Published by Brent Loewen,
Brad Mitchell and Ian McDonald
Produced and mixed by
hiwatt marshall at The Empire
Recording courtesy of Facepuller
and hiwatt marshall

"Big Life"

Performed by Feisty
Written by Heidi Ernest and
Andrew Pirie
Published by Heidi Ernest
and Andrew Pirie
Recording courtesy of Feisty
and Hush Studio

"Amphetamine (Devvox mix)"

Performed by Transmitter
Written by J. Mair
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Recording courtesy of Transmitter

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This warranty shall not be applicable and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment or neglect.

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RETURNS WITHIN 90-DAY WARRANTY PERIOD—Please return the product along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address, and phone number to the address below. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

We strongly recommend that you send your product using a delivery method that is traceable.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD—Please return the product along with a check or money order for \$15.00 made payable to Electronic Arts, a brief description of the difficulty you are experiencing including your name, address, and phone number to the address below.

We strongly recommend that you send your product using a delivery method that is traceable.

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Redwood City, California 94063-9025

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If you live outside of the United States, you can contact one of our other offices.

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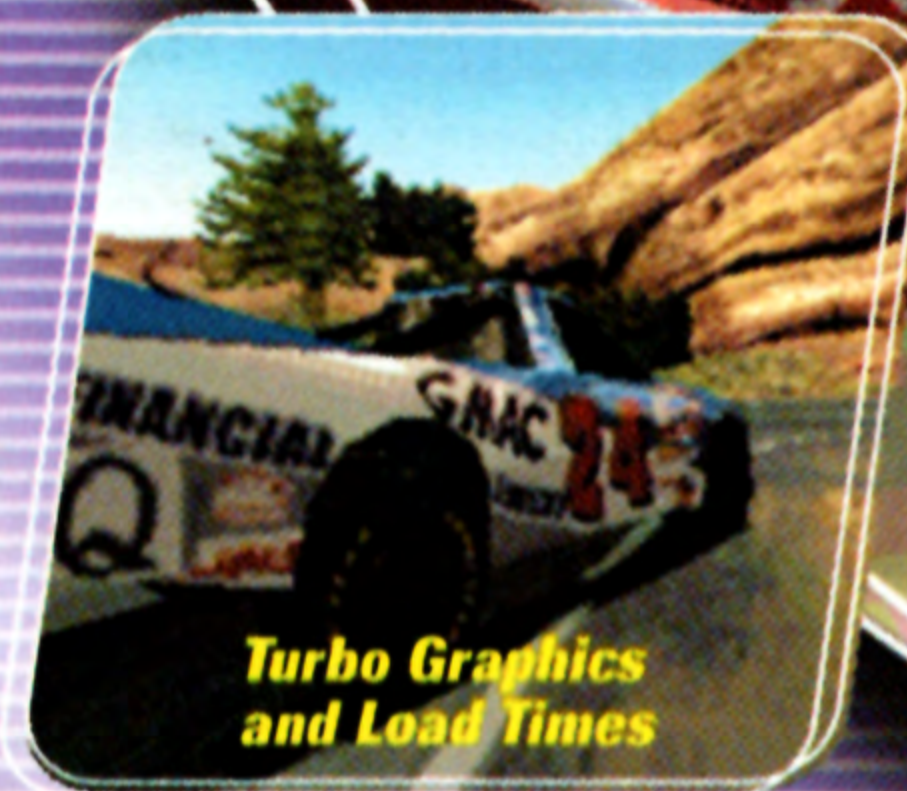
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