PlayStation™

NTSC U/C

PlayStation™

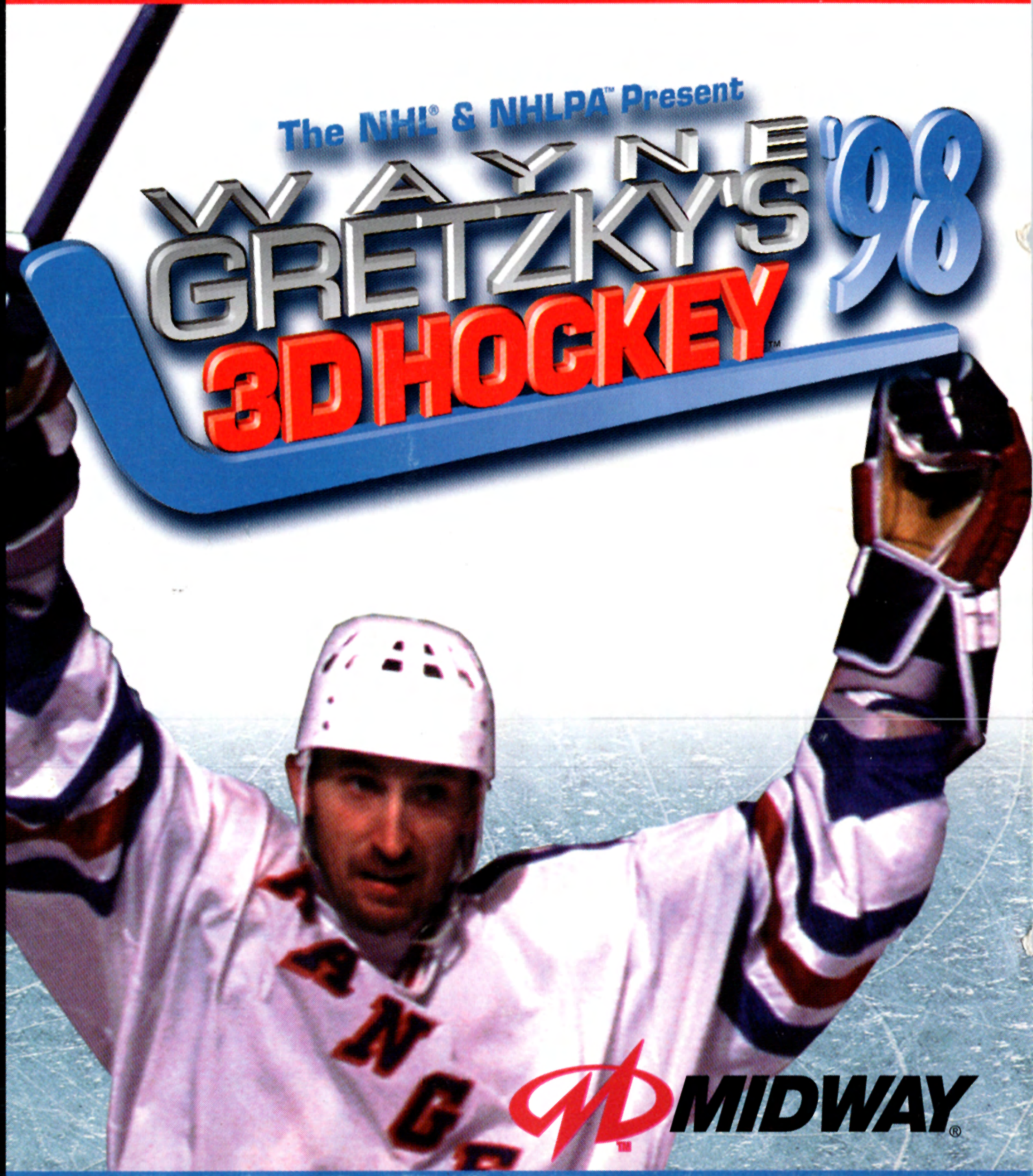
KIDS TO ADULTS

CONTENT RATED BY ESRB

SLUS-00147

The NHL® & NHLPA™ Present

WAYNE GRETZKY'S 3D HOCKEY '98™



MIDWAY®

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

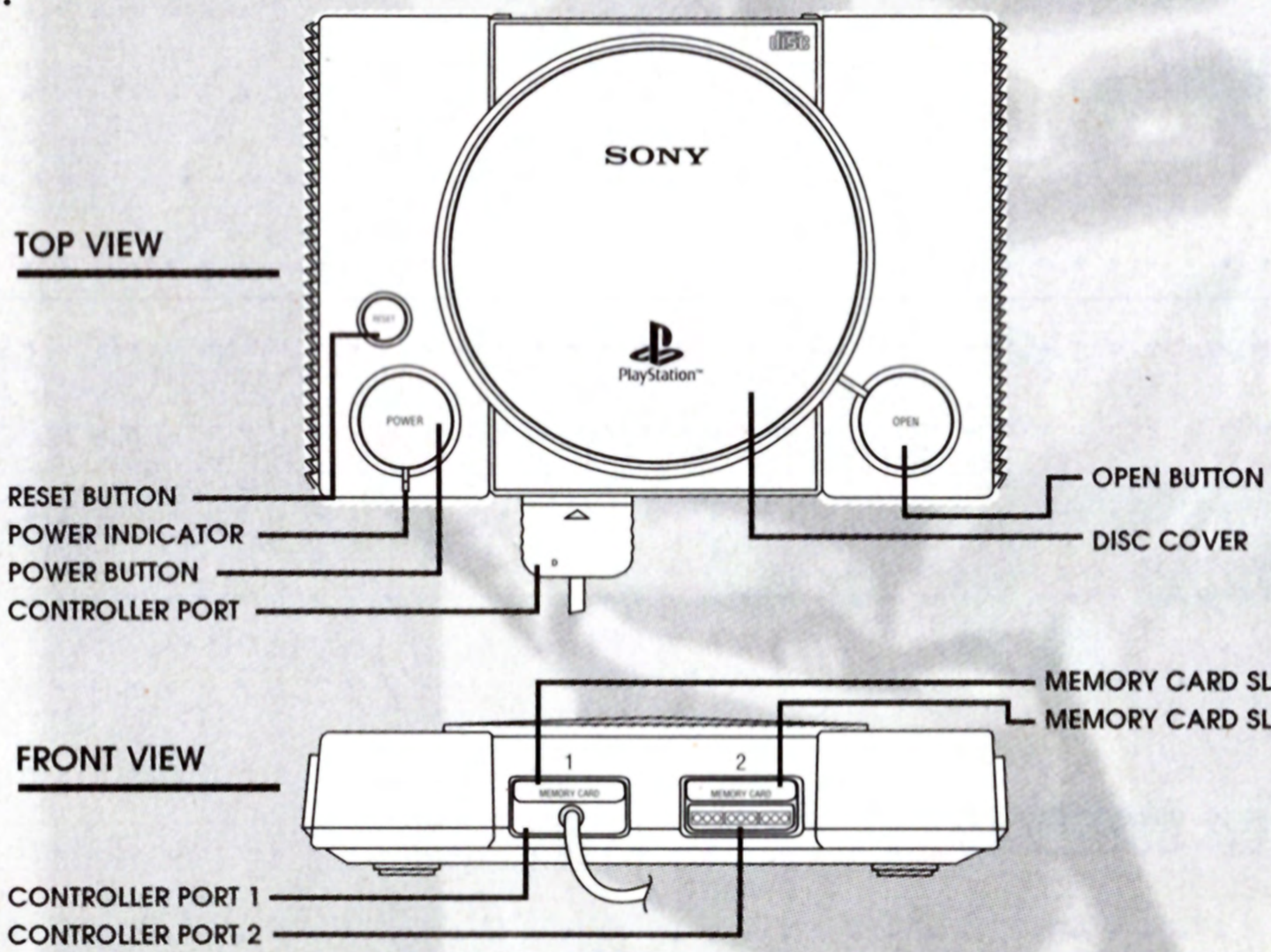
- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact 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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GETTING STARTED

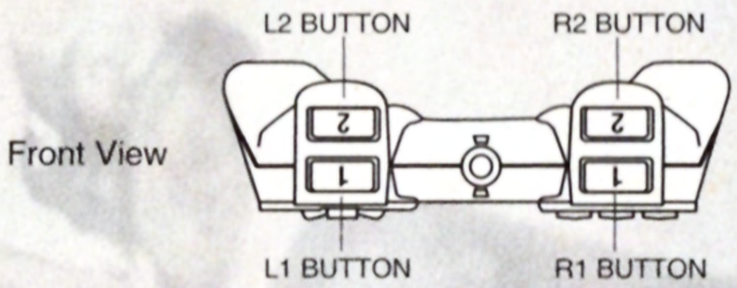
Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the Power Indicator is off before inserting or removing a compact disc. Insert the *Wayne Gretzky's 3D Hockey '98* disc and close the Disc cover. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

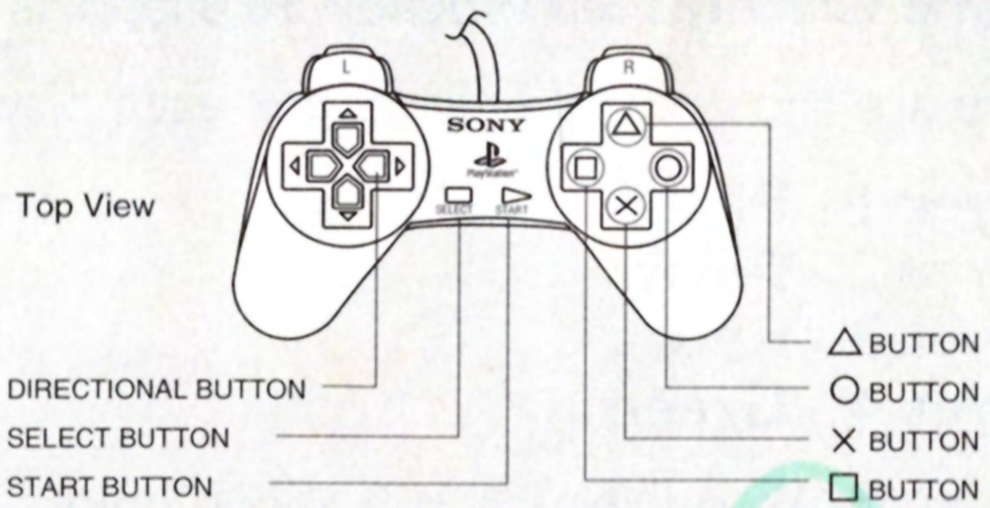


MULTI TAP USAGE

If you're planning to use a Multi tap for multiple players (up to 4), you'll need to plug the Multi tap into Controller port 1. When using the Multi tap, at least one controller must be connected to Controller port 1A of the Multi tap, or additional controllers will not be detected. With the Multi tap connected to Controller port 1, Controller port 2 will not work for any other controller.

DEFAULT CONTROLS





Before you put the gear on and take to the ice, familiarize yourself with the game's default controls. To customize these defaults, see **Configure Controls**, pg. 12.

ON OFFENSE

Shoot	**X Button**
Pass	**❑ Button**
Burst	**R1 Button**
One-Timer	**X + ❑ Button**
Switch Players	**L1 Button**
Power Shot	**X Button immediately followed by the R1 Button**

ON DEFENSE

Kneel	**L2 Button**
Steal	**❑ Button**
Burst	**R1 Button**
Switch Players	**L1 Button**
Check	**X Button**
Hook	**▲ Button**
Trip	**O Button**
Dive	**X + ❑ Button**

To quit a game in progress, press the **START Button** to view the Timeout Options Menu. Press the **SELECT Button**, then select **Quit**.

PLAYER COLOR ID MARKERS

Wayne Gretzky's 3D Hockey '98 supports up to 4 players.

Here are the color ID circles for each player:

Player 1 - Blue
Player 2 - Yellow
Player 3 - Red
Player 4 - Green

When you're on the ice, the above colors will appear under the feet of the human controlled players. A light blue circle appears under the feet of CPU controlled teammates for Players 1 and 2, and they appear rust colored for Players 3 and 4. These are default color settings that cannot be changed.

A white area within the circle indicates that Burst is available. A black area indicates no Burst is available.

MENU SELECTION CONTROLS

Press the **Directional Button Up, Down, Left** or **Right** to highlight options.
Press the **X Button** to select options.
Press the **▲ Button** to go to the previous menu.
Press the **START Button** to pause the game and display the Pause Menu.

SOFT RESET METHODS

- During any gameplay situation, press and hold the **SELECT Button**, then press and hold the **START Button** for two seconds. You will return to the Title Screen.
- During a Practice session, press and hold the **SELECT Button**, then press and hold the **START Button** for two seconds. You will return to the main Practice Menu.

MAIN MENU

PLAY GAME

At the Title Screen, press the **START Button** to access the Main Menu. Select **Play Game** to view the Pre-Game Set-up Screen (see **Pre-Game Setup**, pg. 13). You'll play a single game, in **Arcade Mode**, with up to 4 players (see **Play Modes**, pg. 9 for details on the game's two game modes).



PLAY SEASON

Select from several season options, using any of the 26 teams available in the game. All season modes are for a one player vs. the CPU only. After you've selected this option, the Play Season Screen will appear.

Arcade

An Arcade Season is quite simple. Defeat every team in each division to win it all. If you lose to a team, you'll continue to play that team until you're victorious.

Full Season

Play a complete 82 game season. You'll play a full schedule of games, then move on to the playoffs if your record is good enough.

Playoffs

Go right to the excitement and intensity of the playoffs. You'll take on the teams in your bracket as you struggle to make it through the playoffs, and qualify for the Championship game.

MAIN MENU

Password

If you are not using a Memory card, a password will appear following a season game. Write it down and enter it the next time you play to restore your season.

To enter a password, press your **Directional Button Up**, **Down**, **Left** or **Right** to highlight the character you want, then press the **X Button**. Repeat the process until the entire password appears. Select **<** to back up and fix mistakes. Select **End** to enter the password.

Memory Card

This option only appears if there is a Memory card inserted in your PlayStation console. When selected, you'll go to the Enter Initials Screen.



To enter your initials, press your **Directional Button Up**, **Down**, **Left** or **Right** to move the highlight over the letter you want, then press the **X Button** to select your letters.

If you enter initials for a previously saved season file, you will continue that season. If you enter new initials, you'll go to the Play Season Screen.

To start a new season, you must select the type of Season you want to play, then select the Memory card you want to use.

You'll then enter new initials at the Enter Initials Screen to create a new file for that season.

NOTE: Do not insert or remove a Memory card during a save or load operation.

(Please see Memory Card Stats, pg. 8, for more details regarding Memory cards.)

PRACTICE



Select from three different practice options. Choose the team you want (see **Team Selection**, pg. 16). When selected, the Team/Line Selection Screen appears.

Offense

Select this option to take your offensive squad on the ice against an opposing goalie. Practice your passing, shooting, one-timers and any other aspects of your offensive game. You can practice with as many as 5 players on the ice, depending upon how many players you selected within the Options Menu (see **Options**, pg. 10).

Defense

This practice option places you on the ice against an entire opposing offensive squad. Following the face-off, you can practice your poke checks, cross checks or any other method you like to take the puck away from the opposing players.

Shooting

You can practice your shooting skills with this option. It's just you versus an opposing goalie. Take shots from all angles, and use your **Directional Button** to direct your puck to different locations in the net. **NOTE**: This option is a good practice skill for breakaways.

RECORDS

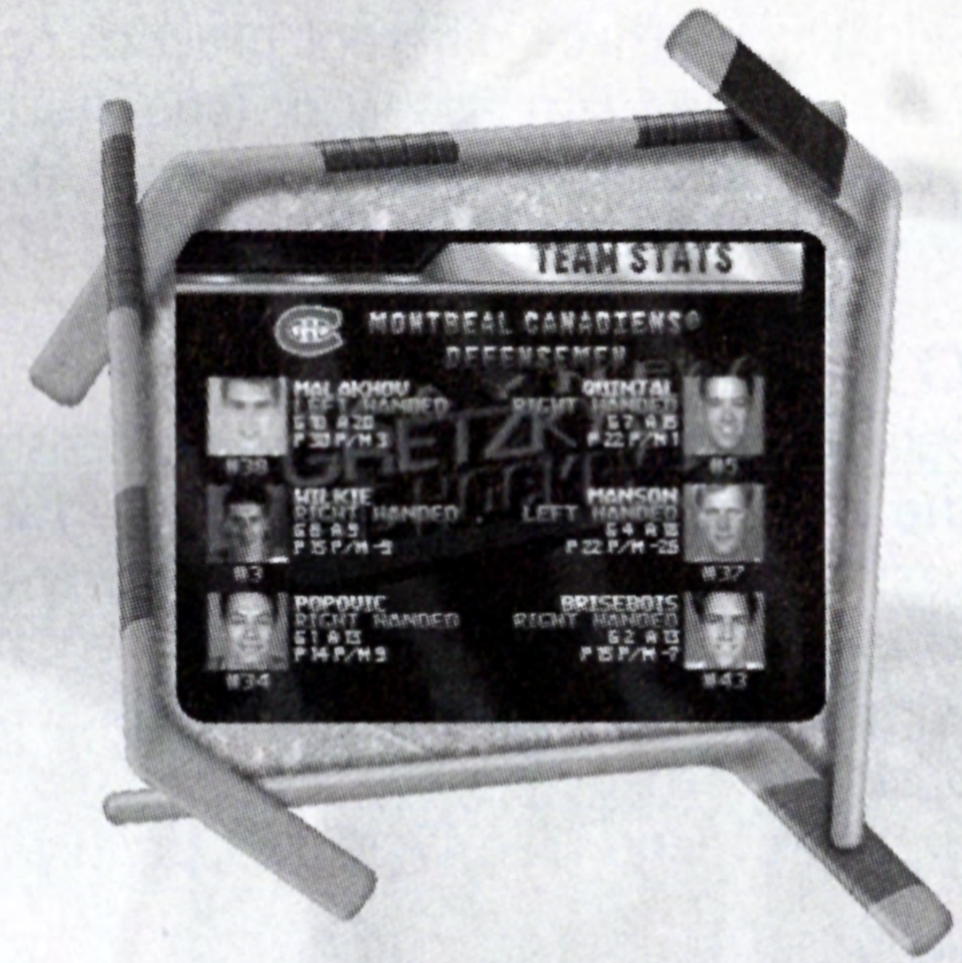
The Records Menu lets you select from these options:

Wayne Gretzky

View the career statistics, records and awards accumulated by "The Great One". If you have the time, read them all. You'll be amazed.

Team Stats

Take a look at all of the NHL® teams and NHLPA™ players included in the game. Press the **Directional Button Up** or **Down** to cycle through the teams. When you find a team you're interested in, press **Left** or **Right** to view the rest of that team's players. They're listed as Centers, Wingmen, Defensemen or Goalies.



Memory Card Stats

If you have a Memory card inserted into your PlayStation console, you can view the saved statistical data stored inside. For every file you create, statistics can be displayed. Press your **Directional Button Up** or **Down** to scroll through the saved data initials.

Your statistics for each saved initial will be displayed. Hold the ❑ **Button** to view additional statistics. Press the **L1 Button** and **R1 Button** simultaneously to delete a saved file. Press the ▲ **Button** to return to the Records Screen.

IMPORTANT: Please note that once a game is started, you cannot change Memory cards. You may only change Memory cards when you are on the 'Main Menu' Screen. Also, when using Memory card(s) with a Multi tap, do not disconnect the Multi tap or you may not be able to save your current game correctly.

SETUP

The Setup Menu includes several options to configure the game the way you want. Press the **X Button** to make selections. Press the **▲ Button** to return to the previous menu. Here are the setup options:

OPTIONS

The Options Menu lets you make changes to your game's settings. Press the **X Button** to cycle through the available options for a highlighted option.

When you've finished making changes, press **START** to return to the Setup Menu.

Here are the options:



PLAY MODES

Wayne Gretzky's 3D Hockey '98 has these two types of gameplay modes:

Arcade

Just like the arcade version, this mode is an all out, fast-action, 3 on 3 hockey game. No rules! Just burn the puck past the goalie. The Team Size may not be changed in this mode.

Simulation

This game mode simulates real professional hockey. You can make changes to the Team Size and the type of Rink you want.

RINK SIZE

Choosing your rink size should be based on the number of players you plan to use for your game. A larger rink means more space and more distance for players to travel up and down the ice. The more players you select, the more space you'll want on the ice. You can select either of these rink sizes (next page):

OPTIONS

Arcade
This rink is perfect for a competitive 3 on 3 game. It's not as large as a regulation, so players are closer together during play. Physical contact is easier to achieve.

Regulation
This rink is larger than the Arcade rink and perfect for a 5 on 5 game. More room is available for the players. You can also try using 3 or 4 player teams on this rink. The extra room might give you more space to avoid contact and get the puck in the net.

TEAM SIZE
This option is only available in *Simulation Mode*. You can select from 3, 4 or 5 players plus the goalie. In *Arcade Mode*, you will always play with 3 players and a goalie.

DIFFICULTY
Wayne Gretzky's 3D Hockey '98 includes 5 difficulty settings, ranging from **Very Easy** (easiest) to **Very Hard** (most difficult). Pick the setting you'd like to begin playing at, then work your way up to the more difficult settings. You'll need some ice time if you expect to win at the toughest setting.

PERIOD LENGTH
The time of each period can be changed the way you want. The amount of time you may choose depends on which play mode you select. *Arcade Mode* allows **1:30**, **2:00**, **2:30** and **3:00** minute period settings. In *Simulation Mode*, you can select from **5**, **10**, **15** and **20** minute periods.

PLAYER SWITCHING
You can set up your game so you can switch control of the puck to any teammate you want. Select **Manual** to control player switching yourself. **Automatic** lets the CPU make the switch as soon as a CPU teammate receives a pass.
NOTE: On defense, you can manually switch players even in Automatic Switch mode.

OPTIONS

PLAY SPEED

You can adjust the speed of pre-game transitions and face-offs by selecting **Normal** or **Fast**. In *Normal* mode, all transition screens will appear and face-offs will be slower. In *Fast* mode, some screens are skipped and face-offs are quicker.

PUCK STREAK

This option lets you turn the purple streak that accompanies the puck's movement **On** or **Off**.

DEFAULT CAMERA

You can set the game's default camera angle for your game. You can change your camera angle during a game Time Out, too (see **Camera**, pg. 21). Press the **Directional Button Left** or **Right** to cycle through the choices.

TOGGLE CAMERA

You can also set a secondary camera angle to toggle during the game. Press the **Directional Button Left** or **Right** to cycle through the choices.

2 PLAYER MODE

This option lets you choose **Co-Operative** to have a second player join you on the same team, or **Head-to-Head** to play on separate teams against one another.

CONFIGURE CONTROLS

From this menu, you can modify your controller the way you want. Press your **Directional Button Up** or **Down** to highlight the control option you want to change, then press the new button you want to take the place of that action. You can also specify button combinations to do a specific move.

Plug in any other controllers you want to use, then select the Controls option from the Setup Menu once again and repeat the process.

You can reset changes you've made and start over at any time by selecting **Default Configuration** at the bottom of the screen. To accept changes you've made, select **Exit Configuration** and you'll return to the Setup Menu.

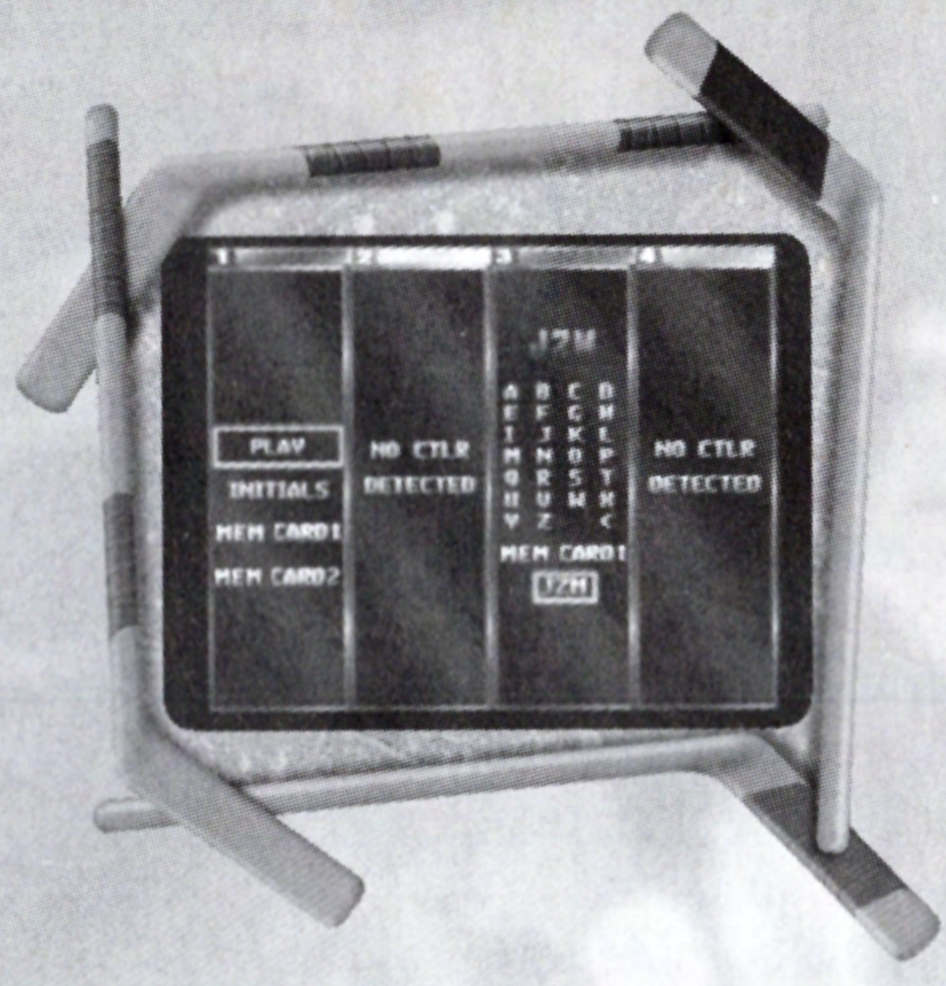


AUDIO

Set the volume levels for all game sounds. Press the **Directional Button Up** or **Down** to highlight the setting you want change, then press **Left** or **Right** to change the volumes. Press ▲ **Button** when you've finished.



PREGAME SET-UP



After you've selected your game type, this screen will appear. It displays 4 color-coded sections; one for each controller available. When a controller is plugged into a port, you can press **START** to view these options:

Play

Select this option with the **X Button** to go directly to the Team/Line Selection Screen (see **Team Selection,** pg. 16).

Initials

Enter your initials with this option. To enter your initials, press your **Directional Button Up**, **Down**, **Left** or **Right** to move the highlight over the letter you want, then press the **X Button** to select your letters. Select **<** to backup and fix mistakes.

When you've selected the third letter, you'll automatically go to the Team/Line Selection Screen.

PREGAME SET-UP

MEMORY CARD (MEM CARD 1, 2, etc.)

If you have a Memory card inserted into your PlayStation console, the **Mem Card** option will appear. It allows you to enter your initials to create a file to save statistics for any games you play.

When you complete a game, the game will save your personal Win/Loss record and statistics. The next time you want to play a game, select this option again to select your existing initials and resume your season or add to your personal statistics. The game will not save data accumulated in a game that was stopped prior to completion.

There can be up to four Memory cards labeled CARD 1A, CARD 1B, etc, when using a Multi Tap (see **Multi Tap Usage**, pg. 2).



To enter your initials, press your **Directional Button Up**, **Down**, **Left** or **Right** to highlight the letter you want, then press the **X Button** to select. Repeat the process to enter three letters.

To select existing initials, press your **Directional Button Up** or **Down** to highlight a file name, then press the **X Button** to select it. When you've finished entering an initial or selecting a file, you'll automatically go to the Team/Line Selection Screen (see **Team Selection,** pg. 16).

NOTE: Do not insert or remove a Memory card during a save or load operation.

SCORES & SEASON SCHEDULE

Before each season game, you'll be updated on all other NHL scores for that day on your calender.

Your team and the current team on your schedule will flash with question marks in the score column.

Press the **Directional Button Left** or **Right** to select **Simulate** if you'd like to quickly simulate the play of the game. If you'd like to play the scheduled game yourself, select **Play** to start your season game.



SEASON SCHEDULE



Prior to each season game, the Season Schedule Screen will appear. It displays your team's schedule for the entire season.

Press the **Directional Button Up** or **Down** to see the entire calender for a specific month. Press **Left** or **Right** to view the games for the upcoming month.

TEAM SELECTION

Once you've entered your initials, you'll need to select a team and line. The Team/Line Selection Screen displays team names and players. A colored arrow is displayed, representing each player (see **Player Color ID Markers**, pg. 4).

To select a team and a line:



1 Press your **Directional Button Left** or **Right** to cycle through the four NHL divisions, then press **Up** or **Down** to highlight a team.

2 When you find the team you want, press the ❑ **Button** to cycle through that team's players. Press the **X Button** to select the team you want.

3 When you've selected a team, a colored box will highlight a player. The color depends on which controller you are using (see **Player Color ID Markers**, pg. 4).

4 Press the **Directional Button Left** or **Right** to cycle and select lines and players, then press your **Directional Button Up** or **Down** to highlight the player you want to control. Defensemen become available in 4 and 5 player Simulation Mode. Your Goalie may be changed by pressing the **L1, L2, R1 or R2 Button**. Press the **X Button** to select a player.

NOTE: In multi-player games, teammates and opponents must follow steps 3 and 4 to select their players.

DROP THE PUCK!

You've made all your pre-game settings and line-up changes, and now you're ready to play. The following information will get you familiar with the game.

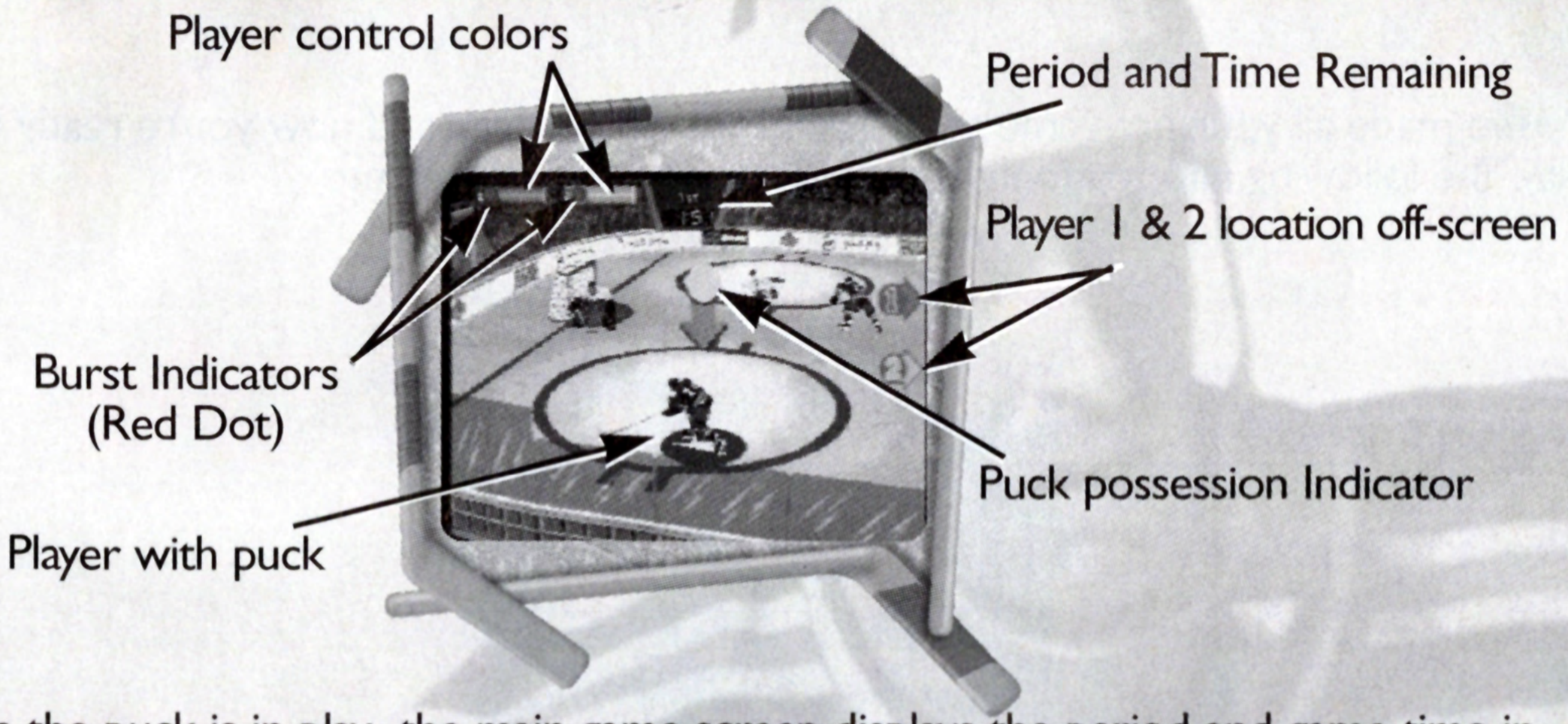


THE FACE OFF

During the face off, you'll be placed right on the ice with the players. To win the face off, press the **Directional Button** in the direction you want the puck to go, then press the **X** or ❑ **Button** to gain control of the puck when the referee drops it.

After the referee drops the puck, watch the direction it takes. You'll need to react quickly to keep the defensive team from taking it away. If you have a face-off near the opposing net, try the **X** + ❑ **Button** for a quick one-timer.

ON THE ICE



While the puck is in play, the main game screen displays the period and game time in the upper portion of the screen. Study the image above to locate and memorize the locations of important game information. This game is fast, so you won't want to take your eye away from the action for an instant. To see scores and the number of shots taken, press **START** and view them on the Time Out Screen.

Puck Possession

Players automatically gain control of the puck when it comes in contact with the colored ID marker beneath their skates. Avoid your opponent at all times, or he'll hit you like a freight train, then steal the puck away in the blink of an eye. Press the ❑ **Button** to receive a pass from a drone.

Passing the Puck

The ❑ **Button** is used to pass the puck to your teammates. If you press the ❑ **Button** alone, the puck will be passed in the direction of the closest teammate. To be more precise, press the **Directional Button** in the direction of the player you want to pass to, then press the ❑ **Button**.

SHOOTING THE PUCK

It may seem like a no-brainer; just press the **X Button** and shoot. Well, the goalies fill the nets very well, so you'll have to try different methods to outsmart them.

Here are some ideas:

To attempt a:

- **Wrist Shot** - Quickly tap the **X Button**.
- **Slap Shot** - Press, hold then release the **X Button**.
- **Power Shot** - Press the **X Button** immediately followed by the **R1 Button**.
- **One-Timer** - With a computer teammate, make a mad dash for the net along with a teammate, then press the **X** + ❑ **Button** simultaneously.

  With a human teammate, press the **X** + ❑ **Button** to pass the puck. Your teammate must quickly press and hold the **X Button** before receiving the puck.

NOTE: Drones can also perform **Wrist Shots** and **Slap Shots**. Use the same controls mentioned above to have your drones take those two types shots.

BURST

Keep an eye on the red light displayed on your control color bar. When red, you have available burst. It will turn black when used, then recharge automatically as play continues.

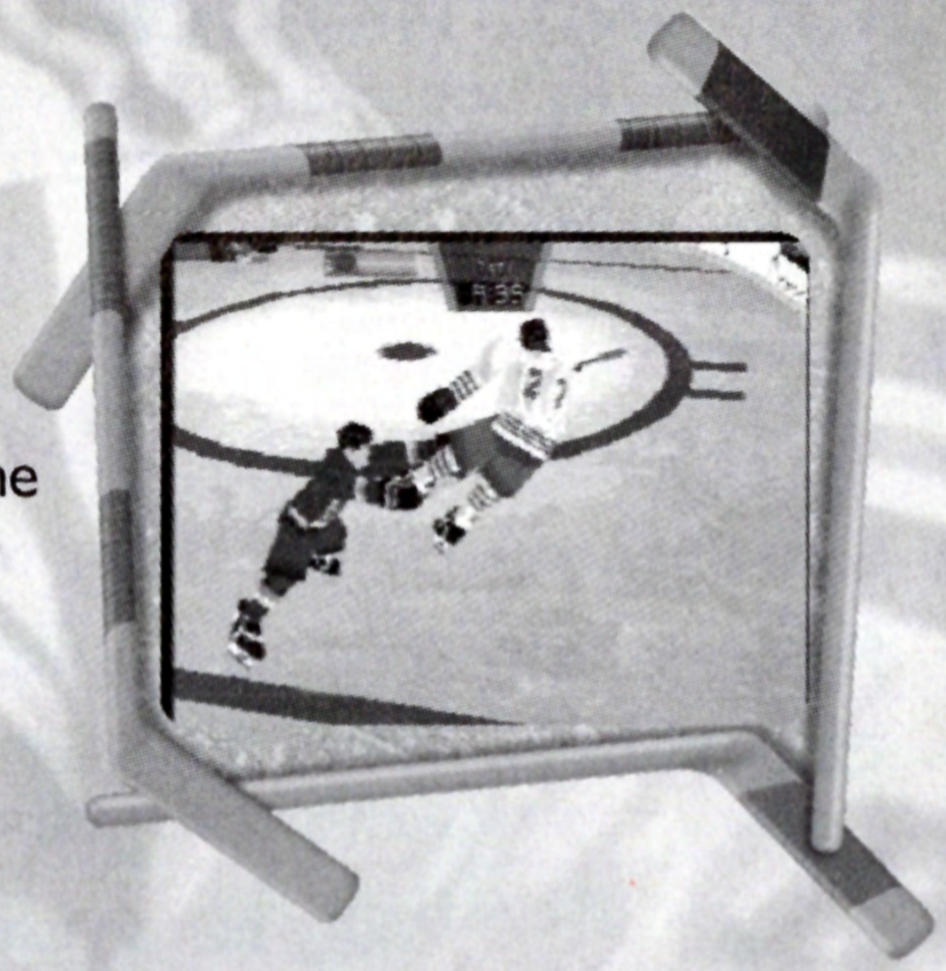
THE GOALIE

The CPU controls the goalie most of the time. Make sure the player you are controlling is close to the goalie to receive the puck. The goalie will release the puck after 3 seconds, so make sure you're open to receive his pass. Opposing players just love to intercept a bad pass from the goalie and shoot it into the net.

When an opponent carrying the puck gets too close to your goalie, press the ❑ **Button** to have your goalie throw a check.

CHECKING

To steal the puck away from the opposing team, you'll need to be proficient in your checking skills. Here are the two types of checking:



- **Poke check** - Press the ❑ **Button** to have your goalie use his hockey stick to knock your opponent away from the net. The puck may become free. He may also use his stick to check a player without the puck.
- **Body check** - Using your body to knock the puck away from an opposing player in control of the puck.

SUDDEN DEATH

If regulation time expires during a game and the score is tied, teams will play an overtime period of sudden death. The time of the period is determined by the regulation time for the previous periods. The first team to score in overtime wins the game.

If the teams are still tied following an exhibition or season overtime, the game will result in a tie. If you're playing a playoff series, more overtime periods will follow any scoreless overtime periods until a winner is determined.

TIMEOUT OPTIONS

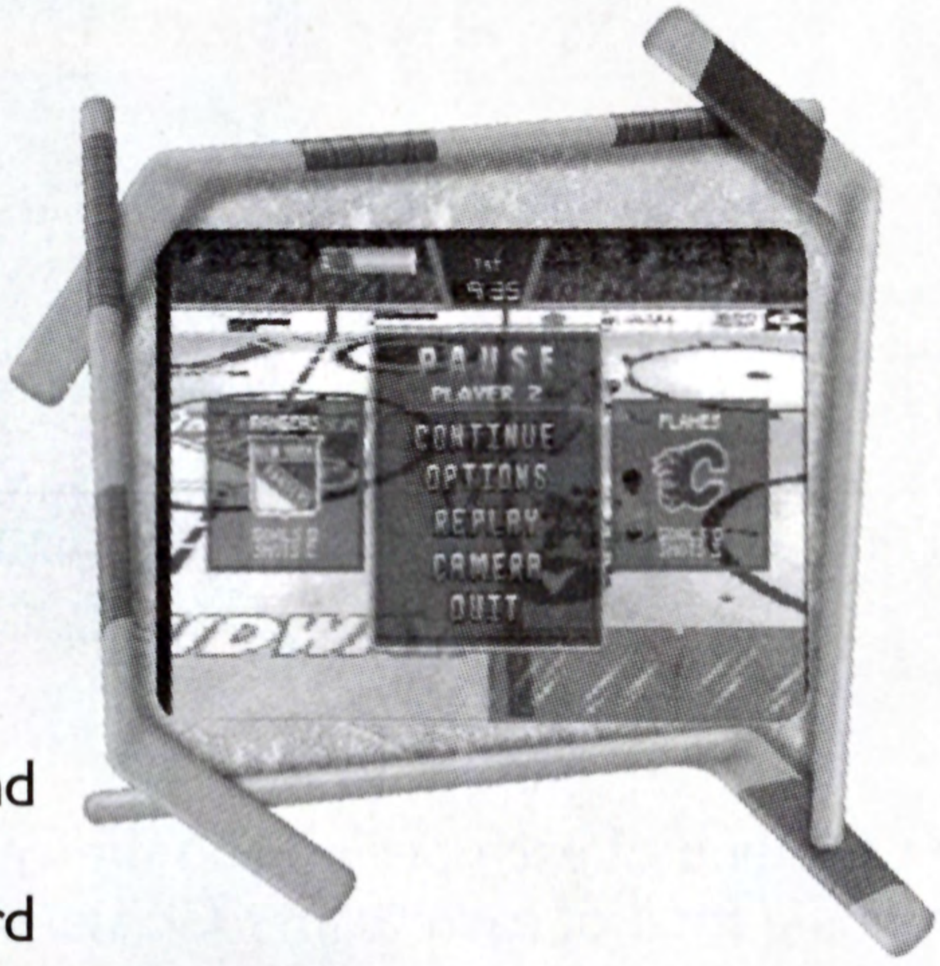
Press **START** at any point during the game, and the Time Out Screen will appear. Press **Directional Button Up** or **Down** to highlight an option. Press the **X Button** to select:

CONTINUE

Exits menu, and returns to the game.

OPTIONS

Make changes to the game's **Options** (see **Options**, pg. 10, for details) and **Controls** (see **Configure Controls**, pg. 12). Highlighted options cannot be changed while a game is in progress.



REPLAY

To review a great play, select this option. Use these controls to watch the replay:

X Button	-	Press and hold to Rewind
▲ Button	-	Press and hold to Play
O Button	-	Frame-by-Frame Forward
❑ Button	-	Frame-by-Frame Reverse
R2 Button	-	Zoom Out
L2 Button	-	Zoom In
L1 or R1 Button	-	Cycle to a specific player or puck
Direction Button	-	Rotates camera angle

Replay stops at the end of a period, so view them before time runs out. When you're finished watching a replay, press **START** to return to the Time Out Screen.

CAMERA

Press the **X Button** to cycle through 7 different camera angles available in the game. The camera angle will change behind the Time Out Menu as you cycle through them. The camera is not available when time runs out.

QUIT GAME

Quit the game and return to the Main Menu. This decision is irreversible, and the forfeited game will not be counted as a finished season or playoff game.

STATISTICS



At the end of each period and the end of a game, a stat screen appears. It displays a running total of each team's **Goals**, **Assists**, **Points** and **Shots**.

Press the ▲ **Button** to cycle the period and game stats. Player pictures and stats will appear under the blue, yellow, red or green controller columns. The stats below the picture display totals for the game. Press the **X Button** continually to cycle all stats and exit the Statistics Screen.

CAREER STATISTICS

With a Memory card, you can accumulate career statistics for all the games you play. After a game, press the ▲ **Button** to cycle through all post game stats. Your career statistics will appear.

CREDITS

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Special Thanks	Brian Fritts, Howard Lehr, Rob Daly, Debra Heinz, Steve Bennetts, Deborah Fulton, Michael Barnett, & Bruce Bennett Ted Saskin, Mike Ouellet and the NHLPA Ilene Kent, Catherine O'Brien and the NHL
Very Special Thanks to	Wayne Gretzky

CREDITS

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"Wayne Gretzky's 3D Hockey '98 PlayStation Team"

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Testers ..... Chris Brooks & Craig Dobson

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