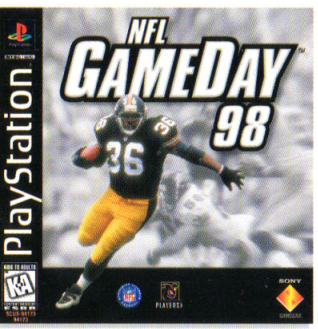


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► All players scaled to actual height and weight. Each player's skill levels are based on their real stats. And advanced artificial intelligence means they perform like they do in the NFL.

PAST SUPER BOWL™ TEAMS & THE PRO BOWL™

► Past Super Bowl teams like the '75 Steelers, '85 Bears & the '72 Dolphins. Play in the NFL's Pro Bowl.

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PlayStation

SONY COMPUTER ENTERTAINMENT

PlayStation

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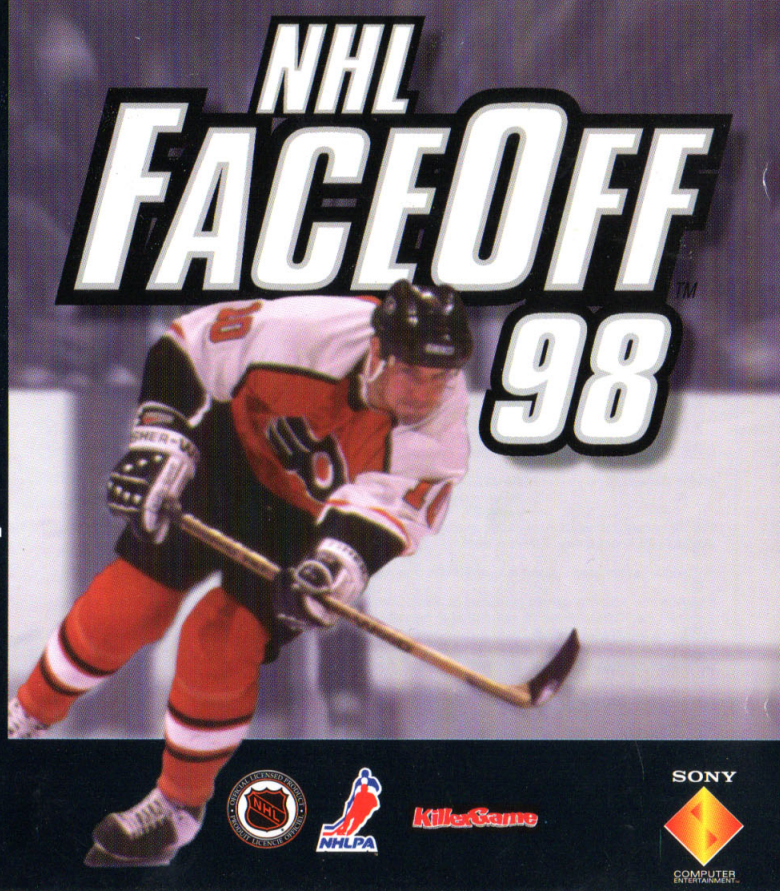
KIDS TO ADULTS

K-A

CONTENT RATED BY ESRB

SCUS-94174
94174

NHL FACEOFF 98™



NHLPA

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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.

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 heater or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
- Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from the outer edge. Never use solvents or abrasive cleaners.

HINT LINE

Hints are available:

Within the US: **1-900-933-SONY** (1-900-933-7669)
$0.95 per minute pre-recorded information
$1.40 per minute live representative assistance
$6.95-$16.95 for tips by mail
$5.00-$20.00 for card refresh

Within Canada: **1-900-451-5757**
$1.50 per minute for prerecorded information

For US callers, game counselors are available 7AM-7PM, 7 days a week, Pacific Standard Time. 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. Live support is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. 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.

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

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, 8AM-6PM Pacific Standard Time.

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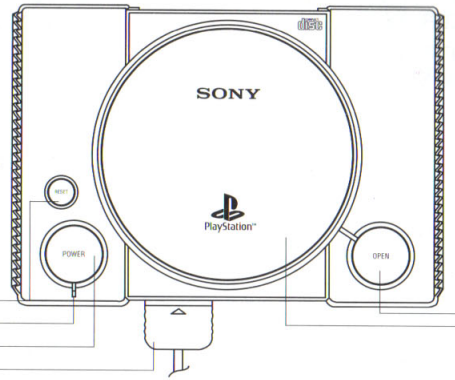
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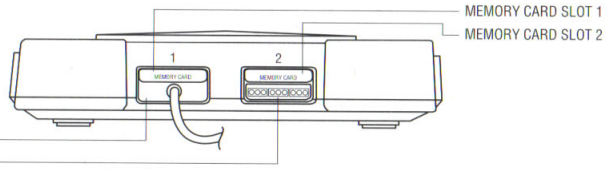
PlayStation Set-up

Console

Top View



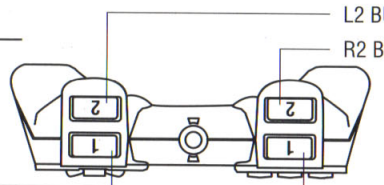
Front View



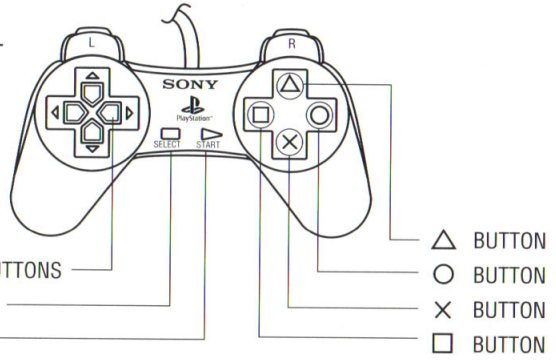
Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the NHL Face Off™ '98 disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

Controller Diagram

Front View



Top View



Game Controls

Compete in NHL Face Off '98 at the highest level by mastering the following controls. See the Controller diagram on page 3.

OFFENSE

D-pad	Direction of skating or passing
△ button	Drop Pass
□ button + D-Pad	Pass
Hold down □ button	Give and go pass
Hold down □ button + D-Pad	One-timer pass
○ button	Speed burst
Tap ⊗ button	Wrist shot
Hold ⊗ button	Slap shot
⊗ button + □ button	Redirected shot
□ button + ⊗ button	One-timer shot
Press ⊗ button and press ⊗ button again during back swing	Fake shot
Start button	Pause
Select button	Bring up line changes
L2 button	Bring up icons
Double tap icon button	Icon player takes a one-timer slap shot

DEFENSE

D-pad	Direction of skating
△ button	Switch to goalie
□ button	Toggles between closest and second closest players
○ button	Speed burst/shoulder check
⊗ button	Slide to block shot
Start button	Pause
L2 button while skating backward	Hip check towards the left
R2 button while skating backward	Hip check towards the right

GOALIE

D-pad	Direction of skating
□ button	Toggles between closest and second closest players
Start button	Pause
Select button	Bring up line changes
L1 button	Glove/blocker save left
L2 button	Kick save left
R1 button	Glove/blocker save right
R2 button	Kick save right

FIGHTING

□ button + D-Pad Right	Duck right
□ button + D-Pad Left	Duck Left
⊗ button + D-Pad Down	Uppercut
⊗ button + D-Pad Right	Right cross
⊗ button + D-Pad Left	Left cross
⊗ button + D-Pad Up	Head butt
Start button	Pause

MANUAL SWITCHING

Manual switching allows you to play offense without the puck. You retain control of one player. If you pass to a CPU player, he will try to skate to the best passing/shooting position. Get yourself into position and call for the puck by pressing the ▢ button. Instruct the CPU player to shoot by pressing the ⊗ button. Or take complete control of the CPU player by pressing the R1 button.

Human Player With the Puck

D-pad	Direction of skating or passing
△ button	Drop Pass
▢ button + D-Pad	Pass
Hold down ▢ button	Give and go pass
Hold down ▢ button + D-Pad	One-timer pass
○ button	Speed burst
Tap ⊗ button	Wrist shot
Hold ⊗ button	Slap shot
⊗ button + ▢ button	Redirected shot
▢ button + ⊗ button	One-timer shot
Press ⊗ button and press ⊗ button again during back swing.	Fake shot
Start button	Pause
Select button	Bring up line changes
L2 button	Bring up icons
Double tap icon button	Icon player takes a one-timer slap shot

On Offense-CPU Player With the Puck

D-pad	Direction of skating
△ button	Switch to goalie
▢ button	Computer passes to a human controlled player
○ button	Speed burst/Shoulder check
⊗ button	Computer shoots
Start button	Pause
Select button	Bring up line changes
L2 button	Bring up icons
R1 button	Switch to puck carrier

Without the Puck

D-pad	Direction of skating
△ button	Switch to goalie
○ button	Speed burst/shoulder check
⊗ button	Slide to block shot
Start button	Pause
Select button	Bring up line changes
L2 button while skating backward	Hip check towards the left
R1 button	Switch to defender closest to the puck
R2 button while skating backward	Hip check towards the right

Setting Up the Game

MAIN MENU

From each Menu, use the directional arrow pad (D-pad) to select the menu options. Use the ⊗ button to confirm your menu choice and to bring up the next menu. Use the △ button to CANCEL and return to the previous menu.

NOTE: The Select button returns you to the Main Menu from any screen.

SELECT GAME

Use this option to play an exhibition, set up a practice game, start a season, or go straight to the playoffs.

EXHIBITION

Use exhibition games to prepare yourself for the regular season. Exhibition results are not recorded in season standings. Highlighting this option and pressing the ⊗ button will bring up the Team Select screen.

NOTE: Before starting a game, go to the Rosters menu to make changes to your roster and the Options menu to set up your game attributes.

TEAM SELECT

Play with any team from the NHL.

- D-Pad Up/Down to select Away Team or Home Team.
- D-Pad Left/Right to cycle through the available teams.
- D-Pad Up/Down to Load Rosters From, then Right/Left to select Original or Current Roster, and press the ⊗ button to make your choice. A current roster is one that has been changed by trades, releasing players, creating players, etc.
- Press the ⊗ button to start the game and bring up the Controller Setup screen or the △ to return to the previous screen.

CONTROLLER SETUP

Use this screen to assign your controller to a team and login your team initials. Be sure to login so that team records can be recognized.

- D-Pad Right/Left to assign your controller to a team.
- Press the □ button to begin logging your initials.
- D-Pad Right/Left to select a letter and press the ⊗ button to lock it in. To move back and delete a letter, press the □ button.
- Press the ○ button to end your login and press the ⊗ button to bring up the Pre Game Menu.

PRACTICE

A practice game allows you to set the number of players on the ice for each team. If you choose to only have one player per team, select 1 player. This will start a game with only a goalie playing for each team. Remove the goalies to play with one skater per side. Highlighting this option and pressing the ⊗ button will bring up the Team Select screen.

- Follow the steps above to select a team and setup a controller.
- D-Pad Up/Down to Players on Team for the Away and Home teams.
- D-Pad Left/Right to select 1 through 6 for the number of players.
- D-Pad Up/Down to Load Players From Right/Left to select Original or Current Rosters, and press the ⊗ button to make your choice.
- Press the ⊗ button to start the game and bring up the Controller Setup screen or the △ to return to the previous screen.

SEASON

A season allows you to play an entire season and takes you into the playoffs. At any time during the season, you can simulate a game by pressing the ○ button during the game setup. This will simulate that date's game for the entire league. Know that if a game chosen to be simulated is a game down on the schedule, all games prior to it will also be simulated. Also, at any time during the season, press R1 to end the season.

NEW ONE-PLAYER

New One-Player allows a single user to play an entire season. Selecting it will bring up Schedule and Team screen for the season.

- D-Pad Left/Right to select a team.
- D-Pad Up/Down to select a game from the season to play.
- Press the ⊗ button to bring up the Controller setup screen. See Controller setup above for details.

When a game is finished, go to the Memory Card menu to save your season game.

NEW MULTI-PLAYER

New Multi-Player allows more than one user to play in the same season. During a multi-player season, games can be simulated for the entire league or just for a particular team. Games can be played out of schedule order in a multi-player season. Be sure to select the Sim Team function to only simulate a game for that team. See New One-Player above to set up a Multi-Player game.

CONTINUE

Continue a Season at the next scheduled game or skip to a different game further down on the schedule. Again, games can be simulated. To use the Continue Season option, you must have already started a Season and saved the results on the Memory Card. The season must be loaded prior to selecting this option. See Season above for more details of how to set up a Season game.

NOTE: Skipping games in a one-player season will simulate all prior games. In a multi-player season, all games skipped can still be played.

TEAM STATS

View the team stats for the entire league.

- D-Pad Right/Left to cycle through the league's teams.
- D-Pad Up/Down to view the team's entire list of stats.

PLAYER STATS

View individual stats of every player from each team.

- D-Pad Right/Left to cycle through the league's teams.
- D-Pad Up/Down to view the team's entire list of player's. Cycle through statistical categories by pressing the ◻ (Left) and the ◎ (Right) buttons.
- Press the ⊗ button to view goalie stats.

ABBREVIATION OF PLAYER STATS

Player Stat Definitions

G	Goals
A	Assists
P	Points
PPG	Points Per Game
PIM	Penalty Minutes
PP	Power Play
SH	Short Handed
GW	Game Winning
GT	Game Tying
S	Shots
PCT	Shooting Percentage
GP	Games Played

Goalie Stat Definitions

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

LEAGUE LEADERS

View the statistical leaders of the NHL. See Player Stats above to view League Leader stats.

STANDINGS

View the Conference standings of the league.

- D-Pad Right/Left to toggle between divisions.

PLAYOFFS

Use this menu to 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 Player or New Multi-Player playoff series:

- Highlight the menu option and press the ⊗ button to bring up the playoff brackets.
- D-Pad Up/Down to choose between a 1 game or 7 game series and press the ⊗ button.
- D-Pad Up/Down to select a seeded team in a bracket and D-Pad Right/Left to select your teams for that bracket.
- To toggle between conferences, press the ◎ button.
- Press the ⊗ button to exit the screen and bring up the Controller Setup screen. See Controller setup above for more details.

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

AWARDS

View the awards given at season's end to the best players and teams.

ROSTERS

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

Remember: A team's roster can not exceed 25 players and must have at least 17, including at least 2 but no more than 3 goalies.

LINE MANAGER

Adjust any or all of the seven lines set up for each team.

- D-Pad Right/Left to select a team.
- Press the L1/R1 buttons to cycle through the team's lines.
- To change a line, D-Pad Up/Down to select a player to take off of a line and press the ⊗ button to lock him in. This will also move your cursor to remaining team roster on the bottom part of the screen. Press the ◎ button to cancel your choice.
- D-Pad Up/Down to select a player from the team roster to put on that line and press the ⊗ button to make the switch.

TRADE PLAYER

Attempt to trade any player to and from any team to create a dominant roster. A team may reject a trade at any time. Or a trade can be nullified due to roster restrictions. Keep in mind that any player from any team can be released and then signed by any team.

- D-Pad Right/Left to select a team to trade from.
- D-Pad Up/Down to select a player(s) to trade and press the ⊗ button.
- Press the ◎ button to switch to the team select on the bottom or top of the screen.
- D-Pad Right/Left to select a team to trade to.
- D-Pad Up/Down to select a player(s) to trade and press the ⊗ button.
- Press the □ button to complete the trade.

If a trade is nullified or refused, press the ⊗ button to deselect the player(s) and try to trade another player(s).

CREATE PLAYER

Create a free agent player with the type of skills to lead you into the playoffs. Only 25 players can fit into the free agent pool. From the Create Player screen:

- D-Pad Up/Down to highlight the player name attribute.
- Press the ⊗ button to activate the alphanumeric chart.
- Spell out a name by using the D-Pad Left/Right to highlight a letter or number and pressing the ⊗ button to lock it in.
- Highlight END and press the ⊗ button to exit the chart.
- D-Pad Down/Up to select the other player categories and D-Pad Right/Left to select player attributes.

Continue to D-Pad to the right portion of the screen to customize your player skill levels. With only 450 points to distribute among the eleven categories, be wise in your allocation of each point to provide maximum efficiency for each player. Goalies have only 400 points to allocate. Skill ratings range between 40 to 99 points.

- D-Pad Down/Up to an attribute and D-Pad Right/Left to increase/decrease the skill rating for that attribute.
- If more than one player has been created, Press the L1/R1 buttons to toggle through all created players.
- Press the △ button to exit the screen and include your player in the free agent pool.

  NOTE: Try to allocate your players points in a way that will create a 99 overall player.

RELEASE PLAYER

Release a player or players from any roster in the league. Remember, each team must have a minimum of 17 players on the roster. Released players go into the free agent pool.

- D-Pad Right/Left to select a team roster.
- D-Pad Down/Up to select a player and press the ⊗ button to release him to the free agent pool.

SIGN FREE AGENT

Sign a player from the free agent pool. You must have room on your roster to pick up a player. Choose from the players you've created or from released players from around the league.

- D-Pad Right/Left to select a team roster.
- D-Pad Down/Up to select a player and press the ⊗ button to sign a player from the free agent pool.

PLAYER CARDS

Each player card has complete game stats and physical attributes of each player.

- D-Pad Right/Left to select a team roster.
- D-Pad Down/Up to select a player to view.
- Press the ⊗ button to toggle between player stats and player attributes.

RESET ROSTERS

If at any time you would like to restore the rosters to their original players, select this option.

OPTIONS

Use Options to adjust the attributes of the game setting.

PERIOD LENGTH (5, 10, 20)

Set the length of each period to the desired time. 5 minute periods will result in a 15 minute game.

GAME SPEED (0-100)

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

PENALTIES (ON/OFF)

If penalties is ON, penalties will be called during the game.

LINE CHANGES (ON/OFF/AUTO)

If line changes is ON, you can manually change your lines during the play by pressing the select button. A setting of Auto will change lines automatically for you during the game.

OFFSIDES (ON/OFF)
If offsides is ON, skating offsides will not be allowed. Offsides occurs when an offensive player enters the offensive zone before the puck.

TWO LINE PASS (ON/OFF)
If two-line passing is ON, passing the puck across two lines will not be allowed. A two-line pass occurs when the puck is passed over any two lines.

ICING (ON/OFF)
If icing is ON, stoppage of play will occur when a puck is dumped down the ice. Icing occurs when a team equal or reater in numerical strength to the opposing team shoots the puck from their half of the ice, beyond the goal line of the opposing team, and is first touched by the opposition. Icing is called off if the puck crosses the goal crease.

INJURIES (ON/OFF)
If injuries is ON, players may get hurt and have to leave the game.

DIFFICULTY (ROOKIE/VETERAN/ALL-STAR)
Face Off '98 offers three different player levels to choose from. To prepare yourself for the challenge of playing at the All-Star level, first master the rookie and veteran levels.

PLAYER ID (NAME/NUMBERS)
Choose the way your player is identified during the game.

FIGHTING (ON/OFF)
Turn fighting on to get into it with the other team's tough guy. See the Control Code section to learn the controls for fighting.

PA ANNOUNCER (ON/OFF)
If PA Announcer is ON, you will hear the play by play of the game.

SOUND (ON/OFF)
If sound is ON, you will hear the sound effects and organ music of the game.

STATS PANEL (ON/OFF)
If the stats panel is ON, you can view the stats of the game while the game is in progress.

PLAYER PHOTOS (ON/OFF)
If player photos is ON, you can view the picture of a particular player in the roster screens.

RECORDS
Records are tabulated from the 3 different period times at all 3 player levels in 12 different categories. To include records from previous games, they must be loaded from the Memory Card prior to playing a new game. From the Records screen:

- D-Pad Right/Left to view the records from Rookie at 5 minute periods to All-Star at 20 minute periods.
- D-Pad Down/Up to view the entire list of records.

MEMORY CARD
Use the Memory Card menu to save a finished game/season/playoff, load a game/season/playoff, or save and load records.

SAVE GAME
If you choose to save a finished game:

- D-Pad Down/Up to select a Memory Card slot and press the ⊗ button.
- Name your game by using the D-Pad Right/Left to cycle through the alphabet and press the ⊗ button to lock in the letters.
- To back up and delete a letter, press the □ button.
- Press the ○ button to end the save setup.
- Press the ⊗ button to select Yes to save.

LOAD GAME
To continue a season or playoff, you must first load it from the Memory Card. From the Load Game screen:

- Choose the game from the Memory Card and press the ⊗ button to load the game.

SAVE RECORDS

To save the records from a season or playoffs, from the Save Records screen:

- Press the ⊗ button to select Yes to save the records.
- Choose a slot from the Memory Card and press the ⊗ button to save records.

LOAD RECORDS

To load records, from the Load Records screen,

- D-Pad Right/Left to choose the slot from the Memory Card to load from and press the ⊗ button.

Playing the Game

TWO PLAYER GAME

In a two player game, the controller on the top (controller 1) controls the player highlighted in blue. The controller on the bottom (controller 2) controls the player highlighted in red. The same applies when both players are playing on the same team.

MULTI PLAYER GAME

In a multi player game, the appropriate equipment is needed. A Multi tap must be used to allow more than two and up to eight players to compete. A maximum of four players can play per team.

USING ICONS

While you have the puck during play, pressing the L2 button will bring up five icon buttons under your teammates. Use these symbols to make quick decisions on the ice. While the icons are visible, press the corresponding button icons of the player to pass or shoot.

Pass the puck	Tap the button corresponding to player icon.
One-Timer	Double tap the button corresponding to the player icon.
Return pass	Hold down the button corresponding to player icon.
One-time pass	Press one button corresponding to player icon followed by another.

LINE CHANGES

With Line Changes set to ON, during each faceoff, a small line change window will appear on the screen showing the stamina of each line. Change lines often for a constant flow of fresh players. To change a line, press the button that corresponds with the line you want to put on the ice.

- Press the △ button to change to the first line shown in the window.
- Press the ○ button to change to the second line shown in the window.
- Press the ⊗ button to change to the third line shown in the window.

PRE-GAME MENU

Use the Pre-Game Menu to further customize your game.

START GAME

Select this option to start the game.

OPTIONS

See Options section earlier in this manual for descriptions.

TEAM SETTINGS

Use this option to set the attributes of the team.

GOALIE CONTROL (AUTO/MANUAL)

Manual allows you to have complete control of the goalie. See the Game Controls section to learn how to control the goalie.

GOALIE STATUS (IN/PULLED/AUTO)

Set the status of your goalie to be in the game, pull him from the game, or let the computer decide when to pull the goalie to add an exra attacker.

PLAYER SWITCHING (AUTO/MANUAL)

During a game using Auto Switching, the user of the game controls the man with the puck. If you pass the puck, you become the puck carrier.

- Press the □ button to move to the closest man to the puck.

Using Manual Switching, you play without the puck. If you pass the puck to Steve Yzerman, Steve Yzerman controls the puck. You remain your original player.

- Press the R1 button to switch to the closest man to the puck.

BREAKOUT (CROSS FRONT/CROSS BACK/POSITIONAL)
In a **Cross Front** breakout, forwards cross in front of you. (See Fig. 1 on page 23)
In a **Cross Back** breakout, forwards cross behind you.
In a **Positional** breakout, forwards don't cross.

OFFENSE (2 IN FRONT/TRIANGLE/POSITIONAL)
A **2 In Front** offense is designed to screen the goalie and set up rebounds.
A **Triangle** offense cycles the players.
In a **Positional** offense, the forwards stay in their lanes with one always ready to backcheck. (See Fig. 2 on page 23)

DEFENSE (NORMAL/PRESSURE/ZONE)
In a **Normal** defense, your man stays a little off the man he is guarding.
In a **Pressure** defense, your man plays tight on the man he is guarding.
In a **Zone** defense, each man is responsible for a zone. (See Fig. 3 on page 23)

FORECHECKING (NORMAL/LEFT WING LOCK/TRAP)
Normal forechecking is 1 forward harassing the defensemen in the opponent's defensive zone.
A **Left Wing Lock** has 2 forwards harassing the defensemen in the opponent's defensive zone with 3 men back. (See Fig. 4 on page 23)
Trap forechecking is an attempt to trap your opponent in the neutral zone.

POSITION (CENTER/LEFT WING/RIGHT WING)
The focus player will be in the best position to score.

CONTROLLER SETUP
See Controller setup earlier in this manual for information on how to set up your controller.

CAMERA ANGLE
Choose from five camera settings.
A **Vertical** view is the default view from one end of the ice.
A **High Vertical** view is a view from one end of the ice at a higher perspective.
An **Ice Level** view is a view as if you were on the ice watching.
A **Diagonal** view is a view from one corner (diagonal) of the ice.
A **Side** view is a view from the side of the rink.

INCIDENT REPORT (ON/OFF)
During the game, view the injuries and/or ejections of the players. Find out if/when a player will return from the locker room.

TEAM MATCHUP
Compare the categorical ratings of each team.

EDIT LINES
See the Edit Lines section earlier in this manual for details.

QUIT GAME
Quit the game and return to the main menu.

PAUSE MENU
Press the Start button to pause the game and bring up the following menu options. See the Pre-game Menu section above to see the descriptions for repeated menu items.

RESUME GAME
Resumes a paused game.

INSTANT REPLAY
To use instant replay:

L2/R2	Beginning/End of replay
□ button	Rewind the play
○ button	Forward the play frame by frame
⊗ button	View the play at normal speed
△ button	Exit to return to the Pause menu

FREE-CAM OPERATION
To operate the Free-Cam:

- Use the D-Pad to select a player to watch.
- Hold L1 and use the D-Pad to spin the camera and zoom in and out. The △ button will raise the camera and the ⊗ button lowers it.

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.

- D-Pad Right/Left to cycle toggle between teams.
- D-Pad Down/Up to scroll through players.
- Press the □ and ○ buttons to toggle through the different categories.
- Press the ⊗ button to view goalie stats.

TIMEOUT
Select this option to call a timeout. This will restore full energy to all of your lines. Each team receives 1 timeout per game.

STARS OF THE GAME
At the end of each game, the stars of the game window will appear on the screen. Press the ⊗ button to bring up the Post-Game Menu.

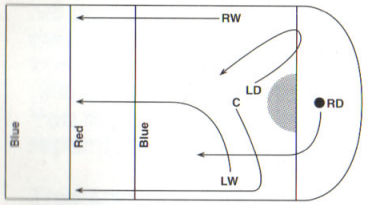
POST-GAME MENU
Use this menu to check the stats of the game. See the Pre-Game and Pause Menus for details of most of the Post-Game Menu options.

MAIN MENU
Exits the screen and brings you to the main menu.

REPLAY GAME
Select this option to replay the entire game. These results will not count in your season or playoffs.

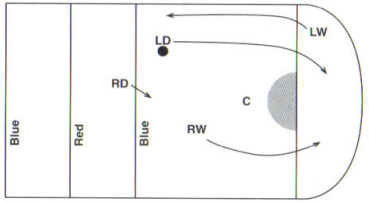
Game Strategy

FIG. 1



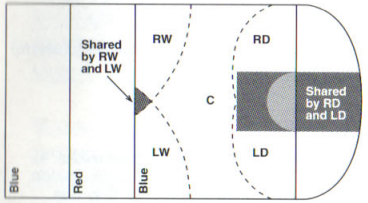
In a **Cross Front Breakout**, the center and the left wing always stay in front of the puck carrier.

FIG. 2



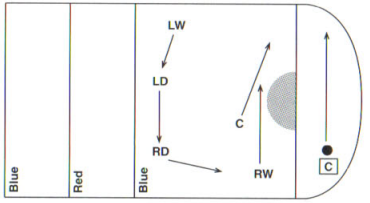
A **Positional Offense** is conservative. Forwards generally stay in their lanes. There is always one forward high to protect against 3 on 2 breakouts.

FIG. 3



In a **Zone Defense**, each player is responsible for a specific area of the ice.

FIG. 4



In a **Left Wing Lock**, three men are always back to prevent 3 on 2 breakouts.

NHL Face Off '98 Credits

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