

**PLAYBOOK**

**989  
SPORTS®**

**NHL®**  
**FACE OFF™**  
**2003**



**SONY**



**COMPUTER  
ENTERTAINMENT®**



# NHL FACEOFF™ 2003

**WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

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 2 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 2 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.

**USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

**HANDLING YOUR PLAYSTATION 2 DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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® FACEOFF™ 2003 TIPS AND HINTS

**PlayStation 2 Hint Line**

Hints for all games produced by SCEA are available:

**Within the US**                      **1-900-933-SONY (1-900-933-7669)**

\$0.95/min. auto hints

**Within Canada:**                      **1-900-451-5757**

\$1.50/min. auto hints

For US callers, the automated support hint line is available 24 hours a day, 7 days a week. Live support is not available at this time. Live support for Canada 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.

**Consumer Service/Technical Support**                      **1-800-345-SONY (1-800-345-7669)**

Call this number for help with technical support, installation or general questions regarding the PlayStation 2 console and its peripherals. Representatives are available Monday–Saturday, 6AM–8PM PST, Sunday 7AM–6:30 PM PST, 365 days a year (including holidays).

**PlayStation 2 Online**

**[www.playstation.com](http://www.playstation.com) and [www.989sports.com](http://www.989sports.com)**

Our news is always hot! Visit our website and find out what's happening — new titles, new products and the latest information about the PlayStation 2 computer entertainment system.

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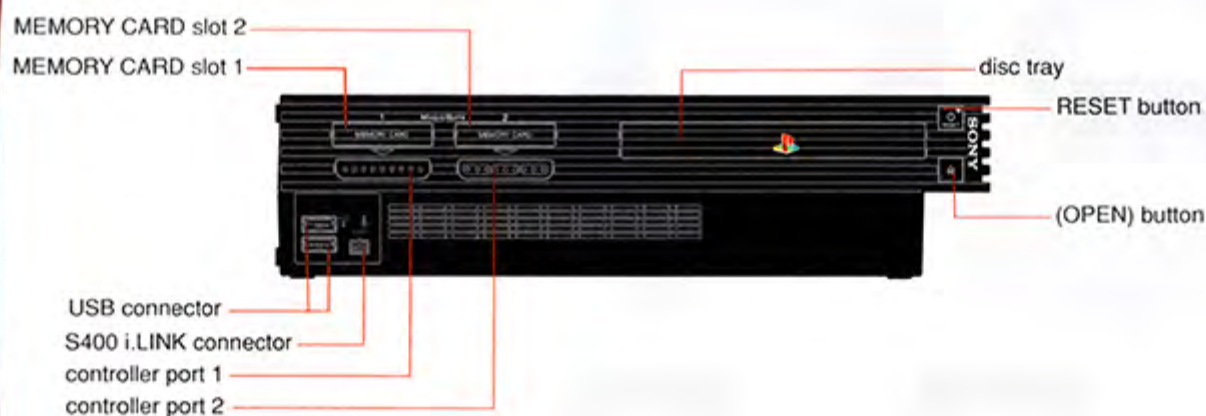
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# NHL FACEOFF™ 2003

## GETTING STARTED

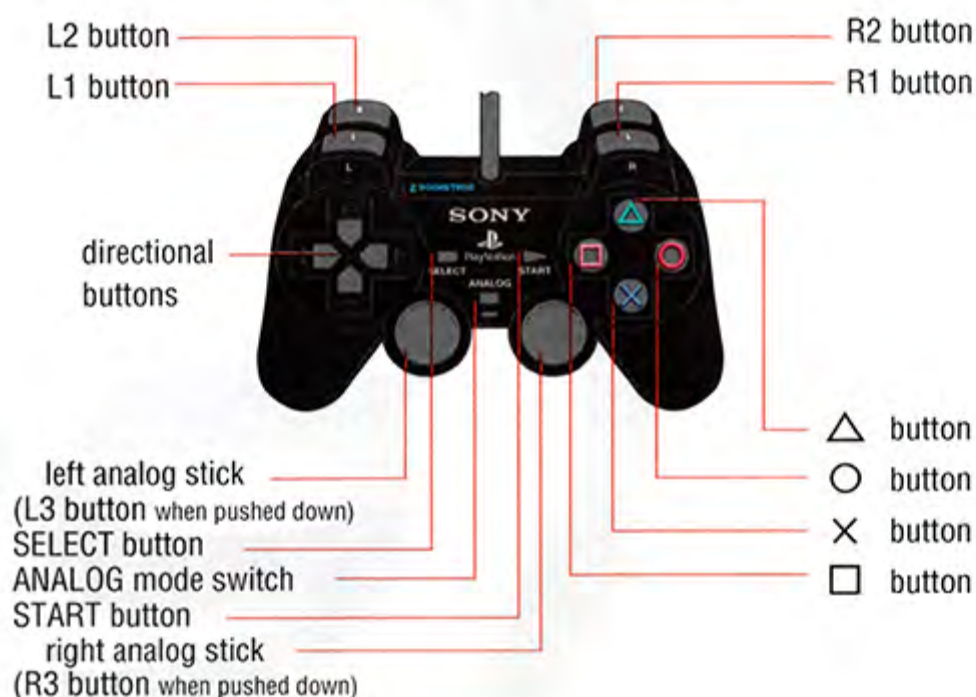
### PlayStation®2 Setup



Set up your PlayStation 2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the NHL FaceOff 2003 disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

# STARTING UP

## DUALSHOCK®2 Analog Controller



### MULTITAP

When using the Multitap (for PlayStation 2), at least one controller must be connected to Controller Port 1-A or 2-A.

## SAVING DATA

You must insert your MEMORY CARD (8MB)(for PlayStation 2) before you save or load a file. NHL FaceOff 2003 saves user-defined options and all data for Seasons, Playoffs, Records, Roster Changes and Created Players. 124KB of memory must be available in order to save game data, while 74KB of memory is needed to save user records. If you don't use a MEMORY CARD (8MB)(for PlayStation 2), all NHL FaceOff 2003 data will be lost when you turn OFF your PlayStation 2 console. See *MEMORY CARD* on page 31 for more information.

# NHL FACEOFF 2003

## GAME CONTROLS

### Offense

Move player	← / → / ↑ / ↓ (or left analog stick)
Shoot	□
Pass	⊗
Drop pass	△
Sprint / Check (not controlling the puck)	○
Spin left / right	L1 / R1
Deke	Hold R2 + ← / →
Switch to player closest to the puck	⊗
Icon passing (controlling the puck)	Hold L2 + ⊗, □, △, ○, or R2
Icon switching (not controlling the puck)	Hold L2 + ⊗, □, △, ○, or R2
Line change	■ SELECT
Pause game	▶ START



## Defense

Sprint / Check	○
Hook / Poke check	□
Slash / Block shot	△
Switch to man/goalie closest to the puck	×
Icon switching (not controlling the puck)	L2
Line change	SELECT
Pause game	START

## Goalie

Move player	← / → / ↑ / ↓ (or left analog stick)
Save	○
Cover	□
Clear	△
Pass	×
Icon passing (controlling the puck)	Hold L2 + ×, □, △, ○, or R2

## Fighting

Punch	×
Block	□

# NHL FACEOFF™ 2003

## ON THE ICE

### Icon Passing

While you have control of the puck on the ice, pressing **L2** will activate the Icon Passing system. Icon Passing allows you to pass to any teammate by showing you which player corresponds to each button icon on your controller. While the icons are visible under each player, pass the puck to a particular player by pressing the corresponding icon button. Control of that player will take place once the puck reaches his stick.

You control player  
with the star

Icons will appear  
when Icon Passing  
is activated



### Icon Switching

When you do not have control of the puck on the ice, press **L2** to activate the Icon Switching system. Icon Switching allows you to switch control to any teammate by showing you which player corresponds to each button icon on your controller. While the icons are visible under each player, switch control to a particular player by pressing the corresponding icon button.



## Goalie Control

Your goalie is probably the most important player on the ice. Control of your goalie is essential to making saves during the game. Making a save is a little harder than you may think. By getting your goalie into a good position, you'll improve your chances at stopping shots. Press ← / → or ↑ / ↓ (or left analog stick) to position your goalie, and then press ● to make the save.

## Line Changes

If you rotate your lines often, your players will stay fresh for the entire game. If you have Line Changes set to ON, press SELECT to bring up a line change window showing the current stamina situation of each line. Each line will be represented by an icon button that corresponds to each icon button on your controller. To change a line, when the line change window is activated, press the icon button of the new line that you want to put on the ice.




## Fighting

Having an enforcer on your team to protect your high-profile players is a necessity in hockey. Use your tough guys to equalize the play on the ice. Fighting is also a way to instigate an opponent into a penalty and get him off of the ice.

# NHL **FACEOFF** 2003

## **PAUSE MENU**

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

### **Resume Game**

Resume a current game at the point it was paused.

### **Instant Replay**

Instant Replay gives you a chance to analyze the last play. Use the controls shown on the screen to control the flow of the replay.

### **Options**

See *Options* on page 27 for descriptions of repeated menu items.

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

## **TEAM SETTINGS**

Use this option to set your team strategies for the game.

### **Goalie Control**

Set your goalie control to AUTO or MANUAL. A setting of MANUAL gives you complete control of the goalie. See the goalie game controls on page 5 to learn how to control the goalie.

### **GOALIE STATUS**

Set the status of your goalie to IN, PULLED, or AUTO. IN will keep your goalie on the ice and in the game. PULLED should be used when you want to pull your goalie from the ice and add more skaters. AUTO will let the CPU decide when to pull the goalie for late period scoring attacks.



## **OFFENSE**

During the game, you can use one of three offensive strategies to try and create mismatches and scoring chances on the ice.

### **Normal Offense**

The forwards stay in their lanes with one always ready to backcheck.

### **Aggressive Offense**

Designed to screen the goalie and set up rebounds.

Players will move in to screen the goalie



### **Conservative Offense**

Cycles the players and attempts to keep the players fresh.

## **BREAKOUT**

Like the offensive strategies, there are three types of offensive breakout strategies available.

### **Normal Breakout**

The forwards don't cross.

### **Aggressive Breakout**

The forwards cross in front of you.

### **Conservative Breakout**

The forwards cross behind you.

# NHL FACEOFF 2003

## **DEFENSE**

There are three types of defensive strategies available during the game.

### **Normal Defense**

Your skater stays a little off of the skater he is guarding.

### **Aggressive Defense**

Your skater plays tight on the skater he is guarding.

### **Conservative Defense**

Each skater is responsible for a particular zone.

Players will stay in their defensive zone



## **FORECHECK**

There are three different Forechecking options available during the game.

### **Normal Forechecking**

One forward harasses the defensemen in the opponent's defensive zone.



## **Aggressive Forechecking**

An attempt is made to trap your opponent in the neutral zone.

## **Conservative Forechecking**

Two forwards harass the defensemen in the opponent's defensive zone with three men back.

## **CAMERA ANGLE**

Choose your favorite camera angle of the ice.

## **CONTROL SETUP**

Use the Control Setup to change teams during the game or to configure your controller with different control sets and button options. Press **○** to bring up the Control Configuration screen.

### **To configure your controller:**

- Press **↑** / **↓** to change mode (e.g., goalie).
- Press **←** / **→** to choose a button control setting (i.e., 1, 2, or 3) for that mode. Change as many modes as you like.
- Press **○** to turn the vibration option ON/OFF. Vibration activates your DUALSHOCK2 analog controller, causing it to vibrate when checks and player wipeouts occur on the ice.
- Press **⊗** to set the configuration and return to the Control Setup screen.

**Four modes - change as many as you like**

**View the new controls for each mode change**



## **Injury Report**

View the injuries and ejections of players. You can also find out if or when a player will return from his injury.

# NHL FACEOFF 2003

## Line Manager

Adjust any of the 18 lines for each team. See *Line Editor* on page 25 for more information.

## Game Stats

View the up-to-the-minute team stats of the game.

## Player Stats

View the individual stats of the players during the game. See *Player Stats* on page 16 for more information.

## Timeout

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

## Quit Game

Quit the game and return to the Main Menu.

## QUICK START

Quick Start allows you to start an Exhibition game quickly. Just choose a team and get right into the game.

- Press **←** / **→** to choose an AWAY or HOME team.
- Press **↑** / **↓** to choose a team. You can press **L1** to have the CPU randomly select an Away team and **R1** to select a Home team.
- Press **□** to change your jersey type. From the Select Jersey screen, press **←** / **→** to choose a team, and then **↑** / **↓** to choose a jersey for the game.



- Press **○** to configure your controller. See *Control Setup* on page 11 for more information.
- If you decide to not play a Quick Start game, press **△** to return to the Main Menu and choose a game format from the Select Game option.

## EXHIBITION

Play an Exhibition game matching up any two teams. Play against a tough division rival or a team you wouldn't often face during a Season, but might meet up with in the Playoffs.

From the Exhibition screen, you will choose the teams for your game and the type of roster you want to use for your team. Choose from this year's NHL teams, international teams, or the NHL All-Star teams. Use the overall team ratings shown below the team selection to help with team matchups.



- Press **← / →** to choose an AWAY or HOME team.
- Press **↑ / ↓** to choose a team. You can press **L1** to have the CPU randomly select an Away team and **R1** to select a Home team.
- Press **○** to select the rosters option, and then press **← / →** to choose a roster type for the game. A Current Roster is one that has been changed by trading, releasing, signing, or creating players. An Original Roster is the makeup of a team before any roster changes.
- Press **⊗** to move to the Control Setup screen.

# NHL FACEOFF 2003

## Control Setup

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

- Press ← / → to assign your controller to a team.
- Press [Square] to change your jersey type. From the Select Jersey screen, press ← / → to choose a team, and then ↑ / ↓ to choose a jersey for the game.
- Press [Circle] to configure your controller. See *Control Setup* on page 11 for more information.
- Press [X] to start the game.



## PRACTICE

Practice games are the same as Exhibition games but they allow you to alter the number of skaters on the ice for each team. You can set up each team to play with as few as three skaters. See *Exhibition* on page 13 for more information on the setup for these games.



# SEASON

A Season includes 82 regular Season games and an All-Star game. At the end of a Season, if your team qualifies as one of the top eight teams in your Conference, it will advance to the Playoffs and compete for the Stanley Cup.

## New One Team Season

A New One Team Season is a Season that can only include one team.

### SCHEDULE

Play any game listed on the schedule. If you decide to play a game further down on the schedule, all games prior to that date will be simulated. In the New One Team Season mode, you can choose to simulate the league's games for any date on the schedule by pressing **○**.



**To play any game on the schedule:**

- Press **↑** / **↓** to choose a game, and then press **⊗**.

*NOTE: At any time during the Season, you can play an All-Star game by pressing **L1** from the Schedule screen. To end a Season, press **R1**.*

## New Multi Team Season

A New Multi Team Season allows more than one user to play in the same Season. In this mode, games can be played out of the scheduled order. If you choose to play a game further down in the schedule, the games prior to it will not be simulated. As with a New One Team Season, from the Schedule screen you can play an All-Star game by pressing **L1** or end a Season by pressing **R1**.

**To play any game on the schedule:**

- Press **↑** / **↓** to choose a game, and then press **⊗**.

*NOTE: During a Multi Team Season, games can be simulated for the entire league or just for a particular team. To simulate a game for a team only, press **○**.*

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## Continue Season

Continue a Season at the next scheduled game or skip to a different game further down on the schedule. To continue a Season, you must have already started a Season or loaded a previously saved Season from a MEMORY CARD (8MB)(for PlayStation 2).

## Team Stats

Team Stats include 27 different statistical categories for each team in the league. These stats will show you the strengths and weaknesses of your team and the areas in which you need to improve. Each stat category will show where your team ranks within the league.

- Press **←** / **→** to choose a team.
- Press **↑** / **↓** to scroll through the statistical categories.

## League Leaders

View the top 30 players in the league for the most significant stat categories.

- Press **←** / **→** to select a stat category.
- Press **⊗** to sort the players, ranking them 1-30 for that stat. For example, if the Assists category is highlighted, pressing **⊗** will show the players in the order of the player with the most assists down to the player with the least.
- Press **↑** / **↓** to view the entire list of players.

*NOTE: Press **⊙** to toggle between goalie stats and player stats.*

## Player Stats

View individual stats of every team's players. See *League Leaders* above for more information about this screen.

- Press **L1** / **R1** to choose a team.



## Standings

View the Conference Standings of the league. Near the end of the Season when the Playoffs are approaching, a “y” next to a team name indicates a division champion while an “x” indicates a team that has clinched a Playoff berth.

- Press ⊗ to toggle between conference and division standings.
- Press ⊙ to change conferences or divisions.

## PLAYOFFS

In Playoff mode, you can compete in the Playoffs without having to play a Season. See the Season menu options on pages 15-16 for more information on repeated Playoff menu items.

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

### To play in a New One Team or New Multi Team Playoff series format:

- Highlight a Playoff option and press ⊗ to bring up the Playoff screen showing the Playoff brackets.
- Press ↑ / ↓ to choose a 1, 3, 5, or 7-game series, and then press ⊗.

### To adjust the pairings in a Playoff bracket:

- Press ⊙ to choose a conference.
- Press ↑ / ↓ to select a seed position.
- With a seed selected, change a seeded team to a different team not in the Playoffs by pressing ← / →.
- Press ↑ / ↓ to choose a game to play.
- Press ⊗ to bring up the Control Setup screen and play the series. See *Control Setup* on page 11 for more information.

## Awards

Awards for league standouts are handed out after the Stanley Cup playoffs are finished. See who won the MVP of the league and the Coach of the Year Awards.

# NHL FACE OFF 2003

## TOURNAMENT

Tournaments are made up of two Pools. Each Pool, Pool A and Pool B, will have four teams. Each team will play a six game schedule with the other teams in the Pool. After all six games are played, the two teams within each Pool with the most points will move on to the Playoffs where they will compete for the gold cup. See *Season* on page 15 for more information on repeated menu items such as Team Stats, Player Stats, League Leaders, and Standings. At any time during the Tournament, you can end it by pressing **R1**.

### From the Tournament Setup screen:

- Press **↑** / **↓** to select a team.
- Press **←** / **→** to cycle through different teams.
- Press **□** to choose a user for the team. HUMAN designates this as a team you control.
- Press **⊗** to continue.

Choose teams from  
two pools

Set each team to  
CPU or player con-  
trolled





### **From the Schedule screen:**

- Press ← / → to Choose a team's schedule.
- Press ↑ / ↓ to choose a game on the schedule to play. You can simulate this game for the team by pressing ■ or simulate the games for all teams by pressing ●.
- Press ⊗ to move to the Control Setup screen to choose a team.

Once the Tournament Season is complete, the Playoffs will begin. The four teams that make it to the Playoffs will play each other in the first round. The two teams that win in the first round will play in the Medal Rounds for the gold cup, as the two remaining teams will be playing for the bronze cup.

## **SHOOTOUT**

In a Shootout, test your skills as a shooter and a goalie. When the Shootout begins, you will be the one to control the goalie and the shooter for the team that you choose to play for. Each team gets five shots at goal. After the five rounds, the team with the most goals wins the Shootout.

### **From the Shootout screen:**

- Press ← / → to choose Home or Away, and then press ↑ / ↓ to select a team.
- Press ⊗ to start the Shootout.

## **CAREER**

Career mode is a multiple Season format that gives you control of off-season player transactions for up to 10 years. When a Season is complete, you will have the opportunity to view each team's list of retiring players and free agents. You will also select rookies from the rookie draft and have the option to sign free agents from the free agent draft. See the Season menu options on pages 15-16 for more information on repeated Playoff menu items.

### **When the Season and the Playoffs are complete:**

- Press ⊗ from the Playoff screen to begin the off-season and move to the Retirement List.
- Press ← / → to view the retired players from other teams.
- Press ⊗ to continue to the list of free agents.
- Press ← / → to view the free agents from other teams.
- Press ⊗ to move to the Rookie Draft.

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## Rookie Draft

The Rookie Draft goes for two rounds. Based on your team needs and the players that you need to replace from retirement and free agency, choose your rookies wisely.

### From the Rookie Draft screen:

- Press **↑** / **↓** to view the complete list of available rookies. To view a player's info, press **SELECT**. This will help you decide if a particular rookie fits your team's style of play.
- Press **⊗** to sign a highlighted rookie. If you prefer the CPU to select rookies for you, press **⊞** to auto select.
- Press **⊗** when the draft is complete to continue.

## Free Agents

When the free agent signing period begins, players will decide if they want to play for your team. If a free agent decides to sign with your team, you have the option to sign him or turn him away.

### If a player wants to sign with your team:

- Press **SELECT** to view his player info and decide if he's the right fit for your team.
- Press **⊗** to sign the free agent or **△** to refuse. Press **⊞** to auto select if you prefer the CPU to decide which free agents to sign.

#	POS	NAME	OVERALL
12	F	M. Keane	78
15	D	S. Lachance	78
21	F	M. Czorkowski	78
17	F	R. Murray	78
32	F	D. May	78
28	F	M. Knuble	77
2	D	G. Wesley	77
20	F	J. Dupita	77
24	F	A. Dackell	77

Mike Keane  
Wants to sign on with Columbus

A free agent wants to sign with your team



- When the free agent signing period is complete, you will need to choose whether you want the CPU to configure your team lines. Press **⊗** to auto configure your lines or **△** to refuse.
- Press **⊗** when the free agent signing period is complete to continue.

## **TRANSACTIONS**

Use Transactions to make changes to your existing roster by signing, releasing, trading, creating, and modifying players.

*NOTE: Players shown in blue on the roster are players not suiting up for games.*

### **Sign**

Players are signed from the Free Agent Pool. The Free Agent Pool includes created players and those that have been released by teams. To sign a player, you may have to release a player or make a trade to create space on your 30-man roster.

#### **To sign a player from the Free Agent Pool:**

- Press **← / →** to choose a team.
- Press **↑ / ↓** to choose a Free Agent to sign.
- Press **⊗** to sign the Free Agent.

### **Release**

You can release players from around the league to stock the Free Agent Pool. Each team must have a minimum of 20 players on the roster. You may run into a situation where the league will not let you release a particular player. For example, if you have already released or traded a goalie, the CPU will not let you release another goalie if there are only two remaining on the roster. There is a minimum number of players at each position that must be on each roster.

#### **To release a player:**

- Press **← / →** to choose a team.
- Press **↑ / ↓** to choose a player to release.
- Press **⊗** to release the player and place him into the Free Agent Pool.

# NHL FACE OFF 2003

## Trade

Make a trade for any player in the league. Try to add an impact player to take your team to the next level, or add some backups for depth. A team may reject a trade or a trade can be nullified due to roster violations. Before attempting trades, remember that you must have a minimum number of players at each position.

TRADE PLAYER			
Detroit			
#	POS	NAME	OVERALL
42	F	S. Avery	74
24	D	C. Chelios	96
11	D	M. Dandaneau	79
13	F	P. Datsyuk	81
Colorado			
#	POS	NAME	OVERALL
1	G	B. Aebischer	79
4	D	R. Blake	97
7	D	G. de Vries	73
18	F	C. Drury	88
20	F	K. Fairchild	63

- Press ← / → to choose a team.
- Press ↑ / ↓ to scroll through the list of players, and then press ⊗ to add a player to the trade. Make multiple player selections if you wish. You can make trades using more than one player from your roster. To deselect a player, highlight the player and press ⊗.
- Press Ⓞ to move to the grid for selecting a second team.
- Press ← / → to choose a second team.
- Press ↑ / ↓ to scroll through the list of players, and then press ⊗ to add a player to the trade. Again, you can make trades using more than one player from a roster.
- Press Ⓞ to complete the trade.

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



## Create

Use Create Player to create a dominating star, perfect role player, or have some fun and create yourself using your own physical abilities and characteristics.

*NOTE: As you make changes to your player, rotate the player model to view the player's new look by pressing **L1** / **R1**.*

### **EQUIPMENT**

From the Equipment screen, you can choose the type of equipment positional players will be using from any team in the league. Make changes to such items as skates, stick types, and whether the players will be wearing visors.

- Press **↑** / **↓** to select team, and then press **←** / **→** to choose a team.
- Press **↑** / **↓** to select position, and then press **←** / **→** to choose a position for your new player.
- Press **↑** / **↓** to choose a piece of equipment, and then press **←** / **→** to make a new selection.

### **NAME**

Create a name for your player that will appear on the back of his jersey.

**From the onscreen naming system:**

- Press **←** / **→** to choose a letter for the first name, and then press **⊗** to enter it. Use the case, space, and delete keys to make additional changes.
- Press **⊙** to move to the last name option and repeat the previous step.
- Press **↑** / **↓** to select the accept key, and then press **⊗** to accept your player name.

### **PHYSICAL ATTRIBUTES**

Physical attributes consist of your player's jersey number, weight, height, whether he shoots left-handed or right, etc.

- Press **↑** / **↓** to select a category, and then press **←** / **→** to make a change.

# NHL FACEOFF 2003

## **FACIAL FEATURES**

The facial feature options allow you to customize your player's head and facial appearance. You can change skin tone, add facial hair, nose type, and much more.

- Press **↑** / **↓** to highlight an attribute, and then press **←** / **→** to choose an option.

## **SKILLS**

Skills are a player's on-ice abilities such as speed, endurance, shot power, and much more. Each ability is based on a point total. The higher the points, the greater the skill level.

- Press **↑** / **↓** to select a skill attribute, and then press **←** / **→** to make a change. You have 500 additional points (goalies have 300) to distribute among these categories. Skill ratings range between 40 and 99 points.
- When finished, press **⊗** to create your player.

## **Modify**

Modify any of the players that you have already created. The modification process will bring you through all of the create player screens.

**From the Modify screen:**

- Press **↑** / **↓** to select a player.
- Press **⊗** to start your modification or **⊙** to delete your selected player.

## **ROSTERS**

The Rosters Menu allows you to view and alter the roster of any NHL team. Make changes by editing a team's lines, holding a draft, or editing a team's captaincy.

*NOTE: A team's roster cannot exceed 30 players and must include at least 20 players, including at least two goalies.*



## Line Editor

Line Editor allows you to substitute the players on any of your team's 18 lines. Make changes to add some speed to your penalty kill lines or add some age and experience to your top defensive line. Get creative and see what works for your team.

- Press **←** / **→** to select a team.
- Press **L1** / **R1** to cycle through the team's lines.
- To change a line, press **↑** / **↓** to select a player to remove from the line, and then press **⊗** to tag him. The player you have selected will now be shown on the remaining team roster at the bottom of the screen.
- Press **↑** / **↓** to select a new player from the team roster to put on the line, and then press **⊗** to make the substitution.

### To make inactive players active and place them on a line:

- Press **←** / **→** to select a team.
- Press **L1** / **R1** to cycle through the team's lines.
- To change a line, press **↑** / **↓** to select a player to make inactive, and then press **⊙**.
- From the inactive players list on the roster (shown in blue), press **↑** / **↓** to select a player to activate and add to the line, and then press **⊗**.

## Injury Report

View the player injuries that have occurred during the game, and see how long an injury will keep a player out of the lineup. Game suspensions of players that caused injuries will also be shown here.

- Press **⊗** to choose a team.
- Press **↑** / **↓** to move through the entire list of injuries.

## Player Cards

View a player's game stats and physical attributes.

- Press **←** / **→** to choose a team.
- Press **↑** / **↓** to choose a player.
- Press **⊗** to toggle between stats and attributes.



# NHL FACEOFF™ 2003

## Draft

Hold a draft of all the existing players in the NHL and build your team with the type of players you think have what it takes to be champions. Players are drafted at the three positions of forward, defenseman, and goalie for a total of 20 rounds. Any team you don't draft for will be handled by the CPU. At any time during the draft, you can press **L2** to have the CPU automatically draft.

- Press **← / →** to select a draft style. In a Linear draft, the draft order remains the same during each round. In a Serpentine draft, the draft order is reversed each round. For example, a team drafting last in the first round will draft first in the second round.
- To draft manually, press **↑ / ↓** to select a team, and then press **□** to change the team control to HUMAN. Draft for as many teams as you like. When this team comes up in the draft order, you will be making the player selections.

### To change the draft order by moving teams.

- Press **↑ / ↓** to select a team, and then press **○**.
- Press **↑ / ↓** to move that team to a new position in the draft order.
- Press **○** to make the change.

### During the draft, when a team for which you are drafting comes up in the draft order:

- Press **○** to change positions to view the entire list of available players in each category.
- Press **□** to view the Current Roster.
- Press **⊗** to draft a player.
- Continue these steps until the end of the 20<sup>th</sup> round, and then press **⊗** to exit.



## Jersey Numbers

You can edit the jersey number of any player on your team or any team in the league.

- Press ← / → to choose a team.
- Press ↑ / ↓ to choose a player.
- Press ⊗ to bring up the number chart.
- Press ← / → / ↑ / ↓ to choose and new number, and then press ⊗.

## Edit Captaincy

Edit the captains and assistant captains for your team or any team in the league.

- Press ← / → to select a team.
- Press ↑ / ↓ to select a current captain, and then press ⊗ to tag him. The player you have selected will now be shown on the remaining team roster at the bottom of the screen.
- Press ↑ / ↓ to select a new captain from the team roster, and then press ⊗ to make the change.

## Reset Rosters

Selecting Reset Rosters will return all rosters to their previous setup. All players traded, released, signed, and drafted will be back on their original roster.

# OPTIONS

## Settings

### STYLE

Simulation mode best represents an NHL game, as player fatigue and the rules are closely followed. Arcade mode shuts off fatigue, line changes, injuries, and increases game speed. Settings are already made for Simulation and Arcade mode. If you want to create your own game settings, use the Custom mode.

### DIFFICULTY

Play a game at your skill level using the Rookie, Veteran, or All-Star player levels.

# NHL **FACEOFF** 2003

## **PERIOD LENGTH**

Set the length of each period to 5, 10, or 20 minutes. There are three periods in a game with an additional overtime period if there is a tie at the end of regulation.

## **CLOCK SPEED**

Set the speed of the game clock to Normal or Fast.

## **SHOT AIM**

Set the control for aiming the puck on a shot. Manual allows you to control shot aim while Auto gives the CPU control of your aim.

## **FATIGUE**

Fatigue controls the exhaustion factor of the players on the ice. Setting Fatigue to OFF keeps the players fresh for the entire contest.

## **LINE CHANGES**

When set to ON, you can manually change your team's lines during the game by pressing **SELECT**. A setting of AUTO will allow the CPU to change lines automatically during the game.

## **OFFSIDES**

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

## **PLAYER ID**

Choose the way your player is identified on the ice with either their names, numbers, or none.



## **PUCK HALO**

The puck halo is a colored ring around the puck that allows you to see it more clearly on the ice.

## **GAME SPEED**

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



## **INJURIES**

Set the occurrence of injuries that can occur during the game. The higher the setting, the more likely injuries will take place.

## **Rules**

### **STYLE**

Simulation mode best represents an NHL game, as player fatigue and the rules are closely followed. Arcade mode shuts off fatigue, line changes, injuries, and increases game speed. Settings are already made for Simulation and Arcade mode. If you want to create your own game settings, use the Custom mode.

### **FIGHTING**

Fighting is part of the game and is fun to learn how to do. See the fighting game controls on page 5 for more information.

### **TWO LINE PASS**

A two-line pass occurs when the puck crosses over any two lines. Keep this option OFF to open up the ice and allow two-line passes.

### **ICING**

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

# NHL **FACE OFF** 2003

## **OFFSIDES**

Offsides occurs when offensive players are in the opponent's end of the ice when the puck is carried or passed in over the blue line. Keep this option OFF to allow offsides and not get called for an infraction.

## **PENALTIES**

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

## **Sounds**

### **STYLE**

Style options for sound include TV, arena, or arcade. You can also set the sounds to your liking using the Custom style.

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

Adjust the volume of each category. The higher the setting, the louder the sound.

## **RECORDS**

Team and player records are tabulated from all three period times, for all three player levels. Records can be loaded from previously saved games from a MEMORY CARD (8MB)(for PlayStation 2) prior to playing a new game.

- Press ← / → to select a difficulty level.
- From each difficulty level, press ← / → to select a period length.
- Press ↑ / ↓ to view the entire list of records.



# MEMORY CARD

The MEMORY CARD (8MB)(for PlayStation 2) screen allows you to manage the files on your MEMORY CARD (8MB)(for PlayStation 2). See *Saving Data* on page 3 for more information.

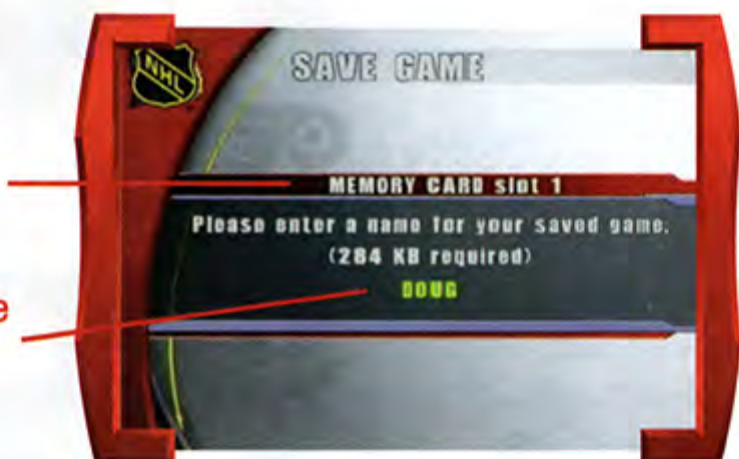
## Save Game

To save a game:

- Press **↑** / **↓** to select MEMORY CARD (8MB)(for PlayStation 2) slot 1 or 2.
- Name your game by pressing **←** / **→** from each character to cycle through the alphabet, and then press **⊗** to lock in the letters. Press **⊙** to back up by deleting letters.
- Press **⊙** to end the save setup, and then press **⊗** to select YES and save the game.

Choose a MEMORY CARD slot

Enter a unique name for your saved file



## Load Game

To continue a previously saved Season, Playoff, Tournament, or Career, you must first load it from a MEMORY CARD (8MB)(for PlayStation 2).

To load a game:

- Press **←** / **→** to select MEMORY CARD (8MB)(for PlayStation 2) slot 1 or 2.
- Press **↑** / **↓** to choose a game from the MEMORY CARD (8MB)(for PlayStation 2), and then press **⊗** to load the game.

# NHL FACEOFF™ 2003

## Save Records

To save the records from a Season, Playoff, Tournament, or Career:

- Press ← / → to select MEMORY CARD (8MB)(for PlayStation 2) slot 1 or 2.
- Press ⊗ to select YES and save the records or press △ to cancel.

## Load Records

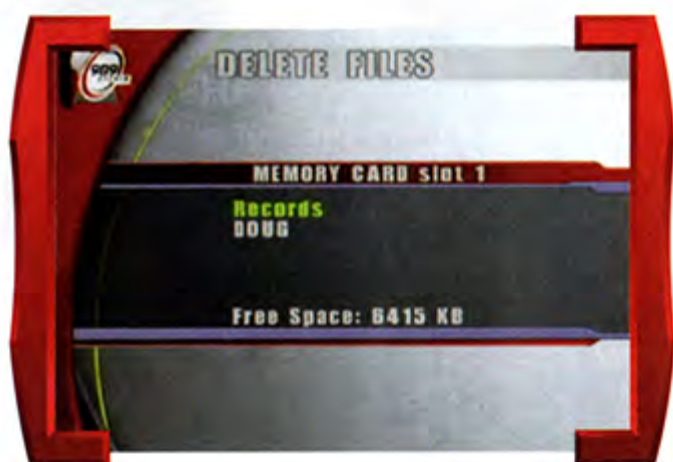
To load records:

- Press ← / → to select MEMORY CARD (8MB)(for PlayStation 2) slot 1 or 2.
- Press ⊗ to load records or press △ to cancel.

## Delete Files

To delete files:

- Press ← / → to select MEMORY CARD (8MB)(for PlayStation 2) slot 1 or 2.
- Press ↑ / ↓ to select a file to delete, and then press ⊗.
- Press ○ to select YES to delete the file or press △ to cancel.





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***NOTES***

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ISSUE No. 6

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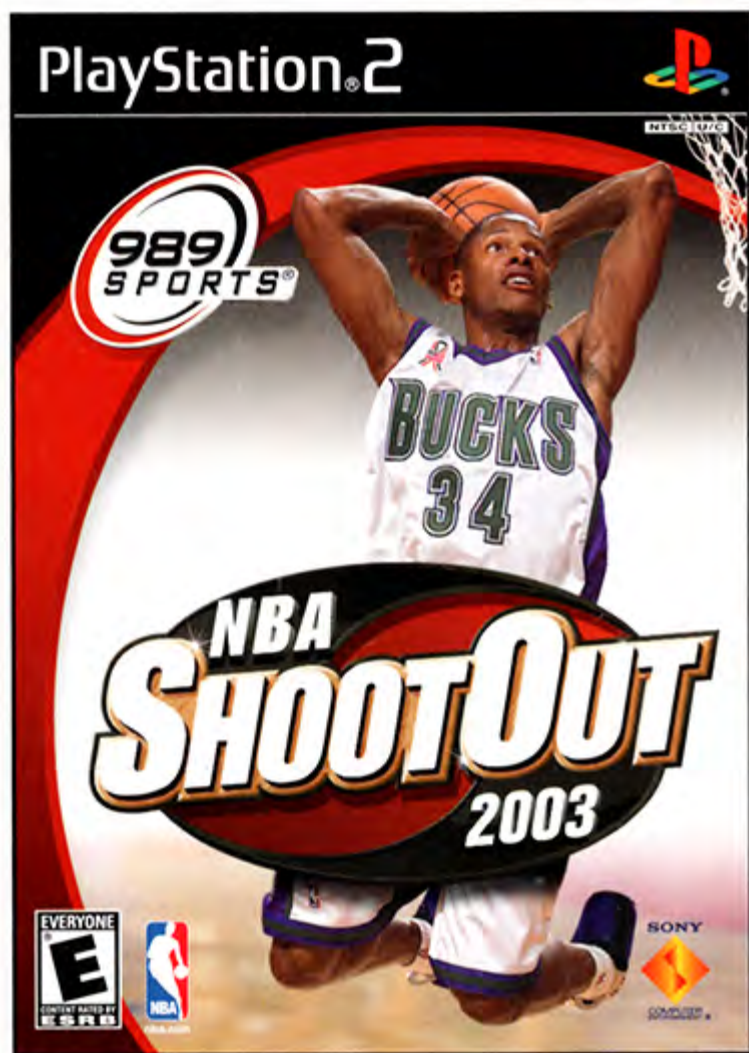


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