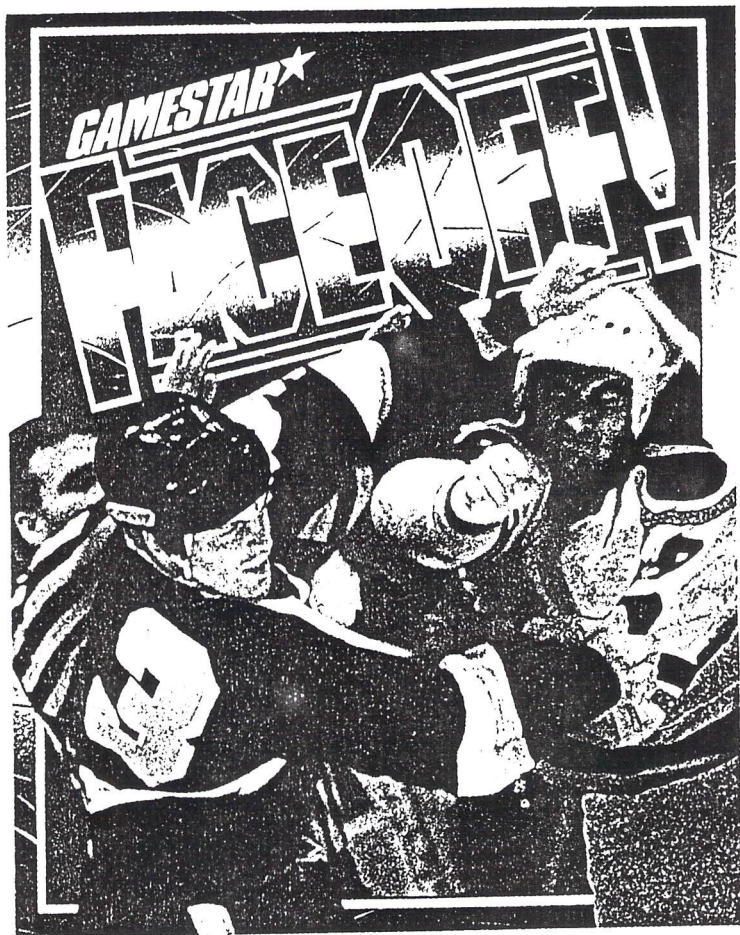


**"I Went to the Fights and a
Hockey Game Broke Out."**



Player's Guide

For Commodore 64/128 Computers

GAMESTAR★

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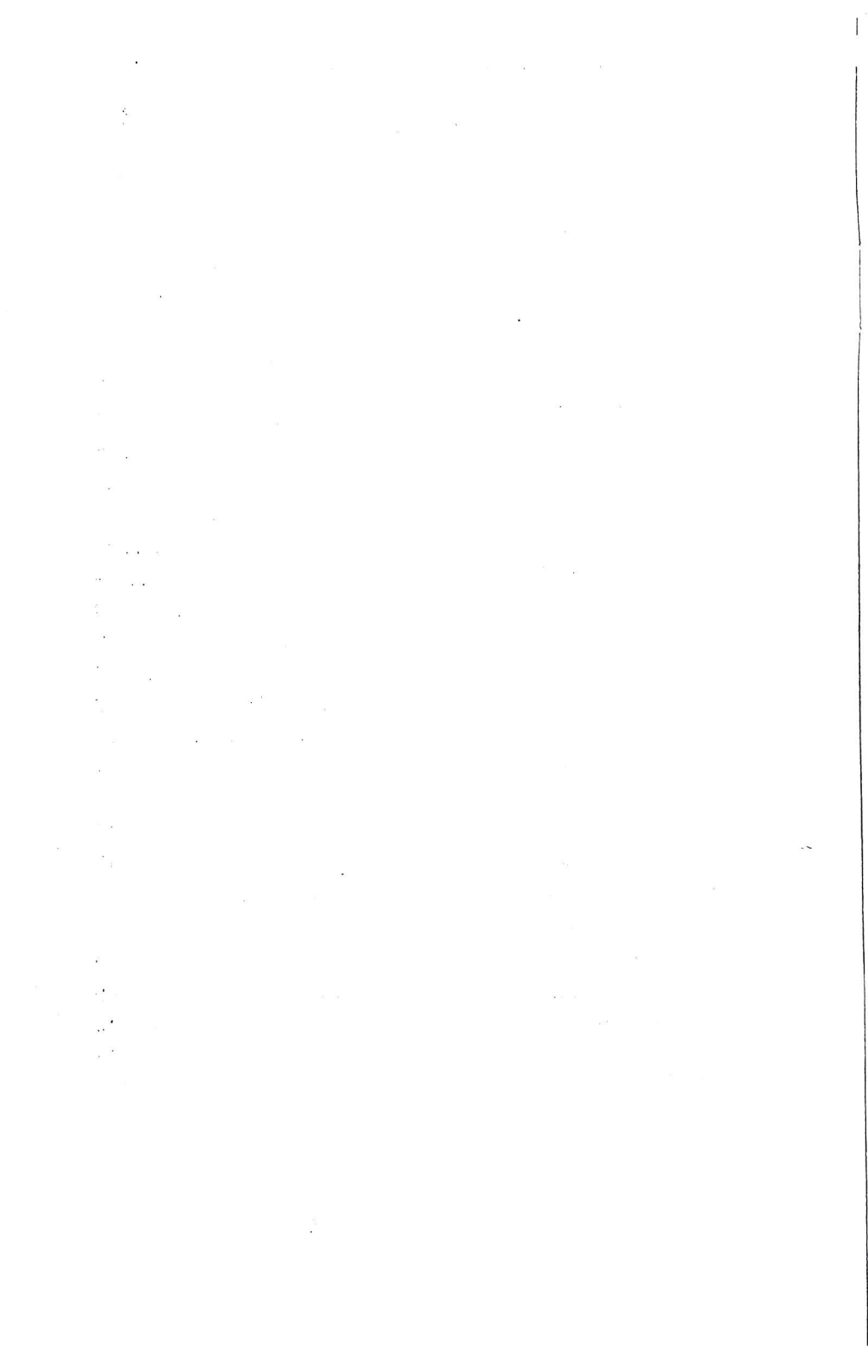
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Introduction

Whether it's slapshots and break-away goals or bone-jarring body checks and two-fisted knockdowns, *FaceOff!* delivers the fast-skating, high-sticking hockey action you demand from the real thing. From the front-office manipulations to your all-star players' 100-mph slapshots, *FaceOff!* delivers action-packed hockey excitement.

Challenge a friend or the computer in a one-on-one game, or team up with your buddy to take on a computer-controlled line-up. You can play strictly by the rules—with offsides, icing and penalties assessed as usual—or with "relaxed" rules. Or get rowdy and play "Aussie" rules, which means there are virtually *no* rules at all!

Wanna fight? Gamestar's FightCam gives you a close-up view that's perfect for throwing a knockdown punch. But if you'd rather not "mix it up" with your opponent, you can also play fight-free hockey.

With *FaceOff!*, you're involved in *all* aspects of the game: In the front office, you can buy, sell or trade teams and players or move a budding superstar up from the minors.

You'll coach your team through its league schedule, shuffling your lines to get the most out of your players. And as you pile up victories, you'll move closer and closer to the Gamestar Hockey League (GHL) title game.

Getting Started

To load *FaceOff!* into your computer, follow these steps:

1. Before turning on your computer, remove all cartridges (except a 1764 RAM Expansion Cartridge, if you have one).
2. Turn on your disk drive and place your *FaceOff!* game disk in the drive, label side up.
3. Plug a joystick into controller port 2. Plug a second joystick, if you have one, into port 1.
4. Turn on your computer and monitor—if you have a C128, hold down the Commodore key while you turn on the computer, to set it to the C64 mode.
5. Type **LOAD ""**,8,1 and press **RETURN**.

After the game loads, a series of credits will appear on the screen. Press the fire button to bypass the credits.

Starting Play

To get right into the game, follow the "Quickstart" instructions on the next page. If you need any additional information, see the following sections:

"Making Selections in the Menus," page 6

"When in Action—Skating" and "General Commands," page 7

"Playing *FaceOff!*," starting on page 8

Quickstart

1. After viewing or bypassing the credits, press the fire button again to select an **Exhibition** game.
2. Select any two teams you want to play.
3. If you're playing a one-player game with a joystick in port 2, go on to step 4. If you're playing with another person, select **Game Options** and adjust the game settings accordingly before proceeding.
4. Select **Play Hockey**.
5. Press the fire button repeatedly to fight for the puck when the referee drops it onto the ice.

Making Selections in the Menus

Once you understand how to move through the menus, setting up *FaceOff!* for the style of hockey you want to play is easy.

Joystick: Move it forward and back to scroll through options in the menus. Move it left and right to cycle through any available options for a given menu selection, leaving the option you want visible. Press the fire button to complete the selection. To return to the previous menu, hold the fire button down, move the joystick to the top left corner, and release the button.

Keyboard: Use the up and down cursor keys to scroll through the options in the menus. Use the left and right cursor keys to cycle through the menu selection options. Press the left arrow key in the upper left corner of the keyboard (*not* the cursor key) to return to the previous menu.

Some menus, such as the **Games Options** menu, have **Looks OK to Me** at the top. Once you've selected all the options you want on the menu, scroll up to that line and press the fire button.

League and Exhibition Play

Use the **Exhibition** option for practice or arcade games. These games don't count in any standings and can be used to hone your skills for the championship season ahead.

League games allow you to play out an entire season as the General Manager, the player and coach, and the commissioner of the GAMESTAR Hockey League. The many options available under League Play are discussed later in the manual.

Selecting a Team

Whether you're playing League or Exhibition, your first option should be to select one of the 20 GHL teams to manage. To select a team, highlight your choice by scrolling through the teams listed and press the fire button. In a one player Exhibition game, you must also select a team for the computer to play.

Game Options

Select **Game Options** before skating onto the ice to determine the game conditions you want to play under. Your choices are:

2 Players: Play a one-player game against the computer (**OFF**), play a two-player game (**PLAY AGAINST EACH OTHER**), or pit a two-player team against the computer (**PLAY ON SAME TEAM**).

Minutes/Period: Select 3, 8, or 20 minute periods.

Players/Team: Select 2, 4, or 6 players per team (including Goaltender).

Computer Skill Level: **Rookies** are easy, **Veterans** are average, **All-Stars** are superb.

Rules: **Full** rules are standard Hockey rules. **Relaxed** rules ignore off-sides and icing. **Aussie** rules means no rules at all.

ShotCam: **On** or **Off**. ShotCam gives you a player's-eye view, at rink level, of the shooting skater and the goalie. When ShotCam is on, you must also decide whether or not to play the goaltender yourself.

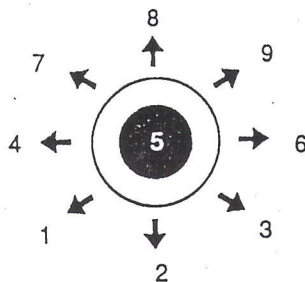
Fights: **On** or **Off**. The FightCam allows full-screen hands-on fighting when fights are selected.

When in Action—Skating

Use the joystick to control your player.

- 1: Skate towards lower left of screen
- 2: Skate towards bottom of screen
- 3: Skate towards lower right of screen
- 4: Skate straight towards left of screen
- 5: Stand still (and get whomped on)
- 6: Skate straight towards right of screen
- 7: Skate towards upper left of screen
- 8: Skate straight towards top of screen
- 9: Skate towards upper right of screen

Fire button: Action button (shoot, pass, check)



Action	Player 1	Player 2
Change lines	spacebar	RETURN
Pull or reinstate goalie	Commodore key	right cursor key
Call plays from playbook	1,2,3,4	f1, f3, f5, f7

General Commands

RUN/STOP	Pause (press the fire button to resume play)
Control R	Restart
C	Call up menu options during face-off on the ice

Playing FaceOff!

You're now ready to start playing. When the ref drops the puck onto the ice, it's your signal to start the game.

If you're playing on the home team, your skater appears in light blue, while the rest of the team appears in green. If you're playing on the visiting team, your skater appears in yellow and the rest of the team in red. In a two-player team-up, both joystick-controlled skaters appear in blue (or yellow).

Note: Before the ref drops the puck, you can change the skater you control on your team simply by moving the joystick left and right.

The Face-Off

When the ref is ready to drop the puck, use the action button to get your stick as close to it as possible. Be careful when you're using **Full** rules that you don't commit a three-stick foul (moving your stick into the face-off dot three times before the puck is dropped)—if you do, your player will be removed from the face-off circle and a teammate will take his place. Note that you can have a skater other than the one you control be in a face-off.

Controlling the Puck

You control the puck through various combinations of moving the joystick and pressing the fire button.

"Give me the puck." To have one of your computer-controlled teammates immediately pass the puck to you, quickly press and release the fire button.

To pass the puck or take a quick wrist shot, press the fire button, briefly move the joystick in the direction you want to aim the puck, then release the button. (If you hold the button down too long, you'll execute a slapshot instead of a pass or wrist shot.)

To shoot a slapshot, hold down the fire button to automatically "wind up" your skater, with his stick in the air. As you release the button, your skater smacks the puck.

To fake a slapshot, hold down the fire button to automatically "wind up" your skater, and then release the button. Quickly press the button again before he hits the puck to abort the shot.

Checking

To cross-check (knock down) another skater, press and hold down the fire button as you near the opponent. You can't check someone while you control the puck.

To poke-check (jab with your stick) another player, quickly press and release the fire button as you near the opponent. This is a good way to steal the puck without getting penalized.

Changing Lines

Your team is divided into three lines of a maximum of six players each. As one line gets tired you should replace it with another by using the change lines command.

There are six "Power bars" (three per team) in the scoreboard area. These bars represent how much strength and endurance each of your lines has left. As a line's Power bar gets smaller, it indicates that the line is weakening and should be replaced. Tired lines tend to score less and give up more goals.

Pulling Your Goalie

You may want to "pull" your goalie at crucial times in the game to get an extra shooter on the ice—typically, late in the game when you're behind by a goal or two with less than a minute to go.

Running Plays During a Game

You can design set plays for your players in the **Play Editor** described later. Once your team playbook is set for a period, you call up and run plays by using the keyboard. Just press the key appropriate to the play and your skaters will execute it.

The Scoreboard

The scoreboard above the rink displays such information as the names of the teams, their scores, what period it is, and the time left in the period. It also displays each line's fatigue level and keeps track of penalized players. Whenever a penalty occurs, it too is shown on the scoreboard.

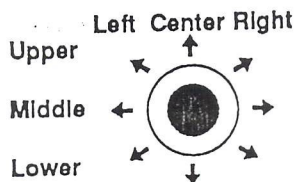
The ShotCam: Shots on Goal

If you selected **ShotCam** under **Game Options**, it's automatically activated if you have a clear shot at the opponent's net and your skater is inside a large semi-circular area around the goal, extending as far as the blue line. If there's another skater between you and the goalie, ShotCam won't activate.

To activate the ShotCam, hold the fire button down until the ShotCam mode comes up and you take your shot. You'll see the action from behind your skater (with a close-up view of the goalie) or you'll be the goalie defending the net.

To shoot, continue holding the fire button while you aim the puck by selecting an area of the net to shoot at corresponding to the 9 joystick directions. Release the fire button to shoot. If you release the fire button prematurely (with the joystick centered), your shot will head towards the center of the net. If you take too long to get your shot off, you run a risk of having the puck poke-checked away before you shoot.

When you're playing goalie, use the joystick to move your goalie into position and attempt to block the shot (see the diagram on the next page).

Blocking Shots**The FightCam: "In Your Face!"**

To activate the FightCam for a game, scroll to **Fights** on the Game Options menu, and select **Yes** to let fights break out. If you don't want any fighting, select **No**.

To begin a fight, quickly click your action button twice in retaliation to a body-check from your opponent. You'll see a close-up, on-ice view of two combatants.

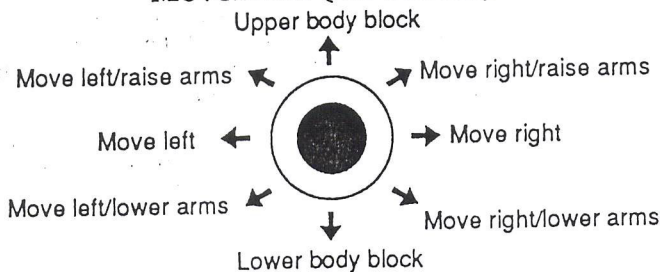
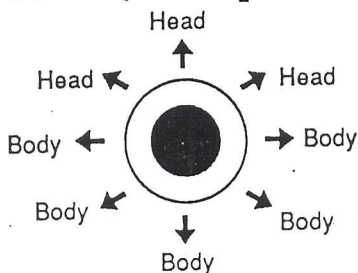
FightCam Controls

Use the joystick to move into position and the fire button to throw punches, as illustrated in the diagrams that follow. Moving the joystick without pressing the fire button puts you on the defense, blocking punches from your opponent.

You can try to put your opponent in a headlock by holding down the fire button and selecting the upper punch. Once your opponent is in a headlock, you can wail away on him by repeatedly pressing the fire button.

If you are in a headlock, extricate yourself by rapidly moving the joystick left and right.

The following diagrams show directions for punches and movement.

Movement (no button)**Punch (button pressed)**

After a Fight

The loser is dragged off the ice by the referee and penalized for his wimpy performance.

Developing Your *FaceOff!* Skills

In addition to League and Exhibition play, *FaceOff!* lets you hone your hockey skills by practicing slapshots, goal-tending, even fighting. Just select the type of practice session you want from the game introduction screen.

Shooting Practice

When you select this practice session, the ShotCam view appears on the screen, with your player in blue in the foreground. You can take a slapshot, just as in a regular game. After each shot, your position and angle to the net may change. Press any key to end the practice session and return to the game introduction screen.

Goaltending Practice

When you select this option, the ShotCam view appears on the screen. You control the goalie, as the computer-controlled player takes shots at various zones of the goal. Press any key to end the practice session.

Fighting Practice

Just as in a real game, you and your opponent appear in the ShotCam view when you select this option. You're on the left, in green, and your opponent is on the right. Use all the regular fight controls. If you trounce your opponent, another appears—slightly quicker, smarter, and meaner than the first. Press any key to end the session and return to the game introduction screen.

Two-Player "Jump-In" Mode

A second player can "jump in" to a practice session simply by picking up and moving the second joystick. If the second player stops using the joystick for several seconds, the computer will resume control.

League Play

In addition to his other duties, the GAMESTAR Hockey League General Manager (GM) determines the season's schedule, including playoff format and number of games per season. After selecting **League Play** from the main menu, select the team you'd like to manage by moving the joystick to highlight the team's name and pressing the fire button.

League Action

If this is your first time playing a League game or if you want to start a new season, you'll have to make a number of choices from the **League** menu. In addition to the menu, the screen also shows two boxes. The box on the lower left shows the next scheduled game, and the box on the right shows the previous season's champion.

If you're in the middle of a season, the **League** menu has two different options. The lower left box lists the teams scheduled to play the next game, with their coaches' names in parentheses (if you or a friend coaches them). The lower right box indicates if the game occurs in the regular season or during play-offs (and if so, which play-off round it is). It also shows the number of games played thus far and the total number of League games left to play by all GHL teams. This information also appears later, after you're ready to **Start Season**.

League Play Options

You're not locked into a set league season in *FaceOff*. You determine virtually all aspects of league and play-off schedules, including the number of regular and play-off games, the number of intradivisional and interdivisional games, and the level at which the computer plays.

Setting Up the Season

Select **Select Season Structure** from the **League** menu to determine the number and types of regular season and play-off games. The default choices are the same as those used in professional hockey. To change a number, select it and cycle through the choices. When you're satisfied with the number displayed, scroll to the next choice. Continue until you're satisfied with the options displayed and then select **OK**.

Intradivisional Games are those played against the other four teams in your division. You can select 0 (no games), 4 (one game against each team), 12 (three games per team), or 32 (eight games per team). **Interdivisional Games** are those played against the fifteen teams outside your division. You can select 0 (no games), 15 (one game per team), or 45 (three games per team).

A regular season can contain no games (select 0 twice), in which case you go right into play-offs, or any combination up to 77 games (32 intradivisional plus 45 interdivisional).

Playoff Games

Round 1 determines the type of series that play-off bound teams play in the first round of play-offs. You can select 1, 3, 5, or 7 games; the last three choices are "best of" series.

A "Best of 3" series means a team must win 2 games to advance, "Best of 5" means winning 3 out of 5; "Best of 7" means 4 out of 7.

The top four teams in each division qualify for Round 1 activity, with the first-place team in each division playing the fourth-place team and the second-place team playing the third-place team.

Division Title bring the winners of the two Round 1 series together for the division titles. **Conference Title** determines how many games the division winners play when they meet. The **GHL Title** determines the championship title winner.

Playing League Games

Select the **Start Season** option from the **League** menu when you're ready to begin play. Check the lower left box to see if your team is scheduled to play.

Select **Play Scheduled Game** if you wish to play your team's next scheduled game. If your team isn't scheduled to play the next game, select **Simulate Games** to bring up the scoreboard, showing the computer's simulated results of up to 8 season games by other teams. The computer will stop playing out simulated games when it has come to a scheduled game with a team having a human GM, or when it has completed 8 simulated games. Press **RETURN** or the fire button to continue simulating more games, or the left arrow key to stop.

If you do not wish to play your next scheduled game now, select **Delay Scheduled Game**. Eventually, you will have to play that game by season's end.

Select **Scores/Standings** at any time to see: scores of the eight most recently played games, the standings for both conferences, match-ups and scores during the GHL tournament play-offs.

You also have the option to **Reset League**, which erases the current season statistics and schedules for all teams. When you answer **Yes**, you'll also be asked if you want to **Restore Team, Roster, and Playbook files**. Answer **Yes** if you want to restore all the teams, player names and information, and playbook plays *exactly* as they were on your original *FaceOff!* game disk—then follow the prompts that appear on the screen.

General Manager Functions

Use the **GM Functions** (for General Manager) option to control your team's front office operations. This function allows you to control and coach a team, trade it for another, propose (and reject) player trades, and move players between your major and minor league teams.

Your First Team

After selecting **GM Functions** from the **League** menu, you'll be prompted to **Select a Team to Manage**. When the teams appear by **Division** and **Conference**, scroll through the list and select the team you want to manage. You'll be asked if you wish to purchase the team; answer **Y** or **N**. Once you select a team, you must enter a general manager's name (your name or any name up to 8 characters long). Press **DEL** to erase characters. You can manage as many teams as you would like by returning to the **League** menu and selecting **GM Functions**.

Once your team is selected, you're shown the team roster and the **GM** menu. You can now trade players, move players from the majors to the minors and vice versa, retire an aging skater, change names and check the statistics of your team's players, or sell your franchise. The **Coach Functions** option is described in more detail below.

Once you're finished with making changes in a menu, select **OK** to return to the previous menu.

Team Rosters

A number of **GM** menu options (trading, moving and retiring players and editing names) bring up your team's roster. After selecting the option you want, use the joystick or keyboard equivalents to scroll through the rosters. To

select a player, press the **spacebar** or fire button when his name highlighted; to deselect a name, press the **spacebar** or fire button a second time. When you've finished selecting players, press **RETURN** to execute the option for all selected players. To back up one menu, press the left arrow key or hold down the fire button, move the joystick to the upper left, and release the button.

Player Statistics

Whenever a team roster is on the screen (using the **Trade Offer**, **Move Players**, or **Retire Players** option), you can call up the statistics of a player. Type the letter **C** when the player's name is highlighted. As you scroll through the names, the cards will change to show the currently highlighted player's statistics. Press **C** again to end this option.

Study the list of players, their weights, heights, and ages. An older player may be more crafty than a younger one, but he may lack the other's stamina. And while a short, light forward may be very quick, his lack of muscle could be a factor when he faces more robust opponents. Similarly, a too-heavy player, while offering good body-check ability, may not be fast enough to keep up with smaller, more agile foes.

Trading Players

Select **Make Trade Offer** on the **GM** menu if you wish to initiate a trade. You first select the player or players on your team you want to trade using the procedure described in "Team Rosters."

After selecting the **Select Players to Receive** option, you will be asked to select the team you wish to trade with. Its roster will come up and you can scroll through it to select the players you want.

Select **Offer Trade** to make the deal. If the team is computer controlled, it will decide whether to make the deal or not (based on the player's statistics, age, and so forth). If the trade is accepted, the players are moved to their new teams automatically.

If the team has a human GM, you'll see a message **Attention [GM name]** and a menu. The GM can examine the players to be received and sent and either accept or decline the trade.

Promoting and Demoting Players

To shift players between your major and minor league teams, select **Move Players** from the **GM** menu. The major league team's roster appears on the left of your screen and the minor league roster on the right. Select **Major** → **Minor** to send players to the minors and **Major** ← **Minor** to bring players up to the majors.

Scroll through a list and select the players to move. Press **RETURN** to move them.

Note: You may have to modify your lines after moving players from the majors to the minors.

Retiring Your Team Players

If you decide a player is ready to retire, you can remove him from your team with the **Select Player to Retire** option from the **GM** menu. Scroll through the

team roster and select the players to retire. Once you retire him, the player is gone for good (or until you use the **Reset** and **Restore** options available in the **League** menu—see page 13).

Editing Names and Player Statistics

If you select **Edit Names/Stats** from the GM menu, you can change the names of your team, your general manager, your team members (both major and minor), and their statistics. If you select **Team Name** or **GM Name** from the **Edit** menu, you simply type in the new name as prompted.

If you select either **Major** or **Minor** league players, you can scroll through the roster to select the player to edit. His card will appear, and you can edit his name, number, position, height, weight, and age. Scan through the fields by moving the joystick up and down. To change a field, select it (by pressing the fire button or **RETURN**), then use the **DEL** key to erase the characters, type what you want in the field, and press **RETURN**. Press the left arrow key when you're done.

Selling a Franchise

The **Sell Franchise** option removes a team from a human owner and returns it to computer control. When you select this option, you will be asked if you want to sell the franchise; answer **Y** (yes) or **N** (no).

Coaching

In addition to being your team's GM and star player, *FaceOff!* also allows you to exercise your brilliant coaching capabilities. The **Coach Functions** option from the GM menu allows you to change and modify your lines, call a time out at critical stages of play, and apply your ability to formulate plays.

Modifying Lines

You can move players in and out of the three lines by selecting the **Modify Lines** option on the **Coach** menu. Your team's roster appears, divided into its three lines of six men. You'll be asked to select a position from one of the three lines. Scroll to the player's position you wish to change and select it by pressing the **spacebar** or the fire button. You'll then be asked which player to assign the position to. Scroll to the player in that same line you want in this position and select him. The players' positions will automatically change. (While using this option, you can also press **C** to see the card of each selected player; press **C** again to turn off the card option).

Coach's Playbook

You can play *FaceOff!* without using the playbook. The computer's artificial intelligence will direct your players to execute the best play according to their skill level. The Playbook feature is added for players who are very familiar with hockey and want to experiment with creating plays.

The entire GHL League shares one Playbook, which contains 16 pages for plays. (Four prototype plays are included in the game, which you can use as models to create 12 other original plays). A team can select up to four plays from the League Playbook to use in the game. A team's selected plays are shown in the box on the lower right of the screen. Before play, you can

change the plays you've selected for your team. You can have the same play in all four slots, or a different play in each slot, or any combination you wish.

Accessing the Playbook

Select the **Playbook** option from the **Coach** menu. At the bottom of the Playbook window are two boxes. The box to the lower left is the League Playbook page that shows what moves make up a play. The box to the right shows the plays you've selected for your team to use during the game.

Reviewing Plays

To flip through the pages in the League Playbook, select **Next Playbook Page**. Each time you select this option, you'll see another page, if there is a play in that slot. The book holds up to 16 pages.

Using a Play

When you want to add a play to your team playbook, move through the League playbook until you find the one you want. Select the **Use This Play** option. You will be asked which of the four plays assigned to your team you wish to replace. Select the slot where you want the new play to go.

Deleting a Play

IMPORTANT NOTE: Be very careful with this feature. You are deleting pages from the League Playbook, *not* your team's assigned plays. Once you delete a page from the League Playbook, it's permanent, and you can *not* bring it back.

If you want to remove a page from the League Playbook permanently, use the **Next Playbook Page** to get to the page you want deleted. Then select **Delete This Page**. You will be asked if you really want to delete that play from the Playbook. Answer **Y** only if you want it removed forever. Press any other key to return to the **Playbook** menu.

Creating and Editing Plays

Select **Playbook** from the coach's menu. Once you've created or edited a play, press the left arrow key to get back to the Playbook menu.

Creating a Play

When you select **Create New Play**, the first thing you do is give it a name. When you name a play, it will automatically be added to the playbook. Now you can create and edit a player's every action.

Once the play is named, it appears as a blank box at the lower left corner of the screen. Player positions are listed in the box (**C**: center; **RW** and **LW**: right and left wings; **RD** and **LD**: right and left defensemen).

A gray and black blinking dot on the ice shows the starting position for each skater. To change a starting position, highlight the player's position, press the fire button, then move the joystick to place him where you want. Press the fire button when done.

Scroll the flashing cursor to the right to begin entering the player's new moves.

Note: In the Play Editor, configure your plays from right (defense zone) to left (attack zone) on the screen. The box in the right corner of the screen is the key for the commands you can give a skater: **Move, Pass puck, Slapshot.**

Command	Key
Move	f1
Pass puck	f3
Slapshot	f5

- **Movement and directions (f1):** If you select Move, you'll be prompted to choose the direction in which the skater moves. Move the joystick left and right to change the direction of movement and select it by pressing the fire button. Press the fire button again to continue moving in the same direction. When you're done moving (f1), press the left arrow key and select another action for your player, or use the joystick to select another player.

- **Pass puck (f3):** When you select this command, you'll be prompted to select a player to receive the puck. On the screen you'll see the position of each player at the moment when you elected to pass the puck. Note that G, for Goalie, is included. Move the joystick to select the player you want to pass to, then press the fire button.

- **Making a slapshot (f5):** Set the skater where you want him to take the shot and select this command (f5). Note that the computer will automatically aim the slapshot toward the goal.

Note: To cancel a command at any time, use the DEL key; otherwise, use the left arrow key when prompted.

Once you've created a play, press the left arrow key. In the **Playbook** menu, you can place the play in one of our play slots to be used during a game by selecting the **Use this Play** option.

Editing a Play

IMPORTANT NOTE: Be very careful with this feature. Once you start making changes to a page in the League Playbook, you can't undo the changes you made. Pressing the left arrow key will move you back to the **Playbook** menu, but any changes you've made to a page will be permanent.

This option works much the same as creating a play. Use the **Next Playbook Page** to get to the play you wish to edit. The commands of the play appear in the lower left box. As you scroll from position to position, you will see the skater's commands on the small ice rink.

To edit a play, scroll through the commands and use **Delete** to remove the ones you wish. Add new commands wherever you want. You cannot save an edited play as a new play.

The GHL Rules

Playing Time

The game of hockey is generally 60 minutes divided into three periods of 20 minutes. If you want to play shorter games, *FaceOff!* allows you to customize

period duration by selecting 3- or 8-minute periods, too.

Teams switch ends of the rink after each period.

If the score is tied at the end of three periods during a regular season game, a shortened overtime period is played. The first team to score in overtime is the winner. If no team scores in overtime, the game is ruled a tie.

During the playoffs, there is no limit to the number of overtime periods played. The first team to score is the winner. There are no ties in the playoffs.

Penalties

A penalty called against a player on your team will force that player to sit in the penalty box for two minutes. (If you're playing 3- or 8-minute periods, the penalty time is shorter). Your team must then play shorthanded for the duration of the penalty.

If you're playing with **Full** rules, all minor violations will be called, including stick fouls during the face-off, off-side, off-side pass, and icing. A brief description of each follows:

Off-side: Your team is not allowed to go into your opponent's zone (pass his blue line) unless preceded by the puck. When a violation occurs, play is stopped, and a face-off occurs at a dot near the blue line.

Off-side pass: Also known as a two-line pass, this occurs when you pass the puck from your own side of the blue or center red line, and it crosses two lines before a teammate gets to it (unless an opponent touches it first). Play is stopped, and a face-off occurs near where the puck was first passed.

Both off-side rules were designed to prevent a team from parking in front of the opponent's net at all times.

Icing: This is called when you pass or shoot the puck from your own half of the ice (your side of the center red line), and it travels across the opponent's goal line and is touched by the opponent before the goalie or one of your teammates touches it. A face-off is called back in your own zone, at a face-off circle near your goalie. A shorthanded team can ice the puck to help kill off a penalty.

Season Standings

During the regular season, the number of wins and ties directly affects how high your team finishes, and determines whom you play in the GHL Tournament.

Your team is awarded two points for a win, one point for a tie, and no points for loss. The top four finishers in each division go on to the Tournament. Round One of the Tournament ladder is determined by placement in the regular season: #1 plays against #4, and #2 plays #3. From this point on, you're on your own. In a seven-game series, you must win four games. It doesn't matter if you lose three games or no games; the first team to win four will immediately advance to the next round. (*FaceOff!* allows you to customize the ladder for 1-, 3-, 5-, or 7-game series).

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