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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.

Quick Start

These Quick Start instructions assume a working knowledge of basic DOS commands and conventions. If you have any

Marcel Alamode (Left Wing)					
GHL Hall of Fame: 1984			Greatest Year: 1977		
Years	Games	Goals	Assists	Points	
19	1345	294	1538	1832	

Paul Allen (Left Wing)					
GHL Hall of Fame: 1977			Greatest Year: 1965		
Years	Games	Goals	Assists	Points	
12	932	480	1008	1488	

problems, please see the main section of the *Player's Guide*.

1. Make backup copies of your original diskettes.
2. If you're using joysticks, be sure to plug them in *before* loading *Faceoff!*
3. Install *Faceoff!* on your hard drive by typing **Install C:** (where C is the designation of the hard drive) and pressing **Enter**. There is an installation batch file. Type **Faceoff** to begin play.
4. If playing from floppies, insert backup disk 1 in the A drive, switch to that drive, and type **Faceoff**.
5. Press any key or the fire button to bypass the credits.
6. Answer the question about the record of a GAMESTAR Hockey League Hall of Fame player from that players' stat information located in this *Player's Guide*. Enter the answer *exactly* as it appears in this *Guide*, then press **Enter**. (If you fail 2 times in a row to answer the question correctly, you'll be placed in demo mode)
7. Press the fire button on your joystick or **Enter** on your keyboard to select an **Exhibition** game.
8. Select any two teams you want to play.
9. The Quick Game assumes you are playing a 1 player game with a Joystick in port 1. If you are playing from the keyboard or with another player, select **Game Options** to adjust game settings.
10. Select **Play Hockey**.
11. Press button #/ on your joystick or **Enter** on the keyboard when the referee drops the puck to start the game.

Getting Started

Making Backup Copies

Before playing *FaceOff!*, make backup copies of the original game diskettes. Use your backups to load and play the game.

For instructions on making backup copies of the diskettes, please refer to Appendix A.

Loading *FaceOff!* on a Floppy Drive System

1. If you're playing with joysticks plug them in *before* loading the program. If you are only using 1 joystick, make sure it is plugged into joystick port 1.
2. Turn on your computer and monitor and load DOS.
3. Insert your backup copy of the *FaceOff!* Disk 1 into the A drive.
4. If you're not already at the A> prompt, type A: and press **Enter**.
5. At the A> prompt, type **Faceoff** and press **Enter**. If you have problems loading the game, add the command for your computer's graphics mode after typing **Faceoff**—for example, **Faceoff EGA**. See Appendix B.

Press **Enter** or the fire button at the startup screen to begin. Follow the onscreen prompts.

Installing and Playing *FaceOff!* with a Hard Disk

1. Turn on your computer and monitor.
2. Insert your backup copy of the *FaceOff!* Disk 1 into the A drive.
3. Access the A drive, if necessary, by typing A: and pressing **Enter**.
4. At the A> prompt, type **Install C:** (C being the letter designation of the hard disk).

The install process will create a subdirectory on your hard disk called **Faceoff**. When the install process is complete, type **Faceoff** and press **Enter** to start playing.

J.C. Belleveaux (Center)

GHL Hall of Fame: 1978 Greatest Year: 1975

Years	Games	Goals	Assists	Points
12	828	953	732	1685

Jeffrey Bernard (Right Wing)

GHL Hall of Fame: 1987 Greatest Year: 1978

Years	Games	Goals	Assists	Points
15	1094	608	1013	1621

To play *Faceoff!* from your hard drive, simply access the Faceoff directory by typing **CD Faceoff** and pressing **Enter**. Type **Faceoff** and press **Enter** to begin play.

Sound and Music Options

FaceOff! autodetects any of these optional sound boards:

Roland MT32

Adlib

Tandy

PC Speaker

You can manually select one of these boards at the DOS command line when starting the program. See Appendix B for details.

Starting Play

A question about the record of a GHL (GAMESTAR Hockey League) Hall of Fame player will appear on the screen. Look up the stats on that player—the players' stat information is scattered throughout this *Player's Guide*—and enter the answer *exactly* as it appears in this *Guide*, then press **Enter**. If you fail 2 times in a row to answer the question correctly, you'll be placed in demonstration mode.

Making Selections in the Menus

Joystick: Move it forward and back to scroll through options in the menus. Press and release button #1 on your joystick to cycle through any available options for a given menu selection, leaving the option you want visible. Button #2 returns you to the previous menu.

Keyboard: Use the **8** and **2** keys on the numeric keypad to scroll through the options on the menus. Press **Enter** (or **Return**) to cycle through any available options for a given menu selection, leaving the option you want visible. **Esc** key returns you 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 a menu, scroll up to **Looks OK to Me** and press button #1 on your joystick. Or press **Enter** (or **Return**) on your keyboard.

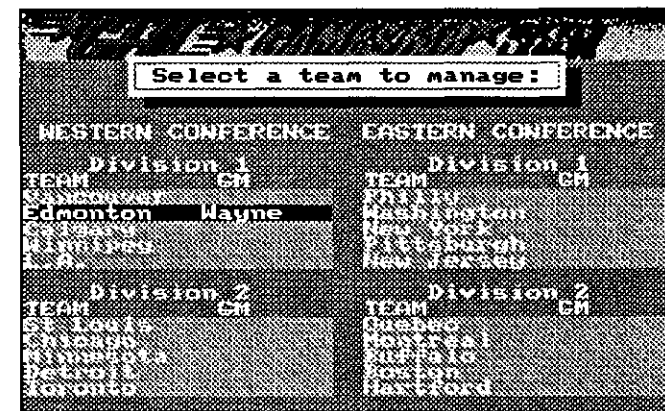
Once you understand how to move through the different menus of *Faceoff!*, setting up the parameters for the style of hockey you want to play should be very easy.

League and Exhibition Play

Your first decision in *Faceoff!* is whether or not you want to play an Exhibition or League game.

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

Cab Calabrese (Center)					
GHL Hall of Fame: 1975			Greatest Year: 1970		
Years	Games	Goals	Assists	Points	
25	1248	221	1041	1262	

Ed Carpentier (Goalie)				
GHL Hall of Fame: 1980			Greatest Year: 1970	
Years	Games	GA	Average	
19	1017	3520	3.46	

select a team, highlight your choice by scrolling through the teams listed and press **Enter**. In a one player Exhibition game, you must also select a team for the computer to play. Press Esc when you are through.

Game Options

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

Player 1 control: select Joystick 1 or 2, **Keyboard 1 or 2 or Computer**.

Player 2 control: select Joystick 1 or 2, **Keyboard 1 or 2 or Computer** (you can have the computer control both teams).

Play: Play on the same team (two players) against the computer, or play against each other.

Periods: Select 3, 10, or 20 minute periods.

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

Skill Level of Computer: **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.

Game Speed: If you're just learning to play, **Slow** speed gives you time to see plays developing and react. It usually takes a little practice to keep up with **Normal** or **Fast** speed.

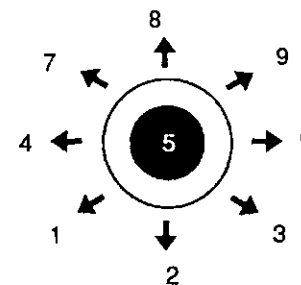
ShotCam: **On** or **Off**. **ShotCam** gives you a player's-eye view, at rink level, of the shooting skater and the goalie. When on, you must also decide whether or not to play the goaltender yourself.

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

When in Action—Skating

Joystick:

- 1 position:** Skate towards lower left of screen
- 2 position:** Skate towards bottom of screen
- 3 position:** Skate towards lower right of screen
- 4 position:** Skate straight towards left of screen
- 5 position:** Stand still (and get whomped on)
- 6 position:** Skate straight towards right of screen
- 7 position:** Skate towards upper left of screen
- 8 position:** Skate straight towards top of screen
- 9 position:** Skate towards upper right of screen
- Joystick button 1:** action button (shoot, pass, check)
- Joystick button 2:** line change



Action

Joystick 1

Joystick 2*

Call plays from playbook	1,2,3,4 (keys)	8,9,0,-(keys)
Pull or reinstate goaltender:	5 (key)	= (key)

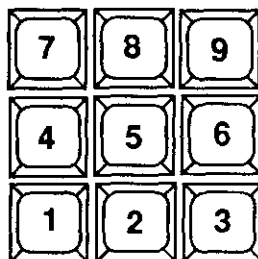
* Joystick 1 uses these keys when playing against Keyboard 2.

Doug Castleberry (Center)					
GHL Hall of Fame: 1983			Greatest Year: 1974		
Years	Games	Goals	Assists	Points	
16	1175	568	499	1067	

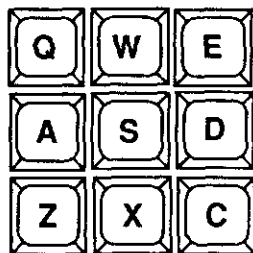
Sandy Derekson (Center)					
GHL Hall of Fame: 1979			Greatest Year: 1972		
Years	Games	Goals	Assists	Points	
10	769	185	1329	1514	

Keyboard:**Keyboard 1:**

- 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: Action button (same as joystick button 1)
- 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

**Keyboard 2:**

- Z: Skate towards lower left of screen
 X: Skate towards bottom of screen
 C: Skate towards lower right of screen
 A: Skate straight towards left of screen
 S: Action button (same as joystick button 1)
 D: Skate straight towards right of screen
 Q: Skate towards upper left of screen
 W: Skate straight towards top of screen
 E: Skate towards upper right of screen



Action	Keyboard 1	Keyboard 2
Pass, shoot, check	Enter, 5, 0 (keypad)	S, spacebar, left shift
Change lines	<—(backspace)	Tab
Call plays from playbook	8,9,0,-	1,2,3,4
Pull or reinstate goaltender:	=	5 (number row)

Skating Backwards

Normally your player faces in the direction he's skating. **To turn around and skate backwards while heading in the same direction:**

Joystick: Quickly move the joystick to the center (neutral) position then back in the direction you were skating. To turn around again, move your joystick to the center (neutral) position once more.

Keyboard: Quickly lift up and press again the key corresponding to the direction you were originally skating. Repeat to turn around again.

General Commands, Joystick or Keyboard

- Control P** Pause (press **Enter** to resume play)
Control Q Quit
Control S Sound (toggles on and off)
Control Esc Exit to DOS immediately
Esc Previous menu
F1 Screen scrolling On/Off (default is on)
F2 Full screen display On/Off (default is on)
Spacebar Call up menu options during *FaceOff!* 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.

In a one-player game against a friend or the computer, you control the skater denoted by a yellow (white in CGA) diamond marker, and the computer controls the rest of your team. In a two-player cooperative game, the skaters you and your friend control are both marked with diamonds.

Before the ref drops the puck you can change the skater you control on your team with the joystick or keyboard right and left arrows by moving the diamond until it's on the skater you want to control.

Alain DuBois (Center)

GHL Hall of Fame: 1981		Greatest Year: 1968		
Years	Games	Goals	Assists	Points
16	916	759	294	1053

Jim Farnsworth (Center)

GHL Hall of Fame: 1986		Greatest Year: 1935		
Years	Games	Goals	Assists	Points
20	1083	1126	1443	2569

If you find the screen seems to "jump around" too much as action on the rink moves back and forth, press Fl. The rink will then be divided into thirds and the screen will move to the portion where the puck is and hold steady.

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 **Regular** 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

With a joystick or a keyboard configuration, you control the puck through various combinations of actions.

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

To pass the puck or take a quick wrist shot, press the action button, briefly move the joystick or press the keyboard equivalent 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 action 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 action 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 action 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 action 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 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.

If you're playing the game without the Scoreboard, a colored number will flash in the lower corner of the screen to remind you that your line is getting very tired.

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.

Howie Gordon (Right Wing)

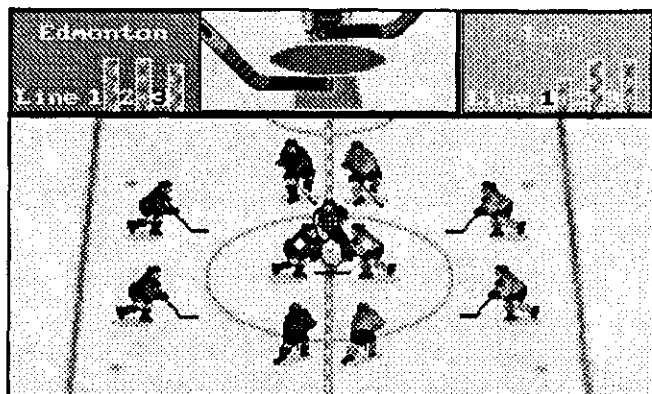
GHL Hall of Fame: 1988		Greatest Year: 1985		
Years	Games	Goals	Assists	Points
23	1550	894	1302	2196

Pat Harding (Defenseman)

GHL Hall of Fame: 1985		Greatest Year: 1971		
Years	Games	Goals	Assists	Points
15	865	60	465	525

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.

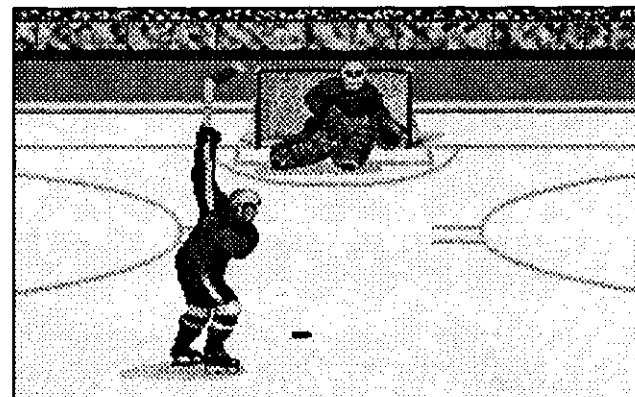
You can turn the Scoreboard on and off while playing a game by pressing F2.

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.

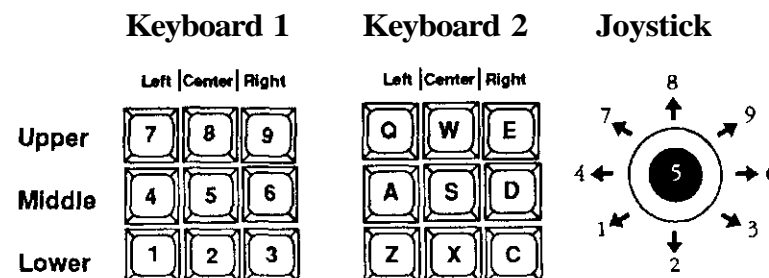
To activate the ShotCam, hold the action button down until the **ShotCam** mode comes up and you take your shot. You'll see the action from behind your skater (with a close-up view of the goalie) or you'll be the goalie defending the net.

To shoot, continue holding the action button while you aim the puck by selecting an area of the net to shoot at corresponding to



the 8 joystick or keyboard directions. Release the action button to shoot. If you release the action button prematurely, 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 poked away before you shoot.

When you're playing goalie, use the joystick or appropriate keys to move your goalie into position and attempt to block the shot (see the diagram below).



Rich Henry (Center)

GHL Hall of Fame: 1974 Greatest Year: 1964

Years	Games	Goals	Assists	Points
21	1197	370	807	1177

Jacques LaRocques (Defenseman)

GHL Hall of Fame: 1986 Greatest Year: 1986

Years	Games	Goals	Assists	Points
9	661	311	566	877



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.

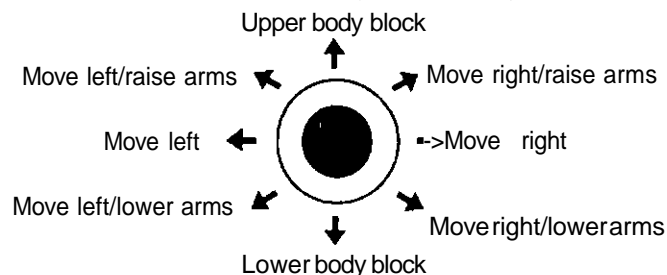
FightCam: Joystick

Use the joystick to move into position and your action button to throw the specified punch. Moving the joystick without pressing the action button puts you on the defense, blocking punches.

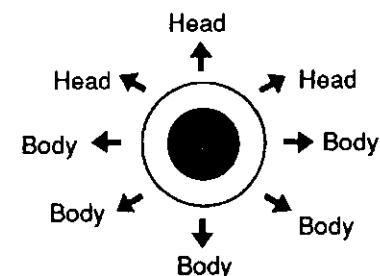
Note that you may be able to do extra damage to your opponent while he's down or put him in a headlock by holding down the action button longer and selecting upper punch for headlock or lower punch for extra punishment. You have about four seconds to wait on your opponent before the fighters are broken up.

The following diagrams show directions for punches and movement.

Movement (no button)



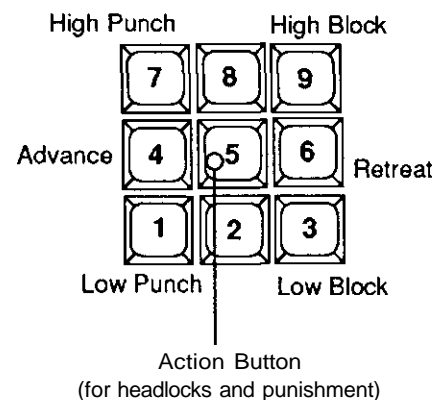
Punch (button pressed)



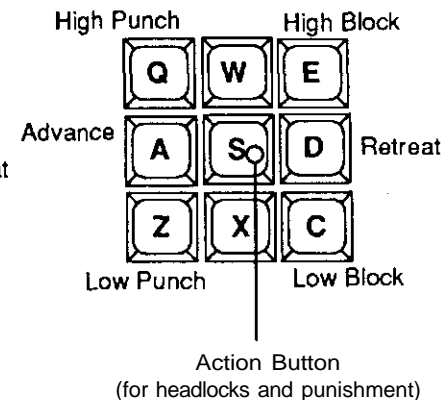
FightCam Keyboard

Unlike the joystick, the keyboard action keys for throwing punches and blocks change depending on whether or not your fighter is on the right or left hand side of the screen. The following diagram would be used to control a fighter on the right side of the screen. If your fighter is on the left side of the screen when the FightCam comes up, the controls are reversed.

Keyboard 1



Keyboard 2



Ralph Maynard (Goalie)

GHL Hall of Fame: 1966		Greatest Year: 1959	
Years	Games	GA	Average
9	443	1326	2.99

Vance McCarthy (Right Wing)

GHL Hall of Fame: 1987		Greatest Year: 1979		
Years	Games	Goals	Assists	Points
7	544	379	397	776

To attempt a headlock, press and hold down the action key, then press the high punch key. If you are close enough and your opponent isn't blocking, you'll put him in a headlock.

To mete out special punishment after your opponent has fallen dazed to the ice, move as close as possible to him and press the action and low punch key together. Wail on the low punch key and have some fun.

After the Fight

The loser of a fight is dragged off the ice by the referee and remains out of action for a period of time based on his performance in the fight. For example, if your skater is knocked out in five seconds, it may take him two minutes to recover. But if he puts up a good fight and just barely loses, he may be back on the ice in 15 to 30 seconds.

League Play

In addition to his other duties, the GAMESTAR Hockey League General Manager determines the season's schedule, including playoff format and number of games per season.

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 (after at least one season has been completed).

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 **Set League 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. The top four

Benjamin McHenry (Right Wing)					
GHL Hall of Fame: 1973			Greatest Year: 1956		
Years	Games	Goals	Assists	Points	
8	626	335	435	770	
Robbie Orwell (Defenseman)					
GHL Hall of Fame: 1971			Greatest Year: 1963		
Years	Games	Goals	Assists	Points	
8	608	429	620	1049	

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.

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.

Division Title bring the winners of the two Round 1 series together for the division tides. **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 **Enter** to continue simulating more games, or **Esc** 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 **Scoreboard/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 statistics and schedules for all teams. Once you say **Yes** to this option, **you can't change your mind**.

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 Yes or No. Once you select a team, you must enter a general manager's name (your name or any name up to 8 characters long). Press **backspace** 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. You can also press joystick button 2 or **Esc** to return to a previous menu.

Larry Ouellete (Center)

GHL Hall of Fame: 1974 Greatest Year: 1971

Years	Games	Goals	Assists	Points
14	1017	392	910	1302

Espy Phillips (Center)

GHL Hall of Fame: 1977 Greatest Year: 1969

Years	Games	Goals	Assists	Points
14	1073	836	1221	2057

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. When you want to select a player, press the **spacebar** or joystick button 1 when his name is highlighted; to deselect a name, press the **spacebar** or joystick button 1 a second time. When you're done selecting players, press **Enter** or the second joystick button to execute the option for all selected players. Always press Esc or joystick button 2 to back up one menu.

Player Statistics

Whenever a team roster is on the screen (using the **Trade Offer**, **Move Players**, **Retire Players**, and **Edit Names** 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. Selecting a player automatically moves him between teams.

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.

Editing Names

If you select **Edit Names** from the GM menu, you can change the names of your team, your general manager, and your team members (both major and minor). If you select **Team Name** or **GM** from the **Edit** menu, you simply type in the new name as prompted (up to 8 characters). **To change a major or minor**

Pete Provost (Defenseman)

GHL Hall of Fame: 1989 Greatest Year: 1972

Years	Games	Goals	Assists	Points
13	909	87	260	347

Zane Redmond (Goalie)

GHL Hall of Fame: 1977 Greatest Year: 1948

Years	Games	GA	Average
15	890	3044	3.42

league player, scroll through the roster to select the player and type in his new name.

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).

If you own several teams and you wish to sell one or more of them, make sure you begin at the **League** menu. When you select the **GM Functions** option on this menu, you're shown the complete list of teams. Scroll to the team you wish to sell and select it; you will then be in the **GM** menu where you can select **Sell Franchise**. Follow this procedure for each team you wish to sell.

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.

When you play a game (**Exhibition** or **League**), you have the option of coaching. In an **Exhibition** game, you have the option to coach either team. In the pre-game routine, you can call up the rosters of the opposing teams to examine player characteristics. Once the game begins, however, you can't examine the opposition's roster. (In **League** games, you can't study other teams' rosters before a game.)

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**. 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.

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.

Hulk Roberts (Left Wing)					
GHL Hall of Fame: 1973			Greatest Year: 1961		
Years	Games	Goals	Assists	Points	
13	1001	641	289	930	

D.D. Ryan (Left Wing)					
GHL Hall of Fame: 1976			Greatest Year: 1972		
Years	Games	Goals	Assists	Points	
6	471	265	426	691	

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. You must use the keyboard to create new plays or edit existing ones. Once you've created or edited a play, press **Esc** to get back to the playbook menu.



Creating a Play

When you select **Create a 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 green dot on the ice shows the starting position for each skater. To change a starting position, highlight the player's position, press **Enter**, then use the direction keys to place him where you want. Press **Esc** 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, Slapshot, Backwards**.

Command	Key
Move	M
Pass puck	P
Slapshot	S
Backwards (skating)	B

- **Movement and directions (M):** If you select move, you'll be prompted to choose the direction in which the skater moves. Use the left/right arrow keys (4 and 6 on the keypad) to determine the direction of the movement and then select it by pressing **Enter**. Press **Enter** to continue moving in the same direction. When you're done moving (M), press **Esc** and select another action for your player.
- **Passing the puck (P):** When you select this command, you'll be prompted to select a player to receive the puck.

Merle Santia (Center)

GHL Hall of Fame: 1982 Greatest Year: 1964

Years	Games	Goals	Assists	Points
11	757	566	452	1018

Red Severson (Defenseman)

GHL Hall of Fame: 1959 Greatest Year: 1950

Years	Games	Goals	Assists	Points
22	1460	240	814	1054

Use the right/left direction keys to select the player you wish to pass to, then press **Enter**. Each position is displayed on the screen at the point where you elected to have your player pass the puck. Note that G is included for goalie.

- **Making a slapshot (S):** Set the skater where you want him to take the shot and select this command (S). Note that the computer will automatically aim the slapshot towards the goal.
- **Backwards (B):** This command turns the skater around. After selecting B, use the move (M) option to select the movement of the skater. To turn the skater around again (to face forward), select B again.

Note: To delete a command at any time, use the delete or backspace key; otherwise use the **Esc** key when prompted.

Once you've created a play, press Esc. In the Playbook, you can place the play in 1 of 4 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 Esc 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 10-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 a ruled 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 10-minute periods, the penalty time is shorter). Your team must then play shorthanded for the duration of the penalty, or until the other team scores.

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 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 where the puck was first passed.

Reggie Shack (Center)					
GHL Hall of Fame: 1973			Greatest Year: 1967		
Years	Games	Goals	Assists	Points	
13	978	553	879	1432	

O.J. Smiff (Left Wing)					
GHL Hall of Fame: 1980			Greatest Year: 1973		
Years	Games	Goals	Assists	Points	
10	713	317	646	963	

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. (*Face Off!* allows you to customize the ladder for 1-, 3-, 5-, or 7-game series).

Appendix A: Making Backup Copies

You can use the standard DOS DISKCOPY command to make a copy of the two 5 1/4-inch disks or the one 3 1/2-inch disk.

Single Floppy

On systems with one floppy disk, type:

DISKCOPY A: A:

- Insert the source disk (*FaceOff!* Disk 1) in the A: drive and follow the instructions on the screen.
- Follow the prompts for the target disk and take out the *FaceOff?* disk and replace it with any write-enabled (preferably blank) disk. This disk will be completely overwritten as an exact duplicate of the original disk.

- Label the duplicate as ***FaceOff!* Disk 1 Backup** and put both the original and backup aside.
- Use the same procedure for backing up *FaceOff!* Disk 2 (if you're using the 3 1/2-inch disk, you won't need to follow this step).

Double Floppy

On systems with two floppy drives, type:

DISKCOPY A: B:

- Insert the source disk (*FaceOff!* Disk 1) in the A: drive and any write-enabled (preferably blank) disk in the B: drive.
- Follow the instructions on the screen and label your copy as ***FaceOff!* Disk 1 Backup** and place both the original and backup aside.
- Use the same procedure for backing up *FaceOff!* Disk 2 (if you're using the 3 1/2-inch disk, you won't need to follow this step).

Appendix B: Set-up Options

Selecting Graphics Modes

The game automatically selects the best graphics mode for your computer. You can, however, manually select one of the graphics options below when you start up a game.

CGA (Color Graphics Adapter, 4-color)

EGA (Enhanced Graphics Adapter, 16-color)

MCGA (Multi-Color Graphics Array, 256-color)

VGA (Video Graphics Array) (256 Color, 320 x 200 screen resolution)

Mack Stanley (Goalie)				
GHL Hall of Fame: 1982			Greatest Year: 1966	
Years	Games	GA	Average	
14	804	2982	3.71	

Bobby Stupinski (Left Wing)				
GHL Hall of Fame: 1973			Greatest Year: 1960	
Years	Games	Goals	Assists	Points
19	1446	323	774	1097

TAN (Tandy* 1000 series)

You add the command for the option you want after typing **Faceoff** when loading the game.

If you have problems loading the game, add the command for your computer's graphics mode after typing **Faceoff**—for example, **FaceoffEGA**.

Selecting Sound and Add-On Music Boards

If you have any of these optional add-on sound boards, the following commands entered after *Faceoff*. will activate each specific mode.

MT32 (Roland MT32 sound board)

Adlib (Adlib sound board)

Tandy (Tandy sound)

Speaker (The internal IBM PC speaker)

There is also a "switch" you can add to turn the sound off: **/S**.

For example, if you start the game by typing

FACEOFF EGA /S

and pressing **Enter**, the game will come up using the EGA 16-color mode and with the sound turned off. If you start the game by typing

FACEOFF MCGA ADLIB

and pressing **Enter**, the game will start in MCGA 256-color mode with Adlib sound. Any of the above graphics or sound options can be displayed by typing:

FACEOFF ? and pressing **Enter**.

Eddie Thompson (Center)

GHL Hall of Fame: 1989 Greatest Year: 1955

Years	Games	Goals	Assists	Points
22	1694	527	915	1442

Anthony von Neuman (Goalie)

GHL Hall of Fame: 1975 Greatest Year: 1961

Years	Games	Goals	Average
12	585	1873	3.20

Tommy Walker (Right Wing)

GHL Hall of Fame: 1977 Greatest Year: 1970

Years	Games	Goals	Assists	Points
12	867	264	502	766

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Certified mail is recommended for returns. For best service, please be sure to—

1. Send only the defective medium and, for service under the 90-day warranty, a photocopy of your dated sales receipt.
2. If the initial 90-day warranty period has expired, please enclose a check or money order for \$7.50 U.S. for the first diskette (includes postage and handling) plus \$1.00 for each additional 5 1/4 inch diskette and \$2.00 for each additional 3 1/2-inch diskette returned.
3. Enclose your return address, typed or printed clearly, *inside* the package.
4. Enclose a brief note describing the problem(s) you encountered with the software.
5. Write the name of the product and the type of computer system you have on the front of the package.

Send to:

WARRANTY REPLACEMENTS
GAMESTAR
P.O. Box 3047
Menlo Park, CA 94025

NOTE: Do not send any other materials which are essential to the use of the program. GAMESTAR assumes no responsibility for the return of original product packaging or any materials other than the replacement medium.