SEGA™
SPORTS
NHL® 2K
SEGA®
NHLPA
OFFICIAL LICENSED PRODUCT
PRODUIT LICENCIE OFFICIEL
NHL
EVERYONE
E
CONTENT RATED BY
ESRB
51025

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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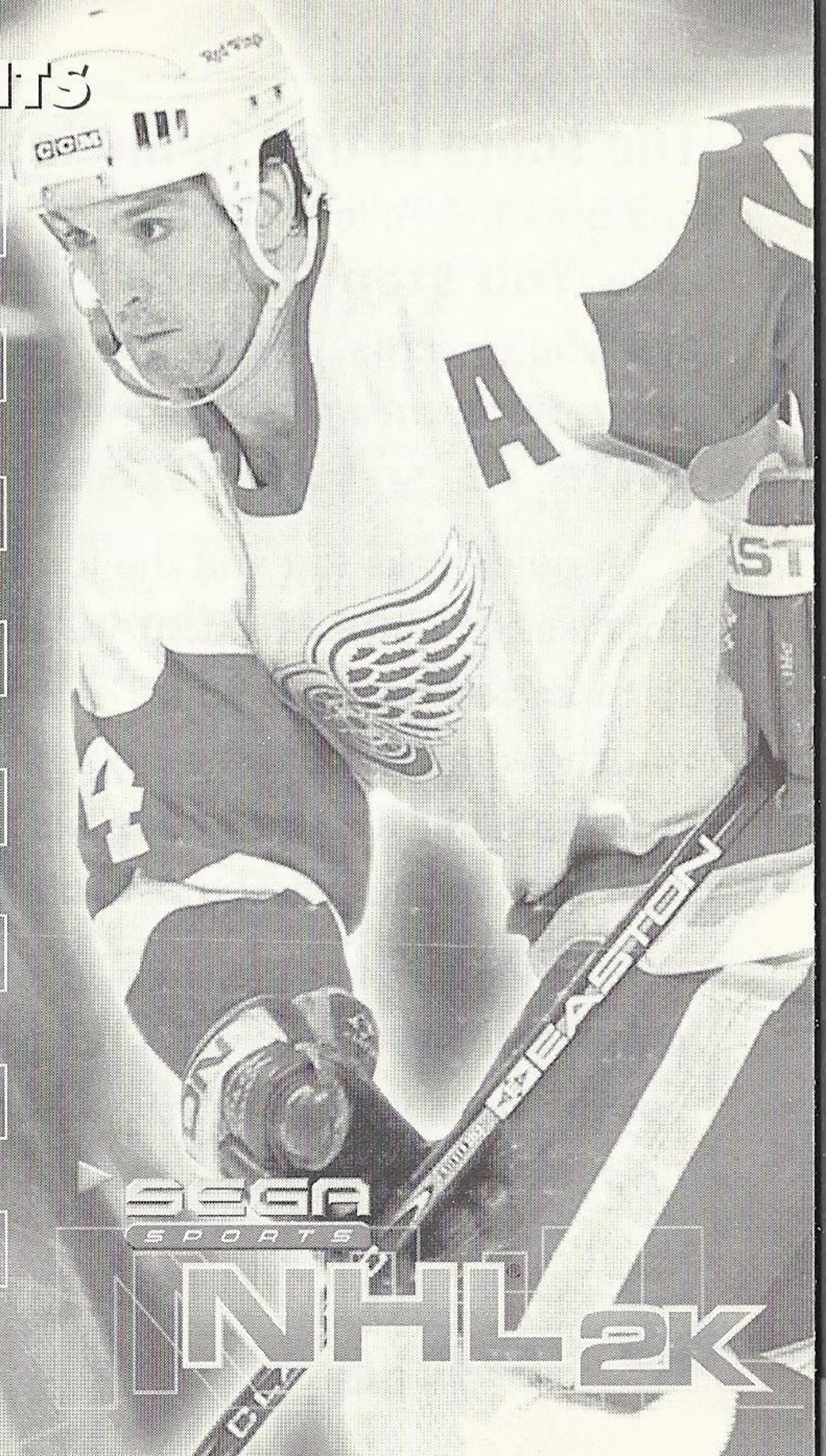
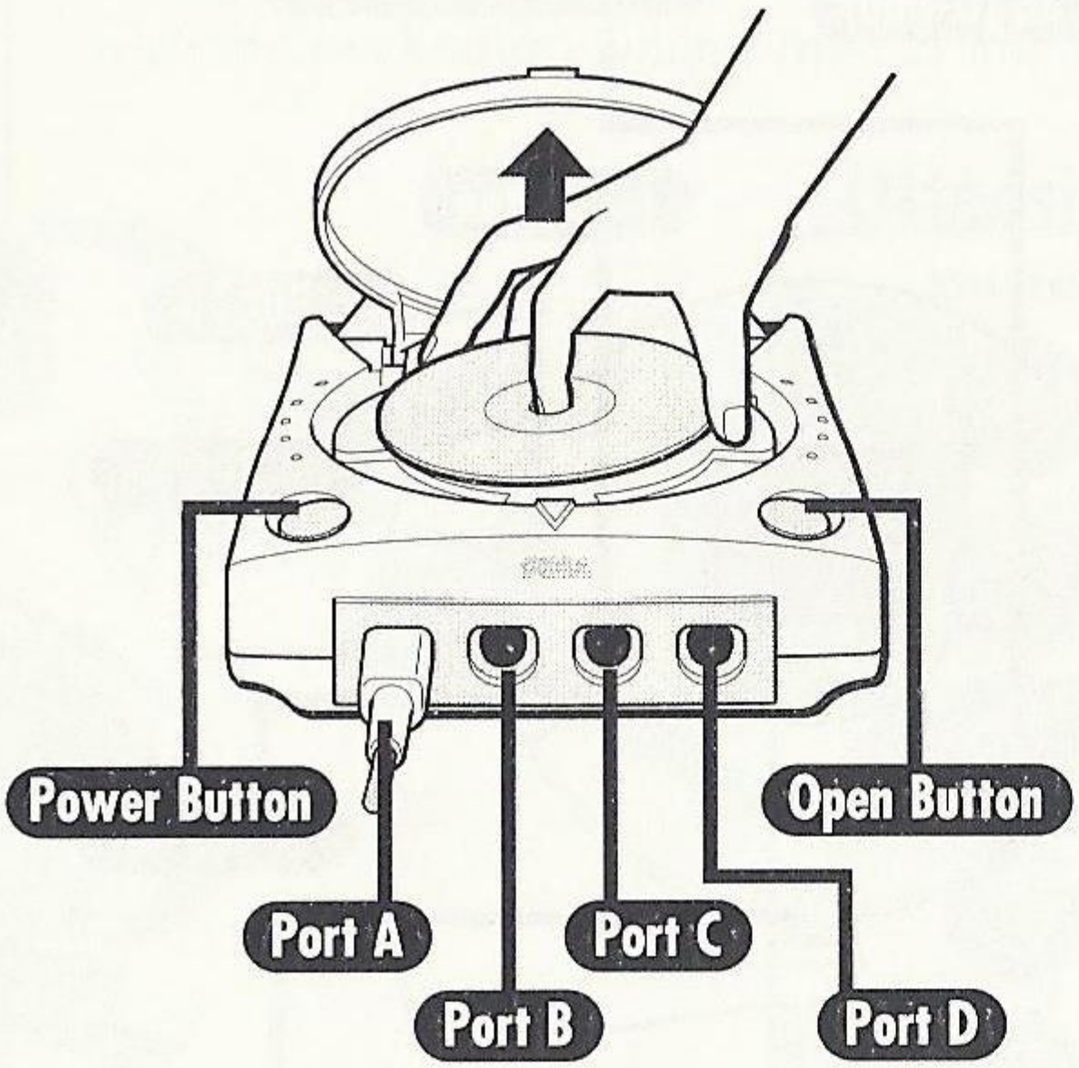


The score is tied in the last game of the playoffs. The opponent's left winger tries to pass the puck into your zone. **You step in and intercept it.** In the blink of an eye, you're across center ice. ***The crowd leaps*** to its feet and ***cheers fill the arena.*** You're on a breakaway. **This is your shot.**

A quick deke left and the lone **defender is history.** Now it's **just you and the goalie.** The masked man skates up to ***challenge*** you. The cheers reach a fevered pitch. You show the puck to the right, like that's where you are going to **shoot,** and the ***goalie hits the ice.*** A flop! You bring the puck back to the left and **shoot into the empty net.**

The lamp is lit. The siren is wailing. Piece of cake. The home **team wins** and **YOU** go home **THE HERO.** You look up into the eyes of 25,000 screaming fans. Moments like this make all those 4:00 a.m. practices worth it, don't they?

STARTING THE GAME

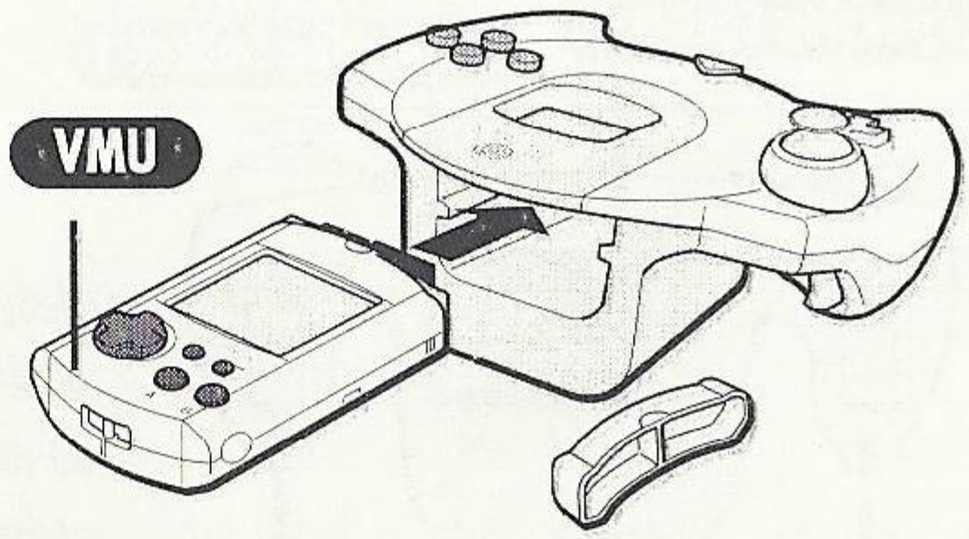


Note: Sega Sports™ NHL 2K is a one-to four-player game.

Purchase additional controllers to play with two or more people.

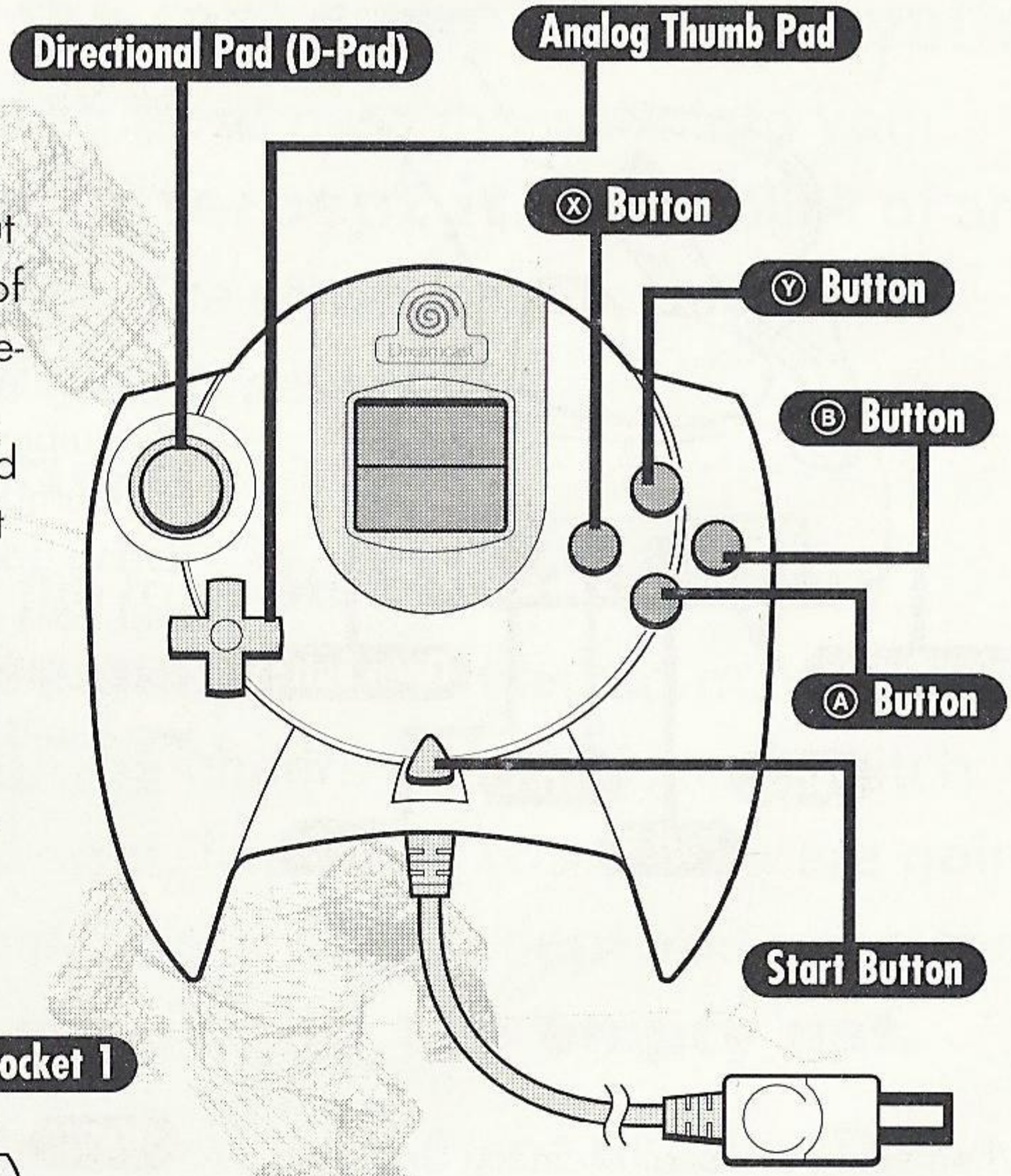
Before turning the Dreamcast power on, connect the controller(s) or other peripheral equipment into the control ports.
To return to the title screen at any point during game play, simultaneously press and hold Ⓐ, Ⓑ, Ⓧ, Ⓨ and START. This causes the Dreamcast to soft-reset the software and display the title screen.

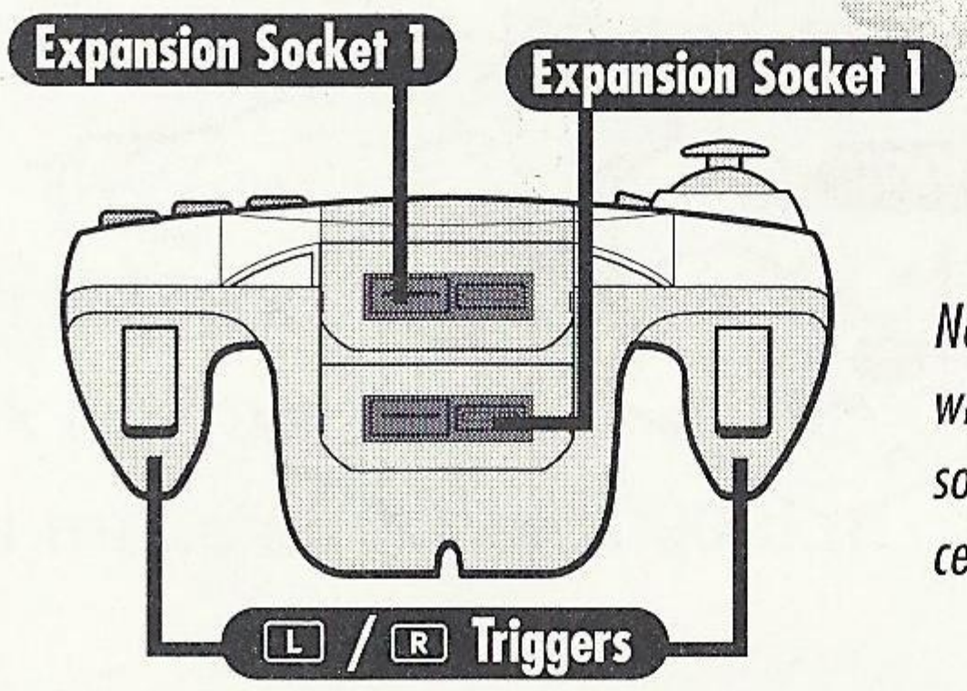
When using a Visual Memory Unit (sold separately), insert it into Expansion Socket 1 of the Dreamcast controller.



CONTROL SUMMARY

NHL 2K is designed with analog functionality in mind. Analog not only provides a much fuller range of motion, but also adds to the overall depth of the game due to the level of precision control it allows. Note that the controls and tips offered below refer to *NHL 2K*'s default controls, but alternate control schemes are available. To change the controller schemes, go to the Configure Controller Menu. There you can swap the buttons Ⓐ, Ⓑ, Ⓧ, Ⓨ to fit your style of controller layout.

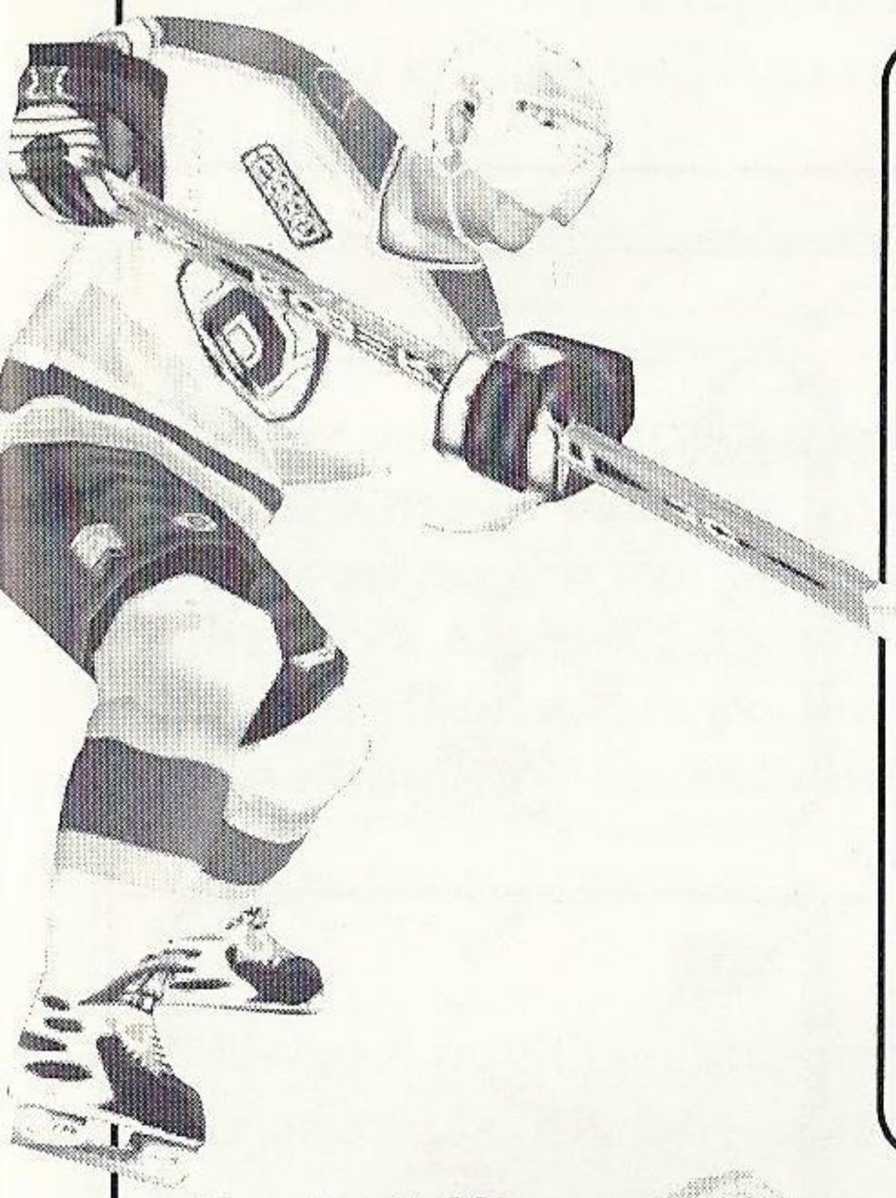




Never touch the analog pad, R, or L while turning the Dreamcast power on. Doing so may disrupt the controller initialization procedure and result in malfunction.

OFFENSE

For passes and shots, hold the analog pad in the direction you wish the puck to go while pressing the appropriate button.



Offensive Moves With Puck

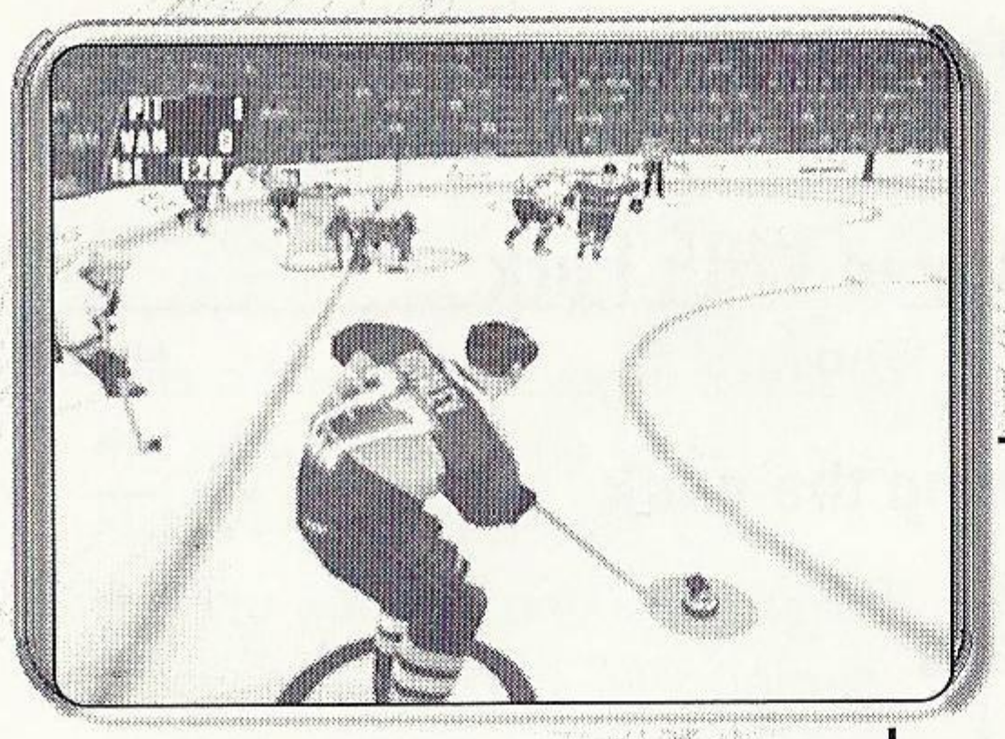
Button	Tap	Hold
Ⓨ	Dump the puck	—
Ⓐ	Pass	—
Ⓧ	Wrist Shot	Slap Shot
Ⓑ	Speed Burst	—
L	Change Coaching Strategy	—
R	Change Lines	—

Basic Offense

This section gives brief descriptions of all the basic offensive moves.

Directional Passing Ⓐ

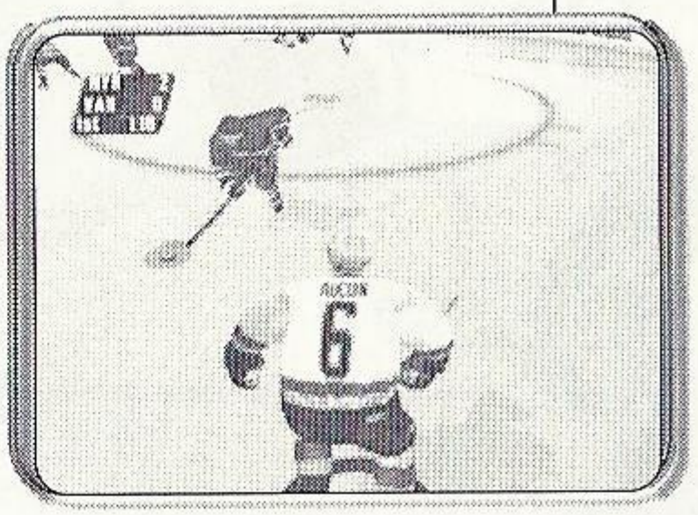
To pass to any of your teammates, press the analog pad in the direction of the intended player, then press Ⓐ.

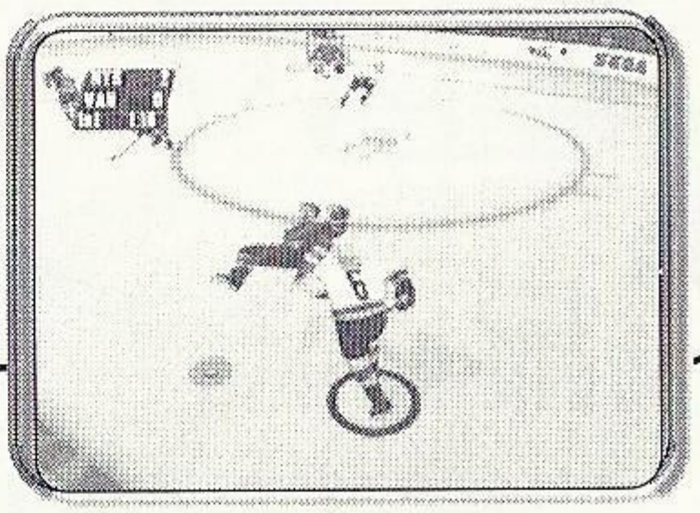


You aren't alone on the ice. Look for your teammates, and when they're open pass them the puck by pressing Ⓐ.

TIP

Don't hang on to the puck too long. The longer you hold on to the puck the greater your chance of getting flattened by a defenseman.





Shooting ⓧ

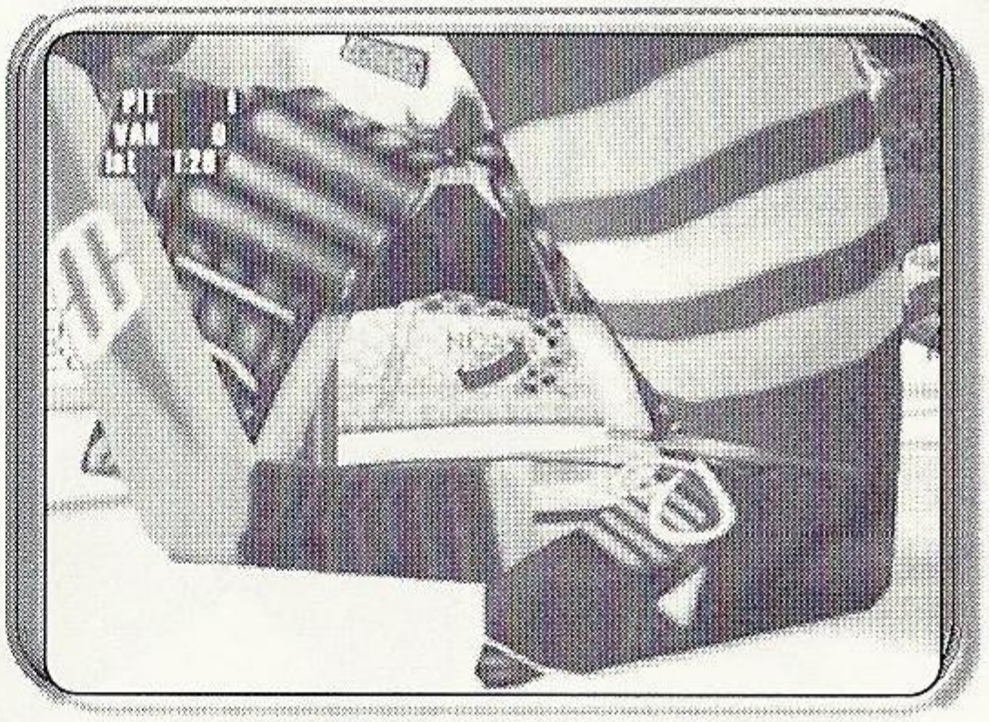
Tapping ⓧ causes the player with the puck to perform a wrist shot. Wrist shots are quicker than slap shots and are more accurate, but are not as powerful.

By holding and then releasing ⓧ, the player with the puck will perform a powerful slap shot.

TIP

Direct your shot by using the analog pad while pressing ⓧ. Watch where the goalie sets up and use this to your advantage. If he has flopped on the ice, press up on the analog pad while shooting to send the puck high. If he's still on his feet, you can try going between his legs by pressing down on the stick while shooting. You can also aim for the top middle of the net and send the water bottle flying.

Getting it past the goalie can be tricky; sometimes you've only got a little room to work with. Press down on the analog pad to get the puck between his legs.

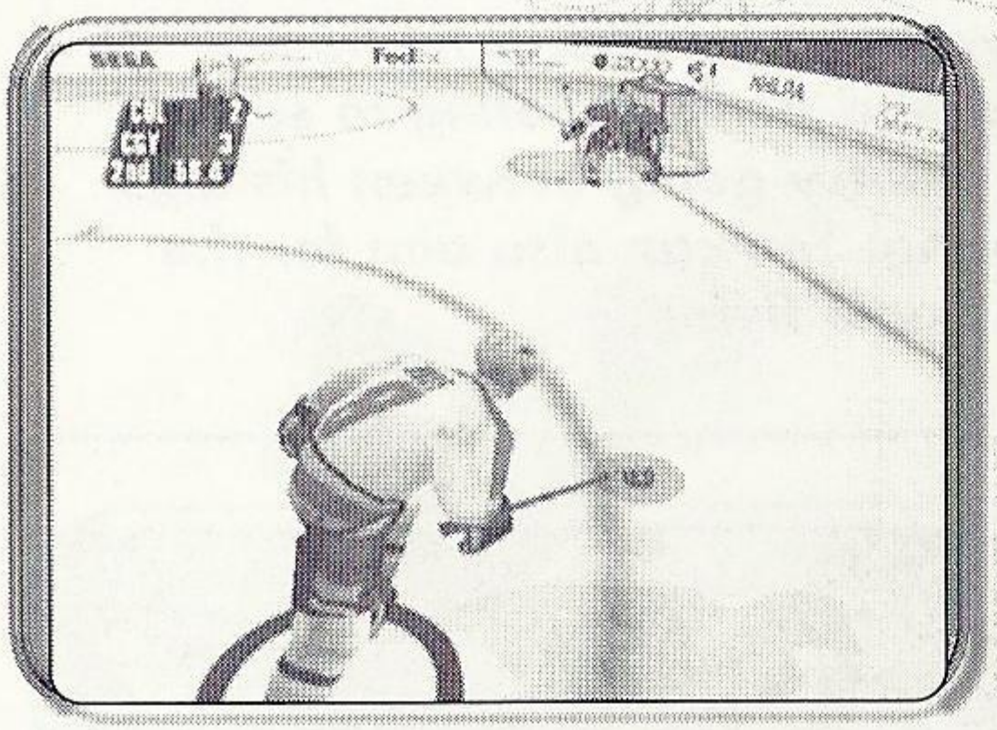


Advanced Offense

The following are general descriptions of the advanced offensive controls.

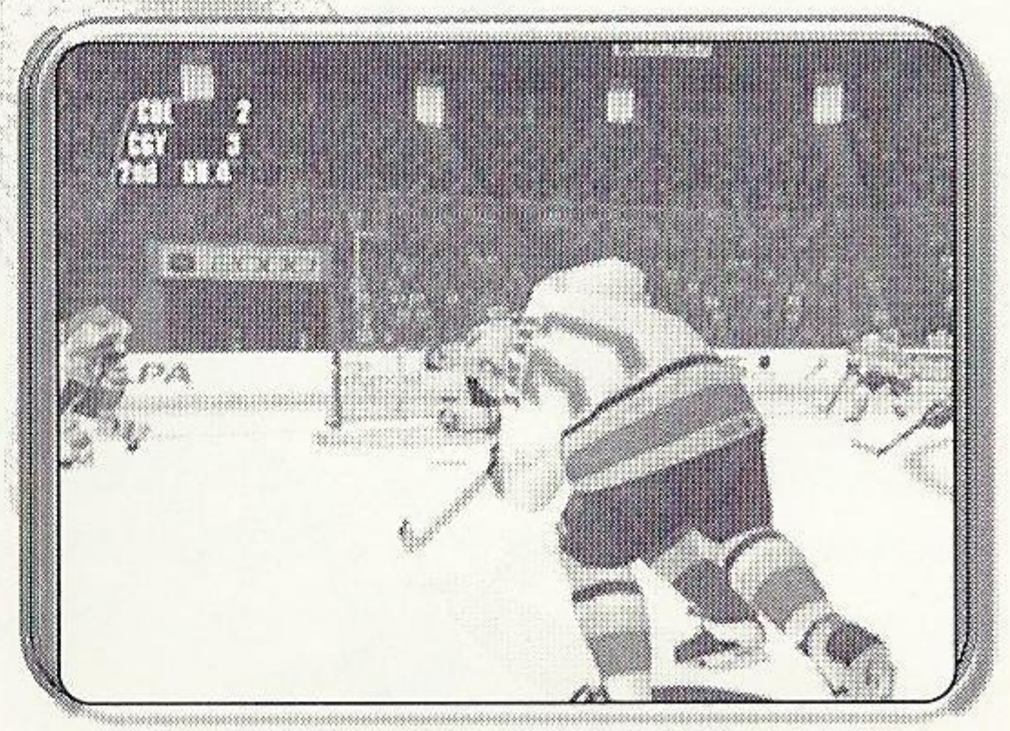
One Timers

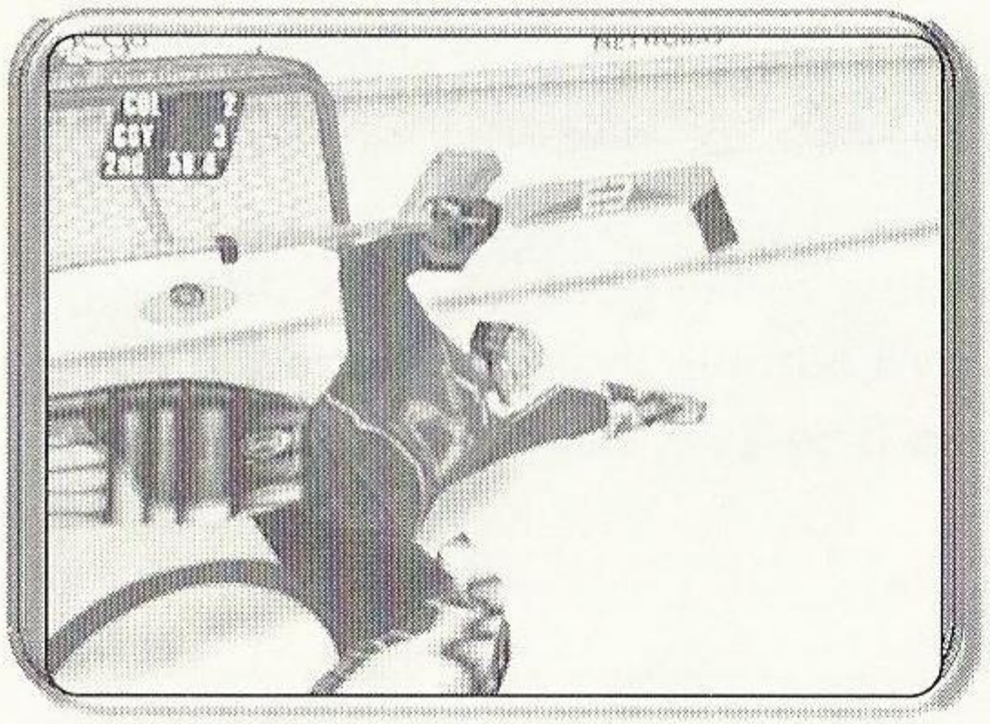
Probably your best chance for scoring is the One Timer. To perform a One Timer, pass the puck to an open teammate who is ready to shoot. After passing the puck (Ⓐ), immediately hit the shoot button ⓧ to do a slap shot.. If you time it right, you have a great scoring chance.



Here the offensive player could take the shot one on one.

But instead, he gives up the puck to a trailer down the center of the rink with a quick pass(Ⓐ).





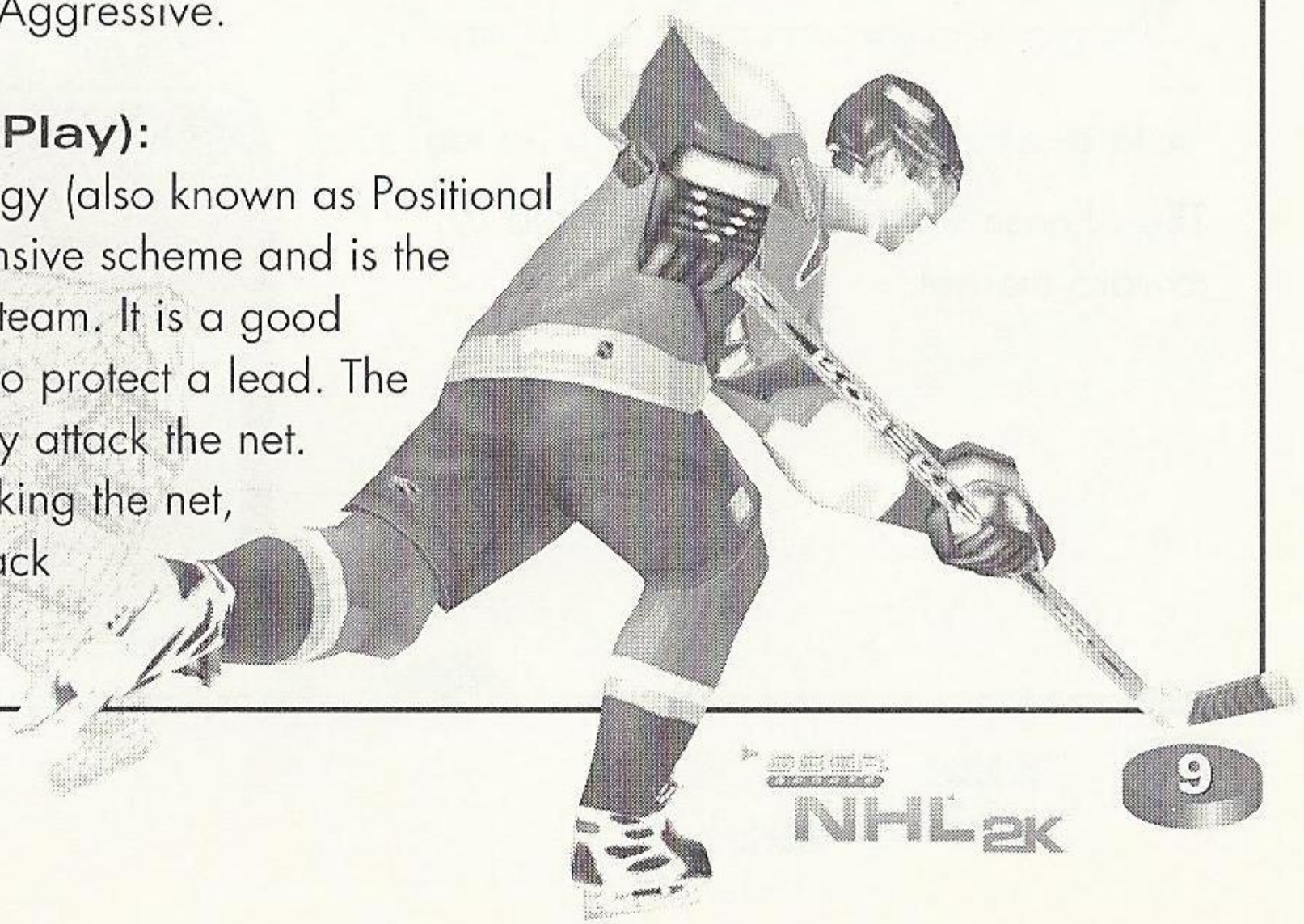
The trailer gets the puck and immediately fires off a quick shot (tap Ⓧ) for the goal.

Offensive Coaching Strategies L

NHL 2K has three offensive coaching strategies that change the way your players act on the ice. They cover everything from the way you break out of your own end to the way you set up around the defense in the offensive zone. The three offensive strategies are Passive, Normal, and Aggressive.

Passive (Positional Play):

The Passive coaching strategy (also known as Positional Play) is a conservative offensive scheme and is the cornerstone of any hockey team. It is a good choice when you're trying to protect a lead. The two forwards will alternately attack the net. While one forward is attacking the net, the other will be holding back and thinking defensively.



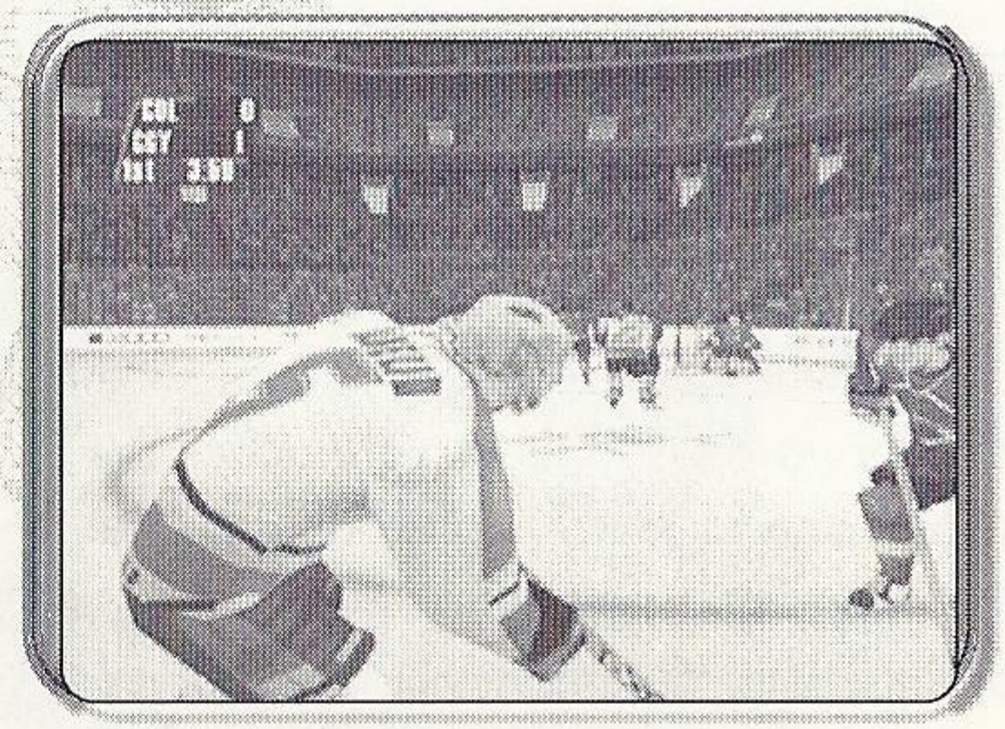
Normal (Funnel Offense):

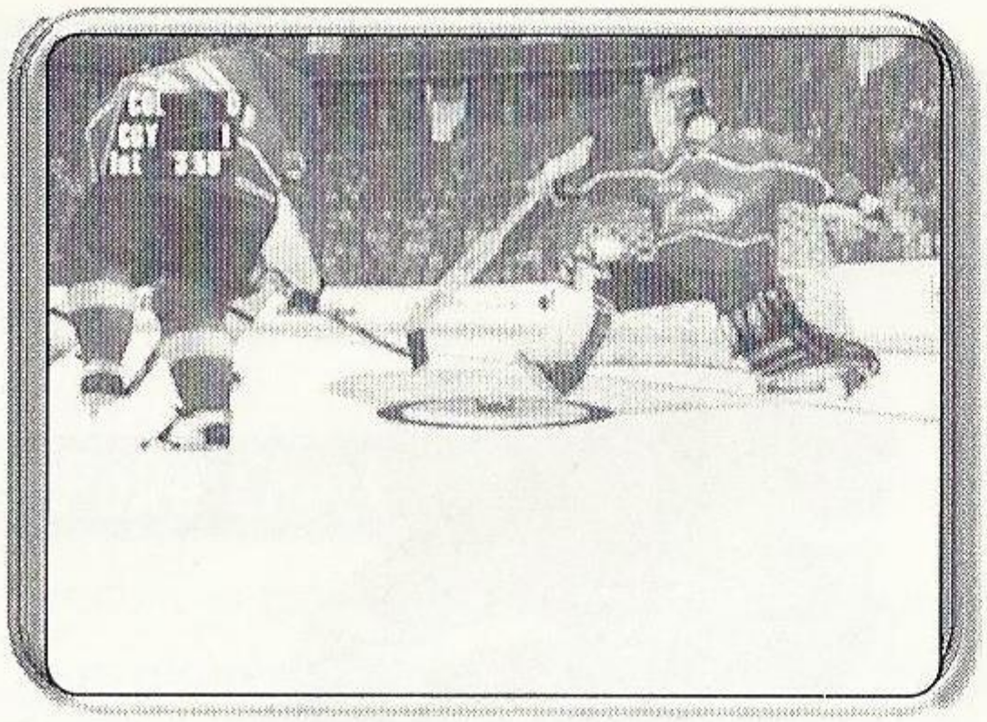
The Normal Coaching Strategy is also known as a Funnel offense. The forwards form a triangular formation with the center (although the shape of the funnel may change). The players then try to get the puck and "funnel" it in close to the goal for a good scoring chance. If you listen to an NHL broadcast, you may hear this strategy referred to as "cycling." The objective of this system is to create a 3-on-2 or, better yet, a 2-on-1 situation!

Aggressive (Overloading the Slot):

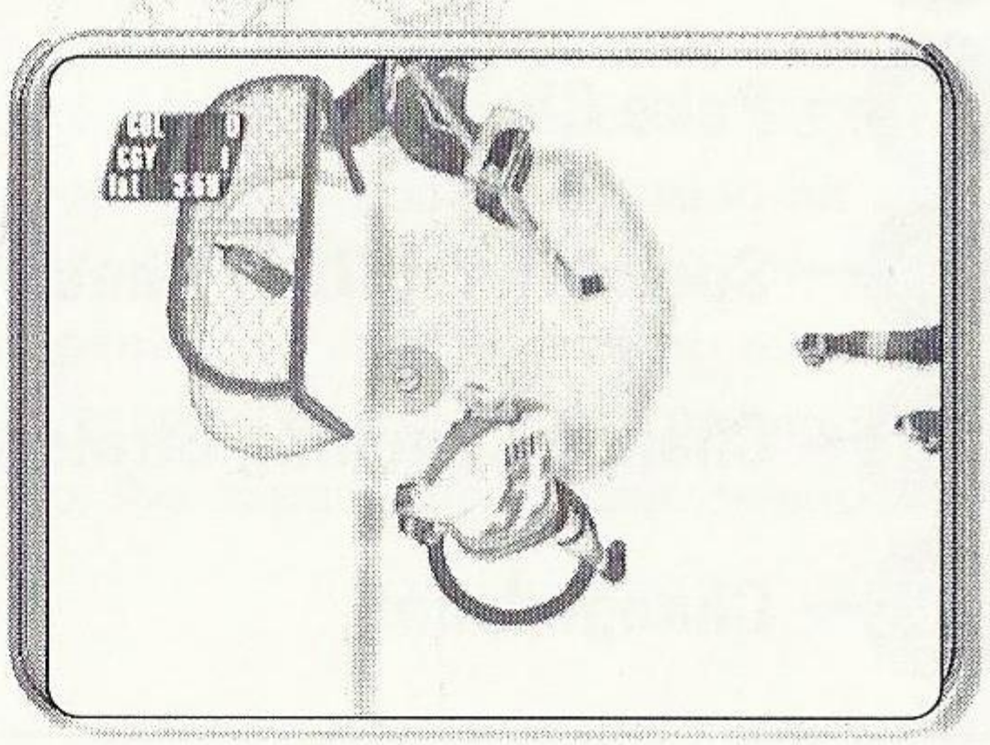
The Aggressive Coaching Strategy is an attempt to overload the slot. When the first rush is stopped and the follow-up attack does not result in a play on the net, the puck is passed out to the point. The defensemen then try to score by shooting a hard slap shot. The forwards go to the net and attempt to take out the trash (pick up the rebound). This system is simple, but it has its risks; everyone is attacking the net. If the defense gets the puck, they have a good chance at a breakaway.

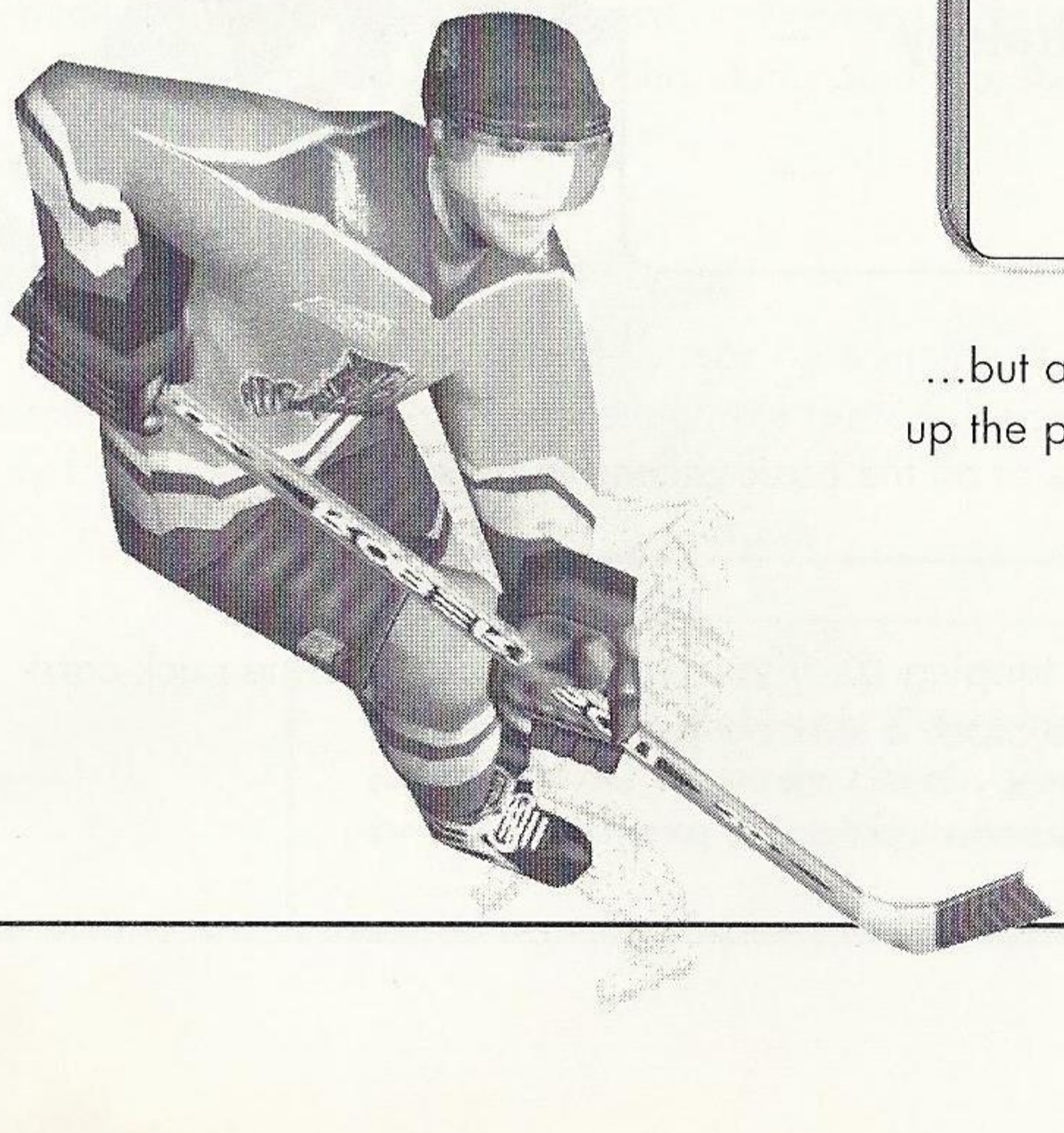
The offense sends a slap shot (hold Ⓧ) toward the net.





The goalie makes the save...





...but an offensive player is there to pick up the puck and score the goal.

DEFENSE

Button	Tap	Hold
Ⓨ	Block shot	—
Ⓐ	Change Players	—
Ⓧ	Poke Check	—
Ⓑ	Speed Burst/Body Check	—
L	Change Coaching Strategy	—
R	Change Lines	—

Basic Defense

This section gives brief descriptions of all the basic defensive moves.

Block Ⓨ

Make your player block a shot by tapping Ⓨ. If your player is between the puck carrier and your goal, you can hit Ⓨ to block a shot by your opponent.

Change Players Ⓐ

Pressing Ⓐ allows you to switch to the player closest to the puck. The purpose of the swap is to always give you a chance at making the defensive play by selecting the player with the best chance of stopping the offense.

Poke Check Ⓧ

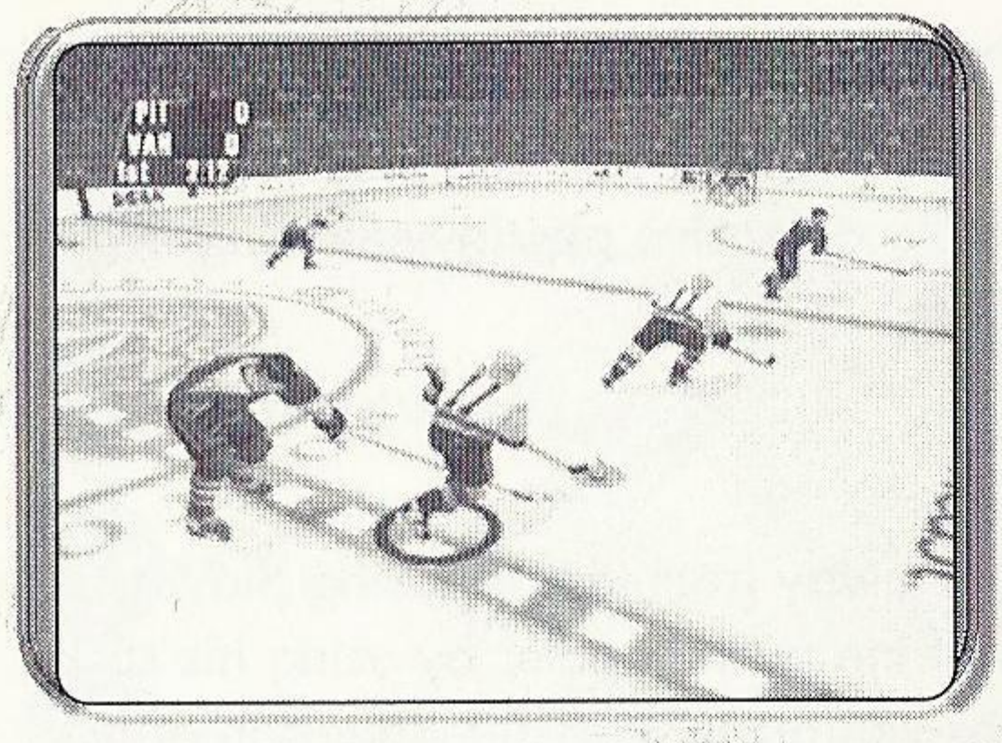
Execute a poke check to attempt to poke the puck away from the opposing player. Your player will attempt to impede the progress of the puck handler by using his stick. If successful, the move frees up the puck so either you or another defender can gain control of it. You may be called with a hooking penalty for this. Performing repeated hooks results in a greater chance of receiving a penalty. Your chance of getting the puck is determined by the stick-handling ability of the opponent and your defensive ability.

Body Check Ⓑ

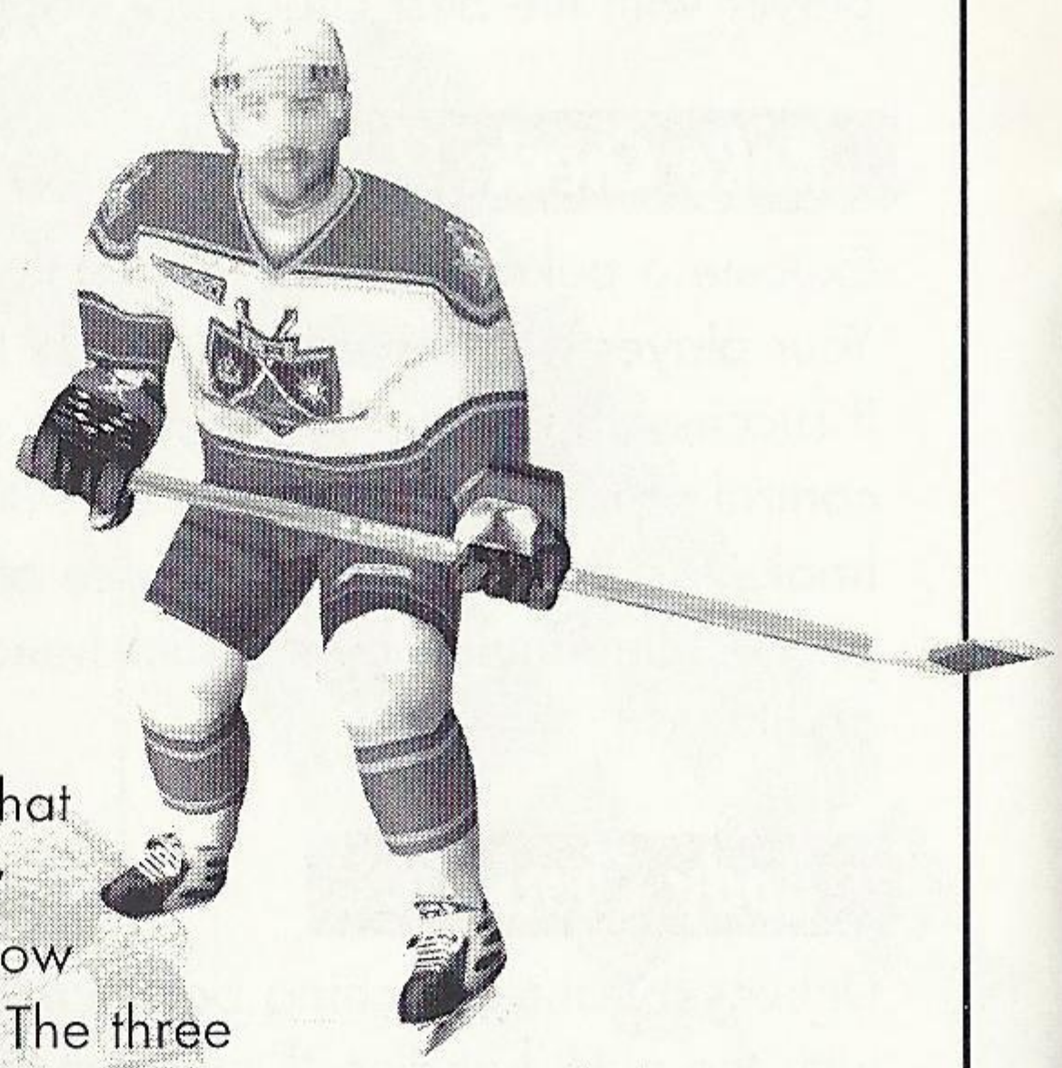
Deliver a bone-crunching body check by pressing Ⓑ. Your player attempts to collide with the puck handler. If successful, the puck will squirt loose. You may receive a penalty for this action, however.

TIP

Be careful on defense. Every time you bump, hook check, poke check, or body check, you run the risk of a penalty—if you have penalties enabled, that is.



A quick poke check can cause the offensive player to cough up the puck.



Advanced Defense

Defensive Coaching Strategies L

NHL 2K has three defensive coaching strategies that change the way your players act on the ice. They help your players decide how to forecheck and how to set up the their defense inside their own zone. The three defensive strategies are: Intimidation, Man to Man, and Zone.

Intimidation (Box Plus One):

The Box Plus One is a forceful defense. It is a balanced system, with the two wings and defensemen forming a box. The system's standard principle is to keep the opposition outside the box. The center's role is to help out the other players, particularly the defensemen.

Man to Man:

This system includes both conservative and forceful approaches to defense. The defensive zone is divided into five pieces, with each player responsible for one piece. The players are also given the freedom to adapt when one piece is flooded and its defensive player is outmanned.

Zone:

The Zone is a conservative coaching strategy. The defense zone is divided into five pieces again, but it is much stricter this time. It asks the defensive players to outplay the opposition in all 1-on-1 situations.

Goalie Controls

There are two sets of goalie controls: *with* puck and *without* puck. When goalie control is set to "manual" you can take control of the goalie by pressing and holding the Ⓐ button. Goalie control is not available when you set the goalie option to "Auto" in the game settings menu.

Button	*With* Puck	*Without* Puck
Ⓧ	Smother the puck	—
Ⓐ	Pass	Change Players
Ⓑ	—	Slash (if player is close)
L	Change Coaching Strategies	Change Coaching Strategies
R	Change Lines	Change Lines

TIP

Pull the goalie in the last minute if you are down by one goal and need an extra attacker to try to even the score.

GAME SETUP

Main Menu

Exhibition

Choose any two teams in the league and take it out on the ice.

Season

Take your team(s) through a full 82-game season. *NHL 2K* tracks your player and team stats and shows how you stack up against the rest of the league. You can simulate a game in the season by selecting the "simulate" game selection.

Before you drop the puck on the new season, make sure you have a VMU to save it.

Playoffs

Each player and each team is striving for one thing—Lord Stanley's Cup, and the chance to be immortalized on the trophy. Playoff mode allows you to bypass the regular season and still have a chance to capture the Cup. You can choose any team you want to play in Playoff mode. The structure follows NHL-regulated rules but you can simulate games, if you wish. The menus for Playoff Mode are nearly identical to those found in Season Mode.

Exhibition Mode

Once you've decided to play an exhibition game, you are given the following menu choices before you drop the puck:

Choose Teams

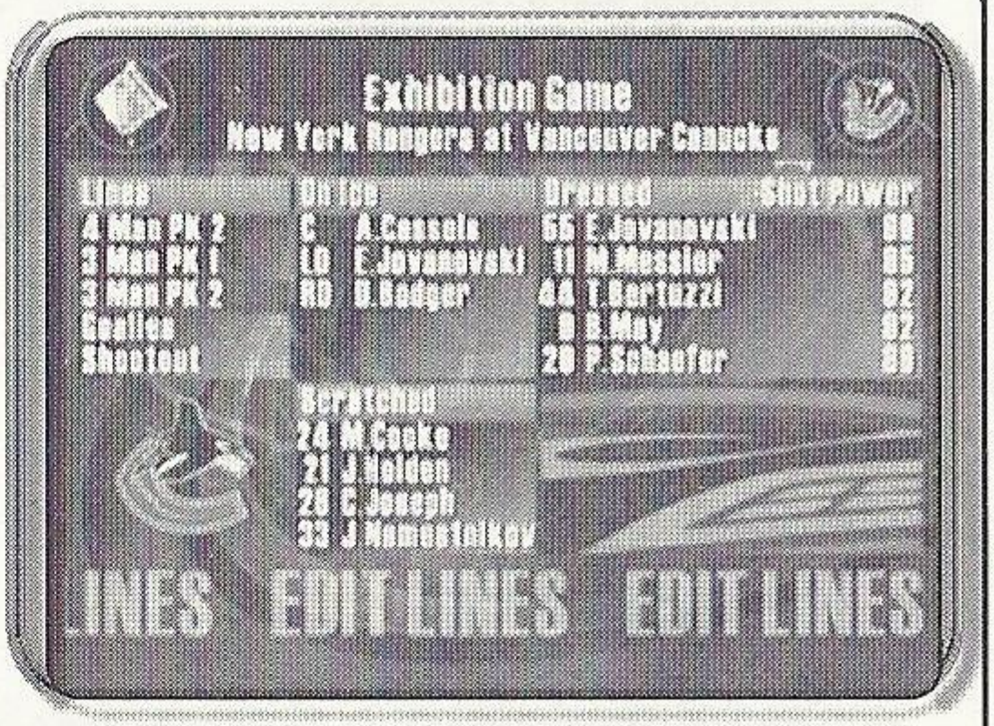
Pick any of the 28 NHL teams to square off.

Edit Lines

As the coach, you have to decide who plays with whom on the ice. There are 4 offensive lines; 3 defensive lines; plus special lines for power plays, penalty killing, and who is in goal for the game. When you have line changes set to "None", you set only one line in each of the categories.

Once you highlight the line you wish to change, press right. Scroll down to select from the "scratched" list, once you highlight the desired player, move to the last column and pick his replacement. Press X to execute.

Want to see everybody's ability ratings? From this screen move the cursor to a player on the far right, then press R or L to view the different ratings. Each player is rated in 20 different statistical categories.



Custom Players

Here you can create up to 40 players for use in your game. The first 4 slots are reserved for goalies. Move up and down to highlight desired slot, move right to edit.

Trade Players

Want to try out some scenarios or include a last minute trade on your roster? Go to this menu to try your hand as a General Manager.

Reset Rosters

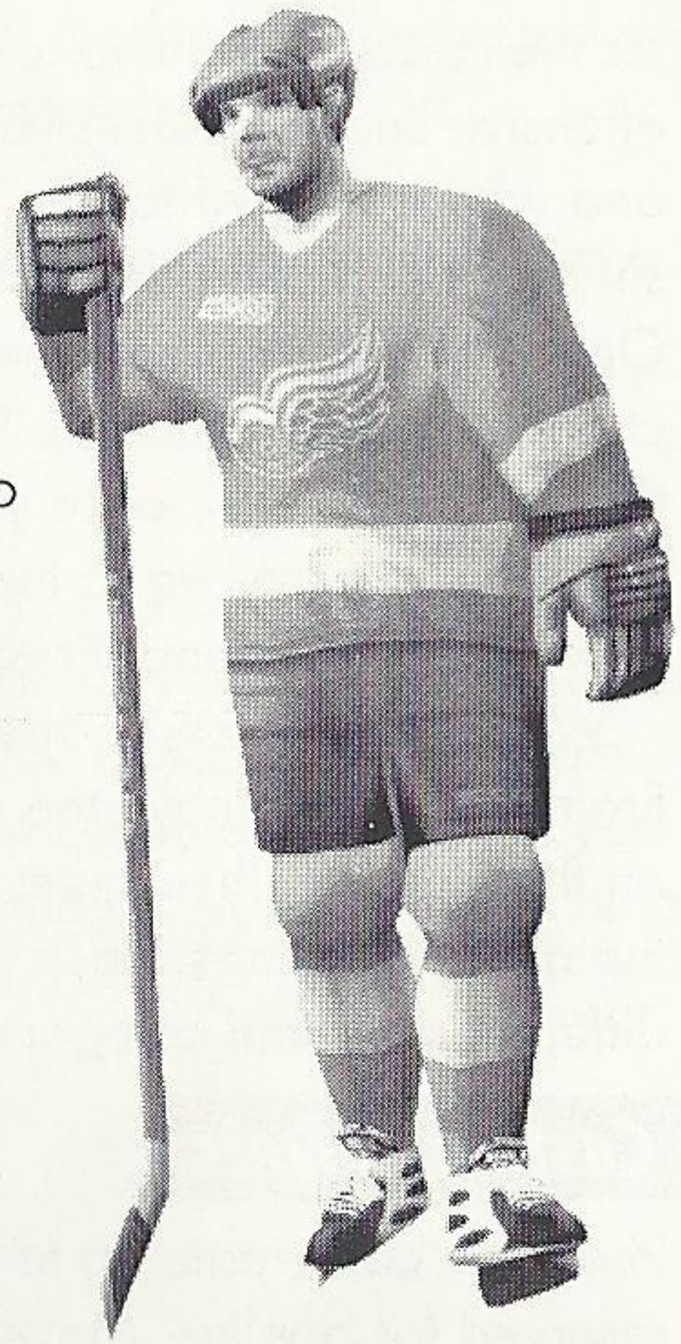
Use the default rosters for each team.

User Stats

Find out how well you've been doing statistically in 14 different categories.

Game Settings

Here you can change just about everything in *NHL 2K*. Adjust the period length, turn penalties on or off, select auto or manual line change control, and adjust the presentation. You can also change the display under the player you are controlling from name to position and jersey number by changing the "display indicator."



VMU Backup

The VMU is used to save your game data.

Choose Uniforms

Select the current year 2000 jersey (default) or one of the many heritage jerseys.

Season Mode

Simulate this Game

Allows you to bypass the current game by having the computer determine the outcome.

Choose Teams

Pick the team you want to guide through the NHL season.

Edit Lines

Is your starting center not pulling his weight? Demote him to the second line and give that young prospect a chance at the big time. You can arrange it all! Once you highlight the line you want to change, press right. Scroll down to select from the "scratched" list. Once the highlight the desired player, move to the last column and highlight his replacement. Press X to execute.

Custom Players

Here you can create up to 40 players for use in your game. The first 4 slots are reserved for goalies. Move up and down to highlight desired slot, move right to edit.

Trade Players

Try your hand at being a GM. You can trade from one to all of your players. See if you can put together the team that will win the Cup. Choose a team by pressing up or down, then move to the right to highlight a player you wish to trade. Press A to select. Move right to select the other team, and perform the same actions. Press X to execute trade.

Reset Rosters

Go back to the default settings.

Season Calendar

See the schedule for your team's season.

Season Standings

Stats shown team by team and by conference/division.

Season Stats

Individual player statistics by team.

Team Stats

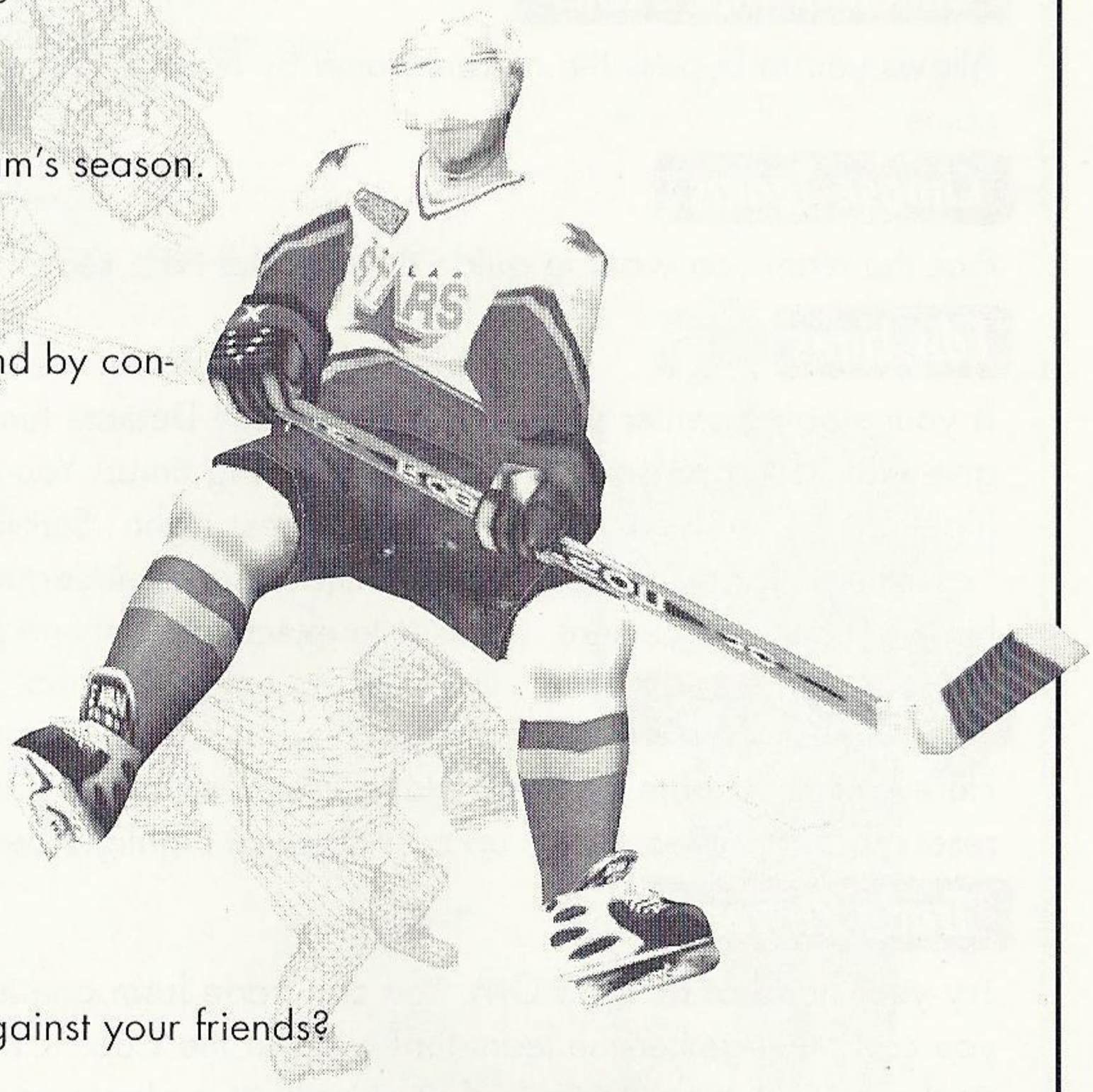
Breakdown of the numbers team by team.

User Stats

How well do you stack up against your friends?

Choose Uniforms

Select the current year 2000 jersey (default) or one of the many heritage jerseys.



Game Settings

Here you can change just about everything in *NHL 2K*. Adjust the period length, turn penalties on or off, select auto or manual line change control, and adjust the presentation.

The All-Star Game

In Season Mode, you can play the NHL All-Star Game. It comes up on the schedule on February 6th. The rosters are based on the real 1999-2000 All-Star balloting. You can trade some of your team's players onto the All-Star roster if you feel they are deserving of the honor.

Line Changes

Assuming you are playing with line changes on (either auto or manual), your lines will become tired during the course of play. To keep your team competitive, you must change lines throughout the game (available in manual mode). Press R to bring up the sub-menu showing the status of each line, and put the freshest line out on the ice. When the sub-menu is up, move your controller to the right to select defense, and left for forwards. Press Ⓐ to accept. The yellow arrows then show the current lines on the ice. The highlighted lines are the lines you wish to change. You are not allowed to change lines during a face-off sequence (so that you don't delay the game!). Play continues while the menu is up.

TIP

If your line is getting tired, dump the puck into the offensive zone, and then call for a line change. This gives your team the best chance to change players before your opponent can get the puck going the other way.

TIP

It is a good idea to change your forward and defensive lines at different times. This lessens the chance of getting caught on a line change and giving a breakaway to the opposing team.

Pause Menu

Exhibition

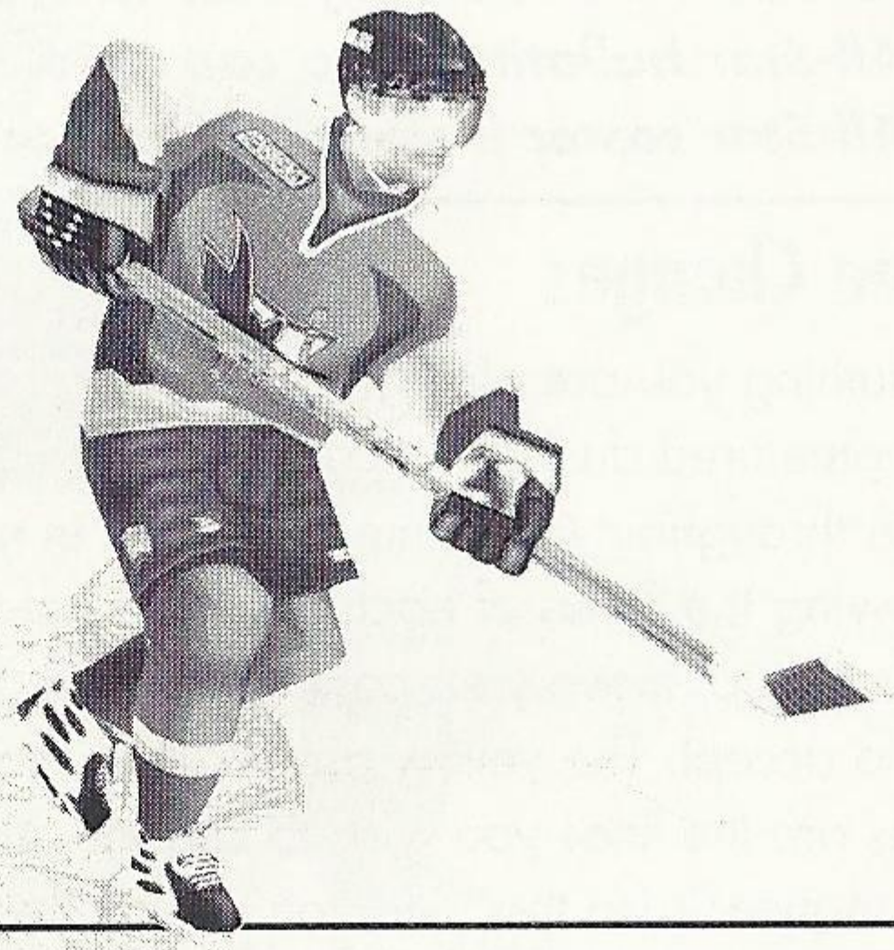
Head back to the ice.

Instant Replay

How did that goal get past you? Check it out on the Instant Replay.

Camera

Select the camera view for the game.



TIP

If you'd like a more strategic view, choose the overhead camera. If you prefer to be closer to the action, choose the ice camera.

Edit Lines

Make a quick change to your lines, right in the middle of a game.

Choose Sides

Got the controllers swapped? Switch it back via the choose sides menu.

Game Stats

The statistical breakdown of the game so far.

Player Game Stats

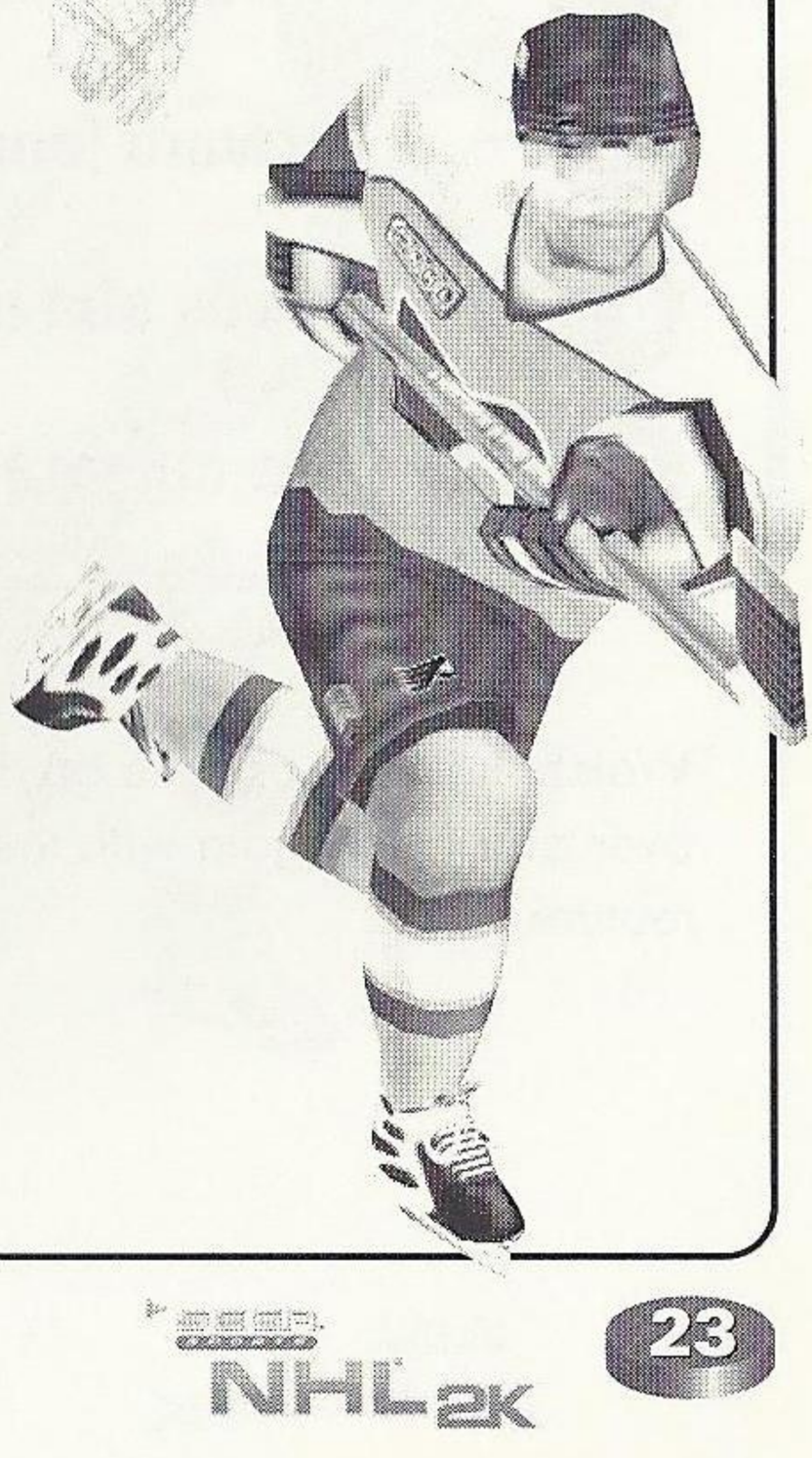
How each player is doing individually.

User Stats

How well you stack up against your friends.

Exit Game

Quit the current game and head back to the main menu.

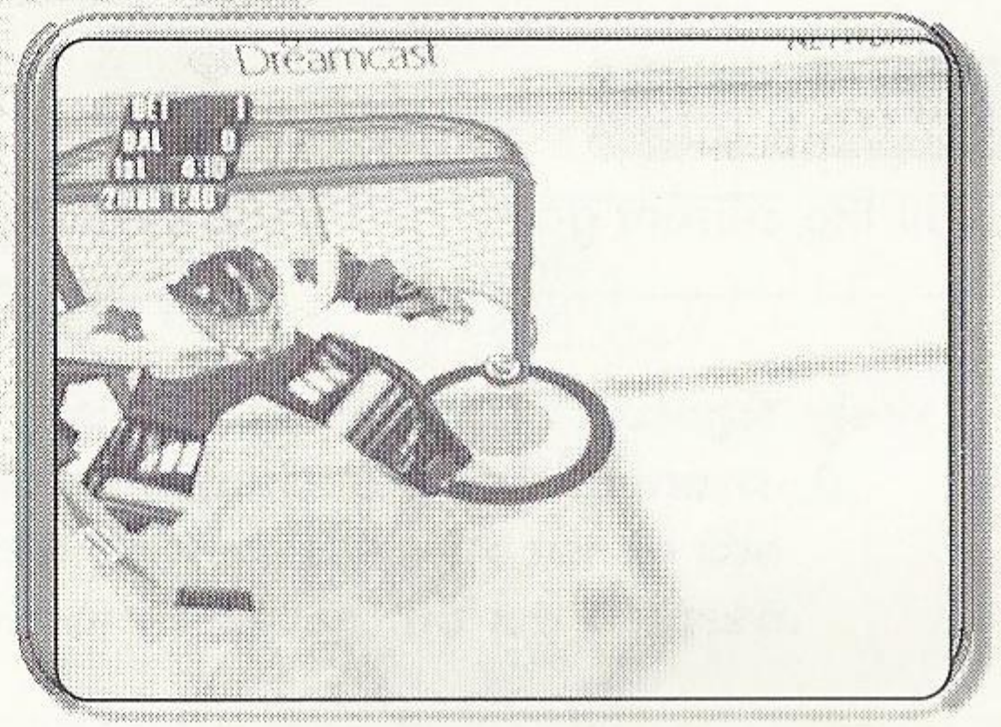


Replay Controls

Button	Description
B	Zoom Out
X	Zoom In
L	Rewind (analog)
R	Forward (analog)
D-pad	Moves aim indicator
Analog	Tilts camera angle

While moving the aim indicator, you can also lock on to any player to follow them throughout the entire replay. To do so, simply move the aim indicator directly on top of whichever target you wish to track.

Watch the puck bounce off the post and in over and over again with the Instant Replay feature.

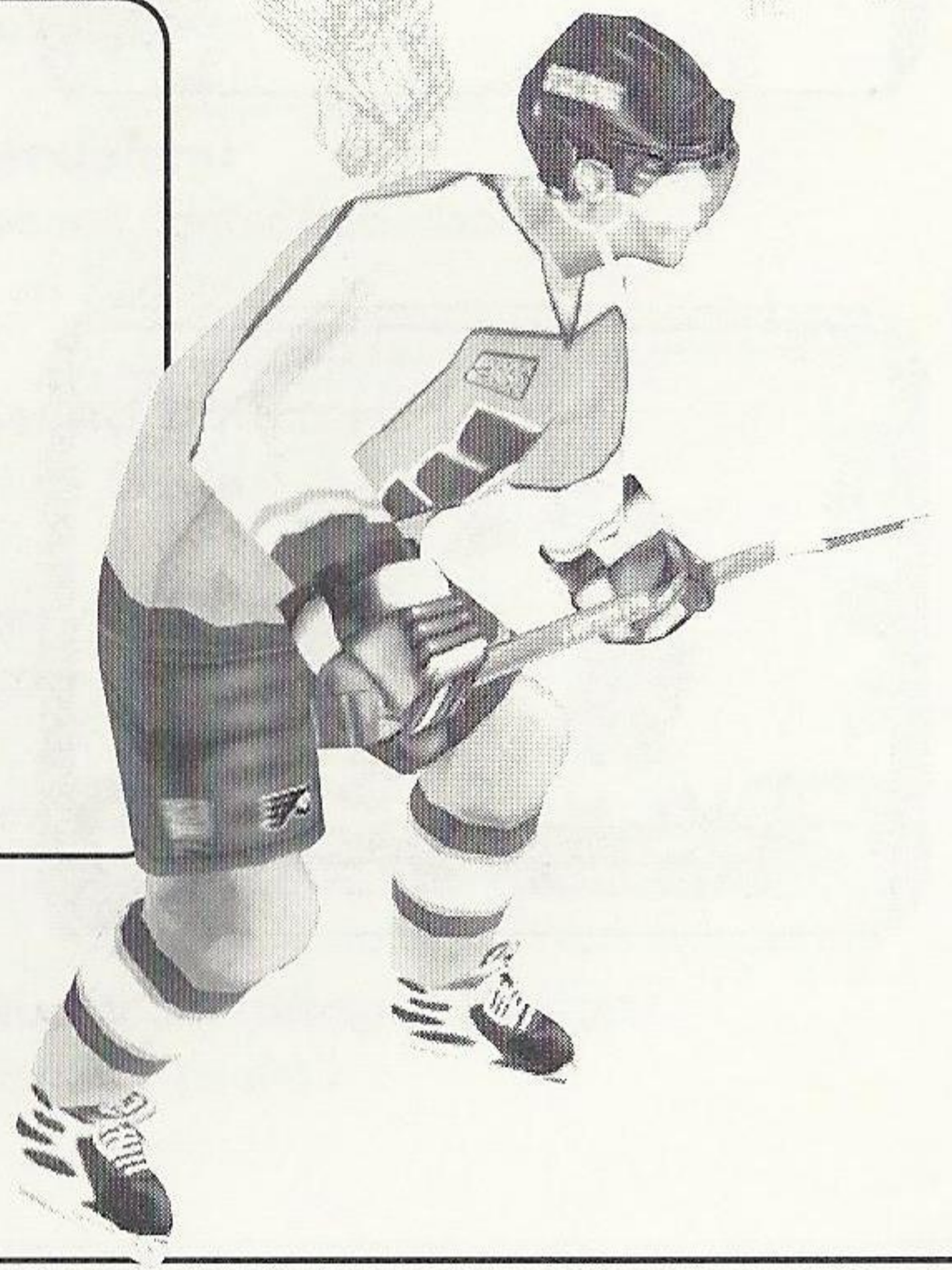


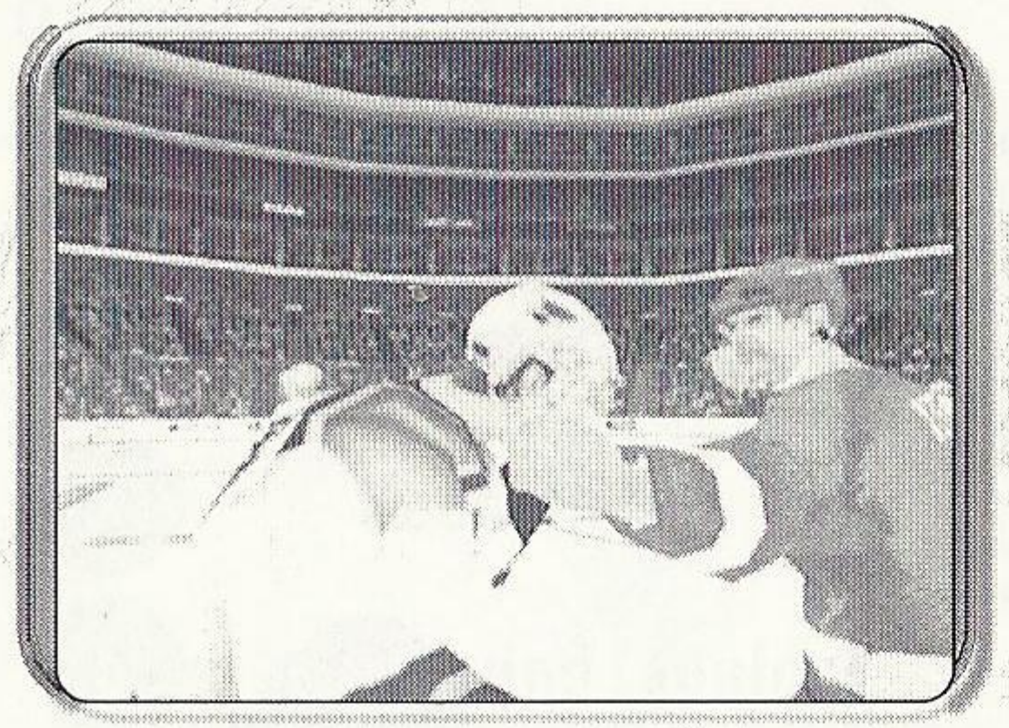
Fighting

Check hard often enough, and tempers will flair. With fighting turned on, a player will drop his gloves and have at it. Fighting will result in a five minute penalty, but the teams will play at normal strength as both teams will have a player in the box. You can avoid the fight by pressing Ⓐ three times at the start of the fight. If the other player has dropped their gloves, they will get a penalty and you won't!

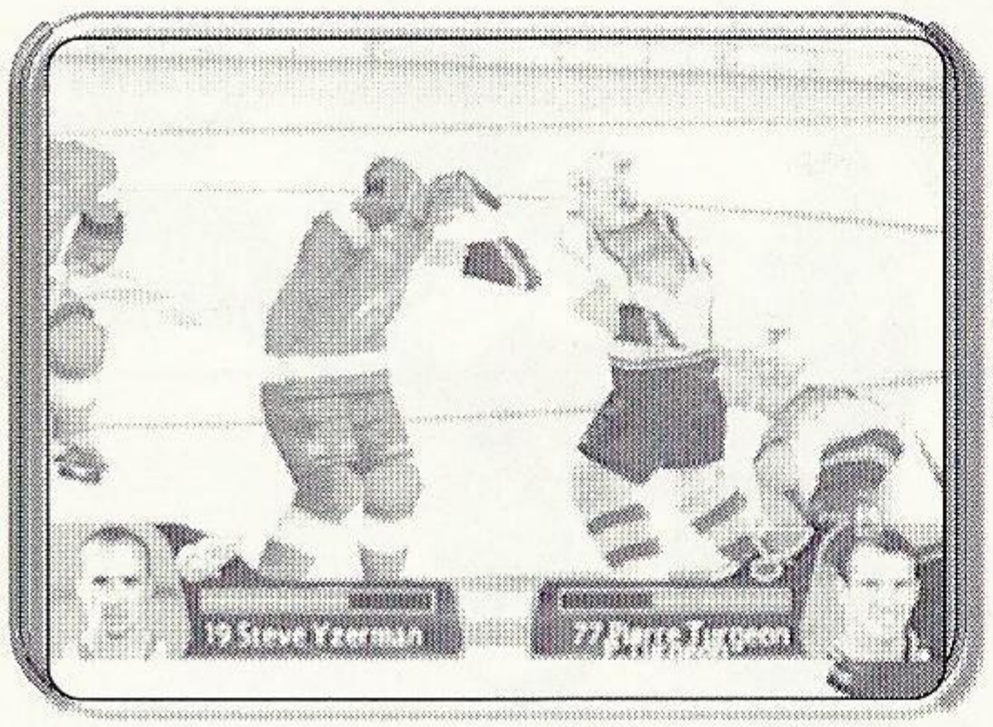
Fighting Controls

Button	Results
Ⓐ	**Duck / Avoid**
Ⓑ	**Grab**
Ⓧ	**Jab**
Ⓨ	**Hard Punch (takes longer to execute, but does more damage)**

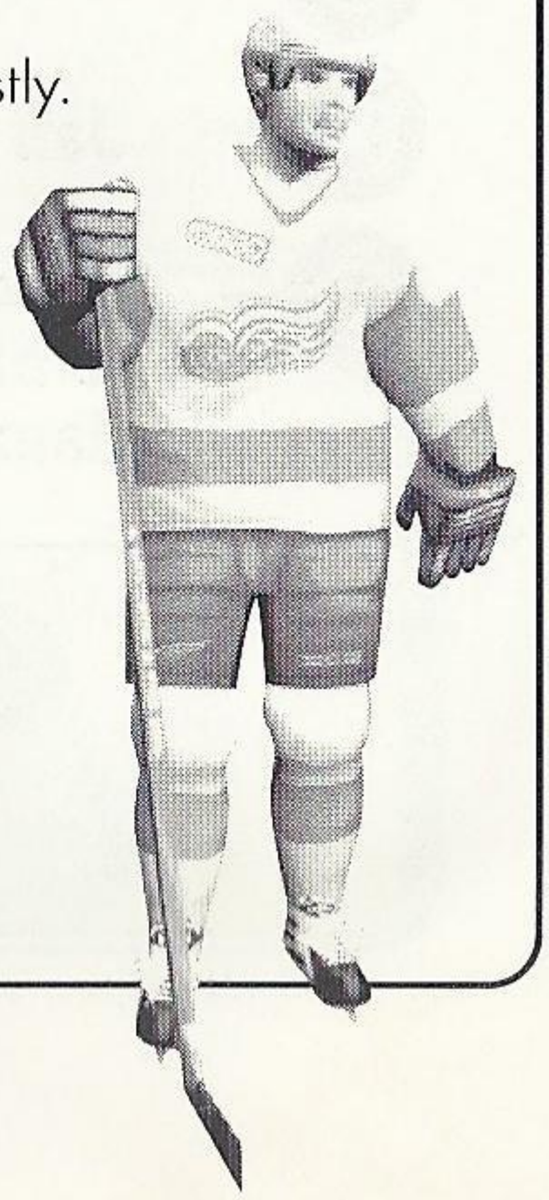




Sometimes tempers flare in the NHL. The gloves drop and fists start flying.



Fighting can be fun but costly. Drop the gloves and both parties will be off to the penalty box for five minutes.



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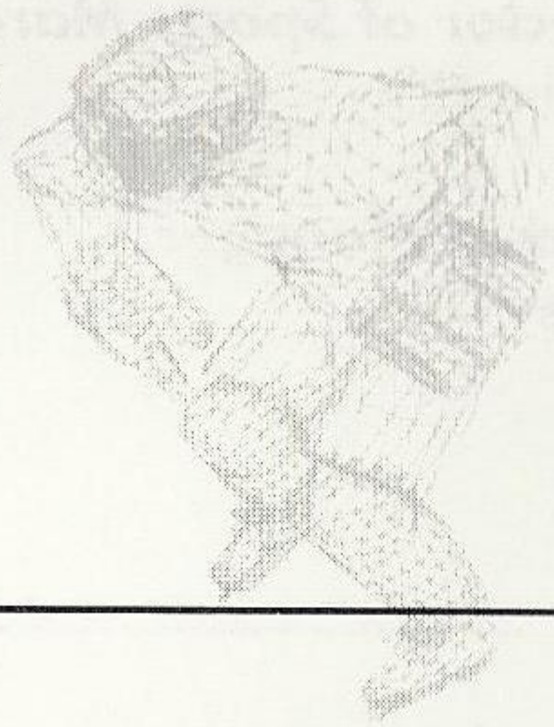

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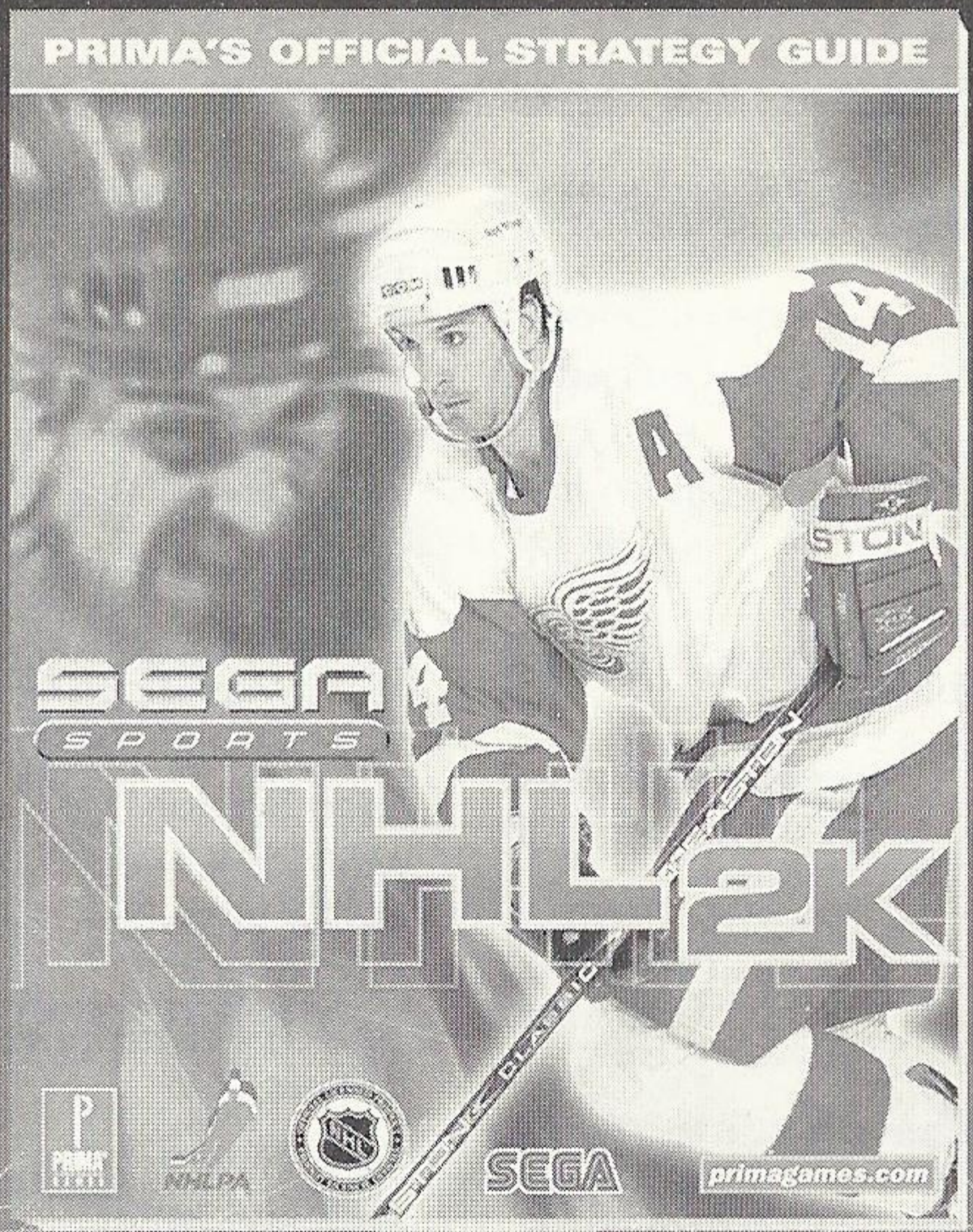

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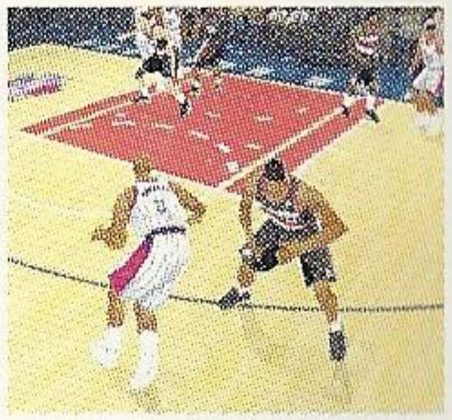
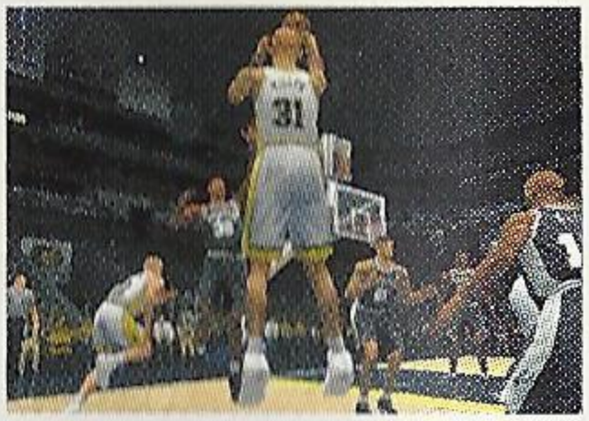

- Jaw-dropping player likeness and detail.
- Over 1,300 motion captured moves and over 100 different dunks.

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