

## ESPN NHL HOCKEY – PS2

### TABLE OF CONTENTS

1. Quick Game	x
2. Exhibition	x
3. Season	x
4. Playoffs	x
5. Franchise	x
6. Tournament	x
7. Skills	x
8. Mini-Games	x
9. Options	x
10. Save / Load	x
11. Roster Manager	x
12. The SkyBox	x
13. Network Play	x

#### **Title Screen**

Press the **X** button or the **START** button to advance to the Main Menu. If you've yet to create a User Profile, an overlay will appear asking you whether you wish to create one. To skip creating a User Profile, highlight NO with the **left analog stick** or the **directional buttons** and press the **X** button or the **START** button to advance to the Main Menu. To create a User Profile, highlight YES, and press the **X** button or the **START** button to bring up the Virtual Keyboard Overlay.

Using the Virtual Keyboard:

- Move the **left analog stick** or **directional buttons** to highlight any key.
- Press the **X** button to press the key.
- Press and hold the **L1** button or the **R1** button to hold down the shift key.
- Press the **Circle** button to delete a character.
- To confirm and accept the name, highlight ENTER and press the **X** button or simply press the **START** button.

Your User Profile is saved and you will automatically advance to the Main Menu.

#### **MAIN MENU**

The Main Menu is the central menu from which you can access the every mode and screen in the game.

#### **QUICK GAME**

Quick Game lets you jump right into a game between the teams of your choice.

#### **Team Select**

- Move the **left analog stick** or **directional buttons** right or left to assign your controller to the Home or Away Team.
- Move the **right analog stick** up or down to select a User Profile, or to highlight No Profile, New Profile, or Load Profile.

- To play the game without a User Profile, select No Profile and press the **X** button or the **START** button.
- To create a User Profile, highlight New Profile and press the **X** button or the **START** button. Enter a name on the Virtual Keyboard and press the **START** button.
- To load a User Profile on the Load Screen, highlight Load Profile and press the **X** button or the **START** button. (See the Load Screen instructions below).
- Press the **L1** button or the **R1** button to change the team.
- Press the **Circle** button to change the team to a random team. (You can press the **Circle** button with your controller icon in the center of the screen to randomly change both the Home and the Away Team).
- Press the **R2** button to access the Strategy Screen.
- Press the **L2** button to access the Line Match-Up Screen.
- Press the **Square** button to view the Help Menu.
- Press the **X** button or the **START** button (with one of your profiles or No Profile selected) to confirm your team.
- Once you've confirmed your team, press the **L1** button or the **R1** button to select the uniform you want your team to wear (some of the uniforms must be unlocked first).
- Once you've found the right uniform, press the **X** button or the **START** button (with one of your profiles or No Profile selected) to advance to the Player Lineup Screen.
- At any point, if you want to back up to the previous step, press the **Triangle** button.

**Load** (To access, highlight Load Profile w/ **right analog stick** and press the **X** button)  
If you have a memory card (PS2) with a User Profile saved on it, and it wasn't inserted when you loaded the game, you can access the User Profile by selecting Load Profile on the Select Team Screen. Highlight the User Profile that you wish to load and press the **X** button. You will return to the Team Select Screen and the User Profile will now be available to you.

**Strategy** (Access by pressing the **R2** button on the Team Select Screen)

- Press the **L1** button or the **R1** button to switch between Basic and Advanced. (Advanced allows you to set your play style line by line).
- In Advanced, press the **R2** button or the **L2** button to change the line (First Line, Second Line, Checking Line, Fourth Line, Five Man Power Play 1, Five Man Power Play 2, Four Man Power Play 1, Four Man Power Play 2, Four Man Penalty Kill 1, Four Man Penalty Kill 2, Three Man Penalty Kill 1, and Three Man Penalty Kill 2).
- Use the **left analog stick** or the **directional buttons** to highlight an option.
- Press the **X** button or the **Circle** button to cycle options forward or back.
- Press the **START** button to save your changes and exit to the Team Select Screen.
- Press the **Triangle** button to cancel your changes and return to the Team Select Screen.

**Aggression:** Determines how aggressively your players play. Set it high, and players will check more on defense, and crash the net more on offense. However, they may incur more penalties or over-commit and get burned on defense. Set it low, and players will play more conservatively.

**Defense:** Defense in the Defensive Zone

- 1-2-2: In this play, the Center aggressively checks in the zone, while the 2 Defensemen and 2 Wings play back in a more defensive stance.

- **Zone:** This conservative system assigns each player an area of the ice.
- **Box + 1:** This play is designed to completely try and shut down the slot. However, this leaves the opposing team freedom to move around the rest of the zone.

**Backcheck:** Defense in the Neutral Zone

- **2-1-2:** This aggressive system commits both Wings to apply pressure to the puck. The Defensemen and the Center have to cover more area to make up for them.
- **1-2-2:** This conservative system calls for the Center to forecheck aggressively to drive the play to the Wings on the outside. The Defensemen hang back at the blue line.
- **1-1-3:** This defense combines conservatism with aggressiveness. The attack comes from the Center and the puck-side Wing. The off-side Wing hangs back and shuts down the outside lane. This gives the puck-side Defenseman the freedom to be more aggressive.

**Forecheck:** Defense in the Offensive Zone

- **2-1-2:** This extremely aggressive defense calls for constant pressure on the puck by two of the Forwards.
- **1-4:** This conservative defense has the Wings and the Defensemen form a wall across the blue line while the Center pressures the puck. This defense essentially gives up the offensive zone.
- **1-1-3:** This defense combines conservatism with aggressiveness. The attack comes from the Center and the puck-side Wing. The off-side Wing plays back in position to backcheck and defend against 3-on-2 breakouts. The Defensemen play normal positions.

**Breakout:** Offense in the Defensive Zone

- **Free Flowing:** This flexible system relies on good skating and skilled passing. Since it relies on flooding certain areas with skaters, it is more vulnerable should a turnover occur.
- **Board:** This is a conservative system that is best suited to teams with big strong Wings who dominate the battle for the puck on the boards.
- **Positional:** This is a conservative system with a balanced approach that uses all of the players and emphasizes high-percentage passes.

**Moveout:** Offense in the Neutral Zone

- **Regroup:** This advanced system allows the Forwards free movement to attack openings. Advanced skating, passing, and stick-handling are crucial for this system to be successful.
- **Positional:** This basic, conservative system stresses filling the lanes and making high-percentage passes. It is especially useful for teams with size and/or poor skating ability.
- **Crisscross:** This intermediate system is similar to the Positional system, but allows two Forwards to move laterally to flood specific areas, while the other Wing acts as a safety valve with defensive responsibility in case the puck is turned over.

**Offense:** Offense in the Offensive Zone

- **Triangular:** This intermediate system concentrates on maintaining possession of the puck. The Forwards form a triangular formation and cycle the puck between them. The objective is to create a 3-on-2 or 2-on-1 situation.
- **Positional:** This basic, conservative system has two Forwards attack the net while one Forward and the Defensemen think defensively in case the puck changes possession.

- **Overload:** This basic system has the Forwards crowd the area of the net. The Defensemen shoot the puck and the Forwards try to get in position to score off of tip-ins, deflections, and rebounds.

**Penalty Kill (Basic only):** Defense when you're down a man

- **Box:** This conservative system denies possession of the puck in front of the net or the slot area. This system requires physical players.
- **Diamond:** This intermediate system denies the offense the area in front of the net while putting pressure on the puck.
- **Triangular:** This aggressive system keeps three defenders in front of the net and a third player rotates out to challenge the player in possession of the puck.

**Powerplay (Basic only):**

- **Funnel:** This conservative system has the Defensemen shoot the puck and the forwards in position to tip-in deflections and rebounds. This system is beneficial for teams with big players who have a knack for scoring from close range.
- **Wings Offside:** The Wings are the primary scorers in this system, which seeks to set up the play on the strong side and pass to the weak-side Wing.
- **2-2-1:** This system is comprised of two sets of Forwards and one Defenseman. The Defenseman is generally open for a shot on the net, though a pass to any of the Forwards for a closer shot is generally preferable.

**Line Match Up** (Access by pressing the **L2** button on the Team Select Screen)

This screen allows you to match up two lines versus each of your opponent's lines, one offensive line and one defensive line.

Playing as the Home Team:

- Press the **L1** button or the **R1** button to assign a line to match-up with your opponent's line.
- Press the **R2** button to switch from a list of your offensive lines to a list of your defensive lines.
- Press the **L2** button if necessary to switch back.
- Press the **R2** button or the **L2** button twice to cycle through the opponent's lines. (Note: You can assign an offensive line and a defensive line to match up with each of your opponent's lines. Pressing the **R2** button once toggles from your offensive lines to your defensive lines. Pressing it a second time toggles to your offensive lines versus your opponent's second line. Pressing it a third time toggles to your defensive lines versus your opponent's second line; and so on.)
- Press the **X** button or the **Circle** button to increase or decrease the match-up importance slider. This slider sets the urgency with which your team will switch in the new line to face your opponent's line.
- When you've finished modifying your line match-ups, press the **START** button to confirm them and return to the Team Select Screen.
- Press the **Triangle** button to cancel your changes and return to the Team Select Screen.

Playing as the Away Team:

- Press the **R2** button or the **L2** button to assign a line to match-up with your opponent's line.

- Press the **R1** button to switch from a list of your offensive lines to a list of your defensive lines. Press the **L1** button if necessary to switch back.
- Press the **L1** button or the **R1** button twice to cycle through the opponent's lines. (Note: You can assign an offensive line and a defensive line to match up with each of your opponent's lines. Pressing the **R1** button once toggles from your offensive lines to your defensive lines. Pressing it a second time toggles to your offensive lines versus your opponent's second line. Pressing it a third time toggles to your defensive lines versus your opponent's second line; and so on.)
- Press the **X** button or the **Circle** button to increase or decrease the match-up importance slider. This slider sets the urgency with which your team will switch in the new line to face your opponent's line.
- When you've finished modifying your line match-ups, press the **START** button to confirm them and return to the Team Select Screen.
- Press the **Triangle** button to cancel your changes and return to the Team Select Screen.

### **Player Lineup**

- Move the **left analog stick** or the **directional buttons** left or right to switch between Start Game, Shuffle Players, and Fantasy Draft.

#### *Start Game:*

- Press the **L1** button or the **R1** button to toggle between the Starting Lineup (your skaters) and the Goalie.

#### *Shuffle Players:*

- Press the **X** button to scramble the starters (including your goalie).
- Press the **L1** button or the **R1** button to toggle between the Starting Lineup (your skaters) and the Goalie.

#### *Fantasy Draft:*

- Press the **X** button to begin the Fantasy Draft.
  - Press the **L1** button or the **R1** button to switch between the 1st / 2<sup>nd</sup> Lines and the Checking / 4<sup>th</sup> / Goal Lines.
  - Use the **left analog stick** or the **directional buttons** to highlight a player position.
  - Press the **X** button to view a list of players available for that position.
  - Press the **X** button to draft the player.
  - Press the **START** button if you want the CPU to finish the draft for you.
- When you're done in the Player Lineup Screen, press the **X** button or the **START** button to advance to the Arena Select Screen.

### **Arena Select Screen**

- Press the **L1** button or the **R1** button to switch the arena.
- Press the **X** button or the **START** button to load the game.

## **CONTROL SUMMARY**

## CLASSIC CONTROLS

### OFFENSE

**Faceoff** (Classic, Intermediate, and Advanced)

<b>left analog stick</b>	Aim pass
<b>X</b> button	Draw puck / Pass
<b>Circle</b> button	Control skater facing-off
<b>Square</b> button	Switch user-controlled skater
<b>START</b> button	Pause game

### Offense with puck

<b>left analog stick</b>	Move skater
<b>right analog stick</b>	Total Control Dekes (see below)
<b>directional button</b>	UP: Switch forward lines, DOWN: Switch defensive lines, LEFT or RIGHT: Change strategies
+ <b>R1</b> button	LEFT: Decrease aggression level, RIGHT: Increase aggression level
<b>L1</b> button	Protect puck
<b>R1</b> button	Speed burst
<b>X</b> button	Pass / Press and hold for a flip pass
<b>Circle</b> button	Speed burst
<b>Square</b> button	Snap shot / Press and hold for a slap shot
<b>Triangle</b> button	Dump / Deke (depending on situation)
<b>L2</b> button	Sidestep
<b>R2</b> button	Sidestep
<b>START</b> button	Pause game

#### **Coach's Tip** – Deking

With Classic Controls, when you're in position to score, you can use the **Triangle** button to deke the goalie. Press and hold the **Triangle** button to enter Deke Mode, move the **left analog stick** to perform various dekes, and release the **Triangle** button to shoot the puck.

Note: Intermediate and Advanced Controls (listed below) have their own controls for deking. In Intermediate, you hold the **L1** button and the **Triangle** button to deke. In Advanced, you hold the **L1** button and the **Circle** button to deke. These control setups allow you to manually control whether you dump the puck or deke

#### **Coach's Tip** – Be Patient

Unless you're on a breakaway, allow your team time to regroup before entering the attacking zone. The more men you have inside your opponent's blue line, the better your chances at controlling the puck and setting up a quality shot. Try cycling the puck back and forth between your forwards and defensemen. This will create more opportunities to exploit any openings that may appear in the defense. Don't be afraid to bring the puck behind the net and switch it over to the other side of the zone. If you see a forward open in the slot or a defenseman ready to blast a slapshot from the point, get them the puck

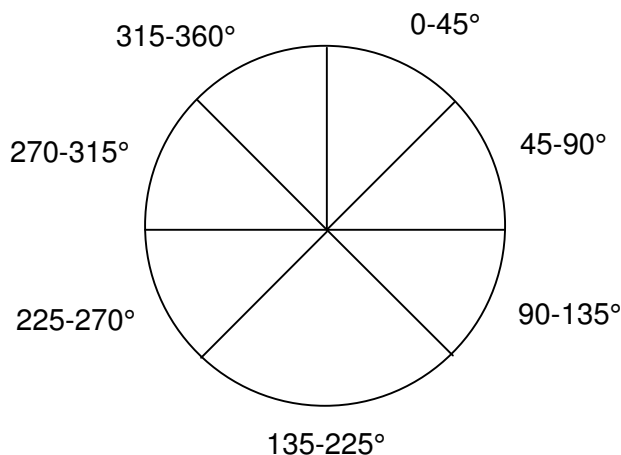
and don't be afraid to shoot it. Patience and persistence will ultimately bring you the most success when on the attack.

### **Coach's Tip – One-Timer**

A one-timer is when an offensive player catches and shoots the puck in one quick motion. The speed of the one-timer can deny the goalie enough time to react, making it easier to score a goal. To perform a one-timer when passing to a computer-controlled player, press the **X** button to pass and immediately press the **Square** button, before the other player receives the puck. During multiplayer games, to perform a one-timer when another player passes you the puck, press the **Square** button before the puck reaches you.

### **Coach's Tip – Total Control Deker**

This new feature allows you to perform 8 special moves with the **right analog stick**. The chart below shows the move performed by moving the **right analog stick** in a given direction.



0-45° = Short deke right

45-90° = Long deke right (for players with high puck-handling rating)

90-135° = Side-step right (does not let go of the puck)

135-225° = Full stop (does not let go of the puck)

225-270° = Side-step left (does not let go of the puck)

270-315° = Long deke left (for players with high puck-handling rating)

315-359° = Short deke left

### **Offense without puck**

**left analog stick**

+ **right analog stick** (any direction)  
**directional button**

Move skater

Skate backwards

Change lines / strategies

+ <b>R1</b> button	Change aggression
<b>L1</b> button	Grab puck from the air
<b>R1</b> button	Speed burst
<b>X</b> button	Change skaters / Hold to select goalie
<b>Circle</b> button	Check / Hold for a speed burst
<b>Square</b> button	One-Timer / Hook
<b>Triangle</b> button	Deflection
<b>R2</b> button	Sidestep
<b>L2</b> button	Sidestep

### **Board Pinned** (Classic, Intermediate, and Advanced)

<b>left analog stick</b>	Move skater
<b>X</b> button	Change skaters
<b>Circle</b> button	Elbow
<b>Square</b> button	Kick puck

### **Penalty Shot**

<b>left analog stick</b>	Move Skater
<b>L1</b> button	Sidestep
<b>R1</b> button	Speed burst
<b>Circle</b> button	Speed burst
<b>Square</b> button	Snap shot / Press and hold for a slap shot
<b>Triangle</b> button	Hold to deke / Release to shoot

### **DEFENSE**

<b>left analog stick</b>	Move skater
+ <b>right analog stick</b> (any direction)	Skate backwards
<b>directional button</b>	UP: Switch forward lines, DOWN: Switch defensive lines, LEFT or RIGHT: Change strategies
+ <b>R1</b> button	LEFT: Decrease aggression level, RIGHT: Increase aggression level
<b>L1</b> button	Grab puck from the air
<b>R1</b> button	Speed burst
<b>X</b> button	Change skaters / Hold to select goalie
<b>Circle</b> button	Check / Hold for a speed burst
<b>Square</b> button	Poke check / Hook (depending on the situation)
<b>Triangle</b> button	Block / Dive (depending on situation)
<b>R2</b> button	Sidestep
<b>L2</b> button	Sidestep
<b>START</b> button	Pause game



**Goalie Without Puck** (Classic and Intermediate)

<b>left analog stick</b>	Move goalie
<b>directional button</b>	Change lines / strategies
+ <b>R1</b> button	Change aggression
<b>L1</b> button	Best stance
<b>R1</b> button	Position goalie
<b>X</b> button	Change skaters
<b>Circle</b> button	Slash / Press and hold for check
<b>Square</b> button	Poke check / Dive
<b>Triangle</b> button	Save / Best stance

**Goalie With Puck** (Classic, Intermediate, and Advanced)

<b>left analog stick</b>	Move goalie
<b>X</b> button	Pass
<b>Circle</b> button	Leave puck
<b>Square</b> button	Clear
<b>Triangle</b> button	Cover

**Goalie Holding Puck** (Classic, Intermediate, and Advanced)

<b>left analog stick</b>	Move goalie
<b>X</b> button	Drop puck and pass
<b>Circle</b> button	Drop puck
<b>Square</b> button	Drop clear
<b>Triangle</b> button	Cover

**Board Pin** (Classic, Intermediate, and Advanced)

<b>left analog stick</b>	Move skater
<b>X</b> button	Change skaters
<b>Circle</b> button	Check
<b>Square</b> button	Push
<b>Triangle</b> button	Cancel pin

**FIGHTING** (Classic, Intermediate, and Advanced)

<b>X</b> button	Duck / Avoid
<b>Circle</b> button	Grab
<b>Square</b> button	Punch

**INTERMEDIATE CONTROLS****OFFENSE**

**Faceoff** (see Classic Controls)

### Offense with puck

**left analog stick**

**right analog stick**

**directional button**

+ **R1** button

**R1** button

**X** button

**Circle** button

**Square** button

**Triangle** button

+ **L1** button

**START** button

Move skater

Total Control Dekes (see description in Classic Controls)

UP: Switch forward lines, DOWN: Switch defensive lines, LEFT or RIGHT: Change strategies

LEFT: Decrease aggression level, RIGHT: Increase aggression level

Speed burst

Pass

Protect puck

Snap shot / Press and hold for a slap shot

Dump

Hold **Triangle** button to deke / Release to shoot

Pause game

### Offense without puck

**left analog stick**

+ **right analog stick** (any direction)

**directional button**

+ **R1** button

**R1** button

**X** button

+ **L1** button

**Circle** button

+ **L1** button

**Square** button

**Triangle** button

+ **L1** button

**R2** button

+ **L1** button

**L2** button

Move skater

Skate backwards

Change lines / strategies

Change aggression

Speed burst

Change skaters

Change to last man back

Check

Hook

One-timer / Deflection

Poke check

Poke dive

Shot block / Knee drop

Select goalie (w/ Goalie Control on MANUAL)

Grab puck from the air

**Board Pinned** (see Classic Controls)

### Penalty Shot

**left analog stick**

**R1** button

**Circle** button

Move skater

Speed burst

Protect puck

<b>Square</b> button	Snap shot / Press and hold for a slap shot
<b>Triangle</b> button	Dump
+ <b>L1</b> button	Hold <b>Triangle</b> button to deke / Release to shoot

## DEFENSE

<b>left analog stick</b>	Move skater
+ <b>right analog stick</b> (any direction)	Skate backwards
<b>directional button</b>	UP: Switch forward lines, DOWN: Switch defensive lines, LEFT or RIGHT: Change strategies
+ <b>R1</b> button	LEFT: Decrease aggression level, RIGHT: Increase aggression level
<b>R1</b> button	Speed burst
<b>X</b> button	Change skaters
+ <b>L1</b> button	Change to last man back
<b>Circle</b> button	Check
+ <b>L1</b> button	Hook
<b>Square</b> button	Shoot loose puck
<b>Triangle</b> button	Poke check
+ <b>L1</b> button	Poke dive
<b>R2</b> button	Shot block / Knee drop
+ <b>L1</b> button	Select goalie (w/ Goalie Control on MANUAL)
<b>L2</b> button	Grab puck from the air

**Goalie Without Puck** (see Classic Controls)

**Goalie With Puck** (see Classic Controls)

**Goalie Holding Puck** (see Classic Controls)

**Board Pin** (see Classic Controls)

**FIGHTING** (see Classic Controls)

## ADVANCED CONTROLS

### OFFENSE

**Faceoff** (see Classic Controls)

## Offense with puck

<b>left analog stick</b>	Move skater
<b>right analog stick</b>	Total Control Dukes (see Classic Controls)
<b>directional button</b>	UP: Switch forward lines, DOWN: Switch defensive lines, LEFT or RIGHT: Change strategies
+ <b>R1</b> button	LEFT: Decrease aggression level, RIGHT: Increase aggression level
<b>R1</b> button	Speed burst
<b>X</b> button	Pass
+ <b>L1</b> button	Flip pass
<b>Circle</b> button	Protect puck
+ <b>L1</b> button	Hold <b>Circle</b> button to deke / Release to shoot
<b>Square</b> button	Wrist / Snap shot
+ <b>L1</b> button	Slap Shot
<b>Triangle</b> button	Dump
<b>START</b> button	Pause game

## Offense without puck

<b>left analog stick</b>	Move skater
+ <b>right analog stick</b> (any direction)	Skate backwards
<b>directional button</b>	Change lines / strategies
+ <b>R1</b> button	Change aggression
<b>R1</b> button	Speed burst
<b>X</b> button	Change skaters
+ <b>L1</b> button	Change to last man back
<b>Circle</b> button	Check
+ <b>L1</b> button	Hook
<b>Square</b> button	One-timer / Deflection
<b>Triangle</b> button	Poke check
+ <b>L1</b> button	Poke dive
<b>R2</b> button	Shot block / Knee drop
+ <b>L1</b> button	Select goalie (w/ Goalie Control on MANUAL)
<b>L2</b> button	Grab puck from the air

**Board Pinned** (See Classic Controls)

## Penalty Shot

<b>left analog stick</b>	Move skater
<b>R1</b> button	Speed burst
<b>Circle</b> button	Protect puck
+ <b>L1</b> button	Hold <b>Circle</b> button to deke / Release to shoot

**Square** button  
 + **L1** button  
**Triangle** button

Wrist / Snap shot  
 Slap shot  
 Dump

## DEFENSE

**left analog stick**  
 + **right analog stick** (any direction)  
**directional button**

Move skater  
 Skate backwards  
 UP: Switch forward lines, DOWN: Switch defensive lines, LEFT or RIGHT: Change strategies  
 LEFT: Decrease aggression level, RIGHT: Increase aggression level

+ **R1** button

Speed burst  
 Change skaters  
 Change to last man back

**R1** button  
**X** button

Check

+ **L1** button  
**Circle** button  
 + **L1** button

Hook  
 Shoot loose puck

**Square** button  
**Triangle** button  
 + **L1** button

Poke check

**R2** button  
 + **L1** button

Poke dive  
 Shot block / Knee drop  
 Select goalie (w/ Goalie Control on MANUAL)

**L2** button

Grab puck from the air

## Goalie Without Puck

**left analog stick**  
**R1** button  
**X** button  
 + **L1** button  
**Circle** button  
 + **L1** button  
**Square** button  
 + **L1** button  
**Triangle** button  
 + **L1** button

Move goalie  
 Position goalie  
 Change skaters  
 Stance down / Back sprawl  
 Slash / Press and hold for check  
 Stance up  
 Poke check  
 Dive poke  
 Save / Best stance  
 Stacked pads stance

**Goalie With Puck** (see Classic Controls)

**Goalie Holding Puck** (see Classic Controls)

**Board Pin** (see Classic Controls)

**Fighting** (see Classic Controls)

## PAUSE MENU

You can pause the game at any time to access the Pause Menu, or to just take a break from the action.

- To pause the game, press the **START** button during gameplay, and the Pause Menu will appear.
- To return to the game from the Pause Menu, simply press the **START** button again.

## Replay

Step in to the broadcast booth for a few moments to run the film on the last play.

- Click the **R3** button (click the **right analog stick**) to show or hide the Help Overlay.
- Press the **L2** button or the **R2** button to jump to the beginning or the end of the replay.
- Press the **Circle** button to toggle between Play and Pause.
- Press the **START** button to cycle from slow-mo, to play, to fast-forward, and to stop.
- Press the **L1** button or the **R1** button to rewind or fast-forward.
- Press the **Square** button or the **X** button to zoom in or out.
- Use the **left analog stick** to pan the camera.
- Move the **right analog stick** or the **directional buttons** to move the Camera Aiming Reticule.
- To return to the Pause Menu, press the **Triangle** button.

## Stats Menu

### ⇒ Shot Chart

The Shot Chart shows the made and missed shots for each team for each period.

- Press the **L1** button or the **R1** button to cycle through the periods.

### ⇒ Player Stats

- Press the **L1** button or the **R1** button to switch teams.
- Press the **R2** button or the **L2** button to switch between skaters and the goalie.
- Move the **left analog stick** to highlight player rows and stat columns.
- Click the **L3** button (click the **left analog stick**) to sort the players by the highlighted statistic. Click it a second time to reverse the listing.
- Click the **R3** button (click the **right analog stick**) to view the highlighted player's Player Card. Press the **Triangle** button to exit the Player Card.

### ⇒ Team Stats

This screen compares the game stats of the two teams facing one another.

### ⇒ Scoring Summary

- Press the **L1** button or the **R1** button to switch periods.

### ⇒ Penalty Summary

- Press the **L1** button or the **R1** button to switch periods.

## Choose Sides

This screen allows you to switch teams or add another user to the game.

- Move the **left analog stick** or **directional buttons** left or right to assign your controller to a team.

## Options Menu

### ⇒ General

Press the **X** button or the **Circle** button to move forward or backward through the options.

- **Skill Level:** Amateur, Rookie (Default), Pro, All-Star, or Hall of Famer - Customize the game's difficulty.
- **Game Speed:** Use this slider to adjust the game's speed.
- **Penalties:** Use this slider to adjust how often the referees whistle players for a penalty.
- **Fighting:** Use this slider to adjust how often fights occur.
- **Puck Friction:** Use this slider to adjust how freely the puck slides around the ice. Increasing puck friction will cause the puck to slow more quickly.
- **Ice Friction:** Use this slider to adjust how much friction the ice exerts on the puck and player's skates.
- **Freeze Puck Time:** Use this slider to adjust how long a goalie has to hold on to the puck before the referee stops play and whistles it frozen.
- **Glass Breaking Frequency:** Use this slider to adjust how frequently the glass breaks when hit by an errant slap shot.
- **Pinning:** On (Default) or Off - Turn this option OFF, and players will be unable to pin one another to the wall.
- **Offsides:** On (Default) or Off - Turn this option OFF, and players will be able to cross the offensive blue line before the puck crosses it.
- **Icing:** Auto (Default), Off, NHL, or International – In NHL rules, an Icing infraction is called when a player behind the red line in his end of the rink shoots a puck past the goal line in his offensive zone when both teams are playing at equal strength (i.e. with the same number of players on the ice) and a player on the opposing team touches the puck first. The teams then face-off at the face-off circle closest to where the play occurred. In INTERNATIONAL rules, it doesn't matter who touches the puck first; icing is called automatically after the events mentioned above. Set this option to AUTO, and the game will automatically switch the rules from NHL to INTERNATIONAL depending on the Arena's location. Turn this option OFF, and teams will not be whistled for icing.
- **Two-Line Pass:** Auto (Default), Off, NHL, International – In the NHL, a Two-Line Pass infraction is called when a player passes to a teammate across both the red line and a blue line. It carries the same penalty as Offsides: the two teams face-off at the location of the infraction. In INTERNATIONAL rules, there is no penalty for Two-Line Passes. Set this option to AUTO, and the game will automatically switch the rules from NHL to INTERNATIONAL depending on the Arena's location. Turn this option OFF, and teams will not be whistled for icing. Turn this option OFF, and players will be permitted to make passes that cross both the red line and either blue line.

### ⇒ Advanced

Press the **X** button or the **Circle** button to move forward or backward through the options.

- **Home Strategy Change:** Auto (Default) or Manual - Set this option to AUTO if you'd like the computer to automatically choose the home team's plays. Setting this option to MANUAL allows the home team's user to control strategy (including aggression) manually.

- **Home Line Change:** Auto (Default), Semi-Auto, Off or Manual – AUTO: Computer automatically handles swapping lines for the home team. SEMI-AUTO: Allows both the user and the computer to make changes to the home team's lines. OFF: Doesn't allow the user or the computer to change the lines, but players do not fatigue. MANUAL: Leaves line-swapping entirely in the hands of the user.
- **Away Strategy Change:** Auto (Default) or Manual - Set this option to AUTO if you'd like the computer to automatically choose the away team's plays. Setting this option to MANUAL allows the away team's user to control strategy (including aggression) manually.
- **Away Line Change:** Auto (Default), Semi-Auto, Off or Manual – AUTO: Computer automatically handles swapping lines for the away team. SEMI-AUTO: Allows both the user and the computer to make changes to the away team's lines. OFF: Doesn't allow the user or the computer to change the lines, but players do not fatigue. MANUAL: Leaves line-swapping entirely in the hands of the user.
- **Referee Collision:** None (Default), Puck Only, Players Only, or All - This option determines what objects will collide with the referees when they come in contact.

### ⇒ **Gameplay**

Customize your gameplay experience by adjusting sliders to determine players' effectiveness at various game skills. You can set each slider option for human-controlled or computer-controlled (CPU) teams. Press the **X** button or the **Circle** button to increase or decrease the sliders.

- **Goalie Skill:** This slider sets the skill level of the goalie when he's not under direct user control.
- **Defense Skill:** This slider sets the skill level of the defensive players who are not under direct user control.
- **Offense Skill:** This slider sets the skill level of the offensive players who are not under direct user control.
- **Speed Burst Effect:** Sets the amount of speed that is gained by performing a speed boost.
- **Speed Burst Time:** Sets the length of time that a speed burst will last.
- **Speed Burst Recovery:** Sets the length of time necessary for a player to replenish his speed burst meter.
- **Fatigue Effect:** This slider determines how strongly fatigue affects players' performance.
- **Fatigue Time:** This slider determines how long it takes a player to become fatigued.
- **Fatigue Recovery:** This slider determines how long it takes a player to recover once he has become fatigued.
- **Hitting Power:** This slider determines the average strength of players' hits.
- **Shot Accuracy:** Sets the overall level of accuracy of players' shots.
- **Pass Accuracy:** Sets the overall level of accuracy of players' passes.
- **Pass Speed:** Sets the overall speed of players' passes.
- **Pass Interceptions:** Sets the frequency and ease of pass interceptions.
- **Rebounds:** Sets the frequency of shots that rebound off of the goalie.
- **Shot Blocking:** Sets the frequency and ease with which defenders block shots on goal.
- **Puck Retention:** Sets the overall ability of players to retain the puck regardless of defensive harassment.
- **Puck Control:** Adjusts the players' overall skill at puck control.



### ⇒ Controls

Press the **X** button or the **Circle** button to move forward or backward through the options.

- **Current Profile:** Sets the User Profile to which these Controls will be assigned.
- **Controller:** Classic, Intermediate (Default), or Advanced - Select your desired Control Configuration.
- **Goalie Control:** Semi-Automatic (Default), Automatic, and Manual - SEMI-AUTOMATIC: User controls the goalie when the goalie has the puck. AUTOMATIC: The computer controls the goalie. MANUAL: User controls the goalie when he has the puck, and can manually switch to the goalie by pressing the **L1** button and pressing the **R2** button simultaneously.
- **Pass Aim Assist:** With this slider empty, the user's passes go where they are aimed with the **left analog stick**. The more the slider is filled, the more help the user will get with aiming passes.
- **Shot Aiming:** Auto (Default) or Manual – MANUAL: The user controls where his or her shot goes. AUTO: The computer handles aiming shots for the user.
- **Auto Puck In Air Grab:** On (Default) or Off – ON: The user-controlled player automatically grabs pucks shot up in the air. OFF: The user must press the **L2** button (in Intermediate and Advanced Controls) or the **L1** button (in Classic Controls) to grab the puck from the air.
- **Player Lock Type:** Semi-Manual (Default), Manual, and Full Lock - SEMI-MANUAL: You control the player with the puck. On defense, you can switch players by pressing the **X** button. MANUAL: Stay controlling one player until you press the **X** button to switch. FULL LOCK: User always controls one player, and cannot switch players at all (the Change Player button ceases to function).
- **Preferred Start Position:** C (Default), LW, RW, LD, RD, G - Choose the position that the user will start the game controlling.
- **Puck Protection:** Auto (Default) or Manual – MANUAL: When you press the Protect button (**L1** button in Classic Controls, **Circle** button in Intermediate and Advanced), you can move the puck around with the **left analog stick**. AUTO: When you press the Protect button, the player automatically moves the puck for you to keep it away from opponents.
- **Vibration Feature:** Off (Default) or On – When ON, the controller will vibrate when your player is involved in a check.
- **One timer Passing:** On (Default) or Off - Turn this OFF, and one-touch passes will not occur in the game.

### ⇒ Controller Layout

Learn the button commands for each situation or customize them to your liking.

- Press the **R2** button or the **L2** button to cycle through the command scenarios.
- Press the **L1** button or the **R1** button to view the controls as modified by the **L1** button or the **R1** button.
- To customize the face button (**X**, **Circle**, **Square**, and **Triangle**) controls, press the **Circle** button to initiate Button Swap Mode.
- To select a button whose function you wish to reassign, press that button. The button's function will appear highlighted in red.
- Press the other button whose functionality you wish to swap with the first button. The buttons will swap.

- To exit Controller Layout and lose your changes, press the **Triangle** button, highlight YES and press the **X** button.
- To exit the Controller Layout and save your changes, press the **START** button, highlight YES and press the **X** button.

### ⇒ Presentation

Use this screen to customize the appearance of the game.

- **Audio Presentation:** Default, TV Broadcast, In Stands, On Ice, and Off - Press the **X** button or the **Circle** button to cycle through a number of game audio settings. This option automatically switches to Custom if you modify Audio Volume Sliders individually.
- **Volume Sliders:** Adjust the volume of various sounds effects, commentary, and music in the game. Press the **X** button or the **Circle** button to increase or decrease the sliders.
- **Display Player Type Indicator:** No (Default) or Yes - When YES, a symbol will appear next to the player's name, showing what type of player the user has control of.
- **Puck Shadow:** On (Default) or Off – When ON, a shaded circle appears around the puck to make it easier to see.
- **Player Name Indicator:** Name and Position (Default), Name, Position, None - Select the text that appears beneath each user's player.
- **Camera:**  $\frac{3}{4}$  Camera (Default),  $\frac{3}{4}$  Non-Predictive Camera, Overhead Camera, Rink Camera, Side Camera, or Rink Action Camera -  $\frac{3}{4}$  CAMERA: This is the default diagonal camera view of the action. It also tries to stay ahead of the action to allow you to see what's going on around you better.  $\frac{3}{4}$  NON-PREDICTIVE CAMERA: This camera is similar to the regular  $\frac{3}{4}$ , but is a bit more zoomed out from the action and always stays centered on the puck. OVERHEAD CAMERA: This is a top-down view from directly above the puck. RINK CAMERA: This is a close-up view of the action from a  $\frac{3}{4}$  angle. SIDE CAMERA: This is a side angle camera, similar to TV broadcast. RINK ACTION CAMERA: This camera angle brings you the very closest to the players and the ice.
- **Challenge Mode Notification:** On (Default) or Off – When ON, an overlay will appear to notify you when you've accomplished one of the game's Challenges.
- **Action Replays:** On (Default) or Off – When ON, Action Replays will frequently play after goals and other big plays.
- **Cut Scenes:** On (Default) or Off – When ON, cut scenes will frequently play to show players and coaches reacting to the game.

### Pull Goalie / Replace Goalie

If you have the puck late in the game, and you're losing, it may make sense for you to press your goalie and replace him with a skater to increase your chances of scoring. Just keep in mind that, if the other team gets the puck, your goal will be vulnerable.

### Team Strategy Menu

#### ⇒ Strategies

This screen is the same as the Strategy Screen (see page 2).

#### ⇒ Edit Lines

Use this screen to control which of your players play in which lines.

- Press the **R2** button or the **L2** button to cycle through the following categories: Offense, Defense / Goalies, Power Play, Penalty Kill, and Other.
- Use the **Circle** button to switch between the lines.

- Use the **left analog stick** or the **directional buttons** to highlight a player you'd like to replace.
- Press the **X** button to select the player.
- Use the **left analog stick** or the **directional buttons** to highlight a new player from your bench.
- Press the **X** button to swap him with the other player.

**! Note:** This year, for the first time, you can put a player in more than one line if necessary. Simply add him to a second list as you would any other player. To help you spot when a player is in another line, if you highlight a player's name in the replacement roster and he is already listed in another line, his name will appear in blue on the other line.

- Press the **START** button to and select YES accept your changes.
- Press the **Triangle** button and select YES to exit without keeping your changes.

### ⇒ **Matchups**

This screen is the same as the Line Match Up Screen (see page 3).

### ⇒ **Call Timeout**

Call timeout if you want to give your players a quick rest. You can only call a timeout during a break in play (for example, before a face-off).

### **Challenge Mode**

This screen shows what user challenges you've accomplished.

- Press the **L1** button or the **R1** button to cycle through the following lists: Level One, Level Two, Level Three, and Skills.
- Move the **left analog stick** or **directional buttons** up or down to view the various challenges. Completed challenged appear with a red check mark.

Note: The Skills Challenges are accessed in Game Modes – Skills – Challenge Mode.

### **Exit Menu**

#### ⇒ **Cancel**

Select Cancel to return to the Pause Menu.

#### ⇒ **Quit**

Select Quit to exit the game.

#### ⇒ **Rematch**

Select Rematch to restart the game.

## **GAME MODES**

The Game Modes Menu contains the following modes.

## EXHIBITION

Exhibition Mode is essentially the same as Quick Game Mode except that All-Star teams, international teams, and unlocked historical teams can be selected in the Team Select Screen.

## SEASON

Guide your team to victory over the course of the regular season and the playoffs.

### Season Setup

Set up your Season options here.

- **Skill Level:** Amateur, Rookie (Default), Pro, All-Star, or Hall of Famer - Customize the game's difficulty.
- **Starting Rosters:** Default, Fantasy Draft, or Current – DEFAULT: Teams will play with their default rosters. FANTASY DRAFT: A Fantasy Draft will be held to determine each team's roster. CURRENT: Uses your modified rosters.
- **Season Length:** 82 (Default) or 40 - Set the number of games in a season.
- **Series Length:** 7 (Default), 5, 3, or 1 - Set the number of games in a playoff series.
- **All-Star Rosters:** East/West (Default) or N. Amer/World - EAST / WEST: The All-Star Game pits players from NHL teams in the East versus players from NHL teams in the West. N. AMER / WORLD: Pits players from Canada and the U.S. versus players from the rest of the world.
- **Overtime Loss Points:** 1 (Default) or 0 - In Hockey, team's standings are not directly determined by wins and losses, but by a point total. If a team wins a game, the team gains two points towards their point total. The team that loses gets zero points. If two teams tie a game, each team gets one point. However, if a game is won in overtime, the winning team gets two points, and the losing team gets one point. The Overtime Loss Points option allows you to change the rules so that a team that loses in overtime gets zero points. To do so, simply toggle the setting from 1 to 0.
- **CPU Trading:** On (Default) or Off - Leave this ON if you don't mind computer-controlled teams making trades.
- **Trade Deadline:** On (Default) or Off - Leave this option ON, and trades will not be allowed after the trade deadline (around the second Monday or Tuesday of March).
- **Overtime Type:** Single 5 min, 4 on 4 (Default); Continuous 20 min, 5 on 5; Single 10 min, 5 on 5, SO; Single 5 min, 5 on 5; Continuous 5 min, 4 on 4; Shootout; None; Auto – SINGLE 5 MIN, 4 ON 4: A single, 5 minute sudden-death overtime period, with four players on each team. If the game is tied after this overtime period, the game is declared a tie. CONTINUOUS 20 MIN, 5 ON 5: Five players on each team, with unlimited 20 minute overtime periods until one team scores. SINGLE 10 MIN, 5 ON 5, SO: A single 10 minute overtime period, with 5 players on each team. If the game still isn't decided after the 10 minute overtime period, the game is decided by a Shootout (see below). SINGLE 5 MIN, 5 ON 5: A single 5 minute overtime period, with 5 players on each team. CONTINUOUS 5 MIN, 4 ON 4: Five players on each team, with unlimited 5 minute overtime periods until one team scores. SHOOTOUT: Games tied at the end of regulation are decided by a shootout. Five players on each team take turns shooting on goal. The team with the most goals wins. NONE: No overtime, games that are tied at the end of regulation are ruled a tie. AUTO: Selects the overtime type that applies to the situation (i.e. Regular Season: Single, 5 min, 4 on 4, Postseason: Continuous, 5 min, 5 on 5).

- **Injuries:** On (Default) or Off - When ON, players may become injured and will need time to recuperate before playing again.
- **Teams to use:** 1 (Default), 2, 3, or 4 - This sets how many teams the user controls.
- **Autosave:** On or Off (Default) - Set this ON to have the game automatically save your progress during Season.

### Select Team

This screen is where you select the team or teams whose destiny you will mold.

- Press the **R1** button or the **L1** button to cycle forward or backward through the teams.
- Move the **right analog stick** up or down to select a user profile or to highlight Load Profile, or New Profile.
- To create a User Profile, highlight New Profile and press the **START** button. Enter a name on the Virtual Keyboard and press the **START** button.
- To load a User Profile on the Load Screen, highlight Load Profile and press the **START** button. (See the Load Screen instructions below).
- Press the **X** button to select a team. When all teams have been selected, you will automatically advance.

⇒ **Load** (After selecting Load Profile)

If you have a memory card (PS2) with a User Profile saved on it, and it wasn't inserted when you loaded the game, you can access the User Profile by selecting Load Profile on the Select Team Screen. Highlight the User Profile that you wish to load and press the **X** button. You will return to the Team Select Screen and the User Profile will now be available to you.

### Draft Order (After setting Starting Rosters to Fantasy Draft)

If, on the Season Setup Screen, you set the Starting Rosters option to Fantasy Draft, you will now begin the process of drafting players to your team. The first thing you'll do is choose the order that teams will draft in.

- Move the **left analog stick** or **directional buttons** up or down to highlight a team.
- Press the **L2** button or the **R2** button to move the team up or down in the draft order.
- Press the **START** button to advance.

### Fantasy Draft

- Press the **R2** button or the **L2** button to cycle forward or back through the player types (Skaters, Goalies, Left Wingers, Right Wingers, Centers, Defense, or Forwards).
- Move the **left analog stick** or **directional buttons** to highlight player rows and category columns.
- Click the **L3** button (click the **left analog stick**) to sort players by the highlighted row.
- Click the **R3** button (click the **right analog stick**) to view a player's Player Card.
- To draft a player, highlight him, press the **X** button, highlight YES, and press the **X** button again.
- To toggle the highlight control from the list of available players to the list of players already drafted to your team, press the **Circle** button.
- To allow the computer to finish the draft for you, press the **START** button, highlight YES, and press the **X** button.

## SEASON MENU

The Season Menu give you access to all the menus involved in running your team(s).

- Press the **L1** button or the **R1** button to cycle between your teams.

### Play / Schedule

This screen allows you to play or simulate the games of your season.

- Press the **R2** button or the **L2** button to cycle forward or back through the months.
- Press the **L1** button or the **R1** button to cycle between your teams.
- Move the **right analog stick** left or right to cycle between all of the teams in the league.
- Use the **left analog stick** or the **directional buttons** to highlight a day.
- To play a game and simulate all of the previous un-played games, highlight the day of the game and press the **START** button. The Team Select Screen will appear.
- To simulate through a game, highlight the day of the game and press the **X** button.

### ⇒ Trade Offer

During the course of the season, other teams will probably offer you a trade for one of your players. If you'd like to see their offer, highlight YES and press the **X** button. The Trade Offer Screen appears.

- Press the **Circle** button to toggle the highlight between the two players.
- Click the **R3** button (click the **right analog stick**) to view the player's Player Card.
- Press the **R2** button to view your team's roster (see View Roster Screen below).
- Press the **START** button to accept the trade.
- Press the **Triangle** button to decline the trade.

**! Note:** After you accept a trade, you'll need to assign your new player a status, whether Dressed, Scratched, or Minors. Exit to the Season Menu, select Rosters / Lines, select Player Status, and assign your player a new status. (For more info on the Player Status Screen, see the Rosters / Lines section).

**! Note:** The trade deadline is around the second Monday or Tuesday of March. If you plan to make any trades, make them before then.

### ⇒ Injuries

Occasional injuries are an unfortunate fact of life. When one of your players is injured, you can either allow the game to automatically adjust your lineups, or you can do it yourself. To personally edit your starting lines, return to the Season Menu, select Rosters / Lines, and select Player Status.

On the Player Status Screen:

- Highlight the injured player (his information should be listed in red), press the **X** button and assign him to Injured/Res. This will free up a spot on your Dressed Skaters for a replacement player.
- Next, select a player who is Scratched, Unsigned, or in the Minors, press the **X** button and assign him to the Dressed list.
- When you're done, press the **START** button to exit the screen and keep your changes. You'll now want to go to the Edit Lines Screen to fill the empty slot in one of your lines. (For more info on this screen, see the Rosters / Lines section).

### ⇒ Skills Competition

Challenge the other team to a sequence of tests to see whose skills are the best. The cumulative score from the six events is compiled to arrive at the overall winner.

- **1 on 1:** Each starting skater on each team gets two chances to score on the opposing goalie. The team with the most goals wins.
- **Hardest Shot:** Fire the puck into an empty net as hard as you can. Each starting player gets two shots. The Hardest Shot Challenge has its own special controls: Move up on the **left analog stick** to move towards the puck. As your player reaches the puck, quickly move down on the **right analog stick** to wind up your stick and move up on the **right analog stick** to slap the puck towards the goal.
- **Breakaway Relay:** Just like 1 on 1, except that after shooting, each player has to skate back to the red line to let the next player go.
- **Accuracy:** 4 targets, 9 pucks, and 25 seconds per player. Break the targets as quickly as you can, using the least amount of pucks that you can.
- **Puck Control:** Navigate the cones as quickly as possible without losing control of the puck.
- **Fastest Skater:** Try to get the fastest overall time skating around the rink. Each starting skater gets a chance. The Fastest Skater Challenge has a special control scheme: Repeatedly press the **Circle** button to make your player skate faster.

When you've finished playing or simulating all of the games in the season, an overlay will appear to let you know if your team made the playoffs, and a Playoffs Option will appear on your Season Menu. Select this option to advance to the playoffs.

### Playoffs

The Stanley Cup Playoffs Screen displays a playoff tree detailing the path to glory.

- Move the **left analog stick** or **directional buttons** to highlight a series.
- Press the **X** button to simulate one of the games in the series.
- For any of your teams, press the **START** button to play the game.

### Rosters / Lines

#### ⇒ View Roster

The View Roster Screen is where you edit your team's roster.

- Press the **R2** button or the **L2** button to cycle forward or backward through the player positions.
- Press the **L1** button or the **R1** button to cycle between your teams.
- Move the **left analog stick** or **directional buttons** to highlight player rows and category columns.
- Move the **right analog stick** left or right to cycle between all of the teams in the league.
- Click the **L3** button (click the **left analog stick**) to sort players by the highlighted row.
- Click the **R3** button (click the **right analog stick**) to view a player's Player Card.

- Highlight a player and press the **X** button to bring up an Overlay Menu with the following options: Captain Status, Edit Player, Edit Player Name, or Cancel. Highlight any option and press the **X** button to select it.
- Press the **START** button to accept your changes.
- Press the **Triangle** button to exit and lose any changes.

Changing Captain Status:

- Select Captain to make the player a team captain; select Assistant to make the player an assistant captain; select None to make the player a non-captain, or select Cancel to exit the Overlay Menu.

Editing a Player:

If you select this option, you will be taken to the Player Edit Screen.

### ⇒⇒ Player Edit

- Press the **R1** button or the **L1** button to cycle forward or backward through the Edit Player sub-screens (Attributes, Appearance, Accessories, and Abilities).
- Move the **right analog stick** left or right to rotate the player model.
- Press the **X** button or the **Circle** button to cycle forward or backward through the options and to increase or decrease the sliders.
- To edit the player's name, highlight NAME and press the **X** button. The Enter Player Name Screen appears (see below).
- To exit and keep your changes, press the **START** button.
- To exit and lose your changes, press the **Triangle** button and select YES to confirm.

**! Note:** If you've unlocked either of the two unlockable goalie masks, you can use the Player Edit – Accessories Screen to attire a goalie in the mask.

Editing a Player's Name:

If you select this option, the Enter Player Name Screen appears.

### ⇒⇒ Enter Player Name

- Press the **Circle** button to toggle between the name list and the alphabet.
- Press the **L1** button to capitalize and un-capitalize the letters of the alphabet.
- Press the **R1** button to switch between the player's first name and last name.
- Press the **X** button to select a name or a letter.
- To delete a letter, highlight the backspace icon on the bottom right of the alphabet window, and press the **X** button.
- When you're satisfied with the player's new name, press the **Triangle** button or the **START** button to return to the View Roster Screen or the Player Edit Screen.

### ⇒ Edit Lines

- Press the **L1** button or the **R1** button to switch between your teams.
- Move the **right analog stick** left or right to cycle between all of the teams in the league.
- Press the **R2** button or the **L2** button to cycle through the following categories: Offense, Defense / Goalies, Power Play, Penalty Kill, and Other.
- Use the **Circle** button to switch between the lines.



- Use the **left analog stick** or the **directional buttons** to highlight a player you'd like to replace.
- Press the **X** button to select the player.
- Use the **left analog stick** or the **directional buttons** to highlight a new player from your bench.
- Press the **X** button to swap him with the other player.

**! Note:** This year, for the first time, you can put a player in more than one line if necessary. Simply add him to a second list as you would any other player. To help you spot when a player is in another line, if you highlight a player's name in the replacement roster and he is already listed in another line, his name will appear in blue on the other line.

- Press the **START** button and select YES to accept your changes.
- Press the **Triangle** button and select YES to exit without keeping your changes.

### ⇒ **Player Status**

- Press the **L1** button or the **R1** button to switch between your teams.
- Move the **right analog stick** left or right to cycle between all of the teams in the league.
- Press the **R2** button or the **L2** button to cycle forward or backward through the player positions.
- Move the **left analog stick** or **directional buttons** to highlight player rows and category columns.
- Click the **L3** button (click the **left analog stick**) to sort players by the highlighted row.
- Click the **R3** button (click the **right analog stick**) to view a player's Player Card.
- Highlight a player and press the **X** button to bring up an Overlay Menu with some of the following options: Dressed, Scratched, Cut, Minors, Signed or Cancel. Highlight any option and press the **X** button to select it.

### Definitions:

- Dressed: These 20 players (18 skaters and 2 goalies) can play in the games.
- Scratched: These 3 players act as reserves and must be switched with a dressed player prior to a game in order to play.
- Cut: These players are released to free agency and their salaries come off the books.
- Minors: These players (up to 23) play for the club's minor league team and must be switched with a dressed player prior to a game in order to play.
- Unsigned: Wait too long and unsigned players will be released to free agency.

### ⇒ **Injury Report**

- Press the **L1** button or the **R1** button to switch between your teams.
- Move the **right analog stick** left or right to cycle between all of the teams in the league.

### ⇒ **Trade Players**

This screen allows you to offer trades between your team and other teams in the NHL. The player list on the left half of the screen lists players on your team(s). The player list to the right lists players on other teams that you may wish to trade for.

- Press the **Circle** button to toggle your control between the your player list and the other team's player list.
- Press the **L1** button or the **R1** button to switch teams.
- Press the **R2** button or the **L2** button to cycle forward or backward through the player categories (Skaters, Goalies, Left Wingers, Right Wingers, Centers, Defense, and Forwards).
- Move the **left analog stick** or **directional buttons** to highlight player rows and category columns.
- Click the **L3** button (click the **left analog stick**) to sort players by the highlighted row.
- Click the **R3** button (click the **right analog stick**) to view a player's Player Card.
- Press the **X** button to place a checkmark next to a player's name.
- Once you have placed a check next to a player on each team, press the **START** button and select YES to offer the trade. If the trade is accepted, select YES to complete the trade.

#### ⇒ **Free Agents**

- Press the **L1** button or the **R1** button to switch teams.
- Move the **left analog stick** or **directional buttons** to highlight player rows and category columns.
- Click the **L3** button (click the **left analog stick**) to sort players by the highlighted row.
- Click the **R3** button (click the **right analog stick**) to view a player's Player Card.
- Press the **X** button to create an offer to a player.
- Move left or right on the **left analog stick** or the **directional buttons** to highlight the Points per Year Column, or the Years Column.
- Move up or down on the **left analog stick** or the **directional buttons** to increase or decrease the Salary Points or Years of the contract.
- Press the **X** button and select YES to issue the offer to the player.

**! Note:** If the player declines your offer, and you wish to make the player another offer, you'll need to advance a week in the Play / Schedule Screen.

#### **Standings / Stats**

The Standings / Stats Menu gives you access to the following statistical screens.

- Press the **L1** button or the **R1** button to switch between your teams.

#### ⇒ **Team Standings** (Season) / **Season Standing** (Playoffs)

- Press the **L1** button or the **R1** button to cycle the conference and division (Eastern Conference, Western Conference, Atlantic Division, Northeast Division, Southeast Division, Pacific Division, Northwest Division, or Central Division).

#### ⇒ **Team Stats** (Season and Playoffs)

- During the playoffs, press the **L1** button or the **R1** button to toggle between Season Stats and Playoff Stats.
- Move the **left analog stick** or **directional buttons** to highlight team rows and category columns.
- Click the **L3** button (click the **left analog stick**) to sort teams by the highlighted row.

#### ⇒ **Player Leaders** (Season and Playoffs)

- During the playoffs, press the **R2** button or the **L2** button to toggle between Season Stats and Playoff Stats.
- Press the **L1** button or the **R1** button to cycle the statistical category (Points, Goals, Assists, or Plus/Minus).
- Move the **left analog stick** or **directional buttons** up or down to highlight a player.
- Click the **R3** button (click the **right analog stick**) to view a player's Player Card.

#### ⇒ **Player Stats** (Season and Playoffs)

- During the playoffs, press the **R2** button or the **L2** button to toggle between Season Stats and Playoff Stats.
- Press the **L1** button or the **R1** button to switch between your teams.
- Move the **right analog stick** left or right to cycle between all of the teams in the league.
- Move the **left analog stick** or **directional buttons** to highlight player rows and category columns.
- Click the **L3** button (click the **left analog stick**) to sort players by the highlighted row.
- Click the **R3** button (click the **right analog stick**) to view a player's Player Card.

#### ⇒ **Goalie Leaders** (Season and Playoffs)

- During the playoffs, press the **R2** button or the **L2** button to toggle between Season Stats and Playoff Stats.
- Press the **L1** button or the **R1** button to cycle the statistical category (Shutouts, Goals Against Average, Save Percentage, or Wins).
- Move the **left analog stick** or **directional buttons** up or down to highlight a player.
- Click the **R3** button (click the **right analog stick**) to view a player's Player Card.

#### ⇒ **Goalie Stats** (Season and Playoffs)

- During the playoffs, press the **R2** button or the **L2** button to toggle between Season Stats and Playoff Stats.
- Press the **L1** button or the **R1** button to switch between your teams.
- Move the **right analog stick** left or right to cycle between all of the teams in the league.
- Move the **left analog stick** or **directional buttons** to highlight player rows and category columns.
- Click the **L3** button (click the **left analog stick**) to sort players by the highlighted row.
- Click the **R3** button (click the **right analog stick**) to view a player's Player Card.

### **Awards**

This Screen lists the award winners for the season.

- Move the **left analog stick** or **directional buttons** up or down to highlight an award.
- Press the **X** button to select the award and access the Trophy Screen.

### Trophy Screen

- Press the **L1** button or the **R1** button to view the various trophies.

### **Save / Load**

#### ⇒ **Load**

- Press the **L1** button or the **R1** button to switch between the MEMORY CARD slots.

- Move the **left analog stick** or **directional buttons** up or down to highlight your desired Save.
- Press the **X** button to load the saved game.

### ⇒ **Save Season**

Use Save Season to save your team's progress.

- Press the **L1** button or the **R1** button to switch between the MEMORY CARD slots.
- Move the **left analog stick** or **directional buttons** up or down to highlight "Create New Save" or to highlight an existing save to overwrite.
- Press the **X** button to select the save slot.
- Use the Virtual Keyboard to enter a name for the Save.

### ⇒ **Save Profile**

Use the Save User Profile Screen to save your user record information as well as the Unlockables you may have earned. This screen functions in the same fashion as the Save Season Screen found above.

### ⇒ **Manage Profiles**

The Switch Profile Screen enables you to create a Profile, load a Profile, remove a Profile, and rename a Profile.

- Press the **R1** button or the **L1** button to switch between SELECT PROFILE, REMOVE PROFILE, and RENAME PROFILE.

### ⇒⇒ **Select Profile**

To select a Profile:

- Highlight a Profile and press the **X** button to switch to it.

To create a Profile:

- Highlight CREATE A PROFILE and press the **X** button to access the Virtual Keyboard.
- Select a name for your User Profile and press the **START** button to create it.

To load a Profile:

- Highlight LOAD A PROFILE and press the **X** button to access the Load Screen.
- Press the **R1** button or the **L1** button to switch between the MEMORY CARD slots.
- Highlight a Profile and press the **X** button to switch to it.

### ⇒⇒ **Remove Profile**

- Highlight a Profile and press the **X** button.
- Highlight YES and press the **X** button to remove the Profile.

### ⇒⇒ **Rename Profile**

- Highlight a Profile and press the **X** button to access the Virtual Keyboard.
- Enter a new name for the User Profile and press the **START** button to confirm it.

### ⇒ **Delete**

- Press the **L1** button or the **R1** button to switch between the MEMORY CARD slots.

- Move the **left analog stick** or **directional buttons** up or down to highlight an existing save file.
- Press the **X** button to delete the highlighted file.

## Options

### ⇒ General

Press the **X** button or the **Circle** button to cycle forward or backward through the options.

- **Skill Level:** Amateur, Rookie (Default), Pro, All-Star, or Hall of Famer - Customize the game's difficulty.
- **Game Speed:** Use this slider to adjust the game's speed.
- **Period Length:** 1 to 20 minutes (5 is Default) - Adjust the period duration.
- **Penalties:** Use this slider to adjust how often the referees whistle players for a penalty.
- **Fighting:** Use this slider to adjust how often fights occur.
- **Puck Friction:** Use this slider to adjust how freely the puck slides around the ice. Increasing puck friction will cause the puck to slow more quickly.
- **Ice Friction:** Use this slider to adjust how much friction the ice exerts on the puck and player's skates.
- **Freeze Puck Time:** Use this slider to adjust how long a goalie has to hold on to the puck before the referee stops play and whistles it frozen.
- **Glass Breaking Frequency:** Use this slider to adjust how frequently the glass breaks when hit by an errant slap shot.
- **Pinning:** On (Default) or Off - Turn this option OFF, and players will be unable to pin one another to the wall.
- **Offsides:** On (Default) or Off - Turn this option OFF, and players will be able to cross the offensive blue line before the puck crosses it.
- **Icing:** Auto (Default), Off, NHL, or International – In NHL rules, an Icing infraction is called when a player behind the red line in his end of the rink shoots a puck past the goal line in his offensive zone when both teams are playing at equal strength (i.e. with the same number of players on the ice) and a player on the opposing team touches the puck first. The teams then face off at the face-off circle closest to where the play occurred. In INTERNATIONAL rules, it doesn't matter who touches the puck first; icing is called automatically after the events mentioned above. Set this option to AUTO, and the game will automatically switch the rules from NHL to INTERNATIONAL depending on the Arena's location. Turn this option OFF, and teams will not be whistled for icing.
- **Two-Line Pass:** Auto (Default), Off, NHL, International – In the NHL, a Two-Line Pass infraction is called when a player passes to a teammate across both the red line and a blue line. It carries the same penalty as Offsides: the two teams face off at the location of the infraction. In INTERNATIONAL rules, there is no penalty for Two-Line Passes. Set this option to AUTO, and the game will automatically switch the rules from NHL to INTERNATIONAL depending on the Arena's location. Turn this option OFF, and teams will not be whistled for icing. Turn this option OFF, and players will be permitted to make passes that cross both the red line and either blue line.

### ⇒ Advanced

Press the **X** button or the **Circle** button to move forward or backward through the options.

- **Home Strategy Change:** Auto (Default) or Manual - Set this option to AUTO if you'd like the computer to automatically choose the home team's plays. Setting this option to

MANUAL allows the home team's user to control strategy (including aggression) manually.

- **Home Line Change:** Auto (Default), Semi-Auto, Off or Manual – AUTO: Computer automatically handles swapping lines for the home team. SEMI-AUTO: Allows both the user and the computer to make changes to the home team's lines. OFF: Doesn't allow the user or the computer to change the lines, but players do not fatigue. MANUAL: Leaves line-swapping entirely in the hands of the user.

- **Away Strategy Change:** Auto (Default) or Manual - Set this option to AUTO if you'd like the computer to automatically choose the away team's plays. Setting this option to MANUAL allows the away team's user to control strategy (including aggression) manually.

- **Away Line Change:** Auto (Default), Semi-Auto, Off or Manual – AUTO: Computer automatically handles swapping lines for the away team. SEMI-AUTO: Allows both the user and the computer to make changes to the away team's lines. OFF: Doesn't allow the user or the computer to change the lines, but players do not fatigue. MANUAL: Leaves line-swapping entirely in the hands of the user.

- **Referee Collision:** None (Default), Puck Only, Players Only, or All - This option determines what objects will collide with the referees when they come in contact.

- **Overtime Type:** Single 5 min, 4 on 4 (Default); Continuous 20 min, 5 on 5; Single 10 min, 5 on 5, SO; Single 5 min, 5 on 5; Continuous 5 min, 4 on 4; Shootout; None; Auto – SINGLE 5 MIN, 4 ON 4: A single, 5 minute sudden-death overtime period, with four players on each team. If the game is tied after this overtime period, the game is declared a tie. CONTINUOUS 20 MIN, 5 ON 5: Five players on each team, with unlimited 20 minute overtime periods until one team scores. SINGLE 10 MIN, 5 ON 5, SO: A single 10 minute overtime period, with 5 players on each team. If the game still isn't decided after the 10 minute overtime period, the game is decided by a Shootout (see below). SINGLE 5 MIN, 5 ON 5: A single 5 minute overtime period, with 5 players on each team. CONTINUOUS 5 MIN, 4 ON 4: Five players on each team, with unlimited 5 minute overtime periods until one team scores. SHOOTOUT: Games tied at the end of regulation are decided by a shootout. Five players on each team take turns shooting on goal. The team with the most goals wins. NONE: No overtime, games that are tied at the end of regulation are ruled a tie. AUTO: Selects the overtime type that applies to the situation (i.e. Regular Season: Single, 5 min, 4 on 4, Postseason: Continuous, 5 min, 5 on 5).

- **Game Clock:** Accelerated (Default) or Real Time – ACCELERATED: At the beginning of each period, the game clock will start at 20 minutes and may count down at an accelerated pace depending on the Period Length (e.g. clock ticks twice as fast if the Period Length is set to 10 minutes). REAL TIME – At the beginning of each period, the game clock will start at the number of minutes selected on the Period Length option (see General Options). Keep in mind that, in Real Time, if you set the Period Length to less than 20 minutes, then any penalties that remove a player from the ice for a given amount of time (2 minutes or 5 minutes) will remove a the player for an abnormally large proportion of the game.

- **Clock Type:** Auto (Default), NHL, International – AUTO: NHL Arenas use NHL Clock and International Arenas use International Clock, NHL: Clock counts down to 0:00, INTERNATIONAL: Clock counts up from 0:00.

## ⇒ Gameplay

Customize your gameplay experience by adjusting sliders to determine players' effectiveness at various game skills. You can set each slider option for human-

controlled or computer-controlled (CPU) teams. Press the **X** button or the **Circle** button to increase or decrease the sliders.

- **Goalie Skill:** This slider sets the skill level of the goalie when he's not under direct user control.
- **Defense Skill:** This slider sets the skill level of the defensive players who are not under direct user control.
- **Offense Skill:** This slider sets the skill level of the offensive players who are not under direct user control.
- **Speed Burst Effect:** Sets the amount of speed that is gained by performing a speed boost.
- **Speed Burst Time:** Sets the length of time that a speed burst will last.
- **Speed Burst Recovery:** Sets the length of time necessary for a player to replenish his speed burst meter.
- **Fatigue Effect:** This slider determines how strongly fatigue affects players' performance.
- **Fatigue Time:** This slider determines how long it takes a player to become fatigued.
- **Fatigue Recovery:** This slider determines how long it takes a player to recover once he has become fatigued.
- **Hitting Power:** This slider determines the average strength of players' hits.
- **Shot Accuracy:** Sets the overall level of accuracy of players' shots.
- **Pass Accuracy:** Sets the overall level of accuracy of players' passes.
- **Pass Speed:** Sets the overall speed of players' passes.
- **Pass Interceptions:** Sets the frequency and ease of pass interceptions.
- **Rebounds:** Sets the frequency of shots that rebound off of the goalie.
- **Shot Blocking:** Sets the frequency and ease with which defenders block shots on goal.
- **Puck Retention:** Sets the overall ability of players to retain the puck regardless of defensive harassment.
- **Puck Control:** Adjusts the players' overall skill at puck control.

### ⇒ Controls

Press the **X** button or the **Circle** button to move forward or backward through the options.

- **Current Profile:** Sets the User Profile to which these Controls will be assigned.
- **Controller:** Classic, Intermediate (Default), or Advanced - Select your desired Control Configuration.
- **Goalie Control:** Semi-Automatic (Default), Automatic, and Manual - SEMI-AUTOMATIC: User controls the goalie when the goalie has the puck. AUTOMATIC: The computer controls the goalie. MANUAL: User controls the goalie when he has the puck, and can manually switch to the goalie by pressing the **L1** button and pressing the **R2** button simultaneously.
- **Pass Aim Assist:** With this slider empty, the user's passes go where they are aimed with the **left analog stick**. The more the slider is filled, the more help the user will get with aiming passes.
- **Shot Aiming:** Auto (Default) or Manual – MANUAL: The user controls where his or her shot goes. AUTO: The computer handles aiming shots for the user.
- **Auto Puck In Air Grab:** On (Default) or Off – ON: The user-controlled player automatically grabs pucks shot up in the air. OFF: The user must press the **L2** button (in

Intermediate and Advanced Controls) or the **L1** button (in Classic Controls) to grab the puck from the air.

- **Player Lock Type:** Semi-Manual (Default), Manual, and Full Lock - **SEMI-MANUAL:** You control the player with the puck. On defense, you can switch players by pressing the **X** button. **MANUAL:** Stay controlling one player until you press the **X** button to switch. **FULL LOCK:** User always controls one player, and cannot switch players at all (the Change Player button ceases to function).
- **Preferred Start Position:** C (Default), LW, RW, LD, RD, G - Choose the position that the user will start the game controlling.
- **Puck Protection:** Auto (Default) or Manual – **MANUAL:** When you press the Protect button (**L1** button in Classic Controls, **Circle** button in Intermediate and Advanced), you can move the puck around with the **left analog stick**. **AUTO:** When you press the Protect button, the player automatically moves the puck for you to keep it away from opponents.
- **Vibration Feature:** Off (Default) or On – When ON, the controller will vibrate when your player is involved in a check.
- **One timer Passing:** On (Default) or Off - Turn this OFF, and one-touch passes will not occur in the game.

### ⇒ Controller Layout

Learn the button commands for each situation or customize them to your liking.

- Press the **R2** button or the **L2** button to cycle through the command scenarios.
- Press the **L1** button or the **R1** button to view the controls as modified by the **L1** button or the **R1** button.
- To customize the face button (**X**, **Circle**, **Square**, and **Triangle**) controls, press the **Circle** button to initiate Button Swap Mode.
- To select a button whose function you wish to reassign, press that button. The button's function will appear highlighted in red.
- Press the other button whose functionality you wish to swap with the first button. The buttons will swap.
- To exit Controller Layout and lose your changes, press the **Triangle** button, highlight YES and press the **X** button.
- To exit the Controller Layout and save your changes, press the **START** button, highlight YES and press the **X** button.

### ⇒ Presentation

Use this screen to customize the appearance of the game.

- **Audio Presentation:** Default, TV Broadcast, In Stands, and On Ice - Press the **X** button or the **Circle** button to cycle through a number of game audio settings. This option automatically switches to Custom if you modify Audio Volume Sliders individually.
- **Volume Sliders:** Adjust the volume of various sounds effects, commentary, and music in the game. Press the **X** button or the **Circle** button to increase or decrease the sliders.
- **Display Player Type Indicator:** No (Default) or Yes - When YES, a symbol will appear next to the player's name, showing what type of player the user has control of.
- **Puck Shadow:** On (Default) or Off – When ON, a shaded circle appears around the puck to make it easier to see.
- **Player Name Indicator:** Name and Position (Default), Name, Position, None - Select the text that appears beneath each user's player.



- **Camera:**  $\frac{3}{4}$  Camera (Default),  $\frac{3}{4}$  Non-Predictive Camera, Overhead Camera, Rink Camera, Side Camera, or Rink Action Camera -  $\frac{3}{4}$  CAMERA: This is the default diagonal camera view of the action. It also tries to stay ahead of the action to allow you to see what's going on around you better.  $\frac{3}{4}$  NON-PREDICTIVE CAMERA: This camera is similar to the regular  $\frac{3}{4}$ , but is a bit more zoomed out from the action and always stays centered on the puck. OVERHEAD CAMERA: This is a top-down view from directly above the puck. RINK CAMERA: This is a close-up view of the action from a  $\frac{3}{4}$  angle. SIDE CAMERA: This is a side angle camera, similar to TV broadcast. RINK ACTION CAMERA: This camera angle brings you the very closest to the players and the ice.
- **Challenge Mode Notification:** On (Default) or Off – When ON, an overlay will appear to notify you when you've accomplished one of the game's Challenges.
- **Action Replays:** On (Default) or Off – When ON, Action Replays will frequently play after goals and other big plays.
- **Cut Scenes:** On (Default) or Off – When ON, cut scenes will frequently play to show players and coaches reacting to the game.

#### ⇒ **Preview Movie**

View a movie with footage from all of the ESPN Videogames titles.

#### ⇒ **Credits**

Roll the credits for the game.

### **The Skybox**

Unlock in-game features and customize your skybox with items that are earned by completing challenges and achieving other in-game milestones.

Moving around the Skybox:

- Move the **left analog stick** or **directional buttons** left or right to look around at the areas of the Skybox (Game Room, Player Stats, Trophy Room, Challenge Mode and Stanley Cup).
- Move up on the **left analog stick** or **directional buttons** or press the **X** button to access the highlighted area.
- If more than one item is selectable in the area, move the **left analog stick** or **directional buttons** to highlight your desired item.
- Press the **X** button to access the item.

**! Note:** Certain areas of the Skybox are inaccessible until you have created a User Profile. To quickly create a User Profile without exiting the Skybox, simply press the **R2** button to access the Save Screen or press the **L2** button to access the Switch Profile Screen.

#### ⇒ **Save** (Accessed by pressing the **R2** button)

The Save Screen enables you to create a User Profile or save your existing User Profile to a memory card (PS2).

To save a profile:

- Press the **R1** button or the **L1** button to switch between the MEMORY CARD slots.
- Highlight CREATE NEW SAVE and press the **X** button to access the Virtual Keyboard. Enter a name for the User Profile and press the **START** button to confirm it.

To save your existing User Profile:

- Highlight the name of the User Profile that's in use and press the **X** button to overwrite it with your updated User Profile information.

⇒ **Switch Profile** (Accessed by pressing the **L2** button)

The Switch Profile Screen enables you to create a Profile, load a Profile, remove a Profile, and rename a Profile.

- Press the **R1** button or the **L1** button to switch between SELECT PROFILE, REMOVE PROFILE, and RENAME PROFILE.

⇒⇒ **Select Profile**

To select a Profile:

- Highlight a Profile and press the **X** button to switch to it.

To create a Profile:

- Highlight CREATE A PROFILE and press the **X** button to access the Virtual Keyboard.
- Select a name for your User Profile and press the **START** button to create it.

To load a Profile:

- Highlight LOAD A PROFILE and press the **X** button to access the Load Screen.
- Press the **R1** button or the **L1** button to switch between the MEMORY CARD slots.
- Highlight a Profile and press the **X** button to switch to it.

⇒⇒ **Remove Profile**

- Highlight a Profile and press the **X** button.
- Highlight YES and press the **X** button to remove the Profile.

⇒⇒ **Rename Profile**

- Highlight a Profile and press the **X** button to access the Virtual Keyboard.
- Enter a new name for the User Profile and press the **START** button to confirm it.

⇒ **Game Room**

⇒⇒ **Air Hockey**

Perfect your hand-eye coordination with this classic parlor game. The first to seven points wins.

- Use the **left analog stick** to move your paddle.
- Press the **R1** button to center your paddle in front of your own goal.

⇒⇒ **All-Time Records**

This screen lists the all-time NHL records. Set a record and your player's name will be listed amongst some of the best players to ever lace up a pair of skates.

- Press the **L1** button or the **R1** button to toggle between the following categories (Player – Game, Team – Game, Player – Season, Team – Season, Player – Career)
- Move the **left analog stick** or **directional buttons** down when necessary to scroll to off-screen text.

⇒ **Player Stats**

This screen shows all of your gameplay stats, including wins and losses, goals, assists, saves, and more.

- Move the **left analog stick** or **directional buttons** down to scroll to off-screen text.

### ⇒ Trophy Room

#### ⇒⇒ Trophy List

This book lists all of the trophies that your players have won throughout the years.

#### ⇒⇒ Trophy Shelves

- Move the **left analog stick** or **directional buttons** to highlight a trophy.
- Press the **X** button to view a close-up and a description of the trophy.

### ⇒ Challenge Mode

#### ⇒⇒ Challenge List

On this laptop computer, you'll find a list of User Challenges. Complete these challenges to unlock hidden teams, jersey, mini-games, and other cool stuff.

- Press the **R1** button or the **L1** button to cycle forward or backward through the lists of challenges (Level One, Level Two, Level Three, and Skills).
- Move the **left analog stick** or **directional buttons** down to scroll to off-screen text.

Note: The Skills Challenges are accessed in Game Modes – Skills – Challenge Mode.

#### ⇒⇒ Unlockable Shelves

As you unlock secret stuff in the game, the collectibles representing your unlockables will light up and appear selectable.

- Move the **left analog stick** or **directional buttons** to highlight a collectible.
- Press the **X** button to view a close-up and a description of the collectible.

### ⇒ Stanley Cup

This alcove was specifically built to house the Stanley Cup. Win the NHL Championship, and you can view your historic trophy here.

### Quit

Select Quit to exit the game.

## PLAYOFFS

Create your own custom playoffs with the teams of your choice and have them compete for a championship.

### Playoff Options

Set your Playoff options here.

- **Starting Rosters:** Default or Current – DEFAULT: Teams will play with their default rosters. CURRENT: Uses your modified rosters.
- **Series Length:** 7 (Default), 5, 3, or 1 - Set the number of games in a playoff series.
- **Overtime Type:** Single 5 min, 4 on 4; Continuous 20 min, 5 on 5 (Default); Single 10 min, 5 on 5, SO; Single 5 min, 5 on 5; Continuous 5 min, 4 on 4; Shootout; None; Auto –

**SINGLE 5 MIN, 4 ON 4:** A single, 5 minute sudden-death overtime period, with four players on each team. If the game is tied after this overtime period, the game is declared a tie. **CONTINUOUS 20 MIN, 5 ON 5:** Five players on each team, with unlimited 20 minute overtime periods until one team scores. **SINGLE 10 MIN, 5 ON 5, SO:** A single 10 minute overtime period, with 5 players on each team. If the game still isn't decided after the 10 minute overtime period, the game is decided by a Shootout (see below). **SINGLE 5 MIN, 5 ON 5:** A single 5 minute overtime period, with 5 players on each team. **CONTINUOUS 5 MIN, 4 ON 4:** Five players on each team, with unlimited 5 minute overtime periods until one team scores. **SHOOTOUT:** Games tied at the end of regulation are decided by a shootout. Five players on each team take turns shooting on goal. The team with the most goals wins. **NONE:** No overtime, games that are tied at the end of regulation are ruled a tie. **AUTO:** Selects the overtime type that applies to the situation (i.e. Regular Season: Single, 5 min, 4 on 4, Postseason: Continuous, 5 min, 5 on 5).

- **Autosave:** On or Off (Default) - Set this ON to have the game automatically save your progress during the Playoffs.

### Choose Teams

This screen allows you to choose the teams that will participate in the playoffs, as well as which teams will be user-controlled.

- Move the **left analog stick** or the **directional buttons** to highlight a playoff slot. (Note that the teams on the right are from the Eastern Conference and the teams on the left are from the Western Conference).
- Press the **L1** button or the **R1** button to cycle through the available teams.
- Press the **X** button to toggle a team from computer to user control. User controlled teams appear highlighted in yellow.
- Press the **START** button to advance to the next screen.

### PLAYOFF MENU

The Playoff Menu give you access to all the menus involved in running your team(s).

### Play Playoffs

The Stanley Cup Playoffs Screen is where you play or simulate the Playoff games.

- Move the **left analog stick** or **directional buttons** to highlight a series matchup.
- Press the **X** button to simulate one game of the highlighted series matchup.
- While highlighting one of the series' with a user-controlled team, press the **START** button to play the next game of the series. The Team Select Screen will appear.

### Rosters / Lines

#### ⇒ View Roster

The View Roster Screen is where you edit your team's roster.

- Press the **R2** button or the **L2** button to cycle forward or backward through the player positions.
- Press the **L1** button or the **R1** button to cycle between your teams.
- Move the **left analog stick** or **directional buttons** to highlight player rows and category columns.
- Move the **right analog stick** left or right to cycle between all of the teams in the playoffs.

- Click the **L3** button (click the **left analog stick**) to sort players by the highlighted row.
- Click the **R3** button (click the **right analog stick**) to view a player's Player Card.
- Highlight a player and press the **X** button to bring up an Overlay Menu with the following options: Captain Status, Edit Player, Edit Player Name, or Cancel. Highlight any option and press the **X** button to select it.
- Press the **START** button to accept your changes.
- Press the **Triangle** button to exit and lose any changes.

#### Changing Captain Status:

- Select Captain to make the player a team captain; select Assistant to make the player an assistant captain; select None to make the player a non-captain, or select Cancel to exit the Overlay Menu.

#### Editing a Player:

If you select this option, you will be taken to the Player Edit Screen.

#### ⇒⇒ **Player Edit**

- Press the **R1** button or the **L1** button to cycle forward or backward through the Edit Player sub-screens (Attributes, Appearance, Accessories, and Abilities).
- Move the **right analog stick** left or right to rotate the player model.
- Press the **X** button or the **Circle** button to cycle forward or backward through the options and to increase or decrease the sliders.
- To edit the player's name, highlight NAME and press the **X** button. The Enter Player Name Screen appears (see below).
- To exit and keep your changes, press the **START** button.
- To exit and lose your changes, press the **Triangle** button and select YES to confirm.

**! Note:** If you've unlocked either of the two unlockable goalie masks, you can use the Player Edit – Accessories Screen to attire a goalie in the mask.

#### Editing a Player's Name:

If you select this option, the Enter Player Name Screen appears.

#### ⇒⇒ **Enter Player Name**

- Press the **Circle** button to toggle between the name list and the alphabet.
- Press the **L1** button to capitalize and un-capitalize the letters of the alphabet.
- Press the **R1** button to switch between the player's first name and last name.
- Press the **X** button to select a name or a letter.
- To delete a letter, highlight the backspace icon on the bottom right of the alphabet window, and press the **X** button.
- When you're satisfied with the player's new name, press the **Triangle** button or the **START** button to return to the View Roster Screen or the Player Edit Screen.

#### ⇒ **Edit Lines**

- Press the **L1** button or the **R1** button to switch between your teams.
- Move the **right analog stick** left or right to cycle between all of the teams in the playoffs.
- Press the **R2** button or the **L2** button to cycle through the following categories: Offense, Defense / Goalies, Power Play, Penalty Kill, and Other.

- Use the **Circle** button to switch between the lines.
- Use the **left analog stick** or the **directional buttons** to highlight a player you'd like to replace.
- Press the **X** button to select the player.
- Use the **left analog stick** or the **directional buttons** to highlight a new player from your bench.
- Press the **X** button to swap him with the other player.

**! Note:** This year, for the first time, you can put a player in more than one line if necessary. Simply add him to a second list as you would any other player. To help you spot when a player is in another line, if you highlight a player's name in the replacement roster and he is already listed in another line, his name will appear in blue on the other line.

- Press the **START** button and select YES to accept your changes.
- Press the **Triangle** button and select YES to exit without keeping your changes.

### ⇒ **Player Status**

- Press the **L1** button or the **R1** button to switch between your teams.
- Move the **right analog stick** left or right to cycle between all of the teams in the playoffs.
- Press the **R2** button or the **L2** button to cycle forward or backward through the player positions.
- Move the **left analog stick** or **directional buttons** to highlight player rows and category columns.
- Click the **L3** button (click the **left analog stick**) to sort players by the highlighted row.
- Click the **R3** button (click the **right analog stick**) to view a player's Player Card.
- Highlight a player and press the **X** button to bring up an Overlay Menu with some of the following options: Dressed, Scratched, Cut, Minors, or Cancel. Highlight any option and press the **X** button to select it.

### Definitions:

- Dressed: These 20 players (18 skaters and 2 goalies) can play in the games.
- Scratched: These 3 players act as reserves and must be switched with a dressed player prior to a game in order to play.
- Cut: These players are released to free agency and their salaries come off the books.
- Minors: These players (up to 23) play for the club's minor league team and must be switched with a dressed player prior to a game in order to play.

### **Stats**

The Standings / Stats Menu gives you access to the following statistical screens.

### ⇒ **Team Stats**

- Move the **left analog stick** or **directional buttons** to highlight team rows and category columns.
- Click the **L3** button (click the **left analog stick**) to sort teams by the highlighted row.

### ⇒ **Player Leaders**

- Press the **L1** button or the **R1** button to cycle the statistical category (Points, Goals, Assists, or Plus/Minus).
- Move the **left analog stick** or **directional buttons** up or down to highlight a player.
- Click the **R3** button (click the **right analog stick**) to view a player's Player Card.

#### ⇒ **Player Stats**

- Press the **L1** button or the **R1** button to switch between your teams.
- Move the **right analog stick** left or right to cycle between all of the teams in the playoffs.
- Move the **left analog stick** or **directional buttons** to highlight player rows and category columns.
- Click the **L3** button (click the **left analog stick**) to sort players by the highlighted row.
- Click the **R3** button (click the **right analog stick**) to view a player's Player Card.

#### ⇒ **Goalie Leaders**

- Press the **L1** button or the **R1** button to cycle the statistical category (Shutouts, Goals Against Average, Save Percentage, or Wins).
- Move the **left analog stick** or **directional buttons** up or down to highlight a player.
- Click the **R3** button (click the **right analog stick**) to view a player's Player Card.

#### ⇒ **Goalie Stats**

- Press the **L1** button or the **R1** button to switch between your teams.
- Move the **right analog stick** left or right to cycle between all of the teams in the playoffs.
- Move the **left analog stick** or **directional buttons** to highlight player rows and category columns.
- Click the **L3** button (click the **left analog stick**) to sort players by the highlighted row.
- Click the **R3** button (click the **right analog stick**) to view a player's Player Card.

### **Save / Load**

#### ⇒ **Load**

- Press the **L1** button or the **R1** button to switch between the MEMORY CARD slots.
- Move the **left analog stick** or **directional buttons** up or down to highlight your desired Save.
- Press the **X** button to load the saved game.

#### ⇒ **Save Playoffs**

Use Save Playoffs to save your team's progress.

- Press the **L1** button or the **R1** button to switch between the MEMORY CARD slots.
- Move the **left analog stick** or **directional buttons** up or down to highlight "Create New Save" or to highlight an existing save to overwrite.
- Press the **X** button to select the save slot.
- Use the Virtual Keyboard to enter a name for the Save.

#### ⇒ **Save Profile**

Use the Save User Profile Screen to save your user record information as well as the Unlockables you may have earned. This screen functions in the same fashion as the Save Playoffs Screen found above.

### ⇒ **Manage Profiles**

The Switch Profile Screen enables you to create a Profile, load a Profile, remove a Profile, and rename a Profile.

- Press the **R1** button or the **L1** button to switch between SELECT PROFILE, REMOVE PROFILE, and RENAME PROFILE.

### ⇒⇒ **Select Profile**

To select a Profile:

- Highlight a Profile and press the **X** button to switch to it.

To create a Profile:

- Highlight CREATE A PROFILE and press the **X** button to access the Virtual Keyboard.
- Select a name for your User Profile and press the **START** button to create it.

To load a Profile:

- Highlight LOAD A PROFILE and press the **X** button to access the Load Screen.
- Press the **R1** button or the **L1** button to switch between the MEMORY CARD slots.
- Highlight a Profile and press the **X** button to switch to it.

### ⇒⇒ **Remove Profile**

- Highlight a Profile and press the **X** button.
- Highlight YES and press the **X** button to remove the Profile.

### ⇒⇒ **Rename Profile**

- Highlight a Profile and press the **X** button to access the Virtual Keyboard.
- Enter a new name for the User Profile and press the **START** button to confirm it.

### ⇒ **Delete**

- Press the **L1** button or the **R1** button to switch between the MEMORY CARD slots.
- Move the **left analog stick** or **directional buttons** up or down to highlight an existing save file.
- Press the **X** button to delete the highlighted file.

## **Options**

### ⇒ **General**

Press the **X** button or the **Circle** button to cycle forward or backward through the options.

- **Skill Level:** Amateur, Rookie (Default), Pro, All-Star, or Hall of Famer - Customize the game's difficulty.
- **Game Speed:** Use this slider to adjust the game's speed.
- **Period Length:** 1 to 20 minutes (5 is Default) - Adjust the period duration.
- **Penalties:** Use this slider to adjust how often the referees whistle players for a penalty.
- **Fighting:** Use this slider to adjust how often fights occur.
- **Puck Friction:** Use this slider to adjust how freely the puck slides around the ice. Increasing puck friction will cause the puck to slow more quickly.



- **Ice Friction:** Use this slider to adjust how much friction the ice exerts on the puck and player's skates.
- **Freeze Puck Time:** Use this slider to adjust how long a goalie has to hold on to the puck before the referee stops play and whistles it frozen.
- **Glass Breaking Frequency:** Use this slider to adjust how frequently the glass breaks when hit by an errant slap shot.
- **Pinning:** On (Default) or Off - Turn this option OFF, and players will be unable to pin one another to the wall.
- **Offsides:** On (Default) or Off - Turn this option OFF, and players will be able to cross the offensive blue line before the puck crosses it.
- **Icing:** Auto (Default), Off, NHL, or International – In NHL rules, an Icing infraction is called when a player behind the red line in his end of the rink shoots a puck past the goal line in his offensive zone when both teams are playing at equal strength (i.e. with the same number of players on the ice) and a player on the opposing team touches the puck first. The teams then face off at the face-off circle closest to where the play occurred. In INTERNATIONAL rules, it doesn't matter who touches the puck first; icing is called automatically after the events mentioned above. Set this option to AUTO, and the game will automatically switch the rules from NHL to INTERNATIONAL depending on the Arena's location. Turn this option OFF, and teams will not be whistled for icing.
- **Two-Line Pass:** Auto (Default), Off, NHL, International – In the NHL, a Two-Line Pass infraction is called when a player passes to a teammate across both the red line and a blue line. It carries the same penalty as Offsides: the two teams face off at the location of the infraction. In INTERNATIONAL rules, there is no penalty for Two-Line Passes. Set this option to AUTO, and the game will automatically switch the rules from NHL to INTERNATIONAL depending on the Arena's location. Turn this option OFF, and teams will not be whistled for icing. Turn this option OFF, and players will be permitted to make passes that cross both the red line and either blue line.

### ⇒ **Advanced**

Press the **X** button or the **Circle** button to move forward or backward through the options.

- **Home Strategy Change:** Auto (Default) or Manual - Set this option to AUTO if you'd like the computer to automatically choose the home team's plays. Setting this option to MANUAL allows the home team's user to control strategy (including aggression) manually.
- **Home Line Change:** Auto (Default), Semi-Auto, Off or Manual – AUTO: Computer automatically handles swapping lines for the home team. SEMI-AUTO: Allows both the user and the computer to make changes to the home team's lines. OFF: Doesn't allow the user or the computer to change the lines, but players do not fatigue. MANUAL: Leaves line-swapping entirely in the hands of the user.
- **Away Strategy Change:** Auto (Default) or Manual - Set this option to AUTO if you'd like the computer to automatically choose the away team's plays. Setting this option to MANUAL allows the away team's user to control strategy (including aggression) manually.
- **Away Line Change:** Auto (Default), Semi-Auto, Off or Manual – AUTO: Computer automatically handles swapping lines for the away team. SEMI-AUTO: Allows both the user and the computer to make changes to the away team's lines. OFF: Doesn't allow the user or the computer to change the lines, but players do not fatigue. MANUAL: Leaves line-swapping entirely in the hands of the user.

- **Referee Collision:** None (Default), Puck Only, Players Only, or All - This option determines what objects will collide with the referees when they come in contact.
- **Overtime Type:** Single 5 min, 4 on 4; Continuous 20 min, 5 on 5 (Default); Single 10 min, 5 on 5, SO; Single 5 min, 5 on 5; Continuous 5 min, 4 on 4; Shootout; None; Auto – SINGLE 5 MIN, 4 ON 4: A single, 5 minute sudden-death overtime period, with four players on each team. If the game is tied after this overtime period, the game is declared a tie. CONTINUOUS 20 MIN, 5 ON 5: Five players on each team, with unlimited 20 minute overtime periods until one team scores. SINGLE 10 MIN, 5 ON 5, SO: A single 10 minute overtime period, with 5 players on each team. If the game still isn't decided after the 10 minute overtime period, the game is decided by a Shootout (see below). SINGLE 5 MIN, 5 ON 5: A single 5 minute overtime period, with 5 players on each team. CONTINUOUS 5 MIN, 4 ON 4: Five players on each team, with unlimited 5 minute overtime periods until one team scores. SHOOTOUT: Games tied at the end of regulation are decided by a shootout. Five players on each team take turns shooting on goal. The team with the most goals wins. NONE: No overtime, games that are tied at the end of regulation are ruled a tie. AUTO: Selects the overtime type that applies to the situation (i.e. Regular Season: Single, 5 min, 4 on 4, Postseason: Continuous, 5 min, 5 on 5).
- **Game Clock:** Accelerated (Default) or Real Time – ACCELERATED: At the beginning of each period, the game clock will start at 20 minutes and may count down at an accelerated pace depending on the Period Length (e.g. clock ticks twice as fast if the Period Length is set to 10 minutes). REAL TIME – At the beginning of each period, the game clock will start at the number of minutes selected on the Period Length option (see General Options). Keep in mind that, in Real Time, if you set the Period Length to less than 20 minutes, then any penalties that remove a player from the ice for a given amount of time (2 minutes or 5 minutes) will remove a the player for an abnormally large proportion of the game.
- **Clock Type:** Auto (Default), NHL, International – AUTO: NHL Arenas use NHL Clock and International Arenas use International Clock, NHL: Clock counts down to 0:00, INTERNATIONAL: Clock counts up from 0:00.

### ⇒ **Gameplay**

Customize your gameplay experience by adjusting sliders to determine players' effectiveness at various game skills. You can set each slider option for human-controlled or computer-controlled (CPU) teams. Press the **X** button or the **Circle** button to increase or decrease the sliders.

- **Goalie Skill:** This slider sets the skill level of the goalie when he's not under direct user control.
- **Defense Skill:** This slider sets the skill level of the defensive players who are not under direct user control.
- **Offense Skill:** This slider sets the skill level of the offensive players who are not under direct user control.
- **Speed Burst Effect:** Sets the amount of speed that is gained by performing a speed boost.
- **Speed Burst Time:** Sets the length of time that a speed burst will last.
- **Speed Burst Recovery:** Sets the length of time necessary for a player to replenish his speed burst meter.
- **Fatigue Effect:** This slider determines how strongly fatigue affects players' performance.
- **Fatigue Time:** This slider determines how long it takes a player to become fatigued.

- **Fatigue Recovery:** This slider determines how long it takes a player to recover once he has become fatigued.
- **Hitting Power:** This slider determines the average strength of players' hits.
- **Shot Accuracy:** Sets the overall level of accuracy of players' shots.
- **Pass Accuracy:** Sets the overall level of accuracy of players' passes.
- **Pass Speed:** Sets the overall speed of players' passes.
- **Pass Interceptions:** Sets the frequency and ease of pass interceptions.
- **Rebounds:** Sets the frequency of shots that rebound off of the goalie.
- **Shot Blocking:** Sets the frequency and ease with which defenders block shots on goal.
- **Puck Retention:** Sets the overall ability of players to retain the puck regardless of defensive harassment.
- **Puck Control:** Adjusts the players' overall skill at puck control.

### ⇒ Controls

Press the **X** button or the **Circle** button to move forward or backward through the options.

- **Current Profile:** Sets the User Profile to which these Controls will be assigned.
- **Controller:** Classic, Intermediate (Default), or Advanced - Select your desired Control Configuration.
- **Goalie Control:** Semi-Automatic (Default), Automatic, and Manual - SEMI-AUTOMATIC: User controls the goalie when the goalie has the puck. AUTOMATIC: The computer controls the goalie. MANUAL: User controls the goalie when he has the puck, and can manually switch to the goalie by pressing the **L1** button and pressing the **R2** button simultaneously.
- **Pass Aim Assist:** With this slider empty, the user's passes go where they are aimed with the **left analog stick**. The more the slider is filled, the more help the user will get with aiming passes.
- **Shot Aiming:** Auto (Default) or Manual – MANUAL: The user controls where his or her shot goes. AUTO: The computer handles aiming shots for the user.
- **Auto Puck In Air Grab:** On (Default) or Off – ON: The user-controlled player automatically grabs pucks shot up in the air. OFF: The user must press the **L2** button (in Intermediate and Advanced Controls) or the **L1** button (in Classic Controls) to grab the puck from the air.
- **Player Lock Type:** Semi-Manual (Default), Manual, and Full Lock - SEMI-MANUAL: You control the player with the puck. On defense, you can switch players by pressing the **X** button. MANUAL: Stay controlling one player until you press the **X** button to switch. FULL LOCK: User always controls one player, and cannot switch players at all (the Change Player button ceases to function).
- **Preferred Start Position:** C (Default), LW, RW, LD, RD, G - Choose the position that the user will start the game controlling.
- **Puck Protection:** Auto (Default) or Manual – MANUAL: When you press the Protect button (**L1** button in Classic Controls, **Circle** button in Intermediate and Advanced), you can move the puck around with the **left analog stick**. AUTO: When you press the Protect button, the player automatically moves the puck for you to keep it away from opponents.
- **Vibration Feature:** Off (Default) or On – When ON, the controller will vibrate when your player is involved in a check.

- **One timer Passing:** On (Default) or Off - Turn this OFF, and one-touch passes will not occur in the game.

### ⇒ Controller Layout

Learn the button commands for each situation or customize them to your liking.

- Press the **R2** button or the **L2** button to cycle through the command scenarios.
- Press the **L1** button or the **R1** button to view the controls as modified by the **L1** button or the **R1** button.
- To customize the face button (**X**, **Circle**, **Square**, and **Triangle**) controls, press the **Circle** button to initiate Button Swap Mode.
- To select a button whose function you wish to reassign, press that button. The button's function will appear highlighted in red.
- Press the other button whose functionality you wish to swap with the first button. The buttons will swap.
- To exit Controller Layout and lose your changes, press the **Triangle** button, highlight YES and press the **X** button.
- To exit the Controller Layout and save your changes, press the **START** button, highlight YES and press the **X** button.

### ⇒ Presentation

Use this screen to customize the appearance of the game.

- **Audio Presentation:** Default, TV Broadcast, In Stands, and On Ice - Press the **X** button or the **Circle** button to cycle through a number of game audio settings. This option automatically switches to Custom if you modify Audio Volume Sliders individually.
- **Volume Sliders:** Adjust the volume of various sounds effects, commentary, and music in the game. Press the **X** button or the **Circle** button to increase or decrease the sliders.
- **Display Player Type Indicator:** No (Default) or Yes - When YES, a symbol will appear next to the player's name, showing what type of player the user has control of.
- **Puck Shadow:** On (Default) or Off – When ON, a shaded circle appears around the puck to make it easier to see.
- **Player Name Indicator:** Name and Position (Default), Name, Position, None - Select the text that appears beneath each user's player.
- **Camera:**  $\frac{3}{4}$  Camera (Default),  $\frac{3}{4}$  Non-Predictive Camera, Overhead Camera, Rink Camera, Side Camera, or Rink Action Camera -  $\frac{3}{4}$  CAMERA: This is the default diagonal camera view of the action. It also tries to stay ahead of the action to allow you to see what's going on around you better.  $\frac{3}{4}$  NON-PREDICTIVE CAMERA: This camera is similar to the regular  $\frac{3}{4}$ , but is a bit more zoomed out from the action and always stays centered on the puck. OVERHEAD CAMERA: This is a top-down view from directly above the puck. RINK CAMERA: This is a close-up view of the action from a  $\frac{3}{4}$  angle. SIDE CAMERA: This is a side angle camera, similar to TV broadcast. RINK ACTION CAMERA: This camera angle brings you the very closest to the players and the ice.
- **Challenge Mode Notification:** On (Default) or Off – When ON, an overlay will appear to notify you when you've accomplished one of the game's Challenges.
- **Action Replays:** On (Default) or Off – When ON, Action Replays will frequently play after goals and other big plays.
- **Cut Scenes:** On (Default) or Off – When ON, cut scenes will frequently play to show players and coaches reacting to the game.

### ⇒ Preview Movie

View a movie with footage from all of the ESPN Videogames titles.

### ⇒ Credits

Roll the credits for the game.

### Quit

Select Quit to exit the game.

## FRANCHISE

Lead your team to victory year after year and decade after decade.

### Franchise Setup

Set up your Franchise options here.

- **Starting Rosters:** Default, Fantasy Draft, or Current – DEFAULT: Teams will play with their default rosters. FANTASY DRAFT: A Fantasy Draft will be held to determine each team's roster. CURRENT: Uses your modified rosters.
- **Season Length:** 82 (Default) or 40 - Set the number of games in a season.
- **Series Length:** 7 (Default), 5, 3, or 1 - Set the number of games in a playoff series.
- **All-Star Rosters:** East/West (Default) or N. Amer/World - EAST / WEST: The All-Star Game pits players from NHL teams in the East versus players from NHL teams in the West. N. AMER / WORLD: Pits players from Canada and the U.S. versus players from the rest of the world.
- **Overtime Loss Points:** 1 (Default) or 0 - In Hockey, team's standings are not directly determined by wins and losses, but by a point total. If a team wins a game, the team gains two points towards their point total. The team that loses gets zero points. If two teams tie a game, each team gets one point. However, if a game is won in overtime, the winning team gets two points, and the losing team gets one point. The Overtime Loss Points option allows you to change the rules so that a team that loses in overtime gets zero points. To do so, simply toggle the setting from 1 to 0.
- **CPU Trading:** On (Default) or Off - Leave this ON if you don't mind computer-controlled teams making trades.
- **Trade Deadline:** On (Default) or Off - Leave this option ON, and trades will not be allowed after the trade deadline (around the second Monday or Tuesday of March).
- **Overtime Type:** Single 5 min, 4 on 4 (Default); Continuous 20 min, 5 on 5; Single 10 min, 5 on 5, SO; Single 5 min, 5 on 5; Continuous 5 min, 4 on 4; Shootout; None; Auto – SINGLE 5 MIN, 4 ON 4: A single, 5 minute sudden-death overtime period, with four players on each team. If the game is tied after this overtime period, the game is declared a tie. CONTINUOUS 20 MIN, 5 ON 5: Five players on each team, with unlimited 20 minute overtime periods until one team scores. SINGLE 10 MIN, 5 ON 5, SO: A single 10 minute overtime period, with 5 players on each team. If the game still isn't decided after the 10 minute overtime period, the game is decided by a Shootout (see below). SINGLE 5 MIN, 5 ON 5: A single 5 minute overtime period, with 5 players on each team. CONTINUOUS 5 MIN, 4 ON 4: Five players on each team, with unlimited 5 minute overtime periods until one team scores. SHOOTOUT: Games tied at the end of regulation are decided by a shootout. Five players on each team take turns shooting on goal. The team with the most goals wins. NONE: No overtime, games that are tied at the end of regulation are ruled a tie. AUTO: Selects the overtime type that applies to

the situation (i.e. Regular Season: Single, 5 min, 4 on 4, Postseason: Continuous, 5 min, 5 on 5).

- **Injuries:** On (Default) or Off - When ON, players may become injured and will need time to recuperate before playing again.
- **Franchise Difficulty:** Increase or decrease slider to increase or decrease franchise difficulty.
- **Teams to use:** 1 (Default), 2, 3, or 4 - This sets how many teams the user controls.
- **Autosave:** On or Off (Default) - Set this ON to have the game automatically save your progress during Franchise.

### Select Team

This screen is where you select the team or teams whose destiny you will mold.

- Press the **R1** button or the **L1** button to cycle forward or backward through the teams.
- Move the **right analog stick** up or down to select a user profile or to highlight Load Profile, or New Profile.
- To create a User Profile, highlight New Profile and press the **START** button. Enter a name on the Virtual Keyboard and press the **START** button.
- To load a User Profile on the Load Screen, highlight Load Profile and press the **START** button. (See the Load Screen instructions below).
- Press the **X** button to select a team. When all teams have been selected, you will automatically advance.

### ⇒ Load (After selecting Load Profile)

If you have an memory card (PS2) with a User Profile saved on it, and it wasn't inserted when you loaded the game, you can access the User Profile by selecting Load Profile on the Select Team Screen. Highlight the User Profile that you wish to load and press the **X** button. You will return to the Select Team Screen and the User Profile will now be available to you.

### Draft Order (After setting Starting Rosters to Fantasy Draft)

If, on the Franchise Setup Screen, you set the Starting Rosters option to Fantasy Draft, you will now begin the process of drafting players to your team. The first thing you'll do is choose the order that teams will draft in.

- Move the **left analog stick** or **directional buttons** up or down to highlight a team.
- Press the **L2** button or the **R2** button to move the team up or down in the draft order.
- Press the **START** button to advance.

### Fantasy Draft

- Press the **R2** button or the **L2** button to cycle forward or back through the player types (Skaters, Goalies, Left Wingers, Right Wingers, Centers, Defense, or Forwards).
- Move the **left analog stick** or **directional buttons** to highlight player rows and category columns.
- Click the **L3** button (click the **left analog stick**) to sort players by the highlighted row.
- Click the **R3** button (click the **right analog stick**) to view a player's Player Card.
- To draft a player, highlight him, press the **X** button, highlight YES, and press the **X** button again.

- To toggle the highlight control from the list of available players to the list of players already drafted to your team, press the **Circle** button.
- To allow the computer to finish the draft for you, press the **START** button, highlight YES, and press the **X** button.

### **OFFSEASON MENU** (After Fantasy Drafts)

The Offseason Menu gives you the opportunity to sign the players that you drafted in the Fantasy Draft. Select Renew Contracts from the Front Office Menu. For more info on signing players, see Renew Contracts below under Front Office.

When you've finished signing your players, highlight the "Adv. To Week #" option and press the **X** button repeatedly until you arrive at the Franchise Menu.

### **FRANCHISE MENU**

The Franchise Menu give you access to all the menus involved in running your team(s).

- Press the **L1** button or the **R1** button to cycle between your teams.

#### **Play / Schedule**

This screen allows you to play or simulate the games of your season.

- Press the **R2** button or the **L2** button to cycle forward or back through the months.
- Press the **L1** button or the **R1** button to cycle between your teams.
- Move the **right analog stick** left or right to cycle between all of the teams in the league.
- Use the **left analog stick** or the **directional buttons** to highlight a day.
- To play a game and simulate all of the previous un-played games, highlight the day of the game and press the **START** button. The Team Select Screen will appear.
- To simulate through a game, highlight the day of the game and press the **X** button.

#### **⇒ Trade Offer**

During the course of the season, other teams will probably offer you a trade for one of your players. If you'd like to see their offer, highlight YES and press the **X** button. The Trade Offer Screen appears.

- Press the **Circle** button to toggle the highlight between the two players.
- Click the **R3** button (click the **right analog stick**) to view the player's Player Card.
- Press the **R2** button to view your team's roster (see View Roster Screen below).
- Press the **START** button to accept the trade.
- Press the **Triangle** button to decline the trade.

**! Note:** After you accept a trade, you'll need to assign your new player a status, whether Dressed, Scratched, or Minors. Exit to the Franchise Menu, select Front Office, select Player Status, and assign your player a new status. (For more info on the Player Status Screen, see the Front Office section).

**! Note:** The trade deadline is around the second Monday or Tuesday of March. If you plan to make any trades, make them before then.

#### **⇒ Injuries**

Occasional injuries are an unfortunate fact of life. When one of your players is injured, you can either allow the game to automatically adjust your lineups, or you can do it

yourself. To personally edit your starting lines, return to the Franchise Menu, select Front Office, and select Player Status.

On the Player Status Screen:

- Highlight the injured player (his information should be listed in red), press the **X** button and assign him to Injured/Res. This will free up a spot on your Dressed Skaters for a replacement player.
- Next, select a player who is Scratched or in the Minors, press the **X** button and assign him to the Dressed list.
- When you're done, press the **START** button to exit the screen and keep your changes. You'll now want to go to the Edit Lines Screen to fill the empty slot in one of your lines. (For more info on this screen, see the Front Office section).

### ⇒ Skills Competition

Challenge the other team to a sequence of tests to see whose skills are the best. The cumulative score from the six events is compiled to arrive at the overall winner.

- **1 on 1:** Each starting skater on each team gets two chances to score on the opposing goalie. The team with the most goals wins.
- **Hardest Shot:** Fire the puck into an empty net as hard as you can. Each starting player gets two shots. The Hardest Shot Challenge has its own special controls: Move up on the **left analog stick** to move towards the puck. As your player reaches the puck, quickly move down on the **right analog stick** to wind up your stick and move up on the **right analog stick** to slap the puck towards the goal.
- **Breakaway Relay:** Just like 1 on 1, except that after shooting, each player has to skate back to the red line to let the next player go.
- **Accuracy:** 4 targets, 9 pucks, and 25 seconds per player. Break the targets as quickly as you can, using the least amount of pucks that you can.
- **Puck Control:** Navigate the cones as quickly as possible without losing control of the puck.
- **Fastest Skater:** Try to get the fastest overall time skating around the rink. Each starting skater gets a chance. The Fastest Skater Challenge has a special control scheme: Repeatedly press the **Circle** button to make your player skate faster.

When you've finished playing or simulating all of the games in the season, an overlay will appear to let you know if your team made the playoffs, and a Playoffs Option will appear on your Franchise Menu. Select this option to advance to the playoffs.

### Playoffs

The Stanley Cup Playoffs Screen displays a playoff tree detailing the path to glory.

- Move the **left analog stick** or **directional buttons** to highlight a series.
- Press the **X** button to simulate one of the games in the series.
- For any of your teams, press the **START** button to play the game.



Whether you succeed or fall short in your quest for the Stanley Cup, at the end of the playoffs it's time to get started working to make your team better for next season. Press the **Triangle** button to return to the Franchise Main Menu. Select the option "Advance To Offseason".

### Advance to Offseason

Select this option on the Franchise Menu. The Awards Screen appears.

#### ⇒ Awards

The Awards Screen appears, showing the season's award winners.

- Move the **left analog stick** or **directional buttons** up or down to highlight an award.
- Press the **X** button to select the award and access the Trophy Screen (see below).
- Press the **START** button to advance.

#### ⇒⇒ Awards (Trophy) Screen

- Press the **L1** button or the **R1** button to view the various trophies.
- Press the **Triangle** button to return to the Awards Screen.

#### ⇒ Retired Players

This screen shows you the players who are retiring.

- Press the **L1** button or the **R1** button to cycle through your teams.
- Move the **right analog stick** left or right to cycle between all of the teams in the league.
- Press the **R2** button or the **L2** button to cycle through the player position lists (Skaters, Left Wingers, Right Wingers, Centers, Defense, Forwards).
- Move the **left analog stick** or **directional buttons** to highlight player rows and category columns.
- Click the **L3** button (click the **left analog stick**) to sort players by the highlighted row.
- Click the **R3** button (click the **right analog stick**) to view a player's Player Card.
- Press the **START** button to advance to the Offseason Menu.

During the Offseason, you'll draft rookies, re-sign important players and hire any free agents that feel will improve your team. Go to the Front Office to access Renew Contracts and Free Agents (see Front Office below). When you're done, return to the Offseason Menu and select "Adv. To Week 2" and then "Adv. To Draft".

#### ⇒ Entry Draft

- Press the **R2** button or the **L2** button to cycle forward or back through the player types (Skaters, Goalies, Left Wingers, Right Wingers, Centers, Defense, or Forwards).
- Move the **left analog stick** or **directional buttons** to highlight player rows and category columns.
- Click the **L3** button (click the **left analog stick**) to sort players by the highlighted row.
- To draft a player, highlight him, press the **X** button, highlight YES, and press the **X** button again.
- To toggle the highlight control from the list of available players to the list of players already drafted to your team, press the **Circle** button.
- To allow the computer to finish the draft for you, press the **START** button, highlight YES, and press the **X** button.

After the Draft, you have 10 weeks to sign your picks to the team before the Season starts. Good Luck!

## Front Office Menu

### ⇒ View Roster

The View Roster Screen is where you edit your team's roster.

- Press the **R2** button or the **L2** button to cycle forward or backward through the player positions.
- Press the **L1** button or the **R1** button to cycle between your teams.
- Move the **left analog stick** or **directional buttons** to highlight player rows and category columns.
- Move the **right analog stick** left or right to cycle between all of the teams in the league.
- Click the **L3** button (click the **left analog stick**) to sort players by the highlighted row.
- Click the **R3** button (click the **right analog stick**) to view a player's Player Card.
- Highlight a player and press the **X** button to bring up an Overlay Menu with the following options: Captain Status, Edit Player, Edit Player Name, or Cancel. Highlight any option and press the **X** button to select it.
- Press the **START** button to accept your changes.
- Press the **Triangle** button to exit and lose any changes.

Changing Captain Status:

- Select Captain to make the player a team captain; select Assistant to make the player an assistant captain; select None to make the player a non-captain, or select Cancel to exit the Overlay Menu.

Editing a Player:

If you select this option, you will be taken to the Player Edit Screen.

### ⇒⇒ Player Edit

- Press the **R1** button or the **L1** button to cycle forward or backward through the Edit Player sub-screens (Attributes, Appearance, Accessories, and Abilities).
- Move the **right analog stick** left or right to rotate the player model.
- Press the **X** button or the **Circle** button to cycle forward or backward through the options and to increase or decrease the sliders.
- To edit the player's name, highlight NAME and press the **X** button. The Enter Player Name Screen appears (see below).
- To exit and keep your changes, press the **START** button.
- To exit and lose your changes, press the **Triangle** button and select YES to confirm.

**! Note:** If you've unlocked either of the two unlockable goalie masks, you can use the Player Edit – Accessories Screen to attire a goalie in the mask.

Editing a Player's Name:

If you select this option, the Enter Player Name Screen appears.

### ⇒⇒ Enter Player Name

- Press the **Circle** button to toggle between the name list and the alphabet.
- Press the **L1** button to capitalize and un-capitalize the letters of the alphabet.
- Press the **R1** button to switch between the player's first name and last name.
- Press the **X** button to select a name or a letter.
- To delete a letter, highlight the backspace icon on the bottom right of the alphabet window, and press the **X** button.
- When you're satisfied with the player's new name, press the **Triangle** button or the **START** button to return to the View Roster Screen or the Player Edit Screen.

### ⇒ Edit Lines

- Press the **L1** button or the **R1** button to switch between your teams.
- Move the **right analog stick** left or right to cycle between all of the teams in the league.
- Press the **R2** button or the **L2** button to cycle through the following categories: Offense, Defense / Goalies, Power Play, Penalty Kill, and Other.
- Use the **Circle** button to switch between the lines.
- Use the **left analog stick** or the **directional buttons** to highlight a player you'd like to replace.
- Press the **X** button to select the player.
- Use the **left analog stick** or the **directional buttons** to highlight a new player from your bench.
- Press the **X** button to swap him with the other player.

**! Note:** This year, for the first time, you can put a player in more than one line if necessary. Simply add him to a second list as you would any other player. To help you spot when a player is in another line, if you highlight a player's name in the replacement roster and he is already listed in another line, his name will appear in blue on the other line.

- Press the **START** button and select YES to accept your changes.
- Press the **Triangle** button and select YES to exit without keeping your changes.

### ⇒ Player Status

- Press the **L1** button or the **R1** button to switch between your teams.
- Move the **right analog stick** left or right to cycle between all of the teams in the league.
- Press the **R2** button or the **L2** button to cycle forward or backward through the player positions.
- Move the **left analog stick** or **directional buttons** to highlight player rows and category columns.
- Click the **L3** button (click the **left analog stick**) to sort players by the highlighted row.
- Click the **R3** button (click the **right analog stick**) to view a player's Player Card.
- Highlight a player and press the **X** button to bring up an Overlay Menu with some of the following options: Dressed, Scratched, Cut, Minors, Signed or Cancel. Highlight any option and press the **X** button to select it.

Definitions:

- Dressed: These 20 players (18 skaters and 2 goalies) can play in the games.

- **Scratched:** These 3 players act as reserves and must be switched with a dressed player prior to a game in order to play.
- **Cut:** These players are released to free agency and their salaries come off the books.
- **Minors:** These players (up to 23) play for the club's minor league team and must be switched with a dressed player prior to a game in order to play.
- **Unsigned:** Wait too long and unsigned players will be released to free agency.

### ⇒ Injuries

- Press the **L1** button or the **R1** button to switch between your teams.
- Move the **right analog stick** left or right to cycle between all of the teams in the league.

### ⇒ Current Contracts

- Press the **L1** button or the **R1** button to switch teams.
- Move the **left analog stick** or **directional buttons** to highlight player rows and category columns.
- Click the **L3** button (click the **left analog stick**) to sort players by the highlighted row.
- Click the **R3** button (click the **right analog stick**) to view a player's Player Card.

### ⇒ Renew Contracts

- Press the **L1** button or the **R1** button to switch teams.
- Move the **left analog stick** or **directional buttons** to highlight player rows and category columns.
- Click the **L3** button (click the **left analog stick**) to sort players by the highlighted row.
- Click the **R3** button (click the **right analog stick**) to view a player's Player Card.
- Press the **X** button to create an offer to a player.
- Move left or right on the **left analog stick** or the **directional buttons** to highlight the Points per Year Column, or the Years Column.
- Move up or down on the **left analog stick** or the **directional buttons** to increase or decrease the Salary Points or Years of the contract.
- Press the **X** button and select YES to issue the offer to the player.

**! Note:** If the player declines your offer, and you wish to make the player another offer, you'll need to advance a week. During the Offseason, simply select "Adv. To Week #" ("#" representing the number of the next week) from the Offseason Menu. During the Season, manually advance a week in the Play / Schedule Screen.

### ⇒ Trade Players

This screen allows you to offer trades between your team and other teams in the NHL. The player list on the left half of the screen lists players on your team(s). The player list to the right lists players on other teams that you may wish to trade for.

- Press the **Circle** button to toggle your control between the your player list and the other team's player list.
- Press the **L1** button or the **R1** button to switch teams.
- Press the **R2** button or the **L2** button to cycle forward or backward through the player categories (Skaters, Goalies, Left Wingers, Right Wingers, Centers, Defense, Forwards, and Draft Picks).
- Move the **left analog stick** or **directional buttons** to highlight player rows and category columns.

- Click the **L3** button (click the **left analog stick**) to sort players by the highlighted row.
- Click the **R3** button (click the **right analog stick**) to view a player's Player Card.
- Press the **X** button to place a checkmark next to a player's name.
- Once you have placed a check next to a player on each team, press the **START** button and select YES to offer the trade. If the trade is accepted, select YES to complete the trade.

#### ⇒ **Free Agents**

This screen functions the same as the Renew Contracts Screen, seen above.

#### **Standings / Stats** (Season and Playoffs)

The Standings / Stats Menu gives you access to the following statistical screens.

- Press the **L1** button or the **R1** button to switch between your teams.

#### ⇒ **Team Standings** (Season) / **Season Standing** (Playoffs)

- Press the **L1** button or the **R1** button to cycle the conference and division (Eastern Conference, Western Conference, Atlantic Division, Northeast Division, Southeast Division, Pacific Division, Northwest Division, or Central Division).

#### ⇒ **Team Stats** (Season and Playoffs)

- During the playoffs, press the **L1** button or the **R1** button to toggle between Season Stats and Playoff Stats.
- Move the **left analog stick** or **directional buttons** to highlight team rows and category columns.
- Click the **L3** button (click the **left analog stick**) to sort teams by the highlighted row.

#### ⇒ **Player Leaders** (Season and Playoffs)

- During the playoffs, press the **R2** button or the **L2** button to toggle between Season Stats and Playoff Stats.
- Press the **L1** button or the **R1** button to cycle the statistical category (Points, Goals, Assists, or Plus/Minus).
- Move the **left analog stick** or **directional buttons** up or down to highlight a player.
- Click the **R3** button (click the **right analog stick**) to view a player's Player Card.

#### ⇒ **Player Stats** (Season and Playoffs)

- During the playoffs, press the **R2** button or the **L2** button to toggle between Season Stats and Playoff Stats.
- Press the **L1** button or the **R1** button to switch between your teams.
- Move the **right analog stick** left or right to cycle between all of the teams in the league.
- Move the **left analog stick** or **directional buttons** to highlight player rows and category columns.
- Click the **L3** button (click the **left analog stick**) to sort players by the highlighted row.
- Click the **R3** button (click the **right analog stick**) to view a player's Player Card.

#### ⇒ **Goalie Leaders** (Season and Playoffs)

- During the playoffs, press the **R2** button or the **L2** button to toggle between Season Stats and Playoff Stats.

- Press the **L1** button or the **R1** button to cycle the statistical category (Shutouts, Goals Against Average, Save Percentage, or Wins).
- Move the **left analog stick** or **directional buttons** up or down to highlight a player.
- Click the **R3** button (click the **right analog stick**) to view a player's Player Card.

#### ⇒ **Goalie Stats** (Season and Playoffs)

- During the playoffs, press the **R2** button or the **L2** button to toggle between Season Stats and Playoff Stats.
- Press the **L1** button or the **R1** button to switch between your teams.
- Move the **right analog stick** left or right to cycle between all of the teams in the league.
- Move the **left analog stick** or **directional buttons** to highlight player rows and category columns.
- Click the **L3** button (click the **left analog stick**) to sort players by the highlighted row.
- Click the **R3** button (click the **right analog stick**) to view a player's Player Card.

#### **E-mail**

- Press the **L1** button or the **R1** button to switch between your teams.
- Move the **left analog stick** or **directional buttons** up or down to highlight the Inbox, the Team News Screen, the News Screen, or the Injuries Screen. Press the **X** button to access the screen.

Inbox, Team News, News, and Injuries Screens:

- Move the **left analog stick** or **directional buttons** up or down to highlight an email message.
- Press the **X** button to select the message.
- To connect to a Hot Link, press the link button listed.
- To back out, press the **Triangle** button.

#### **Awards**

This Screen lists the award winners for the season.

- Move the **left analog stick** or **directional buttons** up or down to highlight an award.
- Press the **X** button to select the award and access the Trophy Screen.

Trophy Screen

- Press the **L1** button or the **R1** button to view the various trophies.

#### **Save / Load**

##### ⇒ **Load**

- Press the **L1** button or the **R1** button to switch between the MEMORY CARD slots.
- Move the **left analog stick** or **directional buttons** up or down to highlight your desired Franchise Save.
- Press the **X** button to load the saved game.

##### ⇒ **Save Franchise**

Use Save Franchise to save your team's progress.

- Press the **L1** button or the **R1** button to switch between the MEMORY CARD slots.

- Move the **left analog stick** or **directional buttons** up or down to highlight “Create New Save” or to highlight an existing save to overwrite.
- Press the **X** button to select the save slot.
- Use the Virtual Keyboard to enter a name for the Save.

### ⇒ **Save Profile**

Use the Save Profile Screen to save your user record information as well as the Unlockables you may have earned. This screen functions in the same fashion as the Save Franchise Screen found above.

### ⇒ **Manage Profiles**

The Switch Profile Screen enables you to create a Profile, load a Profile, remove a Profile, and rename a Profile.

- Press the **R1** button or the **L1** button to switch between SELECT PROFILE, REMOVE PROFILE, and RENAME PROFILE.

### ⇒⇒ **Select Profile**

To select a Profile:

- Highlight a Profile and press the **X** button to switch to it.

To create a Profile:

- Highlight CREATE A PROFILE and press the **X** button to access the Virtual Keyboard.
- Select a name for your User Profile and press the **START** button to create it.

To load a Profile:

- Highlight LOAD A PROFILE and press the **X** button to access the Load Screen.
- Press the **R1** button or the **L1** button to switch between the MEMORY CARD slots.
- Highlight a Profile and press the **X** button to switch to it.

### ⇒⇒ **Remove Profile**

- Highlight a Profile and press the **X** button.
- Highlight YES and press the **X** button to remove the Profile.

### ⇒⇒ **Rename Profile**

- Highlight a Profile and press the **X** button to access the Virtual Keyboard.
- Enter a new name for the User Profile and press the **START** button to confirm it.

### ⇒ **Delete**

- Press the **L1** button or the **R1** button to switch between the MEMORY CARD slots.
- Move the **left analog stick** or **directional buttons** up or down to highlight an existing save file.
- Press the **X** button to delete the highlighted file.

## **Options**

### ⇒ **General**

Press the **X** button or the **Circle** button to cycle forward or backward through the options.

- **Skill Level:** Amateur, Rookie (Default), Pro, All-Star, or Hall of Famer - Customize the game's difficulty.
- **Game Speed:** Use this slider to adjust the game's speed.
- **Period Length:** 1 to 20 minutes (5 is Default) - Adjust the period duration.
- **Penalties:** Use this slider to adjust how often the referees whistle players for a penalty.
- **Fighting:** Use this slider to adjust how often fights occur.
- **Puck Friction:** Use this slider to adjust how freely the puck slides around the ice. Increasing puck friction will cause the puck to slow more quickly.
- **Ice Friction:** Use this slider to adjust how much friction the ice exerts on the puck and player's skates.
- **Freeze Puck Time:** Use this slider to adjust how long a goalie has to hold on to the puck before the referee stops play and whistles it frozen.
- **Glass Breaking Frequency:** Use this slider to adjust how frequently the glass breaks when hit by an errant slap shot.
- **Pinning:** On (Default) or Off - Turn this option OFF, and players will be unable to pin one another to the wall.
- **Offsides:** On (Default) or Off - Turn this option OFF, and players will be able to cross the offensive blue line before the puck crosses it.
- **Icing:** Auto (Default), Off, NHL, or International – In NHL rules, an Icing infraction is called when a player behind the red line in his end of the rink shoots a puck past the goal line in his offensive zone when both teams are playing at equal strength (i.e. with the same number of players on the ice) and a player on the opposing team touches the puck first. The teams then face off at the face-off circle closest to where the play occurred. In INTERNATIONAL rules, it doesn't matter who touches the puck first; icing is called automatically after the events mentioned above. Set this option to AUTO, and the game will automatically switch the rules from NHL to INTERNATIONAL depending on the Arena's location. Turn this option OFF, and teams will not be whistled for icing.
- **Two-Line Pass:** Auto (Default), Off, NHL, International – In the NHL, a Two-Line Pass infraction is called when a player passes to a teammate across both the red line and a blue line. It carries the same penalty as Offsides: the two teams face off at the location of the infraction. In INTERNATIONAL rules, there is no penalty for Two-Line Passes. Set this option to AUTO, and the game will automatically switch the rules from NHL to INTERNATIONAL depending on the Arena's location. Turn this option OFF, and teams will not be whistled for icing. Turn this option OFF, and players will be permitted to make passes that cross both the red line and either blue line.

### ⇒ **Advanced**

Press the **X** button or the **Circle** button to move forward or backward through the options.

- **Home Strategy Change:** Auto (Default) or Manual - Set this option to AUTO if you'd like the computer to automatically choose the home team's plays. Setting this option to MANUAL allows the home team's user to control strategy (including aggression) manually.
- **Home Line Change:** Auto (Default), Semi-Auto, Off or Manual – AUTO: Computer automatically handles swapping lines for the home team. SEMI-AUTO: Allows both the user and the computer to make changes to the home team's lines. OFF: Doesn't allow the user or the computer to change the lines, but players do not fatigue. MANUAL: Leaves line-swapping entirely in the hands of the user.
- **Away Strategy Change:** Auto (Default) or Manual - Set this option to AUTO if you'd like the computer to automatically choose the away team's plays. Setting this option to



MANUAL allows the away team's user to control strategy (including aggression) manually.

- **Away Line Change:** Auto (Default), Semi-Auto, Off or Manual – AUTO: Computer automatically handles swapping lines for the away team. SEMI-AUTO: Allows both the user and the computer to make changes to the away team's lines. OFF: Doesn't allow the user or the computer to change the lines, but players do not fatigue. MANUAL: Leaves line-swapping entirely in the hands of the user.
- **Referee Collision:** None (Default), Puck Only, Players Only, or All - This option determines what objects will collide with the referees when they come in contact.
- **Overtime Type:** Single 5 min, 4 on 4 (Default); Continuous 20 min, 5 on 5; Single 10 min, 5 on 5, SO; Single 5 min, 5 on 5; Continuous 5 min, 4 on 4; Shootout; None; Auto – SINGLE 5 MIN, 4 ON 4: A single, 5 minute sudden-death overtime period, with four players on each team. If the game is tied after this overtime period, the game is declared a tie. CONTINUOUS 20 MIN, 5 ON 5: Five players on each team, with unlimited 20 minute overtime periods until one team scores. SINGLE 10 MIN, 5 ON 5, SO: A single 10 minute overtime period, with 5 players on each team. If the game still isn't decided after the 10 minute overtime period, the game is decided by a Shootout (see below). SINGLE 5 MIN, 5 ON 5: A single 5 minute overtime period, with 5 players on each team. CONTINUOUS 5 MIN, 4 ON 4: Five players on each team, with unlimited 5 minute overtime periods until one team scores. SHOOTOUT: Games tied at the end of regulation are decided by a shootout. Five players on each team take turns shooting on goal. The team with the most goals wins. NONE: No overtime, games that are tied at the end of regulation are ruled a tie. AUTO: Selects the overtime type that applies to the situation (i.e. Regular Season: Single, 5 min, 4 on 4, Postseason: Continuous, 5 min, 5 on 5).
- **Game Clock:** Accelerated (Default) or Real Time – ACCELERATED: At the beginning of each period, the game clock will start at 20 minutes and may count down at an accelerated pace depending on the Period Length (e.g. clock ticks twice as fast if the Period Length is set to 10 minutes). REAL TIME – At the beginning of each period, the game clock will start at the number of minutes selected on the Period Length option (see General Options). Keep in mind that, in Real Time, if you set the Period Length to less than 20 minutes, then any penalties that remove a player from the ice for a given amount of time (2 minutes or 5 minutes) will remove a the player for an abnormally large proportion of the game.
- **Clock Type:** Auto (Default), NHL, International – AUTO: NHL Arenas use NHL Clock and International Arenas use International Clock, NHL: Clock counts down to 0:00, INTERNATIONAL: Clock counts up from 0:00.

### ⇒ **Gameplay**

Customize your gameplay experience by adjusting sliders to determine players' effectiveness at various game skills. You can set each slider option for human-controlled or computer-controlled (CPU) teams. Press the **X** button or the **Circle** button to increase or decrease the sliders.

- **Goalie Skill:** This slider sets the skill level of the goalie when he's not under direct user control.
- **Defense Skill:** This slider sets the skill level of the defensive players who are not under direct user control.
- **Offense Skill:** This slider sets the skill level of the offensive players who are not under direct user control.

- **Speed Burst Effect:** Sets the amount of speed that is gained by performing a speed boost.
- **Speed Burst Time:** Sets the length of time that a speed burst will last.
- **Speed Burst Recovery:** Sets the length of time necessary for a player to replenish his speed burst meter.
- **Fatigue Effect:** This slider determines how strongly fatigue affects players' performance.
- **Fatigue Time:** This slider determines how long it takes a player to become fatigued.
- **Fatigue Recovery:** This slider determines how long it takes a player to recover once he has become fatigued.
- **Hitting Power:** This slider determines the average strength of players' hits.
- **Shot Accuracy:** Sets the overall level of accuracy of players' shots.
- **Pass Accuracy:** Sets the overall level of accuracy of players' passes.
- **Pass Speed:** Sets the overall speed of players' passes.
- **Pass Interceptions:** Sets the frequency and ease of pass interceptions.
- **Rebounds:** Sets the frequency of shots that rebound off of the goalie.
- **Shot Blocking:** Sets the frequency and ease with which defenders block shots on goal.
- **Puck Retention:** Sets the overall ability of players to retain the puck regardless of defensive harassment.
- **Puck Control:** Adjusts the players' overall skill at puck control.

### ⇒ Controls

Press the **X** button or the **Circle** button to move forward or backward through the options.

- **Current Profile:** Sets the User Profile to which these Controls will be assigned.
- **Controller:** Classic, Intermediate (Default), or Advanced - Select your desired Control Configuration.
- **Goalie Control:** Semi-Automatic (Default), Automatic, and Manual - SEMI-AUTOMATIC: User controls the goalie when the goalie has the puck. AUTOMATIC: The computer controls the goalie. MANUAL: User controls the goalie when he has the puck, and can manually switch to the goalie by pressing the **L1** button and pressing the **R2** button simultaneously.
- **Pass Aim Assist:** With this slider empty, the user's passes go where they are aimed with the **left analog stick**. The more the slider is filled, the more help the user will get with aiming passes.
- **Shot Aiming:** Auto (Default) or Manual – MANUAL: The user controls where his or her shot goes. AUTO: The computer handles aiming shots for the user.
- **Auto Puck In Air Grab:** On (Default) or Off – ON: The user-controlled player automatically grabs pucks shot up in the air. OFF: The user must press the **L2** button (in Intermediate and Advanced Controls) or the **L1** button (in Classic Controls) to grab the puck from the air.
- **Player Lock Type:** Semi-Manual (Default), Manual, and Full Lock - SEMI-MANUAL: You control the player with the puck. On defense, you can switch players by pressing the **X** button. MANUAL: Stay controlling one player until you press the **X** button to switch. FULL LOCK: User always controls one player, and cannot switch players at all (the Change Player button ceases to function).
- **Preferred Start Position:** C (Default), LW, RW, LD, RD, G - Choose the position that the user will start the game controlling.

- **Puck Protection:** Auto (Default) or Manual – MANUAL: When you press the Protect button (**L1** button in Classic Controls, **Circle** button in Intermediate and Advanced), you can move the puck around with the **left analog stick**. AUTO: When you press the Protect button, the player automatically moves the puck for you to keep it away from opponents.
- **Vibration Feature:** Off (Default) or On – When ON, the controller will vibrate when your player is involved in a check.
- **One timer Passing:** On (Default) or Off - Turn this OFF, and one-touch passes will not occur in the game.

### ⇒ Controller Layout

Learn the button commands for each situation or customize them to your liking.

- Press the **R2** button or the **L2** button to cycle through the command scenarios.
- Press the **L1** button or the **R1** button to view the controls as modified by the **L1** button or the **R1** button.
- To customize the face button (**X**, **Circle**, **Square**, and **Triangle**) controls, press the **Circle** button to initiate Button Swap Mode.
- To select a button whose function you wish to reassign, press that button. The button's function will appear highlighted in red.
- Press the other button whose functionality you wish to swap with the first button. The buttons will swap.
- To exit Controller Layout and lose your changes, press the **Triangle** button, highlight YES and press the **X** button.
- To exit the Controller Layout and save your changes, press the **START** button, highlight YES and press the **X** button.

### ⇒ Presentation

Use this screen to customize the appearance of the game.

- **Audio Presentation:** Default, TV Broadcast, In Stands, and On Ice - Press the **X** button or the **Circle** button to cycle through a number of game audio settings. This option automatically switches to Custom if you modify Audio Volume Sliders individually.
- **Volume Sliders:** Adjust the volume of various sounds effects, commentary, and music in the game. Press the **X** button or the **Circle** button to increase or decrease the sliders.
- **Display Player Type Indicator:** No (Default) or Yes - When YES, a symbol will appear next to the player's name, showing what type of player the user has control of.
- **Puck Shadow:** On (Default) or Off – When ON, a shaded circle appears around the puck to make it easier to see.
- **Player Name Indicator:** Name and Position (Default), Name, Position, None - Select the text that appears beneath each user's player.
- **Camera:**  $\frac{3}{4}$  Camera (Default),  $\frac{3}{4}$  Non-Predictive Camera, Overhead Camera, Rink Camera, Side Camera, or Rink Action Camera -  $\frac{3}{4}$  CAMERA: This is the default diagonal camera view of the action. It also tries to stay ahead of the action to allow you to see what's going on around you better.  $\frac{3}{4}$  NON-PREDICTIVE CAMERA: This camera is similar to the regular  $\frac{3}{4}$ , but is a bit more zoomed out from the action and always stays centered on the puck. OVERHEAD CAMERA: This is a top-down view from directly above the puck. RINK CAMERA: This is a close-up view of the action from a  $\frac{3}{4}$  angle. SIDE CAMERA: This is a side angle camera, similar to TV broadcast. RINK ACTION CAMERA: This camera angle brings you the very closest to the players and the ice.

- **Challenge Mode Notification:** On (Default) or Off – When ON, an overlay will appear to notify you when you've accomplished one of the game's Challenges.
- **Action Replays:** On (Default) or Off – When ON, Action Replays will frequently play after goals and other big plays.
- **Cut Scenes:** On (Default) or Off – When ON, cut scenes will frequently play to show players and coaches reacting to the game.

### ⇒ **Preview Movie**

View a movie with footage from all of the ESPN Videogames titles.

### ⇒ **Credits**

Roll the credits for the game.

## **The Skybox**

Unlock in-game features and customize your skybox with items that are earned by completing challenges and achieving other in-game milestones.

**! Note:** Certain areas of the Skybox are inaccessible until you have created a User Profile. To quickly create a User Profile without exiting the Skybox, simply press the **R2** button to access the Save Screen or press the **L2** button to access the Switch Profile Screen.

### **Save** (Accessed by pressing the **R2** button)

The Save Screen enables you to create a User Profile or save your existing User Profile to a memory card (PS2).

To save a profile:

- Press the **R1** button or the **L1** button to switch between the MEMORY CARD slots.
- Highlight CREATE NEW SAVE and press the **X** button to access the Virtual Keyboard. Enter a name for the User Profile and press the **START** button to confirm it.

To save your existing User Profile:

- Highlight the name of the User Profile that's in use and press the **X** button to overwrite it with your updated User Profile information.

### **Switch Profile** (Accessed by pressing the **L2** button)

The Switch Profile Screen enables you to create a Profile, load a Profile, remove a Profile, and rename a Profile.

- Press the **R1** button or the **L1** button to switch between SELECT PROFILE, REMOVE PROFILE, and RENAME PROFILE.

### ⇒ **Select Profile**

To select a Profile:

- Highlight a Profile and press the **X** button to switch to it.

To create a Profile:

- Highlight CREATE A PROFILE and press the **X** button to access the Virtual Keyboard.
- Select a name for your User Profile and press the **START** button to create it.

To load a Profile:

- Highlight LOAD A PROFILE and press the **X** button to access the Load Screen.
- Press the **R1** button or the **L1** button to switch between the MEMORY CARD slots.
- Highlight a Profile and press the **X** button to switch to it.

#### ⇒ **Remove Profile**

- Highlight a Profile and press the **X** button.
- Highlight YES and press the **X** button to remove the Profile.

#### ⇒ **Rename Profile**

- Highlight a Profile and press the **X** button to access the Virtual Keyboard.
- Enter a new name for the User Profile and press the **START** button to confirm it.

Moving around the Skybox:

- Move the **left analog stick** or **directional buttons** left or right to look around at the areas of the Skybox (Game Room, Player Stats, Trophy Room, Challenge Mode and Stanley Cup).
- Move up on the **left analog stick** or **directional buttons** or press the **X** button to access the highlighted area.
- If more than one item is selectable in the area, move the **left analog stick** or **directional buttons** to highlight your desired item.
- Press the **X** button to access the item.

#### ⇒ **Game Room**

##### ⇒⇒ **Air Hockey**

Perfect your hand-eye coordination with this classic parlor game. The first to seven points wins.

- Use the **left analog stick** to move your paddle.
- Press the **R1** button to center your paddle in front of your own goal.

##### ⇒⇒ **All-Time Records**

This screen lists the all-time NHL records. Set a record and your player's name will be listed amongst some of the best players to ever lace up a pair of skates.

- Press the **L1** button or the **R1** button to toggle between the following categories (Player – Game, Team – Game, Player – Season, Team – Season, Player – Career)
- Move the **left analog stick** or **directional buttons** down when necessary to scroll to off-screen text.

##### ⇒ **Player Stats**

This screen shows all of your gameplay stats, including wins and losses, goals, assists, saves, and more.

- Move the **left analog stick** or **directional buttons** down to scroll to off-screen text.

##### ⇒ **Trophy Room**

##### ⇒⇒ **Trophy List**

This book lists all of the trophies that your players have won throughout the years.

### ⇒⇒ Trophy Shelves

- Move the **left analog stick** or **directional buttons** to highlight a trophy.
- Press the **X** button to view a close-up and a description of the trophy.

### ⇒ Challenge Mode

#### ⇒⇒ Challenge List

On this laptop computer, you'll find a list of User Challenges. Complete these challenges to unlock hidden teams, jersey, mini-games, and other cool stuff.

- Press the **R1** button or the **L1** button to cycle forward or backward through the lists of challenges (Level One, Level Two, Level Three, and Skills).
- Move the **left analog stick** or **directional buttons** down to scroll to off-screen text.

Note: The Skills Challenges are accessed in Game Modes – Skills – Challenge Mode.

#### ⇒⇒ Unlockable Shelves

As you unlock secret stuff in the game, the collectibles representing your unlockables will light up and appear selectable.

- Move the **left analog stick** or **directional buttons** to highlight a collectible.
- Press the **X** button to view a close-up and a description of the collectible.

#### ⇒ Stanley Cup

This alcove was specifically built to house the Stanley Cup. Win the NHL Championship, and you can view your historic trophy here.

### Quit

Select Quit to exit the game.

## TOURNAMENT

Compete with up to four users in a custom tournament with 4, 8, or 16 teams.

### Tournament Options

- **Starting Rosters:** Default or Current – **DEFAULT:** Teams will play with their default rosters. **CURRENT:** Uses your modified rosters.
- **Series Length:** 7 (Default), 5, 3, or 1 - Set the number of games in a playoff series.
- **Overtime Type:** Single 5 min, 4 on 4; Continuous 20 min, 5 on 5 (Default); Single 10 min, 5 on 5, SO; Single 5 min, 5 on 5; Continuous 5 min, 4 on 4; Shootout; None; Auto – **SINGLE 5 MIN, 4 ON 4:** A single, 5 minute sudden-death overtime period, with four players on each team. If the game is tied after this overtime period, the game is declared a tie. **CONTINUOUS 20 MIN, 5 ON 5:** Five players on each team, with unlimited 20 minute overtime periods until one team scores. **SINGLE 10 MIN, 5 ON 5, SO:** A single 10 minute overtime period, with 5 players on each team. If the game still isn't decided after the 10 minute overtime period, the game is decided by a Shootout (see below). **SINGLE 5 MIN, 5 ON 5:** A single 5 minute overtime period, with 5 players on each team. **CONTINUOUS 5 MIN, 4 ON 4:** Five players on each team, with unlimited 5 minute overtime periods until one team scores. **SHOOTOUT:** Games tied at the end of regulation are decided by a shootout. Five players on each team take turns shooting on goal. The team with the most goals wins. **NONE:** No overtime, games that are tied at the end of regulation are ruled a tie. **AUTO:** Selects the overtime type that applies to

the situation (i.e. Regular Season: Single, 5 min, 4 on 4, Postseason: Continuous, 5 min, 5 on 5).

- **Teams:** 4, 8, All 14 International Teams, or 16 (Default) – Select the number of teams to compete in the tournament. ALL 14 INTERNATIONAL TEAMS appears if you select INTERNATIONAL TEAMS on the following option “Team Type Allowed”. With ALL 14 INTERNATIONAL TEAMS, two of the teams (at random) will receive a first round bye (they won’t have to play in the first round).
- **Team Type Allowed:** NHL Teams (Default), International Teams, or NHL + International Teams – Select which teams will be available for the Tournament.
- **Arena:** Select the Arena that will host the Tournament.
- **Autosave:** On or Off (Default) - Set this ON to have the game automatically save the Tournament progress.

## TOURNAMENT MENU

### Play Tournament

The Tournament Screen is where you play or simulate the Tournament games.

- Move the **left analog stick** or **directional buttons** to highlight a series matchup.
- Press the **X** button to simulate one game of the highlighted series matchup.
- While highlighting one of the series’ with a user-controlled team, press the **START** button to play the next game of the series. The Team Select Screen will appear.

### Rosters / Lines

#### ⇒ View Roster

The View Roster Screen is where you edit your team’s roster.

- Press the **R2** button or the **L2** button to cycle forward or backward through the player positions.
- Press the **L1** button or the **R1** button to cycle between your teams.
- Move the **left analog stick** or **directional buttons** to highlight player rows and category columns.
- Move the **right analog stick** left or right to cycle between all of the teams in the tournament.
- Click the **L3** button (click the **left analog stick**) to sort players by the highlighted row.
- Click the **R3** button (click the **right analog stick**) to view a player’s Player Card.
- Highlight a player and press the **X** button to bring up an Overlay Menu with the following options: Captain Status, Edit Player, Edit Player Name, or Cancel. Highlight any option and press the **X** button to select it.
- Press the **START** button to accept your changes.
- Press the **Triangle** button to exit and lose any changes.

Changing Captain Status:

- Select Captain to make the player a team captain; select Assistant to make the player an assistant captain; select None to make the player a non-captain, or select Cancel to exit the Overlay Menu.

Editing a Player:

If you select this option, you will be taken to the Player Edit Screen.

### ⇒⇒ Player Edit

- Press the **R1** button or the **L1** button to cycle forward or backward through the Edit Player sub-screens (Attributes, Appearance, Accessories, and Abilities).
- Move the **right analog stick** left or right to rotate the player model.
- Press the **X** button or the **Circle** button to cycle forward or backward through the options and to increase or decrease the sliders.
- To edit the player's name, highlight NAME and press the **X** button. The Enter Player Name Screen appears (see below).
- To exit and keep your changes, press the **START** button.
- To exit and lose your changes, press the **Triangle** button and select YES to confirm.

**! Note:** If you've unlocked either of the two unlockable goalie masks, you can use the Player Edit – Accessories Screen to attire a goalie in the mask.

Editing a Player's Name:

If you select this option, the Enter Player Name Screen appears.

### ⇒⇒ Enter Player Name

- Press the **Circle** button to toggle between the name list and the alphabet.
- Press the **L1** button to capitalize and un-capitalize the letters of the alphabet.
- Press the **R1** button to switch between the player's first name and last name.
- Press the **X** button to select a name or a letter.
- To delete a letter, highlight the backspace icon on the bottom right of the alphabet window, and press the **X** button.
- When you're satisfied with the player's new name, press the **Triangle** button or the **START** button to return to the View Roster Screen or the Player Edit Screen.

### ⇒ Edit Lines

- Press the **L1** button or the **R1** button to switch between your teams.
- Move the **right analog stick** left or right to cycle between all of the teams in the tournament.
- Press the **R2** button or the **L2** button to cycle through the following categories: Offense, Defense / Goalies, Power Play, Penalty Kill, and Other.
- Use the **Circle** button to switch between the lines.
- Use the **left analog stick** or the **directional buttons** to highlight a player you'd like to replace.
- Press the **X** button to select the player.
- Use the **left analog stick** or the **directional buttons** to highlight a new player from your bench.
- Press the **X** button to swap him with the other player.

**! Note:** This year, for the first time, you can put a player in more than one line if necessary. Simply add him to a second list as you would any other player. To help you spot when a player is in another line, if you highlight a player's name in the replacement roster and he is already listed in another line, his name will appear in blue on the other line.

- Press the **START** button and select YES to accept your changes.
- Press the **Triangle** button and select YES to exit without keeping your changes.



### ⇒ **Player Status**

- Press the **L1** button or the **R1** button to switch between your teams.
- Move the **right analog stick** left or right to cycle between all of the teams in the tournament.
- Press the **R2** button or the **L2** button to cycle forward or backward through the player positions.
- Move the **left analog stick** or **directional buttons** to highlight player rows and category columns.
- Click the **L3** button (click the **left analog stick**) to sort players by the highlighted row.
- Click the **R3** button (click the **right analog stick**) to view a player's Player Card.
- Highlight a player and press the **X** button to bring up an Overlay Menu with some of the following options: Dressed, Scratched, Cut, Minors, or Cancel. Highlight any option and press the **X** button to select it.

#### Definitions:

- **Dressed:** These 20 players (18 skaters and 2 goalies) can play in the games.
- **Scratched:** These 3 players act as reserves and must be switched with a dressed player prior to a game in order to play.
- **Cut:** These players are released to free agency and their salaries come off the books.
- **Minors:** These players (up to 23) play for the club's minor league team and must be switched with a dressed player prior to a game in order to play.

### **Stats**

The Standings / Stats Menu gives you access to the following statistical screens.

#### ⇒ **Team Standings**

- Press the **L1** button or the **R1** button to cycle the conference and division (Eastern Conference, Western Conference, Atlantic Division, Northeast Division, Southeast Division, Pacific Division, Northwest Division, or Central Division).

#### ⇒ **Team Stats**

- Move the **left analog stick** or **directional buttons** to highlight team rows and category columns.
- Click the **L3** button (click the **left analog stick**) to sort teams by the highlighted row.

#### ⇒ **Player Leaders**

- Press the **L1** button or the **R1** button to cycle the statistical category (Points, Goals, Assists, or Plus/Minus).
- Move the **left analog stick** or **directional buttons** up or down to highlight a player.
- Click the **R3** button (click the **right analog stick**) to view a player's Player Card.

#### ⇒ **Player Stats**

- Press the **L1** button or the **R1** button to switch between your teams.
- Move the **right analog stick** left or right to cycle between all of the teams in the tournament.
- Move the **left analog stick** or **directional buttons** to highlight player rows and category columns.
- Click the **L3** button (click the **left analog stick**) to sort players by the highlighted row.

- Click the **R3** button (click the **right analog stick**) to view a player's Player Card.

#### ⇒ **Goalie Leaders**

- Press the **L1** button or the **R1** button to cycle the statistical category (Shutouts, Goals Against Average, Save Percentage, or Wins).
- Move the **left analog stick** or **directional buttons** up or down to highlight a player.
- Click the **R3** button (click the **right analog stick**) to view a player's Player Card.

#### ⇒ **Goalie Stats**

- Press the **L1** button or the **R1** button to switch between your teams.
- Move the **right analog stick** left or right to cycle between all of the teams in the tournament.
- Move the **left analog stick** or **directional buttons** to highlight player rows and category columns.
- Click the **L3** button (click the **left analog stick**) to sort players by the highlighted row.
- Click the **R3** button (click the **right analog stick**) to view a player's Player Card.

### **Save / Load**

#### ⇒ **Load**

- Press the **L1** button or the **R1** button to switch between the MEMORY CARD slots.
- Move the **left analog stick** or **directional buttons** up or down to highlight your desired Save.
- Press the **X** button to load the saved game.

#### ⇒ **Save Tournament**

Use Save Tournament to save your team's progress.

- Press the **L1** button or the **R1** button to switch between the MEMORY CARD slots.
- Move the **left analog stick** or **directional buttons** up or down to highlight "Create New Save" or to highlight an existing save to overwrite.
- Press the **X** button to select the save slot.
- Use the Virtual Keyboard to enter a name for the Save.

#### ⇒ **Save Profile**

Use the Save User Profile Screen to save your user record information as well as the Unlockables you may have earned. This screen functions in the same fashion as the Save Tournament Screen found above.

#### ⇒ **Manage Profiles**

The Switch Profile Screen enables you to create a Profile, load a Profile, remove a Profile, and rename a Profile.

- Press the **R1** button or the **L1** button to switch between SELECT PROFILE, REMOVE PROFILE, and RENAME PROFILE.

#### ⇒⇒ **Select Profile**

To select a Profile:

- Highlight a Profile and press the **X** button to switch to it.

To create a Profile:

- Highlight CREATE A PROFILE and press the **X** button to access the Virtual Keyboard.
- Select a name for your User Profile and press the **START** button to create it.

To load a Profile:

- Highlight LOAD A PROFILE and press the **X** button to access the Load Screen.
- Press the **R1** button or the **L1** button to switch between the MEMORY CARD slots.
- Highlight a Profile and press the **X** button to switch to it.

#### ⇒⇒ Remove Profile

- Highlight a Profile and press the **X** button.
- Highlight YES and press the **X** button to remove the Profile.

#### ⇒⇒ Rename Profile

- Highlight a Profile and press the **X** button to access the Virtual Keyboard.
- Enter a new name for the User Profile and press the **START** button to confirm it.

#### ⇒ Delete

- Press the **L1** button or the **R1** button to switch between the MEMORY CARD slots.
- Move the **left analog stick** or **directional buttons** up or down to highlight an existing save file.
- Press the **X** button to delete the highlighted file.

## Options

### ⇒ General

Press the **X** button or the **Circle** button to cycle forward or backward through the options.

- **Skill Level:** Amateur, Rookie (Default), Pro, All-Star, or Hall of Famer - Customize the game's difficulty.
- **Game Speed:** Use this slider to adjust the game's speed.
- **Period Length:** 1 to 20 minutes (5 is Default) - Adjust the period duration.
- **Penalties:** Use this slider to adjust how often the referees whistle players for a penalty.
- **Fighting:** Use this slider to adjust how often fights occur.
- **Puck Friction:** Use this slider to adjust how freely the puck slides around the ice. Increasing puck friction will cause the puck to slow more quickly.
- **Ice Friction:** Use this slider to adjust how much friction the ice exerts on the puck and player's skates.
- **Freeze Puck Time:** Use this slider to adjust how long a goalie has to hold on to the puck before the referee stops play and whistles it frozen.
- **Glass Breaking Frequency:** Use this slider to adjust how frequently the glass breaks when hit by an errant slap shot.
- **Pinning:** On (Default) or Off - Turn this option OFF, and players will be unable to pin one another to the wall.
- **Offsides:** On (Default) or Off - Turn this option OFF, and players will be able to cross the offensive blue line before the puck crosses it.
- **Icing:** Auto (Default), Off, NHL, or International – In NHL rules, an Icing infraction is called when a player behind the red line in his end of the rink shoots a puck past the goal line in his offensive zone when both teams are a playing at equal strength (i.e. with

the same number of players on the ice) and a player on the opposing team touches the puck first. The teams then face off at the face-off circle closest to where the play occurred. In INTERNATIONAL rules, it doesn't matter who touches the puck first; icing is called automatically after the events mentioned above. Set this option to AUTO, and the game will automatically switch the rules from NHL to INTERNATIONAL depending on the Arena's location. Turn this option OFF, and teams will not be whistled for icing.

- **Two-Line Pass:** Auto (Default), Off, NHL, International – In the NHL, a Two-Line Pass infraction is called when a player passes to a teammate across both the red line and a blue line. It carries the same penalty as Offsides: the two teams face off at the location of the infraction. In INTERNATIONAL rules, there is no penalty for Two-Line Passes. Set this option to AUTO, and the game will automatically switch the rules from NHL to INTERNATIONAL depending on the Arena's location. Turn this option OFF, and teams will not be whistled for icing. Turn this option OFF, and players will be permitted to make passes that cross both the red line and either blue line.

### ⇒ **Advanced**

Press the **X** button or the **Circle** button to move forward or backward through the options.

- **Home Strategy Change:** Auto (Default) or Manual - Set this option to AUTO if you'd like the computer to automatically choose the home team's plays. Setting this option to MANUAL allows the home team's user to control strategy (including aggression) manually.

- **Home Line Change:** Auto (Default), Semi-Auto, Off or Manual – AUTO: Computer automatically handles swapping lines for the home team. SEMI-AUTO: Allows both the user and the computer to make changes to the home team's lines. OFF: Doesn't allow the user or the computer to change the lines, but players do not fatigue. MANUAL: Leaves line-swapping entirely in the hands of the user.

- **Away Strategy Change:** Auto (Default) or Manual - Set this option to AUTO if you'd like the computer to automatically choose the away team's plays. Setting this option to MANUAL allows the away team's user to control strategy (including aggression) manually.

- **Away Line Change:** Auto (Default), Semi-Auto, Off or Manual – AUTO: Computer automatically handles swapping lines for the away team. SEMI-AUTO: Allows both the user and the computer to make changes to the away team's lines. OFF: Doesn't allow the user or the computer to change the lines, but players do not fatigue. MANUAL: Leaves line-swapping entirely in the hands of the user.

- **Referee Collision:** None (Default), Puck Only, Players Only, or All - This option determines what objects will collide with the referees when they come in contact.

- **Overtime Type:** Single 5 min, 4 on 4; Continuous 20 min, 5 on 5 (Default); Single 10 min, 5 on 5, SO; Single 5 min, 5 on 5; Continuous 5 min, 4 on 4; Shootout; None; Auto – SINGLE 5 MIN, 4 ON 4: A single, 5 minute sudden-death overtime period, with four players on each team. If the game is tied after this overtime period, the game is declared a tie. CONTINUOUS 20 MIN, 5 ON 5: Five players on each team, with unlimited 20 minute overtime periods until one team scores. SINGLE 10 MIN, 5 ON 5, SO: A single 10 minute overtime period, with 5 players on each team. If the game still isn't decided after the 10 minute overtime period, the game is decided by a Shootout (see below). SINGLE 5 MIN, 5 ON 5: A single 5 minute overtime period, with 5 players on each team. CONTINUOUS 5 MIN, 4 ON 4: Five players on each team, with unlimited 5 minute overtime periods until one team scores. SHOOTOUT: Games tied at the end of regulation are decided by a shootout. Five players on each team take turns shooting

on goal. The team with the most goals wins. NONE: No overtime, games that are tied at the end of regulation are ruled a tie. AUTO: Selects the overtime type that applies to the situation (i.e. Regular Season: Single, 5 min, 4 on 4, Postseason: Continuous, 5 min, 5 on 5).

- **Game Clock:** Accelerated (Default) or Real Time – ACCELERATED: At the beginning of each period, the game clock will start at 20 minutes and may count down at an accelerated pace depending on the Period Length (e.g. clock ticks twice as fast if the Period Length is set to 10 minutes). REAL TIME – At the beginning of each period, the game clock will start at the number of minutes selected on the Period Length option (see General Options). Keep in mind that, in Real Time, if you set the Period Length to less than 20 minutes, then any penalties that remove a player from the ice for a given amount of time (2 minutes or 5 minutes) will remove a the player for an abnormally large proportion of the game.
- **Clock Type:** Auto (Default), NHL, International – AUTO: NHL Arenas use NHL Clock and International Arenas use International Clock, NHL: Clock counts down to 0:00, INTERNATIONAL: Clock counts up from 0:00.

### ⇒ Gameplay

Customize your gameplay experience by adjusting sliders to determine players' effectiveness at various game skills. You can set each slider option for human-controlled or computer-controlled (CPU) teams. Press the **X** button or the **Circle** button to increase or decrease the sliders.

- **Goalie Skill:** This slider sets the skill level of the goalie when he's not under direct user control.
- **Defense Skill:** This slider sets the skill level of the defensive players who are not under direct user control.
- **Offense Skill:** This slider sets the skill level of the offensive players who are not under direct user control.
- **Speed Burst Effect:** Sets the amount of speed that is gained by performing a speed boost.
- **Speed Burst Time:** Sets the length of time that a speed burst will last.
- **Speed Burst Recovery:** Sets the length of time necessary for a player to replenish his speed burst meter.
- **Fatigue Effect:** This slider determines how strongly fatigue affects players' performance.
- **Fatigue Time:** This slider determines how long it takes a player to become fatigued.
- **Fatigue Recovery:** This slider determines how long it takes a player to recover once he has become fatigued.
- **Hitting Power:** This slider determines the average strength of players' hits.
- **Shot Accuracy:** Sets the overall level of accuracy of players' shots.
- **Pass Accuracy:** Sets the overall level of accuracy of players' passes.
- **Pass Speed:** Sets the overall speed of players' passes.
- **Pass Interceptions:** Sets the frequency and ease of pass interceptions.
- **Rebounds:** Sets the frequency of shots that rebound off of the goalie.
- **Shot Blocking:** Sets the frequency and ease with which defenders block shots on goal.
- **Puck Retention:** Sets the overall ability of players to retain the puck regardless of defensive harassment.
- **Puck Control:** Adjusts the players' overall skill at puck control.

### ⇒ Controls

Press the **X** button or the **Circle** button to move forward or backward through the options.

- **Current Profile:** Sets the User Profile to which these Controls will be assigned.
- **Controller:** Classic, Intermediate (Default), or Advanced - Select your desired Control Configuration.
- **Goalie Control:** Semi-Automatic (Default), Automatic, and Manual - SEMI-AUTOMATIC: User controls the goalie when the goalie has the puck. AUTOMATIC: The computer controls the goalie. MANUAL: User controls the goalie when he has the puck, and can manually switch to the goalie by pressing the **L1** button and pressing the **R2** button simultaneously.
- **Pass Aim Assist:** With this slider empty, the user's passes go where they are aimed with the **left analog stick**. The more the slider is filled, the more help the user will get with aiming passes.
- **Shot Aiming:** Auto (Default) or Manual – MANUAL: The user controls where his or her shot goes. AUTO: The computer handles aiming shots for the user.
- **Auto Puck In Air Grab:** On (Default) or Off – ON: The user-controlled player automatically grabs pucks shot up in the air. OFF: The user must press the **L2** button (in Intermediate and Advanced Controls) or the **L1** button (in Classic Controls) to grab the puck from the air.
- **Player Lock Type:** Semi-Manual (Default), Manual, and Full Lock - SEMI-MANUAL: You control the player with the puck. On defense, you can switch players by pressing the **X** button. MANUAL: Stay controlling one player until you press the **X** button to switch. FULL LOCK: User always controls one player, and cannot switch players at all (the Change Player button ceases to function).
- **Preferred Start Position:** C (Default), LW, RW, LD, RD, G - Choose the position that the user will start the game controlling.
- **Puck Protection:** Auto (Default) or Manual – MANUAL: When you press the Protect button (**L1** button in Classic Controls, **Circle** button in Intermediate and Advanced), you can move the puck around with the **left analog stick**. AUTO: When you press the Protect button, the player automatically moves the puck for you to keep it away from opponents.
- **Vibration Feature:** Off (Default) or On – When ON, the controller will vibrate when your player is involved in a check.
- **One timer Passing:** On (Default) or Off - Turn this OFF, and one-touch passes will not occur in the game.

### ⇒ Controller Layout

Learn the button commands for each situation or customize them to your liking.

- Press the **R2** button or the **L2** button to cycle through the command scenarios.
- Press the **L1** button or the **R1** button to view the controls as modified by the **L1** button or the **R1** button.
- To customize the face button (**X**, **Circle**, **Square**, and **Triangle**) controls, press the **Circle** button to initiate Button Swap Mode.
- To select a button whose function you wish to reassign, press that button. The button's function will appear highlighted in red.
- Press the other button whose functionality you wish to swap with the first button. The buttons will swap.

- To exit Controller Layout and lose your changes, press the **Triangle** button, highlight YES and press the **X** button.
- To exit the Controller Layout and save your changes, press the **START** button, highlight YES and press the **X** button.

### ⇒ **Presentation**

Use this screen to customize the appearance of the game.

- **Audio Presentation:** Default, TV Broadcast, In Stands, and On Ice - Press the **X** button or the **Circle** button to cycle through a number of game audio settings. This option automatically switches to Custom if you modify Audio Volume Sliders individually.
- **Volume Sliders:** Adjust the volume of various sounds effects, commentary, and music in the game. Press the **X** button or the **Circle** button to increase or decrease the sliders.
- **Display Player Type Indicator:** No (Default) or Yes - When YES, a symbol will appear next to the player's name, showing what type of player the user has control of.
- **Puck Shadow:** On (Default) or Off – When ON, a shaded circle appears around the puck to make it easier to see.
- **Player Name Indicator:** Name and Position (Default), Name, Position, None - Select the text that appears beneath each user's player.
- **Camera:**  $\frac{3}{4}$  Camera (Default),  $\frac{3}{4}$  Non-Predictive Camera, Overhead Camera, Rink Camera, Side Camera, or Rink Action Camera -  $\frac{3}{4}$  CAMERA: This is the default diagonal camera view of the action. It also tries to stay ahead of the action to allow you to see what's going on around you better.  $\frac{3}{4}$  NON-PREDICTIVE CAMERA: This camera is similar to the regular  $\frac{3}{4}$ , but is a bit more zoomed out from the action and always stays centered on the puck. OVERHEAD CAMERA: This is a top-down view from directly above the puck. RINK CAMERA: This is a close-up view of the action from a  $\frac{3}{4}$  angle. SIDE CAMERA: This is a side angle camera, similar to TV broadcast. RINK ACTION CAMERA: This camera angle brings you the very closest to the players and the ice.
- **Challenge Mode Notification:** On (Default) or Off – When ON, an overlay will appear to notify you when you've accomplished one of the game's Challenges.
- **Action Replays:** On (Default) or Off – When ON, Action Replays will frequently play after goals and other big plays.
- **Cut Scenes:** On (Default) or Off – When ON, cut scenes will frequently play to show players and coaches reacting to the game.

### ⇒ **Preview Movie**

View a movie with footage from all of the ESPN Videogames titles.

### ⇒ **Credits**

Roll the credits for the game.

### **Quit**

Select Quit to exit the game.

## **SKILLS**

Skills Mode contains six different mini-games (1 on 1, Hardest Shot, Breakaway Relay, Accuracy, Puck Control, and Fastest Skater).

## PROGRESSION

Challenge the other team to a sequence of tests to see whose skills are the best. The cumulative score from the six events is compiled to arrive at the overall winner.

- **1 on 1:** Each starting skater on each team gets two chances to score on the opposing goalie. The team with the most goals wins.
- **Hardest Shot:** Fire the puck into an empty net as hard as you can. Each starting player gets two shots. The Hardest Shot Challenge has its own special controls: Move up on the **left analog stick** to move towards the puck. As your player reaches the puck, quickly move down on the **right analog stick** to wind up your stick and move up on the **right analog stick** to slap the puck towards the goal.
- **Breakaway Relay:** Just like 1 on 1, except that after shooting, each player has to skate back to the red line to let the next player go.
- **Accuracy:** 4 targets, 9 pucks, and 25 seconds per player. Break the targets as quickly as you can, using the least amount of pucks that you can.
- **Puck Control:** Navigate the cones as quickly as possible without losing control of the puck.
- **Fastest Skater:** Try to get the fastest overall time skating around the rink. Each starting skater gets a chance. The Fastest Skater Challenge has a special control scheme: Repeatedly press the **Circle** button to make your player skate faster.

## CHALLENGE MODE

In Challenge Mode, you complete skills challenges in three skills (Accuracy, Puck Control, and Hardest Shot) that grow progressively more and more difficult. For each skill level that you complete, you'll unlock a special item in the Skybox (Challenge Mode / Unlockables).

### Player Select

The Player Select Screen allows you to pick the player you'll use for the Challenge.

- Move the **right analog stick** up or down to select a User Profile, or to highlight No Profile, New Profile, or Load Profile.
- To play the game without a User Profile, select No Profile and press the **X** button or the **START** button.
- To create a User Profile, highlight New Profile and press the **X** button or the **START** button. Enter a name on the Virtual Keyboard and press the **START** button.
- To load a User Profile on the Load Screen, highlight Load Profile and press the **X** button or the **START** button. (See the Load Screen instructions below).
- Move the **left analog stick** or the **directional buttons** up or down to highlight a player.
- Press the **X** button or the **START** button (with a Profile or No Profile selected) to select your player.

⇒ **Load** (To access, highlight Load Profile w/ **right analog stick** and press the **X** button) If you have a memory card (PS2) with a User Profile saved on it, and it wasn't inserted when you loaded the game, you can access the User Profile by selecting Load Profile on the Select Team Screen. Highlight the User Profile that you wish to load and press the



**X** button. You will return to the Player Select Screen and the User Profile will now be available to you.

### **Challenge Screen** (Accuracy Shooting / Puck Control / Hardest Shot)

This screen shows you what challenges you need to accomplish to succeed and advance to the next level. Each level gets progressively harder. Press the **X** button or the **START** button to advance to the challenge.

### **SINGLE EVENT**

Pit two teams against each other in a test of one of the following skills (1 on 1, Hardest Shot, Breakaway Relay, Accuracy Shooting, Puck Control, and Fastest Skater).

## **MINI-GAMES**

The Mini-Games Menu contains the following modes.

### **SHOOTOUT**

The Shootout Mini-Game is similar to the overtime procedure for international games. Each skater on a team's starting line (Center, Left Wing, Right Wing, Defenseman, and Defenseman) has a chance to score on the other team's goalie one-on-one. The skaters on each team alternate turns (first the away team's Center goes, then the home team's Center, then the away team's Left Wing, etc). Each skater has 20 seconds to score, and cannot turn away from the goal after crossing into the offensive zone. If the score is still tied after each player has gone once, the game enters a sudden death mode. If the away team's Center scores, and the home team's Center doesn't score, the away team wins. If the away team's Center fails to score, and the home team's Center scores, the home team wins. If they both score or they both fail to score, then the Left Wings for both teams face off. Those are the rules. May the best team win.

### **MINI-RINK**

Mini-Rink is played with two skaters (the Left Wing and the Center) and a goalie for each team, on a miniature rink with unusually bouncy boards. Penalties are turned off and the hitting power is turned up. This mode is great for those who enjoy arcade-style hockey.

### **POND HOCKEY**

Take the game outdoors where it originated with Pond Hockey. Two teams face off with no rules on a crystal blue pond nestled between snow-covered peaks.

### **SUPER SPEED**

Play the game in fast-forward with the Super Speed Mini-Game. Your reflexes will have to be razor sharp.

## **MAIN MENU (continued)**

## **OPTIONS**

### **⇒ General**

Press the **X** button or the **Circle** button to cycle forward or backward through the options.

- **Skill Level:** Amateur, Rookie (Default), Pro, All-Star, or Hall of Famer - Customize the game's difficulty.
- **Game Speed:** Use this slider to adjust the game's speed.
- **Period Length:** 1 to 20 minutes (5 is Default) - Adjust the period duration.
- **Penalties:** Use this slider to adjust how often the referees whistle players for a penalty.
- **Fighting:** Use this slider to adjust how often fights occur.
- **Puck Friction:** Use this slider to adjust how freely the puck slides around the ice. Increasing puck friction will cause the puck to slow more quickly.
- **Ice Friction:** Use this slider to adjust how much friction the ice exerts on the puck and player's skates.
- **Freeze Puck Time:** Use this slider to adjust how long a goalie has to hold on to the puck before the referee stops play and whistles it frozen.
- **Glass Breaking Frequency:** Use this slider to adjust how frequently the glass breaks when hit by an errant slap shot.
- **Pinning:** On (Default) or Off - Turn this option OFF, and players will be unable to pin one another to the wall.
- **Offside:** On (Default) or Off - Turn this option OFF, and players will be able to cross the offensive blue line before the puck crosses it.
- **Icing:** Auto (Default), Off, NHL, or International – In NHL rules, an Icing infraction is called when a player behind the red line in his end of the rink shoots a puck past the goal line in his offensive zone when both teams are playing at equal strength (i.e. with the same number of players on the ice) and a player on the opposing team touches the puck first. The teams then face off at the face-off circle closest to where the play occurred. In INTERNATIONAL rules, it doesn't matter who touches the puck first; icing is called automatically after the events mentioned above. Set this option to AUTO, and the game will automatically switch the rules from NHL to INTERNATIONAL depending on the Arena's location. Turn this option OFF, and teams will not be whistled for icing.
- **Two-Line Pass:** Auto (Default), Off, NHL, International – In the NHL, a Two-Line Pass infraction is called when a player passes to a teammate across both the red line and a blue line. It carries the same penalty as Offsides: the two teams face off at the location of the infraction. In INTERNATIONAL rules, there is no penalty for Two-Line Passes. Set this option to AUTO, and the game will automatically switch the rules from NHL to INTERNATIONAL depending on the Arena's location. Turn this option OFF, and teams will not be whistled for icing. Turn this option OFF, and players will be permitted to make passes that cross both the red line and either blue line.

### ⇒ **Advanced**

Press the **X** button or the **Circle** button to move forward or backward through the options.

- **Home Strategy Change:** Auto (Default) or Manual - Set this option to AUTO if you'd like the computer to automatically choose the home team's plays. Setting this option to MANUAL allows the home team's user to control strategy (including aggression) manually.
- **Home Line Change:** Auto (Default), Semi-Auto, Off or Manual – AUTO: Computer automatically handles swapping lines for the home team. SEMI-AUTO: Allows both the user and the computer to make changes to the home team's lines. OFF: Doesn't allow the user or the computer to change the lines, but players do not fatigue. MANUAL: Leaves line-swapping entirely in the hands of the user.
- **Away Strategy Change:** Auto (Default) or Manual - Set this option to AUTO if you'd like the computer to automatically choose the away team's plays. Setting this option to

MANUAL allows the away team's user to control strategy (including aggression) manually.

- **Away Line Change:** Auto (Default), Semi-Auto, Off or Manual – AUTO: Computer automatically handles swapping lines for the away team. SEMI-AUTO: Allows both the user and the computer to make changes to the away team's lines. OFF: Doesn't allow the user or the computer to change the lines, but players do not fatigue. MANUAL: Leaves line-swapping entirely in the hands of the user.
- **Referee Collision:** None (Default), Puck Only, Players Only, or All - This option determines what objects will collide with the referees when they come in contact.
- **Overtime Type:** Single 5 min, 4 on 4 (Default); Continuous 20 min, 5 on 5; Single 10 min, 5 on 5, SO; Single 5 min, 5 on 5; Continuous 5 min, 4 on 4; Shootout; None; Auto – SINGLE 5 MIN, 4 ON 4: A single, 5 minute sudden-death overtime period, with four players on each team. If the game is tied after this overtime period, the game is declared a tie. CONTINUOUS 20 MIN, 5 ON 5: Five players on each team, with unlimited 20 minute overtime periods until one team scores. SINGLE 10 MIN, 5 ON 5, SO: A single 10 minute overtime period, with 5 players on each team. If the game still isn't decided after the 10 minute overtime period, the game is decided by a Shootout (see below). SINGLE 5 MIN, 5 ON 5: A single 5 minute overtime period, with 5 players on each team. CONTINUOUS 5 MIN, 4 ON 4: Five players on each team, with unlimited 5 minute overtime periods until one team scores. SHOOTOUT: Games tied at the end of regulation are decided by a shootout. Five players on each team take turns shooting on goal. The team with the most goals wins. NONE: No overtime, games that are tied at the end of regulation are ruled a tie. AUTO: Selects the overtime type that applies to the situation (i.e. Regular Season: Single, 5 min, 4 on 4, Postseason: Continuous, 5 min, 5 on 5).
- **Game Clock:** Accelerated (Default) or Real Time – ACCELERATED: At the beginning of each period, the game clock will start at 20 minutes and may count down at an accelerated pace depending on the Period Length (e.g. clock ticks twice as fast if the Period Length is set to 10 minutes). REAL TIME – At the beginning of each period, the game clock will start at the number of minutes selected on the Period Length option (see General Options). Keep in mind that, in Real Time, if you set the Period Length to less than 20 minutes, then any penalties that remove a player from the ice for a given amount of time (2 minutes or 5 minutes) will remove a the player for an abnormally large proportion of the game.
- **Clock Type:** Auto (Default), NHL, International – AUTO: NHL Arenas use NHL Clock and International Arenas use International Clock, NHL: Clock counts down to 0:00, INTERNATIONAL: Clock counts up from 0:00.

### ⇒ Gameplay

Customize your gameplay experience by adjusting sliders to determine players' effectiveness at various game skills. You can set each slider option for human-controlled or computer-controlled (CPU) teams. Press the **X** button or the **Circle** button to increase or decrease the sliders.

- **Goalie Skill:** This slider sets the skill level of the goalie when he's not under direct user control.
- **Defense Skill:** This slider sets the skill level of the defensive players who are not under direct user control.
- **Offense Skill:** This slider sets the skill level of the offensive players who are not under direct user control.

- **Speed Burst Effect:** Sets the amount of speed that is gained by performing a speed boost.
- **Speed Burst Time:** Sets the length of time that a speed burst will last.
- **Speed Burst Recovery:** Sets the length of time necessary for a player to replenish his speed burst meter.
- **Fatigue Effect:** This slider determines how strongly fatigue affects players' performance.
- **Fatigue Time:** This slider determines how long it takes a player to become fatigued.
- **Fatigue Recovery:** This slider determines how long it takes a player to recover once he has become fatigued.
- **Hitting Power:** This slider determines the average strength of players' hits.
- **Shot Accuracy:** Sets the overall level of accuracy of players' shots.
- **Pass Accuracy:** Sets the overall level of accuracy of players' passes.
- **Pass Speed:** Sets the overall speed of players' passes.
- **Pass Interceptions:** Sets the frequency and ease of pass interceptions.
- **Rebounds:** Sets the frequency of shots that rebound off of the goalie.
- **Shot Blocking:** Sets the frequency and ease with which defenders block shots on goal.
- **Puck Retention:** Sets the overall ability of players to retain the puck regardless of defensive harassment.
- **Puck Control:** Adjusts the players' overall skill at puck control.

### ⇒ Controls

Press the **X** button or the **Circle** button to move forward or backward through the options.

- **Current Profile:** Sets the User Profile to which these Controls will be assigned.
- **Controller:** Classic, Intermediate (Default), or Advanced - Select your desired Control Configuration.
- **Goalie Control:** Semi-Automatic (Default), Automatic, and Manual - SEMI-AUTOMATIC: User controls the goalie when the goalie has the puck. AUTOMATIC: The computer controls the goalie. MANUAL: User controls the goalie when he has the puck, and can manually switch to the goalie by pressing the **L1** button and pressing the **R2** button simultaneously.
- **Pass Aim Assist:** With this slider empty, the user's passes go where they are aimed with the **left analog stick**. The more the slider is filled, the more help the user will get with aiming passes.
- **Shot Aiming:** Auto (Default) or Manual – MANUAL: The user controls where his or her shot goes. AUTO: The computer handles aiming shots for the user.
- **Auto Puck In Air Grab:** On (Default) or Off – ON: The user-controlled player automatically grabs pucks shot up in the air. OFF: The user must press the **L2** button (in Intermediate and Advanced Controls) or the **L1** button (in Classic Controls) to grab the puck from the air.
- **Player Lock Type:** Semi-Manual (Default), Manual, and Full Lock - SEMI-MANUAL: You control the player with the puck. On defense, you can switch players by pressing the **X** button. MANUAL: Stay controlling one player until you press the **X** button to switch. FULL LOCK: User always controls one player, and cannot switch players at all (the Change Player button ceases to function).
- **Preferred Start Position:** C (Default), LW, RW, LD, RD, G - Choose the position that the user will start the game controlling.

- **Puck Protection:** Auto (Default) or Manual – MANUAL: When you press the Protect button (**L1** button in Classic Controls, **Circle** button in Intermediate and Advanced), you can move the puck around with the **left analog stick**. AUTO: When you press the Protect button, the player automatically moves the puck for you to keep it away from opponents.
- **Vibration Feature:** Off (Default) or On – When ON, the controller will vibrate when your player is involved in a check.
- **One timer Passing:** On (Default) or Off - Turn this OFF, and one-touch passes will not occur in the game.

### ⇒ Controller Layout

Learn the button commands for each situation or customize them to your liking.

- Press the **R2** button or the **L2** button to cycle through the command scenarios.
- Press the **L1** button or the **R1** button to view the controls as modified by the **L1** button or the **R1** button.
- To customize the face button (**X**, **Circle**, **Square**, and **Triangle**) controls, press the **Circle** button to initiate Button Swap Mode.
- To select a button whose function you wish to reassign, press that button. The button's function will appear highlighted in red.
- Press the other button whose functionality you wish to swap with the first button. The buttons will swap.
- To exit Controller Layout and lose your changes, press the **Triangle** button, highlight YES and press the **X** button.
- To exit the Controller Layout and save your changes, press the **START** button, highlight YES and press the **X** button.

### ⇒ Presentation

Use this screen to customize the appearance of the game.

- **Audio Presentation:** Default, TV Broadcast, In Stands, and On Ice - Press the **X** button or the **Circle** button to cycle through a number of game audio settings. This option automatically switches to Custom if you modify Audio Volume Sliders individually.
- **Volume Sliders:** Adjust the volume of various sounds effects, commentary, and music in the game. Press the **X** button or the **Circle** button to increase or decrease the sliders.
- **Display Player Type Indicator:** No (Default) or Yes - When YES, a symbol will appear next to the player's name, showing what type of player the user has control of.
- **Puck Shadow:** On (Default) or Off – When ON, a shaded circle appears around the puck to make it easier to see.
- **Player Name Indicator:** Name and Position (Default), Name, Position, None - Select the text that appears beneath each user's player.
- **Camera:**  $\frac{3}{4}$  Camera (Default),  $\frac{3}{4}$  Non-Predictive Camera, Overhead Camera, Rink Camera, Side Camera, or Rink Action Camera -  $\frac{3}{4}$  CAMERA: This is the default diagonal camera view of the action. It also tries to stay ahead of the action to allow you to see what's going on around you better.  $\frac{3}{4}$  NON-PREDICTIVE CAMERA: This camera is similar to the regular  $\frac{3}{4}$ , but is a bit more zoomed out from the action and always stays centered on the puck. OVERHEAD CAMERA: This is a top-down view from directly above the puck. RINK CAMERA: This is a close-up view of the action from a  $\frac{3}{4}$  angle. SIDE CAMERA: This is a side angle camera, similar to TV broadcast. RINK ACTION CAMERA: This camera angle brings you the very closest to the players and the ice.

- **Challenge Mode Notification:** On (Default) or Off – When ON, an overlay will appear to notify you when you’ve accomplished one of the game’s Challenges.
- **Action Replays:** On (Default) or Off – When ON, Action Replays will frequently play after goals and other big plays.
- **Cut Scenes:** On (Default) or Off – When ON, cut scenes will frequently play to show players and coaches reacting to the game.

#### ⇒ **Preview Movie**

View a movie with footage from all of the ESPN Videogames titles.

#### ⇒ **Credits**

Roll the credits for the game.

## SAVE / LOAD

### Load

- Press the **L1** button or the **R1** button to switch between the MEMORY CARD slots.
- Move the **left analog stick** or **directional buttons** up or down to highlight your desired save.
- Press the **X** button to load the save.

### Save Settings

- Press the **L1** button or the **R1** button to switch between the MEMORY CARD slots.
- Move the **left analog stick** or **directional buttons** up or down to highlight “Create New Save” or to highlight an existing save to overwrite.
- Press the **X** button to select the save slot.
- Use the Virtual Keyboard to enter a name for the save.

### Save Profile

Use the Save Profile Screen to save your user record information as well as the Unlockables you may have earned. This screen functions in the same fashion as the Save Settings Screen found above.

### Manage Profiles

The Switch Profile Screen enables you to create a Profile, load a Profile, remove a Profile, and rename a Profile.

- Press the **R1** button or the **L1** button to switch between SELECT PROFILE, REMOVE PROFILE, and RENAME PROFILE.

#### ⇒ **Select Profile**

To select a Profile:

- Highlight a Profile and press the **X** button to switch to it.

To create a Profile:

- Highlight CREATE A PROFILE and press the **X** button to access the Virtual Keyboard.
- Select a name for your User Profile and press the **START** button to create it.

To load a Profile:

- Highlight LOAD A PROFILE and press the **X** button to access the Load Screen.
- Press the **R1** button or the **L1** button to switch between the MEMORY CARD slots.
- Highlight a Profile and press the **X** button to switch to it.

#### ⇒ **Remove Profile**

- Highlight a Profile and press the **X** button.
- Highlight YES and press the **X** button to remove the Profile.

#### ⇒ **Rename Profile**

- Highlight a Profile and press the **X** button to access the Virtual Keyboard.
- Enter a new name for the User Profile and press the **START** button to confirm it.

#### **Delete**

- Press the **L1** button or the **R1** button to switch between the MEMORY CARD slots.
- Move the **left analog stick** or **directional buttons** up or down to highlight an existing save file.
- Press the **X** button to delete the highlighted file.

## **ROSTER MANAGER**

### **Player Rosters**

The View Roster Screen is where you edit team rosters.

- Press the **R2** button or the **L2** button to cycle forward or backward through the player positions.
- Press the **L1** button or the **R1** button to cycle between the various teams.
- Move the **left analog stick** or **directional buttons** to highlight player rows and category columns.
- Click the **L3** button (click the **left analog stick**) to sort players by the highlighted row.
- Click the **R3** button (click the **right analog stick**) to view a player's Player Card.
- Highlight a player and press the **X** button to bring up an Overlay Menu with the following options: Captain Status, Edit Player, Edit Player Name, or Cancel. Highlight any option and press the **X** button to select it.
- Press the **START** button to accept your changes.
- Press the **Triangle** button to exit and lose any changes.

Changing Captain Status:

- Select Captain to make the player a team captain; select Assistant to make the player an assistant captain; select None to make the player a non-captain, or select Cancel to exit the Overlay Menu.

Editing a Player:

If you select this option, you will be taken to the Player Edit Screen.

#### ⇒⇒ **Player Edit**

- Press the **R1** button or the **L1** button to cycle forward or backward through the Edit Player sub-screens (Attributes, Appearance, Accessories, and Abilities).

- Move the **right analog stick** left or right to rotate the player model.
- Press the **X** button or the **Circle** button to cycle forward or backward through the options and to increase or decrease the sliders.
- To edit the player's name, highlight NAME and press the **X** button. The Enter Player Name Screen appears (see below).
- To exit and keep your changes, press the **START** button.
- To exit and lose your changes, press the **Triangle** button and select YES to confirm.

**! Note:** If you've unlocked either of the two unlockable goalie masks, you can use the Player Edit – Accessories Screen to attire a goalie in the mask.

Editing a Player's Name:

If you select this option, the Enter Player Name Screen appears.

### ⇒⇒ Enter Player Name

- Press the **Circle** button to toggle between the name list and the alphabet.
- Press the **L1** button to capitalize and un-capitalize the letters of the alphabet.
- Press the **R1** button to switch between the player's first name and last name.
- Press the **X** button to select a name or a letter.
- To delete a letter, highlight the backspace icon on the bottom right of the alphabet window, and press the **X** button.
- When you're satisfied with the player's new name, press the **Triangle** button or the **START** button to return to the View Roster Screen or the Player Edit Screen.

### Edit Lines

- Press the **L1** button or the **R1** button to switch between the various teams.
- Press the **R2** button or the **L2** button to cycle through the following categories: Offense, Defense / Goalies, Power Play, Penalty Kill, and Other.
- Use the **Circle** button to switch between the lines.
- Use the **left analog stick** or the **directional buttons** to highlight a player you'd like to replace.
- Press the **X** button to select the player.
- Use the **left analog stick** or the **directional buttons** to highlight a new player from your bench.
- Press the **X** button to swap him with the other player.

**! Note:** This year, for the first time, you can put a player in more than one line if necessary. Simply add him to a second list as you would any other player. To help you spot when a player is in another line, if you highlight a player's name in the replacement roster and he is already listed in another line, his name will appear in blue on the other line.

- Press the **START** button and select YES to accept your changes.
- Press the **Triangle** button and select YES to exit without keeping your changes.

### Player Status

- Press the **L1** button or the **R1** button to switch between the various teams.
- Press the **R2** button or the **L2** button to cycle forward or backward through the player positions.



- Move the **left analog stick** or **directional buttons** to highlight player rows and category columns.
- Click the **L3** button (click the **left analog stick**) to sort players by the highlighted row.
- Click the **R3** button (click the **right analog stick**) to view a player's Player Card.
- Highlight a player and press the **X** button to bring up an Overlay Menu with some of the following options: Dressed, Scratched, Cut, Minors, or Cancel. Highlight any option and press the **X** button to select it.

#### Definitions:

- Dressed: These 20 players (18 skaters and 2 goalies) can play in the games.
- Scratched: These 3 players act as reserves and must be switched with a dressed player prior to a game in order to play.
- Cut: These players are released to free agency and their salaries come off the books.
- Minors: These players (up to 23) play for the club's minor league team and must be switched with a dressed player prior to a game in order to play.

#### Trade Players

This screen allows you to offer trades players between NHL teams.

- Press the **Circle** button to toggle your control between each team's player list.
- Press the **L1** button or the **R1** button to switch the team.
- Press the **R2** button or the **L2** button to cycle forward or backward through the player categories (Skaters, Goalies, Left Wingers, Right Wingers, Centers, Defense, Forwards, and Draft Picks).
- Move the **left analog stick** or **directional buttons** to highlight player rows and category columns.
- Click the **L3** button (click the **left analog stick**) to sort players by the highlighted row.
- Click the **R3** button (click the **right analog stick**) to view a player's Player Card.
- Press the **X** button to place a checkmark next to a player's name.
- Once you have placed a check next to a player on each team, press the **START** button and select YES to offer the trade. When the trade is accepted, select YES to complete the trade.

#### Free Agents

- Press the **Circle** button to toggle between the Team Window and the Free Agent Window.
- With the Team Window highlighted, press the **L1** button or the **R1** button to switch teams.
- Press the **R2** button or the **L2** button to toggle through the player position types (Skaters, Goalies, Left Wingers, Right Wingers, Centers, Defense, and Forwards) in your present window.
- Move the **left analog stick** or **directional buttons** to highlight player rows and category columns.
- Click the **L3** button (click the **left analog stick**) to sort players by the highlighted row.
- Click the **R3** button (click the **right analog stick**) to view a player's Player Card.
- Highlight a Free Agent and press the **X** button to put a check next to his name.
- Press the **START** button. An overlay will appear asking whether you wish to sign the Free Agent(s).
- Highlight YES and press the **X** button to sign the Free Agent(s).

## Create Player

Create your own custom-made player in Create Player.

- Highlight SKATER or GOALIE and press the **X** button or the **START** button.

### ⇒ Player Edit Screen

- Press the **R1** button or the **L1** button to cycle forward or backward through the Edit Player sub-screens (Attributes, Appearance, Accessories, and Abilities).
- Move the **right analog stick** left or right to rotate the player model.
- Press the **X** button or the **Circle** button to cycle forward or backward through the options and to increase or decrease the sliders.
- To edit the player's name, highlight NAME and press the **X** button. The Enter Player Name Screen appears (see below).
- To exit and keep your changes, press the **START** button.
- To exit and lose your changes, press the **Triangle** button and select YES to confirm.

**! Note:** If you've unlocked either of the two unlockable goalie masks, you can use the Player Edit – Accessories Screen to attire a goalie in the mask.

### ⇒⇒ Enter Player Name

- Press the **Circle** button to toggle between the name list and the alphabet.
- Press the **L1** button to capitalize and un-capitalize the letters of the alphabet.
- Press the **R1** button to switch between the player's first name and last name.
- Press the **X** button to select a name or a letter.
- To delete a letter, highlight the backspace icon on the bottom right of the alphabet window, and press the **X** button.
- When you're satisfied with the player's new name, press the **Triangle** button or the **START** button to return to the Player Edit Screen.

## Reset Rosters

Select Reset Rosters to undue any changes you've made to the team rosters. Highlight YES and press the **X** button to confirm.

## Save / Load

### ⇒ Load

- Press the **L1** button or the **R1** button to switch between the MEMORY CARD slots.
- Move the **left analog stick** or **directional buttons** up or down to highlight your desired save.
- Press the **X** button to load the save.

### ⇒ Save Roster

- Press the **L1** button or the **R1** button to switch between the MEMORY CARD slots.
- Move the **left analog stick** or **directional buttons** up or down to highlight "Create New Save" or to highlight an existing save to overwrite.
- Press the **X** button to select the save slot.
- Use the Virtual Keyboard to enter a name for the save.

### ⇒ Save Profile

Use the Save Profile Screen to save your user record information as well as the Unlockables you may have earned. This screen functions in the same fashion as the Save Settings Screen found above.

### ⇒ **Manage Profiles**

The Switch Profile Screen enables you to create a Profile, load a Profile, remove a Profile, and rename a Profile.

- Press the **R1** button or the **L1** button to switch between SELECT PROFILE, REMOVE PROFILE, and RENAME PROFILE.

### ⇒⇒ **Select Profile**

To select a Profile:

- Highlight a Profile and press the **X** button to switch to it.

To create a Profile:

- Highlight CREATE A PROFILE and press the **X** button to access the Virtual Keyboard.
- Select a name for your User Profile and press the **START** button to create it.

To load a Profile:

- Highlight LOAD A PROFILE and press the **X** button to access the Load Screen.
- Press the **R1** button or the **L1** button to switch between the MEMORY CARD slots.
- Highlight a Profile and press the **X** button to switch to it.

### ⇒⇒ **Remove Profile**

- Highlight a Profile and press the **X** button.
- Highlight YES and press the **X** button to remove the Profile.

### ⇒⇒ **Rename Profile**

- Highlight a Profile and press the **X** button to access the Virtual Keyboard.
- Enter a new name for the User Profile and press the **START** button to confirm it.

### ⇒ **Delete**

- Press the **L1** button or the **R1** button to switch between the MEMORY CARD slots.
- Move the **left analog stick** or **directional buttons** up or down to highlight an existing save file.
- Press the **X** button to delete the highlighted file.

## **THE SKYBOX**

Unlock in-game features and customize your skybox with items that are earned by completing challenges and achieving other in-game milestones.

**! Note:** Certain areas of the Skybox are inaccessible until you have created a User Profile. To quickly create a User Profile without exiting the Skybox, simply press the **R2** button to access the Save Screen or press the **L2** button to access the Switch Profile Screen.

**Save** (Accessed by pressing the **R2** button)

The Save Screen enables you to create a User Profile or save your existing User Profile to a memory card (PS2).

To save a profile:

- Press the **R1** button or the **L1** button to switch between the MEMORY CARD slots.
- Highlight CREATE NEW SAVE and press the **X** button to access the Virtual Keyboard. Enter a name for the User Profile and press the **START** button to confirm it.

To save your existing User Profile:

- Highlight the name of the User Profile that's in use and press the **X** button to overwrite it with your updated User Profile information.

**Switch Profile** (Accessed by pressing the **L2** button)

The Switch Profile Screen enables you to create a Profile, load a Profile, remove a Profile, and rename a Profile.

- Press the **R1** button or the **L1** button to switch between SELECT PROFILE, REMOVE PROFILE, and RENAME PROFILE.

#### ⇒ **Select Profile**

To select a Profile:

- Highlight a Profile and press the **X** button to switch to it.

To create a Profile:

- Highlight CREATE A PROFILE and press the **X** button to access the Virtual Keyboard.
- Select a name for your User Profile and press the **START** button to create it.

To load a Profile:

- Highlight LOAD A PROFILE and press the **X** button to access the Load Screen.
- Press the **R1** button or the **L1** button to switch between the MEMORY CARD slots.
- Highlight a Profile and press the **X** button to switch to it.

#### ⇒ **Remove Profile**

- Highlight a Profile and press the **X** button.
- Highlight YES and press the **X** button to remove the Profile.

#### ⇒ **Rename Profile**

- Highlight a Profile and press the **X** button to access the Virtual Keyboard.
- Enter a new name for the User Profile and press the **START** button to confirm it.

Moving around the Skybox:

- Move the **left analog stick** or **directional buttons** left or right to look around at the areas of the Skybox (Game Room, Player Stats, Trophy Room, Challenge Mode and Stanley Cup).
- Move up on the **left analog stick** or **directional buttons** or press the **X** button to access the highlighted area.
- If more than one item is selectable in the area, move the **left analog stick** or **directional buttons** to highlight your desired item.
- Press the **X** button to access the item.

## ⇒ Game Room

### ⇒⇒ Air Hockey

Perfect your hand-eye coordination with this classic parlor game. The first to seven points wins.

- Use the **left analog stick** to move your paddle.
- Press the **R1** button to center your paddle in front of your own goal.

### ⇒⇒ All-Time Records

This screen lists the all-time NHL records. Set a record and your player's name will be listed amongst some of the best players to ever lace up a pair of skates.

- Press the **L1** button or the **R1** button to toggle between the following categories (Player – Game, Team – Game, Player – Season, Team – Season, Player – Career)
- Move the **left analog stick** or **directional buttons** down when necessary to scroll to off-screen text.

### ⇒ Player Stats

This screen shows all of your gameplay stats, including wins and losses, goals, assists, saves, and more.

- Move the **left analog stick** or **directional buttons** down to scroll to off-screen text.

## ⇒ Trophy Room

### ⇒⇒ Trophy List

This book lists all of the trophies that your players have won throughout the years.

### ⇒⇒ Trophy Shelves

- Move the **left analog stick** or **directional buttons** to highlight a trophy.
- Press the **X** button to view a close-up and a description of the trophy.

## ⇒ Challenge Mode

### ⇒⇒ Challenge List

On this laptop computer, you'll find a list of User Challenges. Complete these challenges to unlock hidden teams, jersey, mini-games, and other cool stuff.

- Press the **R1** button or the **L1** button to cycle forward or backward through the lists of challenges (Level One, Level Two, Level Three, and Skills).
- Move the **left analog stick** or **directional buttons** down to scroll to off-screen text.

Note: The Skills Challenges are accessed in Game Modes – Skills – Challenge Mode.

### ⇒⇒ Unlockable Shelves

As you unlock secret stuff in the game, the collectibles representing your unlockables will light up and appear selectable.

- Move the **left analog stick** or **directional buttons** to highlight a collectible.
- Press the **X** button to view a close-up and a description of the collectible.

## ⇒ Stanley Cup

This alcove was specifically built to house the Stanley Cup. Win the NHL Championship, and you can view your historic trophy here.

## NETWORK PLAY

Select Network Play from the Main Menu to experience a whole new level of competition with ESPN NHL Hockey online!

Creating a Network Configuration:

- On the Network Configurations Screen, select CONFIG MANAGER.
- On the Network Setting Screen, select ADD SETTING.
- Follow onscreen instructions.
- Press the **X** button when complete to save your settings.
- On the Confirm Overlay, to test your connection, highlight YES and press the **X** button.
- Press the **Circle** button to restart the game.

Logging On:

- On the Network Configurations Screen, select a saved Network Setting and press the **X** button to log on.
- If you've already created a User Account, press the **START** button to advance. (If not, see Creating a New Account below).

Creating a New Account:

- On the Online Authentication Screen, select NEW ACCOUNT.
- On the Create Account Screen, enter account information using the Virtual Keyboard.
- Press the **START** button to advance.

## ONLINE MENU

### Play

On the Online Lobbies Screen, you select the game lobby you wish to enter.

- Press the **R1** or **L1** button to cycle forward or backward through the available modes (Exhibition, Amateur, Rookie, Pro, All-Star, Hall of Famer, Mini-Rink, and Skills).

**! Note:** To set your game options, first select Options from the Online Menu.

### ⇒ Exhibition

Select Exhibition to play an unranked game.

- Highlight a user and press the **X** button. An overlay will appear.
- Select CHALLENGE. If the user accepts, the Team Select Screen will appear.

**! Note:** In the Team Select Screen, and thereafter in gameplay, if you and your competitor each own a Playstation®2 voice chat headset, you can talk to one another as you play.

### ⇒ Amateur, Rookie, Pro, All-Star, and Hall of Fame

These lobbies work the same as the Exhibition lobby. However, wins and losses in these lobbies count towards the Leader Boards. Also, the lobby you select will determine the game's difficulty setting.

### ⇒ **Mini-Rink**

Mini-Rink is played with two skaters (the Left Wing and the Center) and a goalie for each team, on a miniature rink with unusually bouncy boards. Penalties are turned off and the hitting power is turned up. This mode is great for those who enjoy arcade-style hockey.

### ⇒ **Skills**

Challenge the other team to a sequence of tests to see whose skills are the best. The cumulative score from the six events is compiled to arrive at the overall winner.

- **1 on 1:** Each starting skater on each team gets two chances to score on the opposing goalie. The team with the most goals wins.
- **Hardest Shot:** Fire the puck into an empty net as hard as you can. Each starting player gets two shots. The Hardest Shot Challenge has its own special controls: Move up on the **left analog stick** to move towards the puck. As your player reaches the puck, quickly move down on the **right analog stick** to wind up your stick and move up on the **right analog stick** to slap the puck towards the goal.
- **Breakaway Relay:** Just like 1 on 1, except that after shooting, each player has to skate back to the red line to let the next player go.
- **Accuracy:** 4 targets, 9 pucks, and 25 seconds per player. Break the targets as quickly as you can, using the least amount of pucks that you can.
- **Puck Control:** Navigate the cones as quickly as possible without losing control of the puck.
- **Fastest Skater:** Try to get the fastest overall time skating around the rink. Each starting skater gets a chance. The Fastest Skater Challenge has a special control scheme: Repeatedly press the **Circle** button to make your player skate faster.

### **Latest News**

The Latest News Screen gives you all the latest news pertaining to ESPN Hockey Online.

### **Leader Boards**

The Online Leader Board Screen displays the online player rankings for each mode except Exhibition.

### **Downloads**

The Roster Downloads Screen allows you to download the latest NHL rosters, making it quick and easy to keep ESPN NHL Hockey current with trades and other roster movement.

### **Options**

The Game Settings Screen allows you to set the game options for the games that you create.

### **Sign Out**

Select Sign Out to log off from the network.