



NHL 2K3



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

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

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

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

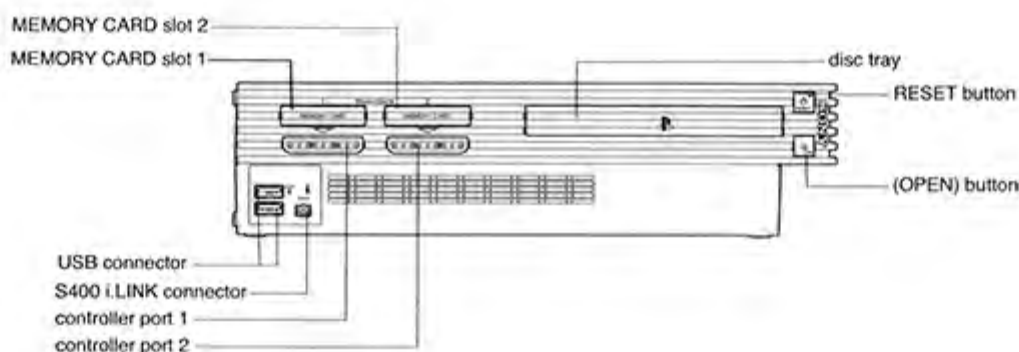
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TABLE OF CONTENTS

Starting the Game	2
Introduction	4
Control Summary	5
Offense	6
Basic Offense	6
Advanced Offense	10
Defense	15
Basic Defense	15
Advanced Defense	17
Goalie Controls	20
Fighting	23
Selecting Your Teams	26
Game Strategy	26
Game Modes	27
Trading Players	29
Lines	31
Pause Menu	32
Replay Controls	33
Options	34
Glossary	36
Sega Sports Challenge	38
Credits	41



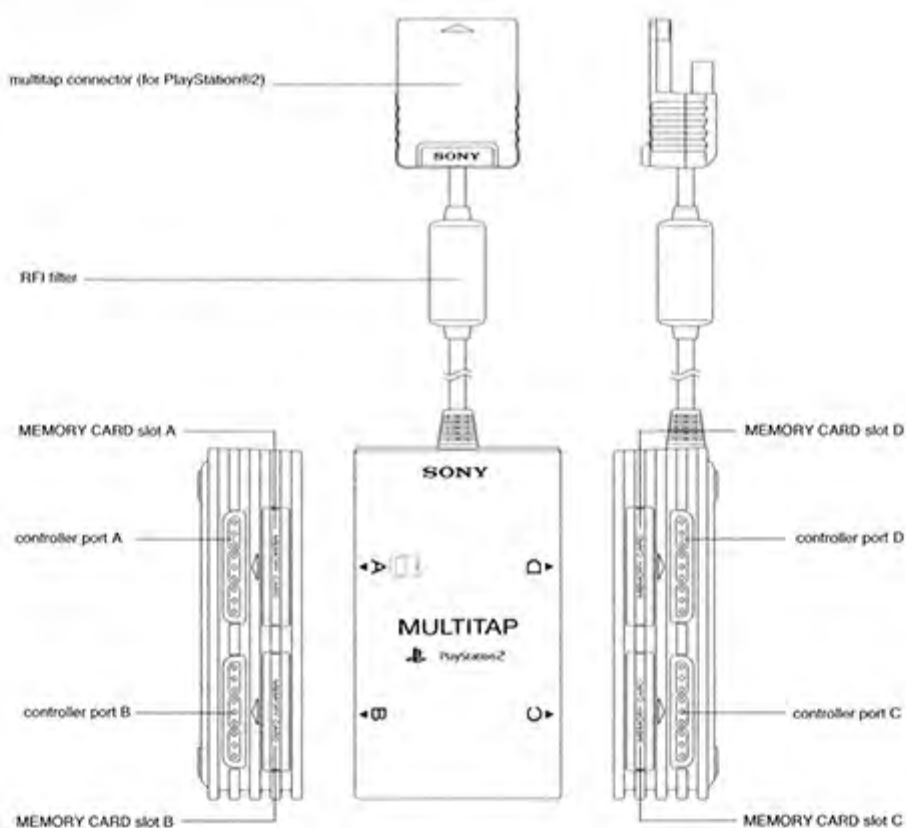
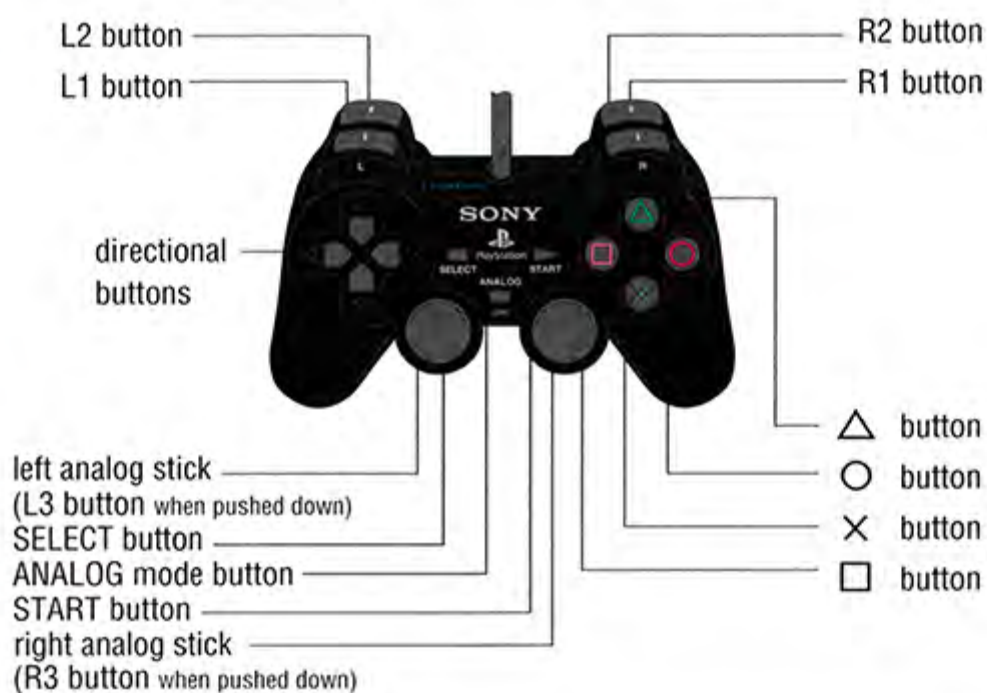
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the NHL® 2K3 disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Yawl ready for this?

Lace up your skates and get on the ice. Sega has brought the NHL® 2K series to the PlayStation®2 and a new standard for Hockey has been set. NHL 2K3 possesses all the Realism, responsive controls and amazing graphics you've come to expect from Sega Sports and the NHL 2K series.

This year the presentation system is all new. ESPN "The Worldwide Leader in Sports" has teamed up with Sega Sports. The union has given NHL 2K3 a professionally broadcasted look. Playing a game of NHL 2K3 makes it "National Hockey Night" every night, right in your living room.

So gear up and get ready to get it on. Get ready for razor sharp graphics and precision gameplay. This is Hockey the way it should be. This is NHL 2K3.



SEGA SPORTS TIP: The Game of Hockey

Hockey is a fast and exciting sport enjoyed by millions. Over the years, the game has evolved through a series of rules and terms derived to make it more enjoyable to the players and fans. Familiarize yourself with the basics described in this handbook before starting gameplay.



NHL 2K3 is designed with analog functionality in mind. The DUALSHOCK®2 analog controller provides a full range of motion and adds to the overall depth of the game.

MENU CONTROLS

directional buttons Highlight menu options

✕ button Select

● button Cancel selection / return to previous.

■ button Sort menu

▲ button Command Help Menu

L1 / R1 button Turn 'pages' / Switch screens

L2 / R2 button Turn 'pages' (i.e. Changing teams / position / focus)

R3 button Displays player cards

START button Select / Pause / Un-pause game

SEGA SPORTS TIP: Perfecting the Pass

Good puck movement is the key to taking apart your opponent's defense. Find the open man and put the puck right on his stick for a quality scoring chance.



OFFENSE

Here's a breakdown of the standard offensive controls. Use the Deke, Speed Burst and Sidestep to elude defenders and put the shot in net.

Face-off (all control types)

- left analog stick Direct Initial Pass
- ✕ button Draw Puck
- button Select Center
- button Change Player

BASIC OFFENSE

Offense with Puck

- left analog stick Move Selected Player /
Aim Shot / Direct Pass

▲ button		Dump
● button		Speed Burst
✕ button		Pass / Flip Pass (Hold the ✕ button)
■ button		Shoot
L1 button		Protect Puck
R1 button		Protect Puck / Strategy Modifier
L2 / R2 button		Side Step
L1 + R1 + START button		Pull Goalie
right analog stick		directional button Alternate
directional button Down		Next Defensive Line
directional button Up		Next Offensive Line
directional button Down + R1		Previous Defensive Line
directional button Up + R1		Previous Offensive Line
directional button Right		Next Play
directional button Left		Previous Play
directional button Right + R1		More Aggressive
directional button Left + R1	..	Less Aggressive
START button		Pause

Offense without Puck

left analog stick		Move Selected Player
▲ button		Deflection / Dive
● button		Speed Burst / Check
✕ button		Change Skaters
■ button		One-Timer / Hook

L1 button	Grab Puck
R1 button	Grab Puck / Strategy Modifier
L2 / R2 button	Side Step
L1 + R1 + START button	Pull Goalie
right analog stick	directional button Alternate
directional button Down	Next Defensive Line
directional button Up	Next Offensive Line
directional button Down + R1 .	Previous Defensive Line
directional button Up + R1 . .	Previous Offensive Line
directional button Right	Next Play
directional button Left	Previous Play
directional button Right + R1 .	More Aggressive
directional button Left + R1 . .	Less Aggressive
START button	Pause

SEGA SPORTS 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.

INTERMEDIATE OFFENSE

Offense with Puck

left analog stick	Move Selected Player / Aim Shot / Direct Pass
-----------------------------	--

▲ button		Dump
● button		Side Step
✕ button		Pass / Flip Pass (Hold the ✕ button)
■ button		Shoot
L1 button		Protect Puck
R1 button		Speed Burst / Strategy Modifier
L2 / R2 button		Sidestep
L1 + R1 + START button		Pull Goalie
right analog stick		directional button Alternate
directional button Down		Next Defensive Line
directional button Up		Next Offensive Line
directional button Down + R1	..	Previous Defensive Line
directional button Up + R1	..	Previous Offensive Line
directional button Right		Next Play
directional button Left		Previous Play
directional button Right + R1	..	More Aggressive
directional button Left + R1	..	Less Aggressive
START button		Pause

Offense without Puck

left analog stick		Move Selected Player
▲ button		Deflection / Dive
● button		Check / Pin
✕ button		Change Player
■ button		One-Timer / Hook

R1 button	Speed Burst / Strategy Modifier
L2 / R2 button	Sidestep
L1 button	Grab Puck
L1 + R1 + START button	Pull Goalie
right analog stick	directional button Alternate
directional button Down	Next Defensive Line
directional button Up	Next Offensive Line
directional button Down + R1	Previous Defensive Line
directional button Up + R1	Previous Offensive Line
directional button Right	Next Play
directional button Left	Previous Play
directional button Right + R1	More Aggressive
directional button Left + R1	Less Aggressive
START button	Pause

SEGA SPORTS TIP: One-Timer

Use the One-Timer (defined in Glossary) to catch your opponents off guard. Pass the puck across the crease and have your teammate slam it to the back of the net.

ADVANCED OFFENSE

Offense with Puck

left analog stick	Move Selected Player / Aim Shot / Direct Pass
▲ button	Dump
▲ + L1 button	Deke

- button Protect Puck
- + L1 button Side Step
- ✕ button Pass
- ✕ + L1 button Flip Pass
- button Wrist / Snap Shot
- + L1 button Slap Shot
- L1 button Action Modifier
- R1 button Speed Burst /
Strategy Modifier
- L1 + R1 + START button Pull Goalie
- right analog stick directional button Alternate
- directional button Down Next Defensive Line
- directional button Up Next Offensive Line
- directional button Down + R1 . Previous Defensive Line
- directional button Up + R1 ... Previous Offensive Line
- directional button Right Next Play
- directional button Left Previous Play
- directional button Right + R1 . More Aggressive
- directional button Left + R1 .. Less Aggressive
- START button Pause

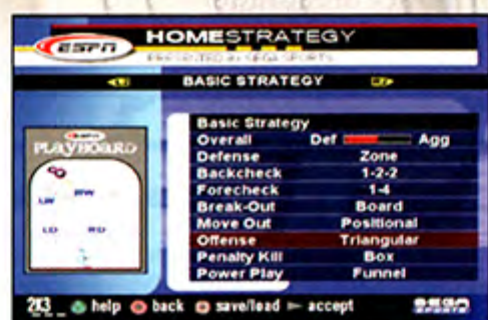
Offense without Puck

- left analog stick Move Selected Player
- ▲ button Deflection / Dive
- button Check / Pin
- + L1 button Side Step

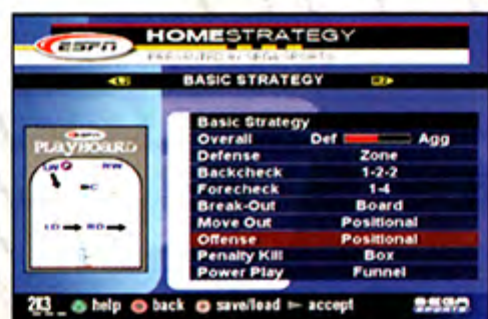
✖ button	Change Skaters
■ button	One Timer
■ + L1 button	Hook
L1 button	Action Modifier
R1 button	Speed Burst / Strategy Modifier
L2 / R2 button	Grab Puck
L1 + R1 + START button	Pull Goalie
right analog stick	directional button Alternate
directional button Down	Next Defensive Line
directional button Up	Next Offensive Line
directional button Down + R1	Previous Defensive Line
directional button Up + R1	Previous Offensive Line
directional button Right	Next Play
directional button Left	Previous Play
directional button Right + R1	More Aggressive
directional button Left + R1	Less Aggressive
START button	Pause

Positional, Triangular, Overload Slot

Positional: Positional play is a conservative offensive scheme that is the cornerstone of any hockey team. The two forwards will alternately attack the net. While one forward is attacking the net, the other will be holding back and thinking defensively.



Triangular: The wingmen form a triangular formation with the center. The players then try to get the puck and "funnel" it in close to the goal for a good scoring chance. If you listen to an NHL broadcast, you may hear this strategy referred to as "cycling." The objective of this system is to create a 3-on-2 or, better yet, a 2-on-1 situation.



Overload Slot: A more aggressive style of play is known as overloading the slot. When the first rush is stopped and the follow-up attack does not result in a play on the net, the puck is passed out to the point (defenseman farthest back in the attacking zone). The defensemen then try to score by shooting a hard slap shot. The forwards go to the net and attempt to pick up the rebound.



SEGA SPORTS TIP: Controlling the shot

Direct your shot by using the left analog stick while shooting the puck. Look where the goalie is setting up and use it to your advantage. If he has flopped onto the ice, press up on the left analog stick while shooting to send the puck high. If he's still on his feet, you can try going to the five hole (between his legs) by pressing down on the left analog stick.



SEGA SPORTS TIP: The Deke

You're on a breakaway, it's just you and the goalie. Use the Deke to confuse the goalie and put the biscuit in the basket.



DEFENSE

Here's a rundown of the standard defensive controls. Make use of body checks, speed-burst, poke-check, board-pins and blocking to break down any offensive attack.

Defensive Controls

Face-off (all control types)

- left analog stick Direct Initial Pass
- ✕ button Draw Puck
- button Select Center
- button Change Player

Basic Defense

- left analog stick Control Selected Player
- ▲ button Block / Dive
- button Speed Burst / Check
- ✕ button Change Skaters
- button Poke Check / Hook
- R1 button Strategy Modifier
- L2 / R2 button Side Step
- right analog stick directional button Alternate
- directional button Down Next Defensive Line
- directional button Up Next Offensive Line
- directional button Down + R1 . Previous Defensive Line

directional button Up + R1 . . . Previous Offensive Line
 directional button Right Next Play
 directional button Left Previous Play
 directional button Right + R1 . More Aggressive
 directional button Left + R1 . . Less Aggressive
 START button Pause

Intermediate Defense

left analog stick Control Selected Player
 ▲ button Block / Dive
 ● button Check
 ✕ button Change Skaters
 ■ button Poke Check / Hook
 L1 button Grab Puck
 R1 button Speed Burst / Strategy Modifier
 L2 / R2 button Side Step
 right analog stick directional button Alternate
 directional button Down Next Defensive Line
 directional button Up Next Offensive Line
 directional button Down + R1 . Previous Defensive Line
 directional button Up + R1 . . Previous Offensive Line
 directional button Right Next Play
 directional button Left Previous Play
 directional button Right + R1 . More Aggressive
 directional button Left + R1 . . Less Aggressive
 START button Pause

Advanced Defense

left analog stick	Control Selected Player
▲ button	Block Shot (Kneel)
▲ + L1 button	Block Shot (Dive)
● button	Check
● + L1 button	Side Step
✕ button	Change Skaters
■ button	Poke Check
■ + L1 button	Hook
L1 button	Action Modifier
R1 button	Speed Burst / Strategy Modifier
right analog stick	directional button Alternate
directional button Down	Next Defensive Line
directional button Up	Next Offensive Line
directional button Down + R1 .	Previous Defensive Line
directional button Up + R1 . . .	Previous Offensive Line
directional button Right	Next Play
directional button Left	Previous Play
directional button Right + R1 .	More Aggressive
directional button Left + R1 . .	Less Aggressive
START button	Pause

SEGA SPORTS TIP: Check Please.

Check hard. Check often. Keeping your opponent on the ice will close off their passing lanes and disrupt the rhythm of their attack.

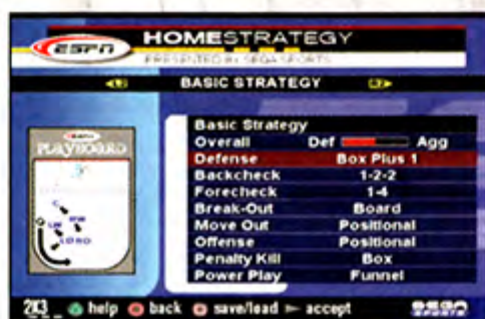


Defensive Strategies

Zone: The Zone is a conservative coaching strategy. The defensive zone is divided into five areas. It asks the defensemen to outplay the opposition in all 1-on-1 situations.



Box Plus 1: The Box Plus One is a forceful defense. It is a balanced system, with the two wings and defensemen forming a box. This system's standard principle is to keep the opposition's unit outside the box. The center's role is to help out the other players, particularly the defensemen.



1-2-2: The 1-2-2 is a mixed defense. The wings come low to support the defensemen, but the center moves out to the blue line in order to harass the opposition's defense and keep them out of the play. The center will also look for timely breakaway scoring chances which adds to opposition's worry.



SEGA SPORTS TIP: Hooking

When used discreetly, hooking can be an effective method of unbalancing the opposition. Be careful, overuse will attract the referee's attention, earning you minutes in the penalty box.

GOALIE CONTROLS

With the Puck (all control types)

left analog stick	Control Goalie Direction
▲ button	Cover / Stand
● button	Leave Puck
✕ button	Pass
■ button	Clear
directional button Down	Next Defensive Line
directional button Up	Next Offensive Line
directional button Down + R1 .	Previous Defensive Line
directional button Up + R1 . .	Previous Offensive Line
directional button Right	Next Play
directional button Left	Previous Play
directional button Right + R1 .	More Aggressive
directional button Left + R1 . .	Less Aggressive
START button	Pause

Holding the Puck

▲ button	Cover / Stand
● button	Drop Puck
✕ button	Drop Pass
■ button	Drop Clear
directional button Down	Next Defensive Line
directional button Up	Next Offensive Line
directional button Down + R1 .	Previous Defensive Line

directional button Up + R1 . . . Previous Offensive Line
directional button Right Next Play
directional button Left Previous Play
directional button Right + R1 . More Aggressive
directional button Left + R1 . . Less Aggressive
START button Pause

Without the Puck

Basic / Intermediate Controls

left analog stick Control Goalie Direction
▲ button Save
● button Check / Slash
✕ button Change to Skater
■ button Poke Check / Dive
L1 button Best Stance
R1 button Position Goalie / Strategy Modifier
right analog stick directional button Alternate
directional button Down Next Defensive Line
directional button Up Next Offensive Line
directional button Down + R1 . Previous Defensive Line
directional button Up + R1 . . . Previous Offensive Line
directional button Right Next Play
directional button Left Previous Play
directional button Right + R1 . More Aggressive
directional button Left + R1 . . Less Aggressive
START button Pause

Advanced Controls

left analog stick	Control Goalie Direction
▲ button	Save
▲ + L1 button	Stacked Pads
● button	Check / Slash
● + L1 button	Stance Up / Belly
✕ button	Change to Skater
✕ + L1 button	Stance Down / Back
■ button	Poke Check / Dive
■ + L1 button	Diving Poke
L1 button	Stance Modifier
R1 button	Position Goalie / Strategy Modifier
L2 / R2 button	Best Stance
right analog stick	directional button Alternate
directional button Down	Next Defensive Line
directional button Up	Next Offensive Line
directional button Down + R1 .	Previous Defensive Line
directional button Up + R1 . .	Previous Offensive Line
directional button Right	Next Play
directional button Left	Previous Play
directional button Right + R1 .	More Aggressive
directional button Left + R1 . .	Less Aggressive
START button	Pause

SEGA SPORTS TIP: The rebound

Any time there's a shot on goal, be wary of a possible deflection off the goalie's pads. This is the perfect opportunity to catch him off-balance and slap the puck into the back of the net.

Fighting

Sometimes tempers flare and the gloves come off. When a fight breaks out, here are the controls you will need to hold your own.

- ▲ button Not Used
- button Grab
- ✕ button Duck / Avoid
- button Punch

Playing Against the Boards

The puck gets stuck in the wall or in a corner. Next thing you know, two or more skaters are pinning each other up against the wall trying to jockey for position and most importantly, keep control of the puck.

Pinning (All Control Types)

- left analog stick Move Selected Player
- ▲ button Cancel Pin
- button Check
- ✕ button Change Player

Pinned (All Control Types)

left analog stick	Move Selected Player
START button	Pause
● button	Elbow
✕ button	Change Player
■ button	Kick Puck

Penalty Shot

Last, but not least, is the penalty shot. This unique hockey moment pits the goalie against the skater, one-on-one. Be careful, you only have one shot and it could be the difference between glory and defeat.

Penalty Shot Controls (Basic / Intermediate)

left analog stick	Move Selected Player
▲ button	Deke
■ button	Shoot

Advanced Penalty Shot Controls

left analog stick	Move Selected Player
▲ button	Deke
■ button	Wrist / Snap Shot
■ + L1 button	Slap Shot
R1 button	Strategy Modifier

MAIN MENU

When the game finishes loading, you will be at the title screen featuring a great shot of Philadelphia Flyer Jeremy Roenick. Press the START button to advance to the Main Menu.

Quick Game: Play a quick exhibition game between two NHL teams.

Game Modes: Check out the other exciting game modes that are available: Exhibition, Season, Playoffs, Tournament and Franchise play. See page 27 for more details.

Rosters / Lines: Modify the rosters and lines for any team in the NHL. See page 30 for more information.

Options: Adjust the settings of the game. See page 34 for more details.

Sega Sports Challenge: The game is already keeping track of all of your stats, but how do you stack up against players from around the world? Completing a game in this mode will give you a code you can enter at segasports.com. See page 38 for more details.

Load / Save: Load data, save settings, and change users.

SEGA SPORTS TIP: Penalty Killing

Unless you're down a goal or two in the closing moments of the game, play it safe; check the attackers and dump the puck back into their defensive zone (clearing the puck). Don't worry, icing is disabled in penalty kill situations.

Selecting Your Teams

Once you've selected the type of game you want to play, you will be brought to the Team Select screen. Push the left analog stick left to choose the Away team, push right to choose the Home team. Use the L1 and R1 buttons to cycle through the teams and then press the START button to make your selection. You will then advance to the Choose Uniforms screen. From here you can press the R1 or L1 buttons to select home, away or alternate jerseys for your team to play in. At this screen press the  button to view the Home/Away Strategy screen or the L2 button for Line Matchups.

Home / Away Strategy

From the Choose Uniforms screen you can press the  button to set your team's strategy. By selecting Basic Team strategy, you can adjust the overall play of your team. You can also select Advanced Team Strategy. This allows you to select an individual strategy for every line on your team.

Overall: Adjust this slider left to be more defensive and to the right to be more aggressive.

Defense	Zone / 1-2-2 / Box Plus 1
Backcheck.	1-2-2, 2-1-2, 1-1-3
Forecheck.	1-4, 2-1-2, 1-1-3
Breakout	Board, Free Flowing, Positional
Move Out	Positional, Regroup Free, Criss Cross
Offense	Positional, Triangular, Overload Slot
Penalty Kill	Box, Triangle, Diamond
Power Play	Funnel, 2-2-1, Wing Play Offside

SEGA SPORTS TIP: Strategize.

Be sure to experiment with all the strategies available and find the ones that best suit your style of play. It's also a good idea to choose your strategy to suit your team's strengths and weaknesses.

Line Matchups

From the Choose Uniforms screen you can press the L2 button to set the line matchups. When your opponent goes to change lines, you can make sure you're matched up player for player. In order for Line Matchups to function, line changes must be set to Auto (see Options Menu).

Importance: Move this slider to the right to keep your lines matched no matter how fatigued. Move to the left to take a more conservative approach.

GAME MODES

Exhibition: Exhibition allows you to start a quick game using a wider array of teams including NHL, All-Star and International. Playing in an international setting means a bigger rink, two-line passes and an alternate icing rule.

Season: Do you have what it takes to guide your team through a grueling NHL season and deep into the playoffs? Do you have what it takes to win Lord Stanley's Cup? Season Mode gives you the opportunity to find out.

Franchise: Play season after season and build your team into a dynasty. You will have to manage everything for your team: sign your free agents, acquire new players and manage the budget.

Playoffs: Forget the season and head straight into the playoffs. The competition will be tough. Will it be your team hoisting Lord Stanley's cup?

Tournament: Set up a tournament so you and your friends can have at it.

THE PLAYOFFS

(Available in Season, Franchise and Playoff modes.)

This is where all your hard work pays off. At the end of the regular season, only sixteen teams remain. Three seven-game series stand between you and a chance to hoist Lord Stanley's Cup. Keep in mind, the cup isn't the only prize to take home at season's end. Following is a list of trophies awarded to individuals and teams who have excelled in a variety of categories.

Stanley Cup: Awarded to the team that wins the Stanley Cup finals.

Clarence S. Campbell: Awarded to the team that wins the Western Conference Finals.

Prince of Wales: Awarded to the team that wins the Eastern conference Finals.

Presidents': Awarded to the team that earned the best record over the course of the regular season.

Art Ross: Awarded to the individual with the most points over the course of the season.

Hart Memorial: Awarded to the MVP as selected by the Professional Hockey Writers Association (PHWA).

James Norris Memorial: Awarded to the best Defenseman as selected by the PHWA.

Lady Byng Memorial: Awarded to the individual who demonstrates sportsmanship, gentlemanly conduct and overall gameplay combined.

Calder Memorial: Awarded to the best Rookie as selected by the PHWA.

Conn Smythe: Awarded to the Playoff MVP as selected by the PHWA.

Vezina: Awarded to the best Goalie as selected by the General Managers of the league.

William M. Jennings: Awarded to the player(s) with the lowest Goals Against Average.

Frank J. Selke: Awarded to the best defensive Forward as selected by the PHWA.

Lester B. Pearson: Awarded to the MVP as selected by the National Hockey League Players Association (NHLPA).

Maurice 'Rocket' Richard: Awarded to the league leader in Goals Scored.

TRADING PLAYERS

During Season and Franchise mode, you can trade players from team to team. Go to Rosters / Lines and select Trade Players to make some adjustments to your team. Use the left analog stick or directional button to find the player you want to trade and press the **X** button to select him (a check will appear in the box next to the players you want to trade). Use the right analog stick to change between your team and the team you want to trade to. Use the **X** button to select the player(s) you want to trade for and press the START button to make the trade.

Season Menu

Once you've picked your team and headed into the Season Menu, you will have to navigate the following selections.

Play / Schedule: Use directional button / left analog stick to scroll around the on screen calendar. Press the **X** button to simulate all the games up to and including the highlighted game, press the START button to play the game. The game will ask for verification.

Rosters / Lines: From this menu you can view the roster, edit your lines, edit the team, trade players and pick up free agents. You're the general manager, making your team a contender is your responsibility.

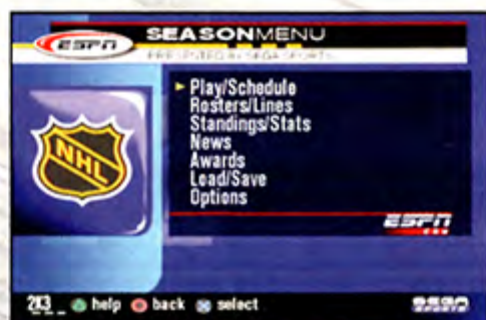
Standings: Check out the league leaders in a variety of categories.

News: Find out about trades and player injuries.

Awards: Keep track of the award winners for the past decade. (See page 28).

Load / Save: Create and Save the game to your memory card (8MB) (for PlayStation®2). Use the **X** button to overwrite an existing file, the **X** button to load the selected file, **X** button to delete the file and the **●** button to go back.

Options: Change your game options.



Coaching Strategies

With NHL 2K3 you get to control the offensive and defensive style of your team. If you want to go for it all you've got to ratchet up your aggressiveness by pressing the directional button left. If you want to protect a lead you've got to dial back your aggressiveness and play a more conservative style of play by pressing the directional button right.

directional button Left + R1 . . More Aggressive

directional button Right + R1 . . Less Aggressive

Line Changes

The forwards and defensemen are broken into units called lines. Teams have certain lines to suit different situations. There are lines to take advantage of power plays, to kill penalties, to play strong defense and to play strong offense. Use the controls listed below to get new players out onto the ice. Don't call for a line change when the other team is attacking your goal. You can make adjustments to your lines via the Rosters / Lines menu. Mix things up to create the best scoring and defensive setups.

directional button Up Next Offensive Line

directional button Down Next Defensive Line

SEGA SPORTS TIP: Keep your Lines Fresh

The longer the lines are on the ice, the more fatigued the players become. Wait for your players to cross center-ice, then dump the puck into the offensive zone and switch them out. If you can cycle your lines effectively, you will maximize your team's chances of success.

ROSTERS

From the Rosters menu you can make several adjustments to your team. One of the things you can do is select the team captain and assistant captain(s).

In Franchise and Season Mode you can also make several changes to your team from the Rosters menu. You can change a player's status from this screen. Players can be:

Dressed: Available to play in the next game.

Injured/Res: The player is hurt and unavailable to play.

Minors: The player has been sent down to the minors.

Scratched: Players available to the team but cannot play in the current game.

ROSTERMANAGER	
Philadelphia Flyers	
JEREMY ROENICK	
COUNTRY	HT WT SHOOTS
USA	5'11" 198 Right
Dress:20 FW:12 D:6 G:2 Act:23	
# Name	Status Pos Ovr Off
25 K. Primeau	Dressed C 90 88
19 P. Ranneheim	Dressed LW 79 78
8 M. Recchi	Dressed RW 92 94
97 J. Roenick	Dressed C 94 93

PAUSE MENU

Press the START button during the game to bring up the Pause Menu. From here you can select from one of the following options.

Replay: Watch the last play from any spot on the ice.

Stats: Break the game down with all of the numbers, shots, saves, hits and much more.

Choose Sides: Switch over to control either team at any time.

Edit Lines: Select which players appear on which lines on the ice for total control of your team.

Options: Tweak the game by adjusting the rules and settings (including camera-view).

Time-Out: You don't see many timeouts in hockey, but if your team needs a break you can call one. It is the perfect way to give your team a little stamina boost.

Pull Goalie: You can always pull your goalie to get an extra skater out on the ice. Do this when you are down a goal towards the end of the game.

Exit Game: Leave the game and go back to the main menu. The game will ask you to confirm whether or not you really want to quit before leaving the game.

REPLAY CONTROLS

Want to see that beautiful one-timer again? Then bring up the Replay feature of NHL 2K3 from the Pause Menu to view it again and again. Follow the on-screen controls to change the angle, zoom in or zoom out and you can see the shot sneak past the goalie. It's like you're in charge of your own highlight reel.



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

PAUSE OPTIONS

Options

You can select Options from the Main Menu and make the following adjustments (There are slight variations between game modes).

GENERAL

Skill Level: How tough will the competition be? Amateur, Rookie, Pro, All Star or Hall of Famer.

Game Speed: Slow down or speed up the action with this slider.

Period Length: Choose from 1 to 20 minutes of period play.

Penalties: Move the slider left or right to adjust the frequency of penalty calling.

Fighting: Use the slider to determine the frequency of fisticuffs.

Injuries: Toggle injuries on or off. (Season setup option)

Offsides: Toggle Offsides penalty on or off.

Icing: Change between International, NHL, Auto or off.

Two-Line Pass: Change between International, NHL, Auto or off.

Advanced Options

Home Strategy Change: Toggle between Auto and Manual.

Home Line Change: Choose between Auto, Semi-Auto, Off or Manual.

Away Strategy Change: Toggle between Auto and Manual.

Away Line Change: Choose between Auto, Semi-Auto, Off or Manual.

Referee Collision: Choose from 4 settings.

Rink Type: Choose between Auto, NHL and International.

Overtime Type: Choose from 8 settings.

Game Clock: Choose between an accelerated 20-minute clock and a Real-Time clock.

Clock Type: Choose between Auto, NHL or International.

CONTROLS

Controller: Choose between Basic, Intermediate and Advanced.

Goalie Control: Choose between Semi-Auto, Auto and Manual.

Pass Aim Assist: Adjust CPU assistance on passing.

Shot Aim Assist: Choose between Manual and Auto.

Player Lock Type: Choose between 4 types (described on page 36).

Preferred Start Position: Choose what position you want to control during face-off.



Puck Protection: Toggle between Auto and Manual.

Vibration Feature: Toggle this off or on.

Player Lock Types

Unlocked: Control the player with the puck, or switch to the player nearest the puck.

Semi-Manual: Similar to Unlocked, despite player controls not automatically switching if pass is missed.

Manual: You have complete control of player selection.

Full-Lock: Remain locked on Preferred Start Position.

Game Play: This is your game and via the Sega Sports Game Play Options you can make it just that. With twenty-three individual, adjustable options NHL 2K3 will satisfy even the pickiest of hockey fanatics.

Presentation Options

Change everything in regards to how you view and hear the game. The exciting presentation and style of ESPN is going to make the game better than ever. Increase the play-by-play commentary, adjust the crowd or change the volume of the sound effects. NHL 2K3 allows you to change it all.

GLOSSARY

Assistant Captain: The Assistant Captain wears the letter 'A' on his jersey and can speak to the referee in regards to interpretations of the rules when the Captain is not out on the ice. Traditionally teams have two assistant captains, but sometimes they have up to four players rotate the duties of assistant captain throughout the season.

Captain: The leader of the team. The captain wears a letter 'C' on his jersey and is one of the only players who can question a referee in regards to an interpretation of the rules.

Check: Skating into a player who has the puck.

Delayed Penalties: If the team without the puck commits a penalty, the referee can call a delayed penalty. He will signify this by raising his hand high in the air. The team with the puck will pull their goalie to add an extra man on offense. As soon as the team that committed the penalty touches the puck, the penalty is called.

Face-Off: At the onset of each period, after a stoppage in play, after a goal and after a penalty, both teams will square off in a face-off. The referee will drop the puck between two opposing players.

Fighting: Sometimes players will "drop the gloves" in order to stand their ground, however, engaging in fisticuffs will result in a five-minute penalty.

Forechecking: Checking the player with the puck in his defensive zone or the neutral zone.

Hooking: When a player uses his stick to impede the progress of an opponent, he can be called for hooking, punishable with two minutes in the penalty box.

Icing: Icing occurs when the team passes, shoots or deflects the puck across the red center line and then past the red goal line in that team's offensive zone without the puck being touched by another member of that team. Teams that are a man short (killing a penalty) are allowed to ice the puck. In the international game, icing is called as soon as the puck crosses the goal line.

Interference: Interference occurs when one player impedes the progress of another player who does not have the puck and is punishable with a two-minute penalty.

Lines: The group of five players out on the ice. Teams have different lines for different situations: lines for penalty killing, power plays, hard defense, extra offense, etc.

Offsides: The puck must precede the offensive team across the blue line that marks the offensive zone. If the player crosses the blue line before the puck, offsides is called and a face-off will occur in the neutral zone.

One Timer: A one-timer occurs when a player takes a slapshot on the puck after one of his teammates has passed it to him. This is much like hitting a baseball that has been pitched to you. There is no real possession of the puck on the part of the player being passed to.

Roughing: Roughing is an altercation between two players that is more than a normal check, but less than an all-out fight. Roughing is punishable with two minutes in the penalty box.

Two-Line Pass: A two-line pass is called when a player makes a pass that crosses the red center line and the blue line (or vice-versa) without being touched in-between the two lines by a teammate. Two-Line passing is allowed with International Rules.

SEGA SPORTS CHALLENGE

Sega Sports Challenge is an exciting new mode of play that takes the competition to the next level. In SSC, you can record your personal stats, then post 'em online at SEGASPORTS.COM to see where you rank against the world's best. Prizes and bragging rights await!

After you complete an SSC game, return to the Sega Sports Challenge screen to receive your Challenge Codes. You will earn codes for Per Game Averages and Single Game Records – one code for PGA and one code for each SGR category.

Go to SEGASPORTS.COM and enter your codes to immediately see where you rank and find out if you qualify to win. Each time you enter a code, your chances increase. Good Luck!

User

Enter your name in order to compile and save your personal NHL 2K3 stats. These are the numbers you'll pit against other NHL 2K3 players in the SSC.

To enter a user name:

1. From the User Login screen, select **CREATE NEW USER**. The Enter New User Name screen appears.
2. Use the keyboard tool to type in the name you want, then press the **START** button to advance to the Main Menu.
3. To start a game simply select **SEGA Sports Challenge**, which brings you to the Challenge Menu. From the Challenge Menu you can select **Play Game**, **Records**, **Averages** or **Save User/Options**.

Per Game Average Board

As you play multiple games in Sega Sports Challenge mode, your statistics are calculated over time to show your per game average in these 9 key categories.

Single game Record Board

The Single Game Records board displays your best performance in each of 9 categories along with a Challenge Code for each record category.

Save Challenge Records

A Memory Card (8MB) (for PlayStation®2) is required to participate in SSC. Make sure you save before you power down in order to keep your stats up-to-date.

- To save your statistics, from the Load / Save screen, select SAVE USER / OPTIONS. Then select the file you wish to update and press the **X** button to overwrite.

Treyarch Credits

Executive Producer:
Dr. Peter Akemann

Producer:
Christopher A. Busse

Audio Producer:
Lisa Ikeda

**Assistant
Producers/Writers:**
John M. DeHart
Jacob Watt

Lead Programmer:
Charles Tolman

Programmers:
Tom Bagby
Thad Bower
Ryan Broner
Joel Burgess
Dr. Marc R.J. Carlson
Mike Caruso
Amrit Dharwadkar
Dan DuBois
Paul Edelstein
Timothy Ford
David Johnston
John Lydon
Michel Mailhot
Jason McKesson
Nicholas Michon
Mark Nau
Tim Probst

Adam Rakunas
Matt Rusch
Matthias Schill
Dimitar "malkia" Stanev
David C. Sum
Jean-Francois Vezina

Art Director:
Christian Basic

Lead Animator:
Dan Goldman

Animator:
Jay Juneau

Artists:
Scott Bendis
Darwin Dumlao
Bradley P. Grace
Chad B. Jones
Cameron S. Petty
Dan Santat
Johnny van Zelm

Technical Artist:
Susan M. Long
Audio Director:
Sergio Bustamante II
Sound Designer:
Kris Giampa

Music:
Douglas Rappaport
Dieter Ruehl



Voice Over Agents:

Natanya Rose (ICM)

Tom Lawless (VOX Inc.)

Voice Over Talent:

Michael A. Carlucci
(Play-by-Play)

Charles Klausmeyer (Arena)

Danny Mann (Color)

Additional Audio Cutting:

Marc E. Argoud

MIS:

Rose Villasenor

John Andrunas

QA Manager:

Sean Johnson

QA:

Ian Doss

Hans Wakelin

Mocap Talent Director:

Christian Lalonde

Mocap Talent:

Manon Rheume

Joe Kelly

Igor Nicolin

Martin LaCroix

Mindfield**Intro Movie Editor:**

Russell Lichter

Intro Movie Visual Design:

Michael "Oz" Smith

Intro Movie Sound Design:

Kyle Schember

Redeye Studios**Mocap Director:**

Vince Guzman

Mocap Engineers:

Chad Lichty

Eric Thomas

David Logan Music Inc.

David Logan Music inc.**Music:**

David Logan

Woodholly Studios**Engineers:**

Steve Nafshun

Larry Forkner

Special Thanks:

Don Likeness

Eric Steinmann

Shawn Capistrano

Alex Bortoluzzi

Kevin Schmidt

Linda M. Santiago (NHL)

Brian Mullen (NHL)

Charlie (Carrot Top Catering)

Linda and Kathy
(Glenview Ice Center)

Mark Altieri
(Staples Center)

House of Moves

Jason Cippola

Mike Bales

Joe Murphy

Chris Drury

Andrew Henry

Paul N. Goldman

Stu Barnes

Anthony Bowden
(hrudey32)

WAZ

Penalty Box

Hockey's Future.com

Bishopdesigns.com

Waymoresports.com

Thunderpuck.com

Operationsports.com

Visual Concepts

Executive Producer

Greg Thomas

Project Manager

Randall Hauser

Director of Quality Assurance

Chien Yu

Lead Tester

Haven Rocha

Assistant Lead Testers

Ben Bishop

Robert Leach

Network Lead Tester

Kai Ma

Quality Assurance Testers

Matthew Allen

David Bass

Aaron Baxter

Rich Celis

Joseph Chasan

Litton Chen

David Cutherell

Corey Deliere

Bertrand Estrellado

Shane Fenton

Brian Krawchuk

Justin Halpin

Ben Lane

Jason Lauborough

Joel Lehmann

Kurt Maffei

Wilson Meng

Alex Navarro

Michael Regan

Eli Robles

Junior Sison

Terry Tharp

Alan Trammel

Chad Urquhart

Tim Willcock

Dustin Wright

Casey Yost

Manual Edited By

Ben Bishop
Robert Leach
Terry Tharp

**With Additional Materials
Supplied by**

Ben Bishop
Robert Leach
Terry Tharp

Disney Interactive**Producer**

Keith Hargrove

Assistant Producer

Eric Sorenson

Marketing Director

Bob Picunko

Marketing Manager

Stephanie Yoshimoto

ESPN, Inc.**ESPN & ABC NHL**

Coordinating Producer,
Larry Kristiansen

Associate Producer, NHL

Jim Mallia

**Graphics Design
Team, ESPN**

Dan Leone

ESPN Music Coordinator

Kevin Wilson

**Director, ESPN
Enterprises Consumer
& Media Products**

Mary B. Moore

Special Thanks

Jan Smith
Steve Finney
George Bodenheimer
Dan Winters
Sanjeev Lamba
Tori Stevens

Sega of America**Senior Product Manager**

Stacey Kerr

Associate Product Manager

Michael Rhinehart

**Vice President, Sports
Marketing**

Tom Nichols

Public Relations

Marc Franklin
Shahed Ahmed

Licensing

Brad Schlachter
Shinobu Toyoda

Channel Marketing

Scott Lambrecht

Creative Services Project Manager

Matt Shell

Documentation Design

Miles Steuding

Director, Creative Services

Bob Schonfisch

Special Thanks

Dave Mc Carthy - NHL
Enterprises

Linda M. Santiago - NHL
Enterprises

Catherine O'Brien - NHL
Enterprises

George Puro - NHL
Enterprises

Ted Saskin - NHLPA

Mike Ouellet - NHLPA

Martin McQuaig - NHLPA

Peter Moore

Chris Gilbert

Diana Zoller

Cindy Jenney

Maya Hermanson

Instruction Manual

Keith M. Kolmos

All trademarks are the property of
their respective owners.

The names and logos of all arenas
are trademarks of their respective
owners and are used by permission.

The "SOUTHWEST AIRLINES" logo
is a registered trademark or
trademark of Southwest Airlines, Co.
in the United States and is used
under license from Southwest.

"DODGE" is a trademark of
DaimlerChrysler Corporation.

Certain trademarks used herein [or
hereon] are properties of American
Airlines, Inc. used under licence to
Sega. All rights reserved.



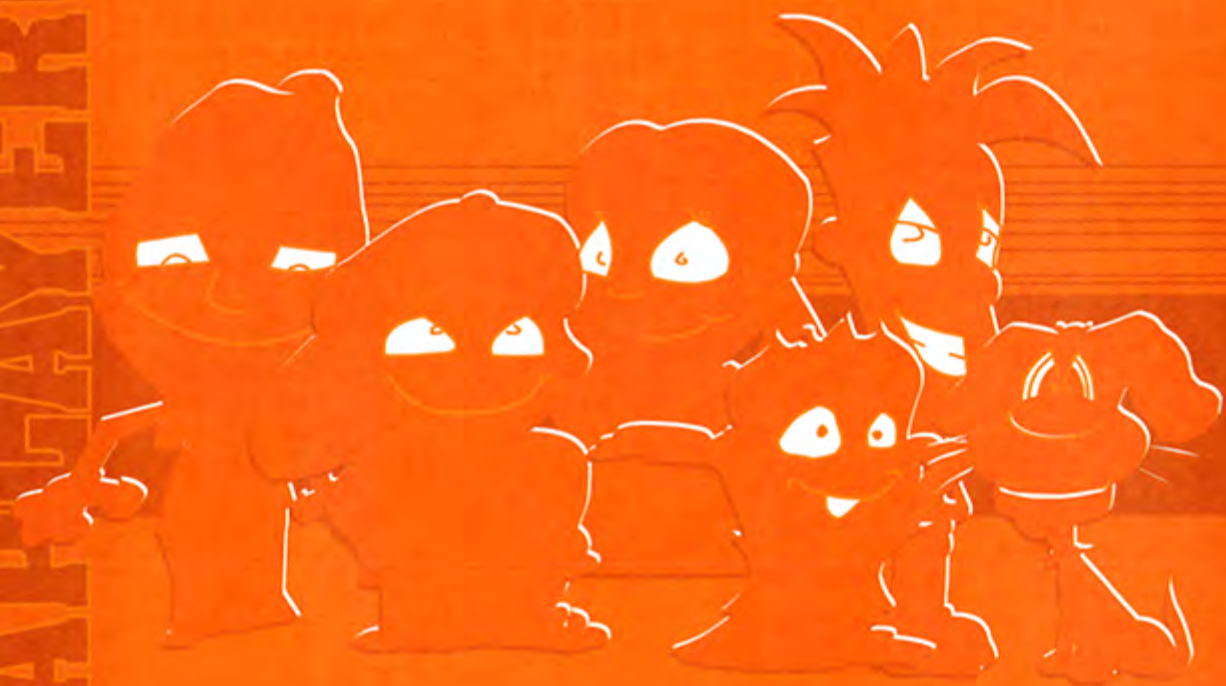
WWW.BEAPLAYERCLUB.COM

LOG ON TO:

WWW.BEAPLAYERCLUB.COM

the official fan club of the NHLPA

Brought to you by



games - videos - player bios
and lots lots more!



Membership is Free JOIN THE CLUB TODAY!

National Hockey League Players' Association, NHLPA, Be A Player Club, and the NHLPA and Be A Player Club logos are trademarks of the National Hockey League Players' Association. © 2002 NHLPA.

Sega is registered in the U.S. Patent and Trademark Office. Sega, the Sega logo, and Sega Sports are either registered trademarks or trademarks of Sega Corporation © SEGA CORPORATION, 2002. All Rights Reserved.

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

****THIS LIMITED WARRANTY IS VALID FOR SEGA PRODUCTS FOR PLAY ON PLAYSTATION®2
COMPUTER ENTERTAINMENT SYSTEM MANUFACTURED FOR SALE IN AND PURCHASED AND
OPERATED IN THE UNITED STATES AND CANADA, ONLY!***

Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that the game disc shall be free from defects in material and workmanship for a period of 90-days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, the defective game disc or component will be replaced free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. Please retain the original or a photocopy of your dated sales receipt to establish the date of purchase for in-warranty replacement. For replacement, return the game disc, with its original packaging and receipt, to the retailer from which the software was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Sega to obtain support.

Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact Sega at:

- web site <http://www.sega.com>
- e-mail support@sega.com
- telephone 1-716-650-6702

LIMITATIONS ON WARRANTY

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90-DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL SEGA OF AMERICA, INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. THE PROVISIONS OF THIS LIMITED WARRANTY ARE VALID IN THE UNITED STATES ONLY. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

Sega is registered in the U.S. Patent and Trademark Office. Sega, the Sega Logo, and Sega Sports are either registered trademarks or trademarks of Sega Corporation. © SEGA CORPORATION, 2002. All Rights Reserved. www.segasports.com NHL and the NHL Shield are registered trademarks of the National Hockey League. All NHL logos and marks and team logos and marks depicted herein are the property of the NHL and the respective teams and may not be reproduced without the prior written consent of NHL Enterprises, L.P. © 2002. All rights reserved. © NHLPA. NHL 2K3 is an Officially Licensed Product of the NHLPA. NHLPA, National Hockey League Players' Association and the NHLPA logo are trademarks of the NHLPA and are used under license by Sega of America, Inc. ESPN is a trademark of ESPN, Inc. ESPN branded elements © 2002 Disney. Sega of America, 650 Townsend Street, Suite 650, San Francisco, CA 94103. Manufactured and printed in the U.S.A.

AVAILABLE NOW!

PlayStation 2



NBA 2K3



SEGA of America, Inc., 650 Townsend Street, Suite 650, San Francisco, CA 94103

Sega is registered in the U.S. Patent and Trademark Office. Sega, the Sega logo, and Sega Sports are either registered trademarks or trademarks of Sega Corporation © SEGA CORPORATION, 2002. All Rights Reserved. www.segasports.com The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective NBA member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 2002 NBA Properties, Inc. All rights reserved. ESPN is a trademark of ESPN, Inc. ESPN Branded Elements Disney © 2002.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

SEGA
SPORTS

POWERED BY
ESPN

