



NHL 2K6



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.

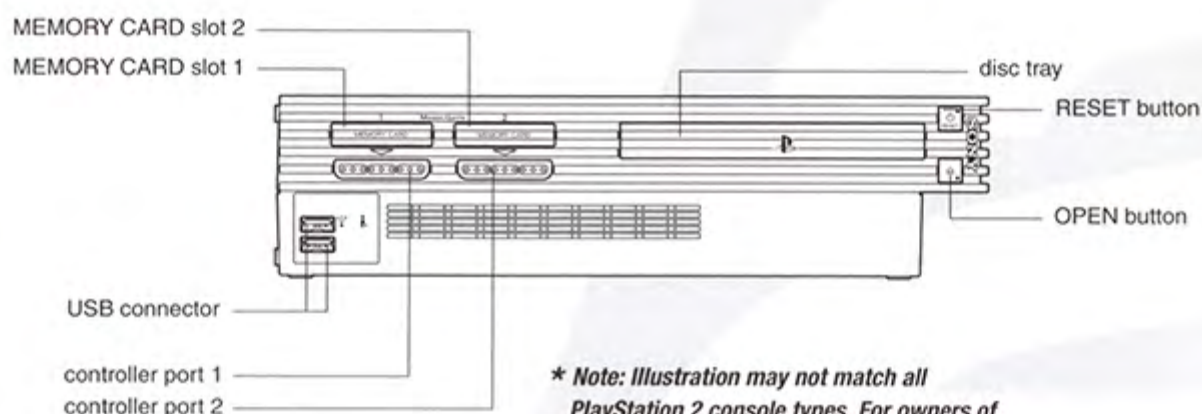
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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.

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GETTING STARTED

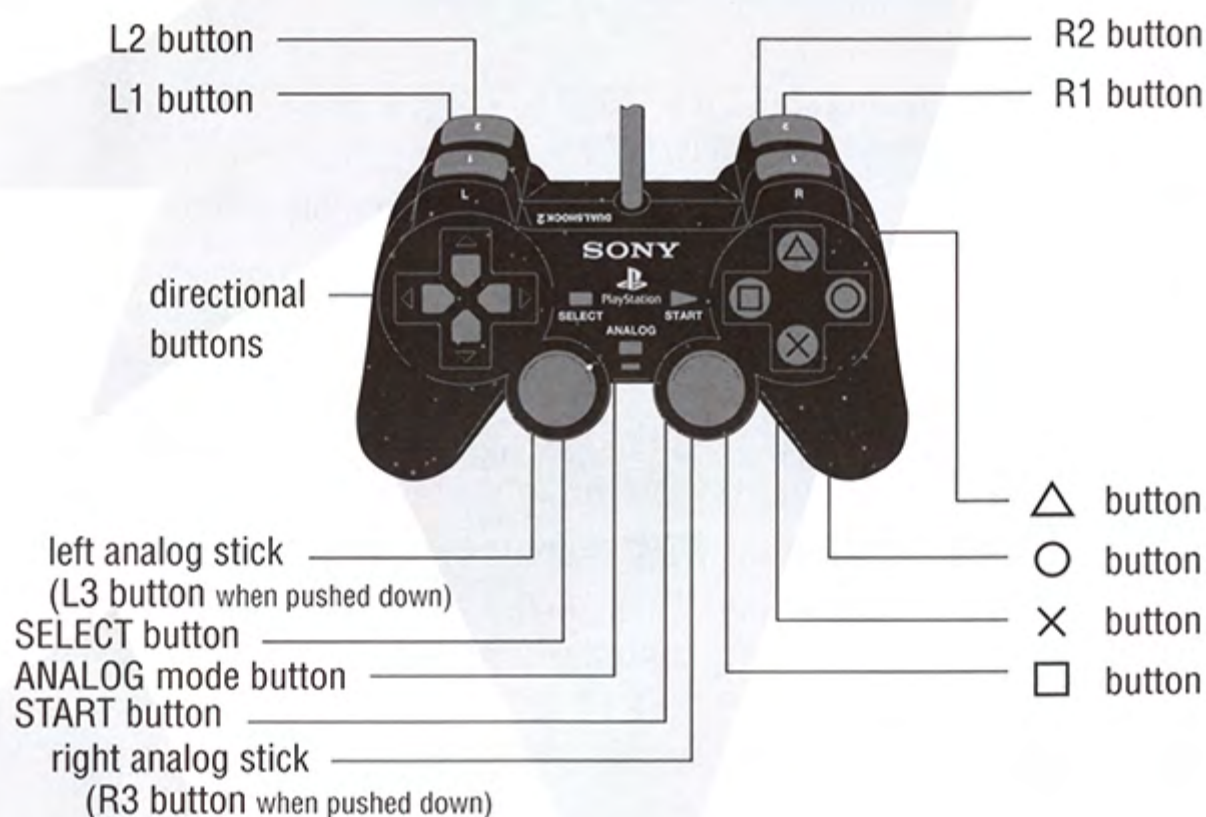


** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

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 NHL2K6 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



QUICK GAME & EXHIBITION

Quick Game lets you jump right into a game between the teams of your choice while Exhibition allows for deeper customization. Both modes have access to strategy changes and lineup matchups.

In Quick Game, you do not have the option to have a fantasy draft, uniform select, created or classic teams, or arena select. You may only play as the original 30 NHL teams- all you need to do is select the 2 teams and press the **START** button.

In Exhibition after you have chosen the 2 teams you select your uniforms, player lineup, and arena before starting the game.

Team Select

- 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  button or the **START** button.
- To create a User Profile, highlight New Profile and press the  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  button or the **START** button.
- Press the **L1** button or the **R1** button to change the team.
- Press the  button to change the team to a random team. (You can press the  button with your controller icon in the center of the screen to randomly change both the Home and the Away Team).
- Press **R2** to access Select Play Style overlay.
- Press the **L2** button to access the Line matchup screen.
- Press the  button to view the Help Menu.
- Press the  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 appropriate uniform, press the  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  button.

Load Profile

(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.

Play Style

(Access by pressing **R2** on the Team Select screen)

If you prefer a certain team's play style and you would like to adapt it to any other NHL team, bring up the Play Style overlay and move the left analog stick UP and DOWN to highlight the desired team's play style.

A custom play style can be created by selecting Customize from the Play style list. This will take you to the Play Styles Screen.

To use the Play Styles Screen

- Press the **L1** or **R1** buttons to switch between Basic and Advanced. (Advanced allows you to set your play style line by line).
- In Advanced, press **R2** or **L2** 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).
- Press **X** to confirm highlighted menu item.
- Once a menu item is selected, move the left analog stick Up and Down to select the desired Playboard. Then, move the left analog stick Left and Right to adjust the slider for that Playboard. Remember, the total value between Playboards will always remain the same; therefore, you must decrease the slider on one Playboard in order to increase another.
- Press **START** to save your changes and exit to the Team Select screen.
- Press **△** to cancel your changes and return to the Team Select screen.

The following is an explanation of each Play Style setting:

Roughness: 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.

Dump/Chase: Determines whether or not the AI will "dump" the puck (hit it towards the opponent's goal and recover it) or skate and pass the puck down the ice.

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.

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.

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 fourth 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 matchup (Access by pressing the **L2** button on the Team Select screen)

This screen allows you to matchup 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 matchup 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 matchup 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.)

- If you opt to have "No Line Assigned" for any of your opponent's lines, then there will be no preferred line matchup when that particular line comes on the ice.
- When you've finished modifying your line matchups, press the **START** button to confirm them and return to the Team Select screen.
- Press the  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 matchup 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 matchup 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.)
- If you opt to have "No Line Assigned" for any of your opponent's lines, then there will be no preferred line matchup when that particular line comes on the ice.
- When you've finished modifying your line matchups, press the **START** button to confirm them and return to the Team Select screen.
- Press the  button to cancel your changes and return to the Team Select screen.

PLAYER LINEUP

Play 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 / 2nd Lines and the Checking / 4th / Goal Lines.
- 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)

- left analog stick** Aim pass
- X** button Draw puck / Pass
- O** button Control skater facing-off
- button Switch user-controlled skater
- START** button Pause game

Offense With Puck

- left analog stick** Move skater
- right analog stick** Total Control Dukes (see below). Click for Pro Control (see Pro Control).
- directional button** On-The-Fly coaching
- L1** button Protect puck
- + directional button** Line changes
- R1** button Speed burst
- L1** + **R1** + **directional button** Play style changes
- X** button Pass / Press and hold for a flip pass
- O** button Speed burst
- button Snap shot / Press and hold for a slap shot
- △** button Dump (Hold **△** for longer dump)
- L2** button Pass and Go (Pass and maintain control of passing player)
- R2** button Sidestep
- START** button Pause game

Coach's Tip – Deking

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

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

Coach's Tip – The Wrap Around

The entire rink is fair game in NHL hockey, including the area behind the net. You can attempt to skate behind the net and execute a lightning-quick sweep of the puck into the goal, all the while using the net itself to protect the puck. To execute a wrap-around shot, while behind the net, move your player to either side of the net and attempt to shoot the puck. You will automatically attempt a wrap around.

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  button to pass and immediately press the  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  button before the puck reaches you.

Coach's Tip – Intense Contact

On-ice aggression is taken to a new level this year to help keep opponents at bay. When close to an opposing skate, move the **right analog stick** towards his position relative to your skater's position. Depending on the player, angle, and distance, your player will attempt to spear, hook, trip, or elbow him. While playing dirty can get you an advantage, it increases tension and there is always the chance the referee sends you in the penalty box for a 2 minute minor.

Coach's Tip – Total Control Dekes

Perform 7 special moves with the **right analog stick**. Moving the **right analog stick** in a given direction to perform the desired action.

Up to Up-Right = Short deke right

Up to Up-Left = Short deke left

Up-Right to Right = Long deke right (for players with high puck-handling rating)

Up-Left to Left = Long deke left (for players with high puck-handling rating)

Right to Down-Right = Side-step right (does not let go of the puck)

Left to Down-Left = Side-step left (does not let go of the puck)

Down-Right to Down-Left = Full stop (does not let go of the puck)

Note: Hold the **L1** button and press Up on **right analog stick** for flip deke.

Note: Think of 'Up' as pressing directly up on the **right analog stick**, and 'Right' as pressing directly right on the **right analog stick**. A combination of these two, ie 'Up-Right', would be pressing at perfect 45 degree angle in-between 'Up' and 'Right'.

Offense without puck

left analog stick..... Move skater

+ **L1** button (press and hold) Skate backwards

right analog stick Intense Contact

directional button On-The-Fly coaching

L1 button..... Grab puck from the air

+ **directional button** Change lines

R1 button..... Speed burst

+ **directional button** Play style changes

⊗ button..... Change skaters / Hold to select goalie

⊙ button..... Check / Hold for a speed burst

⊞ button..... One-Timer / Hook

△ button..... Deflection

R2 button Sidestep

L2 button..... Sidestep

Board Pinned (Classic, Intermediate, and Advanced)

left analog stick..... Move skater

⊗ button..... Change skaters

⊙ button..... Elbow

⊞ button..... Kick puck

Penalty Shot

left analog stick..... Move Skater

L1 button..... Sidestep

R1 button..... Speed burst

⊙ button..... Speed burst

⊞ button..... Snap shot / Press and hold for a slap shot

△ button..... Hold to deke / Release to shoot

DEFENSE

left analog stick Move skater

+ **L1** button (press and hold) Skate backwards

right analog stick Intense Contact

directional button On-The-Fly coaching

L1 button Grab puck from the air

+ **directional button** Line changes

R1 button Speed burst

L1 + **R1** + **directional button** Play style changes

⊗ button Change skaters / Hold to select goalie

⊙ button Check / Push

⊠ button Poke check / Hook (depending on the situation)

⊡ button Block / Dive (depending on situation)

R2 button Sidestep

L2 button Sidestep

START button Pause game

Goalie Without Puck (Classic and Intermediate)

left analog stick Move goalie

directional button On-The-Fly coaching

L1 button Best stance

+ **directional button** Line changes

R1 button Position goalie

L1 + **R1** + **directional button** Play style changes

⊗ button Change skaters

⊙ button Slash / Press and hold for check

⊠ button Poke check / Dive

⊡ button Save / Best stance

Goalie With Puck (Classic, Intermediate, and Advanced)

left analog stick..... Move goalie

- ⊗ button..... Pass
- ⊙ button..... Leave puck
- ⊠ button..... Clear
- △ button..... Cover

Goalie Holding Puck (Classic, Intermediate, and Advanced)

left analog stick..... Move goalie

- ⊗ button..... Drop puck and pass
- ⊙ button..... Drop puck
- ⊠ button..... Drop clear
- △ button..... Cover

Board Pin (Classic, Intermediate, and Advanced)

left analog stick..... Move skater

- ⊗ button..... Change skaters
- ⊙ button..... Check
- ⊠ button..... Push
- △ button..... Cancel pin

Fighting (Classic, Intermediate, and Advanced)

- ⊗ button..... Duck / Avoid
- ⊙ button..... Grab
- ⊠ button..... Punch
- △ button..... Uppercut
- R1** button..... Grab with right arm
- R2** button..... Fake punch
- L1** button..... Grab with left arm
- L2** button..... Taunt

INTERMEDIATE CONTROLS

OFFENSE

Faceoff

(see Classic Controls)

Offense With Puck

left analog stick Move skater

right analog stick Total Control Dekes (see description in Classic Controls)

directional button On-The-Fly coaching

L1 button Skate backward

+ **directional button** Line changes

R1 button Speed burst

L1 + **R1** + **directional button** Play style changes

⊗ button Pass

⊙ button Protect puck

⊠ button Snap shot / Press and hold for a slap shot

△ button Dump

+ **L1** button Hold △ button to deke / Release to shoot

START button Pause game

Offense Without Puck

left analog stick..... Move skater

+ **L1** button (press and hold) Skate backward

directional button On-The-Fly coaching

L1 button..... Skate backward

+ **directional button** Line changes

R1 button..... Speed burst

L1 + **R1** + **directional button** Play style changes

⊗ button..... Change skaters

+ **L1** button..... Change to last man back

⊙ button..... Check

+ **L1** button..... Hook

⊠ button..... One-timer / Deflection

△ button..... Poke check

+ **L1** button..... Poke dive

R2 button Shot block / Knee drop

+ **L1** button..... Select goalie (w/ Goalie Control on MANUAL)

L2 button..... Grab puck from the air

Board Pinned

(see Classic Controls)

Penalty Shot

left analog stick..... Move skater

R1 button..... Speed burst

⊙ button..... Protect puck

⊠ button..... Snap shot / Press and hold for a slap shot

△ button..... Dump

+ **L1** button..... Hold △ button to deke / Release to shoot

DEFENSE

left analog stick Move skater

+ **L1** button (press and hold) Skate backward

directional button On-The-Fly coaching

L1 button Skate backward

+ **directional button** Line changes

R1 button Speed burst

L1 + **R1** + **directional button** Play style changes

⊗ button Change skaters

+ **L1** button Change to last man back

⊙ button Check / Push

+ **L1** button Hook

⊠ button Shoot loose puck

+ **L1** button Poke dive

⊡ button Poke check

R2 button Shot block / Knee drop

+ **L1** button Select goalie (w/ Goalie Control on MANUAL)

L2 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

left analog stick Move skater

right analog stick Total Control Dekes (see Classic Controls)

directional button On-The-Fly coaching

L1 button Skate backward

+ **directional button** Line changes

R1 button Speed burst

L1 + **R1** + **directional button** Play style changes

X button Pass

+ **L1** button Flip pass

○ button Protect puck

+ **L1** button Hold **○** button to deke / Release to shoot

□ button Wrist / Snap shot

+ **L1** button Slap Shot

△ button Dump

+ **L1** button Slap Dump

START button Pause game

Offense Without Puck

left analog stick..... Move skater

+ **L1** button (press and hold) Skate backward

right analog stick Intense Contact

directional button On-The-Fly coaching

L1 button..... Skate backward

+ **directional button** Line changes

R1 button..... Speed burst

L1 + **R1** + **directional button** Play style changes

⊗ button..... Change skaters

+ **L1** button..... Change to last man back

⊙ button..... Check

+ **L1** button..... Hook

⊠ button..... One-timer / Deflection

+ **L1** button..... Poke dive

△ button..... Poke check

R2 button Shot block / Knee drop

+ **L1** button..... Select goalie (w/ Goalie Control on MANUAL)

L2 button..... Grab puck from the air

Board Pinned

(See Classic Controls)

Penalty Shot

left analog stick..... Move skater

R1 button..... Speed burst

⊙ button..... Protect puck

+ **L1** button..... Hold ⊙ button to deke / Release to shoot

⊠ button..... Wrist / Snap shot

+ **L1** button..... Slap shot

△ button..... Dump

DEFENSE

left analog stick Move skater

+ **L1** button (press and hold) Skate backward

right analog stick Intense Contact

directional button On-The-Fly coaching

L1 button Skate backward

+ **directional button** Line changes

R1 button Speed burst

L1 + **R1** + **directional button** Play style changes

⊗ button Change skaters

+ **L1** button Change to last man back

⊙ button Check / Push

+ **L1** button Hook

⊞ button Shoot loose puck

△ button Poke check

+ **L1** button Poke dive

R2 button Shot block / Knee drop

+ **L1** button Select goalie (w/ Goalie Control on MANUAL)

L2 button Grab puck from the air

Goalie Without Puck

left analog stick Move goalie

R1 button Position goalie

⊗ button Change skaters

+ **L1** button Stance down / Back sprawl

⊙ button Slash / Press and hold for check

+ **L1** button Stance up

⊞ button Poke check

+ **L1** button Dive poke

△ button Save / Best stance

+ **L1** button Stacked pads stance

Goalie With Puck

(see Classic Controls)

Goalie Holding Puck

(see Classic Controls)

Board Pin

(see Classic Controls)

Fighting

(see Classic Controls)

NOTE: To change lines, user must change Home (or Away) Line Changes to Manual. To change roughness, user must change Home (or Away) Strategy Change to Manual. Both options can be found under the Team Strategy/ Play styles Option in the Pause Menu.

ON THE FLY COACHING

In NHL 2K6, you have more control than ever with On The Fly Coaching. Instantly change your team's strategy in real-time to adjust for special situations. During gameplay, a "Coach's Tip" overlay will appear offering you suggestions.

To use On the Fly Coaching

Use the **directional buttons** during play to direct your players into specific team actions.

On Offense

directional button UP: Crash Net

directional button DOWN: Pinch Defensemen

directional button LEFT: Screen the goalie

directional button RIGHT: Call for help

On Defense

directional button UP: Collapse

directional button DOWN: Release Forward

directional button LEFT: Clear front of net

directional button RIGHT: Call for help

PRO CONTROL

Pro Control makes it easy to control the puck with exact precision. While on offense use Pro Control to pass the puck to an exact player and have added control to your puck handling.

To use Pro Control

Press the **R3** button to bring up the Pro Control overlay and pass icons. The overlay will appear at the lower left of the screen while the pass icons will appear under each player on your team.

To pass to a specific player, press the button matching the button icon under that player.

To utilize the additional puck controls, move the **right analog stick** Up, Down, Left or Right to use a specific maneuver.

Pro Control Puck controls are as follow

right analog stick UP: Lob

right analog stick Down: Protect Puck

right analog stick Left: Dump Left

right analog stick Right: Dump Right

IN-GAME 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.

- Press the **R3** button 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 **○** button to play the replay at normal speed.
- 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 **□** button or the **×** button to zoom in or out.
- Move the **left analog stick** to pan the camera.
- Move the **right analog stick** or the **directional button** to move the Camera Aiming Reticule.
- To return to the Pause Menu, press the **△** button.

Stats

Team Stats

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

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.
- Press the **L3** button to sort the players by the highlighted statistic.
- Press it a second time to reverse the listing.

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.

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.

Game Log

- New to this year's game you can track the game's progress (Faceoffs won, Shots on Goal, Stoppages of Play, and much more) by period.

Choose Sides

This screen allows you to switch teams or add another user to the game. Altering Controller Settings will end Challenge Mode for that game.

Options Menu

For information about the game's many options, See the In-game Manual.

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 **X**, **O**, **□**, and **△** button controls, press the **O** button to initiate Button Swap Mode.
- To select a button whose function you wish to reassign, press **O**, then press that button. The button's function will appear highlighted in yellow. Press the other button whose functionality you wish to swap with the first button. The buttons will swap.

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

Strategies

This screen is the same as the Strategy screen. (See Quick Game)

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 Extra/Shootout.
- Press **○** to switch between the full roster and similar lines.
- While viewing an active line, highlight a player in that line and press **ⓧ** to select the player. Then, highlight another player off the bench and press **ⓧ** to swap him with the previously selected player.

Chemistry

When editing lines, notice the Chemistry bar for any particular line. The Chemistry for a line is effected by how often those individual players practice and play with each other. The more a line practices and plays with together, the more comfortable they get with each other's play style. Because of this, they are able to play as a more cohesive unit and each player in that line will play better. If one of players in a line is subbed out for another player, keep in mind that the move will affect the chemistry of that line.

Matchups

This screen is the same as the Line matchup screen. (See Quick Game)

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.
- Completed challenges appear with a red check mark.

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

Online Desk

See the Online section for more details on Online Desk. Several other game modes (like Battle Mode and Dream Team) allow you to access Players / Friends, 2K Sports Messaging, and Online Options, but their functionality is all the same.

Exit Menu

Don't like how the game is going? You can restart the game here, or simply quit out. Keep in mind that if you quit out before the end of the game any unlocked Challenges and accumulated statistics will be lost.

NETWORK PLAY

ONLINE

Select Online from the Main Menu to experience a whole new level of competition with NHL® 2K6 online!

Creating a Network Configuration

On the Network Configurations screen, select Start Network Configuration Utility.

- On the Network Setting screen, select ADD SETTING.
- Follow onscreen instructions.
- Press the  button when complete to save your settings.
- On the Confirm Overlay, to test your connection, highlight YES and press the  button.
- Press the  button to restart the game.

Logging On

- On the Network Configurations screen, select a saved Network Setting and press the  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

Quick Match

Quick Match is the fastest way to challenge an opponent. It is intended for players to easily find and enter a game. When you select Quick Match, You will be able to select your own parameters for the type of opponent you'd like to play.

Use the following options to select an opponent

- Host Rank: Top 900 to top 100.
- Host Feedback: Select the feedback rating for your opponent: 25% or better to 95% or better.
- Press the **START** button to find a match.

Lobbies

Lobbies are where you will find most of your online games. There are lobbies for skill level as well as game types. Enter the desired lobby to find opponents who want to play that specific type of game.

- Move the **left analog stick** Up and Down to highlight a lobby.
- Press **X** button to enter the highlighted lobby.
- Press **R2** to refresh the lobbies screen.
- To access Friends List, press the **○** button.

While in a lobby you will be presented with a list of the available opponents in that specific lobby.

- Move the **left analog stick** Up and Down to highlight a User.
- Press the **X** button to bring up options regarding the highlighted user.

The following are options for the selected user

- Send Lobby Challenge: challenges the selected user to a default lobby match.
- Send Custom Challenge: A Custom Lobby Match allows you adjust the game type and options for the game. See Options for more details.
- Send Message: Send an instant message to the selected user.
- Add to Friends List: Sends a Friends request to selected user.

- **Mute User:** Disallows the selected user from sending you any messages. You will also not be able to see any text that user puts into lobby chat.

Send Custom Challenge

The following are the options for a custom challenge

- **Game Type:** Exhibition, Battle Mode, Skills, and Mini-Rink - Pick the game type you wish to play.
- **Ranked:** Yes (Default) or No - Set whether the game you will play is ranked or not.
- **Difficulty:** Amateur, Rookie, Pro (Default), All-Star, or Hall of Famer - Set the difficulty for your Exhibition game.
- **Period Length:** 1 through 20 (5 is Default) - Set the period length (in minutes) for your Exhibition game.
- **Offside:** TAG-UP, (default) Regular, and OFF - Turning this option OFF, and players will be able to cross the offensive blue line before the puck crosses it. TAG-UP is the current standard NHL offside ruling where as Regular is the older offside rule.
- **Two Line Passing:** On (Default) or Off - 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 Offside: the two teams face-off at the location of the infraction. Turn this option OFF, and players will be permitted to make passes that cross both the red line and either blue line.
- **Icing:** NHL (Default) International, Auto or Off - 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 or the offending team is on a power play, 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. Turn this option OFF, and teams will not be whistled for icing.
- **Game Speed:** Use this slider to adjust the game's speed.
- **Penalties:** On (Default) or Off - Turn ON or OFF all penalties in the game.
- **AI Sliders:** On or Off (Default) - Adjust the CPU's playing skill.
- **Camera:** 3/4 Camera (Default), 3/4 Non-Predictive Camera, Overhead Camera, Rink Camera, Side Camera, or Rink Action Camera - 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. **3/4 NON-PREDICTIVE CAMERA:** This camera is similar to the regular 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 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.

- **Camera Zoom:** Use the slider to adjust the camera distance.
- **Sequence Type:** (Battle Mode only) Winner Pick (default) Random. Decides if the winner gets to select the party game type or if the game type is random.
- **Game Count:** (Battle Mode only) The amount of Battle Mode games per session. 1-18.

Once you've finished setting your options, press the **START** button to send the challenge.

When a user has challenged you, you will be alerted by the challenge box at the top of the screen.

Move the **right analog stick** Down to expand the challenge box.

Move the **right analog stick** Up to hide the Challenge box.

While Challenge Box is open, use the **left analog stick** to highlight the desired challenge. Press the X button to pull up the options for that challenge.

The Challenge Options are as follows

- View Settings: This will allow you to see the settings for that challenge.
- Accept: Accepts the challenge.
- Decline: Declines the challenge.

When a challenge is declined, you will be able to select a reason for your decline from a list.

While in a lobby you can chat with other users using the chat window in that lobby.

- Press the  button to bring up the Virtual Keyboard. Use this Keyboard to enter a message.
- Press **START** to enter your message. You can also use the "Enter" key on the virtual keyboard.

To scroll the chat window up and down, use the **L2** and **R2** buttons. Press the  button to back out of a lobby.

Friends List

This screen lists your friends and those who have requested to be your friend. To access the Friends List, Press  while in most Online screens.

- Highlight a friend and press the  button to access the options overlay.
- If you no longer wish to be friends with another user, highlight REMOVE FRIEND and press the  button.
- If you don't wish to hear your friend's voice when you play against one another, highlight PERMANENTLY MUTE VOICE and press the  button.

To ask someone to be your friend

- Play a game against them, select Players/Friends, select Recent Players, highlight the player's name and press the  button.
- Highlight INVITE TO BE YOUR FRIEND and press the  button.

Players / Friends

On this screen your friends are displayed. Press the L1 or R1 button to toggle between Friends and Players. After you have played a game with any player, they will appear on your Players list. You can invite a player to be your friend by pressing the  button under Players. You can also Accept or Decline a Friend Request, Block Requests, Mute Voice, Send Feedback, or Rate Play Style of players you've played against. When you send a player an invite to be your friend they will appear in your Friends list after they accept.

Leagues

This year you can set up Leagues and Seasons that friends can participate in without leaving home.

My Leagues

Enter into your Tournament or Season you've created or joined, or press **START** on the Tournament or Season you would like to participate in. This option is only available after you've created either a Tournament or Season, and having other users in your Tournament or Season. In addition, you cannot enter this option unless your Tournament or Season is full (Depending on the Number of Players options that you set when creating a League) It is highly recommended that you Manage Players before Generating a Schedule.

Generate Schedule

As Administrator you have to generate your schedule before your league can begin. Press  to highlight a team, then move your highlight using the **left analog stick** to another team with whom you want to swap placement. Repeat this until the schedules are what you envisioned them to be. When you've finished changing match-ups, press **START** to generate your League's Schedule.

Manage Players

Manage players is available to league administrators. Highlight an undesired player and press  to opt to ban or drop them.

League Menu (After you generate a schedule)

After schedule is Generated, users can enter their Tournament or Season menu screen. The name of the League will be at the top of the screen. The Admin will have an extra menu option named "Administrator Options".

Lobby

Enter the lobby to accept or challenge your next opponent as determined in the schedule. The lobby also displays the other players in your league and their next game.

Pressing  on your next game will bring up an overlay filled with these options: Send Challenge or file a Complaint.

View Schedule or Tournament Tree

Here you and the players in your league can see the schedule.

Notifications

Go here to see the news around your league.

Trades

In the Trades screen you can trade the players on your team by selecting CREATE and pressing . You can also see the Received, Sent, and Pending trades by moving your **left analog stick**. The player whom you've offered a trade has to accept the trade and the Admin has to clear it before it can be completed.

Stats

Standings - Shows the standings for the league.

Team Stats - Displays the stats of the teams in your league.

Player Stats - Displays the stats of individual players of teams in your league.

Player Leaders - Displays the stats of top players in your league.

Edit Line

See (Edit lines) in the In Game Pause Menu.

Roster

View your team's roster and perform roster related actions.

Administrator Options

Here the admin can manage players and schedule. The admin can drop players from the league in Manage Players. In the Manage Schedule option you can simulate (select Determine Winner) a League game instantly. This allows the current week to be finished and the next week to begin in the case of tardiness.

Join Season or Join Tournament

This screen allows you to browse through active Seasons or Tournaments. Press **X** on the Season or Tournament to display the users who are currently in that league, and press **START** if you want to join.

Create Season (You are the Admin)

First you must set your Season's options.

- Season Name: Type in the name of your league.
- Season Password: Make a password for your league. Be sure to send your friends the password so they can join. If you want to make the league open to all players, do not set a password.
- Private: Yes or No (Default) - To make your season a private league.
- Number of Players: 8 (Default) - Choose from 4 to 30 players in the league. You can only have an even number of players in this type of league.
- Interval Between Rounds: 1-7 Days (Default) - Choose how many days in-between rounds you want your regular season games to be played.
- Season Length: 10 Games (Default) - Choose the length (number of games) of your season.
- Teams in Playoffs: (4 is Default) - Choose how many players you want in the playoffs. The number of teams in playoffs will change depending on how many players you choose.
- Playoff Series Length: (7 is Default) - Set the number of games your playoff series are a best-of.
- Playoff Round Interval: (7 is Default) - Choose how many days in-between rounds you want your playoff season games to be played.
- Trading: (On is Default) - ON allows players to trade during the season.

Create Tournament (You are the Admin)

First you must set your Tournament's options.

- Tournament Name: Type in the name of your league.
- Tournament Password: Make a password for your league. Be sure to send your friends the password so they can join. If you want to make the league open to all players, do not set a password.
- Private: Yes or No (Default) - To make your tournament a private league.

- Number of Players: 8 (Default) - Choose from 4 to 30 players in the league. You can only have an even number of players in this type of league.
- Interval Between Rounds: 1-7 Days (Default) - Choose how many days in-between rounds you want your regular season games to be played.
- Series Length: 1-7 (3 is default) - Choose the length (number of games) for each round of the playoffs.
- Trading: (On is Default) - ON allows players to trade during the season.

Online Desk

The hub of your online activities.

Leaderboards

The Leaderboard screen downloads the current leaders from the server complete with their records and player statistics.

News

Here you can check the latest news for up to date info on 2K SPORTS NHL 2K6.

Downloads

The Downloadable Content screen will download the latest NHL rosters to keep your game up to date with the pros. Highlight an update and press **X** to download it.

Online Options

Press **X** to toggle options or to access an option.

- Appear Online: Yes (Default) or No - Set this option to YES and other users will be able to see that you're signed in while you are playing offline. Set it to NO and they won't.
- In Game Message Icon: On (Default) or Off - You will receive an icon for online gaming notifications such as game invites, friend requests, 2K Sports Messaging, etc. with this option ON.
- Rumble on challenge: your controller will vibrate when you are challenged by another user.
- Voice Volume: Slider: adjust the volume of your opponents voice.
- Remember Password: Remember your password for future log in.
- Auto Sign In: Off (default) On. Auto sign in your specific account.

Press the **L1** or **L2** button to switch between General settings and Challenge settings. Challenge settings allows you to set your Custom Challenges ahead of time.

Save your settings by pressing **START**.

Load settings by pressing **L2**.

Online FAQ

Frequently Asked Questions about the NHL and 2K Sports.

My Player Card

Use this option to access your Online Player Card. This screen will show you your individual stats, ranking and feedback. This screen can be accessed while in lobbies by pressing R3.

Sign Out

Signs you off of the network.

Main Menu

Returns you to the Main Menu. This year, you are still 'online' and will receive in game message icons (if you set the option to ON) on the upper left side of the screen when you are challenged, invited, etc.

Note: If you frequently experience difficulty joining a NHL® 2K6 online game and are using an Internet sharing device (e.g. broadband router or firewall) you may need to enable Port Forwarding (sometimes called Virtual Server) on the device. Please refer to the manual that came with your Internet sharing device for specific setup instructions. You will need to forward UDP port 3658 to the IP address assigned to your PlayStation®2 console. This may require changing Your Network Configuration file from an "Auto" IP address (DHCP) to a "Manual" IP address. NHL® 2K6 includes a Network Configuration GUI for setting up and modifying these files. If you continue to experience difficulty joining online games, try bypassing your Internet sharing device by connecting your PlayStation®2 console directly to your DSL, modem, or cable modem. In this case, you may need to create a new Your Network Configuration file before your PlayStation®2 console will connect to the Internet.

2K Games Videogames reserves the right to discontinue online service for this title with 30 days notice.

This game is presented in Dolby Pro Logic II. Connect your game console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. You may also need to select "Dolby Pro Logic II" from the audio options menu of the game.

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Get Busy, The Wheel, Goin' South,
Thunderfoot, Throwin' Shapes (© 2005)
Small Stone Records
<http://www.dixiewitch.net/>

Five Horse Johnson

Track(s): Mississippi King, Cherry Red (© 2005)
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<http://www.fivehorsejohnson.com/>

Halfway To Gone

King of Mean, King Snake (© 2005)
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<http://www.halfwaytogone.com/>

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Think Out Loud (© 2003) Fortune Zero
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Plus One Music
<http://www.plusonemusic.net>

Jet Black Summer

Nothing Special, Notes To Capsules,
Frauline (© 2003)
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O'Salvation, Done Dressing Up (© 2005)
Future Farmer Records
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Novadriver

Push The River, Bury Me Alive (© 2005)
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<http://novadriver.com/>

Panthers

Legally Tender, My Commodities Have
Been Fetishized (© 2004)
Vice Records
<http://www.vice-recordings.com>

Plane

Western Avenue, Heart & Soul, Please
Save My Body, Rope (© 2005)
Dirigeable Records
<http://www.planeband.com/>

Planeside

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Tulips (© 2005)
Kingsize USA
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Hello Lamewads, Amplify, Quicksilver,
Say Sayonara (© 2004)
5 Minute Walk Records
<http://www.roperisdumb.com>

Sasquatch

Chemical Lady, Roller, Dragonfly,
Money Man, Cracks In The Pavement(© 2005)
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<http://www.sasquatchrocks.com/>

The M's

Banishment Of Love, Break Our Bones,
2x2, Riverside, Maggie (© 2004)

Brilliant Records

<http://www.wearethems.com/>

Throttlerod

Sucker Punch, Whistlin' Dixie, On The
Mountain, Marigold (© 2005)

Small Stone Records

<http://www.throttlerod.com/>

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