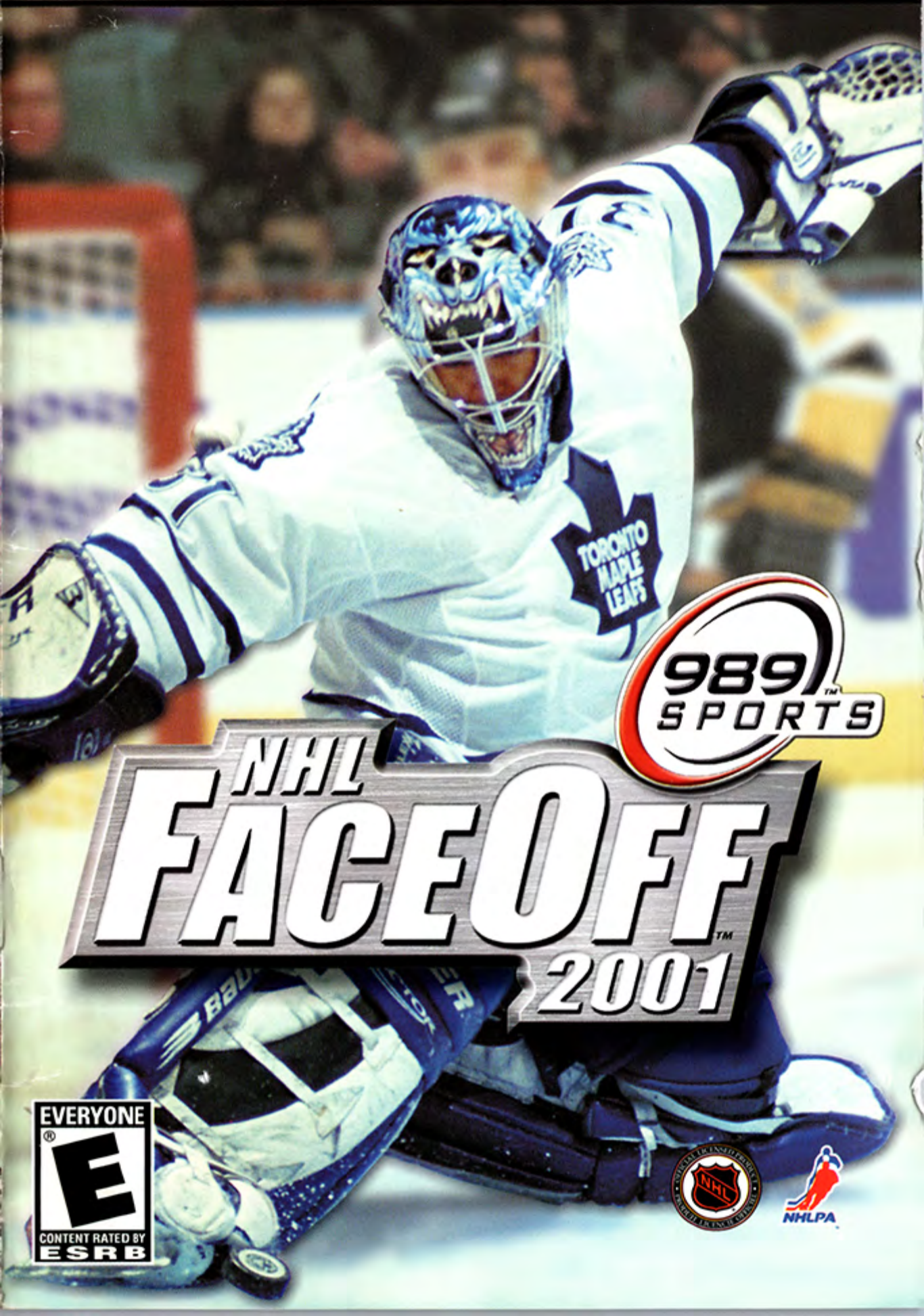




NHL FACEOFF 2001





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.

NHL FACEOFF™ 2001 TIPS AND HINTS

PlayStation 2 Hint Line

Hints for all games produced by SCEA are available:

Within the US

1-900-933-SONY (1-900-933-7669)

\$0.95/min. auto hints, \$1.40/min. live, \$6.95-\$16.95 for tips by mail (subject to availability), \$5.00-\$20.00 for card recharge

Within Canada:

1-900-451-5757

\$1.50/min. auto hints

For US callers, game counselors are available 8AM–5PM PST, Monday–Friday. Automated is available 24 hours a day, 7 days a week. Live support for Canada not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support 1-800-345-SONY (1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation 2 console and its peripherals. Representatives are available Monday–Friday, 7AM–6PM PST.

PlayStation 2 Online www.scea.com

Our news is always hot! Visit our website and find out what's happening — new titles, new products and the latest information about the PlayStation 2 computer entertainment system.

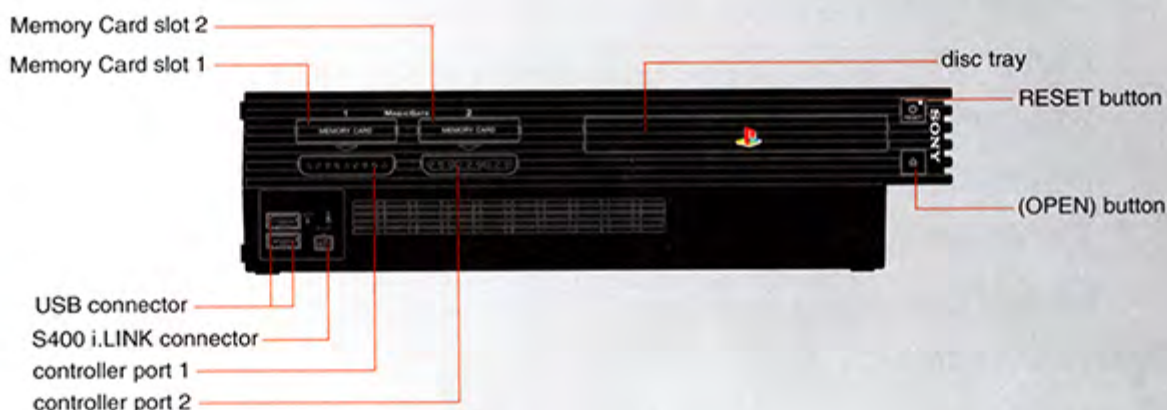
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GETTING STARTED

Setting Up



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 FaceOff 2001 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 Configuration



SAVING DATA

You must insert your Memory Card (8MB) (for PlayStation 2) before you save or load a file. NHL FaceOff 2001 saves user-defined options and all data for Seasons, Playoffs, Records, Roster Changes and Created Players. 124KB of memory must be available in order to save game data, while 74KB of memory is needed to save game options and user records. If you don't use a Memory Card (8MB) (for PlayStation 2), all NHL FaceOff 2001 data will be lost when you turn OFF your PlayStation 2 console. See *MEMORY* on page 31 for more information.



GAME CONTROLS



QUICK START

NHL FaceOff 2001 provides a set of Quick Start Controls that enable you to get right into the game without having to learn additional advanced controls.



OFFENSE

Direction of skating or passing	←, →, ↑ or ↓
Directional pass	←, →, ↑ or ↓ + ⊗
Slapshot	Hold ⊞ then release
Wristshot	Tap ⊞
Speed burst	Hold ⊙
Faceoff	⊗

FACEOFF

To win a faceoff, as the referee drops the puck, try to anticipate the moment when the puck hits the ice and press **X**.



DEFENSE

Direction of skating

←, →, ↑ or ↓

Toggle between the closest and the second closest player to the puck

X

Speed burst / Check

Hold **○**



ADVANCED GAME CONTROLS



OFFENSE

One-timer shot	ⓧ then ◻
Give-and-go pass	Hold ⓧ
Drop pass	△
Fake shot	Hold ◻ to wind up and then tap ◻ during backswing
Redirect shot	Hold ◻ and then press ⓧ during backswing
Icon passing (bring up icons and pass to a player)	L2 + ⓧ, ◻, △, ○ or R2

ICON PASSING

To pass the puck to a particular teammate, press **L2** to bring up the passing icons of each skater. Once the icons appear, press the icon button of the skater you want to receive the pass.





DEFENSE

Switch to goalie (with manual goalie option set to ON)

Hold

Hip check

While skating backwards, hold
 + /

Icon switching (bring up icons and switch to a player)

+ , , , or



FIGHTING

Duck

Punch right

Punch left



GOALIE WITHOUT THE PUCK

Direction of skating	←, →, ↑ or ↓
Switch to player	⊗
Save	Ⓚ
Icon switching (bring up icons and switch to a player)	L2 + ⊗, ⊕, △, ○ or R2

MAKING A SAVE

Making a save is harder than it appears. But if you get your goalie into a good position, you'll give him the opportunity to make the game highlight reel. Press ←/→ and ↑/↓ to position your goalie and press Ⓚ to make the save.





GOALIE WITH THE PUCK

Direction of skating	←, →, ↑ or ↓
Directional pass	⊗ + ←, →, ↑ or ↓
Cover puck	⊙
Flip pass	△
Icon passing (bring up icons and pass to a player)	L2 + ⊗, ⊙, △, ⊙ or R2



GENERAL CONTROLS

Change offensive / defensive strategies	L1
Assign icons	L2
Change forward line	R1
Change defensive pair	R2
Pause the game	▶ START



MULTI-PLAYER COMPETITION

Adding a Multitap (for PlayStation 2) allows you to play up to a five-player game. With two Multitaps (for PlayStation 2), up to eight players total can play at the same time.



QUICK START

Quick Start provides a way for you to start an Exhibition game quickly. Don't worry about game setup or team rosters, choose a team and get started.

- Press **L1** to have the CPU randomly select an Away team and **R1** to select a Home team.
- If you decide to not play a Quick Start game, press **△** to return to the Main Menu and choose a game format from the Select Game option.



SELECT GAME



EXHIBITION

Choose an Exhibition game to get a feel for the action and the speed of the game before beginning a Season or Playoff.

From the Exhibition screen, you will be able to choose the teams for your game and the type of Roster you want to use. Choose from this year's NHL teams, international teams, the NHL Legends team or an All-Star team. Use the overall team ratings shown below the team logo to help with your team selection.

- Press **← / →** from the menu item AWAY to select an Away team for your game.
- Press **↓** to HOME, and then press **← / →** to choose a Home team.
- Press **↓** to ROSTERS, and then press **← / →** to choose a Roster type for the game. A Current Roster is one that has been changed by trading, releasing, signing or creating players. An Original Roster is the makeup of a team before any roster changes.
- Press **⊗** to move to the Control Setup screen.

CONTROL SETUP

Use this screen to assign teams to your controllers, choose a configuration setup for your controller and select your team jersey style.

- Press **← / →** to assign your controller to a team.
- If at this point you would like the CPU to randomly choose teams, press **L1** to select an Away team and **R1** to select a Home team.
- Press **↑ / ↓** to choose the Home or Away jersey style for your team.
- To configure the controllers, press **⊙**.
- Press **← / →** to set the configuration to one of three controller settings.
- Press **⊙** to turn the controller Vibration ON/OFF.
- Press **⊗** to set the configuration and return to the Control Setup screen.
- Press **⊗** to start the game.



PRACTICE

Practice games are the same as Exhibition games but they allow you to alter the number of skaters on the ice for each team. You can set up each team to play with as few as three skaters. See *Exhibition* on page 10 for more information on the setup for these games.



SEASON

A Season consists of 82 games plus an All-Star game. If your team has a good year, at the end of the Season, it could make it into the Playoffs and possibly end up playing in the Stanley Cup finals. At any time during a Season, press **R1** to end the Season or press **L1** to play in the All-Star game.



NEW ONE TEAM

A New One Team Season allows a single user to play an entire 82 game Season. Selecting it will bring up the Schedule screen for the Season.

To play any game on the schedule:

- Press **↑** / **↓** to choose a game, and then press **ⓧ**. By playing a game further down in the schedule, all games prior to it will be automatically simulated. You can also choose to simulate the League's games for any date on the schedule by pressing **Ⓞ**. Again, all games prior to a simulated date will also be automatically simulated.



NEW MULTI TEAM

A New Multi Team Season allows more than one user to play in the same Season. In this mode, games can be played out of the scheduled order. If you choose to play a game further down in the schedule, the games prior to it will not be simulated. As with New One Team, at any time during a Season, press **R1** to end the Season or press **L1** to play in an All-Star game.

To play any game on the schedule:

- Press **↑** / **↓** to choose a game, and then press **⊗**.

During a Multi Team Season, games can be simulated for the entire League or just for a particular team. Be sure to select the Sim Team function to simulate a game for that team only.



CONTINUE

Continue a Season at the next scheduled game or skip to a different game further down on the schedule. Remember that games can still be simulated in a continued Season. To continue a Season, you must have already started a Season or loaded a previously saved Season from a Memory Card (8MB) (for PlayStation 2).

NOTE: Skipping games in a One Team Season will simulate all games prior to it. However, in a Multi Team Season, all games skipped can still be played.



TEAM STATS

Team Stats allows you to view 27 different statistical categories for each team in the League. These stats will help you determine what your team needs to concentrate on to prepare for an upcoming matchup. Each stat category will have a League ranking.

LEAGUE LEADERS

View individual stats of the offensive and defensive leaders from around the League. To view the stats for Goalies, press .

- Press  /  to choose a player, and then press  /  to scroll through the statistical categories.

See the *Abbreviations of Player Stats* on the following page for abbreviation descriptions.

PLAYER STATS

View individual stats of every team's players. The Sort option will display the list of statistics in a ranking order. For example, if the Assists category is highlighted, press  and the players will appear in the order of the player with the most assists down to the player with the least.

See the *Abbreviations of Player Stats* on the following page for abbreviation descriptions.

ABBREVIATION OF PLAYER STATS

Player Stats

GP	Games Played	PP	Power Play Goals
G	Goals	SH	Short Handed Goals
A	Assists	GW	Game Winning Goals
P	Points	GT	Game Tying Goals
PPG	Points Per Game Average	H	Hits
+/-	Goals For / Against Player	S	Shots
PIM	Penalties In Minutes	PCT	Shot Percentage

Goalie Stats

GP	Games Played	SA	Shots Against
MIN	Minutes	SP	Save Percentage
GAA	Goals Against Average	G	Goals
W	Wins	A	Assists
L	Loses	P	Points
T	Ties	PPG	Points Per Game
EN	Empty Net	S	Shots
SO	Shut Outs	PCT	Shot Percentage
GA	Goals Allowed		



STANDINGS

View the Conference Standings of the League. While viewing the Season Standings, note that the number inside the parentheses is for Overtime losses.

In Season standings, a “y” indicates a division champion while an “x” indicates a team that has clinched a Playoff berth.

- Press **X** to toggle between Conference and Division.
- Press **←** / **→** to scroll through all of the League’s Divisions and Conferences.



PLAYOFFS

You can start a Playoff series without playing in a Season. You can also continue a previously saved Playoff by loading it from a Memory Card (8MB) (for PlayStation 2).

NOTE: After exiting the Playoff screen, you will no longer be able to change the Playoff brackets.

To play in a New One Team or New Multi Team Playoff series format:

- Highlight the type of Playoff and press **X** to bring up the Playoff screen showing the Playoff brackets.
- Press **↑** / **↓** to choose a game format (1, 3, 5 or 7-game series) and press **X**.

To adjust the pairings in a Playoff bracket:

- Press **Ⓒ** to choose a conference.
- Press **↑** / **↓** to select a seed position.
- With a seed selected, change a seeded team to a different team not already participating in the Playoffs by pressing **←** / **→**.
- Press **ⓧ** to bring up the Control Setup screen. See *Control Setup* on page 11 for more information.



AWARDS

Take a look at the awards handed out by the NHL at the end of a Season. See who came away with the MVP of the League and the Coach of the Year Awards.

NOTE: This option is only available after the Stanley Cup Playoffs have been played.

TOURNAMENT

Play in a Tournament made up of two Pools. Each Pool, Pool A and Pool B, will have four teams. Each team within the Pool will play a six game schedule involving the other teams within the Pool. The two teams within each Pool with the most points after playing all six games will move on to the Playoffs where they will compete for the gold cup. See *Season* on page 12 for more information on Tournament menu items such as Team Stats, Player Stats, League Leaders and Standings.

From the Tournament Setup screen:

- From a team within a Pool, press **↑** / **↓** to choose a team, and then press **←** / **→** to cycle through different teams.
- Press **□** to choose a user for the team. HUMAN designates this as your team.
- Press **ⓧ** to continue.



From the Schedule screen:

- Press ← / → to Choose a team's schedule.
- Press ↑ / ↓ to choose a game on the schedule to play. You can simulate this game for the team by pressing  or simulate the games for the entire League by pressing .
- Press  to play a game. See *Control Setup* on page 11 for more information.



Once the Tournament Season is complete, the Playoffs will begin. The four teams that make it to the Playoffs will play each other in the first round. The two teams that win in the first round will play in the Medal Rounds for the gold cup, as the two remaining teams will be playing for the bronze cup.



SHOOTOUT

Now you can find out what it's like to compete in a Shootout where it's one on one, you against the goalie and then you against the shooter. You will control the goalie and the shooter for the team you choose from the Control Setup screen.

From the Shootout screen:

- Press **↑** / **↓** to choose a Home or Away team, and then press **←** / **→** to select a team.
- Press **⊗** to play in the Shootout.

Shootout Tips:

1. Beat the goalie high right by pressing **↗** + tapping **Ⓚ**.
2. Give yourself a better chance at making a save by guessing the location of the shot, press **←**, **→**, **↑** or **↓** to get into position and press **Ⓚ**.





TRANSACTIONS

Use Transactions to make changes to your existing roster.
Make trades, create players, release players and sign free agents.



SIGN

Players are signed from the Free Agent Pool. The Free Agent Pool is made up of players that have been released by teams and those that have been created. Each team consists of 30 players so there is a limit to the number of Free Agents that you can sign. You may have to release a player or make a trade to make room on the roster for additional Free Agents.

To sign a player from the Free Agent Pool:

- Press ← / → to choose a team.
- Press ↑ / ↓ to choose a Free Agent to sign.
- Press ⊗ to sign the Free Agent.

RELEASE

You can release players from any roster in the League. Remember that each team must have a minimum of 20 players on the roster. Released players will be placed into the Free Agent Pool where they can be signed by any other team.

To release a player:

- Press **←** / **→** to choose a team.
- Press **↑** / **↓** to choose a player to release.
- Press **⊗** to release the player and place him into the Free Agent Pool.

There are certain circumstances that can keep you from releasing a player. For example, if you have already released or traded goalies from a team, the CPU will not let you release another goalie if there are only two remaining on the roster. You must have at least two goalies per team.

RELEASE PLAYER			
PHILADELPHIA			
#	Pos	Name	Overall
33	G	B. Boucher	87
43	D	A. Delmore	77
37	D	E. Desjardins	91
12	F	S. Gagne	80
21	F	P. Hubacek	62
11	F	J. Hull	68
20	F	K. Jones	76
18	F	D. Langkow	77
10	F	J. LeClair	96
88	F	E. Lindros	93
28	F	K. Manderville	55

 **[R2] = HELP**



TRADE

You can make a trade to and from any team. Trades can be made for many reasons such as getting rid of unproductive players or adding backups for depth. A team may reject a trade or a trade can be nullified due to roster violations. Keep in mind that any player from any team can be released and then signed by another team. Remember that you must have a minimum number of players at each position.

- Press **←** / **→** to choose a team.
- Press **↑** / **↓** to scroll through the list of players and press **⊗** to add a player(s) to the trade. Make multiple player selections if you wish.
- Press **⊙** to move to the grid for selecting a second team.
- Press **←** / **→** to choose a second team.
- Press **↑** / **↓** to scroll through the list of players and press **⊗** to add a player(s) to the trade.
- Press **⊠** to complete the trade.

NOTE: If a trade is nullified or refused, alter the player list of your trade by pressing **↑** / **↓** to select a player(s) and pressing **⊗** to pull him from the trade. Try to make the trade again after reducing your demands or choosing different players.

 CREATE

Creating players is a fun way to create the type of player that you admire out on the ice and one that will push your team to the next level. You can also create yourself using your own name and physical attributes. All created players are added to the Free Agent Pool where they can be signed by any team. Remember that only 25 created players can fit into the Free Agent Pool.

From the Create Player screen:

- Press **↑** / **↓** to highlight a Player Name attribute (i.e., First or Last).
- Press **×** to edit the name.
- Press **←** / **→** to choose a letter and press **×** to select it. Press **□** to back up by deleting a letter(s).
- Continue the previous step to spell out a name and press **○** when done. You can add up to 25 new players by pressing **○** and then editing a new name. To cycle through all of your created players, press **L1** / **R1**.
- Press **↑** / **↓** to select other attributes and then press **←** / **→** to edit them. For categories involving player points, with only 450 points (Goalies have 350) to distribute among these categories, allocate each point carefully. Skill ratings range between 40 and 99 points.
- When finished, press **△** to exit.



ROSTERS

Rosters allows you to make changes to any NHL team roster, edit a team's lines or hold a draft.

NOTE: A team's roster cannot exceed 30 players and must have at least 20 players, including at least two goalies.



LINE EDITOR

Line Editor allows you to substitute the players on any of your team's 18 lines. Make changes to add some speed to your penalty kill lines or add some age and experience to your top defensive line. Get creative and see what works for your team.

- Press **←** / **→** to select a team.
- Press the **L1** / **R1** buttons to cycle through the team's lines.
- To change a line, press **↑** / **↓** to select a player (to remove from the line) and press **⊗** to tag him. The player you have selected will now be shown on the remaining team roster at the bottom of the screen.
- Press **↑** / **↓** to select a new player from the team roster (to put on the line) and press **⊗** to make the substitution.

INJURY REPORT

Player injuries that have occurred during the course of the game, as well as how long each injury will keep the player out of action will be shown here. You can also see if a player that caused an injury will get game suspensions.

- Press **X** to toggle between League and Team incidents.
- Press **←** / **→** to choose a team and **↑** / **↓** to move through the entire list of injuries.

PLAYER CARDS

View a player's game stats and physical attributes.

- Press **←** / **→** to choose a team.
- Press **↑** / **↓** to choose a player.
- Press **X** to toggle between stats and attributes.



PLAYER CARDS

New Jersey '99-'00 **Jason Arnott**

Overall: 83
 Skating: 79
 Speed: 83
 Slap Shot Power: 94
 Shooting Accuracy: 81
 Passing Ability: 81
 Puck Handling: 80
 Endurance: 87
 Aggression: 74
 Checking: 89
 Weight: 220
 Handedness: R

25
 Forward

[R2] = HELP

DRAFT

Hold a draft of all the existing players in the NHL and build your team with the type of players you think have what it takes to be champions. Players are drafted at three positions (forward, defenseman and goalie) for a total of 20 rounds. You can manually draft for every team, manually draft for a select number of teams and have the CPU draft for the rest, or have the CPU hold the entire draft. At any time during the draft, you can press **L2** to have the CPU automatically draft.

- Press **← / →** to select a draft style. In a Linear draft, the draft order remains the same during each round. In a Serpentine draft, the draft order is reversed each round. For example, a team drafting last in the first round will draft first in the second round.
- To draft manually, press **↑ / ↓** to select a team(s) and then press **■** to change the team control to HUMAN. Draft for as many teams as you like. When this team comes up in the draft order, you will be making the player selections.
- Press **⊗** to start the draft.

You can also change the draft order by moving teams around.

- Press **← / →** and **↑ / ↓** to select a team and press **⊙**.
- Press **← / →** and **↑ / ↓** again to move to a new position in the draft order.
- Press **⊙** to make the change.

During the draft, when a team for which you are drafting comes up in the draft order:

- Press **⊙** to change positions to view the entire list of available players in each category.
- Press **■** to view the Current Roster.
- Press **⊗** to draft a player.
- Continue these steps until the end of the 20th round and press **⊗** to exit.



RESET ROSTERS

Selecting Reset Rosters will return all rosters to their previous setup. All players traded, released, signed and drafted will be placed back on their original roster.



OPTIONS

Use the following options to set your game attributes.

STYLE

Set up the style of your game by choosing Simulation for ultra-realistic gameplay or Arcade for faster gameplay with exaggerated special moves.

NOTE: Advanced game controls can be used in Simulation and Arcade mode.

DIFFICULTY

Three different player levels give you the opportunity to play a game at your skill level. Rookie is the best choice for a beginner, as the Veteran and All-Star levels can be quite a challenge.

GAME SPEED

Set the pace of the game. The higher the setting, the quicker the pace.

PERIOD LENGTH

Set the length, in minutes, of each period. There are three periods in a game plus Overtime if necessary.

CLOCK SPEED

Set the speed of the game clock to Normal or Fast.

SHOT AIM

Set the control of aiming the puck on a shot. Manual allows you to control shot aim.

FATIGUE

Fatigue controls the exhaustion factor of the players on the ice. Setting Fatigue to OFF keeps the players from getting tired.

LINE CHANGES

When this option is set to ON, you can manually change your lines during gameplay by pressing **R1** or **R2**. A setting of AUTO will change lines automatically during the game.

OFFSIDES

When this option is set to ON, skating offsides will occur when an offensive player enters the offensive zone before the puck.

ICING

When this option is set to ON, icing will be called when a team shoots the puck from its half of the ice, it crosses the goal line, and then is first touched by the opposition. Icing is called off if the puck crosses the goal line and the goalie plays the puck or a player on the offensive team touches the puck.

TWO LINE PASS

When this option is set to ON, passing the puck across two lines will not be allowed. A two-line infraction occurs when the puck is passed over any two lines.

FIGHTING

Turn fighting ON and have fun squaring off with your opponent. See *Game Controls* on page 7 to learn how to use fight controls.

PENALTIES

Set the occurrence of penalties called during the game.
The higher the setting, the more frequent the calls.

INJURIES

Set the occurrence of injuries during the game. The higher the setting, the more likely injuries will occur and force players out of the game.

PLAY BY PLAY/PA ANNOUNCER/ CROWD/SFX/MUSIC

Adjust the volume of each category.

PLAYER ID

Choose the way your player is identified on the ice.

PUCK HALO

If Puck Halo is ON, the puck will be easier to see during gameplay, as it will be marked by a colored halo.





RECORDS

Records are tabulated from the three different period times, at all three player levels, in 16 different categories. To include records from previously saved games, you must load them from the Memory Card (8MB) (for PlayStation 2) prior to playing a new game.

- Press **←** / **→** to select a difficulty level.
- From each difficulty level, press **←** / **→** to select a period length.
- Press **↑** / **↓** to view all records.



MEMORY

The Memory Card (8MB) (for PlayStation 2) screen allows you to manage the files on your Memory Card (8MB) (for PlayStation 2). See *Saving Data* on page 3 for more information.



SAVE GAME

To save a game:

- Press **↑** / **↓** to select Memory Card (8MB) (for PlayStation 2) slot 1 or 2.
- Name your game by pressing **←** / **→** to cycle through the alphabet and press **⊗** to lock in the letters. Press **⏮** to back up by deleting a letter(s).
- Press **⏭** to end the save setup and press **⊗** to select YES and save the game.

LOAD GAME

To continue a previously saved Season or Playoff, you must first load it from the Memory Card (8MB) (for PlayStation 2).

From the Load Game screen:

- Press **←** / **→** to select Memory Card (8MB) (for PlayStation 2) slot 1 or 2.
- Choose a game from the Memory Card (8MB) (for PlayStation 2) and press **ⓧ** to load the game.

SAVE RECORDS

To save the records from a Season or Playoff, from the Save Records screen:

- Press **←** / **→** to select Memory Card (8MB) (for PlayStation 2) slot 1 or 2.
- Press **ⓧ** to select YES and save the records or press **⬆** to cancel.



RECORDS		
Difficulty:	Rookie	Period Length: 10
1.	Most Goals, Team:	(No Record)
2.	Most Goals, One Period, Team:	(No Record)
3.	Most Shots, Team:	4 Detroit
4.	Most Penalty Minutes, Team:	(No Record)
5.	Most Goals, Player:	(No Record)

[R2] - HELP



LOAD RECORDS

To load records from the Load Records screen:

- Press **←** / **→** to select Memory Card (8MB) (for PlayStation 2) slot 1 or 2.
- Press **↑** / **↓** to select a file to load and press **ⓧ** to load it or press **△** to cancel.



DELETE FILES

To delete files from the Memory Card (8MB) (for PlayStation 2):

- Press **←** / **→** to select Memory Card (8MB) (for PlayStation 2) slot 1 or 2.
- Press **↑** / **↓** to select a file to delete and press **ⓧ**.
- Press **ⓧ** to select YES to delete the file or press **△** to cancel.



PLAYING THE GAME



ICON PASSING

While you have the puck during play, pressing **L2** will bring up icons under your teammates. Use these icons to make quick decisions on the ice. While the icons are visible, to pass the puck to a particular player, press the corresponding icon. You will gain control of that player once the puck reaches his stick.



PLAYER SWITCHING

On defense, press **L2** to bring up the icons shown under your players. Press the icon of the player you want to switch to on defense.



LINE CHANGES

With Line Changes set to ON, press **R1** or **R2** to bring up a small line change window showing the stamina of each line. Change lines often for a constant flow of fresh players. To change a line, press the icon button that corresponds with the line that you want on the ice.



FIGHTING

Protecting your teammates is an important part of hockey. Your team doesn't have much of a chance to make it to the Stanley Cup Playoffs without an enforcer on the roster. Learning how to fight will give you a chance to knock one of the other team's players silly and possibly out of the game. See *Fighting* on page 7 for fighting game controls.





OFFENSIVE STRATEGIES

Change Offensive Strategies on the fly by pressing **L1** to bring up the Offensive Strategies window. When this window appears, press the icon associated with the type of offense you want out on the ice.

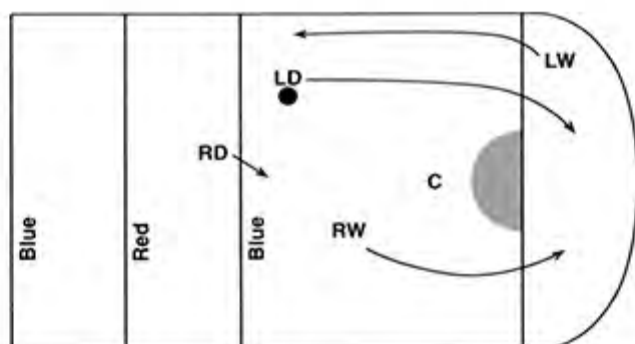
- Press **△** to choose from three Offensive options.
- Press **⊙** to choose from three Breakout options.



OFFENSE

The three Offensive Strategies available are Normal, Aggressive and Conservative.

- Press **△** to play with a Normal Offense, in which the forwards stay in their lanes with one always ready to backcheck.
- Press **⊙** to play with an Aggressive Offense, which is designed to screen the goalie and set up rebounds.
- Press **⊗** to play with a Conservative Offense, which cycles the players.



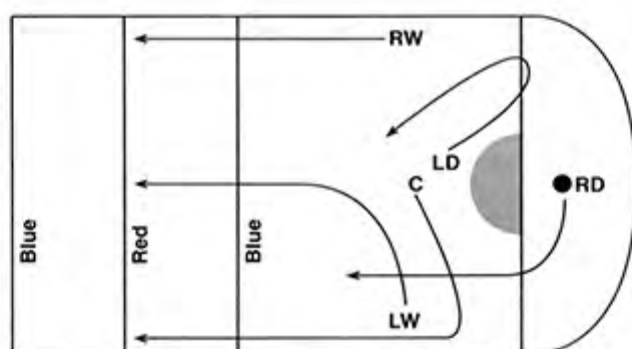
Conservative Offense



BREAKOUT

The three Breakout strategies available are Normal, Aggressive and Conservative.

- Press  to play with a Normal Breakout, in which the forwards don't cross.
- Press  to play with an Aggressive Breakout, in which the forwards cross in front of you.
- Press  to play with a Conservative Breakout, in which the forwards cross behind you.



Aggressive Breakout

DEFENSIVE STRATEGIES

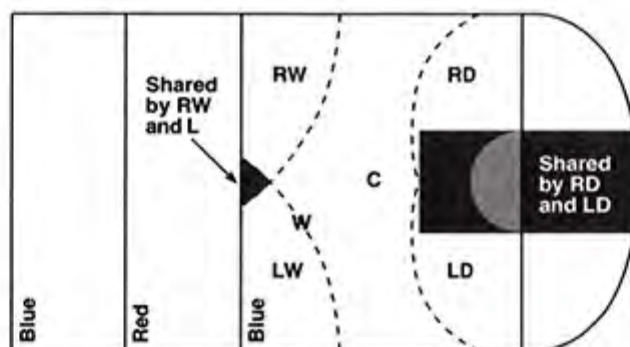
As with Offensive Strategies, you can change Defensive Strategies on the fly by pressing **L1** to bring up the Defensive Strategies window. When this window appears, press the icon associated with the type of offense you want out on the ice.

- Press **X** to choose from three Defensive options.
- Press **Y** to choose from three Forechecking options.

DEFENSE

The three Defensive Strategies available are Normal, Aggressive and Conservative.

- Press **△** for a Normal Defense, in which your skater stays a little off of the skater he is guarding.
- Press **○** for an Aggressive Defense, in which your skater plays tight on the skater he is guarding.
- Press **X** for a Conservative Defense, in which each skater is responsible for a particular zone.

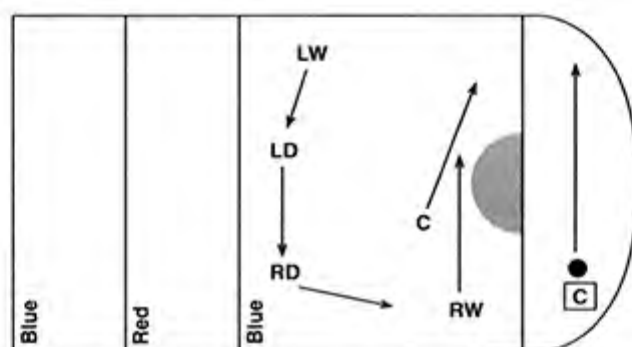


Conservative Defense

FORECHECKING

The three Forechecking Strategies available are Normal, Aggressive and Conservative.

- Press  for Normal Forechecking, in which one forward harasses the defensemen in the opponents defensive zone.
- Press  for Aggressive Forechecking, in which an attempt is made to trap your opponent in the neutral zone.
- Press  for Conservative Forechecking, in which two forwards harass the defensemen in the opponents defensive zone with three men back.



Conservative Forechecking



PAUSE MENU

Press  to pause the game and bring up the following menu options.

RESUME GAME

Resume a game at the spot it was paused.

INSTANT REPLAY

Gives you a second chance to view the latest play.

Free-Cam

To operate the Free-Cam, hold **L1** and press **←**, **→**, **↑** or **↓** to spin the camera and zoom in and out. **△** raises the camera and **⊗** lowers it.

OPTIONS

See *Options* on page 28 for descriptions of repeated menu items.

NOTE: After starting a game, you can no longer change period lengths, difficulty levels or clock speed.

TEAM SETTINGS

Use this option to set the strategies of the team.

Goalie Control

See the goalie game controls on page 9 to learn how to control the goalie. A setting of **MANUAL** gives you complete control of the goalie.

Goalie Status

Set the status of your goalie to be in the game, pull him from the game, or let the CPU decide when to pull the goalie for a late period scoring scramble.

Offense/Breakout/Defense/Forechecking

See *Offensive* and *Defensive Strategies* on page 36–39 for more information.

CONTROL SETUP

See *Control Setup* on page 11 for information on how to set up your controller.

CAMERA ANGLE

Choose a camera angle that's best for you.

INJURY REPORT

During the game, view the injuries and/or ejections of the players. Find out if/when a player will return from the locker room.

LINE MANAGER

Adjust any or all of the 18 lines set up for each team. See *Line Editor* on page 25 for more details.

GAME STATS

View the up-to-the-minute team stats of the game.

PLAYER STATS

View the individual stats of the players during the game. See *Player Stats* on page 14–15 for more information.

TIMEOUT

Select this option to call a timeout. This will restore full energy to all of your lines. Each team receives one timeout per game.

QUIT GAME

Quit the game and return to the Main Menu.



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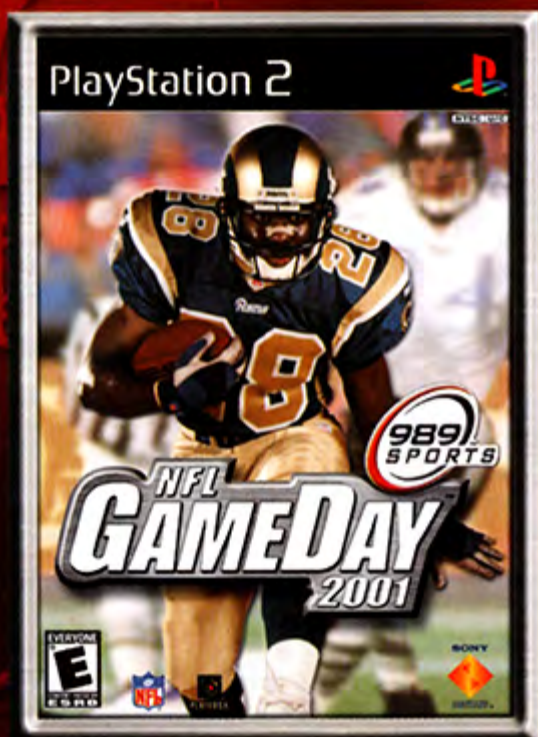
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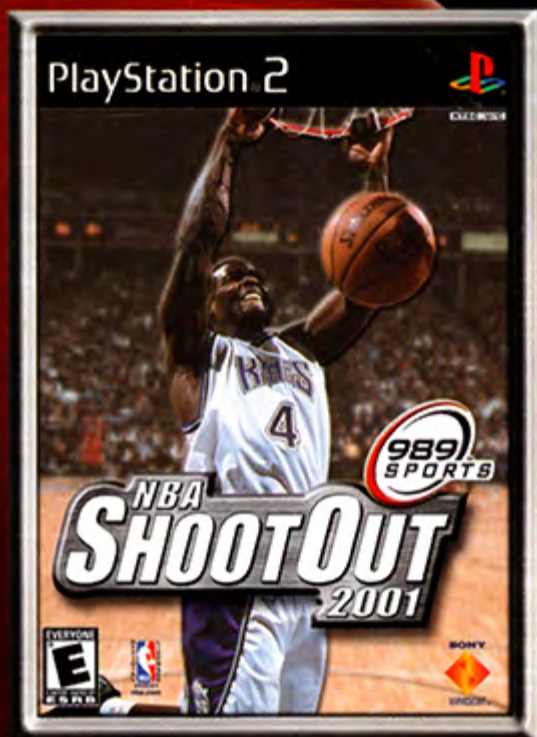
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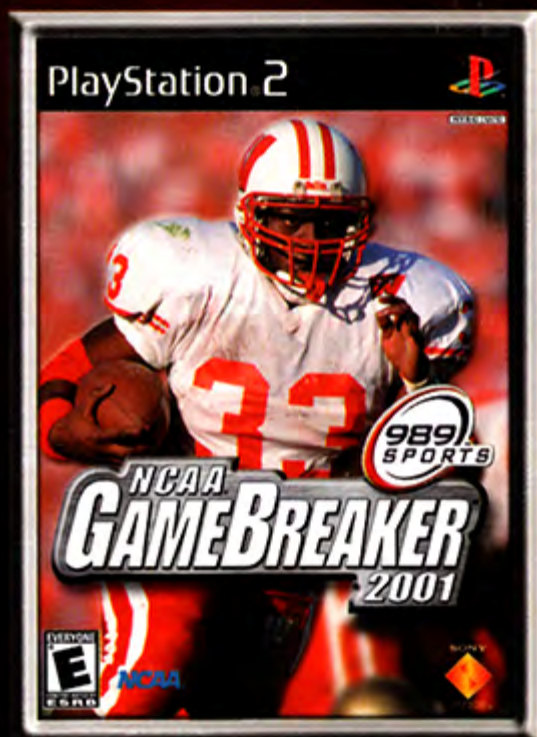
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