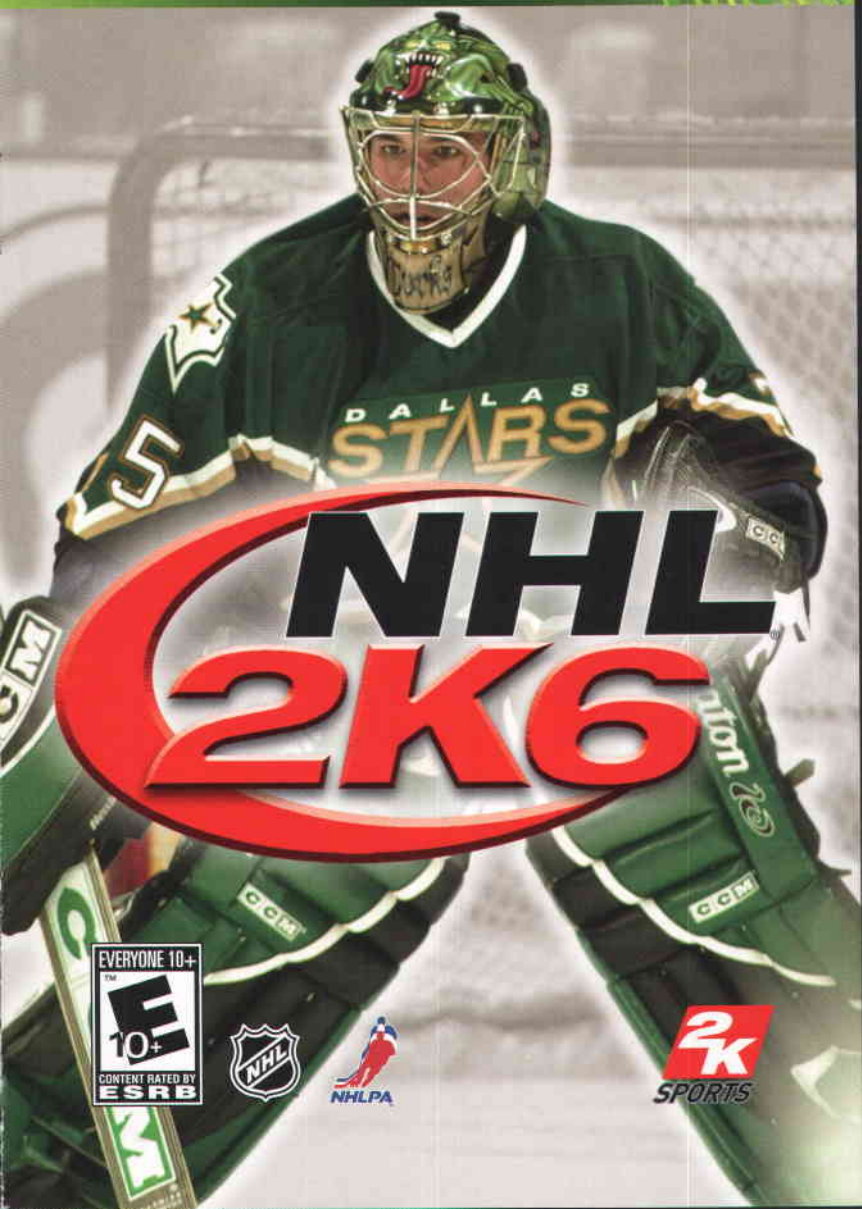




XBOX 360

XBOX
LIVE



WARNING

Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of back cover).

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

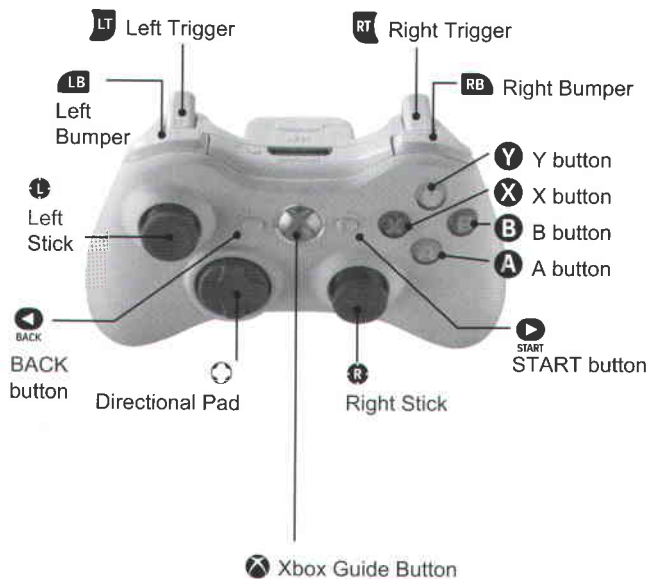
- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing

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USING THE XBOX 360 CONTROLLER



QUICK GAME

Quick Game lets you jump right into a game between two teams.

In Quick Game, you may play as the original 30 NHL teams as well as Classic, International and All-star teams. You may only play as the original 30 NHL teams- all you need to do is select the 2 teams and press **START**.

Team Select

- Move the **right 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 **A** or **START**.
- To create a User Profile, highlight New Profile and press **A** or **START**. Enter a name on the Virtual Keyboard and press **START**.
- To load a User Profile on the Load screen, highlight Load Profile and press **A** or **START**.
- Pull the **left trigger** or **right trigger** to change the team.
- Press **Y** to change the team to a random team. (You can press **Y** with your controller icon in the center of the screen to randomly change both the Home and the Away Team).
- Press **right bumper** to access Select Play Style overlay.
- Press **left bumper** to access the Line Match-Up screen.
- Press **X** to view the Help Menu.
- Press **A** or **START** (with one of your profiles or No Profile selected) to confirm your team.
- Once you've confirmed your team, pull the **left trigger** or **right trigger** 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 **A** or **START** (with one of your profiles or No Profile selected) to advance.
- At any point, if you want to back up to the previous step, press **B**.

Game Styles

Press **A** to access the game styles screen. Use this screen to customize your game settings or select from one of 4 different presets:

- Default: Standard setting:
- Sim: For the most realistic Hockey game, chose this option.
- Arcade: For more fast action, choose Arcade.
- Physical: For the all the hard hits and fights you could want in an NHL game, choose physical.

Load Profile

(Access by highlighting Load Profile with the **right stick** and pressing **A**) If you have an Xbox 360 Memory Unit (MU) 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 **A**. You will return to the Team Select screen and the User Profile will now be available to you.

Play Style and Strategy

(Access by pressing **right bumper** on the Team Select screen) You can edit your team's strategies using this screen. Also, if you prefer a certain team's play style and would like to adapt it to any other NHL team, use the Play Style overlay to do so. On the Play Styles screen, move the **left 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 and Strategy Screen. Highlight Play Styles or strategies and press **A** to continue.

To use the Play Styles Screen

- Pull the **left trigger** or **right trigger** to switch between Basic and Advanced. (Advanced allows you to set your play style line by line).
- In Advanced, press **right bumper** or **left bumper** 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 **A** to confirm highlighted menu item.
- Once a menu item is selected, move the **left stick** Up and Down to select the desired Playboard. Then, move the **left 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 **B** to perform the following actions regarding your changes: use, save and use, return or cancel.

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 **left bumper** 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

- Pull the **left trigger** or **right trigger** to assign a line to match-up with your opponent's line.
- Press **right bumper** or **left bumper** 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 **right bumper** 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 match-up when that particular line comes on the ice.
- When you've finished modifying your line match-ups, press **START** to confirm them and return to the Team Select screen.
- Press **B** to cancel your changes and return to the Team Select screen.

Playing as the Away Team

- Press **right bumper** or **left bumper** to assign a line to match-up with your opponent's line.
- Pull the **right trigger** to switch from a list of your offensive lines to a list of your defensive lines. Pull the **left trigger** if necessary to switch back.
- Pull the **left trigger** or the **right trigger** twice to cycle through the opponent's lines. (Note: For each of your opponent's lines, you can assign an offensive line and a defensive line to matchup with it. Pulling the **right trigger** once toggles from your offensive lines to your defensive lines. Pulling it a second time toggles to your offensive lines versus your opponent's second line. Pulling 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 match-up when that particular line comes on the ice.
- When you've finished modifying your line match-ups, press **START** to confirm them and return to the Team Select screen.
- Press **B** to cancel your changes and return to the Team Select screen.

Arena Select Screen

- Pull the **left trigger** or **right trigger** to switch the arena.
- Press **A** or **START** to load the game.

CONTROL SUMMARY

CLASSIC CONTROLS

OFFENSE

Faceoff (Classic, Intermediate, and Advanced)

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

Offense With Puck

- left stick** Move skater
- right stick** Total Control Dukes (see below). Click For Pro Control (See Pro Control)
- directional pad** On-The-Fly coaching
- + right trigger + left trigger** DOWN: Decrease aggression level,
UP: Increase aggression level LEFT: conservative MIDDLE: balanced
RIGHT: attack NOTE: Your team's Play Styles setting must be set to Manual.
- left trigger** Protect puck
- + directional pad** Line Changes
- right trigger** Speed burst
- A** Pass / Press and hold for a flip pass
- B** Speed burst
- X** Snap shot / Press and hold for a slap shot
- Y** Dump (Hold **Y** for longer dump)
- left bumper** Pass and Go (Pass and maintain control of passing player)
- right bumper** Sidestep
- START** Pause game

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 **A** to pass and immediately press **X**, before the other player receives the puck. During multiplayer games, to perform a one-timer when another player passes you the puck, press **X** before the puck reaches you.

Coach's Tip – Total Control Dekes

Perform 7 special moves with the **right stick**. Move the **right 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: Pull and hold the **left trigger** and move UP on **right stick** for flip deke.

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

Offense Without Puck

- left stick** Move skater
- right stick** Intense Contact
- directional pad** On-The-Fly coaching
- + right trigger + left trigger** Play Style Changes
- left trigger** Skate Backwards
- + directional pad** Line changes
- right trigger** Speed burst
- A** Change skaters / Hold to select goalie
- + left trigger** Icon Player Switch (Icon Switch mode must be turned ON in Controller Settings Menu)
- B** Check / Hold for a speed burst
- X** One-Timer / Hook
- Y** Deflection
- right bumper** Sidestep
- left bumper** Pass and Go

Board Pinned (Classic, Intermediate, and Advanced)

- left stick** Move skater
- A** Change skaters
- B** Elbow
- X** Kick puck

Penalty Shot

- left stick** Move Skater
- left trigger** Sidestep
- right trigger** Speed burst
- X** Snap shot / Press and hold for a slap shot

DEFENSE

- left stick** Move skater
- + **left trigger** (pull and hold) Skate backwards
- right stick** Intense Contact
- directional pad** On-The-Fly-Coaching
- + **right trigger + left trigger** Play Style Changes
- left trigger** Grab puck from the air
- + **directional pad** Line changes
- right trigger** Speed burst
- A** Change skaters / Hold to select goalie
- + **left trigger** Icon Player Switch (Icon Switch mode must be turned ON in Controller Settings Menu)
- B** Check / Push
- X** Poke check / Hook (depending on the situation)
- Y** Block / Dive (depending on situation)
- right bumper** Sidestep
- left bumper** Enforcer select
- START** Pause game

Goalie Without Puck (Classic and Intermediate)

- left stick** Move goalie
- directional pad**
- + **right trigger + left trigger** Play Style Changes
- left trigger** Best stance
- + **directional pad** Line changes
- right trigger** Position goalie
- A** Change skaters
- B** Press and hold for check
- X** Poke check / Dive
- Y** Save / Best stance

Goalie With Puck (Classic, Intermediate, and Advanced)

left stick Move goalie

A Pass

B Leave puck

X Clear

Y Cover

Goalie Holding Puck (Classic, Intermediate, and Advanced)

left stick Move goalie

A Drop puck and pass

B Drop puck

X Drop clear

Y Cover

Board Pin (Classic, Intermediate, and Advanced)

left stick Move skater

A Change skaters

B Check

X Push

Y Cancel pin

Fighting (Classic, Intermediate, and Advanced)

left trigger Grab Using Left Arm

right trigger Grab Using Right Arm

A Duck / Avoid

B Knock Grab

X Punch (jab)

Y Uppercut

left bumper Taunt

right bumper Fake Punch

Note: Fighting moves can also be performed using the **right stick**.

INTERMEDIATE CONTROLS

OFFENSE

Faceoff

(see Classic Controls)

Offense With Puck

- left stick** Move skater
- right stick** Total Control Dekes (see description in Classic Controls)
- directional pad** On-The-Fly Coaching
- + right trigger + left trigger** Play Style Changes
- left trigger** Skate Backwards
- + directional pad** Line Changes
- + right stick** Goalie Deke
- right trigger** Speed burst
- A** Pass
- B** Protect puck
- X** Snap shot / Press and hold for a slap shot
- Y** Dump
- + left trigger** Slap Dump
- START** Pause game
- left bumper** Pass and Go

Offense Without Puck

- left stick** Move skater
- right stick** Intense Contact
- directional pad** On-The-Fly Coaching
- + right trigger + left trigger** Play Style Changes
- left trigger** Skate Backwards
- + directional pad** Line Changes
- right trigger** Speed burst
- A** Change skaters / Hold to select goalie
- + left trigger** Icon Player Switch (Icon Switch mode must be turned ON in Controller Settings Menu)
- A (double tap)** Change to last man back
- B** Check
- + left trigger** Hook
- X** One-timer / Deflection
- + left trigger** Poke dive
- Y** Poke check
- right bumper** Shot block / Knee drop
- + left trigger** Select goalie (w/ Goalie Control on MANUAL)
- left bumper** Call for pass

Board Pinned

(see Classic Controls)

Penalty Shot

- left stick** Move skater
- right trigger** Speed burst
- B** Protect puck
- X** Snap shot / Press and hold for a slap shot
- Y** Dump
- left trigger+ right stick** Goalie Deke

DEFENSE

- left stick** Move skater
- left trigger (pull and hold)** Skate backwards
- + **directional pad** Line Changes
- right stick** Intense Contact
- directional pad** On-The-Fly Coaching
- + **right trigger + left trigger** Play Style Changes
- right trigger** Speed burst
- A** Change skaters / Hold to select goalie
- + **left trigger** Icon Player Switch (Icon Switch mode must be turned ON in Controller Settings Menu)
- A** (double tap) Change to last man back
- B** Check / Push
- + **left trigger** Hook
- X** Shoot loose puck
- + **left trigger** Poke dive
- Y** Poke check
- right bumper** Shot block / Knee drop
- + **left trigger** Select goalie (w/ Goalie Control on MANUAL)
- left bumper** Select enforcer
- + **left trigger** Grab puck from 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 stick** Move skater
- left trigger** Skate Backwards
- + directional pad** Line Changes
- + right stick** Goalie Deke
- right stick** Total Control Deks (see Classic Controls)
- directional pad** On-The-Fly Coaching
- + right trigger + left trigger** Play Style Changes
- right trigger** Speed burst
- A** Pass
- + left trigger** Flip pass
- B** Protect puck
- X** Wrist / Snap shot
- + left trigger** Slap Shot
- Y** Dump
- + left trigger** Slap Dump
- left bumper** Pass and Go
- START** Pause game

Offense Without Puck

- left stick** Move skater
- left trigger** Skate Backwards
- + **directional pad** Line Changes
- right stick** Intense Contact
- directional pad** On-The-Fly Coaching
- + **right trigger** + **left trigger** Play Style Changes
- right trigger** Speed burst
- A** Change skaters / Hold to select goalie
- + **left trigger** Icon Player Switch (Icon Switch mode must be turned ON in Controller Settings Menu)
- B** Check
- + **left trigger** Hook
- X** One-timer / Deflection
- + **left trigger** Poke dive
- Y** Poke check
- right bumper** Shot block / Knee drop
- + **left trigger** Select goalie (w/ Goalie Control on MANUAL)
- left bumper** Grab puck from the air

Board Pinned

(See Classic Controls)

Penalty Shot

- left stick** Move skater
- right trigger** Speed burst
- B** Protect puck
- + **left trigger** Hold **B** to deke / Release to shoot
- X** Wrist / Snap shot
- + **left trigger** Slap shot
- Y** Dump

DEFENSE

- left stick** Move skater
- left trigger (pull and hold)** Skate backwards
- + **directional pad** Line changes
- right stick** Intense Contact
- directional pad** On-The-Fly Coaching
- + **right trigger + left trigger** Play Style Changes
- right trigger** Speed burst
- A** Change skaters / Hold to select goalie
- + **left trigger** Icon Player Switch (Icon Switch mode must be turned ON in Controller Settings Menu)
- B** Check/ Push
- + **left trigger** Hook
- X** Shoot loose puck
- + **left trigger** Poke dive
- Y** Poke check
- right bumper** Shot block / Knee Drop
- + **left trigger** Select goalie (w/ Goalie Control on MANUAL)
- left bumper** Select enforcer
- + **left trigger** Grab puck from the air

Goalie Without Puck

- left stick** Move goalie
- right trigger** Position goalie
- A** Change skaters
- + **left trigger** Stance down / Back sprawl
- B** Slash / Press and hold for check
- + **left trigger** Stance up
- X** Poke check
- + **left trigger** Dive poke
- Y** Save / Best stance
- + **left trigger** ... 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

Click the **left stick** to switch to On The Fly Coaching. Use the **directional pad** during play to direct your players into specific team actions.

On Offense

directional pad UP: Crash Net

directional pad DOWN: Pinch Defensemen

directional pad LEFT: Screen the goalie

directional pad RIGHT: Call for help

On Defense

directional pad UP: Collapse

directional pad DOWN: Release Forward

directional pad LEFT: Clear front of net

directional pad 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

Click the **right stick** 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 stick** Up, Down, Left or Right to use a specific maneuver.

Pro Control Puck Controls are as Follow

right stick UP: Lob

right stick Down: Protect Puck

right stick Left: Dump Left

right stick Right: Dump Right

NOTE: You can call a time-out when a stoppage in play occurs by pulling and holding the **left trigger** and **right trigger** and pressing the **BACK** button.

Crease Control

Crease Control gives you an exciting new way of controlling the goalie in the game. With Crease Control, you can take command of the goalie and help direct him to the proper spot while still keeping an eye on the puck. When a shot is taken on the goal, the game will slow down briefly, allowing you to try and make the save (which is represented by a blue targeting circle for the location of the shot). When your goalie is out of position, or does not have the puck in their vision (represented by the Large Red/Green cone originating from the goalie) they will have a much smaller window of time to line up the save.

Click the **right stick** while your team does not have possession of the puck to access Goalie Control mode.

left stick (Move Vision Cone / Move Save Target Cursor)

right stick (Diving Saves)

A button (Make a Save)

left trigger (Move Camera View Left)

right trigger (Move Camera View Right)

Click right stick (Leave Crease Control mode)

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

Replay

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

- Press **left bumper** or **right bumper** to jump to the beginning or the end of the replay.
- Press **X** to hide the Help overlay.
- Press **START** to exit replay.
- Pull the **left trigger** or **right trigger** to rewind or fast-forward.
- Press **Y** or **B** to zoom in or out.
- Move the **left stick** to pan the camera.

Stats

Team Stats

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

Player Stats

- Pull the **left trigger** or **right trigger** to switch teams.
- Press **right bumper** or **left bumper** to switch between skaters and the goalie.
- Click the **left stick** to sort the players by the highlighted statistic. Click 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.

- Pull the **left trigger** or **right trigger** to cycle through the periods.

Scoring Summary

- Pull the **left trigger** or **right trigger** to switch periods.

Penalty Summary

- Pull the **left trigger** or **right trigger** 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.

Options Menu

(See Options).

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.

Controller Layout

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

- Press **right bumper** or **left bumper** to cycle through the command scenarios.
- Pull the **left trigger** or **right trigger** to view the controls as modified by the **left trigger** or **right trigger**.
- To customize the **A**, **B**, **X**, and **Y** controls, press **Y** to initiate Button Swap Mode. If you want to back out of the Button Swap Mode, press **BACK**.
- To select a button whose function you wish to reassign, press **Y**, 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 and you will automatically exit Button Swap Mode.

Pull Goalie / Replace Goalie

If you have the puck late in the game, and you're losing, it may make sense for you to pull 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. You can pull the goalie on the fly by pulling **left trigger** and **right trigger** and pressing **START**.

Team Strategy

Play Styles

This screen is the same as the Play Styles screen. See Quick Game for more information.

Strategies

This screen is the same as the Strategy screen. See Quick Game for more information.

Edit Lines

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

- Press **right bumper** or **left bumper** to cycle through the following categories: Offense, Defense / Goalies, Power Play, Penalty Kill, and Xtra/Shootout.
- Press **Y** to switch between the full roster and similar lines.
- While viewing an active line, highlight a player in that line and press **A** to select the player. Then, highlight another player off the bench and press **A** to swap him with the previously selected player.

Chemistry (Franchise Only)

When editing lines, notice the Chemistry bar for any particular line. The Chemistry for a line is affected 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.

- Pull the **left trigger** or the **right trigger** to cycle through the following lists: Level One, Level Two, Level Three.
- Completed challenges appear with a red check box.

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

New Features

This screen lists all the new features available to you in NHL 2K6.

Online Desk

See the Xbox Live 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.

XBOX LIVE®

Take NHL® 2K6 Beyond the Box

Play anyone and everyone, anytime, anywhere on Xbox Live. Build your profile (your gamer card). Chat with your friends. Download content at Xbox Live Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Downloadable NHL® 2K6 Content

If you are an Xbox Live® subscriber, you can download the very latest content (such as Roster Updates) to your 360 Xbox console.

Connecting

Before you can use Xbox Live®, you need to connect your 360 Xbox console to a high-speed or broadband Internet connection and sign up to become an Xbox Live® member. For more information about connecting, and to determine whether Xbox Live® is available in your region, go to www.xbox.com/live.

Here's where you really put your skills to the test. Challenge other players online with Xbox Live®. Please register for an Xbox Live® account before using this feature.

Xbox Live® Sign In

To create a user account:

Highlight Create account and press **A**. You will be taken to the Xbox Dashboard.

Follow Xbox Live® Instructions to create a new account.

To use an existing user account:

Move UP or DOWN on the **left stick** to highlight the desired user account name.

Press **A**.

If the account has a Passcode, enter it.

To join as a guest:

After the account holder has selected his account, highlight PLAY AS GUEST and press **A**.

To advance, press **START**.

XBOX LIVE® 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 automatically challenge another user to a game. If they accept the challenge, the Team Select screen will appear.

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.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

Lobbies

Lobbies are where you can challenge other users or chat.

Once in the Lobbies menu, select a specific game type to enter a lobby.

Once in a lobby:

- Press the **X** button to chat open the chat window.
- To perform a lobby related action, highlight a player name and press the **A** button. The actions you can perform are as follows: Send Challenge, Add to friends List and Mute user.
- Move the **right stick** DOWN, to see challenges from other users.

Lobby Types:

There are several different types of lobbies. Chose a lobby based on what type of game you want to play. Once in a lobby you may only send a challenge for the type of game available in that lobby. For a more customized game challenge, use the custom lobby.

Options Setup:

- **Send Custom Challenge:** Use this screen to create a game with the options you desire.
- **Game Type:** Exhibition, Battle Mode, Skills, and Mini-Rink - Pick the game type you wish to play.
- **Team:** Chose any NHL team.
- **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:** Regular (default) Off and Touchup - Turn this option OFF, and players will be able to cross the offensive blue line before the puck crosses it. Regular is current standard NHL offsidess rules whereas Touch Up is the older offsidess 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. 1-11.

Leagues

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

My Leagues

Enter into your Tournament or Season you've created or joined. Press **A** on the Tournament or Season you participate in. This option is only available after you've created either and other users have joined. 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 **A** to highlight a team, then move your highlight using the **left 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 **A** 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 **A** on your next game will bring up an overlay filled with these options: Send Challenge, Send Message (via 2K Sports Messaging), or Filing a Complaint.

View Schedule or Tournament Tree

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

Notifications

View all the news around the online league here.

Trades

In the Trades screen you can trade the players on your team by selecting CREATE and pressing **A**. You can also see the Received, Sent, and Pending trades by moving your **left 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 - Displays the current standings for your 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

Scratch players or send players to minors using this screen.

View Options

View the leagues Settings and Options here.

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 **A** 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.

- League Name: Type in the name of your league.
- League 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.
- Series Length: 1-7 (3 is 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.
- Flexible Schedule: Off (Default) or On - To play opponents in any order, use this option.

After setting up these options, you can then select your team and then customize your game settings for the tournament. (see Lobbies: Options Setup for more details)

Create Tournament (You are the Admin)

First you must set your Tournament's options.

- **Tournament Name:** Type in the name of your tournament.
- **League Password:** Make a password for your tournament. Be sure to send your friends the password so they can join. If you want to make the tournament 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 tournament. You can only have an even number of players in this type of tournament.
- **Interval Between Rounds:** 1-7 Days (Default) - Choose how many days in-between rounds you want your tournament games to be played.
- **Series Length:** 1 (Default) - Choose the length (number of games) of your tournament.
- **Trading:** (On is Default) - ON allows players to trade during the season.

After setting up these options, you can then select your team and then customize your game settings for the tournament. (see Lobbies: Options Setup for more details)

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 **A** to download it.

Online FAQ

Frequently Asked Questions about the NHL and 2K Sports.

My Player Card

This screen gives you all the information for Stats, Feedback and your current rankings on Xbox Live®.

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.

CREDITS

Kush Games, Inc.

Project Manager

Scott Krager

Tech Lead

Philip Watts

Art Lead

Al Spong

Programmers

Rolando Caloca Olivares

Brian Hendriks

Sumir Kataria

Steve Markgraf

Dale Son

Trevor Stephenson

Jean-Francois Vezina

David Whitney

Dmitry Yakimenko

Artists

Jesus Baeza

James Cordero

Christian De Leon

Mike Fudge

Eli Hanselman

Bryan Lian

Johnny Liu

Javier Alvarez

Robert Miller

Kenneth Yeh

Design

Colin O'Hara

Audio

Joel Simmons

Assistant Producer

Jon Katz

Additional Programming

Shan-Min Chao

Walter Hecht

Brian Lhota

Anand Madhavapeddy

Andy Modrovich

Alan Palmer

Edmund Park

Jim Simmons

Additional Art

Adam Bain

Trevor Dorsey

Drew Krevi

Baback Moussavi

Mark Nelson

Additional Audio

Devin Hurd

Daniel Gardopee

Testing

Tim Taylor

Motion Capture Actors

Marty Turco, Dallas Stars

Darren McCarty, Detroit Red Wings

Jason Marshall, New York Rangers

Kelly Askew

Joe Kelly

Scott Krager

Christian Lalonde

Rob Laurie

Mathieu Ratthe

James Reyes

Motion Capture Studio

Motion Analysis Studios

Commentators

Bob Cole

Harry Neale

PA Announcer

Phil Hulett

Roster and Ratings

Harry Ouzounian

Executive Producer

Umrao Mayer

Technical Director

Philip Watts

Art Director

Al Spong

Director of Software

Engineering

Romain Soson

Director of Graphics

George Simmons

Special Thanks

Stephen Whiting

Dennis Michaud

Kyle Blackburn

Jon Ferraez

Andrea Davis

Oxnard Ice Skating Center

Visual Concepts Entertainment, Inc.

Executive Producer

Greg Thomas

Project Manager

Ben Bishop

Marketing/Public Relations

Matt Atwood

Anthony Chau

Shelby Cox

David DePaulis

Nikki Flynn

Ryan Hunt

Rustin Lee

Moni Orife

Mike Rhinehart

Tim Rosa

Christian Scatena

Rich Saroyan

Erik Whiteford

Video Director

J. Mateo Baker

Director of Quality Assurance

Chien Yu

Quality Assurance Manager

Robert Nelson

Quality Assurance Supervisor

John Crysdale

Senior Lead

Marion Dreo

Project Lead

Damon Perdue

Assistant Project Lead

Dan Indra

Gameplay Lead Tester

Joseph Chasan

Network Lead

Jerson Sapida

Network Assistant Lead

Chris Watkins

Compliance Lead Tester

Evan Boehler

Mastering/Release Specialist

Jason Bakke

Manual Writer

Tim Collins

Test Plan Writer

James Miller

QA Tech

Rhianna Kellom

Adam Fair

Jose Gutierrez

Alex Snell

Compliance Testers

Johannes Robbins

Brian Rust

Robert Birdsall

David Hunter

Quality Assurance Senior Testers

Ross Conkey

Arthur Javier

Dustin Wright

Jerel Francisco

Evan Rice

Clifford Chin

Justin England

Joe Levesque

Quality Assurance Testers

Adam Ausiello

Adrian Guerrero

Alex Hayden

Andrew Blumberg

Andrew Plempel

Anthony Yampol

Atsuya Kajita

Austin Sharp

Brian Degraf

Chad Urquhart

Charles Hodges

Chris Finch

Quality Assurance Testers cont.

Chris Weber
Dan Gildengorin
David Dixon
Dino Zucconi
Elton Brown
Felicia Whitehouse
Gil Espanto
Guy Lasky
Harper Leland
Jacob Adina
Jason Battle
Jason Souza
Jeremy Ford
Jesse Jones
John Eleen
John Slavin
Josh Graham
Kris Pack
Maciej Pawlowski
Mark Sardina
Mike Rose
Morgan Wren
Nadar Williams
Nate Burks
Nate Rodriguez
Nick Alvarez
Nicholas Hernandez
Norman Solis
Ocie Henderson
Pat Goatley
Patrick Smith
Peter Dassenko
Philip McDaniel
Ray DiSanza
Robert Birdsall
Robert Britt
Robert Zavala
Shane Berta
Shawn Sims
Stephen Froom
Stephen Rice
Tarek Nijmeh
Troy Baca
Tyler Jacobson

Intro Video Produced By
LABEL – www.L4B3L.com

**Intro Video Creative
Director/3D**
Shay Casey

**Intro Video Editing Motion
Graphics**
Jeff Juliard

Intro Video Audio and SFX
Ryan Carrington

**Localization and Package
Graphic Arts by**
Vicki Morawietz of VAM Design

Special Thanks

Jeff Thomas
Scott Patterson
Asif Chaudhri
Mark Roberts
David Copelovici
Mike Rhinehart
Tim Walter
Chris Larson
Jake Baker
Brian Luzietti
Larry Peacock
Randy Rivas
Richard Yee
Rob Roudebush
Robert Gifford
Jenn Baker
Sharon Hunter
Chien Yu
Matt Crysdale
Alvin Cardona
Mark Washington
Abe Navarro
Erik Andreassen
Matt Underwood
Harry Ouzounian
Junior Sison
Robert Nelson
Erick Boenisch
Casey "Boomsucka" Yost
Dave McCarthy (NHL)
Lynn White (NHL)
Brian Jennings (NHL)

Special Thanks cont.

Martin McQuaig (NHLPA)
Mike Ouellet (NHLPA)
Ted Saskin (NHLPA)
Marty Turco
Darren McCarty
Jason Marshall
David Aebischer
Chris Drury
Jeremy Roenick
Brendan Shanahan
Martin St. Louis
Brendan Morrison
Kurt Overhardt
Katie Prendergast
Derek Tanis
Mask Artwork for Marty Turco –
Ray Bishop
Brendan Shanahan
Martin St. Louis
Reed Hurrell, Grinder L.L.C. –
www.grindertheband.com
Paul Michinard (Getty Images)
Joseph Hwang (Anaheim Mighty
Ducks)
Chris Wszolek (WAZ) and the entire
2KHockey.net community –
www.2KHockey.net
Brian Fletcher
Glen Leskinen
Louie Arrico
Anthony Yampol

Music Credits

NHL 2K6 Licensed Music

Dixie Witch

Get Busy, Throwin' Shapes (© 2005)
Small Stone Records
www.dixiewitch.net/

Five Horse Johnson

Mississippi King, Cherry Red, Silver
(© 2005)
Small Stone Records
www.fivehorsejohnson.com/

Halfway To Gone

King of Mean, King Snake (© 2005)
Small Stone Records
www.halfwaytgone.com/

Hurry Up Offense

Think Out Loud (© 2003)
Fortune Zero Company, Me Vs
(© 2005)
Plus One Music
www.plusonemusic.net

Jet Black Summer

Frauline (© 2003)
Lakeshore Records
www.lakeshore-records.com

Jet By Day

O'Salvation, Done Dressing Up (©
2005)
Future Farmer Records
www.lakeshore-records.com

Novadriver

Push The River, Bury Me Alive
(© 2005)
Small Stone Records
novadriver.com/

Panthers

Legally Tender (© 2004)
Vice Records
www.vice-recordings.com

Plane

Heart & Soul (© 2005)
Dirigeable Records
www.planeband.com/

Planeside

Chrome Stilettos, Overneath
(© 2000)
Kingsize USA
www.planeside.com

Roper

Hello Lamewads, Amplify, 1985
(© 2004)
5 Minute Walk Records
www.roperisdumb.com

Sasquatch

Chemical Lady, Roller Dragonfly
(© 2005)
Small Stone Records
www.sasquatchrocks.com

The M's

Banishment Of Love, Break Our
Bones, 2x2, Maggie © 2004
Brilliant Records
www.wearethems.com/

Throttlerod

Sucker Punch, Whistlin' Dixie, On
The Mountain, Marigold © 2005
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www.throttlerod.com/

Trans Am

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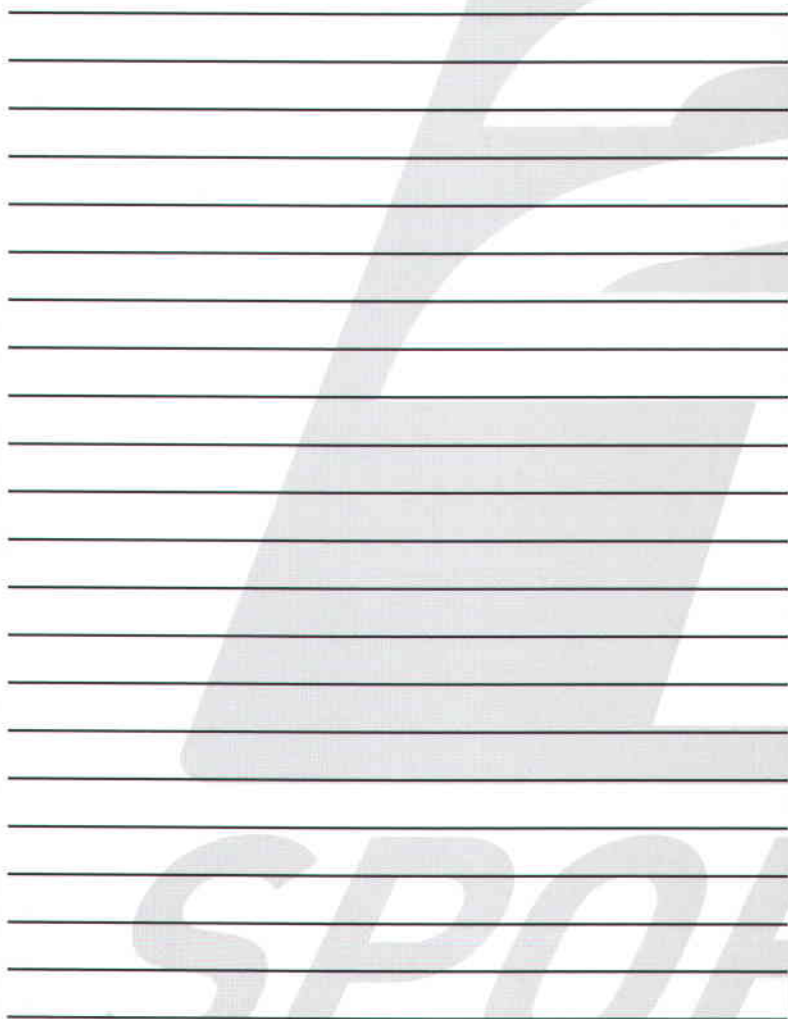
Grinder

Affliction, Be Me, Under My Skin ©2005
Red Line Records
www.grindertheband.com

Special thanks to Paul Courselle and
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Rock Music

NOTES

NOTES



A series of horizontal lines for writing notes. A large, faint, stylized 'E' watermark is visible in the background, spanning across the middle of the page.

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OBTAINING TECHNICAL SUPPORT/SERVICE

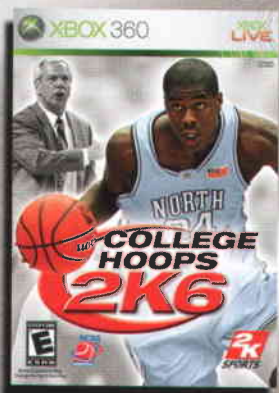
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