



<http://www.replacementdocs.com>



## **BEGINNER CONTROLS**

### Player with Puck

<b>ACTION</b>	<b>GAMEPAD™ PRO</b>	<b>SIDEWINDER™</b>	<b>KEYBOARD</b>
Pass/Face off	<b>Button 2</b>	<b>B</b>	
Shoot	<b>Button 1</b>	<b>A</b>	

### Player Without Puck

Change player	<b>Button 2</b>	<b>B</b>	
Body check	<b>Button 1</b>	<b>A</b>	

- ❑ These are the most basic controls, used in the Beginner Game. Once you've mastered the basics, learn to finesse the puck and your opponents by utilizing the more detailed controls available in all other modes. ➤ *Complete Controls* on p. 4.
- ❑ This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

## TABLE of CONTENTS

Introduction . . . . .	2
Command Reference . . . . .	3
Complete Controls . . . . .	4
Setting Up the Game. . . . .	6
<i>Main Menu</i> . . . . .	6
Playing an Exhibition Game. . . . .	7
<i>Pause Menu</i> . . . . .	9
Game Setup menu . . . . .	11
<i>Coach Options</i> . . . . .	11
<i>Draft Options</i> . . . . .	13
<i>Create a Player</i> . . . . .	14
Game Modes . . . . .	15
<i>Season Mode</i> . . . . .	15
<i>Playoff Mode</i> . . . . .	19
<i>Tournament</i> . . . . .	19
<i>Shootout</i> . . . . .	20
<i>Tutorials</i> . . . . .	20
Internet/Online Games. . . . .	21
<i>Internet</i> . . . . .	21
<i>Online Leagues</i> . . . . .	23
Save/Load Functions . . . . .	24
<i>Highlights</i> . . . . .	24
<i>Loading a Saved Game</i> . . . . .	24
Credits . . . . .	25
Warranty . . . . .	26

## INTRODUCTION

With *NHL® 2000*, you hit the ice harder than ever before. From the very first faceoff, you control all the moves. Deke your opponents and plow down the slot to fire one through the pipes. Slam your rival into the boards with fierce body checks. The New **Career Mode** allows you to call all the shots on and off the ice. Build your team and take them from cellar to Cup. With several different play modes to get you into the fray fast, *NHL 2000* is your ticket to the coolest game on ice.

This year you can get yourself in the game like never before with the new **Import your Face** feature. *NHL 2000* lets you import a scanned photo and create a player with your face. Now it's really you out there taking the hits, slamming the boards and bruising it up. Go one-on-one with Hasek, or try to slam Lindros hard into the boards. Feed Jagr with a cross-the-ice assist, or put the finishing touches with a one-timer on a pass from Forsberg. The only thing you'll be missing is the stitches.

### *MORE COOL FEATURES:*

- ✓ AUTHENTIC NHL ACTION: Official NHL and NHLPA licensed product
- ✓ DEDICATED BIG HIT/BIG DEKE BUTTON: Line up the opponent and blast him with a big hit, or put on a big deke and leave him standing while you skate toward an open scoring opportunity.
- ✓ BUTTON MASHING FIGHTS: Beat up on your opponent in a down and dirty brouhaha. Drop the gloves and get it on.
- ✓ MORE WAYS TO SCORE: Forwards turn goalies inside out. Go top-shelf or blast one from the point.
- ✓ FANTASY DRAFT: Build the ultimate team by assembling all your favorites together in one team.
- ✓ HIGHER FRAME RATE: Enhanced Arcade gameplay feel.
- ✓ FULL INTERNET PLAY: Test your hockey skills on the net.

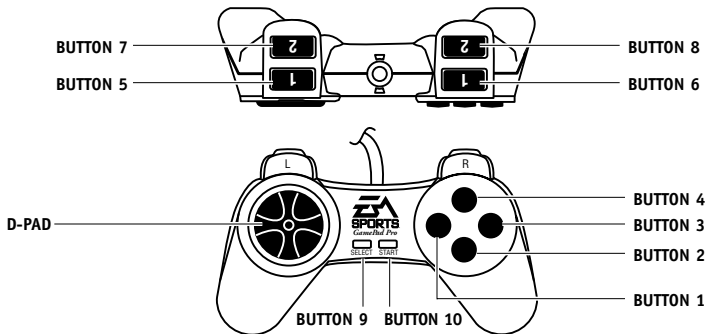
**NOTE:** FOR MORE INFO ABOUT *NHL 2000* AND OTHER TITLES, CHECK OUT EA SPORTS™ ON THE WEB AT [WWW.EASPORTS.COM](http://WWW.EASPORTS.COM).

## COMMAND REFERENCE

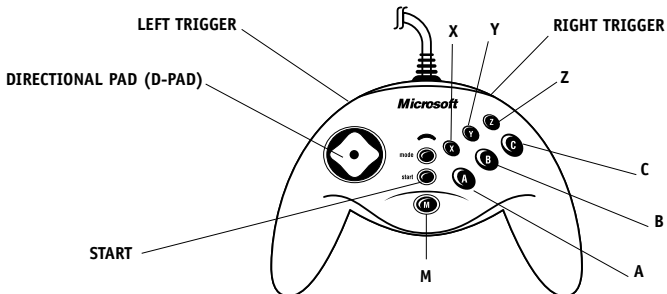
You can navigate *NHL 2000* menus using the keyboard, mouse, or a Windows® 95 or Windows® 98 supported controller. This section catalogs the controls for *NHL 2000* menu navigation and gameplay.

**NOTE:** IN THIS MANUAL, THE DEFAULT CONTROLS ARE PROVIDED USING GRAVIS GAMEPAD PRO CONTROLS. TO USE A DIFFERENT CONTROL METHOD (E.G., KEYBOARD OR MICROSOFT® SIDEWINDER), REFER TO THIS SECTION FOR THE CONTROL EQUIVALENTS.

### GAMEPAD PRO



### SIDEWINDER



## RE-CONFIGURE CONVERSION TABLE

<b>GAMEPAD PRO</b>	<b>SIDEWINDER</b>
D-Pad	D-Pad
Button 1	A
Button 2	B
Button 3	C
Button 4	X
Button 5	Y
Button 6	Z
Button 7	Left Trigger
Button 8	Right Trigger
Button 9	M
Button 10	START





## COMPLETE CONTROLS

### Quick Commands

<b>ACTION</b>	<b>MOUSE</b>
Cycle/toggle highlighted item	Left-click
Activate highlighted command button	Left-click

**EA TIP:** THESE CONTROLS ARE USED IN ALL MENUS IN NHL 2000, SO LEARN 'EM HERE AND USE 'EM EVERYWHERE.

### PLAYER WITH PUCK

<b>ACTION</b>	<b>GAMEPAD PRO</b>	<b>SIDEWINDER</b>	<b>KEYBOARD</b>
Pass/Face off	Button 2	B	
Shoot	Button 1	A	
Speed burst	Button 3	C	
Deke	Button 4	X	

# NHL 2000

## PLAYER WITHOUT PUCK

<b>ACTION</b>	<b>GAMEPAD PRO</b>	<b>SIDEWINDER</b>	<b>KEYBOARD</b>
Change player	Button 2	B	C
Speed burst/Body check	Button 3	C	X
Hook/Hold/Block shot	Button 1	A	SPACEBAR
Big hit	Button 4	X	Z

## GOALIE WITH PUCK

Pass	Button 2	B	C
Clear puck	Button 1	A	SPACEBAR

## GOALIE WITHOUT PUCK

Save attempt	Button 3	C	X
Poke check	Button 1	A	SPACEBAR
Stack Pads	Button 4	X	Z

## FACE OFFS

Draw puck	Button 2	B	C
Big hit	Button 4	X	Z

## FIGHTING

High punch	Button 1	A	SPACEBAR
Low punch	Button 2	B	C

## STRATEGY

Call line change	Button 7	Left Trigger	
Pause game	Button 10	M	

## ADDITIONAL CONTROLS

Side step	Button 8	Right Trigger	S
Coaching pressure			P
Skate backwards	Button 6	Z	B
Call for deflection/Block shot	Button 5	Y	D

## SETTING UP the GAME



- ❑ Use the Game Setup menu to choose the style and difficulty of the game you want to play. Default options are listed in **bold** type.

## Main Menu

### BEGINNER GAME

A quick setup that lets you pick teams and drop the puck. No need to worry about offsides, icings, and other NHL rules – all rules are off. No need to worry about fancy controls – 2 buttons are all you need.

### EXHIBITION

Play against the opponent of your choice in an NHL pre-season type game. ➤ *Playing an Exhibition Game* on p. 7.

### SEASON

Take it all the way to the Cup if you can. Play up to 10 seasons of intense, action-packed games. ➤ *Season Mode* on p. 15.

### PLAYOFF

Cut to the frenzy and excitement of the Stanley Cup Playoffs. ➤ *Playoff Mode* on p. 18.

### TOURNAMENT

Battle it out to see who rules the ice in a 4- to 16-team tournament. ➤ *Tournament* on p. 18.

### TUTORIALS

Hone your skills and learn new ones with these practice drills. ➤ *Tutorials* on p. 20.

### SHOOTOUT

All of the edge-of-your-seat excitement of an OT finish; can you deliver when the pressure is on? ➤ *Shootout* on p. 20.

## INTERNET/ONLINE

Go up against the best in the world, without even leaving the house. ► *Internet* on p. 21.

## ONLINE LEAGUE

Join a season, tournament, or playoffs and compete against other human opponents. ► *Online League* on p. 23.

- ❑ To discover what a particular button in the game does, point the mouse at the button and read the information at the center of the bottom of the screen.

# PLAYING AN EXHIBITION GAME

Ready to wreak havoc on the ice? An Exhibition game lets you adjust all of the options and play one NHL game with the your choice of teams.

### To play an Exhibition game:

1. From the Main menu, choose EXHIBITION. The Exhibition Game Setup menu appears.
2. Select your desired options and settings.

#### TEAM COMPARE

Compare the teams in different categories – selecting a category reorders the teams by rank in that category. You can toggle and choose the teams for the Exhibition Game with the arrows.

#### PLAY LEVEL

Choose a play level. From ROOKIE (easiest) to ALL-STAR (most challenging).

#### RULES & OPTIONS

Adjust the rules and options to suit you. Choose which violations are called, the frequency of penalties called and more.

#### COACH OPTIONS

View the rosters and ratings in a table format. ► *Coach Options* on p. 11.

#### DRAFT OPTIONS

Choose an Expansion or Fantasy draft or Reset Rosters.  
► *Draft Options* on p. 13.

#### STATS CENTRAL

Check out team, individual player or user statistics.

#### CHOOSING TEAMS

You can choose the teams for an Exhibition Game by clicking the arrows for the home and away teams (or you can bring up a team list by clicking on the logo). To select random teams, press the circular arrow for each team.

#### CREATE A PLAYER

Create a player and import your face. ► *Create Player* on p. 14.

3. Once you have the game setup the way you want it, click on the ► icon to advance to the Controller Setup menu.



## CONTROLLER SETUP

### To set up your controller:

1. Move your desired controller left/right to select a team you want to control.
2. Move your controller up/down to select a color for your control indicator. You can also click and drag the controller icon to a desired slot.
  - ❑ You can lock a controller onto a specific position (so that you only control the player in that position) by clicking on the lock icon. To unlock the position, click the lock icon again.
3. Set your goalie to **AUTO** or **MANUAL** control with the toggle. With Auto goalie the computer controls the goalie unless the goalie gets the puck. Manual goalie means that you have the option of controlling the goalie by pressing the goalie control button in the game.
4. Create and assign a user log for your controller with **USER LOG SETUP**. Your user log tracks stats for your games (which you can view in Stats Central – User Stats).
5. Re-map the default buttons for your controller by clicking on **CONFIGURE CONTROLLER**. Click on a command and then press the button on your controller that you want mapped to it.

## STARTING LINEUP SCREEN

All these options can be set individually for each team.

LINE OPTION	Choose which line is on the ice to start the game by toggling this option. ➡ View the starting players' pictures on each team by clicking on a specific position.
JERSEY TOGGLE	Select and view which jersey the players wear.
PLAYER BOOST	Adjust the skating speed of the players on a particular team (if the game is too slow or too fast for your liking).
GOALIE BOOST	Adjust the goalie's skill on a particular team.
LINE CHANGES	Choose <b>NO LINE CHANGES</b> , <b>MANUAL LINE CHANGES</b> (you change the lines), or <b>AUTO LINE CHANGES</b> (the computer changes the lines automatically).
SHOT AIM TOGGLE	Choose to let the CPU aim shots for you, or select manual aim.
SMART PASS	When ON Smart Pass lets you more accurately determine who your passes go to, but you have to hold the pass button down, and then aim with your controller – which affects how fast you can get passes off.

**TIP:** IF YOU'RE NOT ON YOUR GAME, TAKE SOME TIME TO PRACTICE DRILLS. YOU'LL IMPROVE YOUR SKILLS AND LEARN THE FUNDAMENTALS OF THE GAME QUICKLY.  
► TUTORIALS ON P. 20.

## Pause Menu

The Pause menu lets you access and change most game settings. Some menu items function the same as those described in the Game Setup menu. Those that differ or require more explanation are listed below.

SAVE GAME	Save the current game to your hard drive.
CAMERA	Select camera angle.
STATS CENTRAL	View team, player and game stats.
HOME & AWAY	Edit your lines, adjust your strategies, call a timeout, or pull your goalie.
TEAM OPTIONS	

### To edit a line:

1. With your controller, move left/right to select a desired line.
  2. Move up/down and press a button to select a player to replace.
  3. Move up/down to highlight a substitute for this player.
  4. Press a button to process the position swap.
- ➡ View the players' different ratings by moving your controller left/right. View what positions and lines the highlighted player is already on at the bottom of the menu. Move up/down and left/right by pressing the arrow buttons with the mouse.

CONTROLLER SETUP      Define User-controlled teams and choose controller.

1. With your gamepad or keyboard, press left/right to place the controller on the desired team.
2. To lock a controller to a specific position, press the shoot button [Gamepad Pro: **1**, Sidewinder: **A**, or keyboard: **SPACEBAR**] and move the controller up/down to the desired slot.
3. To exit Controller Setup, press **ESC**, **PAUSE**, or select DONE with your mouse.

## INSTANT REPLAY

Review the last play and save the great ones.



➔ To view instant replay, press **[ESC]** to access the Pause menu and then select REPLAY.

**100% BOX:** DISPLAYS THE SPEED AT WHICH THE REPLAY IS PLAYED BACK

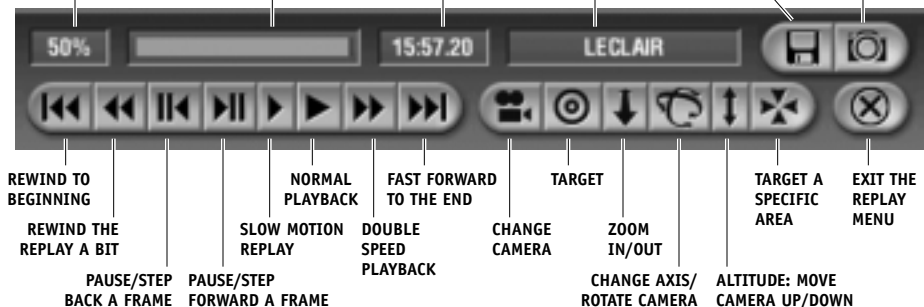
**PROGRESS BAR:** CLICK DIRECTLY IN THE BAR TO JUMP THE REPLAY TO THAT SPOT IN TIME

**TIME DISPLAY:** CLOCK TIME FOR THAT SPOT IN THE REPLAY

**TARGET BOX:** DISPLAYS THE CURRENT TARGET OF THE CAMERA

**DISK ICON (PRESS TO SAVE THE REPLAY)**

**CAMERA ICON:** TAKE A SNAPSHOT OF THAT FRAME OF THE REPLAY AND SAVE IT AS A TGA



**RESUME**

Resumes current game.

**QUIT**

Exit to Game Setup screen.

## GAME SETUP MENU

Most of the Game Setup menu options are self-explanatory. Those that require more detailed instructions are listed below.

### Coach Options

#### VIEW ROSTERS

View current rosters by team or by entire league.

#### EDIT LINES

##### To edit a line:

1. Click & drag players from the player window or from a player slot to the desired slot in your lines.

2. Toggle the lines you want to view and edit with the Line toggle.

3. Change the Team you want to edit lines with the Team toggle.

➡ You can sort players in the player window by **NAME**, **JERSEY**, **POSITION**, or by **ATTRIBUTE** with the sort toggle.

➡ You can select the attribute (rating) you want to see with the Attribute toggle.

#### CLEAR ALL LINES

Take everybody off the lines so you start with a clean slate.

#### AUTO FILL LINES

Automatically fill in blank spots in your lines with the best player for that position not already assigned.

#### BEST LINES

Let the CPU edit all the lines for you automatically.

- ❑ The numbers by the players indicate ratings for the players for the selected attribute. Right clicking on a player will bring up the Player Options popup.

#### PLAYER OPTIONS POPUP

Displays the positions the player is currently assigned to and also lets you do several things with the player:

SCRATCH & DRESS A PLAYER You must dress a player before you put him on a line. A Dressed player is listed in white in the player window. A Scratched player is listed in red. If a player is already dressed, you can scratch him. If he is currently scratched, you can dress him.

CAPTAINCY Make the currently selected player a captain or alternate.

CHANGE JERSEY # Change the player's jersey number.

PLAYER PROFILE View extended player information. You can get a player profile from any screen that lists player names by right-clicking on his name.

## *COACHING STRATEGY*

Select the strategies that the team will use.

**OFFENSIVE PRESSURE** Set how aggressive the team plays in the offensive zone. They play deeper the higher you set the pressure.

**OFFENSIVE ZONE, POWERPLAY,** Set the strategies the team uses in these situations.

**DEFENSIVE ZONE, AND**

**PENALTY KILL STRATEGIES**

**DEFENSIVE PRESSURE** Select the neutral zone and forechecking settings for the team. FC means how many forecheckers. **TRAP**, **WEAK SIDE LOCK**, and **STANDARD** are the neutral zone strategies.

**RIGHT SIDE OF SCREEN** Select a strategy to be described.

**DIAGRAM WINDOW** Displays a graphic depiction of the selected strategy.

**DESCRIPTION** Displays a written description of the selected strategy.

**PRACTICE STRATEGY** Practice the selected strategy.

## *TRADE*

### **To make a trade:**

1. Choose the two teams you want to trade between and then click on a player to move him into the trade window.
2. When you have selected the players to be traded, click the double-headed arrow to process the trade.
3. You can sort the players by name, attribute, etc. You can also select the rating you want to view.

## *WAIVERS*

Move players to and from the waiver list. The waiver list is basically a holding area for players you don't want assigned to a particular team. It works pretty much like trades.

## *CUSTOM TEAMS*

Assign players onto 2 custom teams and create your dream teams. Or you can build a team composed entirely of your favorite player. You can assign multiple copies of the same player. Custom Teams works similarly to trades, except that you are not trading players, you are just assigning them (they'll still be on their original teams too).

## Draft Options

### RESET ROSTER

Reset the rosters to the ones included on the CD.

### EXPANSION DRAFT

Be Atlanta's GM and draft players from the expansion list.

- ☐ You can take only one player from each team. These are the players that were exposed for the expansion draft.
- ➔ To select a player, click on him.
- ☐ Skater's ratings/Goalie's ratings toggle adjusts whether or not you see goalie ratings or skater ratings.

### RESET DRAFT

Reset the draft from the beginning.

### AUTO DRAFT

Lets the CPU continue drafting from where you leave off.

- ☐ You have to select one additional goalie, but the third goalie is optional.
- ☐ The player position counter tells you how many forwards, defensemen, and goalies you have on Atlanta.
- ☐ Once you have 18 skaters (forwards and defensemen) and 2 goalies, you can skip the rest of the draft by clicking the forward button.

## FANTASY DRAFT

Throw every player in the NHL into a common pool and draft a team from scratch.

### FANTASY DRAFT SETUP

Designate teams as human- or computer-controlled by clicking on the icon after each team.

- ➔ This screen displays the order of the draft. The default is random. To reorder the draft, click and drag a team over another to swap positions.

### OPTIONS

Select how the drafting occurs round by round. **UP DOWN** means that the first team always picks first each round. **ZIG ZAG** means that the first team picks first in the first, third, fifth, (etc.) rounds, and drafts last in the second, fourth, (etc.) rounds.

### FANTASY DRAFT SCREEN

In addition to the usual sort and attribute toggles, you also have a position toggle which allows you to view skaters only, forwards only, etc.

- ☐ CPU teams automatically pick.
- ☐ View a summary of the current round by clicking the round summary.
- ☐ Again, you can right-click a player to get more detailed info on him.
- ☐ Clicking forward will autodraft the rest of your draft for you.

## Create a Player

### To create a player:

1. Click on the face icon to create a player in Exhibition mode (in Season access it from the Coach Options screen).
2. Enter the vital statistics for your player.
  - ☐ If you enter a first name that is recognized by the game, a play by play name will automatically be chosen for you. If not, you can still assign a play-by-play name manually via the toggle (or list).
3. Adjust the sliders to give your player more skill in a particular attribute.
4. Click the face icon to import a face. Choose a pre-built face or import a face from a picture (jpg, bmp, png, or fsh).

### IMPORT YOUR FACE

For years, you've been dreaming of playing in the NHL. Now your dreams can come true. In *NHL 2000*, you can play against all your favorite NHL players with the new Import Your Face feature. Import a picture of yourself and create your own profile. Soon, you'll be able to play on your favorite team and take on your fieriest rivals in quest for your own Stanley Cup title.

**NOTE:** BEFORE STARTING *NHL 2000*, YOU MUST COPY A PICTURE OF YOUR FACE (JPG, BMP, PNG, OR FSH FORMAT) TO THE DATA\USER\FACES FOLDER IN YOUR *NHL 2000* DIRECTORY. THE DEFAULT DIRECTORY IS C:\PROGRAM FILES\EA SPORTS\NHL 2000.

### To import a face:

1. Outline the face, eyes, nose, and mouth of the picture.
2. Left click to select the nearest point and drag it.
3. Right click in a region to drag the entire region around.
  - ☐ There are more detailed instructions at the Import Face screen for each step.
4. Assign the created player to a team. You can put a player directly onto a team or you can put him onto waivers where you can pick him up via the team toggle in create player.
  - ☐ If you assign him to a team, go into EDIT LINES at the Coach Options screen and make sure that he is dressed and on a line.

## GAME MODES

*NHL 2000* features five more game modes. Take a refresher course by selecting Tutorials. Then take your team all the way to the Cup in Season mode, blaze your way to glory in Playoff mode, battle it out with 4 to 16 teams in a Tournament, or jump into the intensity of an OT shotfest in Shootout. When you're ready for all out ice-war, hook up with your friends and battle it out online.

### Season Mode

Lead your team through the ups and downs of an NHL season on your way to capturing the only prize that matters, the Stanley Cup®.

#### To start a season:

1. From the Main menu, choose SEASON. After the Season menu appears, choose NEW season. The New Season pop-up menu appears.
2. Name your season and select and adjust all other settings. Press the ✓ icon to confirm and advance to the Select Team screen.

**CPU TRADING** When it's **ON**, the CPU-controlled teams offer trades to you and to other CPU-controlled teams, and it has the ability to reject trades offered to them. When it's **OFF**, trades are completely handled by the human user.

**TEAMS** Customize the number of teams in your season.

**SEASON LENGTH** **LONG** schedule is 82 games for a 28 team league. If there are less teams, there will be less games. **MEDIUM** means you play every team twice. **SHORT** means that you play each team once.

**OT LOSS** Choose the new NHL rule for an overtime loss – the overtime losing team still gets one point, or the old rule where the overtime loser does not get a point.

**STARTING ROSTER** Choose the current Exhibition rosters, the default rosters, perform an Expansion Draft first, or a Fantasy Draft first.

➡ To cancel and return to the Main menu, press ✕.

➡ From the Select Teams screen, you can limit the number of teams who play or you can rearrange the divisions. When you have the teams set up the way you like, click the ▶ icon to continue. The Edit User Control screen appears.



3. At the Edit User Control screen, define which teams you (and other players) control. Enter your name in the User Name field next to the team of your choice. The computer icon changes to a person. Entering a password is optional. When all desired teams have been assigned, click on the ► icon to advance to the Game Setup screen.
4. At the Game Setup menu, adjust the options and setting to your liking and press the ► icon to advance to the Controller Setup screen.
5. At the Controller Setup menu, you can select and configure your controller, choose **AUTO** or **MANUAL** goalie, and set up the User Log. Press ► to advance to the Starting Lineup screen.
6. At the Starting Lineup screen, you can select your starting line, your jersey, choose **AUTO** or **MANUAL** line changes, **SMART PASS**, and **SHOT AIM**. Press ► to go to the faceoff.

## SEASON MENU

TODAY IN EA SPORTS

Check out scores, streaks and injuries, and calendar.

STATS CENTRAL

View team, player and user statistics.

COMMISSIONER

WAIT FOR CONNECTION, select **OPTIONS**, **EDIT USER CONTROL**, **SIM TO DATE**.

WAIT FOR CONNECTION

(For Multiplayer leagues only). Set your computer up to wait for remote users to connect to you. (► *Online Leagues* on p. 23.)

EDIT USER CONTROL

Go to the Edit User Control screen to reconfigure user and computer-controlled teams.

SIM TO DATE

Simulate Season games for every team (user and computer-controlled) up to the date you specify.

## COMMISSIONER OPTIONS

PLAYOFF GAMES

Specify the number of playoff games for each round.

SIM DIFFICULTY

Computer simulated games have scores averaging out to actual NHL scores when set to **NORMAL**. On **EASY**, scores are equivalent to about 75% of actual scores (when averaged out). **HARD** produces about 125%, and **EXTRA HARD**, around 150%.

ABORT GAMES

When set to **ON**, allows you to quit a season game without saving it. When set to **OFF**, forces any season games to be saved when quitting (applies to single computer games only).

## SEASON CATCHUP

Computer controlled teams get a boost to challenge you when set to ON.

## LINE CHANGES

When set to **ON**, forces the user to play with either auto or manual line changes. When set to OFF, there are no line changes.

## CPU TRADING

Turn CPU trading **ON**/OFF.

## PLAYER BOOST AND

## GOALIE BOOST

Sets the Player and Goalie Boosts to be used by all players in your league.

## POST SEASON

After the playoffs and the Stanley Cup Final, the End of Season screen appears. From this menu, you can check out the award winners, the season and playoff stats and begin off season negotiations.

## AWARDS

View the recipients of all the awards from the Stanley Cup to the Conn Smythe Trophy.

## TODAY IN EA SPORTS

This menu is much the same as in other modes, but for the End of Season there are two more sub-menus: VIEW PROSPECTS and RETIREMENT.

## STATS CENTRAL

Same as previously noted in other modes.

## COMMISSIONER

Wait for a connection and adjust commissioner options.

## ROOKIE DRAFT

### To start a draft:

1. From the End of the Season screen, select BEGIN OFF SEASON. The Rookie's screen appears.
  2. From the Rookie's screen, choose ROOKIE DRAFT. The Draft Order screen appears. This displays the order of the rookie draft.
  3. Select teams to be User Controlled by clicking on the computer icon. When finished selecting teams, press the ► icon to advance to the Round 1 draft screen.
- ➡ To revert to computer control, click on the person icon.



➡ At the Rookie Draft screen, the CPU controlled teams autodraft players themselves. When it's a human controlled team's turn to pick, then you can sort the rookies by **POSITION**, **ATTRIBUTES**, or **NAMES**. You can also select what type of position you want to view (skaters, forwards, defense, wingers, centers, goalies).

4. Once you have decided who you want, click on that player to draft him.

- ❑ The Rookie Draft consists of two rounds.

## FREE AGENTS

### To sign a free agent:

1. From the Rookie's screen select **FREE AGENTS**. The Free Agents screen will appear.
2. To attempt to sign free agents, click on **SIGN FREE AGENTS**, then click and drag the desired free agents in the right window over to the three slots.
- ➡ Prioritize your picks by placing your most desired player in the 1st slot first, the 2nd slot next, and the 3rd slot last. Selecting them does not mean you automatically sign them. If Brett Hull is the number 1 choice by five different teams, he may decide to "sign" with any of these five teams, but he may also decide not to sign with any of them. You are just prioritizing which free agents you want to pursue. You can sort players by **POSITION**, **ATTRIBUTES**, **JERSEY**, or **NAME**.
- ❑ You can only "talk" to three free agents at a time.
3. Click the **SIGN FREE AGENTS** button and the computer will process all the teams' free agent signing preferences. Keep trying to sign free agents until you no longer want any, or none are left.
4. When finished, press the back button to return to the Free Agents base screen. Click **NEXT SEASON** to begin a new season.

## Playoff Mode

### To start playoffs:

1. From the Main menu, choose PLAYOFF. The Playoff menu appears.
  2. Select NEW from the Playoff menu. The New Playoff menu appears.
  3. The New Playoff menu lists several different options and adjustable settings for your play-off. First click on Playoff Name and type in a name, then calibrate your settings and choose your options. Click ✓ when finished to advance to the Select Teams screen.
  4. From the Available menu, select teams to be included in the playoffs by clicking on the desired team and dragging to a conference. The team currently in the spot is replaced by the new team.
  5. At the Edit User Control screen you define which teams you (and other players) control. Enter your name in the User Name field next to the team of your choice. The computer icon changes to a person. Entering a password is optional. When all desired teams have been assigned, click on the ► icon to advance to the Game Setup screen.
    - ❑ From the Game Setup menu, you have access to all of the usual game options. From the Today in EA SPORTS menu you can view any team's Playoff schedule and check the current series results following each Playoff game at the Playoff Tree.
- ➡ To view the entire Playoff tree, move the mouse left/right.

## Tournament

### To start a tournament:

1. From the Main menu, choose TOURNAMENT. The Tournament menu appears.
2. Select NEW from the Tournament menu. The New Tournament menu appears.
3. The New Tournament menu lists several different options and adjustable settings. First click on Tournament Name and type in a name, then calibrate your settings and choose your options. Click ✓ icon when finished to advance to the Select Teams screen.
  - ❑ The Select Teams screen is divided into three sections: Pool A, Pool B and Available Teams. You may select any team from the Available Teams list to include in the tournament.
4. To select a team, click on the desired team and drag it into a slot in either Pool A or Pool B. The current team displayed is replaced by the new team.
5. When finished selecting teams, click on the ► button to advance to the Edit User Controls screen. The Edit User Controls screen functions identically to the Edit User Controls screen in Playoff Mode.
6. Navigate through the remaining screens as you would in Playoff Mode.

## Shootout

### To start a shootout:

Test your teams ability to perform under pressure in an intense OT-style shootout.

1. Select Shootout from the Main menu. The Game Setup menu appears.
2. From the Game Setup menu choose and adjust all desired settings and press ► to advance to the shootout.

### To change your team's Shootout line:

1. Select EDIT LINES from the Coach Options menu.
2. On the Edit Lines screen, click the player you want to move and drag him to any shootout position you want. To remove a player from the shootout line, drag him to the roster. To bring in a player from the bench, drag him to the shootout line.

## Tutorials

### *TUTORIAL SETUP SCREEN*

There are a number of drills to choose from. For a complete training session, practice all of the exercises and hone your hockey prowess.

### To start a drill:

1. Select a drill from the drill menu by clicking on the right or left arrow until the desired drill is displayed.
  - Drills include three skating drills, two speed burst drills, passing, shooting, body checking, and one timers.
2. To select a team, click on the right or left arrow at the team window until your desired team is displayed.
3. When finished selecting your drill and team, press the ► button to advance to the Controller Setup screen.

## CONTROLLER SETUP SCREEN

### To setup controllers:

1. All of the connected controllers are shown in the center of the Controller Select screen. Click one and drag the icon to your team to choose that controller.
  - ❑ You can change your controller configuration by pressing the button in the center of the bottom of the screen.
2. When finished, press ► button to advance to the drills.

## HOCKEY GLOSSARY

From the Tutorial Set-up screen you can access in-game Glossary. The glossary is broken down into three categories of information: **terminology**, **rules**, and **penalty box**.

### To access the In-game Glossary:

1. Click on the left or right arrow to change the category.
2. Click on the term for which you want a definition and it's explanation is displayed in the right hand window.

## INTERNET/ONLINE GAMES

*NHL 2000* makes it possible for you to go up against hardcore hockey fans without even leaving the house.

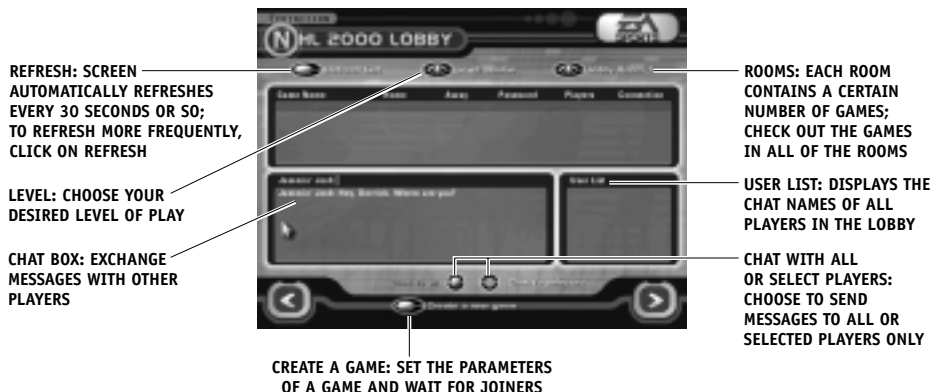
### Internet

➡ To launch a multiplayer game, from the Main menu, choose Internet/Online. The Choose Connection Type window appears.

INTERNET MATCHUP/CHAT	Let the computer match-make for you. This feature automatically hooks you up to the NHL 2000 Lobby where you can find a game to join or create one of your own. You can also chat here with fellow NHL 2000 game players.
DIRECT INTERNET CONNECT	Use this feature to connect with someone else specifically via their IP address.
MODEM	Link up via modem for a one-on-one grudge match.
LAN	Hook up with other players over your local area network.

## To create a game via Internet Matchup or LAN:

1. Select the appropriate connection type, enter your chat name, and click on the ✓ button.  
The *NHL 2000* Lobby screen appears.



2. Click on the CREATE A NEW GAME button. The Create Game Options overlay appears.
3. Select desired options. This menu functions similarly to other Game Setup menus.  
Additionally, you have a choice of connections and the ability to enable or disable custom taunts.

PEER TO PEER

This connection distributes latency among all players. Choose this type for 1:1 play or if your connection isn't great.

CLIENT/SERVER

Use this type of connection for more than two players or if you have a high speed connection.

4. After selecting your desired setup, click the ✓ to advance to the Controller Select screen.  
From here Internet Mode functions the same as other modes. ➤ *Exhibition* on p. 7.
- ❑ After you click on the ► button, there is a slash through the button. This indicates that you cannot change or access any options at this point. If you want to return to setup to change something, click on the ► button again. The slash disappears and you have access to the usual features.

## To join a game via Modem or Direct Internet Connection:

1. From the Choose Connection Type menu, select the appropriate type of connection. An address window appears.
2. Enter the IP address [Direct internet connection]/phone number [modem] of the person to whom you wish to connect.
  - ❑ For DIC and Modem connections, you can store the phone numbers and addresses of the people you contact in either a phone book or an address book. Additionally, the computer automatically saves a history of phone number or addresses used, with the most recent contact first. You can click on one of these contacts and the computer will fill in the appropriate information.

## Online Leagues

With *NHL 2000*, you can create or participate in an online league and play through a Season, Tournament or a Playoff Series.

### To join an online league:

1. From the Main menu, select ONLINE LEAGUE. The Choose Connection Type screen appears.
2. Choose your preferred connection type, enter a chat name (a password is optional) and continue to the *NHL 2000* Lobby.
3. Choose the league that you want to join. Some leagues may be password protected. You must have the password to access the league.

### To create an online league:

1. From a Season, Tournament or Playoff Mode game, select COMMISSIONER from the Game Setup menu. The Commissioner menu appears.
  - ➡ At the Edit User Control menu you can add User Information by clicking on the ? button. Enter user data such as modem number, IP address or other information that will help you contact this player.
2. Choose WAIT FOR CONNECTION. The Choose Connection Type screen appears. Continue as you would in a regular internet mode.
  - ❑ As the commissioner, you are solely responsible for several things. You maintain the User Controls, including each player's name, and (optional) password. Refer to league.html located on your game disc in the league folder for detailed information on Online Leagues.



## **SAVE/LOAD FUNCTIONS**

### Highlights

#### **To save a highlight:**

1. From the Pause menu, choose REPLAY.
2. At the right side of the Replay Toolbar, click on the floppy disc icon to save the highlight.
3. Type in a name for your highlight and hit RETURN.

#### **To view a highlight:**

1. From the Main menu, click on the movie reel icon. A pop-up menu lists the available highlights.
2. Select the highlight you want to view.
  - ☐ For detailed information on the Replay Toolbar check out the Instant Replay screen shot  
➤ *Pause Menu* on p. 9.

### Loading a Saved Game

#### **To load a saved Exhibition Game:**

1. From the Exhibition Game Setup menu, press the disk icon. A pop-up menu lists the available saved games.
2. Select the saved game you want to play (resume).
  - ☐ To load a saved Season, Tournament, or Playoff game, select the appropriate mode from the Main Menu. Select the desired Season, Tournament, or Playoff, and click LOAD. If a game was in progress it automatically loads up the saved game.

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In the US, dial 900-288-HINT (4468). 95c per minute.

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Electronic Arts Customer Warranty

P.O. Box 9025

Redwood City, California 94063-9025

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