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GAME PLAY CONTROLS

OFFENSE (with the puck)

ACTION	GAME PAD BUTTON	KEYBOARD 1 (right side)	KEYBOARD 2 (left side)
Skate - Pass/Shot Direction	D-Pad	KEYPAD	W, D, X, A
Wrist Shot	1	Home	U
Pass	2	End	J
Slap Shot / Deflection	3	Delete	H
Fast Skate	4	Page Down	K
Flip Pass	7	Insert	Y
Drop Pass	8	Page Up	I

DEFENSE (without the puck)

ACTION	GAME PAD BUTTON	KEYBOARD 1 (right side)	KEYBOARD 2 (left side)
Skate	D-Pad	KEYPAD	W, D, X, A
Block Shot / Hook	1	Home	U
Select Player / Faceoff	2	End	J
Poke Check	3	Delete	H
Body Check / Fast Skate	4	Page Down	K
Skate Backwards	7	Insert	Y

GOALIE

ACTION

Skate - Pass Direction
Smother Puck
Pass
Select Goalie

GAME PAD BUTTON

D-Pad
1
2
8

KEYBOARD 1 (right side)

KEYPAD
Home
End
Page Up

KEYBOARD 2 (left side)

W, D, X, A
U
J
I

FIGHTING

ACTION

Duck
Rabbit Punch
Uppercut
Grab

GAME PAD BUTTON

D-Pad down
2
3
4

KEYBOARD 1 (right side)

KEYPAD Ø
End
Delete
Page Down

KEYBOARD 2 (left side)

X
J
H
K

STRATEGY

ACTION

Coach
Line Change

GAME PAD BUTTON

5
6

KEYBOARD 1 (right side)

SLASH /
ENTER

KEYBOARD 2 (left side)

Left SHIFT
Left CTRL

OTHER

ESC

Button 2

Bring up the Pause Menu
Skip through play stoppage presentations

Note: Use Configure Controller (page 13) within Game Settings to change the default controls.

CONTROLLER LEGEND

Button

1
2
3
4
5
6
7
8
9
10

Gravis GamePad

Red
Yellow
Green
Blue
L1
R1
L2
R2
SELECT
START

Microsoft Sidewinder

A
B
C
X
Y
Z
L
R
START

PLAY HOCKEY

FACEOFF

▪ Press **button 2** before the puck hits the ice to try to win control of the draw.

OFFENSE

Passing

▪ Press **button 2** to pass the puck to the closest player.

Shooting

- Press **button 3** to take a slap shot. The longer you hold down button 3, the harder the shot. - Press **button 1** to take a wrist shot.

Advanced Controls

Fast Skate:

- Tap **button 4** to give your player a quick speed burst.

Tip: If line changes are set to Auto or Manual, this tires your player out much faster than a shift at normal speed.

Flip Pass:

- Tap **button 7** to flip a pass to a teammate (useful when there is a lot of traffic in your passing lane).

Drop Pass:

- Tap **button 8** to drop the puck to a trailing teammate.

One-Timer:

- To execute a one-timer (immediate shot on goal), pass the puck to a teammate, and then press **button 3** before the puck reaches the player, to release a quick shot on net.

Deflection:

- To deflect a shot, press **button 3** twice. If a player is in front of the net, he will attempt to re-direct the shot on goal. If there is no player in position for a deflection, then a normal slap shot is taken.

DEFENSE

Selecting Players

- Press **button 2** to switch control to your player closest to the puck.

Bodychecking

- Knock your opponent off the puck (and maybe off his feet) by pressing **button 4**.

Hooking

- To slow up a puck carrier you're trying to chase down, tap **button 1** to reach out and give him a good hook. Don't hold the button down for long, or the ref will nail you for hooking.

Advanced Controls

Fast Skate:

- Tap **button 4** to give your player a quick speed burst

Poke Check:

- Tap **button 3** to poke the puck away from an opposing player.

Block Shot:

- When an opposing player is facing your net and about to shoot, tap **button 1** to drop down and block the incoming shot. It's amazing how easy it is to sacrifice someone else's body!

Skate Backwards:

- Tap **button 7** to flip around and start skating backwards. It's the best

defensive position for poke checking, or executing an open-ice body check.

Select Goalie:

- If Goalie is set to Manual, tap **button 8** to take control of your goalie. See Goalie below for additional options.

LINE CHANGES

NHL Championship™ 2000 defaults to Line Changes = Off. For more information, but if you need details on changing your lines, see Line Changes (pg 8), and all Game Settings options.

COACHING

Coaching defaults to Auto, which means that all strategy decisions are handled by the computer. See Managing Rosters - Coach Team (page 19) for more details, or Pause/Options Menu - Coach (page 8) for the in-game coaching interface.

GOALIE

Select Goalie: Tap **button 8** to take control of the goalie (this is available if Goalie is set to Manual and this function is assigned to your selected controller).

PAUSE/OPTIONS MENU

Press the **ESC button** to open the Pause/Options menu anytime during a game.

INSTANT REPLAY (Manual)

Review the action that just took place.

STATISTICS

View current game stats. See Statistical Abbreviations (page 23) for details on all the stats' short forms.

EDIT LINES

Change out the players on your lines if they are injured, tired, or just under-achieving.

GOALIE

To change goalies, or to pull your goalie, move the highlight using the mouse to Goalie.

COACH

This allows you to customize the plays for each of the coaching strategies used throughout the game. See Managing Rosters - Coach Team (page 19) for more details on the specific plays.

CAMERA

You have 6 gameplay cameras to choose from, each with adjustable zoom.

RULES & OPTIONS

Adjust settings to the Rules, Display, Sound, or Controllers.

CHOOSE SIDES

Choose your team, or let the computer battle it out while you watch.

EXIT GAME

Abort the game, erasing any accumulated stats, and return to the Main Menu.

MAIN MENU

CHOOSE TEAMS

Select from all 28 NHL teams (including the expansion Atlanta Thrashers™), 2 NHL All Star teams, and 16 International teams.

Tip: Rivalries up the ante from an ordinary game. You can expect more intensity, bigger hits, and shorter tempers.

GAME TYPE

Choose from Season Play (see pg 13), go straight to the Playoffs (see pg 13), join a World Tournament (see pg 13), take someone on a friend in a Head-to-Head matchup (see pg 18), or play a Network game (see pg 16).

GAME SETTINGS

Adjust Rules, Display settings, Sound volumes, or Controller setup.

Rules

Mode of Play

Arcade, Sim, or Custom

Referee

No Penalties, Lenient, Average, Strict, Very Strict

Difficulty Level

Rookie, Pro, or All Star

Offsides

On or off

Period Length

5, 10 or 20 minute periods

Two Line Passes

On or off

Icing

On or off

Penalty Shots

On or off

Fighting

On or off

Injuries

On or off

Line Changes = Auto

When a line gets too tired, the line change interface pops up. A new line or two will be chosen for you, and fresh players enter the game.

Line Changes = Manual

Line management is in your hands. You need to check the fatigue level of your lines, and change them up before your opponent gains an advantage.

Coach = Auto

When coaching is set to Auto, the computer adjusts your team's strategies on the fly, depending on the game situation.

Coach = Manual

Tap **button 5** to bring up the Coach interface, which displays an arrow pointing to the current strategy.

Goalie

If you choose Auto or Manual, the computer makes the saves for you and allows you to smother the puck. However, Manual gives you the additional option to roam out of the crease to play the puck. See Rules & Terms (page 20) for explanations of the finer details

Display

Auto Replay

On or off

Passing Arrows

They help you find your teammates on the ice.

Passing Target

Indicates who is going to receive the current pass.

Shot Radar

How fast did you say that puck was traveling?

FOX Trax

Classic FOX visual effects: Blue for a pass; - Red for a shot!

Player Identifier

Name, Number, or None.

Puck Highlight

On or Off

NOTE: The following options can affect the speed and performance of the game on some computers. If the game play is slow and choppy, try turning down one or more of these options to improve the frame rate.

Device, Resolution and Bit Depth

Select from your computer's available video cards, resolutions and bit depths.

Ice Texture

On or Off

Stadium Detail

Low, Medium or High

Player Detail

Low or High

Texture Detail

Low, Medium or High

Shadows

On or Off

Sound

Adjustable scales for volume of all sound in game.

Configure Controller

ROSTERS

Access the following roster management options:

- Edit or create lines
- Create, edit or delete players
- Trade, sign or release players
- View rosters and player profiles.

See Managing Rosters (page 19) for additional information.

STATISTICS

View team, player and user stats for all game types (the statistical categories change depending on what Game Type you're currently playing).

See Statistical Abbreviations (page 23) for details on all the stats' sheets.

Player Statistics

The numbers never lie.

Team Statistics

Who's leading in terms of Power play percentage? Goals for? Goals against?

User Statistics

Sure, your team is piling up the W's. But how do you stack up compared to your friends on controllers 2-8?

Note on User assists: Assists are only awarded to a user when they assist on another users goal. (2 or more users must be playing on the same team in order for this to occur)

League Leaders

This is where you find the the best of the best.

FILES

Load File

1. Highlight the file you want to load.
2. Click on the **Load button** to load the selected file.

Save

1. Highlight the file type you want to save.
2. Click in the text box at the top of the screen and name the file. Select the Save button to save the selected file.

Delete

Note: Delete is available from both the Load and Save File areas. Highlight a file and click on the Delete button to delete the selected file.

Important Saving Details

Save Game includes the game type and rosters. Rosters can be saved separately only from the Main Menu. When in any other game type (Season, Playoff, World Tournament or Head-2-Head series), rosters are included within the saved game.

The following items are included in a Saved Season, Playoff, World Tournament and Head-2-Head:

- skater stats
- goalie stats
- rosters
- lineups
- schedules
- created players

The following items are saved in an exhibition roster:

- rosters
- lineups
- created players

Note - "Season" refers to any of the Season types (Season, Playoff, Tournament)

- Exhibition rosters are saved independently of seasons.
- Season rosters are saved as a part of a saved season.
- Exhibition rosters cannot be loaded once a season begins. However, they can be loaded prior to starting a Season by loading them in exhibition and then starting a new season.
- If changes are made to the exhibition roster before a season is created, those changes are automatically imported to the season.
- It is possible to save multiple seasons and multiple rosters.
- Saved season rosters cannot be used in exhibition games or other seasons.

CREDITS

Check out the off-ice talent.

NETWORK PLAY

NHL Championship™ 2000 supports up to 10 computers on a local network (LAN) with a maximum of 10 players per game. To play, each computer must have a copy of **NHL Championship™ 2000** and meet the minimum system requirements specified in the reference card.

START A NETWORK GAME

NOTE: The server is the computer that HOSTS the game. All other computers function as clients. Clients are the computers that JOIN the game.

1. Determine who will host the game. The fastest computer should function as the host. Since the settings of the host computer carry over into the network game, ensure that you are satisfied with the team selection and rules

settings before continuing any further. See Choose Teams (page 10) and Rules (page 20) for details.

2. To host a game, from the Main Menu, the HOST selects Game Type, Network Central, then Host. This advances to the Host Network Game screen. Click on the Game Name field, then type in a name for the game and press **ENTER**. Use the directional arrows to set the maximum amount of users, and the network type. Click on at least one controller and type in a user name. The user box will highlight yellow indicating that the controller and user will be active in the network game. When the HOST is satisfied with the settings, click on the **Continue button** to advance to Network Central. Players can now join the game!

3. To join a game, from the Main Menu, select Game Type, Network Central, then Join. This advances to the Join Network Game screen. Use the directional arrows to select the network type and highlight the server's game from the list of available games. Click on at least one controller and type in a user name. The user box will highlight yellow indicating that the controller and user will be active in the network game. When you are satisfied with the settings, click on the Join button to advance to Network Central.

4. From Network Central, connected players select which team they want to play on by dragging their controller to either team. To chat with connected players, type a message and press **ENTER**. The message will appear in the chat screen along with the user name who sent the message.

5. When everyone is ready to play, the HOST clicks on the **Play button** and the game begins!

SEASON/ PLAYOFF/ TOURNAMENT/ HEAD-TO-HEAD CENTRAL

NHL Today / Match-ups

NHL Today on FOX gives you the lowdown on today's games.

CALENDAR

Check out the entire schedule for all teams.

SEASON STANDINGS

How does the rest of the league stack up to your team(s)?

PLAYOFF/ TOURNEY TREE

Both the Playoff and World Tournament trees give you a look at how each round has progressed.

STATISTICS

See Main Menu - Statistics (pg 14) for details on Statistics menus.

ROSTERS

This is where you handle your off-ice transactions, such as editing your lines, creating, editing and deleting players, trading players, signing and releasing free agents, and, viewing rosters and player profiles. See Managing Rosters (page 19) for additional information.

GAME SETTINGS

See Main Menu - Game Settings (pg 10) for details on Game Settings.

FILES

See Main Menu - Files (pg 14) for details on Loading, Saving and Deleting files.

MAIN MENU

Abandon the current season (make sure it's saved unless you want to lose information) and head back to Main Menu to start from scratch.

MANAGING ROSTERS

PLAYER TRANSACTIONS

Trade players

You can add up to three players from each team into the trading box.

Note: Each team needs to maintain a minimum of two goalies and eighteen skaters, and can handle a maximum of thirty players on the roster at a time.

CREATE PLAYERS

If your team needs a quality player, why not create him? You control position, physical attributes and hockey skills.

EDIT PLAYERS

You can edit any permanent NHLPA® or created player, however you are only allowed to edit the jersey number for an NHLPA® player.

EDIT LINES

Here you can mix alter the lines of all teams.

COACH TEAM

Here you can change the plays for each coaching strategy implemented during a game: Attack, Maintain and Defend.

VIEW ROSTERS

Take a look at player attributes and personal information for any team, or access specific player profiles.

RULES & TERMS

Red Line

The red line at center ice that divides the playing surface into two halves.

Blue Line

The blue lines on either side of the red line that mark the start of offensive or defensive zones.

Goal Line

The red line at the ends of the rink that extend past the goal posts all the way to the boards

Faceoff

To begin play, the referee drops the puck between the two centers, who try to draw it back to a teammate.

Overtime

If an exhibition or regular season game ends in a tie, you play a period sudden death overtime; first goal wins.

Period Length

You can select 5, 10 or 20 minutes (actual NHL® format) for each of the three periods in the game.

Penalties

All infractions except fighting are 2 minutes in length. Your team remains shorthanded until the penalty is over, or your opponent scores.

Offsides

If a player on offense crosses the opposing team's blue line before the puck, he is offsides, and a faceoff occurs outside the blue line.

Two Line Passes

A pass from the defensive side of the blue line that is received by a player across the red line is a two line pass, and will result in a faceoff in the defensive zone.

Icing

If a puck is shot across the goal line from the defensive side of the red line, icing is called and a faceoff occurs in the defensive zone.

GAME TIPS

- When shooting from the blue line, tap the slap shot button twice to attempt a deflection.
- To attempt a one-timer, tap the slap shot button immediately after releasing a pass.
- The easiest way to score is with the one-timer.
- Use the passing arrows to choose a direction to pass the puck.
- Use the passing icon to see which teammate will receive your pass.
- If you are having trouble scoring, take lots of shots and look for rebounds.
- Holding down the slap shot button will increase the power of your shot.
- Tap the wrist shot button twice to dump the puck into the offensive zone.
- To increase game play speed, turn up the difficulty level.
- If the referee is too tough, you can calm him down in the Pause menu.
- Use the hook check button to slow down your opponent without taking a penalty.
- Don't like the view? Change it. Six different cameras are available in the Pause menu.
- If you are trailing by one goal late in the game, pull your goalie for an extra skater.
- While killing penalties, you can shoot the puck down the ice without drawing an icing call.
- Press the pass button during a play stoppage to jump to the next faceoff.

STATISTICAL ABBREVIATIONS

+/ -	Plus/minus rating	MIN	Minutes played
A	Assists	OT%	One timer percentage
ADV	Man advantages	OTA	One timers attempted
AWAY	Away record	OTG	One timer goals
BA	Breakaways	OTR	Overtime record
BAG	Breakaway goals	PCT	Winning percentage
CCW	Conference Championships won	PH	Goalposts hit
CHKG	Bodychecks given	PIM	Penalties in minutes
CHKT	Bodychecks taken	PK%	Penalty killing %
CONF	Conference record	PK%	Penalty killing percentage
DCW	Division Championships won	Pos	Position
EN	Empty net goals	PP%	Power play percentage
FM	Fighting majors	PPG	Power play goals
FO%	Faceoff percentage	PPGF	Power play goals for
FOT	Faceoffs taken	PPGA	Power play goals against
FOW	Faceoffs won	PS	Penalty shots
FTD	Fights drawn	PSG	Penalty shot goals
FTL	Fights lost	PTS	Points
FTW	Fights won	S	Shots
G	Goals	S%	Shooting percentage
GA	Goals against	SA	Shots against
GA	Goals allowed	SCW	Stanley Cups won
GAA	Goals against average	SHG	Shorthanded goals
GF	Goals for	SHGA	Shorthanded goals against
GP	Games played	SHGF	Shorthanded goals for
GSUP	Goaltender support	SO	Shutouts
GTG	Game-tying goals	STR	Current streak
GWG	Game-winning goals	SV	Saves
H2HL	Head-to-Head series lost	SV%	Save percentage
H2HW	Head-to-Head series won	TSH	Times shorthanded
HOME	Home record	W-L-T	Record (won, loss, tie)
L10	Record in last 10 games	WTW	World Tournaments won

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CUSTOMER SUPPORT

Before contacting customer support, please consult the technical help file. It contains the answers to some of our most frequently asked questions and may quickly and easily provide a solution to your difficulty. If after reviewing the technical help file you are still experiencing problems, please feel free to contact us through any of the online services listed. In order to assist us when dealing with your difficulty, please have the following information ready when you call.

1. Complete product title.
2. Exact error message reported (if any) and a brief description of the problem.
3. What operating system you are using (e.g., Windows 95 or DOS)?
4. What kind of processor does your machine have (e.g., Intel Pentium® 90)?
5. What kind of video and soundcards does your machine have (e.g., Diamond Stealth 64 video, Sound Blaster)?
6. Are you using a joystick? If so, what brand and model? What is it using as a game port (e.g., soundcard, dedicated game port)?
7. How much free disk space do you have?
8. How much RAM is in your machine?

If you are experiencing difficulty with the multiplayer or online portion of the product, please assist us by having the following additional information ready when you call.

If you are using a modem:

1. What kind of modem is on each end (brand, model, speed, internal or external)?
2. Do you have more than one modem?
3. On which port is each configured?
4. Does Hyperterminal (or any other terminal program) work with your modem? This is an easy way to test whether or not your modem is configured correctly.
5. At what speed are you connecting?
6. Have you made sure data compression, error detection, and flow control is turned OFF? Refer to your modem's manual to do this.

If using an external modem:

1. What kind of serial card is being used?
 2. Do you have a seven-wire serial cable?
- ### If you are on a LAN:
1. Can you see other computers on the network?
 2. What is your network configuration?
 3. What brand of network card do you have?
 4. What network software are you running? What version number?

Online Services with Activision Forums, E-Mail and File Library Support

For support via the web please visit <http://www.activision.com/support> or e-mail support@activision.co.uk

CUSTOMER AND TECHNICAL SUPPORT IN EUROPE

For Customer Support and Technical Support you can contact Activision in the UK on + 44 (0)1895 456 789 between the hours of 10.00am and 5.00pm (UK time) Monday to Friday with the exception of holidays.

Your calls may be monitored

For Technical Support and Customer Service in areas not listed, please contact your local distributor or Activision via online. (Please note the online support is available in English only).