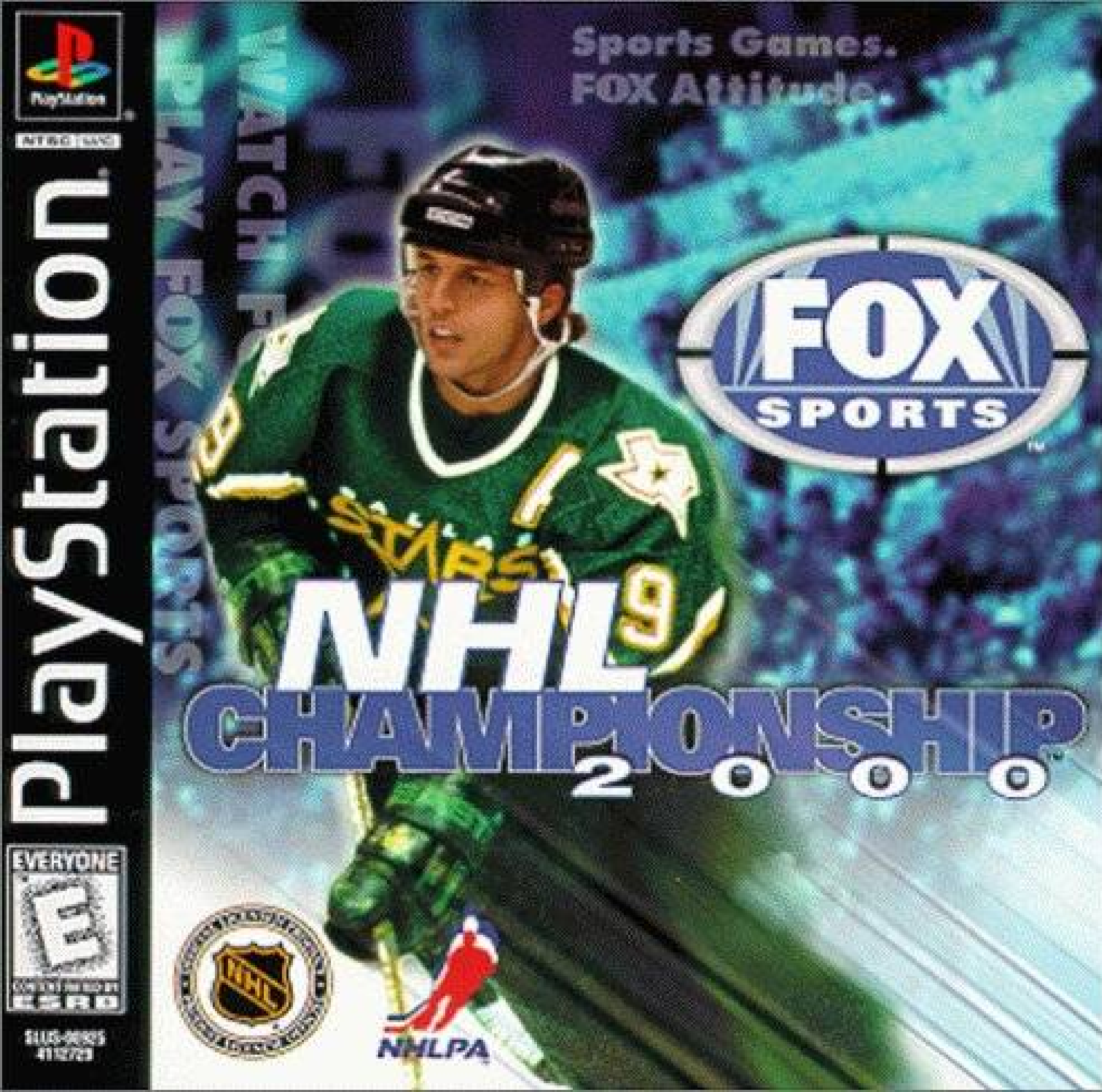

Sports Games.
FOX Attitude.
FOX SPORTS
NHL 99
CHAMPIONSHIP 2000
NHLPA
playstation
EVERYONE

CONTENTS

SETUP	2
CONTROLS	3
CONTROLES EN ESPAÑOL	5
QUICK! PLAY A GAME!	7
PLAY HOCKEY	8
PAUSE/OPTIONS MENU	9
MAIN MENU	10
HEAD-TO-HEAD CENTRAL/SEASON/PLAYOFF/TOURNAMENT	16
MANAGING ROSTERS	18
RULES & TERMS	20
GAME TIPS	21
STATISTICAL ABBREVIATIONS	22
CREDITS	23

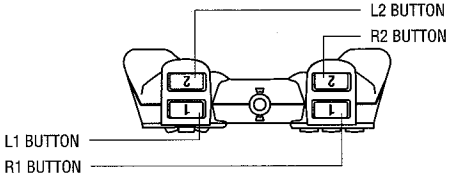
CONTROLS

MENUS

Look to the bottom of the screen for button functions; these functions will change depending on the chosen menu.

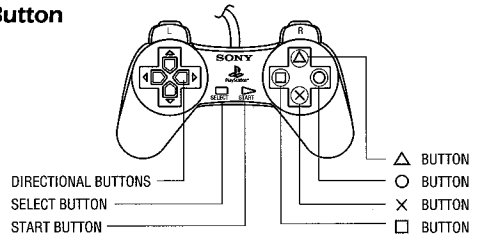
OFFENSE (with the puck)

ACTION	BUTTON
Skate - Pass/Shot Direction	D-Button
Pass	✖
Slap Shot	●
Wrist Shot	■
Fast Skate	▲
Flip Pass	L2
Drop Pass	R2



DEFENSE (without the puck)

ACTION	BUTTON
Skate	D-Button
Select Player/Faceoff	✖
Poke Check	●
Hook/Block Shot	■
Body Check/Fast Skate	▲
Skate Backwards	L2



GOALIE

ACTION	BUTTON
Skate	D-Pad
Pass	✖
Smother Puck	■
Select Goalie	R2

FIGHTING

ACTION	BUTTON
Duck	D-Pad down
Rabbit Punch	✖
Uppercut	●
Grab	▲

STRATEGY

ACTION	BUTTON
Coach	L1
Line Change	R1
Pause Menu	START

Note: Use **Configure Controller** (see page 14) within Game Settings to change the default controls. (Fighting controls cannot be changed)

MEMORY CARD

You can save any game, at its current level of progress (except Exhibition) onto a MEMORY CARD (sold separately), and resume play on previously saved games. Insert a MEMORY CARD into slot 1 of the PlayStation® game console before starting play.

If a MEMORY CARD is full, you won't be able to save games to it. Delete unwanted data or reformat the card before starting play.

Important: Do not remove a MEMORY CARD while saving or loading games; doing so could damage the game data.

MULTIPLAYER GAMES

Up to 8 players can join in a single **NHL Championship™ 2000** game, using one or two Multi-Taps. Players can:

- Compete head-to-head (2 player games)
- Play on the same team against the CPU, with up to five players, each con trolling a different hockey player.
- Play on rival teams, with all players controlling different hockey players

Note: When a Multi-Tap is plugged into port 1, a controller must be plugged into port 1-A for any controllers to function.

QUICK! PLAY A GAME!

1. On the Main Menu, press the **Start** button to begin an Exhibition game between the two teams displayed. See **Main Menu** (page 10) for more options.

2. On the **Choose Sides** screen, press the **Directional Buttons** (◀▶) to move your controller icon, selecting the team you want to play (the away team's on the left, the home team on the right). If you want to enter a user name, press **X**, and use the **Directional Buttons** (◀▶▼▲) to enter your three character name. Once you enter a name, your stats will be tracked. Press the **Start** button to advance to the **Choose Uniform** screen for a look at what you'll be wearing on the ice.

Note: In multiplayer games, the other players select their team and control mode in the same way.

3. On the **Choose Uniform** screen, use the **Directional buttons** (◀▶▼▲) to move the team highlight and change the uniforms for either team. When you're ready, press the **Start** button to get to the action on the ice! While the game is loading you'll see each team's starting lineup. In a few seconds, tonight's broadcast of **NHL Championship™ 2000** begins.

PLAY HOCKEY

FACEOFF

Watch the referee skate up to the players for the faceoff. Just as he drops the puck, press the **X** button to try and win control of the draw. The **Directional Button** that you press determines where you send the puck if you win the faceoff.

LINE CHANGES

NHL Championship™ 2000 defaults to Line Changes = Off. For more information on changing lines, see **Line Changes** (page 11), 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 9) for the in-game coaching interface.

GOALIE

Select Goalie: Tap the **R2** button to take control of the goalie (this is available if Goalie is set to Manual.). Once you get control of the puck with the goalie, you can:

- **Pass** by pressing the **X** button.
- **Smother** the puck by pressing the ■ button. (This stops play and forces a face-off in your end).

PAUSE/OPTIONS MENU

Press the **Start** button to open the Pause/Options menu anytime during a game. The player who pauses the game has control over the features.

Note: START acts as Accept in all sections of the Pause Menu and takes the user directly back to the Main section of the Pause Menu. This is a shortcut for advanced users that bypasses any sub-menus, taking you immediately to the Main Menu of the Pause overlay, and back to the action.

INSTANT REPLAY (Manual)

Watch a replay of the action that just took place

STATISTICS

View current game stats. See **Statistical Abbreviations** (page 22) for details on the short forms.

EDIT LINES

Change the players on your lines if they are injured, tired or just underachieving.

GOALIE

To change goalies, or to pull your goalie, move the highlight using the **Directional Buttons** (◀▶). **Pull Goalie** immediately sends your goalie to the bench for an extra attacker, while a change of goalies takes place at the next play stoppage.

COACH
This allows you to customize the settings for each of the coaching strategies used throughout the game.

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
Change sides or let the computer play by moving the **Directional Buttons** (◀▶) then pressing the **Start** button to accept changes and return to the Pause/Options Menu.

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

MAIN MENU

The Main Menu offers a number of options to enrich your **NHL Championship™ 2000** experience.

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/Playoff/Tournament/Head-toHead Central** (see page 16), go straight to the Playoffs (see page 17), join a **World Tournament** (see page 17), or take on a friend in a **Head-to-Head** series (see page 18).

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

Rules
Mode of Play
Arcade, Sim, or Custom

Difficulty Level
Rookie, Pro, or All Star
Notes on difficulty levels;
- Rookie level slows down the pace of the game, allowing more time to pass the puck and set up a play. Goalies move slower and won't always come up with the big save.
- Pro is the default setting and is a good compromise between both levels, offering fast game play, hard hits and goalies who know how to stop the puck.
- All Star is for those who want it all – the fastest game play, ruthless computer opponents, crunching body checks and goalies who laugh in the face of a 100-mph slap shot.

Line Changes = Auto
The computer coach monitors your players' fatigue levels and changes your lines automatically.

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. Tap **R1** to bring up the line change interface (arrows indicate the players currently on the ice).

Tip: You can change lines on the fly, but be careful not to get caught with everyone going to the bench while the opposing team is skating across your blue line!

Caution: If you go to the pause menu while you are in the process of changing lines, you will not be able to switch sides until the line change is completed.

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 L1 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
It 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
How the players are identified on the ice

Puck Highlight
On or off

Camera
Select the default camera when playing the game.

Sound
Adjustable scales for volume of all sounds in game.

Configure Controller

Use the **Directional Buttons** (◀▶) to cycle through each controller and the four different presets, or create a custom configuration by using the **Directional Buttons** (◀▶) to select Custom.

ROSTERS

Access the following roster management options:

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

(See **Managing Rosters** (page 18) 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 22) for details on stat categories.

Player Statistics

The numbers never lie. Use the **Directional Buttons** (◀▶) to scroll through teams, players and statistical categories. Use the ■ button to sort any stat category, or hit the ● button to switch between skaters and goalies.

Team Statistics

Who's leading in terms of Power play percentage? Goals for? Goals against? Use the **Directional Buttons** (◀▶) to scroll through teams and stat categories.

User Statistics

Sure, your team's piling up the W's. But how do you stack up compared to your friends on controllers 2-8?
Note: Don't forget to save recently accumulated user records before you power down, or you'll have to convince your friends of that 5-goal game that got away!

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 best of the best. Use the **Directional Buttons** (◀▶) to scroll through statistical categories and teams or players.

MEMORY CARD

It's all in the cards. With a Memory Card installed you can save or load game data, rosters, and user records: or load previously saved data. You must have a Memory Card inserted in slot 1 in your PlayStation® game console in order to save or load game data.

Important Memory Card Details

Save Game includes the game type and rosters. Rosters can only be saved separately when in 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. A saved Settings file includes all information set within the Game Settings area and also includes the camera type and zoom level selected within the Pause Menu of the game.

The following information is tracked for Saved Season, Playoff, World Tourney and Head-to-Head modes:

- 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 into a season once it has BEGUN. 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, the roster is 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.

HEAD-TO-HEAD CENTRAL
SEASON/PLAYOFF/TOURNAMENT

NHL — FOX/Match-ups
Giving you the lowdown on today's games.

CALENDAR
Check out the entire schedule for all teams.

SEASON STANDINGS
Tip: The top eight teams in each conference make the playoffs; first place in each division guarantees a spot in the top three of your respective conference.

PLAYOFF/TOURNAMENT TREE
Both the Playoff and World Tournament trees give you a look at how each round has progressed. Use the **Directional Buttons** (◀▶) to browse through the brackets.

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 18) for additional information.

GAME SETTINGS
See **Main Menu - Game Settings** (page 11) for details on Game Settings.

MEMORY CARD
See **Main Menu - Memory Card** (page 15) for details on Memory Card use.

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

Do you need to pull a few strings behind the scenes before you take the ice? This is where you can demonstrate your managerial genius with a wide range of personnel options.

PLAYER TRANSACTIONS
Select ROSTERS, PLAYER TRANSACTIONS and TRADE PLAYERS.
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.

Sign players
1. Select ROSTERS, PLAYER TRANSACTIONS and SIGN PLAYERS.
2. You can sign up to three free agents at a time, but to one team at a time.

Release players
1. Select ROSTERS, PLAYER TRANSACTIONS and RELEASE PLAYERS.
2. You can release up to three players at a time to the Free Agent pool, but only from one team at a time.

Delete players
You can only delete a player that you have created.
1. Select ROSTERS, PLAYER TRANSACTIONS and DELETE PLAYERS.
2. Press the ● button to delete the highlighted player.

CREATE PLAYERS
If your team needs a quality player, why not create him? You control position, physical attributes and hockey skills. Create the new prospect to take your team over the top, or create the greatest player in hockey history. The sky's the limit! (See **Player Transactions - Sign Players** (page 20) for details on signing your created player to a team. Read on for details on Editing lines).

EDIT PLAYERS
You can edit any permanent NHLPA™ or created player, however you may only edit the jersey number for an NHLPA™ player.

EDIT LINES
Alter the lines for all teams.

COACH TEAM
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.

PLAYER PROFILES
Would you like an in-depth look at a player's abilities? Need to know if he's big enough, too old, or too inexperienced? This is the place to get the low-down on every one of the 650+ players in the game.

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 five minute sudden death overtime; first goal wins. If no one scores, then the game is a tie. However, in a Playoff, Head-to-Head or World Tournament game, you play multiple sudden death overtime periods. The length of each overtime matches the length of a regulation period in the current game.

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 will occur 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 do 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 increases 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? 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 **X** 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
PPG	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
WñLñT	Record (won, loss, tie)
L10	Record in last 10 games
WTW	World Tournaments won