

SCORING LEADERS

RK	PLAYER	TEAM	PTS
1	Jason Allison	BOS	15
2	Luc Robitaille	LA	12
3	Zigmund Palffy	LA	12
4	Bill Guerin	ED	11
5	Marian Hossa	CHI	10
6	Brian Rolston	ED	9
7	Doug Weight	ED	9
8	Jeremy Roenick	CHI	9
9	Joe Thornton	ED	8
10	Jaromir Jagr	ED	8



NATIONAL HOCKEY NIGHT



POWER PLAY

RK	TEAM	PTS
1	LA	7
2	COL	6
3	COL	6
4	LA	6
5	MTL	6
6	PHX	6
7	PHI	5

PENALTY KILLING

RK	TEAM	PTS
1	Lightning	10
2	Sharks	9
3	Flames	8
4	Blackhawks	7
5	Stars	6
6	Canucks	5
7	Devils	4
8	Blues	3
9	Flyers	2
10	Maple Leafs	1



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Thank you for purchasing Konami's National Hockey Night. Please read the instruction manual before starting gameplay, then go ahead and enjoy the game! This manual will not be reissued, so please take care not to lose it. For your information, National Hockey Night is an original product of Konami and Konami Computer Entertainment. The software copyrights and trademarks of this game are held jointly by both companies.

Disclaimer:

Konami has taken all steps to ensure this product reaches its customers in safe and proper working order. At the time of purchase, under normal play conditions, the customer acknowledges that with the there will be some minor differences.

WARNING

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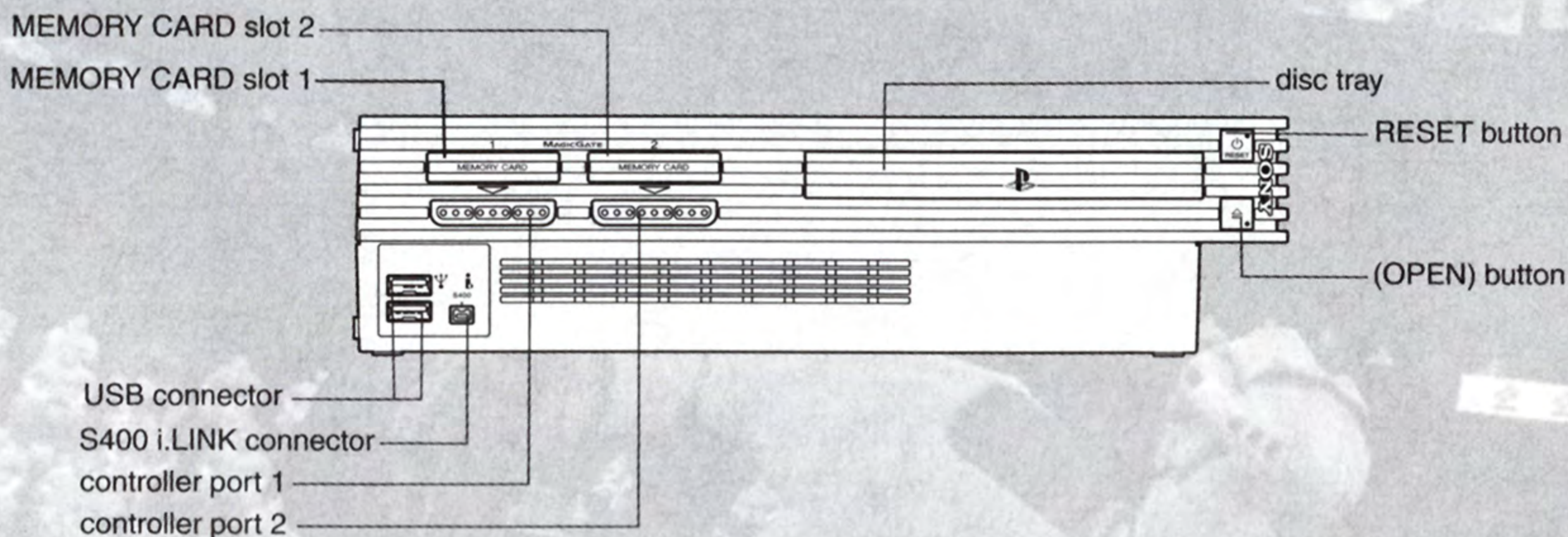
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Thank you very much for purchasing **ESPN NATIONAL HOCKEY NIGHT™**.
In order to more fully enjoy your gameplaying experience, we recommend
that you thoroughly read this manual before playing.

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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on.

Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **ESPN NATIONAL HOCKEY NIGHT™** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.

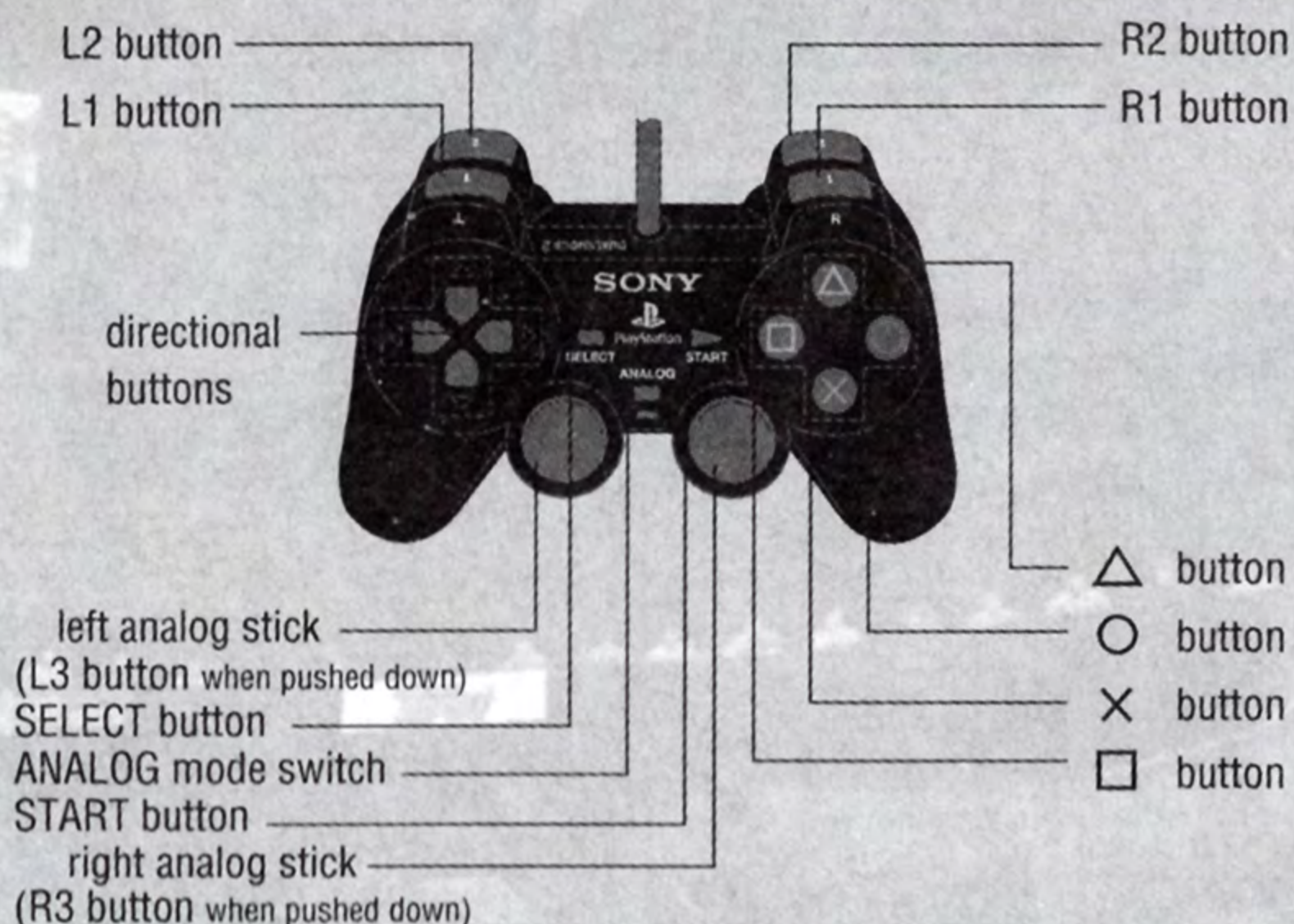
Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARDS

To save game settings and progress, insert a MEMORY CARD (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2. You can load saved game data from the same card, or from any MEMORY CARD (8MB) (for PlayStation®2) containing previously saved games.

For more information, see "Saving & Loading" on page 31.

CONTROLLER



This game supports the DUALSHOCK™2 analog controller and the DUALSHOCK™ analog controller. For one player, the controller should be connected to Controller Port 1. For 2 players, the controllers should be connected to Controller Ports 1 and 2. (For up to 4 players, see "Multiplay" below.)

DUALSHOCK™2 ANALOG CONTROLLER

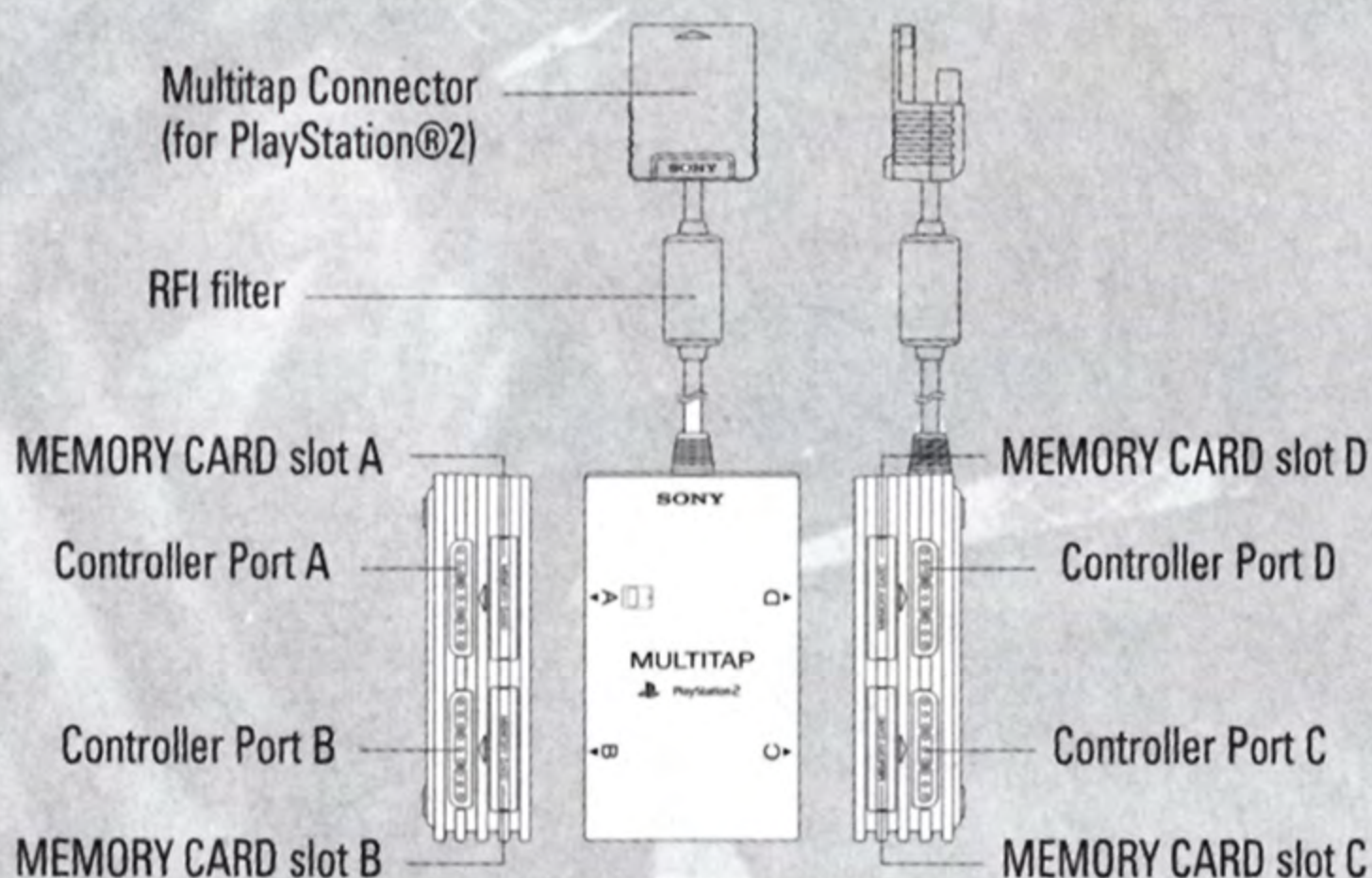
ESPN NATIONAL HOCKEY NIGHT™ is best enjoyed with the DUALSHOCK™2 analog controller. With this controller, both the directional buttons and the left analog stick can be used for control; the ANALOG mode switch and red LED light are always set to ON.

VIBRATION FUNCTION

When "Vibration" in Option Mode is set to ON, the controller will vibrate in response to player movement. The controller will vibrate in both Digital and Analog Modes.

MULTIPLAY

Up to 4 players can compete simultaneously using the Multitap for PlayStation®2 (sold separately). When more than 2 players are competing simultaneously, you must connect a Multitap for PlayStation®2 to Controller Port 1 before turning on the console. Always connect a controller to Controller Port A on the Multitap first, then connect the remaining controllers to ports B, C and D. (For additional information on using the Multitap, please refer to its Instruction Manual.)



DEFAULT CONTROLS

DUALSHOCK™2 ANALOG CONTROLLER

- The commands on these two pages are the default settings for players facing right.
- You can change controller settings in Option Mode from the Main Menu. See page 15.

L2 button: open Strategy window/
select LD (see below)

L1 button

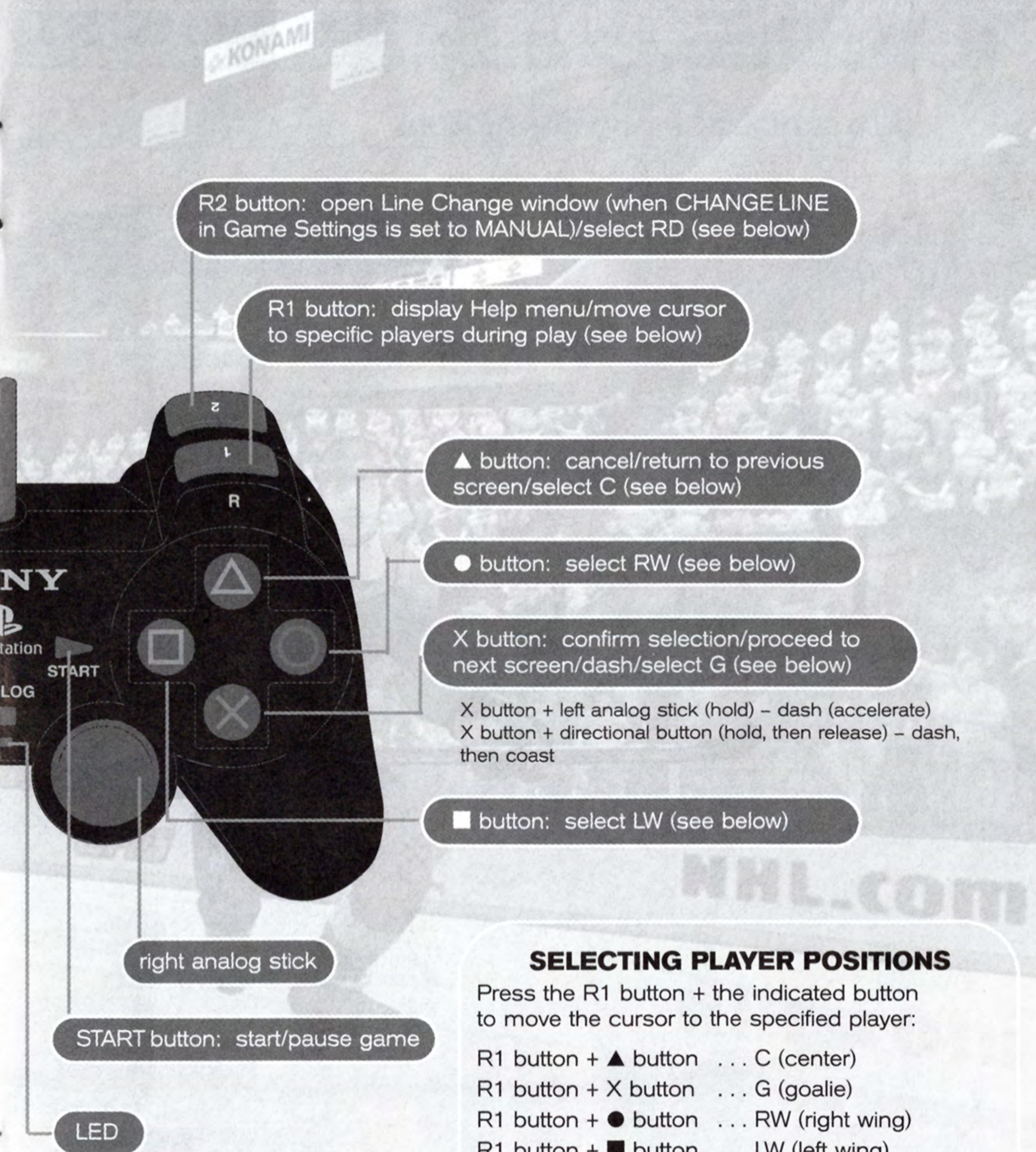
directional button: select menu
categories & move cursor/move
player more precisely (but slower)

left analog stick: select menu
categories & move cursor/
move player

SELECT button

ANALOG mode switch





R2 button: open Line Change window (when CHANGE LINE in Game Settings is set to MANUAL)/select RD (see below)

R1 button: display Help menu/move cursor to specific players during play (see below)

▲ button: cancel/return to previous screen/select C (see below)

● button: select RW (see below)

X button: confirm selection/proceed to next screen/dash/select G (see below)

X button + left analog stick (hold) – dash (accelerate)
X button + directional button (hold, then release) – dash, then coast

■ button: select LW (see below)

right analog stick

START button: start/pause game

LED

SELECTING PLAYER POSITIONS

Press the R1 button + the indicated button to move the cursor to the specified player:

R1 button + ▲ button . . . C (center)

R1 button + X button . . . G (goalie)

R1 button + ● button . . . RW (right wing)

R1 button + ■ button . . . LW (left wing)

R1 button + R2 button . . . RD (right defenseman)

R1 button + L2 button . . . LD (left defenseman)

Note: You must set the CHANGE CURSOR option to MANUAL in order for this feature to function. See page 15.

DEFAULT CONTROLS

OFFENSE

DUALSHOCK™2 ANALOG CONTROLLER

- See "Playing Offense" on pages 19-20 for more details.

L2 button: open Strategy window/
select LD (see below)

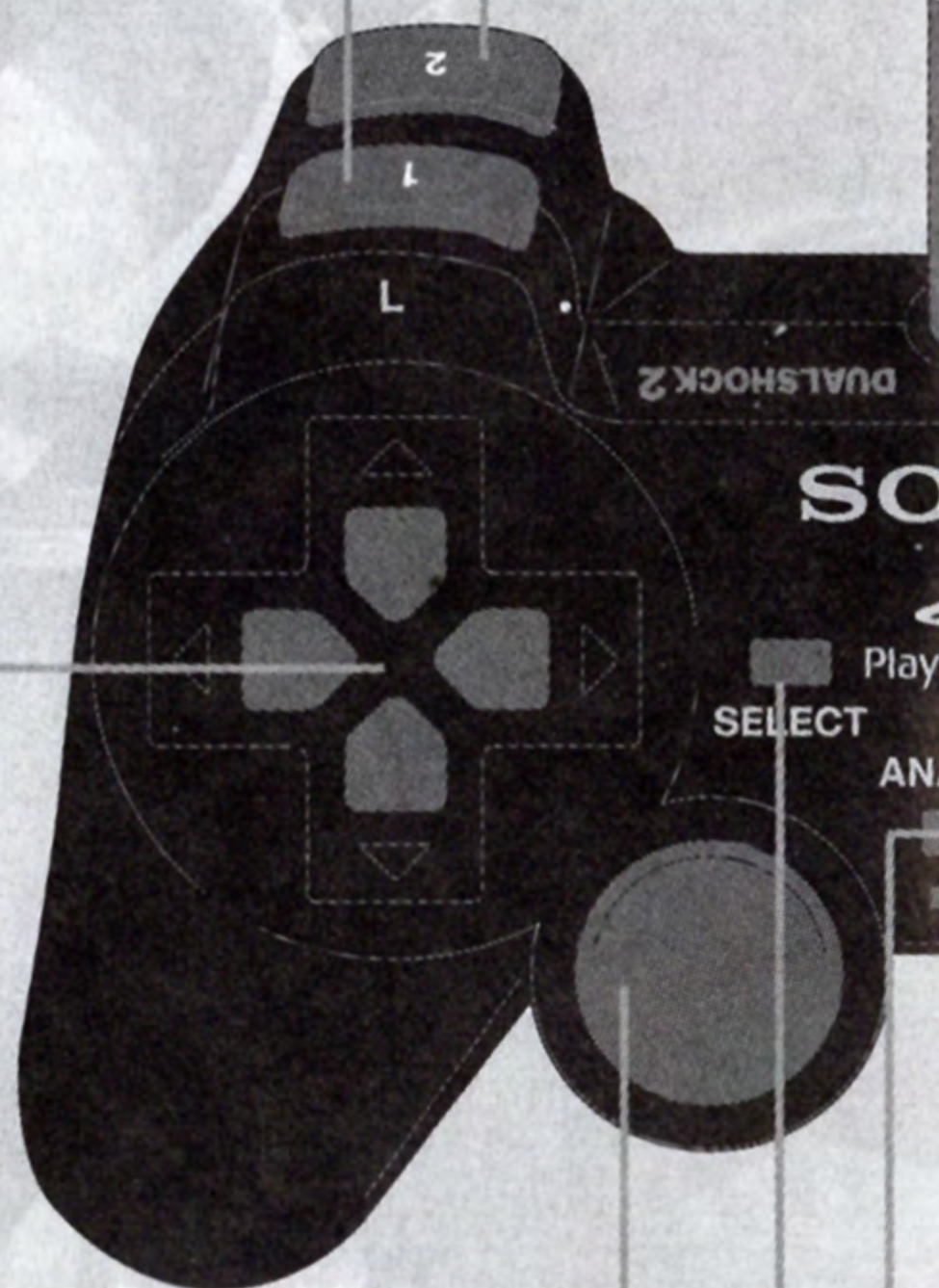
L1 button: function

directional button: move player

left analog stick: move player

SELECT button

ANALOG mode switch



R2 button: line change (see page 5 or 19 for details)/select RD (see below)

R1 button: cycle to player closest to puck
R1 + indicated button: move cursor to specific player (see below)

▲ button: flip pass/select C (see below)
▲ button + L1 button: drop pass

● button: pass/select RW (see below)
● button + L1 button: no search pass

X button: dash (see page 5 or 19 for details)/select G (see below)

■ button: shoot (see page 19 for details)/select LW (see below)

right analog stick

START button: start/pause game

LED

SELECTING PLAYER POSITIONS

Press the R1 button + the indicated button to move the cursor to the specified player:

- R1 button + ▲ button . . . C (center)
- R1 button + X button . . . G (goalie)
- R1 button + ● button . . . RW (right wing)
- R1 button + ■ button . . . LW (left wing)
- R1 button + R2 button . . . RD (right defenseman)
- R1 button + L2 button . . . LD (left defenseman)

Note: You must set the CHANGE CURSOR option to MANUAL in order for this feature to function. See page 15.

DEFAULT CONTROLS

DEFENSE

DUALSHOCK™2 ANALOG CONTROLLER

- See "Playing Defense" on page 20 for more details.

L2 button: open Strategy window /select LD (see below)

L1 button: block

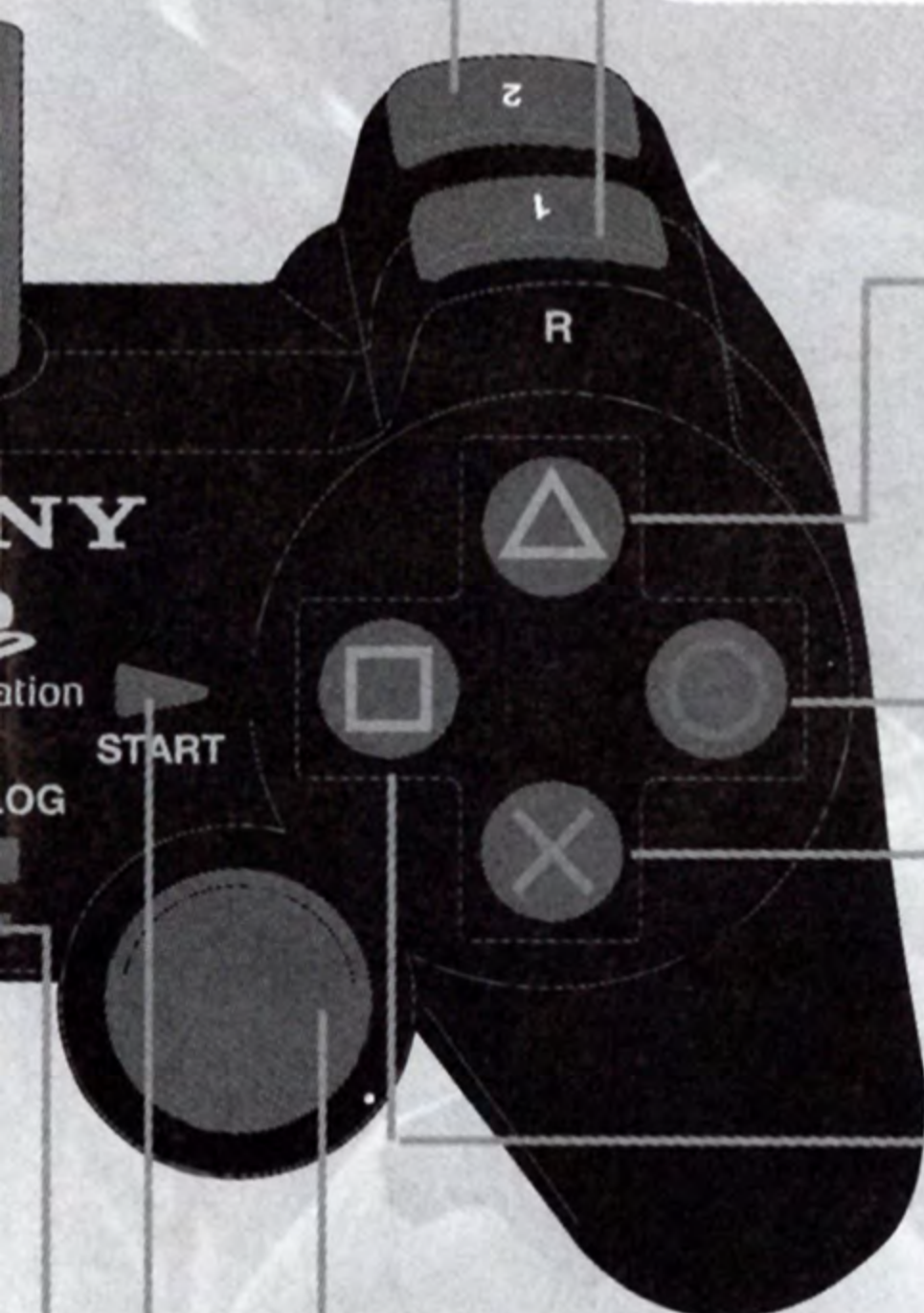
directional button: move player

left analog stick: move player

SELECT button

ANALOG mode switch





R2 button: line change (see page 5 or 20 for details)/select RD (see below)

R1 button: cycle to player closest to puck
R1 + indicated button: move cursor to specific player (see below)

▲ button: press/block shot (goalie)/select C (see below)

● button: steal/pass (goalie)/select RW (see below)

X button: dash (see page 5 or 19 for details)/select G (see below)

■ button: check/puck freeze (goalie)/select LW (see below)

right analog stick

START button: start/pause game

LED

SELECTING PLAYER POSITIONS

Press the R1 button + the indicated button to move the cursor to the specified player:

- R1 button + ▲ button . . . C (center)
- R1 button + X button . . . G (goalie)
- R1 button + ● button . . . RW (right wing)
- R1 button + ■ button . . . LW (left wing)
- R1 button + R2 button . . . RD (right defenseman)
- R1 button + L2 button . . . LD (left defenseman)

Note: You must set the CHANGE CURSOR option to MANUAL in order for this feature to function. See page 15.

STARTING THE GAME

1. Press the START button on the Title screen to display the Mode Select screen.
2. Use the directional buttons or left analog stick to select a mode, then press the X button to confirm.

Note: Press the R1 button to display the Help menu.

EXHIBITION

This is a 1-to-4 player match, cooperative play. Select one of 32 NHL teams and play a single match. See "Playing the Game" on page 19 for more details.

SEASON

This is a 1-to-4 player match, cooperative play. Play regular season games with one of 30 teams and try to earn a spot in the playoffs.

- Teams are divided into East and West Conferences, with the top 8 teams from each conference entering the playoffs.
- You may also compete in the February All Star Game.

See "Season Play" on page 23 for more details.

PLAYOFFS

This is a 1-to-4 player match, cooperative play.

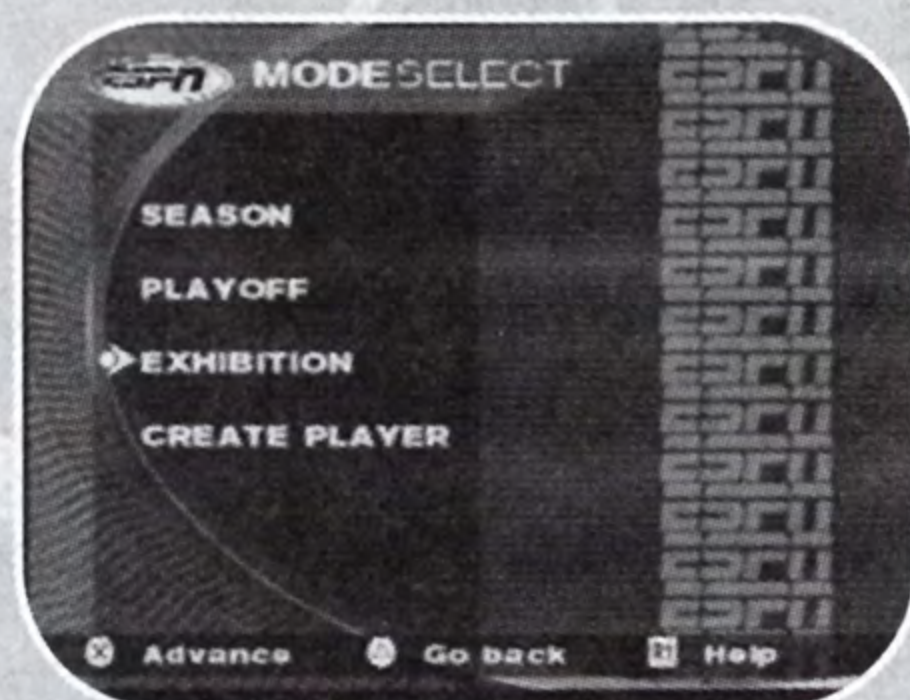
- After the regular season, the top 8 teams from each conference meet each other in the playoffs to determine the NHL Champions.
- Each series has up to 7 games. The first team to win 4 games goes on to the next stage.
- The winner from each conference enters the Finals to compete for the Stanley Cup.

See "Playoffs" on page 24 for more details.

CREATE PLAYER

Create your own individualized players. Created original players are automatically registered as free agents, permitting their use in regular season games. See "Creating Players" on page 25 for more details.

Note: You must have a Memory Card (8MB) (for PlayStation®2) inserted in your PlayStation®2 computer entertainment system to save created player data. See "Saving & Loading" on page 31 for more information.



CONTROLLER SETUP

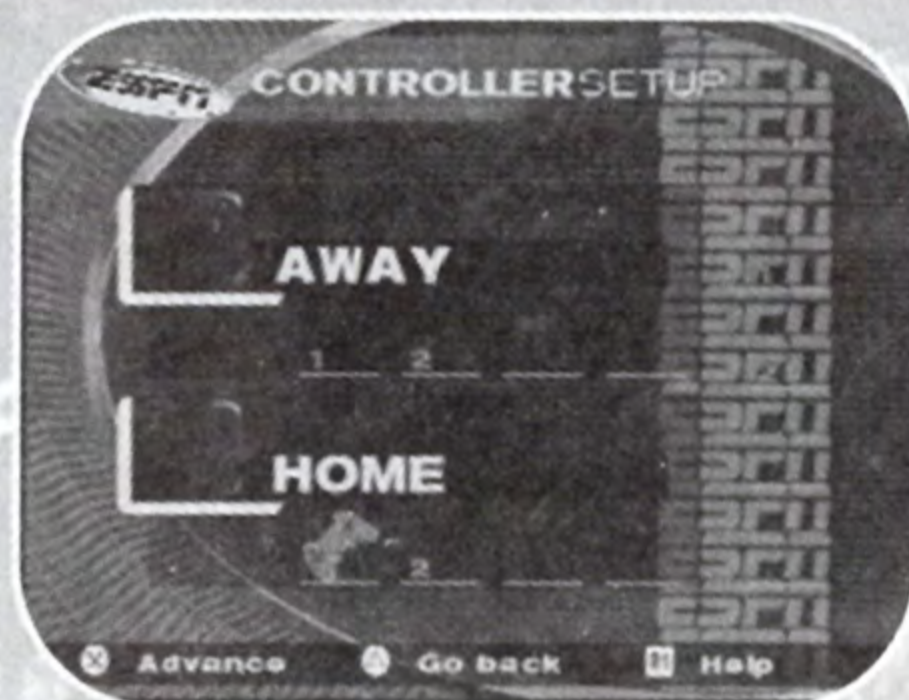
On the Controller Setup screen, use the directional buttons or left analog stick to move the controller icon to the team you want to play with.

- Choose to play as the HOME or AWAY team by pressing the directional buttons or left analog stick $\uparrow/\downarrow$ to switch between HOME/AWAY.
- Press the directional buttons or left analog stick $\leftarrow$ to position your controller in the PLAY position.

-OR-

- Choose not to play on either team by leaving your controller icon in the NO PLAY position on the right side of the screen. If the NO PLAY position is chosen for all controllers, the CPU will play the game.

Note: You can change controller positions during the game by pressing the START button to open the Pause screen and then selecting CONTROLLER to open the Controller Setup screen.



TEAM SELECT

Press the directional buttons or left analog stick $\leftarrow/\rightarrow$ to choose a team and press the X button to confirm your choice.

RATINGS

Press the L1 button to switch the team ratings categories to help you make your decision.



RATINGS

OVERALL	Overall ability
OFFENSE	Offensive ability
DEFENSE	Defensive ability
CHECK	Checking ability
POWER PLAY	Power Play ability
GOAL TENDING	Goalie's ability

MAIN MENU

After choosing a game mode, you'll see the Main Menu. Select an option by pressing the directional buttons or left analog stick $\uparrow/\downarrow$ and enter your selection by pressing the X button. (Cancel with the $\blacktriangle$ button.)

GAME START

Select this option to open the Rosters screen, from which you can edit lines and rosters before beginning play. On the Rosters screen:

- Select GAME START and press the X button to begin play without making any changes.
- Select EDIT LINES and press the X button to change players before proceeding to the game.

PLAYER CONDITION

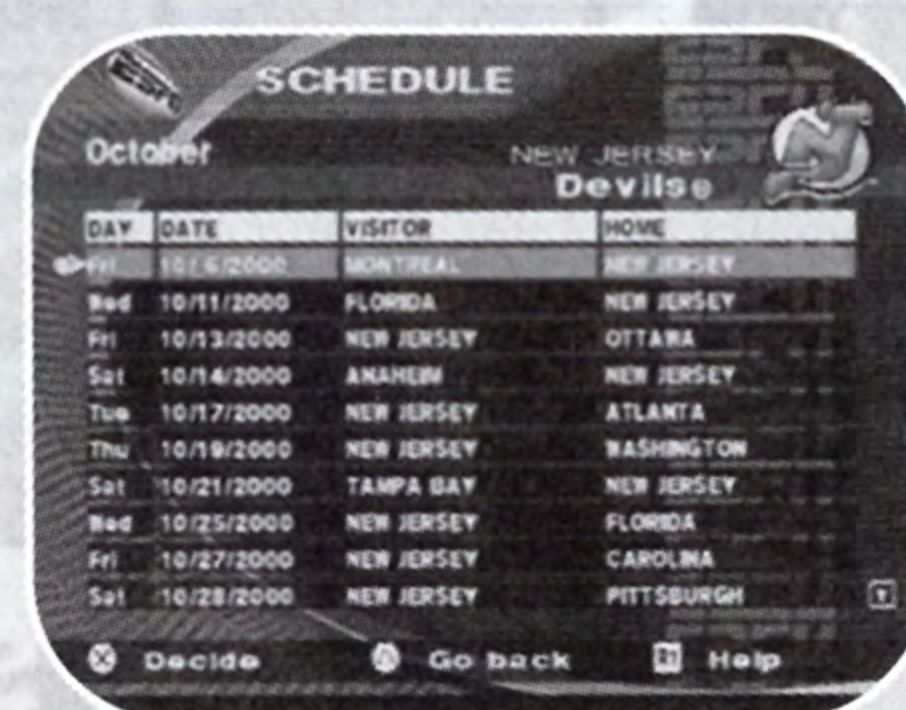
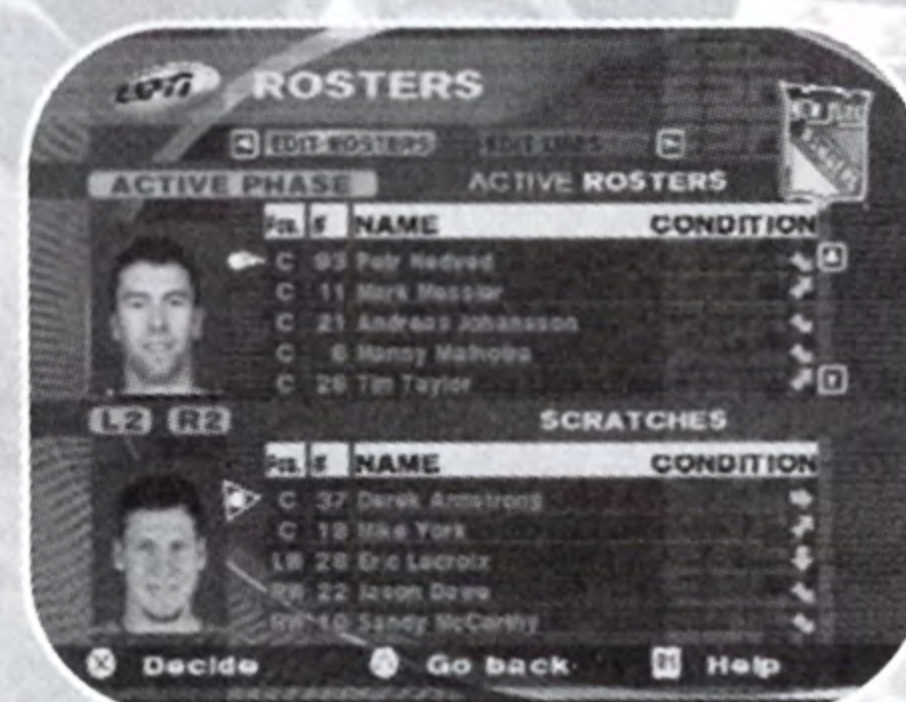
The arrow at the right of a player's name indicates his condition:

- $\uparrow$ = Perfect
- $\nearrow$ = Good
- $\rightarrow$ = Normal
- $\searrow$ = Poor
- $\downarrow$ = Worst

SCHEDULE (SEASON ONLY)

Select this option to view the Season schedule and simulate games. To simulate all games up to a specific date:

1. Press the directional buttons or left analog stick $\uparrow/\downarrow$ to select a game date. Press the L2 and R2 buttons to change months.
2. Press the X button to confirm your selection.
3. At the prompt, select YES and press the X button.



PLAYOFF TREE (PLAYOFFS ONLY)

Select this option to view the playoff match-ups and simulate games. Press the directional buttons or left analog stick $\leftarrow/\rightarrow$ to select a match card.

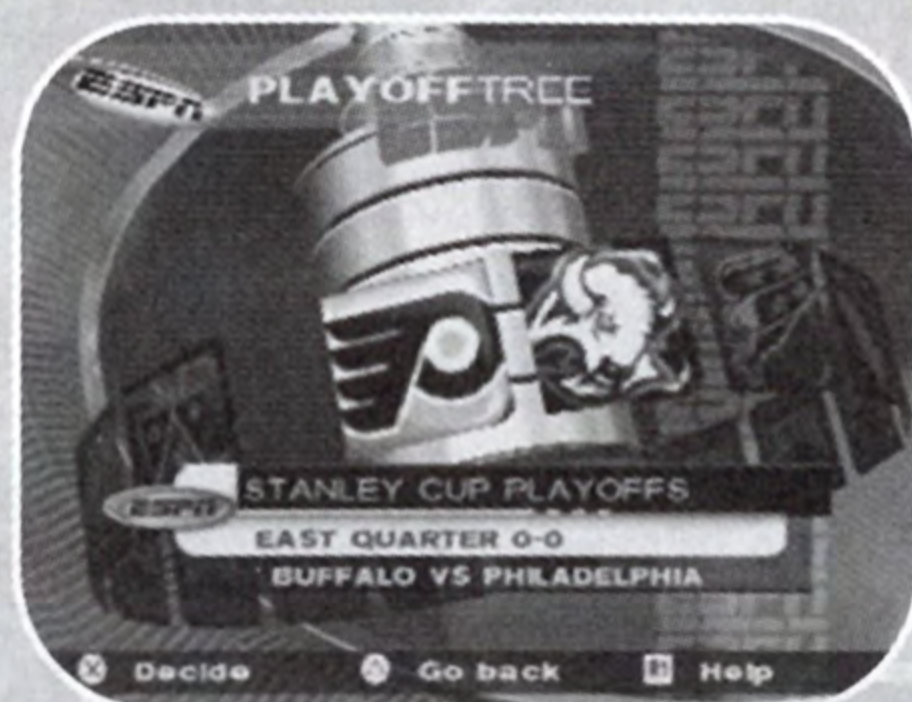
From the first match up to the semi-finals, you can change the match card depending on your performance during the regular season.

To simulate a game or playoff:

1. Select a match-up and press the X button.
2. Select 1 GAME (1 match only) or SERIES (1 series) and press the X button.

To view results on the playoff tree:

1. Press the directional buttons or left analog stick $\uparrow/\downarrow$ to select a round.
2. Press the directional buttons or left analog stick $\leftarrow/\rightarrow$ to check results by conference in each round.



PLAYOFF TREE TERMS

EAST		Eastern Conference
WEST		Western Conference
QUARTER		Conference 1st Round (Quarter-Finals)
SEMIS		Conference Semi-Final Round (Semi-Finals)
FINAL		Conference Final Round (Finals)
STANLEY CUP FINAL-DAY		Stanley Cup Finals
LEADS		Teams in the lead
TIE		Teams tied for position

MANAGEMENT

On the Management screen you can:

- Edit lines and rosters.
- Set strategy.
- Make trades.
- Sign and release free agents.

See "Managing Teams" on page 27 for details.

STATS

View team statistics and player data.

- **STANDINGS:** Check out complete NHL statistics including Divisions and Conferences.
- **TEAM STATS:** View season and playoff statistics for the current team.
- **PLAYER STATS:** View season and playoff statistics for an individual player.
- **ROSTER STATS:** View statistics for players from all the teams.
- **LEAGUE LEADERS:** View individual statistics for the top 20 players of their respective categories.



VIEW ROSTERS

View detailed information about the players. Press the L2 or R2 button to select a team and press the directional buttons or left analog stick $\leftarrow/\rightarrow$ to select a player. Each player's attributes are displayed with a number rating. The higher the number, the better the rating.

PLAYER ATTRIBUTES

SKATE Skating ability
SHOT Shooting ability
STICK Stickwork
SPIRIT Mental fitness
CHECK Checking ability
STAMINA Endurance



CONTROLLER SETUP

Match your controller to the team you want to play with. See "Controller Setup" on page 11 for information.

OPTION

Adjust match settings. Press the directional buttons or left analog stick $\uparrow/\downarrow$ to select an option, and $\leftarrow/\rightarrow$ to change a setting.

- **CONTROLLER CONFIG:** Assign the game actions to the buttons you want and make cursor assignments for player positions. Press the directional buttons or left analog stick $\leftarrow/\rightarrow$ to select **CONTROLLER** or **CURSOR CONF(ig)**.
 - For **CONTROLLER**, press the directional buttons or left analog stick to select the button (action) to be changed. On the controller, press the new button you want for the selected action.
 - For **CURSOR CONF**, you can change the default button assignments to switch the cursor to a specific player position. When this option is enabled, an icon is displayed above each player. During play, pressing the designated button and the R1 button simultaneously will move the cursor automatically to that player position. (You must set the **CHANGE CURSOR** option in **GAME SETTINGS** [below] to **MANUAL** in order for this feature to function.)

To exit the screen, press the directional buttons or left analog stick $\downarrow$ to select **EXIT** and press the X button.

- **VIBRATION:** Turn the Vibration function ON/OFF (listed in **CURSOR CONF**).
- **RULES:** Toggle the Rules options ON/OFF.
- **GAME SETTINGS:** Select match and sound settings.
- **CAMERA VIEW:** Select a camera angle from 9 possible settings.
- **SAVE/LOAD:** Save or load game data. See "Saving & Loading" on page 31 for details.

MATCH OPTIONS SCREENS

These options appear on their own screen when you select **MATCH OPTION** in **EXHIBITION** $\rightarrow$ **OPTION** from the Main Menu.

- **PERIOD SPEED:** Set a period (20 min.) to elapse at 1x, 2x or 4x speed.
- **GAME PLAY SPEED:** Set the speed at which the game progresses.
- **GAME LEVEL:** Select the level of difficulty.
- **OVERTIME (OT):** Select the type of overtime.

(Two other options, **SEASON LENGTH** and **PLAYOFF LENGTH**, also appear on this screen when you select **SEASON** or **PLAYOFF** from the Main Menu and then select **OPTION**.)



ON THE ICE

GAME SCREEN

Scoreboard



Puck Arrow

Cursor

Key Players

- **PUCK ARROW:** Appears above the puck, and follows the puck on the ice.
- **CURSOR:** Appears under the controlled player.
- **GAME CALLS:** (Not shown.) Calls such as Icing or Face Off appear on screen when they occur.
- **KEY PLAYERS:** Shows name of the offensive player with the puck and the closest defending player. The Home team is on the right. The Away team is on the left.
- **SCOREBOARD:** Displays the score for each team, the period of play and time remaining in the period.

CURSOR COLORS

BLUE		Player/Controller A
RED		Player/Controller B
YELLOW	...	Player/Controller C
GREEN		Player/Controller D

RULES

BASIC RULES

- Each game has 3 periods of 20 minutes each.
- The game begins with a face-off, conducted at the center line of the rink. The referee drops the puck between 2 players' sticks, and the players fight for control of it. There is also a face-off after a foul call.
- When a winner does not emerge within the original allotted game time, play continues under overtime conditions. Overtime in exhibition and season matches lasts 5 minutes. In playoff matches, overtime continues until one team has scored a goal.

Note: Overtime settings can be altered by selecting the OVERTIME option in the Match Options screen. See page 15.

FOULS

There are two kinds of fouls, rule violations and penalties. When a violation occurs, a face-off is played from the nearest face-off spot. When a player commits a penalty, he is removed from the ice for a specific period of time.

RULE VIOLATIONS

- **OFFSIDES:** Offsides occurs when an offensive player passes over the blue line on the opponent's side before the puck does. However, if a defensive player intercepts the puck on or near the blue line, play continues without offsides being called.
- **ICING:** If a player behind his own red line hits the puck beyond the opposing team's goal line, icing is called and play is interrupted. Play resumes with a face-off at the face-off spot closest to the goal of the violating team. The referee calls icing when the puck touches any defensive player other than the goalie. However, if a player on the offensive team touches the puck first, play continues without icing being called.
- **2-LINE PASS:** Making a pass to a teammate over the red line from the defensive zone constitutes a 2-line pass. A face-off is played at the face-off zone of the team whose player committed the foul.



PENALTIES

When a penalty is called, the player who committed the penalty must get off the ice and remain in the penalty box for a specified amount of time. As multiple players in the penalty box at the same time are a possibility, substitutions among players in violation cannot be carried out. When a player is taken off the ice for a penalty, his subsequently shorthanded team has the risk of succumbing to a power play from the opposing team. If a goal is scored against a team with multiple penalties, the first penalty is nullified.

- **SLASHING:** Swinging a stick at an opposing player.
- **ELBOWING:** Using elbows to block or interfere with an opposing player.
- **HOLDING:** Interfering with an opposing player by using hands and/or stick to grab or hold onto a opposing body and/or stick.
- **BOARDING:** Using the body to intentionally slam an opposing player into the ringside boards.
- **TRIPPING:** Using the stick to cause an opposing player to trip or fall over.
- **CROSS-CHECKING:** Raising the stick with both hands and driving it into an opposing player.
- **CHARGING:** Checking an opposing player at high speed.
- **ROUGHING:** Taking violent action against an opposing player.
- **HIGH-STICKING:** Interfering with an opposing player by holding the stick above the shoulder.

LINE CHANGES

As hockey is a particularly grueling sport, exhausted players must be given a chance to recuperate by being periodically substituted with players who have energy. This is referred to as a line change. Players can belong to more than two lines at once, but should they spend too much time on the ice, the chance that they quickly tire out increases.

LINE CHANGES		
LINE	ABBREVIATION	FORMATION
Scoring	SC	LW-CF-RW
Checking	CH	LW-CF-RW
Defense	DF	DF-DF
Extra At	EXL	LW or CF or RW
5-Man Power Play	5MPP	LW-CF-RW-DF-DF
4-Man Power Play	4MPP	LW-CF-RW-DF
4-Man Penalty Killing	4MPK	LW-CF-DF-DF
3-Man Penalty Killing	3MPK	CF-DF-DF
Goalie	GK	GK

PLAYING THE GAME

THE FACE-OFF

The match begins from the face-off spot on the center line. The referee drops the puck between two players' sticks, and the players fight for control of it. Press the ● button to get control of the puck.

Following fouls or goals, play resumes with a face-off.

SKATING

Use the directional buttons or left analog stick to control your player's direction. Hold down the X button to dash:

- X button + left analog stick: Dash in the direction indicated.
- X button followed by a directional button: Enables coasting on the ice for a brief period of time following a dash, making for very easy control.
- Directional buttons alone: Limits speed, but enables precise control.



PLAYING OFFENSE

PASSING

- Press the directional buttons or left analog stick toward the receiver to aim your pass. Press the ● button to execute the pass.
- To perform an airborne flip pass, press the ▲ button while directing the pass with the directional buttons or left analog stick.
- To perform a blind pass, aim with the directional buttons or left analog stick and press the L1 button + the ● button.
- Press the L1 button + the ▲ button to execute a drop pass. This pass leaves the puck behind for a teammate to pick up.



SHOOTING

Press the ■ button to make a shot on the opposing goal. Slight changes in the angle of shot can be made by moving the left analog stick ←/→. Hold down the ■ button longer for a more powerful shot.

LINE CHANGE

Press the R2 button to display a window in which players can be changed in real time.

Note: The CHANGE LINE option in Game Settings must be set to MANUAL in order to use this feature. See page 15.

STRATEGY

Display a window in which formations can be changed in real time.

FUNCTION KEY

Use the Direct Cursor feature to move the cursor immediately to a specific player. See page 15 for information on cursor configuration.

PLAYING DEFENSE

STEAL OR INTERCEPT

Press the **●** button to steal the puck from opponent or intercept a pass.

PRESS

Press the **▲** button to assemble nearby teammates to defend against an offensive play.

CHECK

Press the **■** button to inhibit an opposing player's movement and block his chance for a shot.

BLOCK SHOT

Press the L1 button to block a shot made by the opposing team.

LINE CHANGE (R2 BUTTON)

Press the R2 button to display a window in which players can be changed in real time.

Note: The CHANGE LINE option in Game Settings must be set to MANUAL in order to use this feature. See page 15.

STRATEGY

Press the L2 button to display a window in which formations can be changed in real time.

GOALIE COMMANDS

MOVE

Protect the goal by pressing the directional buttons or left analog stick.

PASS

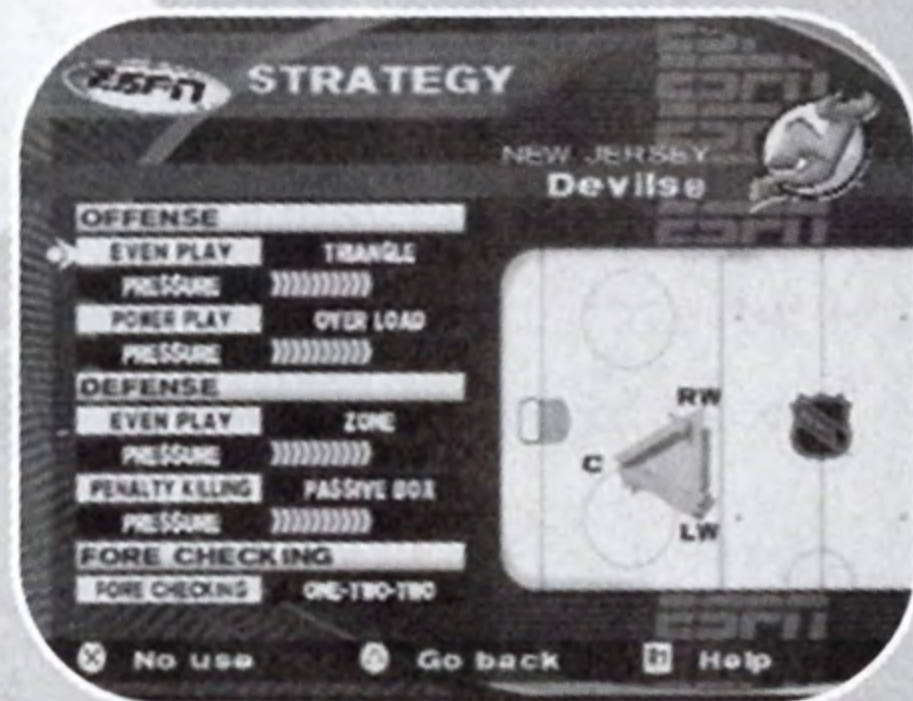
Press the **●** button to pass.

BLOCK

Press the **▲** button to block the opponent's shot.

PUCK FREEZE

Press the **■** button to catch a goal shot. Following this, the game resumes with a face-off.



PAUSE SCREEN

Press the START button during a game to stop play and display the Pause screen. (This screen also appears at the end of each period.) Press the directional buttons or left analog stick $\uparrow/\downarrow$ to select an option and press the X button to open a submenu.

- **RESUME GAME:** Return to gameplay.
- **INSTANT REPLAY:** Review plays during the current match. See "Instant Replays" below for more information.
- **CAMERA VIEW:** Change camera settings.
- **STATS:** Review game stats See "Mid-Game Stats" below for more information.
- **EDIT LINES:** Reassign players.
- **STRATEGY:** Change formation.
- **CONTROLLER:** Select either CONTROLLER SETUP or CONTROLLER CONFIG. See page 15 for more information.
- **GAME SETTINGS:** Change basic and supplemental game settings.
- **QUIT GAME:** Quit and return to the Main Menu.



INSTANT REPLAYS

To view an instant replay, press the START button to pause the game and select INSTANT REPLAY from the Pause screen.

MID-GAME STATS

Choose STATS on the PAUSE screen during the game to bring up information regarding that match.

- **BOX SCORE:** Players who have incurred penalties, scored goals, etc.
- **HOME STATS:** Player substitution information for the home team, mid-game status, etc.
- **VISITOR STATS:** Player substitution information for the visiting team, mid-game status, etc.
- **TEAM STATS:** Goalie save ratios, offensive shooting percentages, etc.

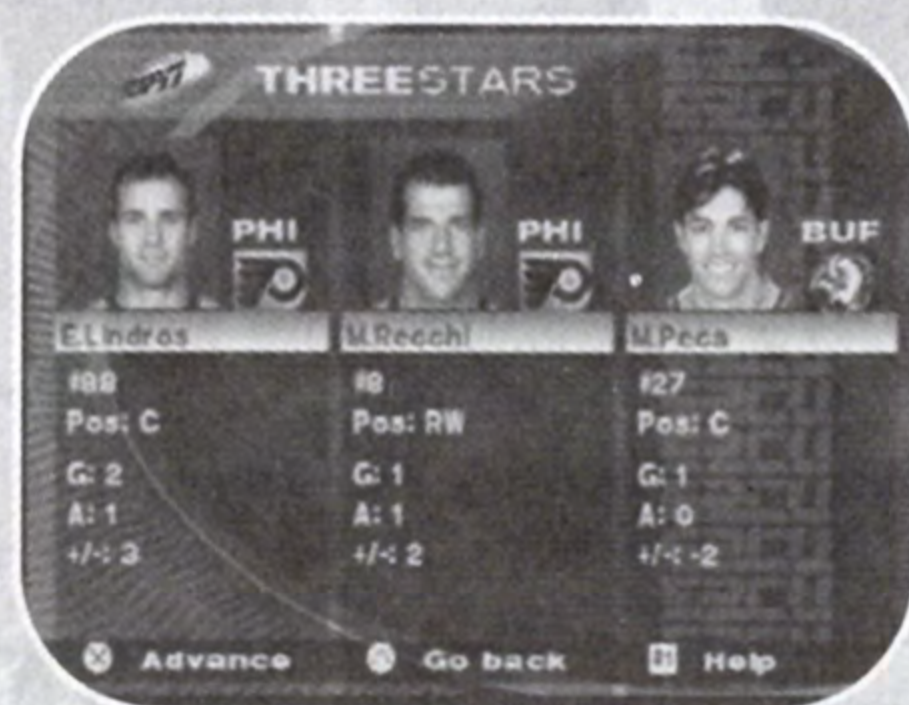
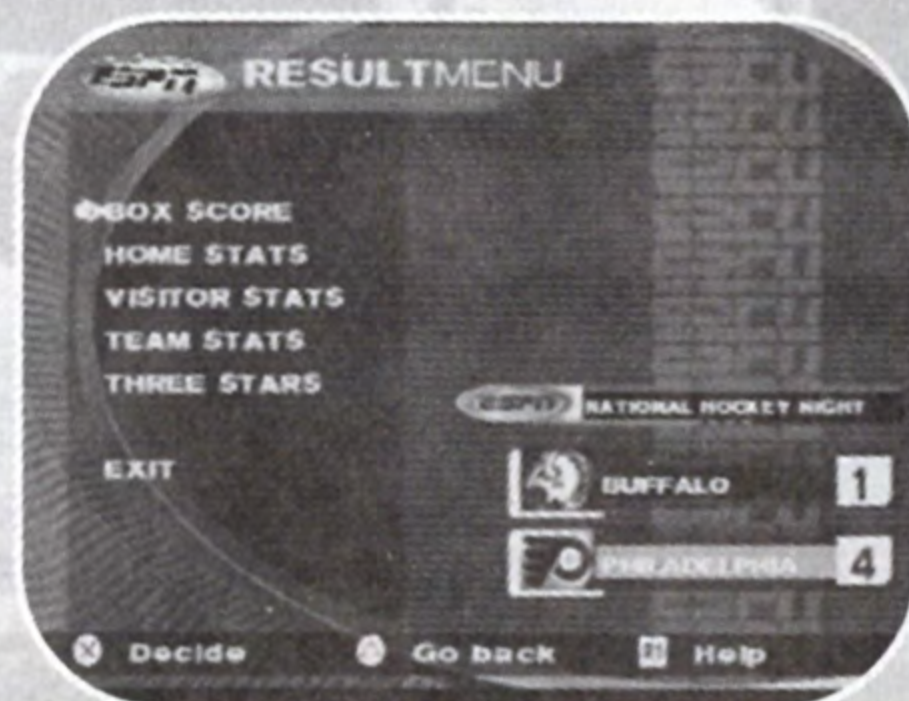
INSTANT REPLAY CONTROLS

- Left analog stick $\rightarrow$ Play
- Left analog stick $\leftarrow$ Rewind
- R2/L2 buttons Advance/Rewind one frame at a time
- $\blacktriangle$ button/ $\blacksquare$ button Switch view
- Right analog stick Change camera angle
- $\bullet$ button/X button Zoom in/out

POST-GAME SCREEN

After a game is completed, the Match Results screen is displayed. Here you can view stats info and the Three Stars screen. When you're ready, select GAME EXIT and press the X button to return to the Main Menu. On the Main Menu, select OPTION → SAVE/LOAD to save your progress (see page 15).

- **BOX SCORE:** Players who have incurred penalties, scored goals, etc.
- **HOME STATS:** Player substitution information for the home team, mid-game status, etc.
- **VISITOR STATS:** Player substitution information for the visiting team, mid-game status, etc.
- **TEAM STATS:** Goalie save ratios, offensive shooting percentages, etc.
- **THREE STARS:** Designates the MVPs for the match.



SEASON PLAY

To begin Season play:

1. Select SEASON on the Mode Select screen and press the X button.
2. Select NEW GAME or CONTINUE and press the X button.

TEAM SELECT

Select a team to play. Press the directional buttons or left analog stick $\leftarrow/\rightarrow$ to select a team, then press the X button to confirm.

SEASON OPTIONS

Press the directional buttons or left analog stick $\uparrow/\downarrow$ to select an option, and then press $\leftarrow/\rightarrow$ to make changes.

- SEASON LENGTH:
 - 29: number of games to be played against randomly selected teams.
 - 82: number of games to be played in the NHL 2000 – 2001 season.
- PLAYOFF LENGTH: Select the number of rounds in each playoff.
- PERIOD SPEED: Select the speed that time elapses in each period.
- GAMEPLAY SPEED: Select the speed at which gameplay progresses.
- GAME LEVEL: Select the difficulty level of the game.

MAIN MENU

To display each screen, press the directional buttons or left analog stick $\uparrow/\downarrow$ to select an option, and press the X button to confirm. Select GAME START to move on to the Rosters screen.

GAME START

Select GAME START on the Rosters screen and press the X button to begin the match.



PLAYOFFS

To begin the playoffs:

1. Select PLAYOFFS on the Mode Select screen and press the X button.
2. Select NEW GAME or CONTINUE and press the X button.

TEAM SELECT

Select a team to play. Press the directional buttons or left analog stick $\leftarrow/\rightarrow$ to select a team, then press the X button to confirm.

PLAYOFF OPTIONS

Press the directional buttons or left analog stick $\uparrow/\downarrow$ to select an option, and then press $\leftarrow/\rightarrow$ to make changes.

- **PLAYOFF LENGTH:** Select the number of rounds for each playoff.
- **PERIOD SPEED:** Select the speed at which time elapses in each period.
- **GAMEPLAY SPEED:** Select the speed at which gameplay progresses.
- **GAME LEVEL:** Select the difficulty level of the game.

MAIN MENU

To display each screen, press the directional buttons or left analog stick $\uparrow/\downarrow$ to select an option, and press the X button to confirm. Select GAME START to move on to the Rosters screen.

GAME START

Select GAME START on the Rosters screen and press the X button to begin the match.

FOLLOWING PLAYOFFS

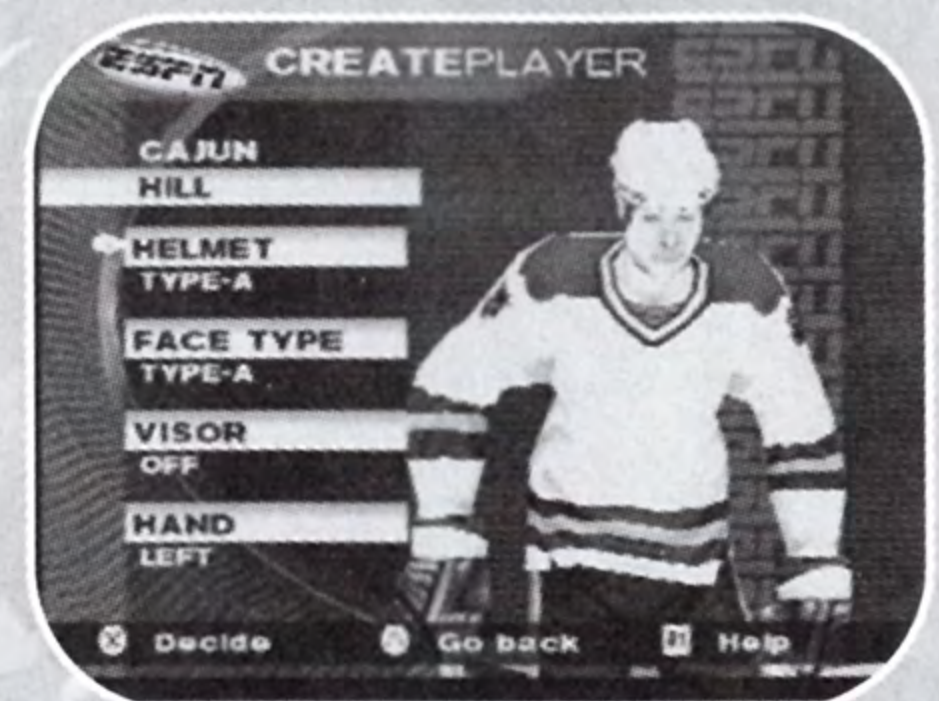
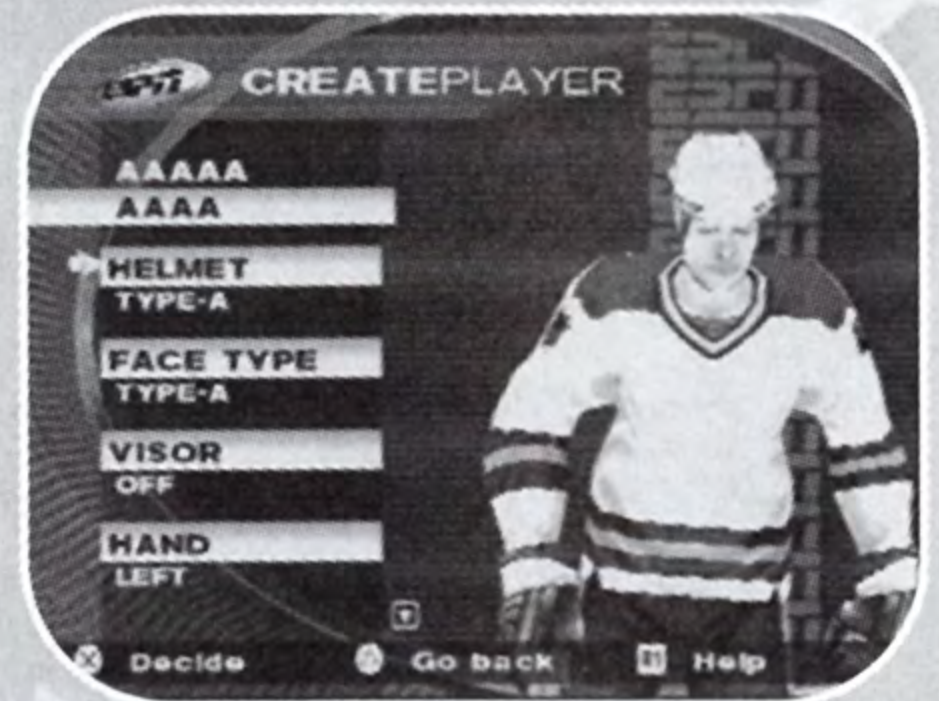
Following the playoffs, select EXIT to see credits providing brief information about the game's creators. After the credits, the Main Menu screen will appear. Choose AWARDS to view awards won by each player.



CREATING PLAYERS

You can create up to 30 players. To create a new player:

1. Select CREATE PLAYER on the Mode Select screen.
2. Press the directional buttons or left analog stick $\leftarrow/\rightarrow$ to select EDIT and press the X button.
3. Press the directional buttons or left analog stick $\uparrow/\downarrow$ to select a line with the words "NO ENTRY" and press the X button.
4. Name your player. With the cursor next to FIRST NAME, press the X button. Press the directional buttons or left analog stick $\leftarrow/\rightarrow$ to select a letter and $\uparrow/\downarrow$ to make the letter upper-case or lower-case. Press the $\blacktriangle$ button to cancel a letter selection. When you are done, select END and press the X button. Press the directional buttons or left analog stick $\uparrow/\downarrow$ to move the cursor down to LAST NAME and make your entries. Press the X button again.
5. Give your player a position. Move the cursor to POSITION and press the X button. Press the directional buttons or left analog stick $\leftarrow/\rightarrow$ to select a position. Select END and press the X button.
6. Give your player a birthdate. Select BIRTHDAY and press the X button. Press the directional buttons or left analog stick $\leftarrow/\rightarrow$ to select a month and press the X button. Repeat for the day and year of birth.
7. Give your player a home town. Select BORN/LOCAL and enter a city name in the same way as you entered the player's name. Select END and press the X button.
8. Give your player a nation of origin.
9. Select NEXT and press the X button.
10. Decide how your player will look by selecting a HELMET and FACE. Also decide whether your player will wear a VISOR and whether he is left- or right-handed. Press the directional buttons or left analog stick $\uparrow/\downarrow$ to select a feature and press the X button to display and choose options. Adjust HEIGHT and WEIGHT by pressing the directional buttons or left analog stick $\leftarrow/\rightarrow$.



11. Set your player's SKILL ATTRIBUTES. Press the directional buttons or left analog stick $\uparrow/\downarrow$ to select an option and press the X button. Press the directional buttons or left analog stick $\leftarrow/\rightarrow$ to change the values for each attribute from 40 to 99.

- STICK: Set the player's level of stickwork/goalie's ability to save.
- STAMINA: Set player's stamina.
- SKATE: Set player's skating ability.

SETTINGS EXCLUDING THE GOALIE

- SHOT: Set player's shooting skill.
- SPIRITS: Set player's drive.
- CHECK: Set player's checking power.

GOALIE ONLY SETTINGS

- ACTION: Set goalie's reflexes and reaction time.
- GLOVE: Set goalie's defensive ability.
- CHECK: Set goalie's blocking ability.

12. After all settings have been made, select END and press the X button. To create another player, repeat the above process.

SAVING YOUR CREATED PLAYER

On the Active Rosters screen, press the directional buttons or left analog stick $\leftarrow/\rightarrow$ to select SAVE and press the X button. The new player will automatically be entered in the Free Agent list, allowing him to be used in the game.



MANAGING TEAMS

Open the Management screen from the Main Menu.

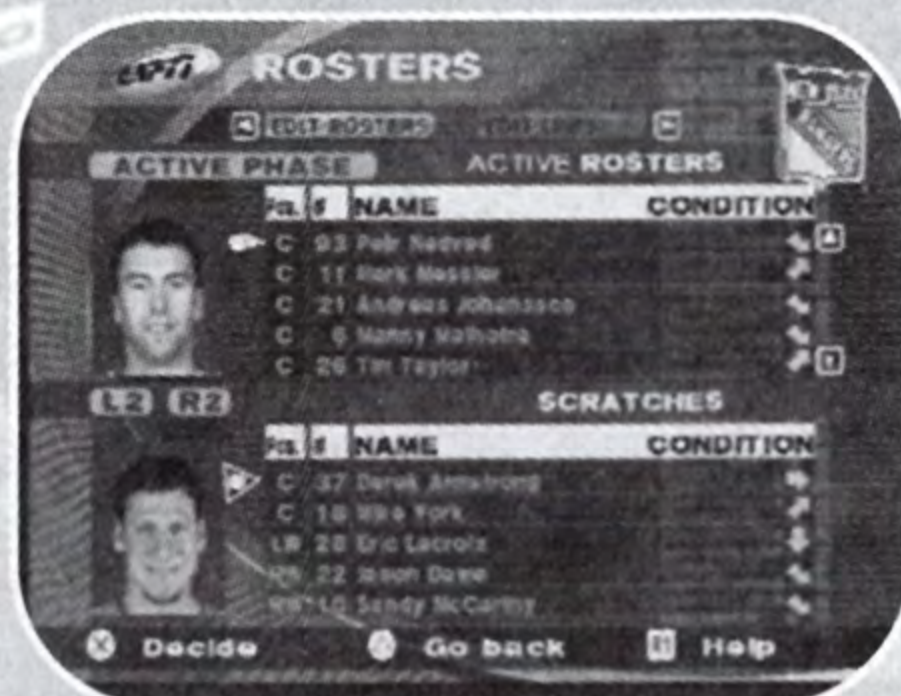
THE EDIT SCREEN

On this screen you can change line members or substitute players. Press the directional buttons or left analog stick $\leftarrow/\rightarrow$ to switch between the Edit Rosters and Edit Lines screens.

EDIT ROSTERS

Decide who plays and who rides the bench.

1. Select the player to be benched. Press the directional buttons or left analog stick $\uparrow/\downarrow$ to select a player from the top window.
2. Select the substitute. Press the R2 or L2 button to make the lower window active and press the directional buttons or left analog stick $\uparrow/\downarrow$ to select the player you want as the sub.
3. Press the X button to make the switch.



EDIT LINES

Change line members.

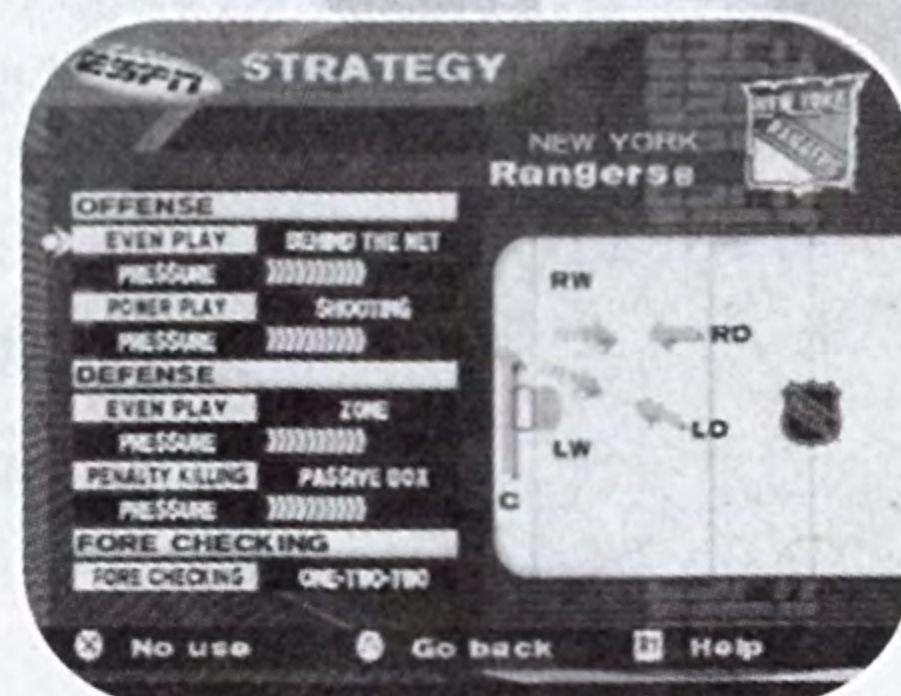
1. Press the directional buttons or left analog stick $\leftarrow/\rightarrow$ to select the line to be changed.
2. Press the directional buttons or left analog stick $\uparrow/\downarrow$ to select the player to be changed.
3. Press the X button to confirm the change.



STRATEGY

Set OFFENSE, DEFENSE, and FORECHECKING strategies.

1. Select an option. Press the directional buttons or left analog stick $\uparrow/\downarrow$ to select a strategy and $\leftarrow/\rightarrow$ to toggle the options.
2. Adjust the pressure of the strategy. Select PRESSURE under the strategy you want to change and press the directional buttons or left analog stick $\leftarrow/\rightarrow$ to change the adjustment.
3. To finish, press the $\blacktriangle$ button, select YES and press the X button.



TRADES

Exchange current players for players on other teams.

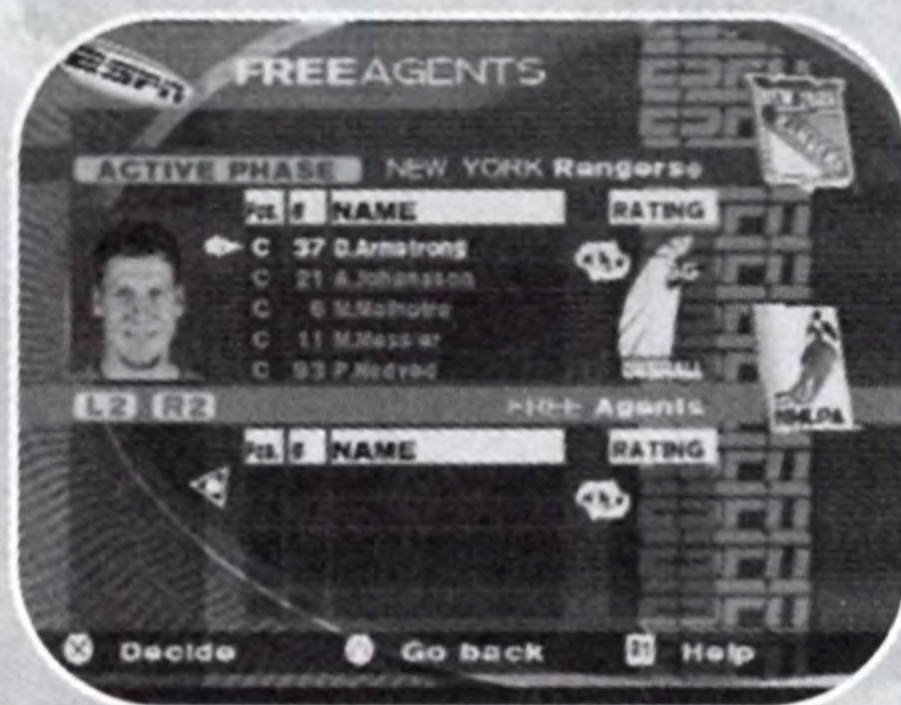
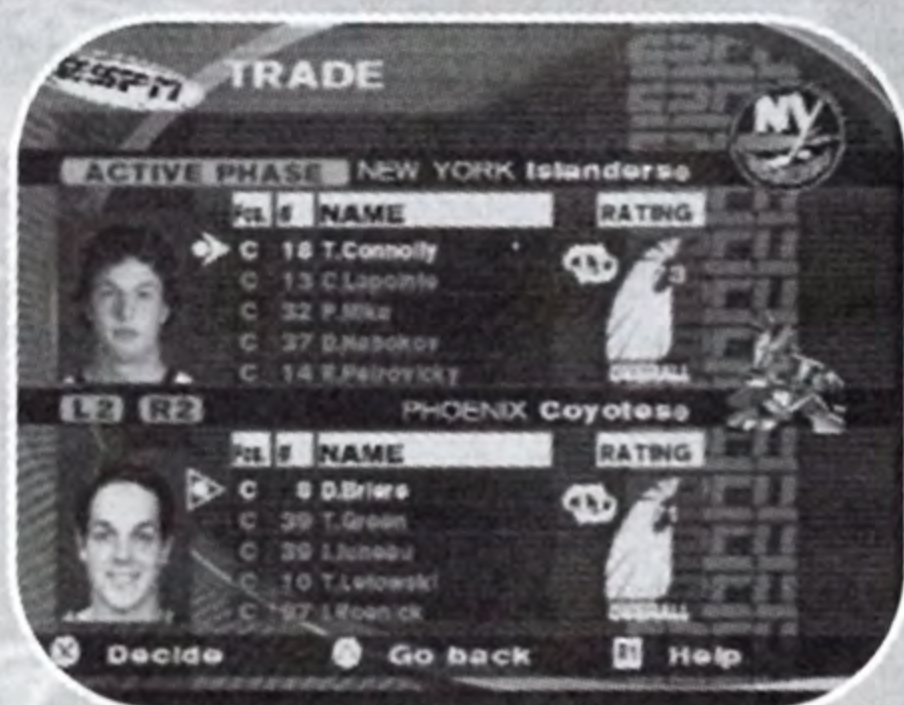
1. Select a team and player to trade. Press the directional buttons or left analog stick $\leftarrow/\rightarrow$ to select a team and $\uparrow/\downarrow$ to select the player you want to trade from the upper box.
2. Press the L2 or R2 button to make the lower box active and select the team and player you want to trade for.
3. Press the X button to begin the trade, select YES at the prompt and press the X button. If the new player has the same jersey number as another player on the team, you will be prompted to change the new player's number. Press the directional buttons or left analog stick $\leftarrow/\rightarrow$ to change the number and press the X button.

Note: The All Star teams cannot be selected.

FREE AGENTS

Sign and release players as free agents.

1. Press the directional buttons or left analog stick $\leftarrow/\rightarrow$ to select a team.
2. Press the directional buttons or left analog stick $\uparrow/\downarrow$ to select the player to be released.
3. Press the L2 and R2 buttons to make the lower window active, and press the directional buttons or left analog stick $\uparrow/\downarrow$ to highlight a player to be signed.
 - As many as 30 players can be signed per team. Each team must have a minimum of 9 or more offensive players, 6 or more defensive players, and 2 to 3 goalies.
 - The minimum required number of total players is 20.
 - If there is already a player with the same jersey number, you can select a new number by pressing the directional buttons or left analog stick $\leftarrow/\rightarrow$.



STRATEGIES

Set strategy from the Management screen. See "Managing Teams" on page 27 for more information.

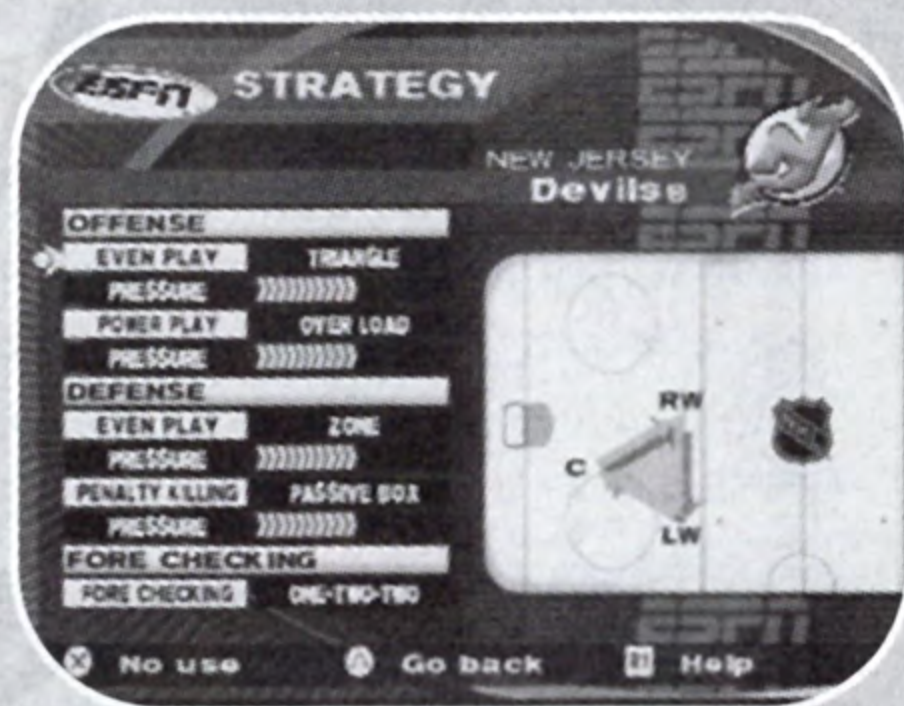
OFFENSIVE STRATEGIES

DURING REGULAR PLAY (teams have the same number of players):

- **POSITIONAL:** Players attack while steadily maintaining their respective positions. This is the basic strategy.
- **TRIANGLE:** 3 forwards comprise a triangle formation that moves on the opposing goal.
- **SLOT PENETRATION:** A forward moves to the front of the opposing net and waits for a centering shot to shoot on goal.
- **BEHIND THE NET:** A forward maintains position behind the opposing net and passes to teammates for the shot.

DURING A POWER PLAY (one team is shorthanded):

- **SHOOTING:** Players aggressively attack the opponent's net when a shooting opportunity presents itself.
- **UMBRELLA:** Two forwards position themselves in front of the opposing net and go for the shot after a series of passes.
- **OVERLOAD:** A forward moves to the front of the goal to receive a pass from either side for the shot.
- **POSITIONAL:** One forward positions himself behind the net, and from there, passes to other players for the shot.
- **SETTING PRESSURE:** Pressure is related to the position of the offensive (C, LW, RW) and defensive (LD, RD) lines. When the level of pressure is raised, all players will edge closer to the opposing goal regardless of position. When it is lowered, all players will move back toward their own goal.



DEFENSIVE STRATEGIES

DURING REGULAR PLAY (teams have the same number of players):

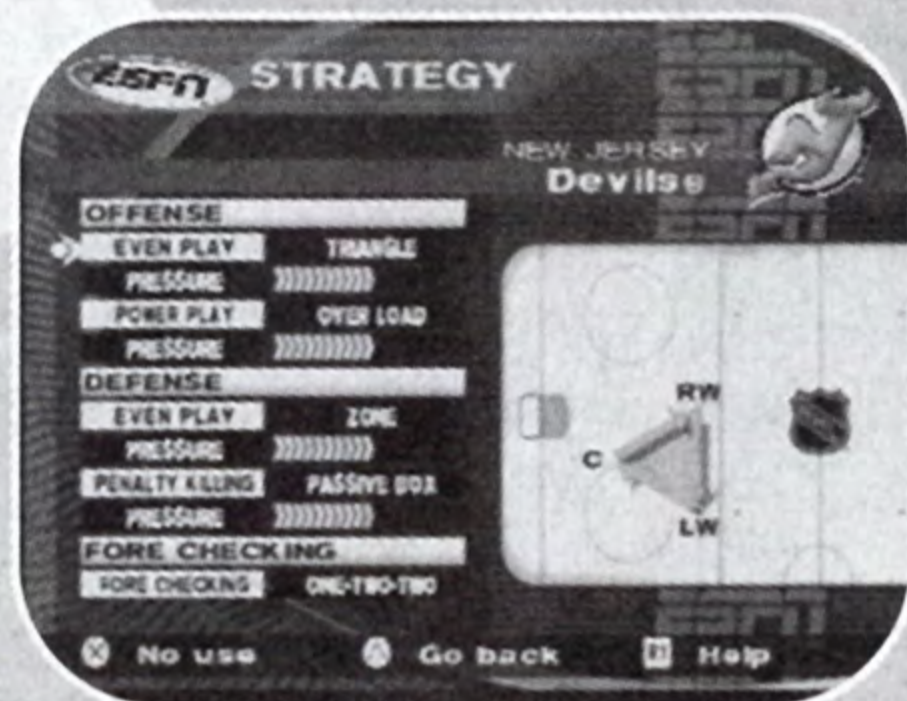
- **ZONE:** All players cover their quadrants of the rink, with the exception of the center forward who covers the center of the rink.
- **MAN-TO-MAN:** Each defender is assigned to a specific member of the opposing team.
Note: In Man-to-Man defense, raise the level of pressure to play the man being guarded very closely.
- **BOX-PLUS-ONE:** All players except the center form a box formation in front of their goal, while the center aggressively takes on the offensive players.

DURING PENALTY (shorthanded play)

- **PASSIVE BOX:** Players position themselves firmly in front of their goal and protect it.
- **AGGRESSIVE BOX:** Players try aggressively to steal the puck.
- **DIAMOND:** Players assemble in a diamond-shaped formation in front of the goal and protect it.

FORECHECKING

- **ONE-TWO-TWO:** A forward checks whoever has the puck. The other forwards guard against passes to the wings. This is a relatively safe system.
- **TWO-ONE-TWO:** Two forwards check, and the remaining players either guard against passes from a high position or mark players likely to receive a pass. This system is more aggressive than the One-Two-Two strategy.
- **THREE-TWO:** Three forwards check. This is the most aggressive system, particularly used when behind in the game.
- **NO FORECHECK:** No one goes to check. Use this when shorthanded.



SAVING & LOADING

ESPN NATIONAL HOCKEY NIGHT™ game data and settings can be saved to and loaded from a MEMORY CARD (8MB) (for PlayStation®2).

- More than 424KB of available memory is necessary in order to save game data.
- Saving is possible in Exhibition, Season and Playoff Modes.
- If the MEMORY CARD (8MB) (for Playstation®2) is inserted in the middle of play, please reload data by using the Load option. Not doing so increases the chances that existing data on the card will be overwritten and lost.

MEMORY CARD SCREEN

After the completion of games in Season or Playoff Mode, a Post-Game Results screen is displayed.

- If a file that is already saved is selected, it will be overwritten.
- If there is less than 424KB available on the MEMORY CARD (8MB) (for Playstation®2), erase unnecessary data before saving.
- You can complete up to three saves on one MEMORY CARD (8MB) (for Playstation®2).

To save game data:

1. Press the directional buttons or left analog stick $\uparrow/\downarrow$ to select GAME EXIT, then press the X button to display the Main Menu screen.
2. Press the directional buttons or left analog stick $\uparrow/\downarrow$ to select OPTION and display the Save screen, then press $\uparrow/\downarrow$ to select the SAVE option and press the X button.
3. Select a file to save.

To load game data:

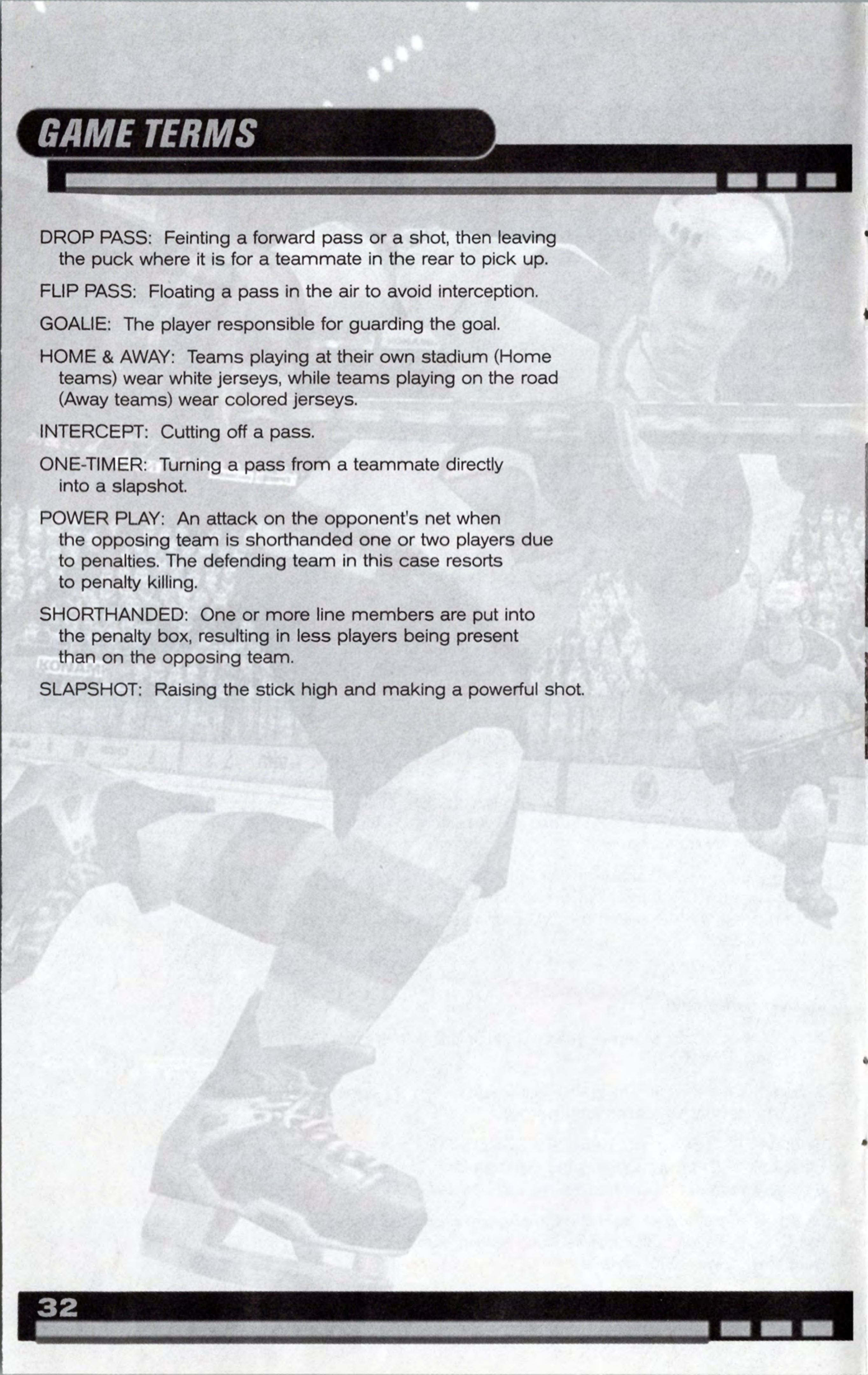
1. When beginning a game, select CONTINUE to display saved game data.
2. Select a file to use. The game will resume from the point of the last saved (completed game).

Caution: Removing the MEMORY CARD (8MB) (for PlayStation®2) or unplugging the console in the middle of saving and loading procedures may cause data to be lost.

Note: The method of saving original players created using the Create Player option differs from saving standard play data. See page 26 for details.



GAME TERMS



DROP PASS: Feinting a forward pass or a shot, then leaving the puck where it is for a teammate in the rear to pick up.

FLIP PASS: Floating a pass in the air to avoid interception.

GOALIE: The player responsible for guarding the goal.

HOME & AWAY: Teams playing at their own stadium (Home teams) wear white jerseys, while teams playing on the road (Away teams) wear colored jerseys.

INTERCEPT: Cutting off a pass.

ONE-TIMER: Turning a pass from a teammate directly into a slapshot.

POWER PLAY: An attack on the opponent's net when the opposing team is shorthanded one or two players due to penalties. The defending team in this case resorts to penalty killing.

SHORTHANDED: One or more line members are put into the penalty box, resulting in less players being present than on the opposing team.

SLAPSHOT: Raising the stick high and making a powerful shot.

ABBREVIATIONS

PLAYER ABBREVIATIONS

GP (Games Played)	Number of games played
G (Goals For)	Number of goals scored
A (Assists)	Number of goals assisted
PTS (Points)	Number of points accumulated
± (Plus/Minus)	Relative point difference. When a team scores, all players on the ice for that team earn a point. When their team is scored against, all players on the ice lose a point. Players on the bench are not affected.
S (Shots)	Number of shots
PIM (Penalty Minutes)	Total minutes spent in the penalty box
PCT (Percentage)	Percentage of shots leading to goals
PPGF (Power Play Goals For)	Number of goals during power plays
SHGF (Shorthand Goals For)	Number of goals when shorthanded

GOALIE ABBREVIATIONS

GP (Games Played)	Number of games played
W (Wins)	Number of games won
L (Losses)	Number of games lost
T (Ties)	Number of games concluded as a draw
MIN (Minutes)	Total number of minutes played
SO (Shutouts)	Number of games won without being scored on
GA (Goals Against)	Number of goals permitted
SA (Shots Against)	Number of shots taken on the goal
SV% (Save Percentage)	Percentage of goals blocked
GAA (Goals Against Average)	Average number of goals permitted
PPGA (Power Play Goals Against)	Number of goals permitted in power plays
SHGA (Short Hand Goals Against)	Number of goals permitted when shorthanded

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Executive in Charge of Production

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Motion Capture Director

Motion Capture Artists

hOuse of mOves (Los Angeles, CA)

Tom Tolles

Jarrold Phillips

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Rita Mines

Chris Bellaci

James Scanlon

David "Dario" Ahdoot

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Scott "Shaggy" Carroll

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Performers

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