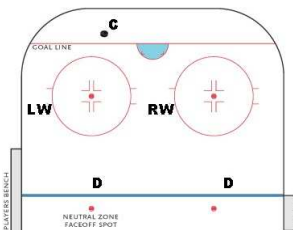


**PLAY STYLE OPTIONS**

These should be self-explanatory, but quickly... Keep Roughness at 50%, turning this up will just put more of your lads in the sin bin. Attack Style will fluctuate during the game; if you have a good lead play conservatory, if not... Finally, Dump/Chase is a completely useless option unless you play a "Full Lock" position throughout the game; this only affects the players you do not control.

**STRATEGIES OPTIONS**

**OFFENSE:** Team, Line & Opponent Dependent

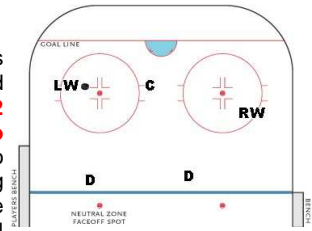


**Triangular Offense:** Balanced / Intermediate

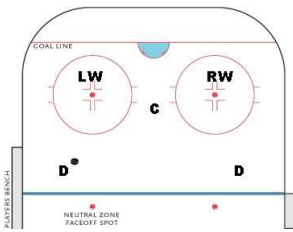
The triangle offense focuses on maintaining possession by cycling the puck between the three forwards until one of them has an open shot. Against a basic zone, this will usually result in a 3-on-2 situation assuming the puck is in constant motion. When not facing a zone, the offense can still manufacture a 3-on-2 or 2-on-1 by utilizing the area behind the net as a shield. **This offense is less dependent on slap-shots and one-timers** than both the positional and overload offenses but is much **more dependant on skating and precision passing**. Although more difficult to execute, proper use of this offense will result in more consistent scoring opportunities and is also more difficult to defend.

**Positional Offense:** Conservative / Basic

The most conservative offense, the positional offense commits just two forwards to attack the net while the off-side wing and defenseman hang back. While **this offense will prevent 3-on-2 breakaways in the event of a turnover, it may be difficult to get off quality shots from your forwards**. Passing lanes tend to be clogged and moving behind the net is risky as the only passing option will be the remaining forward. This effectively shrinks the real-estate you have to work with. Rebounds to the off-side will almost always result in loss of possession as the wingman won't be in position. Despite its shortcomings, this offense **can be effective if the forwards can penetrate and drop the puck back for one-timers**. With little demand on skating or puck handling, this offense is also relatively easy to execute.



**Overload Offense:** Aggressive / Basic



While also easy to use, the overload offense **commits all three forwards near the net while your defensemen take slapshots and one-timers from near the blue line**. While you do tend to get more rebounds, deflections and tip-in opportunities than in the positional offense, the offense **poses considerable risk. If a defenseman is checked while setting up a slap-shot or one-timer, it will almost always result in a 2-on-1 or 3-on-1 the other way**. To balance this risk, it recommended that the center occasionally utilize the area behind the net to swing the puck to the two wings collapsed on either side of the net. Doing so will keep the defense honest and prevent your defensemen from getting swarmed. Active fore-checking is also possible in this offense as the forwards will be in good position to harass the puck-handler.

occasionally utilize the area behind the net to swing the puck to the two wings collapsed on either side of the net. Doing so will keep the defense honest and prevent your defensemen from getting swarmed. Active fore-checking is also possible in this offense as the forwards will be in good position to harass the puck-handler.

**STRATEGIES NOTE:** Next to the strategy headings are my thoughts on what &/or whose team characteristics should be considered when choosing a strategy.

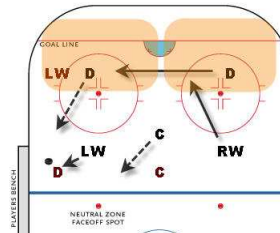
**TEAM / LINE DEPENDENT:** Are your guys more slow but physical or fast & full of finesse? These strategies should not change much (if at all) during a game & very little during a season.

**OPPONENT DEPENDENT:** Is your opponent's team full of goons or stacked with talent? Do you need to shut down their passing lanes? Is their defense closing you off at the blue line?

**SITUATION DEPENDENT:** Do you need to protect your lead or are you facing a deficit late in the game? These strategies will change during the game & mostly in the 3rd period.

**DEFENSE:** Team & Opponent Dependent

**1-2-2 Defense:** Aggressive / Rotational



While also a common back-checking option, the 1-2-2 also serves as a great defense. Unlike both the Zone and Box defenses, **the defenders do not play any one particular zone**. Instead, while the **active defender is engaging the puck handler, the next two closest defenders creep up to the puck handler while guarding passing lanes**. The last **two defenders constantly rotate to ensure that the area near the net is secure**. **As the puck moves around, the defenders' roles change**.

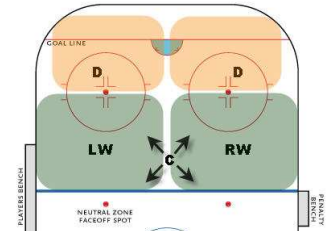
Although also an aggressive defense, the two defenders guarding the passing lanes don't engage the puck handler unless they are certain that doing so will result in possession. Their primary role is merely to restrict the puck handler's spacing while prevent passing options. There is only one defender that actively engages the puck handler.

**This defense excels against players who rely too heavily on passing and less on skating and puck-handling.**

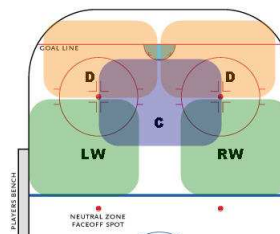
**Box+1 Defense:** Aggressive / Double-team

The Box+1 defense splits the defensive zone into 4 quadrants. Although similar to the base zone defense, in the Box+1 **the center is not restricted to the middle of the defensive zone**. Instead, **he is free to harass the puck handler in the active zone**. This defense plays more aggressive than the zone defense as two defenders will be challenging the puck handler at all times forcing him to make faster decisions and, hopefully more mistakes. Because **this leaves one less defender near the front of the net**, the off-puck wings and defensemen typically play closer to the lane in order to compensate for this weakness.

**This defense excels against opponents who rely too heavily on skating and puck-handling skills and less on passing.**



**Zone Defense:** Passive / Man-to-man



The most basic defense in hockey, the zone defense **splits the defensive zone into 5 areas with each defender being responsible for his particular area**. The defensemen protect the zones from the faceoff dot to the corner and back to the front of the net, the wings are responsible for the area from the face off dot to the blue line, and the center stays in the middle of the zone defensive zone.

As the puck rotates around, the defenders sag into adjacent zones closer to the puck. This restricts the spacing for the puck handler and clogs potential passing lanes. **The defender in the active zone will engage the puck carrier**. This defense **focuses on one-on-one match-ups and disrupting the puck handler's ability to find open teammates**.

**BACK-CHECK:** Situation Dependent

**Defense in the neutral zone**

**1-2-2: Conservative / Basic**

This conservative system calls for the Center to fore-check aggressively to drive the play to the Wings on the outside. The Defensemen hang back at the blue line. **Use when protecting a lead.**

**1-1-3: Balanced / Basic**

This defense combines conservatism with aggressiveness. The attack comes from the Center and the puck-side Wing. The offside Wing hangs back and shuts down the outside lane. This gives the puck-side Defensemen the freedom to be more aggressive. **Use for a majority of the game.**

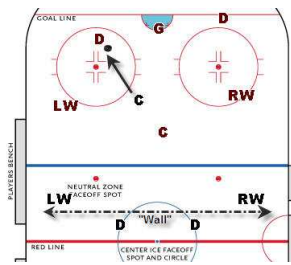
**2-1-2: Aggressive / Advanced**

This aggressive system commits both Wings to apply pressure to the puck. The Defensemen and the Center have to cover more area to make up for them. **Use when facing a late deficit.**

**FORE-CHECK:** Situation Dependent

**Defense in the offensive zone**

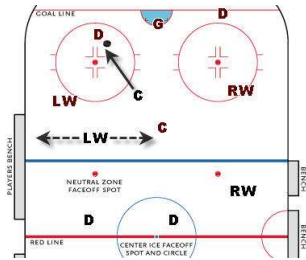
**1-4: Conservative / Basic**



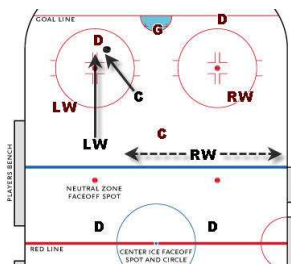
The most conservative of the three fore-checking schemes, the 1-4 **commits one forward, typically the center, to pressure the puck handler in the opponent's zone. The remaining four players form a wall between the opponent's blue line and the center line.** This essentially commits four "defensemen" to cover the three opposing forwards on their attack. The scheme serves two purposes: preventing breakaway opportunities and slowing the tempo of any opposing attack through back-checking between the blue lines. The 1-4 essentially surrenders the opposing zone and is a good system to **use late in a game when protecting a lead.**

**1-1-3: Balanced / Basic**

Like the 1-4 fore-checking scheme, the 1-1-3 **commits only one forward, again typically the center, to actively engage the puck handler.** The difference is that the **puck-side wing will patrol the area just inside the opponent's blue line in order to support the on-puck defender and potentially keep the puck from exiting the zone.** As there will still be 3 players back to harass the opposing forwards on attack, this defense does an adequate job in preventing 3-on-2 breakouts and encourages the opposing defensemen to bring the puck up ice. This should be the scheme you **use for the majority of the game** unless either the score dictates more conservative/aggressive play or if your opponent is careless with the puck in his own zone.



**2-1-2: Aggressive / Advanced**



An extremely aggressive fore-checking scheme, the 2-1-2 **calls for constant pressure on the puck handler in the opposing zone. Two forwards actively engage the puck handler at all times, the third forward maintains position along the blue line in order to prevent the puck from clearing, and the defensemen play aggressively by pinching in along the boards.** This scheme, when successful, makes it difficult for the opponent to carry the puck and pressures them into making quick passes in little space. While it does result in more turnovers, this scheme is not for all players. Players tend to tire faster in the 2-1-2 and poor execution can result in many 3-on-2 breakouts the other way. **Reserve this scheme for when you face a late deficit** or when you feel you catch your opponent napping in his own zone.

**BREAKOUT:** Team & Line Dependent

**Offense in the defensive zone**

**Board:** Conservative / Basic

This is a conservative system that is **best suited to teams with big strong Wings who dominate the battle for the puck on the boards.**

**Positional:** Balanced / Basic

This is a conservative system with a balanced approach that **uses all of the players and emphasizes high-percentage passes.**

**Free Flowing:** Aggressive / Advanced

This flexible system **relies on good skating and skilled passing.** Since it relies on flooding certain areas with skaters **it is more vulnerable should a turnover occur.**



**MOVE-OUT:** Team & Line Dependent

**Offense in the neutral zone**

**Positional:** Conservative / Basic

This basic, conservative system stresses **filling the lanes and making high-percentage passes.** It is especially **useful for teams with size and/or poor skating ability.**

**Crisscross:** Balanced / Intermediate

This intermediate system is **similar to the Positional system, but allows two Forwards to move laterally to flood specific areas,** while the **other Wing acts as a safety valve with defensive responsibility in case the puck is turned over.**

**Regroup:** Aggressive / Advanced

This advanced system **allows the Forwards free movement to attack openings. Advanced skating, passing, and stick-handling are crucial** for this system to be successful.



**POWER-PLAY:** Team, Line, and Opponent Dependent

**Funnel:** Conservative

This conservative system has the **Defensemen shoot the puck and the forwards in position to tip-in deflections and rebounds.** This system is **beneficial for teams with big players who have a knack for scoring from close range.**

**Wings Offside:** Balanced

The **Wings are the primary scorers in this system,** which seeks to set up the play on the strong side and pass to the weak-side Wing.

**2-2-1: Aggressive**

This system is comprised of **two sets of Forwards and one Defenseman.** The Defenseman is generally open for a shot on the net, though a pass to any of the Forwards for a closer shot is generally preferable.

## **PENALTY KILL:** Team, and Opponent Dependent

### **Box:** Conservative / Aggressive

This conservative system denies possession of the puck in front of the net or the slot area. **This system requires physical players.**

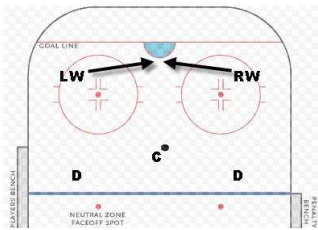
### **Diamond:** Balanced

This intermediate system denies the offense the area in front of the net while putting pressure on the puck.

### **Triangular:** Aggressive / Rotational

This aggressive system **keeps three defenders in front of the net** and a **forth player rotates out to challenge the player in possession of the puck.**

## **OFFENSE: ON THE FLY COACHING:** Situation and Opponent Dependent

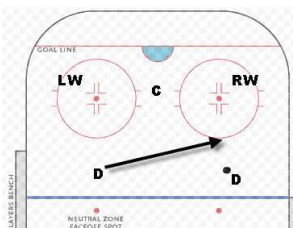
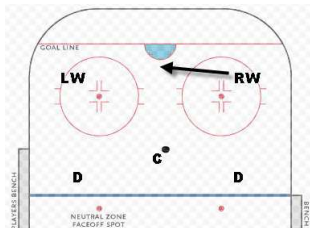


### **Crash Net**

Possibly the single most important adjustment, crashing the net directs your forwards to either side of the opposing goalie in preparation for a deflected shot and/or rebound opportunity. Crash net adjustment will typically yield the skilled player 3-5 additional quality shots on goal per game. **Use this adjustment only if the puck is being handled by one of your forwards – if a defenseman is handling the puck, crashing the net will commit 3 players to the net leaving your defense thin in case of a turnover.**

### **Screen Goalie**

The Screen Goalie adjustment will direct the closest off-puck teammate in front of the opposing goalie. As the name indicates, this is **a great tool for hindering a goalie's vision when attempting a slapshot but it also positions a teammate for a deflection or tap-in as well.** While screening the goalie technically only commits one forward to the net, **if a defenseman is handling the puck, your center will probably also be in the vicinity.** In this case, calling for a goalie screen functions similarly to crashing the net.

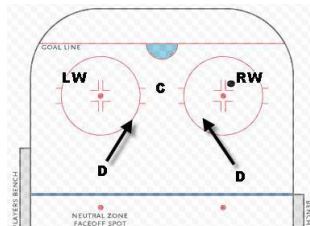


### **Help**

Calling for help is the same thing as calling for a screen in basketball except that your teammate can skate at full speed and knock your defender on his ass. When this adjustment is used, **your nearest teammate will attempt to clear any nearby defenders in hopes of creating an open shot.** While not necessarily risky, **keep in mind that calling for help will eliminate a potential passing option.**

### **Defensive Pinch**

The defensive pinch adjustment **calls both of your defensemen up closer to the net.** This can be useful in preventing your opponent from clearing the puck from his zone as you will have more players in position to fore-check and harass the area near the net. This is a **risky move however as there will be no one to defend against a breakout.** Use the defensive pinch only if you are on a power play or are supremely confident that doing so will keep the puck in your opponent's zone.



## **DEFENSE: ON THE FLY COACHING**

I rarely use these, but quickly: **Collapse** will have your players fall back deep into your zone, clogging the area in front of the your goalie; it will leave you open for blue line snipers and your goalie will be screened. **Help** is the same deal as the offensive call. **Clear the Crease** is self-explanatory and the only one I really use. **Release Forward for Breakaway** is self-explanatory.

## **ADDITIONAL STRATEGY COMMENTARY**

In the end it's all just a matter of personal preference & style. This information helped me to make solid, winning coaching decisions. Game speed has a lot to do with it as well; if you're into fast-paced, arcade-style hockey then taking the time to fine tune strategies is a moot point.

### **Regarding on-line play...**

Unfortunately, my gaming life is much like my writing life; a solo experience. This guide was written with the franchise, single-player mode in mind. I'm sure most of this strategy will get thrown out the window should you face "Little Billy Button Masher" on-line. *So... good luck with that!*

*In the following sections you will find...*

### **THE MANAGERS TEAM SCRIBBLE SHEET**

I find the way a team's tactical information is displayed in the game a bit "cumbersome". This cheat sheet places your most vital coaching decisions right in front of you for easy reference during a season without having to dig through the games menus.

### **GAME CONTROLS REFERENCE SHEET**

An easy on the eyes reference sheet for advanced controls on the Xbox.

### **GAME SLIDERS SCRIBBLE SHEET**

**NHL2K7's** blessings are also its curse. Again, the game's cumbersome way of displaying these choices does more to hinder your search for the perfect simulation settings than the sheer amount of them helps. This cheat sheet helped me as I tweaked my settings in search of acceptable game play.

Find more help on sliders at the 2K Sports forums (*search for posts by VeNOM2099, his ideas on the perfect simulation settings are well respected by the community*). The gray values are VeNOM2099's simulation settings. If you want a realistic hockey experience, start with VeNOM's and tweak them to your satisfaction as you play through a season.

*See the last page of this guide for a note on an annoying adjustment the game will automatically make to your settings.*

page 3



TEAM:

	SCORING LINE 1			SCORING LINE 2			CHECKING LINE			FOURTH LINE			XTRA SKATERS		
	name	overall	chem.	name	overall	chem.	name	overall	chem.	name	overall	chem.	name	overall	chem.
LW															
C															
RW															

	DEFENSE LINE 1			DEFENSE LINE 2			DEFENSE LINE 3			GOALIES			SHOOTOUT		
LD															
RD															

	POWER PLAY 5 - 1			POWER PLAY 5 - 2			POWER PLAY 4 - 1			POWER PLAY 4 - 2		
LW												
C												
RW												
LD												
RD												

	PENALTY KILL 4 - 1			PENALTY KILL 4 - 2			PENALTY KILL 3 - 1			PENALTY KILL 3 - 2		
LW												
RW												
LD												
RD												

**Useful Abbreviations**  
*Under Name:*  
**C** - Team Captain  
**A** - Assistant Captain  
**E** - Enforcers  
**INJ** - Injured  
*Chemistry:*  
**SC** - Scorer  
**SK** - Skating  
**PL** - Playmaker  
**UT** - Utility  
**HN** - Hard Nosed

	4 on 4 - 1			4 on 4 - 2			STRATEGIES				SCRATCHED		
							OFFENSE		BREAKOUT				
LW							DEFENSE		MOVE-OUT				
RW							BACK-CHECK	1-1-3	POWER-PLAY				
LD							FORE-CHECK	1-1-3	PENALTY KILL				
RD													

**SIGNED MINORS (Reserves)**

name	position	overall	chem.	name	position	overall	chem.	name	position	overall	chem.	name	position	overall	chem.

B33M3R made it...  
ajbeamish@hotmail.com  
http://b33m3r-spaces.live.com/

Offensive controls in blue.  
Defensive controls in red.

Best Stance Cover Puck **Y** [+LT] - Stacked Pads Stance

Slash (hold for Check) | Leave-Drop puck [+LT] - Stance Up **B**

Poke Check | Clear puck [+LT] - Dive Poke **X**

Change Skaters Drop-Pass puck **A** [+LT] - Stance Down Back Sprawl

**[+LT]** - Select Goalie

Fighting - GRAB RIGHT

SPEED BURST

RT

Boards - Cancel Pin  
Fighting - UPPERCUT

DUMP  
[+LT] - Slap Dump  
**POKE CHECK**

Face-Offs - Take Faceoff  
Boards - Elbow / Push  
Fighting - SHAKE OFF

Fighting - GRAB LEFT  
SKATE BACKWARDS

LT

move player

Face-Offs - Change Player  
Boards - Kick Puck  
Fighting - PUNCH

WRIST / SNAP SHOT  
[+LT] - Slap Shot  
**SHOOT LOOSE PUCK**  
[+LT] - Poke Dive

**PROTECT PUCK**  
**CHECK / PUSH**  
[+LT] - Hook

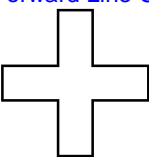
PASS  
[+LT] - Flip Pass  
**CHANGE SKATER**  
Double tap - Last man back

Face-Offs - Draw Puck  
Fighting - DUCK/AVOID

+D-Pad [+LT] [+RT]  
Play Style Changes

Crash Net / Collapse  
[+LT] - Forward Line Changes

Screen Goalie / Clear the Crease  
[+LT] - Defense Line Changes



Call for Help / Call for Help  
[+LT] - Defense Line Changes

Pinch Defensemene / Release Forward for Breakaway  
[+LT] - Forward Line Changes

↑ +LT - Flip Deke  
← Short Deke →

← Long Deke →

← Side Step →

Full Stop

total control dekes  
intense contact

click Right Thumb. [+LT]  
**Lay Stick to Ice**

click Right Thumb  
**Pro Control Overlay**

Shot Block / Knee Drop  
Fighting - FAKE PUNCH

Pressure Control  
Fighting - TAUNT

Accept Fight  
[+LT] [+RT] - TIME OUT

Pause  
[+LT] [+RT] - PULL GOALIE

Hold White Button & use Right Thumb to select opposing player. Then press White Button to pressure them (more presses = more pressure)

## SETUP

SKILL: All-Star \_\_\_\_\_  
 PERIOD: 10 Min. \_\_\_\_\_  
 PENALTIES: On \_\_\_\_\_  
 OFFSIDE: Tag-Up \_\_\_\_\_  
 ICING: Auto \_\_\_\_\_  
 2-LINE PASS: Off \_\_\_\_\_  
 OT TYPE: 4v4 OT, SO \_\_\_\_\_  
 NET OFF: On \_\_\_\_\_  
 GAME CLOCK: Accel. \_\_\_\_\_  
 CLOCK TYPE: Auto \_\_\_\_\_  
 LAST MIN. RT: No \_\_\_\_\_  
 FREEZE PUCK TIME: 19 \_\_\_\_\_  
 GOALIE FREEZE PUCK: 0 \_\_\_\_\_  
 PUCK FRICTION: 88 \_\_\_\_\_  
 ICE FRICTION: 53 \_\_\_\_\_  
 1-TIMER DIFF.: Hard \_\_\_\_\_

### NOTES:

- The gray values are the infamous *VeNOM2099's* simulation settings. A good starting point for a real hockey experience.
- Control settings are your personal preference.
- In season & franchise modes the game may adjust penalty settings for "rival" teams. Load your settings before you begin the game to "fix" this.

PENALTIES	%	%	%
ROUGHING	90		
ELBOWING	88		
CROSS CHECKING	93		
BOARDING	90		
CHARGING	80		
INTERFERENCE	90		
SLASHING	88		
HOOKING	100		
TRIPPING	100		
SPEARING	95		
PENALTY SHOTS	93		

CUSTOM PENALTY LENGTH: Off \_\_\_\_\_  
 GOALIE OUTSIDE CREASE: On \_\_\_\_\_

## FEATURES

GAME SPEED: 0 \_\_\_\_\_  
 HOME LINES: Man \_\_\_\_\_  
 AWAY LINES: Man \_\_\_\_\_  
 FLY COACHING: On \_\_\_\_\_  
 ENFORCERS: Off \_\_\_\_\_  
 PINNING: 81 \_\_\_\_\_  
 FIGHTING: 31 \_\_\_\_\_  
 WHO FIGHTS?: Fighters Only \_\_\_\_\_  
 REF. COLLISION: All \_\_\_\_\_  
 GLASS BREAKING: 25 \_\_\_\_\_

page 6

## CONTROLS

CONTROLLER: Class. / Inter. / Adv.  
 GOALIE CONTROL: Man. / Semi-Auto / Auto  
 PASS AIM ASSIST: \_\_\_\_\_%  
 SHOT AIMING: Manual / Auto  
 AUTO PUCK GRAB: Off / On  
 PLAYER LOCK: Semi-Man / Man / Full  
 PEF. START POS.: C / LW / RW / LD / RD / G  
 PUCK PROTECTION: Manual / Auto  
 ICON SWITCH: Off / On  
 VIBRATION: Off / On

GAMEPLAY	HUM	CPU	HUM	CPU	HUM	CPU
GOALIE SKILL	0	0				
OFFENSE SKILL	10	10				
DEFENSE SKILL	60	60				
SPEED BURST EFFECT	50	40				
SPEED BURST TIME	50	50				
SPEED BURST RECOVERY	90	90				
FATIGUE EFFECT	100	100				
FATIGUE RECOVERY	10	10				
FATIGUE TIME	100	100				
HITTING POWER	0	0				
SHOT ACCURACY	10	10				
PASS ACCURACY	30	0				
PASS SPEED	50	50				
PASS INTERCEPTIONS	80	80				
REBOUND DISTANCE	50	50				
SHOT BLOCKING	40	40				
PUCK RETENTION	30	30				
PUCK CONTROL	0	0				
GOALIE ANTICIPATION	30	30				
GOALIE COVER DEPTH	100	100				
GOALIE SAVES	50	50				



## AFT-WORD

The **2KNHL** series has been lauded for its realistic game play since the franchises inception. This handbook will (hopefully) help players delve deeper into the games rich strategic experience when playing in simulation type franchise modes. Though this guide was created with my own copy of **NHL2K7** in mind, it should work well with **NHL2K8**. ~~~ AJ Beamish

## LEGAL

The information in this game guide was compiled and arranged by AJ Beamish. AJ Beamish is in no way affiliated with the developer or publisher of this game. All likeness, logos, and trademarks are the property of their respective companies and have been used here for aesthetic purpose only. All additional sources have been accredited in the following section. If you would like to use/distribute this document on your site please contact me for permission. Thank you for your interest and remember... Don't feed the fish!

This "Dollar Short & a Day Late Guide" was created in March of 2008.

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<http://b33m3r.spaces.live.com/>



## ANNOYING GAME QUIRK REGARDING SETTINGS

When playing a season or franchise the programming will adjust your settings to make games versus rivals more intense. This is a pretty neat feature because it changes the "feel" of those games. The problem is that the programming never resets back to your original settings after these games. Thus, when it makes future rival adjustments it adds on to its previous adjustment. If you don't load your simulation settings back after these games, pretty soon your playing arcade style hockey. Be aware of this.

## SOURCES

2K Sports NHL2K7 Game Manual <http://2ksports.com/games/nhl2k7/>  
2K Sports Forums <http://2ksports.com/forums/>

A fantastic community. A special thanks goes out to *VeNOM2099*, whose hard work & depth of research on the games sliders has spared gamers from this tedious effort. Thanks *VeNOM2099*!

SportsGamer.com <http://www.sportsgamer.com/sports/hockey/>

I used *Shanker Srinivasan's* (SportsGamer.com) NHL2K8 strategy explanations when possible; *Mr. Srinivasan's* explanations single handedly inspired this guide. The playbook pictures were shamelessly ripped from SportsGamer as well; no sense in re-inventing the wheel!

## PRINTING ADVICE

Save the file as a .pdf and open it. **Do not open it inside your browser**, it will not display correctly. Also, **turn off page scaling** before printing; I have already compensated for printer border size in the documents design.