



SETTINGS

GAMEPLAY PRESETS

UNSAVED PRESET

RULES	NHL™
PERIOD LENGTH	4 MINUTES
DIFFICULTY	SUPERSTAR
CAMERA	BROADCAST
GOALIE CAMERA	LOW
SHOOTOUT CAMERA	DYNAMIC LOW
AWAY LINE CHANGES	AUTO
AWAY SHOT AIM	MANUAL
HOME LINE CHANGES	AUTO
HOME SHOT AIM	MANUAL

ADDITIONAL INFORMATION

Gameplay Presets are packaged experiences which set specific combinations of game rules, period length and gameplay sliders.

Each preset provides a unique style of gameplay.

You can create and save custom Gameplay Presets and name them however you want.

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ICE HOCKEY

SETTINGS GAMEPLAY SLIDERS



L1 R1

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GAMEPLAY VERSION

◀▶ LATEST

GAMEPLAY PRESETS

UNSAVED PRESET

ATTRIBUTE EFFECTS

5/10

BROKEN STICK FREQUENCY

33/100

BROKEN GLASS

ON

GAME SPEED

3/6

FATIGUE EFFECT

CPU

50/100

HUMAN

50/100

FATIGUE RECOVERY

CPU

50/100

HUMAN

50/100

IN HOCKEY CONFIDENCE

Versions of downloaded gameplay tuning values to use. Recommended to use LATEST, unless there is an earlier version you prefer.

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ATTRIBUTE EFFECTS	5/10	
BROKEN STICK FREQUENCY	33/100	
BROKEN GLASS	ON	
GAME SPEED	3/6	
FATIGUE EFFECT		
CPU	50/100	
HUMAN	50/100	
FATIGUE RECOVERY		
CPU	50/100	
HUMAN	50/100	
INJURY OCCURRENCE		
CPU	50/100	

The frequency of injuries to players on the ice.

HUMAN ◀▶ 50/100

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BACK SKATING

◀▶ 50/100



How much speed a player loses when back skating. The lower the value, the slower players will skate backwards compared to how fast they skate forwards. At the highest setting, back skating is the same as your regular skating speed.

PUCK CARRIER AGILITY

50/100



PUCK CARRIER SKATING

55/100



PLAYER ACCELERATION

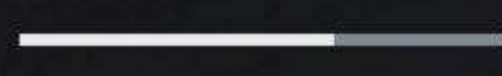
CPU

65/100



HUMAN

65/100



SKATING SPEED

CPU

50/100



HUMAN

50/100



SKATING AGILITY

CPU

50/100



HUMAN

50/100



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ONE TIMER ACCURACY

The accuracy of a shot taken from a one timer.

CPU 50/100

HUMAN 50/100

SHOT ACCURACY

CPU 55/100

HUMAN 55/100

SHOT POWER

CPU 50/100

HUMAN 50/100

SLAP SHOT ACCURACY

CPU 50/100

HUMAN 50/100

SLAP SHOT POWER

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HUMAN 50/100

SHOT ACCURACY

CPU 55/100

HUMAN 55/100

SHOT POWER

CPU 50/100

HUMAN 50/100

SLAP SHOT ACCURACY

CPU 50/100

HUMAN 50/100

SLAP SHOT POWER

CPU 50/100

HUMAN 50/100

The power level of a slap shot.

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MANUAL PASSING

ON

When this setting is on, the power of the pass is controlled by how long you hold the button.

PASS ASSIST

33/100



MIN PASS SPEED

35/100



MAX PASS SPEED

65/100



SAUCER PASS SPEED

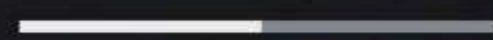
50/100



PASS ACCURACY

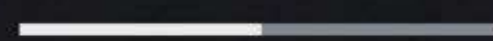
CPU

50/100



HUMAN

50/100



PASS INTERCEPTIONS

CPU

80/100



HUMAN

80/100



PASS RECEPTION EASE

CPU

60/100



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HUMAN 60/100

RECEPTION REACTION TIME

CPU 50/100

HUMAN 50/100

PUCK CONTROL RATING EFFECT

CPU 50/100

HUMAN 50/100

PUCK SPEED RECEPTION EFFECT

CPU 50/100

HUMAN 50/100

PICKUP TYPE EFFECT

CPU 50/100

HUMAN 50/100

How much the way you are picking up the puck affects your ability to pick up the puck. The higher the value, the greater the effect on how the player is picking up the puck (i.e. on their backhand, reaching, etc.) will have on acquiring the puck cleanly.

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HUMAN 50/100

PUCK CONTROL RATING EFFECT

CPU 50/100

HUMAN 50/100

PUCK SPEED RECEPTION EFFECT

CPU 50/100

HUMAN 50/100

PICKUP TYPE EFFECT

CPU 50/100

HUMAN 50/100

BOUNCING PUCK RECEPTIONS

CPU 50/100

HUMAN **50/100**

How easy it is for a player to pick up a bouncing puck. The higher the value, the easier it is to acquire a bouncing puck.

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STICK IN PHYSICS

STICK, LEGS AND BODY

ITAL CONTACT PUCK LOSS

STICK, LEGS AND BODY

STICK CONTACT IMMUNITY

0/100

PUCK CONTROL

CPU

33/100

HUMAN

33/100

DEKING IMPACT

CPU

20/100

HUMAN

20/100

SPIN DEKE IMPACT

CPU

50/100

HUMAN

50/100

SKATING IMPACT

This setting allows you to control when a player's stick will be in physics when colliding with an opposing player.

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STICK CONTACT IMMUNITY 0/100

PUCK CONTROL

CPU 33/100

HUMAN 33/100

DEKING IMPACT

CPU 20/100

HUMAN 20/100

SPIN DEKE IMPACT

CPU 50/100

HUMAN 50/100

SKATING IMPACT

CPU 0/100

HUMAN 0/100

How likely skating is to make you lose the puck. The higher the value, the easier it will be to lose the puck when turning sharp, pivoting, etc.

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GOALIE COVER FREQUENCY	◀▶ 33/100	
GOALIE PASSING	83/100	
GOALIE CROSS CREASE REACTION TIME		
CPU	50/100	
HUMAN	50/100	
GOALIE SAVE REACTION TIME		
CPU	50/100	
HUMAN	50/100	
GOALIE DEFLECTION REACTION TIME		
CPU	50/100	
HUMAN	50/100	
GOALIE SCREEN EFFECT		
CPU	60/100	

Makes goalies want to cover up the puck more often.

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HUMAN 50/100

GOALIE SAVE REACTION TIME

CPU 50/100

HUMAN 50/100

GOALIE DEFLECTION REACTION TIME

CPU 50/100

HUMAN 50/100

GOALIE SCREEN EFFECT

CPU 60/100

HUMAN 60/100

GOALIE SCREEN PERSISTENCE

CPU 60/100

HUMAN 60/100

How long it takes a goalie to find the puck when a screen is removed. The higher the value, the longer a goalie is affected by a screen.

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D EFFECT NON-PUCK CARRIER ◀▶ 40/100

How likely the non-puck carrier will stumble when interacting with the boards.

D EFFECT PUCK CARRIER B 0/100

HITTING ASSISTANCE 17/100

STUMBLE THRESHOLD 30/100

AND STUMBLE FALL EASE I 30/100

AGGRESSION

CPU 50/100

HUMAN 50/100

HITTING POWER

CPU 50/100

HUMAN 50/100

SIZE EFFECT

CPU 25/100

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HUMAN 25/100

SPEED EFFECT

CPU 33/100

HUMAN 33/100

CHECKING/BALANCE RATING EFFECT

CPU 83/100

HUMAN 83/100

PREPAREDNESS EFFECT

CPU 51/100

HUMAN 51/100

INCIDENTAL CONTACT EFFECT

CPU 20/100

HUMAN **20/100**

How often incidental contact of opposing players and teammates can cause a player to stumble or fall. The higher the value, the easier it is for incidental contact to stumble or fall.

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HUMAN 51/100

INCIDENTAL CONTACT EFFECT

CPU 20/100

HUMAN 20/100

POKE CHECKING ACCURACY

CPU 30/100

HUMAN 30/100

POKE CHECKING POWER

CPU 60/100

HUMAN 60/100

STICK LIFT EFFECTIVENESS

CPU 50/100

HUMAN **50/100**

How easy it is to successfully stick lift.

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GAMEPLAY PRESETS

UNSAVED PRESET

RULES	NHL™
FIGHTING	2/2
ICING	HYBRID ICING
INJURIES	ON
OFFSIDES	DELAYED
PENALTIES	3/4
TIE BREAK	OUT 5 MIN (3 ON 3) THEN
TRAPEZOID RULE	ON
PENALTY TIME SCALING	2/6
POST WHISTLE RULES	RELAXED
INCIDENTAL PENALTY TIME SC	0/6

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