

SETTINGS GAME SETTINGS

SETTINGS

GAMEPLAY PRESETS

◀▶ UNSAVED PRESET

RULES	NHL
PERIOD LENGTH	4 MINUTES
DIFFICULTY	SUPERSTAR
CAMERA	OVERHEAD
GOALIE CAMERA	FIXED
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.








 BACK  SAVE PRESET

SETTINGS GAMEPLAY SLIDERS

- L1 R1 **GENERAL** SKATING SHOOTING PASSING PUCK CONTROL GOALIES CHECKING

SETTINGS

ADDITIONAL INFORMATION

GAMEPLAY VERSION	◀▶	LATEST
GAMEPLAY PRESETS		UNSAVED PRESET
ATTRIBUTE EFFECTS	5/10	
BROKEN STICK FREQUENCY	33/100	
BROKEN GLASS	ON	
GAME SPEED	4/6	
FATIGUE EFFECT		
CPU	40/100	
HUMAN	40/100	
FATIGUE RECOVERY		
CPU	65/100	
HUMAN	65/100	
IN HIBY OCCURRENCE		

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

- BACK R3 SAVE PRESET

SETTINGS GAMEPLAY SLIDERS

- L1 R1** GENERAL SKATING SHOOTING PASSING PUCK CONTROL GOALIES CHECKING

SETTINGS

ATTRIBUTE EFFECTS	5/10	
BROKEN STICK FREQUENCY	33/100	
BROKEN GLASS	ON	
GAME SPEED	4/6	
FATIGUE EFFECT		
CPU	40/100	
HUMAN	40/100	
FATIGUE RECOVERY		
CPU	65/100	
HUMAN	65/100	
INJURY OCCURRENCE		
CPU	50/100	
HUMAN	50/100	

ADDITIONAL INFORMATION

The frequency of injuries to players on the ice.

- BACK SAVE PRESET

SETTINGS GAMEPLAY SLIDERS

- L1 R1** GENERAL **SKATING** SHOOTING PASSING PUCK CONTROL GOALIES CHECKING

SETTINGS

ADDITIONAL INFORMATION

BACK SKATING	◀▶ 55/100	
PUCK CARRIER AGILITY	50/100	
PUCK CARRIER SKATING	55/100	
PLAYER ACCELERATION		
CPU	42/100	
HUMAN	42/100	
SKATING SPEED		
CPU	36/100	
HUMAN	36/100	
SKATING AGILITY		
CPU	50/100	
HUMAN	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.

BACK SAVE PRESET

SETTINGS GAMEPLAY SLIDERS



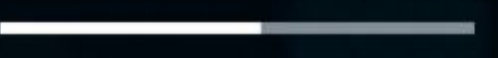





- L1 R1** GENERAL SKATING **SHOOTING** PASSING PUCK CONTROL GOALIES CHECKING

SETTINGS

ADDITIONAL INFORMATION

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	41/100	
HUMAN	41/100	
SLAP SHOT ACCURACY		
CPU	50/100	
HUMAN	50/100	

SLAP SHOT POWER

 BACK  SAVE PRESET

SETTINGS GAMEPLAY SLIDERS

- L1 R1 GENERAL SKATING **SHOOTING** PASSING PUCK CONTROL GOALIES CHECKING

SETTINGS

ADDITIONAL INFORMATION

HUMAN	50/100	
SHOT ACCURACY		
CPU	55/100	
HUMAN	55/100	
SHOT POWER		
CPU	41/100	
HUMAN	41/100	
SLAP SHOT ACCURACY		
CPU	50/100	
HUMAN	50/100	
SLAP SHOT POWER		
CPU	53/100	
HUMAN	53/100	

The power level of a slap shot.

- BACK R3 SAVE PRESET

SETTINGS GAMEPLAY SLIDERS

- L1 R1 GENERAL SKATING SHOOTING **PASSING** PUCK CONTROL GOALIES CHECKING

SETTINGS

ADDITIONAL INFORMATION

MANUAL PASSING	◀▶	ON
PASS ASSIST	67/100	
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	

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

○ BACK R3 SAVE PRESET

SETTINGS GAMEPLAY SLIDERS

- L1 R1 **GENERAL** SKATING SHOOTING **PASSING** PUCK CONTROL GOALIES CHECKING

SETTINGS

ADDITIONAL INFORMATION

HUMAN	80/100	
PASS RECEPTION EASE		
CPU	60/100	
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	

How much the speed of the puck affects receiving a pass.

- BACK SAVE PRESET

SETTINGS GAMEPLAY SLIDERS

- L1 R1** GENERAL SKATING SHOOTING **PASSING** PUCK CONTROL GOALIES CHECKING

SETTINGS

ADDITIONAL INFORMATION

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.

○ BACK **R3** SAVE PRESET

SETTINGS GAMEPLAY SLIDERS

- L1 R1 GENERAL SKATING SHOOTING PASSING **PUCK CONTROL** GOALIES CHECKING

SETTINGS

ADDITIONAL INFORMATION

STICK IN PHYSICS ◀▶ **STICK, LEGS AND BODY**

INCIDENTAL CONTACT PUCK L	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

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

○ BACK R3 SAVE PRESET

SETTINGS GAMEPLAY SLIDERS

- L1 R1 GENERAL SKATING SHOOTING PASSING **PUCK CONTROL** GOALIES CHECKING

SETTINGS

ADDITIONAL INFORMATION

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.

○ BACK R3 SAVE PRESET

SETTINGS GAMEPLAY SLIDERS

- L1 R1 GENERAL SKATING SHOOTING PASSING PUCK CONTROL **GOALIES** CHECKING

SETTINGS

ADDITIONAL INFORMATION

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	

How fast the goalie will react to a deflection. The higher the value, the quicker a goalie will react to deflections.

BACK SAVE PRESET

SETTINGS GAMEPLAY SLIDERS

- L1 R1 GENERAL SKATING SHOOTING PASSING PUCK CONTROL **GOALIES** CHECKING

SETTINGS

ADDITIONAL INFORMATION

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.

BACK SAVE PRESET

SETTINGS GAMEPLAY SLIDERS

- L1 R1** GENERAL SKATING SHOOTING PASSING PUCK CONTROL GOALIES **CHECKING**

SETTINGS

ADDITIONAL INFORMATION

BOARD EFFECT NON-PUCK CA	40/100	
BOARD EFFECT PUCK CARRI	0/100	
HITTING ASSISTANCE	40/100	
STUMBLE THRESHOLD	◀▶ 30/100	
ALL AND STUMBLE FALL EASE	30/100	

The amount a player will stumble.

AGGRESSION

CPU	50/100	
HUMAN	50/100	

HITTING POWER

CPU	50/100	
HUMAN	50/100	

SIZE EFFECT

CPU	25/100	
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BACK SAVE PRESET

SETTINGS GAMEPLAY SLIDERS

- L1 R1** GENERAL SKATING SHOOTING PASSING PUCK CONTROL GOALIES **CHECKING**

SETTINGS

HUMAN	50/100	
SIZE EFFECT		
CPU	25/100	
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	

ADDITIONAL INFORMATION

How much a hit affects a player when they are unprepared for the collision (i.e. when passing, shooting, performing a deke, etc.). The higher the value, the more a hit will have an impact on a player who isn't prepared.

- BACK SAVE PRESET

SETTINGS GAMEPLAY SLIDERS

- L1 R1** GENERAL SKATING SHOOTING PASSING PUCK CONTROL GOALIES **CHECKING**

SETTINGS

ADDITIONAL INFORMATION

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.

BACK SAVE PRESET

SETTINGS GAMEPLAY SLIDERS


- L1 R1** SKATING
- SHOOTING
- PASSING
- PUCK CONTROL
- GOALIES
- CHECKING
- PENALTIES**

SETTINGS

CPU PENALTIES	40/100	
CPU TEAMMATE PENALTIES	1/100	
TRIPPING		
CPU	50/100	
HUMAN	50/100	
SLASHING		
CPU	50/100	
HUMAN	50/100	
ELBOWING		
CPU	50/100	
HUMAN	50/100	
HIGH STICKING		
CPU	50/100	

ADDITIONAL INFORMATION

How often an elbowing penalty will be called in a game.

 BACK  SAVE PRESET

SETTINGS GAMEPLAY SLIDERS

- L1 R1 SKATING
- SHOOTING
- PASSING
- PUCK CONTROL
- GOALIES
- CHECKING
- PENALTIES**

SETTINGS

ADDITIONAL INFORMATION

HUMAN	50/100	
HIGH STICKING		
CPU	50/100	
HUMAN	50/100	
CROSS CHECKING		
CPU	50/100	
HUMAN	50/100	
BOARDING		
CPU	50/100	
HUMAN	50/100	
CHARGING		
CPU	◀▶ 50/100	
HUMAN	50/100	




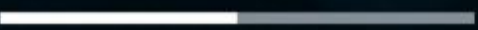




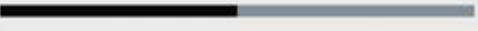
How often a charging penalty will be called in a game.

○ BACK R3 SAVE PRESET

SETTINGS GAMEPLAY SLIDERS

- L1 R1** SKATING
- SHOOTING
- PASSING
- PUCK CONTROL
- GOALIES
- CHECKING
- PENALTIES**

SETTINGS

HUMAN	50/100	
DELAY OF GAME		
CPU	50/100	
HUMAN	50/100	
HOLDING		
CPU	50/100	
HUMAN	50/100	
HOOKING		
CPU	50/100	
HUMAN	50/100	
INTERFERENCE		
CPU	50/100	
HUMAN	◀▶ 50/100	

ADDITIONAL INFORMATION

How often an interference penalty will be called in a game.

-  BACK
-  SAVE PRESET

SETTINGS GAMEPLAY SLIDERS

- SHOOTING
- PASSING
- PUCK CONTROL
- GOALIES
- CHECKING
- PENALTIES
- AI**

SETTINGS




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

AI LEARNING	◀▶	0/6	
AI ADJUSTMENT	CPU DIFFI	0/6	
CPU FACEOFF DIFFICULTY		50/100	
FIGHT DIFFICULTY		50/100	
AI ADJUSTMENT	CPU STRAT	0/6	

This will adjust how quickly the CPU adjusts to your playing habits.

○ BACK R3 SAVE PRESET

HOCKEY ULTIMATE TEAM AUDIO & VISUAL SETTINGS

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-   **VISUAL SETTINGS**
- VOLUME SETTINGS
- BROADCAST SETTINGS

SETTINGS

AUTO ZOOM	◀▶	AUTO
CAMERA		OVERHEAD
CAMERA PERSPECTIVE		PREFER UP
SKATER FATIGUE INDICATOR		ON
PLAYER INDICATOR SIZE		LARGE
INDICATOR OFFSCREEN PI		ON
PRESSURE METER		ON
SKILL BASED ONE-TIMER V		ON
ON INDICATOR GOALIE ANT		ON
PLAYER NAME INDICATOR		ON
TOGGLE INDICATOR SHIFT LEN		ON
X-FACTOR ABILITY VISUALS		ON

ADDITIONAL INFORMATION

The camera will automatically adjust itself to show the best possible camera angles.

 BACK

SETTINGS AUDIO & VISUAL SETTINGS

- L1 R1** **VISUAL SETTINGS** VOLUME SETTINGS BROADCAST SETTINGS

SETTINGS

ATOR SHIFT LENGTH	TOGGL	ON
X-FACTOR ABILITY VISUALS		ON
GOAL FLOW PLAYER OVERLAY		ON
FIGHTING INSTRUCTIONS		ON
GOALIE CAMERA		FIXED
DEFENSIVE POSITIONING		ON
OFFENSIVE POSITIONING		ON
POSITIONAL INDICATORS		OFF
PUCK HIGHLIGHT		MEDIUM
PUCK SIZE		NORMAL
SCORE CLOCK OVERLAY		AUTHENTIC
SHOOTOUT CAMERA	◀▶	DYNAMIC LOW

ADDITIONAL INFORMATION


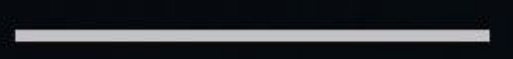


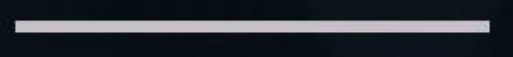


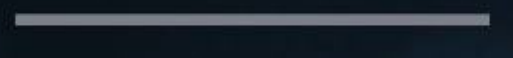

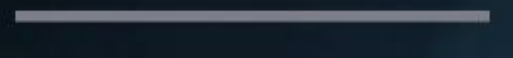
The angle of the camera during a shootout. Adjust the height and angle by changing this setting.

- BACK UNDO CHANGES

SETTINGS AUDIO & VISUAL SETTINGS



- L1 R1** VISUAL SETTINGS
- VOLUME SETTINGS**
- BROADCAST SETTINGS

SETTINGS

MASTER VOLUME	◀▶ 10/10	
COACH CALLS VOLUME	10/10	
ARENA ANNOUNCER VOLUME	10/10	
ARENA MUSIC VOLUME	0/10	
COMMENTARY VOLUME	10/10	
CROWD VOLUME	10/10	
GOAL HORN VOLUME	10/10	
MENU MUSIC VOLUME	0/10	
SFX VOLUME	10/10	
CONTROLLER VOLUME	0/10	
AUDIO MIX TYPE	STEREO	
MENU MUSIC TYPE	NHL 25 SOUNDTRACK	

ADDITIONAL INFORMATION

A quick way to adjust volume levels for the entire game.

-  BACK
-  UNDO CHANGES