



**EA**  
**SPORTS™**

# **NHL**

## **2004**

**EVERYONE**  
**E**  
CONTENT RATED BY  
**ESRB**



**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.

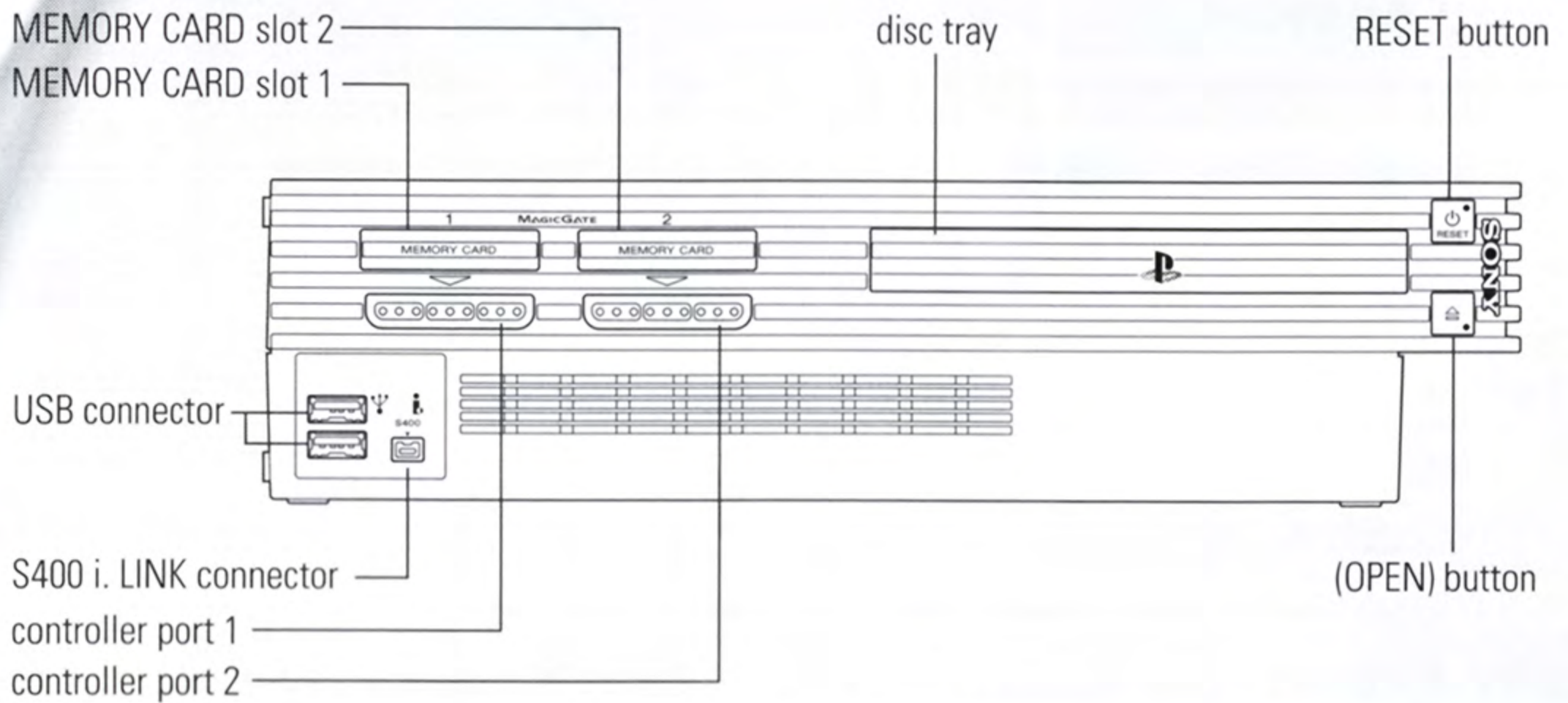


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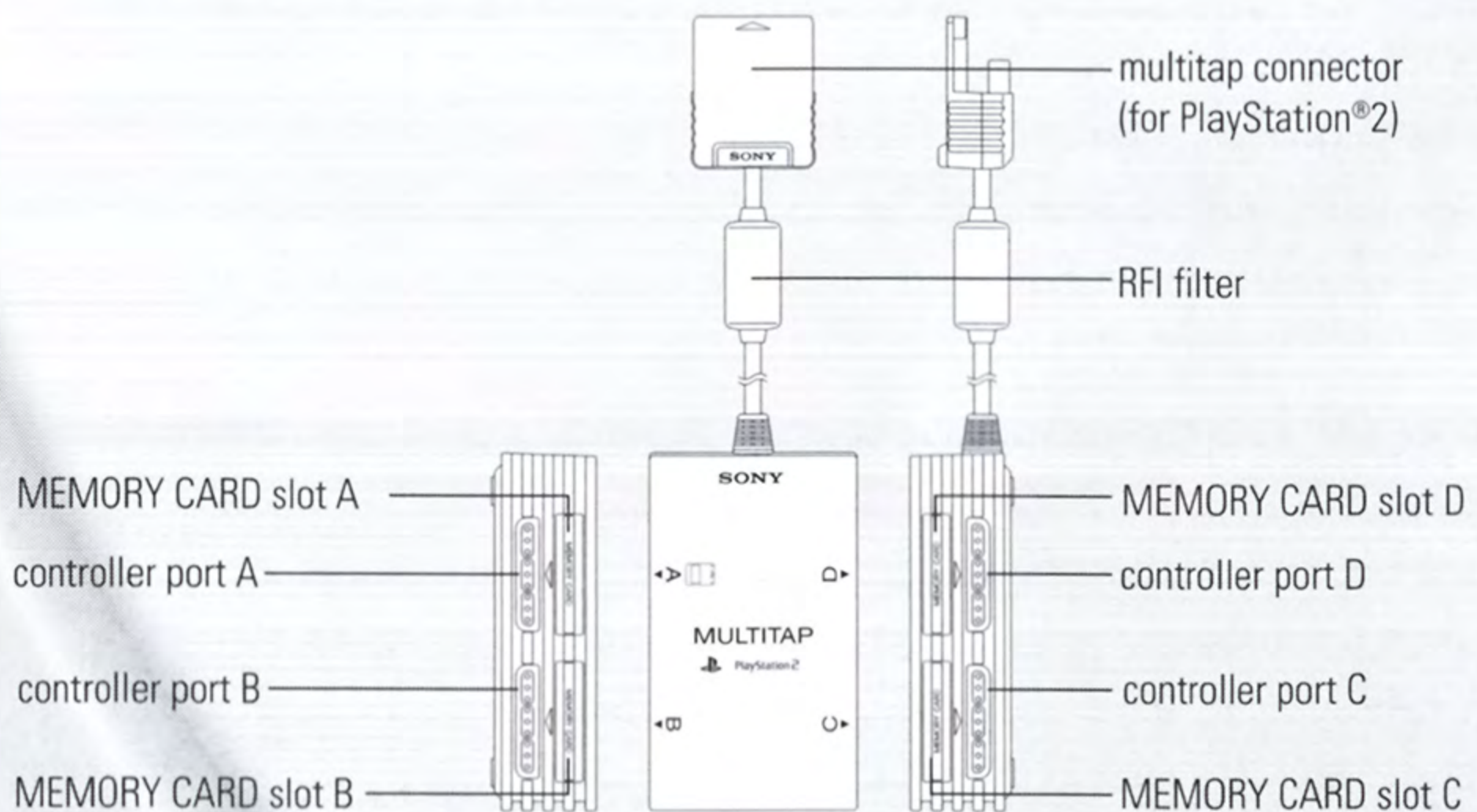
# GETTING STARTED

## PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



- 1.** Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
- 2.** Make sure the MAIN POWER switch (located at the back of the console) is turned on.
- 3.** Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
- 4.** Place the *NHL® 2004* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
- 5.** Attach game controllers and other peripherals, as appropriate.
- 6.** Follow on-screen instructions and refer to this manual for information on using the software.

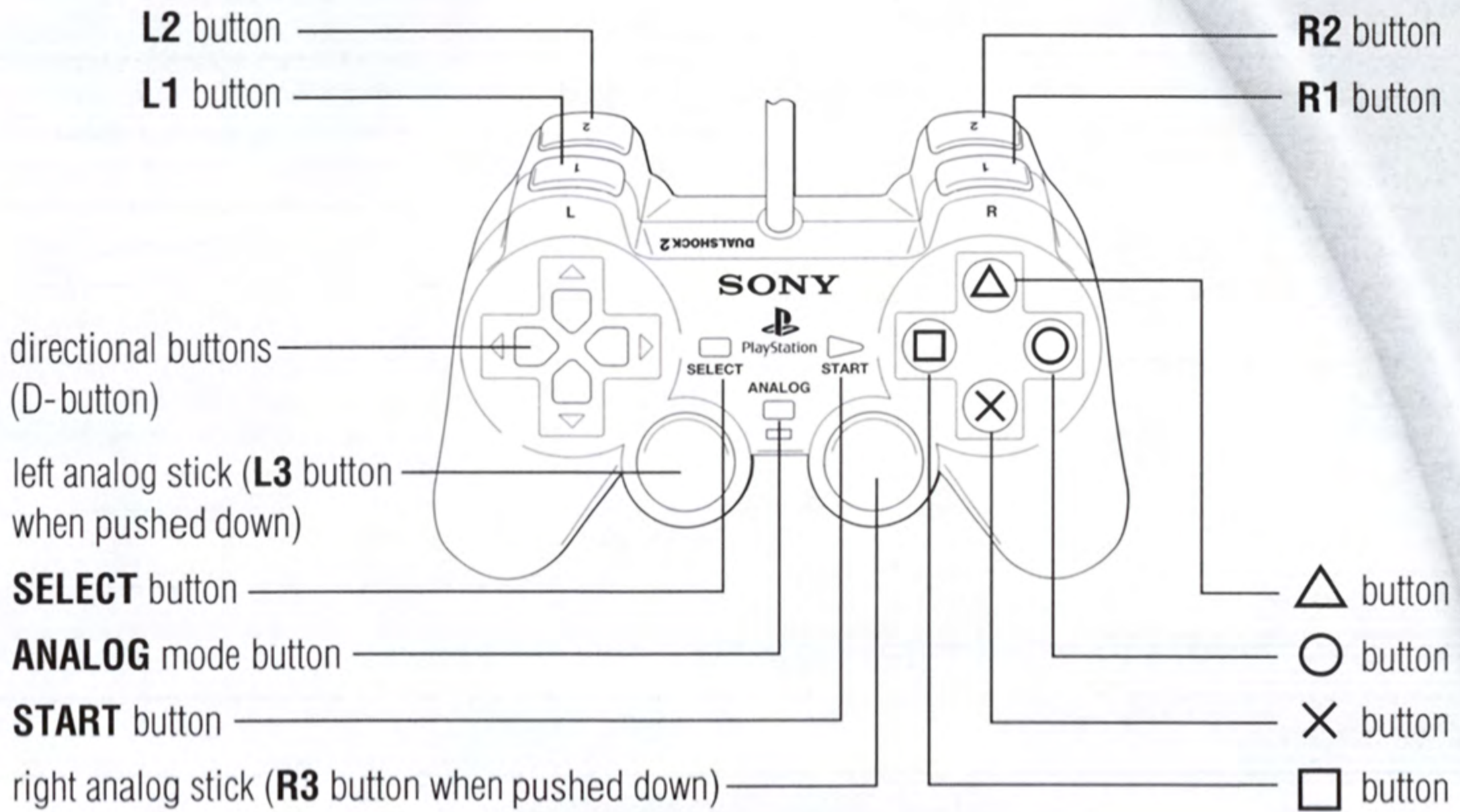
**NOTE:** When using the Multitap (for PlayStation®2), a controller must be connected to controller port 1-A.



# COMMAND REFERENCE



## DUALSHOCK<sup>®</sup> 2 ANALOG CONTROLLER CONFIGURATIONS



## MENU CONTROLS

Highlight menu items	D-button ↕
Cycle choices/Move sliders	D-button ↔
Select/Go to next screen	X button
Return to previous screen	△ button
Change music track	R3 button



For more info about this and other titles, visit EA SPORTS™ on the web at [www.easports.com](http://www.easports.com).

# BASIC CONTROLS

Before you get on the ice you need to know the basics or the big hitters are going to mop up the arena with you.

## PLAYER WITH PUCK

Move player	left analog stick
Flat pass	⊗ button
Saucer pass	⊠ button
Shoot	⊙ button
Auto deke	⊕ button (tap)
Manual deke	right analog stick
Speed burst	R1 button (hold)

## PLAYER WITHOUT PUCK

Move player	left analog stick
Change player	⊗ button
Speed burst	R1 button (hold)
Poke check	⊠ button or Shift + right analog stick
Body check	⊕ button
Bruise Control™	right analog stick
Hook/Pin/Tie up	L2 button

For a more detailed list of commands, > *Complete Controls* on the next page.



# COMPLETE CONTROLS



When you're ready to take your game to the next level, master these more advanced controls and you'll be playoffs-bound in no time.

## PLAYER WITH PUCK

Move player	left analog stick
Manual deke	right analog stick
Pass/Face off	⊗ button
Saucer pass	⊞ button (hold briefly for faster pass)
Slap shot	⊙ button (hold briefly for harder shot)
Wrist shot/One timer (with loose puck)	⊙ button (tap)
Spin	L1 button + △ button
Auto deke	△ button (tap)
Manual deke shot	R3 button (tap)/⊙ button
Manual deke pass	⊗ button
Speed burst	R1 button
Fake Shot	Tap the L1 button while in a wind up
Fake Pass	Tap the L1 button while in a pass wind up
Shift Button	L1 button



**TIP:** Use a saucer pass to pass the puck over your opponents' sticks.

## PLAYER WITHOUT PUCK

Move player	left analog stick
Speed Burst	R1 button
Body check	△ button/right analog stick
Hook/Pin/Tie up	L2 button
Dive	L1 button + △ button
Block	L1 button + ⊞ button
Charge up a hit	Hold R3 button

## PLAYER WITHOUT PUCK (CONT.)

Last man back	⊗ button (hold)
Change player	⊗ button
Poke	⊠ button
Shift Button	L1 button
Bruise Control™	right analog stick

### BRUISE CONTROL™

The new Bruise Control™ lets you use the right analog stick to check, allowing you to control the direction you throw a check. If you see two opposing players and want to hit the one on the right, move the right analog stick ⇨ and your player throws a check in that direction. You can also press and hold the R3 button and your player “charges up” or “loads up” to increase the power of the hit.

## GOALIE WITH PUCK

Pass	⊗ button
Saucer pass	⊠ button
Clear puck	⊙ button

## GOALIE WITHOUT PUCK

Save attempt	⊙ button (tap or hold)
Control goalie	L1 button + ⊗ button
Free skate with puck/without puck	left analog stick/L1 button + left analog stick

## FACE-OFFS

Draw puck	⊗ button
Body check/Big hit	⊠ button/right analog stick

## FIGHTING

High/Low punch	⊙ button/⊗ button
High/Low block	left analog stick ↑/left analog stick ↓
Activate fight	SELECT button

## STRATEGY

Bring up line change menu/Select line	R2 button/R2 button + D-button
Pause game	START button
Offensive Quick Play strategies	D-button ⇅
Defensive Quick Play strategies	D-button ⇄

⊙ You can map your controls to different buttons using the Configure Controller option (> p. 31).



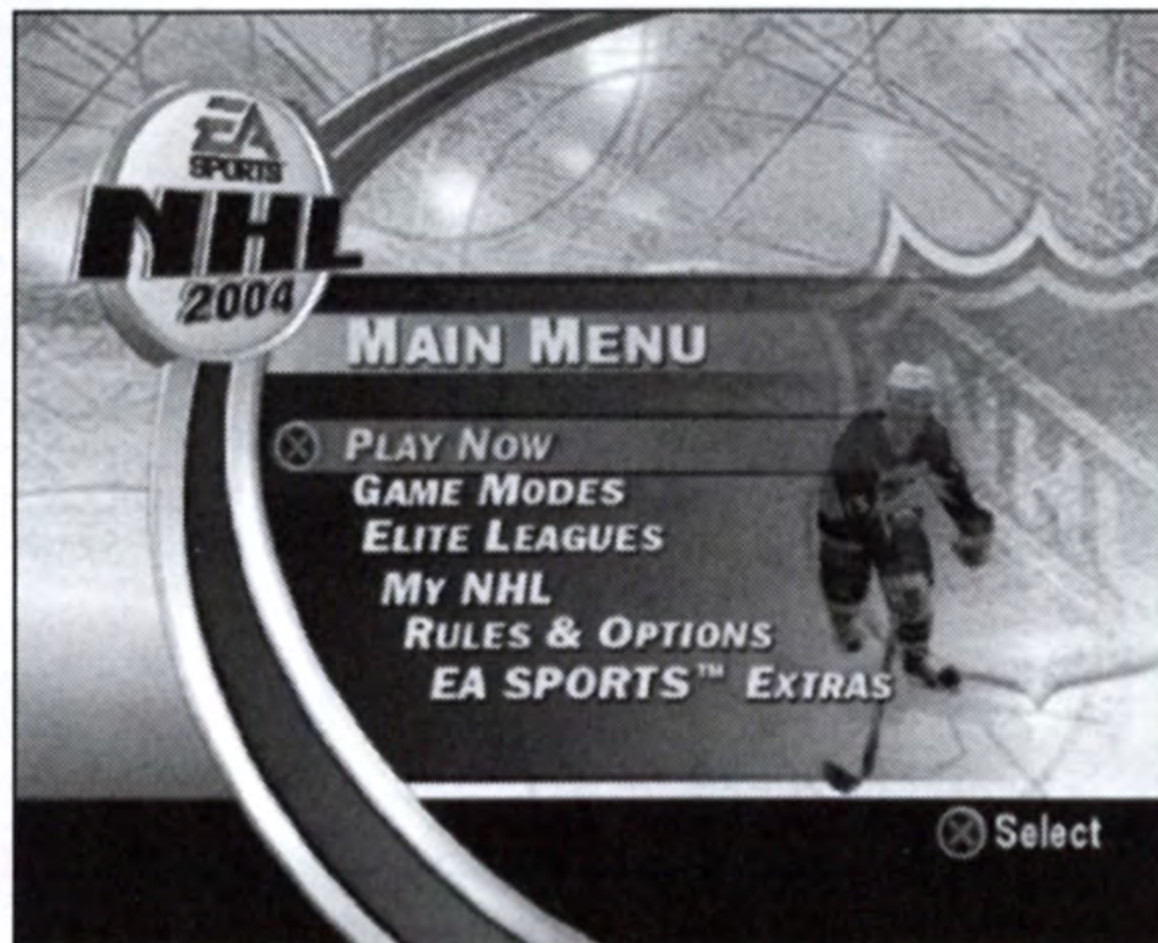
# SETTING UP THE GAME



Familiarize yourself with the Main menu and the game screen, and then play a couple of no-consequences Exhibition games to get yourself quickly in the game.

## MAIN MENU

Access all game modes, create players and teams, and make adjustments to rules, options, and more.



### PLAY NOW

Get on the ice and in the game fast.

### GAME MODES

Play Online, Dynasty Mode™, Exhibition, Season, Playoffs, and Tournament mode games.

### ELITE LEAGUES

Play through a season with a team from any of these international leagues: Elitserien, SM-Liiga, and DEL.

### MY NHL®

Create a player, or custom team. Visit the GM Hall of Fame, set your favorite team, view Unlockables, or access your EA SPORTS Bio.

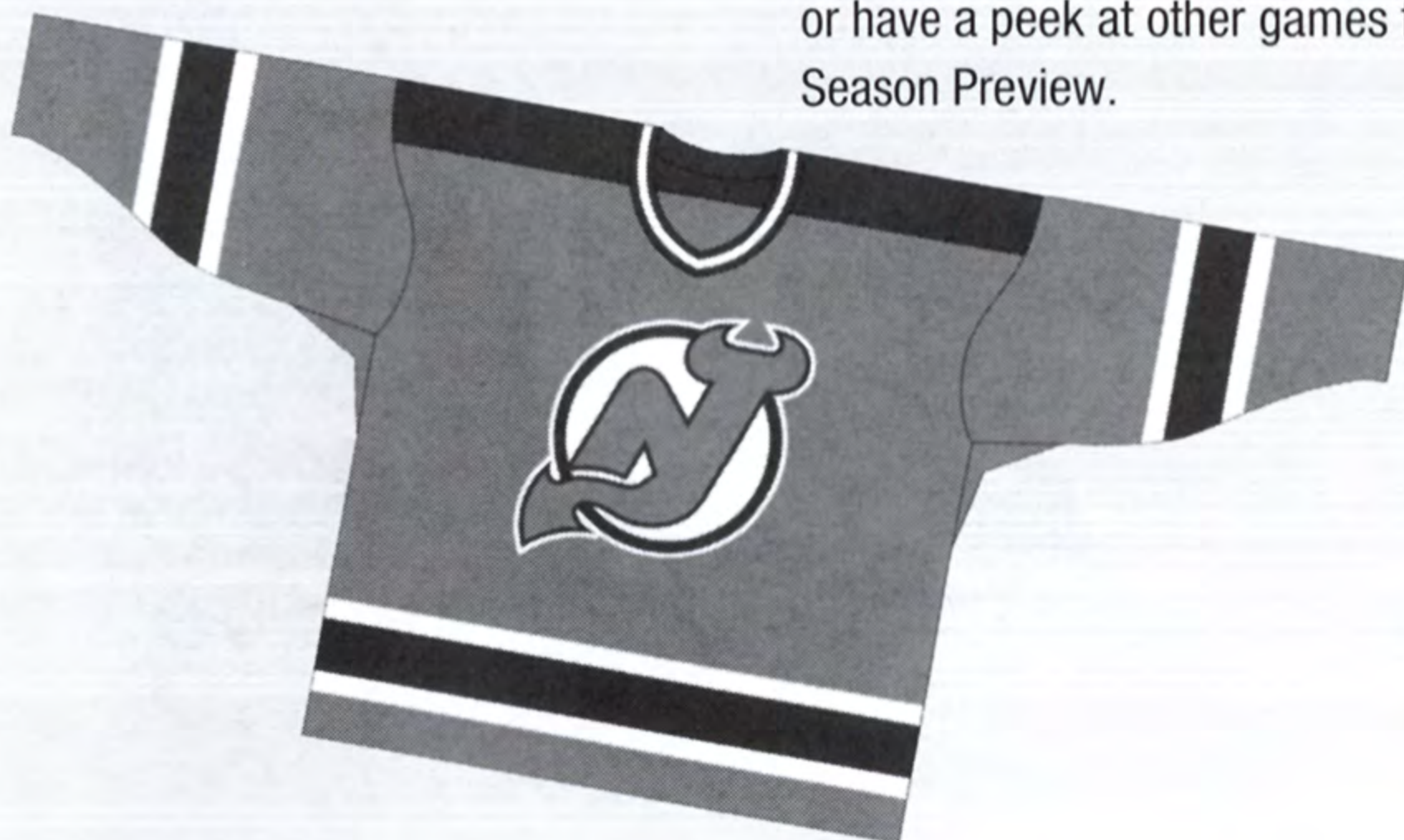
**NOTE:** You must have a memory card (8MB)(for PlayStation®2) inserted in MEMORY CARD slot 1 for the EA SPORTS Bio to function.

### RULES & OPTIONS

Adjust Rules, Settings, and Rosters, view the numbers at Stats Central, configure your controller, Save/Load Settings, or select a Language.

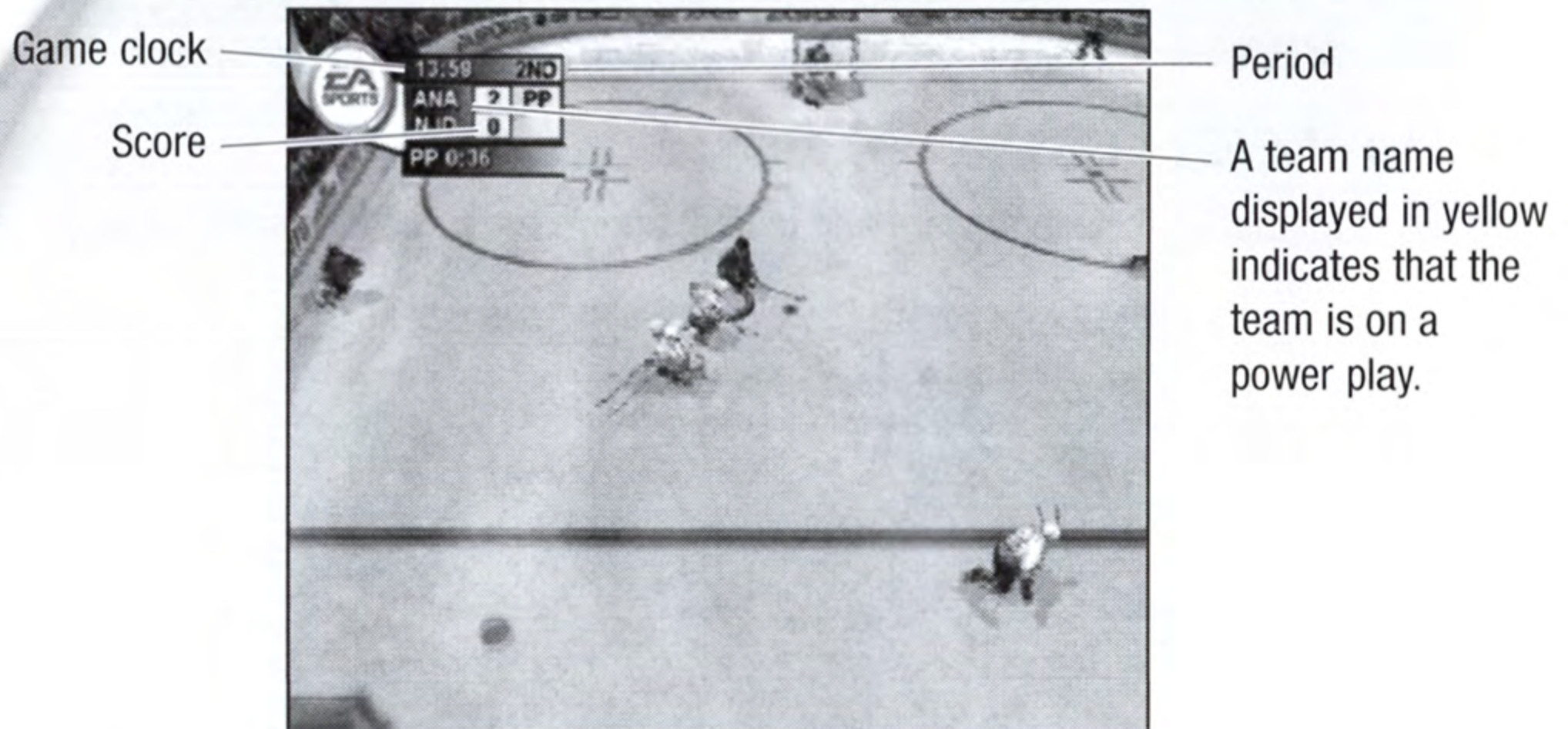
### EA SPORTS™ EXTRAS

Get an in-depth look at strategies with Marc Crawford, view the NHL® tutorials, take a look at the game credits, or have a peek at other games from EA SPORTS with the Season Preview.



# GAME SCREEN

The information on the game screen let's you know what the score is... and more.



# PLAYER ICONS

The icons next to your players tell you what their strengths are.



**BIG HITTER**



**BIG SHOOTER**



**HERO**



**SNIPER**



**HOT STREAK**



**INJURED, can't play**



**INJURED, can play but is susceptible to further injury if he does**



**TIRED, indicates a goalie who has played too many games without resting**



**PLAYER IS SUSPENDED**



**PLAYER HAS THE FLU**



**COLD STREAK**



**SPEEDSTER (FAST SKATER)**



# PLAY NOW

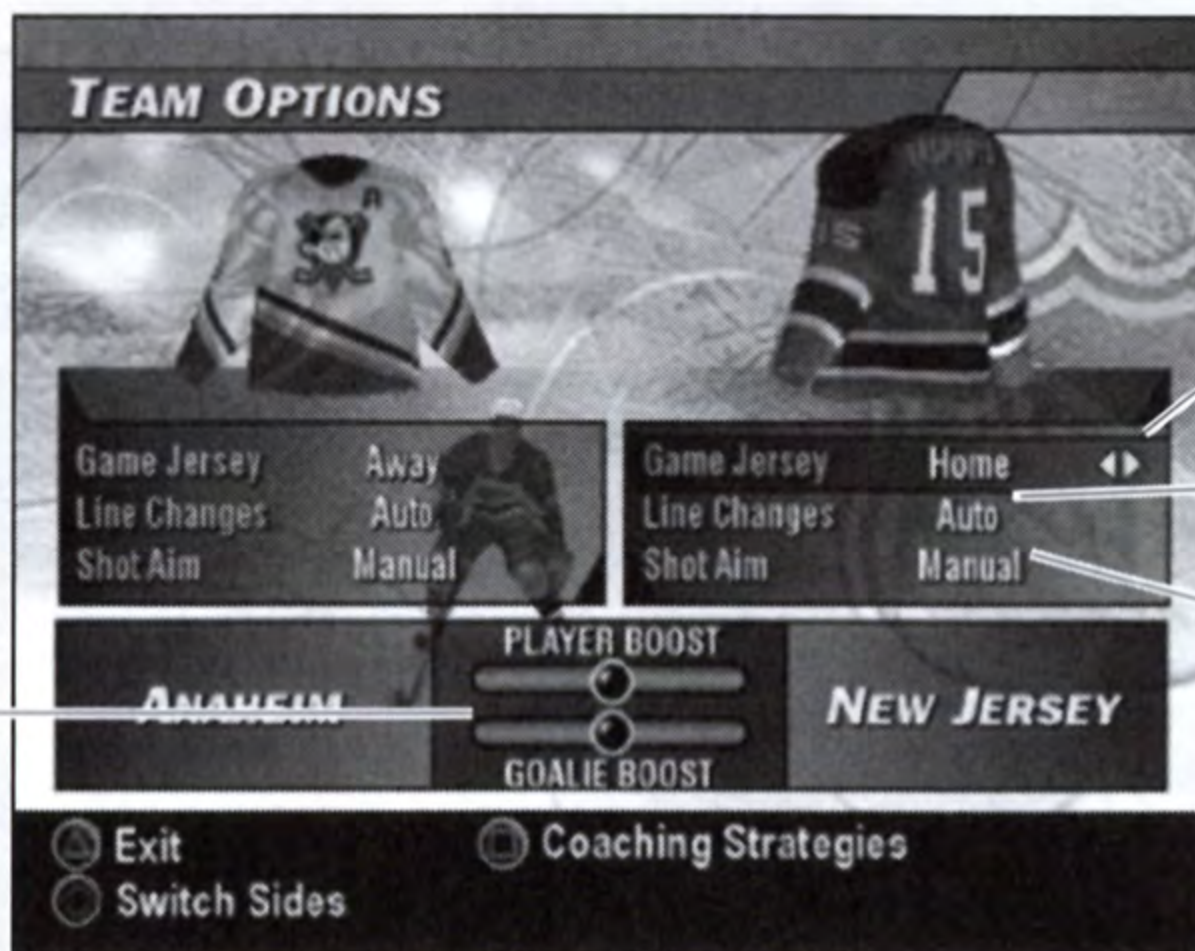


This mode gets you on the ice with minimal setup for a quick fix of hard-hitting hockey.

**NOTE:** Default options are listed in **bold** in this manual.

## TO START A PLAY NOW GAME:

1. From the Main menu, highlight PLAY NOW and press the **X** button. The Choose Teams screen appears.
2. Press the D-button or the left analog stick  $\updownarrow$  to select a team.
  - ➡ Press the D-button or the left analog stick  $\leftrightarrow$  to alternate between Home and Away teams.
  - ➡ Press the **L1** button or **R1** button to cycle between leagues.
  - ➡ Press the **□** button to select a random team from the selected league.
3. Press the **X** button to advance to the Choose Sides screen.
4. Press the D-button or left analog stick  $\leftrightarrow$  to position the controller icon on the side you want to control and then press the **X** button.
  - ➡ To set your Team Options ( $\triangleright$  below), press the **○** button.
5. When you're finished selecting teams, press the **X** button to advance to the Quick Settings menu.



Give an advantage to one team's players or goalie by moving the appropriate slider closer to the team you want to give the advantage to

Choose a game jersey

Set line change option

Select MANUAL or AUTO shot aim

## QUICK SETTINGS MENU

### SKILL LEVEL

Choose a skill level from Beginner to Difficult.

### CAMERA

Select a camera view from **ICE**, **CLASSIC**, **OVERHEAD**, **BROADCAST**, **ACTION**.

### PERIOD LENGTH

Set your period length to **5**, **10**, **15**, or **20** minutes.

### RULES

Set the rules governing the game to **CUSTOM** (uses the rules that you set in the Rules & Options screen), **OFF** (no rules enforced), **NHL**, or **INTERNATIONAL**.

- ➡ When you've adjusted your settings, press the **X** button to accept the settings and advance to the face-off ( $\triangleright$  p. 10).

# ON THE ICE

Everything from taking a breather to pinpointing your penalty-kill strategy: this section helps you excel at all aspects of the game.

## FACE-OFF

It all starts with the face-off. Be ready to play when the ref drops the puck.

- ❖ Press the **X** button + the left analog stick to win the face-off and pass the puck to a teammate.

## PAUSE MENU

➤ Press the **START** button to access the Pause menu during a game.

### RESUME

Return to the game.

### REPLAY

View an instant replay of the last few moments of the game.

### RULES AND OPTIONS

Adjust your Rules, Game Speed, Display, and Sound Options.

### STATS CENTRAL

View the Team Comparison, Scoring Summary, Penalty Summary, [Team] Stats, and Goalie stats.

### CAMERA

Change the Camera View, toggle Autozoom **ON/OFF**, toggle Camera View to **ALTERNATING**, ALWAYS UP or ALWAYS DOWN.

### [TEAM] OPTIONS

Edit lines, adjust your strategies, set Line Changes to OFF/MANUAL/**AUTO**, toggle Shot Aim **MANUAL/AUTO**, pull your Goalie or leave him in the net, or Take A Timeout.

### CONTROLLER SETUP

Change the team you control.

### QUIT

Quit the game and return to the Main menu.

## STRATEGIES

Adjust your Strategies to suit the situation on the ice.

### TO ADJUST YOUR STRATEGY:

1. From the Team Options screen, highlight STRATEGIES and press the **X** button. The Strategies screen appears for the team selected.
  2. Adjust pressure and select a strategy for each Offensive line and your Power Play strategy.
  3. Adjust your strategies for Pressure, Strategy, and Penalty Killing on defense.
- ❖ For more information on Strategies, check out the Marc Crawford strategy videos from the EA SPORTS Extras menu (> p. 32).



# PLAY ONLINE



Go up against the best gamers in the country. Take your NHL team on the road without leaving your home.

**IMPORTANT INFORMATION ON THE EA SPORTS™ ONLINE SERVICE, INCLUDING AVAILABILITY FOR PLAY, TERMS AND CONDITIONS, AND MEMBERSHIP AGREEMENT CAN BE FOUND AT <http://www.easports.com/ps2legal/>.**

This software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. ("SCEI"). "DNAS" retrieves information about user's hardware and software for authentication, copy protection, account blocking, system, rules, or game management and other purposes. The information collected does not identify the user personally. **A Publisher can combine this information with personally identifying information from the Publisher's records if the user provides the personally identifying information. Before providing any personal information to a Publisher, please be sure to review the Publisher's privacy policy and terms and conditions of use. Do not provide personally identifying information to a Publisher unless you accept the conditions of use and terms of their privacy policy.** SCEI, Sony Computer Entertainment America ("SCEA") and their affiliates cannot guarantee the continuous operation of the "DNAS" servers. SCEA shall not be liable for any delay or failure of the "DNAS" servers to perform. If you receive a message during login identifying a "DNAS" authentication error, please contact SCEA Consumer Services at 1-866-466-5333. For additional information concerning "DNAS", visit [www.us.playstation.com/DNAS](http://www.us.playstation.com/DNAS). In the event of the system's incompatibility or inoperability with DNAS, the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the user's affected game software, console, or peripherals at the option of SCEA. SCEA, its parents, affiliates, or licensed Publishers shall not be liable for any delays, systems failures, authentication failures, or system outages, which may, from time to time, affect online game play or access thereto.

**EA RESERVES THE RIGHT TO RETIRE THE EA SPORTS ONLINE SERVICE FOR THIS PRODUCT AFTER 90 DAYS NOTICE, OR 30 DAYS AFTER THE LAST DAY OF THE 2003-2004 NHL® SEASON.**

**NOTE:** In order to play online, you will need the following items: a Network Adaptor (Ethernet/modem) (for PlayStation®2) installed, an active Internet connection via your own Internet Service Provider (ISP) account, and a memory card (8MB) (for PlayStation®2) with at least 256 KB free space. Prior to playing online, you will need to set up Your Network Configuration file. *NHL 2004* includes a Network Configuration GUI for setting up this file.

**NOTE:** When saving and loading Your Network Configuration file, you must use MEMORY CARD slot 1.

## SELECT NETWORK CONFIGURATION

Before you can begin playing online, you must select Your Network Configuration file (found on your memory card) or create a new one through the Network Configuration GUI.

**NOTE:** After using the included Network Configuration GUI, the RESET button functions differently in *NHL 2004*. To put the console into standby mode press and hold the RESET button until the LED turns red.

## NETWORK CONFIGURATION FILE

Press the D-button ⇔ to scroll through the available Internet service provider settings and select one for the upcoming online game. The default displayed onscreen is the last Internet service provider settings used when playing online.

## CREATE/EDIT CONFIGURATION

The Network Configuration GUI allows you to create and edit Your Network Configuration file. When selected, the game shuts itself down while the Network Configuration GUI loads. When complete, the game re-launches itself and goes through its normal loading procedure before returning to the Main menu screen.

## CONNECT

After selecting Your Network Configuration file, connect to your Internet Service Provider. If the connection is successful, the *NHL 2004* Server Login screen appears.

## ACCOUNT SETUP

Before you can begin playing online, you must create a new account or use an existing one.

- If you have already created a profile, press the D-button to highlight account NAME and then press the ⓧ button. If you have not created a profile, highlight CREATE NEW ACCOUNT and press the ⓧ button to begin the process. If you want to log off and return to the previous screen, press the ▲ button.
- Successfully creating an account and logging in automatically saves your Account Information.

## USING AN EXISTING EA ACCOUNT

1. From the Game Modes menu, select PLAY ONLINE.
  2. Select Your Network Configuration file.
  3. Your EA Account appears by default or you can select a different account by entering the account name and password of the different account.
  4. Your EA Account only defaults once you've saved it by successfully logging in.
  5. Select an EA SPORTS online User Name and press the ⓧ button.
- ❖ You can have up to four EA SPORTS online User Names. Change, delete, or create new User Names from the User Name Management screen or from the Edit Your Account Information screen.

## WELCOME TO *NHL 2004* ONLINE

### ONLINE LOBBY

Enter a room based on skill level and region, or create your own password-protected room.

### TOURNAMENTS

Create or Join an online tournament.

### LEADERBOARD

View the online Top 100 Players and Stat Leaders.

### SETTINGS

Adjust Gameplay, Display, or Sound Settings.

### NEWS

Access news.

### ROSTER UPDATES

Download updated rosters.

### LOG OFF

Disconnect from *NHL 2004* online.



## ONLINE LOBBY

From the Online Lobby, you can enter a room or create a room of your own. Rooms are where players gather to chat and challenge each other to a game.

## EA MESSENGER

Instant Message, challenge, and find your buddies online. See how your buddies are doing while playing online, or send messages to other users playing EA SPORTS games.

## ENTER/CREATE A ROOM

There are four main channels, corresponding to skill levels (Beginner, Intermediate, Professional, All-Star), and two rooms in each channel (East and West). Press the D-button  $\updownarrow$  to select different rooms. Press the **L1** button/**R1** button to scroll through the four channels. Press the  $\square$  button to create your own room. Press the  $\odot$  button to access the User List and see who's in the Room/Channel.

## MATCH-UP ROOM

From the Match-Up Room, you can greet and meet other players or challenge someone to a game.

**NOTE:** *NHL 2004* supports a USB keyboard for typing messages to the whole room or to an individual player. Whenever you bring up the on-screen keyboard in the Chat Lobby, or when chatting with an individual player, you can use a USB keyboard to type in messages.

## PLAYER OPTIONS

Press the D-button to highlight the name of another player or press the  $\otimes$  button to bring up the player options. From here you can challenge another player to a game, send/read a private message, add/remove a player to/from EA Messenger, or block/unblock a player. Press the D-button to highlight the option you want, and then press the  $\otimes$  button to accept.

## ACCEPTING OR DECLINING CHALLENGES

When you are sent a challenge, a flashing icon appears beside EA Messenger at the bottom of the screen. Press the **L2** button to access EA Messenger and then select the User challenging you. Select READ CHALLENGE and then accept or decline the challenge.

$\rightarrow$  If the User is not in your buddy list, highlight them in the Current User List and press the  $\otimes$  button. Then select READ CHALLENGE. You can then accept or decline the challenge.

## PLAYER CONNECTIONS

Press the D-button to highlight the name of another player. A Connection bar is displayed in the top right of the screen. Green indicates a good connection; yellow, a medium connection; and red, a poor connection.

**NOTE:** If the connection bar is green, ping is less than 150 milliseconds. Yellow = ping is less than 350 milliseconds. Red = ping greater than 350 milliseconds.

## PLAYER OVERVIEW

General player stats are in the upper right portion of the screen. These includes the player's User Name along with the info listed below.

<b>RECORD</b>	View a player's Wins, Losses, Ties, and Overtime Losses.
<b>DISCONNECTION %</b>	How often a player loses connection or quits without completing the game.
<b>CONNECTION</b>	Displays the quality of the user's connection.

## TOURNAMENTS

<b>JOIN</b>	Search for a tournament to join.
<b>CREATE</b>	Create a new tournament.
<b>MY TOURNAMENTS</b>	Lists tournaments you have joined.

➡ Press the D-button to highlight the tournament you want to resume, and then press the ⊗ button.

## TOURNAMENT SEARCH

<b>NAME</b>	Create a filter to search for a name. Leave this blank for any tournament name.
<b>RANKED GAMES</b>	Create a filter for ranked or unranked games.
<b>DIFFICULTY</b>	Create a filter for game difficulty.
<b>PERIOD LENGTH</b>	Filter for a 5, 10, 15, or 20 min period length.
<b>TEAMS</b>	Filter for 4, 8, or 16 team tournaments.
<b>ROUND LENGTH</b>	Filter for 1 HOUR, 1 DAY, 2 DAY, or 3 DAY round lengths.
<b>UNIQUE TEAM</b>	Filter for tournaments allowing or disallowing duplicate team selection.
<b>HEROES</b>	Filter for tournaments that allow/disallow heroes.


## CREATE TOURNAMENT

<b>NAME</b>	Enter a name for your tournament.
<b>RANKED GAMES</b>	Decide whether you want the tourney games to count towards players' overall stats. When ON, Difficulty is locked at Medium, Period Length at 5 min, and Rules are ON.
<b>DIFFICULTY</b>	Choose the difficulty level for each game.
<b>PERIOD LENGTH</b>	Choose a 5, 10, 15, or 20 minute period length.
<b>HEROES</b>	Select YES/NO to allow heroes.
<b>NO. OF TEAMS</b>	Choose 4, 8, or 16 team tournaments.
<b>UNIQUE TEAM</b>	When set to YES, all Users must use unique teams. NO allows for duplicate teams in a tournament.
<b>ROUND LENGTH</b>	Choose between 1 HOUR, 1 DAY, 2 DAY or 3 DAY round lengths.
<b>YOUR TEAM</b>	As host, you get to pick the first team.
<b>TOURNAMENT TYPE</b>	Set this to PUBLIC to allow other users to join without a password. Choose PRIVATE to allow other users to enter.





## PASSWORD

Press the  button to enter your password here when Tournament Type is set to PRIVATE.

## CREATE


Create your tournament.

## TOURNAMENT NEWS

Set News


Enter a message to leave for other participants in the tournament.

## TOURNAMENT LOBBY

Press the D-button to highlight the name of another player or press the  button to bring up the player options.


If you highlight your next opponent, you can challenge them to a game, send/read a private message, add/remove a player to/from EA Messenger, or block/unblock a player.

If you highlight a player who is not your next opponent you can, send/read a private message, add/remove a player to/from EA Messenger, or block/unblock a player.

Press the D-button to highlight the option you want, and then press the  button to accept. You can also challenge your next opponent using EA Messenger if you have them in your buddy list.

## ACCEPTING OR DECLINING CHALLENGES

When you are sent a challenge, a flashing icon appears beside EA Messenger at the bottom of the screen. Press the **L2** button to access EA Messenger and then select the User challenging you. Select READ CHALLENGE. You can then either ACCEPT or DECLINE the challenge.

➤ If the User is not in your buddy list, highlight them in the Current User List and press the  button. Then select READ CHALLENGE. You can then accept or decline the challenge.

## EA SPORTS™ TALK

Talk smack to your opponents during online gameplay with all-new EA SPORTS Talk.

➤ To activate EA SPORTS™ Talk: Connect your USB-supported headset to the PlayStation®2 computer entertainment system. Once connected with another User you now have an open line.

**NOTE:** EA SPORTS Talk does not support modem connections.

**NOTE:** EA SPORTS Talk supports the Logitech USB headset.

**NOTE:** During gameplay, if your USB headset is plugged into your console, and you are not able to talk to your opponent:

- ❖ Your opponent may not have a USB headset connected to their console.
- ❖ Your opponent may be connecting to the Internet through a dial-up modem connection.
- ❖ You and your opponent may have a low quality connection to each other.



# DYNASTY MODE™

Take your team from the trenches to the playoffs and see how many times you can bring home the Stanley Cup®.

## TO START A DYNASTY MODE™ GAME:

1. From the Game Modes menu, choose DYNASTY MODE. The Dynasty Mode pop-up screen appears.
2. Choose NEW and press the **X** button. The Create GM screen appears.
3. Highlight the GM info that you want to enter or edit and press the **X** button. The Text Entry overlay appears.
4. Highlight the character you want to enter and press the **X** button. When you're finished entering characters, highlight DONE and press the **X** button.
5. When you've entered all your GM info, highlight DONE and press the **X** button. The Dynasty Setup menu appears.
6. Press the D-button **↑** to highlight the various Dynasty settings, and then press the D-button **↔** to change the setting. When you're done making adjustments, press the **START** button to advance to the Select Team screen.
7. Press the D-button to highlight the team you want and then press the **X** button.
  - ❖ To add a created team, press the **○** button.
  - ❖ To view Dynasty Info including staff, facilities, and revenue ratings, press the **■** button.

When you're finished setting up your Dynasty, press the **START** button to advance to the Dynasty Central menu.

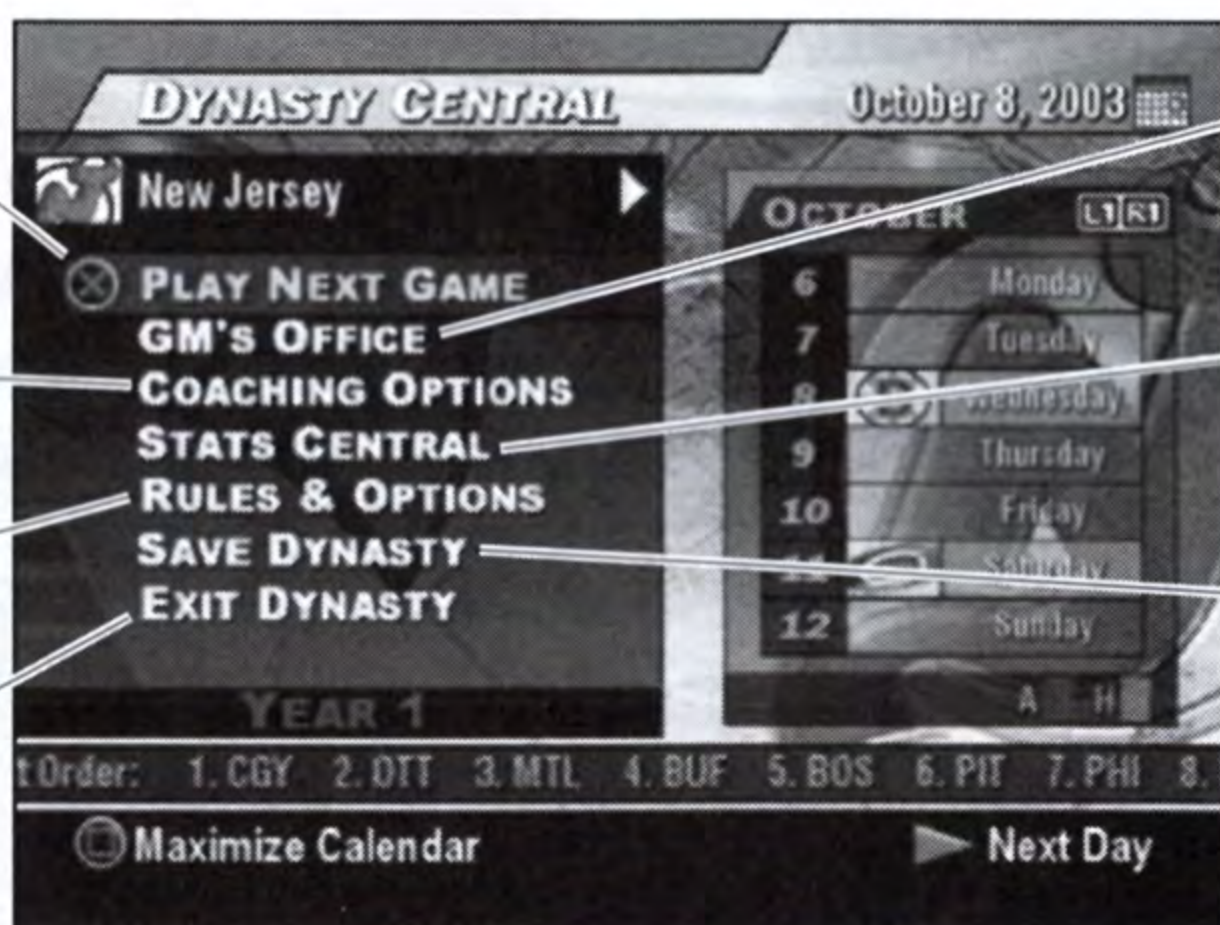
## DYNASTY CENTRAL MENU

Play the next game on your team's schedule

Edit lines and jersey numbers or view league schedule

Adjust game, display, and sound settings

Exit Dynasty mode and return to the Main menu



Visit your GM's office and manage rosters, upgrades, finances, and progress reports

View team standings, team stats, player stats and awards

Save your Dynasty

Press the **L1** button or the **R1** button to move back/forward in your schedule

## MAKING A NAME FOR YOURSELF

The goal in Dynasty Mode is to earn the highest GM score and make it to the GM Hall of Fame. GMs have 20 years to earn profits, win some Stanley Cups, and build a Dynasty.

## EXPERIENCE POINTS

GMs receive experience points for their actions and their team's performance. Many of the points are handed out at the beginning of the off-season based on their GM ranking. GMs earn experience points based on their rankings in: profit, attendance, team winning percent, playoff performance, trading, and more. The higher the rank, the more bonus experience points you earn.



## UPGRADES

For every 100 experience points a GM earns, he earns an upgrade. Upgrades allow GMs to hire new staff and build new facilities. Upgrades also improve your players and increase profits. When you earn an upgrade, you also receive a gift from the team owners.

## BUILDING YOUR DYNASTY

There are three ways to advance through the season:

### PLAY NEXT GAME

Choose this option to play the next game on your schedule. Other games in the league before this date are simulated.

### NEXT DAY

Press the **START** button to go to the next day. This sims all games and practices and takes you to the next morning.

### SIM TO DATE

Press the **○** button on any day on the calendar and you can sim to that day. Press the **○** button on the day that you are currently on to sim that day.

## PRACTICES

Schedule practices to get your team back in shape for the season.

### TO SCHEDULE A PRACTICE:

1. From the Calendar at the Dynasty Central menu, press the D-button to highlight the day you want to schedule and press the **⊗** button. The Set Practice Type menu appears.
2. Press the D-button **↕** to highlight the type of practice you want to schedule.



**TIP:** The type of practice you schedule affects the team's performance on the following day.

## MORALE

All players on your team have a morale rating that starts at 100. Morale goes down if players don't get the ice time they want, your team loses a bunch of games in a row, your team's locker room rating is low, or if you have too many long practices. View player morale on the Progress Reports screen. When morale goes down, player attributes go down.

## PRESTIGE PLAYERS

Players rated 96 and above are considered high prestige players or superstars. Players rated 90 and above are considered prestige players or stars. Having these players on your team raises revenue through higher TV contracts and higher attendance. However, stars and superstars want lots of ice time, so watch their morale. Also, superstars cost lots of money, so watch your profit margins. View how many stars and superstars you have on the Contracts screen.

## TV CONTRACTS

A TV contract is already in place for the first season. Starting in the second season, you are offered a contract based on your previous year's playoff performance and the number of prestige and high prestige players on your team.

## **GM'S OFFICE**

### **MANAGE ROSTER**

View contracts/Move players, renegotiate Contracts, Trade Players, and sign Free Agents.

### **UPGRADES**

Use upgrade points to improve your staff in the following areas: Scouting, Medical, Coaching, Marketing, and Legal. Or apply them to your facilities: Equipment Room, Team Travel, Team Gym, Practice Rink, and Locker Room.

### **FINANCES**

Set Ticket Prices, Playoff Ticket Prices, view Next Game Attendance, Average Attendance, and more. Review your Team Salary, Staff Salary, Facility Expenses, and Operating Cost.

### **GM RANKINGS**

See how your GM ranks compared to other GMs in the league. GMs are awarded bonus experience points based on their end of season ranking.

### **PROGRESS REPORTS**

Check out how your players are doing at Home and Away and see how their morale is holding. This screen shows the adjusted attributes of your players after practices, morale, and upgrades are taken into account.

### **SCOUTING REPORTS**

See who the upcoming talent is. Hire more scouts on the Upgrade screen to see more rookie attributes.

### **OFFICE REWARDS**

Get some new gear for your office. Change your art, computer, couch, and more. You get a new item for each 100 experience points you earn.

## **COACHING OPTIONS**

### **EDIT LINES**

Edit your team's offensive and defensive lines.

### **JERSEY NUMBERS**

Change player jersey numbers and set the captains on your team.

### **LEAGUE SCHEDULE**

Look at all of the games scheduled for the year.

## **STATS CENTRAL**

### **TEAM STANDINGS**

Look at how the all the NHL teams are ranked against one another.

### **TEAM STATS-SEASON**

Look at each teams stats for the Season

### **PLAYER STATS-SEASON**

Look at each individual player stats for the Season.

### **AWARDS**

Look at the individual player awards.

## **RULES & OPTIONS**

For information on Rules & Options, > p. 26.

### **CONFIGURE CONTROLLER**

Change your controller configuration.



## OFF-SEASON

After the Stanley Cup Finals are complete, it's time for the off-season. The first task of a GM is to draft some rookies. On June 11<sup>th</sup> of every year, you participate in the NHL Entry Draft.

### NHL<sup>®</sup> ENTRY DRAFT

Sim to June 11th or beyond to participate in the draft.

#### TO DRAFT PLAYERS:

1. At the NHL Entry Draft screen, press the **START** button to begin the draft.
2. When it is your turn to draft, press the **X** button to go to the Scouting Report screen.
3. Press the D-button to scroll through the list of players and press the **□** button to toggle between skaters and goalies.
4. Press the **START** button to draft the player you want.
5. Continue this process until all five rounds are complete.
- If you want the CPU to draft for you, press the **START** button when it is your turn to draft.
6. Press the **START** button again at the end of the draft to exit to Dynasty Central.

### FREE AGENTS

Free agents can be signed during the season and during the month of July.

#### TO SIGN FREE AGENTS:

1. From the GM Office, select **MANAGE ROSTER**. Then, choose **FREE AGENTS**.
2. Press the D-button or left analog stick **↕** to find a free agent that you want and press the **X** button to offer a contract. The Contract Offer screen appears.
3. Press the D-button or left analog stick to change the salary and the number of years and then press the **X** button again to offer the deal.
4. The player accepts or rejects your offer.
- ❖ You can submit offers to a player as many times as you like.



# OTHER GAME MODES

In addition to online, Dynasty Mode, and Play Now, there are four other game modes for you to master.

## EXHIBITION

This game mode pits one team against another with nothing at stake except pride.

### TO BEGIN AN EXHIBITION GAME:

1. From the Main menu, choose GAME MODES. The Game Modes menu appears.
2. Highlight EXHIBITION and press the **X** button. The Choose Teams screen appears.
3. Continue as you would in a Play Now game (> p. 9).

## SEASON

Put your team through a grueling 29-, 58-, or **82**-game season.

### TO BEGIN A SEASON:

1. From the Main menu, choose GAME MODES. The Game Modes menu appears.
2. Highlight SEASON and press the **X** button. An overlay appears.
3. Choose NEW to start a new Season. The Season Setup screen appears.

## SEASON SETUP MENU

Most of the topics at the Season Setup menu are self-explanatory. Those that require more explanation are listed below.

### STARTING ROSTERS

Select **CURRENT** to use the rosters last saved. When set to FANTASY DRAFT, you go through a fantasy draft, allowing you to assemble your dream team. DEFAULT rosters are the rosters that *NHL 2004* shipped with.

### OT LOSS

When set to 0 Pts, no points are allotted for an overtime loss. When set to **1 Pt**, each team gets one point.

### TIE BREAK

Choose how a tie game is decided: CONTINUOUS OT, SHOOTOUT, 5 MIN. THEN SHOOTOUT, **SINGLE OT (4 ON 4)**, SINGLE OT (5 ON 5) or NO OVERTIME.

### HERO RATING

Toggle ON/OFF.

### ARENA TYPE

When set to AUTO, the home team determines the rink type. Or choose **NHL** or International to predetermine the arena type.

### PENALTIES

Move the slider toward the right to increase the likelihood of penalties being called. Move it to the left to decrease the likelihood.





## FIGHTING

Move the slider toward the right to increase the likelihood of fights. Move it to the left to decrease the likelihood.

## OFFSIDE

Determine whether or not Offsides violations are called. The default is **ON**.

## ICING

Determine whether or not Icing violations are called. The default is **ON**.

## 2 LINE PASS

Determine whether or not 2 Line Pass violations are called. The default is **ON**.

## CPU TRADING

Toggle CPU initiated trades **ON/OFF**.

## INJURIES

Toggle injuries **ON/OFF**.

## PLAYOFF TIE BREAK

Choose how a tie game is decided: **CONTINUOUS OT**, **SHOOTOUT**, or **5 MIN. THEN SHOOTOUT**.

## LINE CHANGES

Toggle automatic line changes **MANUAL/OFF/AUTO**.

➔ After you've adjusted your Season settings, highlight **DONE** and press the **X** button to advance to the Select Team screen and then continue as you would in a Dynasty Mode game (> p. 16).

## PLAYOFFS

See if you can handle the pressure and excitement of the postseason. You set the teams, the rules, and the Playoff structure.

### TO BEGIN A PLAYOFF GAME:

1. From the Main menu, choose **GAME MODES**. The Game Modes menu appears.
2. Highlight **PLAYOFFS** and press the **X** button. An overlay appears.
3. Choose **NEW** to start a new playoff game (series). The Playoff Setup screen appears.

## PLAYOFF SETUP MENU

The Playoff Setup menu is similar to the Season Setup menu.

- ➔ Adjust your Playoff settings as you would adjust your Season settings (> p. 20).
- ➔ After you've adjusted your Playoff settings, highlight **DONE** and press the **X** button to advance to the Select Team screen and then continue as you would in a Dynasty Mode game (> p. 16).

## TOURNAMENT

You invite the teams. You set the rules and determine the tournament structure. Set up and play an 8- or **16**-team tournament and see if you really do rule the rink.

- ➔ Setting up a Tournament is very much like setting up a Season. Follow the instructions for setting up a Season on p. 20.

# ELITE LEAGUES

*NHL 2004* now gives you a chance to go a whole season with a team from three of the top elite leagues. Choose from the Elitserien (Sweden), SM-Liiga (Finland), and DEL (Germany) leagues. With Elite Leagues you have 39 additional teams to play as or against, all with their unique jerseys, traditions, and chants, specific to their league. In the SM-Liiga league, the top goal scorer of each team wears a Golden Helmet.

International rules govern gameplay, instead of NHL rules (e.g., 2-Line passes are permitted). League-specific rules are also enforced. For example, in the SM-Liiga league, there is no overtime in regular season games. However, in the DEL league, no game ever ends in a tie.

➔ Set up an Elite League game as you would set up a Season (> p. 20).

## MY NHL®

From creating a player to creating a world-class team, this section lets you play *NHL 2004* the way you want to play it.

### CREATE PLAYER

From his skates to his stick, you determine the make up of your created player.

#### TO CREATE A PLAYER:

1. From the My NHL menu, choose CREATE PLAYER. The New/Edit screen appears.
2. Choose NEW and press the **X** button. The Player Information screen appears.
  - ➔ Press the **X** button to enter your player's name and birthplace. The Text Entry overlay appears.
  - ➔ To choose a play-by-play name and country, highlight the information you want to set and press the **X** button. Your options are displayed on the right half of the screen. Press the left analog stick or the D-button **↑** until your choice is highlighted and then press the **X** button.
  - ➔ To enter your player's birth date, highlight DAY and press the left analog stick or the D-button **↔** until the desired date appears. Repeat this process for Month and Year.
  - ➔ Press the left analog stick or the D-button **↑** to adjust all the information this way, and then highlight CONTINUE and press the **X** button. The Player Appearance screen appears.

### PLAYER APPEARANCE SCREEN

Adjust your player's head and face, height, weight, helmet, visor, stick, and skates.

- ➔ Press the right analog stick **↑** to zoom in/out.
- ➔ Press the right analog stick **↔** to rotate the player model.
- ➔ When you finish editing your player's appearance, highlight CONTINUE and press the **X** button to advance to the Player Ratings screen.





## PLAYER RATINGS SCREEN

### TO ADJUST YOUR PLAYER RATINGS:

1. Press the left analog stick or the D-button  $\updownarrow$  to highlight the rating you want to adjust and then press the left analog stick or the D-button  $\leftrightarrow$  to cycle through the ratings.
2. For player ratings, move the sliders to the right to increase these attributes or to the left to decrease them.
- Press the  $\blacksquare$  button to access the Player Hockey Sense ratings. Move the sliders to adjust the following attributes: Fighter, Offense/Defense, Potential, Pass/Shoot, Pass/Carry, Resist Injury, and Resist Penalties.
3. When you're done adjusting your player's ratings, press the **START** button.
- ❖ Adjusting a player's ratings affects his salary. A more skilled player earns a larger salary.

## CUSTOM TEAMS

Create a team name, select your jerseys, name your stadium, and then put the finishing touches on your team by staffing it with the top players from all leagues.

### TO CREATE A CUSTOM TEAM:




1. From the My NHL menu, choose CUSTOM TEAMS. The New/Edit screen appears.
2. Choose NEW and press the  $\otimes$  button. The Team Information screen appears.
3. Enter your team information the same way you would enter player information ( $\triangleright$  p. 22). When you're finished, highlight CONTINUE press the  $\otimes$  button or press the **START** button to advance to the Team Appearance screen.
4. Adjust your team's appearance in the way you would adjust your player's appearance ( $\triangleright$  p. 22). When you're finished, highlight CONTINUE press the  $\otimes$  button, or press the **START** button to advance to the Team Arena screen.
5. Adjust the information for your team's arena the way you adjusted your team's appearance, and then highlight CONTINUE and press the  $\otimes$  button, or press the **START** button to advance to the Choose Players screen.
6. Press the left analog stick or the D-button  $\updownarrow$  to highlight a player to add to your team and then press the  $\otimes$  button.
  - ❖ To cycle between teams, press the **R1** button or the **L1** button.
  - ❖ You must have at least two goalies and 18 skaters on your team.
7. When you've finished adding players to your team, press the **START** button to confirm. An overlay appears and prompts you to press the  $\otimes$  button to return to the Custom Team menu.
- Your custom team can be used in all modes of play except online. To use your custom team in Season or Dynasty mode, you must replace an existing NHL team with your custom team.

## GM HALL OF FAME

The GM Hall of Fame ranks the top 10 GMs and lists their Team, Experience points, number of Stanley Cups won, and their overall GM score.

## MY FAVORITE TEAM

The first time you start *NHL 2004* with a memory card, the My Favorite Team overlay appears. This team is then used as the default team for Play Now, Dynasty, and Exhibition modes. Your favorite team is also featured in the menu artwork and is your default team for rosters and create-a-player.

- ➔ Press the left analog stick or the D-button  until your team is highlighted and then press the  button.
- ➔ If you don't want to set a favorite team, choose DEFAULT and then press the  button.

## EA SPORTS™ BIO

EA SPORTS Bio is a feature designed to reward you for playing EA SPORTS titles. Your EA SPORTS Bio, a file shared between all EA SPORTS games via your memory card, is a résumé that tracks key accomplishments and time spent playing different titles in the EA SPORTS lineup.

- ❖ The first time you select EA SPORTS BIO from the My NHL screen, with a memory card in MEMORY CARD slot 1, you are prompted to create an EA SPORTS Bio. You are also prompted when you complete accomplishments or reach a new gamer level.

## EA SPORTS™ GAMER LEVELS

When you first create your EA SPORTS Bio, you start out as a Level One gamer. There are multiple ways that you can earn credit toward a promotion to the next level.

### EA SPORTS TITLES PLAYED

Every EA SPORTS title you add to your EA SPORTS résumé gets you more credit toward the next level gamer. Play more products, earn a higher level rating—it's as easy as that.

### GAME TIME

Finally you get recognized for all the time you put in on EA SPORTS titles and get rewarded for your loyalty and devotion. Does it get any better than this? The more time you put in, the faster you rise to the next level.

### NUMBER OF GAMES PLAYED

Every game you play and complete gives you credit toward the next level. In addition, winning games gives you additional bonus points toward your level.

### REWARDS

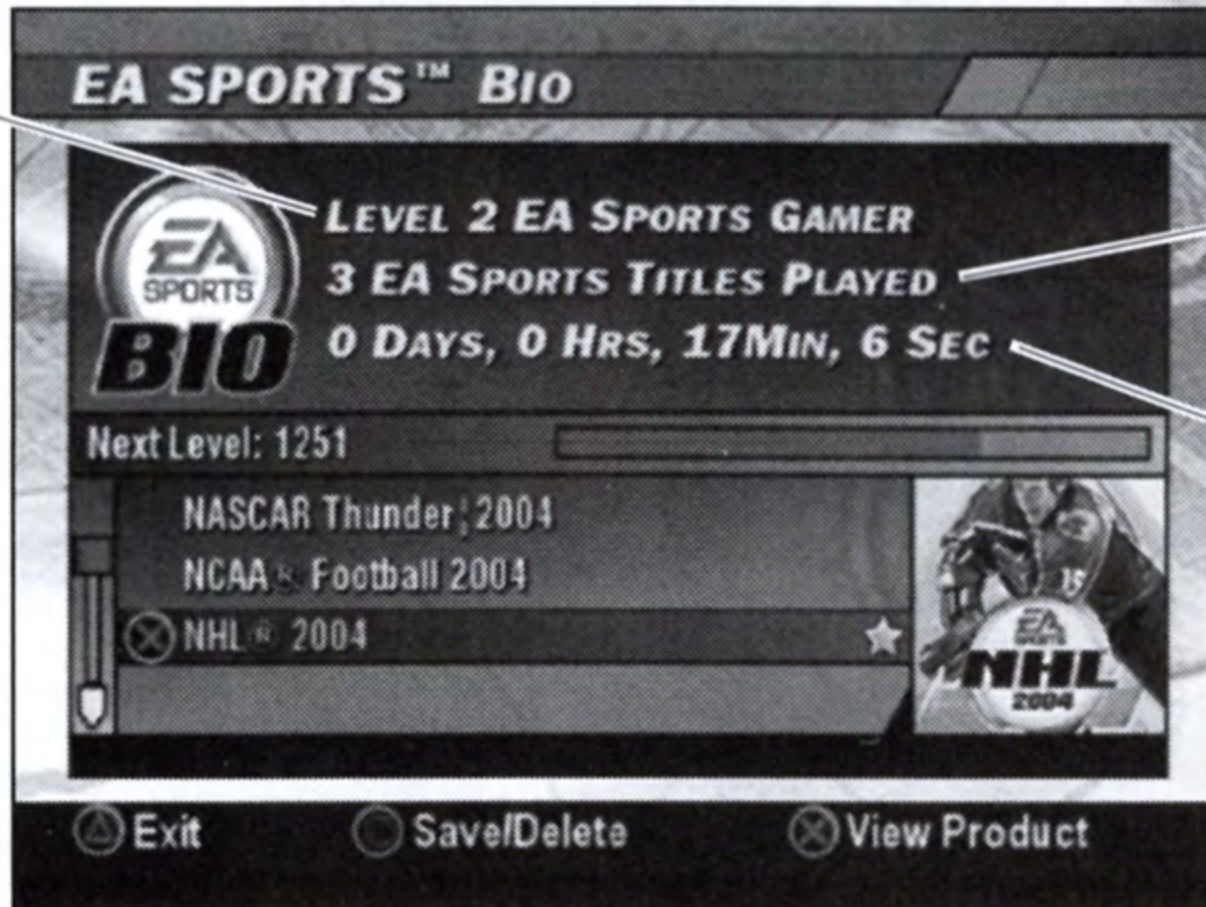
When you reach a new level, you may unlock a game-specific reward. Some rewards are bigger than others; it all depends on the level you achieve.

- ❖ A level increase potentially unlocks rewards for all EA SPORTS titles in your Bio, regardless of which title the level was achieved while playing.



## PRODUCT LISTING SCREEN

Your gamer level is based on the number of EA SPORTS titles played, hours logged, and your accomplishments



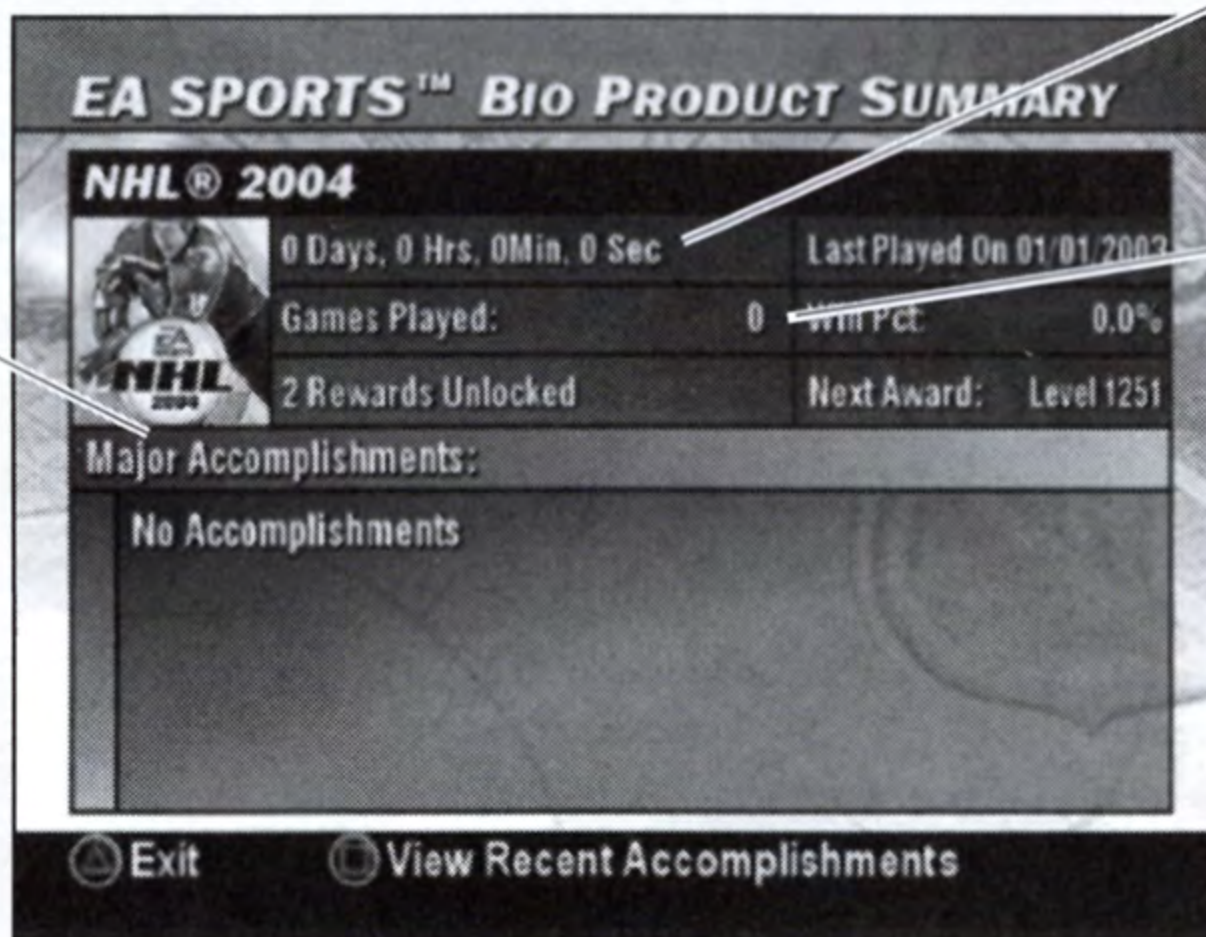
Number of *all* EA SPORTS titles played

Total combined hours logged for each EA SPORTS title included in your Bio

Press the **○** button to delete your entire EA SPORTS Bio.

## PRODUCT SUMMARY SCREEN

Toggle Major and Recent Accomplishments



Total time spent playing the selected title

Number of games played for this title

## ACCOMPLISHMENTS

In each EA SPORTS game, there are certain accomplishments you can achieve. These accomplishments vary by title. When you achieve an accomplishment, a prompt appears asking if you want to save this accomplishment to your EA SPORTS Bio.

### MAJOR ACCOMPLISHMENTS

This list shows the five highest-ranking accomplishments.

### RECENT ACCOMPLISHMENTS

This list shows the most recent accomplishments, sorted by date.

**NOTE:** NHL 2004 only supports the EA SPORTS Bio in MEMORY CARD slot 1.

# RULES & OPTIONS

Adjust all of the rules and settings governing your experience on the ice, from turning off various infractions to determining if the final moments of a pivotal game trigger a player to become a hero.

## RULES

Some of the items on the Rules screen are self-explanatory or were already described under Quick Settings (> p. 9). Those that require more explanation are listed below.

### PENALTIES

Move the slider toward the right to increase the likelihood of penalties being called.

### FIGHTING

Decide how often a fight breaks out.

### OFFSIDE

Determine whether or not the referees call offsides. A player is offside when he crosses over the other team's blue line before the puck does. Default is **OFF**.

### ICING

Determine whether or not the referees call icing. Icing occurs when a player hits the puck from his own half of the ice beyond the other team's goal line and an opposing player touches the puck. Default is **OFF**.

### 2 LINE PASS

Determine whether or not the referees call a two line pass infraction. This penalty occurs when a player passes the puck over at least two lines (a blue line plus the red line) to a teammate. Default is **OFF**.

### INJURIES

When ON, players can be injured. Default is **OFF**.

### HEROES

When ON, certain players become heroes in the last minutes of a close game, overtime, the playoffs, or Medal Rounds of a tournament.

### RINK TYPE

When set to **AUTO**, the home team determines the rink type. Or choose NHL or International to predetermine the arena type.

### TIE BREAK

Choose how a tie game is decided: **CONTINUOUS OT**, **SHOOTOUT**, **OT AND SHOOTOUT**, **SINGLE OT (4 ON 4)**, or **SINGLE OT (5 ON 5)**.





## SETTINGS

Set up the game the way you want to play it. Adjust gameplay, display, and sound settings.

### GAMEPLAY SETTINGS

**NOTE:** Press the **R1** button and the **L1** button to cycle through the Gameplay Settings sub-menus.

#### BASIC

##### SKILL LEVEL

Choose one of four skill levels: BEGINNER, **EASY**, MEDIUM, or DIFFICULT.

##### GAME SPEED

Use the slider to increase or decrease the game speed.

##### PUCK CONTROL

Use the slider to make the puck easier or harder to control.

##### FATIGUE EFFECT

Move the slider to change the effects of fatigue.

##### INJURIES

Move the slider to change the likelihood of injuries.

##### FIGHTING DIFFICULTY

Move the slider to change the difficulty of fighting.

#### SKATING

##### SPEED BURST

Adjust the percent of your player's speed burst. The higher the value, the more power his speed burst has.

##### FATIGUE RECOVERY

Determine how quickly your players recover from fatigue.

##### PLAYER ACCELERATION

How fast the player accelerates from a standing position.

#### CHECKING

##### HITTING POWER

Adjust the power of players' hits.

##### HITTING DIFFICULTY

Move the slider to adjust difficulty of lining up a body check and hitting an opponent.

##### BRUISE CONTROL™

Move the slider to the left/right to decrease/increase the effectiveness of Bruise Control™.

##### AGGRESSION

Set the level of aggressiveness.

##### STICK CHECK

Determine how effective players are at checking.

##### EFFECTIVENESS

#### PASS-SHOOT

##### SHOT ACCURACY

Adjust the accuracy of shots.

##### SHOT POWER

Adjust the power of shots.

##### PASS ASSIST

Determine how much AI assistance you have when making a pass. Higher is more assistance and lower is less assistance.

##### PASS SPEED

Adjust the speed of flat passes.

##### SAUCER PASS SPEED

Adjust the speed of saucer or flip passes.

##### PASS INTERCEPTION

Determine the frequency of interceptions.

##### AI PASS FREQUENCY

Determine how often the CPU-controlled players pass.

##### DUMP SPEED

How fast the puck moves when dumping the puck.

##### DUMP HEIGHT

How high the puck can go when dumping the puck.

## PHYSICS

### PUCK FRICTION

Adjust the amount of puck friction. Raising the friction level will cause the puck to slow down at a faster rate.

### GLASS BREAKING

Determines the frequency the glass will break.

### PUCK ELASTICITY

Determine the elasticity of the puck. The higher the value, the more "bouncy" the puck is.

### PUCK GRAVITY

How long the puck will stay in the air.

### DEFENSE

### SHOT BLOCKING

How likely a CPU player will attempt to block a shot.

### HOOK EFFECTIVENESS

The chance of a hook being successful.

## DISPLAY SETTINGS

### CAMERA VIEW

Select ACTION, **ICE**, CLASSIC, OVERHEAD, LIVE, or BROADCAST.

### AUTO ZOOM

Turn camera Auto Zoom **ON/OFF**.

### CAMERA PERSPECTIVE

Change the Camera View, toggle Autozoom **ON/OFF**, toggle Camera View to **ALTERNATING**, ALWAYS UP or ALWAYS DOWN.

**NOTE:** Camera Perspective only affects the direction of the Home team.

### SCORE OVERLAY

Toggle **ON** to show the score on-screen.

### CONTROL INDICATOR

Select whether players are identified by POSITION, or toggle OFF to turn off player identification. Default is **ON**.

## SOUND SETTINGS

### AUDIO

Choose between **STEREO**, DOLBY™ PRO LOGIC II, or MONO.

### ON-ICE SOUND

Toggle on-ice sound **ON/OFF**.

- ❖ Move the sliders to change the volumes for Commentary, Music, SFX, Crowd, and Rink Speech.





## ROSTERS

All of the roster options listed below can be accessed by choosing ROSTERS from the Rules & Options menu.

### ROSTER MANAGEMENT

#### TO MOVE A PLAYER TO ANOTHER TEAM:

1. From the Rosters menu, choose ROSTER MANAGEMENT. The Roster Management screen appears.
2. Press the **L1** button or the **R1** button until the team from which you want to move a player is displayed.
3. Press the left analog stick or the D-button  $\updownarrow$  to highlight the player you want to move.
4. Press the  $\odot$  button to switch sides and then press the **R1** button or the **L1** button to choose the team to which you want to move a player.
5. Press the  $\odot$  button to switch sides, then press the  $\otimes$  button to complete the move. A pop-up appears asking you to confirm that you want to make this move, choose YES and press the  $\otimes$  button.

### EDIT LINES

Rearrange your lines to incorporate new talent, maximize a hot streak, or work around an injured player.

#### TO EDIT YOUR LINES:

1. From the Rosters menu, choose EDIT LINES. The Edit Lines menu appears.
  2. Press the **R1** button or the **L1** button to cycle through the teams until you find the team whose line(s) you want to edit.
  3. Press the left analog stick or the D-button  $\leftrightarrow$  to cycle through the lines until the line you want to edit is displayed.
  4. Press the left analog stick or the D-button  $\updownarrow$  to highlight the player you want to remove from the line and press the  $\otimes$  button. An overlay appears on the right side.
  5. Press the left analog stick or the D-button  $\updownarrow$  to highlight the player you want to move into the vacated spot and press the  $\otimes$  button.
- $\rightarrow$  To auto-set a team's lines to Best Lines, press the  $\blacksquare$  button.
- $\rightarrow$  To view a player's stats highlight the player whose stats you wish to view and press the **L2** button.

### JERSEY NUMBERS

#### TO CHANGE A PLAYER'S JERSEY NUMBER:

1. From the Rosters menu, choose JERSEY NUMBERS. The Jerseys screen appears.
  2. Press the **L1** button or the **R1** button to find the player's team.
  3. Press the left analog stick or the D-button  $\updownarrow$  until the player is highlighted and then press the  $\otimes$  button. The player's current number is highlighted with a yellow box.
  4. Press the left analog stick or the D-button until the number you wish to change the player's number to is highlighted and then press the  $\otimes$  button.
  5. Press the  $\triangle$  button to return to the Main menu when you're finished.
- $\rightarrow$  Press the  $\blacksquare$  button on the Jersey Numbers screen to bring up an overlay and change captains.

# STATS CENTRAL

View team and player stats for a season or for playoffs. The table below lists the abbreviations for team, player, and goalie stats.

<b>TEAM</b>		<b>PLAYER</b>		<b>GOALIE</b>	
<b>GP</b>	Games Played	<b>GP</b>	Games Played	<b>GP</b>	Games Played
<b>W</b>	Wins	<b>G</b>	Goals	<b>GAA</b>	Goals Against Average
<b>L</b>	Losses	<b>A</b>	Assists	<b>W</b>	Wins
<b>T</b>	Ties	<b>PTS</b>	Points	<b>L</b>	Losses
<b>OTL</b>	Overtime Loss	<b>PIMS</b>	Penalties in Minutes	<b>T</b>	Ties
<b>PTS</b>	Points	<b>+/-</b>	Goal differential while the player is on the ice, excluding power play goals.	<b>GA</b>	Goals Against
<b>W%</b>	Winning Percentage	<b>PPG</b>	Power Play Goals	<b>S%</b>	Save Percentage
<b>GF</b>	Goals For	<b>SHG</b>	Short-Handed Goals	<b>SA</b>	Saves
<b>GA</b>	Goals Against	<b>GWG</b>	Game-Winning Goals	<b>SO</b>	Shutouts
<b>PPG</b>	Power Play Goals For	<b>GTG</b>	Game tying goals	<b>MIN</b>	Total Minutes Played
<b>TPP</b>	Total Power Plays	<b>S</b>	Shots	<b>PIMS</b>	Penalties In Minutes
<b>PP%</b>	Power Play Percentage	<b>S%</b>	Shooting percentage	<b>G</b>	Goals
<b>SHA</b>	Short Handed Goals Against	<b>FOW</b>	Face Offs Won	<b>A</b>	Assists
<b>PPA</b>	Power Play Goals Against	<b>FOT</b>	Face Offs Taken	<b>PTS</b>	Points
<b>TSH</b>	Times Short Handed	<b>Hits</b>	Hits	<b>HT</b>	Height
<b>PK%</b>	Penalty Killing Percentage	<b>GV</b>	Giveaways	<b>WT</b>	Weight
<b>SHGF</b>	Short Handed Goals For	<b>TK</b>	Takeaways	<b>GLV</b>	Glove Hand
		<b>MIN</b>	Total Minutes Played		
		<b>HT</b>	Height		
		<b>WT</b>	Weight		
		<b>SHT</b>	Shoots		





## TEAM STATS

You can view Team Stats for an entire season or for just the playoffs.

### TO VIEW TEAM STATS:

1. From the Rules & Options menu, choose STATS CENTRAL. The Statistics screen appears.
  2. Highlight TEAM STATS–SEASON or TEAM STATS–PLAYOFFS. The Team Stats screen appears.
- Press the D-button ⇄ to view off-screen stats.
  - To re-sort the displayed stats, press the D-button ⇄ and highlight the column by which you want the stats sorted and then press the ⓧ button.

## PLAYER STATS

View Player Stats for the season or for the playoffs.

### TO VIEW PLAYER STATS:

1. From the Rules & Options menu, choose STATS CENTRAL. The Statistics screen appears.
  2. Choose PLAYER STATS–SEASON or PLAYER STATS–PLAYOFFS. The Player Stats screen appears.
- Press the ▣ button to toggle between Season/Playoff and Career stats.
  - Press the ● button to cycle through the categories of players displayed, including Skaters, Forwards, Defensemen, Goalies, Rookie Skaters, Rookie Forwards, Rookie Defensemen, and Rookie Goalies.
  - Press the L1 button or the R1 button to change the team(s) displayed.
  - To resort the displayed stats, press the D-button ⇄ and highlight the column by which you want the stats sorted and then press the ⓧ button.



## CONFIGURE CONTROLLER

### TO CONFIGURE YOUR CONTROLLER:

1. From the Rules & Options menu, choose CONFIGURE CONTROLLER. The Controller Configuration [1] screen appears.
  2. Press the D-button ⇅ to select a button for which you want to change the control.
  3. Press the D-button ⇄ to cycle through the options for that button. When the controls are configured to your liking, press the ⓧ button to accept your changes.
- To switch between “with puck” and “without puck” controls, press the ● button.
  - Press the L1 button to toggle vibration ON/OFF.
  - Press the R1 button to return the controls to the default setting.
  - To alter more advanced controls, press the ▣ button.



## SAVE/LOAD SETTINGS

### TO SAVE YOUR SETTINGS:

1. From the Rules & Options menu, choose SAVE/LOAD SETTINGS. The Save screen appears.
2. Press the D-button  to highlight the file you want to save, and then press the  button.

**NOTE:** Never insert or remove a memory card when loading or saving files.

### TO LOAD YOUR SETTINGS:

1. From the Rules & Options menu, choose SAVE/LOAD SETTINGS.
2. Choose LOAD. The Load screen appears.
3. Press the D-button  to highlight the file you want to load, and then press the  button.

## EA SPORTS™ EXTRAS

Take a look at what's new in this year's game, review NHL strategies with Canucks Head Coach Marc Crawford, polish your game at the NHL Training Camp by watching the tutorial videos, view the *NHL 2004* game credits, and get a sneak peek at what's coming from EA SPORTS.

### TRAINING CAMP

Get yourself hockey-educated by watching these tutorial videos.

- ❖ Strategically Speaking
- ❖ A Lesson in Offense
- ❖ Win with Defense

### STRATEGIES WITH MARC CRAWFORD

Learn the nuances of strategy selection with Canucks Head Coach Marc Crawford. Crawford leads you through strategies for Offense, Defense, Powerplays, and Penalty Killing.

### CREDITS

See who had a hand in creating *NHL 2004*.

### SEASON PREVIEW™

Take a look at what EA SPORTS has for you this season.



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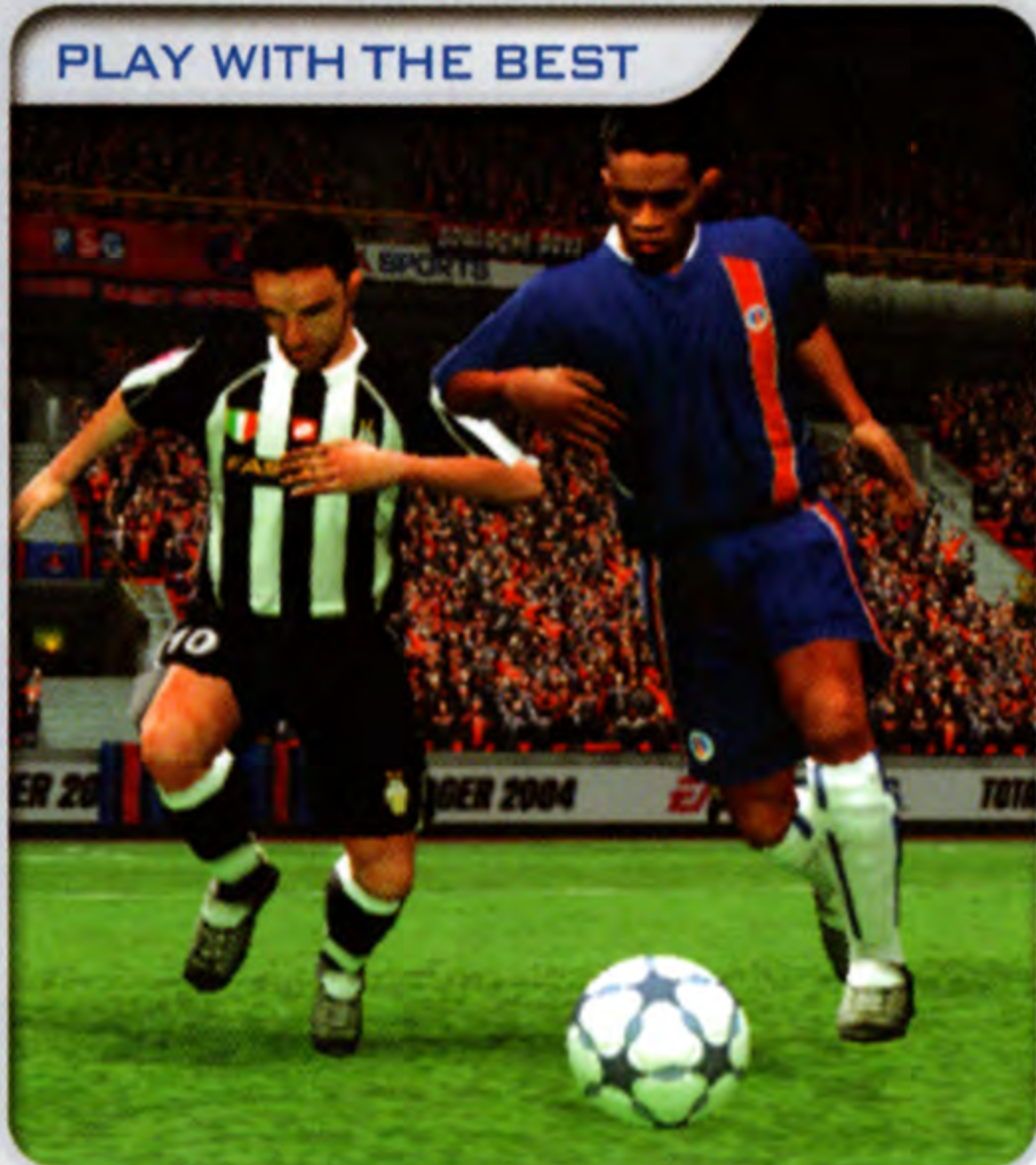
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