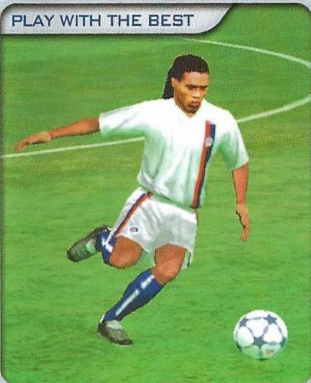


AVAILABLE FALL 2003

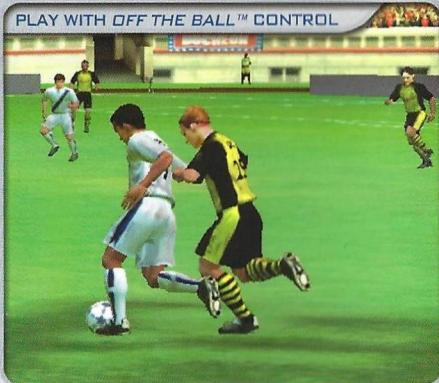
CHALLENGE THE WORLD'S GREATEST TEAMS



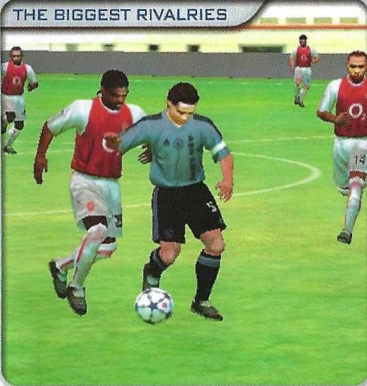
PLAY WITH THE BEST



PLAY WITH OFF THE BALL™ CONTROL



THE BIGGEST RIVALRIES



FEATURES

▶ TAKE IT TO THE NEXT LEVEL

Play the entire game with *Off the Ball™* Control, a revolutionary gameplay feature that allows you to jostle for space, lose your marker, and control the player receiving a pass.

▶ BE THE ULTIMATE PLAYER-MANAGER

Manage budgets, promote and relegate players, and guide your franchise to the Championship season after season in Career mode.

▶ CHALLENGE THE WORLD

The only game with 18 licensed leagues—featuring the best teams from around the world, plus the Americas Club Championship with all-new licensed teams from Latin America.

▶ NEW EA SPORTS™ BIO

Unlock special rewards in *FIFA Soccer 2004* by playing multiple titles including *Madden NFL 2004*, *NBA LIVE 2004*, and more.



Electronic Arts Inc.
209 Redwood Shores Parkway
Redwood City, CA 94065

1471305
PRINTED IN USA

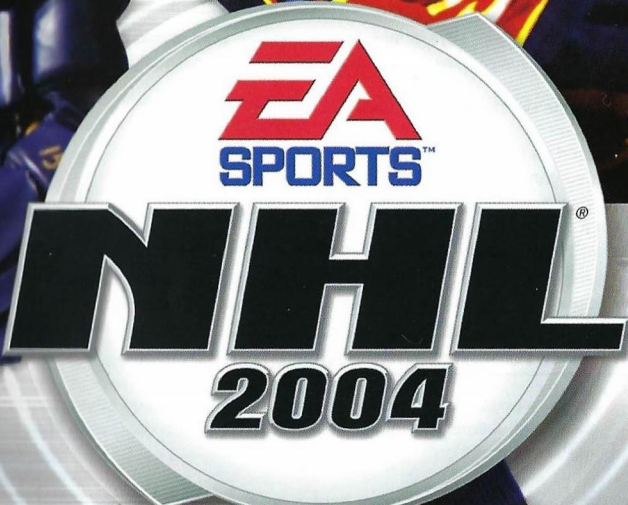
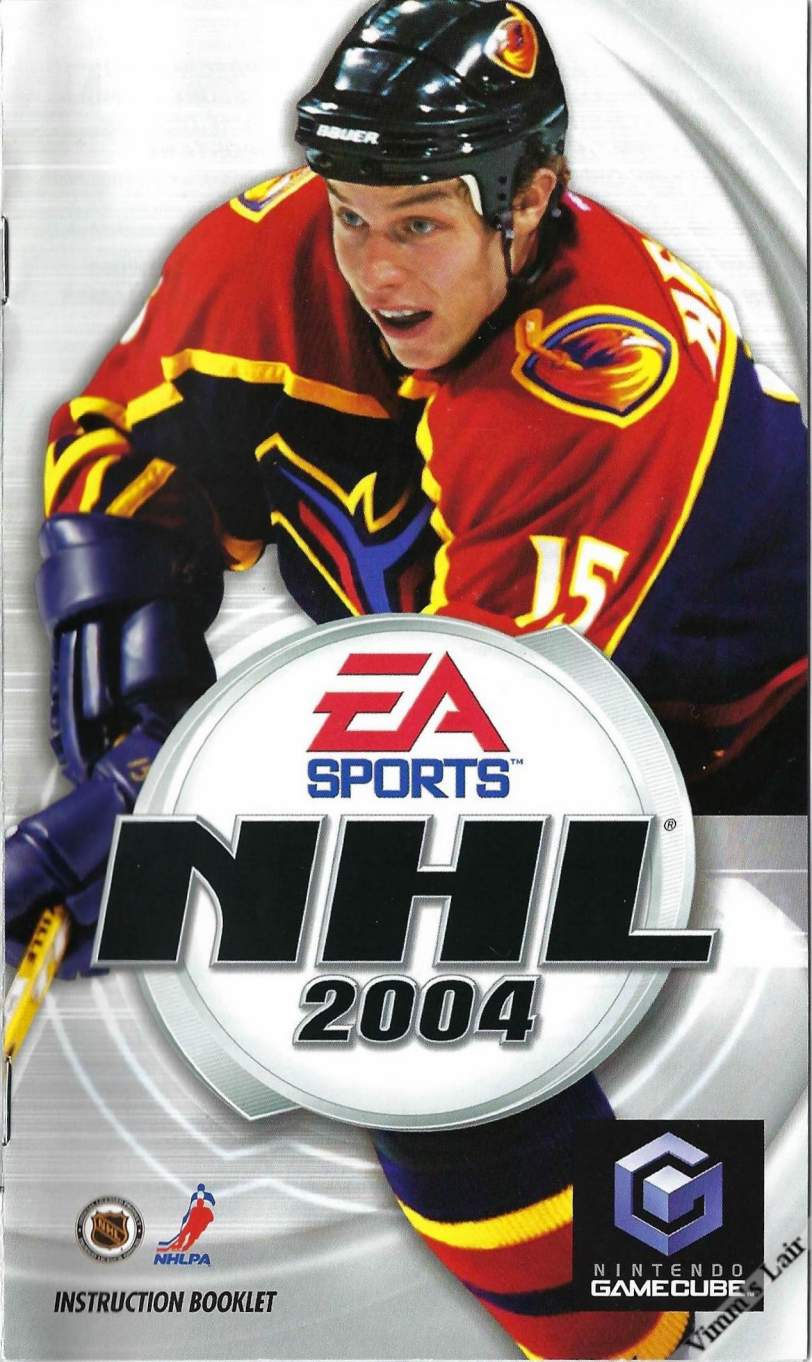
© 2003 Electronic Arts Inc. Electronic Arts, EA SPORTS, the EA SPORTS logo and Off the Ball are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. Official FIFA licensed product. The FIFA Logo © 1977 FIFA TM. Manufactured under license by Electronic Arts Inc. Player names and likenesses used under license from The International Federation of Professional Footballers ("FIFPro"), national teams, clubs, and/or leagues. © 2003 M.L.S. M.L.S., the M.L.S. logo, Major League Soccer and M.L.S. team identifications are proprietary rights of Major League Soccer LLC. All rights reserved. All sponsored products, company names, brand names and logos are the property of their respective owners. All other trademarks are the property of their respective owners. EA SPORTS™ is an Electronic Arts™ brand.



INSTRUCTION BOOKLET



Vimm's Lair



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.



THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.



LICENSED BY



NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

TABLE OF CONTENTS



GETTING STARTED.....	4
COMMAND REFERENCE.....	5
BASIC CONTROLS.....	6
COMPLETE CONTROLS	7
SETTING UP THE GAME.....	9
MAIN MENU.....	9
GAME SCREEN.....	9
PLAY NOW.....	11
ON THE ICE	12
PAUSE MENU.....	12
STRATEGIES	12
DYNASTY MODE™	13
GM'S OFFICE	15
OFF-SEASON	16
OTHER GAME MODES.....	17
EXHIBITION	17
SEASON	17
PLAYOFFS.....	18
TOURNAMENT	18
ELITE LEAGUES	19
MY NHL®	19
CREATE PLAYER.....	19
CUSTOM TEAMS.....	21
GM HALL OF FAME.....	22
MY FAVORITE TEAM.....	22
EA SPORTS™ BIO	22
RULES & OPTIONS.....	24
RULES.....	24
SETTINGS.....	25
ROSTERS.....	27
STATS CENTRAL	29
CONFIGURE CONTROLLER.....	31
SAVE/LOAD SETTINGS.....	31
EA SPORTS™ EXTRAS	32
LIMITED 90-DAY WARRANTY.....	33

Vitamin's Lair

GETTING STARTED

NINTENDO GAMECUBE™



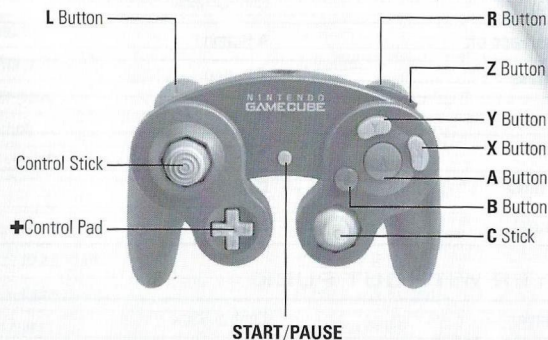
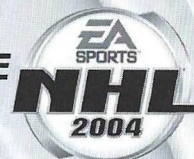
1. Turn OFF the Nintendo GameCube™ by pressing the POWER Button.
2. Make sure a Nintendo GameCube™ Controller is plugged into the Nintendo GameCube™ Controller Socket 1.
3. Press the OPEN Button to open the Disc Cover then insert the *NHL® 2004* Nintendo GameCube™ Game Disc into the Optical Disc Drive. Close the Disc Cover.
4. Press the POWER Button to turn ON the Nintendo GameCube™ and proceed to the *NHL 2004* title screen. If you can't proceed to the title screen, begin again at step 1.
5. At the *NHL 2004* title screen, press **START/PAUSE** to advance to the Main menu (> p. 9).



For more information on *NHL 2004* and other EA SPORTS™ titles, visit EA SPORTS on the Web at www.easports.com.

COMMAND REFERENCE

NINTENDO GAMECUBE™ CONTROLLER CONFIGURATIONS



MENU CONTROLS

Highlight menu item	+Control Pad or Control Stick ⇅
Change highlighted item	+Control Pad or Control Stick ⇄
Select/Go to next screen	A Button
Cancel/Return to previous screen	B Button
Change music track	C Stick ⇄

BASIC CONTROLS

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

PLAYER WITH PUCK

Move player	Control Stick
Flat pass/Face off	A Button
Saucer pass	X Button
Shoot	B Button
Auto deke	Y Button (tap)
Manual deke	C Stick
Speed burst	R Button (hold)

PLAYER WITHOUT PUCK

Move player	Control Stick
Change player	A Button
Speed burst	R Button (hold)
Poke check	X Button
Body check	Y Button
Bruise Control™	C Stick
Hook/Pin/Tie up	L Button + X Button
Shoot loose pucks	B Button
Charge up Bruise Control™	L Button (hold)

NOTE: For information on ALL game controls, > *Complete Controls* on p. 7.



COMPLETE CONTROLS

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



PLAYER WITH PUCK

Move player	Control Stick
Bring up line-change menu/ Select line	Z Button / +Control Pad
Manual deke	C Stick
Flat Pass/Face off	A Button
Saucer pass	X Button (hold for faster pass)
Slap shot	B Button (hold for harder shot)
Wrist shot/One timer (with loose puck)	B Button (tap)
Spin	L Button + Y Button
Auto deke	Y Button (tap)
Manual deke shot	C Stick + B Button
Manual deke pass	C Stick + A Button
Speed burst	R Button (hold)
Fake Shot	Tap the L Button while in a shot wind up
Fake Pass	Tap the L Button while in a pass wind up



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

PLAYER WITHOUT PUCK

Move player	Control Stick
Speed Burst	R Button
Bring up line-change menu/Select line	Z Button / +Control Pad
Body check	Y Button
Bruise Control™	C Stick
Charge Bruise Control™	L Button (hold)
Hook/Pin/Tie up	L Button + X Button
Dive/Block	L Button + Y Button
Last man back	A Button (hold)
Change player	A Button
Poke check	X Button

BRUISE CONTROL™

The new Bruise Control™ lets you use the C 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 C Stick ⇨ and your player throws a check in that direction. You can also press and hold the L Button and your player "charges up" or "loads up" his hit which increases the power of the hit.

GOALIE WITH PUCK

Flat Pass A Button

Saucer pass X Button

Clear puck B Button

GOALIE WITHOUT PUCK

Save attempt B Button

Control goalie L Button + A Button

Free skate with puck/without puck Control Stick/L Button + Control Stick

FACE-OFFS

Draw puck A Button

Body check Y Button

FIGHTING

Activate fight L Button + Z Button

High punch A Button / B Button

Low punch Y Button / X Button

High block Control Stick ↑

Low block Control Stick ↓

STRATEGY

Bring up line change menu/Select line Z Button / +Control Pad

Pause game START/PAUSE

Offensive Quick Play strategies +Control Pad ⇅

Defensive Quick Play strategies +Control Pad ⇄

☞ You can also 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 exciting 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 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 a custom team. Visit the GM Hall of Fame, set your favorite team, view Unlockables, or access your EA SPORTS Bio.

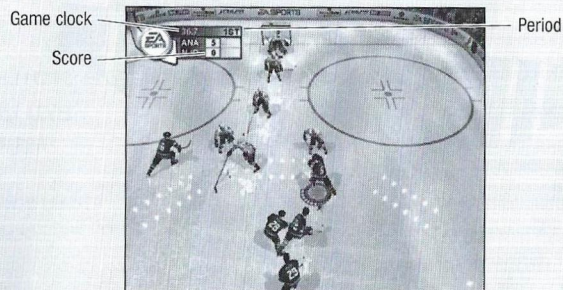
NOTE: You must have a Nintendo GameCube™ Memory Card inserted in Memory Card Slot A for the EA SPORTS Bio to function.

RULES & OPTIONS Adjust rules, settings, and rosters, and view stats central, configure your controller, or save and load settings.

EA SPORTS™ EXTRAS Get a quick look at all the exciting changes in *NHL 2004* with the What's New video, take a look at the game credits, and have a peek at the EA SPORTS franchise review.

GAME SCREEN

The information on the game screen lets 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)



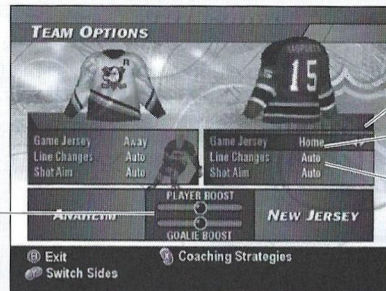
PLAY NOW

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



TO START A PLAY NOW GAME:

1. From the Main menu, choose **PLAY NOW** and press the **A** Button. The Choose Teams screen appears.
2. Press the **+Control Pad** or the Control Stick \updownarrow to select a team.
 - Press the **+Control Pad** or the Control Stick \leftrightarrow to alternate between Home and Away teams.
 - Press the **L** Button or the **R** Button to cycle between leagues.
 - Press the **X** Button to select random teams.
3. Press the **A** Button to advance to the Choose Sides screen.
4. Press the **+Control Pad** or Control Stick \leftrightarrow to position the controller icon on the side you want to control and then press the **A** Button.
 - To set your Team Options (\triangleright below), press the **Y** Button.
5. When you're finished selecting teams, press the **A** 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 options

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 **A** Button to accept your choices and advance to gameplay.

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 **A** Button + the Control Stick to win the face-off and direct the puck to a teammate.

PAUSE MENU

➔ Press **START/PAUSE** to access the Pause menu during a game.

RESUME

Return to the game.

REPLAY

View an instant replay of the amazing goal or bone-crunching hit that just happened.

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**, change Camera Perspective 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, take a Timeout.

CONTROLLER SETUP

Change the team you control or choose to lock to a position.

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** by pressing the **A** Button. The Strategies screen appears for the team selected.
2. Select a strategy for each Offensive line, and for your Power Play squad.
3. Select your defensive strategy and your strategy for Penalty Kill on defense.

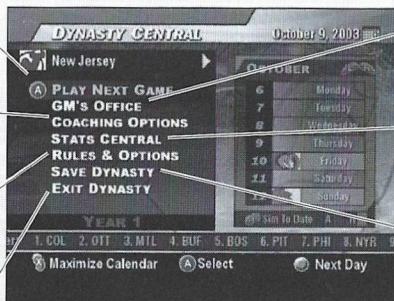
DYNASTY MODE™

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 appears.
2. Choose **NEW** and press the **A** Button. The Create GM screen appears.
3. Highlight the GM info that you want to enter or edit and press the **A** Button. The Text Entry overlay appears.
4. Highlight the character you want to enter and press the **A** Button. When you're finished entering characters, highlight **DONE** and press the **A** Button.
5. When you've entered all your GM info, highlight **DONE** and press the **A** Button. The Dynasty Setup menu appears.
6. Press the **+Control Pad** or Control Stick **⇩** to highlight the various Dynasty settings, and then press the **+Control Pad** or Control Stick **↔** to change the setting. When you're done making adjustments, highlight **DONE** and press the **A** Button to advance to the Select Team screen.
7. Press the **+Control Pad** or Control Stick to highlight the team you want and then press the **A** Button.
 - ➔ To substitute a Custom Team in place of an NHL team, press the **Y** Button.
 - ➔ To view Dynasty Information including staff, facilities, and revenue ratings, press the **X** Button.
8. When you're finished setting up your Dynasty, press **START/PAUSE** 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

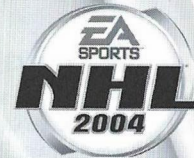
Exit Dynasty mode and return to the Main menu

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

View team standings, team stats, player stats and awards

Save your Dynasty

➔ Press the **L** Button or the **R** 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. As the GM, you have 20 years to earn profits, win some Stanley Cups®, and build a true 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. Their rankings are based on profit, attendance, team winning percent, play-off 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 **START/PAUSE** to go to the next day. This sims all games and practices and takes you to the next morning.
- SIM TO DATE** Press the **Y** Button on any day on the calendar and you can sim to that day. Press the **Y** 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 **+**Control Pad or Control Stick to highlight the day you want to schedule and press the **A** Button. The Set Practice Type menu appears.
2. Press the **+**Control Pad or Control Stick \updownarrow 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 several 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 a lot 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 and move players, 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 RANKING** See how your GM ranks compared to other GM's in the league.
- PROGRESS REPORTS** Check out how your players are doing at Home and Away and see how their morale is holding.
- SCOUTING REPORTS** See who the upcoming talent is.
- OFFICE REWARDS** Get some new gear for your office. Change your art, computer, couch, and more.



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 11th of every year, you participate in the NHL Entry Draft.

NHL® ENTRY DRAFT

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

TO DRAFT PLAYERS:

1. At the NHL Entry Draft screen, press **START/PAUSE** to begin the draft.
 2. When it is your turn to draft, press the **A** Button to go to the Scouting Report screen.
 3. Press the **+Control Pad** to scroll through the list of players and press the **X** Button to toggle between Players and Goalies.
 4. Press **START/PAUSE** 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 **START/PAUSE** when it is your turn to draft.
6. Press **START/PAUSE** 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 **+Control Pad** to find a free agent that you want and press the **A** Button to offer a contract. The Contract Offer screen appears.
 3. Press **+Control Pad** to change the salary and the number of years and then press the **A** 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 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 and functions exactly like a Play Now game.

TO BEGIN AN EXHIBITION GAME:

1. From the Main menu, choose **GAME MODES**. The Game Modes menu appears.
2. Highlight **EXHIBITION** and press the **A** Button. The Choose Teams screen appears.
3. Continue as you would in a Play Now game (> p. 11).

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 **A** 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.

PLAYOFF SERIES LENGTH Select the length of each round of the playoff, from **BEST OF 7**, **BEST OF 5**, **BEST OF 3**, or **1 SINGLE KNOCKOUT**.

STARTING ROSTERS Select **CURRENT** to use the rosters that you've adjusted and which are currently being used. 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 losing a game that's gone into Overtime. When set to **1 Pt**, the losing team receives one point for making it into OT.

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** whether a player's hero rating is a factor in the final minutes of the game.

ARENA TYPE When set to **AUTO**, the home team determines the rink type based on the type of the type of team they are: **NHL**, **Elite** or **National**. 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 chance.

FIGHTING

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

OFFSIDE

Determine whether or not Offside 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 playoff tie game is decided: **CONTINUOUS OT, SHOOTOUT, 5 MIN. THEN SHOOTOUT**.

- After you've adjusted your Season settings, highlight **DONE** with and press the **A** Button, or press **START/PAUSE** to advance to the Select Team screen and then continue as you would in a Dynasty Mode game (> p. 13).

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 **A** 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. 17).
- After you've adjusted your Playoff settings, highlight **DONE** and press the **A** Button, or press **START/PAUSE** to advance to the Select Team screen and then continue as you would in a Dynasty Mode game (> p. 13).

TOURNAMENT

You choose 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. 17.

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. 17).

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 Player screen appears.
2. Choose **NEW** and press the **A** Button. The Player Information screen appears.
 - Enter your player's name and birthplace using the text entry overlay.
 - To choose a play-by-play name and country, highlight the information you want to set and press the **A** Button. Your options are displayed on the right half of the screen. Press the **+**Control Pad \updownarrow until your choice is highlighted and then press the **A** Button.
 - To enter your player's birth date, highlight **DAY** and press the **+**Control Pad \leftrightarrow until the desired date appears. Repeat this process for Month and Year.
 - Adjust all of the information in this same way and then highlight **CONTINUE** and press the **A** Button. The Player Appearance screen appears.



PLAYER APPEARANCE SCREEN

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

- Press the **C** Stick \updownarrow to zoom in/out.
- Press the **C** Stick \leftrightarrow to rotate the player model.
- When you're finished editing your player's appearance, highlight **CONTINUE** and press the **A** Button to advance to the Player Ratings screen.

PLAYER RATINGS SCREEN

TO ADJUST YOUR PLAYER RATINGS:

1. Press the **+**Control Pad \updownarrow to highlight the rating you want to adjust and then press the **+**Control Pad \leftrightarrow to cycle through the options for that rating.
 - ❖ You can select a Play Style as a template or as a starting point for your player and his ratings.
2. Press the **+**Control Pad \leftrightarrow to move the sliders to adjust your player's attributes.
 - Press the **X** Button to access the 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, highlight **DONE** and press the **A** Button. An overlay appears informing you of which team your created player was assigned to. You can then pick the player up out of Free Agency or edit your lines to include the new addition to the team.
 - ❖ 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 **A** Button. The Team Information screen appears.
3. Enter your team information the same way you would enter player information (> p. 19). When you're finished, highlight **CONTINUE** press the **A** Button to advance to the Team Appearance screen.
4. Adjust your team's appearance in the same way that you would adjust your player's appearance (> p. 20). When you're finished, highlight **CONTINUE** press the **A** 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 **A** Button to advance to the Choose Players screen.
6. Press the **+**Control Pad \updownarrow to highlight a player to add to your team and then press the **A** Button.
 - To remove a player from your team, press the **Y** Button to switch to your team's side of the screen, highlight the player, and press the **A** Button to remove the player.
 - To cycle between teams, press the **R** Button or the **L** 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 **START/PAUSE** to confirm.
 - Your custom team can be used in all modes of play. 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, their Experience Points, Stanley Cup Championships won, and their overall GM score.

MY FAVORITE TEAM

The first time you start *NHL 2004*, the My Favorite Team overlay appears. The team you select is used as the default team for Play Now and Exhibition modes. Your favorite team is also featured in the menu artwork.

➔ Press the **+**Control Pad **⇅** until your team is highlighted and then press the **A** 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 A, you are prompted to create an EA SPORTS Bio. You are also prompted when you complete accomplishments or reach a new gamer level.

➔ To save your Bio, select SAVE from the EA SPORTS Bio screen.

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

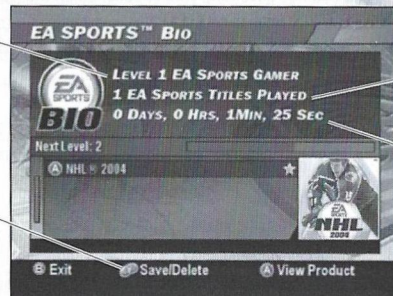
When you reach a new level, you may unlock a game-specific reward. Some rewards are bigger than others; it all depends on the level you achieve.

❖ 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

Press the **Y** Button to save or delete your entire EA SPORTS Bio.

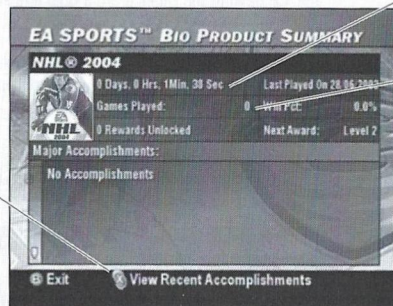


Number of all EA SPORTS titles played

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



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. 11). Those that require more explanation are listed below.

❖ Default settings for all rules depend on the difficulty level selected.

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



SETTINGS

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

NOTE: Press the **L** Button or the **R** Button to cycle through the Gameplay Settings Sub-menus.

GAMEPLAY

SKILL LEVEL	Choose one of four skill levels: BEGINNER, EASY, MEDIUM, or DIFFICULT.
GAME SPEED	Use the slider to slow or increase the game speed.
PUCK CONTROL	Use the slider to make the puck easier or harder to control. This affects how easy or difficult it is for another player to get the puck from you
FATIGUE EFFECT	Move the slider to decrease or increase the effects of fatigue.
INJURIES	Move the slider to decrease/increase the likelihood of injuries.
FIGHTING DIFFICULTY	Move the slider to decrease/increase the difficulty of fighting.
SPEED BURST	Move the slider to decrease/increase the affect of using speed burst.
FATIGUE RECOVERY	Move the slider to decrease/increase how quickly players recover from being fatigued during gameplay.
PLAYER ACCELERATION	Move the slider to decrease/increase how quickly players accelerate.
HITTING POWER	Move the slider to decrease/increase the power of hits.
HITTING DIFFICULTY	Move the slider to decrease/increase the difficulty of lining up a body check and hitting an opponent.
BRUISE CONTROL™	Move the slider to decrease/increase the effectiveness of Bruise Control.
AGGRESSION	Move the slider to decrease/increase players' aggressiveness.
STICK CHECK EFFECTIVENESS	Move the slider to decrease/increase the effectiveness of doing a stick check.
SHOT ACCURACY	Move the slider to decrease/increase all players' shot accuracy.
SHOT POWER	Move the slider to decrease/increase all players' shot power.



PASS ASSIST

Move the slider to decrease/increase the CPU's assist for completing passes.

PASS SPEED

Move the slider to decrease/increase the speed of passes.

SAUCER PASS SPEED

Move the slider to decrease/increase the speed of saucer passes.

PASS INTERCEPTIONS

Move the slider to decrease/increase the number of pass interceptions by AI players.

AI PASS FREQUENCY

Move the slider to decrease/increase how often the AI players pass the puck.

DUMP SPEED

Move the slider to decrease/increase the speed of dumps.

DUMP HEIGHT

Move the slider to decrease/increase the height of dumps.

SOFT DUMP SPEED

Move the slider to decrease/increase the speed of soft dump.

SOFT DUMP HEIGHT

Move the slider to decrease/increase the height of soft dumps.

AI DUMP PUCK FREQUENCY

Move the slider to decrease/increase how often the AI players attempt to dump the puck down the ice.

PUCK FRICTION

Move the slider to decrease/increase the friction on the puck.

GLASS BREAKING

Move the slider to decrease/increase the frequency of the board glass breaking.

PUCK ELASTICITY

Move the slider to decrease/increase how much a puck rebounds off surfaces.

PUCK GRAVITY

Move the slider to decrease/increase the gravity on the puck.

SHOT BLOCKING

Move the slider to decrease/increase how often AI players attempt to block shots.

HOOK EFFECTIVENESS

Move the slider to decrease/increase the effectiveness of doing a hook or pin.

DISPLAY

CAMERA VIEW

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

AUTO ZOOM

Turn camera Auto Zoom ON/OFF.

CAMERA PERSPECTIVE

Choose between ALTERNATING, ALWAYS UP, and ALWAYS DOWN.

SCORE OVERLAY

Toggle ON to show the score on-screen.

SHOT METER

Toggle ON to display the Shot Meter on-screen while playing.

CONTROL INDICATOR

Select whether players are identified by POSITION or toggle OFF to turn off player identification. Default is ON and displays the name of the player.

ATTRIBUTE ICONS

Toggle Attribute Icons ON/OFF. When ON, players are labeled with icons indicating their particular strength (> *Player Icons* on p. 10).

SOUND

AUDIO

Choose from STEREO, DOLBY™ PRO LOGIC, and MONO.

ON-ICE SOUND

Toggle on-ice sound ON/OFF.

➔ Move the sliders to decrease/increase 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

Move players to another team or release them to free agency.

TO MOVE A PLAYER TO ANOTHER TEAM:

1. From the Rosters menu, choose ROSTER MANAGEMENT. The Roster Management screen appears.
 2. Press the **L** Button or the **R** Button until the team from which you want to move a player is displayed.
 3. Press the **+**Control Pad or Control Stick \updownarrow to highlight the player you want to move.
 4. Press the **Y** Button to switch sides and then press the **R** Button or the **L** Button to choose the team to which you want to move a player.
 5. Press the **A** 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 **A** Button.
- ➔ To toggle between Goalies and Skaters, press the **X** Button.
- ➔ To view more information on a player, press the **Z** 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 **L** Button or the **R** Button to cycle through the teams until you find the team whose line(s) you want to edit.
 3. Press the **+**Control Pad or Control Stick \leftrightarrow to cycle through the lines until the line you want to edit is displayed.
 4. Press the **+**Control Pad or Control Stick \updownarrow to highlight the player you want to remove from the line and press the **A** Button. An overlay appears on the right side.
 5. Press the **+**Control Pad or Control Stick \updownarrow to highlight the player you want to move into the vacated spot and press the **A** Button.
- \rightarrow To auto-set a team's lines to Best Lines, press the **X** Button.

DEFAULT ROSTERS

- \rightarrow To revert back to the original *NHL 2004* rosters, select DEFAULT ROSTERS. When an overlay appears prompting you to confirm the change, select YES.

JERSEY NUMBERS

Change the jersey number of any player in the league.

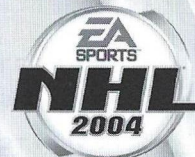
TO CHANGE A PLAYER'S JERSEY NUMBER:

1. From the Rosters menu, choose JERSEY NUMBERS. The Jerseys screen appears.
 2. Press the **L** Button or the **R** Button to find the player's team.
 3. Press the **+**Control Pad or Control Stick \updownarrow until the player is highlighted and then press the **A** Button. The player's current number is highlighted with a yellow box.
 4. Press the **+**Control Pad or Control Stick until the number you wish to change the player's number to is highlighted and then press the **A** Button.
 5. Press the **B** Button to return to the Main menu when you're finished.
- \rightarrow To designate a captain, press the **X** Button and then highlight the player you want to make captain and press the **A** Button.
- \rightarrow To designate an alternate, press the **X** Button while viewing the captain menu, highlight the player you want to make an alternate, and press the **X** Button.



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.



TEAM		PLAYER		GOALIE	
GP	Games Played	GP	Games Played	GP	Games Played
W	Wins	G	Goals	GAA	Goals Against Average
L	Losses	A	Assists	W	Wins
T	Ties	PTS	Points	L	Losses
OTL	Overtime Loss	PIMS	Penalties in Minutes	T	Ties
PTS	Points	+/-	Goal differential while the player is on the ice, excluding power play goals.	GA	Goals Against
W%	Winning Percentage	PPG	Power Play Goals	S%	Save Percentage
GF	Goals For	SHG	Short-Handed Goals	SA	Saves
GA	Goals Against	GWG	Game-Winning Goals	SO	Shutouts
PPG	Power Play Goals For	GTG	Game tying goals	MIN	Total Minutes Played
TPP	Total Power Plays	S	Shots	PIMS	Penalties In Minutes
PP%	Power Play Percentage	S%	Shooting Percentage	G	Goals
SHA	Short Handed Goals Against	FOW	Face Offs Won	A	Assists
PPA	Power Play Goals Against	FOT	Face Offs Taken	PTS	Points
TSH	Times Short Handed	Hits	Hits	HT	Height
PK%	Penalty Killing Percentage	GV	Giveaways	WT	Weight
SHGF	Short Handed Goals For	TK	Takeaways	GLV	Glove Hand
		MIN	Total Minutes Played		
		HT	Height		
		WT	Weight		
		SHT	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 **+**Control Pad or Control Stick \leftrightarrow to view off-screen stats.
- To re-sort the displayed stats, press the **+**Control Pad or Control Stick \leftrightarrow and highlight the column by which you want the stats sorted and then press the **A** 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 **Y** 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 **L** Button or the **R** Button to change the team(s) displayed.
 - To resort the displayed teams, press the **+**Control Pad or Control Stick \leftrightarrow and highlight the column by which you want the stats sorted and then press the **A** Button.
 - Press the **Z** Button to lock to a player, so that when you sort you're still locked onto that player and can see how he stacks up against his colleagues.



CONFIGURE CONTROLLER

Change your control mapping.

TO CONFIGURE YOUR CONTROLLER:

1. From the Rules & Options menu, choose CONFIGURE CONTROLLER. The Controller Configuration screen appears.
 2. Press the **+**Control Pad or Control Stick \updownarrow to select a button for which you want to change the control.
 3. Press the **+**Control Pad or Control Stick to cycle through the options for that button. When the control option you want is displayed, press the **A** Button.
- To switch between "with puck" and "without puck" controls, press the **Y** Button.
 - To view the Advanced Controls Configuration, press the **X** Button.
 - Press the **L** Button to toggle Rumble **ON/OFF**.
 - Press the **R** Button to return the controls to the default setting.

SAVE/LOAD SETTINGS

TO SAVE YOUR SETTINGS:

1. From the Rules & Options menu, choose SAVE/LOAD SETTINGS. Choose Save, and the Save screen appears.
2. Press the **+**Control Pad or Control Stick \updownarrow to highlight the file you want to save and then press the **A** 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. Choose Load, and the Load screen appears.
2. Press the **+**Control Pad or Control Stick \updownarrow to highlight the file you want to load and then press the **A** Button.



EA SPORTS™ EXTRAS

Take a look at what's new in this year's game, 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

WHAT'S NEW IN NHL® 2004?

See what's new to the game this year.

TRAINING CAMP

Get yourself hockey-educated by watching these tutorial videos.

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

CREDITS

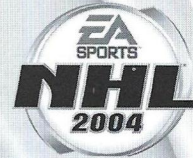
See who had a hand in creating *NHL 2004*.

SEASON PREVIEW

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



LIMITED 90-DAY WARRANTY



ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt, showing the date of purchase, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, please return the product along with (1) a check or money order for \$15.00 made payable to Electronic Arts, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below, and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA WARRANTY CONTACT INFO

E-mail and Website: <http://techsupport.ea.com>

Phone: (650) 628-1900

EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty

P.O. Box 9025

Redwood City, CA 94063-9025

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at anytime and without notice. This manual and the product described in this manual are copyrighted. All rights reserved. No part of this manual may be copied, reproduced, translated, or reduced to any electronic medium or machine readable form without prior written consent of Electronic Arts, P.O. Box 9025, Redwood City, California 94063-9025.

NEED A HINT? Call the EA HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week! In the **US**, dial 900-288-HINT (4468). \$1.99 per minute. In **CANADA**, dial 900-451-4873. \$1.99 (Canadian) per minute. If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

TECHNICAL SUPPORT—If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30–11:45 AM or 1:00–4:30 PM, Pacific Standard Time. **No hints or codes are available from (650) 628-4322. You must call the EA HINTS & INFORMATION HOTLINE for hints, tips, or codes.**

TECHNICAL SUPPORT CONTACT INFO

E-mail and Website: <http://techsupport.ea.com>

Mailing Address: Electronic Arts Technical Support
PO Box 9025
Redwood City CA 94063-9025

If you live outside of the United States, you can contact one of our other offices.

In Australia, contact:	In the United Kingdom, contact:
Electronic Arts Pty. Ltd.	Electronic Arts Ltd.
P.O. Box 432	P.O. Box 181
Southport Qld 4215, Australia	Chertsey, KT16 0YL, UK
	Phone (0870) 2432435

In Australia: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM–8 PM. If you are under 18 years of age parental consent required.



This product contains Font Software licensed from Agfa Monotype Corporation and its suppliers, which may not be distributed, copied, reformatted, reverse engineered, or decompiled for any purpose. You may transfer the Font Software as part of the product to a third party provided that (i) the third party agrees to all the terms of this agreement and (ii) you have destroyed all copies of the Font Software in your custody or control, including any installed in your computer, immediately upon transferring such product. The Font Software is also protected by copyright and any copying or distribution of the Font Software, with or without the product, constitutes both copyright infringement and a theft of valuable property. You acquire no right, title or interest in the Font Software except the personal right to use such software, consistent with this agreement, as part of the product when installed in your computer. All rights reserved.

To see the Agfa Monotype Corporation complete Font Software End User License Agreement please go to their website www.agfamonotype.com.

Software and Documentation © 2003 Electronic Arts Inc. Electronic Arts, Bruise Control, Dynasty Mode, EA SPORTS and the EA SPORTS logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All Rights Reserved. NHL, National Hockey League, the NHL Shield and the Stanley Cup are registered trademarks of the National Hockey League. All NHL logos and marks and team logos and marks depicted herein are the property of the NHL and the respective teams and may not be reproduced without the prior written consent of NHL Enterprises, L.P. © 2003 NHL. All Rights Reserved. Officially Licensed Product of the National Hockey League. National Hockey League Players' Association, NHLPA and the NHLPA logo are trademarks of the NHLPA and are used under license by Electronic Arts Inc. © NHLPA. Officially licensed product of the NHLPA. Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories.

All other trademarks are the property of their respective owners.

EA SPORTS™ is an Electronic Arts™ brand.

Cover Photography: Steve Babineau/Sports Illustrated

Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

Rev-D (L)

GET IN THE GAME

WANT TO JOIN THE #1 INTERACTIVE
ENTERTAINMENT COMPANY?

VISIT EA RECRUITER AT [HTTP://JOBS.EA.COM](http://JOBS.EA.COM).

STILL A STUDENT?

CHECK OUT EA ACADEMY AT [HTTP://EAACADEMY.EA.COM](http://EAACADEMY.EA.COM).

PROOF OF PURCHASE

NHL 2004

1471305



0 14633 14713 1

00 100