



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.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

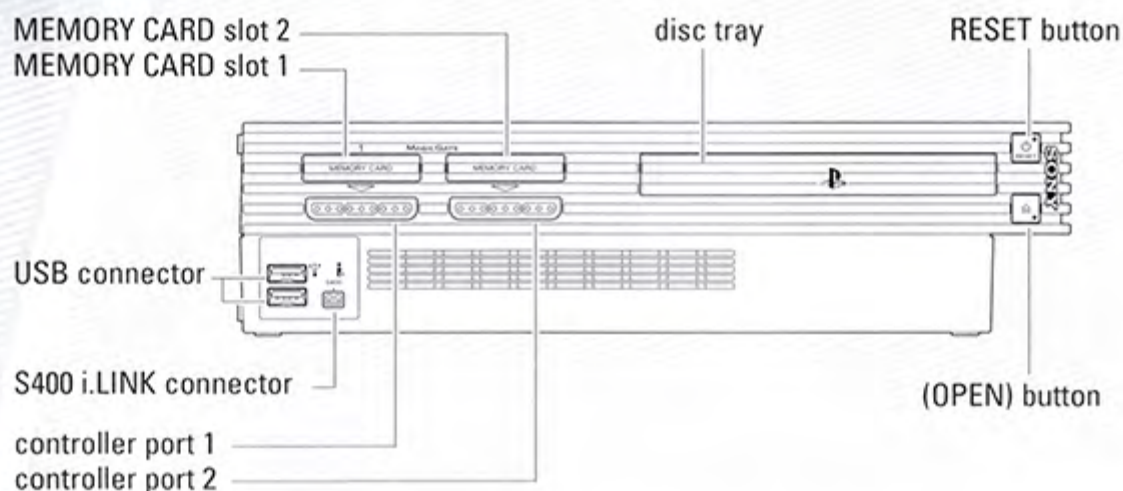
# CONTENTS



|                                |           |
|--------------------------------|-----------|
| <b>STARTING THE GAME</b>       | <b>2</b>  |
| <b>COMMAND REFERENCE</b>       | <b>3</b>  |
| <b>BASIC CONTROLS</b>          | <b>4</b>  |
| <b>INTRODUCTION</b>            | <b>5</b>  |
| <b>COMPLETE CONTROLS</b>       | <b>6</b>  |
| <b>SETTING UP THE GAME</b>     | <b>8</b>  |
| MAIN MENU                      | 8         |
| PLAY NOW                       | 8         |
| <b>ON THE ICE</b>              | <b>10</b> |
| GAME SCREEN                    | 10        |
| PAUSE MENU                     | 11        |
| COACHING STRATEGIES            | 12        |
| <b>OTHER GAME MODES</b>        | <b>13</b> |
| FRANCHISE                      | 13        |
| PLAYOFFS                       | 16        |
| INTERNATIONAL                  | 16        |
| <b>NHL® CARDS</b>              | <b>17</b> |
| <b>OPTIONS</b>                 | <b>19</b> |
| CREATE PLAYER                  | 19        |
| CUSTOM TEAMS                   | 20        |
| RULES AND SETTINGS             | 21        |
| ROSTERS                        | 24        |
| STATS CENTRAL                  | 26        |
| <b>CREDITS</b>                 | <b>28</b> |
| <b>LIMITED 90-DAY WARRANTY</b> | <b>30</b> |

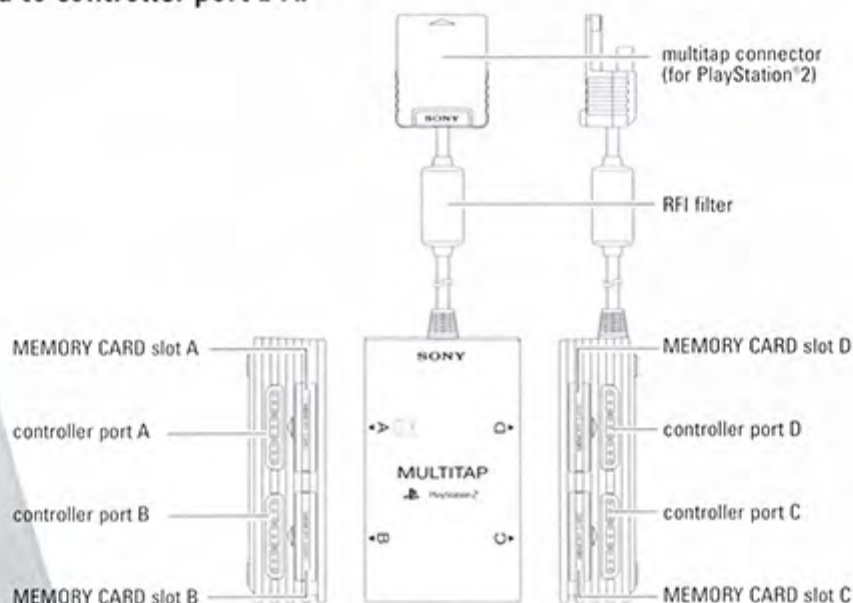
# STARTING THE GAME

## 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® 2003* 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.

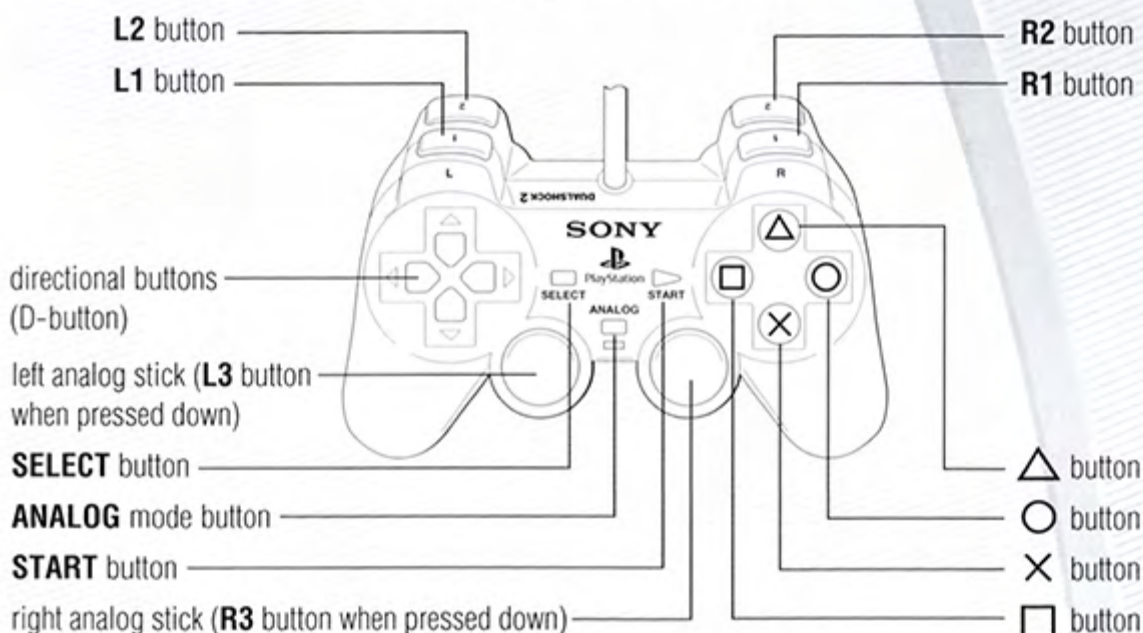
**NOTE:** When using the Multitap (for PlayStation®2), a controller must be connected to controller port 1-A.



# COMMAND REFERENCE



## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



### MENU CONTROLS

|                                  |                                 |
|----------------------------------|---------------------------------|
| Highlight menu item              | D-button or left analog stick ↑ |
| Change highlighted item          | D-button or left analog stick ↔ |
| Select/Go to next screen         | × button                        |
| Cancel/Return to previous screen | ▲ button                        |

# ***BASIC CONTROLS***

Get these basic controls down and you're ready to hit the ice. Once you've mastered these, move on to the *Complete Controls* (► p. 6) and you're on your way to the Stanley Cup® Finals.

## ***PLAYER WITH PUCK***

|                   |                                                       |
|-------------------|-------------------------------------------------------|
| Move player/skate | D-button or left analog stick                         |
| Pass/Face off     | ✕ button                                              |
| Shoot             | ■ button                                              |
| Auto deke         | ▲ button (tap)                                        |
| Manual deke       | right analog stick (or R1 button + left analog stick) |
| Speed burst       | ● button                                              |

## ***PLAYER WITHOUT PUCK***

|                        |                               |
|------------------------|-------------------------------|
| Move player/skate      | D-button or left analog stick |
| Change player          | ✕ button                      |
| Speed burst/Body check | ● button                      |
| Poke check/Block shot  | ■ button                      |
| Big hit                | ▲ button                      |
| Deflection/Block shot  | L1 button                     |

# INTRODUCTION



Take control of the fastest game on earth—*NHL 2003*. Whether you're skating as a rookie or lacing 'em up as an old pro, pull off 100-mph slapshots and awesome moves with Dynamic Deke Control. Never before have you had this much control over the stick and puck. Show off your superior skills and earn rewards like the Game Breaker, which puts defenders in slow motion as you blow by them for the open shot.

## FEATURES

- ⊙ **DYNAMIC DEKE CONTROL**—Trigger one of eight different moves with the touch of a button, or take complete control and create your own dekes.
- ⊙ **GAME BREAKERS**—Fill the meter, trigger a Game Breaker, and enter “the zone” where surroundings move in slow motion, intensity increases, and your heart pounds as you blast past for a goal.
- ⊙ **“ON THE ICE” SOUND**—The authentic sounds of the game with audio captured from real NHL games, including chatter from the bench, players shouting, and sticks and blades scraping the ice.
- ⊙ **EA SPORTS™ GAMESTORY 2**—The vastly improved EA SPORTS GameStory 2 now tracks and highlights player and team stories throughout the entire season.
- ⊙ **IMPROVED GOALIE A.I.**—Goalies make spectacular saves on breakaways and rebounds, plus desperation saves and other game-changing plays.
- ⊙ **NHL® CARDS**—Perform tasks to earn points towards the purchase of NHL Cards. Use cards to activate boosts, cheats, and other unlockable features.
- ⊙ **CREATE-A-PLAYER**—Put yourself in the game as an intense power forward or a bruising defenseman.
- ⊙ **REAL PUCK PHYSICS**—New and improved puck to player collision detection allows for great saves, realistic rebounds off goalies and players, and deflected goals.
- ⊙ **CUSTOMIZABLE GAMEPLAY**—Get audio tips and adjust sliders to slow down the action. Or choose an advanced skill level and adjust sliders to speed things up.



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

# COMPLETE CONTROLS

If you've got your basics covered use these controls to step up your game.

## PLAYER WITH PUCK

|                   |                                                                          |
|-------------------|--------------------------------------------------------------------------|
| Move player/skate | D-button or left analog stick                                            |
| Pass/Face off     | ✕ button                                                                 |
| Saucer pass       | ✕ button (hold briefly)                                                  |
| Shoot             | ■ button                                                                 |
| One Timer         | ✕ button then ■ button (before the pass reaches the receiver)            |
| Auto deke         | ▲ button (tap)                                                           |
| Manual deke       | right analog stick (or R1 button + left analog stick)                    |
| Speed burst       | ● button                                                                 |
| Quick stop        | ● button + D-button in the opposite direction that the player is skating |



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



**TIP:** Press the R3 button while performing a manual deke to shoot the puck.

- ⦿ Watch the shot meter under your player. When it's BLUE, your player will take a wrist shot. The more blue the meter, the harder the wrist shot is. A GREEN meter triggers a slap shot. The more green, the harder the slapshot is. If you wind up too long, the meter turns RED. When it's red, you're more likely to miss the net.

## PLAYER WITHOUT PUCK

|                            |                                                                          |
|----------------------------|--------------------------------------------------------------------------|
| Move player/skate          | D-button or left analog stick                                            |
| Change player              | ✕ button                                                                 |
| Speed burst/Body check     | ● button                                                                 |
| Poke check/Block shot/Hook | ■ button                                                                 |
| Big hit                    | ▲ button                                                                 |
| Quick stop                 | ● button + D-button in the opposite direction that the player is skating |
| Deflection/Block shot      | L1 button                                                                |

### **GOALIE WITH PUCK**

|            |          |
|------------|----------|
| Pass       | ✕ button |
| Clear puck | ■ button |



### **GOALIE WITHOUT PUCK**

|                |                               |
|----------------|-------------------------------|
| Save attempt   | ● button                      |
| Control goalie | SELECT button                 |
| Free skate     | D-button or left analog stick |

### **FACE-OFFS**

|           |          |
|-----------|----------|
| Draw puck | ✕ button |
| Big hit   | ▲ button |

### **FIGHTING**

|                |          |
|----------------|----------|
| Jab punch      | ■ button |
| Uppercut       | ✕ button |
| Overhand punch | ● button |

### **STRATEGY**

|              |                              |
|--------------|------------------------------|
| Line change  | R2 button (repeat as needed) |
| Game Breaker | L2 button                    |
| Pause game   | START button                 |

- ⦿ You can also map many other controls, such as Spin Left, Spin Right, and Dump/Last Man Back, using the Configure Controller option (► p. 23).

# SETTING UP THE GAME

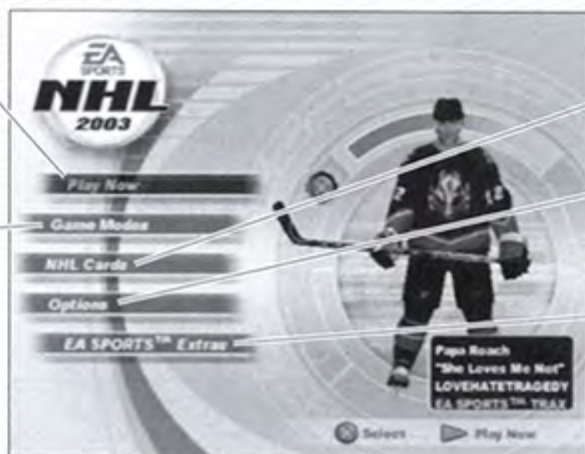
Navigate through the Main menu and get ready for the first game of the season.

## MAIN MENU

From the Main menu, you can choose a game mode, adjust your options, or go straight to the ice.

GO STRAIGHT TO THE FACE-OFF IN AN NHL PRE-SEASON TYPE GAME (► BELOW)

START A FRANCHISE, HEAD STRAIGHT TO THE PLAYOFFS, OR PLAY IN AN INTERNATIONAL TOURNAMENT (► P. 13)



EARN NHL CARDS (► P. 17)

SET YOUR OPTIONS (► P. 19)

GET UP CLOSE AND PERSONAL WITH EA SPORTS OR VIEW THE GAME CREDITS (► P. 28)

## PLAY NOW

Get your players warmed up fast because this mode takes you straight onto the ice.

**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 Game Setup screen appears.
2. To select a team, press the D-button  $\updownarrow$  until you see your desired team.
  - ↳ Press the D-button  $\leftrightarrow$  to change between Home and Away teams.
  - ↳ To select random teams, press the **L1** button or the **R1** button.
3. Press the D-button  $\leftrightarrow$  to position your controller next to the team you want to control.
  - ↳ To adjust your game settings, press the **●** button (► Rules on p. 21).
4. When you're finished selecting teams, press the **START** button to go to the Team Options screen.

## TEAM OPTIONS SCREEN



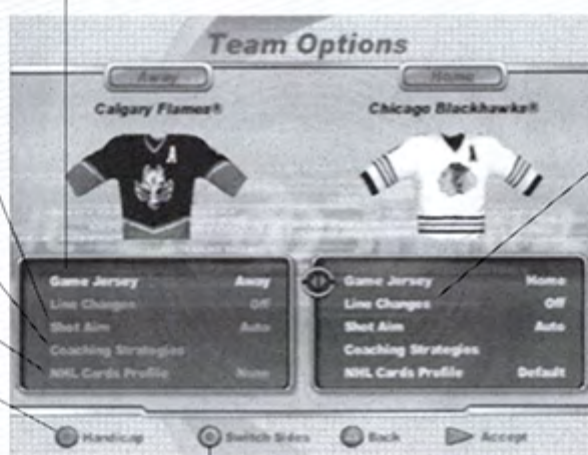
SELECT **MANUAL**  
OR **AUTO SHOT**  
**AIM**

CHOOSE  
A **COACHING**  
**STRATEGY**  
(► P. 12)

SELECT AN **NHL**  
**CARDS PROFILE**

HANDICAP THE  
TEAMS BY  
ADJUSTING THE  
PLAYER AND  
GOALIE BOOST  
SLIDERS

SELECT A GAME JERSEY



WITH **LINE CHANGES**  
**OFF**, THERE ARE  
NO **LINE CHANGES**.  
WHEN SET TO  
**MANUAL**, YOU  
MUST INITIATE **LINE**  
**CHANGES**. WHEN  
SET TO **AUTO**, **LINE**  
**CHANGES** ARE MADE  
AUTOMATICALLY FOR  
YOU

PRESS THE ● BUTTON TO ACCESS  
THE OTHER TEAM'S OPTIONS

5. After adjusting all of your team options, press the **START** button to continue to the ice.

# ON THE ICE

Read this section to make the most of your time on the ice.

## FACE-OFF

It all starts with the face-off. Be ready when the ref drops the puck to start the game off on the right foot.

➡ Press the **X** button and the D-button to win the face off and pass the puck to a teammate.

## GAME SCREEN

You can get a good idea of your team's situation by reading the information on the game screen.

GAME CLOCK

A TEAM NAME  
DISPLAYED IN  
ORANGE  
INDICATES THAT  
THE TEAM IS  
ANGRY



SCORE

PERIOD

GAME BREAKER  
METER

## GAME BREAKER METER

The Game Breaker meter is shown on the lower right or left corner of the screen. When you perform dynamic dekes and score goals, you build up the Game Breaker meter. Once it's full, trigger a Game Breaker (press the **L2** button) and use your speed advantage to send one between the pipes.

## 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**



**SUSPENDED FOR STARTING TOO MANY FIGHTS**



**PLAYER HAS THE FLU**



**COLD STREAK**



**TIRED, INDICATES A GOALIE WHO HAS PLAYED TOO MANY GAMES WITHOUT RESTING**

## PAUSE MENU

Take a breather, adjust the rules and options, view a replay, and more.

↵ Press the **START** button to access the Pause menu.

### RESUME

Get back on the ice and in the game.

### RULES AND OPTIONS

Adjust the rules and set your options (► p. 21).

### STATS CENTRAL

Take a look at individual and team stats (► p. 26).

### CAMERA

Adjust your camera angle.

### [TEAM] OPTIONS

Adjust your controlled team's options, make line changes, or pull your goalie.

### CONTROLLER SETUP

Reconfigure your controller or choose another team (► p. 23).

### NHL CARDS

View your Cardbook, Task List or Activate Cards.

- ⦿ You must have a profile to access NHL Cards. You are prompted to create one (► p. 18) the first time you access NHL Cards.

### REPLAY

Review the last big play.

### QUIT

Quit the current game and return to the Main menu.

## COACHING STRATEGIES

Adjust your Coaching Strategies to suit the situation on the ice.

### ***To adjust your Coaching Strategy:***

1. From the Team Options screen, select COACHING STRATEGIES and press the **X** button. The Coaching Strategies pop-up appears for the team selected.
  2. Adjust pressure and select a strategy for each line on offense.
  3. Adjust your strategies for Pressure, Strategy, Forecheck, and Penalty Kill on defense.
- ⦿ Information on strategies is listed below.

## OFFENSIVE STRATEGIES

|                 |                                                                                                                         |
|-----------------|-------------------------------------------------------------------------------------------------------------------------|
| PRESSURE        | Set how aggressive the team plays in the offensive zone. The higher you set the pressure, the more they attack the net. |
| LINE STRATEGIES | Determine the strategy each line employs on the ice: BEHIND THE NET, <b>AUTO</b> , OVERLOAD, or CRASH THE NET.          |
| POWERPLAY       | Set the strategy the team uses when it has a power play.                                                                |

## DEFENSIVE STRATEGIES

|              |                                                                                                                                                                             |
|--------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| PRESSURE     | Set how aggressive the team plays in the defensive zone. The higher you set the pressure, the more they pressure opposing players.                                          |
| STRATEGY     | Determine the strategy the defense employs on the ice: COLLAPSING, STAGGERED, TIGHT POINT, or AUTO.                                                                         |
| FORECHECK    | Determine the number of Forecheckers (FC) and Weak Sides (WS) used when the team is on defense: WS LOCK/1FC, WS LOCK/2FC, STANDARD/3FC, STANDARD/ 3+ FC, AUTO, or TRAP/oFC. |
| PENALTY KILL | Choose your strategy for when your opponent has a power play: AUTO, PASSIVE BOX, LARGE BOX, or DIAMOND.                                                                     |

# OTHER GAME MODES

Build a legendary team in Franchise mode, head straight to the intensity of the Playoffs, or take on the world in an International tournament.



## FRANCHISE

You've got to have a long-term strategy to come out on top season after season. Trade or release players, pick up Free Agents, draft Rookies, and play for up to 10 consecutive seasons.

### *To begin a new Franchise mode game:*

1. From the Main menu, choose GAME MODES. The Game Modes menu appears.
2. Highlight FRANCHISE and press the **X** button. The Franchise menu appears.
3. Choose NEW FRANCHISE. The Franchise Settings pop-up appears.
4. Press the D-button  $\updownarrow$  to highlight a setting you want to adjust and then press the D-button  $\leftrightarrow$  until it's set the way you want. Press the **START** button when all of the settings are set to advance to the Team Select screen.
5. To select a team(s) press the D-button  $\updownarrow$  to highlight a team and then press the **X** button. Press the **START** button to advance.  
 $\hookrightarrow$  Press the **●** button to switch conferences.
6. At the Franchise Central screen, press the **START** button to continue to the first/next game.  
 $\hookrightarrow$  To simulate a block of games, press the D-button  $\rightarrow$  while in the schedule window to jump ahead in the schedule, then press the **X** button to simulate all games to that date.

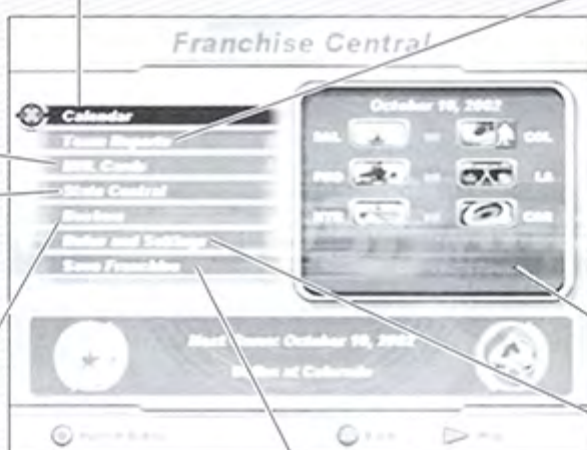
## FRANCHISE CENTRAL

LOOK AT YOUR CARDBOOK OR TASK LIST, CHOOSE CELEBRATIONS, EASTER EGGS, OR MANAGE PROFILES

VIEW TEAM STANDINGS, TEAM STATS (FOR SEASON OR PLAYOFFS), OR PLAYER STATS (FOR SEASON OR FOR PLAYOFFS)

VIEW ROSTERS, EDIT LINES, TRADE PLAYERS, VIEW THE TRADE SUMMARY, OR CHANGE JERSEY NUMBERS

VIEW TEAM CALENDARS



VIEW TEAM INFORMATION INCLUDING RECORD FOR THE LAST 10 GAMES, PLACE IN CONFERENCE, TOP SCORERS, HOT AND COLD STREAKS, INJURIES, RATINGS, AND MORE

SCHEDULE WINDOW

ADJUST RULES AND SETTINGS (► P. 21)

SAVE YOUR FRANCHISE

## POST SEASON

After the season is over, the Franchise Central screen appears with some additional options:

### PLAYOFF TREE

View the team matchups for the playoffs, the number of wins in the series, and the seedings for each team. Press the D-button ↔ to scroll the screen left/right (or press the **L1** button or the **R1** button).

### AWARDS

After the entire season is over, view the winners of all awards, from the Art Ross Trophy for the league's regular-season scoring points leader, to the Hart Memorial Trophy for the league MVP.

➡ Press the **START** button to advance to the offseason.

## OFF SEASON CENTRAL

### RETIRED PLAYERS

At the end of each season players retire from the league. Make sure you keep track of who's leaving so you sign players to fill the gaps.

### RELEASE PLAYER

Release some of your players to waivers to free up space on your rosters before drafting rookies or picking up free agents.

### ROOKIE DRAFT

Need a center? A sniper? A heavy hitter? Before the beginning of the next season, draft rookies onto your team.

### VIEW/SIGN FREE AGENTS

See who the Free Agents are. Test your GM skills by seeing if you can sign any of them (► below).

### NEXT SEASON

After the Rookie Draft and Free Agents signing, continue to the next season.

⊙ Sign Free Agents is not available until after the Rookie Draft.

## DRAFTING PLAYERS

Fill in the gaps on your lines by drafting an up-and-coming rookie.

### *To draft a player:*

1. Choose ROOKIE DRAFT from the Off-Season Central screen. The Rookie Draft Order screen appears.
2. Press the **START** button to begin the Draft.
3. Press the D-button ↑ to choose a rookie to draft and press the ✕ button. A pop-up appears.
4. Select YES from the Draft Player pop-up.
5. Repeat for the second [final] round.

## SIGNING FREE AGENTS

### *To sign a Free Agent:*

- ➡ Select the Player you wish to sign. You can attempt to sign up to four players at a time. Pay particular attention to the Mood Indicator.

#### YELLOW

The player is very happy to sign with your team.

#### ORANGE

He's pretty happy to sign with your team.

#### RED

The player is indifferent.

#### PURPLE

The player doesn't like your team much.

#### GREEN

He's not interested in your team at all.



## PLAYOFFS

Skip the grind of the regular season and go right to the drama and excitement of the post season. You set the teams, the rules, and the Playoff structure.

### *To begin a Playoffs mode game:*

1. From the Main menu, choose GAME MODES. The Game Modes menu appears. Choose PLAYOFFS. The Playoffs menu appears.
  2. Select NEW PLAYOFF and press the **X** button. Advance to the Playoff Settings pop-up.
  3. Adjust your Playoff Settings and press the **START** button to continue to Team Select screen. Select a team as you would in a Franchise game (► p. 13) and then press the **START** button to advance to Playoff Central.
- ⦿ The Playoff Central screen functions like the Franchise Central screen (► p. 14).
- ↪ Highlight a team and press the D-button ↔ to replace that team.
- ↪ To go to the ice, press the **START** button.

## INTERNATIONAL

Your country is counting on you. Lace 'em up and get out there to prove that you really are the best in the world.

### *To begin an International mode game:*

1. From the Game Modes menu, choose INTERNATIONAL. The International menu appears.
  2. Select NEW TOURNAMENT and press the **X** button. Advance to the Tournament Settings pop-up.
  3. Adjust the Tournament Settings and then press the **START** button to advance to the Team Select screen.
  4. Select teams as you would in a Franchise game (► p. 13) and then press the **START** button to advance to the Tournament Central screen.
- ⦿ The Tournament Central screen functions like the Franchise Central screen (► p. 14).
- ↪ Highlight a team and press the D-button ↔ to replace that team.
5. Press the **START** button to go to the ice.

# NHL® CARDS



Earn cards when you accomplish tasks. Then, activate the cards to reap their rewards, including boosts, cheats, and other unlockable features.

- ⦿ You must have a profile to access NHL Cards. You are prompted to create one (➤ p. 18) the first time you access NHL Cards.
- ⦿ You can activate your cards during a game by selecting NHL CARDS from the Pause Menu (➤ p. 11).

## CARDBOOK

Open up your cardbook to see which NHL Cards you've earned.

- To flip through the pages of your Cardbook, press the **L1** button or the **R1** button.
- Press the **■** button to buy a pack of cards.

## TASK LIST

See which tasks you've accomplished and which you still need to conquer. Tasks are divided into four levels. Below are a few of the Level One tasks.

- ⦿ Score on a Rebound
- ⦿ Score 1st goal of the game
- ⦿ Win 10+ Face-offs in a period
- ⦿ Connect 10 passes in a period

## CELEBRATIONS

Choose which celebrations you'd like to assign to the **✕** button, the **●** button, and the **■** button. Not all celebrations are available initially. You must unlock them by earning the corresponding NHL Card.

### *To set your Celebrations:*

1. From the NHL Cards menu, choose CELEBRATIONS. The Celebrations screen appears.
2. Press the D-button **↑** to highlight a celebration for which you'd like to assign a button and then press either the **✕** button, the **●** button, or the **■** button to assign that particular celebration to the desired button.

## EASTER EGGS

There are 9 Easter Egg Cards to collect from Big Heads to Shrink 'n' Grow to Sumo Hockey.

### *To activate an Easter Egg:*

1. From the NHL Cards menu, choose EASTER EGGS. The Easter Eggs screen appears.
2. Highlight the Easter Eggs that you want to activate, and then press the D-button **↔** to toggle them ON/OFF.

## PROFILES

Set up a user profile to keep track of your NHL Cards.

### ***To create a user profile:***

1. From the NHL Cards menu, choose PROFILES. The Profiles screen appears.
2. Select CREATE NEW PROFILE. The text entry pop-up appears. Press the D-button to highlight a desired letter and then press the ✕ button.

➡ To move the cursor left/right, press the L1 button or the R1 button.

➡ To delete a letter, select the left arrow button.

3. Continue typing in letters until the profile name is finished and then press the START button.

### ***To edit a user profile:***

1. From the Profiles screen, choose EDIT PROFILE NAME. The cursor moves to the list of profile names.
2. Highlight the profile you want to edit and press the ✕ button. The text entry pop-up appears.
3. Edit the name and then press the START button when you've got it entered as you want it.

### ***To remove a user profile:***

1. From the Profiles screen, choose REMOVE PROFILE. The cursor moves to the list of profile names.
2. Highlight the profile you want to remove and press the ✕ button. A pop-up prompts you to confirm that you want to remove the profile. Select YES and press the ✕ button.

### ***To load a user profile:***

1. From the Profiles screen, choose LOAD PROFILE. The Load NHL Cards Profile pop-up appears.
2. Highlight the profile you want to load and press the ✕ button.

### ***To save a user profile:***

1. From the Profiles screen, choose SAVE PROFILE. The cursor moves to the list of profile names.
2. Highlight the profile you want to save and press the ✕ button. The Save NHL Cards Profile pop-up appears.
3. Choose a slot in which to save your file and press the ✕ button. A pop-up confirms that your profile was saved.

# OPTIONS

With the many options in *NHL 2003*, you can get even deeper into the game.



## CREATE PLAYER

Create the ultimate NHL player. Build your player from the skates up and then place him on any team. You can also edit and delete a player from this option.

### *To create a player:*

1. From the Options menu, choose CREATE PLAYER. The Create Player menu appears.
  2. Select CREATE PLAYER. The Create Player screen appears.
  3. Choose your player's looks (skin tone, eye shape, nose, mouth, eyebrows, facial hair, eye color, eye wear, and nose patch) and then press the **START** button.
  4. Enter in your player's personal information (first and last names, handedness, country, birthplace, etc) and then press the **START** button to continue to the third Create Player screen.
  5. Enter your player's height, weight, jersey number, position, team, experience and whether or not he is a star player. Then press the **START** button to set your player's skills.
  6. Use the sliders to adjust your player's skills (there are 3 skill screens in Advanced Stats) and choose whether or not your player will wear a visor.  
→ Press the **L2** button or the **R2** button to toggle Advanced Stats **ON/OFF**.
  7. When you've entered your player's info and adjusted all of his skills, the player summary screen appears. To make any changes, press the **▲** button to go back to the menu of the item you want to change or press the **START** button to continue.
  8. A pop-up confirms that your player has been added to the waivers or to the team you selected. You can choose to return to the Options menu or go to the Trade Player/Edit Lines screen from the pop-up.
- ⊙ Your skater can only be placed on teams with 37 or fewer players.
  - ⊙ Your goalie can only be placed on teams with two goalies.
  - ⊙ Your created player can be used in all game modes.
  - ⊙ Your created players can also be saved in Waivers.

### ***To edit a player:***

1. From the Create Player menu, choose EDIT PLAYER. The Edit Player pop-up appears.
2. Highlight the player you want to edit and press the **X** button.  
↳ You can only edit created players currently on waivers.
3. Go through the Create Player screens as you would when creating a player (► p. 19) and adjust the items that you want to change.

### ***To delete a player:***

1. From the Create Player menu, choose DELETE PLAYER. The Delete Player pop-up appears.
2. Highlight the player you want to delete and press the **X** button.
3. A pop-up asks you to confirm that you want to delete the player. Choose YES and press the **X** button.

## **CUSTOM TEAMS**

Pick at least 18 skaters and two goalies to round out your custom team.

### ***To create a Custom Team:***

1. Press the D-button **↑** to highlight a player you want to place on your custom team and then press the **X** button.  
↳ To change the displayed team, press the **L1** button or the **R1** button. You can choose players from different teams.  
↳ To cycle through different sortings of players, press the **■** button. Players can be sorted by name, position, attribute, or jersey number.
2. When you've finished selecting the members of your team, press the **▲** button to return to the Options menu.  
⦿ When you've selected the minimum number of players for your team, a pop-up informs you that your team has been activated.

## RULES AND SETTINGS

Adjust all of the rules and settings governing your experience on the ice, from turning off various infractions to determining how often the gloves come off and a fight breaks out.



### RULES

|                    |                                                                                                                                                                                                                            |
|--------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>SKILL LEVEL</b> | Set the skill level at BEGINNER, EASY, <b>MEDIUM</b> , or DIFFICULT.                                                                                                                                                       |
| <b>CLOCK SPEED</b> | Set the game time at 5, 10, 15, or 20 minute periods.                                                                                                                                                                      |
| <b>PENALTIES</b>   | Decide how often penalties are called.                                                                                                                                                                                     |
| <b>FIGHTING</b>    | Decide how often a fight breaks out.                                                                                                                                                                                       |
| <b>OFFSIDE</b>     | 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 <b>OFF</b> .                                                     |
| <b>ICING</b>       | 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 <b>OFF</b> . |
| <b>2 LINE PASS</b> | 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 <b>OFF</b> .    |
| <b>INJURIES</b>    | When <b>ON</b> , players can be injured. Default is <b>OFF</b> .                                                                                                                                                           |
| <b>HEROES</b>      | When <b>ON</b> , certain players will become heroes in the last minutes of a close game, overtime, the playoffs, or Medal Rounds of a tournament.                                                                          |
| <b>RINK TYPE</b>   | Select <b>AUTO</b> , NHL, or International. When set to AUTO, the home team determines the rink type.                                                                                                                      |
| <b>TIE BREAK</b>   | Choose how a tie game is decided: CONTINUOUS OT, SHOOTOUT, OT AND SHOOTOUT, SINGLE OT (4 ON 4), SINGLE OT (5 ON 5), <b>AUTO</b> , or NONE. When on AUTO, the home team or game mode determines the tie-break option.       |

## GAMEPLAY SETTINGS

➤ To toggle between Basic and Advanced Gameplay Settings, press the **L1** button or the **R1** button.

### BASIC

Some of the Basic Gameplay Settings are the same as those listed under Rules. Those are not repeated here.

|                    |                                                       |
|--------------------|-------------------------------------------------------|
| GAME SPEED         | Set the speed of the action on the ice.               |
| FATIGUE            | Determine how quickly your players tire.              |
| HITTING POWER      | Adjust the power of the players' hits.                |
| SHOT ACCURACY      | Adjust the accuracy of shots.                         |
| PASS ACCURACY      | Set the accuracy of passes.                           |
| PASS SPEED         | Adjust the speed of passes.                           |
| PASS INTERCEPTIONS | Determine the frequency of interceptions.             |
| INJURIES           | Adjust how easily a player is injured.                |
| GOALIE REBOUNDS    | Determine how fast the puck rebounds from the goalie. |

### ADVANCED

|                    |                                                                                                            |
|--------------------|------------------------------------------------------------------------------------------------------------|
| SPEED BURST LENGTH | Adjust the duration of your player's speed burst. The higher the value, the longer his speed burst lasts.  |
| 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 players recover from fatigue.                                                        |
| FALL RECOVERY      | Determine how quickly players recover from a fall.                                                         |
| AGGRESSION         | Set the level of aggressiveness.                                                                           |
| SHOT BLOCKING      | Set the likelihood of shots being blocked.                                                                 |
| PUCK ELASTICITY    | Determine the elasticity of the puck. The higher the value, the more "bouncy" the puck is.                 |
| PUCK FRICTION      | Adjust the amount of puck friction. The puck slows more on the ice due to higher friction values.          |
| PUCK CONTROL       | Determine how well your players control the puck.                                                          |

## SOUND SETTINGS

Set your Audio to MONO, STEREO, DOLBY™ Pro Logic, or DTS™. Change the volume levels for play-by-play, music, sound effects, crowd, and rink speech. Toggle color commentary ON/OFF.



↪ Toggle On-Ice Sound ON/OFF. When ON, you don't hear Color Commentary or Play-by-Play announcements.

⦿ To take advantage of the DOLBY Pro Logic setting, your home audio system must have Dolby Pro Logic Surround capability.

⦿ To take advantage of the DTS setting, your home audio system must have DTS capability.

## DISPLAY SETTINGS

Set your camera, display, and overlay options.

|                    |                                                                                                                                     |
|--------------------|-------------------------------------------------------------------------------------------------------------------------------------|
| CAMERA VIEW        | Select <b>ACTION</b> , ICE, CLASSIC, OVERHEAD, LIVE, or BROADCAST.                                                                  |
| GAME BREAKER METER | Toggle the Game Breaker Meter <b>ON/OFF</b> (► p. 10).                                                                              |
| BREAKAWAY CAMERA   | Toggle the Breakaway Camera <b>ON/OFF</b> .                                                                                         |
| SAVE CAMERA        | Adjust the slider to determine how often the save replay camera appears.                                                            |
| AUTO ZOOM          | Turn <b>ON/OFF</b> .                                                                                                                |
| REVERSE ANGLE      | When <b>ON</b> , the camera angle rotates 180° depending on where the puck is on the ice.                                           |
| SCORE OVERLAY      | Toggle <b>ON</b> to show the score on-screen.                                                                                       |
| SHOT METER         | Toggle <b>ON</b> to display the Shot Meter on-screen while playing.                                                                 |
| CONTROL INDICATOR  | Select whether players are identified by <b>NAME</b> , or <b>POSITION</b> , or toggle <b>OFF</b> to turn off player identification. |

## CONFIGURE CONTROLLER

Change your controller's configuration to suit your style.

### *To reconfigure your controller:*

1. From the Rules and Settings menu, choose **CONFIGURE CONTROLLER**. The Configure Controller screen appears.
2. Press the D-button ↑ to highlight the button whose action you want to change. Then press the D-button ↔ to cycle through the available actions for that button.

## ROSTERS

Manage your rosters to give players a break, work around an injured player, or utilize a player on a hot streak.

### ***To edit a Line:***

1. From the Options menu, choose ROSTERS. The Rosters menu appears.
2. Choose EDIT LINES. The Edit Lines screen appears.
3. Highlight the player you want to remove from a line and press the **X** button. The team roster appears.
4. Press the D-button  $\updownarrow$  to highlight a player to take his place and press the **X** button.
  - Press the **■** button to automatically select the Best Lines.
  - Press the **●** button to change the line to be edited.
  - Press the **L2** button or the **R2** button to cycle through hero, penalty kill, powerplay, defensive, and offensive lines.
5. Press the **▲** button when you're finished to return to the Rosters menu.

### ***To trade Players:***

1. From the Rosters menu, choose TRADE PLAYERS. The Trade Players screen appears.
2. Press the **L1** button or the **R1** button to highlight a team from which you want to trade a player. Then press the D-button  $\updownarrow$  to highlight the player and press the **X** button.
3. Press the **●** button to switch the cursor to the other side and select a team and a player to trade.
4. When you've selected the players you want to trade, press the **START** button to complete the trade.
  - To release a player to Waivers select one team as waivers, select the appropriate players from the other team, and then press the **START** button.



### ***To begin a Fantasy Draft:***

1. From the Rosters menu, choose FANTASY DRAFT. The Fantasy Draft Order screen appears.
  - To randomly reorder the draft, press the **L1** button or the **R1** button.
  - To swap draft positions, press the **■** button and then press the D-button **↔** to choose the two teams to be swapped.
2. Press the D-button **↑** to highlight the team(s) for which you want to manually draft players and press the **✖** button. Then press the **START** button to advance to the Fantasy Draft screen.
3. Press the D-button **↑** to highlight a player and press the **✖** button to draft him.
4. If you have selected more than one team to manually draft, the next team (in draft order) appears. Continue until you have drafted players for all of your manually controlled teams. Then the Round Summary appears.
5. Continue drafting until all of the Free Agents have been drafted or select AUTO DRAFT to have the CPU draft the remaining Free Agents.
  - To complete the draft automatically at any time, press the **START** button at the Fantasy Draft screen.

### ***To change a player's Jersey Number:***

1. From the Rosters menu, choose JERSEY NUMBERS. The Jersey Numbers screen appears.
2. Press the D-button **↑** to highlight the player whose number you want to change and then press the **✖** button. The Select Jersey Number pop-up appears.
3. Press the D-button **↔** to change the jersey number. When the desired number is displayed, press the **START** button to return to the Jersey Numbers screen.
4. Press the **▲** button to return to the Rosters menu when you're finished setting jersey numbers.

### ***To load/save Rosters:***

1. From the Rosters menu, choose LOAD/SAVE ROSTERS. The Load/Save Rosters menu appears.
2. Choose LOAD ROSTERS. The Load Rosters pop-up appears.
3. Select the rosters that you want to load and press the **✖** button.
  - To save Rosters, from the pop-up choose SAVE ROSTERS and follow the same instructions.
  - To reset to default Rosters, choose GAME DISC ROSTERS from the pop-up.

## STATS CENTRAL

View the stats for teams and individual players. The table on p. 27 lists the abbreviations for team, player, and goalie stats.

### TEAM STATS

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

#### ***To view Team Stats:***

- From the Stats Central menu, choose TEAM STATS-SEASON or TEAM STATS-PLAYOFFS. The Team Stats screen appears.
- Press the D-button ↔ to view off-screen stats.
- To resort the displayed teams, 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:***

- From the Stats Central menu, 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 All 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 teams, press the D-button ↔ and highlight the column by which you want the stats sorted and then press the ✕ button.



## STATISTIC ABBREVIATIONS

| <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>P</b>      | Points                                                                                                                      | <b>L</b>      | Losses                |
| <b>OTL</b>  | Overtime Loss              | <b>PIM</b>    | Penalties in Minutes                                                                                                        | <b>T</b>      | Ties                  |
| <b>P</b>    | Points                     | <b>+/-</b>    | Goal differential during regular strength (not PP or PK), while a player is on the ice (i.e. Goals For minus Goals Against) | <b>GA</b>     | Goals Against         |
| <b>W%</b>   | Winning Percentage         |               |                                                                                                                             | <b>S%</b>     | Save percentage       |
| <b>GF</b>   | Goals For                  |               |                                                                                                                             | <b>SA</b>     | Saves                 |
| <b>GA</b>   | Goals Against              |               |                                                                                                                             | <b>SO</b>     | Shutouts              |
| <b>PPGF</b> | Power Play Goals For       |               |                                                                                                                             | <b>Min</b>    | Minutes played total  |
| <b>TPP</b>  | Time on Power Play         | <b>PPG</b>    | Power Play Goals                                                                                                            | <b>PIM</b>    | Penalties In Minutes  |
| <b>PP%</b>  | Power Play percentage      | <b>SHG</b>    | Short-Handed Goals                                                                                                          | <b>ENG</b>    | Empty Net Goals       |
| <b>SHGA</b> | Short Handed Goals Against | <b>GWG</b>    | Game-Winning Goals                                                                                                          | <b>G</b>      | Goals                 |
| <b>PPGA</b> | Power Play Goals Against   | <b>GTG</b>    | Game tying goals                                                                                                            | <b>A</b>      | Assists               |
| <b>TSH</b>  | Times Short Handed         | <b>S</b>      | Shots                                                                                                                       | <b>P</b>      | Points                |
| <b>PK%</b>  | Penalty Killing percentage | <b>S%</b>     | Shooting percentage                                                                                                         |               |                       |
| <b>SHGF</b> | Short Handed Goals For     | <b>FOW</b>    | Face Offs Won                                                                                                               |               |                       |
|             |                            | <b>FOT</b>    | Face Offs Taken                                                                                                             |               |                       |
|             |                            | <b>Hits</b>   | Hits                                                                                                                        |               |                       |
|             |                            | <b>GV</b>     | Giveaways                                                                                                                   |               |                       |
|             |                            | <b>TK</b>     | Takeaways                                                                                                                   |               |                       |
|             |                            | <b>Min</b>    | Total minutes played                                                                                                        |               |                       |

# **CREDITS**

## **ELECTRONIC ARTS™ CANADA**

GEOMETRY & COLLISION DETECTION:  
Gari Biasillo

AI LEAD: Chris Deas

PLATFORM LEAD & AI: Dave Forshaw

FRONT END: Kristopher Horton

AI: Alan Hughes

RENDERING: Jesse Joudrey, Kevin Pickell,  
Sean Thompson, Som Yau

FRONT END: Derek Kube, Jacob Tran,  
Dee Jay Randall, David Rossellat

FRONT END & BUILD MONKEY: Marty Rampton

AUDIO & AI: James Laurenstin

PLATFORM LEAD & COVERAGE: Jonathan Lawlor

TOOLS & TECHNOLOGY LEAD: Kevin Loken

PLATFORM LEAD & ONLINE: Alan Price

TOOLS & AUDIO: Ryan T. Sammartino

FRONT END LEAD: Bunka Sandhu

PLATFORM LEAD & ANIMATION: Tedd Streibel

ANIMATION & CHOREOGRAPHY: Ian Yip

SCRIPTING SUPPORT: Brian Ka Chun Yu

3D CHARACTER MODELER: Frank Belardo

FRONT END/2D SPECIALIST: Jeff Buchwitz

ANIMATION SCRIPTING & EDITING: Gareth Eaves

TECHNICAL ART LEAD: Brooks Gordon

ASSOCIATE ART DIRECTOR: Sean Letts

3D & 2D ART: Jimmy Liang

ANIMATION: Petar Milacic

3D CHARACTER MODELER: Arthur Na

FRONT END & TEXTURES: Suzan Smith

ART DIRECTOR: Rick Stringfellow

ANIMATORS: Philipp Tiqui, Jeff Wong

GRAPHIC ART: Cory Yip

STORYBOARD & NHL CARDS: Michael McCartie

NHL CARDS: James Bowes

VIDEO EDITING: Sam Hofer

MEDIA SPECIALIST: Peter Miller

AUDIO LEAD: Saki Kaskas

COLOR SPEECH DESIGN: Markus Westerholz

AUDIO CO-OP: Bryce Fountain

STUDIO RE-MIX: Francois Lafleur

SCRIPT WRITERS: Chris Molineaux,  
Matthew Toner

SPEECH EDITING: Rolf Hennemann

SPORTS AUDIO: Jeff Mair, Aleksandar Zecevic

DEVELOPMENT DIRECTOR: Justin Dowdeswell

LINE DEVELOPMENT DIRECTOR: Jack Hsu

SENIOR DEVELOPMENT DIRECTOR: Brian Wideen

EXECUTIVE PRODUCER: Rory Armes

LINE PRODUCER: Dave Warfield

ASSISTANT PRODUCERS: David Littman,  
Kerry McGaffney, Dean Richards, Jeff Yu

LOCALIZATION/AUDIO PRODUCER:  
Janie Toivanen

PRODUCTION COORDINATOR: Eve Mah

ADMINISTRATIVE ASSISTANT: Juli Miletich

PRODUCT MARKETING MANAGER: Kirsten Duvall

PUBLIC RELATIONS SPECIALIST:  
Kimberly McIntyre

DIRECTOR EA SPORTS: Eric Petersen

MARKETING MANAGER: Keith Munro

EA INTERNATIONAL: Dan Holman

SQA PROJECT MANAGER: Frankie Benton

SQA PROJECT LEAD: John Brett

SENIOR TESTERS: Ryan Barr, Lorne Wilson

TESTERS: Chris Aduna, Duane Bieber,  
Simon Deglau, David Klann, Joyce Lo,  
Morgan Madu, Jeff Morley, Kelvin Poon,  
Christina Staples

**QA MANAGER:** Janean Bowen

**MANAGER, VIDEO & POST PRODUCTION:**  
Mark Lange

**SENIOR MASTERING LAB TECHNICIAN:**  
Peter Petkov

**MASTERING LAB TECHNICIANS:**  
Raphael DeLeon Erana, Michael Destine,  
Bill Person, Brett Henderson

**SENIOR QA TOOLS PROGRAMMER:** Bob Purewal

**QA TOOLS PROGRAMMERS:** Steven Silvester,  
Steve Wong

**QA TECHNOLOGY MANAGER:** Anna Chmielewski

**TECHNICAL LEAD:** John Adano

**COMPATIBILITY TECHNICIANS:** Mikael Kinnunen,  
Brian Oberquell, Steve Watson

**MUSIC LICENSING:** Beverly Koeckeritz

**MUSIC ADVISOR:** Steve Schnur

**VP WW BUSINESS AFFAIRS:** Joel Linzner

**EAC BUSINESS AFFAIRS:** Jennifer Campbell,  
Jennifer Tait

**GOAL SCORE MUSIC ACQUISITION:**  
Geoffrey Halton

**PLAYER RATINGS:** Land-Sports.com,  
Canadian Hockey Research & Information  
Services

**STATISTICAL DATA:** National Hockey League

**NHL PHOTOGRAPHY:** Getty Images,  
Bruce Bennett Studios, Inc.

## **ELECTRONIC ARTS REDWOOD SHORES**

**PACKAGE DESIGN:**  
POPGUN Design

**PACKAGE PROJECT MANAGER:**  
Larré Sterling

**PACKAGE PHOTOGRAPHY:** Getty Images,  
Bruce Bennett Studios, Inc.

**PACKAGE ART DIRECTION:**  
EA Creative Services/Cole Bronn

**DOCUMENTATION:** Jessica Poorée

**DOCUMENTATION LAYOUT:** Corinne Mah

**CUSTOMER QUALITY CONTROL:** Simon Steel,  
Dave Knudson, Darryl Jenkins, Andrew Young,  
Tony Alexander, Anthony Barbagallo,  
Russell Medeiros, Eron Garcia

## **SPECIAL THANKS**

**COACHING STRATEGIES:** Marc Crawford

**PLAY BY PLAY ANNOUNCER:** Jim Hughson

**COLOR COMMENTARY:** Don Taylor

**RINK ANNOUNCER:** Jon McComb

Brian Jennings (NHL), Dave McCarthy (NHL),  
Catherine O'Brien (NHL), Linda M. Santiago  
(NHL), Kristin Stead (NHL), Rich Libero (NHL),  
Mike Ouellet (NHLPA), Martin McQuaig  
(NHLPA), Ted Saskin (NHLPA), Rene Robert  
(NHL Players Alumni), Paulette Doudell,  
Bing Gordon, Steve Chiang, Hockey Hall  
of Fame, Darren Moscovitch, Orca Bay Sports  
& Entertainment, Vancouver Canucks,  
EARS Legal, Dylan Crawford, Patrik Holmgren  
(CWL), Friends, Families, and Loved Ones



# **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 any time and without notice. This manual and the software described in this manual are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of Electronic Arts.



**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). \$0.95 per minute.

In CANADA, dial 900-451-4873. \$1.15 (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.

## **EA TECH SUPPORT CONTACT INFO**

E-MAIL AND WEB PAGE: <http://techsupport.ea.com>

FTP SITE: <ftp.ea.com>

### **MAILING ADDRESS:**

Electronic Arts Technical Support

P.O. 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:**

Electronic Arts Pty. Ltd.

P.O. Box 432

Southport Qld 4215, Australia

### **In the United Kingdom, contact:**

Electronic Arts Ltd.

P.O. Box 181

Chertsey, KT16 0YL, UK

Phone (0870) 2432435

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

© 2002 Electronic Arts Inc. Electronic Arts, 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. © 2002 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.



DTS interactive technology licensed by Digital Theater Systems, Inc.

Dolby 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.

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 Agfa Monotype's complete Font software End User License Agreement please go to their website [www.agfamonotype.com](http://www.agfamonotype.com)









PROOF OF PURCHASE  
**NHL® 2003**



# ROLL WITH THE THUNDER

## FEATURES

### • BUILD A LEGACY

Manage your team by hiring a pit crew, signing sponsorships, and building cars to compete for the Cup in 20 consecutive Career mode seasons.

### • EARN THUNDER PLATES

Collect over 100 plates to access 125 cars, 70 drivers, and 45 tracks, including 8 road courses.

### • MAKE NASCAR HISTORY

Take on over 30 MRN "Moment of the Race" scenarios from real-life NASCAR® races in Lightning Challenge.

### • EARN YOUR THUNDER LICENSE

Interactive instruction from Richard Petty and other top NASCAR® drivers teaches you the best driving lines, brake points, and more.

### • EA SPORTS™ TRAX

Grinding soundtrack features classics and new hits from Steppenwolf, (hed)p.e., Nonpoint, and more!

**EA**  
SPORTS  
**NASCAR**  
**THUNDER**  
**2003**

45 TRACKS INCLUDING 8 ROAD COURSES

ALL-NEW GAME ENGINE



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

© 2002 Electronic Arts Inc. Electronic Arts, 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. NASCAR is a registered trademark and NASCAR Thunder is a trademark of the National Association for Stock Car Auto Racing, Inc. John Andretti name and/or likeness used under license by Petty Marketing Company, LLC. The General Mills trademarks used under license. The name, signature and likeness of Dale Earnhardt, Jr., the stylized #14, the stylized #8, the Dale Earnhardt, Jr. crest or script logo are licensed under the administration of Dale Earnhardt, Inc. The stylized "31", the likeness of the Number 31 Race Car and the RCR Checkered Flag Logo are trademarks of Richard Childress Racing Enterprises, Incorporated, and are used under license from Richard Childress Racing Enterprises, Incorporated. The name, likeness and signature of Robby Gordon are trademarks of Team Gordon, Incorporated, and are used under license from Team Gordon, Incorporated. "Cingular", "Cingular Wireless" and the Cingular logo are trademarks of Cingular Wireless LLC, and are used under license from Cingular Wireless LLC. UPS®, UPS.COM®, UPS Racing logo®, and the UPS logo® are registered trademarks of the United Parcel Service of America, Inc. and used under license. Dale Jarrett and Robert Yates Racing trademarks are used under license. "Bobby Labonte®", #18®, and "Interstate® Batteries" licensed under authority of Joe Gibbs Racing, Huntersville, NC. The name, signature and likeness of Steve Park are licensed under the administration of Dale Earnhardt, Inc. Licensed by Steve Park Motorsports, LLC. The stylized #1, the likeness of the #1 race car and the Dale Earnhardt, Inc. crest or script logo are under the administration of Dale Earnhardt, Inc. Pennzoil® is registered trademark of Pennzoil-Quaker State Co. Mike Skinner name and likeness and KODAK, MAX and Trade Dress are trademarks licensed Kodak Company. All other trademarks are the property of their respective owners. EA SPORTS™ is an Electronic Arts™ brand. Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC UIC designation only "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC UIC DESIGNATION. U.S. AND FOREIGN PATENTS PENDING. 1454405

**NASCAR**

thunder2003.ea.com

