


NHL HITZ 2002



TRAINING MANUAL



MIDWAY



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.

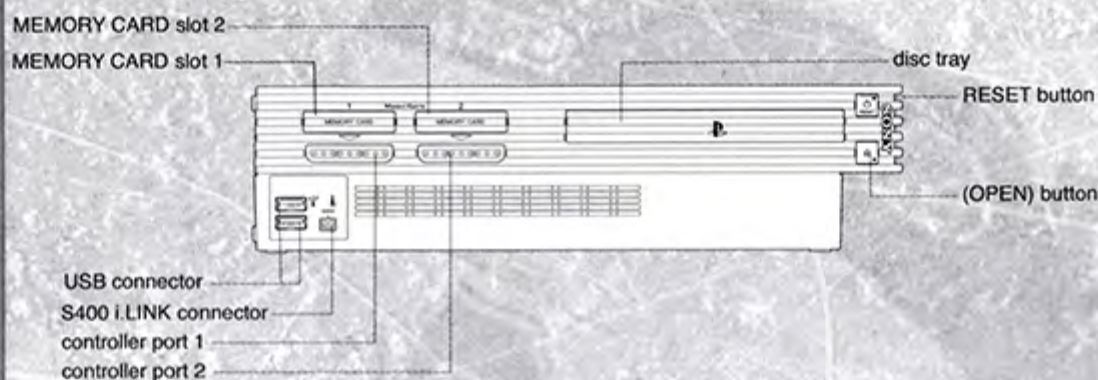
HANDLING YOUR PLAYSTATION 2 DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

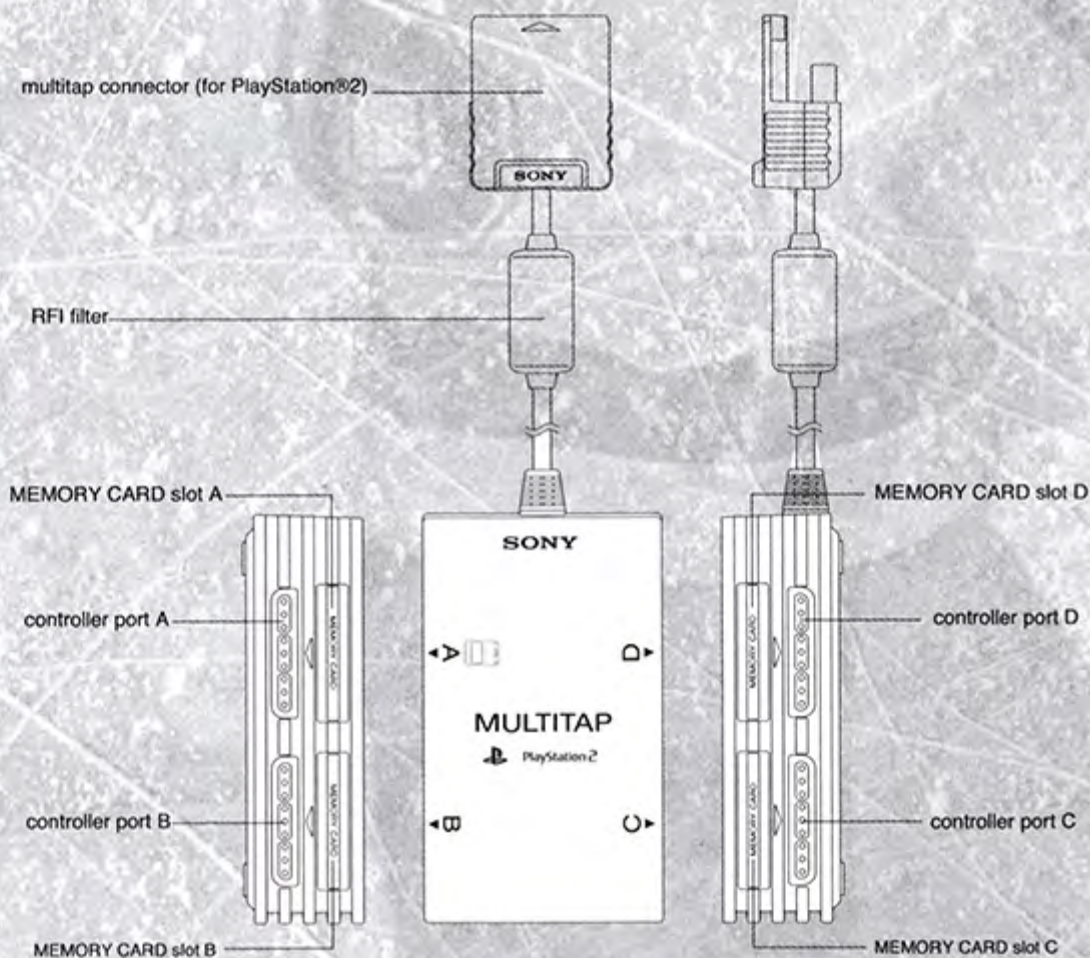
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Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button.

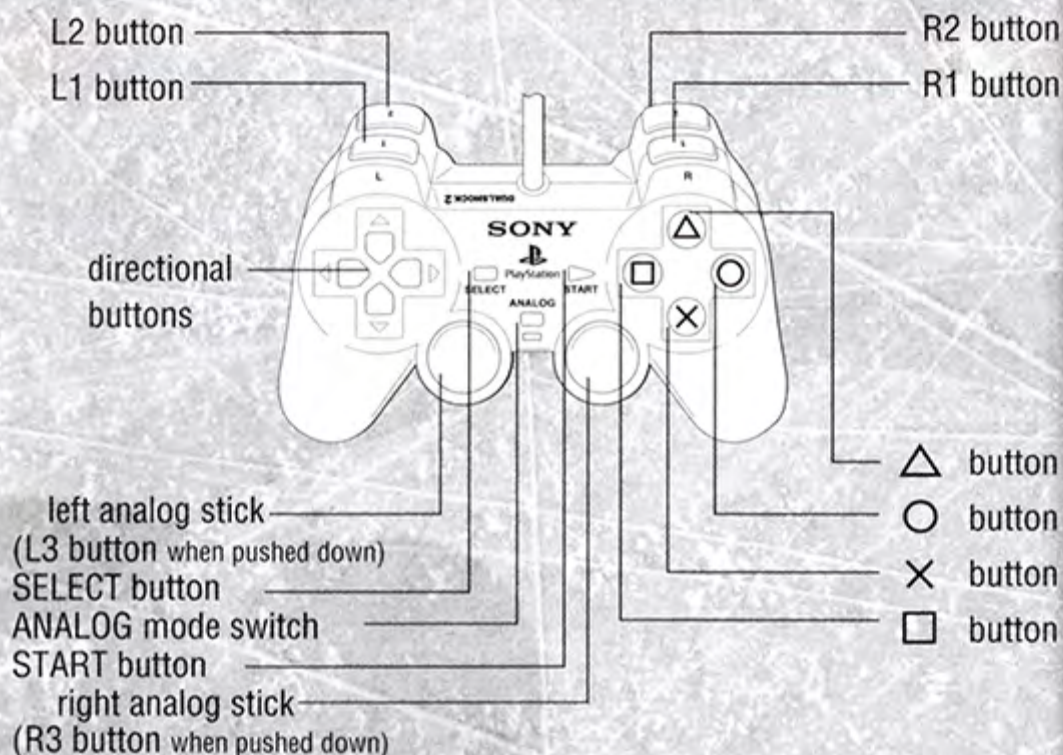
When the power indicator lights up, press the open button and the disc tray will open. Place the NHL® Hitz 20-02 disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



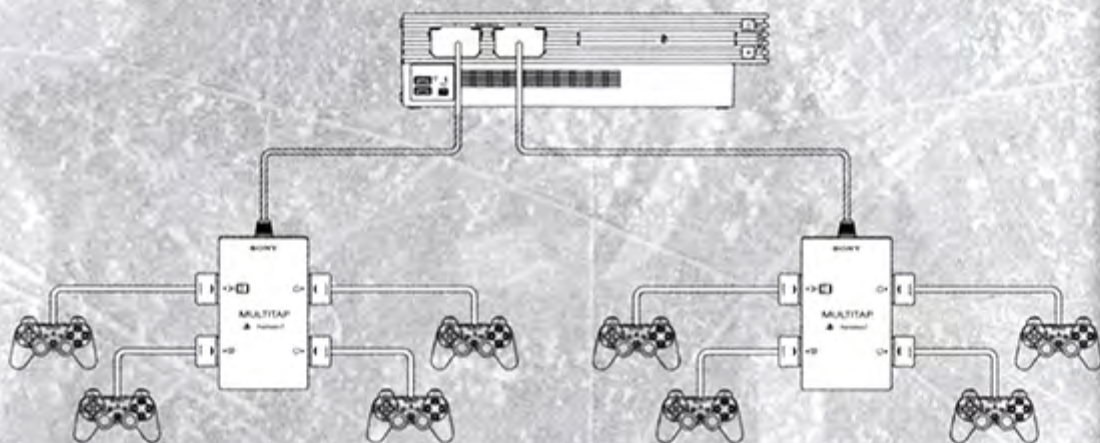
Multitap (for PlayStation®2)



DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



NHL® Hitz 20-02 does NOT recommend or support "Analog Joystick" controllers that are not DUALSHOCK™2 analog controllers.

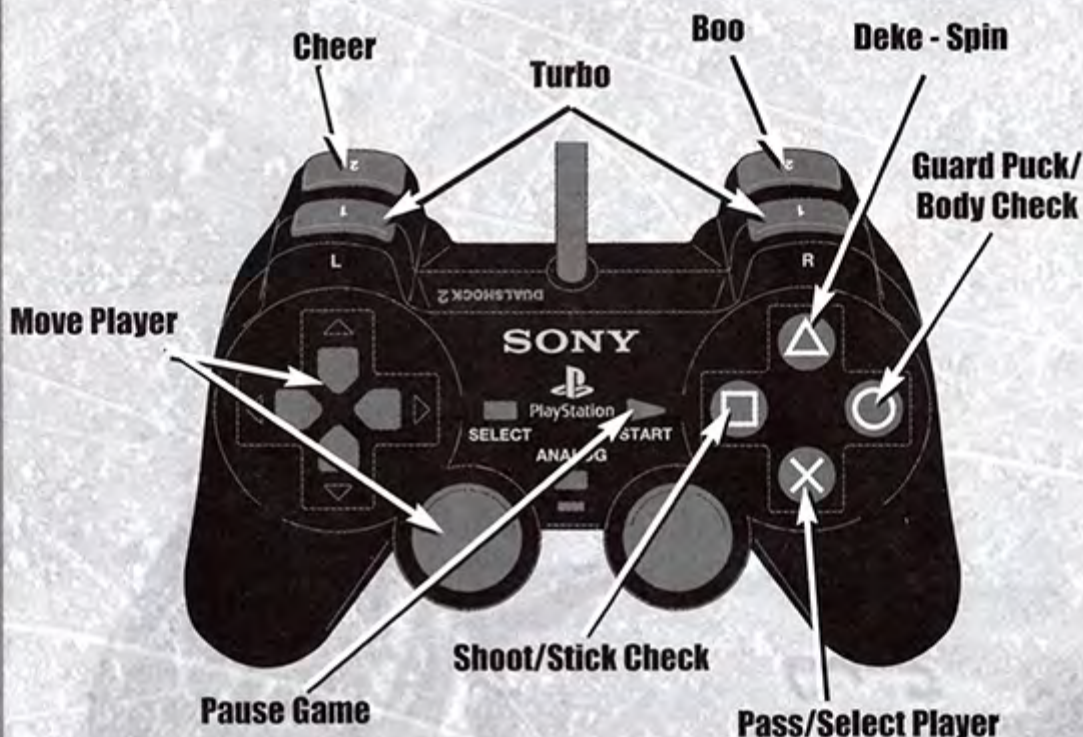


MULTITAP COMPATIBLE

NHL® Hitz 20-02 supports up to 6 players. Use a multitap (for PlayStation®2) to gain access to 6 controllers. Please connect controllers sequentially from Controller port 1-A, Controller port 1-B, etc., when using a multitap (for PlayStation®2). See page 3 for Multitap diagram.

PS2

DEFAULT CONTROLS - OFFENSE/DEFENSE



ADVANCED CONTROLS

- Fake Shot** = Hold Shoot, then press Guard Puck
Fake Shot, Pass = Hold down Shoot, then press Pass
One-Timer = Press Pass, then Shoot
Fake Shot, Pass, One-Timer = Hold down Shoot, then Pass, then Shoot

MENU/SUB-MENU NAVIGATION

Throughout this manual, **↑**, **↓**, **←** and **→** will signify pressing Up, Down, Left and Right on the directional button. To navigate through the game menus (i.e. Options), use the directional button (**↑**, **↓**, **←** or **→** depending on the menu) to highlight a selection. To activate a selection or access the next menu, press the **X** button. To go back to the previous menu and/or cancel the previous selection, press the **△** button.

FRANCHISE ATTRIBUTE POINTS BREAKDOWN

- A Player starts with 30 points (5 points per attribute)
- A Team starts with 60 points upon creation. Six points are awarded for a win.

For details on Franchise Mode, see pg. 7. See Hitz Points, pg. 18, for detailed Franchise Points information.

MEMORY CARD

NHL® Hitz 20-02 lets you save accumulated data to your Memory Card (8MB) (for PlayStation®2). We highly recommend using a Memory card to enjoy the many features you'll find in this game.

Each time you start NHL® Hitz 20-02 on your PlayStation®2 computer entertainment system, the game will read your Memory card and load your saved settings and saved teams. This prevents you from having to go through the menus to adjust the settings to your liking each time you want to play the game.

NHL® Hitz 20-02 also lets you create teams and players, so you'll definitely want to save that information, especially if you've accumulated stats, as well as credits you'll use to make purchases in the Hockey Shop (see pg. 7 - 8 for details).

Within the Options Menu, you'll find the "Memory Card" option. It offers several options for maintaining your game data on your Memory card.

LOAD SETTINGS

Load any saved settings you have saved on your Memory card.

DELETE TEAM

There may be a time you need to make some space or delete a user name you no longer use. Delete unused user names with this option.

DELETE USER

Use this option to delete a user name and its related game records and saved controller configurations.

AUTO SAVING

Use this option to automatically have NHL® Hitz save your data to the Memory card. Each time the game auto-saves your data, a prompt will be displayed, warning you not to interrupt the saving process.



It is advised that you do not insert or remove peripherals or Memory cards once the power is turned ON. Make sure there is enough free space on your memory card before commencing play.

Memory Card

EXHIBITION

Play a quick game and win credits to spend in the hockey shop. You'll choose sides (Home or Away), then choose teams and players to take to the ice.

CHAMPIONSHIP

Pick an NHL® team, beat all the other NHL® teams and take home the Stanley Cup. More than one player can play, so have your friends join your team and help you out (see [Hitz Credits](#), pgs. 16-17 for details on credits).

At the Join Championship Screen, move your controller into the **Home** or **Away** window, then press the **X** button to enter your name. Press the **Directional button Up, Down, Left** or **Right** to highlight a letter, then press the **X** button to select it. Repeat the process to type out the name of your choice. You'll then pick a team, and hit the ice.

FRANCHISE

NHL® Hitz 20-02 lets you use your created team of players to take on all of the NHL® and Fantasy teams to win the coveted Midway Cup.

If you've already created a team, you can select your team, jump on the ice and get the next scheduled game underway.

To create a "New Team", go to the **Customize Team** Screen. See [Customize Team](#), pg. 8, for details on creating a team. See [Franchise Attribute Points Breakdown](#), pg. 5, or [Hits Points](#), pg. 18 for attribute points information.

SKILLS

Yes, that's right! You haven't seen Skill games in any other hockey videogame. Well, now you have. NHL® Hitz 20-02 includes a handful of Skill games to challenge your friends and polish your skills.

First, press the **Directional button Left** or **Right** to select a saved User (if one exists). Next, **Directional button Up** or **Down** to select a game you want to play. A brief description of each game is displayed in the window to the right. You start at Level 1, but once you win all the Skills games on Level 1, you'll move up a level. As you move up, the difficulty increases.

HOCKEY SHOP

When you play and win Exhibition or Championship games, you'll accumulate credits to use toward obtaining items at the Hockey Shop. You can also accumulate credits by answering Trivia Questions correctly following each game (see [Trivia](#), pg. 16). Your accumulated credits are displayed at the top of the screen (see [Hitz Credits](#), pgs. 16-17 for details on credits).



HOCKEY SHOP (CONT.)

Highlight each category, then press the **Directional button Left** or **Right** to cycle items. The amount of credits needed for an item is displayed below as you cycle each item. Make sure you select **Exit/Save** to confirm any transactions and return to the Main Menu.

CUSTOM TEAM

You'll have fun with this option. You can create your own team, and even draft real NHL® players. You can then use your team to win the Midway Cup, Stanley Cup or play in Exhibition mode.

To create your team, you'll need to use the following options:

NAME

Press the **Directional button Up, Down, Left** or **Right** to highlight a letter, then press the **X** button to select it. Repeat the process to type out the name of your choice.

STADIUM

Press the **Directional button Up** or **Down** to select an Arena. If you've unlocked arenas in the Hockey Shop, these are also available here.

LOGO

Press the **Directional button Up** or **Down** to select one of the available logos. Uniforms change based on the logo you choose.

HOT SPOT

A **Hot Spot** is an area of the ice where your chances of scoring a goal increases. Press the **Directional button Up, Down, Left** or **Right** to move the green circle to an area you'd like to use as a Hot Spot.

TRADE

If you have enough Attribute Points, this option allows you to select the players that will make up your team. You'll likely have to wait a while to trade for an NHL® player until you've accumulated a good amount of Attribute Points, because NHL® Players are quite expensive. When you're ready, you can choose any NHL® player. Live it up by creating a powerful dream team of your own.

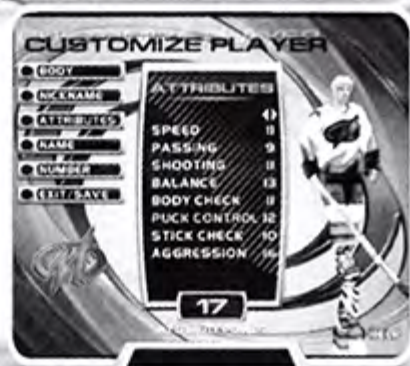
Press the **X** button to select a player slot, then press the **Directional button Left** or **Right** to choose a team. Within a team, you can choose your players. Press the **Directional button Up** or **Down** to highlight a player, then press the **X** button. Repeat this process to select the players you want (see **Hitz Points**, pg. 18 for details on how to obtain and use Attribute Points).



CUSTOM TEAM

PLAYER

You can view the attributes of the NHL® players you've drafted or modify players you created. If you have an open roster spot ("New Player/Goalie"), you can create a new player using available Attribute Points.



ATTRIBUTE POINTS

Before you get started, you'll need to know just how to best use and acquire your Attribute Points. You're given 60 Attribute Points to work with initially, but as you play and win games or answer Trivia Questions correctly, you'll be awarded more points to use toward strengthening your team.

Note: Attribute Points are awarded in Franchise Mode Only.

CUSTOMIZE PLAYER

You can create your player using the following options:

BODY

When selected, body attributes are displayed. Press the Directional button Up or Down to highlight one of the several options, then press Left or Right to make adjustments. Press the \otimes button when you're finished.

NICKNAME

Press the Directional button Up or Down to select a nickname for your player. The play-by-play announcer will then use this name during the game.

ATTRIBUTES

This is the option you use to strengthen your player. Press the Directional button Up or Down to highlight one of the several options, then press Left or Right to decrease or add strength to an attribute. Numbers in Red signify weak, yellow is fair and green is strong. Make sure you pay attention to the Attribute Points you have remaining below. They diminish as you use them.

NAME

Give your player a name. Accumulated stats will be attributed to this name. Press the Directional button Up, Down, Left or Right to highlight a letter, then press the \otimes button to select it. Repeat the process to type out the name of your choice. Select DEL to back up and fix mistakes, then press END when you're finished.

NUMBER

Give your player a number. Press the Directional button Up, Down, Left or Right to highlight a number, then press the \otimes button to select it. Repeat the process to type out the number you want.

Select Exit/Save to save the player and leave the menu.

OPTIONS

A big game like NHL® Hitz is bound to be deep in game options, so read below, then make some adjustments to your game settings. Make sure you select Exit/Save to keep any adjustments you make.

GAME

Review the following Game Options:

SKILL LEVEL - Select Rookie, Pro or All-Star, based on your skill level (easy, medium and hard respectively).

GAME SPEED - This option might take some experimentation on your part to get just right. If you're an experienced player, you can probably get away with speeding the game up considerably. Game intensity and the CPU controlled players responsiveness will increase.

FIGHTING - Turn the game's fighting feature ON or OFF.

GOALIE CONTROL - You can choose that each Human player takes control of a Goalie in possession of the puck by selecting USER, or you can choose CPU to let the computer control the goalie at all times.

* default option

SOUND

To make adjustments to game sound, highlight a sound option, then press the Directional button Left or Right to decrease or increase the volume. You can adjust Sound Effects (FX), Menu Music, In Game Music, Crowd or Commentator.

JUKEBOX - Highlight this option and press the **X** button. The available music will be displayed. Highlight a type of music, then press the **X** button again. You can then press the Directional button Left or Right to turn a song ON or OFF.



DISPLAY

CAMERA - Choose Ice, Side or Overhead camera angles.

ZOOM - Used in unison with the Camera option, this option lets you fine tune your camera angles by zooming in or out. Note: To get a preview as you adjust camera angles and zoom, try making adjustments from the Pause Menu (see Pause Options Menu, pg. 13).

AUTO REPLAY - You can let the CPU choose the replays during a game, or turn this feature OFF to manually choose when to view a replay.

SCORE OVERLAY - You can choose to Show or Hide the Scoreboard during your game.

TURBO METERS - Show or Hide the Turbo Meters during a game. You might want to add some mystery and play a game in which each opponent can't determine how much Turbo each player is using.

INDICATORS - By default, players have colored circles that determine which human user is controlling which player. You can change the default indicator by selecting Player Name, Player Number or User Name. The User Name option might be good when you have a large number of human controlled players.

* default option

CONTROLLERS

Customize your controller the way you want. First, press the Directional button Left or Right to select a saved User (if one exists). This will let you save a configuration to a specific user's saved setup.

Next, highlight a control, then press the Directional button Left or Right again to make changes. Press the **○** button to turn the Vibration feature ON or OFF. Repeat the process to make adjustments to other user controller configurations.



MEMORY CARD

See pg. 6 for details on Memory cards.

RECORDS

Use the Records option to view saved statistics that have been accumulated over time. You'll need a Memory card to maintain your records database (see Memory Cards, pg. 6).

CHOOSING SIDES

Prior to each game, you'll have to select whether you want to be the **Away** or **Home** team. Press the **Directional button Left** or **Right** to make your choice.

The number of controllers connected to the game console are displayed between the Home and Away window.

Each player must choose a side in order to play the game. Once all players have made their selection, the Choose Team Screen will be displayed.



CHOOSE TEAMS



Once players have chosen a side, team selection is next. Press the **Directional button Up** or **Down** to highlight a team, then press the **X** button to make a selection. As you scroll through the teams, power ratings are displayed to help you decide which team you'd like to use.

Note: Press the **○** button to select a random team.

SELECT PLAYERS

Press the **Directional button Left** or **Right** to cycle through your team's available players, then press the **X** button to select him. Do the same for the next two players you'll need to complete your three man team. Once the third man has been selected, you'll go to the Matchup Screen to enter any codes you want to use.



Note: Press the **○** button to "lock" a player. This will enable you to **only** control that "locked" player throughout the game.

ENTERING CODES

CODES



When all of the players have been selected (and all of the players have pressed the **X** button), the Match-Up Screen will appear.

The Matchup Screen displays the names and logos of the two competing teams. At the top and/or bottom portion of the screen, you'll see one set of code icons (one for a 1 player game, two sets for a 2 player game, etc).

You can enter codes by pressing the **□** button (first icon), the **△** button (second icon) or the **○** button (third icon). When the icons you want are displayed, press the Directional button Up, Down, Left or Right to enable the code (not all combinations will enable codes).

To input more than one code, repeat the process. The codes you entered first will flash and remain on-screen. At this point, you can enter another code before the game starts. The first code you entered will be stored, as well as the second one. This screen appears only for a short period of time, so you'll have to be quick to input multiple codes.

Codes for NHL® Hitz 20-02 can be found in Strategy Guides, Magazines, on the Internet and with a little experimentation on your part. Then again, you may also want to take a closer look in this manual or at the crowd in Replay mode.

PAUSE OPTIONS MENU

At anytime during the game, press the Start button to pause the game and display the Pause Menu. It contains standard game options to make adjustments to your current game.

Options displayed in grey are not available during a game. For details on these options, see Options, pgs. 10 - 11.



THE HUD

NHL® Hitz 20-02's Heads Up Display (HUD) is simple, so you won't be too distracted as you pummel your opponent. Review the illustration below to familiarize yourself with the HUD.



THE FACE-OFF

Possession is everything, so you'll want to win as many face-offs as possible. As you're face-to-face with your opponent, press the **X** button, **□** button or **○** button. They each do something different during the face-off. Whether you win or lose is based on the button your opponent selects.

Basically, the **X** button beats the **○** button, the **○** button beats the **□** button and the **□** button beats the **X** button. If you both press the same button, the winner is determined by who pressed the button first. Simple enough?

PASSING

No-brainer, huh? Well, you'll find out that every pass doesn't find its destination. Look for open lanes to avoid having the puck stolen.

CHECKING

If you don't have the puck, a nice hard Check could do the trick. Press the **□** button for a Stick Check or the **○** button for a nice Body Check.

THE ONE-TIMER

When executed correctly, this is quite possibly the most difficult shot for NHL® goalies to stop. With a teammate open and rushing (or near) the net, press the Pass button, then quickly press the Shoot button to execute a one-timer. You can perform this shot from anywhere on the ice, but shooting closer to the net will give you a better chance to score.

BLOCKING SHOTS

Take one for the team! Lay down or block an incoming shot by pressing the **□** button when a player is shooting a puck toward your net or passing.

FIGHTING

It's part of the game! Yes, not everyone likes to see it, but we do! Every once in a while, you'll find yourself squaring off against an opponent. Controls quickly flash on-screen before the fight starts to refresh your memory. They may not be on long enough for you, so we'll list the controls here:



Light Punch	X button
Grab	○ button
Heavy Punch	□ button
Block	△ button
Dodge	← or →

Remember, if your player loses a fight, he's out for the rest of the game.

ON FIRE

Success has its rewards. When you catch fire, all your attributes will increase slightly, so your success rate for scoring goals will also increase. You'll know your player is On Fire when flames and smoke trail him as he skates down the ice.

A single player can become On Fire by scoring three goals in a game. To extinguish an opponent while he's On Fire, score a goal or beat him in a fight. Remember, a single player On Fire should be shooting the puck. Take advantage of his increased chances to score.

TEAM FIRE

An entire team can catch fire when you score three consecutive goals (uninterrupted) in a row via a One-Timer. At this point, any player on your team has a huge advantage over their opponent. The opposing team must score a one-timer to extinguish Team Fire.

TURBO

Anyone who has played video games in the past knows the importance of Turbo. Use it sparingly, though. It diminishes fast, and you'll always want to have SOME turbo ready for use as the game progresses.

DEKE-SPIN/GUARD PUCK

Every player on the ice is going to be hitting hard to get possession of that puck, so you'll need some moves to avoid the hits. Try the △ button to perform a Deke-Spin move to avoid hits or press the ○ button to guard the puck against a Poke Check.

GAME TIPZ

The load screens in NHL® Hitz offer some helpful hints and tips for playing the game. Keep your eyes out for them.

EXHIBITION MODE

Exhibition games are individual games involving NHL® teams and Custom Teams. You may choose to play single-player versus the computer, or multi-player against each other or cooperatively against the computer.

WINNING EXHIBITION MODE GAMES

Credits are awarded to the Bank, based on the Game Level in Exhibition Mode.

Exhibition Mode

Rookie - 100 credits

Pro - 150 credits

All-Star - 200 credits

ABOUT THE BANK

The Bank holds the credits that you accumulate by winning Exhibition Mode and Championship Mode games. The Bank starts out with zero credits, but additional credits are awarded for winning games and answering trivia questions correctly. Credits earned by all players are pooled in the same Bank; there is no separate Bank for individual players (whether they register User Names or play "anonymously").

Credits in the Bank may be used to purchase (or "unlock") items in the Hockey Shop. These items, including historical jerseys, fantasy stadiums, fantasy heads, and fantasy teams, are rewards designed to add color to the game and enhance its replay value. Once items are purchased from the Hockey Shop, they are free to be used.

Note: Unlocked Heritage Jerseys are available on their respective teams (accessible by changing Jerseys in at the Choose Teams Screen).

ABOUT USER NAMES

User Names let users keep track of individual statistics, records, and controller configurations. On the Choose Sides Screen, you can enter a new User Name (up to five characters) or call up an existing User Name. (NHL Hitz allows up to 20 User Names at once.) User Names are available in all game modes.

Individual user statistics appear after each period and after the game. These statistics accumulate after every game and are ranked on the Records screen.

Also, User Names are handy for users who play with custom controller configurations. Configurations may be assigned to specific User Names and are automatically called up when users log in with their User Names.

Note: Users can not enter User Names when joining games in progress.

CHAMPIONSHIP MODE

Beat all 30 NHL teams to win the most coveted trophy in pro sports: the Stanley Cup! You can play a single-player versus the computer, or multi-player cooperatively versus the computer. (You can't compete against each other in multi-player Championship Mode.)

WINNING CHAMPIONSHIP MODE GAMES

Credits are awarded to the Bank and based on the relative difficulty of the opponents in Championship Mode. Here is a breakdown of the credits:

CHAMPIONSHIP		
Games 1 - 10	Games 11 - 20	Games 21 - 30
100 Credits	150 Credits	200 Credits

Winning the Stanley Cup deposits **4000** credits into the Bank. If you get this far, a screen will follow the 30th win, informing you that you've earned these points.

HOW TRIVIA WORKS IN EXHIBITION AND CHAMPIONSHIP MODES

Credits are awarded to the Bank based on the number of players answering correctly. See below for a credits breakdown:

Difficulty	NUMBER OF PLAYERS					
	1x	2x	3x	4x	5x	6x
Easy	30 cr	15 cr	10 cr	7 cr	6 cr	5 cr
Medium	60 cr	30 cr	20 cr	15 cr	12 cr	10 cr
Hard	90 cr	45 cr	30 cr	22 cr	18 cr	15 cr

Example: Three players answer a Hard trivia question, potentially worth 90 points. Two of the three players answer correctly. The Bank receives 60 points. Got it?

ATTRIBUTE POINTS IN FRANCHISE MODE

Take on the ultimate NHL Hitz challenge: Beat all 50 NHL Hitz teams to win the Midway Cup! You may play single-player versus the computer or a multi-player cooperative game versus the computer. (You can not compete against a friend in multi-player Franchise Mode.)

To begin playing in Franchise Mode, you must first create a new team. (Users can maintain up to nine franchises at a time.)

This "franchise" starts out with a roster of basic players. Custom players may be customized with names, body attributes, and skill attributes. Names can be any word up to ten characters long. Body attributes describe the physical appearances of players and don't cost any points. Skill attributes describe the playing abilities of the players and are limited only by the total number of attribute points the team has.

Each new team consists of six skaters and one goalie with attribute ratings of five in each of the six attribute categories. New teams also have 60 attribute points free for users to customize their players. Attribute points can be added to or taken away from any players' categories (anywhere between a minimum rating of one and a maximum rating of 20).

You may also use attribute points to trade in custom players for NHL players. NHL players come at a steep cost because of their relatively high skill ratings. Users can't edit the skill attribute ratings of NHL players.

Warning: Trading away a custom player for an NHL player will make the custom player unavailable forever.

WINNING FRANCHISE MODE GAMES

The franchise is awarded six attribute points for each win. Winning the Midway Cup by winning all 50 games deposits **5000** credits in the bank to spend in the Hockey Shop. A screen following the 50th win explains this reward and what they can do with it.

HOW TRIVIA POINTS WORK IN FRANCHISE MODE

Attribute points are awarded if at least one player answers correctly.

Difficulty	Points
EASY	1 Point
MEDIUM	2 Points
HARD	3 Points

PERIOD STATS

Between periods and the end of the game, a statistics screen will appear. The Game User Stats Screen displays cumulative stats from the previous period(s). Each user's stats are displayed using their assigned name or an abbreviated NHL® team name.



SUBSTITUTIONS



Between periods, you'll have an opportunity to substitute one or all players. You won't be able to change teams, so you'll have to choose players from your current team.

At the Substitution Screen, press the Directional button Left or Right to cycle through the available players, then press the X button. If needed, repeat this process for all players.

FINAL GAME STATS

Once the game has ended, the Game Stats Screen is displayed. It displays the breakdown of final stats for the game. A final rundown of the Game User Stats Screen will follow.



TRIVIA



In Exhibition and Championship Mode, you can play Trivia after viewing the Statistics screens to accumulate credits. Use these credits in the Hockey Shop to obtain Fantasy Arenas, teams, etc.

In Franchise Mode, answering Trivia Questions correctly awards Attribute Points. These points can be used to Increase your "Custom Player" attributes or "Trade" for real NHL Players.

See Hitz Credits, pgs. 16-17 and Hitz Points, pg. 18 for more details.

MIDWAY HOME ENTERTAINMENT TEAM

Producer	Brian Lowe
Associate Producer	Jeremy Airey
Assistant Producers	Devin Shatsky & Darren Walker
Print Design & Production	Midway Creative Services - San Diego, Ca.
Product Testing Manager	Kans Lo
Test Supervisor	Steve Kramer
Technical Standards Analysts	Rick Blair, Ronald Salfeza & Josh Stacy
Lead Product Analyst	Malcolm Scott
Product Analysts	Adam Bailey, John Bozeman, Ryan Castiglia, Tony Drake, Shon Flanagan, Myong Hong, Matt Jenkins, Jeff Kennedy, Ghyan Koehne, Jason Mueller, Nick Munford, Andrew Nguyen, Christine Penley, Patrick Reutz, Gilbert Sandejas, Jeff Tamayo & Justin Wood
V.P. of Marketing	Helene Sheeler
Director of Sports Marketing	Michael Lustenberger
Product Manager	Phil Marineau
VP, Business Affairs	David Greenspan
Director Public Relations	Marci Ditter
Public Relations Manager	Jay Boor
Midway FMV Team	Murphy Michaels, Aaron Carlson & David Menkes
Special Thanks	Deborah Fulton, Rob Gustafson, Don Knapp, Melani Windham, Ron Ludlow, Paula Cook, Diane Barton, Midway Creative Media, Scott Stevens, John Hauser, Tom Taylor, JR Salazar, Josh Hutchins, Linda Santiago, Dave McCarthy, Catherine O'Brien, Richard Scott, Mike Quillet, Horizon Media, "Butler, Shine & Stern", Vision Workz, Chris Mowry, Mark Beaumont, Ramon Garcia, Jon Mongelluzzo, Manning Salvage & Lee, Tom Tobey, Bobby Takai, Mark Graham, Troy Mohns, Mark Hughes, Mike Chiasson, Michael Burke, Mike Perrone, Husky Design, Bauer Mike Hockey, The Hockey Company, Doris Lynch & Easton Sports

BLACK BOX GAMES

Programmers	Scott Bristow, David Catlin, Daniel Chitan, Spencer Craske, Jason Dorie, Chris Lippmann, Eric Randall, Chris Robertson, Eric Randall & Eric Turnel
Animators	Jason Carr, Jennifer Hamilton & Phil Tse
Texture Artists	Elizabeth Metzker & Emmanuel "E Man" Soupidis
Front End Artists	Ryan Senger
Lead Modeler	Rob Oliveira
Designer	Jason Carr
Producer	Douglas Tronsgard
AI Scripting	Rod Nigo
Fantasy Stadiums	Jon Adkins & Craig Hui
Additional Programmers	Arn, Keith Hentschel, Dave Roberts & Jack Yee
Tools	Arn, Jason Dorie, Phil Ibis, Martin Sikes & Stefan Wessels
Movie Player	Jason Dorie
Sound Programmers	Steven Brekelmans, Brian Green, Cliff Kondratiuk, Myriam Joire & Lawrence Sparling
Sound Editing/Production	Graemme Brown, Rashid Hille, Andrew Hume, Stefan Oberg & Steve Boyea
Audio Scripting	James Marshall
Music Composition	Dan Fung & Brian Green
Broadcast Voice	Tim Kitzrow
Additional Voices	Bill Courage, Trevor Devali & Al Murdoch
Additional Artists	Dave Demorest, Wesley Holder, Robin Kahlon, Mike Olsen & Curt Randall
Quality Assurance	Rod Nigo, William Ho, Bryce Nolliday, James Marshall, Brad Mercer, Jonathan Tobias Spangler & Matt Temporekowski
Motion Capture Talent	Mike Butters, Tyler Harrison, Christian Lalonde, Duane Leer & Vince Mazzella
House of Moves	Jarrod Phillips
Black Box	Paul Tremblay - CEO, Xenia Mul - Office Manager & Andrew Hume - Tech Monkey

Additional Thanks

Kimberly Manns, Kennedy Goodkey (additional player chatter), Dane Mackinnon, Glen Dufrense, Prince George Multiplex, Prince George Cougars, Dave Pier, Everyone at Excellent Ice, Vancouver International Protective Services, Action Stunt Productions Inc., Mike Tucker, Spokane Veterans Memorial Arena, Spokane Chiefs, Paul, Judy, Dave, Marty & Rich at the Sound Kitchen - Vancouver, Rich Carle & Vince Pontarelli at Midway Studios Chicago, Noise Generator in New York City, Nick "the Swamp" Salarts, Scott "hockey9584" Kennedy, Mark "What the Puck?" Hillier & Leinad Rendrag
And Special Thanks to all our our loved ones who supported us through the production of this title.

Music Supervision by Jeff Tammes for Cornerstone Productions

Fuel - "Scar"

"Scar"

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Korn - "Make Me Bad"

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Limp Bizkit - "Rollin'"

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"Rollin'" (Air Raid Vehicle)

Performed by Limp Bizkit

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Staind - "Mudshovel"

"Mudshovel"

(Michael Mushok, Aaron Lewis, John April, Jonathan Wysocki)

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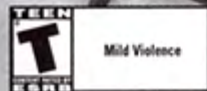
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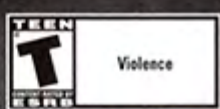


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