

NHL HITZ PRO



WARNING

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

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

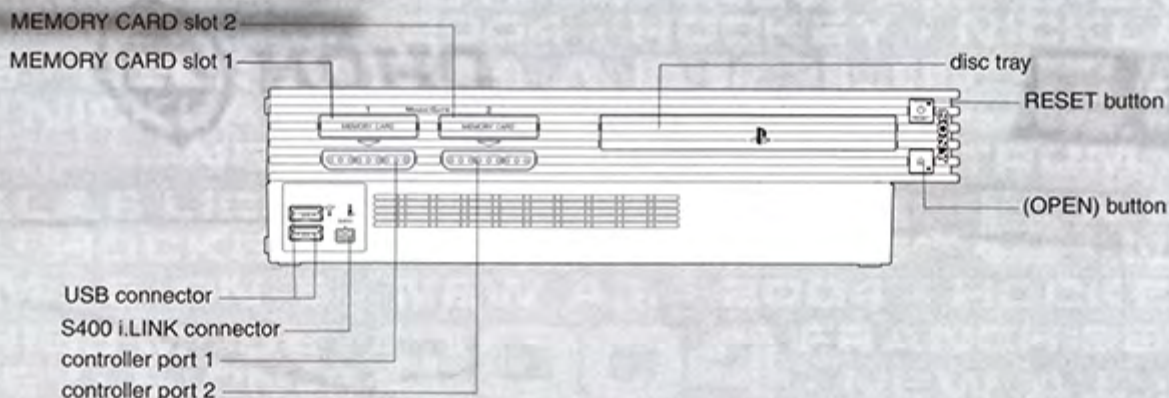


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GET STARTED



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.

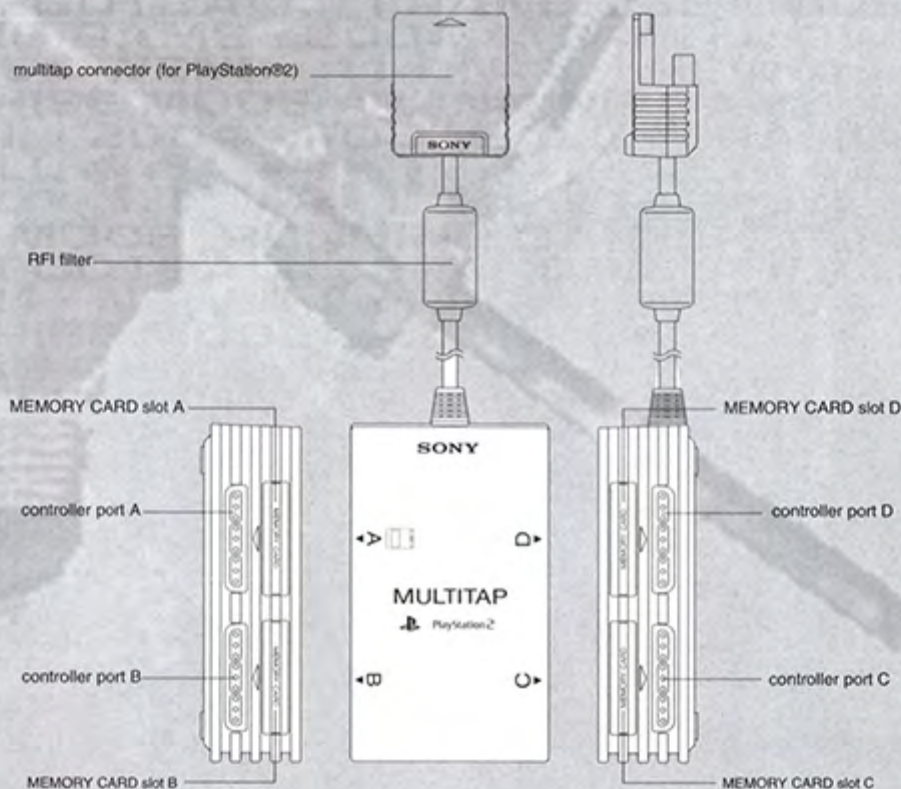
When the power indicator lights up, press the open button and the disc tray will open. Place the NHL[®] Hitz Pro disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen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

MULTITAP (for PlayStation[®]2) COMPATIBLE

NHL[®] Hitz Pro supports up to 8 players. Use two multitaps (for PlayStation[®]2) to gain access to 8 controllers. Please connect controllers sequentially from Controller port 1-A, Controller port 1-B, etc., when using a multitap (for PlayStation[®]2). See below for diagram.

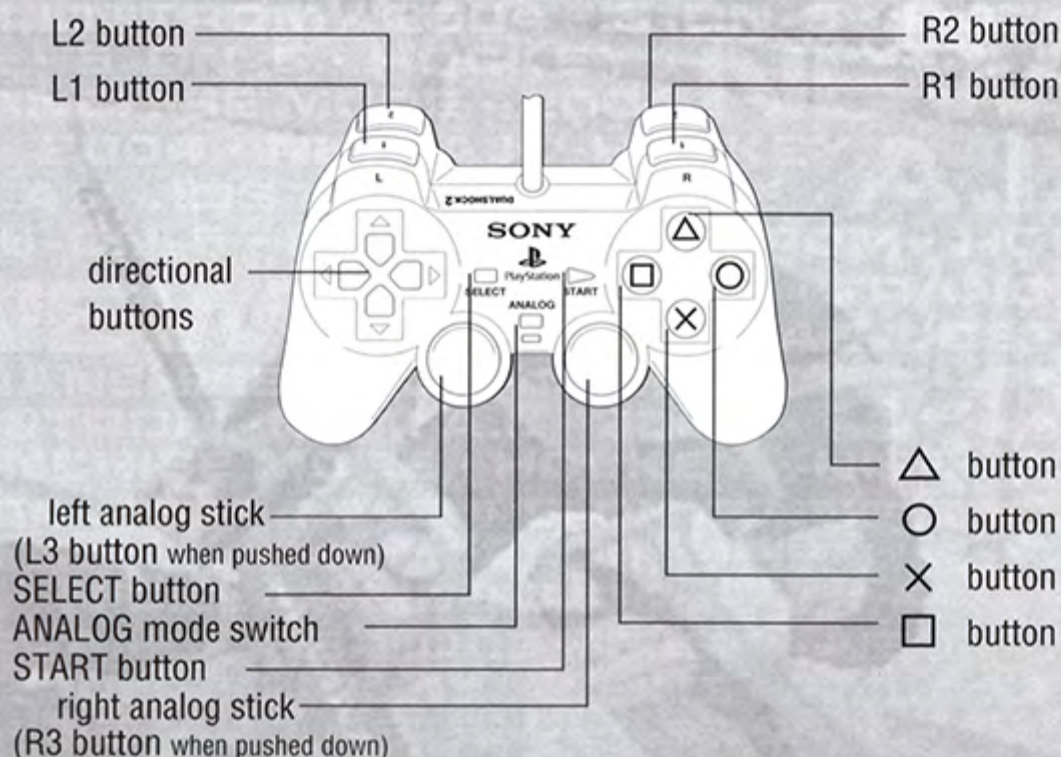
Note: For Online play, controllers must be inserted in controller port 1, 1-A, 1-B, 1-C, or controller port 2.

Multitap (for PlayStation[®]2)



STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



NHL® Hitz Pro does NOT recommend or support "Analog Joystick" controllers that are not DUALSHOCK®2 analog controllers.

MENU/SUB-MENU NAVIGATION

Throughout this manual, **↑**, **↓**, **←** and **→** will signify pressing Up, Down, Left and Right on the directional buttons. To navigate through the game menus (i.e. Options), use the directional buttons (**↑**, **↓**, **←** or **→** depending on the menu) to highlight a selection.

NHL HITZ IN-GAME HELP

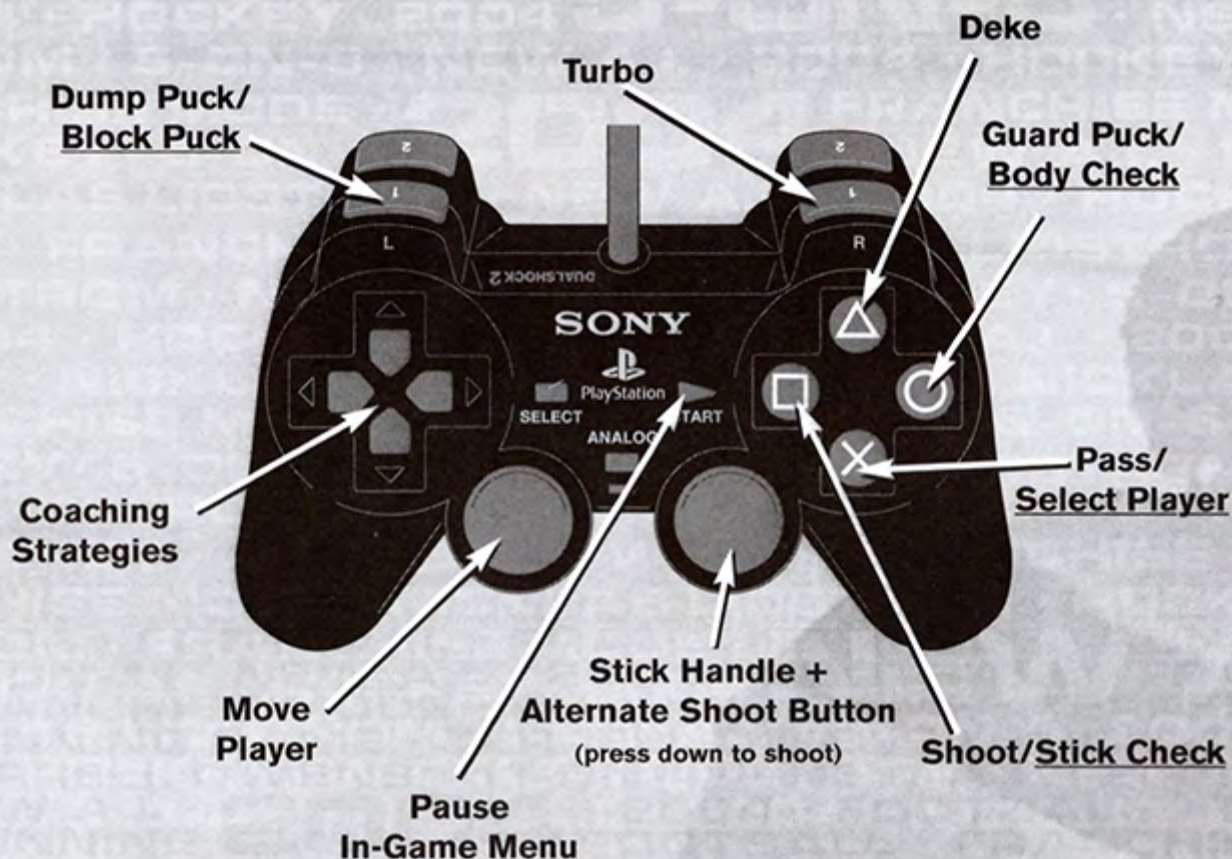
On all NHL Hitz menus, you can press the **R2** button to view in-game help menus that might answer any questions you have about a particular game mode or option. If your question isn't answered using in-game help, we suggest reading through this manual for any questions you need answered.

QUITTING A GAME IN PROGRESS

During the game, press the **START** button to display the Pause Menu. Press the directional button **↑** or **↓** to select Exit Game, then press the **×** button. To confirm exiting the game, press the **×** button again to go to the Main Menu.

DEFAULT CONTROLS

WITH PUCK & UNIVERSAL / WITHOUT PUCK



ADVANCED CONTROLS

Fake Shot = Hold Shoot (■ button), then press Guard Puck (● button)

Fake Shot, Pass = Hold down Shoot (■ button), then press Pass (× button)

One-Timer = Press Pass (× button), then Shoot (■ button)

Fake Shot, Pass, One-Timer = Hold down Shoot (■ button), then Pass (× button),
then Shoot (■ button)

Reach for Loose Puck = ● button

Alternate Shoot Button = Press down on the R3 button (right analog stick)

Puck Maneuvering = right analog stick

MAIN MENU



EXHIBITION

Play a quick Exhibition game. You'll choose sides (**Home** or **Away**), then choose teams (see **Select Teams**, pg. 16). After choosing your teams, you'll select a Jersey or adjust team Advantage (see **Select Jersey**, pg. 16). You're then ready to play an NHL Hitz Pro exhibition game.

FRANCHISE

NHL® Hitz Pro includes a single team franchise mode that lets you select a preset team and win enough games to join the NHL. See **Franchise**, next page.

SEASON/PLAYOFFS

Choose a team and play an entire NHL **Season**, or select **Playoffs** to just enter your selected team in a complete round of NHL Playoffs. The Stanley Cup awaits! See **Season/Playoffs**, pgs. 8-10.

PICK-UP HOCKEY

Lace up your ice or inline skates and play a game of Pick-Up on a Pond, Park or Parking Lot. Once this option is selected, press the directional button **←** or **→** to select between 1 and 5 **Goals to Win** the game. Then highlight **Rink**, and press the directional button **←** or **→** to select the location of your game: **Local Pond**, **City Park** or **Parking Lot**.

HOCKEY SCHOOL

The NHL's all-time winningest coach, **Scotty Bowman**, takes you lesson-by-lesson through the various skills you'll need to be successful playing NHL Hitz Pro.

You can manually select a lesson you'd like to take or simply press the **X** button and go through each available lesson. Each lesson includes Scotty Bowman's audio instructions to walk you through. Following each completed lesson, you'll be brought back to the Hockey School Menu.

SETTINGS

See **Settings**, pgs. 11-15.

EXTRAS

Check out the names of those responsible for bringing you NHL Hitz Pro, as well as other bonus content.

ONLINE

Go Online and challenge another NHL Hitz Pro gamer to an Exhibition or Tournament game (see **Online Setup**, pg. 22).

FRANCHISE MODE

Select a preset team and win enough games to join the NHL. After you've won enough games in Franchise Mode, the team receives an invitation to join the NHL. Once this option is selected, you can either create a **New Franchise**, or **Load** an already created Franchise.

If you or the game has already loaded a Franchise, it will also appear on-screen for you to select.



NEW FRANCHISE

LOGO/JERSEY SELECT - Press the directional button **↑** or **↓** to select a logo for your team, then press the **⊙** button, then press the directional button **↑** or **↓** to view that team's home and away jerseys.

SKILL LEVEL - Press the directional button **←** or **→** to select a Skill Level that fits your ability: **Rookie**, **Pro**, **All-Star** or **Legend**.

ENTER NAME - You'll need a city name for your new Franchise. Press the directional button **↑**, **↓**, **←** or **→** to highlight a character, then press the **⊗** button. Repeat the process until you've spelled the name, then select **End**.

TEAM STYLE - Press the directional button **↑** or **↓** to highlight, then press the **⊗** button to choose one of these three Team Styles:

Offensive - This is a team designed to put the puck in the net, but they'll lack physical play.

Defensive - This team will knock their opponents around and score goals with hard work.

Balanced - This is a well-rounded team with both scoring and hard hitting capabilities.

FRANCHISE CENTRAL

Press the directional button **↑** or **↓** to highlight, then press the **⊗** button to select an option.

PLAY NEXT

The right side of the screen displays your next match-up. If you're all set and ready to start your Franchise game, select this option.

CALENDAR

The Calendar gives you an overview of your upcoming games for the month.

MANAGE TEAM

EDIT LINES - See **Edit Lines**, pg. 14.

VIEW ROSTERS - Press the directional button **←** or **→** to view your players' attributes.

EDIT PLAYERS

This feature allows you to select any one of your Franchise team players and edit their attributes. Press the directional button **↑** or **↓** to highlight a feature, then press the **⊗** button. Each feature has sub-options, so press the directional button **↑**, **↓**, **←** or **→** (as displayed) to make changes.



FRANCHISE

MANAGE TEAM (cont.)

JERSEY NUMBERS

Change the assigned numbers of your players. Simply press the **L1** button or **R1** button to select the player whose number you want to change. Press the directional button **↑**, **↓**, **←** or **→** to select a number (in white), then press the **×** button. If you select a number in gray, you'll have the option to swap numbers with the player using that number.

PLAYER STATS

Press the directional button **↑** or **↓** to highlight players. Press the directional button **←** or **→** to highlight a category, then press the **×** button to sort. To view the Goalie stats, press the **□** button.

HERO EQUIPMENT

As you complete tasks during your Franchise games, you'll earn equipment that you can use to outfit your players. The left side of the screen displays available equipment (in white). Press the directional button **↑** or **↓** to highlight equipment, then press the directional button **←** or **→** to select the player whose equipment you want to upgrade. Press the **△** button to exit and save changes.

As you assign Hero Equipment to players in Franchise Mode, they'll receive colored hero icons that will appear beside their names in game. Each icon represents a different strength. Here are the icons and their strengths:

- Purple Icon** = Tough Guy
- Red Icon** = Big Hitter
- Green Icon** = Good Passer
- Orange Icon** = Sniper
- Yellow Icon** = Great Goalie
- Blue Icon** = Speedster

Goalies are allowed to wear more than one piece of Hero Equipment, but skaters are limited to wearing only one piece. Spread the equipment around, and use your coaching skills to create great line combinations which will hopefully send your team to the NHL.



FRANCHISE STATUS

View information regarding the status of your Franchise team. Displayed are your Team Stats, Tasks, Rewards and detailed information regarding your last game and next game.

SETTINGS

See **Settings**, pgs. 11-15.

SAVE

Follow on-screen instructions to save your created Franchise to your memory card (8MB) (for PlayStation®2).

WINNING FRANCHISE MODE

To win Franchise Mode, you need to win 10 games over the course of the 15-game schedule. There are two possible ways to lose during the schedule: lose three games in a row before winning at least 10, or lose more than five games. By winning Franchise Mode you will be awarded the Midway Cup and be eligible to enter your team into the NHL. But you must complete the 15-game schedule to obtain NHL entry status. Your team will be upgraded as you successfully win Franchise games. You can locate your next available upgrade in the **Franchise Status** section of the Franchise Central screen. The team upgrades are worth a +8 increase to all players' attributes. Here are the upgrades:

- Level 1 Upgrade - Awarded after first game played, win or lose.
- Level 2 Upgrade - Awarded after third victory.
- Level 3 Upgrade - Awarded after fifth victory.
- Level 4 Upgrade - Awarded after seventh victory.
- Level 5 Upgrade - Awarded after tenth victory



SEASON

Play an entire NHL® season using the team of your choice. Once you select this option, you can select **New** to create a season or **Load** to load a previously created season. You can use one team for all your season games, or if you like, you can play as the opposing team. You can also import a completed Franchise team into Season mode.

When you start a new season, you'll go to the Season Setup Screen to make adjustments to several options. Press the directional button **↑** or **↓** to highlight an option, then press the directional button **←** or **→** to make changes. Press the **ⓧ** button when you're finished.

Here are the options:

- MODE** : Select to play an entire Season or Playoffs Only.
- DIFFICULTY** : Select Rookie, Pro, All-Star or Legend, depending on your experience.
- PLAYOFFS** : Choose 1 game or Best of 3, 5 or 7 games.
- GAMES** : Set your number of season games to 14, 29, 58 or 82.
- DRAFT** : Select the default **NHL** roster (OFF) or **Fantasy Draft** (ON).
- TRADE DEADLINE** : Like the pros, establish a cut-off date to stop trades.
- TRADE LOGIC** : Avoid lopsided, unfair trades with the ON setting.



CHOOSE USER TEAMS

Press the directional button **↑**, **↓**, **←** or **→** to highlight a team, then press the **Ⓢ** button to make it a User team (human controlled). You can make as many User controlled teams as you like.

Once you have a Franchise team that is qualified to join the NHL, you can **Substitute** the Franchise team for any NHL team. Highlight the NHL team you want removed, and press the **Ⓢ** button. You can then select the completed Franchise you want to enter in the NHL.

SEASON CENTRAL

Like Franchise Central, Season Central screen shows your next match-up, and offers several options to adjust prior to your game. Here are the options:

PLAY NEXT

The right side of the screen displays your next match-up. If you're all set and ready to start your season game, select this option.



CALENDAR

The **L1** button and **R1** button cycles the months. Press the directional button **←** or **→** to select a team, then press **↓** to access the calendar. If you like, you can highlight a completed game, and press the **Ⓢ** button to see a summary of that game.

To have the CPU **Simulate** a game, press the directional button **↑**, **↓**, **←** or **→** to highlight a game, then press the **ⓧ** button. All games up to and including that date will be simulated. This allows you to speed through the season if needed.

SEASON CENTRAL (cont.)

MANAGE TEAM

EDIT LINES

See **Edit Lines**, pg. 14.

VIEW ROSTERS

See **View Rosters**, pg. 6.

CREATE PLAYER

NHL Hitz Pro includes a great **Create Player** option for making your own all-star hockey player. Here's how to make it happen:

You can create a Player or Goalie. Select the type of player you want to create, then press your directional button **↑**, **↓**, **←** or **→** to highlight, cycle and adjust the following options:



NAME : Spell out the name you want to appear on the player's jersey.

NICKNAME : NHL Hitz includes a large library of names the announcer will use in the game. Pick the one you'd like to hear as your created player makes plays.

NUMBER : Give your player a number.

PREFERENCES : Decide your player's Stickhand, Position and Favorite Shot (Fav. Shot).

PLAYSTYLE : You're given 250 attribute points to distribute on top of your player's base play styles. Increase or decrease these attributes to create the type of player you have in mind. There's no reason to save attribute points, so use them all.

APPEARANCE : Scroll through the many distinct physical attributes of your player. Adjust each one to create your player's outward physical appearance.

When you're finished, select **CONTINUE** to return to Season Central.

TRADE PLAYERS

To trade players, press the **L1** button or **R1** button to toggle team rosters. Press the directional button **←** or **→** to select the teams you'll involve in the trade. At least one of the teams must be human controlled.

Once the teams are selected, press the directional button **↑** or **↓** to highlight a player. Do this for each team, then press the **X** button to place him on the trading block. Press the **□** button to make the trade.

Note: Sometimes trades are rejected if the players being traded have vast differences in their overall rating, play style or what the teams involved in the trade need. Also, keep in mind that Goalies cannot be traded for position players.



SEASON/PLAYOFFS



FREE AGENCY

If trading for a player won't help your team, try nabbing one off the waiver wire. Free Agency lets you pick up an available NHL or Franchise player. Here's how:

Press the directional button **↑** or **↓** to highlight a player. Their face and attributes will appear to the right. Press the directional button **←** or **→** to select the team you'd like them to join, then press the **ⓧ** button to sign the free agent.

Note: Keep in mind that you won't be able to pick up players and keep the players you have. You'll need to release a current player on a team's roster to pick up a Free Agent. If you try to acquire a player while having a full roster, you'll be prompted to release a player.

JERSEY NUMBERS

You can change the jersey numbers of the players on your chosen team. Press the **□** button to cycle through the teams, then press the **L1** or **R1** buttons to select a player on the team you chose.

If you highlight a gray number that's in use by another player, the player will appear. Press the **ⓧ** button, and you'll have the option to swap numbers for the two players. Otherwise, select an available number in white, and press the **ⓧ** button to assign the new number to the player you chose.

TEAM REPORT

The Team Report screen allows you to view information on all the NHL teams. Categories include a **Team Summary**, **Records**, **Ratings**, **Game Stars**, **Trade Summary**, **Playoff Match** and **Player Points**. Press the directional button **←** or **→** to cycle the teams, then press the directional button **↑** or **↓** to select a category.

STATS

Choose to view **Player Stats** or **Team Standings**. To view Player Stats, press the directional button **↑** or **↓** to highlight players. Press the directional button **←** or **→** to highlight a category, then press the **ⓧ** button to sort. Press the **L1** button or **R1** button to change the selected team. To view the Goalie stats, press the **□** button.

To view **Team Standings**, press the **L1** button or **R1** button to select a **Conference**, **Division** or **League**, then press the directional button **↑** or **↓** to highlight teams. Press the directional button **←** or **→** to highlight a category, then press the **ⓧ** button to sort.

SETTINGS

See **Settings**, pgs. 11-15.

SAVE

Follow on-screen instructions to save your created season, players and settings to your memory card. See **Save Settings**, pg. 15, for more details on saving to your memory card.

SETTINGS

GAME OPTIONS

Press the directional button **↑** or **↓** to highlight an option, then press the directional button **←** or **→** to adjust these game options:

GAME SPEED - Choose how fast you'd like the players to move.

SKILL LEVEL - Select **Rookie**, **Pro**, **All-Star** or **Legend**.

GAME TYPE - NHL Hitz Pro lets you decide if you want to play a **Hitz** type game or a more **Pro** type of game. An **Hitz** type game is more wide open with a less realistic feel, and a **Pro** type game feels closer to a real NHL hockey game. When you choose **Hitz**, some options will not be available. You will be prompted each time you change this setting.



PENALTIES - Choose to have Penalties **ON** (called) or **OFF** (not called).

REFEREE TYPE - If you'll be playing with Penalties **ON**, you can select the type of referee that will make the calls during the game. Choose **Lenient**, **Average** or **Strict**.

Lenient - A referee who lets the teams decide the outcome. You can get away with some rough stuff before players start parading to the penalty box.

Average - The man in the stripes likes a good, clean, physical game. He may miss a call here and there, but do the crime and you'll serve the time.

Strict - If it's illegal, he will call it. This official is not against filling the boxes with players if he has to.

RULES - Even with penalties **ON**, you can make even more adjustments to other rulings made by the referees. You can choose to have **Full** rules, **Offside/2 Lines Only**, **Icing/Offside**, **Offside Only**, **Icing only** or turn all these rules **OFF** completely.

LINE CHANGES - Line changes can complicate your game, or make it more fun. You can choose **Manual** to make line changes yourself, **Auto** to have the CPU do it for you, or **OFF** to use the same line of players for the entire game. When you choose **OFF**, players won't fatigue.

AUTO AIM - You can choose whether you control the aim of your shots. Select **OFF** to control the aim of your shots, or select **ON** if you want the CPU to put the puck toward the net for you.

PERIOD LENGTH - Control the length of your game by selecting the length of your game's periods. You can choose any number between **1** and **20** minutes.

FIGHTING - Turn Fighting **ON** (fights occur) or **OFF** (no fights). See **Fighting**, pg. 18, for details on how to mix it up.

CLOCK TYPE - You can choose whether the clock runs in **Real-Time** or **Accelerated** time. Real time displays the time you select in the options. Accelerated time displays a 20 minute period and counts down in the amount of accelerated time that you select.

DISPLAY OPTIONS

As you play the game, there are many items of information on-screen during gameplay. Display Options allow you to determine what and how you want them displayed.

CAMERA TYPE - Choose the angle the camera places you in the action. Select **Overhead**, **Ice** (ice level) or **Side** (side view). The default camera type, **Overhead**, shows all of the action on the ice. With a closer camera view, you can look at the player models and arena art up close, but the overhead view allows you to work on player positioning and build gameplay strategy.



SETTINGS

CAMERA TYPE (CONT) - If you don't like the default camera position, press the directional button **←** or **→** to change the setting to **Ice** view or **Side** view.

CAMERA ZOOM - This option lets you adjust how far the camera zooms in on the action. You can adjust the zoom for each camera type.

SHOT SPEED - **Show** or **Hide** shot speed.

INDICATORS - You can choose to identify players on the ice with a displayed player **Name**, player **Number** or the human **User** controlling the player. Select **None** for no indicator.

SOUND OPTIONS

Press the directional button **↑** or **↓** to highlight an option, then press the directional button **←** or **→** to cycle settings or adjust the volume for these audio options: **Music Volume**, **Sound FX Volume**, **Crowd Volume**, **Announcer Volume** and **Broadcast Volume**.

BROADCAST SETTING - Choose **ON** (Play by play and Color commentary) or **OFF** (no announcers).

MUSIC SETTING - Play **Game Sound** or the NHL Hitz **Soundtrack**.

SOUNDTRACK

Press your directional button **↑** or **↓** to highlight a song from the Soundtrack, then press **←** or **→** to turn it **OFF** or **ON**. To sample a song within the Soundtrack, press the **⊗** button.

GAME TUNING

Fine tune your game by making adjustments to some of the game's many nuances. Press the directional button **↑** or **↓** to highlight an option, then press **←** or **→** to toggle or adjust settings.



GAMEPLAY

PUCK OUT OF PLAY - The puck goes out of play into the crowd (**ON**) or stays in play at all times (**OFF**).

BULLDOZER PUCK - The puck knocks over players as though it were a bowling ball.

Increase or decrease the setting for the following options:

POST WHISTLE TIME - You'll be able to control your players a little longer after the whistle blows, allowing you to have a little "chat" with your opponents.

PASS INTERCEPTION - Passes can be intercepted less or more often. Poke checks will be easier, and pucks will hit skates more often.

TURBO SPEED - Increase or decrease the turbo skating effect.

PASS ACCURACY - Make passing accuracy better or worse.

PUCK COLLISIONS - Affects the bounce of the puck when it makes contact with objects.

PUCK RETENTION - If a player isn't fully knocked over following a hit, they'll have a better chance of retaining the puck.

SHOT ACCURACY - Player shot accuracy gets better or worse.

HITTING POWER - Make it harder or easier to throw huge bodychecks.

AI

CATCHUP LOGIC - Turn this feature **ON** or **OFF**. When turned **ON**, players behind in score will be offered more opportunities to score. This is a great option for keeping games competitive when players of different skill levels (or the CPU) are playing NHL Hitz Pro.

Press the directional button **←** or **→** to adjust the level of the CPU's **Stick Check Rate**, **Body Check Rate**, **Deke Rate** and **Guard Puck Rate**.

SETTINGS

GAME TUNING (cont.)

GOALIES

Finding it hard to score? Press the directional button **←** or **→** to increase or decrease:

GOALIE SKILL - Goalie Skill affects how easy it is to get the puck by the goaltender and into the net.

POSSESSION BONUS - A reward for dominating time of possession. Opposing goalies become fatigued.

SHOT BONUS - Increase your chances of scoring when attempting more shots-on-goal.

ATTRIBUTE BONUS - Goalie attributes will have more or less affect than usual. With the slider all the way to the right, the goalies use their statistical attributes accurately. Moving the slider to the left evens out the performance of the goalies until they are playing at the same level.

ONE-TIMER BONUS - Have one-timers pay off more or less frequently.

OPEN SHOT BONUS - A wide open shot at the net has more or less chance of scoring.

REBOUND BONUS - Rebounds have more or less chance of scoring.

BREAKAWAY BONUS - Breakaways have more or less of a chance of scoring.

PLAYER STATS

Player Stats can be modified to make all players play better or worse. Press the directional button **←** or **→** to increase or decrease:

SHOOTING - Shooting attributes will have more or less effect than usual.

CHECKING - Checking attributes will have more or less effect than usual.

PASSING - Passing attributes will have more or less effect than usual.

SPEED - Speed attributes will have more or less effect than usual.



FIGHTING

Getting beat up all the time? Press the directional button **←** or **→** to increase or decrease:

FIGHT DIFFICULTY - Adjust how fast the CPU presses the highlighted button during a fight.

FIGHT LENGTH - More or less button presses are needed to win a fight.

MAXIMUM FIGHTS - Increase or decrease the number of fights per game.

VISUALS

The Visuals menu allows you to adjust the look and size of player heads and the puck:

PUCK EFFECT - Add an effect to the puck as it travels. Choose **Streak**, **Trail**, **Blur** or **OFF**.

SHOW CROWD - Show the crowd (**ON**) or remove them (**OFF**).

ON-FIRE EFFECT - Turn the On-Fire effect (**ON**) or remove it (**OFF**).

CHEATS - This menu will remain gray and locked until a secret user name is entered.

SETTINGS



CONTROLLERS

NHL Hitz Pro includes six controller presets. First, select the User whose controls you'll be modifying, then press the directional button **←** or **→** to cycle through the available presets (A through F).

Press the **□** button to turn the controller's Vibration feature ON or OFF.

MANAGE TEAM

MANAGE ROSTERS

This option is used to update the NHL rosters across all game modes. This is most effective for updating rosters to keep them current with real NHL trades and free agency.

To manage team rosters, press the **L1** or **R1** button to access a team window. Press the directional button **←** or **→** to select the team whose roster you'd like to adjust.



Once the teams are selected, press the directional button **↑** or **↓** to highlight a player in both windows. Press the **×** button to make the switch.

NOTE: Trades will never be rejected within Manage Rosters, because this option is used to update rosters. Teams must still have a 21 player, 2 goalie roster. Goalies cannot be traded for players.

EDIT LINES

NHL Hitz Pro's new Edit Lines feature lets you make adjustments to default lines. Each team consists of four Scoring Lines and three Defensive Lines. The scoring lines consist of a Center and two Wingers (Left and Right). The Defensive Lines consist of two Defensemen (Left and Right). You can also choose which of your two Goalies will start.

Now press the **L1** button or **R1** button to select the new line you want that player to occupy. Select the player you want him to replace, or select an Empty Slot. Press the **×** button to switch him with another player or place him in the empty slot. Repeat this process to move from line to line, making sure each line is intact, and there are no empty slots in any of the lines.



SETTINGS

USER INFO

USER RECORDS

Press the directional button **↑** or **↓** to view the records lists. Press the directional button **←** or **→** to select **Overall** or **Game** records.

USER STATS

When you enter a User Name at the Select Teams screen (see page 16), statistics will be accumulated and saved to that user name. You can then select this option to view stats from all the games you play using that user name.

More than one player may enter a user name, so the User Stats screen will display all stats associated with all saved user names.



USER RECORDS		
	OVERALL	GAME
Category	User	Record
THE SCORING TOUCH	JORM	79
THUNDEROUS HITTER	JORM	1578
PLAYMAKER PASS MASTER	MOWY	40
LONGEST WINNING STREAK	MOWY	8
LONGEST LOSING STREAK	MOWY	10
MOST STANLEY CUPS WON	MOWY	0

Press the directional button **↑** or **↓** to highlight a name, or press the directional button **←** or **→** to highlight a category. The **X** button will sort by the category selected. Because only 16 user names can be stored, you may have to delete one to create another. To delete a selected user name, press the **□** button.

SAVE SETTINGS

NHL Hitz Pro 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.

Data will be automatically loaded each time you start your console, as long as your memory card is inserted in MEMORY CARD slot 1, or if you're using a multitap (for PlayStation®2) then, MEMORY CARD slot 1-A. 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.



The save **Settings** option will appear at the end of a game in all game modes, except for Pick Up Hockey. Saving settings does not save a Franchise or Season game in progress. Make sure you save your Franchise and Season Mode games following each game. You can save your Season and Franchise games by using the **Save** option within the Season and Franchise Mode screens.

Once you're ready to save, press the directional button **←** or **→** to cycle the memory card you'd like to save to (if you have more than one). When you have your memory card selected, press the **X** button to begin saving. Follow on-screen instructions to confirm your selections.

If you already have saved settings, you'll be asked if you want to "Overwrite" the existing data. To do so, select **Overwrite** and press the **X** button.

Press the **△** button to back out of the menu.



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.
Do not add or remove a memory card while saving is in progress.

PRE-GAME SET-UP



SELECT TEAMS

Prior to each game, select whether you want to be the **Away** or **Home** team. Press the directional button **←** or **→** to move your controller icon above a team window. Press the **□** button to enter a User Name, so stats accumulated in that upcoming game will be saved to that User Name (optional). There's a maximum of 4 characters per name.

Press the directional button **↑** or **↓** to scroll through the characters, then press **←** or **→** to move to the next letter to spell out your User Name. Press the **□** button once you've entered the name.

If you've recently entered a User Name, press the **□** button, then press the directional button **←** or **→** to display any previously saved names. Press the **□** button once you've found the name you want to use.

Up to eight controllers are displayed between the **Home** and **Away** window. Press the directional button **←** or **→** to choose a side, then press the directional button **↑** or **↓** to choose a team. Press the **×** button to go to the **Select Jerseys** screen.

SELECT JERSEY

Press the **L1** button or **R1** button to toggle control of the teams (1 player versus the CPU only). Press the directional button **↑** or **↓** to scroll through the available player jerseys for each team.

IMPACT PLAYERS

Impact Players are those players displayed on the Select Jersey screen and displayed in red during gameplay (not in Franchise Mode). An Impact Player gets a +5 increase to all attributes for that game.

In Season Mode, any player that gets 2 points or more in a game becomes an Impact Player for the next game. In playoffs, Impact Players are referred to as Playoff Performers. A player can have impact player status for one game only. He must earn the impact status again in subsequent games.



Note: Each game can have only three Impact Players per team.

ADVANTAGE

Press the directional button **←** or **→** to slide the Advantage indicator left or right and give one of the two teams an advantage during play. The Advantage feature allows you to adjust for either a weaker team or if the person you're playing against has less experience playing NHL Hitz Pro.

THE HUD

NHL Hitz Pro's Heads Up Display (HUD) is simple, so you won't be overwhelmed by on-screen information as you play. Review the illustration below to familiarize yourself with the HUD.



THE FACE-OFF

Possession of the puck means 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 at the precise moment the puck hits the ice. If you want to take a shot off the Face-Off, press the **□** button when the puck drops. In both cases, your opponent will be trying to do the same thing, so work on your timing.

PLAYER INDICATORS

Colored circles appear under each human-controlled player. The color is determined by which controller you're using [Blue (1), Red (2), Green (3), Yellow (4), Orange (5), Dark Purple (6), Cyan (7) and Light Purple (8)]. All connected controllers will be detected, so pay attention to the colors that appear at the Choosing Sides Screen before the game. (See **Select Teams**, pg. 16).

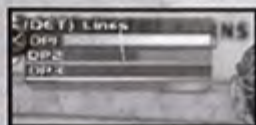
TURBO METERS

Turbo Meters are displayed in yellow on the outer edge of each human-controlled Player Indicator. As you use your Turbo, the meter diminishes. Release the **R1** button (Turbo) for several seconds, so it will replenish. Remember, continually holding down on the **R1** button will only prevent the Turbo Meter from replenishing. In multi-player games, Turbo will diminish for all players on the team. You'll want to regulate your turbo use to get the most out of the extra power that Turbo brings to your game.



LINES METER

During game stoppages, the Lines Meters will appear at the top of each side of the screen. You'll notice that full lines are completely red, and lines that have fatigued players will be diminished to some extent. You can set line changes to Auto or Manual in the Game Settings prior to or during a game (see **Settings**, pgs., 11-15).



To manually select the line you want to use, press the directional button **↑** or **↓** to select a line, then press the **X** button. If you don't make a manual line selection, the CPU will do so for you after a few seconds. Don't worry, the CPU initially highlights a fresh (or the freshest) line during the play stoppages.

Remember, you can edit your lines (see **Edit Lines**, pg. 14, for more details).

TASKS

In Franchise Mode only, Task information appears at the bottom of the screen throughout the game. This allows you to keep track of the Task you need to complete.

PASSING

As you play, you'll find out that every pass doesn't find its destination. Look for open lanes to avoid having the puck stolen. Use the **X** button to pass the puck.

CHECKING

If you really want the puck, a nice hard Check should jar it loose from your opponent. Press the **□** button for a **Stick Check** or the **○** button for a nice **Body Check**. Add a little Turbo to really send him flying.

BLOCKING SHOTS & PASSES

Take one for the team! Kneel down or lay down your stick to block an incoming shot or pass by pressing the **L1** button when a player is shooting a puck toward your net or passing to a teammate.

DEKE/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 move to dodge a Body Check or press the **○** button to guard the puck against a Stick Check.

FIGHTING

Hey, it's hockey - so fights are bound to happen! The question is whether or not you're tough enough to send the other player to the bench looking for some smelling salts. When a fight starts, it's a race to see who will be fast enough to loosen their grapple stance and land the first blow.

At the top of the screen are three gloves, and just below each fighter's punch bar are the energy bars. Here's how to fight:

As both players grapple, button icons blink randomly until a button is displayed. Quickly tap on that button as fast as you can to fill your punch bar before your opponent. If you're quicker, you'll get off a series of punches.

Whoever gets off three rounds of punches wins. Following a fight, both teams lose a skater and play 4-on-4. But winning a fight means your team will go On-Fire, so make every punch count (see **On-Fire**, pg. 19).



THE ONE-TIMER

When executed correctly, this is quite possibly the most difficult shot for any goalie to stop. With a teammate open and rushing (or near) the net, press the **X** button (**Pass**), then quickly press the **□** button (**Shoot**) to execute a one-timer.

MANUAL STICKHANDLING

NHL Hitz Pro includes a new feature that allows you to manually stickhandle when you have the control of the puck. When you have possession of the puck, press the right analog stick **←** and **→** to stickhandle the puck. You can also press down on the right analog stick (**R3** button) to shoot. This is effective when on a breakaway as stickhandling can further fatigue the goalie.

FAKE SHOT PASS

Perform a fake shot pass by holding the **□** button (Shoot button), and then, at the top of the wind up, hit the **X** button to perform a pass instead of a shot and fake out the goalie. Make sure your eventual pass is sent toward a teammate for a scoring chance.

BATTLING FOR THE PUCK

The following chart indicates how one-on-one battles for the puck are won:

Deke beats a Body Check

Guard Puck beats a Stick Check

Stick Check beats a Deke

Body Check beats a Guard Puck

BATTLING TIPS

Mix up your play when you have the puck or are trying to win the puck. An NHL player is creative, not predictable, so keep your opponent on the ropes by switching up your moves when you have the puck. On defense, try and use both the stick check and body check. If your opponent is a deke-crazy player, use the stick check to wipe the smile off his face.

CONTEXT SENSITIVE MOVES

Context sensitive moves, or CSMs, are new ways for you to beat the opposing goalie. Master these moves, and you'll own the net-minder.

WRAPAROUNDS

Wraparound shots allow you to catch a goalie out of position, slam home a puck from behind the net. When you have possession of the puck behind the opponent's net, hit the  button (Shoot button) and your player will attempt a wraparound. Make sure there is time to execute the move, because your player will be locked into the move, making him vulnerable to checks.

DEFLECTIONS

Shooting the puck on net is always a good play. In NHL Hitz Pro, it's even more effective with a teammate in front of the net. Look for teammates positioned in front of the other team's net, and send a Wrist Shot towards the goal. If your teammate have an opening, they will tip the puck and possibly light the lamp. Take shots when you can, and good things will happen! Remember, wrist shots are much easier to deflect than Slapshots.

BE THE CAMERAMAN

Following a goal, you'll get an instant replay. You now have the option of controlling the replay camera and viewing your goal from any angle. When the replay starts, press the  button to be the cameraman, and use it to show your opponent that great goal!

ON-FIRE

The players on the ice will catch fire for a limited amount of time. This occurs after you win a fight or go on the powerplay.

You'll know you're On-Fire when you see a burst of fire on your team during face-off and when fire spins around the logo in the upper portion of the HUD.

When you're On-Fire, your players will have unlimited Turbo available when they skate and shoot. Take advantage when you catch fire, because it only lasts for a limited amount of time.

COACHING DISPLAY

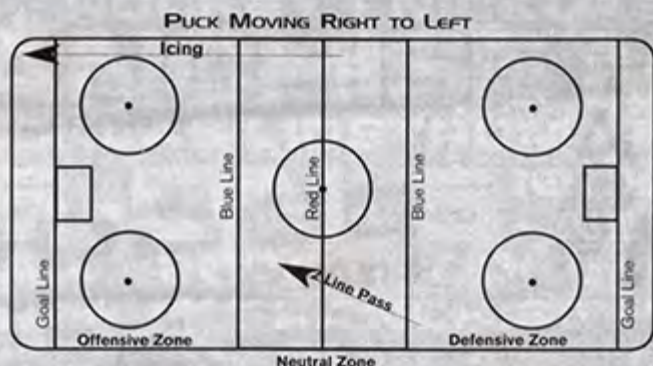
Press the directional button  or  to call up the Coaching Display menu. Press the directional button  or  to select **Attack** (for an attacking-style offense) or **Protect** (defensive-style play). This feature is set to **Off** by default, but it can be enabled during the game from the Pause Menu (see **Pause Options**, pg. 21).

Fire Encircling Logo



THE RINK

The area between the Blue Lines and the Goal Lines is referred to as both the Offensive and Defensive Zones depending on which team is defending and which team is attacking. A defending team's Defensive Zone is the attacking team's Offensive Zone. The area in the center of the rink, from Blue Line to Blue Line, is the rink's Neutral Zone.



ICING

If a player shoots or dumps the puck into the opposing zone from behind their half of center ice, the play will be stopped when the opposing team touches the puck behind their goal line. A face-off will then take place in the defensive zone of the team that iced the puck. However, if an attacking player reaches the puck first after shooting it in, or if a defender touches the puck before it reaches the goal line, it will not be considered **Icing** and play will continue. **Icing** is not called when a short-handed team (a team with a player in the penalty box) shoots the puck in, in the same scenario.

2 LINE PASS

A player may not pass the puck to a teammate across two lines. In many cases, this occurs when a player passes from his own Defensive Zone across both the Blue Line and the Red Line.

OFFSIDE

The referee calls **Offside** when an offensive player crosses into the defensive team's zone before the puck crosses the Blue Line. In other words, an attacking player not carrying the puck may not be completely across the Blue Line before the puck enters the defending team's zone. When **Offside** is called, the referee initiates a face off just outside the closest Blue Line.

PENALTY SYSTEM & REFEREE TYPES

NHL Hitz Pro features an innovative new penalty system that puts you in control of when your team goes to the sin bin. Located in the HUD beside each team's logo is a referee meter represented by the whistle and meter. This meter represents the referee's patience on the ice with your team. The more dirty your team plays, the more the meter fills with penalty points - and the more likely you will go to the box. There are three ways to fill your meter:

Hitting the Goalie - This results in an automatic penalty if the goalie is near his crease. But if he wanders out too far, the penalty may not be called.

Interfering with Players - You will receive penalty points if the opposing team is carrying the puck, and you start to hit down opponents who do not have the puck.

Pass Interference - You will receive penalty points if your opponent makes a pass and you knock down the receiver of that pass before the puck is received by that player.

Depending on the Referee Type chosen in your game settings, the referee may call a penalty right away or let the play continue and slowly let your meter build up. If the penalty option is set to off, then penalties will not be called (see **Referee Type**, pg. 11).

THE POWER PLAY

When a player is called for a penalty, he goes to the penalty box, and the opposing team has a man advantage on the ice. The opposing team maintains the advantage until they score a goal or the penalty time runs out. If the team with the advantage scores a goal, the penalized player may leave the penalty box, and return to the ice. The amount of time a player serves in the penalty box depends on the Period Length setting. It's equal to 6 seconds for every minute of the period. For example, a 5 minute period would put a player in the penalty box for 30 seconds.

FIGHTING PENALTIES

Following a fight, both players go to the box for an amount of time that equals one fourth of the period time.

For example, in a 5 minute period, fighters would go to the penalty box for 1:15 minutes. The player that loses the fight unfortunately puts his team at a disadvantage. The team of the winning fighter goes On-Fire (see **On-Fire**, pg. 19).

PAUSE OPTIONS

PAUSE OPTIONS MENU

At any point 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.

REPLAY

You'll likely make some incredible plays that you'll want to view again from all angles. Replay controls are listed on-screen. Press the **START** button to exit Replay.



SETTINGS

See **Settings**, pgs. 11-15.

TEAM COACHING

During the game, you can make personnel and strategy decisions using the following options:

EDIT LINES

See **Edit Lines**, pg. 14.

COACHING DISPLAY

Turn your Coaching Display **ON** or **OFF**.

STRATEGY

You can decide whether you want your team to play an **Attack** style offensive game, or if you want your players to back off to a more defensive style of play to **Protect** a lead.

GOALIE STATUS

Sometimes late in the game, you'll find that you're down a goal or two, so use this option to pull your goalie and get a sixth skater on the ice.

STATS CENTRAL

Press the the directional button **↑**, **↓**, **←** or **→** to highlight **Team Stats**, **Player Stats**, **User Stats**, **Scoring** or **Penalties**, then press the **⊗** button. Stats and summaries will be displayed. When needed, press the **⊗** button to sort by statistic. Descriptions for abbreviated stats are listed at the bottom of the screen.

CHOOSE SIDES

During the game, you or your friends may decide you want to join or change teams. Press the directional button **←** or **→** to choose the **Home** or **Away** team, then press the **△** button to return to the Pause Menu. If a human player wants to leave the game, you can move the selection icon to the center position and let the CPU play out the rest of the game.

PLAYER LOCK

Press the **Ⓚ** button to set **Player Lock**. Skater positions (ie - RW, LW, C, etc.) will be displayed. This will tell you the position of the only player you'll control during the game. You won't be able to switch to other skaters on the ice.

CONTROLLERS

Change your control configuration during the game. Press the **⊗** button, then press the directional button **←** or **→** to select one of the preset controller configurations. During multiple player games, only one person at a time can change their configuration.

GETTING STARTED

NHL Hitz Pro's new Online feature allows you to connect to the internet and play the game online against other NHL Hitz Pro gamers. Use the following procedure to get online:

Choose **Online** listed on the Main Menu screen to view the Network Setup screen. If there is an existing configuration file beneath the "Select Configuration" header, select it to enter the NHL Hitz Pro Network Login screen.

If **Create/Edit Configuration** is the only selectable option, select it and follow the instructions within the **Add Settings** listing on the Networks Settings screen to properly configure your PlayStation®2 computer entertainment system for online play. If there were pre-existing files but they aren't visible, try using the **Refresh** option.

Note: During Online Setup, you cannot edit or delete AOL network settings.

NETWORK SETTINGS

Add Settings - Follow on-screen instructions to configure internet settings.

Edit Setting - To make changes to your settings, follow on-screen instructions.

Delete Setting - Delete settings you'll no longer need.

Test Connection - To make sure you've successfully entered your setting, put the settings to the test.

NETWORK COMPATIBILITY

BlitzPro supports Online using the SCE network adaptor to connect to the network. The in-game networking uses the official IANA registered Ps2 UDP port number:

ps-ams 3658/udp PlayStation AMS (Secure)

Within a GameSpy room, your local host ping information will be unavailable to other players if you are behind a NAT/firewall. GameSpy room pings require UDP Port 13139 to be open for unsolicited UDP.

NETWORK LOGIN

On the Network Login screen you'll have three options: **Login**, **Create Account** or **Disconnect**. If this is your first time playing NHL Hitz Pro online, or you want to create a new account, select **Create Account** (Be sure you read the important disclaimer information before accepting to the terms of play and use).

Accept the disclaimer terms and press the **X** button, then enter your **User Name** and **Password**. Once you're finished entering a name and password, select **Create Account** to complete the new account process. If you have an existing account choose **Login**, then enter your previously created **User Name** and **Password**.

NETWORK CENTRAL

At the Network Central screen you will find two playable modes: **Exhibition** and **Tournament**. A **News** option is also available for viewing the latest news regarding NHL Hitz Online. You'll eventually use the **Disconnect** option to disconnect from network.

If you select the **Exhibition** option, the Exhibition Lobby screen will be displayed. You can then challenge other players connected to the network. If **Tournament** is selected, you'll go to the Tournament Lobby screen to enter a tournament, challenging players connected to the network.

LEADERS

Listed are all players who ever logged in, registered and played a complete game.

NEWS

View updated news regarding online players.

CHAT

While at Network Central, press the **○** button to call up the Chat Window. Press the directional button **↑**, **↓**, **←** or **→** to highlight a character, then press the **X** button to select it. Repeat the process to type your message, then select **End** when you're finished. Return messages will be displayed on-screen.

Note: For Online play, controllers must be inserted in controller port 1, 1-A, 1-B, 1-C, or controller port 2.

NHL HITZ ONLINE USER AGREEMENT

Welcome to the Midway Sports Online Tournament Network. Powered by GameSpy™.

In order to use the online features in NHL Hitz Pro we need for you to read the information below, as it describes the terms under which we are offering you this extended functionality, and the rules that we require you to abide by when using the Midway Sports Online Tournament Network.

When you have read the information below, please select the 'AGREE' button to continue if you agree to the terms and conditions stated. If you select 'DISAGREE' you will not be able to use the Midway Sports Online Tournament Network.

Midway Home Entertainment Inc. NHL Hitz Pro Online Access Terms

These NHL Hitz Pro Online Access Terms ("Access Terms") apply to your use of the online multiplayer and community services - such as online competitions, in-game public and private chats, voice conversations, online tournaments and gameplay - ("Service") brought to you by Midway Home Entertainment Inc. ("Midway") through its service provider, GameSpy Industries, Inc. ("GameSpy"). Midway and GameSpy are referred to collectively as "Service Providers." To access the Service, you must have purchased a copy of Midway's NHL Hitz Pro game for PlayStation®2, have a network adapter for PlayStation®2, and have broadband Internet access.

You should read these Access Terms carefully, as they contain the Rules of Conduct that apply to your use of the Service. As part of our efforts to bring you new and exciting features, we may update these Access Terms from time to time. It is your job to periodically review these Access Terms for applicable changes. Your use of the Services after we post any changes to these Access Terms constitutes your agreement to those changes.

I. Your Registration; User Account; Privacy

To access the Service, you will need to create a registration account ("Account"). By creating your Account, you will be asked to agree to comply with these Access Terms and the Rules of Conduct. To create your Account, you will be prompted to enter a nickname and password. During the registration process we may also collect your PlayStation®2 or NHL Hitz Pro identification number. These identification numbers are unique numbers assigned to your machine or your copy of the game, and do not contain any personally identifiable information. GameSpy may collect this information in order to assist Midway in providing services and features to you, such as verifying winners in any online tournaments Midway may offer. You will not be required to provide any personally identifiable information during the registration process. Your nickname will be your online identity when you use the Service. You may not select a nickname that is already in use by another user.

You acknowledge and agree that the Service provides you with access to other individuals, and that you have no expectation of privacy when using the Service. To protect your identity, the Service Providers' employ certain electronic filters to search and remove certain personally identifiable information from the content of postings, such as email addresses and phone numbers. You understand and acknowledge that these filters cannot serve as a complete protection of your personal identity, and that to the extent that you release personally identifiable information through use of the Service, you do so at your own risk. To protect your identity, we encourage you not to use your first or last name as your nickname, and not to disclose personally identifiable information to others on the Service. In the future, Midway may offer sweepstakes, contests, or other interactive features (such as email notifications). In order to receive or participate in those features, you may need to disclose some personally identifiable information to Midway. Any such information Midway collects will be subject to the terms of the Privacy Policy which you are given at the time you are asked for the personally identifiable information. Your participation in one of these additional Midway features may also be subject to a separate agreement or additional rules.

By creating an Account, you agree that use of your Account is expressly limited to you. Your Account may not be transferred or shared with any other party, temporarily or permanently, including any individual whose Account was terminated by Midway. You further agree to bear sole responsibility for all uses of your Account and for the confidentiality of your password.

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- Contains offensive, profane, harassing, defamatory, inappropriate, racist, threatening, infringing, obscene, or unlawful material, including content that contains excessive shouting (ALL CAPS) or flooding (the posting of repetitive text);
- Contains slanderous or libelous comments about other users, the Service Providers' employees, or other individuals;
- Contains personal information about any individual;
- Violates the privacy of any other individual or entity;
- Contains business solicitations of any type, including advertising a product, offering a product for sale, or directing readers to a location for more information about a product;
- Contains viruses, corrupted files, or any other similar software or programs that may adversely affect the operation of the Service Providers' systems or a third party's computer;
- Undermines the operation of the Service or a feature thereof; or
- Contains unauthorized copies of third parties' works.

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NHL HITZ ONLINE USER AGREEMENT

2. You may not access the Service to collect information, including nicknames, to send mass electronic mailings to users of the Service.
3. You agree not to use the Service to offend, harass, defame, or threaten another individual, including agreeing not to use the Service to form groups or clubs that are based on or espouse racist, sexist or other hate-based philosophies. You further agree not to engage in any activity that interferes with the ability of other users to enjoy the free and unfettered use of the Service.
4. By participating in the Service, you agree not to impersonate any person or entity or falsely represent your affiliation with any person or entity, including any claim to be, or impersonation of, an employee, authorized representative or member of Midway, GameSpy, the National Hockey League, National Hockey League Players' Association or any National Hockey League sports team. You further agree not to provide false or misleading information to any Midway employee or authorized representative.
5. You agree not to interfere with, hack, or decipher - or attempt to interfere with, hack or decipher - any transmissions to or from the servers on which the Service resides, or the servers of any other individuals or entities that have access to the Service. You further agree not to exploit the Service, including any hidden bug therein, to attempt to gain an unfair advantage in the play of the NHL Hitz Pro game.
6. The Service may not be used for unauthorized electronic commerce. Use of the Service or any of its features for the sale of products or services is prohibited. If, in the sole discretion of Midway, you are found to be using the Service for any inappropriate commercial purpose, Midway reserves the right to take any action it deems reasonable to end such activity.
7. By participating in the Service, you agree not to violate any local, state, federal, or international law, regulation, rule, or guideline, nor will you discuss any unlawful activities, such as hacking, pirating, phreaking, use or promotion of illegal drugs, the exchange or transfer of pirated software, contraband, or other materials that are in violation of U.S. or international copyright laws.
8. Unless Midway lets you know otherwise, you may not reproduce, duplicate, copy, sell, or otherwise transfer or commercially exploit any Content or any Third Party Content (in each case, as defined in Section IV below), which is accessible through the Service.

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IV. Midway Content

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Rendering	Steven Brekelmans
AI/Gameplay Programmer	Travis Brown-John
Animation Lead	Jason Carr
AI Gameplay & Online Programming	David Catlin
Front End Lead	Darwin Chau
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Gameplay, Online Programming	Dave Forshaw
Producer	Nigel Franks
Office Manager	Melodie Fung
Rendering	Keith Hentschel
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Front End Design	Greg Ipp
Sound Design	Glenn Jamison
Animator	Jeff King
Front End Programming	James Laurenstin
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Textures	Scott Lubker
Models, Textures, Player Faces	Kalvin Lyle
Front End Design	Nigel Quarless
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Rendering	Jim Randall
Sound Editing	Steve Royea
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Office Defenseman	Herkimer Chicanery
Arena Rock Music	Jan Duke & Sean Webster
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Motion Capture Talent	Tyler Kuntz & Cory Lafreniere
Rink Announcer	Al Murdoch
Heckler	Charles Onyett & Jake Onyett
Front End Music	Chris Peterson
Color Commenter Voice	Harry Teinowitz

GREEDY PRODUCTIONS, LTD. - GAME INTRO FMV

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Producer	Victor Lucas

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Motion Capture Producer	Luke Carroll
Motion Capture System Operator	Colin de Jose
Executive in Charge of Motion Capture	Dave "Dr. Dude" Fracchia
Motion Capture Shoot Supervisor	Richard Overington
Motion Capture Assistant Director	Ben Burden Smith
Motion Capture Data Editor	Jayne Vandusen & Jody Zoerb

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Digital Composers	Chris Ferguson, Zach Lipovsky & Evon Scott

SPECIAL THANKS

That 70s Kid, Working Joe, Big Dog, Excellent Ice - Joel, Claudette and crew, Herkimer Chicanery, Mahoney's, Mike Grasso, Keith Liu, the SDC, Mitty, The Royal, The Thunderpuck guys - Hruday32 and GoSensGo, the Better Than Average dragon boat team, and the Vancouver rockers: Exit This Side - www.exithiside.com and Flipswitch - www.flipswitchmusic.com.

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Director of Engineering	Michael Weillbacher
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NHLPA	Martin McQuaig, Mike Duelliet & Ted Saskin
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"Simple Wonder"

"Good Enough"

"Retarded"

"Mars"

"Phoney"

"The Silence"

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"Finding My Way"

"Beautiful To Me"

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"Hear It"

"Seasons"

"Saturdays"

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"Circumstances"

"Ride On"

"Uninvited"

"Empty Hands"

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"Empty Hands Scratch Remix"

"Hype"

"Out Of Here"

"Circumstances Remix"

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"Kernkraft 400"

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"New High"

Performed by Diffuser

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Written by Tomas Costanza and Anthony Cangelosi

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"Get Up Again"

Performed by Flaw

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Performed by Logan 7

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Performed by Powerman 5000

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Performed by Seether

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"Hindsight"

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Music by P. Arcuri/S. Thompson

Lyrics by C. Rigano

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