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2. Controls

2.1. Menu Controls

Analog Stick (Up): Move Selector "Up"
Analog Stick (Down): Move Selector "Down"
C Stick (Right): Change Song
A Button: Select or Accept
B Button: Cancel or Go Back to Previous Menu

2.2. Player with Puck Controls

Analog Stick: Move Player in Desired Direction
C Stick: Manual Deke
A Button: Pass (Hold for more power)
B Button: Shoot (Tap: Wrist Shot, Hold: Slap Shot)
X Button: Saucer Pass (Hold for more power)
Y Button: Automatic Deke
R Button: Turbo
L and B Buttons: Fake Shot
L and Y Buttons: Spin Move

2.3. Player without Puck Controls

Analog Stick: Move Player in Desired Direction
C Stick: Light Check
A Button: Change Player
X Button: Poke Check
Y Button: Automatic Check
R Button: Turbo
L and A Buttons: Control Goalie
L Button and Analog Stick (While Controlling the Goalie): Skate with Goalie
In Desired Direction
L and X Buttons: Hook
L and Y Buttons: Block Pass/Shot
L Button and C Stick: Bruise Control (Monster Hit, Hold "L" longer for
more powerful hits.)

2.4. On-Ice/Non-Player Controls

Z Button: Line Change
L and Z Buttons: FIGHT!!!! (When Activated)

2.5. Fighting Controls

Analog Stick (Up): High Block
Analog Stick (Down): Low Block
A Button: High Punch
B Button: Low Punch
X Button: Low Punch
Y Button: High Punch

2.6. Bruise Control

Bruise control is the best thing in NHL 2004. Instead of pressing Y and just shoving your opponent, you can do this, send them head over heels into the glass, injure them, knock their helmet off, and sometimes cause fights to occur from these hits. When you press and hold the L button to activate bruise control, you will notice yellow getting heavier under the person you are controlling (if he does not have the puck). When it cannot get any heavier, get near the person you would like to physically beat the crap out of. Once you have done this, send the person you are controlling flying into your opponent. This is really useful on the penalty kill or even at full strength, when you are trying to get the puck away from your opponent to clear the zone, or score shorthanded. It's also useful on the power play or, in some cases at full strength, to keep possession of the puck and keep pressure on the net.

3. Menu Options

3.1. Play Now

3.1.1. Special Controls

NOTE: The Controls below Only Work on the Play Now Menu, they will NOT work on ANY OTHER MENU UNLESS NOTED BY THIS FAQ.

R Button: Cycle One League to Right (Choose Teams Screen Only)
L Button: Cycle One League to Left (Choose Teams Screen Only)
X Button: Go to Random Team in Current League (Choose Teams Screen Only)
Analog Stick (Left): Select Away Team (Choose Sides Screen Only)
Analog Stick (Right): Select Home Team (Choose Sides Screen Only)
Y Button: Activate Team Options Screen (Choose Sides Screen Only)
X Button: Coaching Strategies (Team Options Screen Only)
Y Button: Switch Sides (Team Options Screen Only)
Y Button: Defaults (Coaching Strategies Pop-Up Only)

3.1.2. Walkthrough

In this section of the game, you are basically choosing to play an exhibition game. The cool thing about this is you can play with any team in the NHL, Europe, most of the National Teams, all Four NHL All-Star Teams (North America, World, Eastern Conference, and Western Conference), and any teams that you created in ?Create Team? (More on that later). To start off, choose the two teams you want playing (NOTE: Make sure you have the home team on the right, and the away team on the left.). After you have selected the teams you want playing, advance to the next screen by pressing the A Button.

On this screen you must choose the team you will be playing as (like last screen, home is on the right, and away is on the left). After selecting the team you would like to control, I would suggest pressing the Y Button. This opens up a new menu screen, and allows you to change the jersey (Home, Away, Alternate, Vintage, etc.) for either side. You can also edit Line Changes (Auto, Off, or Manual), Shot Aim (Auto or Manual), Player and Goalie Boosts (NOTE: I would suggest staying away from the boosts as much as possible. Even though you beat the crap out of your opponent, it gets really boring, really fast.). After you are done editing, press the X Button to activate the Coaching Strategies Pop-Up.

The Coaching Strategies Pop-Up allows you to control every aspect of your game plan prior to the game. These include Quick Plays (Both Offensive and Defensive), Line Strategies (Crash the Net, Behind the Net, or Overload), Power Play Strategies (Shooting, Overload, or Umbrella), Defensive Strategies (Collapsing, Staggered, or Tight Point), and Penalty Kill Strategies (Diamond, Large Box, or Passive Box). After you have finished editing, you may press the Y button to reset the plays to default, or you may press the B Button to go back to the Team Options Screen. When back on the Team Options Screen, press the B Button to go back to the Choose Sides Screen. When back on the Choose Sides Screen, press the A Button to continue on to the next screen.

You should now be on the Quick Settings Page. Here, you can change the Skill Level (Beginner [First Timers], Easy [Beginner Too-Easy], Medium [Been around the block], or Difficult [Game Master]), Camera (Ice, Classic, Overhead, Broadcast, or Action), Period Length (5 Minutes, 10 Minutes, 15 Minutes, 20 Minutes) (NOTE: No matter what you choose for the period length, the clock will still say 20:00 at the start of the game, what you select determines how fast the clock will go.), Rules (NHL, International, Off, or Custom [Rules you sent in the Rules and Options Section {More on that later}]). Once you have set the game to your specifications, press the ?A? Button and hit the ice.

3.2. Game Modes

3.2.1. Dynasty Mode

3.2.1.1. Special Controls

Y Button: Substitute Team (with Created Team) (Select Team Screen Only)
X Button: View Dynasty Info (Select Team Screen Only)
Start Button: Next Day (Dynasty Central Screen Only)
Y Button: Simulate (Dynasty Central Screen Only)

3.2.1.2. Creating a New Dynasty

Welcome to what is without question the best part of the game, Dynasty Mode. You play as the General Manager of the National Hockey Team of your choice for 20-82 game seasons. You can get started by going to the first option on the Game Modes Screen, then selecting new from the pop-up menu. You can start by creating your General Managers (GM's) Last Name (it can be anything really, no matter how dirty it is, just as long as it's 12 letters or less). After you have chosen a last name, make a first name for your GM (last name rules apply for the first name). The name is important, because it will be used throughout the game for different reasons (League News, GM Rankings, etc.). After you have chosen your name, you must choose your GM; you must choose a GM Model. They have 14 different models in which you can choose from. This will be the lazy guy who sits in an office the whole time. After you have chosen a model, scroll down to Done and press the A Button to continue to the next screen.

You should now be on the Dynasty Setup Screen. Here, you choose all of the rules of your league. This guide will guide you through this process with possibilities and suggestions for the best game play. League Name is entirely up to you (seriously, it won't matter what it is, it's only shown at the loading page, and it can be anything as long as it's 7 letters or less). Skill Level (Easy, Medium, or Difficult) is up to you (Medium is a good challenge, even if you have to warm yourself up to it). Clock Speed (5 minutes, 10 minutes, 15 minutes, or 20 minutes) is important; it will determine how long periods are. I would suggest using what you are used to. Playoff Series Length (Best-Of-1, 3, 5, 7) is important, if you want to be like the NHL, go with best-of-7, it's up to you either way. Starting Rosters (Current, Default, Fantasy Draft) (if you have never made a player in Create Player [more on that later] then you really only have the options of Default or Fantasy Draft), I would suggest Current or Default, unless you really hate the players on your team (take Fantasy Draft). Tie Break (Single OT [4 on 4], Single OT [5 on 5], No Overtime, Continuous OT, Shootout, 5 minutes then Shootout), personally, all of them are good, except for No Overtime (because everyone loves Overtime). OT Loss (1 Point, 0 Points, option disabled if No Overtime is Selected), FOR THE LOVE OF GOD TAKE 1 POINT, it makes the game so much easier and takes some of the weight off to get the OT Win. Hero Rating (On, Off), turn it on, if your down by one with 5 minutes left, Heroes will get that one goal you need. Penalties put it halfway up on the meter, that way there isn't too many penalties, but there still are. Fighting, take it to the Maximum, everyone loves fighting. Offside, Icing, and 2 Line Pass is up to your style of play (except turn Two Line Pass off, it gets annoying). Playoff Tie Break (Continuous OT, Shootout, 5 Minutes then Shootout), take Continuous OT, it proves who is the true winner. Scroll Down to Done and press the A Button to advance to the next screen.

You should now be on the Select Team Screen. This is where you select the team you would like to control for your dynasty. You can choose any team in the NHL. You can view the information of each dynasty, such as the staff and

equipment you start out with, by pressing the ?X? Button. After you have chosen your team, press the Start Button to go to the next screen.

After 2 pop-ups, you should now be on the Dynasty Central Screen which means you can now start playing games, trading players, and all of that with your dynasty team.

3.2.1.3. Dynasty Mode Menu Options

On the Dynasty Central Screen, there are three things of true importance. The Menu (Left Side), the Team Schedule (Right), and the News Ticker (Bottom). This part of the FAQ will discuss The Menu Options.

3.2.1.3.1. Play Next Game

If you are on the Dynasty Central Screen, you should notice the team schedule on the right side of your screen. This is your team schedule. You will play 82 games (unless you dont want to play and decide to simulate part or all of it). The Play Next Game Option on the Menu allows you to play the next game on your schedule. If you choose this option, the game will automatically simulate to the day of the game (NOTE: This really wont matter for you, except for the fact that the computer teams will continue trading and picking up free agents), and continue to the next screen.

NOTE: If you wish to change your lineups for the game, DO SO BEFORE THE GAME BY GOING TO THE COACHING OPTIONS OPTION.

This screen will look exactly like the Choose Sides screen from the Play Now part of the game. That is because it is the exact same screen, except for the fact that the teams are chosen ahead of time. Just like that same screen, you can choose your side (your dynasty team), and press the Y Button to activate the Team Options Screen.

This screen is also like the Play Now part. You can change your Team Jersey (Home, Away, Alternate, Vintage), Line Changes (Auto, Manual, Off), and Shot Aim (Auto or Manual). Player Boosts and change Coaching Options by pressing the X Button. After you have made the game how you want it, press the B Button to go back to the Choose Sides Screen.

You can continue on to the game by pressing the A Button on the current screen (unlike the Play Now section of the game).

3.2.1.3.2. GMs Office

Here is where you change your team, finances, upgrades, and your office. You earn upgrade points and office stuff by winning games, winning the Stanley Cup, Trading Players, and Signing Free Agents. Lets get started by going down the Menu.

3.2.1.3.2.1. GMs Office Menu

3.2.1.3.2.1.1. Manage Roster

This is where you will change your roster, and try to make this dynasty a true dynasty. You can trade players, call people up from the minors, sign free agents, and re-sign players here. I will take you through it step-by-step.

3.2.1.3.2.1.1.1. Contracts

You will probably not be here all that often during the season and playoffs, but come the off-season, this is your home away from home. This is where you re-sign the players you already have on your roster (NHL and Minor League). This is where you also call people up from your Minor League Team (AHL, UHL, etc.). I recommend keeping the players you know are going to produce, but try to keep your team salary as low as possible (dont keep all of them, trade for draft picks, young guys, etc.).

3.2.1.3.2.1.1.2. Trade Players

The title basically explains all. Here is where you trade your players for other players from any team in the NHL. Not only players can be traded, but draft picks, just like the NHL operates.

NOTE: I strongly suggest not trading your draft picks for people good people (90+), the people you pick out of the draft can become just as good as any of those people in a couple of seasons.

3.2.1.3.2.1.1.3. Free Agents

This is the Free Agency. This is full of cruddy people that you can pick up cheap. For example, if you need a defenseman for a short period of time, then you should probably pick one up here, just to save money.

NOTE: If you want to get rid of someone, it would be smarter to send him to another team for a draft pick; it will help you and hurt them in the future.

3.2.1.3.2.1.2. Upgrades

This is the most important area of Dynasty Mode. Your team will SUCK (truly) if you do not upgrade fast and efficiently. You should try to get ahead of the pack as fast as you can. If you get upgrade points, use them immediately. I suggest trying to keep everything even (Staff and Facilities) just so your not excelling in that one thing, and not anything else. The more upgrade points you have in each category, the better your team will be.

3.2.1.3.2.1.3. Finances

One of the goals in Dynasty Mode is to make money. You may be ousted if you do not make a profit (not good). Setting ticket prices and getting rid of terrible, overpaid players are good ways of making money in Dynasty Mode. The more money you make, the better off you are (but still try to win the cup).

3.2.1.3.2.1.4. GM Rankings

This section of the menu allows you to compare yourself and other GMs with any or all of the GMs in the NHL. You can compare using various categories such as Experience Points, Skill Level, Revenues and Profits, and Stanley Cups you or other GM's have won.

3.2.1.3.2.1.5. Progress Reports

This section shows you the Morale and Attribute Points of all of the people on your team. You may notice that the players that are currently playing in the minors all have Morale of 99. The players that play regularly have Morale much lower than that of the minor leaguers, but as you progress through the game, the players will gain Morale and Attributes.

3.2.1.3.2.1.6. Scouting Report

The scouting report is very important, when you're nearing the end of the Regular Season and Stanley Cup Playoffs. You should start determining who you would like to draft, and when you would want to draft him (depending on availability). The Draft (during the off-season) is exactly like the NHL Draft, you draft players, except you only have 5 rounds in Dynasty Mode.

3.2.1.3.2.1.7. Office Rewards

What I think is cool about Dynasty Mode is that you can decorate your GM's Office. You can use the Office Rewards you receive from gaining experience points to spruce up your office. Rewards include a Tiki Statue, a new couch, a new clock, etc.

3.2.1.3.3. Coaching Options

Coaching Options should be the third selection from the top of the Menu on the Dynasty Central Screen. In this section you will again have a Menu. On

this menu, you will have three things to choose from: Edit Lines, Jersey Numbers, and League Schedule. Lets start from the top.

3.2.1.3.3.1. Edit Lines

This is where you make those changes in your lineup that you need to change due to injury, or to switch your goalie to give your starter some rest. You can call players up from the minors in this section, as well as send some back to the minors. You can change your lineups for every line on your team (Scoring/Checking Lines, Power Plays, Penalty Kills, Extra Attackers, Shootout Lineup).

3.2.1.3.3.2. Jersey Numbers

Read the name, and you've discovered half of what you can do in this section of the menu. You can change player numbers of people on your team (I would especially do this if you picked someone up with the same number as another person, like two people wearing number 10). You can also change your team captain and alternate captains.

3.2.1.3.3.3. League Schedule

Personally, I dont see the point in this section of the menu. All it does is tell you who plays who on the day you are currently on. If anyone can tell me the point of this section, the Contact Information is Section 4, email me.

3.2.1.3.4. Stats Central

This is the part of Dynasty Mode where you see how your team and players are doing compared to other teams and players, or awards that people and teams won over the past 5 years.

3.2.1.3.4.1. Team Standings

This is where you compare your Dynasty Team to other teams in the league, conference, and division. If you cycle to the Conference Standings, you notice that the top three teams are sometimes not the top three teams on the standings. In the NHL, the leaders of the 3 divisions in each conference are always the top three seeds (no matter how bad they are). They are always in order from most to least points. The bottom 12 teams are the best teams who are not division leaders, ranked from best to worst in terms of points. The top 8 teams (3 division winners, then the 5 best non-division winners) make the playoffs, and compete for Hockey's Holy Grail (Lord Stanley's Cup). You can also check other statistics, like Goals For, Goals Against, etc.

3.2.1.3.4.2. Team Stats-Season/Playoffs

This may seem exactly like Team Standings, except this part has more statistics, such as Power Play Percent. You can sort these categories, to see how far you are behind the leader, or how much you lead a category by easier.

3.2.1.3.4.3. Players Stats-Season/Playoffs

This is where you can compare your players to other players in the NHL, your conference, division, or within your own team. You can sort the list so you can see how your players compare to other players on the list. This is very important to see who you might want to trade for.

3.2.1.3.4.4. Awards

This is where you can see who won various awards in the past years throughout your dynasty. Awards include the Stanley Cup, President's Trophy, Veniza Trophy, etc. It goes as far back as the past 5 years.

3.2.1.3.5. Rules and Options

In this area, you modify the game play settings in the current Dynasty. You can make a puck bounce like a basketball, and make the players bounce off of each other like pinballs. You can also edit the rules you made when you created the game that you don't like anymore, or you didn't want to begin with.

3.2.1.3.5.1. Rules

Here, you can change the rules you set earlier, except for ones like "Playoff Series Length" which is permanent. However, you can still change the amount of Penalties called, Fighting frequency, and offside, icing, etc.

3.2.1.3.5.2. Gameplay Settings

For the most part, I wouldn't touch these controls. The slightest switch can change the entire game entirely. However, it won't hurt if you experiment with them a bit, because if you press the Y Button, it will switch back to all of the default settings. Use the L and R Buttons to scroll through the various categories. The only settings you might want to change are Game Speed, Fighting Difficulty, and all Checking categories. If you find the game too challenging, or not challenging enough, or find something that could make your game more fun to play, I strongly suggest trying it.

3.2.1.3.5.3. Display Settings

There are a few options here you might want to change, but it's really up to you. Camera View, I suggest all of the defaults in this section.

3.2.1.3.5.4. Sound Settings

Again, settings that are fine the way they are, if you want to hear something more, turn your T.V. Volume up. You might want to switch On-Ice Sound, and that's it.

3.2.1.3.5.5. Configure Controller

This is where you change the default specifications and change them to suit you the best. I STRONGLY SUGGEST NOT CHANGING THESE IF YOU HAVE PLAYED AT LEAST ONE GAME. These settings can make the game that much harder, but again, it's up to you.

3.2.1.3.6. Save Dynasty

This is pretty much self explanatory. Select this option and you will have the ability to save your Dynasty. Just remember to make sure you select the Dynasty you want to save, or it will overwrite one of your other Dynasties that you might not want to be saved. After you have saved, press B, and select the final option Exit Dynasty, which will take you back to the Main Menu.

3.2.1.4. Dynasty Mode FAQs

Q: Do players retire in Dynasty Mode?

A: Yes, all players retire, usually between the ages of 36-39.

Q: How do you get more upgrade points?

A: As you receive experience points, you gain upgrade points. For every 100 experience points you earn, you earn 1 upgrade point. For every win, you get 2 experience points, every player move you get 10 points (you can only do this 5 times for points every year), and just for completing the season, they give you 200 experience points.

3.2.2. Season

Season mode is sort of like Dynasty Mode, except you only play one season,

no-one retires, and you don't get a nice GM office. Instead, in this mode, you just play the games, make trades and free agent signings, and (if you're good) make the playoffs.

If you need information on season mode, just read under Dynasty Mode.

3.2.3. Playoffs

Playoffs are for the people who dont want to suffer an 82 game season, and want the insurance of being in the playoffs. Basically you just choose the rules pick which teams you want in the playoffs, and you just play.

The rules are the same as choosing the rules for Dynasty Mode, so if you need help there, just go to the Dynasty Mode section of this FAQ.

To choose the teams you would like to have in the playoffs, select a team from the menu of teams on the right side of the screen, and press the A button. Then, go over to the two lists to the left of the menu, and select a team from those 2 lists by pressing the A button, which will put the team you selected from the menu in the playoffs, and the team you deactivated into that same menu. Once you choose one team to be user controlled, press START to move along.

From here, it should be the same as Dynasty Mode, so if you need help from there, go to that section of the walkthrough.

3.2.4. Tournament

This is almost the exact same thing as the playoffs, except instead of using NHL teams, you use International (Olympic, or National All-Stars) from various countries across the world. Other than that, it is the exact same way as you set up Playoffs (as seen above).

3.2.5. Exhibition

This is the EXACT same thing as if you would choose Play Now at the Main Menu. For more information on this section, see Play Now.

Section 3.2. is Complete

4. Contact Information

If you have any questions, comments or additions that you wish me to add to this guide, feel free to email me or instant message me at any of the following

addresses:

Email: typd2003@yahoo.com

AIM: [tyguymrty](#) or [playmaker4975](#)

Feel free to send me your team records, personal bests (biggest wins, etc.), and custom team rosters to me, I may use them as suggestions for other people on this FAQ.

5. Legal Information

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6. Recognition

I would like to thank myself for making this FAQ, my parents, for letting me do it, and my grandparents for buying me this great game.

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