

EA
SPORTS™

NHL

2002

EmuMovies



WARNING:

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

USE OF UNAUTHORIZED PRODUCT:

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

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

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

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

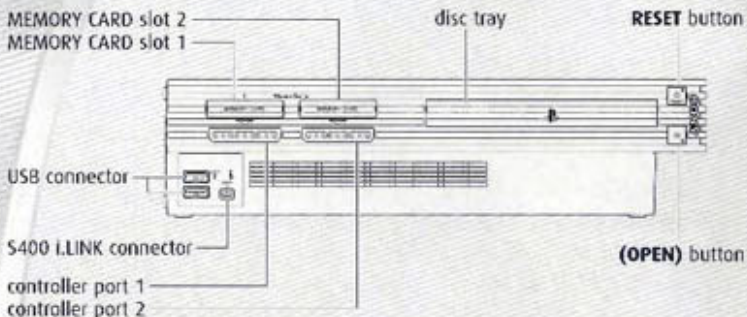
CONTENTS



STARTING THE GAME	2
COMMAND REFERENCE	3
BASIC CONTROLS	4
INTRODUCTION	5
COMPLETE CONTROLS	6
SETTING UP THE GAME	8
MAIN MENU	8
STARTING THE GAME	8
PLAY NOW	8
BASIC GAME SETTINGS	9
COACHING STRATEGIES	10
ON THE ICE	13
GAME SCREEN	13
PAUSE MENU	14
OPTIONS	15
RULES AND SETTINGS	15
CREATE PLAYER/ROSTERS	17
STATS CENTRAL	22
CONFIGURE CONTROLLER	23
LOAD/SAVE SETTINGS	23
ADVANCED GAME MODES	23
SEASON/CAREER	23
PLAYOFF	26
TOURNAMENT	26
SHOOTOUT	27
NHL CARDS	27
SAVING AND LOADING	29
CREDITS	31
WARRANTY	33

STARTING THE GAME

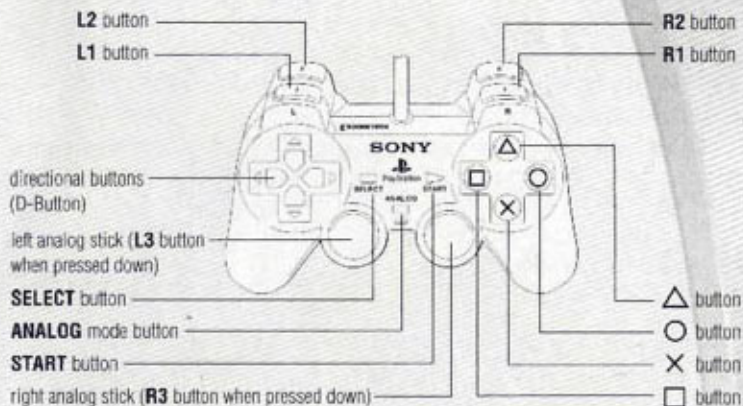
PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the *NHL® 2002* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

COMMAND REFERENCE

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

Highlight menu items	D-Button ↓
Cycle choices/Move sliders	D-Button ↔
Select/Go to next screen	× button or START button
Return to previous screen	▲ button

BASIC CONTROLS

Learn these controls to get on the ice. Then move on to Complete Controls (> p. 6) to rule the ice.

PLAYER WITH PUCK

Pass/Face off	✕ button
Shoot	■ button
Deke	▲ button
Manual deke	▲ button + D-Button ↔
Speed burst	● button
Spin left/Spin right	L1 button/R1 button

PLAYER WITHOUT PUCK

Change player	✕ button
Speed burst/Body check	● button
Poke check/Block shot	■ button
Big Hit	▲ button

INTRODUCTION



EA SPORTS™ hits the ice for another season of all-out powerplay hockey. This time you're the hero shooting the game-winning one timer or knocking away that last ditch slapshot by your opponents. Play-by-play announcing and color analysis by Jim Hughson and Don Taylor bring the reality of the NHL right to your PlayStation 2 console. With six different game modes, including an in-depth career mode, *NHL 2002* brings you more hockey action than ever before.

FEATURES:

- ◆ **Play Your Cards Right**—Showoff superior skills and dazzling moves to earn NHL Cards for boosts, cheats, and hero celebration cards.
- ◆ **Lights, Camera, Action**—Be the hero of the most exciting play in hockey with the new Breakaway Cam.
- ◆ **Get the Whole Story**—Follow the game's story in cinematic and audible detail with the unique EA SPORTS Gamestory feature.
- ◆ **Raise Your Blood Pressure**—Pump up the home crowd or quiet the hostile masses—either way you can see the results on your teams Emotion Meter.
- ◆ **It's in the Game™**—Totally new animations allow players to reach for passes, kick the puck up to the stick, or fire off exquisite saucer passes.



For more info about this and other titles, visit EA SPORTS on the web at www.easports.com.

COMPLETE CONTROLS

These are all the controls you need to dominate in the rink.

PLAYER WITH PUCK

Pass/Face off	✕ button
Saucer pass	Briefly hold the ✕ button
Shoot	■ button
Auto Deke	Tap the ▲ button
Manual Deke	Hold the ▲ button
Speed burst	● button
Spin left/Spin right	L1 button/R1 button
Quick Stop	● button + D-Button (opposite direction that the player is skating)

PLAYER WITHOUT PUCK

Change player	✕ button
Speed burst/Body check	● button
Poke check/ Block shot/Hook	■ button
Big Hit	▲ button
Quick Stop	● button + D-Button (opposite direction that the player is skating)

GOALIE WITH PUCK

Pass	✕ button
Clear puck	■ button

GOALIE WITHOUT PUCK

Save attempt	● button
Control goalie	SELECT button

FACEOFFS

Draw puck	✕ button
Big Hit	▲ button

FIGHTING

High punch	■ button
Uppercut	✖ button

STRATEGY

Line change	R2 button (repeat as needed)
Pause game	START button

- ◆ In addition you can map many other controls to controller buttons using the Configure Controller option (> p. 23) such as Skate Backwards, Call for Deflection/Block Shot, Pull Goalie, and Free Skate.



EA TIP: To execute a One Timer, press the ✖ button and then press the ■ button before the pass reaches the receiver.



EA TIP: To execute a Saucer pass, press and briefly hold the ✖ button.



EA TIP: Pay attention to the Shot Meter under your player name bar. Wrist shots are taken when the meter is in the blue. The more blue, the harder the wrist shot is. Slap shots are taken when the meter is in the green. The more green, the harder the slapshot is. If you wind up too long, the meter turns red. When the Shot Meter is red, you are more likely to miss the net.

SETTING UP THE GAME

Bring your attitude because you're going up against the biggest bruisers in the NHL. This section gives you all you need to go from rink side to ice.

MAIN MENU

From the Main menu, you can jump onto the ice and Play Now, access a variety of game modes, view your NHL Card status, adjust your options and take a look Inside EA SPORTS.

Play against the opponent of your choice in an NHL pre-season type game (> *Play Now*, below)

View your cardbook or tasklist, see what celebrations or Easter eggs you've earned, or create or modify profiles (> *NHL Cards* on p. 27)



The Game Modes screen lets you start a new Season, Playoff, Tournament or Shootout (> *Advanced Game Modes* on p. 23)

Customize almost every aspect of your game (> *Options* on p. 15)

Inside EA SPORTS allows you to check out game credits and upcoming titles from EA SPORTS

Press the **START** button to advance to the Quick Game setup screen

STARTING THE GAME

Play a single game as your favorite NHL team.

PLAY NOW

Play Now to get on the ice fast.

To start a Quick Game:

1. From the Main menu, choose PLAY NOW. The Play Now Game Setup screen appears.
2. Press the D-Button \leftrightarrow to assign a controller to a team.
 - To choose a new team, press the D-Button \downarrow or press the **L1** button/**R1** button for random away and home teams, respectively.
 - To access the Game Settings pop-up screen, press the **●** button (> *Basic Game Settings* on p. 9).

- Once you have the game setup the way you want it, press the **START** button to advance to the Team Options screen.
 - If you press the **START** button without assigning a controller to a team, the CPU simulates a game between the two chosen teams.
- At the Team Options screen, choose the team jerseys, set your Line Change and Shot Aim options, access the Coaching Strategies screen, select a loaded NHL Card Profile, and adjust Player Boost and Goalie Boost.














EA TIP: Use **PLAYER BOOST** and **GOALIE BOOST** to even the playing field between two NHL gamers of different skill levels. Move the more skilled player's slider to the left or the less experienced player's to the right.

- Press the **START** button and get ready for the faceoff.

PLAYER ICONS

The following player icons provide you with information about your players.

	Big hitter		Injured, can't play		Suspended for starting too many fights
	Big shooter		Injured, can play but is susceptible to further injury if he does		Player has the Flu
	Hero		Tired, indicates a goalie who has played too many games without resting		Cold streak
	Sniper				
	Hot streak				

BASIC GAME SETTINGS

The game settings below can be found on the Game Settings pop-up by pressing the ● button in Play Now mode. For more advanced settings, (> *Rules and Settings* on p. 15).

- To access the Game Settings pop-up in Play Now mode, press the ● button at the Play Now Game Setup screen.



NOTE: Default options are listed in **bold** in this manual.

LEVEL	Set the skill level at BEGINNER , EASY, MEDIUM, or DIFFICULT.
CLOCK SPEED	Set the game time at 5 , 10, 15, or 20 minute periods.
PENALTIES	Decide how often penalties are called.
FIGHTING	Decide how often a fight breaks out.
OFFSIDE	Determine whether or not the referees call off-sides. A player is offside when he crosses over the other team's blue line before the puck does.
ICING	Determine whether or not the referees call icing. Icing occurs when a player hits the puck from his own half of the ice beyond the other team's goal line.
2 LINE PASS	Determine whether or not the referees call a two line pass infraction. This penalty occurs when a player passes the puck over at least two lines (a blue line plus the red line) to a teammate.
INJURIES	When ON , players can be injured.

COACHING STRATEGIES

Learn these coaching strategies and make your run toward the Stanley Cup.

OFFENSE STRATEGIES

TRIANGLE OFFENSE	The three forwards create an offensive triangle on one side of the ice. The puck carrier always has two outlet passes, if he is not open. The three forwards rotate (or cycle) the puck looking for an open opportunity for a shot, one-timer, or an opening to drive the net.
POSITIONAL OFFENSE	This conservative offensive system has players play positionally. The Center plays the slot, and wingers cover the boards, breaking for the net when open. One forward plays defensively, while the other two attack the net.
FUNNEL OFFENSE	This is an aggressive offense based on overloading the slot. Two or three forwards move into the slot and attempt to screen, deflect, or pick up rebounds. Defensemen shoot the puck at the front of the net.

- BEHIND THE NET OFFENSE** This strategy is most effective when a skilled Center can setup behind the net and look for a pass to a player in the slot. It creates great opportunities for one-timers, wraparounds, and tap-ins, but leaves the Center out of position if the puck is turned over.
- CRASH THE NET OFFENSE** High pressure offense that sees the forwards attack the front of the net. Players should be in position for a rebound, deflection, or to push the puck through the goalie. Defenseman pinches and drives to the slot if pressure is high. This strategy has a high risk of disallowed goals.
- COMBINATION OFFENSE** This balanced offense uses a variety of offensive strategies. Forwards play more based on the position of the puck and 2-on-1 opportunities. Defensemen play a mixture of passing and shooting.
- SHOOTING POWER PLAY** This Power Play depends on good passing and puck movement. Two players are in front of the net for deflections or rebounds. The shots come from a distance and the goalie is screened.
- UMBRELLA POWER PLAY** This Power Play is setup to allow an open man to take a shot. It works best for getting one-timers or cross-ice passes for a shot. Shots come from the point, by either defensemen or the wingers.
- OVERLOAD POWER PLAY** This Power Play overloads one side of the ice. It creates an outnumbered situation, that creates 2-on-1 opportunities (Back Door). Players look to move, set a pick, and pass until opportunities are available. Far defenseman can sneak in for a back door pass.
- COMBINATION POWER PLAY** This Power Play combines strategies to create a 2-on-1 or a shot from the point. Players react more to the puck location and create open passes, shots, or a path to the net. It is a more dynamic strategy based on fast passes and shots.

- PASSIVE BOX PENALTY KILL** This penalty killing strategy is very positional in a tight box formation. Players move to cover and attack key players in the slot. Passive box does not pressure against highly skilled teams and allows puck movement on the outside.
- LARGE BOX PENALTY KILL** Large Box penalty killing makes a wide box formation that maintains pressure on the outside. Players attack the puck carrier and their first pass. This strategy tries to make the Power Play pass through the defensive players creating turnovers.
- DIAMOND PENALTY KILL** This penalty killing strategy covers an offensive player in front of the net. It provides effective coverage of players using an Umbrella Power Play. It is similar to a passive box on end and allows for some movement to the left and right.
- COMBINATION PENALTY KILL** This penalty killing strategy consists of a variety of defensive strategies. Players react to positional play and puck location. It is a more aggressive defense, the nearest player attacks the puck carrier.
- COLLAPSING HIGH** The front of the net is covered and the whole slot area is protected. Shots are forced to come from the outside and many are blocked. High pressure is used when the puck is below the faceoff dots because of the outman situation that exists vs. the offense.
- COLLAPSING LOW** The front of the net is covered and the whole slot area is protected. Shots are forced to come from the outside and many are blocked. The defense attacks only when the offense tries to attack the slot area.
- STAGGERED HIGH** Pressure is applied on the puck carrier by the defensive player when he attacks in his area. The pressure continues no matter where the puck is. The off-side winger always controls the high slot allowing for extra protection in the slot.
- STAGGERED LOW** Pressure is applied on the puck carrier by the defensive player when he attacks the scoring area. The off-side winger always controls the high slot allowing for extra protection in the slot.

TIGHT POINT HIGH

Points are covered by the high defensive forwards. Low area is covered by the defensemen and the first forward back. Used against teams with great point shots, this strategy is very susceptible to overloading in the high slot.

TIGHT POINT LOW

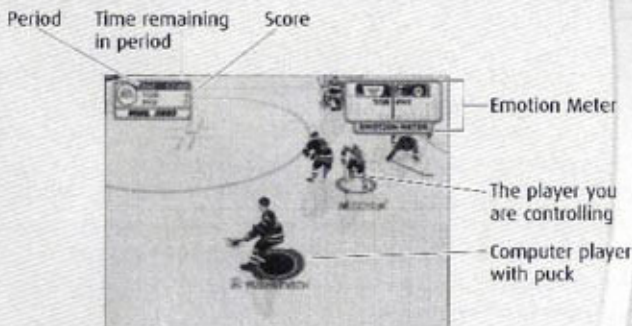
Less likely to create turnovers, this strategy is often used against teams with skilled offensive defensemen who you want to take out of the play. This strategy is very dangerous against teams using the high slot area.

ON THE ICE

Get ready to wreak havoc on the ice. This section explains the Game screen and Pause menu.

➔ To skip the introduction sequences before the game, press the **■** button.

GAME SCREEN



- ◆ When a computer player has the puck, he is marked with a black circle and his name.
- ◆ The player you are controlling has a blue circle (red for player 2). When this player has the puck, the circle is shaded.
- ◆ *NHL 2002* gives you variable puck control. The better control of the puck a player has, the darker his controller icon is. Better players gain control of the puck faster. It's easier to take the puck off a player with low puck control.



NOTE: If you are using a Multitap (for PlayStation® 2), each of the players have different colored circles.

- ◆ When one team has the Emotion Meter way up, the player with the puck has red, flashing shading in his circle. The Emotion Meter bar itself flashes as well.

PAUSE MENU

Access and change game settings, view instant replays, or quit the current game.

➡ To access the Pause menu, press the **START** button.

- | | |
|----------------------------------|--|
| RESUME | Return to the game. |
| RULES & OPTIONS | Change the rules, display options and sound options (> <i>Rules and Settings</i> on p. 15). |
| STATS CENTRAL | View team, player, and game stats (> <i>Stats Central</i> on p. 22). |
| CAMERA | Change the camera and various camera settings such as Autozoom and Auto Replay. |
| <TEAM NAME> OPTIONS | Change your Team Options (> <i>Play Now</i> on p. 8), adjust your strategies, or edit your lines.
To edit a line from the Pause menu: <ol style="list-style-type: none">1. To select a desired line, press the D-Button ↔.2. To select a player to replace, press the D-Button ↓ and then press the ✕ button.3. To highlight a substitute for this player, press the D-Button ↓.4. To process the position swap, press the ✕ button. ➡ To view the players' different ratings, press the D-Button ↔. View which positions and lines the highlighted player is already on at the bottom of the menu. |
| CONTROLLER SETUP | Re-assign a controller to the other team or configure a controller (> <i>Configure Controller</i> on p. 23). |
| NHL CARDS | View your cardbook, task list or activate cards. |
| REPLAY | Review the last play from different angles. |

Change camera angle	D-Button
Play	X button
Advance one frame	● button (hold for fast forward)
Reverse one frame	■ button (hold for fast rewind)
Hide/show controller diagram	▲ button
Switch camera focus	L1 button/ L2 button
Zoom out/in	R1 button/ R2 button
Reverse camera angle	SELECT button
Exit Replay	START button

QUIT Quit the game and return to the Main menu.

OPTIONS

The Options menu is your gateway to controlling the entire game. Access Rules and Settings to play the game the way you want to play it. Create players and adjust your rosters, view team and player stats, configure your controller and load or save rosters.

RULES AND SETTINGS

From the Rules and Settings menu, you can set the rules of the game and adjust your gameplay, audio, and display settings.

RULES

The Rules screen gives you access to all of the Basic Game Settings options (➤ *Basic Game Settings* on p. 9) except Level. It also lets you set the following options.

RINK TYPE

Choose between **AUTO**, NHL, and INTERNATIONAL. When on **AUTO**, the home team determines the rink type.

TIE BREAK

Choose if a tie game is decided by overtime (OT), shootout, or other: **AUTO**, CONTINUOUS OT, SHOOTOUT, OT AND SHOOTOUT, SINGLE OT (4 ON 4), SINGLE OT (5 ON 5), and NONE. When on **AUTO**, the home team determines the tie-break option.

GAMEPLAY SETTINGS

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

BASIC

- SKILL LEVEL** Choose **BEGINNER**, **EASY**, **MEDIUM**, or **DIFFICULT**.
- GAME SPEED** Set the speed of the action on the ice.
- FATIGUE** Determine how quickly your players tire.
- HITTING POWER** Adjust the power of the players' hits.
- SHOT ACCURACY** Adjust the accuracy of shots.
- PASS ACCURACY** Set the accuracy of passes.
- PASS SPEED** Adjust the speed of passes.
- PASS INTERCEPTIONS** Determine the frequency of interceptions.
- INJURIES** Adjust the likelihood that players will incur an injury.
- EMOTION EFFECT** Set the amount that the Emotion Meter reacts to big plays.
- ◆ When Emotion Meter is set to OFF, your team does not gain the Emotion Meter bonus.
- GOALIE REBOUNDS** Determine how fast the puck rebounds from the goalie.

ADVANCED

- SPEED BURST LENGTH** Adjust the duration of your player's speed burst. The higher the value, the longer your speed burst lasts.
- SPEED BURST %** Adjust the percent of your player's speed burst. The higher the value, the more power your speed burst has.
- FATIGUE RECOVERY** Determine how quickly players recover from fatigue.
- FALL RECOVERY** Determine how quickly players recover from a fall.
- AGGRESSION** Set the level of aggressiveness.
- SHOT BLOCKING** Set the likelihood of shots being blocked.
- PUCK ELASTICITY** Determine the elasticity of the puck. The higher the value, the more "bouncy" the puck is.



PUCK FRICTION

Adjust the amount of puck friction. The puck slows more on the ice due to friction with higher value.

RETAIN PUCK

Determine how likely goalies are to hold on to the puck.

PUCK CONTROL

Determine how well your players control the puck.

SOUND

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

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

DISPLAY

Set your camera, display, and overlay options.

CREATE PLAYER/ROSTERS

The Create Player/Rosters menu lets you adjust your lines, trade players, and create new players, custom teams and jerseys, and more.

CREATE PLAYER

Create an NHL hero! Adjust your player's appearance and set his skill levels. Then assign him a birth date, nationality, jersey number, and more.

To create a player:

1. Select **CREATE PLAYER** from the Create Player/Rosters menu. A pop-up window appears.
2. Choose **CREATE PLAYER** from the list of options. The first Create Player screen appears.
 - ◆ The Create Player feature is broken down into five screens or pages: Appearance, Personal Info, Player Profile, Basic Stats, and Player Summary.
3. Click on a feature to choose one of the options. When you've finished choosing skin tone, nose, eyebrow, eye color, eye shape, mouth, and facial hair options, press the **START** button to advance to the next screen.
 - ◆ If you enter a first name that is recognized by the game, a play-by-play name is automatically chosen for you.

- Click on a box to enter the player's information for any given category. When finished, advance to the next screen by pressing the **START** button.
- Enter the Player Profile information in the same way. Continue to the Basic Stats screen.
- ➔ Press the **L2** button or the **R2** button to access three screens of advanced stats.
- Set your player's abilities by adjusting the sliders to increase or decrease his skill level for a given attribute.
- After you press the **START** button at the Player Summary screen, a pop up appears asking if you would like to save this player. Choose YES and then press YES again to place your created player on waivers.

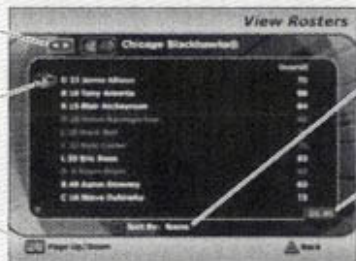
VIEW ROSTERS SCREEN

View the rosters of every team and pull up information on every player.

Press the D-Button
↔ to cycle through
teams

Press the ✖ button
to bring up the
player's information

Press the L2 button/
R2 button to page
up/down



Press the ■ button
to sort by POSITION,
ATTRIBUTE, JERSEY
NUMBER or NAME

Press the L1 button/
R1 button to change
displayed player
attribute

EDIT LINES

Reorder your lines to accommodate injured players, strengthen your game strategy, or work around a gap left by a player in the box.

To edit a line:

- Press the D-Button ↔ to select a team.
- Press the L2 button/R2 button to select a line category, then press the ● button to select a line.
- Press the D-Button ↓ and press the ✖ button to select a player to replace. This brings up a player list.
- Press the D-Button ↓ to highlight a substitute for this player.
- ➔ To change the displayed player attribute, press the L1 button/R1 button and select YES.

5. Press the **X** button to process the position swap.
 - ◆ To have the CPU choose the best lines for you, press the **■** button.
6. When done, press the **▲** button to return to the Rosters screen.

TRADE PLAYERS

Follow the NHL to keep your teams up to date. Create your own trades of up to eight players total from two teams (four per team) to build the ultimate force on the ice!

To trade a player:

1. Select a team, then add players to the trading block by highlighting them and pressing the **X** button.
2. Press the **●** button to switch to the other team, then add that team's players to the block.
3. To finalize the trade, press the **START** button. You may then make more trades.
 - ◆ To sort the players by NAME, ATTRIBUTE, etc., press the **■** button. To select the attribute you want to view, press the **L1** button/**R1** button.
4. When done, press the **▲** button to return to the Rosters screen (your trades are automatically saved).

FANTASY DRAFT

In Fantasy Draft, all of the players are thrown into one big pool and all teams build their rosters from scratch. Each team chooses one player at a time until a full team is complete.

To conduct a Fantasy Draft:

1. At the Fantasy Draft Order screen, choose which teams you wish to control by highlighting a team and pressing the **X** button.
 - ➔ To change the order of the draft, press the **L1** button/**R1** button for random order or swap two teams' positions by pressing the **■** button. A pop-up window lets you choose the two teams to swap. The numbers next to the teams indicate their current draft order position.
2. Press the **START** button to proceed to the draft. If you have not selected at least one team to control, the computer conducts an autodraft of the entire draft.
3. Press the **●** button to toggle between the user team and the available players.

4. Make your selection and press the **X** button. A pop-up window asks you to confirm your choice, then the computer autodrafts all non-user-controlled teams until your next pick.
5. After the round is over, a Round Summary pop-up window appears. Press the **START** button to advance to the next round.
 - ◆ You can have the computer autodraft the remainder of the draft for you by pressing the **START** button at the Fantasy Draft screen.
6. After the draft is complete, you return to the Rosters screen to see what you've built.

CUSTOM TEAMS

Assign players to custom teams or build a team composed entirely of your favorite player by assigning multiple copies of the same player. Custom Teams works similarly to trades, except that you are not trading players, you are just assigning them (they'll still be on their original teams, too).

To build a custom team:

1. Press the **●** button to switch sides, then select EA BLADES or EA STORM as your custom team by pressing the D-Button **↔**.
2. Press the **●** button to switch back to the team list, then press the D-Button **↔** to select a team or the Waivers list from which to choose players.
3. Highlight the player you want and press the **X** button to select.
 - ◆ You can select the same player more than once.
 - ◆ To remove a player from your custom team, highlight that player in the custom team list on the right and press the **X** button.
4. Once you have enough players selected (18 skaters and two goalies), a pop-up window informs you that your team is activated. After the Custom team is activated, it is available when choosing teams in Play Now mode.
5. Once your team is activated, you can then continue adding players or press the **▲** button to return to the Rosters screen. You can continue adding players up to 3 goalies and 37 skaters.
 - ◆ You must save your rosters to a memory card (8MB) (for PlayStation®2) if you want to use the team again after powering down the PlayStation 2 (➤ *Saving and Loading* on p. 29).

JERSEY NUMBER SELECTION SCREEN

Assign any player a new jersey number.

To assign a new jersey number:

1. Select a player as you would on the View Rosters screen (➤ *View Rosters Screen* on p. 18). The Select Jersey Number pop-up window appears.
 2. Press the D-Button ↔ to select a new jersey number, then press the **START** button.
- ◆ You cannot have two players on the same team with the same number. The computer only allows you to choose from available jersey numbers.

LOAD/SAVE ROSTERS

Got the league set up just the way you want it? Save your favorite team line-ups, then re-load them whenever you want. For more information, (➤ *Saving and Loading* on p. 29).

SET DEFAULT ROSTERS

- To set one of your saved roster setups as the game's default roster setup, choose SET DEFAULT ROSTERS from the pop-up window, then select that roster from the Set Default Rosters pop-up window. This feature automatically loads your saved rosters every time the PlayStation 2 console is turned ON.
- You may reset the game's original default rosters at any time by choosing CD ROSTERS from the Load Rosters option.
- Press the ▲ button to return to the Rosters screen.

STATS CENTRAL

View team and player statistics. Below is a key to the abbreviations:

TEAM		PLAYER		GOALIE	
GP	Games Played	GP	Games Played	GP	Games Played
W	Wins	G	Goals	GAA	Goals Against Average
L	Losses	A	Assists	W	Wins
T	Ties	P	Points	L	Losses
OTL	Regulation Ties (Overtime Loss)	PIM	Penalties in Minutes	T	Ties
P	Points	+/-	During regular strength (not PP or PK), how many goals are scored for and against while a player is on the ice (ie, -1 +/- means two against, one for)	GA	Goals Against
W%	Winning percentage			SA%	Save percentage
GF	Goals For			SA	Saves
GA	Goals Against			SO	Shutouts
PPGF	Power play Goals For			Min	Minutes played total
TPP	Time on Power Play			PIM	Penalties In Minutes
PP%	Power Play percentage	PPG	Power Play Goals	ENG	Empty Net Goals
SHGA	Short Handed Goals Against	SHG	Short-Handed Goals	G	Goals
PPGA	Power Play Goals Against	GWG	Game-Winning Goals	A	Assists
TSH	Times Short Handed	GTG	Game tying goals	P	Points
PK%	Penalty Killing percentage	S	Shots		
SHGF	Short Handed Goals For	S%	Shooting percentage		
		FOW	Face Offs Won		
		FOT	Face Offs Taken		
		Hits	Hits		
		GV	Giveaways		
		TK	Takeaways		
		Min	Minutes played per game		

CONFIGURE CONTROLLER

Change the commands on your controller so you can play the way you want to play.

To configure a controller:

1. On your controller, press the button to which you want to assign a new command.
2. In the pop-up window, press the D-Button \downarrow then press the \times button to choose a new command. The button swaps commands with the button to which the chosen command was previously assigned. You may also assign currently un-mapped controls in this manner.
3. When you are done, press the **START** button. A pop-up window appears from which you can turn Vibration **ON/OFF**, reset the changes you have made to the controller and start over, and discard or accept the configuration you have set up and return to the Game Settings menu.

LOAD/SAVE SETTINGS

Save your adjusted settings and reload them each time you play.

- ◆ For more information about Loading and Saving settings, (\Rightarrow *Saving and Loading* on p. 29).

ADVANCED GAME MODES

Work your way through a Season, build a career, win it all in the Playoffs, fight your way through a Tournament, or show off your superior skills in a Shootout.

SEASON/CAREER

Guide your team through a heated NHL season. Withstand the months of fatigue, illness, and injury and you'll have a shot at the Stanley Cup. Play up to 10 Seasons and you've got an NHL career.

To start a new Season:

1. Choose **SEASON** from the Game Modes screen.
2. Select **NEW SEASON** from the pop-up window. The Season Settings pop-up window appears. Most of the options in the Season Settings pop-up window are self-explanatory. Those that are not are listed below.

CPU TRADING

When **ON**, the CPU-controlled teams offer trades to you and to other CPU-controlled teams, and they have the ability to reject trades offered to them. When **OFF**, only human users initiate trades, and CPU teams won't reject trades.

TRADE DEADLINE

When **ON**, you may only make trades up to a certain date. That date depends on the Season Length. For a regulation 82-game season, the date is March 22, 2002.

OVERTIME LOSS

Set at **1 POINT** or 0 POINTS. The official NHL rule states that the losing team in a regular season overtime game still gets one point. With the old rule, the overtime loser received zero points.

3. Once you finish adjusting your settings, press the **START** button to advance to the Team Select screen.
4. At the Team Select screen, highlight the team or teams you want to control and press the **X** button. Then press the **START** button to advance to the Season Central screen.

Get an update on each team's last ten games, top scorers, injuries, and more

Access NHL Cardbook

➤ *Stats Central* on p. 22

All the options and more of the main Rosters menu (➤ *View Rosters* on p. 18) except Fantasy Draft, Custom Teams, and Load/Save Rosters

View a monthly schedule by team



SETTINGS: Access Rules (➤ p. 15), Customize Gameplay (➤ p. 16), Options (➤ p. 15), and Configure Controller (➤ p. 23)

Save your Season, including all settings (➤ *Saving and Loading* on p. 29)

Press the ● button to switch between the menu and the schedule window

Highlight a user-controlled game and press the **START** button to advance to the Game Setup screen

- Highlight a user-controlled game and press the **X** button to simulate.
- ◆ The computer automatically simulates games between two non-user-controlled teams.

- ➔ To simulate a block of games, press the D-Button ↔ while in the schedule window to jump ahead in the schedule, then press the ✖ button to simulate all games to that date.
- ➔ Press the **START** button to get to Season Game Setup screen.
- 5. At the Season Game Setup screen, press the D-Button ↔ to assign a controller to a team, then press the **START** button to advance to the Team Options screen.
- 6. Set your team options (➤ *Play Now* on p. 8), then press the **START** button to head to the rink for the faceoff.

POST-SEASON

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

PLAYOFF TREE

View the team matchups for the playoffs, the number of wins in the series, and the seedings for each team. Press the D-Button ↔ to scroll the screen left/right.

AWARDS

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

NAVIGATING A CAREER

Build a career over the course of 10 grueling NHL seasons.

RETIRING PLAYERS

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

DRAFT

Need a Center? A Sniper? A heavy Hitter? Before the beginning of the next season, draft rookies onto your own team!

FREE AGENCY

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

To sign a Free Agent:

- ➔ Select the Player you wish to sign. You have four to choose from. Pay particular attention to the Mood Indicator. Following is the interpretation of the Mood Indicator.

- YELLOW** He's extremely happy to sign with you.
- ORANGE** He's happy to sign with you.
- RED** He's indifferent.
- PURPLE** He's not too thrilled with your team.
- GREEN** He's not interested in your team at all.

NEXT SEASON

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

PLAYOFF

Skip the regular season and jump right into the post season. You set the teams, the rules, and the Playoff structure.

To start a new Playoff:

1. Choose **PLAYOFF** from the Game Modes screen.
2. Select **NEW PLAYOFF** from the pop-up window. The Playoff Settings pop-up menu appears.
3. Choose your Playoff settings, including Valid Conference. Valid Conference means that you cannot move a Western Conference team into the Eastern Conference, for example. Press the **START** button to advance to the Team Select screen.
4. Navigate through the remaining screens as you would in Season mode (> *Season/Career* on p. 23).

TOURNAMENT

Set up a tournament where you decide who plays and bring in the best teams in the world. Choose from 20 international teams plus all 30 NHL teams.

To start a new Tournament:

1. Choose **TOURNAMENT** from the Game Modes screen.
 2. Select **NEW TOURNAMENT**. The Tournament Settings window appears.
 3. At the Tournament Settings pop-up window, set the number of teams (four to 16), number of rounds (one to four), host nation, and other options. Press the **START** button to advance to the Team Select screen.
 4. Navigate through the remaining screens as you would in Season mode (> *Season/Career* on p. 23).
- ◆ After the Medal Round begins, you can access the Medal Round screen from the Tournament Central screen. The Medal Round screen functions the same way as the Playoff Tree screen (> *Post-Season* on p. 25).

SHOOTOUT

Take it down to the wire and test your team's ability to keep cool under pressure in this intense Penalty Shot battle to the finish. Take five players and a goalie into one-on-one battle!

To start a Shootout:

1. Choose SHOOTOUT from the Game Modes screen. The Shootout Setup screen appears.
2. Press the D-Button \leftrightarrow to assign a controller to a team, then press the D-Button \updownarrow to change teams.
3. When you are done, press the **START** button to advance to the ice.

NHL CARDS

Earn points for big plays, then use your points to buy NHL Cards. You can buy player cards, special cheats, and hero celebration cards.

➡ To start NHL Cards, from the Team Options screen, choose an NHL Cards profile.

To set up an NHL Cards profile:

1. From the Main menu, choose NHL CARDS. The NHL Cards menu appears.
2. Select PROFILES. The NHL Cards Profiles screen appears.
3. Select CREATE NEW PROFILE and press the **X** button. A pop up screen appears.
4. Enter a profile name and then press the **START** button to return to the NHL Cards Profiles screen. Press the **▲** button to return to the NHL Cards menu and again to return to the Main menu.

EARNING POINTS

There are a number of tasks you can perform to earn points which may be used to purchase cards. Here are some examples of these tasks.

- ◆ Score with a Hero
- ◆ Get a shutout
- ◆ Finish a game with 50% Penalty Kill Rate
- ◆ Go undefeated in the Playoffs

BUYING CARDS

Cross your fingers and purchase a pack of NHL Cards.

To buy a pack of NHL Cards:

- From the NHL Cardbook, view cards and press the ■ button to buy a pack of cards.
- In Season, Playoff, or Tournament mode, go to the Season/Playoff/Tournament Central screen. From there, select NHL Cards, enter cardbook and then buy.
- ◆ You get 10 cards in each pack.

ACTIVATING CARDS

Use an NHL Card to get a boost in the game and an advantage over your opponent.

- To view a card, from within the Cardbook, highlight it and press the ✕ button. Then press the ● button to view the reverse side.

To activate a Player or Cheat Card

1. Make sure your NHL Profile is ON and during the game, press the **START** button to access the Pause menu.
2. Select NHL Cards.
3. Select your Cardbook (the cardbook shows you which cards you can activate).
4. Select the card you want to activate by pressing the ✕ button.
- Flip the card to see the back of it by pressing the ● button
5. Press the ✕ button again to play the card. An overlay appears asking you to confirm. Press the ✕ button to confirm.
6. Press the **START** button or the ▲ button to return to the game.

To activate a celebration NHL Card:

1. From the NHL Cards menu, choose CELEBRATIONS.
2. Press the D-Button ↓ to select the button you wish to assign your celebration to (▲ button, ● button, or ✕ button).
3. Press the D-Button ↔ until the desired celebrations is showing.
4. Press the ▲ button to return to the NHL Cards menu.

To activate an Easter egg NHL® Card:

1. From the NHL Cards menu, choose EASTER EGGS. The NHL Cards Easter Eggs screen appears.
2. Highlight the Easter Eggs you want to activate and then press the D-Button \leftrightarrow to toggle them ON/OFF.
3. Press the \blacktriangle button to return to the NHL Cards menu.

SAVING AND LOADING

Save or load files from your memory card.



NOTE: Never insert or remove a memory card when loading or saving files.

LOADING FILES

Load your preferred Settings, Season, Playoff, Tournament, or Roster.

To Load a file:

- To load a file for a Season, Playoff, or Tournament, choose the appropriate game mode from the Game Modes screen, then choose the load option from the pop-up window.
- To load a Settings configuration, choose LOAD SETTINGS from the Options menu.
- To load a Roster, select LOAD/SAVE ROSTERS from the Rosters screen, then choose LOAD ROSTERS.

SAVING FILES

You can save a Settings configuration, Season, Playoff, Tournament or Roster.

To Save a file:

- To save a Season, Playoff, or Tournament, select the save option from the Central screen (Season Central, etc.), then give the saved file a name the same way you give a name to a created player (\triangleright *Create Player* on p. 17).

- To save a Roster, select LOAD/SAVE ROSTERS from the Rosters screen, then choose SAVE ROSTERS. Give the saved file a name the same way you give a name to a created player (➤ *Create Player* on p. 17).
- To save a Settings configuration, choose SAVE SETTINGS from the Options menu.



NOTE: In order to save a file, you must first initialize your memory card for *NHL 2002*. A pop-up window notifies you of this and gives you the opportunity to initialize it. If you attempt to save a roster and the game does not prompt you to initialize, your memory card is already initialized.

CREDITS

ELECTRONIC ARTS CANADA

CORE PROGRAMMING

Rendering Lead & Collision Detection:

Gari Biasillo

Front End Lead & AI:

Chris Deas

Platform Lead & AI:

Dave Forshaw

Front End Lead:

Alan Hughes

Front End & Rendering:

Jesse Joudrey

Platform Support:

James Laurenstin

Platform Lead & Coverage:

Jonathan Lawlor

Platform Lead & Online:

Alan Price

Audio & Rendering:

Ryan T. Sammartino

Rendering:

Jeff Skelton

Audio:

Alexander I. Strachan

Animation:

Tedd Streibel

AI Lead:

Funky Swadling

Rendering & Animation Scripting

System: Jeremy Walker

Front End & Build Monkey:

Ian Yip

Tools (Co-op):

Charles Bostik

Platform & Technology Support:

Mike Heilemann

Front End:

Aaron Hilton

Tools & Technology Lead:

Kevin Loken

Platform Support:

Kevin Pickell

Technology Support:

Trenton Shumay

Tools & Pipeline Support:

Sean Thompson

Platform Support:

Jan Tian

ART

3D Character Modeler:

Frank Belardo

Front End/2D Specialist:

Jeff Buchwitz

Animation Scripting & Editing:

Gareth Eaves

Scripting Director & Art Technical Lead:

Brooks Gordon

Animation & Art Team Lead:

Sean Letts

3D & 2D Art:

Jimmy Liang

Art Team Manager:

Margaret Livesey

Animation:

Petar Milacic

Front End & Textures:

Suzan Smith

Art Director:

Rick Stringlellow

Animation:

Jeff Wong

Graphic Art:

Cory Yip

ADDITIONAL ART

Storyboard & NHL Cards:

Michael McCartie

NHL Cards:

James Bowes

Video Editing & Compositing:

Tom Raycove

AUDIO

Audio Direction & Scripting:

Jeff Mail

Audio Editing:

Antoine Pellier

Color Speech Design:

Markus Westerholz

Audio Lead:

Aleksandar Zecevic

Additional Scripting:

Doug Hollinrake

MANAGEMENT

Development Director:

Justin Dowdeswell

Line Development Director:

Dave McCarthy

Senior Development Director:

Brian Wideen

PRODUCTION

Executive Producer:

Roy Arnes

Production Coordinator:

Bryna Dabby

Assistant Producer:

Bill Kim

Production Coordinator:

Eve Mah

Assistant Producer:

Kerry McGaffney

Assistant Producer:

Dean Richards

Localisation Producer:

Janie Toivanen

Line Producer:

Dave Warfield

Senior Producer:

Kevin Wilkinson

Assistant Producer and Scripting:

Jeff Yu



MARKETING

Product Marketing Manager:

Nick Malaperiman

Public Relations Specialist:

Kimberly McIntyre

Director EA Sports:

Eric Petersen

EA International:

Dan Holman

QUALITY ASSURANCE NHL

SQA Project Manager:

David Ham

SQA Project Lead:

Frank Benton

Senior Testers:

Mark Peters, Lorne Wilson,

Ryan Yewell

Testers:

Anthony Ahamed, Simon Deglau,

Jo'Sun Fu, Mike Love, Scott Newman,

Darren Roberts, Erwin Tang, Jeff Taylor,

Sean Walsh

QA SUPPORT

QA Manager:

Janean Bowen

Sr. Mastering Lab Technician:

Peter Petkov

Mastering Lab Technicians:

Raphael Erana, Michael Gascoigne

Sr. QA Tools Programmer:

Bob Purewal

QA Tools Programmer:

Steve Wong

QA COMPATIBILITY LAB

Technical Lead:

Mark Henderson

Sr. Compatibility Technician:

Brian Oberquell, Steve Watson

Compatibility Technician:

Steve Watson

COACHING STRATEGIES

Marc Crawford

PLAY BY PLAY ANNOUNCER

Jim Hughson

COLOR COMMENTARY

Don Taylor

RINK ANNOUNCER

Jon McComb

Music Licensing:

Beverly Koeckeritz,

Michael J. Sokyrka

Director Of Business Affairs:

Brian Ward

Goal Score Music Acquisition:

Geoffrey Halton

NHL Photography:

Bruce Bennett Studios, Inc.

Statistical Data:

National Hockey League

Player Ratings:

Land-Sports.com

ELECTRONIC ARTS

REDWOOD SHORES

Documentation:

Jessica Poorée

Documentation Layout:

Corinne Mah

Package Design:

POPGUN Design

Package Sr. Project Manager:

Cole Bronn

Package Photo:

Steve Babineau/Action

Sports Photography

CQC:

Anthony Barbagallo, Dave Knudson,

Darryl Jenkins, Andrew Young,

Tony Alexander, Ben Smith

SPECIAL THANKS

Brian Jennings (NHL), Dave McCarthy (NHL), Catherine O'Brien (NHL), Linda Santiago (NHL), Rich Libero (NHL), Mike Duelliet (NHLPA), David Kleiman (NHLPA), Richard Scott (NHLPA), Paulette Doudell, Bing Gordon, Hockey Hall of Fame, Rene Robert (NHL Players Alumni), Darren Moscovitch, Orca Bay Sports & Entertainment, Vancouver Canucks, EARS Legal, Sal Melluso (Character Rigging), Alexander Vitt, Robert Becher, Simon Strecker, Daniela Boháčová (Bohemia Interactive), Jiri Jakubec (Bohemia Interactive), Patrik Holmgren (CWL), John Rix, Mark Lange, Rick Friesen, Frank Barchard, Lydia Chan, David Crouch, Norman Davie, James Fairweather, Ray Gardener, Sean Halliday, Albert Ho, Bart Jacques, Daniel Kennett, Maurice Ko, Iain Macanulty, Dave Mercier, Mike Dickenden, Curtis Patzer, Patrick Ratto, Scott Tindill, Ken Wong, Friends, Families, and Loved Ones

WARRANTY



ELECTRONIC ARTS™ LIMITED WARRANTY

Electronic Arts warrants to the original purchaser that this product is free from defects in materials and workmanship for a period of 90 days from the date of purchase. Electronic Arts is not liable for any losses or damages of any kind resulting from the use of this product. If the product is found to be defective within the 90-day warranty period, Electronic Arts agrees to repair or replace the product at its option free of charge. This warranty shall not be applicable and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS

This warranty is in place of all other warranties and no other representations or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of this Electronic Arts software product.

Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address, and phone number to the address below. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD

Please return the product along with a check or money order for \$15.00 made payable to Electronic Arts, a brief description of the difficulty you are experiencing including your name, address, and phone number to the address below.

We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

NOTICE

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

EA WARRANTY CONTACT INFO

Email: warranty@ea.com

Web Page: techsupport.ea.com

Phone: (650) 628-1900

Fax: (650) 628-5999

EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty
P.O. Box 9025
Redwood City, California 94063-9025

TECHNICAL SUPPORT

If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30-11:45 AM or 1:00-4:30 PM, Pacific Standard Time.

EA TECH SUPPORT CONTACT INFO

Email: support@ea.com

Web Page: techsupport.ea.com

FTP Site: [ftp.ea.com](ftp://ftp.ea.com)

Fax: (650) 628-5999

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

In the **United Kingdom**, contact:

Electronic Arts Ltd.
P.O. Box 181
Chertsey, KT16 0YL, UK
Phone (0870) 2432435

In **Australia**, contact:

Electronic Arts Pty. Ltd.
P.O. Box 432
Southport Qld 4215, Australia

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

Software and documentation © 2001 Electronic Arts Inc. Electronic Arts, EA SPORTS, the EA SPORTS logo and It's in the Game are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. EA SPORTS™ is an Electronic Arts™ brand.

NHL, National Hockey League, the NHL Shield and the Stanley Cup are registered trademarks of the National Hockey League. All NHL logos and marks and team logos and marks depicted herein are the property of the NHL and the respective teams and may not be reproduced without the prior written consent of NHL Enterprises, L.P. © 2001 NHL. All Rights Reserved. Officially Licensed Product of the National Hockey League.



National Hockey League Players' Association, NHLPA and the NHLPA logo are trademarks of the NHLPA and are used, under license by Electronic Arts Inc. © NHLPA. Officially licensed product of the NHLPA.

Dolby and the double-D symbol are trademarks of Dolby Laboratories.

DTS interactive technology licensed by Digital Theater Systems, Inc.

The names and logos of all stadiums are trademarks of their respective owners and are used by permission.

All sponsored products and company names, brand names and logos are the property of their respective owners.

"PlayStation" and the "PS" family logo are registered trademarks and DUALSHOCK is a trademark of Sony Computer Entertainment Inc.

All other trademarks are the property of their respective owners.

PROOF OF PURCHASE

NHL® 2002



0 14633 14331 7

BARENAKED LADIES

DISC ONE; ALL THEIR GREATEST HITS (1992 - 2001)

Featuring 17 of their best songs including the #1 hit,
"One Week" plus 2 brand new tracks.



"Old Apartment," "Falling for the First Time," "Brian Wilson," "One Week," "Be My Yoko Ono," "Alternative Girlfriend," "It's Only Me (The Wizard of Mogieland)," "If I Had \$1,000,000," "Call and Answer," "Get In Line," "It's All Been Done," "Jane," "Lovers In A Dangerous Time," "Pinch Me," "Shoobox," "What A Good Boy," "Too Little Too Late," "Enid," "Thanks That Was Fun"

Coming November 13th 2001



LIFE IN THE PAINT

HIGH-FLYIN' ACTION



ULTRA-REALISTIC PLAYER MODELS



FEATURES

- DRAMATIC VISUALS**
New player accessories include tattoos, arm bands, and more.
- OWN THE PAINT**
Dominate inside with new post moves, awesome shot blocking, and a bigger shot selection, including 30 new high-rising dunks.
- FRANCHISE MODE**
Build the NBA's next dynasty and run the court season-to-season.
- SILKY SMOOTH GAMEPLAY**
Players move and react so realistically you'll think you're watching them on TV.
- NEW TRANSITION SEQUENCES**
Player-to-player and player-to-referee interactions elevate the LIVE experience to an all-new high.
- LEGENDARY PLAYERS**
Take 'em on 5-on-5 or 1-on-1 and decide for yourself who's the greatest of all time.

SWEET MOVES



**CHECK OUT THE ENTIRE
EA SPORTS™ LINEUP AT
WWW.EASPORTS.COM**

Electronic Arts, 200 Folsom Street Parkway, Redwood City, CA 94065. © 2001 Electronic Arts Inc. EA SPORTS and the EA SPORTS logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. EA SPORTS™ is an Electronic Arts™ brand. The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective NBA member teams and may not be used in whole or in part, without the prior written consent of NBA Properties, Inc. © 2001 NBA Properties, Inc. All rights reserved. All other trademarks are the property of their respective owners. Licensed for play on EA PlayStation 2 computer entertainment systems with the NISC iFC integration only. The GameBox and the iFC Family logo are registered trademarks of Sony Computer Entertainment Inc. The iFC logo is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COPYRIGHTED BY EA PLAYSTATION 2 CONSISTS WITH THE NISC iFC INTEGRATION. U.S. AND FOREIGN PATENTS PENDING. 1402100

