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Perennial All-Pro DB

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NFL BLITZ 20-02

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XBOX

NHL HITZ 20-02

TRAINING MANUAL

EVERYONE
E
CONTENT RATED BY ESRB

NHLPA

MIDWAY

Warning

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of individuals may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking arms or legs, disorientation, confusion, or memory loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms – children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by:

- sitting farther from the television screen,
- using a smaller television screen,
- playing in a well-lit room,
- not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static images to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

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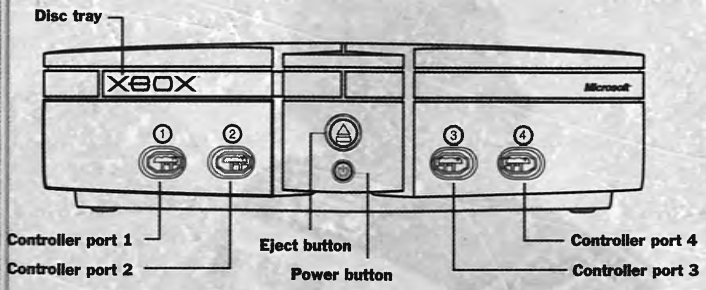
Using the Xbox Video Game System



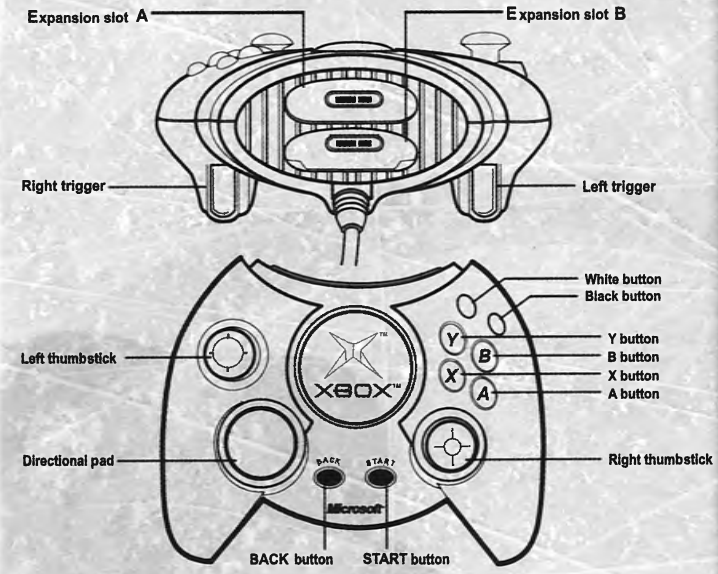
1. Set up your Xbox™ video game system from Microsoft by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the NHL Hitz® 20-02 disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing NHL Hitz 20-02

Avoid Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers or other foreign objects to discs.

Using the Xbox Controller



1. Insert the Xbox Controller into any controller port of the Xbox console. For multiple players, insert additional controllers.
2. Insert any peripherals (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play NHL Hitz 20-02.

MENU NAVIGATION

Throughout this manual, ↑, ↓, ← and → will signify pressing Up, Down, Left and Right on the Directional pad (D-pad).

- To navigate through the game menus (i.e. Options), press the D-pad (↑, ↓, ← or →) depending on the menu) to highlight a selection.
- To activate a selection or access the next menu, press the Ⓐ button.
- To go back to the previous menu and/or cancel the previous selection, press the Ⓑ button.

DEFAULT CONTROLS - OFFENSE/DEFENSE

ADVANCED CONTROLS

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

FRANCHISE ATTRIBUTE POINTS BREAKDOWN

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

Note: You'll receive 5,000 points for winning the Midway Cup.

For details on Franchise Mode, see pg. 7.

XBOX HARD DISK

NHL Hitz® 20-02 lets you save accumulated data to the console's hard drive. This will come in handy when you want to save your game data.

Each time you start NHL Hitz® 20-02 on your Xbox, the game will read the Xbox hard disk and load your saved settings and saved teams. This saves you from having to go through the menus to adjust the settings to your liking each time you want to play the game.

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

Load Settings

Load any saved settings you have saved on your hard disk.

Save Settings

With Autosave disabled, you can manually save your game settings, so you can access them the next time you play.

Delete Team

If you have a saved Custom Team, you can delete it using this option.

Delete User

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

Auto Saving

Use this option to automatically have NHL Hitz® 20-02 save your data to the hard disk. Each time the game auto-saves your data, a prompt will be displayed, warning you not to interrupt the saving process. If you disable Autosave, you'll have to manually save your data using the Save Settings option.

It is advised that you do not insert or remove peripherals or memory units once the power is turned ON.

EXHIBITION

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

CHAMPIONSHIP

Pick an NHL team, beat all the other NHL teams and take home the Stanley Cup. More than one player can play, so have your friends join your team and help you out.

At the Join Championship Screen, move your controller into the Home or Away window, then press the Ⓐ button to enter your name. Press the D-pad ↑, ↓, ← or → to highlight a letter, then press the Ⓐ button to select it. Repeat the process to type out the name of your choice. You'll then pick a team, and hit the ice.

FRANCHISE

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

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

To create a "New Team", go to the Customize Team Screen. See Customize Team, pg. 8, for details on creating a team. See Franchise Attribute Points Breakdown, pg. 5, for attribute points information.

SKILLS

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

First, press the D-pad ← or → to select a saved User (if one exists).

Next, D-pad ↑ or ↓ to select a game you want to play. A brief description of each game is displayed in the window to the right. You start at Level 1, but once you win all the Skills games on Level 1, you'll move up a level. As you move up, the difficulty increases.

HOCKEY SHOP

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

HOCKEY SHOP (CONT.)

Highlight each category, then press the D-pad ← or → to cycle items. The amount of credits needed for an item is displayed below as you cycle each item. Make sure you select Exit/Save to confirm any transactions and return to the Main Menu.

CUSTOM TEAM

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

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

NAME

Press the D-pad ↑, ↓, ← or → to highlight a letter, then press the Ⓐ button to select it. Repeat the process to type out the name of your choice.

STADIUM

Press the D-pad ↑ or ↓ to select an Arena. If you've unlocked arenas in the Hockey Shop (see Hockey Shop, pg. 7), these are also available.

LOGO

Press the D-pad ↑ or ↓ to select one of the available logos. Uniforms change, based on the logo you choose.

HOT SPOT

A Hot Spot is an area of the ice where your chances of scoring a goal increases. Press the D-pad ↑, ↓, ← or → to move the green circle to an area you'd like to use as a Hot Spot.

TRADE

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

Press the Ⓐ button to select a player slot, then press the D-pad ← or → to choose a team. Within a team, you can choose your players. Press the D-pad ↑ or ↓ to highlight a player, then press the Ⓐ button. Repeat this process to select the players you want. (See Hitz Points, pg. 18, for details on how to obtain and use Attribute Points.)

PLAYER

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

Attribute Points

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

> Note: Attribute Points are awarded in Franchise Mode Only.

CUSTOMIZE PLAYER

You can create your player using the following options:

Body

When selected, body attributes are displayed. Press the D-pad ⬆ or ⬇ to highlight one of the several options, then press ⬅ or ➡ to make adjustments. Press the Ⓐ button when you're finished.

Nickname

Press the D-pad ⬆ or ⬇ to select a nickname for your player. The play-by-play announcer will then use this name during the game.

Attributes

This is the option you use to strengthen your player. Press the D-pad ⬆ or ⬇ to highlight one of the several options, then press ⬅ or ➡ to decrease or add strength to an attribute. Numbers in Red signify weak, yellow is fair and green is strong. Make sure you pay attention to the Attribute Points you haver remaining below. They diminish as you use them.

Name

Give your player a name. Accumulated stats will be attributed to this name. Press the D-pad ⬆, ⬇, ⬅ or ➡ to highlight a letter, then press the Ⓐ button to select it. Repeat the process to type out the name of your choice. Select DEL to back up and fix mistakes, then press END when you're finished.

Number

Give your player a number. Press the D-pad ⬆, ⬇, ⬅ or ➡ to highlight a number, then press the Ⓐ button to select it. Repeat the process to type out the number you want.

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

OPTIONS

A big game like NHL Hitz® 20-02 is bound to be deep in game options, so read below, then make some adjustments to your game settings. Make sure you select Exit/Save to keep any adjustments you make.

GAME

Review the following Game Options:

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

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

Fighting - Turn the game's fighting feature *ON or OFF. Default is ON.

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

* default option

SOUND

To make adjustments to game sound, highlight a sound option, then press the D-pad ⬅ or ➡ to decrease or increase the volume. You can adjust Sound Effects (FX), Menu Music, In Game Music, Crowd or Commentator.

Jukebox - Highlight this option and press the Ⓐ button. The available music will be displayed. Highlight a type of music, then press the Ⓐ button again. You can then press the D-pad ⬅ or ➡ to turn a song ON or OFF.

User Music

NHL Hitz lets you download your favorite songs into the Xbox for use when playing NHL Hitz. Select this option, then Consult your Xbox Technical Documentation for instructions on how to download music.

DISPLAY

CAMERA - Choose Ice, Side or *Overhead camera angles.

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

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

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

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

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

* default option

CONTROLLERS

Customize your controller the way you want. First, press the D-pad ⬅ or ➡ to select a saved User (if one exists). This will let you save a configuration to a specific user's saved setup.

Next, highlight a control, then press the D-pad ⬅ or ➡ again to make changes. Press the Ⓨ button to turn the Vibration feature ON or OFF. Repeat the process to make adjustments to other user controller configurations.

RECORDS

Use the Records option to view saved statistics that have been accumulated over time.

CHOOSING SIDES

Prior to each game, you'll have to select whether you want to be the Away or Home team. Press the D-pad ⬅ or ➡ to make your choice.

The number of controllers connected to the game console are displayed between the Home and Away window. Each player must choose a side in order to play the game. Once all players have made their selection, the Choose Team Screen will be displayed.

CHOOSE TEAMS

Once players have chosen a side, team selection is next. Press the D-pad ⬅ or ➡ to highlight a team, then press the Ⓐ button to make a selection. As you scroll through the teams, power ratings are displayed to help you decide which team you'd like to use.

Note: Press the Ⓑ button to select a random team.

SELECT PLAYERS

Press the D-pad ⬅ or ➡ to cycle through your team's available players, then press the Ⓨ button to select him. Do the same for the next two players you'll need to complete your three man team. Once the third man has been selected, you'll go to the Matchup Screen to enter any codes you want to use.

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

ENTERING CODES

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

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

You can enter codes by pressing the Ⓧ button (first icon), the Ⓨ button (second icon) or the Ⓑ button (third icon). When the icons you want are displayed, press the D-pad ⬆, ⬇, ⬅ or ➡ to enable the code.

To input more than one code, repeat the process. The codes you entered first will flash and remain on-screen. At this point, you can enter another code before the game starts. This screen appears only for a short period of time, so you'll have to be quick to input multiple codes (not all combinations will enable codes).

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

PAUSE OPTIONS MENU

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

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

THE HUD

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

THE FACE-OFF

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

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

PASSING

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

CHECKING

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

THE ONE-TIMER

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

BLOCKING SHOTS

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

FIGHTING

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

Light Punch .....Ⓐ button
Grab .....Ⓑ button
Heavy Punch .....Ⓧ button
Block .....Ⓨ button
Dodge .....D-pad ⬅ or ➡

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

ON FIRE

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

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

Team Fire

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

TURBO

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

DEKE-SPIN/GUARD PUCK

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

GAME TIPZ

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

EXHIBITION MODE

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

WINNING EXHIBITION MODE GAMES

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

Exhibition Mode

Rookie - 100 credits
Pro - 150 credits
All-Star - 200 credits

ABOUT THE BANK

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

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

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

ABOUT USER NAMES

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

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

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

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

CHAMPIONSHIP MODE

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

WINNING CHAMPIONSHIP MODE GAMES

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

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

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

HOW TRIVIA WORKS IN EXHIBITION AND CHAMPIONSHIP MODES

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

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

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

ATTRIBUTE POINTS IN FRANCHISE MODE

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

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

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

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

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

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

WINNING FRANCHISE MODE GAMES

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

HOW TRIVIA POINTS WORK IN FRANCHISE MODE

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

Difficulty	Points
EASY	1 Point
MEDIUM	2 Points
HARD	3 Points

Period Stats

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

Substitutions

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

At the Substitution Screen, press the D-pad ⬅ or ➡ to cycle through the available players, then press the Ⓐ button. If needed, repeat this process for all players.

Final Game Stats

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

Trivia

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

In Franchise Mode, answering Trivia Questions correctly awards Attribute Points. These points can be used to increase your "Custom Player" attributes or "Trade" for real NHL Players. See Hitz Credits, pgs. 16-17 and Hitz Points, pg. 18 for more details.

MIDWAY HOME ENTERTAINMENT TEAM

Producer ..... Brian Lowe
Associate Producer ..... Jeremy Airey
Assistant Producers ..... Devin Shatsky & Darren Walker
Print Design & Production ..... Midway Creative Services – San Diego, Ca.
Product Testing Manager ..... Rob Sablan
Test Supervisor ..... Steve Kramer
Technical Standards Analysts ..... Matt Kaplan & Ron Salloza
Lead Product Analyst ..... AJ Shaw
Product Analysts ..... Adam Bielnicki, Myong Bang, Matt Jenkins, John Kaiser, Jeff Kennedy, David Lloyd, Nick Rodney & Ellis Whitehead
V.P. of Marketing ..... Helene Sheeler
Director of Sports Marketing ..... Michael Lustenberger
Product Manager ..... Phil Maricevac
VP, Business Affairs ..... David Zoccolopan
Director Public Relations ..... Marci Ritter
Public Relations Manager ..... Jay Boor
Midway FHV Team ..... Murphy Michaels, Aaron Curlson & David Menkes
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BLACK BOX GAMES

Programmers ..... Scott Bristow, David Catlin, Daniel Chitan, Spencer Crooke, Jason Doris, Chris Lippmann, Eric Randall, Chris Robertson, Eric Randall & Eric Turner
Animators ..... Jason Carr, Jennifer Hamilton & Phil Tse
Texture Artists ..... Elizabeth Metzker & Emmanuel "E Man" Soupidis
Front End Artists ..... Ryan Seeger
Lead Modeler ..... Bob Oliveira
Designer ..... Jason Carr
Producer ..... Douglas Traasgard
AI Scripting ..... Rod Hipe
Fantasy Stadiums ..... Jon Adkins & Craig Bal
Additional Programmers ..... Art. Keith Boutschel, Dave Roberts & Jack Yee
Tools ..... Art. Jason Doris, Phil Ehis, Martin Sikes & Stefan Wessels
Movie Player ..... Jason Doris
Sound Programmers ..... Steven Brakeimans, Brian Green, Cliff Kendratiek, Myriam Jetro & Lawrence Sparling
Sound Editing/Production ..... Arsenuse Brown, Rashid Silie, Andrew Rome, Stefan Oberg & Steve Reyes
Audio Scripting ..... James Marshall
Music Composition ..... Dan Pang & Brian Green
Broadcast Voice ..... Tim Kitzrow
Additional Voices ..... Bill Courage, Trevor Denell & Al Murdoch
Additional Artists ..... Dave Demorest, Wesley Bebber, Bobbi Kubica, Mike Olsen & Curt Randall
Quality Assurance ..... Rod Hipe, William Ho, Bryce Holliday, James Marshall, Brad Mercer, Jonathan Tobias Spangler & Matt Tomczakowski
Motion Capture Talent ..... Mike Butzers, Tyler Burrison, Christian Lalonde, Duane Loer & Vince Mazzella
House of Moves ..... Jarrod Phillips
Black Box ..... Paul Trombley - CEO, Kevin Mol - Office Manager & Andrew Rome - Tech Monkey

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Music Supervision by Jeff Tammes for Cornerstone Productions

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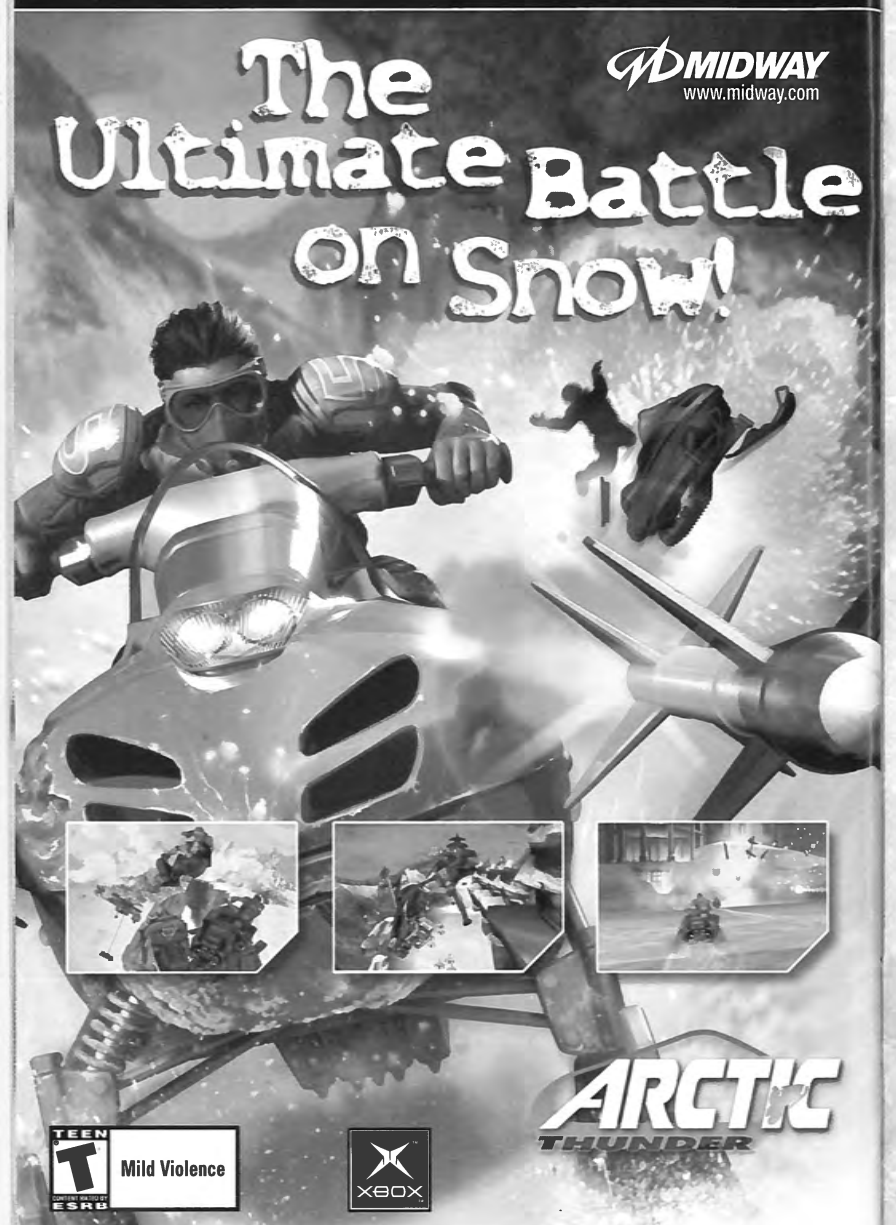

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