

THINK YOU KNOW NFL® BLITZ®?  
THINK AGAIN...

# NFL BLITZ PRO



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EVERYONE  
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XBOX

# NHL HITZ PRO





## WARNING

### Safety Information

#### About Photosensitive Seizures

A very small percentage of people 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 of arms or legs, disorientation, confusion, or momentary 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, and 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.

**Other Important Health and Safety Information** The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

#### 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 image 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 safely 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 safely on your set.

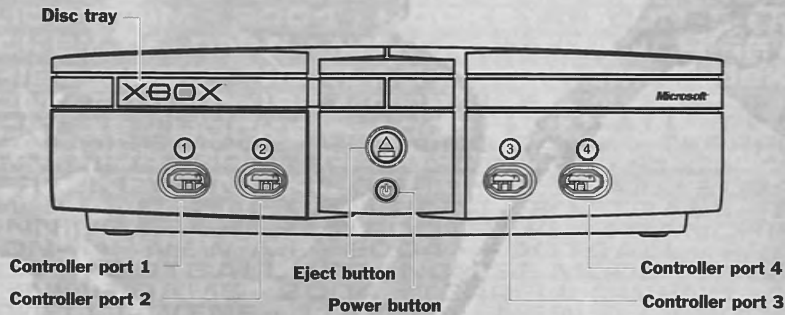
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## USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox™ video game system 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 Pro™ disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing NHL Hitz Pro.

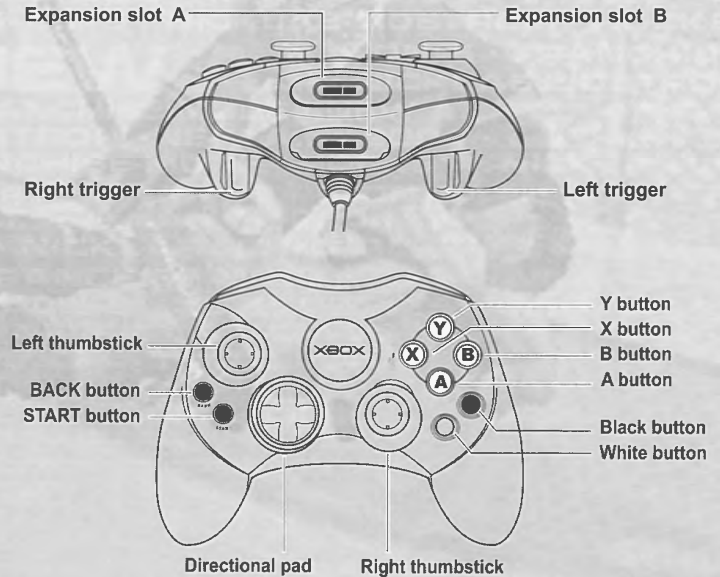


## AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

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 heartshaped 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.

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play NHL Hitz Pro.



## MENU/SUB-MENU NAVIGATION

Throughout this manual,  $\uparrow$ ,  $\downarrow$ ,  $\leftarrow$  and  $\rightarrow$  will signify pressing Up, Down, Left and Right on the D-pad. To navigate through the game menus (i.e. Options), use the D-pad ( $\uparrow$ ,  $\downarrow$ ,  $\leftarrow$  or  $\rightarrow$  depending on the menu) to highlight a selection.

## NHL HITZ IN-GAME HELP

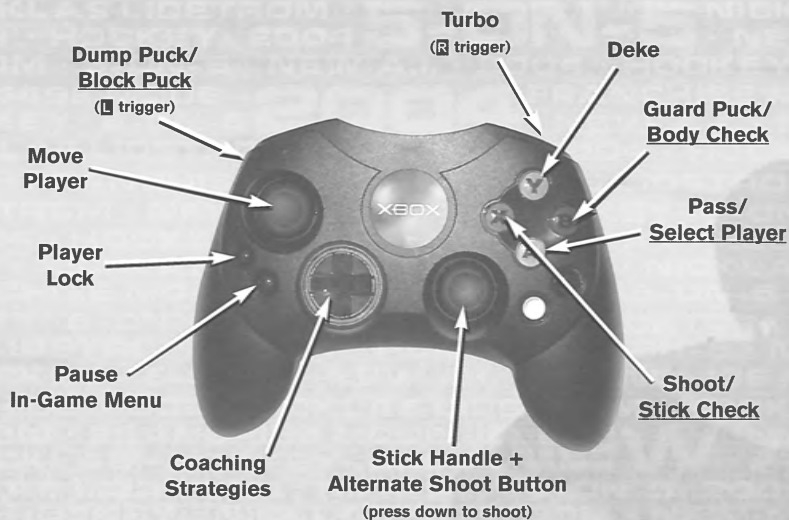
On all NHL Hitz menus, you can press the  $\bullet$  button to view in-game help menus that might answer any questions you have about a particular game mode or option. If your question isn't answered using in-game help, we suggest reading through this manual for any questions you need answered.

## QUITTING A GAME IN PROGRESS

During the game, press the  $\bullet$  button to display the Pause Menu. Press the D-pad  $\uparrow$  or  $\downarrow$  to select Exit Game, then press the  $\bullet$  button. To confirm exiting the game, press the  $\bullet$  button again to go to the Main Menu.

## DEFAULT CONTROLS

### WITH PUCK & UNIVERSAL / WITHOUT PUCK



## ADVANCED CONTROLS

**Fake Shot** = Hold Shoot (X button), then press Guard Puck (B button)

**Fake Shot, Pass** = Hold down Shoot (X button), then press Pass (A button)

**One-Timer** = Press Pass (A button), then Shoot (X button)

**Fake Shot, Pass, One-Timer** = Hold down Shoot (X button), then Pass (A button),  
then Shoot (X button)

**Reach for Loose Puck** = X button

**Puck Maneuvering** = right thumbstick

## MAIN MENU



## EXHIBITION

Play a quick Exhibition game. You'll choose sides (**Home** or **Away**), then choose teams (see **Select Teams**, pg. 17). After choosing your teams, you'll select a Jersey or adjust team **Advantage** (see **Select Jersey**, pg. 17). You're then ready to play an NHL Hitz Pro exhibition game.

## FRANCHISE

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

## SEASON/PLAYOFFS

Choose a team and play an entire NHL **Season**, or select **Playoffs** to just enter your selected team in a complete round of NHL Playoffs. The Stanley Cup awaits! See **Season/Playoffs**, pgs. 8-9.

## PICK-UP HOCKEY

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

## HOCKEY SCHOOL

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

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

## SETTINGS

See **Settings**, pgs. 11-16.

## EXTRAS

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

## FRANCHISE MODE

### FRANCHISE MODE

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

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



### NEW FRANCHISE

**LOGO/JERSEY SELECT** - Press the D-pad  $\uparrow$  or  $\downarrow$  to select a logo for your team, then press the  $\odot$  button to choose a jersey.

**SKILL LEVEL** - Press the D-pad  $\leftarrow$  or  $\rightarrow$  to select a Skill Level that fits your ability:  
**Rookie, Pro, All-Star or Legend.**

**ENTER NAME** - You'll need a city name for your new Franchise. Press the D-pad  $\uparrow$ ,  $\downarrow$ ,  $\leftarrow$  or  $\rightarrow$  to highlight a character, then press the  $\odot$  button. Repeat the process until you've spelled the name, then select " $\cdot$ ".

**TEAM STYLE** - Press the D-pad  $\uparrow$  or  $\downarrow$  to highlight, then press the  $\odot$  button to choose one of these three Team Styles:

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

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

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

### FRANCHISE CENTRAL

Press the D-pad  $\uparrow$  or  $\downarrow$  to highlight, then press the  $\odot$  button to select an option.

### PLAY NEXT

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

### CALENDAR

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

### MANAGE TEAM

**EDIT LINES** - See **Edit Lines**, pg. 15.

**VIEW ROSTERS** - Press the D-pad  $\leftarrow$  or  $\rightarrow$  to view your roster's player attributes.

### EDIT PLAYERS

This feature allows you to select any one of your Franchise team players and edit their attributes. Press the D-pad  $\uparrow$  or  $\downarrow$  to highlight a feature, then press the  $\odot$  button. Each feature has sub-options, so press the D-pad  $\uparrow$ ,  $\downarrow$ ,  $\leftarrow$  or  $\rightarrow$  (as displayed) to make changes.



## FRANCHISE MODE

### MANAGE TEAM (cont.)

#### JERSEY NUMBERS

Change the assigned numbers of your players. Simply press the  $\square$  trigger or  $\square$  trigger to select the player whose number you want to change. Press the D-pad  $\uparrow$ ,  $\downarrow$ ,  $\leftarrow$  or  $\rightarrow$  to select a number (in white), then press the  $\odot$  button. If you select a number in gray, you'll have the option to swap numbers with the player using that number.

#### PLAYER STATS

Press the D-pad  $\uparrow$  or  $\downarrow$  to highlight players. Press the D-pad  $\leftarrow$  or  $\rightarrow$  to highlight a category, then press the  $\odot$  button to sort. To view the Goalie stats, press the  $\times$  button.

#### HERO EQUIPMENT

As you complete tasks during your Franchise games, you'll earn equipment that you can use to outfit your players. The left side of the screen displays available equipment (in white). Press the D-pad  $\uparrow$  or  $\downarrow$  to highlight equipment, then press the D-pad  $\leftarrow$  or  $\rightarrow$  to select the player whose equipment you want to upgrade. Press the  $\odot$  button to exit and save changes.

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

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

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

### FRANCHISE STATUS

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



### SETTINGS

See **Settings**, pgs. 11-16.

### SAVE

Follow on-screen instructions to save your created Franchise to your hard disk.

### WINNING FRANCHISE MODE

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

Level 1 Upgrade - Awarded after first game played, win or lose.

Level 2 Upgrade - Awarded after third victory.

Level 3 Upgrade - Awarded after fifth victory.

Level 4 Upgrade - Awarded after seventh victory.

Level 5 Upgrade - Awarded after tenth victory



## SEASON

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

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

Here are the options:

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



## CHOOSE USER TEAMS

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

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

## SEASON CENTRAL

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

## PLAY NEXT

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

## CALENDAR

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

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



## SEASON CENTRAL (cont.)

## MANAGE TEAM

## EDIT LINES

See **Edit Lines**, pg. 15.

## VIEW ROSTERS

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

## CREATE PLAYER

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

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

- NAME** : Spell out the name you want to appear on the player's jersey.
- NICKNAME** : NHL Hitz includes a large library of names the announcer will use in the game. Pick the one you'd like to hear as your created player makes plays.
- NUMBER** : Give your player a number.
- PREFERENCES** : Decide your player's Stickhand, Position and Favorite Shot (Fav. Shot).
- PLAYSTYLE** : You're given 250 attribute points to distribute on top of your player's base play styles. Increase or decrease these attributes to create the type of player you have in mind. There's no reason to save attribute points, so use them all.
- APPEARANCE** : Scroll through the many distinct physical attributes of your player. Adjust each one to create your player's outward physical appearance.

When you're finished, select **Continue** to return to the Create Player screen.

## TRADE PLAYERS

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

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

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



## SEASON/PLAYOFFS



### FREE AGENCY

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

Press the D-pad  $\uparrow$  or  $\downarrow$  to highlight a player. Their face and attributes will appear to the right. Press the D-pad  $\leftarrow$  or  $\rightarrow$  to select the team you'd like them to join, then press the  $\triangle$  button to sign the free agent.

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

### JERSEY NUMBERS

You can change the jersey numbers of the players on your chosen team. Press the  $\times$  button to cycle the teams, then press the  $\square$  or  $\square$  buttons to select a player on the team you chose.

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

### TEAM REPORT

The Team Report screen allows you to view information on all the NHL teams. Categories include a **Team Summary**, **Records**, **Ratings**, **Game Stars**, **Trade Summary**, **Playoff Match** and **Player Points**. Press the D-pad  $\leftarrow$  or  $\rightarrow$  to cycle the teams, then press the D-pad  $\uparrow$  or  $\downarrow$  to select a category.

### STATS

Choose to view **Player Stats** or **Team Standings**. To view Player Stats, press the D-pad  $\uparrow$  or  $\downarrow$  to highlight players. Press the D-pad  $\leftarrow$  or  $\rightarrow$  to highlight a category, then press the  $\triangle$  button to sort. To view the Goalie stats, press the  $\times$  button.

To view **Team Standings**, press the  $\square$  or  $\square$  buttons to select a **Conference**, **Division** or **League**, then press the D-pad  $\uparrow$  or  $\downarrow$  to highlight teams. Press the D-pad  $\leftarrow$  or  $\rightarrow$  to highlight a category, then press the  $\triangle$  button to sort.

### SETTINGS

See **Settings**, pgs. 11-16.

### SAVE

Follow on-screen instructions to save your created season, players and settings to your hard disk. See **Save Settings**, pg. 16, for more details on saving to your hard disk.

## SETTINGS



### GAME OPTIONS

Press the D-pad  $\uparrow$  or  $\downarrow$  to highlight an option, then press the D-pad  $\leftarrow$  or  $\rightarrow$  to adjust these game options:

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

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

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

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

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

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

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

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

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

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

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

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

**FIGHTING** - Turn Fighting **ON** (fights occur) or **OFF** (no fights). See **Fighting**, pg. 19, for details on how to mix it up.

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

## SETTINGS



### DISPLAY OPTIONS

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

**CAMERA TYPE** - Choose the angle the camera places you in the action. Select **Overhead**, **Ice** (ice level) or **Side** (side view). The default camera type, **Overhead**, shows all of the action on the ice. With a closer camera view, you can look at the player models and arena art up close, but the overhead view allows you to work on player positioning and build gameplay strategy. If you don't like the default camera position, press the D-pad **←** or **→** to change the setting to **Ice** view or **Side** view.

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

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

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

### SOUND OPTIONS

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

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

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

### SOUNDTRACK

Press the **□** trigger or **△** trigger to view **User Songs** or **Licensed Songs**. Press your D-pad **↑** or **↓** to highlight a song from the Soundtrack, then press **←** or **→** to turn it **OFF** or **ON**. To sample a song within the Soundtrack, press the **A** button. Within the Licensed Songs list, you can play up to 64 songs from the hard disk.



## SETTINGS

### GAME TUNING

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



### GAMEPLAY

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

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

**Increase or decrease the setting for the following options:**

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

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

**TURBO SPEED** - Increase or decrease the turbo skating effect.

**PASS ACCURACY** - Make passing accuracy better or worse.

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

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

**SHOT ACCURACY** - Player shot accuracy gets better or worse.

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

### AI

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

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

### GOALIES

Finding it hard to score? Press the D-pad **←** or **→** to increase or decrease:

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

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

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

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

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

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

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

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



## SETTINGS



### PLAYER STATS

Player Stats can be modified to make all players play better or worse. Press the D-pad  $\leftarrow$  or  $\rightarrow$  to increase or decrease:

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

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

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

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

### FIGHTING

Getting beat up all the time? Press the D-pad  $\leftarrow$  or  $\rightarrow$  to increase or decrease:

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

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

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

### VISUALS

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

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

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

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

**CHEATS** - This menu will remain gray and locked until a Cheat is unlocked.

## SETTINGS



### CONTROLLERS

NHL Hitz Pro includes six controller presets. First, select the User whose controls you'll be modifying, then press the D-pad  $\leftarrow$  or  $\rightarrow$  to cycle through the available presets (A through F).

Press the  $\times$  button to turn the controller's Vibration feature ON or OFF.

### MANAGE TEAM

#### MANAGE ROSTERS

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

To manage team rosters, press the  $\square$  trigger or  $\square$  trigger to access a team window. Press the D-pad  $\leftarrow$  or  $\rightarrow$  to select the team whose roster you'd like to adjust.



Once the teams are selected, press the D-pad  $\uparrow$  or  $\downarrow$  to highlight a player in both windows. Press the  $\triangle$  button to make the switch.

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

#### EDIT LINES

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

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



## SETTINGS

### USER INFO

#### USER RECORDS

Press the D-pad  $\uparrow$  or  $\downarrow$  to view the records lists. Press the D-pad  $\leftarrow$  or  $\rightarrow$  to select **Overall** or **Game** records.

#### USER STATS

When you enter a User Name at the Choose Sides Screen (see page 17), statistics will be accumulated and saved to that user name. You can then select this option to view stats from all the games you play using that user name.

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

Press the D-pad  $\uparrow$  or  $\downarrow$  to highlight a name, or press the D-pad  $\leftarrow$  or  $\rightarrow$  to highlight a category. The **A** button will sort by the category selected. Because only 16 user names can be stored, you may have to delete one to create another. To delete a selected user name, press the **X** button.



### SAVE SETTINGS

NHL Hitz Pro lets you save accumulated data to your hard disk. We highly recommend saving to your hard disk to enjoy the many features you'll find in this game.

Data will be automatically loaded from the hard disk each time you start your Xbox™ video game system. This prevents you from having to go through the menus to adjust the settings to your liking each time you want to play the game.

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

At the Save Settings screen, press the **A** button to begin saving. Follow on-screen instructions to confirm your selections. If you already have saved settings, you'll be asked if you want to "Overwrite" the existing data. To do so, press the **A** button.

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

## PRE-GAME SET-UP



### SELECT TEAMS

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

Press the D-pad  $\uparrow$  or  $\downarrow$  to scroll through the characters, then press  $\leftarrow$  or  $\rightarrow$  to move to the next letter to spell out your User Name. Press the **X** button once you've entered the name.

If you've recently entered a User Name, press the **X** button, then press the D-pad  $\leftarrow$  or  $\rightarrow$  to display any previously saved names. Press the **X** button once you've found the name you want to use.

Up to eight controllers are displayed between the **Home** and **Away** window. Press the D-pad  $\leftarrow$  or  $\rightarrow$  to choose a side, then press the D-pad  $\uparrow$  or  $\downarrow$  to choose a team. Press the **A** button to go to the **Select Jerseys** screen.

### SELECT JERSEY

Press the **L** or **R** trigger to toggle control of the teams. Press the D-pad  $\uparrow$  or  $\downarrow$  to scroll through the available player jerseys for each team.

#### IMPACT PLAYERS

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

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

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

#### ADVANTAGE

Press the D-pad  $\leftarrow$  or  $\rightarrow$  to slide the Advantage indicator left or right and give one of the two teams an advantage during play. The Advantage feature allows you to adjust for either a weaker team or if the person you're playing against has less experience playing NHL Hitz Pro.



## THE HUD

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



## THE FACE-OFF

Possession of the puck means everything, so you'll want to win as many face-offs as possible. As you're face-to-face with your opponent, press the **A** button at the precise moment the puck hits the ice. If you want to take a shot off the Face-Off, press the **X** button when the puck drops. In both cases, your opponent will be trying to do the same thing, so work on your timing.

## PLAYER INDICATORS

Colored circles appear under each human-controlled player. The color is determined by which controller you're using [Blue (1), Red (2), Green (3), Yellow (4), Orange (5), Dark Purple (6), Cyan (7) and Light Purple (8)]. All connected controllers will be detected, so pay attention to the colors that appear at the Choosing Sides Screen before the game. (See **Select Teams**, pg. 17).

## TURBO METERS

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



## LINE METER

During game stoppages, the Lines Meters will appear at the top of each side of the screen. You'll notice that full lines are completely red, and lines that have fatigued players will be diminished to some extent. You can set line changes to Auto or Manual in the Game Settings prior to or during a game (see **Settings**, pgs., 11-16).



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

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

## TASKS

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

## PASSING

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

## CHECKING

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

## BLOCKING SHOTS & PASSES

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

## DEKE/GUARD PUCK

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

## FIGHTING

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



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

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

Whoever gets off three rounds of punches wins. Following a fight, both teams lose a skater and play 4-on-4. But winning a fight means your team will go On-Fire, so make every punch count (see **On-Fire**, pg. 20).

## THE ONE-TIMER

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

## MANUAL STICKHANDLING

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

## FAKE SHOT PASS

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



## ON THE ICE!

### BATTLING FOR THE PUCK

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

**Deke beats a Body Check**

**Guard Puck beats a Stick Check**

**Stick Check beats a Deke**

**Body Check beats a Guard Puck**

### BATTLING TIPS

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

### CONTEXT SENSITIVE MOVES

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

### WRAPAROUNDS

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

### DEFLECTIONS

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

### BE THE CAMERAMAN

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

### ON-FIRE

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

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

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

### COACHING DISPLAY

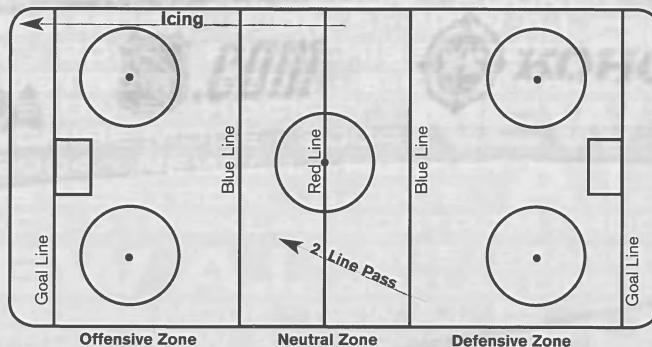
Press the D-pad **↑** or **↓** to select **Attack** (for an attacking-style offense) or **Protect** (defensive-style play). Press the D-pad **↑** to remove the display. This feature is set to **Off** by default, but it can be enabled during the game from the Pause Menu (see **Pause Options**, pg. 22).

### Fire Encircling Logo



## INFRACTIONS

### PUCK MOVING RIGHT TO LEFT



### THE RINK

In order to understand the game's infractions, you'll need an overview of the hockey rink's dimensions:

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

### ICING

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

### 2 LINE PASS

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

### OFFSIDE

The referee calls **Offside** when an offensive player crosses into the defensive team's zone before the puck crosses the Blue Line. In other words, an attacking player not carrying the puck may not be completely across the Blue Line before the puck enters the defending team's zone.

When **Offside** is called, the referee initiates a face off just outside the closest Blue Line.

### Player Offside



## PENALTIES



### PENALTY SYSTEM & REFEREE TYPES

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

There are three ways to fill your meter:

- Hitting the Goalie** - This results in an automatic penalty if the goalie is near his crease. But if he wanders out too far, the penalty may not be called.
- Interfering with Players** - You will receive penalty points if the opposing team is carrying the puck, and you start to hit down opponents who do not have the puck.
- Pass Interference** - You will receive penalty points if your opponent makes a pass and you knock down the receiver of that pass before the puck is received by that player.

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

### THE POWER PLAY

When a player is called for a penalty, he goes to the penalty box, and the opposing team has a man advantage on the ice. The opposing team maintains the advantage until they score a goal or the penalty time runs out. If the team with the advantage scores a goal, the penalized player may leave the penalty box, and return to the ice.

The amount of time a player serves in the penalty box depends on the Period Length setting. It's equal to 6 seconds for every minute of the period. For example, a 5 minute period would put a player in the penalty box for 30 seconds.



### FIGHTING PENALTIES

Following a fight, both players go to the box for an amount of time that equals one fourth of the period time. For example, in a 5 minute period, fighters would go to the penalty box for 1:15 minutes. The player that loses the fight unfortunately puts his team at a disadvantage. The team of the winning fighter goes On-Fire (see **On-Fire**, pg. 20).

## PAUSE OPTIONS

### PAUSE OPTIONS MENU

At any point during the game, press the **START** button to pause the game and display the Pause Menu. It contains standard game options to make adjustments to your current game.

### REPLAY

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

### SETTINGS

See **Settings**, pgs. 11-16.

### TEAM COACHING

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

#### EDIT LINES

See **Edit Lines**, pg. 15.

#### COACHING DISPLAY

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

#### STRATEGY

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

#### GOALIE STATUS

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

### STATS CENTRAL

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

### CHOOSE SIDES

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

### PLAYER LOCK

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

### CONTROLS

Change your control configuration during the game. Press the **A** button, then press the D-pad **←** or **→** to select one of the preset controller configurations. During multiple player games, only one person at a time can change their configuration. Press the **X** button to turn the controller's **Vibration** feature **ON** or **OFF**.



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"Simple Wonder"  
 "Good Enough"  
 "Retarded"  
 "Mars"  
 "Phoney"  
 "The Silence"

Written and performed by Exit This Side

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"Finding My Way"  
 "Beautiful To Me"

Performed by Exit This Side  
 Written by Exit This Side & Al Levy

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"Hear It"  
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"Empty Hands Scratch Remix"  
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"Out Of Here"  
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"Kernkraft 400"

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"Get Loose"

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"Pedal To The Metal"

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"Get Up Again"

Performed by Flaw  
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"Boomshakalaka"

Performed by Logan 7  
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 Written by Sam Hollander and David Schommer  
 Published by DreamWorks Song (ASCAP), Pop Rox Music (ASCAP)  
 DreamWorks Songs and Pop Rox Music administered by Cherry Lane Music Publishing Company, Inc. (ASCAP)

"Transform"

Performed by Powerman 5000  
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 Courtesy of DreamWorks Records under license from Universal Music Enterprises  
 Written by Michael Cummings, Adam Williams, Mike Tempesta and Sigve Sjursen  
 Published by Soul Suck Music (ASCAP), DreamWorks Song (ASCAP)  
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"Back up"

Performed by 12 Stones  
 © 2002 Wind-up Entertainment, Inc.  
 Courtesy of Wind-up Entertainment, Inc.  
 Written by Paul McCoy, Kevin Dorr and Eric Weaver  
 Published by Cracker Rhythm Music (BMI) and Dwight Frye Music, Inc (BMI)  
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"Basoline"

Performed by Seether  
 © 2002 Wind-up Entertainment, Inc.  
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 Written by Shaun Morgan Welgemoed, Dale Stewart and David Cohoe  
 Published by Seether Publishing and Dwight Frye Music, Inc. (BMI)  
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"Hindsight"

Performed by Dry Kill Logic  
 Music by P. Arcuri/S. Thompson  
 Lyrics by C. Rigano  
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