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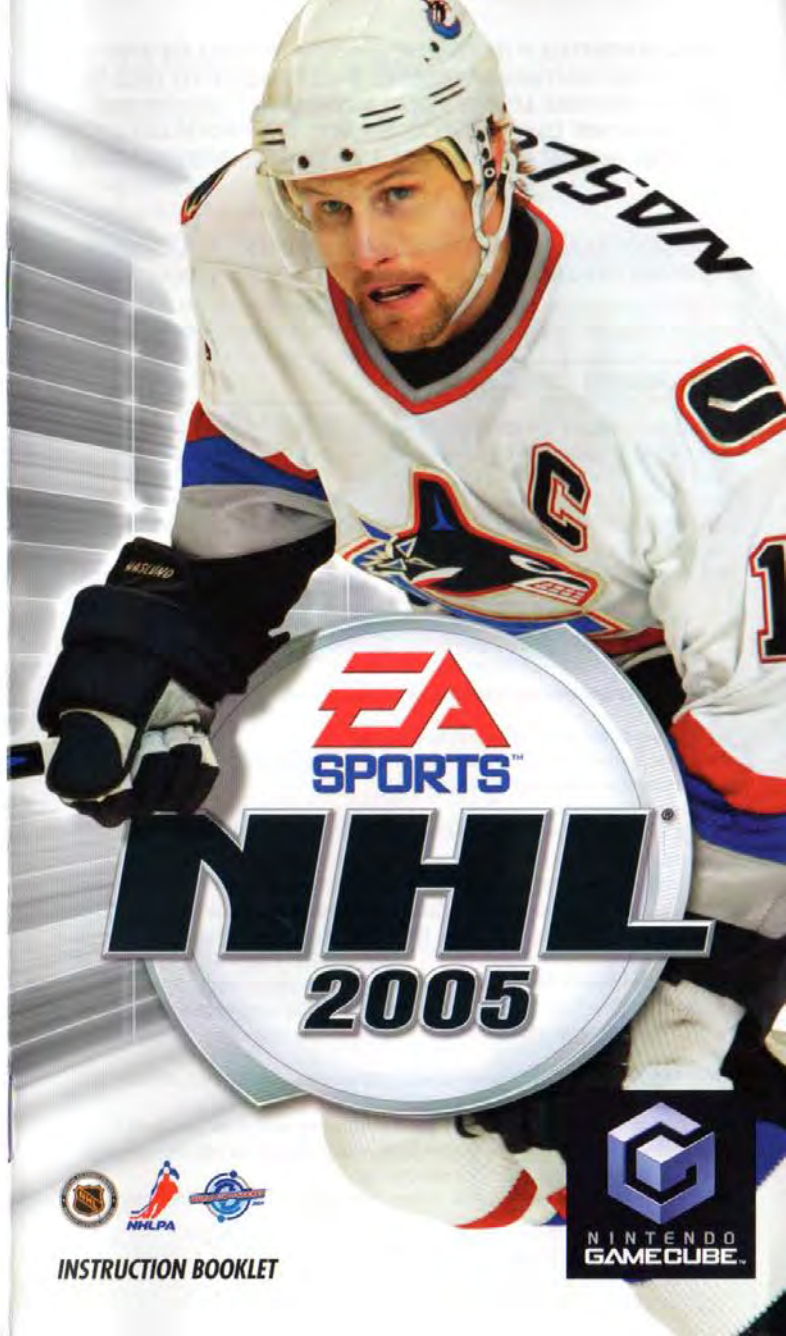
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**EA**  
**SPORTS™**  
**NHL**  
**2005**



**INSTRUCTION BOOKLET**



**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

**⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

**⚠ WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

**⚠ WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

**⚠ CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

**⚠ CAUTION - Laser Device**

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only. Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

**CONTROLLER NEUTRAL POSITION RESET**

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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**THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND FOUR CONTROLLERS.**



**THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.**



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## GETTING STARTED

### NINTENDO GAMECUBE™



1. Turn OFF the Nintendo GameCube™ by pressing the POWER Button.
2. Make sure a Nintendo GameCube™ Controller is plugged into the Nintendo GameCube™ Controller Socket 1.
3. Press the OPEN Button to open the Disc Cover then insert the *NHL® 2005* Game Disc into the Optical Disc Drive. Close the Disc Cover.
4. Press the POWER Button to turn on the Nintendo GameCube™ and proceed to the *NHL 2005* title screen. If you can't proceed to the title screen, begin again at step 1.
5. At the *NHL 2005* title screen, press **START/PAUSE** to advance to the Main menu.

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For more info about this and other titles, check out EA SPORTS™ on the web at [www.easports.com](http://www.easports.com).

## COMMAND REFERENCE

### NINTENDO GAMECUBE™ CONTROLLER CONFIGURATIONS



#### MENU CONTROLS

Highlight menu items	Control Stick or +Control Pad ↕
Change highlighted item	Control Stick or +Control Pad ⇄
Select/Go to next screen	A Button
Cancel/Return to previous screen	B Button

## COMPLETE CONTROLS

Whether you're playing an NHL rival or challenging for the World Cup of Hockey™, master these game controls and dominate the open ice.

#### PLAYER WITH PUCK

Move player	Control Stick
Manual deke	C Stick
Pass/Face-off	A Button
Wrist shot	Y Button (hold briefly to wind up)
Slap shot	B Button (hold briefly for harder shot)
One-timer (with loose puck)	B Button (tap)
Spin	L Button + X Button
Auto deke	X Button (tap)
Speed burst	R Button
Fake shot	Tap the L Button while in a wind up
Fake pass	Tap the L Button while in a pass wind up

#### PLAYER WITHOUT PUCK

Move player	Control Stick
Speed burst	R Button
Body check	X Button/C Stick
Hook/Pin/Tie up/Poke	Y Button
Dive/Block	B Button
Last man back	A Button (hold)
Change player	A Button
Manual Poke check	L Button + C Stick

### NEW EA SPORTS™ OPEN ICE CONTROL/ OPEN ICE SUPPORT

Open Ice Control (Switch between players)	Z Button + L Button
Instruct a teammate to shoot slap shot	B Button
Call for a pass	A Button
Open Ice Support (Call for a double-team)	Z Button + R Button

## BRUISE CONTROL

Throw a nasty check with Bruise Control. Move the **C Stick** in the direction of an opposing player to throw a check.

GOALIE WITH PUCK	
Pass	<b>A Button</b>
Saucer pass	<b>B Button</b>
Clear puck	<b>Y Button</b>

GOALIE WITHOUT PUCK	
Save attempt	<b>B Button</b> (tap or hold)
Control goalie	<b>L Button + A Button</b> (hold and release)

FACE-OFFS	
Draw puck	<b>A Button</b>

STRATEGY	
Bring up line change menu/Select line	<b>L Button + +Control Pad</b>
Pause game	<b>START/PAUSE</b>
Offensive Quick Play strategies	<b>+Control Pad ↕</b>
Defensive Quick Play strategies	<b>+Control Pad ↔</b>

FIGHTING	
High/Low punch	<b>A Button/X Button</b>
High/Low block	<b>Y Button/B Button</b>
Activate fight	<b>L Button + R Button</b>

❖ You can map your controls to different buttons using the Configure Controller option (via the Rules and Options menu).

## PLAY NOW

Before you battle for the Stanley Cup®, play an exhibition game in Play Now mode. The games don't count in the standings but the hits still hurt.

The screenshot shows the 'TEAM SELECT SCREEN' with two team options: CALGARY (Overall: 82) and TAMPA BAY (Overall: 84). Annotations include:

- To change teams, press the **+Control Pad ↕** (after Controller icon is on Home or Away team)
- Away team
- To change leagues, press the **L Button** or **R Button**
- To view/change team strategies, press the **Y Button**
- To choose a team, press the **+Control Pad ↔** and position the Controller icon on your desired team
- Home team
- Team rating
- To select teams at random, press the **X Button**

❖ Before accessing the Quick Settings screen, you have the option to change your team's jersey for the upcoming game. When the team jersey icon appears (after pressing the **A Button** in the Team Select screen), press the **+Control Pad ↕** to select an Alternate, Vintage, Home, or Away jersey.

## STRATEGIES

From the Strategies screen, set your Quick Play along with a strategy for each line, power play unit, and penalty killers.

## QUICK SETTINGS

Select the skill level for the next game, along with camera angle, rules, and period length. You can also adjust the Player Advantage and Goalie Advantage sliders. From the Advanced Settings screen, set Line Changes to OFF, **AUTO**, or **MANUAL**, or Shot Aim to **AUTO** or **MANUAL**. When set to **MANUAL**, you are in full control of the action.

## PLAYER ICONS

The icons listed next to player names indicate strengths and weaknesses.

<b>BIG HITTER</b>	<b>HOT STREAK</b>	<b>SUSPENDED</b>
<b>BIG SHOOTER</b>	<b>INJURED (out)</b>	<b>SICK</b>
<b>HERO</b>	<b>INJURED (available)</b>	<b>COLD STREAK</b>
<b>SNIPER</b>	<b>TIRED</b>	<b>FAST SKATER</b>

## ON THE ICE

Lace up the skates and get ready to light the lamp.



### NEW FACE-OFF PLAYBOOK

Choose a face-off strategy after each whistle. Plan an attack in your opponent's zone or protect the net right before the puck drops.

### NEW EA SPORTS™ OPEN ICE CONTROL/ OPEN ICE SUPPORT

Seamlessly switch between players with or without the puck—call for passes, tell a teammate to shoot, set up a vicious one-timer, or call for a defensive double-team on the fly with the push of a button.

### QUICK PLAY STRATEGIES

Choose offensive and defensive Quick Play strategies on the fly.

## DYNASTY MODE™

Build hockey's all-time greatest franchise. For ten seasons, you manage the roster; you coach the team; you play the games. After choosing a team to run, creating a GM name, and selecting your characteristics, Season One begins.

### MAKING A NAME FOR YOURSELF

The goal in Dynasty Mode is to earn the highest score as General Manager. GMs have ten years to earn profits, win championships, and build a Dynasty.

### UPGRADE BUDGET

GMs receive an upgrade budget for their actions and their team's performance. The budget is handed out during the season based on GM performance in: profit, attendance, team winning percentage, playoff performance, trading, free agent signings, and more.

### MORALE

All players on your team have a morale rating starting at 100. Morale goes down if players don't get the ice time they want, they feel you're not spending enough on Team Functions, or your team loses several games in a row. View player morale on the Progress Reports screen. When morale decreases, player attributes go down.

## TV CONTRACTS

A TV contract is already in place for the first season. Starting in the second season, you are offered a contract based on your previous year's playoff performance, your marketing level, and the number of prestige and high-prestige players on your team.

## DYNASTY CENTRAL MENU

Every move takes place from the Dynasty Central menu. From playing the next game on your schedule to setting your Rules and Options, the details are explained below.

### NEW EMAIL

Keep up on the latest news from inside your own organization—and around the league—with the *NHL 2005* email system. Get messages regarding trades, a note from your owner or team trainer, and more. But don't miss out on any breaking news—emails are deleted if you let them sit in your inbox too long.

### DAY-TO-DAY

Day-to-Day operations include playing (or simulating) games on the schedule, viewing the season calendar, reading email, and saving your progress on a Nintendo GameCube™ Memory Card.

### GM OPTIONS

As GM, you have the power to trade players, sign free agents, and view scouting reports in order to evaluate the upcoming rookie draft. You can also upgrade your staff in the front office, and adjust payroll, ticket prices, fan giveaways, concessions, and more.

### COACHING OPTIONS

Take more control over the team by adjusting the practice schedule, editing lines, and tweaking game strategy. You can also review progress reports for every player on the team.

### STATS CENTRAL

From overall team statistics to individual numbers, here's where you find all the stats you need.

### RULES AND OPTIONS

Set rules and options to fit your playing style. Gameplay settings, display settings, sound settings, and the button configuration on the Controller can all be adjusted here.

### POST-SEASON

Once the regular season ends, the post-season begins. The good teams advance to the playoffs and make their run for the Stanley Cup®. The rest prepare for the off-season. In the end, only one can be crowned Stanley Cup® champion.

### OFF-SEASON

This is the time where all GMs evaluate their respective teams and prepare for the upcoming season.

The first event in the off-season is the **NHL Entry Draft**. Here's your chance to fill your squad with some young talent. After the NHL Draft, GMs have the chance to offer contracts to free agents and release players from their team. After the free agent period ends, the new season begins.

## OTHER GAME MODES

### EXHIBITION

Practice one-timers, wrist shots, face-off strategies, EA SPORTS Open Ice Control, and more against live competition. Once you get the hang of the game, put your skills to the test in the other game modes.

### SEASON

See if you have what it takes to play through an entire season. Set up a 29-, 58-, or 82-game season and make a run for the Stanley Cup®. You can play the season with current NHL rosters, or assemble your team through a Fantasy Draft.

**NOTE:** The Season mode menus are set up very similarly to those in Dynasty Mode. See p. 8 more for more information.

### NEW WORLD CUP OF HOCKEY™

Take part in the excitement of this year's World Cup of Hockey™ event featuring teams from Canada, the Czech Republic, Finland, Germany, Russia, Slovakia, Sweden, and the United States playing in authentic European and North American venues. Playing under NHL rules, you set the number of Round Robins as an alternative to the length of series.

### NEW EA SPORTS™ FREE4ALL™

The intensity explodes off the ice with an all-out hockey EA SPORTS FREE4ALL. There's one net, one goalie, and every man is for himself. Up to four can play and the one who scores the most goals wins.

After selecting the number of players, choose from a list of All-Stars. Next, select the game (**Score Drive** or **On the Clock**), set the Rules and Options, and then pick the number of defensemen (up to two) to play against.

### ELITE LEAGUES

Jump across the pond and take on Europe's elite. You can play an entire season against teams from the Elitserien (Sweden), SM-Liiga (Finland), and DEL (Germany) leagues.

With Elite Leagues, you have 39 additional teams to play as or against—all with unique jerseys, traditions, and chants, specific to their league. In SM-Liiga, the top goal scorer of each team wears a Golden Helmet.

International rules govern gameplay, instead of NHL rules (e.g., 2-Line passes are permitted). League-specific rules are also enforced. For example, in the DEL, no game ever ends in a tie.

## SAVING AND LOADING

**NOTE:** With the exception of Saving and Loading, the options listed in the Rules and Options section have been omitted from this game manual. Please follow the on-screen navigation menus for further instructions.

Don't let the hard work go to waste. Save your game settings to a Memory Card before shutting down.

### TO SAVE OR LOAD YOUR GAME SETTINGS:

1. From the Rules and Options menu, choose SAVE/LOAD. Highlight SAVE or LOAD and then press the **A** Button. The Save or Load screen appears.
2. Press the **+**Control Pad **↕** to highlight the file you want to save or load, and then press the **A** Button.

**NOTE:** Never insert or remove a Memory Card when loading or saving files.

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### EA WARRANTY CONTACT INFO

E-mail and Website: <http://techsupport.ea.com>  
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### Package Cover Photography: Sports Action/Freestyle Photography

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NHL® 2005  
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