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NHL RIVALRY
2004



0903 Part No. X09-97713



OMNI Interactive Audio

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Contents

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.

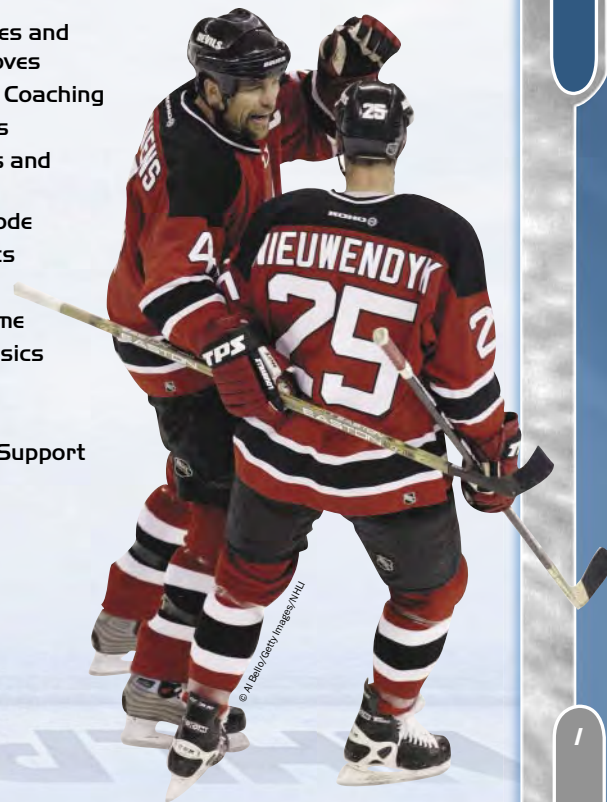
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety 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 gameplay 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 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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Introduction

Avs and Red Wings. Leafs and Canadiens. Oilers and Flames. Some teams just weren't meant to get along.

Welcome to *NHL Rivals 2004*. Whether you're a die-hard hockey fan or you're just starting your rookie season, this is the fast-paced, hard-hitting action you've been wanting. You'll see your favorite NHL teams brought to life in a way no other game can match—with fluid animation, jaw-dropping graphics, precise and intuitive control, immersive surround sound, and unique modes of online play with the Xbox Live™ service and XSN Sports.

Oh yeah. There might be a bit of fisticuffs, too.

But, enough hype. Lace 'em up, and we'll see you on the ice.

Ways to Play

It all starts on the **Main Menu**, where you'll find several ways to get into the game.

Open Ice

Take your favorite team on the ice for a little no-pressure practice and a few helpful gameplay hints.

Instant Rivalry

Jump instantly into a game between two randomly selected rival NHL teams. This could be recent playoff rivals, maybe a regional grudge match, or even a long-standing feud. Whatever it is, it's not gonna be an ice cream social.

Single Game

Select two NHL teams, and start an exhibition game. After you unlock any special hidden teams, this is where you can put 'em to use.

Game Modes

Select this option, set your rules, and start playing. You can play a Season, Playoff, or Tournament series—controlling one or more of your favorite NHL teams. Make the big trade, pick up a free agent, and deal with injuries as you guide your team to the championship.



Xbox Live

Take on your friends with Xbox Live. You also can access XSNsports.com seasons and tournaments here.



System Link

Connect up to six Xbox consoles over System Link for some local multiplayer fun.

Options

Create players, manage team rosters, and adjust music playlists (see the Xbox documentation for more information). Set the game up just the way you want. Y'know—all the nuts and bolts stuff.

NHL RIVALS
2004

On Screen

When selected, each player is surrounded by useful information that can help you plan line changes and strategy.

Player Role Icon

This shows your current player's Player Role. For more on Player Roles, see pg. 15.

Speed Burst Meter This depletes as you use the speed burst. It'll recharge when not in use.

Position This shows your player's position—center, left wing, right wing, defenseman, or goalie.

Fatigue Meter This shows how much energy your player has.

Player Fuse This shows your player's likelihood of getting into a fight. For more on Fighting and Fuses, see pg. 13.



Camera Controls

You can change the angle or zoom of the game camera to fit your personal preferences.

1. While in-game, press **START** to bring up the **Pause** menu.
2. Select **Cameras**.
3. Use **+** to adjust the zoom and camera angle, and press **X** to change the camera orientation. (To restore all camera defaults, press **Y**.) Select from one of four settings.
 - **Normal** Home team begins the game going up the screen, with the camera alternating each period.
 - **Reverse** Away team begins the game going up the screen, with the camera alternating each period.
 - **Home** Home team is locked going up the screen.
 - **Away** Away team is locked going up the screen.
4. Press **B** to return to the **Pause** menu.

User Profiles

Your user profile is where your controller and gameplay preferences are kept. Your profile will be saved to the Xbox hard disk.

You can create a new user profile by selecting **User Profiles** from the **Options** menu. After you've created your profile, your preferences will be saved to that profile until you create or select another one.

You also can delete your user profile from the **User Profiles** menu. But, be careful! If you delete your profile, you will lose all of the information it contains.

To create a user profile

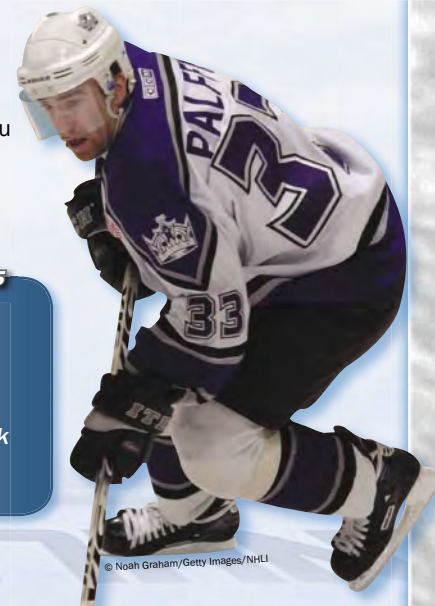
1. From the **Main Menu**, choose **Options**.
2. Select **User Profiles**.
3. Select **New User Profile** from the menu.
4. Press **A** to create a new user profile.
5. Use the virtual keyboard to give your profile a name.

To delete an existing user profile

1. From the **Main Menu**, choose **Options**.
2. Select **User Profiles**.
3. Select the user profile you want to delete.
4. Press **A** to delete the user profile.

Key to Xbox Controls

- +** = Directional Pad
- R** = Right Trigger
- L** = Left Trigger
- R** = Right Thumbstick
- L** = Left Thumbstick

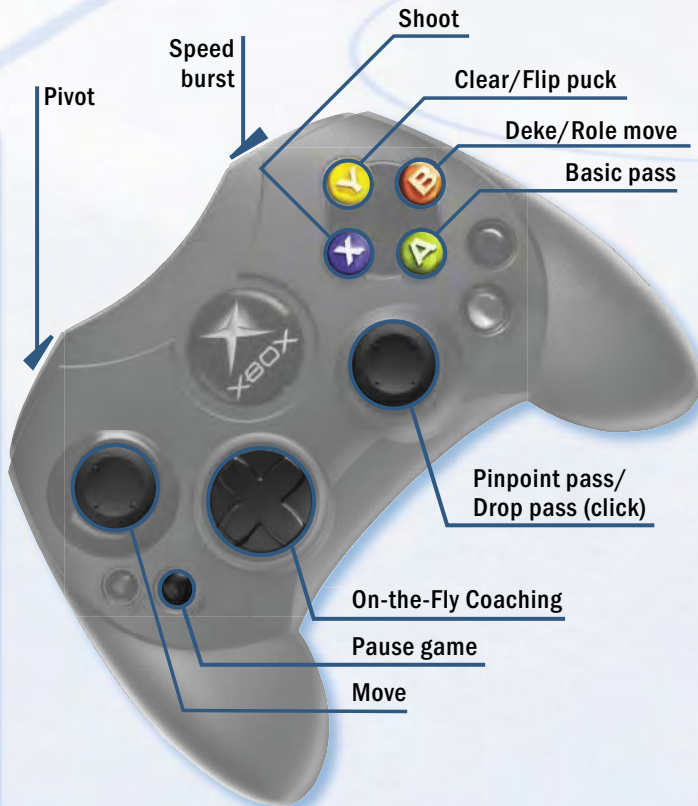


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Controls with the Puck

"Gimme the puck! Gimme the puck!"

OK, you got the puck. Now what?



JD's Tip

Hey—this is John Davidson, former NHL goalie and your guide to *NHL Rivals 2004*. Look for my tips throughout the manual for quick ways to improve your game!

Controls without the Puck

Unless you're a total puck hog, you're going to spend a little time skating without the biscuit. Here's how you make yourself useful.



JD's Tip

The speed burst is like a gas pedal. Crank on **R**, and you'll pour on the speed but run out of steam fast. Pull it only partway, and you'll use up your speed burst at a slower rate.

Passing

Good puck movement can be the difference between controlling the game or spending three periods with a dumb look on your face.

There are four types of passes in *NHL Rivals 2004*—basic, saucer, pinpoint, and drop.

Basic Pass When you have the puck, select a direction with **L**, and press **A**. The puck will skim along the ice to the nearest player in that direction.

Saucer Pass Aim with **L**, and press and hold **A**. You'll lift the puck into the air and send it arcing toward the nearest player in that direction. You also can perform a saucer pass by clicking and holding **R**, aiming it toward a teammate, and then releasing it.

Pinpoint Pass Aim **R** in the direction of the player to whom you want to pass. The puck will travel in the direction you selected.

Drop Pass Click **R** to drop the puck directly behind you. This is a good way to fake out a defender or get rid of the puck if you see heavy coverage headed your way.

JD's Tip

When you make a pinpoint pass, the puck will travel in the direction you choose even if no player is there to receive it. This can be useful when you're leading the receiving player or if you're trying to chip the puck out of the defensive zone along the boards.

Shooting

You're in position—all you have to do is beat that goalie. Here's what you have in your toolbox:

Wrist Shot To execute a wrist shot, aim with **L** and tap **X**. This shot is quick and accurate, but not as powerful as the slap shot.

Slap Shot To pull off the slap shot, press and hold **X**. You'll see your player indicator circle fill up. Release the button when your player indicator circle is completely solid. This charge-up time makes your slap shot more powerful, but it also gives opposing players a chance to steal the puck away. To cancel a slap shot in mid-swing, press **A**.

One-Timer Timing is everything for this shot. When a pass is en route to a player with a clear shot, press **X** just before the puck arrives. The receiving player will attempt the one-timer as soon as the puck reaches him. This shot lacks accuracy, but its split-second execution can spell doom for an opposing netminder.

Wraparound Shot This shot can be tricky—but in a good way. When you're behind the opposing net, skate close to it, and press **X**. Your player will reach around the front of the net to tuck in a shot. It's a great way to catch a goalie out of position.

JD's Tip

*If the goalie has moved to one side of the net to cover an attack, try shooting for the open gap, or get it to a player in a better position to take advantage. You also can use **B** to deke before the shot. This can get the goalie to move out of position.*

Checking

You'll check on both ends of the ice, but good checking is especially critical on defense. There are a few different ways to check in *NHL Rivals 2004*.

Body Check To execute a body check, press **B** when you're near another player, and then push **L** in the direction of the player you want to check. To increase the power of a body check, use a speed burst before making contact.

Pinning To execute a pin, use **L** to wedge another player against the boards. To break free from a pin, move **L** left and right quickly, or set the puck free by moving **R** left and right quickly.

Stick Check To stick check, skate up to the player with the puck, and press **X**. This will pry the puck from another player's control.

Hook To hook, press and hold **X** to slow your opponent down with your stick. This can be very effective at separating an opposing player from the biscuit.

Dive/Block Shot To block an incoming shot, press **Y**. Your player will dive in the way of the puck (ouch!).

JD's Tip

If one of your teammates is pinning an opposing player to the boards, you can lend a hand by skating in and using a stick check. Your teammate will keep the opposing player in place while you relieve him of the puck. Teamwork in action.

Advanced Controls

We've covered enough of the game-control basics to get you on the ice in *NHL Rivals 2004*, but two control features deserve in-depth explanations: Pivot Control and Right Thumbstick Control.

Pivot Control

Pivot Control allows you, with the pull of **L**, to rotate your player 180 degrees. The player will continue to travel in the same direction he was moving, but he'll be facing the opposite direction.

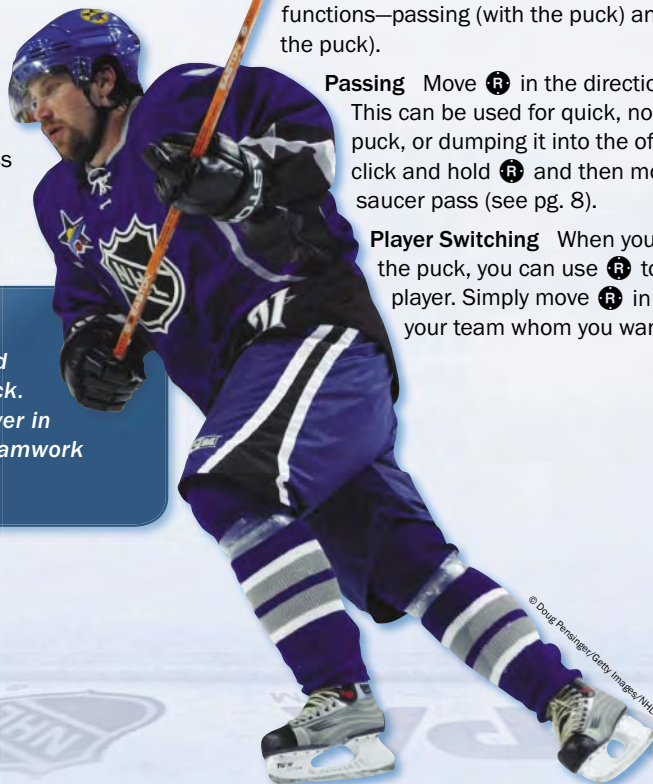
It's a simple tool, but knowing when and how to use it separates the All-Stars from the junior leaguers.

Right Thumbstick Control

The **R** gives you advanced control over two important functions—passing (with the puck) and switching players (without the puck).

Passing Move **R** in the direction you want to send the puck. This can be used for quick, no-look passing, clearing the puck, or dumping it into the offensive zone. You also can click and hold **R** and then move it in a direction to send a saucer pass (see pg. 8).

Player Switching When you do not have possession of the puck, you can use **R** to switch control to a specific player. Simply move **R** in the direction of the player on your team whom you want to control.



Controller Options

When it comes to control, you can never be too picky. To adjust your controller options, press **Y** on the **Assign Controller** screen just before starting a game. You also can access these settings during a game by selecting **Controllers** from the **Pause** menu and then pressing **Y**.

Controller Lock Set **Controller Lock** to your favorite position, and you'll always control the player in that position—no matter who has the puck. To call for a pass, press **A**.

Shot Aim Set this to **Manual** if you want to aim your shots with **L**, or leave it on **Auto** to enable automatic shot aiming.

Aiming Control Set this to **Inverted** if moving **L** down on a shot should aim the puck toward the top of the net. Note that

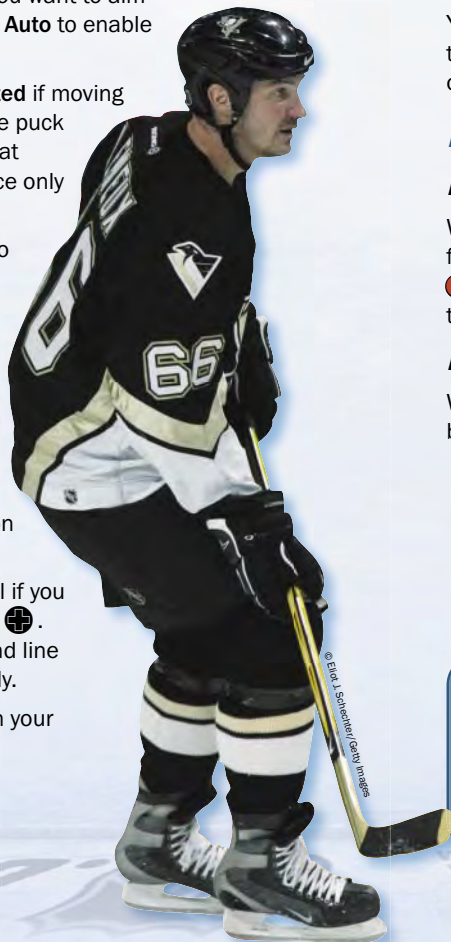
Aiming Control makes a difference only if **Shot Aim** is set to **Manual**.

Pivot Control Set **Pivot Control** to **Toggle** if you want to spin 180 degrees with one pull of **L** and then spin back by pulling again. Leave it set to **Hold Down**, and you'll keep your player rotated until you release **L**.

Vibration Set this to **Off** if your poor hands can't take anymore abuse from the controller vibration on big hits.

Line Changes Set this to **Manual** if you want to control line changes with **+**. Otherwise, leave it set to **Auto**, and line changes will happen automatically.

All controller settings are saved in your user profile.



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Fighting and Fuses

Fighting is a part of hockey, so you'd better know how to recognize the signs of a simmering player and how to handle yourself when someone decides to blow off a little steam in your direction.

Fuse

The player fuse is what determines how much punishment a guy can absorb before he decides to take things personally. Some players have short fuses, which means they tend to drop the gloves more readily than their even-tempered colleagues.

Your player's fuse is represented by a vertical bar on the ice next to his name. When that bar is depleted, it's likely that the next bit of contact will set him off. Then, it's fight time!

Fight Controls

Pre-Fight

When two players start circling each other on the ice, it's almost fight time. But, you can try to avoid the scrap by rapidly pressing **B**. On the other hand, if you really jackhammer **A**, chances are the fight will start.

In the Fight

When the gloves are off, you're committed to the fight, so you had better defend yourself.

- | | |
|-------------------------|------------------------|
| A Jab | L Bob and Weave |
| B Heavy Punch | L Duck |
| X Uppercut | R Block |
| Y Grab and Punch | |

JD's Tip

The refs might let you fight, but they won't let you go 15 rounds. If the fight isn't decided within 30 seconds, the officials will skate in and break it up. But, win, lose, or draw, both guys will win a free trip to the penalty box.

Face-Offs

Hockey is one of the few sports in which possession goes up for grabs every time play stops. Win the face-off, and you control the puck. Control the puck, and you control the pace, tempo, and, very likely, the outcome of the game.

In *NHL Rivals 2004*, think of face-offs as a game of *Rock, Paper, Scissors*. When the ref drops the puck, you can press one of three buttons: **A** (win clean), **B** (tie up stick), or **X** (body block). Your opponent has the same three options. Here are how the moves stack up:

- B** beats **A**
- A** beats **X**
- X** beats **B**

If both players press the same button at the same time, the puck will go to the player with the better mullet. (Just kidding. It's randomly determined.)

JD's Tip

You can try to fake out your opponent before the face-off. If you're on the away team, press **A**, **B**, or **X** before the puck falls—you'll mimic that face-off move and possibly dupe your opponent into relying on the countermove during the real deal. If you're on the home team, use the **L** or **R** to raise and lower your stick. This might trick your opponent into showing which move he plans to make.



Player Roles and Special Moves

In hockey, players fit into certain niches. In *NHL Rivals 2004*, there are four Player Roles—each of which has at least one special move that gives him an edge in doing what he does best. All special moves can be executed by holding and then releasing **B**.

Enforcers

These are the big bruisers of the NHL. They might not be the most agile skaters or gifted shooters, but they do a great job of clearing out shooting lanes and protecting their teammates.

Bump and Go This move with the puck lets enforcers turn the tables on would-be defenders, knocking them out of the way while keeping control of the puck.

Can Opener This move without the puck is a brutal hit that turns an unsuspecting opponent's world upside down.

Agitators

These guys are the flies in the ointment who love to throw other players off their game.

They're tough and persistent and specialize in getting in the face of opposing snipers.

Protect the Puck This move with the puck helps agitators keep the biscuit away from opposing players.

Face Wash This move without the puck lets an agitator literally grind his open glove into the mug of the other guy.



Snipers

These guys excel at finding a happy home for the puck in the back of an opponent's net. Snipers aren't the most physical players in the game, but their finesse and accuracy make them formidable threats to any goalie.

Spin-Around Snipers can execute this move with the puck to evade opposing players.

Stick Clip This move without the puck lets snipers disrupt the shots of opposing players.



Balanced


These are the well-rounded players who make up the bulk of every team's roster. Although they don't excel at any one skill, their versatility makes them invaluable parts of every team.

Protect the Puck Balanced players can use this move with the puck to shield it from stick checks while they have possession.



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On-the-Fly Coaching

Control doesn't stop with the individual player. *NHL Rivals 2004* gives you command of your team's in-game strategy, including line changes, aggression levels, and specific team plays. You can change in-game strategies by using .

Team Plays

Do you like to crash the net? Are you conservative about killing penalties? Here's where you decide.

1. Select **Options** from the **Main Menu**.
2. Select **Team Manager**.
3. Select **Team Strategy**.
4. Select a team.

You also can adjust your team strategy by selecting **Team Manager** from the **League Home** menu and then selecting **Team Strategy**. Additionally, you can make in-game adjustments by selecting **Team Options** from the **Pause** menu.

Breakout

Wings Low	This is a conservative breakout play intended to get the puck safely out of the defensive zone.
Wings Normal	This is a normal breakout play designed to get the puck out of the zone more quickly than the Wings Low play.
Wings High	This is an aggressive breakout play designed to get the puck out of the zone very quickly and pressure the other team.

Defense

Zone	This is a conservative defensive play in which each player is responsible for covering a zone.
Combination	This is a normal defensive play that allows players to leave their zones when the opponents are overloading other zones.
Box	This is an aggressive defensive play in which the defense wings and defensemen form a box. The center is allowed to move freely to help the other players.

Attack

Positional	This is a basic offensive play that keeps players in specific positions in the zone. One forward remains high to help backcheck.
Triangle	This is a system that emphasizes cycling the three forwards to keep them open. It's a good choice for teams with quick players.
Overload	This system is designed to keep the front of the net crowded. It emphasizes rebounds and physical play. This is a good choice for teams with big forwards.

Forecheck

1-2-2	This conservative forecheck has one player attacking the puck carrier.
Everything to the Net	This is a moderately aggressive system in which one player attacks the puck and another is ready to assist.
2-1-2	This is an aggressive system in which two players attack the puck carrier.

Power Play

1-2-2	This is a basic system in which the puck is worked around the perimeter of the offensive zone until there is an opportunity to attack.
2-1-2	This play has one player parked in front of the net while the other players work the perimeter. The puck is moved around until the player in front is open or a shot is taken and a rebound is up for grabs.
Funnel	This play is designed to get traffic in front of the net. Shots are taken from the outside with the intention of creating deflections and rebounds.

Penalty Kill

Tight Box	This is a more conservative play in which the players stay closer together and generally do not chase the puck.
Wide Box	This is a moderately aggressive penalty kill in which the team stays in a box formation and moves in reaction to the puck.
2-2	This aggressive penalty kill allows the defenders to move freely about the zone.



© Jamie Squire/Getty Images/NHL

Infractions and Penalties

Hockey games can get a little wild, but there are rules. You can bend and break them at your discretion, but you might earn a little time in the penalty box for your troubles.

Infractions

Infractions aren't as serious as penalties. Generally, they lead to a stoppage in play, and the puck is brought back for a face-off.

Icing Icing is when a player sends the puck from the far side of the center line past the opponent's goal line to either side of the goal itself. When icing occurs, the subsequent face-off takes place within the offending team's defensive zone.

Offside This infraction occurs when an attacking player enters the offensive zone before the puck does. After an offside call, the puck is brought outside the blue line for a face-off.

Two-Line Pass This occurs when a player passes the puck from one side of his blue line to the far side of the red line. The puck will be brought back for a face-off near the point where the pass was sent.

JD's Tip

If you're trying to kill a penalty, you're allowed to commit icing infractions. The officials will allow play to continue.

Penalties

Penalties are what happen when you really break the rules. More serious than infractions, these will land your player in the penalty box.

Boarding One player uses excessive force in checking another player into the boards.

Cross-Checking One player braces his stick in both hands, extends his arm, and uses the stick to check another player.

Fighting Two players drop their gloves and strike one another in an attempt to inflict injury.

Hooking One player uses his stick to restrain another player. Stick-to-stick contact doesn't count as hooking.

Interference One player attempts to restrain, check, or impede the actions of a player who does not have possession of the puck.

Roughing The result of an altercation that is not as serious as fighting.

Slashing One player swings his stick at another player.

Tripping One player uses his stick or any part of his body to cause another player to fall.

JD's Tip

You can turn infractions and penalties on or off in the Game Rules menu in the Options menu. You also can adjust the amount of time players serve when they draw a penalty.

Season Mode

NHL Rivals 2004 gives you the chance to manage your favorite team through a full NHL season. Conduct a fantasy draft, manage team rosters, make trades, earn awards, keep up on the latest news from around the league, and even create your own players.

To begin a new NHL season

1. From the **Main Menu**, select **Game Modes**.
2. Select **Season Mode**.
3. Adjust your **Season Settings**.
4. Select at least one team to control.
5. Press **START** to begin your season.

League Home

The **League Home** menu gives you all the tools you need to conduct a successful NHL season with your favorite team.

Schedule/Play View the season schedule for all teams, and select games to play or simulate.

Team Manager Manage your roster. For more information, see pg. 23.

Statistics View the accomplishments of players and teams from around your league.

News Get the latest on league standings, injuries, awards, and trades.

Game Settings Adjust Rules, Gameplay, Audio, and Visual options for your season.

Save Save your season.

Exit Exit out of **Season Mode**.

Team Manager

You can draft, trade, and create players to construct the perfect team. Just select **Team Manager** from the **Options** menu or the **League Home** menu.

View/Edit Rosters Look at the lineup for every team, and move players from one team to another. This is the quickest and most direct way to move players from team to team, but it's not as realistic as conducting trades.

Edit Lines Decide which players will skate on which lines for any team in the NHL.

Team Strategy Decide how each team will react to game situations and handle scoring opportunities.

Trade Players Conduct player trades from one team to another. Other teams can accept or reject your trade offers, depending on how sweet you make the deal. Note that this option is only available in **Season Mode**.

Create Player Build a new player from the ice up. This might be the best chance you'll ever have to see your name on an NHL roster.

Reset Roster
Return rosters to their default settings.



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XSN Sports combines the power of Xbox Live with the connectivity of the Internet to bring you a whole new gaming experience. You create the seasons; you dominate the tournaments; you become the legend. We make it possible.

How to get started with XSN Sports

1. Subscribe to Xbox Live. (See pg. 25 for more information.)
2. From any computer, log on to the Internet, and go to www.xsnsports.com to join or create seasons and tournaments.
3. Take your competition name and password back to your Xbox console, and then compete over Xbox Live.

Record your competition name and password here

What else can you do with XSN Sports?

- Check out game schedules.
- View game results and player stats.
- Read and post to message boards.
- Send messages to other XSN Sports participants.
- Receive game invitations, schedule updates, and other notifications through e-mail.

Remember, to sign up for the XSN Sports experience, you have to use a computer to log on to the Internet, and then visit www.xsnsports.com.

Xbox Live

Take NHL Rivals 2004 Beyond the Box

Xbox Live is a high-speed or broadband Internet gaming community where you can create a permanent gamertag, set up a **Friends** list with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

Downloadable NHL Rivals 2004 Content

If you are an Xbox Live subscriber, you can download the very latest content (such as roster updates) to your Xbox console.

Connecting

Before you can play *NHL Rivals 2004* online, you must connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect.

Signing In

When you're ready to sign in to Xbox Live, select **Xbox Live** from the **Main Menu**. The first area you encounter is the **Xbox Live Sign In** screen. This is where you select a user profile and gamertag for each player who is signing in.

At least one player must select a valid account with Xbox Live. Then, up to three additional players can sign in as **Guest**. Note that guests cannot use any voice capabilities. When every player has selected a profile and a gamertag, press **A** to sign in and enter the **Live Menu**.


The Live Menu

When you are in the **Live Menu**, you are presented with a number of options. Note that if any player presses **B** while in the **Live Menu**, every player will be signed out of Xbox Live.

NHL Rivals Live Menu

Quick Match	Find an opponent immediately without specifying game criteria. (Note that Quick Match games are not ranked.)
OptiMatch™	Create and host a game, or specify criteria for the game you would like to join.
Create a Game	Create a new game to play over Xbox Live.
XSNsports.com Game	Play a game in your XSNsports.com season or tournament. (See pg. 24 for more information on XSN Sports.)
Friends List	View your current Friends list, see the online status of a friend, and invite a friend to play.
Recent Players	View gamers you have played recently in <i>NHL Rivals 2004</i> .
Rankings	See where you rank, and view stats on other players.
Options	Set your Online Status , decide whether or not to change the sound of your voice, and adjust your audio, video, and controller settings.
Content Download	Download updated rosters and more.
Sign Out	Quit your game session, and sign out of Xbox Live.

Rankings

The rankings track rank, records, disconnects, and offensive/defensive stats. You can view the rankings of players on your **Friends** list. Use  to scroll through the names.







Voice Capabilities

Using an Xbox Communicator, you can chat with your opponent while you play online. See the instructions that came with your Xbox Communicator for more information.

Friends List

You can add up to 100 other gamers to your **Friends** list. You can send and receive invitations from those friends, see if they are signed in, see which games they're playing, and more.

To add/delete a player to/from your Friends list

1. From the **Live Menu**, select **Friends List**.
 2. Press  to bring up the virtual keyboard.
 3. Enter the gamertag of the player you want to add to your **Friends** list.
- or–
1. Select **Create a Game** from the **Live Menu**.
 2. When the game is created, press  to bring up the **Options** menu.
 3. Select **Player List**.
 4. Select a player.
 5. Highlight **Send Friend Request**, and then press  to send the request.
- or–
- Highlight **Remove from Friends List**, and then press  to remove that player from your **Friends** list.
- or–
1. Go to the **Live Menu**.
 2. Select **Recent Players**.
 3. Select a player.
 4. Highlight **Send Friend Request**, and then press  to send the request.
- or–
- Highlight **Remove from Friends List**, and then press  to remove that player from your **Friends** list.


-or-

1. During a game, press **START** to bring up the **Pause** menu.
2. From the **Pause** menu, select **Network Options**.
3. From the menu that appears, select **Player List**.
4. Select a player.
5. Highlight **Send Friend Request**, and then press **A** to send the request.

-or-

Highlight **Remove from Friends List**, and then press **A** to remove that player from your **Friends** list.

The Xbox Live Icons

	Voice on		Game invitation received
	Voice muted		Friend is online
	Voice through TV		Friend request sent
	Game invitation sent		Friend request received

To invite a friend to join a game

1. Create a game.
2. Press **Y** to bring up the **Options** menu.
3. Select **Friends List**.
4. Select your friend.
5. Select **Send Game Invite**.

To appear offline to other players

1. Go to the **Live Menu**.
2. Select **Options**.
3. Select **User Options**.
4. Set your **User Status** to **Appear Offline**.

Pickup Game

Even if you grew up in the tropics, *NHL Rivals 2004* gives you a chance to experience the same 3-on-3 pond hockey that kids in the Great White North have been playing for generations.

Pickup Game allows you to connect up to six Xbox consoles over System Link or play with five other gamers using the Xbox Live service. No crowds, no announcers, no line changes—just fast, fun hockey for you and your friends played on specially designed ice venues that'll take you back to your Canadian youth (real or imagined).

When you've joined or started a game, select your Player Role (see pg. 15), and sign in. You'll keep this Player Role throughout the game, so choose carefully!



Hockey Basics

You're ready to stop reading and start playing. That's respectable. Here are the basic things you'll need to know if you want to hold your own out there.

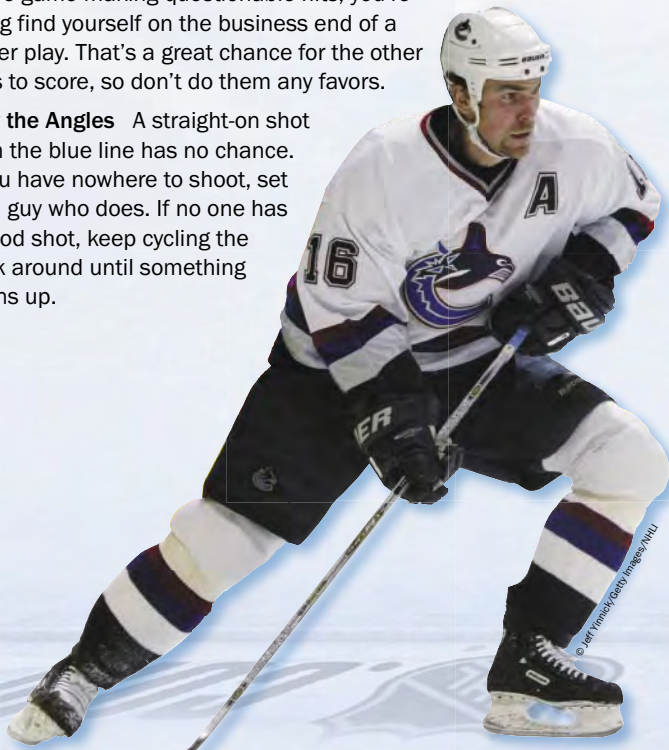
Move the Puck You'll have a better chance of burying the puck if you keep it moving from one player to another. Look for clear passing lanes, find the open man, and get the puck to him.

Play D When the other team gets the puck in your zone, skate back, and shut down its scoring chances. Keep a guy between the other team's shooters and your net. They'll try to move the puck around, so keep your eyes open.

Keep it Fresh Don't let your guys get tired; send a fresh line on the ice every 30-60 seconds. If you tend to forget, you can let the game automatically handle line changes for you.

Keep it Clean Sure, penalties are inevitable, but if you spend the entire game making questionable hits, you're going find yourself on the business end of a power play. That's a great chance for the other guys to score, so don't do them any favors.

Play the Angles A straight-on shot from the blue line has no chance. If you have nowhere to shoot, set up a guy who does. If no one has a good shot, keep cycling the puck around until something opens up.



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● ArtSource

● Omni Interactive Audio



● S&T OnSite

● Volt

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Important: Individuals under 18 years of age need a parent's or guardian's permission to call a pay-per-call number. Local and long distance telephone toll charges may apply. It is the customer's responsibility to check with their telephone company to determine if additional telephone charges will apply. Permission required from the telephone bill payer. Prices subject to change without notice. May not be available in all areas. Requires a touch-tone telephone. Call length is determined by user. Messages subject to change without notice.

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For more information, visit us on the Web at www.xbox.com

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