

A VRH SCAN.

# WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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

# WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

#### USE OF UNAUTHORIZED PRODUCT:

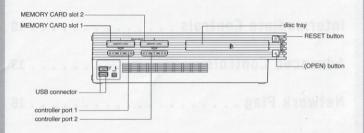
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

#### HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

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

Getting Started 2
Starting Up
Classic Controls5
Intermediate Controls 10
Advanced Controls
Network Play
ESPN NHL 2K5 Credits

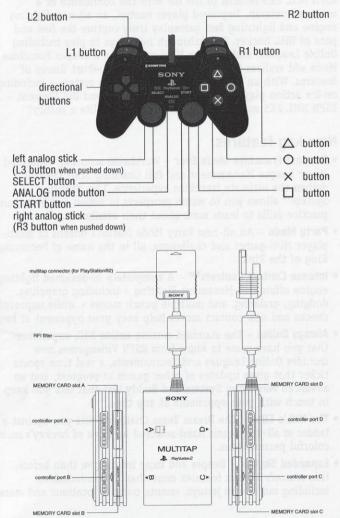
# **GETTING STARTED**



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the ESPN NHL 2K5 disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

At any point during ESPN NHL 2K5 gameplay you may quit the game by pressing the START button and choosing "Quit." To restart your PlayStation®2, press the RESET button on the front side of the console.

# DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



# THE BEST GETS BETTER

Poised to defend its title as the #1 rated hockey video game, ESPN NHL 2K5 returns to the ice with the confidence of a seasoned veteran. Improved player control, an all-new fighting engine and lightning fast gameplay truly capture the feel and pace of NHL hockey. Breakthrough new ways to play including Online Leagues, multi-player Mini-games and a deeper Franchise Mode add endless replay value to an already robust lineup of features. With an exclusive ESPN presentation system – including on-ice action play-by-play from Gary Thorne and Bill Clement – ESPN NHL 2K5 makes skating with the NHL's elite a reality!

# New key features:

- Deepest Franchise Mode Ever Worldwide scouting, enhanced Minor League Management and full Coaching Staff Control deliver the ultimate franchise experience. Live Scouting System™ allows you to watch prospects in action and even run practice drills to learn more about their attributes.
- Party Mode An all-new Party Mode features dozens of multiplayer Mini-games and challenges, all in the name of becoming King of the Rink.
- Intense Contact Controls™ A completely re-designed fighting engine offers Full-Movement Fighting – including grappling, dodging, grabbing, and multiple punch moves – while improved checks and new contact moves help keep your opponent at bay.
- Always Online The standard-setting online NHL experience
  that you have come to know from ESPN Videogames now
  includes Online Leagues and Tournaments, a real time sports
  ticker that gives updates of other games in progress, and an
  advanced Messaging System and Buddy List that lets you keep
  in touch with your opponents at any time.
- The NHL's Elite The Dream Team Challenge pits you against a ladder of all-star teams hand-selected by some of hockey's most colorful personalities.
- Expanded Skybox Deeper and more interactive than before, this season's Skybox features more than 150 unlockables, including more retro jerseys, remote outdoor locations and more!

# **CLASSIC CONTROLS**

# **OFFENSE**

Faceoff (Classic, Intermediate, and Advanced)

Left analog stick . . . . . . Aim Pass

button . . . . . . . . Draw puck / Pass

• button . . . . . . . . . . Control skater facing-off

button . . . . . . . . . Switch user-controlled skater

START button ......Pause game

Offense (with puck)

Left analog stick . . . . . . Move skater

Right analog stick . . . . . Total Control Dekes (see below)

Directional button . . . . . UP: Switch forward lines. DOWN: Switch

defensive lines. LEFT or RIGHT:

Change strategies.

+ R1 button ......LEFT: Decrease aggression level. RIGHT:

Increase aggression level.

(NOTE: Home/Away Lineup Changes must be set to Manual.)

R1 button ........Speed burst

⊗ button . . . . . . . . . . . . . . . Pass (Press and hold for a flip pass)

• button .........Speed burst

△ button .........Dump (Hold triangle for longer dump)

+ R1 button . . . . . . . . . Hold \( \Delta \) button to Deke / Release to shoot.

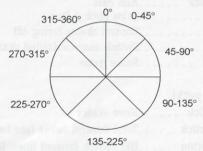
L2 button . . . . . . . . . . . . Pass and Go

R2 button .........Sidestep

**START** button ........Pause game

# Coach's Tip - Total Control Dekes

You can perform a variety of special moves with the Right analog stick. The chart below shows the move performed by moving the Right analog stick in a given direction.



0-90° = Deke right

90-135° = Side-step right

135-225° = Full stop

225-270° = Side-step left

 $270-359^{\circ} = Deke left$ 

# Coach's Tip - Be Patient

Unless you're on a breakaway, allow your team time to regroup before entering the attacking zone. The more men you have inside your opponent's blue line, the better your chances at controlling the puck and setting up a quality shot. Try cycling the puck back and forth between your forwards and defensemen. This will create more opportunities to exploit any openings that may appear in the defense. Don't be afraid to bring the puck behind the net and switch it over to the other side of the zone. If you see a forward open in the slot or a defenseman ready to blast a slapshot from the point, get them the puck and let it rip. Patience and persistence will ultimately bring you the most success when on the attack.

# Offense (without puck)

Left analog stick . . . . . . Move skater

Right analog stick . . . . . Intense Contact Controls

**Directional button** . . . . . Change lines / strategies

(NOTE: Home/Away Lineup Changes must be set to Manual.)

R1 button ......Speed burst

⊗ button .........Change skaters (Hold to select goalie)

• button ......One-Timer / Hook

△ button . . . . . . . . . Deflection

# Board Pinned (Classic, Intermediate, and Advanced)

Left analog stick . . . . . . Move skater

• button ......Elbow

# Penalty Shot

Left analog stick . . . . . . Move Skater

L1 button ..........Sidestep

R1 button . . . . . . . . . Speed burst

• button . . . . . . . . Speed burst

△ button . . . . . . . . . Hold to Deke / Release to shoot

DEFENSE (daily decrease) sensible	
Left analog stick Move skater	
+ L1Skate backwards	
+L1 + Right analog stickTotal Stick Control	
Right analog stick Intense Contact Controls	
Directional buttonUP: Switch forward lines. DOWN: Switch defensive lines. LEFT or RIGHT: Change strategies.	-
+ R1 buttonLEFT: Decrease aggression level. RIGHT Increase aggression level.	:
(NOTE: Home/Away Lineup Changes must be set to Manual.)	
L1 button	
R1 button Speed burst	
⊗ button	
o button	
button	
△ button Block / Dive (depending on situation)	
START buttonPause game	
Sort Mithest Bush (C)	
Goalie Without Puck (Classic and Intermediate)	
Left analog stick Move goalie	
Directional button	
+ R1 button	
(NOTE: Home/Away Lineup Changes must be set to Manual.)	
L1 buttonBest stance	
R1 buttonPosition goalie	
🛇 button	
button	

Goalie With Puck (Classic, Intermediate, and Advan	.ced)
Left analog stick Move goalie	
🛇 button	
● button Leave puck	
buttonClear	
<b>△</b> button Cover	
Goalie Holding Puck (Classic, Intermediate, and Adv	vanced)
Left analog stickMove goalie	
🔉 button Drop puck and pass	
buttonDrop puck	
button Drop clear	
<b>△</b> button Cover	
Board Pin (Classic, Intermediate, and Advanced)	
Left analog stickMove skater	
🛇 button	
● button	
📵 button	
▲ buttonCancel pin	
FIGHTING (Classic, Intermediate, and Advanced)	
⊗ buttonDuck / Dodge	
● button	
buttonPunch	
△ button Uppercut	
R1 button	
<b>L1</b> button Grab Left	
R2 buttonFake Punch	
L2 buttonTaunt	

# **INTERMEDIATE CONTROLS**

# **OFFENSE**

Faceoff (see Classic Controls)

Offense (with puck)

Left analog stick . . . . . . Move skater

Right analog stick . . . . . Total Control Dekes (see description in

Classic Controls)

only)

Directional button .....UP: Switch forward lines. DOWN: Switch

defensive lines. LEFT or RIGHT: Change

strategies.

+ R1 button . . . . . . . . LEFT: Decrease aggression level. RIGHT:

Increase aggression level.

(NOTE: Home/Away Lineup Changes must be set to Manual.)

R1 button ........Speed burst

⊗ button . . . . . . . . . . . . Pass

• button . . . . . . . . . . Protect puck

△ button .........Dump (Pressure sensitive - the longer you hold the △, the higher and farther

the puck will go.)

+ R1 button . . . . . . . . . . . . . . . Hold \( \text{\text{D}}\) button to Deke / Release to shoot.

START button ........Pause game

Offense (without puck)

Left analog stick ..... Move skater

Right analog stick . . . . . Intense Contact Controls

(any direction)

**Directional button** . . . . . Change lines / strategies

(NOTE: Home/Away Lineup Changes must be set to Manual.)

R1 button .......Speed burst

**⊗** button . . . . . . . . . Change skaters

■ button .....One-timer / Deflection

+ L1 button . . . . . . . . . Poke dive

**△** button . . . . . . . . . Poke check

**R2** button ..........Shot block / Knee drop

+ L1 button . . . . . . . . . . . . . . . Select goalie (w/ Goalie Control on MANUAL)

Board Pinned (see Classic Controls)

Penalty Shot

Left analog stick . . . . . . Move skater

R1 button ......Speed burst

• button . . . . . . . . . Protect puck

△ button .........Dump

+ L1 button . . . . . . . . . . . . . . . Hold \time button to Deke / Release to shoot

# **DEFENSE**

R1 button . . . . . . . . Speed burst

● button . . . . . . . . . . . Check/ Push

• button . . . . . . . . . Shoot loose puck

△ button . . . . . . . . . Poke check

R2 button ......Shot block / Knee drop

+ L1 button . . . . . . . . . . Select goalie (w/ Goalie Control on MANUAL)

L2 button .....Grab puck from the air

Goalie Without Puck (see Classic Controls)

Goalie With Puck (see Classic Controls)

Goalie Holding Puck (see Classic Controls)

Board Pin (see Classic Controls)

FIGHTING (see Classic Controls)

# **OFFENSE**

Faceoff (see Classic Controls)

Offense (with puck)

Left analog stick . . . . . . Move skater

Right analog stick . . . . . Total Control Dekes (see Classic Controls)

+ L1 button ...........Flip Puck Deke (for skilled

puckhandlers only)

**Directional button** . . . . . UP: Switch forward lines. DOWN: Switch

defensive lines. LEFT or RIGHT: Change

strategies

+ R1 button . . . . . . . . LEFT: Decrease aggression level. RIGHT:

Increase aggression level.

R1 button ........Speed burst

⊗ button ...........Pass

+ L1 button ..........Flip pass

• button . . . . . . . . . Protect puck

+ L1 button . . . . . . . . . . . . . Hold • button to Deke / Release to shoot

△ button . . . . . . Dump (Pressure sensitive - the longer you hold the [triangle button symbol],

the higher and farther the puck will go.)

**START** button ........Pause game

Offense (without puck)
Left analog stick Move skater
+L1
Right analog stickIntense Contact Controls (any direction)
Directional button Change lines / strategies
+ R1 button
R1 buttonSpeed burst
⊗ button Change skaters
+ L1 button
• buttonCheck
+ L1 buttonHook
buttonOne-timer / Deflection
+ L1 button Poke dive
△ button Poke check
R2 buttonShot block / Knee drop
+ L1 buttonSelect goalie (w/ Goalie Control on MANUAL)
L2 buttonGrab puck from the air
Board Pinned (See Classic Controls)
Penalty Shot
Left analog stick Move skater
R1 buttonSpeed burst
• button
+ L1 button Hold <b>⑤</b> button to Deke / Release to shoot
button
+ L1 button
△ buttonDump

JEI EN JE
eft analog stickMove skater
1
Right analog stick Total Stick Control
Right analog stick Intense Contact Controls (any direction)
Directional buttonUP: Switch forward lines. DOWN: Switch defensive lines. LEFT or RIGHT: Change strategies.
R1 buttonLEFT: Decrease aggression level. RIGHT: Increase aggression level
R1 buttonSpeed burst
♦ button
L1 button
button
L1 buttonHook
buttonShoot loose puck
L1 buttonPoke dive
<b>△</b> button Poke check
R2 buttonShot block / Knee drop
<b>L1</b> button Select goalie (w/ Goalie Control on MANUAL)
.2 buttonGrab puck from the air

**DEFENSE** 

#### **Goalie Without Puck**

Left analog stick ..... Move goalie

**R1** button . . . . . . . . . Position goalie

**⊗** button . . . . . . . . . Change skaters

+ L1 button . . . . . . . . . . Stance down / Back sprawl

• button . . . . . . . . . Press and hold for check

+ L1 button . . . . . . . . . . Stance up

button . . . . . . . . . . Poke check

+ L1 button ........Dive poke

△ button . . . . . . . . Save / Best stance

+ L1 button . . . . . . . . . Stacked pads stance

Goalie With Puck (see Classic Controls)

Goalie Holding Puck (see Classic Controls)

Board Pin (see Classic Controls)

Fighting (see Classic Controls)

# Setting up your PlayStation®2 console for Network/Online play

ESPN NHL 2K5 is compatible with network configuration files from other PlayStation®2 Online games. To play Online with ESPN NHL 2K5, you'll need to have a network configuration file saved on your memory card (8MB) (for PlayStation®2) or internal hard disk drive (40GB) (for PlayStation®2). You can use the Network Adapter Star-Up Disc that came with your network adapter (Ethernet/modem) (for PlayStation®2) or the Network Configuration GUI in this game to create a network configuration.

You'll need to know the set up information for your Internet Service Provider (ISP), such as your user ID and password if applicable. You may want to have the documentation from your Internet Service Provider handy when you begin. To setup your Network/Internet connection, select **Config Manager** from the **Network Configuration** menu. This will open the Network Settings main menu.

Select Add Setting to create a new network configuration. Follow the instructions to enter the information requested. When you are done, you will be able to connect your PlayStation®2 console to the ESPN NHL 2K5 game servers and play with other players over the Network/Internet. The information for your ISP will be saved on your memory card (8MB) (for PlayStation®2). Select Network Play from the Main Menu to experience a whole new level of competition with ESPN NHL 2K5 online!

# **Creating a Network Configuration:**

- · On the Network Configurations screen, select CONFIG MANAGER.
- · On the Network Setting screen, select ADD SETTING.
- · Follow onscreen instructions.
- $\cdot$  On the Confirm Overlay, to test your connection, highlight YES and press the  $\bigotimes$  button.
- Press the O button to restart the game.

# Logging On:

- On the Network Configurations screen, select a saved Network Setting and press the ⊗ button to log on.
- If you've already created a User Account, press the START button to advance. (If not, see Creating a New Account below).

# **Creating a New Account:**

- · On the Online Authentication screen, select NEW ONLINE ACCOUNT.
- $\cdot$  On the Create Account screen, enter account information using the Virtual Keyboard.
- · Press the START button to advance.

# **ONLINE MENU**

#### Play

On the Online Main Menu screen, you select which game mode you want to play.

Game types: Exhibition, Battle Mode, Mini-Rink, and Skills.

(Note: To set your online options, first select Online Desk from the Online Menu, then select Online Options.)

#### Join a Game

Select Join a Game to join any of the game types.

- Highlight a user and press the ⊗ button. An overlay will appear.
- Select CHALLENGE. If the user accepts, the Team Select screen will appear.

#### Find a Game

You find the specific game types you want to play.

#### Create a Game

Create a Game allows you to create your own game and allows you to control the game type and settings

(Note: In the Team Select screen, and thereafter in gameplay, if you and your competitor each own a Playstation®2 voice chat headset, you can talk to one another as you play.)

#### Ranked Games

The competition gets changed in Ranked Games. You can compete with other players online while all wins and losses are tracked on the Leader Boards.

#### **Battle Mode**

Battle mode allows users to play against other players in an assortment of mini-games.

#### Mini-Rink

Mini-Rink is played with two skaters (the Left Wing and the Center) and a goalie for each team. In a miniature rink game penalties are turned off, the hitting power is turned up, and the boards are unusually bouncy. This mode is great for those who enjoy arcade-style hockey.

#### Skills

Challenge the other team to a sequence of tests to see whose skills are the best. The cumulative score from the six events is compiled to arrive at the overall winner.

- 1 on 1: Each starting skater on each team gets two chances to score on the opposing goalie. The team with the most goals wins.
- Hardest Shot: Each starting player gets two shots. Fire the puck into an empty net as hard as you can. The winner is the player that scores the hardest shot into the net. The Hardest Shot Challenge controls: Move up on the left analog stick to move towards the puck. As your player reaches the puck, quickly move down on the right analog stick to wind up your stick and move up on the right analog stick to slap the puck towards the goal.
- **Breakaway Relay:** Just like the 1 on 1 competition, except that after shooting, each player has to skate back to the red line to let the next player qo.

- Accuracy: 4 targets, 9 pucks, and 25 seconds per player. Break
  the targets as quickly as you can, using the least amount of
  pucks in order to win this event.
- Puck Control: Navigate through the cones as quickly as possible without losing control of the puck.
- Fastest Skater: Each starting skater gets one chance. Try to get
  the fastest overall time skating around the rink to win. The
  Fastest Skater Challenge control scheme: Repeatedly press the

   button to make your player skate faster.

#### Leagues

Want to play a tournament or an entire season of NHL hockey? In the Leagues menu, you can select to create or join a Tournament or Season.

#### Online Desk

The Online Desk contains several features that allow you to see and send ESPN NHL 2K5 information as well as adjust your own game types and options.

# Players / Friends

Players / Friends allows you to add preferred opponents to a list for future games of ESPN NHL 2K5. All management of your friends list can be found here.

#### **ESPN Messaging**

Send and receive emails from your friends as well as receive league notifications.

#### Leader Boards

The Online Leader Board screen displays the online player rankings for each mode except Unranked games.

#### **Latest News**

The Latest News screen gives you all the latest news pertaining to ESPN NHL 2K5 Online.

# **Online Options**

The Game Settings screen allows you to set the game options for the games that you create.

#### **Downloads**

The Roster Downloads screen allows you to download the latest NHL rosters, making it quick and easy to keep ESPN NHL 2K5 current with trades and other roster movement.

# Sign Out

Select Sign Out to log off from the network.

Note: If you frequently experience difficulty joining an ESPN NHL 2K5 online game and are using an Internet sharing device (e.g. broadband router or firewall) you may need to enable Port Forwarding (sometimes called Virtual Server) on the device. Please refer to the manual that came with your Internet sharing device for specific setup instructions. You will need to forward UDP port 3658 to the IP address assigned to your PlayStation®2 console. This may require changing Your Network Configuration file from an "Auto" IP address (DHCP) to a "Manual" IP address, ESPN NHL 2K5 includes a Network Configuration GUI for setting up and modifying these files. If you continue to experience difficulty joining online games, try bypassing your Internet sharing device by connecting your PlayStation®2 console directly to your DSL, modem, or cable modem. In this case, you may need to create a new Your Network Configuration file before your PlayStation®2 console will connect to the Internet.

This game is presented in Dolby Pro Logic II. Connect your game console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. You may also need to select "Dolby Pro Logic II" from the audio options menu of the game.

#### **KUSH GAMES**

#### **Executive Producer**

Umrao Mayer

#### **Technical Director**

Philip Watts

#### **Art Director**

Al Spong

#### Director of Software Engineering

Romain Soson

#### Director of Graphics

George Simmons

#### NHL 2K5 DEVELOPMENT TEAM

#### Project Manager

Scott Krager

#### Tech Lead

Philip Watts

Art Lead

Al Spong

#### **Programmers**

Rolando Caloca Olivares

Brian Hendriks

Brian Lhota

Randy Platt

Dale Son

Trevor Stephenson

Jean-François Vezina

#### Artists

Lan-Fang Chang

James Cordero

Christian De Leon

Bryan Lian Doo Ma

#### Design

Colin O'Hara

#### Audin

Joel Simmons

#### Additional Programmers

Gopi Gopal

Sumir Kataria

Anand Madhavapeddy

Kishore Majety

#### **Additional Artists**

Adam Bain

Christian Halsell

Johnny Liu

Robert Miller Baback Moussavi

# Testing

Tim Taylor

#### **Motion Capture Actors**

Kelly Askew

Sean Froom

James Jenson

Scott Krager

Martin Lacroix

Christian Lalonde Robert Nelson

#### Mocap Capture Studio

#### **Motion Analysis Studios**

Kristina Adelmever

Matt Bauer

Scott Gaigan

Jeff Swenty

#### Commentators

Bill Clement

Gary Thorne

#### PA Announcer

Phil Hulett

#### **Rosters and Ratings**

Ben Bishop

Colin O'Hara Harry Ouzounian

#### Special Thanks

Alan Palmer

Walter Hecht

Daniel Veselak

Dennis Michaud

Mark Roberts

Ketu Patel

Rich Nelson

Brian Platt

Adam Ling

Ice Station Valencia

Visual Concepts Entertainment, Inc.

**Executive Producer** 

Greg Thomas

**Project Manager** Ben Bishop

Marketing/Public Relations

Matt Atwood J. Mateo Baker Anthony Chau Shelby Cox David DePaulis Nikki Flynn Rustin Lee Moni Orife Otto Park Steve Raab Mike Rhinehart Tim Rosa Christian Scatena

Video Director J. Mateo Baker

Director of Quality Assurance

Chien Yu

Senior Lead Tester Robert Nelson

Quality Assurance Supervisor John Crysdale

Standards Lead Tester

Evan Boehler Lead Tester

Damon Perdue

Assistant Lead Tester Joseph Chasan

Senior Tester Chris Ganz Aaron Baxter

**Quality Assurance** Mike Andrews Adam Ausiello Byron Andrew

Dave Bass Jason Battle Quality Assurance Cont.

Ken Benitez Jr. Jeff Bentley Robert Britt Elton Brown Erick Boenisch Tim Cainglit Owen Christy Kevin Clement Tim Collins Ross Conkey Brian DeGraf Ray Disanza David Dixon Marion Dreo Justin England Chris Finch Jeremy Ford Wayne Gin Jordan Hanke Ocie Henderson Jeffery Holton Dan Indra Tyler Jacobson Arthur Javier Byron King Guy Lasky Joel Lehmann Joseph Levesque Rvan Lim Micah Long Marco Lopez Richard Luk Will Madia Kurt Maffei

Rvan Medina

James Miller

Vince Morales

Thomas Moyles

Geoffrey Nahashon

William Parkman

Andrew Patania

James Procopio

Nathan Rodriguez

Dion Peete

David Prugh

Quality Assurance Cont.

Brian Rust Matt Schultz Shawn Sims Jason Souza Luciano Sponza Marshon Thomas

Jake True Derek Williams Donell Williams Dustin Wright Robert Zavala Bryan Austin Alex Hayden Ryan Hunt

Network Lead Tester Robert Leach

**Network Assistant Lead Tester** Jerson Sapida

**Network Senior Testers** Simon Chan Chris Watkins

Network Quality Assurance

Jacob Adina Nathan Burks Clifford Chin Adam Domenick Adam Fair Jerel Francisco Joshua Graham Paul Hilburn Matt Holler Jesse Jones Dan Nicolaisen Brian Osoteo Eric Ottolini Blair Reynolds Mike Rose Johannes Robbins Evan Rice Jake Stockstell

Chad Urguhart

Borden Wong

Morgan Wren

Mastering & Release Specialist Jason Bakke

OA Tech Jose Gutierrez Mike Rogers Alan Trammel

Manual/Test Plan Writer Richard Khoo Timothy Collins

Manual Design and Localization Vicki Morawietz of VAM Design

Motion Capture Supervisor David Washburn

Senior Motion Capture Specialist Junior Sison

Motion Capture Specialist Kai Ma

Motion Capture Technician Josh LaBrot

Motion Capture Technician Otto Park

Intro Video Produced By LABEL - www.L4B3L.com

Intro Video Creative Director/3D Shay Casey

Intro Video Editing/Motion Graphics Jeff Juliard

Intro Video Audio and SFX Ryan Carrington

Intro Video Rapper Clay Reed Special Thanks

Neil Abbott Chris Drury Jessica Galetz Lewis Gross Jeremy Roenick Brendan Shanahan Martin St. Louis Derek Tanis - KO Sports, Inc. Marty Turco Dave McCarthy (NHL) Catherine O'Brien (NHL)

# **ESPN NHL 2K5 CREDITS**

Special Thanks Cont. Linda M. Santiago (NHL) Lynn White (NHL) Martin McQuaig (NHLPA) Mike Ouellet (NHLPA) Ted Saskin (NHLPA) Jeff Thomas Scott Patterson Mike Rhinehart Tim Walter Chris Larson J. Mateo Baker Joe Chasan Brian Luzietti Larry Peacock Randy Rivas Richard Yee Erik Andreassen Bobby Wen Jenn Baker Sharon Hunter Todd Flournov Chien Yu Rob Jones Derrick Avnaga Asif Chaudhri Matt Crysdale Alvin Cardona Robert Nelson Junior Sison Mark Washington Tim Schroeder Erick Boenisch Casey "Boomsucka" Yost Chris Wszolek (WAZ) and the entire ESPNHockey.net community www.espnhockev.net Brian Fletcher Armond Deravakian Glen Leskinen Blair Fidak Anthony Yampol Operation Sports www.operationsports.com MFS YHVH Trov Lee The SS Dynasty Keeps Rolling...

**ESPN** SVP & GM of Enterprises Rick Alessandri President ESPN Inc. George Bodenheimer SVP Marketing Lee Ann Daly VP. Talent and Administration Al Jaffe Lawuer Wil Reeder **EVP Enterprises. Magazine and** ESPN.com John Skipper

VP. Enterprises

Tori Stevens VP, Marketing Aaron Taylor

ESPN Thanks to: Marketing Manager ESPN Enterprises Peggy Brolly

**Director ESPN Enterprises** Consumer & Media Products Mary B. Moore

**Graphic Designer** Chris Pelczynski

**Graphic Artist** Renata Sedzimir

Producer Eric Sorensen

ESPN Videogames would like to thank the following artists/record labels for music inclusion in ESPN NHL 2K5. Please support the following artists.

#### From Satellite

"Fair Is Fair" When All is Said and Done Courtesy of From Satellite Songs. (ASCAP) ©2004 Pat's Record Company/ Universal Records www.FromSatellite.com

#### From Satellite

"Mouth" When All is Said and Done Courtesy of From Satellite Songs, (ASCAP) ©2004 Pat's Record Company/ Universal Records www.FromSatellite.com

#### Calcutta

"Consciously Unconscious" The World Alone ©2003, Calcutta: N. Villa, M. Villa, Panicker, Sharma, and Umeda www.CalcuttaMusic.com

#### Calcutta

"Get Away" The World Alone ©2003, Calcutta: N. Villa, M. Villa, Panicker, Sharma, and Umeda www.CalcuttaMusic.com

#### Calcutta

"Driving On" The World Alone ©2003, Calcutta: N. Villa, M. Villa, Panicker, Sharma, and Umeda www.CalcuttaMusic.com

#### Calcutta

"Crimson Sky" The World Alone ©2003, Calcutta: N. Villa, M. Villa, Panicker, Sharma, and Umeda www.CalcuttaMusic.com

#### Calcutta

"Alarms" The World Alone ©2003, Calcutta: N. Villa, M. Villa, Panicker, Sharma, and Umeda www.CalcuttaMusic.com

#### Calcutta

"The World Alone" The World Alone ©2003, Calcutta: N. Villa, M. Villa, Panicker, Sharma, and Umeda www.CalcuttaMusic.com

#### Burn The 8 Track

"In Full Return" The Ocean Courtesy of Magic Arts Publishing ©2004, Magic Arts Publishing (ASCAP) www.burnthe8track.com

#### Burn The 8 Track

"Two Worlds Apart" The Ocean Courtesy of Magic Arts Publishing ©2004, Magic Arts Publishing (ASCAP) www.burnthe8track.com

#### **Burn The 8 Track**

"My Own Flag"
The Ocean
Courtesy of Magic Arts Publishing
©2004, Magic Arts Publishing
(ASCAP)
www.burnthe8track.com

#### Silent But Deadly

"Red Ice"

©2004, Silent But Deadly: Dunable and Azad

#### **Silent But Deadly**

"Playoff Moustache"
©2004, Silent But Deadly: Dunable
and Azad

#### Silent But Deadly

"Givin' 'Em Lumber"

©2004, Silent But Deadly: Dunable
and Azad

#### Heads Up

"All I Need"

©2004, Silent But Deadly: Azad,
Dunable, Altomare, Spero, and
Burbidge

#### Heads Up

"A.R.H."
©2004, Silent But Deadly: Azad,
Dunable, Altomare, Spero, and
Burbidge

#### Heads Up

"Picture Perfect"

©2004, Silent But Deadly: Azad,
Dunable, Altomare, Spero, and
Burbidge

#### Concept

"Gothic Voices"
Courtesy of Water Music Records
©2001, Marzpan Music (BMI)

#### Concept

"Evolution!" Courtesy of Water Music Records ©2001, Marzpan Music (BMI)

#### Concept

"Eternal Life"
Courtesy of Water Music Records
©2001, Marzpan Music (BMI)

#### Phil Ranelin

"Sounds From the Village"
Remixes
Courtesy of Phillran Music (BMI)
©2001, Hefty Records

#### Recliner

"Making a Friend"
Courtesy of Poison Pen Records
©2004, Recliner: Seidel, Benson,
Evans, and Carney

#### Recliner

"All Pleasure"
Courtesy of Poison Pen Records
©2004, Recliner: Seidel, Benson,
Evans, and Carney

#### Recliner

"Bonus Track"
Courtesy of Poison Pen Records
©2004, Recliner: Seidel, Benson,
Evans, and Carney

#### Trans Am

"Play in the Summer"
Redline
Courtesy of Thrill Jockey Records
©2000, Trans Am/Bethesda Music
(ASCAP)

#### The Ultimate Lovers

"Rock and Roll Fight"
Rock and Roll Fight EP
Courtesy of The Ultimate Lovers
©2002, The Ultimate Lovers

#### Halfway to Gone

"Turnpike"
Halfway to Gone
Courtesy of Small Stone Records
©2004, Halfway to Gone/Small
Stone Records (ASCAP)

#### Halfway to Gone

"King of Mean"
Halfway to Gone
Courtesy of Small Stone Records
©2004, Halfway to Gone/Small
Stone Records (ASCAP)

#### **Novadriver**

"Void"
Void
Courtesy of Small Stone Records
©2001, Novadriver/Astrophonic
(ASCAP)

#### Grinder

"Everything"
Gotta Keep Movin'
Courtesy of Red Line Records
©2002, Grinder/Astrophonic
(ASCAP)

#### Grinder

"All That I Want"
Gotta Keep Movin'
Courtesy of Red Line Records
©2002, Grinder/Astrophonic
(ASCAP)

#### Grinder

"No Fun"
Gotta Keep Movin'
Courtesy of Red Line Records
©2002, Iggy and the Stooges

Special Thanks to Paul Courselle and Never Look Back for additional Arena Rock Music.

A&R / Music Supervision: Tim Rosa Please email <trosa@espnvideogames.com> for inclusion in future ESPN videogames and/or tour support

All Trademarks are the property of their respective owners. The names and logos of all the arenas are trademarks of their respective owners and are used by permission. Certain Trademarks used herein [or hereon] are properties of American Airlines, Inc. used under licence to Seqa. All rights reserved.

# Insider

Your source for premium online sports content.

Get the latest scoop on your favorite teams and athletes with

500

daily links from news sources across the web.

# Insider Benefits

- Mel Kiper on College Prospects and the NFL Draft
- Scouts Inc. NFL Player Evaluations, Weekly Matchups and Fantasy Advice
- > Former NFL GM Randy Mueller
- > Chad Ford on the NBA
- > Realtime Scoring discreetly on your desktop
- Rob Neyer and Jerry Crasnick on MLB

- Rumor Central
- Personal PTI Video Application
- **ESPNLocal Personalization**
- Wireless Alerts
- Fantasy Power Picks offering advice and ratings to help win your fantasy league
- > \$10 OFF All Fantasy game purchases
- Full coverage of every sport in every issue of ESPN The Magazine delivered to you every 2 weeks

# REGISTER YOUR GAME AT WWW.ESPNVIDEOGAMES.COM FOR A CHANCE TO WIN COOL PRIZES! YOU CAN ALSO ELECT TO RECEIVE:

- EMAIL NEWS
- EXCLUSIVE INFORMATION
  - SPECIAL OFFERS FROM ESPN VIDEOGAMES

\*THIS LIMITED WARRANTY IS VALID FOR SEGA PRODUCTS FOR PLAY ON PLAYSTATION®2
COMPUTER ENTERTAINMENT SYSTEM MANUFACTURED FOR SALE IN AND PURCHASED AND
OPERATED IN THE UNITED STATES AND CANADA. ONLY!

**Limited Warranty** 

SEGA of America, Inc. warrants to the original consumer purchaser that the game disc or cartridge shall be free from defects in material and workmanship for a period of 90-days from the original date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, the defective game disc or cartridge will be replaced free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or manufacturing workmanship. This limited warranty does not apply to used software or to software acquired through private transactions between individuals or purchased from online auction sites. Please retain the original, or a photocopy, of your dated sales receipt to establish the date of purchase for in-warranty replacement. For replacement, return the product, with its original packaging and receipt, to the retailer from which the software was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Sega to obtain support.

#### Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact:

- web site . . . . . . . . . . . . . . http://espnvideogames.com/
- e-mail . . . . . . . . . . customerservice@espnvideogames.com

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL SEGA OF AMERICA, INC., BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. THE PROVISIONS OF THIS LIMITED WARRANTY ARE VALID IN THE UNITED STATES AND CANADA ONLY. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS THAT VARY FROM STATE TO STATE.

Developed by Kush Games. Sega is registered in the U.S. Patent and Trademark Office. Sega and the Sega logo are either registered trademarks or trademarks of Sega Corporation © SEGA CORPORATION, 2004. All Rights Reserved. NHL and the NHL Shield are registered trademarks of the National Hockey League. All NHL logos and marks and team logos and marks depicted herein are the property of the NHL and the respective teams and may not be reproduced without the prior written consent of NHL Enterprises, L.P. © 2004. All rights reserved. Officially Licensed Product of the National Hockey League. © NHLPA. ESPN NHL 2K5 is an Officially Licensed Product of the NHLPA. NHLPA, NHLPA, National Hockey League Players' Association and the NHLPA logo are trademarks of the NHLPA and are used under license by Sega of America, Inc.

This Software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment, Inc. ("SCEI"). "DNAS" retrieves information about a user's hardware and software for authentication, copy protection, account blocking, system rules, or game management and other purposes. The information collected does not identify the user personally and will not be shared with any non-SCE company. A Publisher can combine this information with personally identifying information from Publisher's records if the user provides the personally identifying information. Before providing any personal information to a Publisher's privacy policy and terms and conditions of use. Do not provide personally identifying information to a Publisher unless you accept the conditions of use and terms of their privacy policy. SCEI, Sony Computer Entertainment America ("SCEA") and their affiliates cannot guarantee the continuous operation of the "DNAS" servers. SCEA shall not be liable for any delay or failure of the "DNAS" servers to perform. If you receive a message during login identifying a "DNAS" authentication error, please contact SCEA Consumer Services at 1-866-466-5333. For additional information concerning "DNAS", visit www.us.playstation.com/DNAS. In the event of a systems incompatibility or inoperability with DNAS, the sole liable for any delays, system failures shall be limited to the repair or replacement of the user's affected game software, console, or peripherals at the option of SCEA. SCEA, it's parents, affiliates, or licensed Publishers shall not be liable for any delays, system failures, authentication failures, or system outages, which may, from time to time, affect online game play or access thereto.

This software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment, Inc. to provide security and to help protect copyrighted content. The unauthorized transfer, exhibition, export, import or transmission of programs and devices circumventing its authentication scheme may be prohibited by law. For additional information see www.us.playstation.com/DNAS.

RSA BSAFE® SSL-C and Crypto-C software from RSA Security Inc. have been installed. RSA is a registered trademark of RSA Security Inc. BSAFE is a registered trademark of RSA Security Inc. in the United States and other countries. RSA Security Inc. All rights reserved. All Trademarks are the property of their respective owners. The names and logos of all the arenas are trademarks of their respective owners and are used by permission. Certain Trademarks used herein [or hereon] are properties of American Airlines Inc. used under licence to Sega. All rights reserved.

# CHECK OUT THE 2K5 LINEUP



www.espnvideogames.com

Sega of America, Inc., 650 Townsend Street, Suite 650, San Francisco, CA 94120

Developed by Kush Games. Sega is registered in the U.S., Patient and Trademark Office. Sega and the Sega log are either registered trademarks or Trademarks of Sega Corporation © SEGA CORPORATION, 2004. All Rights Reserved. NHL and the NHL Shield are registered trademarks of the National Hockey League. All NHL logos and marks depicted herein are the property of the NHL and the respective teams and may not be reproduced without the prior written consent of NHL Enterprises, L.P. © 2004. All rights reserved. Officially Licensed Product of the National Hockey, National Hockey, League. SNHLPA SHEAD Association and the WHIPA Nogo are readmarks of the NHLPA and are used ricenses by Sega of America, Inc.

"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The Online icon is a trademark of Sony Computer Entertainment America Inc.