

Manual Cover

WARNING: READ BEFORE USING YOUR XBOX™ VIDEO GAME ENTERTAINMENT SYSTEM.

About Photosensitive Seizures

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

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

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

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information

The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

Avoid Damage to Your Television

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

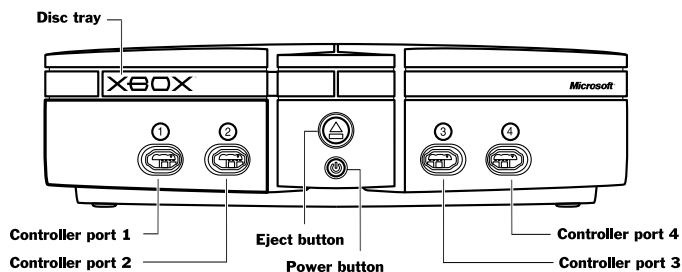
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Note: Visit <http://www.espnvideogames.com/nhl/> for an enhanced ESPN NHL Hockey manual detailing all the features available this year.

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



Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive

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

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



ESPN NHL Hockey is more than just the game of hockey. It is taking on anyone, anytime, anywhere. It is feeling the impact of a precision hit and splitting the D with a skilled skater. It is the battle for the puck and the glory of burying it in the back of the net. It is achieving milestones and setting the standard for others to follow. It is everything you'd want in a hockey game and nothing you'd expect. ESPN NHL Hockey - true to the NHL.

Just a few of this year's new features:

- **Groundbreaking Graphics Engine** – Pushing the hardware to new limits, player models and faces, environmental effects, arenas, cut-scenes, uniforms and more are meticulously detailed - raising realism to a new level.
- **Top-Notch Commentary** – A superstar booth features the best in the business, as ESPN's Gary Thorne and Bill Clement deliver smart play-by-play and color commentary with convincing situational analysis and true ESPN flavor.
- **The Skybox** – Admire as you acquire; unlock in-game features and customize your skybox with items that are earned by surpassing current NHL records and achieving other in-game milestones.
- **Got Skills?** – Put your skills to the test against the NHL's best as you compete for the title in all of the NHL's All-Star skills challenges.
- **Mini-Games Galore** – Plenty of extras to keep you busy outside of the traditional game including "Mini-Rink," a fast-paced 2 on 2 intense hockey experience, Pond Hockey, and enhanced skills events.
- **Know Your History** – Honoring the tradition and heritage of the NHL, playable historic teams and vintage jerseys let you indulge in some of the most legendary eras in the sport of hockey.
- **Online Play** – Hook it up and experience epic battles online with seamless gameplay for the Xbox™ video game system from Microsoft® with downloadable rosters, voice chat and more!

MENU CONTROLS

- left thumbstick** Move highlight and **directional pad**
- left thumbstick button** Sorts player in roster
- right thumbstick button** . . . View Player Card
- left trigger** Cycle back through options
- right trigger** Cycle forward through options
- A** Select / Advance / Cycle forward through options
- B** Return to previous screen
- X** View / Dismiss Help Overlay
- Y** Randomize teams / Cycle backward through options
- Black** Cycle forward through options
- White** Cycle backward though options
- START** Advance
- BACK** Return to previous screen

CLASSIC CONTROLS

OFFENSE

Faceoff (Classic, Intermediate, and Advanced)

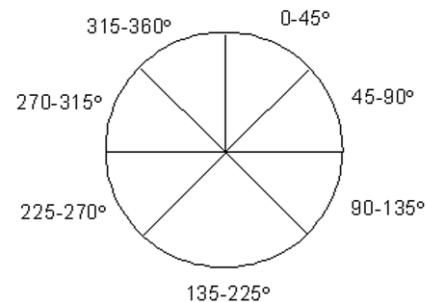
left thumbstick	Aim pass
A	Draw puck / Pass
B	Control skater facing-off
X	Switch user-controlled skater
START	Pause game

Offense with puck

left thumbstick	Move skater
right thumbstick	Total Control Dekes (see below)
directional pad	UP: Switch forward lines, DOWN: Switch defensive lines, LEFT or RIGHT: Change strategies
+ right trigger	LEFT: Decrease aggression level, RIGHT: Increase aggression level
left trigger	Protect puck
right trigger	Speed burst
A	Pass / Press and hold for a flip pass
B	Speed burst
X	Snap shot / Press and hold for a slap shot
Y	Dump
+ left thumbstick	Hold to deke / Release to shoot
White	Sidestep
Black	Sidestep
START	Pause game

Coach's Tip – Total Control Dekes

This new feature allows you to perform 7 special moves with the right thumbstick. The chart below shows the move performed by moving the right thumbstick in a given direction.



0-45° = Short deke right

45-90° = Long deke right (for skaters with high puck-handling rating)

90-135° = Side-step right (does not let go of the puck)

135-225° = Full stop (does not let go of the puck)

225-270° = Side-step left (does not let go of the puck)

270-315° = Long deke left (for skaters with high puck-handling rating)

315-359° = Short deke left



Coach's Tip – One Timer

A one-timer is when an offensive skater catches and shoots the puck in one quick motion. The speed of the one-timer can deny the goalie enough time to react, making it easier to score a goal. To perform a one-timer when passing to a computer-controlled skater, press the A button to pass and immediately press the X button, before the other skater receives the puck. During multiplayer games, to perform a one-timer when another skater passes you the puck, press the X button before the puck reaches you.



Offense without puck

- left thumbstick** Move skater
- + right thumbstick** Skate backwards
(hold any direction)
- directional pad** Change lines / strategies
- + right trigger** Change aggression
- left trigger** Grab puck from the air
- right trigger** Speed burst
- A** Change skaters / Hold down to
select goalie
- B** Check / Hold for a speed burst
- X** One-Timer / Hook
- Y** Deflection
- Black** Sidestep
- White** Sidestep

Board Pinned (Classic, Intermediate, and Advanced)

- left thumbstick** Move skater
- A** Change skaters
- B** Elbow
- X** Kick puck

Penalty Shot

- left thumbstick** Move skater
- left trigger** Sidestep
- right trigger** Speed burst
- B** Speed burst
- X** Shoot
- Y** Hold to deke / Release to shoot

Defense

left thumbstick	.Move skater
+ right thumbstick	.Skate backwards (hold any direction)
directional pad	.UP: Switch forward lines, DOWN: Switch defensive lines, LEFT or RIGHT: Change strategies
+ right trigger	.LEFT: Decrease aggression level, RIGHT: Increase aggression level
left trigger	.Grab puck from the air
right trigger	.Speed burst
A	.Change skaters
B	.Check / Hold for a speed burst
X	.Poke check / Hook (depending on situation)
Y	.Block / Dive (depending on situation)
Black	.Sidestep
White	.Sidestep
START	.Pause game

Goalie Without Puck (Classic and Intermediate)

left thumbstick	.Move goalie
directional pad	.Change lines / strategies
+ right trigger	.Change aggression
left trigger	.Best stance
right trigger	.Position goalie
A	.Change skaters
B	.Slash / Press and hold for check
X	.Poke check / Dive
Y	.Save / Best stance

Goalie With Puck (Classic, Intermediate, and Advanced)

left thumbstick	.Move goalie
A	.Pass
B	.Leave puck
X	.Clear
Y	.Cover

Goalie Holding Puck (Classic, Intermediate, and Advanced)

left thumbstick	.Move goalie
A	.Drop puck and pass
B	.Drop puck
X	.Drop clear
Y	.Cover

Board Pin (Classic, Intermediate, and Advanced)

left thumbstick	.Move skater
A	.Change skaters
B	.Check
X	.Push
Y	.Cancel pin

FIGHTING (Classic, Intermediate, and Advanced)

A	.Duck / Avoid
B	.Grab
X	.Punch

INTERMEDIATE CONTROLS

OFFENSE

Faceoff (see Classic Controls)

Offense with puck

left thumbstick	Move skater
left thumbstick button (click and hold)	Power charge
right thumbstick	Total Control Dekes (see description in Classic Controls)
directional pad	UP: Switch forward lines, DOWN: Switch defensive lines, LEFT or RIGHT: Change strategies
+ right trigger	LEFT: Decrease aggression level, RIGHT: Increase aggression level
right trigger	Speed burst
A	Pass
B	Protect puck
X	Snap shot / Press and hold for a slap shot
Y	Dump
+ left trigger	Hold to deke / Release to shoot
START	Pause game

Offense without puck

left thumbstick	Move skater
+ right thumbstick (hold any direction)	Skate backwards
directional pad	Change lines / strategies
+ right trigger	Change aggression
right trigger	Speed burst
A	Change skaters
+ left trigger	Change to last man back
B	Check
+ left trigger	Hook
X	One-timer / Deflection
Y	Poke check
+ left trigger	Poke dive
Black	Shot block / Knee drop
+ left trigger	Select goalie (w/ Goalie Control on MANUAL)
White	Grab puck from the air

Board Pinned (see Classic Controls)

Penalty Shot

left thumbstick	Move skater
right trigger	Speed burst
B	Protect puck
X	Shoot
Y	Dump
+ left trigger	Hold to deke / Release to shoot

DEFENSE

- left thumbstick** Move skater
- + right thumbstick** Skate backwards
(hold any direction)
- directional pad** UP: Switch forward lines, DOWN:
Switch defensive lines, LEFT or
RIGHT: Change strategies
- + right trigger** LEFT: Decrease aggression level,
RIGHT: Increase aggression level
- right trigger** Speed burst
- A** Change skaters
- + left trigger** Change to last man back
- B** Check
- + left trigger** Hook
- X** Shoot loose puck
- Y** Poke check
- + left trigger** Poke dive
- Black** Shot block / Knee drop
- + left trigger** Select goalie (w/ Goalie Control
on MANUAL)
- White** 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 thumbstick** Move skater
- right thumbstick** Total Control Deks
- directional pad** UP: Switch forward lines, DOWN:
Switch defensive lines, LEFT or
RIGHT: Change strategies
- + right trigger** LEFT: Decrease aggression level,
RIGHT: Increase aggression level
- right trigger** Speed burst
- A** Pass
- + left trigger** Flip pass
- B** Protect puck
- + left trigger** Hold to deke / Release to shoot
- X** Wrist / Snap shot
- + left trigger** Slap shot
- Y** Dump
- START** Pause game

Offense without puck

- left thumbstick** Move skater
- + right thumbstick** Skate backwards
(hold any direction)
- directional pad** Change lines / strategies
- + right trigger** Change aggression
- right trigger** Speed burst
- A** Change skaters
- + left trigger** Change to last man back
- B** Check
- + left trigger** Hook
- X** One-timer / Deflection
- Y** Poke check
- + left trigger** Poke dive
- Black** Shot block / Knee drop
- + left trigger** Select goalie (w/ Goalie Control
on MANUAL)
- White** Grab puck from the air

Board Pinned (See Classic Controls)

Penalty Shot

- left thumbstick** Move skater
- right trigger** Speed burst
- B** Protect puck
- + left trigger** Hold to deke / Release to shoot
- X** Wrist / Snap shot
- + left trigger** Slap shot
- Y** Dump

DEFENSE

- left thumbstick** Move skater
- + right thumbstick** Skate backwards
(hold any direction)
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- + right trigger** LEFT: Decrease aggression level,
RIGHT: Increase aggression level
- right trigger** Speed burst
- A** Change skaters
- + left trigger** Change to last man back
- B** Check
- + left trigger** Hook
- X** Shoot loose puck
- Y** Poke check
- + left trigger** Poke dive
- Black** Shot block / Knee drop
- + left trigger** Select goalie (w/ Goalie Control
on MANUAL)
- White** Grab puck from the air

Goalie Without Puck

- left thumbstick** Move skater
- right trigger** Position goalie
- A** Change skaters
- + left trigger** Stance down / Back sprawl
- B** Slash / Press and hold for check
- + left trigger** Stance up
- X** Poke check
- + left trigger** Dive poke
- Y** Save / Best stance
- + left trigger** Stacked pads stance

Goalie With Puck (see Classic Controls)

Goalie Holding Puck (see Classic Controls)

Board Pin (see Classic Controls)

Fighting (see Classic Controls)

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

ESPN NHL Hockey Development Team

Project Managers

Randy Sasaki

Umrao Mayer

Tech Lead

Philip Watts

Art Lead

George Simmons

Programmers

Brian Hendriks

Hanley Leung

Brian Lhota

Rob McLaughlin

Rolando Caloca Olivares

Dale Son

Jean-François Vézina

Chandra Yalangi

Artists

Adam Bain

Christian Halsell

Shelly Johnson

Jeff Kleinzweig

Robert Miller

Audio

Joel Simmons

Additional Programming

Jonathan Leung

Anthony Yu

Romain Soson

Randy Platt

Anand Madhavapeddy

Additional Art

Drew Krevi

James Cordero

Mayumi Shimokawa

Additional Design

Bob Baker

Haven Rocha

Testing

Tim Taylor

Mocap Actors

Christian Lalonde

Pierre Dufour

Martin Lacroix

Motion Capture Studio

Motion Analysis Studios

Special Thanks

www.Thunderpuck.com

Chris Wszolek

Brian Fletcher

Harry Ouzounian

Visual Concepts Credits

Executive Producer

Greg Thomas

Project Manager

Ben Bishop

Marketing/Public Relations

Anthony Chau

Dan Gallardo

Stacey Kerr

Rustin Lee

Steve Raab

Mike Rhinehart

Brad Schlachter

Director of Quality Assurance

Chien Yu

Lead Tester

Damon Perdue

Assistant Lead Tester

Robert Leach

Lead Network Tester

Kurt Maffei

Mastering and Release Specialist

Erik Andreassen

Quality Assurance

Jason Bakke

Jason Battle

Aaron Baxter

Evan Boehler

Erick Boenisch

Robert Britt

Gabrielle Brown

Elton Brown

Simon Chan

Quality Assurance Cont.

Joseph Chasan

Brian DeGraf

Adam Domenick

Andrew Gable

Robby Gant

Chris Ganz

Bruce Gerrits

Richard Horne

Enoch Kennett

Craig Kilcoyne

Brian Krawchuk

Josh LaBrot

Ben Lane

Albert Lofton

James Miller

Thomas Moyles

Evan Prieskop

Nathan Rodriguez

Mike Rogers

Mike Rose

Carlo de los Santos

Jerson Sapida

Randy Sison

Zach Timmerman

Aaron Tomko

Chris Watkins

Victor Wong

Dustin Wright

Casey (Boomsucka) Yost

QA Tech

Jeremy Huddleston

Alan Trammel

Jonathan Yee

Manual Design

Vicki Morawietz

Manual Writer

Tor Unsworth

Special Thanks

Jeff Thomas

Randy Hauser

Rob Jones

David Perkinson

Derrick Aynaga

Asif Chaudhri

Matt Underwood

Matt Crysdale

Alvin Cardona

Brian Luzietti

Larry Peacock

Jake Baker

Robert Nelson

Junior Sison

Rob Leach

Mark Washington

Rich Nelson

Richard Yee

Wayne Herman

Raman Watson

Jenn Baker

Angela Hunter

Sharon Hunter

Justin Lin, TeamSphere

Dave McCarthy (NHL)

Linda M. Santiago (NHL)

Catherine O'Brien (NHL)

Ted Saskin (NHLPA)

Mike Ouellet (NHLPA)

Martin McQuaig (NHLPA)

ESPN Credits

Special Thanks

Rick Alessandri - SVP & GM of Enterprises

George Bodenheimer - President ESPN, Inc.

Lee Ann Daly - SVP

Marketing

Tim Horgan - Editor

Introduction Movie

Al Jaffe - VP, Talent and Administration

Wil Reeder - Lawyer

John Skipper - EVP

Enterprises, Magazine and ESPN.com

Tori Stevens - VP, Enterprises

Aaron Taylor - VP, Marketing

Thanks

Peggy Brolly - Marketing Manager, ESPN Enterprises

Brian Jaroch - Associate Producer, Sunday Night

Football

Mary Moore - Director, ESPN Enterprises Consumer &

Media Products

Chris Pelczynski - Graphic Designer

Jay Rothman - Sr.

Coordinating Producer, NFL

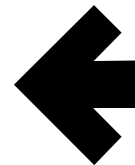
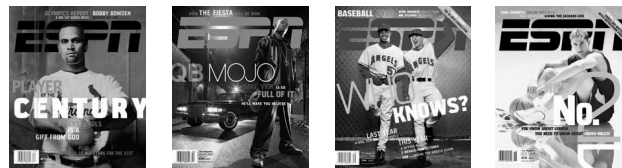
Renata Sedzimir - Graphic Artist

Eric Sorensen - Producer



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THE NHL ON ESPN

2003 TV SCHEDULE

Wednesday, October 8* (NHL Opening Night)	8:00pm	Mighty Ducks vs. Stars Devils vs. Bruins Wild vs. Blackhawks
Thursday, December 4	7:30pm	Red Wings vs. Blues
Thursday, December 11	9:00pm	Red Wings vs. Blackhawks
Thursday, December 18*	8:00pm	Islanders vs. Rangers or Sharks vs. Blues
Thursday, January 15	9:00pm	Stars vs. Avalanche
Thursday, January 22	7:30pm	Flyers vs. Rangers
Thursday, January 29	7:30pm	Islanders vs. Bruins
Thursday, February 5	8:00pm	Red Wings vs. Avalanche
Thursday, February 12*	7:30pm	Avalanche vs. Blues or Flyers vs. Rangers
Sunday, February 15	2:00pm	Kings vs. Devils
Thursday, February 19*	7:30pm	Bruins vs. Flyers or Sharks vs. Blackhawks
Sunday, February 22	4:00pm	Mighty Ducks vs. Stars
Thursday, February 26	8:00pm	Blues vs. Avalanche
Sunday, February 29*	4:00pm	Penguins vs. Islanders or Kings vs. Mighty Ducks
Thursday, March 4	7:30pm	Rangers vs. Bruins
Sunday, March 7	4:00pm	Sharks vs. Stars
Thursday, March 18*	7:30pm	Maple Leafs vs. Flyers or Wild vs. Bruins
Thursday, March 25	8:00pm	Red Wings vs. Avalanche
Sunday, March 28*	4:00pm	Blues vs. Blackhawks or Mighty Ducks vs. Wild
Sunday, April 4*	3:00pm	Blues vs. Wild or Blackhawks vs. Stars or Capitals vs. Penguins

All times ET. All games are exclusive. Schedule is subject to change.
*Regional telecast. Check local listings.



ESPN

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- e-mail support@sega.com
- telephone 1-716-650-6703

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