



NHL Rivals 2004

FACT SHEET MAY 2003

Title: "NHL Rivals™ 2004"

Publisher: Microsoft® Game Studios

Developer: Microsoft Game Studios

ESRB Rating: G

Price: \$99.95 (AU) estimated retail price

Availability: Q 3

Product Overview:

"NHL Rivals 2004" is Microsoft Game Studios' inaugural National Hockey League (NHL) title for Xbox. This dramatic hockey simulation immerses gamers into one of the most realistic and exciting hockey settings ever created. With more than 700 in-game motion-captured animations, hockey fans will be able to take wrist shots, one-timers and slap shots just like real NHL superstars. "NHL Rivals 2004" allows hockey fans to control a NHL team on a quest to win the Stanley Cup, or play a quick game of pickup hockey against their closest friends.

Key Features: ● **NHL role-playing.** Unique player roles including Snipers, Enforcers and Agitators offer gamers a chance to take advantage of different styles of play and abilities. Players will have moves specific to their role on the ice.



- **More modes of play.** Gamers can hit the ice for high-octane hockey in Single Game, Playoff, Season or online play modes. In addition, “NHL Rivals 2004” features two exciting modes of play, Tournament Mode and Rivalry Mode. In Tournament Mode, gamers can set up eight-, 10-, 12- or 16-team round-robin knockout tournaments. Rivalry Mode instantly puts gamers into a grudge match between historic rival teams such as the Canadiens versus the Maple Leafs, with no need to pick teams or set lineups.
- **Top announcer team.** “NHL Rivals 2004” includes more than 20,000 lines of dialogue, play-by-play, stories, insight and analysis from the broadcast team of Sam Rosen and John Davidson along with rink-side reporter Dick Fain.
- **Faceoff system.** “NHL Rivals 2004” features a unique stick-placement system with special moves and countermoves to make the faceoff as important in the game as it is in the NHL. Gamers will be able to win the puck clean with the stick, use the player’s feet, or block the puck just like the pros.
- **Player fuse.** A player’s real-world personality and inclination to fight is incorporated into his composure rating and “fighting fuse.” Every player has a fuse; the shorter it is, the more likely he will be to drop the gloves. To set off a rival player’s fuse, gamers will have to check, hook and frustrate him to goad him into a fight. Unique physicality animations allow a player to fight or back away from a fight if the gamer determines it’s not wise to drop the gloves and take a penalty. In addition, each player will be equipped with a revolutionary move and countermove fighting system, allowing him to jab, hook, uppercut and even block.
- **Hockey camp.** To help rookies get up to speed, “NHL Rivals 2004” walks gamers through an interactive tutorial that presents basic game skills and provides active feedback on performance.

Developer Information:

“NHL Rivals 2004” is being developed by Microsoft Game Studios. Microsoft Game Studios is a leading worldwide game company with two

core businesses: game development and publishing
(<http://www.microsoft.com/games/>) and Zone.com. Zone.com
(<http://www.zone.com/>) is the Internet's largest game site.

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About Xbox

Xbox (<http://www.xbox.com.au>) is Microsoft's future-generation video game system that delivers the most powerful games experiences ever. Xbox empowers game artists by giving them the technology to fulfill their creative visions as never before, creating games that blur the lines between fantasy and reality. The Xbox features the most powerful graphics processor of any game console, is DVD capable, and is the only Video Games System which features a built-in hard disk, built-in broadband capability and real-time Dolby Digital 5.1 surround sound support throughout the entire game. Xbox is now available in the continents of North America, Europe, Asia and Australia.

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The Xbox logo is displayed in a stylized, green, blocky font. The letters are interconnected, with the 'X' and 'O's having a unique, geometric design. The logo is centered at the bottom of the page.