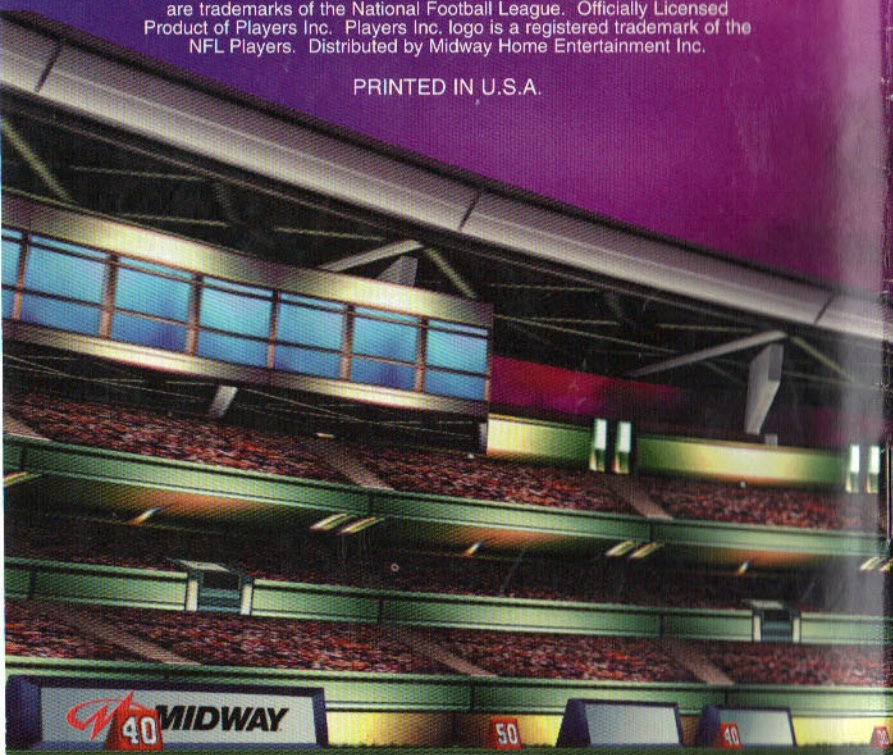
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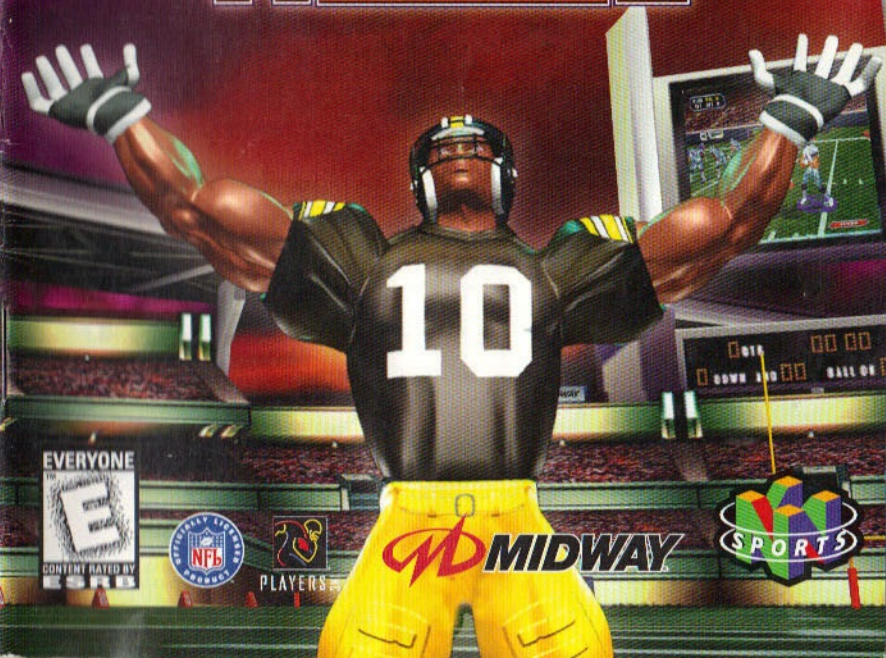
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NUS-NBZE-USA

NFL BLITZ

INSTRUCTION MANUAL



NFL BLITZ

WARNING!

PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

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This game is compatible with the Rumble Pak and Controller Pak accessories. Before using the accessories, please read the Rumble Pak and Controller Pak accessory instruction booklets carefully. Follow on-screen instructions to determine when you should insert or remove the Rumble Pak and Controller Pak accessories.

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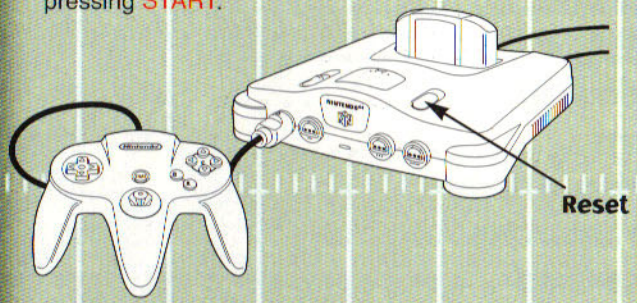
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GETTING STARTED

WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!

- Turn the power OFF on your N64.
- Insert the Game Pak into the slot on the N64. Press firmly to lock the Game Pak in place.
- Turn the power switch ON. After the appearance of the title and legal screens, you may continue at any time by pressing START.



CONTROLLER PAK MENU

Press and hold the START Button upon powering up or reset to access the Controller Pak Menu. This will allow you to view and delete saved information from a Nintendo 64 Controller Pak.

USING THE RUMBLE PAK

Anytime you start a game, you will be prompted to insert your Rumble Pak at that time. If you are not using a Rumble Pak, press the A Button to move on.

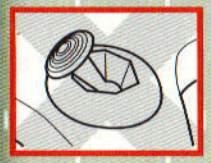
REMEMBER

It is important to only switch your Rumble Pak and Controller Pak when prompted to do so.

CONTROL STICK FUNCTION

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

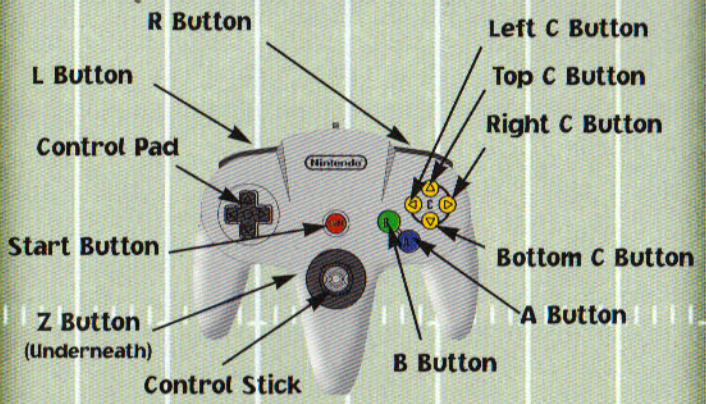


To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center.

CONTROLLER

Before you begin your game familiarize yourself with the Nintendo 64 controller.



MENU SELECTIONS

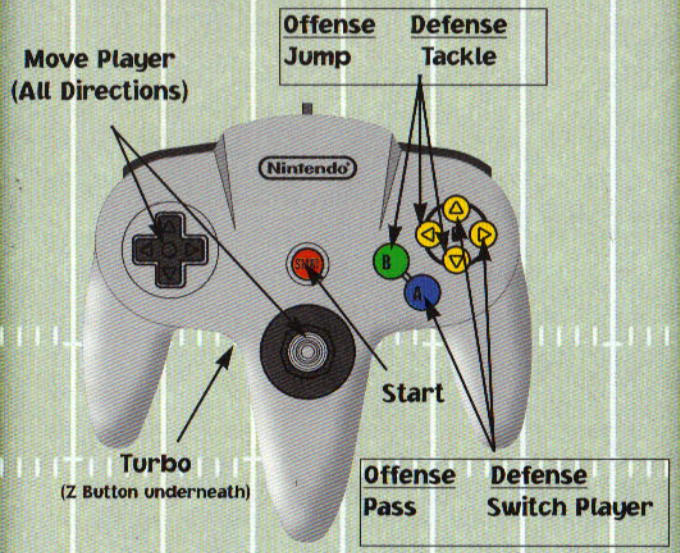
- Control Pad or Control Stick Up, Down, Left or Right to highlight or toggle options.
- Press the A Button to select options.
- Press the B Button to go back to a previous menu.

To Quit a game in progress, press START to pause the game. The Time Out Menu will appear. Select Quit Game or select Resume Game to return to your game.



DEFAULT CONTROLS

DEFAULT CONTROLLER CONFIGURATION



You can modify these default settings the way you want (see Controller, pg. 11, for more details).

SAVING DATA TO A CONTROLLER PAK

Following each Season game, you'll be prompted to save data to your Controller Pak. Select Yes to do so. You'll be prompted to select a Record Slot to save your data to. Select a slot, then press the A Button. Your season will be saved until the next time you play.



ARCADE PLAY

Arcade game mode is like playing the arcade version of NFL Blitz. Players select a team and go at it.

SEASON PLAY

The Season game mode allows you to play through the 1998-99 NFL season to the Super Bowl (see Season Play, pg. 9-10). You must have a Controller Pak to play and save a season.

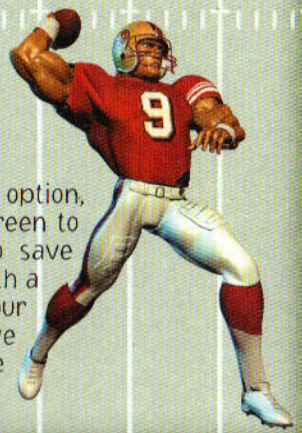
PLAY EDITOR

See next page.

OPTIONS

See page 12.

NOTE:
When you select your play option, you'll go to the Enter Name Screen to enter the initials you want to save your personal game data to. With a Controller Pak inserted in your controller, you can save personalized statistics to the High Score table. See Entering a Name, pg. 13



PLAY EDITOR

NFL Blitz includes this option which allows you to create your own plays. When you select this option you'll go to an Enter Name Screen to enter the name or initials you want to save your new plays to. When you're ready to play a game, just enter the same initials, and the new play(s) will be available in your playbook (next page).

Here's how to create your plays:



1 Select Create/Edit to view the available slots for your new play, then choose a slot.

2 Select Name Play to give it a name. Press the Control Pad Up, Down, Left or Right to select a character, then select End to accept the new name.

3 Select Formation. A Pop-up menu will appear with formation options. Select the formation you want.

4 Select QB Position. In the pop-up window, select the position you want your QB in. The formation displayed below will change as you select.

PLAY EDITOR

5 Select Receiver 1,2 or 3 to set the positions and patterns you want them in. You can put them in traditional Receiver positions at the line of scrimmage or behind the QB in a Running Back position.

To set patterns, you'll first have to move your receiver into the position you want him to start, then press the A Button. Next, move your Control Pad or Control Stick to create his pattern. Press the A Button to view the options the receiver can make at that point. Select an option, then repeat the process until you've set the pattern you like.

When you're done editing plays, make sure to save them using the Save option. Select Exit to exit the Play Editor and return to the Main Menu.



SEASON PLAY

NEW SEASON

Create a new season and save it to your Controller Pak. You'll go to the Team Selection Screen (see Team Selection, pg. 14) to select the team you want to take to the Super Bowl. Only 1 player may play a season.



LOAD SEASON

If you've already created a new season and saved it to your Controller Pak, you can load that season using this option. The game will read your Controller Pak, then display the saved season note. Select the note to load your saved season.

PLAY WEEK (#)

This option will display the current week of your season. If your season has been created and you're ready to play a game select this option to begin playing.

SEASON PLAY

VIEW STATS

Statistics for your saved season are available for your review, as well as your team's Schedule and Season Standings. Select from these options:

SCHEDULE

Your team's season schedule is displayed, as well as the schedule for the entire league. Use your Control Pad to scroll through the schedule. After your game is complete, final scores will appear next to all matchups.



STANDINGS

As your season progresses, select this option to view the season standings for each of the NFL football conferences. Use your Control Pad to scroll through the standings.

STATS

Statistics for your season can be reviewed using this option. Press your Control Pad Left or Right to scroll through the various categories.



OPTIONS

SYSTEM

System options include these 4 selections:

SOUND

You can make volume adjustments to the game's Music, Sound FX, Crowd or Announcer. Just highlight the option you want to adjust, then press the Control Pad Left or Right to raise or lower the volume.

SHIFT SCREEN

Select this option to adjust the position of the screen on your tv. After selecting the option, press the Control Pad Up, Down, Left or Right to move the screen.

SIZE SCREEN

Resize the screen to fit your tv. After selecting the option, press the Control Pad Up, Down, Left or Right to resize the screen.

CONTROLLER



To modify the controller the way you like, press the Control Pad Up or Down to select the function you want to change, then press the button you want to use for that function. You can apply up to 4 buttons to one function. The button selected will appear as you press it. Each button can be used for only one function. To remove a button from a function, press that same button again to toggle it off.

OPTIONS

GAME

Press the Control Pad Left or Right to make changes to the following game options:



DIFFICULTY

Select one of these difficulty settings: Easy, Medium or Hard.

QUARTER LENGTH

Change the length of the game's quarters. You can select 1, 2, 4 or 6 minute quarters.

HELP BOXES

Turn the Help Boxes that appear before and during the game ON or OFF.

PLAY TIMERS

Turn the play timers that appear as you select plays ON or OFF.

SAVE

Once you have your option and controller settings the way you want them, select this option to save them to your Controller Pak.

RESTORE

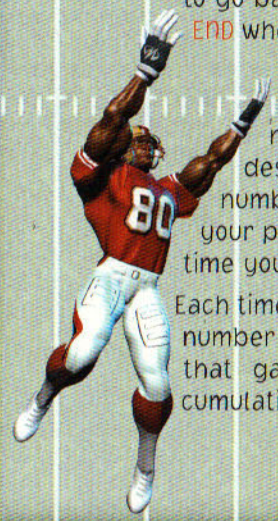
If you've saved your configuration to the Controller Pak, you can load the settings and quickly return your controls and game options to your previous settings.

ENTERING A NAME

After you've selected a game mode, you'll be offered an opportunity to enter your name, so you can save your records to your Controller Pak.

To enter your name, press the Control Pad Up, Down, Left or Right to highlight a character, then press the A Button to select it. Repeat the process to select the letters of your choice. Select SPC to add a space between letters, select DEL to go back and fix mistakes. Select END when you're finished.





The Enter Pin screen appears after you've entered your name. Use the same method described above to enter a pin number. Make sure you remember your pin, so you can enter it the next time you want to play.

Each time you enter your name and pin number before a game, new stats for that game will be added to your cumulative stats.

TEAM SELECTION



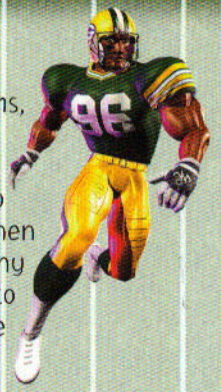
Before you can begin destroying your opponent, you'll need to select a team. At the Team Selection Screen, press the Control Pad Up or Down to select a team, then press the A Button to select.



As you scroll through the teams, power ratings appear below the team window, displaying the strengths and weaknesses of the highlighted team.

After you select a team, you'll go to the Pre-Game Screen. To select a random team, hold the Control Pad Left then press the Turbo Button.

ENTERING CODES



After you've selected your teams, the Pre-Game Screen appears with icons at the bottom of the screen. Use the three action buttons to cycle the icons and enter codes, then press the Control Pad in any direction. You won't have long to enter the codes, so concentrate and get them right.

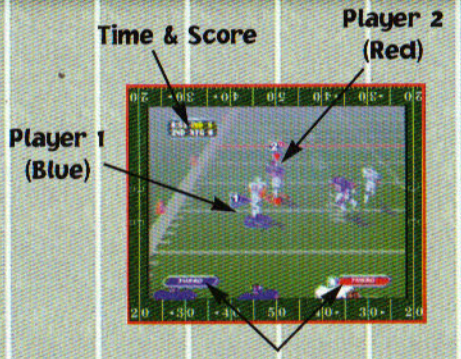


P1 P2 P3

Position 1 is controlled pressing the Turbo Button, position 2 with Jump/Tackle and position 3 with Pass/Change Player.

NOTE:
You can find codes in strategy guides, magazines, the internet or with a little experimenting on your part.

ON THE FIELD



TIME & SCORE

Keep an eye on the time in the game. It's easy to get caught up in the game and not pay attention. Since Player 2 always gets the kickoff following halftime, it's important to score before the half if you're Player 1.

POSSESSION MARKERS

It's quite simple, Player 1 is blue, and Player 2 is red.

TURBO GAUGES

As you use up your Turbo, the gauges diminish. The sooner you let go of the Turbo Button, the sooner it will regenerate. Don't hold down the button when you're out of Turbo.

PLAY SELECTION



To select plays during your game, press the Control Pad Up, Down, Left or Right to highlight a play, then press the Pass Button to select it.

On offense, press the Turbo Button to view more plays. If you created plays using the Play Editor, keep pressing the Turbo Button until they are displayed. Press the Jump Button to flip a play. To hide your play selection from your opponent, quickly press the Control Pad Up twice in the top left corner of any page.



TIME OUT

Press the Start Button at anytime during the game to view the Time Out Options. Select Resume Game to continue playing.



OPTIONS

See Options, pg. 11-12, for details.

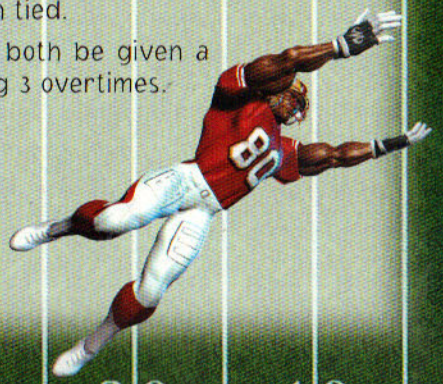
QUIT GAME

To quit a game in progress, select this option, then select Yes.

OVERTIME

If your game is tied following regulation time, you'll go into overtime. In Arcade mode, you'll play up to 3 overtimes. If a winner isn't determined after 3 overtime quarters, you will finish tied.

In Season mode, you'll both be given a loss when tied following 3 overtimes.



STATS

Stats are displayed during Halftime and following the game. Compare your stats with your opponents to find where you need improvement.





If you entered a name at the Enter Name Screen (see pg. 13), your name will automatically appear on the High Score Table if you placed high enough in the rankings. You must play at least 3 games to be eligible for a ranking.



SPECIAL CONTROLS

BEFORE SNAP:

Show player names ..... Turbo
Move man in motion ..... Control Pad Left or Right before snap
Man in motion into blocker .. Jump + Pass
Hike ball ..... Jump or Pass

BEHIND THE LINE OF SCRIMMAGE:

Pass the Ball ..... Control Pad toward receiver + Pass
Hurdle ..... Jump
High hurdle ..... Turbo + Jump
Turbo run ..... Hold Turbo
Spin move ..... Press Turbo twice
Jump pass ..... Turbo + Jump + Pass
Fast pass ..... Turbo + Pass
Dive forward ..... Turbo + Press Jump twice



OVER THE LINE OF SCRIMMAGE:

Lateral back ..... Control Pad back to player + Pass
Stiff arm ..... Turbo + Pass
Hurdle ..... Jump
High hurdle ..... Turbo + Jump
Turbo run ..... Turbo
Spin move ..... Press Turbo twice

DEFENSE

Tackle ..... Run into ball carrier
Dive tackle ..... Jump
Change player ..... Pass
Turbo run ..... Turbo
Intercept/swat ..... Jump
Push ..... Turbo + Pass
Power tackle ..... Turbo + Jump

OTHER:

Onside kick ..... Control Pad Up + Turbo + Jump + Pass
Hide play cursor ..... Control Pad Up twice on upper left play on select screen



TIPS & RULES

RULES:

- To make a first down, you must gain 30 yards.
- The clock stops between each play.
- Long Field Goals and Punting may be attempted.
- Pass Interference is allowed and encouraged.
- No Rules! No Refs! No Mercy!

HOW TO PASS:

- Push Control Pad Left to highlight the receiver the furthest left on the field, then press the Pass Button.
- Push Control Pad Right to highlight the receiver the furthest right on the field, then press the Pass Button.
- Push Control Pad Up/Down to highlight the receiver the in the center of the field, then press the Pass Button.



TIPS & RULES

GENERAL HINTS:

- Wait for a receiver to get open before passing to him.
- On Defense, use the Change Player Button, then press the Tackle Button to knock down the receiver just as he catches the ball to cause a bobble.
- Press Change Player Button to Control Nearest Defender
- Hold the Turbo Button to run faster up field
- **QB Jump Pass** - Run away from blitzing defenders, then press Turbo + Jump. While you're in the air, choose a receiver and press the Pass Button. You'll avoid QB sacks with this tactic.
- **Turbo Button Usage** - Use the Turbo Button to make your player run faster, jump higher and hit harder. Hard hits will cause the ball carrier to fumble more often. Use your turbo wisely.
- **Spin Move** - Quickly tap the Turbo Button to perform a spin move. Spin moves cause defenders to miss tackles. Of course, you must have some Turbo available to perform this move.
- **Stiff Arm** - While carrying the ball beyond the line of scrimmage, hold down Turbo then press the Pass Button. This will knock down a would be tackler.



YOUR RECORDS

PLAYER 1		PLAYER 2	
Name _____		Name _____	
WINS	LOSSES	WINS	LOSSES

YOUR RECORDS

PLAYER 1		PLAYER 2	
Name _____		Name _____	
WINS	LOSSES	WINS	LOSSES

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DEDICATED TO THE MEMORY OF

FRANK DIVITA & ART TIANIS

THEY FOUGHT THE GOOD FIGHT.

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