

MIDWAY

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INSTRUCTION MANUAL

MIDWAY

NINTENDO 64

WARNING

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

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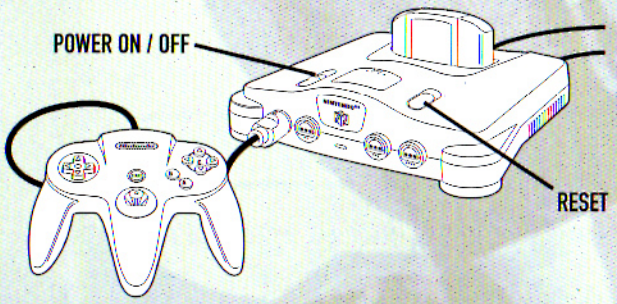
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WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!

- 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 legal screens appear, you may go right to the game by pressing START.



CONTROLLER PAK MENU

Press and hold START 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!

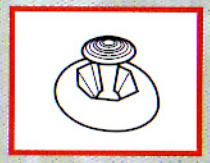
It is important to switch your Rumble Pak and Controller Pak only when prompted to do so.

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.

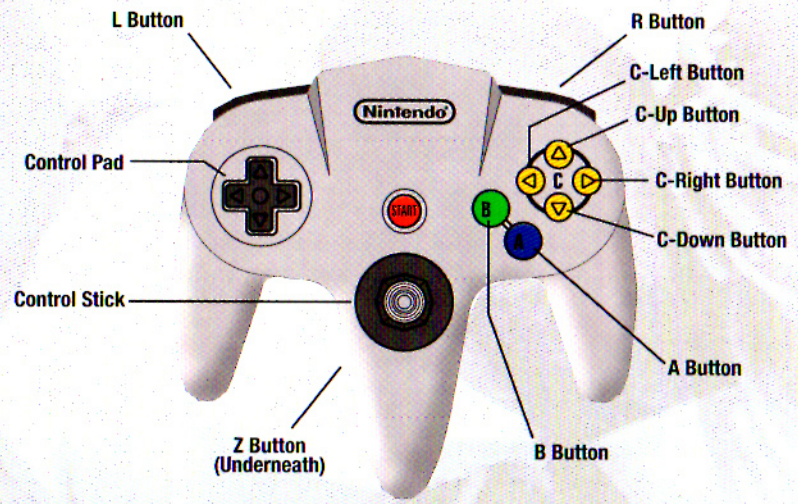


To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

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.

GAME CONTROLS

Before you begin your game, familiarize yourself with the controller. The buttons shown will be referred to throughout this manual.



MENU SELECTIONS

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

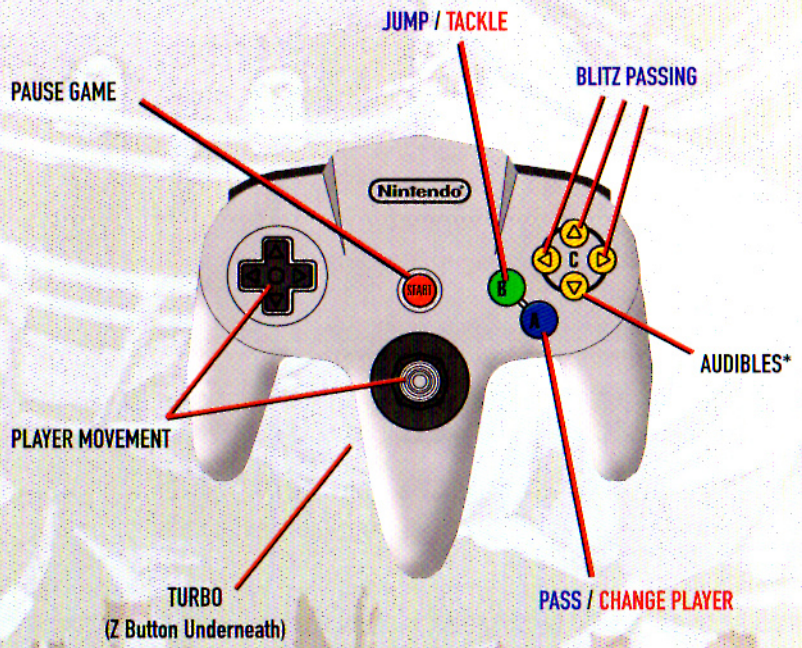
QUITTING A GAME IN PROGRESS

Press START to pause the game. The Pause Options Screen will appear. Highlight QUIT GAME, then press the A Button.

GAME CONTROLS

Here's the basic controls you'll need to play the game. There's more special moves listed on Page 20.

KEY: OFFENSE / DEFENSE / BOTH



* Audibles are called by pressing the Down C Button and then pressing Left or Right on the Control Stick or Control Pad to select your play. This must be done at the Line of Scrimmage before the play begins.

MAIN MENU

The first menu screen you will encounter is the Main Menu screen. From this screen you can choose from the game options listed below. To select an option, highlight the option by moving the Control Stick or Control Pad to the option. Press the A Button to select the game option. Pressing the B Button will take you back to the previous menu screen.



ARCADE: This game mode is a straight-forward, no-nonsense way of playing the game. Up to four players can participate. For more information see ARCADE MODE on PAGES 8-9.

SEASON: Up to 8 teams can be tracked per season! Pick your favorite NFL team and play through an entire season. Can you make it all the way to the Super Bowl? Look under SEASON MODE on PAGES 10-11 for more info.

TOURNAMENT: Compete with up to eight players in tournament play to find out who's the best player! More information is available under TOURNAMENT MODE on PAGE 12.

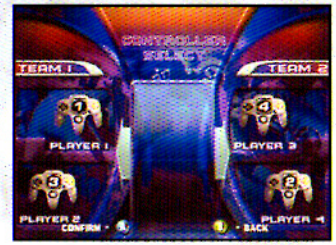
PARTY GAMES: 3 different mini games to challenge your Blitz skills. See PAGE 13 for more.

PLAYBOOK EDITOR: Create new plays in this mode. Select a team and control all of your players both on Offense and Defense! See PLAYBOOK EDITOR on PAGES 14-17 for more details.

ARCADE MODE

When you first select Arcade Mode, you will have five sub-options to select from. PLAY, OPTIONS, NEW, LOAD & SAVE.

PLAY



Jump right into a game either by yourself or with a couple of friends. The game will display how many controllers are plugged into the Control Deck. Each player can choose what player (1-4) in the game they would like to be on the screen. If four controllers are plugged in, then two players will play on the same team against the other two players on the opposing team.

After you have determined who will play where, press the A Button to advance to the Team Select screen. To select your team, press Up or Down on the Control Stick or Control Pad to cycle through the different NFL teams. If you would like a Random Team, press Left on the Control Stick or Control Pad and then press the Z Button to select the team. For information on how to play NFL BLITZ 2001, see PLAYING THE GAME on PAGES 18-19.

OPTIONS



The Options Menu in Arcade Mode will allow you to customize your game by adjusting different settings. In the Arcade Mode menu screen, highlight OPTIONS and press the A Button. Highlight what option you would like to change and press the A Button again. This will access the following game options.

GAME: GAME DIFFICULTY, QUARTER LENGTH, HELP BOXES (ON or OFF) and PLAY TIMER (ON or OFF). Press Up or Down to cycle through your choices. Press the A Button to activate your selection. When you are finished, press the B Button to go back to the Options Menu.

SOUND: Use this option to control the volume of the background MUSIC, the game's SOUND EFFECTS and how loud you want the ANNOUNCER to be. Press Up or Down to highlight the option, then press Left or Right to control the volume. When you are done, press the A Button to continue.

ARCADE MODE

SCREEN: Selecting this option will allow you to adjust the screen's horizontal and vertical alignment to fit your TV. Move the Control Pad Up, Down, Left & Right to adjust. When you are satisfied with your screen, press the A Button to exit the Screen option.

CONTROLLER: You can configure your Controller with this option or reset a Controller to the game's default settings. Simply highlight what Controller you want to configure and press the A Button. Press the Control Stick or Control Pad Up or Down to highlight the action you want. Then press whatever button you would like to correspond to that action. There is a maximum of three buttons per action. To remove a button, highlight the action and press the button to be removed. To reset all of the settings on the Controller to the default setting, highlight RESET ALL TO DEFAULT and press the A Button.

NEW

When you select New, you will be asked if you want to enter your name for record keeping. If you choose YES, then you must enter a Name for yourself. This record will be saved to a Controller Pak if you currently have one in your Controller. If only one Controller Pak is present, all players may save their info on one Controller Pak. After you enter your name, you will be asked to choose a Controller Pak. Select the Controller Pak you would like to save to and press the A Button. You are now ready to play!

LOAD

Use this option to load your saved NFL Blitz 2001 data currently saved to a Controller Pak. You can save your Player Records, Playbook, Game Options and System Options. For more information on your Playbook and Creating Plays, see PLAYBOOK EDITOR on PAGES 14-17.

SAVE

Player Records, Game Options and System Options can be saved with this option. To save your current settings, highlight the setting you wish to save and press the A Button. You will then choose what Controller Pak you wish to save to. When you have selected, press the A Button. You will then be informed whether your save was successful or not.

SEASON MODE

Season Mode allows you to take control of a team and play it through an entire NFL season. At the Main Menu screen, highlight SEASON and press the A Button. You will then be given two options. NEW has you pick a team and save the season to your Controller Pak. LOAD allows you to load a saved season. When you begin a new season, you are taken to the Season Mode menu.

NEW SEASON

If you choose to begin a new season, you can name your season and choose how many players and teams there will be in the season. Once the number of players competing has been figured out, then everyone can select their teams.



LOAD SEASON

If you choose to load a season, highlight LOAD and press the A Button. Then you must select the saved season from your Controller Pak. Once you have selected the saved season, press the A Button to load the season and return to the Season Mode menu.

Once you have successfully loaded a saved season or began a new one, you are now ready to continue. At the Season Mode menu screen the remaining menu selections will become available. From these selections you can play your next game (Play Week), let the game play your next week for you (Simulate), check your Results (see next page) and adjust the season Options. You will also have the option of starting a New season, Loading a season and Saving your progress.



SEASON MODE

SEASON OPTIONS

In the Season Mode menu you will find the Options category. Highlight the bar and press the A Button. You can scroll through the different options by pressing Left and Right on the Control Stick or Control Pad. You can adjust the Season Options such as Game Difficulty, Quarter Length, turning the Help Boxes On or Off and turning the Play Timer On or Off. You can also adjust the game Sound, Screen positioning and the Controller configurations. For more information on adjusting the game options, see ARCADE MODE on PAGES 8-9. Once you have adjusted your options, you can press the B Button to return to the Season Mode menu and save your season's settings.

SEASON RESULTS

Under the Results selection on the Season Mode menu screen, you can look up your team's standings and other information from your season. Highlight Results and press the A Button. Move Left or Right with the Control Stick or Control Pad to highlight what result you wish to view.



VIEWING RESULTS

The results menu contains all you will need to know about your season. With SCHEDULE, you can view your upcoming schedule and who you're going to be playing against. Your team will be highlighted but you can view the other teams by pressing Up or Down on the Control Stick or Control Pad. With STANDINGS you can view your team's current ranking as well as the other NFL teams. STATISTICS lets you know where you are in regards to Passing, Rushing, Defense, Points, etc. This is a good way of measuring your team with the rest of the league. You can scroll through the different statistics by pressing Left and Right on the Control Stick or Control Pad. You can view where other teams are in regards to statistics by pressing Up or Down on the Control Stick or Control Pad.

NOTE: The statistics represented in Season Mode are averaged out. For instance, your Passing Yards are the total number of yards gained, divided by how many weeks you have played.

TOURNAMENT MODE

When you select TOURNAMENT from the Main Menu screen, you will be given two options: NEW (begin a new tournament) or LOAD (load a saved tournament from a Controller Pak). When you select New, you must enter a name for the Tournament. Move the Control Stick or Control Pad to highlight letters. Press the A Button to select a letter. When you are finished, highlight END and press the A Button. Next you will select how many teams will be in the tournament. Highlight what number of teams you would like and press the A Button again. Next you will choose whether you want a SINGLE elimination tournament or 2 of 3. Single elimination means that if you are defeated a single time, you are out of the tournament. 2 of 3 means you must win two out of three games to advance in the tournament.

After you set up your tournament, all the teams will be allowed to enter a name for themselves. After the names have been entered, you can choose who will play who by choosing SET MATCHUPS. If you would like the game to choose, select RANDOM MATCHUPS.



If you have selected an ODD number of teams to participate in the tournament, one team will have a BYE for their first game. A BYE means that the team with the BYE does not have to play. Once the first team has been eliminated, the BYE team will then have to compete in the second round of the tournament.

Once your tournament has been set up, you are now ready to play. Under the Tournament Options menu, select PLAY and press the A Button. You will then go to the Controller Select menu and select what controllers you would like to correspond with the players.

When you start a new tournament and save it to a Controller Pak, you will be able to view the team's statistics and point totals as well as changing the game's options. Once you have accessed the options, highlight what sub-menu you would like to enter and press the A Button. Once you have entered the sub-menu, highlight what selection you would like to view (or option you want to change) and press the A Button.

After you have set up your tournament and want to save it, at the Tournament menu highlight the sub-menu named SAVE. You can also save a tournament in progress. Press the A Button and choose what Controller Pak you would like to save to.

PARTY GAMES

Select PARTY GAMES from the Main Menu and press the A Button. There are three games to choose from. Each game is designed to help sharpen your Blitz skills. Select a game and press the A Button. Next, select what player number you will be. When you're all set, select your team and press the A Button to continue.

1ST & GOAL FRENZY

The object of 1st & Goal Frenzy is to score a Touchdown from a designated area of the field. Initially, you will start from the 10 yard line. Not too hard, right? As you score, you are set back 10 yards. For example, if you score from the 10 yard line, you have to try next time from the 20 yard line, then the 30, 40, etc. You only get 4 Downs from each spot. There are NO First Downs!



GOAL LINE STAND

This game is the exact opposite of 1st & Goal Frenzy. The object here is to stop the Offense from scoring. The game starts with the Offense on the 50 yard line. Each time they score, they will move up 10 yards.



QB CHALLENGE

Quick reflexes are the key here. You must successfully pass the ball to your three receivers before the time expires. Each receiver will run a different route. The time limit is set by the receivers flashing. When a receiver is flashing, this basically highlights the receiver and tells you whom to throw the ball to. The receivers will only be highlighted for a few seconds! Points are awarded for each successful pass. If the receivers are "On Fire", special multiplier points will be awarded.



PLAYBOOK EDITOR

Every good team needs practice and what better way to sharpen your skills than with the Play Editor. Play Editor also allows you to create entirely new plays both on Offense and Defense!

To start off, choose PLAY EDITOR from the Main Menu. Once you have accessed Play Editor, you will be asked for your name and what Controller Pak your saved information is on. If you do not have any saved information, a new file will be created for you.

MAIN MENU (PLAY EDITOR)

After you have accessed or saved a file, you will enter the Play Editor menu. You have numerous choices available to you:



TEAM: Choose what team you would like to create plays for.

OFFENSE: Create or Edit plays for your Offense.

DEFENSE: Create or Edit plays for your Defense.

MAINTENANCE: Copy and Clear your Offensive and Defensive plays.

PLAYBOOK: Customize the existing NFL Blitz 2001 Playbook! Customize all three Offensive pages of the playbook, the Defensive page and set Audibles for your team!

SAVE PLAYS: Save your plays to your Controller Pak here.

SAVE / EXIT: Exit Play Editor and save your data as well.

USING THE PLAY EDITOR

Using the Play Editor is a great way to improve your team's skills on the field. Create entirely new plays to crush your opponent. Before you can start, you need to save your data to a Controller Pak (see above). The following pages will give you instructions on how to Create your own plays and Customize your playbook!

EDITING OFFENSIVE PLAYS

Select OFFENSE from the Play Editor menu and press the A Button. You will notice nine blocks on the right of the screen. If you have no saved playbook data you must create some. If you are just starting your playbook, the option CREATE / EDIT will only be available. Press the A Button at this option to continue. Next you can select which of the nine blocks you want to be your new play. Select one and press the A Button. The rest of the menu options will now be available.

PLAY TYPE: Normal and Fake Punt. Choose which type of play you want this to be.

EDIT ROUTES: Control each player on your offense.

PREVIEW: Run your play on the practice field without a defense!

PRACTICE: Set your Line of Scrimmage (LOS), pick the Defense's play and Run your play against the defense.

NAME PLAY: After you are satisfied with your created play...name it!

MAIN MENU: This will take you back to the Play Editor menu.

EDITING DEFENSIVE PLAYS

If you select DEFENSE from the Play Editor menu you will find the options are basically the same. PLAY TYPE lets you choose from a Normal defensive play or a Blitz! FORMATION refers to how you want your defense to be set up on the field. Select from the six choices and press the A Button. PRACTICE works the same as it does for plays on offense. You can also name your defensive plays as well. Just like the offensive plays, you can edit the assignments of your defensive players. More information on editing assignments is available on the following page.

EDITING PLAYER MOVEMENT

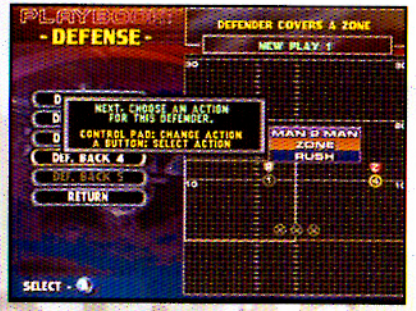
When you are creating an Offensive or Defensive play, select what type of play it will be and then choose EDIT ROUTES. Every player on your offense or defense will be controllable. Highlight each player by pressing Up or Down on the Control Stick or Control Pad and select them by pressing the A Button. Move the player on the field with the Control Stick or Control Pad.

OFFENSIVE MOVEMENTS



On offense you can change the movements of four people. Select a player and press the A Button. Move your three Receivers along the LOS and down the field using the Control Stick or Control Pad. When you press the A Button a screen will become available with different moves your player can perform. Select which move you want the player to do and press the A Button. For example, you can have your player run straight, spin, cut to the side and then Turbo to the end zone. Your Quarterback can either stand in a Regular Set or a Shotgun position.

DEFENSIVE MOVEMENTS



Defensive assignments work in the same way as Offensive movements. First select what Formation your defense will be in. This will determine whether you have Four or Five Defensive Backs on the field. Select a player and press the A Button. Next select where that player will be and what action they will be performing (Man 2 Man coverage, Zone coverage or Rush). After you are set, select Return and press the A Button to return to the Play Editor: Defense menu. The menu works the same as in Offense. You can now Name your play, Practice your play against an offense and return to the Play Editor main menu and Save it.

PLAYBOOK EDITOR

MAINTENANCE

If you select MAINTENANCE from the Play Editor menu, you will have three choices: Copy Play, Clear Play & Main Menu. Copy Play allows you to copy an Offensive or Defensive play to your nine slot playbook. Clear Play lets you erase existing plays in your custom playbook to free up space for new plays. Main Menu will take you back to the previous menu screen.

EDITING THE PLAYBOOK

Select PLAYBOOK from the Play Editor menu. You are now able to configure the game's playbook. Select from the three Offensive playbook pages, the Defensive page or set your Audibles. Select what page you would like to edit. Press the A Button to access that page. Move the Control Stick or Control Pad to the play you wish to replace and press the A Button. A small window will appear showing all the plays that are available to you. You can scroll through each one by pressing Up or Down on the Control Stick or Control Pad. Once you have selected a play you wish to place in that slot, press the A Button. The same is done for the defensive page.

SETTING AUDIBLES



An AUDIBLE is when a play is changed at the Line of Scrimmage. This is great when you notice that you've called the wrong play and you are about to pay for it. Select PLAYBOOK from the Play Editor menu and then select SET AUDIBLES. Next select from Offense or Defense. The Down C Button is used to call your audibles during the game. Select from Audible 1, 2 or 3 and press the A Button. Next select what play you want to correspond with that Audible. When you are finished, exit back to the Main Menu and save your game configurations.

During the game, you can call an audible by holding the Down C Button and pressing Left or Right on the Control Stick or Control Pad to choose your offensive or defensive audible. Do this at the LOS before the play begins. Release the Down C Button to activate the audible.

PLAYING THE GAME

Now that you've learned how to navigate through the different menus and options in NFL Blitz 2001, it's time to learn how to play!

CODE ENTERING

A great feature in the game is the ability to enter secret codes before the game. These are accomplished by pressing your gameplay buttons (the default settings are the Z, B and A Buttons) to cycle through different icons on the bottom of the screen. Once your icon sequence has been entered, move the Control Stick or Control Pad in a specific direction for that code to work. If you've done everything correctly, you'll hear a sound and the correct code's name will flash above your icons. The codes must be entered at the Match-Up screen quickly because you only have a few seconds to enter as many as you can! Each player may enter codes under his/her own icon bar.



BLITZ PASSING

Blitz Passing is accomplished by pressing the C-Up, C-Left & C-Right Buttons during a play. For example, if you want to pass quickly to your Receiver on the left, press the C-Left Button. The C-Up Button corresponds to the receiver in the center of the field. The C-Right Button corresponds to the receiver on the right. If you run a crossing play (where your receivers cross each other down the field), the button will still correspond with the original receiver. So if your player starts on the left and goes to the right, press the C-Left Button to pass!

PLAYING THE GAME

PLAYER CONTROL



NFL Blitz 2001 allows you play with up to four players. If you are playing a four player game, the teams are split into two players per team. On Offense or Defense, two players can put their skills together to punish their opposition. On Offense, one of the players is the Quarterback, while the other player is set as a Receiver without any specific play pattern to follow. On Defense, you can have one player rush the QB or just hang back with the other player to ensure no progress is made by the Offense. Each player will have an icon above them with their player number to show their location on the field. Each player's TURBO METER is located on the bottom of the screen.

YOU'RE ON FIRE!



NFL Blitz 2001 also allows your team to be set ablaze if you're doing well enough. Your entire team will release a puff of smoke at the LOS. Whether you are on Offense or Defense, your team will be even tougher to stop. You will notice increased speed and power, but if you don't keep up the good work your flame will go out! Your team is set "On Fire" when you have one receiver successfully catch three passes in row on Offense or your Defense sacks the QB twice in a row.

SPECIAL MOVES

BEFORE THE SNAP (OFFENSE)

- SHOW NAMES: Press the Z Button (press again to hide names)
- MOVE MAN IN MOTION: Move the Control Stick or Control Pad to the Left or Right
- TURN MAN IN MOTION INTO A BLOCKER: B Button + A Button
- HIKE BALL: A Button or B Button

BEHIND THE LINE OF SCRIMMAGE (OFFENSE)

- PASS: Control Stick or Control Pad towards receiver + A Button
- HURDLE: B Button
- SPIN MOVE: Press the Z Button twice
- JUMP PASS: B Button + A Button
- FAST PASS: Z Button + A Button
- DIVE FORWARD: Z Button + (B Button twice)

OVER THE LINE OF SCRIMMAGE (OFFENSE)

- LATERAL BACK: A Button
- STIFF ARM: Z Button + A Button
- HURDLE: B Button
- HIGH HURDLE: Z Button + B Button
- SPIN MOVE: Press the Z Button twice

SPECIAL MOVES ON DEFENSE

- TACKLE: Move your player into the player carrying the ball
- DIVE TACKLE: B Button
- INTERCEPT / SWAT BALL: B Button (while ball is in the air)
- PUSH OPPONENT: Z Button + A Button
- POWER TACKLE: Z Button + B Button

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