
PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY ESRB
SLUS-00861
NFL
BLITZ
2000
OFFICIALLY LICENSED PRODUCT
NFL
PLAYERS INC
hologram goes here
MIDWAY

TABLE OF CONTENTS

GETTING STARTED	3-4
CONTROLLER	5
DEFAULT GAME CONTROLS	6
MAIN MENU	7
ARCADE MODE	8-10
TOURNAMENT MODE	11-12
SEASON MODE	13-14
PLAY EDITOR	15-19
PLAYING THE GAME	20-21
BASIC MOVES	22-23
HINTS & TIPS	24
CREDITS	25
WARRANTY	26

GETTING STARTED

NFL Blitz 2000 supports up to Four Players. If you choose to play a Three or Four player game, you'll need the Multi Tap adapter. This will allow all players to play at one time.

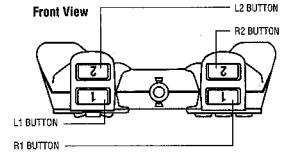
WARNING

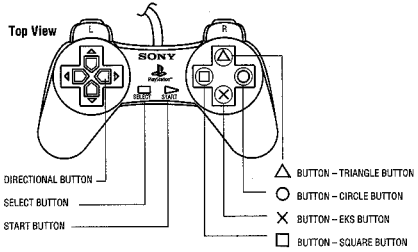
If you choose to use the Multi Tap adapter, remember that a controller must be plugged into Controller Port 1-A on the Multi Tap before you connect the Multi Tap to the Controller Port 1 or Controller Port 2 on your Playstation® game console.

CONTROLLER

Before you begin your game, familiarize yourself with the controls.

NFL Blitz 2000 supports the DUAL SHOCK™ analog controller.



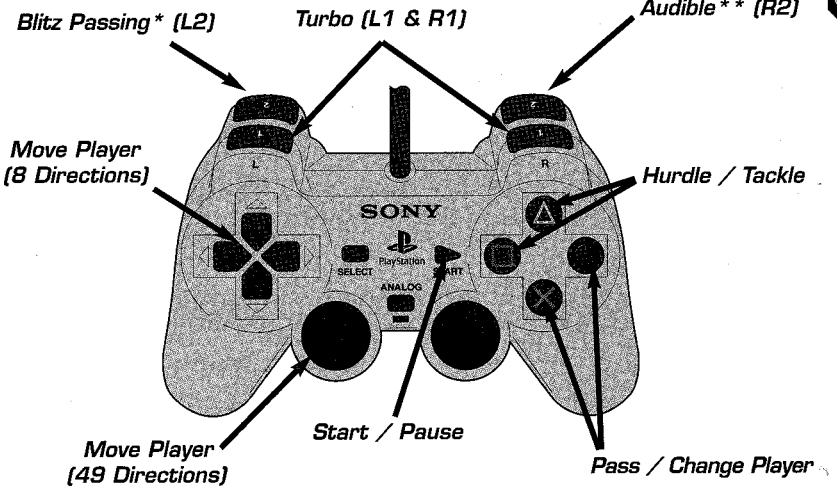


MENU SELECTION

- *Press the Directional button Up, Down, Left or Right to highlight options.*
- *Press the X button to select options.*
- *Press the △ button to go to the previous menu.*
- *Press the Start button to pause the game and display the Quit Menu.*

DEFAULT GAME CONTROLS

Here are the Default Game Controls for NFL Blitz 2000.

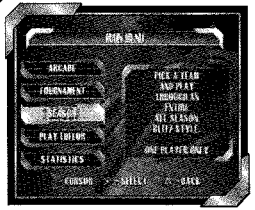


Note: Analog mode switch must be activated first.

** Blitz Passing (L2 button) must be held to keep function activated. For more information, see PG. 23.*

*** Audibles are called by pressing and holding the R2 button and then pressing Left or Right on the Directional buttons to select your play. This must be done at the Line of Scrimmage before the ball is hiked.*

MAIN MENU



The first screen you will encounter in the game is the Main Menu screen. From this screen you can choose from the following game options.

To select an option, highlight the selection by moving the Directional buttons to the option. Press the X button to select the game option. Pressing the △ 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 4 players can jump in and get busy. For more information see ARCADE MODE on PAGES 8-10.

TOURNAMENT: Compete with up to 8 teams in tournament play to find out who's the best! More information is available under TOURNAMENT MODE on PAGES 11-12.

SEASON: Only 1 player can use this mode. 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 13-14 for more info.

PLAY EDITOR: Create new plays and edit old ones in this mode. Also, set up a custom playbook and assign your audibles. See PLAY EDITOR on PAGES 15-19 for more details.

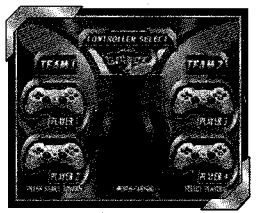
STATISTICS: View the game's statistics. Press Left or Right on the Directional buttons to cycle through the records.

ARCADE MODE

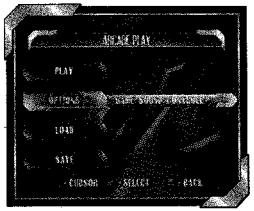
When you first select Arcade Mode, you will have four sub-options to select from. Play, Options, Load & Save.

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 Controller Ports. Remember that if you have more than two people playing, you will need a Multi Tap adapter. See PG. 4 for more information.

For each controller in the game, the player can select which player to be. Press the Start button while on the screen to have other players join in.



After you have determined who will play where, press the X button to continue. Each player will be asked if they would like to enter their name for record keeping. If you select "Yes", you will enter your name followed by your Personal Identification Number (PIN). After you have entered both of these, the game searches for your name and PIN on your Memory card (if one is inserted). If you have previously saved game data on the Memory card, the data will be displayed on the screen. If you don't, the game will inform you that no data is saved. You will have to save your info at the end of the game. After you have entered your Name and PIN, you are ready to select a team. When you select your team, press Up or Down on the Directional buttons to cycle through the different NFL teams. Once you have found the team you want to play with, press the X button. For more information on playing NFL Blitz 2000, see PLAYING THE GAME on PAGES 20-21.



OPTIONS: The Options Menu in Arcade mode will allow you to customize your game by adjusting different settings of the game. In the Arcade mode menu screen, highlight OPTIONS and press the X button. Highlight what Option you'd like to change and press the X button again. This will access the different game options below:

GAME: Game Difficulty, Quarter Length, Play Timer (On or Off), Field Effects (Slippery Fields and Muddy Uniforms), Tips Page, Halftime Stats & Auto Save. Press Up or Down to cycle through your choices. Press the X button to open the sub-menus and to activate your selection. When you are finished, press the △ button to go back to the Options Menu.

Note: To speed up the game between quarters, you can turn off the Tips Page and/or the Halftime Stats.

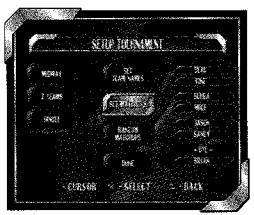
SOUND: Use this option to control the volume of the game's Sound Effects, Crowd noise and how loud you want the background Music and Announcer to be. Press Up or Down to highlight the option, then press Left or Right to control the volume. When you are done, press the X button to continue.

CONTROLLER: You can configure your Controller with this option or reset a Controller to the game's default setting. Simply highlight which Controller you want to configure and press the X button. Press the Directional buttons Up or Down to highlight the action you want. Then press whatever button you would like to correspond to that action. To remove a button, highlight the action and press the button to be removed. The L2 and R2 buttons cannot be reassigned. To reset all the controllers to the default setting, highlight Reset All To Default and press the X button. The controller you are editing will be reset. If you are using a Dual Shock Analog Controller, you can also adjust the Vibration Level of your controller. Highlight VIBRATION LEVEL and press Left and Right on the Directional buttons to select. Off, Normal, Brutal & Dangerous are the levels you can choose from. When you select one and press the X button, you will feel the vibration in your controller. This option is only available if you have a Dual Shock Analog Controller plugged in.

LOAD: Use this option to load your saved NFL Blitz 2000 data currently saved to a Memory card. You can save your Player Records, Playbook, Game Options and System Options. For more information on your Playbook and Creating Plays, see PLAY EDITOR on PGS. 15-19.

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 X button. You will then be informed whether your save was successful or not.

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 Memory card). When you select New, you must enter a name for the tournament. Move the Directional buttons to highlight letters. Press the X button to select a letter. When you are finished, highlight END and press the X button. Next you will select how many teams will be in the tournament. Highlight what number of teams you would like and press the X button again. Next you will choose whether you want Single or 2 of 3 Elimination. Single Elimination means that if you are defeated a single time, you are out of the tournament. 2 of 3 Elimination means you must beat your opposing team twice before advancing in the tournament.



After you set up your tournament, all the teams will be allowed to enter a name for themselves. Setting a team with the name of an Arcade record will give you that player's custom playbook and plays, if any. 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, simply select Random matchups.

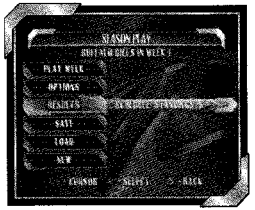
If you have selected an ODD number of teams to participate in the tournament, one team will have a BYE for their first game. A BYE means that the team with the BYE does not have to play. Once the first team has been eliminated, the BYE team will then have to compete in the second round of the tournament.

Once your tournament has been set up, you are now ready to get it going. Under the Tournament Options menu, select Play and press the X button. You will then go to the Controller Select menu and select what controllers you'd like to correspond with the players.

When you start a new tournament and save it to a Memory card, you will be able to view the teams' statistics and point totals as well as changing the game's options. Once you have accessed the options, highlight what sub-menu you'd like to enter and press the X button. Once you have accessed the sub-menu, highlight what selection you'd like to view (or option you'd like to change) and press the X button.

After you have set up your Tournament and want to save it, at the Tournament menu highlight the sub-menu named Save. Press the X button and choose what save slot you would like to save to.

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 X button. You will then be given two options. NEW has you pick a team and save the season to your Memory card. LOAD allows you to load a saved season. When you begin a new season, the game will look for NFL Blitz 2000 data on your Memory card. If you do not have any saved data, you will have to start a new game. At this point the game will ask you what slot you wish to save to. Highlight the slot to save your game to.

LOAD SEASON:

If you choose to Load a season, highlight LOAD and press the X button. Then you must select the saved season from your Memory card. Once you have located the saved season, press the X button to 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), 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 OPTIONS:

In the Season Mode menu you will find the Options category. Highlight the bar and press the X button. You can scroll through the different options by pressing Left and Right on the Directional buttons. You can adjust the Season Options such as Difficulty, Quarter Length and turning the Play Timer On or Off. You can also adjust the game Sound and the Controller configurations. For information on adjusting the game options, see ARCADE MODE on PAGES 8-10. Once you have adjusted your options, you can press the △ 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 X button. Move Left or Right with the Directional buttons to highlight which 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. With Standings you can view your team's current ranking as well as the other NFL teams. Your team will be highlighted but you can view the other teams by pressing Up or Down on the Directional buttons. 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 Directional buttons. You can view where other teams are in regards to statistics by pressing Up or Down on the Directional buttons.

PLAY EDITOR

Every good team needs practice and what better way to sharpen your skills than with Play Editor. Play Editor allows you to take an existing team's plays and customize them or 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 PIN. If you do not have any saved information, a new file will be created for you provided you have a Memory card inserted.

PLAY EDITOR MENU:

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

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: Edit the existing NFL Blitz 2000 Playbook! Edit all three Offensive pages of the playbook, the Defensive page and set Audibles for your team!

SAVE PLAYS: Save your plays to your Memory card 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 as well as change existing plays. Before you can start, you need to save your data to the Memory card (see above). The following pages will give you instructions on how to Create your own plays, Edit existing ones and Customize your playbook!

EDITING OFFENSIVE PLAYS:

Select OFFENSE from the Play Editor menu and press the X 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 X button at this option to continue. Next you can select which of the nine blocks you wish to be your new play. Select one and press the X button. The rest of the menu options will now be available:

PLAY TYPE: Normal, Fake Field Goal & Fake Punt. Choose which type of play you want this to be.

EDIT ROUTES: Control each player on your offense. For information on moving each player, see the next page.

NAME PLAY: After you are satisfied with your newly created play. Why not 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. With Play Types you can choose from Normal defensive play to 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 X button. You can also name your defensive play as well. Just like offensive plays, you can edit the routes of your defensive players. More information on editing routes 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 Directional buttons and select them by pressing the X button. Move the player on the field with the Directional buttons.*

OFFENSIVE MOVEMENTS:

On offense you can change the movements of seven people. Select a player and press the X button. Move your three Receivers along the Line of Scrimmage and down the field using the Directional buttons. When you press the X button, a screen will become available with different movements the player can perform. Select which move you want the player to do and press the X button. You can have your player run straight, spin, cut to the left and then turbo into the end zone. Your Quarterback can either stand in a Regular Set or a Shotgun position. Your Linemen can be moved along the line of scrimmage.

DEFENSIVE MOVEMENTS:

Defensive movements 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 X button. Next select where that player will be and what action that player will be performing (Man 2 Man, Zone coverage or Rush). After you are set, select Return and press the X button to return to the Play Editor: Defense menu. The menu works the same as in Offense. You can now Name your play and return to the Play Editor main menu to Save it.

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.

PLAY EDITOR

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 which page you'd like to edit. Press the X button to access that page. Move the Directional buttons to the play you wish to edit and press the X 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 Directional buttons. Once you have selected a play you wish to place in that block, press the X 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 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 R2 button is used to call your Audibles during the game. Select from Audible 1, 2 or 3 and press the X 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.

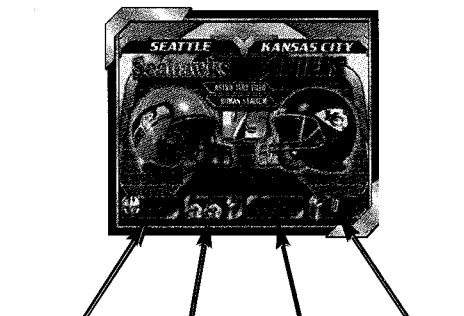
During the game, you can call an Audible by pressing the button that corresponds to your Offensive or Defensive Audible. The default button for an Audible is the R2 button. Press this and then move the Directional buttons Left and Right to select your Audible. Do this at the line of scrimmage before the play begins.

PLAYING THE GAME

Now that you've learned how to navigate through the different menus and options in NFL Blitz 2000, it's time to learn how to play!

CODE ENTERING:

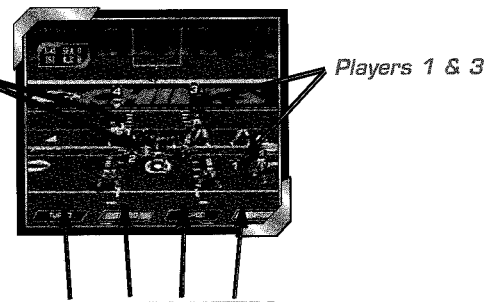
A great feature in the game is the ability to enter secret codes before the game. These are accomplished by pressing your gameplay buttons to cycle through different icons on the bottom of the screen. Once your icon sequence has been entered, move the Directional buttons in a specific direction for that 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.



PLAYING THE GAME

PLAYER CONTROL:

NFL Blitz 2000 allows you to play with up to four players. If you are playing a four player game, the teams are split into two players per team. Remember that in order to play with more than two people, you need a Multi Tap adapter. On Offense or Defense, two players can put their skills together to crush 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 that 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.



BASIC MOVES

BASICS MOVES ON OFFENSE:

- *Move Player: Directional buttons*
- *Turbo: L1 or R1 button*
- *Jump: △ or □ button*
- *Pass: X or ○ button*

BEFORE THE SNAP:

- *Show Player Names: Press the L1 or R1 button*
- *Move Man In Motion: Move Directional buttons to the Left or Right*
- *Turn Man In Motion into a Blocker: L1 or R1 button+△ or □ +X or ○ (Note: Press all three action buttons at the same time)*
- *Hike Ball: X button or △ button*

BEHIND THE LINE OF SCRIMMAGE:

- *Pass: Directional buttons towards receiver + X button*
- *Hurdle: △ or □ button*
- *High Hurdle: L1 or R1 button + △ or □ button*
- *Turbo Run: Hold the L1 or R1 button*
- *Spin Move: Press the L1 or R1 button twice*
- *Jump Pass: L1 or R1 button +△ or □ +X or ○ button*
- *Fast Pass: L1 or R1 button + X button*
- *Dive Forward: L1 or R1 button + (△ or ○ button twice)*

OVER THE LINE OF SCRIMMAGE:

- *Lateral Back: X or ○ button*
- *Stiff Arm: L1 or R1 button + X button*
- *Hurdle: △ or □ button*
- *High Hurdle: L1 or R1 button + △ or □ button*
- *Turbo Run: Hold the L1 or R1 button*
- *Spin Move: Press the L1 or R1 button twice*

BASIC MOVES

BASIC MOVES ON DEFENSE:

- MOVE PLAYER: Directional buttons
- TACKLE: Move your player into the player carrying the ball
- DIVE TACKLE: Press the △ or □ button
- CHANGE PLAYER: Press the X or ○ button
- TURBO RUN: Hold the L1 or R1 button
- INTERCEPT/SWAT BALL: Press the △ or □ button
- PUSH OPPONENT: L1 or R1 button + X or ○ button
- POWER TACKLE: L1 or R1 button + △ or □ button

BLITZ PASSING:

As an alternate way to find your receivers, hold the L2 button to bring up button icons underneath the receivers. Press the corresponding button to throw the ball to that receiver.

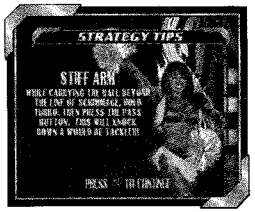
YOU'RE ON FIRE!:

NFL Blitz 2000 also allows your team to be set ablaze if you're doing good enough. 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 will be set "On Fire" when you successfully complete three passes in a row to the same receiver or sack the QB twice in a row!

HINTS & TIPS

TIP SCREENS:

After each Quarter of play, you will be shown a Tip Screen. One of the lovely All-Blitz Cheerleaders will give you some pointers on how to play the game as well as some secrets you should know about! Read the screen quickly, because it doesn't stay up there too long! These hints and tips are very important if you want to perform better on the field!



GAMEPLAY TIPS:

Just to be a good sport, we've given you some of the tips you'll find in the game below:

- Onside Kicks can be performed after you have scored. Right before the kickoff, press Up on the Directional buttons and hold all three gameplay buttons!

- At the Play Select screen, move your cursor to the top-left slot on the page. Now press Up on the Directional buttons twice to hide your cursor! This will hide your play from the opposition. Just keep track of what play you picked!

- Watch your TURBO METER carefully during the game. It's important to have some available for special moves! Of course if you entered the code for UNLIMITED TURBO at the beginning of the game, you've got nothing to worry about!