



NTSC U/C

PlayStation®



SLUS-01146



NFL

BLITZ™

2001



WARNING

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

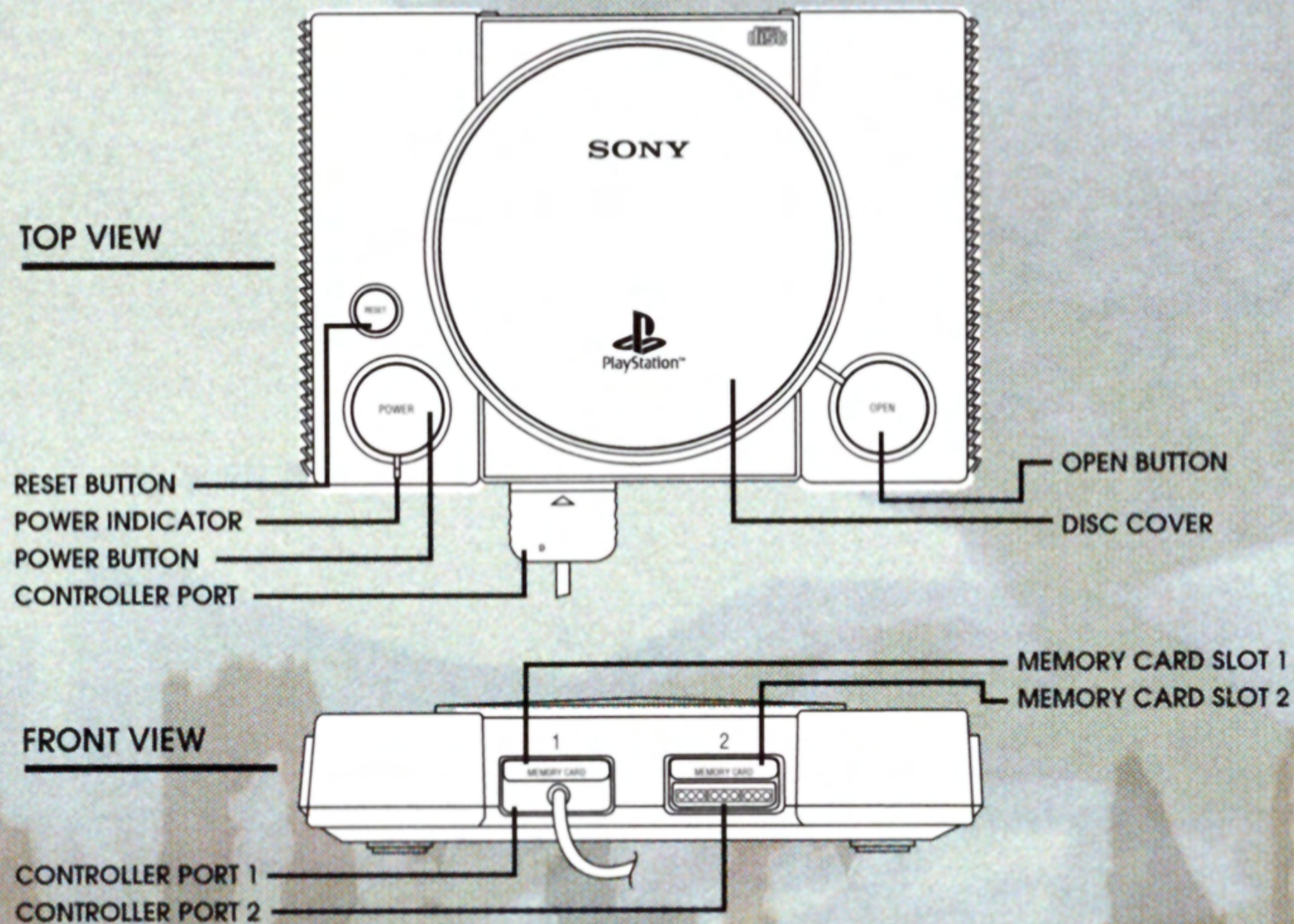
- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the (NFL® BLITZ™ 2001) disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.



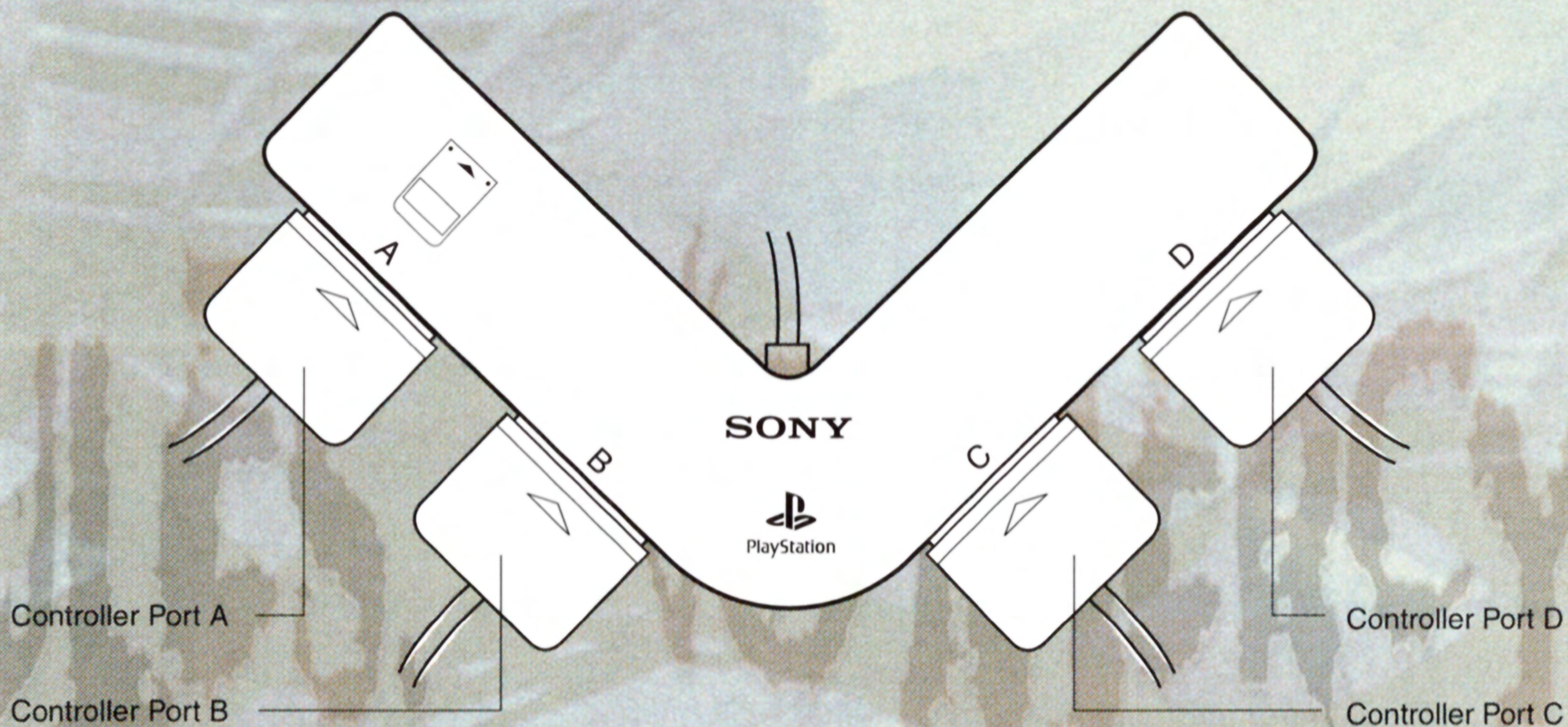
To quit a game in progress, press Start. Select **ABORT GAME**, then select **YES** again to confirm and exit the game, or select **NO** to return to your game.

GETTING STARTED

NFL Blitz 2001 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 participate at the same time.

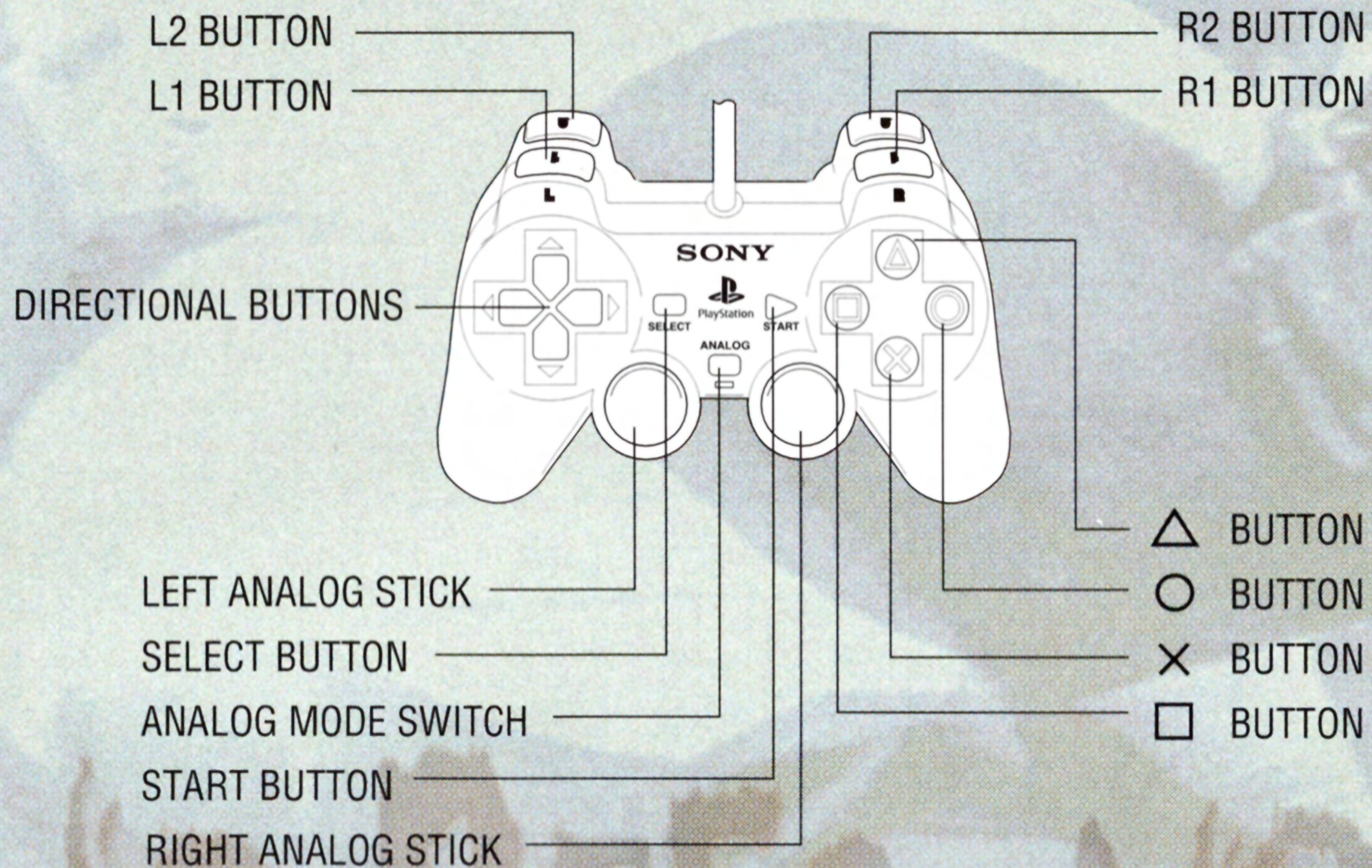
WARNING

If you choose to use the Multi Tap Adapter, remember that a controller must be plugged into Controller Port 1A before connecting the Multi Tap to Controller Port 1, or a controller must be plugged into Controller Port 2A before connecting the Multi Tap to Controller Port 2 on the PlayStation® game console.

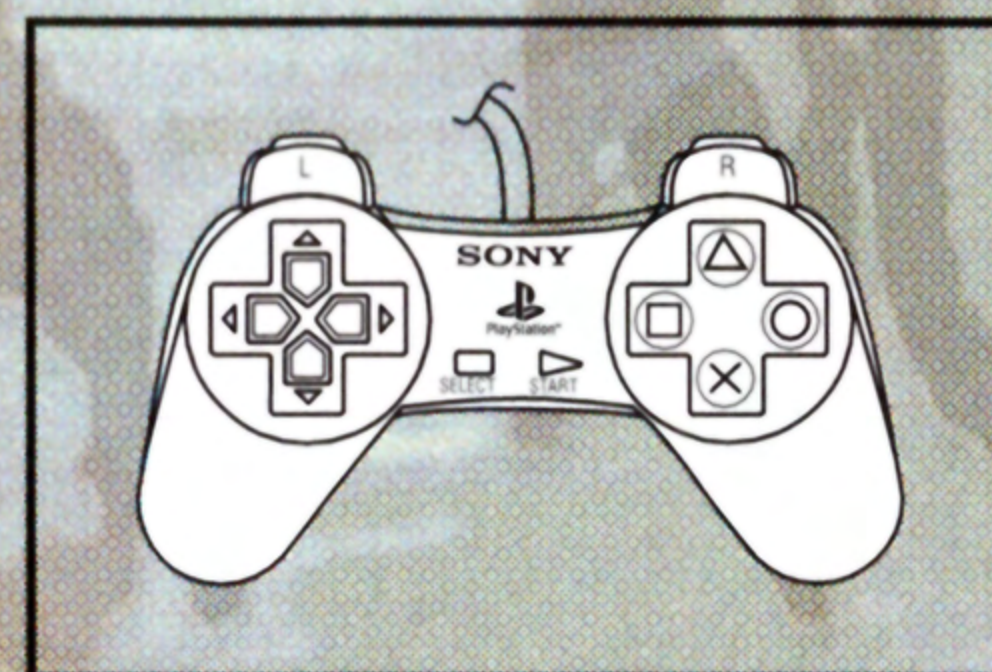


CONTROLLER

DUALSHOCK™ analog controller






NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined on Pages 6-7.



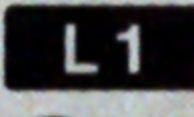
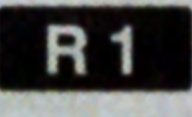




DEFAULT CONTROLS

Refer to the previous page for the appropriate button locations. Remember that when using a DUALSHOCK™ analog controller, the Analog Mode Switch must be activated (illuminated) before the Left and Right Analog Sticks or any Vibration Function will occur. When activated, the Left Analog Stick can be used in place of the Directional buttons during gameplay.

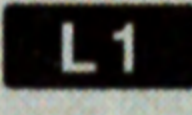
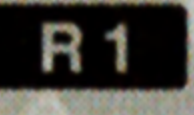
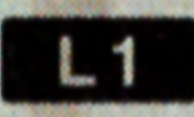







MENU NAVIGATION

- Press the Directional buttons (or Left Analog Stick if activated) Up, Down, Left or Right to highlight options.
- Press  to select options.
- Press  to go to the previous menu.
- Press  to pause the game and display the Pause Menu.

BASIC MOVES ON OFFENSE














- Move Player: Directional buttons or Left Analog Stick (if activated)
- Turbo:  or 
- Jump:  or 
- Pass:  or 

BEFORE THE SNAP (OFFENSE)








- Show Player Names: Press  or 
- Move Man In Motion: Press Directional buttons or Left Analog Stick to the Left or Right
- Turn Man In Motion into a Blocker:  or  +  or  +  or 
(Note: Press all three action buttons at the same time)
- Hike Ball:  or 

DEFAULT CONTROLS











BEHIND THE LINE OF SCRIMMAGE (OFFENSE)

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

OVER THE LINE OF SCRIMMAGE (OFFENSE)

- Lateral Back:  or 
- Stiff Arm: **L1** or **R1** + 
- Hurdle:  or 
- High Hurdle: **L1** or **R1** +  or 
- Turbo Run: Hold **L1** or **R1**
- Spin Move: Press **L1** or **R1** twice

BASIC MOVES ON DEFENSE

- Move Player: Directional buttons or Left Analog Stick
- Tackle: Move your player into the player carrying the ball
- Dive Tackle:  or 
- Change Player:  or 
- Turbo Run: Hold **L1** or **R1**
- Intercept/Swat Ball:  or 
- Push Opponent: **L1** or **R1** +  or 
- Power Tackle: **L1** or **R1** +  or 

MAIN MENU

ARCADE

Jump right into a game with up to four players. This is your basic “pick up and play” game mode.

SEASON

Season Mode allows a player (this is a 1 Player game mode) to select up to 8 teams and play an entire NFL season with each team. More information is available on Pages 13-14.



TOURNAMENT

Host a tournament with up to 8 teams. Choose your teams, set up the tournament and find out who's the best! See Page 15 for all the details.

PARTY GAMES

Choose from 3 different mini-games to challenge your Blitz skills! See Page 16 for more information.

PLAYBOOK EDITOR

Create your own plays or edit the existing ones in this mode. See Pages 17-21 for details.

OPTIONS

Customize your game with a variety of game options. See Pages 11-12 for more.

PLAYING THE GAME

Before we get into the other game modes in NFL Blitz 2001, let's talk about the basic rules and features you'll find when playing.

CONTROLLER SELECTION

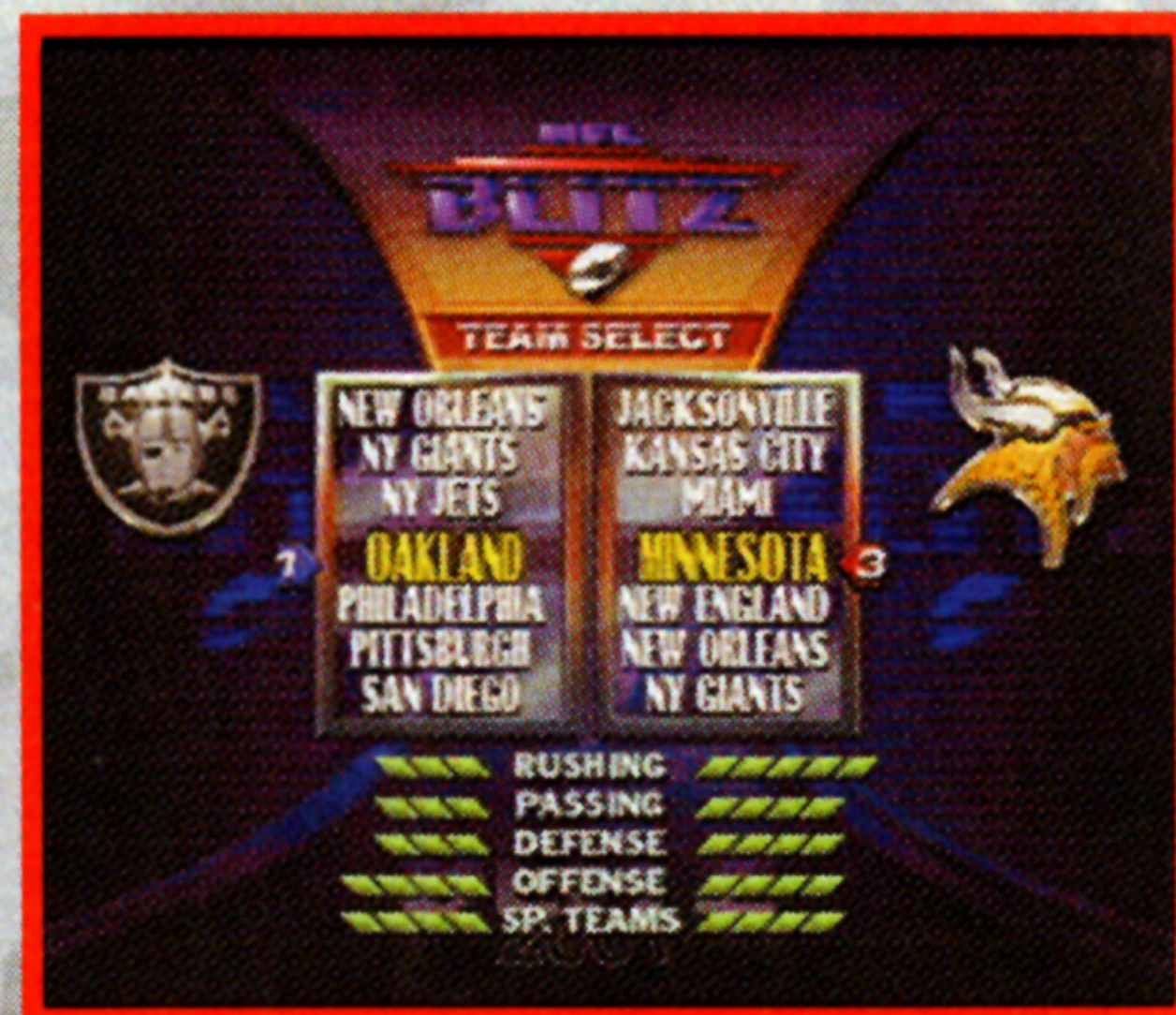
Up to four players can participate in some game modes of NFL Blitz 2001. At the Controller Select screen, move your controller to the player number you wish to play as. This feature allows players to compete against each other or team up against the CPU team. When you have selected your player number, press **X** to continue.



TEAM SELECTION

Only players located in the Player 1 or Player 3 spots of the Controller Select screen will be able to choose their team. Press Up and Down to view the different NFL teams. The bottom of the screen will show the team's statistics. To select your team, highlight the team and press **X** to continue.

HINT: To select your team at random, press Left on the Directional buttons (or Left Analog Stick) and press **L1** at the same time.



PLAYING THE GAME

CODE ENTERING

A great feature in the game is the ability to enter secret codes before the game. This is accomplished by pressing your gameplay buttons to cycle through different icons on the bottom of the screen. Once your icon sequence has been entered, press 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 below 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.



PLAYER CONTROL

NFL Blitz 2001 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.



GAME OPTIONS

At the Main Menu, highlight OPTIONS and press **X**. A window will appear showing the adjustable options in NFL Blitz 2001. To change the option, highlight it and press **X**. Next, highlight the option setting and press **X** to lock in the setting.

DIFFICULTY

This determines how difficult the AI (Artificial Intelligence) in the game will be. Select from EASY, MEDIUM or HARD and press **X**.

QUARTER LENGTH

This option sets the length of each quarter in the game. Choose from 1, 2, 4 or 8 minutes of play.

PLAY TIMER

When selecting plays, the Play Timer allows a few seconds to review and select plays. Selecting YES will keep the timer activated, selecting NO will disable the timer.

FIELD EFFECTS

This option allows special field effects like Slippery Fields and Muddy Uniforms. Selecting YES will activate the field effects and NO will disable them.

AUTOSAVE

Select from ON or OFF. This will allow the game to automatically save to a Memory Card.



GAME OPTIONS

TIPS PAGE

After the 1st and 3rd Quarters, the lovely Blitz Cheerleaders will appear, giving you a valuable tip on how to play the game. This option can be turned ON (tips will be shown) or OFF (tips will not be shown).

HALFTIME STATS

After the 2nd Quarter (the start of Halftime), you will be able to view the current stats (statistics) of the game. The Halftime Stats can be turned ON or OFF here.

CONTROLLER

You can configure your controller with this option. Highlight CONTROLLER and press **X**. Next, select the Controller Port that corresponds to the controller that will be configured. To configure the controller, highlight the action that you want to assign a button to. Next, press the button that you want use with the action. To reset the controller configuration to its default setting, highlight RESET TO DEFAULT and press **X**. When you are finished, highlight EXIT and press **X**.



SEASON MODE

Season Mode allows you to take control of up to 8 different NFL teams and play them all in the same season. Initially, you will only be able to begin a **NEW** season or **LOAD** a previously saved one. To begin a new season, highlight **NEW** and press **X**.

NEW SEASONS

First you will have to enter a name for your season. Next, select the number of teams (1-8) that you want to use during the upcoming season. Finally, select your favorite NFL teams and confirm **YES** or **NO**. Once you have confirmed your season, you will go back to the Season Mode Menu. In order to save your season, you must select **SAVE** and then select the Memory Card slot to save to.



LOAD SEASON

If you choose to Load a season, highlight **LOAD** and press **X**. Then you must select the saved season from your Memory Card. Once you have located the saved season, press **X** to return to the Season Mode menu.

SEASON MODE

SEASON RESULTS

Under the Results sub-menu on the Season Mode Menu screen, you can look up your team's standings and other information from your season. Highlight Results and press **X**.

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.



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 Memory Card). When you select New, you must enter a name for the tournament. Press the Directional buttons to highlight letters. Press **X** to select a letter. When you are finished, highlight END and press **X**. Next you will select how many teams will be in the tournament. Highlight what number of teams you would like and press **X** 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 NOT give you that player's custom playbook and plays. 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 **X**. You will then go to the Controller Select menu and select what controllers you'd like to correspond with the players. Tournaments can be saved to a Memory Card at the Tournament Mode Menu.

PARTY GAMES

Select PARTY GAMES from the Main Menu and press **X**. There are three games to choose from. Each game is designed to help sharpen your Blitz skills. Select a game and press **X**. Next, select what player number you will be. When you're all set, select your team and press **X** 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 Playbook Editor. Playbook 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 Playbook Editor from the Main Menu. Once you have accessed the Playbook Editor, you will be asked for your NAME. If you do not have any saved information, a new file will be created for you provided you have a Memory Card inserted.

PLAYBOOK EDITOR MENU

After you have accessed or saved a file, you will enter the Playbook Editor menu.

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 2001 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 Playbook Editor and save your data as well.



PLAYBOOK EDITOR

USING THE PLAYBOOK EDITOR

Using the Playbook 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 a Memory Card. 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 Playbook Editor menu and press **X**. 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 **X** 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 **X**. The rest of the menu options will now be available to you.



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 Playbook Editor menu.

PLAYBOOK EDITOR

EDITING DEFENSIVE PLAYS

If you select DEFENSE from the Playbook Editor menu you will find the options are basically the same. With Play Types you can choose from a 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 **X**. You can also name your defensive play as well. Just like offensive plays, you can edit the routes of your defensive players.



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 **X**. Move the player on the field with the Directional buttons.



PLAYBOOK EDITOR

OFFENSIVE MOVEMENTS

On offense you can change the movements of seven people. Select a player and press **X**. Move your three Receivers along the Line of Scrimmage and down the field using the Directional buttons. When you press **X**, a screen will become available with different movements the player can perform. Select which move you want the player to do and press **X**. 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 **X**. 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 **X** to return to the Playbook Editor: Defense menu. The menu works the same as in Offense. You can now name your play and return to the Playbook 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.



PLAYBOOK 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 **X** to access that page. Press the Directional buttons to the play you wish to edit and press **X**. 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 **X**. 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. **R2** is used to call your Audibles during the game. Select from Audible 1, 2 or 3 and press **X**. 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 button for an Audible is **R2**. Press this and then press the Directional buttons Left and Right to select your Audible. Make sure you do this at the line of scrimmage before the play begins.

HINTS

- Teams that perform exceptionally well on the field will be set “ON FIRE” and will be even tougher to stop! On Offense, pass the ball to the same receiver three times in a row. On Defense, make the Offense lose yardage twice in a row. Don’t let the opposition put your fire out! Turnovers, 1st Downs and allowing the opposing team to score will put your flame out instantly!
- To perform an Onside Kick (after a Touchdown and extra point attempt), press and hold Up on the Directional buttons or Left Analog Stick and all three action buttons (based on what your controller configuration is). This is a great way to cause a fumble and recover the ball.
- To hide your cursor at the Play Select screen, press Up on the Directional buttons or Left Analog Stick twice. Pay attention to what play you select!
- Watch your Turbo Meter carefully during the game! It’s important to have Turbo when you need it. If you can enter the UNLIMITED TURBO code at the Match-Up screen, then you’ve got nothing to worry about.
- When running with the ball, the more spins you do can cause you to fumble.
- Try to use Audibles whenever possible. Calling an Audible is the best way to confuse your opponent.
- Pay attention to the Tip Screens before the 2nd and 4th Quarters. These screens provide a number of helpful tips for both the beginning and advanced player!

NOTES

Here's some space to write down any notes you may find. Look for hints in magazines or on the internet. Remember those secret codes we talked about? There's a bunch of them, so you may want to record them here for quick reference.

NOTES



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NFL BLITZ 2001



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