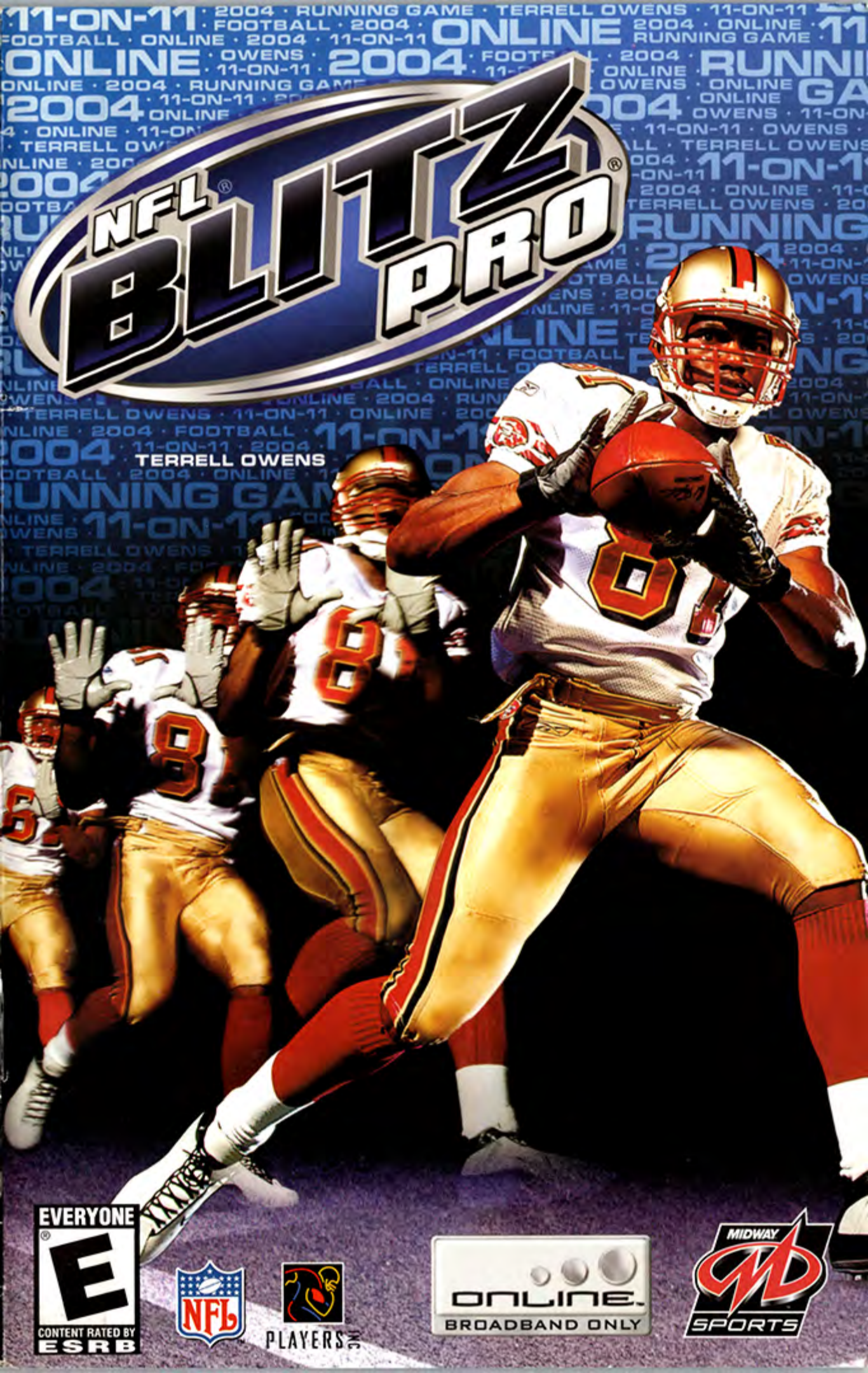




TERRELL OWENS



PLAYERS™



WARNING

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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 2 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 2 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 UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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.

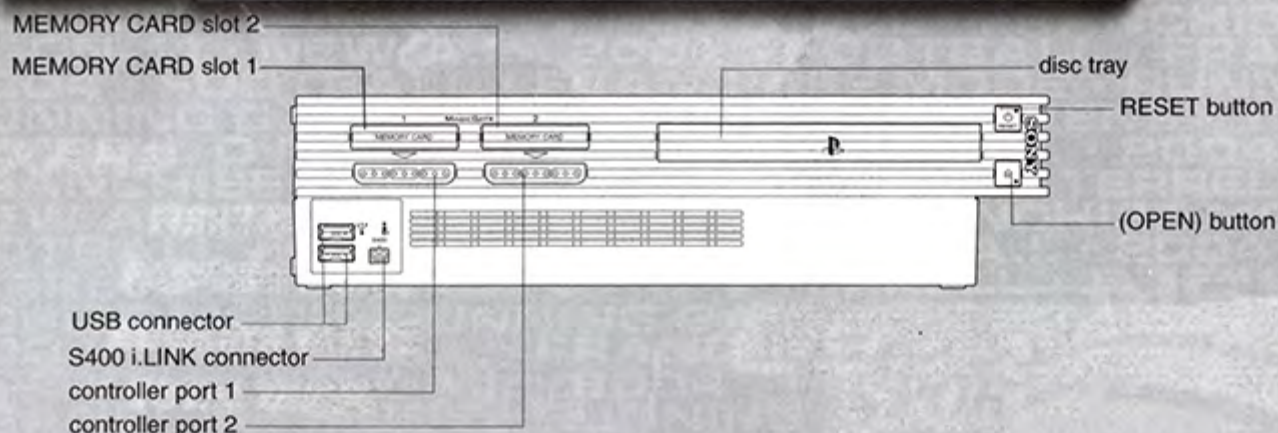


TABLE OF CONTENTS

Getting Started	2
Starting Up	3
Default Controls	4 - 5
Saving Games	7
Main Menu	6 - 11
Blitz Shop	6
Create-A-Player	7
User Records	8
Manage Team	9
Game Options	10
Memory Card	11
Exhibition Mode	12
Season Mode	13 - 14
Franchise Mode	15
Tournament Mode	16
Pre-game Setup	17
On The Grid Iron	18 - 20
Pause Options	21
Blitz Pro Online	22
Blitz Online User Agreement	23 - 24
Credits	25 - 26
Blitz Music	27
Warranty	29



GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the NFL® Blitz® Pro disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

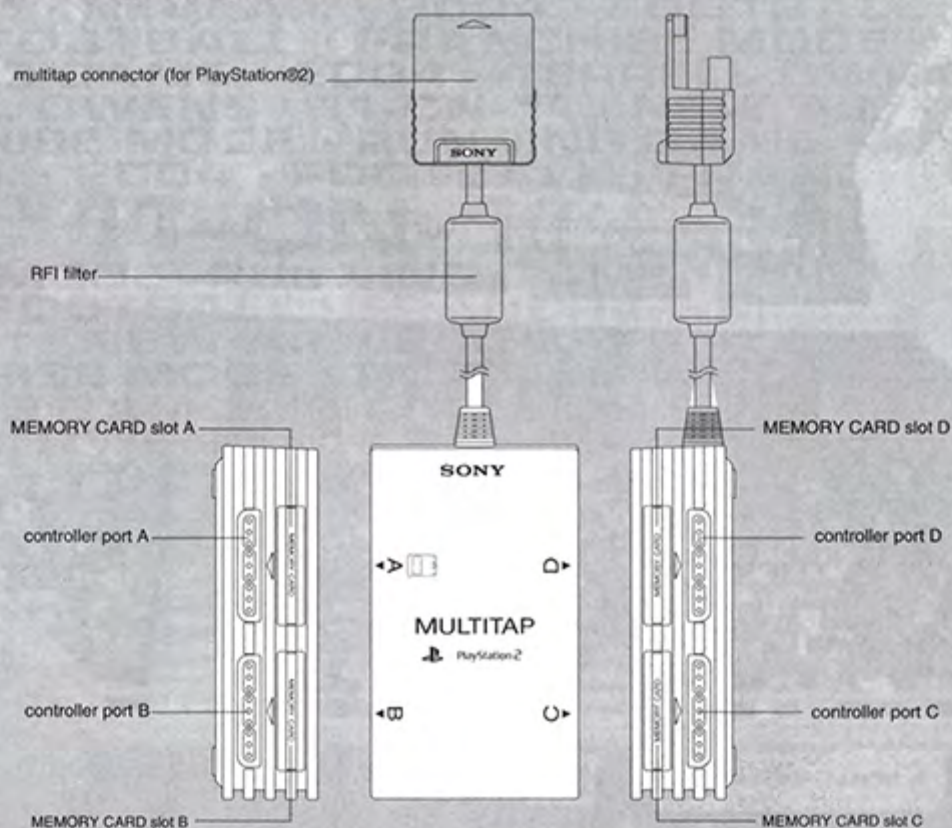
MULTITAP (for PlayStation®2) COMPATIBLE

NFL® Blitz Pro supports up to 4 players. Use a Multitap to gain access to 4 controllers. Please connect controllers sequentially from Controller port 1-A, Controller port 1-B, etc., when using a multitap.

Online Head-to-Head play (1 vs. 1): The first controller detected in either multitap starting with 1-A must be used.

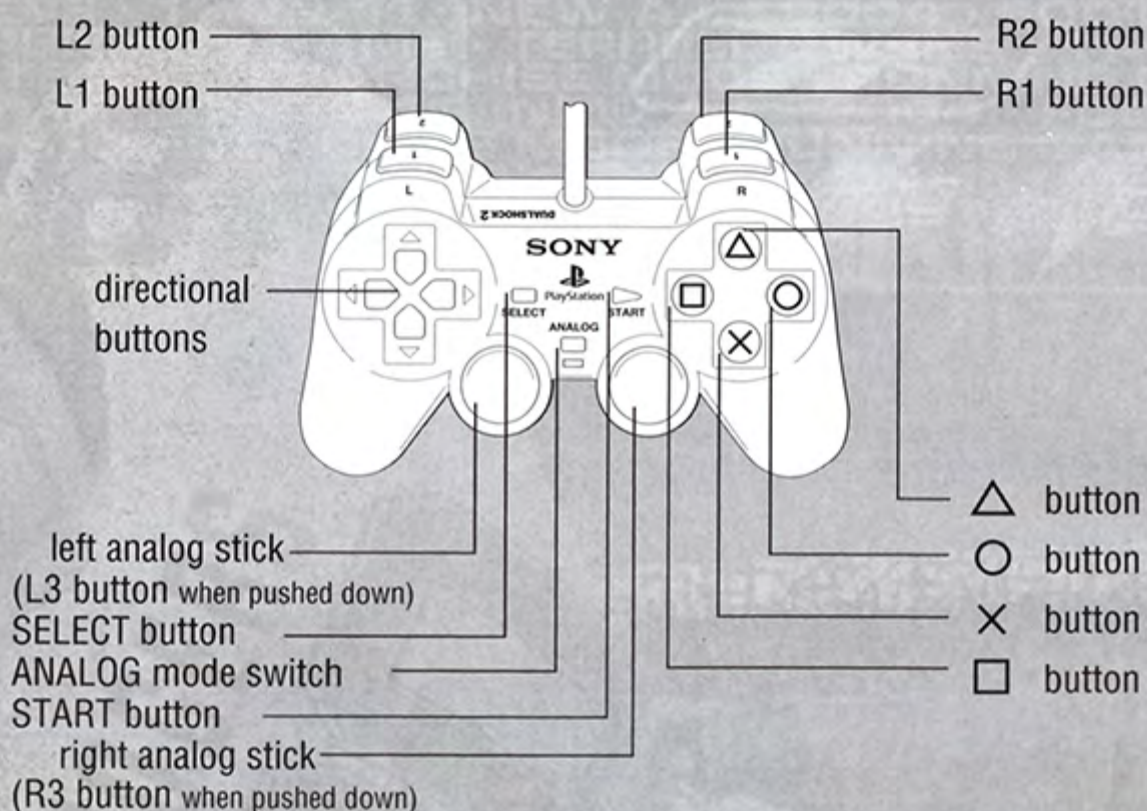
Online Tag Team play (2 vs. 2): The first 2 controllers detected in either multitap starting with 1-A must be used.

Multitap (for PlayStation®2)



STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



NFL® Blitz Pro does NOT recommend or support "Analog Joystick" controllers that are not DUALSHOCK®2 analog controllers.

MENU/SUB-MENU NAVIGATION

Throughout this manual, **↑**, **↓**, **←** and **→** will signify pressing Up, Down, Left and Right on the directional button. To navigate through the game menus (i.e. Options), use the directional button (**↑**, **↓**, **←** or **→** depending on the menu) to highlight a selection. To activate a selection or access the next menu, press the **×** button. Press the **L1** button or **R1** button to cycle categories. To go back to the previous menu and/or cancel the previous selection, press the **△** button.

QUITTING A GAME IN PROGRESS

During the game, press the **START** button to display the Pause Menu. Press the directional button **↑** or **↓** to select Exit Game, then press the **×** button. To confirm exiting the game, press the **×** button again to go to the Main Menu.

DEFAULT CONTROLS

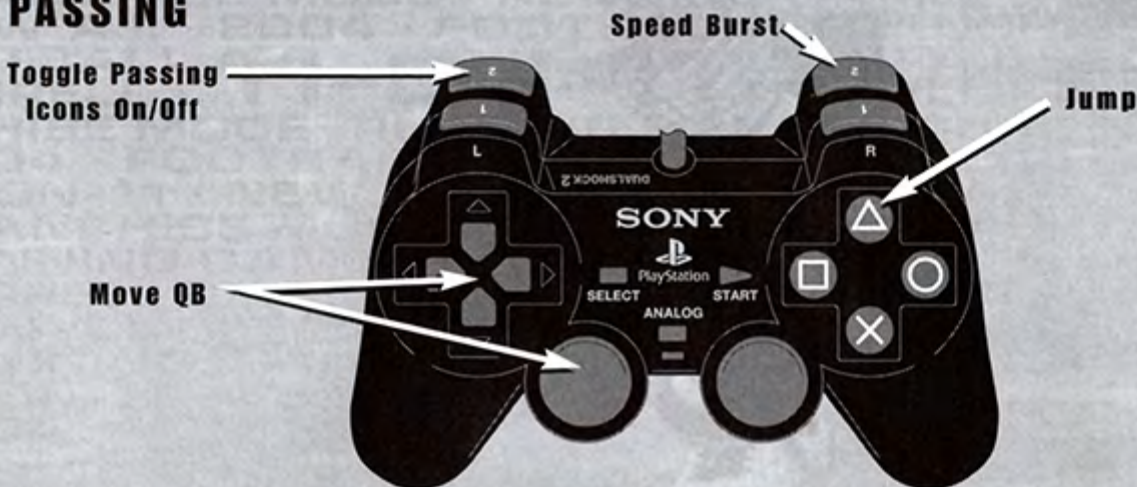
PRE-SNAP OFFENSE



RUNNING WITH THE BALL



PASSING

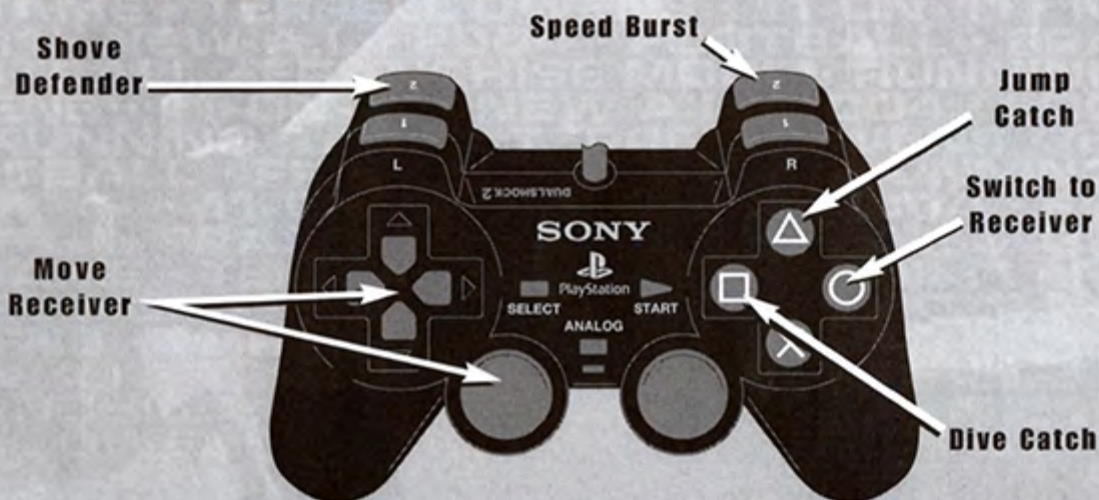


Pass to Receivers - Square button, X button, Circle button, L1 button or R1 button
Lob Pass - Tap passing button
Bullet Pass - Hold down passing button



DEFAULT CONTROLS

RECEIVING BALL IN THE AIR



DEFENSE PRE-SNAP



DEFENSE DURING PLAY



Main Menu

At the Main Menu, press the **L1** button or **R1** button to access one of three menus: Game Modes, Features or Settings.

GAME MODES

QUICKPLAY

Jump right into the thick of NFL Blitz Pro's unique style of football. Each player(s) will select Home or Away, then select a team (see **Select Teams**, pg. 17). You'll then go straight to the opening kickoff of your game.

EXHIBITION

See Exhibition Mode, pg. 12.

SEASON MODE

See Season Mode, pg. 13-14.

FRANCHISE MODE

See Franchise Mode, pg. 15.

TOURNAMENT MODE

See Tournament Mode, pg. 16.

ONLINE

See Blitz Pro Online, pg. 22.

FEATURES

BLITZ SHOP

The Blitz Shop allows you to purchase Fantasy Teams, Stadiums and different Create A Game Modes with Blitz Credits you've earned playing games in Quickplay, Exhibition and Tournament Modes.

Press the directional button **↑** or **↓** to highlight an option, then press the **L1** button or **R1** button to cycle through the items available for purchase.

Prices are displayed, as well as a short description of the item chosen. When you purchase an item, it will become available for selection when you're selecting game modes and teams.

Note: Bonus Modes can only be activated in Exhibition Mode.



Main Menu



CREATE-A-PLAYER

NFL Blitz Pro includes a Create-a-Player option you can use to create customized players. Press the directional button **↑** or **↓** to highlight an option, then press the **⊗** button to select it.

The first option allows you to name your player. Once selected, press the directional button **↑**, **↓**, **←** or **→** to highlight a letter or number, then press the **⊗** button. Repeat this process until you've spelled out the name, then select End.

The following options require pressing the directional button **←** or **→** to cycle through the options or increase values. Each time you're finished modifying an option, press the **⊗** button select and move to the next category.

There are three steps (pages) of options you'll use to create your player. Press the **L1** button or **R1** button to move from step-to-step each time you finish modifying a page of options.

As you modify your new player, the cost of the player increases or decreases, depending on the options and values you change. The created player's Overall Rating also increases or decreases based on the same criteria.

When you've finished creating a player press the **START** button to go to the Save screen (see **Memory Card**, pg. 11). After being saved, he will be available as a Free Agent for your Franchise Team (see **Franchise Mode**, pg. 15 and **Free Agency**, pg. 10). Remember, in order to sign a created player, you'll need to have the money displayed next to your created player on the Create-A-Player screen.

BLITZ THEATER

Pull up a chair and enjoy special behind-the-scenes footage of the making of NFL Blitz Pro, Terrell Owens Unleashed and a riveting look at Blitz Bowl II. Once this option is selected, press the directional button **↑** or **↓** to highlight an option. Press the **⊗** button to select an option.

Main Menu

SETTINGS

USER RECORDS

The User Records option consists of options needed to create and support User Records for NFL Blitz Pro.

USER RECORD

To create a User Record, press the directional button **↑**, **↓**, **←** or **→** to highlight a character, then press the **⊗** button to select it. Repeat the process until you've spelled out the name you want, then select **END**.



SAVE/LOAD

See Memory Card, pg. 11.

VIEW RANKINGS

The View Rankings screen displays saved Users' records in Exhibition, Season and Tournament Modes. Press the directional button **↑**, **↓**, **←** or **→** to highlight a column, then press the **⊗** button to select it.

SET AUDIBLES

Once you've created a User Record, you can choose and save three **Offensive** and **Defensive** audibles that will be available anytime you play an Exhibition, Season, Franchise and Tournament game. You can access the audibles during the game, as long as you've selected your User Record prior to the game.



To set your audibles, press the **L1** button or **R1** button to select **Offense** or **Defense** plays. Next, press the **□** button, **⊗** button or **⊙** button to select the existing audible play. You'll next select a play that will be newly associated with **□** button, **⊗** button or **⊙** button, depending on the button you pressed.

Once you've selected the audible you want to modify, press the directional button **↑**, **↓**, **←** or **→** to select a formation, then press the **⊗** button. You'll then have access to the plays listed under that formation.

Press the directional button **↑**, **↓**, **←** or **→** to select a play, then press the button listed under that play. This will place the play into the above audible window. The play you chose is now associated with the button.

SET PLAYBOOK

Assign any NFL team playbook to the User Record you'll be using when you play your game. When you select this option, you'll be prompted to select the User Record you want to which to set the playbook.

After you select the User Record, press the directional button **←** or **→** to cycle the available team playbooks, then press the **⊗** button to set the playbook.



Main Menu

SETTINGS (CONT.)

MANAGE TEAMS

DEPTH CHARTS

This option allows you to choose who will start the game, and who will have a seat on the bench. It also determines who will back up your players when they're tired or injured.

Press the directional button **←** or **→** to select a team, then press the **L1** button or **R1** button to cycle the player positions. Use the right analog stick to scroll through the categories.

To adjust the depth chart, press the directional button **↑** or **↓** to highlight a player, then press the **X** button to select him. You can now move the cursor over another player and press the **X** button again to swap their position on the depth chart.

Note: While a player is selected, you can press the directional button **←** or **→** to view the ratings in all the player's attribute categories.

EDIT PLAYERS

You can manually adjust the ratings for each of your players' abilities. Press the directional button **←** or **→** to select a team, then press the **L1** button or **R1** button to cycle the player positions. Press the directional button **↑** or **↓** to select a player, then press the **X** button to select him.



Press the directional button **↑**, **↓**, **←** or **→** to select a rating, then press the **X** button again. You can now press the directional button **←** or **→** to increase or decrease the rating. The window on the right displays the how many points your player's overall rating has increased or decreased since editing (+2, -1, etc.).

TRADE PLAYERS

NFL Blitz Pro has a complete trading system that allows you to make trades with other teams. To make trades, press the directional button **←** or **→** to select a team, then press the **L1** button or **R1** button to cycle the player positions.

To make trades, press the directional button **↑** or **↓** to select a player, then press the **X** button to select him. His name will appear in the "Trade With" window. Now press the **□** button to access the "Trade For" window. Now use the same process to select the second player involved in the trade, then press the **START** button to make the trade.

Note: In Season and Franchise Mode, trades may be denied if they are unfair or create imbalance in one of the two teams involved in the trade.



Main Menu

SETTINGS (CONT.)

MANAGE TEAM (CONT.)

FREE AGENCY

The Free Agency market allows you to make cut and sign players to your team's roster. To cut and sign players, press the directional button **←** or **→** to select a team, then press the **L1** button or **R1** button to cycle the player positions.



Press the directional button **↑** or **↓** to highlight a player, then press the **X** button to remove him. To sign a player, press the **□** button to access the Free Agent players. Highlight the player you want, then press the **X** button. The new player will be added to your roster.

GAME OPTIONS

Press the directional button **↑** or **↓** to highlight a game option, then press the **X** button to make a selection. Press the directional button **←** or **→** to cycle the settings.

SKILL LEVEL - Select Rookie (easiest), Pro or Elite (hardest).

QUARTER LENGTH - Change the length of your game's quarters by selecting 1, 2, 3, 4 or 5 minute quarters.

CAMERA TYPE - The Normal camera displays gameplay in classic Blitz fashion. The Wide camera lets you see the entire field, but you're further from the action. The Blimp camera allows you to play from the view of a Blimp.



PLAY SELECT TIMER - You can decide whether to have a timer counting down during play selection. You can turn this feature On or Off.

CONTROLLER VIBRATION - Turn the controller vibration feature On or Off.

AUDIO OPTIONS



You can make several modifications to the game's audio settings. Press the directional button **↑** or **↓** to select the option you want to change, then press the directional button **←** or **→** to modify an option.

You can make adjustments to the Stereo Mode (Stereo or Mono), Presets, Music, Sound Effects, Commentary or the Crowd.

Main Menu

Save/Load

NFL Blitz Pro lets you save accumulated data to your memory card (8MB) (for PlayStation®2). We highly recommend using a memory card to enjoy the many features you'll find in this game.

Each time you start the game on your PlayStation®2 computer entertainment system, the game will read your memory card, making it available for saving data.



At the Memory Management screen, you can save User Profiles and Rosters. press the **L1** button or **R1** button to access memory cards (if you have more than one inserted).

If you've modified your roster or created a user profile, it will be listed on the screen. The Status column will let you know if the data has been saved or needs saving. Simply highlight the unsaved data, and press the **X** button.

You'll be prompted to **Rename**, **Save**, **Load** or **Delete** the item you've selected. Using this menu, you have full access to the data saved to your memory card.

As you save more and more data to the memory card, you'll need to keep track of the space available on the memory card. At the bottom of the screen, Space Free and Space Required amounts for each saved item are always displayed.

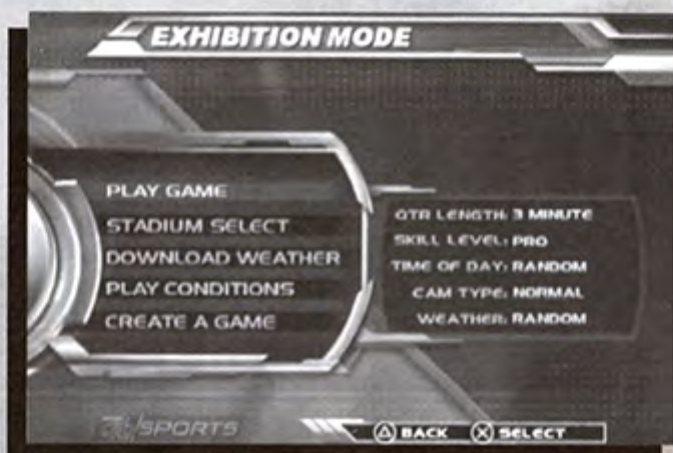
The Memory Management option appears in several instances within the game, so you can always refer to this portion of the manual for reference.

It is advised that you do not insert or remove peripherals or memory cards once the power is turned ON. Make sure there is enough free space on your memory card before commencing play.

EXHIBITION MODE

Play an exhibition game with 1 to 4 players. This game mode allows you to select a saved User Record (see User Records, pg. 8) by pressing the **L1** button or **R1** button. You'll then challenge all 32 NFL teams with complete stat tracking and full game-play customization.

Stats are saved to an entered User Record as long as you have a memory card (8MB) (for PlayStation®2) inserted in your PlayStation®2 computer entertainment system (see Save/Load, pg. 11).



You'll select controllers and teams (see pg. 17), then go to the Exhibition Mode screen to set up your game. You can select Play Game to jump right into your game, or make adjustments to the following options:

STADIUM SELECT

Select this option, then press the directional button **←** or **→** to cycle available stadiums. You can choose any one of the current NFL Stadiums to play your game, or one of the bonus stadiums purchased at the Blitz Shop if your User Record is loaded (see Blitz Shop, pg. 6).

DOWNLOAD WEATHER

If you're connected to the internet, you can download the actual, current weather conditions for the city in which you're playing your game. Select this option, then press the **X** button to select Download Now.

PLAY CONDITIONS

Select this option, then press the directional button **←** or **→** to change weather conditions. Press the **X** button to accept the new setting, then repeat the process for the other two options.

CREATE A GAME

Try activating multiple Create A Game Modes to create a unique game experience of your own. Once you've completed the necessary steps to unlock the Game Modes, options will be illuminated (not gray). Select this option, then press the directional button **↑** or **↓** to highlight an option, then press the **X** button.

SEASON MODE

SEASON

Select a team, and play a full NFL season. Stats and standings are all saved as you battle your way to the Super Bowl. You'll need a memory card to save your season (see **Save/Load**, pg. 11).

If you already have a season saved, select **Load Season** to gain access to the memory card and load the season. If you're just getting started, select **New Season** to get set up.

NAME THIS SEASON

The first step needed to get you started is naming your season. To name the season, press the directional button **↑**, **↓**, **←** or **→** to highlight a character, then press the **⊗** button to select it. Repeat the process until you've spelled out the name you want, then select **END**.

SEASON COACH ENTRY

Use this option to choose the **User** and **Team** you'd like the season to be attributed to. All season information will be saved to that **User Record**. Press the **⊗** button, then press the directional button **←** or **→** to select **New User**, **CPU** or any existing **User Records** that have been saved. Press the **⊗** button to select. Use the same method to choose an **NFL team**. Press the **▶** button when you're finished.

CUSTOMIZE SEASON

This menu allows you to adjust a few more aspects of your season before you get started. Press the directional button **↑** or **↓** to highlight a game option, then press the **⊗** button to make a selection. Press the directional button **←** or **→** to cycle the settings.

SKILL LEVEL

Select **Rookie** (easiest), **Pro** or **Elite** (hardest).

FANTASY DRAFT

NFL Blitz Pro includes the option of a **Fantasy Draft** to enhance your **Season** (**Franchise** and **Tournament** as well). When you turn this feature **On**, the **Fantasy Draft** screen will be available prior to the start of the season.

At the **Fantasy Draft** screen, press the **⊗** button to get started. The **CPU** will start the draft, and very quickly players will be selected. Eventually, it will be your pick. Press the **L1** button or **R1** button to cycle the teams, and press the directional button **←** or **→** to cycle player positions. Press the directional button **↑** or **↓** to highlight available players, then press the **⊗** button to make your pick. Repeat this process to make all of our picks. Names listed in gray are unavailable.

You'll go through 50 rounds of players to make up your roster, so plan to spend some quality time with your draft. When you're finished, or if you want the option to have the **CPU** to finish the draft, press the **▶** button.



SEASON MODE

PLAY SELECT TIMER

You can decide whether to have a timer counting down during play selection. You can turn this feature On or Off.

ROSTER MANAGEMENT

The Roster Management screen allows you to decide your starting lineups. See Depth Charts, pg. 9.

PLAY WEEK

Select this option to go to the Weekly Schedule screen and select the game you want to play.

STANDINGS

Press the **L1** button or **R1** button to view NFL, NFC and AFC standings.

MANAGE TEAM

For options not listed below, see Manage Team, pg. 9.

COACHING CHANGES

Use this option to make coaching changes, or in other words, change the User Record in which the season has been attributed to (see Season Coach Entry, pg. 13).

CREATE-A-PLAYER

See Create-A-Player, pg. 7.

STATISTICS

Press the **L1** button or **R1** button or the directional button **←** or **→** to cycle Leagues, Teams or Divisions. Player Stats, League Leaders, Team Stats and Career Stats are available for display. Use the right analog stick to highlight statistic categories.

SAVE/LOAD

See Save/Load, pg. 11.

WEEKLY SCHEDULE

Press the directional button **↑**, **↓**, **←** or **→** to highlight the game you want to play, then press the **○** button. Now press the **×** button to go to the Select Controller screen.

SEASON STANDINGS

LI **NFL** RI

AFC	W - L - T	NFC	W - L - T
NEW ENGLAND	2 - 1 - 0	WASHINGTON	2 - 0 - 0
N.Y. JETS	1 - 2 - 0	N.Y. GIANTS	2 - 1 - 0
MIAMI	1 - 2 - 0	PHILADELPHIA	0 - 2 - 0
BUFFALO	1 - 2 - 0	DALLAS	0 - 2 - 0
NFC	W - L - T	AFC	W - L - T
BALTIMORE	2 - 0 - 1	MINNESOTA	2 - 1 - 0
CINCINNATI	2 - 1 - 0	GREEN BAY	2 - 1 - 0
CLEVELAND	1 - 2 - 0	CHICAGO	1 - 1 - 0
PITTSBURGH	1 - 2 - 0	DETROIT	1 - 2 - 0
AFC	W - L - T	NFC	W - L - T
HOUSTON	3 - 0 - 0	TAMPA BAY	3 - 0 - 0
JACKSONVILLE	2 - 1 - 0	CAROLINA	1 - 1 - 0
TENNESSEE	2 - 1 - 0	ATLANTA	1 - 2 - 0
INDIANAPOLIS	0 - 3 - 0	NEW ORLEANS	0 - 3 - 0
NFC	W - L - T	AFC	W - L - T
OAKLAND	3 - 0 - 0	SEATTLE	2 - 1 - 0
SAN DIEGO	1 - 1 - 1	SAN FRANCISCO	2 - 1 - 0
KANSAS CITY	1 - 2 - 0	ST. LOUIS	1 - 2 - 0
DENVER	0 - 3 - 0	ARIZONA	1 - 2 - 0

LEADERS

LI **DEFENSE** RI

POS	TEAM	NAME	TACKLE	SACK	INT	FUM REC
LB	IND	L. BARTWELL	1	1	1	1
LB	NO	D. SMITH	15	0	0	0
CB	A	A. SPARMAN	15	0	0	0
DB	A	J. SHARPER	15	1	1	0
LB	BUF	L. FLETCHER	11	0	0	0
SEA	A	A. SAMADIS	11	0	0	0
SEA	C	C. BROWN	17	0	0	0
CB	B	B. SAMADIS	17	0	2	0
LB	JAX	M. PETERSON	17	0	0	0
DE	R	R. COLVIN	16	0	0	0

WEEKLY SCHEDULE

LI **Week 4** RI

09-01	San Diego	20	09-01	San Diego	20
09-01	Tennessee	41	09-01	San Diego	20
09-01	Pittsburgh	20	09-01	Oakland	14
09-01	Dallas	20	09-01	Denver	17
09-01	N.Y. Jets	17	09-01	Green Bay	27
09-01	Indianapolis	24	09-01	Chicago	30
09-01	New Orleans	37	09-01		

BACK CHOOSE PLAY GAME

FRANCHISE MODE

FRANCHISE

NFL Blitz Pro's new Franchise Mode allows you to select an NFL team, and play ten seasons of NFL football. Over this time, your challenges will be to draft new players, release players and do the things necessary to keep on winning.



NAME THIS FRANCHISE

The first step needed to get you started is naming your franchise. To name the season, press the directional button **↑**, **↓**, **←** or **→** to highlight a character, then press the **⊗** button to select it. Repeat the process until you've spelled out the name you want, then select **END**.

FRANCHISE COACH ENTRY

Use this option to choose the User and Team you'd like the franchise to be attributed to. All franchise information will be saved to that User Record. Press the **⊗** button, then press the directional button **←** or **→** to select New User, CPU or any existing User Records that have been saved. Press the **⊗** button to select. Use the same method to choose an NFL team. Press the **▶** button when you're finished.

SKILL LEVEL

See Skill Level, pg. 13.

FANTASY DRAFT

See Fantasy Draft, pg. 13.

PLAY SELECT TIMER

See Play Select Timer, pg. 10

PLAY WEEK

Select this option to go to the Weekly Schedule screen and select the game you want to play.

STANDINGS

Press the **L1** button or **R1** button to view NFL, NFC and AFC standings.

MANAGE TEAM

For options not listed below, see Manage Team, pg. 11-12 and pg. 14.

STATISTICS

See Statistics, pg. 14.

MEMORY CARD

See Memory Card, pg. 11.

WEEKLY SCHEDULE

See Weekly Schedule, pg. 14.

TOURNAMENT Mode

TOURNAMENT

NFL Blitz Pro's new Tournament Mode allows you to select an NFL team, and play in a four or eight team tournament. This is great for Blitz Parties!

NAME THIS FRANCHISE

The first step needed to get you started is naming your Tournament. Press the directional button **↑**, **↓**, **←** or **→** to highlight a character, then press the **ⓧ** button to select it. Repeat the process until you've spelled out the name, then select **END**.

TOURNAMENT COACH ENTRY

Use this option to choose the User and Team you'd like the tournament to be attributed to. All tournament information will be saved to that User Record.

Press the **ⓧ** button, then press the directional button **←** or **→** to select New User, CPU or any existing User Records that have been saved.

Press the **ⓧ** button to select. Use the same method to choose an NFL team. Press the **▶** button when you're finished.



SKILL LEVEL

See Skill Level, pg. 13.

FANTASY DRAFT

See Fantasy Draft, pg. 13.

PLAY SELECT TIMER

See Play Select Timer, pg. 10

TOURNAMENT BRACKETS

Select this option to go to view the Tournament Bracket screen and select the game you want to play. Press the directional button **↑**, **↓**, **←** or **→** to highlight a game, then press the **ⓧ** button.

You can now select Play Game to start playing, Simulate to have the computer simulate results or Forfeit to give an automatic loss to a no-show opponent.



PRE-GAME SETUP



SELECT CONTROLLER

Press the directional button **←** or **→** to select the side on which you want to play: Away Team or Home Team. Up to four players must pick a side and team up as needed.

Controllers are displayed in colors, so each player will know the player he controls on the field during the game (Player 1=Blue, Player 2=Green, Player 3=Red, Player 4=Yellow). If you just want to take on the CPU by yourself, leave all other controllers in the center of the display.

Press the **L1** button or **R1** button to cycle through any User Records, or press the **X** button to select None and continue on to the Select Teams Screen.



SELECT TEAMS

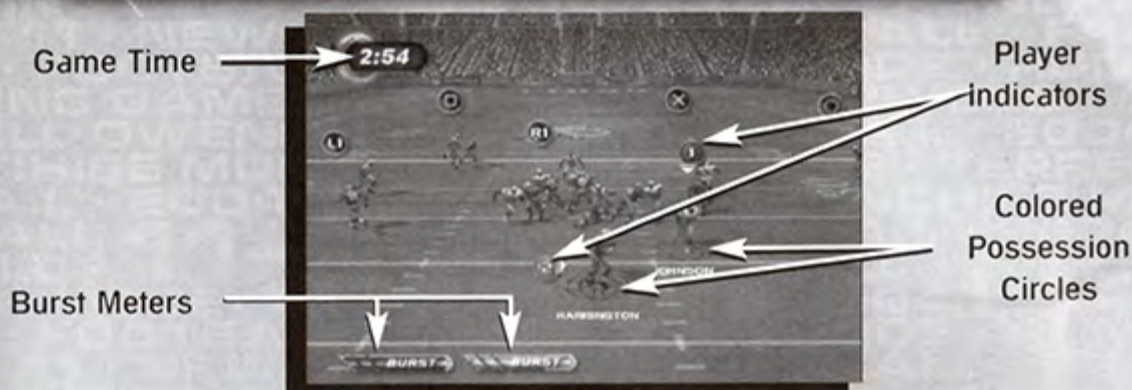
Prior to each game, you'll need to select the team you want to use in your single game, season or tournament.

Press the directional button **←** or **→** to scroll through the NFL teams. Power rankings for Rushing, Passing and Defense will be displayed. Above each logo is the Overall Rating for that team. Once teams have been selected, press the **X** button to take the field. Press the **X** button to select each team. Once both teams are selected, the game will begin.

SELECT PLAYBOOK

Press the **○** button to view a list of playbooks. Press the directional button **↑** or **↓** to select a playbook, then press the **X** button.

On The Grid Iron



Read below for a rundown of the information displayed on-screen as you play:

COLORLED POSSESSION CIRCLES

These circles are fixed below the feet of each controlled player to let you know who is controlling the human-controlled players. These colors match the colors displayed at the Select Controller Screen (see pg. 18).

PLAYER INDICATORS

These colored numbers appear prior to each play, so you'll know the player you're controlling. The numbers correspond to the controller you're using. They'll disappear a few seconds after players are set.

BURST METERS

These meters are available for human-controlled players. Before a play starts, the Burst Meters are fully colored, indicating you have the maximum amount of Burst available. As you use your Burst, the meter diminishes. When your meter is empty, release the **R2** button (Burst) to allow it to recharge.

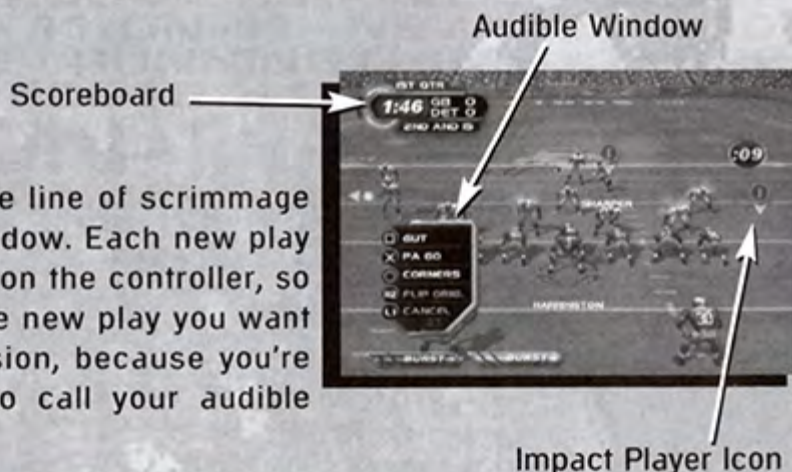
SCOREBOARD

Displays the game's Score, current Quarter and Time remaining.

AUDIBLES

Press the **L1** button at the line of scrimmage to call up the Audibles Window. Each new play is represented by a button on the controller, so press the button next to the new play you want to run. Make a quick decision, because you're not afforded much time to call your audible before the play starts.

Note: You can set your audibles to specific plays using the Set Audibles option (see pg. 8).



IMPACT PLAYER ICON

See Impact Player Function, next page.

On The Grid Iron

PLAY SELECTION

The Play Selection Screen is displayed between each play. Players on Offense and Defense each press the directional button **↑**, **↓**, **←** or **→** to highlight a formation, then press the **×** button to make the selection.

For each formation, there several pages of plays. Press the directional button **↑** or **↓** to move through the pages of plays. Each play is represented by the **□** button, **×** button or **○** button. Press the button next to the play you want to run.



FLIPPING PLAYS

You can increase variety by reversing the plays. While you're selecting plays, press the **R2** button to flip the play.

CHANGE PLAYS AT THE LINE OF SCRIMMAGE

Try an audible (**L1** button) once in a while to confuse your opponent (see Set Audibles, pg. 8, to find out how).

IMPACT PLAYER FUNCTION

The Impact Player option allows you to set player tendencies to each Offensive or Defensive play. This lets you provide an extra wrinkle to each play, making your play calling a little more difficult for your opponent to anticipate. Before you make your play selection, press the right analog stick **←** or **→** to scroll through the following options in the Impact Player Window:



Impact Player Options

OFFENSE

- PROTECT** - Player concentrates on protection.
- DISH OFF** - Player runs to the side for a quick dish off pass. Great against Blitzes!
- GET OPEN** - Receivers look for open spots in the defense.
- GO DEEP** - Receivers sprint for the long bomb.
- BLOCK L** - Player Blocks Left.
- BLOCK R** - Player Blocks Right.

DEFENSE

- COVER** - Defender will concentrate on pass coverage.
- BLITZ** - Player will blitz the QB.
- SAFETY** - Defender plays a safer, more conservative coverage.
- DELAY RUSH** - Player will hold back before rushing the QB.
- ZONE L** - Player will play a Zone Left.
- ZONE R** - Player will play a Zone Right.

ON THE GRID IRON

ON FIRE

Set your players ablaze with success on Offense and Defense. Each position player catches fire in a different way, but only one at a time can ignite. Fire only lasts three plays and it's strongest when it first ignites. Here's how to catch your players on fire.

OFFENSE:

Quarterback must make five completions.

All other players must make three runs of five yards or more, or make three receptions that gain yards.

Getting stopped for a loss or turning the ball over extinguishes fire.

DEFENSE:

Stop the ball carrier twice for a gain of two yards or less

Deflect a pass twice

Tackle a ball carrier behind the line of scrimmage twice



Single Player On-Fire
(Flames)

THE KICKING GAME



In NFL Blitz Pro, you control all aspects of the Kicking Game. Kickoffs, Punts and Field Goals are up to you. When you choose to punt or kick a field goal, the Kick Meter appears. Press the **X** button when the green area is highlighted to get maximum kick distance and accuracy.

WIND

In the middle of the Kick Off and Field Goal Meter, Wind speed is displayed. To adjust for the wind on Field Goals, use the left analog stick or directional button to aim punts and kicks.

TOUCHDOWN CELEBRATIONS

As you streak toward the endzone, ham it up by pressing the right analog stick **↑**, **↓**, **←** or **→**. Based on the direction you select, you'll do one of four celebrations until you reach the endzone. Be careful not to get hit while celebrating or your chances of fumbling go up!

VIEW RECEIVERS BEFORE THE PLAY

While behind the line of scrimmage, press and hold the **R1** button to view a controller button icon above the head of the receivers. This will give you an overview of all your receivers prior to the play.

During the play, the controller button icons will remain above the heads of the receivers. Simply press the corresponding button to pass to that receiver.



CONSERVE SPEED BURST!

Pay close attention to your Burst Meter during a play. It diminishes fast. Don't just hold down the button. Burst can't recharge until you let up on the button.

PAUSE OPTIONS



At anytime during the game, press the **START** button to view the Pause Menu options. There are In-Game options that will allow you to make adjustments during your game. Press the directional button **↑** or **↓** to highlight an option, then press the **X** button to make a selection. (see Options, pgs. 9-10 for details on these option).

RESUME GAME

Return to your game.

INSTANT REPLAY

After a great play, take another look using the Instant Replay option. On-screen controls display the buttons needed to perform Instant Replay functions. You can toggle the control panel On or Off by pressing the **△** button.



CALL TIME OUT

Simply select this option to call a Time Out on the field. Keep your eye on the play clock, especially before halftime. Don't let the clock run out on you while you still have time outs remaining. You can also call Time Out before or after a play by pressing the **SELECT** button.

STATISTICS

View Player Stats and Game Stats for the game you're currently playing.

PLAYER STATS

Press the directional button **←** or **→** to toggle the teams in the game. Press the **L1** button or **R1** button to cycle the various statistics categories.

SUBSTITUTIONS

This menu works much like the Depth Charts option (see page 10). Use this option to substitute players that might not be getting the job done.

CONTROLLER SELECT

Use this option to move user control from one team to another (see Select Controller, pg. 17).

GAME OPTIONS

See Game Options, pg. 11.

GETTING STARTED

NFL Blitz Pro's new Online feature allows you to connect to the Internet and play the game online against other NFL Blitz Pro gamers. Use the following procedure to get online:

Choose Online listed on the Main Menu screen to view the Network Setup screen. If there is an existing configuration file beneath the "Choose Your Connection" header, select it to enter the NFL Blitz Pro Network Login screen. If Create or Modify is the only selectable option, select it and follow the instructions within the Add Settings listing on the Networks Settings screen to properly configure your PlayStation®2 computer entertainment system for online play.

NOTE: During Online Setup, you cannot edit or delete AOL network settings.

NETWORK SETTINGS

ADD SETTINGS - Follow on-screen instructions to configure Internet settings.

EDIT SETTING - To make changes to your settings, follow on-screen instructions.

DELETE SETTING - Delete settings you'll no longer need.

TEST CONNECTION - To make sure you've successfully entered your setting, put the settings to the test.

NOTE: Network setting(s) can be created using the network adaptor start-up disc (SCEA) network adaptor utility disc (SCEE) included with the SCE network adaptor.

NETWORK COMPATIBILITY

BlitzPro supports Online using the SCE network adaptor to connect to the network. The in-game networking uses the official IANA registered Ps2 UDP port number: ps-ams 3658/udp PlayStation AMS (Secure). Within a GameSpy room, your local host ping information will be unavailable to other players if you are behind a NAT/fire-wall. GameSpy room pings require UDP Port 13139 to be open for unsolicited UDP.

BLITZNET LOGIN

On the Blitznet Login screen you'll have three options: Login to Blitz, New Account or Disconnect. If this is your first time playing NFL Blitz Pro online, or you want to create a new account, select New Account (be sure you read the important disclaimer information before accepting to the terms of play and use). Accept the disclaimer terms and press the  button, then enter your Login Name and Password.

Once you're finished entering a name, password, city and state name it will prompt you if you want to save this account to a memory card. If you have an existing account choose Login to Blitz, then enter your previously created Login Name and Password.

BLITZ CENTRAL

At the Blitz Central screen you will find two playable modes: Playground and Blitz Pro. Other options on this screen include Roster Updates, where the user can choose to update and save rosters to a memory card for offline games. You can check out the League Office, view the League Leaders, visit the NFL Blitz Pro Hall of Fame and stay current on all Blitz news & updates. Use your memory card to load previously saved player profiles.

If you select the Playground option, the Playground Lobby screen will be displayed. You can then challenge other players connected to the network. If Blitz Pro is selected, you can find a game and view the standings.

BLITZ Online User Agreement

Welcome to the Midway Sports Online Tournament Network. Powered by GameSpy®.

In order to use the online features in NFL Blitz Pro we need for you to read the information below, as it describes the terms under which we are offering you this extended functionality, and the rules that we require you to abide by when using the Midway Sports Online Tournament Network.

When you have read the information below, please select the 'AGREE' button to continue if you agree to the terms and conditions stated. If you select 'DISAGREE' you will not be able to use the Midway Sports Online Tournament Network.

Midway Home Entertainment Inc. NFL Blitz Pro Online Access Terms

These NFL Blitz Pro Online Access Terms ("Access Terms") apply to your use of the online multiplayer and community services – such as online competitions, in-game public and private chats, voice conversations, online tournaments and gameplay – ("Service") brought to you by Midway Home Entertainment Inc. ("Midway") through its service provider, GameSpy Industries, Inc. ("GameSpy"). Midway and GameSpy are referred to collectively as "Service Providers." To access the Service, you must have purchased a copy of Midway's NFL Blitz Pro game for PlayStation®2, have a network adapter for PlayStation®2, and have broadband Internet access.

You should read these Access Terms carefully, as they contain the Rules of Conduct that apply to your use of the Service. As part of our efforts to bring you new and exciting features, we may update these Access Terms from time to time. It is your job to periodically review these Access Terms for applicable changes. Your use of the Services after we post any changes to these Access Terms constitutes your agreement to those changes.

I. Your Registration; User Account; Privacy

To access the Service, you will need to create a registration account ("Account"). By creating your Account, you will be asked to agree to comply with these Access Terms and the Rules of Conduct. To create your Account, you will be prompted to enter a nickname and password. During the registration process we may also collect your PlayStation®2 or NFL Blitz Pro identification number. These identification numbers are unique numbers assigned to your machine or your copy of the game, and do not contain any personally identifiable information. GameSpy may collect this information in order to assist Midway in providing services and features to you, such as verifying winners in any online tournaments Midway may offer. You will not be required to provide any personally identifiable information during the registration process. Your nickname will be your online identity when you use the Service. You may not select a nickname that is already in use by another user.

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 - c) Contains personal information about any individual;
 - d) Violates the privacy of any other individual or entity;
 - e) Contains business solicitations of any type, including advertising a product, offering a product for sale, or directing readers to a location for more information about a product;
 - f) Contains viruses, corrupted files, or any other similar software or programs that may adversely affect the operation of the Service Providers' systems or a third party's computer;
 - g) Undermines the operation of the Service or a feature thereof; or
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5. You agree not to interfere with, hack, or decipher – or attempt to interfere with, hack or decipher – any transmissions to or from the servers on which the Service resides, or the servers of any other individuals or entities that have access to the Service. You further agree not to exploit the Service, including any hidden bug therein, to attempt to gain an unfair advantage in the play of the NFL Blitz Pro game.
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BLITZ Online User Agreement

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Paul Oakenfold

"Ready Steady Go"

Words and Music by: Andy Gray and Paul Oakenfold

Songs of Windswept Pacific (BMI)

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