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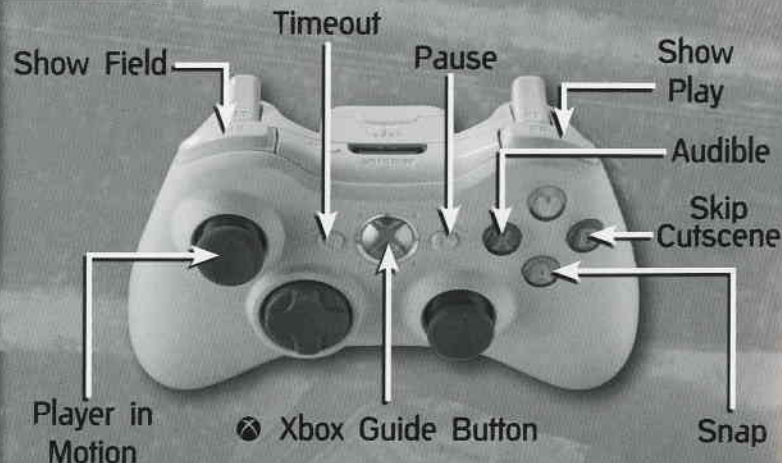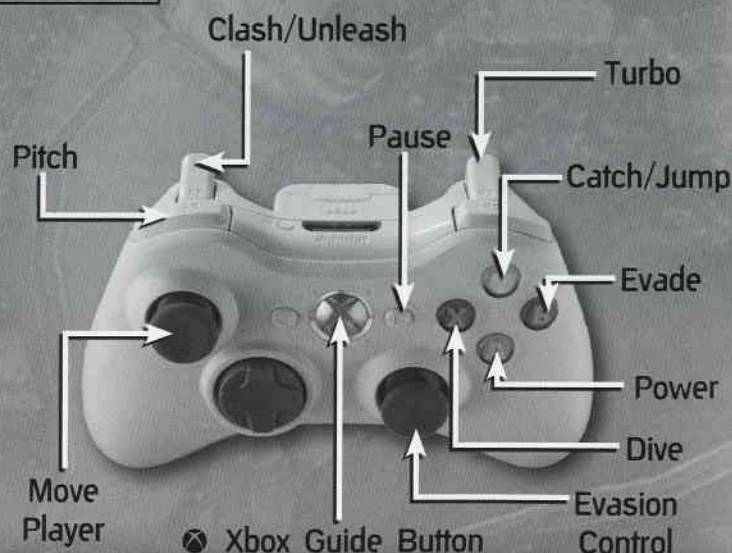
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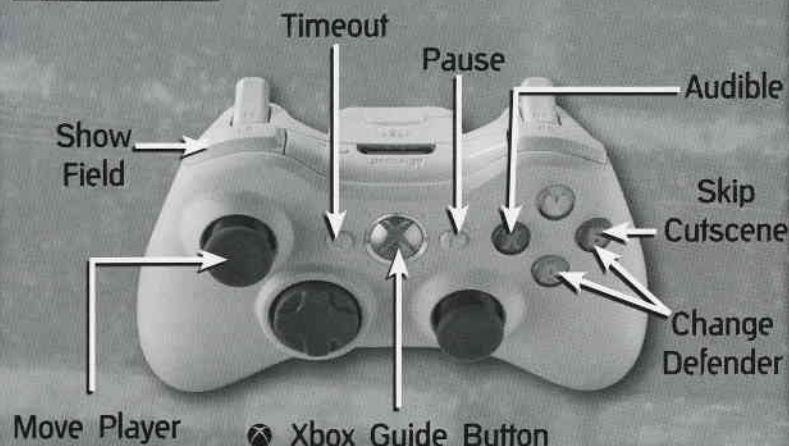
Xbox Live

Xbox Live

Play anyone and everyone, anytime, anywhere on Xbox Live®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox Live Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Connecting

Before you can use Xbox Live, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox Live member. For more information about connecting, and to determine whether Xbox Live is available in your region, go to www.xbox.com/live.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

Main Menu

The Main Menu contains all the options necessary to get started. Highlight an option, then press the Ⓐ button to make a selection. Pressing the Ⓨ button will allow you to create or change a Profile that is used to play in each of the game modes (see PROFILES below).

Quick Play

This is the quickest way to the field. You'll first select how many players (1 or 2) you want for your game, then you'll need to decide if you want to be the HOME or AWAY team. Once you've decided on those two options, the Profile Menu will be displayed. Press the Ⓨ button to see team details.

Profiles

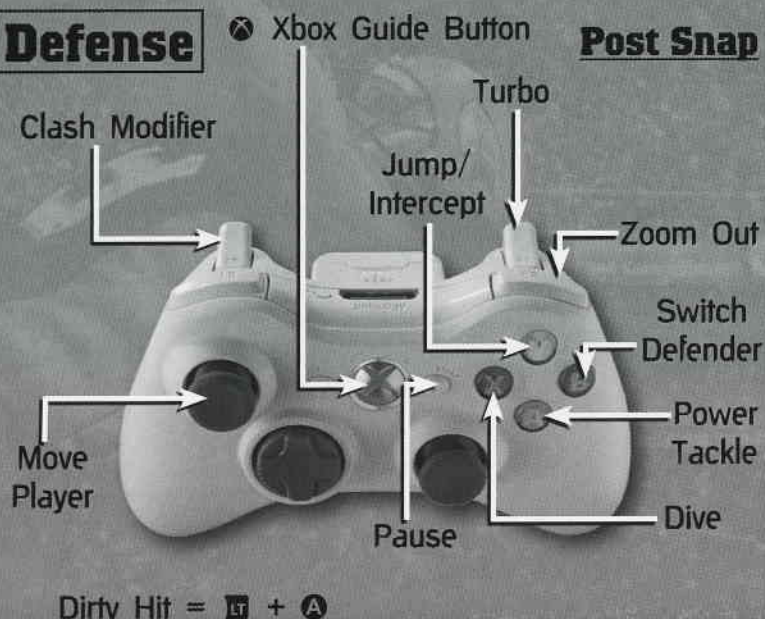To get started, you'll need to create a personal Profile. You can create a Profile and then save all of your game progress and settings to the Xbox 360™ Hard Drive and/or Xbox 360 memory unit. Each time you play a game, you'll be prompted to load or create a new profile. In order to save, you must be signed into a gamer profile.

To create a profile, select CREATE PROFILE, press the D-pad ↑, ↓, ← 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. When you're finished, you'll go to the Team Select screen.

Team Select

Press the D-pad ← or → to select a team, then press the Ⓐ button to make a selection. As you scroll through the teams, Offense, Defense and Overall ratings appear. You can also pull 🅛🆃 to let the game randomly select a team for you. Press the Ⓨ button to see team details.

Stadium Select

After you've selected your team, press the D-pad ← or → to change the stadium. Press the Ⓐ button to select. Once you select a stadium, the game will start to load. Press the Ⓨ button to access the game options.

Campaign

Campaign mode allows you to create a team you can take to the field against 15 other teams. You'll first move through a series of menus that will let you create your team from the ground up.

When you select the Campaign option, you'll first need to select or create a Profile to save to your hard drive (see PROFILES, previous page).

NOTE: For important information regarding Campaign mode on Xbox Live, see CUSTOM TEAMS WHILE PLAYING ONLINE, pg. 13.

Location/Name/Logo

Press the D-pad ← or → to select a LOCATION (City) from where your team will reside, then press the Ⓐ button to make a selection. To spell out a team NAME, press the D-pad ↑, ↓, ← or → to highlight characters, then press the Ⓐ button to make selections. Select END when you've finished. Press the D-pad ← or → to select a LOGO, then press the Ⓐ button to make a selection.

Edit Colors

Press the D-pad ↑ or ↓ to highlight the color pallets, then press the Ⓐ button to access them. Press the D-pad ↑, ↓, ← or → to find the color you want. Press the Ⓐ button again to accept the new color. Repeat the process for all three color swatches. To cancel any color changes, press the Ⓑ button.

Uniform Style

Press the D-pad ↑ or ↓ to highlight a specific style aspect of your uniform, then press the D-pad ← or → to make changes. After you've designed your Home uniform, you'll need to do the same to design your Away uniform.

Select Stadium

Press the D-pad ← or → to change the STADIUM, then press the Ⓐ button to make a selection.

Campaign (CONT.)

Hiring Your Personnel

You'll select a Head Coach, as well as an Offensive and Defensive Coordinator, a Doctor, top Rookie on offense and a Veteran Team Captain on defense. Press the D-pad ← or → to highlight a person, then press the Ⓐ button to make a selection. As you highlight them, personal information and football philosophy is displayed. You'll be prompted to confirm your changes and save before moving onto the Campaign Main Menu.

Campaign Main Menu

Once you've put your team together, the Campaign Main Menu is displayed.

Play Game

When you've finished setting up a team, select this option to start your game.

Trainer

The Trainer option is used to train your players to make them stronger and faster. Use the Players option to choose a player, choose an aspect of his skills then start his training to increase his performance. The Equipment option lets you choose better, stronger equipment that will also increase your player's performance. When you have an injured player, you can use the Injuries option to help him get back out on field.

Of course, training, equipment and players' health cost money, so you'll need to budget your money and decide the amount of training you can afford. Your money is displayed on each training menu to help you keep track.

Each player can be trained on two different regimens at once along with one Juice enhancer treatment. Press the Ⓐ button to select Train 1, Train 2 or Juice.

To select a Training Regiment, select the machine you wish to use to train the player. To Juice him, use the Ⓐ button to select Juice, then select Buy Enhancement, and then select the enhancer you wish to use.

Main Menu

On each Training Regiment, you'll see three dots. Each of these represents the amount of machines that are left for usage. When all three are used, the machine with turn red. You cannot use another one of these machines unless you remove the machine from one the three players using it.

Each Training Cycle takes three weeks to complete. You can tell which week the Training Regiment is in by looking that the Week below the Train 1 and Train 2 slot, represented by a 1/3, 2/3 or 3/3. Training bonuses are only received when the cycle passes Week 3. If you remove him prior, he will lose any gains he's made.

Press the ❷ button to buy even better Training Regiments!

Juicing a player is risky. Some enhancers have negative side-effects. The cumulative effects of these are measured by the bar to the right of the Juice option on each player. Once he is in the red, you run the risk of being fined and having the player banned from juicing for 4 weeks!

Players

Use this option to edit the look of your players. Press the D-pad ⬆ or ⬇ to highlight an option, then press the D-pad ⬅ or ➡ to make adjustments. Press the ❷ button to toggle Offense and Defense.

Statistics

View player statistics and league standings using this option. Pull 🄻 or 🄡 to cycle through the statistical categories. To toggle between League Standings and Statistics, press the ❌ button.

Cheerleaders

Your club has a cheerleader squad. You can select your cheerleaders and choose what they wear. Choose Select Squad to access your cheerleaders, then press the D-pad ⬅ or ➡ to choose a girl. Press the ❷ button to select the girl you want to replace, then select the girl to replace her. The Select Outfit option lets you choose from three outfits and three others that you can unlock.

Main Menu

Accolades

Your Trophy room will be decorated with trophies, awards and even FHM covers. Highlight an award or cover, then press the ❷ button to take a look. Press the ❸ button to toggle between the two trophy rooms.

Options

Press the D-pad ⬅ or ➡ to make adjustments to the MUSIC, SOUND EFFECTS, ENVIRONMENT, COMMENTARY or the voice of the Offensive Coordinator. Do the same for Gameplay options to make changes to he Difficulty option lets you choose from EASY, MEDIUM or HARD. You can also choose between 1, 2, 3, 4 or 5 minute Quarters. CLASH MODE can be turned On or Off, as well as the VIBRATION feature of your controller. For Video options, make adjustments to the SCREEN RATIO, CAMERA, CINEMATICS or PLAYER ICONS. The SAVE MANAGER option lets you turn Autosave On or Off.

Training Camp

The Training Camp option includes several Tutorial options that will help you learn how to play Blitz: The League like a pro.

The VIDEO option includes instructional videos regarding Basic Skills, QB Training, Power & Evasion and Clash Catching.

The RUSHING, PASSING, RECEIVING and DEFENSE options allow you to take to the field and practice the game. Each option includes ten lessons that will train you to play like a pro.

The PRIMETIME option will test what you've learned from all of the previous options on the menu. It's your final test in Training Camp.

Xbox Live

Extras

The Extras option contains several categories of unlockable extras you can obtain to enhance Blitz: The League's game features. Unlock features regarding PLAY MODES, CONCEPTS, MEDIA, CHEERLEADERS, CODES, CREDITS and TRAILERS.

Select an option, and on-screen instructions will tell you what you need to do to unlock the feature. Once you unlock the feature, select the option again to obtain the code that unlocks the feature. Use the CODES option to enter codes you've unlocked. Codes unlock new options on the Game Options Menu and on Team Select.

Pre-Game Setup

Number of Players

Before you get started, press the D-pad ← or → to select the number of human players: one or two.

Select Home or Away

In a one player game, press the D-pad ← or → to select the side on which you want to play: AWAY TEAM or HOME TEAM. In a two player game, both players need to select a profile. The first player to select a profile will be the Home Team.

Select   Teams

Prior to each Quick Play game, you'll need to select the team you want to use in your game.

Press the D-pad ← or → to scroll through the teams. Power rankings for Offense and Defense, as well as Overall strength will be displayed. Once you've chosen your team(s), you'll then need to choose a stadium. Press the ❶ button to View Team Details. This displays your Team Captain and Team Strength.

NOTE: You can also try pulling ▣ to have the game randomly select your team for you.

Stadium Select

Press the D-pad ← or → to scroll through the stadiums, then press the ❶ button to select the one you want. You can also press the ❷ button to change your Game Options and play Bonus Modes that you've unlocked.

Blitz Online

Xbox Live

Take Blitz: The League Beyond the Box

Xbox Live is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friend's List with other players, see when they're online, invite them to play and talk to them in real-time as you play.

Connecting

Before you can play Blitz: The League on Xbox Live, you need to connect your Xbox 360 console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect and select your country.

Signing In

To access Xbox Live, sign in with a Live-enabled gamer profile, and select Xbox Live from the Main Menu.

Quick Match

Xbox Live will look for the best game for you to join. When a game is found, you'll join the game.

Quick Match will give preference to finding games that provide the best gameplay experience, using factors such as player skill, network conditions, and server modifications.

Custom Match

Custom Match allows you to search Xbox Live for game hosts that match your exact specifications. You can specify your perfect match, with these options: RANKED MATCH, GAMEPLAY CLASHES, CUSTOM TEAMS or the QUARTER LENGTH. Press the D-pad ← or → to adjust the options.

Create Match

You can create your own Xbox Live play session with this option. You can specify your perfect match, with these options: RANKED MATCH, FRIENDS ONLY, GAMEPLAY CLASHES, CUSTOM TEAMS or the QUARTER LENGTH. Press the D-pad ← or → to adjust the options.

Leaderboards

Take a look at the Blitz: The League leaders to see where you stand. This is a list of your stats, as well as the people around you. Press the D-pad ← or → to cycle the leaderboard categories. Highlight a category, and press the ❶ button to sort.

Custom Teams While Playing Online

In order to use your custom teams that you create while playing online, you must be signed in to Xbox Live while creating or updating your teams. This includes playing Campaign and Quick Play games. If you are not signed in while playing a game that will update your team, you will not be able to take your custom team online on Xbox Live.

Important

When creating a team, a digital signature is included for purposes of identification that is necessary for online play. In order for you to able to take your team online into either 'Custom Match' or 'Create Match' modes, your team MUST be created while you are signed in to Xbox Live.

Special Note

Any changes that are made to your team in Campaign Mode (including injuries, upgrades, training, etc.) must be done while signed in to Xbox Live, otherwise, you will no longer be able to use your User-created team in online play. This is so that no hacks, cheats, or modifications can be made to your team offline that may unbalance game play against another online opponent. Being signed in to Xbox Live during Campaign Mode will NOT affect your online standings.

Player Indicator · Passing Icons · Possession Circle · Player Icon · Turbo Meter
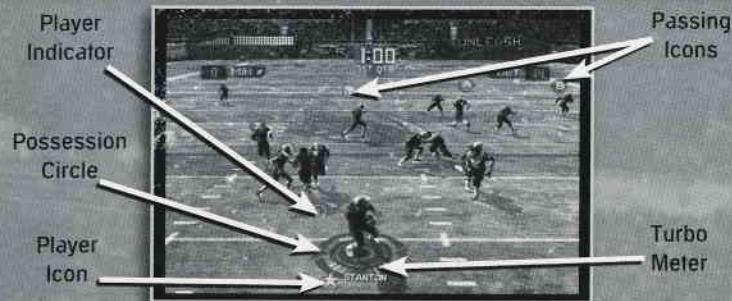
Possession Circles

Possession Circles appear below some players during gameplay. Player one's character is denoted with a Blue circle and Player two's character will have a Yellow circle. When they have possession of the ball, CPU controlled players have a grey circle. Possession Circles also contain the Turbo Meter.

Turbo Meters

These meters are visible beneath a human controlled player. Turbo Meters start fully charged with the maximum amount of Turbo available. As it's used, the meter diminishes inward. When it's empty, release ▣ (Turbo) to allow it to recharge. Remember, players run slower when you've exhausted all your turbo. Release ▣ and turbo will recharge.

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.

Passing Icons

Each receiver has a controller button (Ⓑ, Ⓐ, Ⓨ or Ⓧ) icon attributed to them. Before the snap, press ▣ to show the play or press ▣ to show the field. Before a pass, look down field, then press the button displayed over the receiver you want to receive the pass.

Player Icons

Special players have Player Icons displayed on their Possession Circles.

☆ Team Captain   ✋ Best Catcher   ⊛ Multi Weapon

🛡 Tackle Breaker   👟 Fastest Weapon

Scoreboard

Displays the game's SCORE, current QUARTER and TIME remaining.

Audibles

Press the ⊗ 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.

Scoreboard

Audible Window
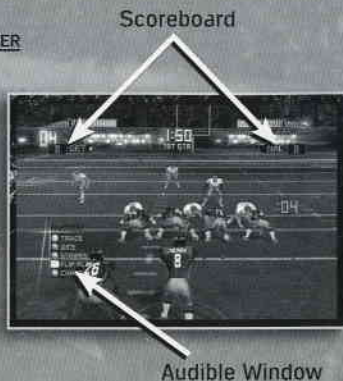
Play Selection

The Play Selection Screen is displayed between each play. Players on Offense and Defense each press the D-pad ↑ or ↓ to highlight a formation, then press the ⒶA button to select it. For each formation, there several pages of plays. Press the D-pad ↑ or ↓ to move through the pages of plays. Each play is represented by the ⊗ button, ⒶA button or ❤ button. Press the button next to the play you want to run. Press the ⒷB button to back out of a selected formation. Press the D-pad ← or → to view a tip about each play.

Flipping Plays

You can increase variety by reversing the plays. While you're selecting plays, pull ⒭ to flip the play.

Taunting

During a play, you may find yourself carrying the ball with a large lead on a defender. When this happens, you'll see the image of the right stick on the screen. At that point, press the right stick ↑, ↓, ← or → to select one of four different taunts.

NOTE: Taunting sacrifices speed, so make sure you won't be tackled. If you're tackled while taunting, you'll stand a greater chance of fumbling.

Jump Pass

Pull ⒭ right before throwing the ball to make your Quarterback leap in the air before throwing. A successful Jump Pass can help you hurdle would be tacklers!

Clash Meter

The Clash Meter shows how long you can stay in Clash Mode. The bar drains when you hold down ⒭ on offense and when you execute a Dirty Hit on defense. It can be replenished with big plays on the field.

Clash Meter   Unleash Meter

Below the Clash Meter, the Clash Icon Meter counts how many Clash Icons you've collected (for more information on Clash Icons, next page). Once you illuminate all six icons, you'll be rewarded by entering Unleash Mode. The meter will then transform into an Unleash Meter.

Clash Mode - Offense

Clash Mode gives the offense an advantage by slowing down the defense. It also makes offensive moves more powerful, including power moves, evades, and catches. These combos also award you with valuable Clash Icons. Enter Clash Mode by holding down ⒭. You can always regain Clash by gaining yards, scoring touchdowns and making big plays.

Clash Mode - Defense

Clash Mode on defense amps up your hits. Hold down ⒭ to use your Clash Meter when you perform a hard hit (ⒶA button) to pummel the opponent with a Dirty Hit. Dirty Hits are more apt to cause fumbles and will also award you with Clash Icons. Using your Clash on defense will not cause a blur effect. Instead, it will only deplete when the hit is successful. Successful hits reduce the victim's stamina, displayed by a number above his head. This lowers their abilities, making them more prone to injury.

Unleash Mode - Offense

When you've accumulated six Clash Icons, your Clash Bar will transform into an Unleash Bar. Unleash Mode is triggered just like Clash (hold ⒭). Once you perform a special move in Unleash Mode, you will exhaust all of your Unleash Energy. Unleashing on offense amplifies your moves and gives you a few seconds of invulnerability. To use a QB Unleash, tap the right stick to perform an evasion. You cannot Unleash a QB unless he's in the backfield and the right stick is tapped toward the defender while holding down ⒭. As the ball carrier, press the Evade or Power button to perform Unleash versions of those moves. When the ball is in the air, enter Unleash mode and press the ❤ button to perform an Unleashed Catch. Warning: You get only one Unleash Move. Once you use it, or run out of Unleash Energy, you'll drop back into Clash Mode.
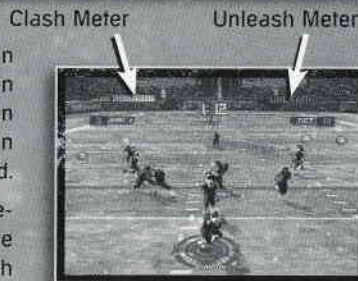
Unleash Mode – Defense

When you're in Unleash Mode on Defense, your Dirty Hits have a great chance of causing a fumble or injuring an opponent. When your team is in this mode, hold ▥ to use your Unleash energy then press the Ⓐ button to attack with an Unleashed Dirty Hit. Successfully performing an Unleash Hit will exhaust all of your Unleash energy.

Clash Icons

Below are the Clash Icons you can earn to gain Unleash ability.

Juke, Spin & QB Evade
Perform a Juke, Spin or QB Evade while in Clash Mode

Clash Catch
Perform a catch while in Clash Mode

Touchdown
Score a touchdown

Injury
Cause a injury

Team Captain Hit
Perform a Dirty Hit on the opposing team's Team Captain

Stiff Arm & Shoulder Plow
Perform a Stiff Arm or Shoulder Plow in Clash Mode

Dirty Hit
Perform a dirty hit

Taunt
Hold down the taunt stick for a couple seconds

Late Hit
Press the Ⓐ button to hit a player during a brawl

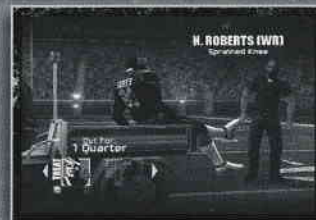### Turnover
Awarded when you force a turnover on defense.

Injuries

Players can sometimes be injured on the field. When this happens, an image of an injury appears, followed by two options. You can select to TREAT the injured player or JUICE him.

Juicing an Injured Player

When you Juice a player back into playing condition, he can return sooner than he would if he was treated. Be aware, though, there's a higher risk that more injuries could occur to the player.

Treating a Player Back to Health

If you don't choose the short term solution, Treating a player back to health will ensure a stronger injury recovery. Of course, you sacrifice time.

The Kicking Game

You control all aspects of the Kicking Game. Kickoffs, Punts, PATs and Field Goals are up to you. When you choose to kick, the Kick Meter appears. Prior to kicking, a series of buttons are displayed inside the Kick Meter. As a button appears, immediately press that button. Kicking depends on your ability to hit the buttons quickly and accurately. You can also spook the kicker by pressing the Ⓨ button before the snap. This will vibrate your opponent's controller.

NOTE: When kicking field goals, PATs or Punts, try to correctly press better than 49 percent of the buttons. Otherwise, the snap can be fumbled.

Field Goal & PATs

When you're attempting a field goal, the length of the field goal will determine how many of the buttons you'll need to press prior to the snap of the ball. For example, if you're in close, you may have to press as few as four buttons for a field goal. If you're attempting a long distance field goal, you may have to press as many as seven buttons. The success of a field goal depends on the skill level of the team and/or the kicker. In Campaign Mode, you can increase your chances of success by upgrading your kicker's skill level through training.

Onside Kick

When you attempt an Onside Kick, the percentage determines how likely the other team will fumble the ball after receiving the kick.

Brawling

With increasing amounts of Dirty Hits or Unleash Hits on offense, players become more irritated. You'll eventually see the words "TEMPERS FLARING" display, followed by two helmet icons. With the helmet icons displayed, the next Dirty or Unleashed Hit will cause a brawl.

Brawls last 10 seconds. The player that gets the most Late Hit icons during a Brawl will get to keep them. The player that loses gets nothing. It's a great way to build up your Unleash Meter!

Pause Options

During the game, press the ⊙ button to view the Pause Options screen. You can view the Player Icon Legend by pressing the ⊗ button.

Instant Replay

If you make a great play, take a look at the replay. Use on-screen controls to view the play.

Call Time Out

You get two Time Outs per half.

Statistics

Take a look at the game's current stats.

Challenges

In Campaign Mode, you can check the Challenges option on the in-game Pause Menu to see what your current wager is, or if there are special Campaign Mode challenges currently active.

Team Status

Review the status of either team's players. Press the D-pad ← or → to cycle between the teams. The Ⓐ button displays players on Offense, the Ⓑ button displays defense and the ⊗ button displays injured players.

Gameplay Options

Timed Play Select

Turn the Timed Play Select feature at the Play Selection screen On or Off.

Player Icons

Turn the displayed icons that appear on the Possession Circles On or Off.

Audio

See OPTIONS, pg. 10

Midway Home Entertainment

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