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.

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.
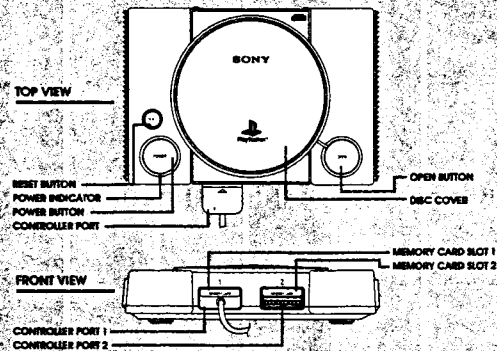- Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.
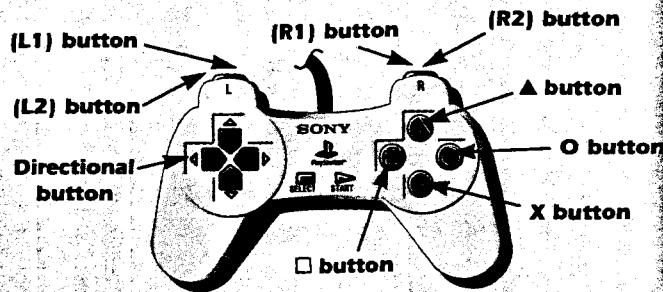
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2 0 -   1 0 -

GETTING STARTED

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the Power Indicator is OFF before inserting or removing a compact disc. Insert the **NFL Blitz™** disc and close the Disc cover. Insert game controllers and turn on the PlayStation® Game Console. Follow on-screen instructions to start a game.

TOP VIEW

RESET BUTTON
POWER INDICATOR
POWER BUTTON
CONTROLLER PORT

OPEN BUTTON
DISC COVER

MEMORY CARD SLOT 1
MEMORY CARD SLOT 2

FRONT VIEW

CONTROLLER PORT 1
CONTROLLER PORT 2

Press Start to pause the game. To quit a game in progress, press Start. The Pause Menu will appear. Select "Abort Game" then select "yes" to exit the game, or select "no" to return to your game.

CONTROLLER

(L1) button
(R1) button
(R2) button
(L2) button
▲ button
Directional button
O button
X button
□ button

MENU SELECTION

Press the Directional button Up, Down, Left or Right to highlight options.

Press the X button to select options.

Press the ▲ button to go to the previous menu.

Press the Start button to pause the game and display the Pause Menu.

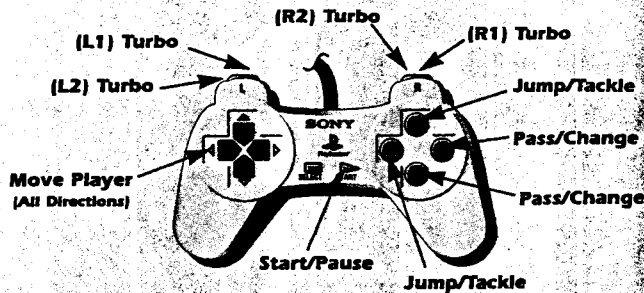Before you begin your game, familiarize yourself with the controls.

(L1) Turbo
(R2) Turbo
(R1) Turbo
(L2) Turbo
Jump/Tackle
Pass/Change
Move Player (All Directions)
Pass/Change
Start/Pause
Jump/Tackle

If you're not happy with the default controller configuration, you can modify it the way you like (see Controller, pg. 12).

CONTROLLER TIP

For a finer, realistic arcade experience, try using the Sony® Dual Shock Analog Controller™.

ARCADE PLAY

Arcade game mode is like playing the arcade version of NFL Blitz. Players select a team and go at it.

SEASON PLAY

The Season game mode allows you to play through the 1998-99 NFL season to the Super Bowl (see Season Play, pg. 7-8). If you want to save your season, you'll need a Memory card.
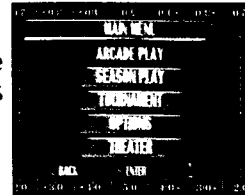
TOURNAMENT

See page 9.

OPTIONS

See page 11-12.

NOTE

When you select your play option, you'll go to the Enter Name Screen to enter the initials you want to save your personal game data to. With a Memory card inserted in your console, you can save personalized statistics to the High Score table. See Entering a Name, pg. 13.

NEW SEASON

Create a new season and save it to your Memory card. You'll go to the Team Selection Screen (see Team Selection, pg. 14-15) to select the team you want to take to the Super Bowl. Only 1 player may play in a season.

LOAD SEASON

If you've already created a new season and saved it to your Memory card, you can load that season using this option. The game will read your Memory card, then display the saved season slot. Select the slot to load your saved season.

PLAY WEEK (#)

This option will display the current week of your season. If your season has been created, and you're ready to play a game, select this option to begin playing.

VIEW STATS

Statistics for your saved season are available for your review, as well as your team's Schedule and Season Standings. Select from these options:

SCHEDULE

Your team's season schedule is displayed, as well as the schedule for the entire league. Use your Directional button to scroll through the schedule. After your game is complete, final scores will appear next to all matchups.

STANDINGS

As your season progresses, select this option to view the season standings for each of the NFL football conferences. Use your Directional button to scroll through the standings.

STATS

Statistics for your season can be reviewed using this option. Press your Directional button Left or Right to scroll through the various categories.
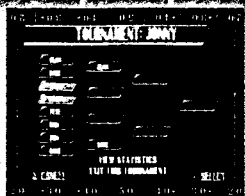
Play a single elimination tournament with up to 8 friends. At least 3 players must participate in a tournament. The structure of the tournament depends on the number of tournament players. Here's how to get started:

1 Select New Tournament from the Tournament Mode Screen.

2 At the Enter Name Screen, you'll need to enter tournament and player names. Press the Directional button Up, Down, Left or Right to highlight a letter, then press the X button to select it. Select SPC (space) to add a space between letters or Del (delete) to back up and fix mistakes. When you're finished, select End.

3 Repeat the process to enter all player names, then select Done. The Tournament Bracket Screen will appear, displaying the Matchup Screen.

4 To arrange matchups, highlight the slot where you want to enter a name, then press the Directional button Right. You can also select Randomly Fill Open Slots to let the CPU arrange the matchups for you.

5 When you're ready to play, highlight a matchup and press the X button to go to the Team Selection Screen.

With a Memory card inserted in your PlayStation console, you can save your Season and Tournament games, then load them at a later time. Here's how:

SAVING A SEASON/TOURNAMENT

Select New Season or New Tournament from the Season or Tournament menus. As you setup your Season or Tournament, you'll be prompted to save the Season or Tournament to a game slot on your Memory card. Highlight the slot you want to use, then press the X button to save.
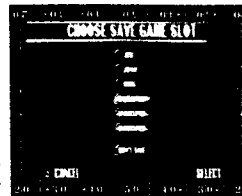
LOADING A SEASON/TOURNAMENT

If you've saved a Season or Tournament to your Memory card, you can load it and continue the saved Season or Tournament at a later date. Select Load Season or Load Tournament from the Season or Tournament menu. Your saved game will appear in one of the game slots. Highlight and select your saved game to load it and continue where you left off.

* IMPORTANT WARNING *

Do not remove the Memory card from the console when it is in the process of saving your data. Doing so may cause damage to the Memory card.

GAME

Press the Directional button Left or Right to make changes to the following game options:

DIFFICULTY
Select one of these difficulty settings: Easy, Medium or Hard.

QUARTER LENGTH
Change the length of the game's quarters. You can select 1, 2, 4 or 8 minute quarters.

HELP BOXES
Turn the Help Boxes that appear before and during the game ON or OFF.

PLAY SELECT TIMER
Turn the play select timers that appear as you select plays ON or OFF.

VIEW HIGH SCORES
View the accumulated high scores. Press the X button to cycle through the categories.

SOUND

You can make volume adjustments to the game's Sound FX, Music/Announcer or Crowd. Just highlight the option you want to adjust, then press the Directional button Left or Right to raise or reduce the volume.

CONTROLLER

To modify the controller the way you like, press the Directional button Up or Down to select the function you want to change, then press Directional button Left or Right to cycle through the controls available for that button.

MEMORY CARD

SAVE
Select this option to save your game(s) and controller settings to your Memory card.

RESTORE
Restore saved options and controller settings from the Memory card.

AUTOSAVE
Use this option to automatically save your settings.

note: You may only use Slot 1 to save data to your Memory Card.

SCREEN LOADING

You can choose whether or not to have the Tips Page, VS Page or Half Time Stats page appear between games and quarters. Turn each of these options ON or OFF.

After you've selected a game mode, you'll be offered an opportunity to enter your name, so you can save your records to your Memory card.

To enter your name, press the Directional button Up, Down, Left or Right to highlight a character, then press the X button to select it. Repeat the process to select the letters of your choice. Select SPC to add a space between letters, select DEL to go back and fix mistakes. Select END when you're finished.

The Enter PIN screen appears after you've entered your name. Use the same method described above to enter a PIN number. Make sure you remember your PIN, so you can enter it the next time you want to play.

Each time you enter your name and PIN before a game, new stats for that game will be added to your cumulative stats.
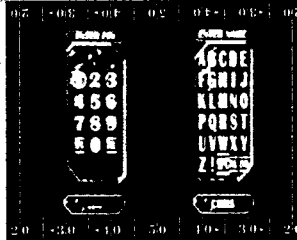
Before you can begin destroying your opponent, you'll need to select a team. At the Team Selection Screen, press the Directional button Up or Down to select a team, then press the X button to select.

To select a random team, hold the Directional button Left then press Turbo.

As you scroll through the teams, power ratings appear below the team window, displaying the strengths and weaknesses of the highlighted team.

After you select a team, you'll go to the Pre-Game Screen.

ENTERING CODES

After you've selected your teams, the Vs Screen appears with icons at the bottom of the screen. Use the three action buttons to cycle the icons and enter codes, then press the Directional button in any direction. You won't have long to enter the codes, so concentrate and get them right.
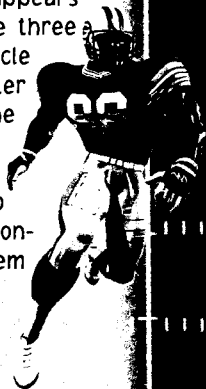
P1 P2 P3

Position 1 is controlled pressing the Turbo button, position 2 with Jump/Tackle and position 3 with Pass/Change Player.

NOTE

You can find codes in strategy guides, magazines, the internet, or with a little experimenting on your part.

Time & Score

Player 2 (Red)

Player 1 (Blue)

Turbo Gauges Blue P1, Red P2

TIME & SCORE

Keep an eye on the time in the game. It's easy to get caught up in the game and not pay attention. If your opponent is receiving the ball following halftime, you'll want to make sure you score before the half. Otherwise he may go up by two scores.

POSSESSION MARKERS

It's quite simple. Player 1 is blue, and Player 2 is red.

TURBO GAUGES

As you use up your Turbo, the gauge diminishes. The sooner you let go of the Turbo button, the sooner it will regenerate. Don't hold down the button when you're out of Turbo.

-10   -20   -30   -40   50

40 -   30 -   20 -   10 -

PLAY SELECTION

To select plays during your game, press the Directional button Up, Down, Left or Right to highlight a play, then press the Pass button to select it.

On offense, press the Turbo button to view more plays.

Press the Jump button to flip a play.

To hide your play selection from your opponent, quickly press the Directional button Up twice in the top left corner of any page.
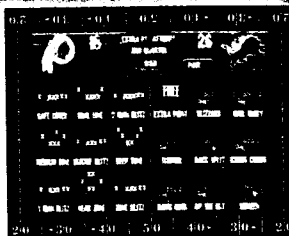
PAUSE MENU

Press the Start button at anytime during the game to view the Time Out Options. Press the ▲ button or the Start button to continue playing.
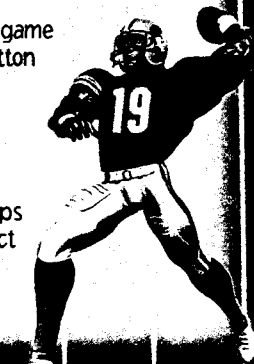
ABORT GAME
Exit the current game.

OPTIONS
See Screen Loading, pg. 12, for details on Tips Page and Halftime Stats. See Play Select Timer, pg. 11, for details on that option.

VOLUME
See Sound, pg. 11.

STATS

Stats are displayed during Halftime and at the end of the game. Compare your stats with your opponents to find where you need improvement.

If you entered a name at the Enter Name Screen (see pg. 13), your name will automatically appear on the High Score Table if you placed high enough in the rankings. You must play at least 5 games to be eligible for a ranking.

OVERTIME

If your game is tied following regulation time, you'll go into overtime. In Arcade or Season mode, you'll play up to 3 overtimes. If a winner isn't determined after 3 overtime quarters, you will finish tied. In tournament games, you'll continue to play as many overtimes as it takes to determine a winner.

In Arcade and Season games, a tie after 3 Overtimes will be a loss for both teams.
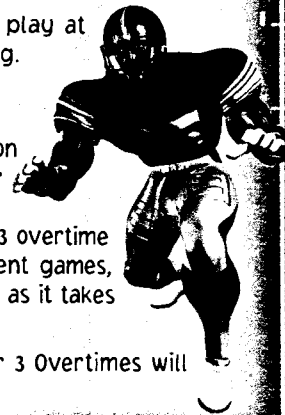
SPECIAL CONTROLS

BEFORE SNAP:

Show player names ....Turbo
Move man in motion   Directional button Left or Right
                            before snap
Man in motion into blocker . Jump + Pass + Turbo
Hike ball ....Jump or Pass

BEHIND THE LINE OF SCRIMMAGE:

Pass the Ball ....Directional button toward
                         receiver + Pass
Hurdle ....Jump
High hurdle ....Turbo + Jump
Turbo run ....Hold Turbo
Spin move ....Press Turbo twice
Jump pass ....Turbo + Jump
                         + Pass
Fast pass ....Turbo + Pass
Dive forward ....Turbo + Press
                          Jump twice

OVER THE LINE OF SCRIMMAGE:

Lateral back ....Directional button back to player + Pass
Stiff arm ....Turbo + Pass
Hurdle ....Jump
High hurdle ....Turbo + Jump
Turbo run ....Turbo
Spin move ....Press Turbo twice

DEFENSE

Tackle ....Run into ball carrier
Dive tackle ....Jump
Change player ....Pass
Turbo run ....Turbo
Intercept/swat ....Jump
Push ....Turbo + Pass
Power tackle ....Turbo + Jump

OTHER:

Onside kick ....Directional button Up + Turbo + Jump + Pass
Hide play cursor .....Directional button Up twice on upper
                        left play on select screen
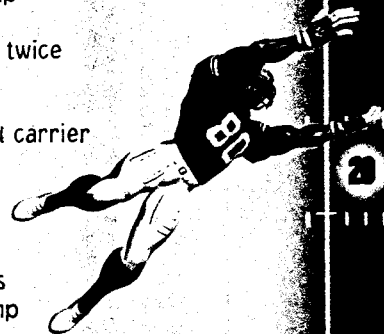
RULES:

To make a first down, you must gain 30 yards.
The clock stops between each play.
Long Field Goals and Punting may be attempted.
Pass Interference is allowed and encouraged.
No Rules! No Refs! No Mercy!

HOW TO PASS:

Push **Directional** button Left to highlight the receiver the furthest left on the field, then press the Pass button.
Push **Directional** button Right to highlight the receiver the furthest right on the field, then press the Pass button.
Push **Directional** button Up/Down to highlight the receiver the in the center of the field, then press the Pass button.

TIP

With Tips Page enabled within the Screen Loading option (pg. 12), Strategy Tips are briefly displayed. Read them quickly to learn new moves, tips and strategies.

GENERAL HINTS:

- Wait for a receiver to get open before passing to him.
- On Defense, use the **Change Player** button, then press the **Tackle** button to knock down the receiver just as he catches the ball to cause a bobble.
- Press **Change Player** button to Control nearest Defender
- Hold the Turbo button to run faster up field
- **QB Jump Pass** - Run away from blitzing defenders, then press Turbo + Jump. While you're in the air, choose a receiver and press the Pass button. You'll avoid QB sacks with this tactic.
- **Turbo button Usage** - Use the Turbo button to make your player run faster, jump higher and hit harder. Hard hits will cause the ball carrier to fumble more often. Use your turbo wisely.
- **Spin Move** - Quickly tap the Turbo button twisce to perform a spin move. Spin moves cause defenders to miss tackles. Of course, you must have some Turbo available to perform this move.
- **Stiff Arm** - While carrying the ball beyond the line of scrimmage, hold down Turbo then press the Pass button. This will knock down a would-be tackler.

21

22

- 10   - 20   - 30   - 40   5

40 -   30 -   20 -   10 -