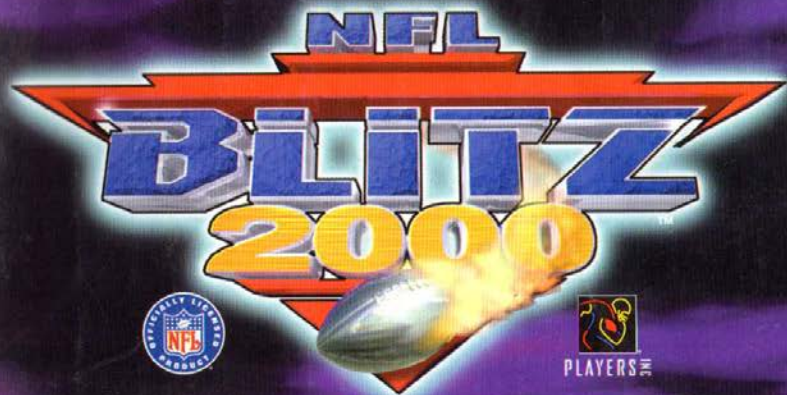




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# INSTRUCTION MANUAL



EmuMovies

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## WARNING

**WARNING:** Please read the enclosed consumer information and precautions booklet carefully before using your NINTENDO® hardware system, Game Pak or accessory. This booklet contains important safety information.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

THIS GAME IS COMPATIBLE WITH THE RUMBLE PAK AND CONTROLLER PAK ACCESSORIES. BEFORE USING THE ACCESSORIES, PLEASE READ THE RUMBLE PAK AND CONTROLLER PAK ACCESSORY INSTRUCTION BOOKLETS CAREFULLY. FOLLOW ON-SCREEN INSTRUCTIONS TO DETERMINE WHEN YOU SHOULD INSERT OR REMOVE THE RUMBLE PAK AND CONTROLLER PAK ACCESSORIES.

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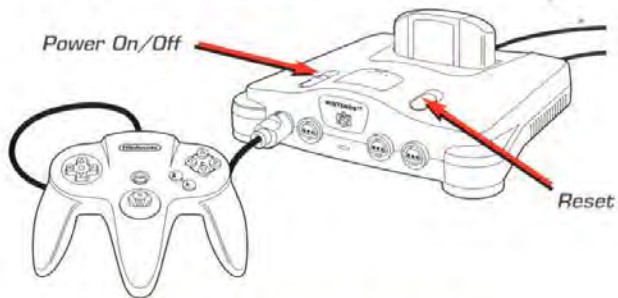
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## GETTING STARTED

**WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!**

- Turn the power OFF on your N64.
- Insert the Game Pak into the slot on the N64. Press firmly to lock the Game Pak in place.
- Turn the POWER switch ON. After the legal screens appear, you may go right to the game by pressing START.



### CONTROLLER PAK MENU

Press and hold **START** upon powering up or reset to access the Controller Pak Menu. This will allow you to view and delete saved information from a Nintendo 64 Controller Pak.

### USING THE RUMBLE PAK

Anytime you start a game, you will be prompted to insert your Rumble Pak at that time. If you are not using a Rumble Pak, press the **A** Button to move on.

### REMEMBER!

It is important to switch your Rumble Pak and Controller Pak only when prompted to do so.



## CONTROL STICK



The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press **START** while holding down the **L** and **R** Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center.





## CONTROLLER

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



### QUITTING A GAME IN PROGRESS

Press **START** to pause the game. The Pause Options Screen will appear. Highlight **QUIT GAME**, then press the **A** Button.



## GAME CONTROLS

Here are the default game controls for NFL Blitz 2000.

### KEY: OFFENSE / DEFENSE



### MENU SELECTIONS

- Press the Control Pad or Control Stick Up, Down, Left or Right to highlight or toggle options.
- Press the A Button to select an option.
- Press the B Button to go back to the previous menu.

\* Audibles are called by pressing the Down C Button and then pressing Left or Right on the Control Stick or Control Pad to select your play. This must be done at the Line of Scrimmage before the play begins.





## MAIN MENU

The first screen you will encounter is the Main Menu screen. From this screen you can choose from the game options listed below. To select an option, highlight the option by moving the **Control Stick** or **Control Pad** to the option. Press the **A Button** to select the game option. Pressing the **B Button** will take you back to the previous menu screen.



**ARCADE:** This game mode is a straight-forward, no-nonsense way of playing the game. Up to four players can participate. For more information see **ARCADE MODE** on **PAGES 8-9**.

**TOURNAMENT:** Compete with up to eight players in tournament play to find out who's the best player! More information is available under **TOURNAMENT MODE** on **PAGE 10**.

**SEASON:** Only one player can use this mode. Pick your favorite NFL team and play through an entire season. Can you make it all the way to the Super Bowl? Look under **SEASON MODE** on **PAGES 11-12** for more info.

**PLAY EDITOR:** Create new plays in this mode. Select a team and control all of your players both on Offense and Defense! See **PLAY EDITOR** on **PAGES 13-16** for more details.



## ARCADE MODE



When you first select Arcade Mode, you will have five sub-options to select from. **PLAY, OPTIONS, NEW, LOAD & SAVE**. At the end of every Arcade Mode game there is also the **NFL BLITZ 2000 TRIVIA CHALLENGE**; a multiple choice trivia game that will test your knowledge of the NFL!

**PLAY:** Jump right into a game either by yourself or with a couple of friends. The game will display how many controllers are plugged into the Control Deck. Each player can choose what player (1-4) in the game they would like to be on the screen. If four controllers are plugged in, then two players will play on the same team against the other two players on the opposing team.



After you have determined who will play where, press the **A Button** to advance to the Team Select screen. To select your team, press **Up** or **Down** on the Control Stick or Control Pad to cycle through the different NFL teams. If you would like a **Random Team**, press **Left** on the Control Stick or Control Pad and then press the **A Button** to select the team. For information on how to play NFL BLITZ 2000, see **PLAYING THE GAME** on **PAGES 17-18**.

**OPTIONS:** The Options Menu in Arcade Mode will allow you to customize your game by adjusting different settings. In the Arcade Mode menu screen, highlight **OPTIONS** and press the **A Button**. Highlight what option you would like to change and press the **A Button** again. This will access the following game options.



**GAME:** **GAME DIFFICULTY**, **QUARTER LENGTH**, **HELP BOXES (ON or OFF)** and **PLAY TIMER (ON or OFF)**. Press **Up** or **Down** to cycle through your choices. Press the **A Button** to activate your selection. When you are finished, press the **B Button** to go back to the Options Menu.

**SOUND:** Use this option to control the volume of the background **MUSIC**, the game's **SOUND EFFECTS** and how loud you want the **ANNOUNCER** to be. Press **Up** or **Down** to highlight the option, then press **Left** or **Right** to control the volume. When you are done, press the **A Button** to continue.







## SEASON MODE

Season Mode allows you to take control of a team and play it through an entire NFL season. At the Main Menu screen, highlight **SEASON** and press the **A Button**. You will then be given two options. **NEW** has you pick a team and save the season to your **Controller Pak**. **LOAD** allows you to load a saved season. When you begin a new season, you are taken to the Season Mode menu.

**LOAD SEASON:** If you choose to load a season, highlight **LOAD** and press the **A Button**. Then you must select the saved season from your **Controller Pak**. Once you have selected the saved season, press the **A Button** to load the season and return to the Season Mode menu.



Once you have successfully loaded a saved season or began a new one, you are now ready to continue. At the Season Mode menu screen the remaining menu selections will become available. From these selections you can play your next game (**Play Week**), check your **Results** (see next page) and adjust the season **Options**. You will also have the option of starting a **New** season, **Loading** a season and **Saving** your progress.

**SEASON OPTIONS:** In the Season Mode menu you will find the **Options** category. Highlight the bar and press the **A Button**. You can scroll through the different options by pressing **Left** and **Right** on the **Control Stick** or **Control Pad**. You can adjust the **Season Options** such as **Game Difficulty**, **Quarter Length**, turning the **Help Boxes On** or **Off** and turning the **Play Timer On** or **Off**. You can also adjust the game **Sound**, **Screen** positioning and the **Controller** configurations. For more information on adjusting the game options, see **ARCADE MODE** on **PAGES 8-9**. Once you have adjusted your options, you can press the **B Button** to return to the Season Mode menu and save your season's settings.



## SEASON MODE



**SEASON RESULTS:** Under the **Results** selection on the Season Mode menu screen, you can look up your team's standings and other information from your season. Highlight **Results** and press the **A Button**. Move **Left** or **Right** with the **Control Stick** or **Control Pad** to highlight what result you wish to view.

**VIEWING RESULTS:** The results menu contains all you will need to know about your season. With **SCHEDULE**, you can view your upcoming schedule and who you're going to be playing against. Your team will be highlighted but you can view the other teams by pressing **Up** or **Down** on the **Control Stick** or **Control Pad**. With **STANDINGS** you can view your team's current ranking as well as the other NFL teams. **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 **Control Stick** or **Control Pad**. You can view where other teams are in regards to statistics by pressing **Up** or **Down** on the **Control Stick** or **Control Pad**.





## PLAY EDITOR

Every good team needs practice and what better way to sharpen your skills than with the *Play Editor*. *Play Editor* also allows you to create entirely new plays both on *Offense and Defense!*

To start off, choose **PLAY EDITOR** from the Main Menu. Once you have accessed *Play Editor*, you will be asked for your name, **PIN** and what *Controller Pak* your saved information is on. If you do not have any saved information, a new file will be created for you.

**MAIN MENU (PLAY EDITOR):** After you have accessed or saved a file, you will enter the *Play Editor* menu. You have numerous choices available to you:

**TEAMS:** Choose what team you would like to create plays for.

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

**SAVE PLAYS:** Save your plays to your *Controller Pak* here.

**SAVE / EXIT:** Exit *Play Editor* and save your data as well.

**USING THE PLAY EDITOR:** Using the *Play Editor* is a great way to improve your team's skills on the field. Create entirely new plays to crush your opponent. Before you can start, you need to save your data to a *Controller Pak* (see above). The following pages will give you instructions on how to *Create* your own plays and *Customize* your *playbook!*



## PLAY EDITOR

**EDITING OFFENSIVE PLAYS:** Select **OFFENSE** from the *Play Editor* menu and press the **A Button**. You will notice nine blocks on the right of the screen. If you have no saved *playbook* data you must create some. If you are just starting your *playbook*, the option **CREATE / EDIT** will only be available. Press the **A Button** at this option to continue. Next you can select which of the nine blocks you want to be your new play. Select one and press the **A Button**. The rest of the menu options will now be available.



**PLAY TYPE:** *Normal* and *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 below.

**PREVIEW:** Run your play on the practice field without a defense!

**PRACTICE:** Set your *Line of Scrimmage (LOS)*, pick the *Defense's* play and *Run* your play against the defense.

**NAME PLAY:** After you are satisfied with your created play...name it!

**MAIN MENU:** This will take you back to the *Play Editor* menu.

**EDITING DEFENSIVE PLAYS:** If you select **DEFENSE** from the *Play Editor* menu you will find the options are basically the same. **PLAY TYPE** lets you choose from a **Normal** defensive play or a **Blitz!** **FORMATION** refers to how you want your defense to be set up on the field. Select from the six choices and press the **A Button**. **PRACTICE** works the same as it does for plays on offense. You can also name your defensive plays as well. Just like the offensive plays, you can edit the assignments of your defensive players. More information on editing assignments is available on the following page.





## PLAY EDITOR

**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 **Control Stick** or **Control Pad** and select them by pressing the **A Button**. Move the player on the field with the **Control Stick** or **Control Pad**.



**OFFENSIVE MOVEMENTS:** On offense you can change the movements of seven people. Select a player and press the **A Button**. Move your three Receivers along the LOS and down the field using the **Control Stick** or **Control Pad**. When you press the **A Button** a screen will become available with different moves your player can perform. Select which move you want the player to do and press the **A Button**.

For example, you can have your player run straight, spin, cut to the side and then Turbo to the end zone. Your Quarterback can either stand in a Regular Set or a Shotgun position. Your Linemen can be moved along the LOS and either Block to the Left or Right.

**DEFENSIVE MOVEMENTS:** Defensive assignments work in the same way as Offensive movements. First select what Formation your defense will be in. This will determine whether you have Four or Five Defensive Backs on the field. Select a player and press the **A Button**. Next select where that player will be and what action they will be performing (Man 2 Man coverage, Zone coverage or Rush). After you are set, select Return and press the **A Button** to return to the Play Editor: Defense menu. The menu works the same as in Offense. You can now Name your play, Practice your play against an offense and return to the Play Editor main menu and Save it.



## PLAY EDITOR

**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.

**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 what page you would like to edit. Press the **A Button** to access that page. Move the **Control Stick** or **Control Pad** to the play you wish to replace and press the **A Button**. A small window will appear showing all the plays that are available to you. You can scroll through each one by pressing **Up** or **Down** on the **Control Stick** or **Control Pad**. Once you have selected a play you wish to place in that slot, press the **A Button**. The same is done for the defensive page.



**SETTING AUDIBLES:** An **AUDIBLE** is when a play is changed at the Line of Scrimmage. This is great when you notice that you've called the wrong play and you are about to pay for it. Select **PLAYBOOK** from the Play Editor menu and then select **SET AUDIBLES**. Next select from Offense or Defense. The **Down C Button** is used to call your audibles during the game. Select from Audible 1, 2 or 3 and press the **A Button**. Next select what play you want to correspond with that Audible. When you are finished, exit back to the Main Menu and save your game configurations.



During the game, you can call an audible by holding the **Down C Button** and pressing **Left** or **Right** on the **Control Stick** or **Control Pad** to choose your offensive or defensive audible. Do this at the LOS before the play begins. Release the **Down C Button** to activate the audible.





## PLAYING THE GAME

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

**CODE ENTERING:** A great feature in the game is the ability to enter secret codes before the game. These are accomplished by pressing your gameplay buttons (the default settings are the Z, B and A Buttons) to cycle through different icons on the bottom of the screen. Once your icon sequence has been entered, move the Control Stick or Control Pad in a specific direction for that code to work. If you've done everything correctly, you'll hear a sound and the correct code's name will flash above your icons. The codes must be entered at the Match-Up screen quickly because you only have a few seconds to enter as many as you can! Each player may enter codes under his/her own icon bar.



Player 1

Player 2

Player 3

Player 4

**BLITZ PASSING:** Blitz Passing is accomplished by pressing the Up, Left & Right C Buttons during a play. For example, if you want to pass quickly to your Receiver on the left, press the Left C Button. The Up C Button corresponds to the receiver in the center of the field. The Right C Button corresponds to the receiver on the right. If you run a crossing play (where your receivers cross each other down the field), the button will still correspond with the original receiver. So if your player starts on the left and goes to the right, press the Left C Button to pass!



## PLAYING THE GAME



**PLAYER CONTROL:** NFL Blitz 2000 allows you play with up to four players. If you are playing a four player game, the teams are split into two players per team. On Offense or Defense, two players can put their skills together to punish 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 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.



Players 1 & 3

Players 2 & 4

Players TURBO Meters

**YOU'RE ON FIRE!** NFL Blitz 2000 also allows your team to be set ablaze if you're doing well enough. Your entire team will release a puff of smoke at the LOS. Whether you are on Offense or Defense, your team will be even tougher to stop. You will notice increased speed and power, but if you don't keep up the good work your flame will go out! Your team is set "On Fire" when you have one receiver successfully catch three passes in row on Offense or your Defense sacks the QB twice in a row.





## BASIC MOVES

### **BASIC MOVES ON OFFENSE:**

- **MOVE PLAYER:** Control Stick or Control Pad (all directions)
- **TURBO:** Z Button
- **JUMP / TACKLE:** B Button
- **PASS / CHANGE PLAYER:** A Button

### **BEFORE THE SNAP:**

- **SHOW NAMES:** Press the Z Button (press again to hide names)
- **MOVE MAN IN MOTION:** Move the Control Stick or Control Pad to the Left or Right
- **TURN MAN IN MOTION INTO A BLOCKER:** B Button + A Button
- **HIKE BALL:** A Button or B Button

### **BEHIND THE LINE OF SCRIMMAGE:**

- **PASS:** Control Stick or Control Pad towards receiver + A Button
- **HURDLE:** B Button
- **TURBO RUN:** Hold the Z Button
- **SPIN MOVE:** Press the Z Button twice
- **JUMP PASS:** B Button + A Button
- **FAST PASS:** Z Button + A Button
- **DIVE FORWARD:** Z Button + [B Button twice]

### **OVER THE LINE OF SCRIMMAGE:**

- **LATERAL BACK:** A Button
- **STIFF ARM:** Z Button + A Button
- **HURDLE:** B Button
- **HIGH HURDLE:** Z Button + B Button
- **TURBO RUN:** Hold the Z Button
- **SPIN MOVE:** Press the Z Button twice

### **BASIC MOVES ON DEFENSE:**

- **MOVE PLAYER:** Control Stick or Control Pad (all directions)
- **TACKLE:** Move your player into the player carrying the ball
- **DIVE TACKLE:** B Button
- **CHANGE PLAYER:** A Button
- **TURBO RUN:** Hold the Z Button
- **INTERCEPT / SWAT BALL:** B Button (while ball is in the air)
- **PUSH OPPONENT:** Z Button + A Button
- **POWER TACKLE:** Z Button + B Button



## TRIVIA & TIPS



### **NFL BLITZ 2000 TRIVIA**

**CHALLENGE:** Located at the end of every Arcade Mode game (right after the final statistics), the Trivia Challenge will test your knowledge of the NFL with a wide variety of questions. Move Up or Down on the Control Stick or Control Pad to highlight what you think is the answer and press the A Button. The game will tell you if your answer is Correct or Incorrect. All the questions are multiple choice and each have a different point value that gets saved along with your Arcade game.

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



**GAMEPLAY TIPS:** Just to be good sports, we've given you some of the tips you'll find in the game below:

- **ON-SIDE KICKS** can be performed after you have scored. Right before the kickoff, press Up on the Control Stick or Control Pad and hold all three gameplay buttons!
- At the play select screen, move your cursor to the top-left slot on the page. Now press Up on the Control Stick or Control Pad twice to **HIDE YOUR CURSOR!** This will hide your play from the opposition. Just keep track of what play you picked!
- Watch your **TURBO METER** carefully during the game. It's important to have some available for special moves! Of course if you entered the code for **INFINITE TURBO** at the beginning of the game you've got nothing to worry about!





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