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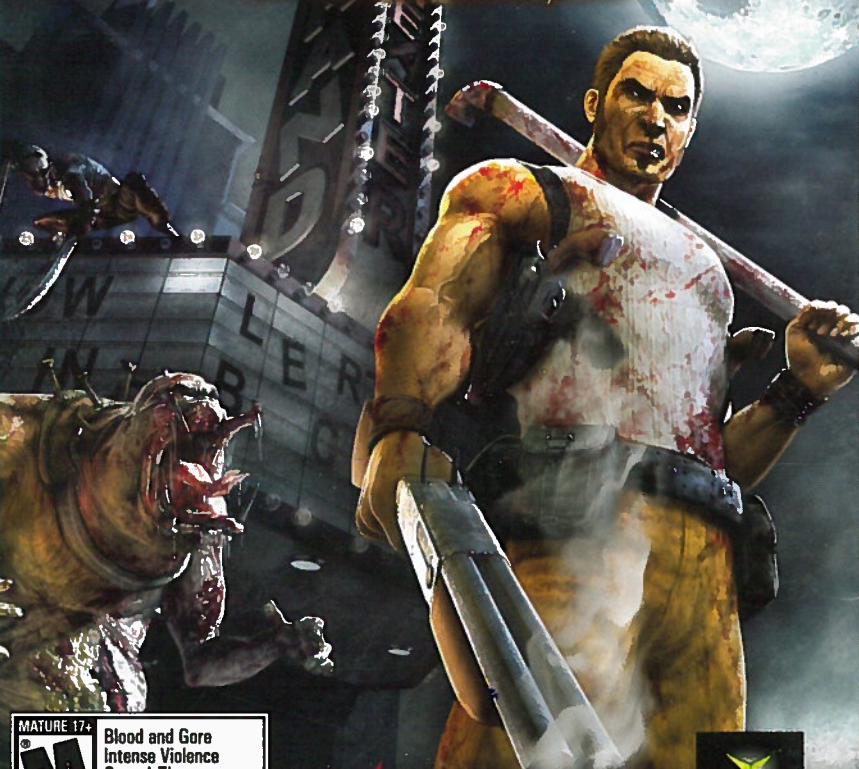
MIDWAY

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XBOX

XBOX

LIVE   ONLINE ENABLED

BLITZ
THE LEAGUE

MIDWAY

Warning

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms - children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

Table of Contents

Default Controls

OFFENSE

PRE SNAP

- Audible
- Timeout
- Pause
- Skip Cutscene
- Snap
- Show Field
- Show Play
- Player in Motion

POST SNAP

- Clash/Unleash (L)
- Dive
- Turbo (R)
- Catch/Jump
- Move Player
- Evade
- Pause
- Power Move
- Evade/Taunt
- Jump Pass
- Pitch
- (TO TEAMMATE BEHIND THE BALL CARRIER)

DEFENSE

PRE SNAP

- Move Player
- Audible
- Skip Cutscene
- Timeout
- Pause
- Change Defender
- Show Field

POST SNAP

- Clash/Unleash (L)
- Dive
- Turbo (R)
- Jump/Intercept
- Move Player
- Switch Defender
- Pause
- Power Tackle
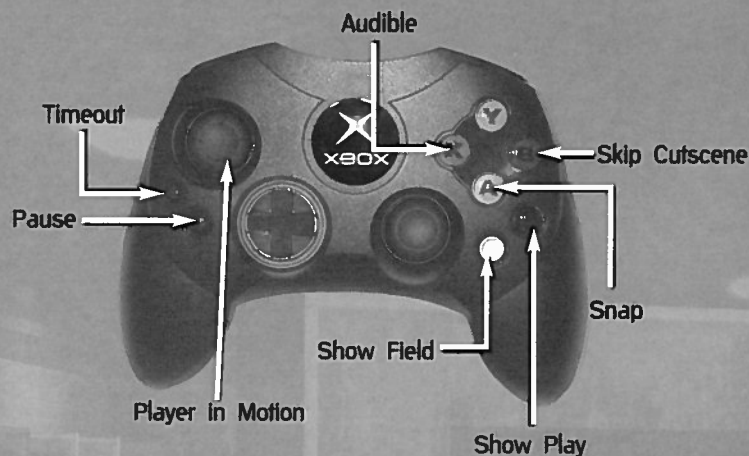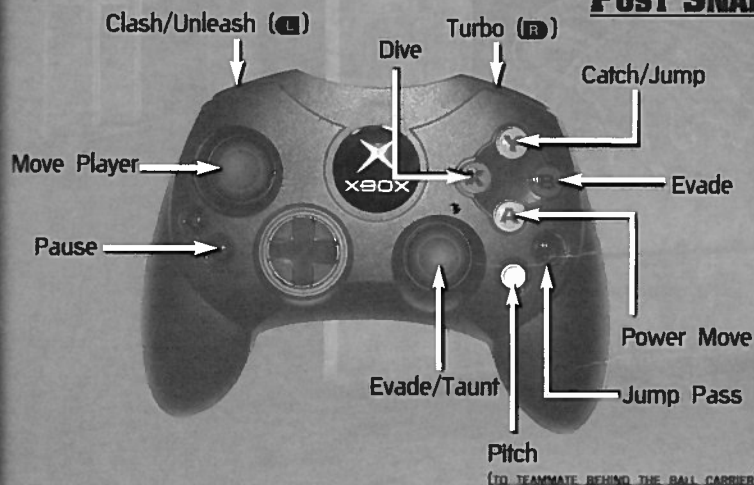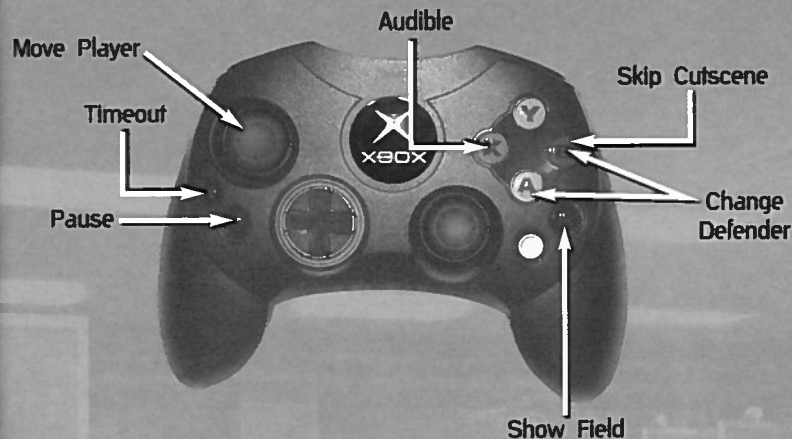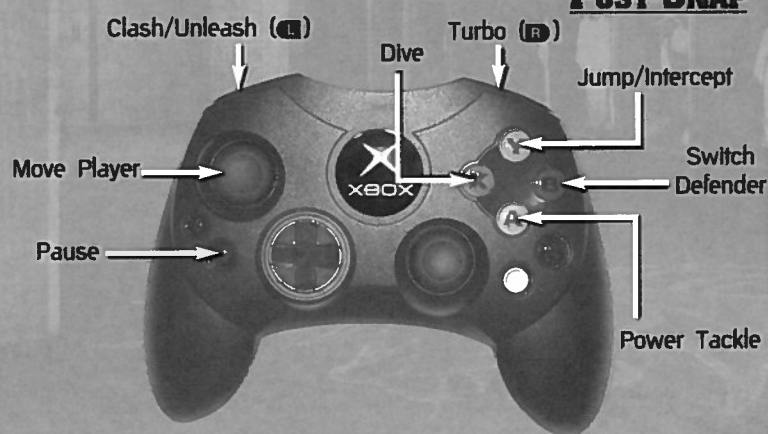
The Main Menu contains all the options necessary to get started. Highlight an option, then press the Ⓐ button to make a selection. Pressing the Ⓨ button will allow you to create or change a Profile that is used to play in each of the game modes (see PROFILES below).

QUICKPLAY

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 to the hard disk all your game progress and settings. Each time you play a game, you'll be prompted to load or create a new 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 the Ⓛ trigger to let the game randomly select a team for you.

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.

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 disk (see PROFILES, previous page).

NOTE: For important information regarding Campaign mode on Xbox *Live*, see CUSTOM TEAMS WHILE PLAYING ONLINE, pg. 12.

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.

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 Ⓨ 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 the D-pad ⬅ or ➡ to make adjustments. Press the Ⓨ button to toggle Offense and Defense.

STATISTICS

View player statistics and league standings using this option. Pull the Ⓛ trigger or Ⓡ trigger 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 Ⓐ 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 Ⓐ button to take a look. Press the Ⓑ 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, PROGRESSIVE SCAN, CAMERA, CINEMATICS or PLAYER ICONS. The SAVE MANAGER option lets you turn Autosave On or Off.

TRAINING CAMP

If you're playing the game for the first time, the Blitz Training Camp is the best way to learn how to play the game. On-screen instructions will walk you through the ins and outs of the game's RUSHING, PASSING, RECEIVING and DEFENSE. TRAINING CAMP is also a great way to learn the game's offensive and defensive combos. The Primetime option will test your ability to use multiple moves you've learned in Training Camp. We recommend that you also check out the VIDEOS option for some helpful video instructions.

NOTE: Completing Training Camp will not only help you play every aspect of the game better, it will unlock items.

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 create or load a profile. The first player to create a profile will be the Home Team.

SELECT TEAMS

Prior to each Quickplay 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 Ⓨ button to View Team Details. This displays your Team Captain and Team Strength.

NOTE: You can also try pulling the Ⓛ trigger 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 Ⓐ button to select the one you want. You can also press the Ⓨ button to change your Game Options and play Bonus Modes that you've unlocked.

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 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

Before you can access Xbox *Live*, you'll need an Xbox *Live* Gamertag. Consult your Xbox *Live* documentation for instructions on creating a Gamertag. Gamertags are obtained when you create an Xbox *Live* account. They can be read from your hard disk or a memory unit.

Press the Ⓐ button to go to the Xbox *Live* Sign In screen. Once you're there, your Gamertag will be displayed. Highlight your Gamertag, then press the Ⓐ button. If your Gamertag is protected by a pass code, you will then be asked to enter your pass code.

Quick Match

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

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.

OptiMatch

OptiMatch allows you to search Xbox *Live* for game hosts that match your exact specifications. You can specify your perfect match, with these options: Ranked, Opponent Skill, Gameplay Clashes, Custom Teams or the Quarter Length. Press the D-pad ⬅ or ➡ to adjust the options.

Create A Match

You can create your own Xbox *Live* play session with this option. You can specify your perfect match, with these options: Ranked, Opponent Skill, Friends Only, Gameplay Clashes, Custom Teams or the Quarter Length. Press the D-pad ⬅ or ➡ to adjust the options.

Friends List

Use this option to add your friends' names to your Friends List. When you sign in, you can select this option and see if your listed friends are online.

Recent Players

This option gives you a list of the players you've most recently played online.

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 Ⓐ button to sort.

Sign Out

Press the Ⓑ button to sign out of Xbox *Live*.

Options

Press the ● button to view the Options Menu.

Appear Online/Offline

Choose to hide or show your Xbox *Live* Online Status from other users.

Voice

Selected from Off, TV or Normal voice options.

Messages

Press the ○ button to access the Messages screen. Messages can be viewed or heard using this option. No prompts will be displayed if you have a message, so return to this option frequently to check for messages.

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 Quickplay 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 'Optimatch' or 'Create A Game' 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

Possession Circle

Player Icons

Receiver Buttons

Turbo Meter
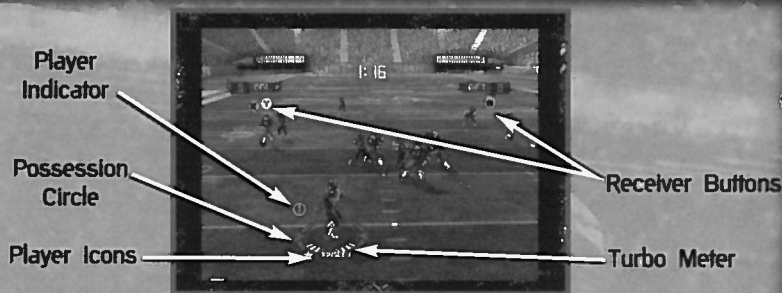
POSSESSION CIRCLES

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 the R trigger (Turbo) to allow it to recharge. Remember, players run slower when you've exhausted all your turbo. Release the R trigger, 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.

RECEIVER BUTTONS

Each receiver has a controller button (B, A, Y or X) attributed to them. Pre-snap, press the ● button to show the play or press the ○ button 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.
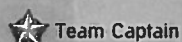
⭐ Team Captain   ✋ Best Catcher   ⊕ Multi Weapon

🛡 Tackle Breaker   👟 Fastest Weapon

SCOREBOARD

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

AUDIBLES

Press the X 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
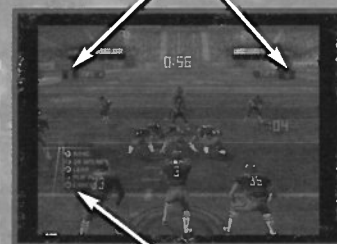
PLAY SELECTION

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 X button, A button or Y 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 the R trigger 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 analog stick on the screen. At that point, press the right analog 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

Press the ● button 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 the ⬛ trigger 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 the ⬛ trigger. You can always regain Clash by gaining yards, scoring touchdowns and making big plays.
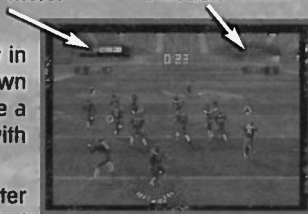
CLASH MODE - DEFENSE

Clash Mode on defense amps up your hits. Hold down the ⬛ trigger to use your Clash Meter when you perform a hard hit (Ⓐ 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 ⬛ trigger). 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 analog stick to perform an evasion. You cannot Unleash a QB unless he's in the backfield and the right analog stick is tapped toward the defender while holding down the ⬛ trigger. 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 the ⬛ trigger 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 TRAIN 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 AUDIO, pg. 9

MIDWAY HOME ENTERTAINMENT

PRODUCTION
Executive Producer .Mike Bilder
Producer . . . . .Adam Boyes
Lead Designer . . . . .Kraig Kujawa
Programming Lead . . . . .Dave Lang
Art Director . . . . .Matthew Gilmore
Audio Lead . . . . .Rich Carle

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& Darryl Wisner
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Adisak Pochanayon, Jim Terdina & Alan Villani
Advanced Technology Group . . . . .Steve Anichini, Erdem Erdenen, Jason Fugate, Ed Keenan,
Shawn Liptak, Michael O'Connor, Otto Schnurr & Graham West

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Character Artists . . . . .Travis Gosnell, Chuck Jones, Justin Muir & Cari Oberstar
Additional Character Artists . . . . .Steve Beran, Jennifer Hedrick, Pav Kovacic, Luis Manqubat
& Herman Sanchez

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Additional Designers . . . . .Vinh Chu & Dan Coleman

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Animation Lead . . . . .Jeff Baker
Animators . . . . .Brian Wright, Darrel Christian & Eli Figueroa
Additional Animators . . . . .Rick Chase, Kirk Degrasse, Chuck Ghislandi, Jin-Jang, Carlos Pesina,
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Motion Capture Specialist . . . . .Fredy Palma
Talent Manager . . . . .Jon Nielsen
Talent . . . . .Kenny Bell, Chris Robbins & Trevor Baber
Additional Motion Talent . . . . .Etu Molden, Ronnie Gordon, Jovon Corbin, Ken Boule, Morgan Lyons,
Rasche Hill, Slaka Massaquio, Steven Clancy, Johanna Anonuevo,
Jessica Swiggum & Bethann Smukowski

CINEMATICS
Cinematics Manager . . . . .Jon McClenehan
Cinematics Team Lead . . . . .Todd Keller
Cinematics Creative Director . . . . .Ty Primosch
Cinematics Artists . . . . .Andrew Currie & Doug Smith
Additional Cinematics Artists . . . . .Spiro Anagnostakos, Paul Chamnankit, Chuck Ernst, Shannah O'Meara,
Josh Slingerland, Matt Taylor & Matt Skonicki

USER INTERFACE
User Interface Manager . . . . .William Fox
User Interface Lead . . . . .Ernie Perez
User Interface Artists . . . . .Stewart Fritz, Brian Rouleau, Martin Ryan & Matt Secrist
Additional UI Artists . . . . .Chad Bailey, Kevin Hurley, Robbie Klapka, Brian Wing, Michelle Lin
& Martin Ryan

STORY
Lead Writer . . . . .Peter Egan
Additional Writers . . . . .Rich Carle, Brian Chard, David Friedland, Tom Gottlieb, Steve Heinrich,
Joel Husenits, Steve Jones, Matt Kelly, Kraig Kujawa, Edmund O'Brien,
Phil Ridarelli, Jamie Vann & Jon Walsh

AUDIO
Additional Audio Lead . . . . .Brian Chard
Additional Audio support: . . . . .Chase Ashbaker, Jim Bonney, Dan Forden, Alex Nied & Vince Pontarelli

VOICE ACTORS
Quentin Sands . . . . .Lawrence Taylor
Lyman Strang . . . . .Ron Ferraro
Mayor Sheila Andrews . . . . .Lynne Magnavite
The Vet . . . . .Max Crawford
The Rookie . . . . .Kevin Douglas
Jacqui . . . . .Paula Garcia
Bruno Battaglia - . . . . .John Gawlik
Coach . . . . .Dan Bakadahl
Spoils . . . . .Johanna Anonuevo
Bookie . . . . .Rom Barkhordar
Waitress . . . . .Jill Kogut
Centerfold . . . . .Bethann Smukowski
Radio Show Host - . . . . .Bill Hainsworth
Reporter . . . . .Rich Carle
Doctor . . . . .Dan Forden
Loan Shark . . . . .Mike Higgins
Publicist . . . . .Justin Krogh
Home Boy . . . . .Ronnie Gordon
Collections Agent . . . . .Beth Melewski
Tawny . . . . .Michele Williams
Escort . . . . .Johanna Anonuevo
Commentator . . . . .Bill Davis
Offensive Coordinator . . . . .Jamie Vann
Jacob Williams . . . . .Len "Red" St. James
Kwazi Mbutabe - . . . . .Marz Timms
Ezekiel Freeman . . . . .Dan Bakadahl
Chad Longstreet .Rom Barkhordar
Vonnie Treonday . . . . .John "Monsoon" Barnett
Julius Williams . . . . .Qudell "Q" Davis
Shane Spain . . . . .Phil Ridarelli
Kelvin Diggs . . . . .Vance Evans
Tyrell Price . . . . .Corey Ruff
Cookie Wallace .Keenan "Venom" Powell
Grant Tanner . . . . .Jon Walsh
Tito Maas . . . . .Eli Figueroa
Tony Forbes . . . . .Chase Ashbaker
On-Field Player Voice 1 . . . . .Ronnie Gordon
On-Field Player Voice 2 . . . . .Freddie "Encyclopedia Brown" Grayer
On-Field Player Voice 3 . . . . .Marcus Neris
On-Field Player Voice 4- . . . . .Simeon "Shadow" Norfleet
On-Field Player Voice 5 . . . . .Mike Higgins
On-Field Player Voice 6 . . . . .Justin Krogh
On-Field Player Voice 7 . . . . .Rob Janas
On-Field Player Voice 8 . . . . .Pete Lawson
Coach 2 . . . . .Marz Timms
Trainer 1 . . . . .Vince Pontarelli
Trainer 2 . . . . .Rich Carle
Stadium Announcer . . . . .Brian Chard

COVER ATHLETE / QUENTIN SANDS
Lawrence Taylor

CREATIVE MEDIA
Michael Crawford, Rigo Cortes, Jack O'Neall, Bill O'Neil, Chris Skrundz, BethAnn Smukowski, Dimitrios Tianis, James Vogel, Christa Woss & Larry Wotman

QUALITY ASSURANCE (CHICAGO)

QA Supervisor .... Jacob Beucler
Lead QA Analyst .... Ki Wolf-Smith
QA Product Analysts .... Reggie Banks, John Bell, Dave Bulvan, Adam Coriglione, John Cruz, Andy Hernandez, James Holland, Robert Lathan, Chris Mcfadden, Greg Ranz, Dion Solano, David Turkiewicz, Richard Vrtis, Timothy Waller & Warren Wilkes

QUALITY ASSURANCE (SAN DIEGO)

QA Director .... Paul Sterngold
QA Manager .... Malcolm Scott
QA Supervisor .... Curtis Barnes
QA Leads .... Leroy Butler & Jomel Fontanilla
QA Assistant Leads .... John Tajuna & Travis Zander
QA Product Analysts .... Shane Cruz, Beck Dubois, Richie Edquid, Paul Fekas, Mike Garcia, Desmond Gregory, Jason Grimes, Robbin Hutchison, Daryl Jackson, Ed Jimenez, Mark Joya, Jared Lazaro, Sam Lui, Eddie Muraira, Ryan Musgrove, Brandon Platt, John Platt, Jon Ritchie, JB Sarao, Samantha Smith & Mike Yob
Technical Standard Analysts .... Rommel Abalos, Cailab Bourell, Jennifer Johnson, Josh Palmer, Rich Phim, Andy Sultin & Jimmy Storey

MARKETING & P.R.

Chief Marketing Officer .... Steve Allison
VP Marketing .... Mona Hamilton
Marketing Director .... Tom McClure
Product Manager .... Jack Van Leer
Director of Public Relations .... Reilly Brennan
Sports PR Manager .... Tim DaRosa

PRODUCT DEVELOPMENT

Studio Art Director .... Chip Sineni
Studio Technology Director .... Michael Weilbacher
Director of Central Groups .... Joel Seider
Director of Studio Operations .... Samuel Peterson
Director of Art Technology .... Martin Murphy
Development Director .... Mark Smith
VP Product Development Chicago .... Scot Bayless
Senior VP Worldwide Studios .... Matt Booty

LEGAL COUNSEL

VP, Secretary & General Counsel .... Debbie Fulton
Licensing Counsel .... Rob Gustafson
Associate General Counsel .... Cory Halpern
Associate General Counsel .... Michael Burke

LICENSING

Director of Licensing .... Mark T. Morrison
Licensing Coordinator .... Charl Ong

MUSIC

Music Supervisor .... Adam Boyes
Music Clearance .... Steve Rosen
External Music Licensing .... Sessing Music Services

SPECIAL THANKS

Amanda Brook, Ed Boon, Rob Cairns, Scott Callan, Currin Cyr, DJ Alo, Amie Deutch, KeyKool, Kris Dirksen, Laura Ford, Nicole Garcia, Ronnie Gordon, Tom Hitchcock, Ill Bill, Kevin Kocher, Jill Kogut, Hugh Leon, Brian Loke, Marcella Lopez, Shawn McCullough, Sarah Moschea, Greg Mucha, Christian Munoz, Tony Peterson, Joost Schuur, Shadow, , Elias Slater, Samuel Peterson, John Podlasek, Marty Stoltz, Mark Turmell, David Zucker, The MK Team, The Subterranean and the good folks at Bosey's Snack Bar

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BLITZ: THE LEAGUE SOUNTRACK

Various Music © Associated Production Music, LLC.

A-Track
"Felonious Funk A Track Remix"
D Styles featuring Q Bert, Babu and Melo D
Audio Research Records

B Real and DJ Lethal
"All My Life"
Performed by Killing Zone
Music by Killing Zone
Lyrics by B Real
Killing Zone is B Real, Billy Gould, Raymond Herrera and Russell Ali
Co produced by DJ Lethal and 3volution Productions
Co engineered by DJ Lethal and Toby Wright
© 2005 Killing Zone
DJ Lethal appears courtesy of Geffen Records

"Play At Your Own Risk"
Music written by DJ Lethal
Lyrics written and performed by B Real
Co produced by DJ Lethal and 3volution Productions
Engineered by DJ Lethal
© 2005 Louis Freese & Leor Dimant
DJ Lethal appears courtesy of Geffen Records

The Beatnuts
"No Escapin' This"
Performed by The Beatnuts
Courtesy of SONY BMG MUSIC ENTERTAINMENT
By arrangement with SONY BMG MUSIC ENTERTAINMENT

Buck
"The Streets"
Written by Shaun Damore and Shawn McCullough
Performed by Buck
Courtesy of Breakthrough Recording Studio
http://www.ishineent.com/

"My Team"
Written by Shaun Damore and Shawn McCullough
Performed by Buck
Courtesy of Breakthrough Recording Studio
http://www.ishineent.com/

"Blitz My Team Remix"
Written by Shaun Damore and Shawn McCullough
Performed by Buck
Courtesy of Breakthrough Recording Studio
http://www.ishineent.com/

El Pus
"Suburb Thuggin'"
Performed by El Pus
Courtesy of Virgin Records
Under License from EMI Film & Television Music

Fat Lip
"Today's Your Day (Whatchagonedu?)"
Written by Allen Toussaint, Derrick Stewart, and Sam Spiegel
Performed by Fatlip
Courtesy of Delicious Vinyl
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Heavy Mojo
"Radio"
Written and Performed by Heavy Mojo
© 2005 Jank Recordings, Inc.
Published by 2005 Heavy Head Publishing (BMI)
www.heavymojomusic.com

"So You Say"
Written and Performed by Heavy Mojo
© 2005 Jank Recordings, Inc.
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www.heavymojomusic.com

HED P.E.
"Represent"
Performed by HED P.E.
Written by HED P.E.
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"Represent"
Performed by HED P.E.
Courtesy of Koch Records
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Non Phixion
"Rock Stars"
[W. Braunstein, J. Fuentes, M. Manzanilla, C. Martin]
W. Braunstein (BMI)/ Compulsive Disorder (ASCAP)
Tortured Soul (ASCAP)/ Gifted Pearl Music/EMI-April Music (ASCAP)
Produced by DJ Premier for Works of Mart, Inc.
Cuts by DJ Premier
Recorded at D&D Studios, NYC by Eddie Sancho
Mixed at D&D Studios, NYC by DJ Premier
www.nonphixion.com

Obscure Disorder
" 2004 "
Obscure Disorder featuring Ill Bill & Goretex
Audio Research Records

Phifty-50
Let 'Em Hate by PHIFTY-50 (featuring RAY GOODY & LUE CHUE)
(Ray Whitty, Julius LaRosa, Jefeth Frankson)-
Published by Grind City Publishing
Recorded by Scott Whittier at Wittier Studios, Jax, Fl.
Mixed by Ray Seay at the Vault, Mia, Fl,
Mastered by Michael Fuller at Fullersound, Mia, Fl. Publishing

Rascalz
"Hit Em Up" (feat. Kardinal Offishall,Solitair & Ylook)
Produced By DJ KEMO for LAB-RATS PRODUCE
cuts by DJ Revolution
(C.Bahamonde,R.Jacobs,J.Harrow,S.Pitt,S.Rana)
SONY BMG MUSIC (CANADA) INC.

"Jungle"
Produced By RED-1 & DJ KEMO for LAB-RATS PRODUCE
(C.Bahamonde,R/Jacobs,B.Leonard)
SONY BMG MUSIC (CANADA) INC.

Raskal
"Cross The Line"
Written and Performed by Raskal
Produced by Ty.lilla
www.raskalmusic.com

Shadow
"Play Dirty"
Written by - S. Norfleet for R.J. Noemis.
Produced by - Alo for Garden Music.
Scratches- Alo.

Skindred
"Bruises"
Performed by Skindred
Courtesy of Lava Records LLC
By arrangement with Warner Strategic Marketing
© 2004 Lava Records LLC
Written By: Skindred
Produced By: Howard Benson
Mixed By: Rick Will
All Songs: ASCAP/PRS

"Pressure"
Performed by Skindred
Courtesy of Lava Records LLC
By arrangement with Warner Strategic Marketing
© 2004 Lava Records LLC
Written By: Skindred
Performed By: Skindred
Produced By: Howard Benson
Mixed By: Rick Will
All Songs: ASCAP/PRS

Son Doobie
"U Wit That"
Performed by Son Doobie
Produced by Kemo
From the album Funk Superhero
Courtesy of Battle Axe Records
www.battleaxerecords.com

"Full Moon"
Performed by Son Doobie
Produced by Flipout
From the album Funk Superhero
Courtesy of Battle Axe Records
www.battleaxerecords.com

Swollen Members
"Too Hot"
Performed by: Swollen Members
Produced by: Rob The Viking
From the album Black Magic
Courtesy of Battle Axe Records
www.battleaxerecords.com

Visionaries
"Pangaea"
performed by Visionaries
lyrics: KeyKool, LMNO, Zen, 2Mex, Dannu
music: Life Rexall
scratches: DJ Rhettmatic
from the full length album "Pangaea"
Copyright 2004 Up Above Records
www.upabove.com

"If You Can't Say Love"
performed by Visionaries
lyrics: KeyKool, LMNO, Zen, 2Mex, Dannu
music: J Rocc
scratches: DJ Rhettmatic
from the full length album "Pangaea"
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Felonius Funk
"Felonius Funk A Trak Remix"
D Styles featuring Q Bert, Babu and Melo D
Audio Research Records

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