

MICHAEL STRAHAN <<



NFL BLITZ 2003



INSTRUCTION MANUAL



WARNING

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

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

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

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

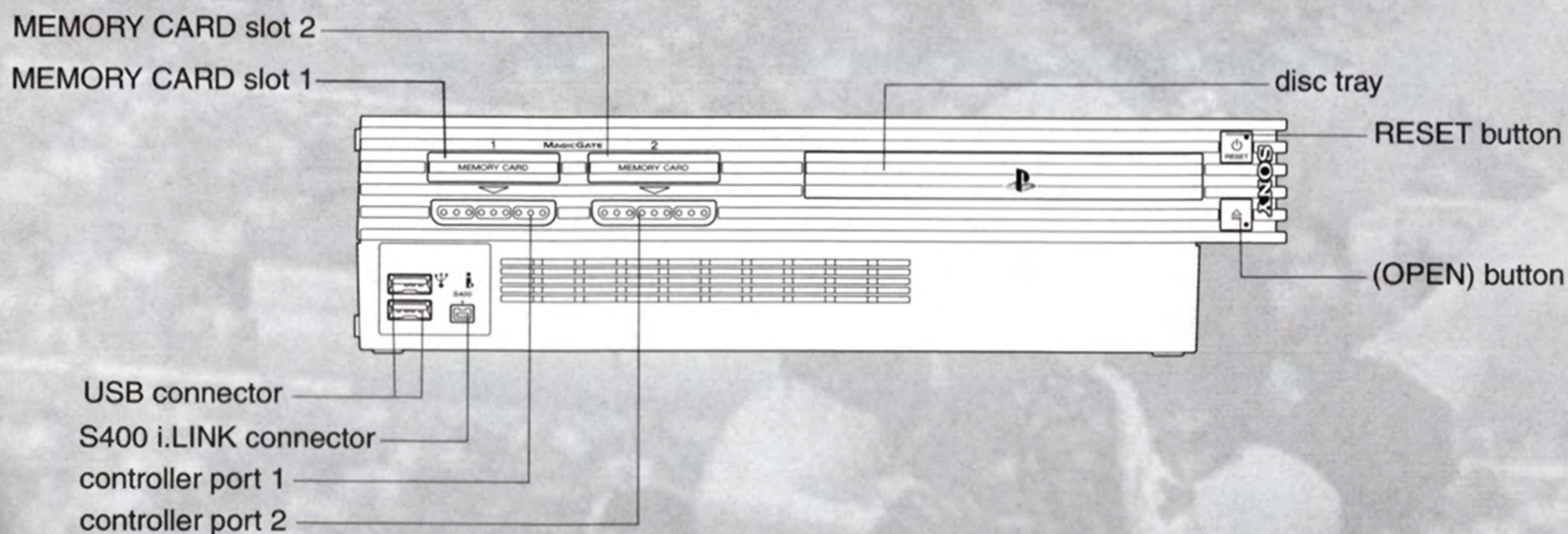
TABLE OF CONTENTS

Getting Started	3
Starting Up	4
Multiple Players	5
Default Controls	6
Saving Games	7
Main Menu	8
Options	9 - 10
Season Mode	11
Tournament Mode	12
Create-A-Player	13
Pre-game Setup	14 - 16
On The Field	17 - 18
Intermissions	19
Hints and Tips	20
Player Records	21 - 22
Credits	23 - 24
Warranty	26

GETTING STARTED

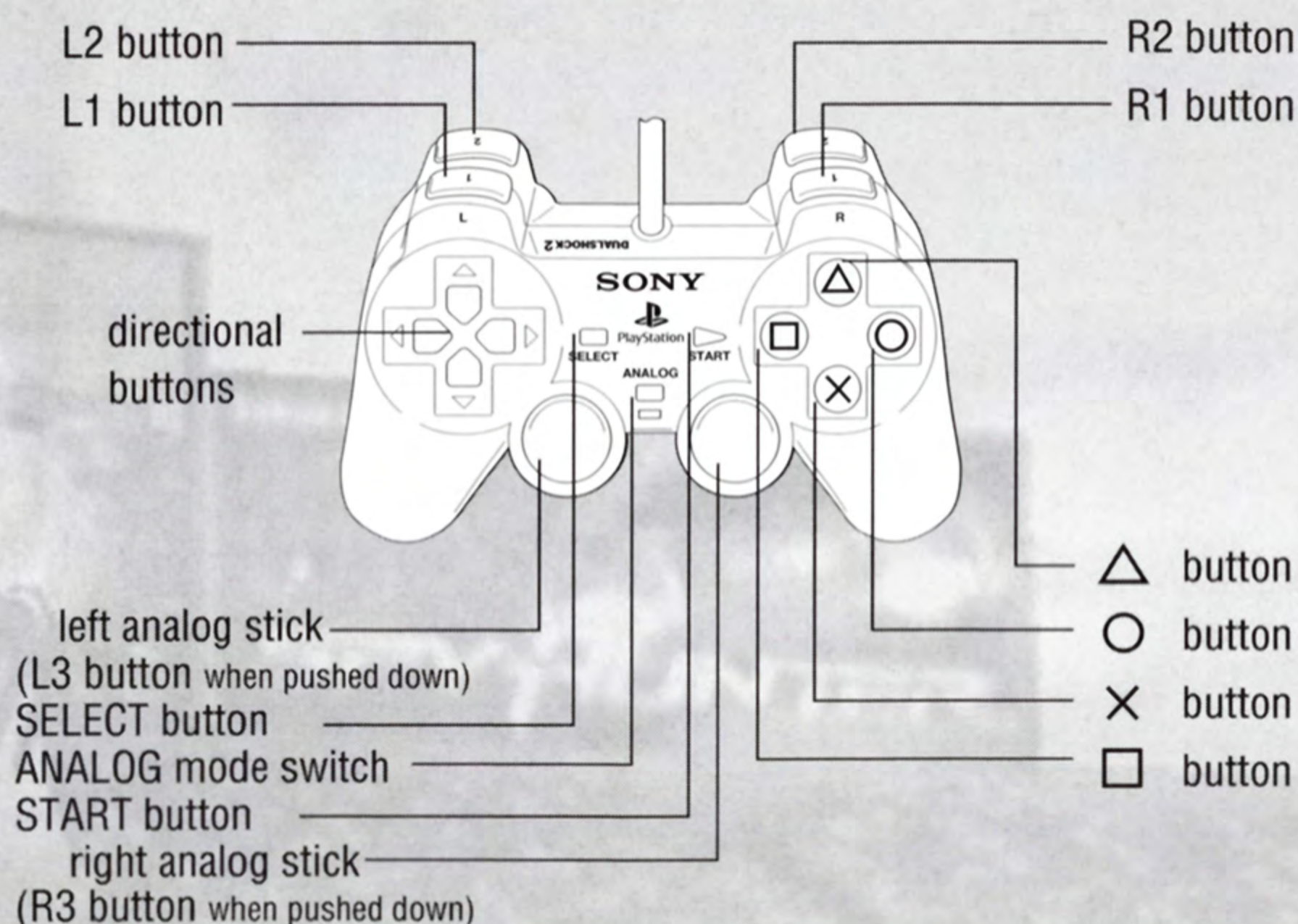
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button.

When the power indicator lights up, press the open button and the disc tray will open. Place the NFL® Blitz® 20-03 disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



NFL® Blitz 20-03 does NOT recommend or support "Analog Joystick" controllers that are not DUALSHOCK®2 analog controllers.

MENU/SUB-MENU NAVIGATION

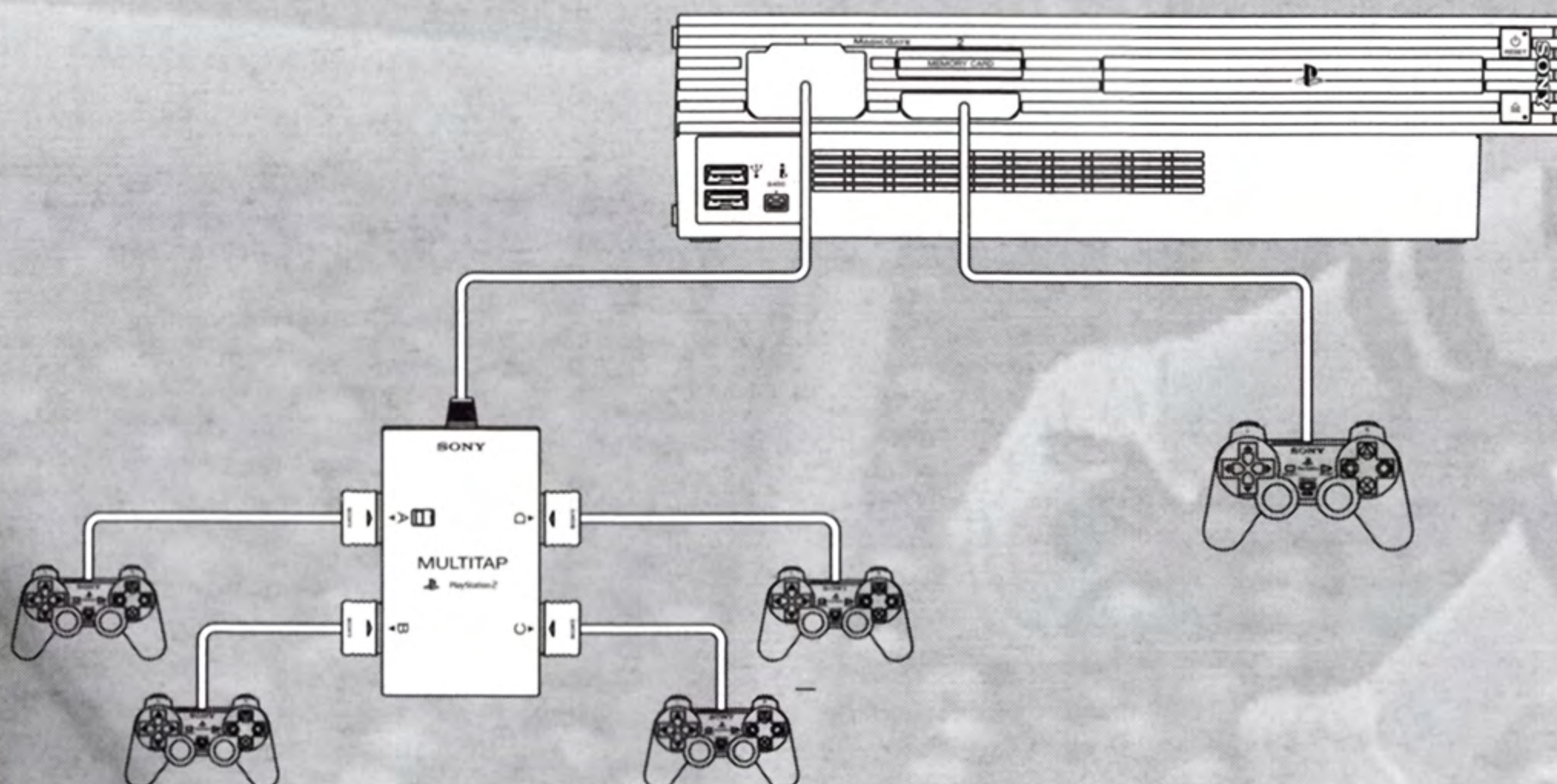
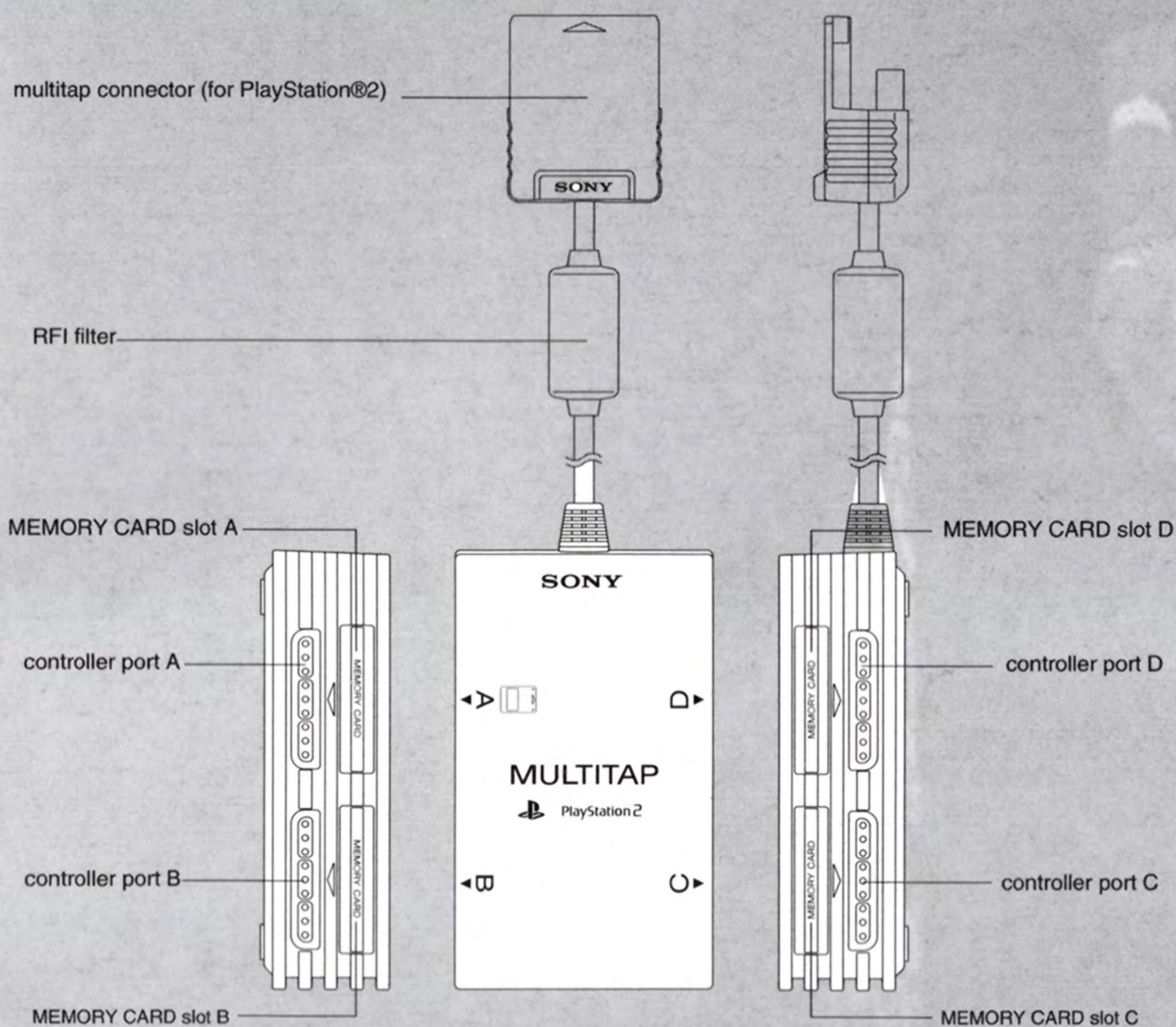
Throughout this manual, ↑, ↓, ← and → will signify pressing Up, Down, Left and Right on the Directional button. To navigate through the game menus (i.e. Options), use the Directional button (↑, ↓, ← or → depending on the menu) to highlight a selection. To activate a selection or access the next menu,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

MULTIPLE PLAYERS

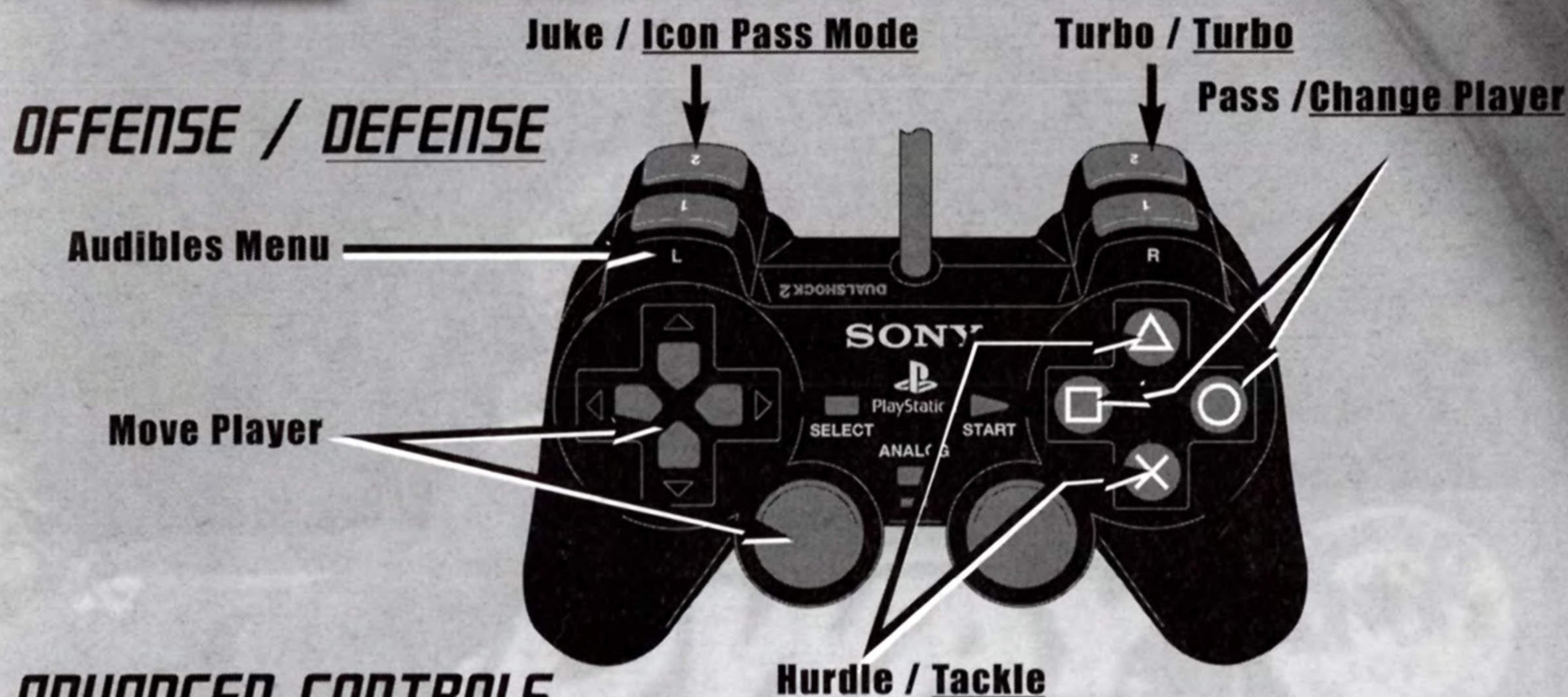
MULTITAP COMPATIBLE

NFL® Blitz 20-03 supports up to 4 players. Use a Multitap (for PlayStation®2) to gain access to 4 controllers. Please connect controllers sequentially from Controller port 1-A, Controller port 1-B, etc., when using a multitap (for PlayStation®2). See page 3 for Multitap diagram.

Multitap (for PlayStation®2)



DEFAULT CONTROLS



ADVANCED CONTROLS

Study the following controls to get the most of your players out on the field. If you change the default controller configuration, take a look at the controls "By the Move".

BEFORE THE SNAP

[DEFAULT CONFIGURATION / (BY THE MOVE)]

- Man in Motion - Directional button ← or →
- Hike the Ball - X button
- Spin Move - Double Tap R2 button / (Double Tap Turbo)

BEHIND THE LINE OF SCRIMMAGE (OFFENSE)

- Hurdle - X button
- Jump + Pass - X button + O button / (Hurdle + Pass)
- QB Hook Slide - Double Tap X button or Δ button / (Double Tap Hurdle)
- Fast Pass - R2 button + O button or □ button / (Turbo + Pass)

OVER THE LINE OF SCRIMMAGE (OFFENSE)

- Lateral Back - Directional button toward nearby receiver + O button
- (Directional button toward nearby receiver + Pass)
- Hurdle - X button
- High Hurdle - X button + R2 button / (Hurdle + Turbo)
- Dive Forward - Double Tap X button + R2 button
- (Double Tap Hurdle + Turbo)
- QB Hook Slide - Double Tap X button or Δ button / (Double Tap Hurdle)
- Stiff Arm - □ button or O button + Turbo / (Pass + Turbo)

BLITZ ICON PASSING

While behind the line of scrimmage, press and hold the L2 button to view a button icon above the head of the receivers, then press the appropriate button to pass to that receiver.

BASIC MOVES (DEFENSE)

- Tackle - Move your player into the player carrying the ball
- Diving Tackle - Directional button toward ball carrier + X button
- (Directional button toward ball carrier + Tackle)
- Intercept/Swat Ball - Δ button as ball arrives / (Hurdle)
- Push Opponent - O button + R2 button / (Pass + Turbo)
- Power Tackle - X button + R2 button / (Hurdle + Turbo)

SAVING GAMES



MEMORY CARD

NFL Blitz 20-03 lets you save accumulated data to your Memory Card (8MB) (for PlayStation® 2). We highly recommend using a memory card to enjoy the many features you'll find in this game.

Each time you start NFL Blitz on your PlayStation® 2 computer entertainment system, the game will read your memory card.

On the Main Menu, you'll find the Memory option. It offers several options for maintaining your game data on your memory card.

CLEAR RECORDS

Clear all current player records/players stored in memory.

UPDATE

Update and add to the current player list in memory.

LOAD RECORDS

Load any saved records you have saved on your memory card.

PLAYER RECORDS

View Player Records saved in memory, and save them to your memory card.

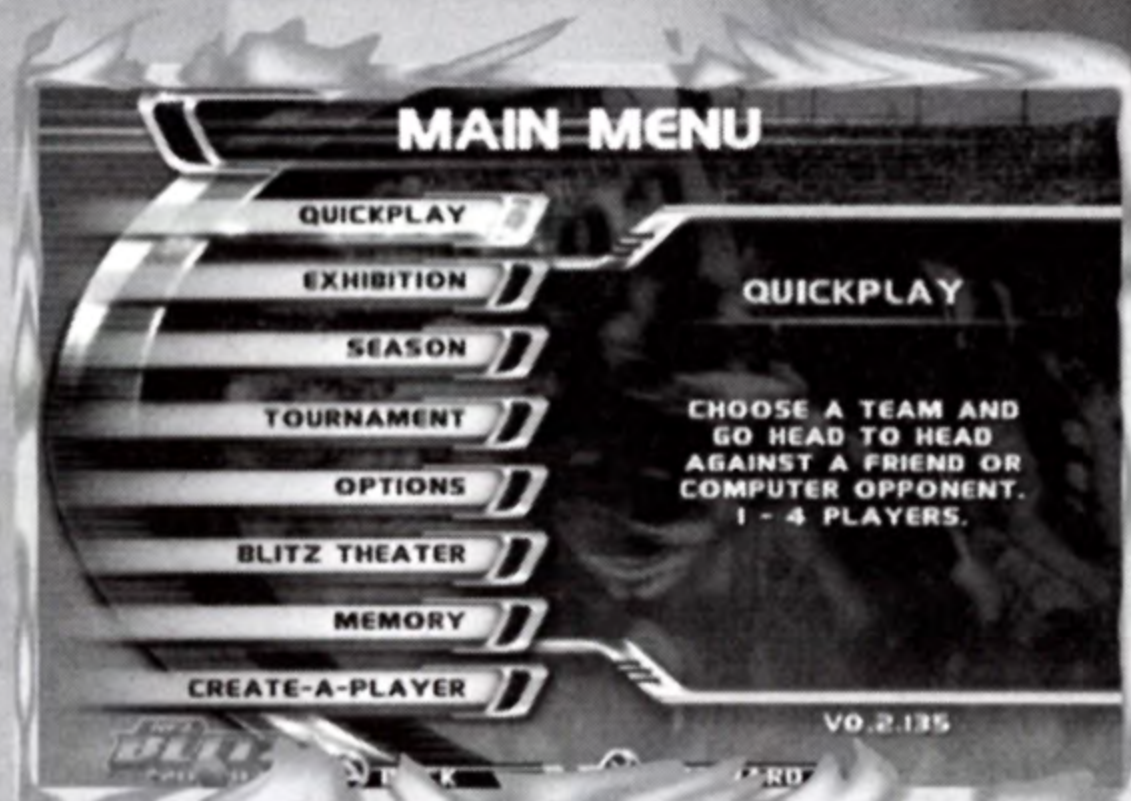
It is advised that you do not insert or remove peripherals or memory cards once the power is turned ON. Make sure there is enough free space on your memory card before commencing play.

Main Menu

QUICKPLAY

Jump right into the thick of NFL Blitz 20-03's classic "In-Your-Face" style football. Each player(s) will select Home or Away, then select a team (see Select Teams, pg. 14). You'll then go straight to the opening kickoff of your game.

Note: In this game mode, you won't be able to enter your name to save game data and statistics.



EXHIBITION

Play an exhibition game with 1 to 4 players. This game mode allows you to enter a name and pin number, then challenge all 32 NFL teams with complete stat tracking and full gameplay customization. Stats are saved to an entered name and pin number as long as you have a memory card inserted in your PlayStation®2 game console (see Saving Games, pg. 7).

SEASON

See Season Mode, pg. 10.

TOURNAMENT

See Tournament Mode, pg. 11.

OPTIONS

See Options, next page.

BLITZ THEATER



NFL Blitz 20-03 includes FMV and promotional material that may be viewed at any time. Once this option is selected, press the Directional button **↑** or **↓** to highlight an option. To the right, a brief description of the option will be displayed. Press the **×** button to select an option.

MEMORY

See Saving Games, pg. 7.

OPTIONS

NFL Blitz 20-03 has an array of options available for you. Press the **X** button to select an option, then press the **Directional** button **←** or **→** to cycle option settings. Make adjustments to the following options:

PLAYING CONDITIONS

The default settings for each of the options is **Random**. You can let the game decide playing conditions, or set the conditions yourself.

WEATHER

Select **Random**, **Clear**, **Rain** or **Snow** conditions for your game.

TIME OF DAY

Select **Random**, **Afternoon**, **Dusk** or **Night**.

When you're finished changing playing conditions, press the **△** button to regain access to the options.

PLAY OPTIONS

Set the following options to set up the game's in-game options:

SKILL LEVEL

Set the CPU Skill Level to **Easy**, **Medium** or **Hard**.

QUARTER LENGTH

You can set the time for each quarter to **1**, **2**, **3**, **4** or **5** minutes.

COACH MODE

Turn Coach Mode **ON** or **OFF**.

TIPS

At halftime and after the game, a Tips Screen offers some helpful hints regarding strategy and special controls. You can turn these screens **ON** or **OFF**.

HALFTIME STATS

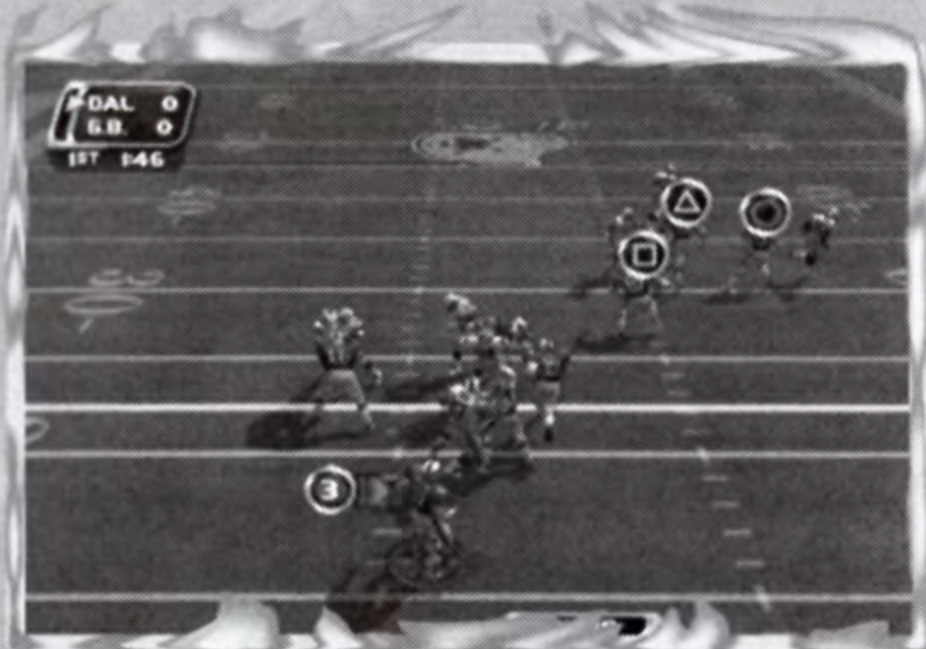
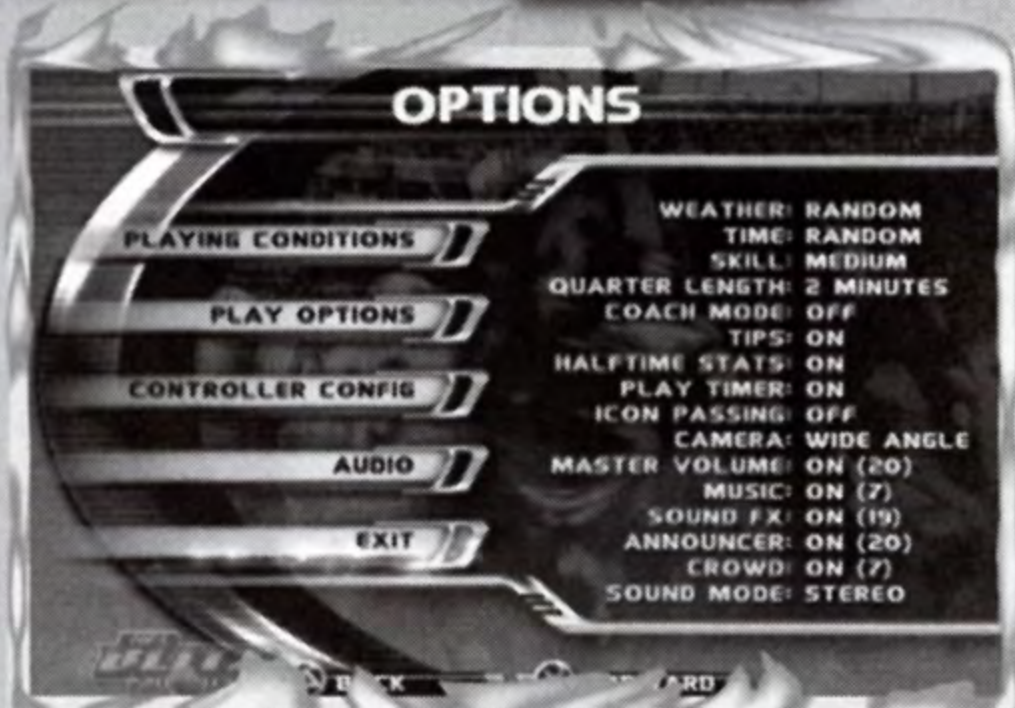
At halftime, first and second quarter stats are displayed. You can turn these screens **ON** or **OFF**.

PLAY SELECT TIMER

By default, there's a time limit for calling plays. You can turn this feature **ON** or **OFF**.

ICON PASSING

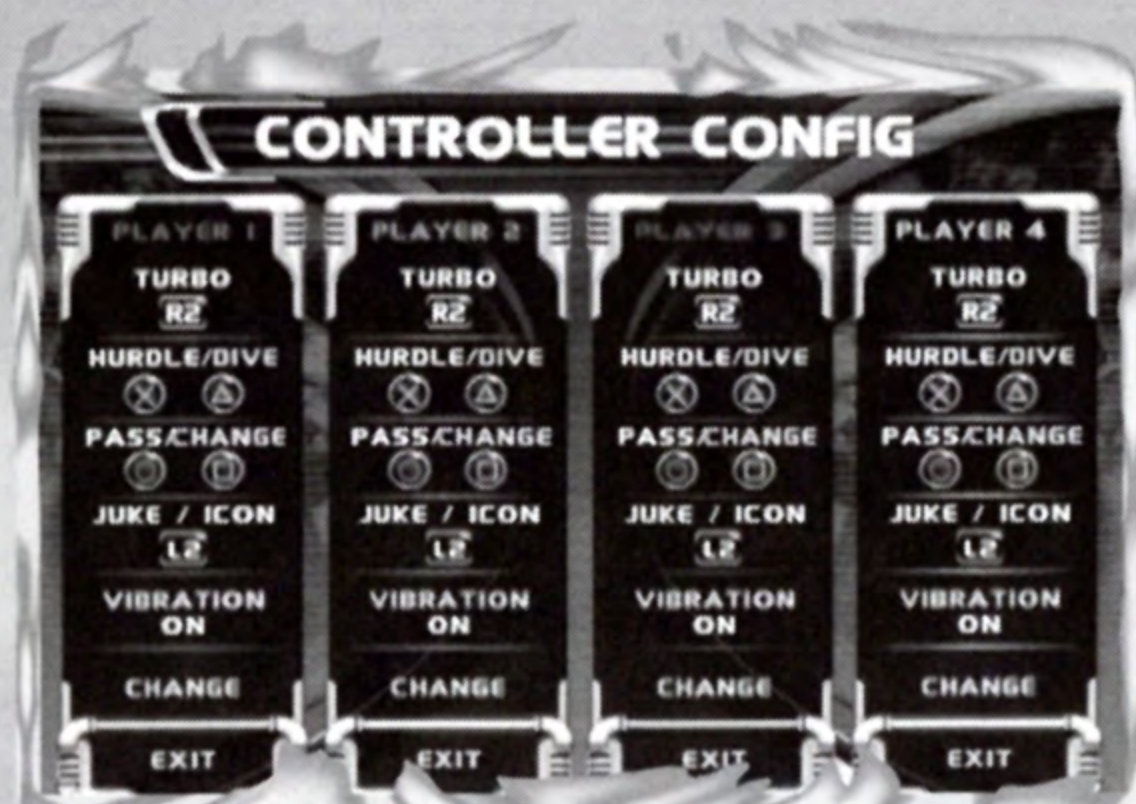
While on offense, press the **L2** button to call up Icon Passing Mode. Controller buttons will then appear above the heads of your receivers. To pass, press the button associated with the receiver you want. Remember, you can still use passing modifier buttons to Jump Pass or throw quickly (see **Advanced Controls**, pg. 6). You can turn Icon Passing mode **ON** or **OFF** with this option.



CAMERA

Change the angle of the game camera. Select **Normal** or **Wide Angle**.

Options



CONTROLLER CONFIG

On this menu, you can turn the Vibration feature **ON** or **OFF** or change your controller configuration. The default controls for NFL Blitz 20-03 are listed on page 6, but you don't have to use that configuration.

To make changes to these two options, press the Directional button **↑** or **↓** to highlight the **Vibration** or **Change** option. Press the **X** button to turn the Vibration feature **ON** or **OFF** or to cycle through the three preset controller configuration options. If you're changing the controller configuration, examine each one and choose the one you like the best.



AUDIO

You can make several modifications to the game's audio settings. Press the Directional button **↑** or **↓** to select the option you want to change, then press the Directional button **←** or **→** to toggle an option ON or OFF or adjust the volume level.

You can make adjustments to the Master Volume, Music, Stereo Mode (Stereo or Mono), Sound Effects or Announcer voice.

SEASON MODE

SEASON

Select a team, and play a full NFL season. Stats and standings are all saved as you battle your way to the Super Bowl. You'll need a memory card to save your season (see **Saving Games**, pg. 7).

PLAY

If you already have a season underway, this option will be available to continue your season. When the option is highlighted, your next opponent is displayed to the right.

INFO

This option includes 4 categories of league info you'll need to keep track of your season's progression. It includes:

- High Scores** - Check out the season's best scores.
- Standings** - NFC and AFC Standings are displayed.
- Team Schedules** - Press the **Directional button** ◀ or ▶ to scroll through each NFL team's season schedule.
- League Schedule** - Press the **Directional button** ◀ or ▶ to scroll through each week's game schedule.

SAVE SEASON

You can manually save your season using this option. When selected, the Save Season Screen will appear, displaying the available MEMORY CARD slots for saving data. Select a slot, then press the ⊗ button to access the data display area to the right. Select a slot within the memory card and press the ⊗ button to begin saving. Pop up windows will be displayed to prompt you on saving progress.

LOAD SEASON

Manually load your saved season using this option. Select a MEMORY CARD slot, then press the ⊗ button. Any saved seasons will be displayed. Press the ⊗ button again to load the season.

NEW SEASON

Use this option to begin your season. The Enter Name Screen will appear. Enter the name (up to 7 characters) you want associated with the new season.

To do so, press the **Directional button** ↑, ↓, ◀ or ▶ to highlight a character, then press the ⊗ button to select it. Repeat the process until you've spelled out the name you want, then select END.

When the Team Selection Screen appears, select a team (see **Team Selection**, pg. 13), then adjust the Play Options (see **Play Options**, pg. 9). The Season Screen will appear again, where you can select Play to begin your new season.

TOURNAMENT MODE

Here's a game mode for you and your friends. You can play a tournament with 4 or 8 teams, depending on how many people want to play.

You'll need a multitap in order to set up a tournament with more than two human players (see **Multiple Players**, pg. 5).

Once you select this game mode, the following options will be available:

PLAY

Before you can select this option, you'll need to go through the Setup process described below. Once your tournament is setup, select this option to go to the Select Controllers Screen.

SELECT CONTROLLERS

Press the **Directional** button ◀ or ▶ to select the side on which you want to play. Each person must pick a side and team-up as needed. Press the ⓧ button to continue on to the start of the game.

SETUP

If you're starting a new tournament, you'll need to complete the Setup process before you can begin playing. Press the **Directional** button ◀ or ▶ to cycle the options, then press ↑ or ↓ to move to the next option.

Here are the setup options:

NUMBER OF TEAMS

Select a 4 or 8 team tournament.

NUMBER OF PLAYERS

Once you've chosen the number of tournament teams, you can select how many human players will compete. The CPU will control teams not chosen to be controlled by you or your friends.

ENTER PLAYERS

Press the ⓧ button to select this option. To enter a name, press the **Directional** button ↑, ↓, ◀ or ▶ to highlight a character, then press the ⓧ button to select it. Repeat the process until you've spelled out the name you want, then select END.

Once your name is entered, press the **Directional** button ◀ or ▶ to select a Team, then press the ⓧ button.

Each player must complete this process to enter a name and select a team. You'll then be ready to select **Play** and begin your tournament.

SHOW LADDER

To get a good look at the matchups for the tournament, select this option.



CREATE-A-PLAYER

NFL Blitz 20-03 includes an all-new Create-a-Player option you can use to create some impact players on the Grid Iron. You can then use your player in Exhibition Mode only. Press the **Directional button** ↑ or ↓ to highlight, then press the **X** button to select the following options:

NAME & PIN

Use the **Directional button** to highlight a letter, then press the **X** button to make selections. Repeat the process until you've spelled out the name and pin number you'll use to identify your created player. Anytime you want to use or modify your player, you'll need the name and pin number, so write it down somewhere safe.

JERSEY

Use the **Directional button** to highlight a letter, then press the **X** button to select the number you want for your player.

BODY

Select this option, then press the **Directional button** ↑ or ↓ to highlight Character, Height and Weight. Once highlighted, press the **Directional button** ← or → to cycle or modify the options.

Note: The Weight of non-human custom characters cannot be adjusted.

EQUIPMENT

Press the **Directional button** ↑ or ↓ to highlight options, then press the **Directional button** ← or → to make adjustments to your player's uniform.

ATTRIBUTES

This option uses **Attribute Points** to increase your players attributes. When you first create a player, you're given 20 points. You can earn more points by winning Exhibition games (5 points for every three games won) or by answering Trivia questions (2 points for every 5 questions answered correctly).

Trivia questions are displayed following any game you play using your created player. As you accumulate more **Attribute Points**, return to this option to increase player attributes. To increase attributes, press the **Directional button** ↑ or ↓ to highlight options, then press the **Directional button** ← or →.

PRIVILEGES

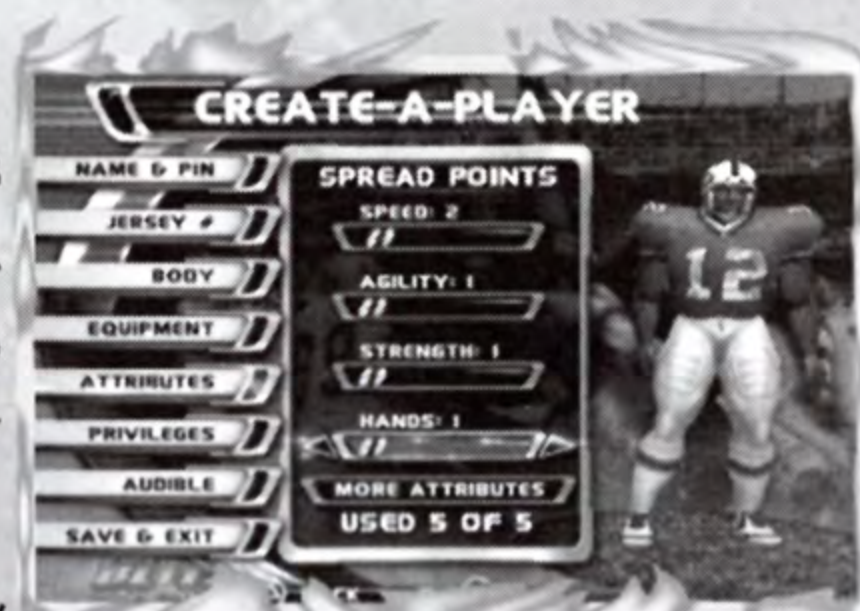
Along with Attribute Points, player Privileges allow you to initially select 2 privileges you'd like your created player to have over other players. You can then return to this option and add more privileges. To add privileges, press the **Directional button** ↑ or ↓ to highlight options, then press the **Directional button** ← or →.

AUDIBLE

When you use your created player, you'll have access to Offensive and Defensive Audibles you set up using this option. Press the **Directional button** ↑ or ↓ to highlight options, then press the **Directional button** ← or → to cycle plays.

SAVE & EXIT

Select this option to Save your created player and exit to the Main Menu.



PRE-GAME SETUP

Prior to each game, review the following options before you can begin playing:

ENTER NAME

This procedure is available only in Exhibition Mode, so you'll want to enter a **Name** and **Pin Number** to save stats and customized options to your memory card under that name. You can select **YES**, if you want to enter a name, or select **NO** to move on without entering a name.

NOTE: If you don't have a memory card, your stats and any won't be saved once you power down your game console.

To enter a name, press the **Directional button** **↑**, **↓**, **←** or **→** to highlight a character, then press the **⊗** button to select it. Repeat the process until you've spelled out the name you want, then select **END**. Do the same to enter a Pin Number.

If the game doesn't recognize your name and pin number, you'll be asked if you want to "Create a New Record". Select **YES** to do so and view your stats at zero. If you already have a record, your up-to-date stats will be displayed.

Once players have entered names and pin numbers, press the **⊗** button to go to the Select Controller Screen.

SELECT CONTROLLERS

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

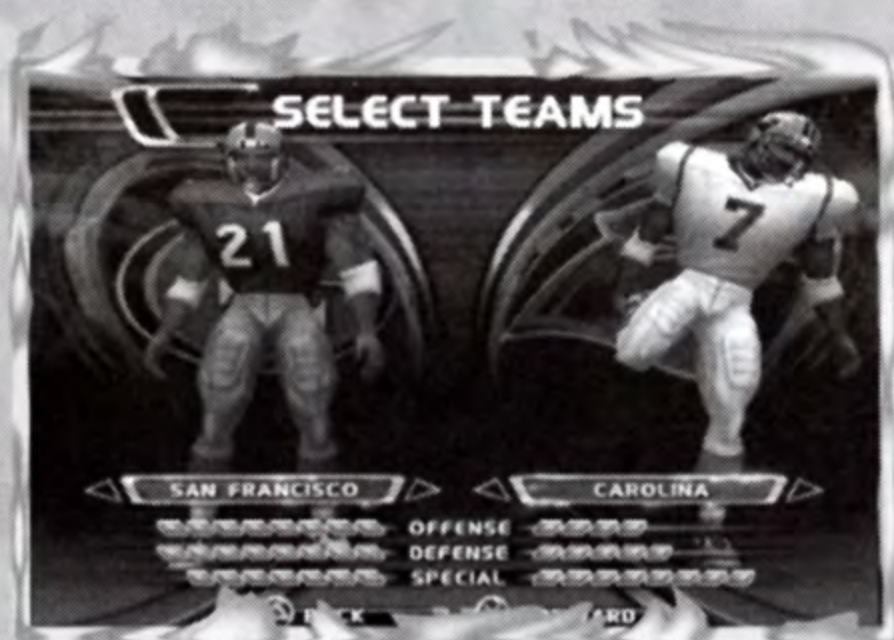
Controllers are displayed in colors, so each player will know the player he controls on the field during the game (Player 1=Blue, Player 2=Green, Player 3=Red, Player 4=Yellow).

Press the **⊗** button to continue to go to the Select Teams Screen.

SELECT TEAMS

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

Press the **Directional button** **←** or **→** to scroll through the NFL teams. Power rankings for Offense, Defense and Special (Teams) will be displayed.



Once teams have been selected, press the **⊗** button to go to the Customize Game Screen.

Note: Try pressing the **Directional button** **←** and the **R2** button to randomly pick your team(s).

PRE-GAME SETUP

CUSTOMIZE GAME



Prior to your game, you can make some custom changes to your settings. Many options mirror those available in the Options Menu. Press the **Directional button** **↑** or **↓** to highlight an option, then press the **ⓧ** button to gain access to the settings. Press the **Directional button** **←** or **→** to adjust the settings, then press the **△** button return to the options.

PLAY

When highlighted, a complete summary of the settings is displayed to the right. Select this option once you're ready to start your game.

STADIUM

Select the stadium where you'd like to play your game. As you select, a 3D rendering of each stadium is displayed.

PLAYING CONDITIONS

See page 9.

PLAYBOOKS

Assign any NFL team playbook to the teams that will be playing in your game. This comes in handy if you have a favorite playbook, and you want to use it with a different team.

PLAY OPTIONS

See page 9.

CONTROLLER CONFIG

See page 10.

AUDIO

See page 10.

PRE-GAME SETUP

ENTERING CODES



What would an NFL Blitz game be without Power Up Codes? Just before your game starts, the Match Up Screen displays both teams. At the bottom of the screen are up to **4** code windows that contain **3** icons (one for a 1 player game, two for a 2 player game, etc).

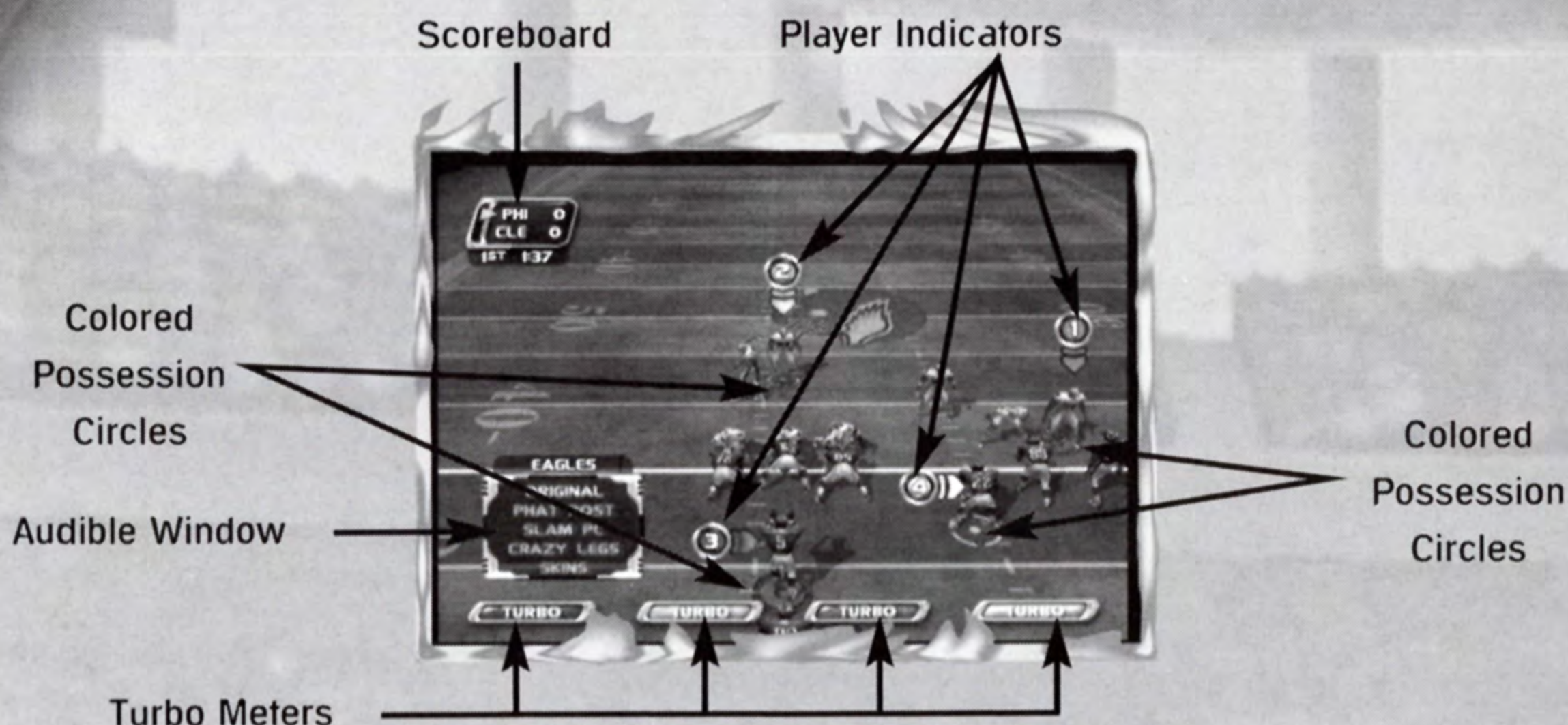
You can enter codes by pressing the **L2** button (first icon), the **R2** button (second icon) or the **X** button (third icon). When the icons you want are displayed, press the Directional button **↑**, **↓**, **←** or **→** to enable the code (not all combinations will enable codes).

To input more than one code, repeat the process. The codes you entered first will flash and remain on-screen. At this point, you can enter another code before the game starts. The first code you entered will be stored, as well as the second one. This screen appears only for a short period of time, so you'll have to be quick to input multiple codes.

NOTES

- Each Code window contains **5** different icons, but in many cases, codes you come across will appear in number format (ie, **3-2-3** Up, **1-5-3** Down, etc.). This means, press the first controller button **3** times, the second button **2** times, the third **3** times and the Directional button **↑**.
- Codes for NFL Blitz **20-03** can be found in Strategy Guides, Magazines, on the Internet and with a little experimentation on your part.

On The Field



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

PREGAME TIPS

As the ball is in the air during the opening kickoff, tips are displayed to remind players of some of the game's basic controls. If needed, quickly read them, then all human players must press the **X** button a number of times to get the game rolling.

SCOREBOARD

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

COLORED POSSESSION CIRCLES

These circles are fixed below the feet of each controlled player to let you know who is controlling the human-controlled players. These colors match the colors displayed at the Select Controller Screen (see pg. 14).

PLAYER INDICATORS

These colored numbers appear prior to each play, so you can focus on the player you're controlling. They'll disappear a few seconds after players are set.

TURBO METERS

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

AUDIBLES

Press the **L1** button at the line of scrimmage to call up the Audibles Window. Select a new play, then press the **X** button to change the play.

On The Field

PLAY SELECTION

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



CHANGING FORMATIONS

Press the **L1** button or **R1** button to scroll through the playbook formations.

FLIPPING PAGES IN THE PLAYBOOK

There are multiple pages of Offensive and Defensive plays within each team's Playbook. Press the **△** button to scroll through them.

INVERTING PLAYS

Although there are only a certain amount of plays available in each team's playbook, you can change things up by inverting the plays. Press the **■** button or **●** button to invert the plays.

IMPACT PLAYER FUNCTION

The Impact Player option allows you to set player tendencies to each Offensive or Defensive play. This lets you provide an extra wrinkle to each play, making your play calling a little more difficult for your opponent to anticipate. Before you make your play selection, press the **L2** button or **R2** button to scroll through the following options in the Impact Player Window:

OFFENSE

- Protect - Blockers concentrate on protection.
- Dish Off - Player with ball has the option to Dish the Ball Off before being tackled.
- Get Open - Receivers look for open spots in the defense.
- Go Deep - Receivers sprint for the long bomb.
- Block L - Blockers block Left.
- Block R - Blockers block Right.

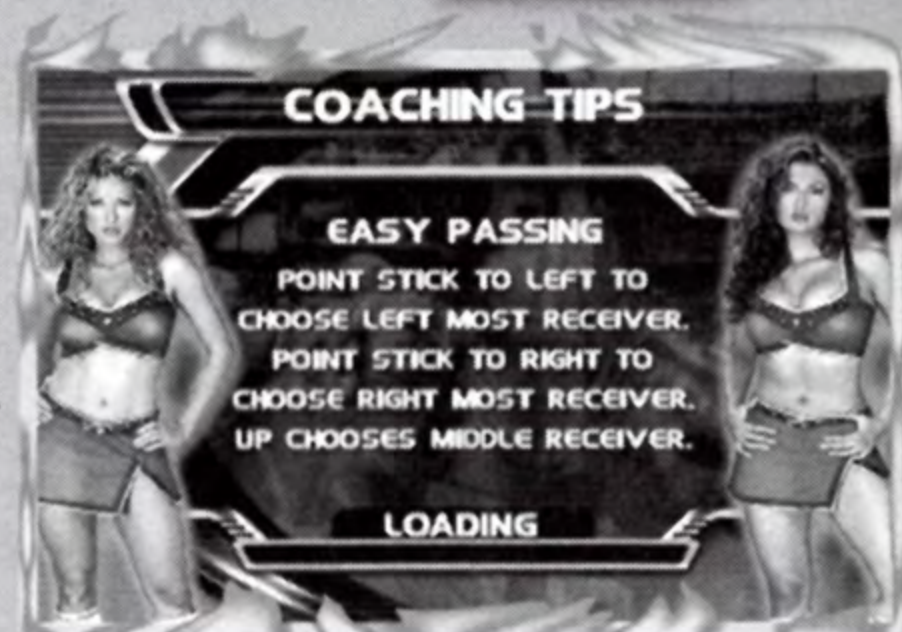
DEFENSE

- Cover - Defenders will concentrate on pass coverage.
- Blitz - The Defense will send more men to the QB.
- Safety - Defenders play a safer, more conservative coverage.
- Delay Rush - Linemen will hold back before rushing the QB.
- Zone L - Defense will play a Zone Left.
- Zone R - Defense will play a Zone Right.

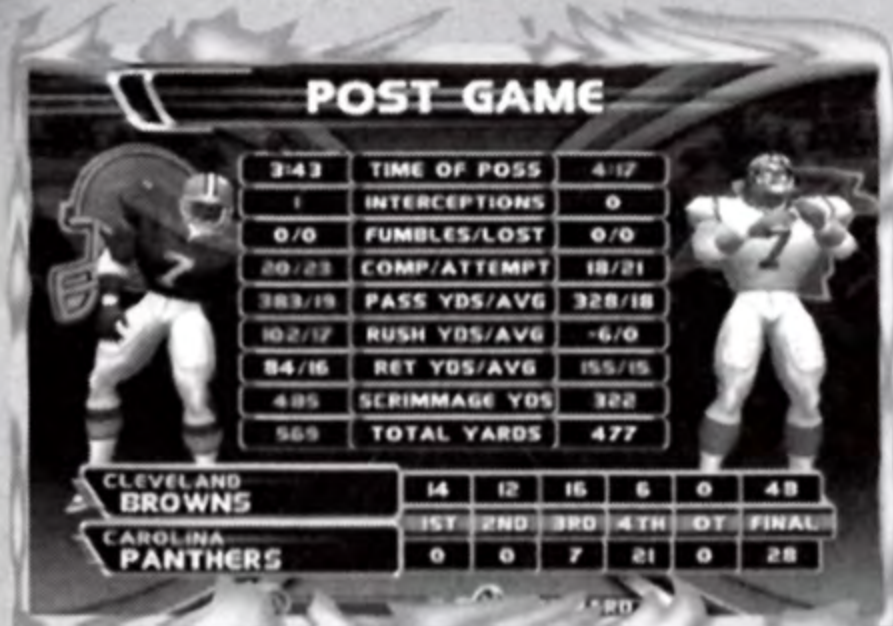
INTERMISSIONS

TIP SCREENS

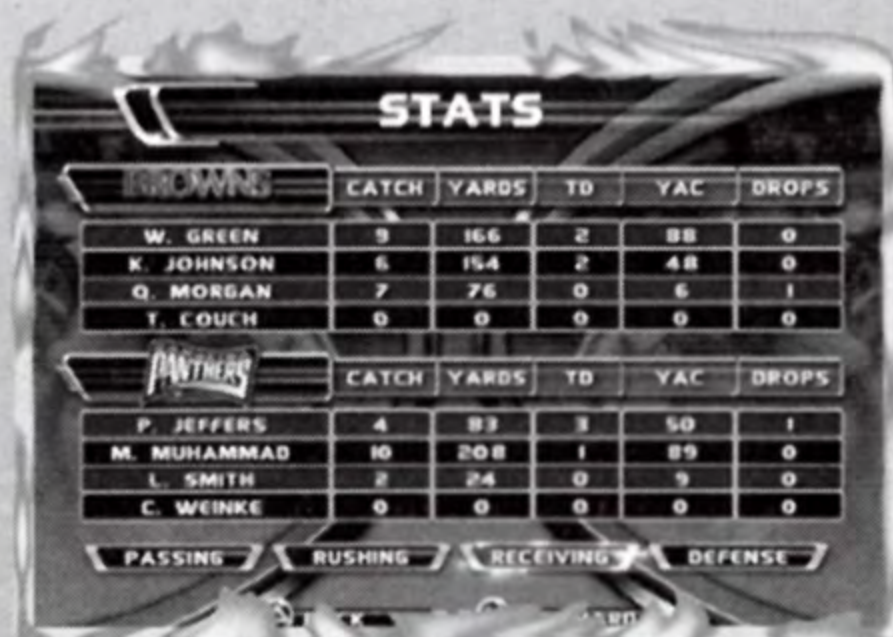
Between quarters, helpful tips screens are displayed to inform or remind you of some of the cooler features in NFL Blitz20-03. They pop up and disappear rather quickly, so read quickly then try them out in your next game.



STATS SCREENS



At halftime and at the end of the game, statistics are displayed, so you can get an idea of which team may or may not be dominating the game. Press the **X** button to move to the next stats screen.



The second stats screen will allow you to scroll through different categories. Press the Directional button **←** or **→** to cycle the categories and view the stats. Press the **X** button again when you're ready to return to the game or menu.

PAUSE OPTIONS



At anytime during the game, press the START button to view the Pause Menu Options. You can Quit a game in progress, adjust the Audio settings or configure your Controller (see Options, pgs. 9-10 for details on these option).

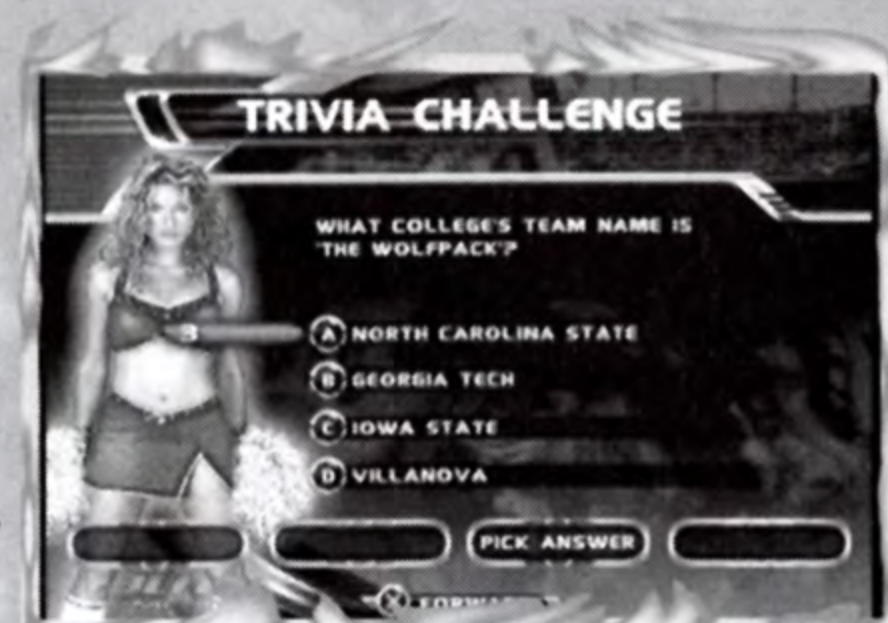
INSTANT REPLAY

After a great play, take another look using the Instant Replay option. Press the **△** button to bring up on-screen controls that display the buttons needed to perform Instant Replay functions.

TRIVIA CHALLENGE

Play the Trivia Challenge following Exhibition games that include your created player.

For every 5 questions you answer correctly, you'll accumulate 2 points toward boosting your created player's attributes (see Create-A-Player, pg. 14-15).



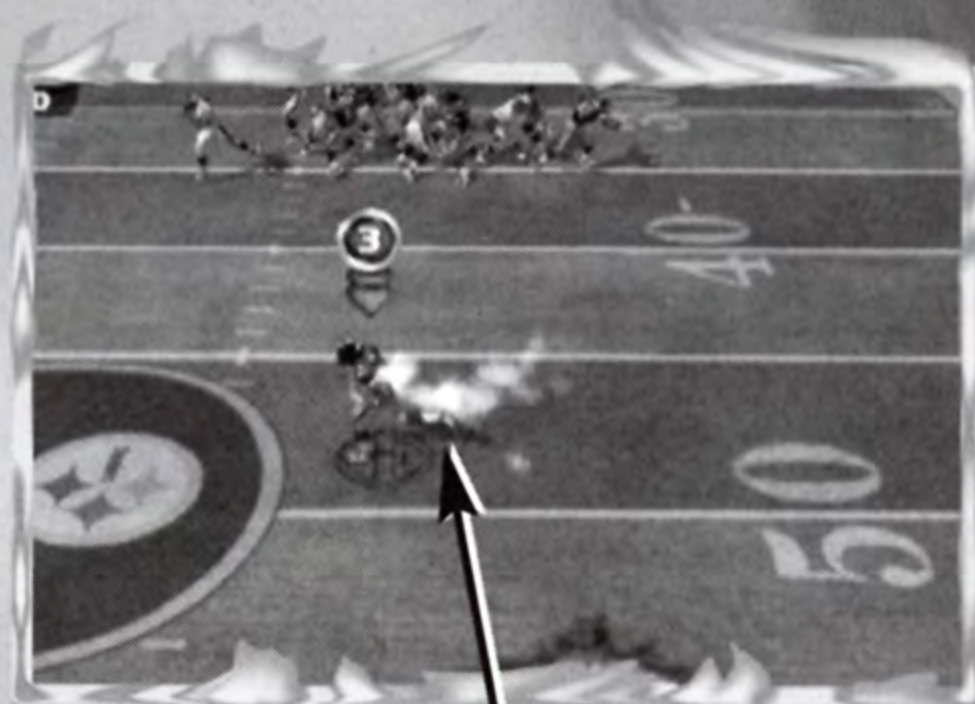
HINTS AND TIPS

ON FIRE

Like many of Midway's over-the-top sports games, you can set your players ablaze with some success on Offense and Defense. Power, speed and success will follow your players once you achieve "On-Fire" mode. You'll catch fire on **Offense** when you successfully complete a pass to the same wide receiver three consecutive times.

On **Defense**, sack the ball carrier twice in a row behind the line of scrimmage to set your team ablaze. While on Defense, you'll remain On-Fire until your opponent makes a first down or scores.

On **Offense**, you'll lose fire when you're stopped for negative yards or miss on a 2 point conversion. Only continuous success will allow you to remain On-Fire.



Single Player On-Fire
(Orange Flames)

THE KICKING GAME



Kickoffs are controlled by the CPU, but Punts and Field Goals are up to you. When you choose to punt or kick a field goal, the Kick Meter appears with a moving pointer. Press the **X** button when the meter reaches the green area to get maximum kick distance and accuracy.

THE ONSIDE KICK

Need the ball back late in the game? Press the **L1**, **L2**, **R1** and **R2** buttons simultaneously to perform an Onside Kick.

HIDE CURSOR

At the Play Select Screen, highlight the top left play, then press the Directional button **↑** twice. This will hide your cursor, so your opponent can't see the play you're calling.

TURBO MAINTENANCE

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

FUMBLES

You may know all the moves to gain yards, but don't do too many in a row. This will increase your chances of fumbling the ball.

CHANGE PLAYS AT THE LINE OF SCRIMMAGE

Try an audible once in a while to confuse your opponent (see Audibles, pg. 17, to find out how).

TOUCHDOWN CELEBRATIONS

As you streak toward the endzone, ham it up by pressing the Right analog stick **↑**, **↓**, **←** or **→**. Based on the direction you select, you'll do one of four celebrations until you reach the endzone.

W / L

A handwriting practice sheet with four columns of horizontal lines. Each column contains 15 rows. The second and fourth columns have a diagonal slash mark on each line, while the first and third columns are blank.

p

W / L

W / L

This image shows a full page of handwriting practice paper. It features four vertical columns of horizontal lines. Each column consists of 15 rows, where each row has three parallel horizontal lines. A single diagonal slash (/) is printed between the top two lines of every row across all four columns, providing a guide for letter height and placement. The paper is otherwise blank, with no text or other markings.

CREDITS

Point of View Development

Project Lead

Mike Michaels

Programmers

Thomas Rolfs, Mike Michaels, Kyle Radue, Steve Martin, Ron Nakada,
Kamran Manoochehri & Jeff Warner

Character Artists

Eddie Rainwater, David Clemons, Erik Drageset & Ted Barber

Stadium Artists

Tim Holtermann, Tim Nign, Garrett Yanai & Eric Scharf

Shell Artist

Scott Rodenhizer

Art Director

Tim Nign

Assistant Producer

Brinton Williams

Special Thanks

Samantha, Kyle & Janet Michaels, Layla & Hanna Manoochehri and Kelly Chapman, Kim & Holly Rolfs, Dawn Radue,
Jennifer Anderson, Stefanie Rainwater, Trisha, John, Arsene Wenger, Kosal, Brianna & Kate, Big Grub, Racine & Lucy Drageset,
Rose, Lauren, Sara & Baby, Erin Nign, Mom Yanai, The Coach, Angie Yoon, Walter Wu, Russ Yamada, Art Smith,
Jim Kawahito, Brent Futagaki & Wayne Okamoto

In Memory of

John Gerhardt

Midway Amusement Games

Production

Mark Flitman & Mark Smith

Programmers

Mike Bilder, Dan Coleman, Jared Nofle & Adisak Pochanayon

Design

Dan Baker, Mark Turmell & Jon Walsh

Art

Alan Cruz, Sal DiVita, Matt Gilmore & Jennifer Hedrick

Audio

Rich Carle, Dan Forden & Rob Martino

Commentary

Tim Kitzrow & Bill Simonson

FMV

Chris Skrundz, Jim Tianis & Larry Wotman

Creative Media

Rigo Cortes, Max Crawford, David Mueller, Christian Munoz, Bill O'Neill,
Jack O'Neill, Adam Norton, Rick Nyburg, Chris Skrundz, John Stecenko,
Beth Smukowski, Jim Tianis, Christa Woss & Larry Wotman

Blitz Testing

Dennis Armour, Adam Bailey, Rob Belair, Francis Brooke, Clint Brown, Anthony Buchanan,
Travis Butler, Kenny Byrd, Dave Casso, Adrian Castaneda, Aaron Difede, Tony Drake,
Mike Erickson, Phil Gorney, Jason Jorgensen, Jason Kneel, Ghyen Koehne, Dirk Lancaster,
Bobby Moore, Todd Moulton, Jason Mueller, Edgar Perez, Jeremy Rucker, Rob Sablan,
Ron Salleza, Robb Schoenbacher, Dave Silva, Josh Stacy, Eric Wackerfuss,
Dan Wagner & Warren Wilkes

Blitz Cheerleader Photos & Costumes

Lee Ann Helmer, Rich Markese, Beth Nowak & Bill O'Neil

Blitz Cheerleaders

Summer Posey & Katie Cleary

Midway Management

Mark Beaumont, Matt Booty, Jon Dean, Ken Fedesna & Neil Nicastro

Marketing

Helene Sheeler, Mike Lustenberger, Tim Granich,
Marci Ditter & Christa Wittenberg

CREDITS

Creative Services

Debbie Austin, Erin Shems, Sally Nichols, Stefano Dalu & Jon Mongelluzzo

Midway Legal

Deborah Fulton, Michael Burke & Robert Gustafson

Special Thanks To...

Michael Strahan, Shannon Sharpe, John Lynch, La'Roi Glover, Jamir Miller,
Troy Vincent, Hugh Douglass, Garrison Hearst, Ahman Green, Rod Smith,
Marvin Harrison, Rodney Harrison & Byron Chamberlain

Quarashi

NFLP...Gene Goldberg, Richard Seidlitz & Tim Langley

NFL PLAYERS INC...Lashun Lawson, Tirzah JA. Orr, Howard Skall & Angela Manolakas

Manning, Salvage & Lee, Ayzenberg, Visionworks & Horizon

David Greenspan, Dave Pettigrew, Melani Windham, Doris Lynch, Paula Cook, Diane Barton, Xina Mathews,
Echo Storch, Ann Denton, Elisa Mathez, Victor Rodriguez, Kiwa Sashikata, Harry Kinney, James Miller,
Clinton Fowler & Derek Whipple

Additional Thanks To...

Keith Beu, Jay Biondo, Jim Bulvan, Nick Choles, Samuel Crider, Katie Diebold,
Drew Dormann, Charles Ernst, Stewart Fritz, James Gentile, Charles Ghislandi,
Jon Greenberg, Edward Keenan, Andy Konieczny, Kenneth Lam, Shawn Liptak,
Mark Meyers, David Mueller, Adam Norton, James Rohn, Ryan Rosenberg,
Chip Sineni, Joel Seider, Lyman Sheats, Taaron Silverstein,
Dan Thompson, John Vignoochi, Brian Wright, Tracey Wright,
Vinh Chu, Paulo Garcia, Josh Williams & Darryl Wisner

NFL Blitz 20-03 Music

"BASELINE"

Performed by Quarashi courtesy of Columbia Records by arrangement with Sony Music Licensing

By Solvi Blondal, Hussi Olafsson and Omar Orn Hauksson

(c)2002 EMI APRIL MUSIC INC., QUARASHI PUBLISHING All rights for Quarashi Publishing controlled and administered by EMI APRIL MUSIC INC. (ASCAP) All Rights Reserved. International Copyright Secured. Used By Permission.

"COPYCAT"

Performed by Quarashi courtesy of Columbia Records by arrangement with Sony Music Licensing

By Solvi Blondal, Hussi Olafsson and Omar Orn Hauksson

(c)2002 EMI APRIL MUSIC INC., QUARASHI PUBLISHING

All rights for Quarashi Publishing controlled and administered by EMI APRIL MUSIC INC. (ASCAP) All Rights Reserved. International Copyright Secured. Used By Permission.

"DIVE IN"

Performed by Quarashi courtesy of Columbia Records by arrangement with Sony Music Licensing

By Solvi Blondal and Hussi Olafsson

(c)2002 EMI APRIL MUSIC INC., QUARASHI PUBLISHING

All rights for Quarashi Publishing controlled and administered by EMI APRIL MUSIC INC. (ASCAP) All Rights Reserved. International Copyright Secured. Used By Permission.

"F* CK YOU PUTO"

Performed by Quarashi courtesy of Columbia Records by arrangement with Sony Music Licensing

By Solvi Blondal, Hussi Olafsson and Omar Orn Hauksson

(c)2002 EMI APRIL MUSIC INC., QUARASHI PUBLISHING All rights for Quarashi Publishing controlled and administered by EMI APRIL MUSIC INC. (ASCAP) All Rights Reserved. International Copyright Secured. Used By Permission.

"MALONE LIVES"

Performed by Quarashi courtesy of Columbia Records by arrangement with Sony Music Licensing

By Solvi Blondal and Hussi Olafsson

(c)2002 EMI APRIL MUSIC INC., QUARASHI PUBLISHING All rights for Quarashi Publishing controlled and administered by EMI APRIL MUSIC INC. (ASCAP)

All Rights Reserved. International Copyright Secured. Used By Permission.

"STICK EM UP"

Performed by Quarashi courtesy of Columbia Records by arrangement with Sony Music Licensing

By Solvi Blondal, Hussi Olafsson and Omar Orn Hauksson

(c)2001 EMI APRIL MUSIC INC., QUARASHI PUBLISHING All rights for Quarashi Publishing controlled and administered by EMI APRIL MUSIC INC. (ASCAP) All Rights Reserved.

International Copyright Secured. Used By Permission.

"TRANSPARENT PARENT"

Performed by Quarashi courtesy of Columbia Records by arrangement with Sony Music Licensing

By Solvi Blondal, Hussi Olafsson and Steinar Omi Fjeldsted

(c)2002 EMI APRIL MUSIC INC., QUARASHI PUBLISHING All rights for Quarashi Publishing controlled and administered by EMI APRIL MUSIC INC. (ASCAP) All Rights Reserved. International Copyright Secured. Used By Permission.

"WEIRDO"

Performed by Quarashi| courtesy of Columbia Records by arrangement with Sony Music Licensing

By Solvi Blondal, Hussi

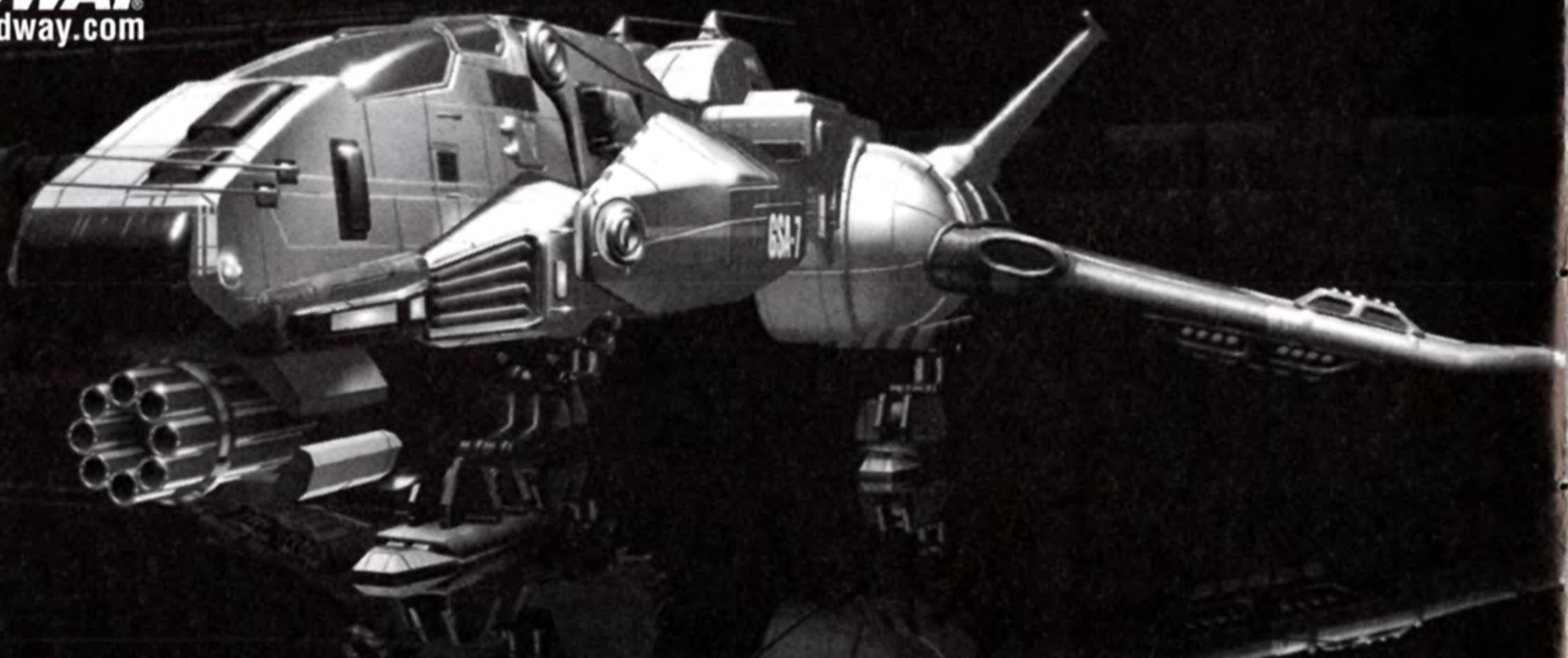
Olafsson and Omar Orn Hauksson

(c)2002 EMI APRIL MUSIC INC., QUARASHI PUBLISHING All rights for Quarashi Publishing controlled and administered by EMI APRIL MUSIC INC. (ASCAP) All Rights Reserved. International Copyright Secured. Used By Permission.

DEFENDER

SAVING THE HUMAN RACE

 **MIDWAY**
www.midway.com



PlayStation®2



Visit www.esrb.org or
call 1-800-771-3772
for Rating Information.

Defender © 2002 Midway Amusement Games, LLC. All Rights Reserved. DEFENDER, MIDWAY and the Midway logos are registered trademarks of Midway Amusement Games, LLC. Used by permission. Developed by California Seven Studios, Inc. Distributed under license by Midway Home Entertainment Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

 **MIDWAY**
www.midway.com

DR. MUTO™

COMING
FALL
2002!



PlayStation®2



Visit www.esrb.org or
call 1-800-771-3772
for Rating Information.

Dr. Muto © 2002 Midway Games West Inc. All rights reserved. MIDWAY and the Midway Logo are registered trademarks of Midway Amusement Games, LLC. Used by permission. DR. MUTO is a trademark of Midway Games West Inc. Distributed under license by Midway Home Entertainment Inc. "PlayStation" and the "PS" Family logo are registered trademarks and DUALSHOCK is a registered trademark of Sony Computer Entertainment Inc.

WARRANTY

MIDWAY HOME ENTERTAINMENT INC. warrants to the original purchaser of this Midway Home Entertainment Inc. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Midway Home Entertainment Inc. software program is sold "as is," without express or implied warranty damages of any kind, and Midway Home Entertainment Inc. is not liable for any losses or damages of any kind resulting from the use of this program. Midway Home Entertainment Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Midway Home Entertainment Inc. software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Midway Home Entertainment Inc. software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE Midway Home Entertainment Inc. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL MIDWAY HOME ENTERTAINMENT INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS Midway Home Entertainment Inc. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Midway Games West, Inc.
675 Sycamore Dr.
Milpitas, Ca. 95035
www.midway.com

Midway Customer Support
(903) 874-5092

10:00am - 6:30pm / Central Time
Monday - Friday

Automated help line open 24 hours a day

WHAT'S HOCKEY WITHOUT HITZ?
COMING THIS FALL!



NHL HITZ -2003-



PlayStation 2



Violence

NHL® Hitz™ 20-03 © 2002 Midway Home Entertainment Inc. HITZ is a trademark of Midway Home Entertainment Inc. MIDWAY and the Midway logos are trademarks or registered trademarks of Midway Amusement Games, LLC. Used by permission. NHL and the NHL Shield are registered trademarks of the National Hockey League. All NHL logos and marks and team logos and marks depicted herein are the property of the NHL and the respective teams and may not be reproduced without the prior written consent of NHL Enterprises, L.P. © 2002 NHL. All rights reserved. © NHLPA; Officially Licensed Product of the National Hockey League Players' Association. National Hockey League Player's Association, NHLPA and NHLPA Logo are trademarks of the NHLPA and are used, under license, by Midway Home Entertainment Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

WE CALL IT SLUGFEST
FOR A REASON.
AVAILABLE NOW



MLB SLUGFEST -2003-



PlayStation 2



Comic Mischief
Violence

MLB® Slugfest® 20-03 © 2002 Midway Amusement Games, LLC. All rights reserved. SLUGFEST, MIDWAY and the Midway logos are trademarks of Midway Amusement Games, LLC. Used by permission. Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. Visit the official web site at MLB.com. MLBPA - Official Licensee, Major League Baseball Players Association. Visit the Players Choice on the web at www.bigleaguers.com. Distributed under license by Midway Home Entertainment Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

Midway Games West Inc. 675 Sycamore Drive, Milpitas, CA 95035

NFL® BLITZ® 20-03 © 2002 Midway Amusement Games, LLC. All rights reserved. BLITZ, MIDWAY and the Midway logos are trademarks of Midway Amusement Games, LLC. Used by permission. Portions of this software are © 1998-2001 Criterion Software Ltd. and its Licensors. © 2002 NFLP. Team names and logos are trademarks of the teams indicated. All other (NFL-related marks) are trademarks of the National Football League. Officially Licensed Product of Players Inc. The Players Inc logo is a registered trademark of the NFL Players. www.nflplayers.com ©2002 Players Inc. Used by permission. Developed by Point of View, Inc. Distributed under license by Midway Home Entertainment Inc.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

