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VIDEO GAME (AS INCLUDED WITH)



Operations Manual

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NFL BLITZ 99

SECTION ONE

INSTRUCTION

NOTICE

Information in this manual is subject to change without notice. MIDWAY reserves the right to make improvements in equipment function, design, or components as progress in engineering or manufacturing methods may warrant.

Fill out and mail in the Game Registration card. Be sure to include the game serial number from the label on the rear of the cabinet. For your records, write the game serial number in the manual. SERIAL NUMBER _____

GAME INFORMATION

The chapters for Troubleshooting, Wiring, Parts, Service, etc. for this game are exactly the same as those covered in the NBA Showtime manual supplied with the game literature, since the cabinets are common.

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The instructions for Game Play, Rules, and Adjustments are described in Chapter Two of this manual.

NFL BLITZ 99

SECTION TWO

OPERATION

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GAME OPERATION

STARTING UP

Each time the game is first turned on or power is restored, it begins executing code out of the boot ROM. These self-diagnostic tests automatically verify and report condition of the CPU and the game hardware. If any of the individual tests fails, then an error message will be displayed for each test.

Once all Power-up tests have been passed, the game goes into its "attract mode". Scenes and sounds from a typical game are alternated with previous high scores in an endless pattern until game play starts.

Insert currency to start the game. Players select teams and other game variables. Play begins after a countdown period is completed. The game will progress until time is exhausted. If no more play is required, the game automatically returns to the "attract mode".

GAME RULES Play instructions are found on the information panel over and under the video monitor. INDIVIDUAL PLAY

Insert currency to start the game. Players may enter their names for future reference if desired. The teams are selected and the first play is run. An offensive or defensive play is chosen. Additional game information appears on the screen when needed. Team statistics are shown at the end of each quarter.

CONTROLLING CHARACTERS

The joystick and action buttons control the characters on the field. The joysticks used in this game respond to different amounts of deflection as well as direction, permitting fine control of character motion

GAME ACTION

Standard league football rules apply, with two exceptions: 30 yards are required for first downs, and there are only 7 active team players. Game length and speed are determined by the game adjustment settings.

The player view of the action changes automatically whenever a better camera angle becomes available. Announcer comments and crowd noises are included in the game sounds.

SCORING

Points are awarded for touchdowns and goals just as in real live football games.

PLAY SELECTION

STANDARD PLAYS

The player may select any of the offense or defense plays in the game. Players can choose from pages of standard plays loaded into the game. Use the indicated pushbuttons to view and select any play.

CUSTOM PLAYS

Players may choose to create their own offensive plays rather than depend on the standard plays in the game. Players can design and name their plays using the CREATE PLAY feature, then store these plays for future use. Once created, the custom plays will be available on an additional page of game plays,

NOTE: The original dedicated games were manufactured with a controller port that allowed players to create plays on home video games and then load and run them on the full-sized game cabinets. The electronic components in this version of the game are different than those used in the original manufactured products, so the controller is no longer compatible and is not included. All other aspects of this game's play and performance are identical with the original.

PLAYER CONTROLS (NOTE: Use joystick and button combinations to discover secret moves.) The player controls are used to maneuver the team members and attack or defend against adversaries.

♦ START Button

This button allows players to begin or continue play. Use both buttons to begin a two player game. This button has no dedicated function during game action or service.

JUMP / TACKLE Button

This button lifts the offensive team member up or causes the defensive player to tackle opponents. This same button is used to create plays or to select items from the menus during service.

♦ PASS / CHANGE PLAYER Button

This button activates offensive throws. The defense move switches active control to another teammate. This same button is used to create plays or to select items from the menus during service.

TURBO Button

The TURBO button gives any active character an extra burst of power or speed. This same button is used to create plays or to select items from the menus during service.

♦ JOYSTICKS

Each player has a joystick to control the movements of one on-screen character at a time. The joystick is also used to create plays or to select items from the menus during service.



PLAYER CONTROL LOCATIONS

OPERATOR CONTROLS

Access to the menu system for statistics, adjustments, and testing is secured by lock and key to prevent tampering. When the menu system is entered, on screen messages guide the operator through tasks.

CABINET SWITCHES

- Power Switch (on top of the cabinet near the left rear corner or on the power supply in many games)
 The Power Switch turns off the game during service. It does not reset the game variables.
- Slam Tilt Switch (on the coin door just above the lock; not used in some cabinets)
 The Slam Tilt switch prevents game abuses such as pounding to obtain free games.
- Monitor Remote Adjustments (inside the control panel just under the monitor)
 The Monitor Remote Adjustment Board sets the video display for optimum viewing.

CONTROL SWITCHES

Volume Down and Volume Up Buttons

The **Volume Down** and **Volume Up** push-button switches increase or decrease game sound levels. Press either button briefly to make minor changes. Press and hold a button to make major changes. Volume may also be changed with the joysticks and buttons when the menu system is active.

NOTE

For greater profits, adjust your volume levels to a loud setting to draw attention to this game.

Begin Test Button

The **Begin Test** push-button switch enters the menu system. Press the Begin Test button briefly to run the automatic tests. Press and hold the Test button to get to any of the menu selections.

Service Credit Button

The Service Credit push-button switch allots credits without changing the game's bookkeeping total.

NOTE: The coin door must be open to reach the control switches.



CONTROL SWITCH LOCATIONS

MENU SYSTEM SYSTEM OVERVIEW

Game variables and diagnostics are presented in a series of on-screen menus. The Main Menu screen allows the operator to view information, make changes, or verify equipment operation. Each Sub Menu screen displays one specific group of choices. The Detail Menu presents data or runs the required test. You must be at the Detail Menu level to detect errors, make changes, or activate tests. Both the operator controls and the player controls are used to move through the menus and start or stop particular routines.

Each time the game is switched from normal play mode to the menu system and back, the self-diagnostic routine is activated. These basic tests run automatically; their purpose is to detect those faults that would prevent the game or the menu system from operating properly. Messages appear on the screen as each item is run, along with any errors detected. A successful self-test usually takes less than one minute to complete. Write down any messages before proceeding to the menus or game play.

SCREEN LAYOUT

Each menu screen is different, but the material presented stays in the same physical location each time. The color bar at the top center of each screen displays the current menu title.

The center of the screen is used for data (menu items, video signals, statistics, reports, etc.)

The bottom of the screen is for messages (explanations, control functions, revision levels, etc.)

ORGANIZATION

The menu system must be activated manually. It must also be deactivated manually to play the game.

Main Menu screen items are divided into categories: tests, statistics, audits, adjustments, etc.

Tests are useful to verify proper operation of the equipment assemblies one at a time.

Other items allow operators to assess game performance and customize or return to factory defaults.

Sub Menu screen items offer the operator choices within a category. Some items have no Sub Menu while others may have more than one. You can get back to the previous menu or go on to the next menu.

Detail Menu screen items contain specific information. The operator must interact with the system to get results or to make changes. There is always a way to go back to the previous menus from this screen.

Control functions are listed on screen. Use the joysticks to highlight an item on any menu. <u>Only one</u> <u>highlighted item can be selected at a time.</u> Press the indicated button to select a highlighted item. To return the game to normal, use the joysticks to select EXIT TO GAME OVER, then press an action button.



MAIN TEST MENU

CONTROL FUNCTIONS

The player controls are used to move through the menus and select items. These same functions are duplicated on the game operator control switches to allow groups of switches to be tested or serviced.

NOTE: This menu is presented for five seconds, then it automatically proceeds to the next menu screen.

STICK UP/VOLUME UP - MOVE UP STICK DOWN/VOLUME DOWN - MOVE DOWN STICK RIGHT - MOVE RIGHT STICK LEFT - MOVE LEFT PUSH BUTTON/TEST BUTTON - SELECT 5 SECONDS TO DIAG'ENTRY

CONTROL FUNCTIONS SUB MENU

DIAGNOSTICS

These tests allow the operator to verify the condition of the electrical and electronic hardware in the game.

To select these tests, use a joystick to pick DIAGNOSTICS and a control panel button to activate it. The screen displays the sub menu. Use the same steps to activate any one of the items listed.



DIAGNOSTICS SUB MENU

MONITOR SETUP

The Monitor Patterns routine provides test screens to verify monitor performance or make adjustments.

NOTE: Many new game cabinets use a medium resolution monitor. Even with standard resolution monitors, the improved Blitz 99 game displays more detail information on the screen. Use of an industrial grade degaussing coil is recommended before any corrections to monitor adjustments are attempted.

Highlight the test by using any joystick to select the option; then press any control panel button to activate.



MONITOR SETUP SUB MENU

Color Bars fills the screen with shades of colors to verify red, green, blue and white level dynamic adjustments. Each color bar should appear sharp, clear, and distinct from bars on either side.

There are 31 levels of intensity displayed in each color bar. Incorrect adjustment can cause detail to be missing at the top or bottom of a bar. Set the controls so that all levels are visible in every color bar.

The Color Bars screen is useful in adjusting the monitor brightness and contrast.

Crosshatch Patterns fill the screen with a grid and a series of dots. The grid and the dots should be all white in color, with no fringes or parallel images. The lines should be straight and the dots round.

Consult the service literature from the manufacturer of the monitor for more detail on these adjustments.

The Crosshatch Patterns are useful in verifying screen size, convergence, linearity, and dynamic focus.

Color Screen tests fill the screen with 100% of the chosen color at normal intensity. Each screen should be absolutely uniform from top to bottom and side to side. No retrace lines or noise should be visible.

The Color Screen tests are useful in verifying monitor intensity, black level, blanking and color purity.

Color Screens may not hold their uniformity if the monitor degaussing circuit is defective.

White, Gray, and Black Screens fill the screen with black, gray or white at various intensities. The screens should be uniform with no color tints or distortion. No retrace lines or noise should be visible.

If any of the tests shows a need for adjustment, use the proper controls on the Monitor Controls board.

SYSTEM INFORMATION

The System Information provides the current version numbers of the hardware and software installed in this game. Use these numbers to describe the system during parts replacements, service calls, etc.

Highlight the test by using any joystick to select the option; then press any control panel button to activate.



SYSTEM INFORMATION SUB MENU

This screen reports information but does not permit changes to be made.

The Title line identifies the manufacturer of this game and the electronic board set used in this product. The Serial Number, Game, and Date of Manufacture identify the game name and production run.

그는 사람이 다시다. 이번 이번 사람이 가지 않는 것이 나 많아? - 注意したかけない ないみまたか ためかい みたま 死行の みい "你们,我们还是一个了,你们不可以说了,你们还是一个,我们就是你们。"他们,就像说了你可能不必要紧

SOUND SUBSYSTEM TEST

The Sound Subsystem Tests verify that the audio components are connected and operating properly.

Highlight the test by using any joystick to select the option; then press any control panel button to activate.

NOTE: The level must be turned up for speakers to be heard. Check the volume setting before testing.



SOUND SUBSYSTEM SUB MENU

Version, status, checksum, and RAM reports are a series of diagnostic routines which analyze the digital sound circuits. The results of the tests will be reported as numbers or messages; sounds may also accompany some of the tests. Reports other than GOOD or OK may indicate a problem has been found.

The Sound Subsystem Tests are useful in locating digital circuit difficulties, especially when there is no sound from the speakers with the volume set at high levels. These tests detect sound memory problems.

DISK TESTS

The Disk Tests allow the operator to verify the functions of the Hard Disk Drive Assembly.

Highlight the test by using any joystick to select the option; then press any control panel button to activate.



DISK TESTS SUB MENU

Disk Information

This test routine verifies the interface between the CPU Board Assembly and the Hard Disk Drive itself. The processor requests disk information. Data cannot be retrieved successfully if there is a problem.

Sequential Disk Read

This routine tries to access every bit of data in the order it is stored directly on the disk. The hard disk drive media may be defective if this routine cannot be completed successfully.

Sequential Cache Read

This routine tries to access every bit of data in the order it is stored in the temporary disk memory cache. There may be a fault in the memory circuits if this test is not successful.

Random Disk Read

This routine tries to access every bit of data in no particular order directly from the disk. This test may detect problems with ability to position the drive heads accurately over the requested data.

Random Cache Read

This routine tries to access every bit of data in no particular order from the temporary disk memory cache. There may be a fault in the memory circuits if this test is not successful.

Data Integrity Test

This test will analyze the data on the disk drive. This test determines if corrupted data is on the disk. Bad data can cause the program to falter even though the hard disk drive is operating correctly.

File System Check

This routine will perform a file-by-file check of the data stored on the hard disk drive. If errors are detected the system tries to fix them, then checks the files again.

Surface Scan

The magnetic material on the disk can become damaged, causing data to be unreadable. This routine locates unusable areas on the disk and marks them for future reference.

SWITCH TEST

To enter the test, use a joystick to select the Switch Test and any control panel button to begin testing. Activate each switch and the indicator on the screen changes state. Release the switch and the indicator returns to its previous normally open or closed condition. Switches may be tested in any combination.

	PLAYER SWITCH INPUTS TEST										
P1	UP		P3	UP		LEFT COIN					
P1	DOWN	: 0	P3	DOWN		RIGHT COIN					
P1	LEFT		P3	LEFT		P1 START					
P1	RIGHT		P3	RIGHT		SLAM/TILT					
P1	JUMP		P3	JUMP		TEST/ENTER					
P1	PASS		P3	PASS		P2 START					
P1	TURBO		P3	TURBO		SERVICE/CREDIT					
				1.0		CENTER COIN					
P2	UP		P4	UP		EXTRA COIN					
P2	DOWN		P4	DOWN		P3 START					
P2	LEFT		• P4	LEFT		P4 START					
P2	RIGHT		P4	RIGHT		VOLUME UP					
P2	JUMP	D	P4 .	JUMP		VOLUME DOWN					
P2	PASS		P4	PASS							
P2	TURBO		P4	TURBO		BILL VALIDATOR					
P1	49 WAY		P2 49 W/	NY	P3 49	WAY P4 49	WAY				
	24		24			24 24					
				EXIT							

SWITCH TEST SCREEN

Player Controls are shown on the screen as colored boxes. Red boxes indicate an open state, green indicates closed; any other color indicates a fault condition. Each button or joystick change should be exactly duplicated by a single indication on the menu screen. There will be a unique number for each of the Player 1, Player 2, Player 3, or Player 4 joystick positions recognized by the game electronics.

The Player Controls Tests are used to verify crossed wires, intermittent conditions, and stuck switches.

Operator Controls are shown on the screen as they are found in the cabinet. Colors indicate the same as above. Each switch change should be exactly duplicated by a single indication on the menu screen.

NOTE: Some switches (i.e., slam tilt, extra coin) are not used in some cabinets. These boxes remain red.

The Operator Controls Tests are used to verify crossed wires, intermittent conditions, and stuck switches.

The Coin and Cabinet Switches are shown on the screen without regard for their actual game location. Each switch change should be exactly duplicated by a single indication on the menu screen.

These Switch Tests are used to verify crossed wires, intermittent conditions, and stuck switches.

DIP-SWITCH TEST

The DIP-Switch Test allows operators to check the position of the two 8-position DIP-switches on the SIO Board. The operator can also change the setting of any DIP-Switch without removing the metal cover.

To enter the test, use a joystick to select the DIP-Switch Test and any control panel button to activate it. The screen displays an illustration of each switch block and the current settings.

DIP-switches may be changed with the power on. Set any switch, then check the screen to verify that the new setting is now enabled. Country switch settings have no effect if CMOS Coinage Control is set to On.

Refer to the charts for assistance in choosing the desired switch positions (* indicates factory defaults). Press any control panel button to exit the DIP-switch Test.

DIP Switch 1 (U9)	SW1	SW2	SW3	SW4	SW5	SW6	SW7	SW8
Coinage DIPSwitch Control CMOS	Off On*							
USA1Ger1Fr1USA2Ger2Fr2USA3Ger3Fr3USA4Ger4Fr4USAECAGerECAFrECAN/UN/UN/UN/UN/UN/UFree PlayFree PlayFree Play		Off Off Off Off On On On	Off* Off On Off Off On On	Off On Off On Off On Off On				
USA French German Unused					Off* On Off On	Off* Off On On		
Unused		·					Off* On	
Game Selection NBA Showtime NFL Blitz 99				11				Off* On

DIP Switch 2 (U8)		SW1	SW2	SW3	SW4	SW5	SW6	SW7	SW8
Joystick Type	8-Way 49-Way	Off On*							
Monitor Resolution	Medium Low		Off On					ant Dire	
Unused			:	On* On					
Unused					Off* On	an siani		i tina d	
Unused	·····					Off* On			
Joysticks Installed	2-Player 4-Player			• •			Off On*		ite en la co
Power Up Test	Active Inactive		· · ·		t to the set		ter Alex	Off* On	
Test Mode	Manual Fixed								Off* On

SPEAKER TESTS

The SPEAKER TESTS provide audio signals to test the loudspeakers. Use these tests to verify operation of the audio system components. Select one of the tests and press START to begin the test.



SPEAKER TEST SUB-MENU

The channel tests use voices to verify speaker locations. Use the 100 Hz tone to check the sub-woofer.

PLAY TUNE test uses game sounds to check that the speakers are correctly phased. "Muddy", weak or distorted sound quality during this test may indicate crossed or out-of-phase connections to the speakers.

NOTE: Check the volume setting before testing. Increase the volume level to fully test the speakers. Remember to return the volume to its previous level after the sound tests are concluded.

AUDITS

The Audits menus permit the operator to review the game play statistics. Additional menus give detailed reports for each player position on game starts, ends, cabinet abuse, fault conditions, etc.

To enter the test, use a joystick to select the Audits menu and any control panel button to activate it. The screen displays a list of the statistics available to the operator. Select an item to view the detailed report.

AUDITS COIN AUDITS CREDITS AUDITS CAMEAUDITS TEAM STATS OFFENSIVE PLAYS DEFENSIVE PLAYS GAMERESETS CANDPC **REG DUMP** CLEAR AUDITS EXT

AUDITS SUB MENU

Use the information in the Audits menus to keep records of the game's popularity and earning potential. The operator may also track favorite teams, most frequently used offensive and defensive plays, etc.

HISTOGRAMS allow graphical analysis of statistics. This permits visual comparisons between games. The Histograms screens will have no bar graphs until the system has enough data to plot.

Examine and record all game audit values before service or repairs are done on this game.

NOTE: Once data has been cleared, it cannot be restored. Use caution when clearing audit information.

COIN AUDITS

The Coin Audits menu permits the operator to assess the currency collection. This report screen presents revenue quantities and other important game statistics.

Highlight Coin Audits by using any joystick to select the option; then press any control panel button to activate this choice. A menu screen is shown below.

COIN AUDITS	A. State State
LEFT SLOT COINS	XXXXXXXX
RIGHT SLOT COINS	XXXXXXXXX
BILLS	XXXXXXXX
CENTER SLOT COINS	XXXXXXXX
EXTRA SLOT COINS	XXXXXXXXX
GAME STARTS	XXXXXXXXX
MID-GAME STARTS	XXXXXXXX
SERVICE CREDITS	XXXXXXXX
TOTAL PLAYS	XXXXXXXX
TOTAL PAID CREDITS	XXXXXXXX
TOTAL	XXXXXXXX

COIN AUDITS SUB MENU

The sub menu reports total quantities of coins, bills or credits collected by each active device in the game. It does not calculate the value of the collected currency.

This screen reports information but does not permit changes to be made. Go to the Game Resets menu to set the coin, bill, and credit counters back to zero.

We recommend that all audit information be examined and recorded before any changes are made. Once the counters have been cleared, the previous data cannot be retrieved from the system.

CREDITS AUDITS

The Credits Audits menu permits the operator to assess the currency collection. This report screen presents revenue quantities and other important game statistics.

Highlight Coin Audits by using any joystick to select the option; then press any control panel button to activate this choice. A menu screen is shown below.



CREDITS AUDITS SUB MENU

GAME AUDITS

The Game Audits Menus permit the operator to review the game play statistics.

Highlight Game Audits by using any joystick to select the option; then press any control panel button to activate this screen.

GAME AUDITS: TOTAL UPTIME TOTAL PLAY TIME GAME STARTS INITIALS ENTERED. <FG> PURCHASED AT START 1 PLAYER 2 PLAYER 1 OUARTER GAMES 2 CUARTER CAMES **3 QUARTER GAMES** 4 OUARTER GAMES A OVERTME 2.0VERTIMES **3 OVERTIMES** AVG. HUMAN TO HUMAN SCORE FG> AVG. HUMAN TO COMPUTER SCORE FG> AVG. HUMAN TO HUMAN WIN SCORE < FG> AVG. HUMAN TO HUMAN LOSS SCORE <FG> COMPUTER MICTORIES < FG> GREATEST COMPUTER VICTORY MARGIN (FG) GREATEST COMPUTER LOSS MARGIN <FG> HUMAN TO HUMAN LSW'S GAME CONTINUES FREE QUARTERS AWARDED EREE CAMES AWARDED 16.543 11235

GAME AUDIT SUB MENU

This screen reports information but does not permit changes to be made.

We recommend that all audit information be examined and recorded before any changes are made. Once the counters have been cleared, the previous data cannot be retrieved from the system.

<FG> is used here to indicate a Full Game.

LSW, TLF, SBLF, etc. are terms for internal record keeping counters used in this game.

Team Stats shows the number of games played by each team in the league.

Offensive and Defensive Plays analyzes the strategies favored by the players.

Game Resets keeps track of how the game responds to different player manuevers.

C and PC is an internal record keeping list used to monitor game performance.

CLEAR AUDITS

The Clear Audits menu allows you to clear individual memory counters or to reset them all at one time.

Use the joysticks to select a particular game option. Joysticks are also used to view the range of choices and change values. Options may be reset to factory defaults or changed after each viewing.



CLEAR AUDITS SUB MENU

Any of the audit screens may be reset from this menu. Choose any item to return the counters to zero.

Clear All changes all audit categories to the factory default values simultaneously.

After an item has been selected, you are given the opportunity to escape from this change. For example:

CLE	AR COIN AUDITS?	
A	RE YOU SURE?	
	YES	
	NO	

LAST CHANCE SUB MENU

Once any clear function has been selected and verified, the values are reset and can not be restored.

We recommend that all utility values be examined and recorded before any changes are made.

ADJUSTMENTS

The Adjustments menus permit the operator to change the game characteristics. Use these screens to optimize game performance and earnings.

To enter the test, use a joystick to select the Adjustments menu and any control panel button to activate it.



ADJUSTMENTS SUB MENU

PRICING

The Pricing menus allow the operator to view current settings or change the cost of games. Custom pricing allows the operator to select the specific number of coins or credits required for each game. Factory default values are restored if the CPU Board is exchanged or the back up battery fails.

Use the joysticks to select a particular game option. Joysticks are also used to view the range of choices and change values. Options may be reset to factory defaults or changed after each viewing.

We recommend that all pricing options be examined and recorded before any changes are made.

Operators may save several custom prices and then choose between them as needed. Instructions for creating new price settings appear on the screen in sequence to guide you through the custom process.



PRICING SUB MENU

An additional box appears on screen to explain the functions available as each item is selected.

CURRENT PRICING

	<u>.</u>
LEFT SLOT UNITS	XX
RIGHT SLOT UNITS	XX
CENTER SLOT UNITS	XX
EXTRA SLOT UNITS	ХХ
BILL VALIDATOR UNITS	ХХ
UNITS PER CREDIT	ХХ
UNITS PER BONUS	XX - State
MINIMUM UNITS	XX
CREDITS TO START	XX
CREDITS TO CONTINUE	XX
MAXIMUM CREDITS	XX
COINS PER BILL	XX

CURRENT PRICING SUB MENU

The following definitions are provided to better explain the adjustments in the Pricing menus:

Slot or Bill Units:	Coins and bills inserted accumulate units. This adjustment specifies the quantity of units given for each coin or bill in each position ("unit" is an arbitrary term).
Units per Credit:	This number establishes the value of each credit for pricing calculations.
Units per Bonus	Units awarded after a player has accumulated enough points for a bonus.
Minimum Units:	No credits will be awarded until this many coin or bill units have accumulated.
Credits to Start:	Credits needed to begin game play. This sets the basic cost per game.
Credits to Continue:	Credits required to continue a game which is already in progress.
Maximum Credits:	Sets limits on the number of credits that the game will accept.
Coins per Bill:	Establishes value for bills by comparing them to an equivalent number of coins.

. .

ADDITIONAL ADJUSTMENTS

The Additional Adjustments menu items allow the operator to set the game to match the requirements of the players. These adjustments affect speed, challenge, rewards, etc. that determine player enjoyment.



Highlight item choice with any joystick, then press any button select that item.

ADDITIONAL ADJUSTMENTS SUB MENU

Game Difficulty has several levels. Choose one that most closely matches the skills of the players. Discount Price / Credits adjusts the quantity buy-in points to encourage multiple game purchases. Clock Speed changes the length of each quarter in the game, and this determines total game time. Operator Message can be entered in advance and turned on at the appropriate day and time. Free Periods and Free Games can be used to provide additional incentives to good players. Violence may be removed from the game without affecting any other game play characteristics.

VOLUME LEVEL

Music plays continuously with this screen. Use any joystick or the volume buttons to change the sound level of the game. Press any control panel button to save the volume level and return to the Main Menu.

VOLUME ADJUST MIN MA	
MIN MA	
	X
	7.
USE UP / DOWN OR JOYSTICKS TO ADJUST LEVEL	

VOLUME LEVEL SCREEN

Loud games attract more player interest than low levels. The Attract sound level is lower than game play.

The Attract sound can be turned On or Off without changing the game volume level (see Adjustments).

NOTE: These adjustments affect the volume of the tests as well as the game play. If the volume levels are set to minimum (zero), there will be no sounds from the speakers during any of the audio tests. It is recommended that the volume levels be set to a moderately high value each time the sound portion of the game or the speakers are checked. The levels may be returned to their previous settings after the tests have been completed.

STANDARD PRICING TABLE

1

p			and a second					
NAME	START	CONTINUE	CREDITS/COIN	COIN 1	COIN 2	COIN 3	COIN4	BILL
ANTILLIES	2	2	1/25¢, 4/1G	.25¢	1G		1	
AUSTRALIA 1	2	2	1/3X20¢, 2/\$1.00	.20¢	\$1.00			
AUSTRALIA 2	2	2	1/5X20¢, 1/\$1.00	.20¢	\$1.00			
AUSTRIA 1	2	2	1/5Sch 2/10Sch	5 Sch	10 Sch	1	1	
AUSTRIA 2	2	2	1/2X5Sch 3/2X10Sch	5 Sch	10 Sch		1	
DEL CHIM 1	+	1	1/2005	000F	20005	<u> </u>	<u> </u>	
BELGION I		2	1/200F	200F		a serve y	1	
DELGIUM 2	2		0/00PE					1
DELGIUM S			2/20BF	ZUBP	ZUBF	-	1 • .	
BELGIUM ECA	2	2	1/2085	50Br	2081	587		
CANADA 1	2	2	1/2 x 25¢, 3/\$1	25¢	25¢	i na stala		
CANADA 2	2	2	1/2 x 25¢, 3/\$1	25¢	\$1.00		1	
CANADA 3	2	2	3/\$1.00, 6/\$2.00	\$1.00	\$2.00	and the second		
CANADA ECA	2	2	1/2 x 25¢, 3/\$1	25¢		\$1.00	\$2.00	1
DENMARK	2	2	1/2X1DKr, 3/5DKr, 7/2X5DKr	1DKr	5DKr	n an an an go an)	
FINLAND	2	2	1/1Fmk	1Fmk	1Emk			1
FRANCE 1	2	2	2/5Fr. 5/10Fr	5Fr	10Fr	j	<u> </u>	
FRANCE 2	2	1 1 1 1	2/5Fr. 4/10Fr	5Fr	10Er	1	1 ·	
FRANCE 3	2	1	1/5Fr 3/10Fr	5Fr	10Fr		- ·	
FRANCE 4	12		1/5Er 2/10Er	5Er	10Fr	}	1	
EBANCE 5	5		2/5Er 5/10Er 11/2 X 10Er	SEr.	105		1	
EDANCES	5		2/5E- 4/10E- 0/2 X 10E-	SFI SEr	105		ł	
EDANCE 7	1 5	11	1/551,4/1051, 3/2 × 1051		105	54 - C		1 1
				orr				
FRANCES	2	11	1/5FF, 2/10FF, 5/2 X 10FF	SFr	10Fr]	
FRANCE 9			1/3 X 1Fr, 2/5Fr	1 IFr	SFr			
FRANCE 10		{]	1/2 X 1Fr, 3/5Fr	1 IFr	5Fr			
FRANCE 11	2		1/3 X 1Fr, 2/5Fr, 5/2 X 5Fr	1Fr	5Fr			1. 1
FRANCE 12	2		1/2 X 1Fr, 3/5Fr, //2 X 5Fr	1+r	51-1			
FRANCE ECA 1	11	1]	2/5Fr, 5/10Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 2			2/5Ff, 4/10Ff	1 IFr	5Fr	10Fr	20Fr	• . I
FRANCE ECA 3			1/5Fr, 3/10Fr	1Fr	SFr	10Fr	20Fr	1 1
FRANCE ECA 4	12	[]	1/5Fr, 2/10Fr	1Fr	5Fr	10Fr	20Fr	1 1
FRANCE ECA 5		1	2/5Fr, 5/10Fr, 11/2 X 10Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 6			2/5Fr, 4/10Fr, 9/2 X 10Fr	1Fr	5Fr	10Fr	20Fr	1
FRANCE ECA /		1	1/5Fr, 3/10Fr, 7/2 X 10Fr	1Fr	5Fr	10Fr	20Fr	1
FRANCE ECA 8		1	1/5Fr, 2/10Fr, 5/2 X 10Fr	1Fr	5Fr	10Fr	20Fr	and a failed
FRANCE ECA 9		1.	1/3 X 1Fr, 2/5Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 10	1	1	1/2 X 1Fr, 3/5Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 11	1	1	1/3 X 1Fr, 2/5Fr, 5/10Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 12	1	1	1/2 X 1Fr, 3/5Fr, 7/10Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 13	1	1	1/10Fr, 2/20Fr, 4/30Fr	1Fr 👘	5Fr	10Fr	20Fr	
FREE PLAY				None	None	None	None	None
GERMANY 1	2	2	1/1DM, 6/5DM	1DM	5DM			
GERMANY 2	2	1	1/1DM, 7/5DM	1DM	5DM			
GERMANY 3	2	1	1/1DM, 8/5DM	1DM	5DM	1		
GERMANY 4	2	1	1/1DM, 5/5DM	1DM	5DM			
GERMANY 5	2	1	1/1DM. 6/5DM	1DM	5DM	1		
GERMANY ECA 1	2	2	1/1DM, 2/2DM, 6/5DM	5DM	2DM	1DM		1
GERMANY ECA 2	2	1	1/1DM. 2/2DM. 6/5DM	5DM	2DM	1DM		
GERMANY ECA 3	1	1	1/1DM. 2/2DM. 6/5DM	5DM	2DM	1DM		
HUNGARY	2	2	1/2X10Et 3/2X20Et	10Et	20Et			
ITALY	2	2	1/500Lit	5001 it	5001 #			
JAPAN 1	2	2	1/100Ven	100	100			
JAPAN 2	2	2	2/100Yen	100	100		Í	
NETHERI ANDS	2	2	1/1HEL 3/2 5HEL	100				
NEW ZEALAND 1	1	1	1/3X20@	200	200			
NEW ZEALAND 2		i	1/2X20¢	20¢	204			
NORWAY		· · · · · · · · · · · · · · · · · · ·	1/2X1NKr 2/5X1NKr	INK-	1016			
SPAIN 1	2	5	1/100Pta 6/500Pta	10004-	FOOD		ł	
SPAIN 2	2	2	1/100Pta 5/500Pta	100Pta	SOUP CA			
SWEDEN		 -{	1/2V10K+ 0/50K-	100-14	ECV.		{	
SWITZERI AND 1		5	1/19Er 6/59Er	10M				
SWITZERI AND 2	2	2	1/1951,00001	1057	5957			1
SWITZERI AND 2		2	1/19Er 9/59Er	100	5051			
	- 1	- 1		1011 1	JOFI	1	1	· 1

(Table continues on next page)

STANDARD PRICING TABLE, continued

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NAME	START	CONTINUE	CREDITS/COIN	COIN 1	COIN 2	COIN 3	COIN4	BILL
UK ECA 1	1	1	1/50p, 3/£1.00	£1.00	50p	20p	10p	
UK ECA 2	1	1	1/50p, 2/£1.00	£1.00	50p	20p	10p	
UK ECA 3	1	1	1/30p, 2/50p, 5/£1.00	£1.00	50p	20p	10p	
UK 4	1.	1	1/50p, 3/£1.00	£1.00	50p			
UK 5	1	1	1/50p, 2/£1.00	£1.00	50p			
UK ECA 6	1	1	1/30p, 2/50p, 4/£1.00	£1.00	50p	20p	10p	
UK ECA 7	1	1	3/£1.00	£1.00	50p	20p	10p	
UK ECA 8	1	1	1/50p, 2/£1.00, 4/£2.00	£1.00	50p	20p	10p	£2.00
USA1	2	2	1/25¢	25¢	25¢			\$1.00
USA2	2	1	1/25¢	25¢	25¢			\$1.00
USA3	1	1	1/25¢	25¢	25¢			\$1.00
USA4	1	1	1/50¢, 3/\$1.00	25¢	25¢			\$1.00
USA5	2	1	1/50¢, 4/\$1.00	25¢	25¢			\$1.00
USA6	1	1 1	1/50¢	25¢	25¢		1	\$1.00
USA7	1	1	1/50¢, 3/\$1.00	25¢	25¢		1. A.	\$1.00
USA8	2	2	1/50¢, 4/\$1.00	25¢	25¢			\$1.00
USA9	3	2	1/25¢, 4/\$1.00	25¢	25¢			\$1.00
USA10	3	3	1/25¢, 4/\$1.00	25¢	25¢			\$1.00
USA11	4	2	1/25¢, 4/\$1.00	25¢	25¢			\$1.00
USA12	4	3	1/25¢, 4/\$1.00	25¢	25¢			\$1.00
USA13	4	4	1/25¢, 4/\$1.00	25¢	25¢		100 A.	\$1.00
USA ECA	3	3	1/25¢, 4/\$1.00	\$1.00	25¢	10¢	05¢	\$1.00

WARNINGS & NOTICES

WARNING

USE OF NON-MIDWAY PARTS OR CIRCUIT MODIFICATIONS MAY CAUSE SERIOUS INJURY OR EQUIPMENT DAMAGE! USE ONLY MIDWAY AUTHORIZED PARTS.

- * Use only authorized components and parts. Failure to do so will void warranty and may result in incorrect and/or unsafe operation. Substitute parts or modifications may void EMC directive or FCC type acceptance.
- * This game is protected by federal copyright, trademark and patent laws. Unauthorized modifications may be illegal under federal law. This also applies to MIDWAY GAMES INC. and BLITZ 99 logos, designs, publications and assemblies. Moreover, facsimiles of MIDWAY equipment (or any feature thereof) may be illegal under federal law, regardless of whether or not such facsimiles are manufactured with MIDWAY GAMES INC. components.

WARNING

Prevent shock hazard and assure proper game operation. Only plug this game into a properly grounded outlet. Do not use a cheater plug to defeat the power cord's grounding pin. Do not cut off the ground pin.

WARNING

A very small portion of the population has a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns that are present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. People who have not had any previous seizures may nonetheless have an undetected epileptic condition.

If you or anyone in your family has experienced symptoms linked to an epileptic condition (e.g. seizures or loss of awareness), immediately consult your physician before using any video games.

We recommend that parents observe their children while they play video games. If you or your child experience the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician.

NOTE: This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generated, uses and can radiate radio frequency energy and if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

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