

NFL2K1 Hints and Secrets FAQ

by Brad Cherone

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NFL 2K1 HINTS AND SECRETS v0.1
Dreamcast
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** NOTICE **

This FAQ is created with the intention of giving you helpful guides to play with a game. If you misuse the information in anyway harmful to anyone, I cannot take responsibility. I do not support the breakage of law in anyway.

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This FAQ is to be placed on GameFAQs (<http://www.gamefaqs.com>). I have already lost count of all the other FAQs that I have let other people use on their site, and feel the need to use this easy, user-friendly page. I suggest you do the same.

This FAQ can be found only at GameFAQs (<http://www.gamefaqs.com>). If you see that this is posted at another site, contact me at dirty2000@home.com and I will do the rest. I thank you for your support.

NFL 2K1 is published by SEGA (<http://www.sega.com/>) and developed by Visual Concepts.

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II. TIPS

This section covers all the tips that will help you in winning games. A lot of people do not know about this stuff, and you can use it to your advantage. That is, if it is done properly.

Magical Spin

This is probably the most helpful tip I can give you. Not only will you gain an extra five to ten yards, but also you could get a touchdown out of this.

When you have the ball, give it to a wide out or your running back. When a defender gets close, spin. If done properly, the defender will bounce off, especially if he dived.

This doesn't work well in a crowd, when you have four guys around you, because after you spin, you are dead meat. It is mainly for two on one situations.

It also doesn't work if the defender makes a tackle by running into you, rather than diving. This helps a lot when breaking away and the defender does a last ditch effort at full power-diving at you. You can bounce them off very quickly, and go in for the score.

Auto Defense and Offense Play Selection

This can be a very helpful thing, but sometimes leads to disaster. The game automatically selects your play, but sometimes it is a play that has never worked. Pretty much it is the play that best fits a situation, according to the game.

On both offense and defense, at play selection, do not touch your analog joystick. Press your selection button (default is A) twice. It will automatically select a play.

Make sure you look at the play, or you could be in for a surprise. Also remember that on fourth down, the game will not pick a special play, such as a punt, or field goal.

Shuffle Your Hand

Only available in Two Player mode, this is a very tricky device. You can make your friend think you picked one play, when you instead pick another. Here is how to do it.

When in the play selection screen, find your play. Now, instead of tapping A, hold it down. Now, find a totally different play, and let go of A. You will still have the first play as your play, and it will have tricked your foe into thinking you are going to run, when instead you are going to pass.

If you press go back to the formation selection, you can let go of A and go through the formations. As soon as you pick a formation though, it selects the second play. That means that you cannot trick your friend into thinking you are doing a field goal, when you want to pass, as it will pick the field goal pass play. This can mess you up.

Trick Your Opponent

This trick only works against real, live, human players. It works against their natural reflexes. They also adapt to it very quickly, so only use it when you need that extra five yards, and only use it a couple times a game, or they will not fall for it.

When all your men are at the line, press the left or right button (the ones behind the controller). This will make your opponent think you are snapping the ball, as when you do normally the camera zooms out. Pressing left or right simulates this, zooming out to see your receivers.

This does not work against the CPU. Since they are not human, they will not react to it. As soon as the guy crosses the scrimmage line, hike it for real and you get a free play.

Wide Open Passes

A really well known tip, this one is sure to get you some yardage on your passing game. Against the CPU it's almost guaranteed to be a catch, unless your receivers have bad hands. Against human players, it gets a little harder, since they go for the ball a lot faster.

When selecting a play, select one where the receiver runs a route like this:



When he is about to turn throw the ball. Your quarterback will lead him and the cornerback won't know what hit him.

Another good route is a slant. I do not know how, but the cornerbacks always seem to be a good five or six steps behind your guy. If they have a safety, it is not a good plan to throw the ball. Your player will get knocked, and probably drop the ball.

The slant looks like this, maybe a less steeper:



Just throw the ball when he is wide open, for a wide-open catch.

III. SECRETS

Want to know all the neat stuff you can unlock in NFL 2K1? Well this is

your place; find all you need to know about unlocking this cool gear.

Old School Style

To play with Leather Helmets, play a season on "All Pro". That is not the only catch...you have to go undefeated, and of course, win the Superbowl.

Redskins Great

Play a season on "All Pro". Go undefeated and win the Superbowl. After you win the Superbowl, you will have one of the greatest running backs in Redskin history, Hall of Famer Phil Riggins. He led the Redskins to a Superbowl against the Dolphins.

Super Punter

To get unlimited creation points for your punter, take away at least one point from Punt Accuracy and Punt Power. You now have unlimited points in Fake Punt categories.

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IV. CREDITS

SEGA for publishing a cool game.
Visual Concepts for creating a great game, and I hope their 2K2 series comes out to be the best sports games.
GameFAQs for hosting all of my FAQs, and for their continued support of me.