

NFL Blitz 2001 FAQ/Strategy Guide

by vistahater44

Updated to v1.1 on Nov 6, 2008

This walkthrough was originally written for NFL Blitz 2001 on the N64, but the walkthrough is still applicable to the DC version of the game.

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1. Introduction
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Hello and welcome to my very first FAQ submitted to GameFAQs! This guide is on the game NFL Blitz 2001 for the N64. However, almost everything covered here can be used for the arcade version as well.

NFL Blitz is an arcade-style football game developed by Midway. It is extremely fast paced and not at all realistic. If you would like something different from the simulated football games like Madden, this is your game. So grab your controller and enjoy!

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2. Disclaimer
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I do not own Midway, Nintendo, the National Football League or the Blitz franchise. I have absolutely nothing to do with them except for playing the game.

This guide is free and must stay free. You can save it and even give it to your friends. However, you cannot make a profit off of it.

These sites have my permission to post this FAQ:

GameFAQS (www.gamefaqs.com)
Neoseeker (www.neoseeker.com)
Super Cheats (www.supercheats.com)

If you would like to put my FAQ on your site, e-mail me. If I approve your site then you may add it. If you take credit for making this guide, plagiarize, or do anything else like that, then I will force you to take the guide off of your site.

I think that just about covers everything.

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3. Controls
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Offense:

Control Stick-Move player.
B Button-Jump.
A Button-Pass.
Z Button-Turbo.
C Down-Audible.
C Right, C Left, C Up-Blitz passing.

Defense:

Control Stick-Move player.
B Button-Tackle.
A Button-Change player/Push downs.
Z Button-Turbo.
C Down-Audible.

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4. Options
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Game:

Difficulty (Easy, Medium, Hard)-Change the CPU's difficulty. Default: Medium
Qtr. Length (1 min, 2 min, 4 min, 6 min)-Change the game quarter length.
Default: 2 min.

Help Boxes (On, Off)-Turn the help boxes on or off. These are the annoying things that pop up at the beginning of every game showing you how to play. Default: On

Play Timer (On, Off)-Turn the play timer on or off. Default: On

Sound:

Music-Adjust the volume of the background music. Default: 7
Sound Effects-Adjust the in-game sound effects (players, crowd, etc.).
Default: 5

Announcer-Adjust the volume of the announcer. Default: 7

Screen*:

Size-Adjust the screen size.
Shift-Shift the screen left or right.
Restore Defaults-Restore the screen to default settings.

Controller:

Configure-Configure the buttons of the controller. Default: See "2. Controls."

Reset All to Default-Restore all of the buttons to default settings.

*Don't bother messing with these options. You can really mess up the game.

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5. Rule Changes

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There are many different rules in Blitz than in regular football. Here is the list of them:

*30 yards is required for a first down

*There are only 14 players on the field (7 on each team)

*No late hits

*No passing interference

*You cannot step out of bounds

*The game clock stops after every play

*A field goal may only be attempted when you are in your opponents side of the field (beyond the 50 yard line)

*Overtime is just an extra quarter; not sudden death

If there's something I missed, feel free to e-mail me.

5.1 Fire Rules

When a team is "on fire" they gain extra abilities. For instance, when the offense is on fire the ball carrier is harder to bring down. The team on fire also gets infinite turbo.

How to get on fire:

Offense:

Have a player catch two passes, in a row, for positive yardage.

Abilities:

Infinite turbo, ball carrier harder to tackle, and 100% accuracy on field goals

Defense:

Sack the opposing QB two plays in a row.

Abilities:

Infinite turbo, and tackles hit harder.

How to lose fire:

Offense:

Being sacked, throwing an interception, taking longer than two plays to get a first down, throwing two incomplete passes in a row, or a turn over on downs.

Defense:

Allowing the offense to score a touch down or field goal, or allowing a first down.

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6. Offensive Strategies

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6.1 Offensive Plays

This is the format that I will use to present the plays:

Play Name

Type: Either Run, Pass or both.

Rating: My rating based on the play's effectiveness (1-5).

Usage: When it should be used.

Description: A sentence or two describing the play.

Onward to the plays!

Offense Page 1

Short Jet

Type: Pass

Rating: 3

Usage: 5 to 10 yards to first down

Description: A decent play meant for short passes.

Stack It

Type: Run/Pass

Rating: 4.5

Usage: 10 to 20 yards to first down

Description: Very diverse play. Can be used for long passes, short passes or short runs.

Smack You

Type: Pass

Rating: 1.5

Usage: 5 to 10 yards to first down

Description: It's suppose to be a short pass play, but the receivers end up too close to each other.

Deep Attack

Type: Run/Pass

Rating: 5

Usage: 5 to 10 yards to first down

Description: The perfect short yardage play. If you are within 5 to 10 yards of a first down, this will guarantee the first down.

Flood Slit

Type: Run/Pass

Rating: 4.5

Usage: 5 to 10 yards to first down

Description: Almost the exact same play as Deep Attack, but the receivers tend to get jumbled up at the end of their routes.

Post Drag

Type: Run/Pass

Rating: 2

Usage: 5 to 10 yards to first down

Description: A short yardage play that has the receivers too close to each other.

Tasty Treat

Type: Run/Pass

Rating: 2.5

Usage: 5 to 10 yards to first down

Description: For whatever reason, I can never get this play to work effectively. I always seem to get very little yards with this.

Kombat

Type: Pass

Rating: 3

Usage: 10 to 20 yards to first down

Description: Can be used for both short and long passes, which is nice. The guy running up the middle always seems to be open.

Black Rain

Type: Pass

Rating: 5

Usage: 5 to 30 yards to first down

Description: A play that seems to have the two extremes. It can be used as a very short pass play, or a very long pass play.

Offense Page 2

Upper Cut

Type: Run/Pass

Rating: 1

Usage: 5 or less yards to first down

Description: Poorly designed play. You'll be lucky to gain 5 yards.

Da Bomb

Type: Pass

Rating: 5

Usage: 30 or more yards to first down

Description: The best long passing play in the game. With two receivers on slant routes, they can easily lose the defenders.

Hail Mary

Type: Pass

Rating: 3.5

Usage: 30 or more yards to first down

Description: Not as great as Da Bomb mostly because two of the receivers run straight out, easy targets for push downs.

Turmoil

Type: Run/Pass

Rating: 3.5

Usage: 5 to 10 yards to first down

Description: The receiver routes will leave the defense stumped for a second or two. Mostly used as a running play, though

Back Split

Type: Run/Pass

Rating: 3

Usage: 10 to 20 yards to first down

Description: Don't pass with this play, just run. You'll get more yards.

Subzero

Type: Run/Pass

Rating: 3

Usage: 5 to 10 yards to first down

Description: Great for getting those short yards.

Dawg Hook

Type: Run/Pass

Rating: 2.5

Usage: 5 to 20 yards to first down

Description: receivers tend to get knocked around a lot with this play.

UTB Deep

Type: Pass

Rating: 4

Usage: 10 to 30 yards to first down

Description: Excellent for both short yard passes and long passes. Great for messing with your opponent.

X Slant

Type: Run/Pass

Rating: 3

Usage: 10 to 20 yards to first down

Description: A nice simple play that can be used to get a decent amount of yards.

Offense Page 3

Zig Zag

Type: Pass

Rating: 1.5

Usage: 5 to 10 yards to first down

Description: As the name implies, there are a lot of zig zags that the receivers run. However, the receivers usually get in each other's way.

Spider Legs

Type: Run/Pass

Rating: 3.5

Usage: 10 to 20 yards to first down

Description: Nice patterns for the receivers, keeps the opponent guessing.

Monkey

Type: Pass

Rating: 2

Usage: 5 to 20 yards to first down

Description: I really don't like the plays that have criss-crossing receiver routes. That's why I don't really like this play. It does have a nice variety though.

Slip Slide

Type: Run/Pass

Rating: 3

Usage: 5 to 10 yards to first down

Description: An average short yardage play.

QB Post

Type: Run/Pass

Rating: 4.5

Usage: 5 to 20 yards to first down

Description: Excellent at both short runs and long passes. It's almost a guaranteed first down.

Quick Dish

Type: Run/Pass

Rating: 3

Usage: 10 to 20 yards to first down

Description: Good for getting mediocre yards.

Switch Up

Type: Pass

Rating: 2

Usage: 20 to 30 yards to first down

Description: It's suppose to be a long pass play but it rarely works. Just stick with Da Bomb.

Cruisin'

Type: Run/Pass

Rating: 3.5

Usage: 5 to 10 yards to first down

Description: Another play that's better for running than passing. The CPU really sucks at defending the run.

Hurricane

Type: Run/Pass

Rating: 2

Usage: 10 to 20 yards to first down

Description: Good for in between yards.

--Team Specific Plays--

These plays only appear in certain team playbooks.

Blitz Beatr

Type: Run/Pass

Rating: 2

Usage: 10 to 20 yards to first down

Description: Too much stuff going on. Plus it doesn't really beat a blitz.

Thunder

Type: Pass

Rating: 3

Usage: 10 to 30 yards to first down

Description: Decent variaty of pass routes.

6.2 Offense Tips and Tricks

SPECIAL MOVES

Double tapping Z will result in a spin move. This will cause tacklers to miss your player. Pressing A while you are running with the ball makes your player perform a stiff arm. If you use these too many times in a single run, however, you are more likely to fumble the ball when you're hit.

FIRE STRATEGY

DO NOT THROW THE BALL WHEN YOU ARE ON FIRE!!!!!! I don't know if it's a glitch or intentional on the developer's part, but 99.9999% of the time you will throw an interception. Also, do not perform any special moves while you have the ball. You WILL fumble when hit.

GENERAL STRATEGY

For the most part Blitz is a game where both teams score back and forth. With this in mind, never go for anything other than a touchdown. It just makes it easier for the other team to lead. Also, never punt the ball on 4th down. Always go for it. Why? Because the CPU will score on their next drive. If you are extremely far from a first down (like 4th and 47), choose the play Da Bomb. Don't throw the ball, instead run to the opposite side of the field. Most likely the CPU will choose a play like Safe Cover which leaves very little backfield cover. I can't guarantee that this will always work, though.

7. Defensive Strategies

7.1 Defensive Plays

This is the format that I will use to present the plays:

Play Name

Type: Either Cover, Blitz or both.

Rating: My rating based on the play's effectiveness (1-5).

Usage: When it should be used.

Description: A sentence or two describing the play.

Onward to the plays!

Defense Page 1

Safe Cover

Type: Cover

Rating: 2.5

Usage: 3rd or 4th down

Description: Despite it's name, Safe Cover does not give a lot of cover. You will find many receivers open in the middle of the field.

Stuff It

Type: Blitz

Rating: 5

Usage: 1st, 2nd, or 3rd down

Description: The perfect blitz play. It protects receivers well and also executes the blitz flawlessly.

2 Man Blitz

Type: Cover/Blitz

Rating: 4.5

Usage: 1st or 3rd down

Description: Almost as good as Stuff It but make sure you execute the blitz quickly, it leaves a lot of receivers open.

Fake Zone

Type: Cover

Rating: 5

Usage: 1st, 2nd, 3rd or 4th down

Description: It leaves no possibility of the offense gaining more than 15 yards. All receivers will be covered.

Suicide

Type: Blitz

Rating: 1

Usage: Never

Description: NEVER USE THIS PLAY!!! It will never work and you'll just leave ALL receivers open. Not to mention that if they run to the outside you're screwed.

Knock Down

Type: Cover

Rating: 3.5

Usage: 3rd or 4th down

Description: Provides decent coverage.

1 Man Blitz

Type: Cover/Blitz

Rating: 2

Usage: 1st or 3rd down

Description: Unlike 2 Man Blitz, 1 Man Blitz doesn't send enough blitzers. The one guy will never get to the QB.

Near Zone

Type: Cover

Rating: 3

Usage: 3rd or 4th down

Description: A very boring play, but it gets the job done.

Shift Right

Type: Cover/Blitz

Rating: 5

Usage: 1st, 2nd, 3rd or 4th down

Description: This is a very good play. It provides excellent coverage and also sends a couple of blitzes. Most of the time it will catch your opponent off guard.

7.2 Defense Tips and Tricks

SPECIAL MOVES

Pressing B while you're holding down Z will make you do a turbo tackle. This increases the chance of your opponent fumbling the ball. Running and pressing A performs a push. You can use this to knock down receivers during their routes.

FIRE STRATEGY

Not much strategy is needed. Just make sure you pay attention to the offense.

GENERAL STRATEGY

Make sure you knock down as many receivers as you can during their routes! Seeing that there's no passing interference, abuse it! Also, don't blitz every play. It's very tempting, I know, but it becomes very predictable. Mix up Cover and Blitz plays and you should be fine. When the offense is going for a field goal, don't use the field goal blocking plays. Instead use Stuff It. It provides better coverage in case of a fake field goal, plus sends a couple of blitzers.

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8. Teams

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NFL Blitz uses the 31 NFL teams from the 2000 season. Each team has their strengths and weaknesses. Play around with each one and see which team suits you the best.

Note: The higher the team's Sp. Teams rating is, the slower the field goal meter goes back and forth. This makes it easier to kick them.

Arizona Cardinals

Rushing: 3

Passing: 3

Defense: 3

Offense: 3

Sp. Teams: 1

Atlanta Falcons

Rushing: 4

Passing: 3

Defense: 3
Offense: 3
Sp. Teams: 3

Baltimore Ravens

Rushing: 3
Passing: 3
Defense: 1
Offense: 3
Sp. Teams: 3

Buffalo Bills

Rushing: 3
Passing: 3
Defense: 3
Offense: 3
Sp. Teams: 2

Carolina Panthers

Rushing: 3
Passing: 4
Defense: 3
Offense: 4
Sp. Teams: 2

Chicago Bears

Rushing: 2
Passing: 3
Defense: 2
Offense: 3
Sp. Teams: 2

Cincinnati Bengals

Rushing: 3
Passing: 2
Defense: 3
Offense: 2
Sp. Teams: 2

Cleveland Browns

Rushing: 2
Passing: 3
Defense: 3
Offense: 2
Sp. Teams: 3

Dallas Cowboys

Rushing: 4
Passing: 4
Defense: 3
Offense: 4
Sp. Teams: 4

Denver Broncos

Rushing: 5
Passing: 3
Defense: 3
Offense: 3
Sp. Teams: 4

Detroit Lions

Rushing: 3
Passing: 3
Defense: 3
Offense: 3
Sp. Teams: 5

Green Bay Packers

Rushing: 3
Passing: 4
Defense: 3
Offense: 4
Sp. Teams: 3

Indianapolis Colts

Rushing: 5
Passing: 5
Defense: 3
Offense: 5
Sp. Teams: 4

Jacksonville Jaguars

Rushing: 4
Passing: 4
Defense: 3
Offense: 4
Sp. Teams: 4

Kansas City Chiefs

Rushing: 2
Passing: 2
Defense: 3
Offense: 2
Sp. Teams: 2

Miami Dolphins

Rushing: 2
Passing: 2
Defense: 4
Offense: 2
Sp. Teams: 4

Minnesota Vikings

Rushing: 3
Passing: 4
Defense: 2
Offense: 4
Sp. Teams: 4

New England Patriots

Rushing: 2
Passing: 3
Defense: 3
Offense: 3
Sp. Teams: 3

New Orleans Saints

Rushing: 4
Passing: 1
Defense: 2

Offense: 3
Sp. Teams: 4

New York Giants
Rushing: 4
Passing: 2
Defense: 2
Offense: 2
Sp. Teams: 1

New York Jets
Rushing: 4
Passing: 1
Defense: 3
Offense: 3
Sp. Teams: 2

Oakland Raiders
Rushing: 3
Passing: 3
Defense: 4
Offense: 3
Sp. Teams: 4

Philadelphia Eagles
Rushing: 2
Passing: 1
Defense: 1
Offense: 2
Sp. Teams: 1

Pittsburgh Steelers
Rushing: 3
Passing: 2
Defense: 2
Offense: 3
Sp. Teams: 2

San Diego Chargers
Rushing: 2
Passing: 2
Defense: 5
Offense: 2
Sp. Teams: 4

San Francisco 49ers
Rushing: 3
Passing: 2
Defense: 2
Offense: 3
Sp. Teams: 3

Seattle Seahawks
Rushing: 4
Passing: 3
Defense: 3
Offense: 3
Sp. Teams: 3

St. Louis Rams

Rushing: 5
Passing: 5
Defense: 3
Offense: 5
Sp. Teams: 3

Tampa Bay Buccaneers

Rushing: 3
Passing: 3
Defense: 5
Offense: 3
Sp. Teams: 5

Tennessee Titans

Rushing: 4
Passing: 4
Defense: 4
Offense: 4
Sp. Teams: 4

Washington Redskins

Rushing: 5
Passing: 5
Defense: 4
Offense: 5
Sp. Teams: 2

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9. Playbook Editor
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The Playbook Editor is a cool little feature that allows you to create or edit plays. You can also adjust different teams' playbooks. You can then practice the plays against a live defense.

Here are the Main Menu options:

- Team-Select the team to view their playbook.
- Offense-Edit offensive plays.
- Defense-Edit defensive plays.
- Maintenance-Copy and delete plays from the playbook.
- Playbook-Edit the playbook.
- Save Plays-Save playbook.
- Save/Exit-Saves the playbook and exits the Playbook Editor.

CREATING NEW PLAYS

Select either Offense or Defense and you will be shown a blank playbook. Choose one of the blank plays to open the editor. Here you can change the play's type, edit receiver routes, preview the play, practice the play against a live defense and name the play.

Example:

I'll walk you through your first play. Return to the Main Menu. Select Offense. Press A to Create/Edit the first blank play. Choose Play Type. You can now choose between a Normal play or a Fake Punt. Select Normal. Now you're given a bunch of different options. For the sake of this guide, choose Tightends.

Now go down to Edit Routes. Press A at receiver 1. You can now move the player all around with the Control Stick. Move him all the way over to the right. After this, you edit his route. Move the little dot all the way to the 10 yard

So for example, the code Super Blitzing is activated by hitting the Z button 0 times, the B button 4 times, the A button 5 times then finally moving the Control Stick up.

Let us continue...

Show field goal %	0-0-1 Down
Punt hang time meter	0-0-1 Right
No CPU assistance*	0-1-2 Down
Show more field*	0-2-1 Right
Fast turbo running	0-3-2 Left
Huge head	0-4-0 Up
Super blitzing	0-4-5 Up
Big football	0-5-0 Right
Arizona Cardinals playbook	1-0-1 Left
Atlanta Falcons playbook	1-0-2 Left
Hide receiver name	1-0-2 Right
Baltimore Ravens playbook	1-0-3 Left
Buffalo Bills playbook	1-0-4 Left
Carolina Panthers playbook	1-0-5 Left
Chicago Bears playbook	1-1-0 Left
Tournament Mode**	1-1-1 Down
Cincinnati Bengals playbook	1-1-2 Left
Cleveland Browns playbook	1-1-3 Left

Dallas Cowboys playbook	1-1-4 Left
No play selection*	1-1-5 Left
Denver Broncos playbook	1-1-5 Right
Detroit Lions playbook	1-2-1 Left
Green Bay Packers playbook	1-2-2 Left
Indianapolis Colts playbook	1-2-3 Up
Super field goals	1-2-3 Left
Headless team	1-2-3 Right
Jacksonville Jaguars playbook	1-2-4 Left
Kansas City Chiefs playbook	1-2-5 Left
Miami Dolphins playbook	1-3-1 Left
Minnesota Vikings playbook	1-3-2 Left
New England Patriots playbook	1-3-3 Left
New Orleans Saints playbook	1-3-4 Left
New York Giants playbook	1-3-5 Left
New York Jets playbook	1-4-1 Left
Big players team	1-4-1 Right
Oakland Raiders playbook	1-4-2 Left
Philadelphia Eagles playbook	1-4-3 Left
Pittsburgh Steelers playbook	1-4-4 Left

San Diego Chargers playbook	1-4-5 Left
No punting (fun!)	1-5-1 Up
San Francisco 49ers playbook	1-5-1 Left
Seattle Seahawks playbook	1-5-2 Left
St. Louis Rams playbook	1-5-3 Left
Tampa Bay Buccaneers playbook	1-5-4 Left
Tennessee Titans playbook	1-5-5 Left
Big head	2-0-0 Right
Washington Redskins playbook	2-0-1 Left
Big head team	2-0-3 Right
No first downs (more fun!)	2-1-0 Up
Allow stepping out-of-bounds	2-1-1 Left
Deranged blitz mode*	2-1-2 Down
Weather: clear	2-1-2 Left
Always QB (2P/4P on same team)	2-2-2 Left
Always receiver (see above)	2-2-2 Right
Unlimited throws	2-2-3 Right
Powerup teammates	2-3-3 Up
Fast passes	2-5-0 Left
Tiny players team	3-1-0 Right

Powerup offense	3-1-2 Up
Powerup blockers	3-1-2 Left
Smart CPU*	3-1-4 Down
No highlighting receivers	3-2-1 Down
No head	3-2-1 Left
Ultra hard mode*	3-2-3 Up
Red, white and blue football	3-2-3 Left
Cancel "Always QB/receiver"	3-3-3 Up
No interceptions	3-4-4 Up
Powerup speed*	4-0-4 Left
Powerup defense	4-2-1 Up
No random fumbles	4-2-3 Down
Super passing mode	4-2-3 Right
Invisible	4-3-3 Up
Super blitz mode*	0-4-5 Up
Turn off stadium	5-0-0 Left
Unlimited turbo meter	5-1-1 Up
Unidentified ball carrier	5-2-2 Down
Weather: snow	5-2-5 Down
Hyper blitz mode*	5-5-5 Up

Weather: rain

5-5-5

Right

*These codes will only work in Arcade mode games.

**These codes will only work in multiplayer Arcade mode games.

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12. Version History
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v1.1 - 11/5/08

Added the disclaimer (I can't believe I forgot it last time :O). Added some rule changes. Changed the layout a bit for the guide. Added two plays to the Team Specific Plays section (if anybody has any info on these, please e-mail me). Fixed some grammar and stuff.

v1.0 - 10/10/08

The very first version of the FAQ! Hopefully there aren't too many corrections. I do realize that I'm missing some plays. These are specific to each team and I'll add them as soon as I can.

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13. Author Info.
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This was my very first FAQ that I ever wrote. I realize that it isn't perfect but, what the hell, nothing is. If you have any questions, comments or input for this guide, my e-mail address is at the top of the document. For those of you who are too lazy to scroll to the top, I'll type it again:

vistahater44 (at) gmail (dot) com.

Please put something like "FAQ" or "NFL Blitz guide" in the subject part of your e-mail. Otherwise, I'll regard it as spam and promptly delete it.

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14. Credits
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CJayC (GameFAQs) - Without this guy, none of these fabulous FREE guides would exist. Rock on dude!

Neoseeker - Hosting my FAQ.

Super Cheats - Hosting my FAQ.

Me - I did write the thing after all.

My bro (doom4892) - Helping me with some gameplay.

You - You took the time to read it.

IGN.com (www.ign.com) - This is where I got all the cheats. An awesome site.

Midway - For making an amazing game.

Nintendo - Let's face it. without Nintendo most of us would spend our time

stamp collecting or something worse...

--END DOCUMENT--

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