

1: NFL Blitz Official Strategy Guide Playstation Nintendo 64 N64 Bradygames | eBay

BradyGames NFL Blitz will contain tons of secret codes and hidden characters, which lends itself very well to a strategy guide. This will be similar to Bradys Its an NBA Jam Thing published for football, which sold over , units.

With rising competitors such as ESPN and Madden topping the market, most of the other minor titles hardly have a chance of high sales. One of the more popular football series to erupt the past few years has been NFL Blitz, which placed more emphasis on hard-crunching tackles, than the actual goal of getting a first down. At one point, it was considered to be a Mature-rated game because of excessive amounts of violence. This guide will attempt to guide you through the game step-by-step, provide insight on the franchise mode, and teach you some in-depth strategies with the Blitz style of play. Provide me with what you want to know! Took less time thanks to my new TV, which has been working well with my writing hobby. This guide is probably going to take a week to complete as I have to experiment with the gameplay modes, and get use to the Blitz strategies. Instead, Blitz has been more known for its bone-crushing hits, and arcade play that allowed just about anybody to pick up the controller and play. Originally created back in the late 90s, NFL Blitz was one of the first games to actually turn football into a wrestling-like sport. By twisting certain rules, and eliminating penalties, Blitz restated what football was all about. You could body slam a wide receiver after he catches the ball in your state of anguish. You could take out a rusher who just scored the ball by clotheslining him, then laying the smackdown. However, as the years passed, Blitz progressively became more stale, and more stale. Hardly any intuitive features were added to the game for a pleasing experience. It almost felt like they took the same game from system-to-system, simply not bothering to update it at all. Rather than the traditional arcade action, the game was more simulation-like with the hard hitting tackles still present. Unfortunately, Blitz loses more of its innovative touch with this new game, and most original fans might be repelled by it. Full team rosters are present, along with player ratings, an interesting franchise mode, and even more useful plays from the playbook. It has less features and options than either of its competitors, yet claims it has the arcade elements still present. Regardless, NFL Blitz Pro is a nice cheap football game if you want to experiment with something different. Fairly Common Special Features: With its handy sensitive trigger buttons, along with dual joysticks, and four accessible buttons, just about any player can get use to the setup in no time. KEY representation for each button: You can have him pass block, run block, cover, or simply go out on a route if you know a blitz is coming. After the ball is snapped, the passing icons will immediately pop up, which means you can pass the ball right away. You do not have to tap A to initiate the passing icons, which is similar to other football games. Tapping the button compared to holding it down will cause for either a bullet pass, or lob pass. The turbo bar in the lower left corner represents how much speed burst energy you have left, or if you want to do any overpowering moves such as a clothesline, rather than a stiff arm. Juking backward is a neat little feature to get overbalanced defenders off their feet. This method is a tad tougher, but also makes up for the lacking AI. There are no pass interference penalties, so feel free to shove a defender off your back, then leap up for the grab. Use this frequently on possible receivers, or manually try to jump catch a pass if the chance is given. First and foremost is the fact that there are no penalties. This greatly expands what you can do in a limited amount of time. There are also additional changes that make the game more "Madden-like", but not quite to the same degree. This is a huge difference in gameplay now that the distance is much shorter. Nowadays, there are more rushing only plays including handoffs, pitches, and shuddle passes. You can even setup screens. Thus, expect to play Blitz Pro on lower quarter times, but see similar scores to minute quarters on a game of Madden. However, they will grow tired from time to time, and subs will play for them on certain plays. Your selection ranges from teams split into various divisions, conferences, and even additional bonus teams which can be bought via earned credits during the game. Unfortunately, they seemed curse to a certain extent. Their defense is their primary weapon. Maybe next year will be better. However, their defense suffers from a lack of speed. Their new franchise mode attempts to be several elements that seem to co-exist at certain parts, but spread thin for mediocre gameplay. This section will briefly describe each of the game modes. Quick Play is designed to get a game going as quickly as possible, without fiddling with options or

customization features. After selecting the option, you pick whether or not you want to be the home or away team. Afterwards, you may select your team. You may play as any of the official NFL teams, plus any unlocked ones on your profile. After selecting the option, you may select which side you want to be. You can customize the following options: All the options of franchise mode are available with the exception of contracts, player progression, etc You can adjust your depth chart, pick up free agents, or make trades. Franchise mode allows you to draft players after the year ends, watch your players progress, and improve them by spending cash. You can also make off-season moves, and control your team for up to 10 seasons. Certainly the most enjoyable aspect of the game. For more information, check out the Franchise Details section below on the secrets behind franchise mode. You can play either a 4-player or 8-player tournament. You have the option of allowing everybody to fantasy draft their teams for an interesting mix. A bracket is accompanied with the games to show who has made the finals and semi-finals. This is a one-loss elimination type, so every game counts. Franchise modes give players the ability to own and manage a team rather than just being a sidelined coach. You can make roster transactions, player negotiations, and pretty much customize the team for a successful future. This section will describe the franchise mode in detail, and explain some key components behind it. After that, you will be brought to the user menu. You can add as many users as you want up to the maximum team limit. Unfortunately, all players must be human controlled. Afterwards, you may customize your franchise by selecting the difficulty Rookie, Pro, Elite , a play select timer allows 10 seconds to pick a play , and if you want a fantasy draft. From here on, you may start your season and prepare to control an NFL franchise. Five headers will dominate your Franchise Mode menu. Great overall view allows for easy way of displaying information. This option splits into 6 separate choices, which each have advantages and disadvantages. Their ratings are displayed to assist you, and let you know who would be a better player at that position. For offensive lineman, the top two players will each play right and left positions properly. You also are given the option to cut players by pressing X. The cost is dependant on the position of the player and their primary rating. It costs a lot more to improve a receiver with 90 SPD rather than one in the high 60s. More cash is earned by winning games. You can put people on the trading board by selecting their name, then pressing X to rotate to the other team and select who you want. The only disadvantage is that you cannot trade for picks, and the CPU will decide if the deal is fair. However, each of them have costs in order to be hired to your team. Depending on their ratings, their cash costs will rise or lower independently. You can cut players to make cash room. Useful for making quick changes without having to fire or hire coaches. Only useful if you have the spare cash. The menu splits into four objects after selected. If you have a profile loaded, you can see how well you have done during games. Pretty much the only way of upkeeping your progress. Depending on your record, you may or may not make it to the playoffs. The Playoffs are split like this: The first menu involves Retired Players. Some key players who just enter their prime will retire for little to no reason. There are no preview sessions, scout lessons, or any of that political non-sense. You may view your current roster, along with available players on the board, and drafted ones as well. Just tap the trigger buttons to rotate back and forth. Press A to instantly draft the player. There are 7 rounds to the draft.

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I checked my owned codes and compared them to: The key word in that sentence was: I happen to own NFL Blitz and have done my own reaseach. Feel free to e-mail me with any corrections. The codes below you enter in the match-up screen. The first box is for Turbo, the second box for Jump, and the third for Pass. For example if the code was then you would press Turbo 4 times, Jump 5 times, and Pass twice. Most the time it will be load. Some of the codes below require a teammate to do the same code, some codes can only be done in one player mode. Z-Turbo used to go faster. For example pressing left and A when your a QB will throw it to the leftmost reciever. Same with downed opponent. Pretty simple really Watch the computer controlled QB, they like to run without passing. Remember, No Rules, this means if you see who is gonna catch the ball you can dive at him making him unable to catch it. Team with Highest Stats-Denver Broncos. Simply email me with your problem. Team Stats 1. Clear D Weather: Fog R Weather: Rain D Weather: Snow D Weather:

3: Walkthrough - FAQ Walkthrough for NFL Blitz: Pro X-BOX @ www.enganchecubano.com

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With rising competitors such as ESPN and Madden topping the market, most of the other minor titles hardly have a chance of high sales. One of the more popular football series to erupt the past few years has been NFL Blitz, which placed more emphasis on hard-crunching tackles, than the actual goal of getting a first down. At one point, it was considered to be a Mature-rated game because of excessive amounts of violence. This guide will attempt to guide you through the game step-by-step, provide insight on the franchise mode, and teach you some in-depth strategies with the Blitz style of play. Provide me with what you want to know! Took less time thanks to my new TV, which has been working well with my writing hobby. This guide is probably going to take a week to complete as I have to experiment with the gameplay modes, and get use to the Blitz strategies. Instead, Blitz has been more known for its bone-crushing hits, and arcade play that allowed just about anybody to pick up the controller and play. Originally created back in the late 90s, NFL Blitz was one of the first games to actually turn football into a wrestling-like sport. By twisting certain rules, and eliminating penalties, Blitz restated what football was all about. You could body slam a wide receiver after he catches the ball in your state of anguish. You could take out a rusher who just scored the ball by clotheslining him, then laying the smackdown. However, as the years passed, Blitz progressively became more stale, and more stale. Hardly any intuitive features were added to the game for a pleasing experience. It almost felt like they took the same game from system-to-system, simply not bothering to update it at all. Rather than the traditional arcade action, the game was more simulation-like with the hard hitting tackles still present. Unfortunately, Blitz loses more of its innovative touch with this new game, and most original fans might be repelled by it. Full team rosters are present, along with player ratings, an interesting franchise mode, and even more useful plays from the playbook. It has less features and options than either of its competitors, yet claims it has the arcade elements still present. Regardless, NFL Blitz Pro is a nice cheap football game if you want to experiment with something different. Fairly Common Special Features: With its handy sensitive trigger buttons, along with dual joysticks, and four accessible buttons, just about any player can get use to the setup in no time. KEY representation for each button: You can have him pass block, run block, cover, or simply go out on a route if you know a blitz is coming. After the ball is snapped, the passing icons will immediately pop up, which means you can pass the ball right away. You do not have to tap A to initiate the passing icons, which is similar to other football games. Tapping the button compared to holding it down will cause for either a bullet pass, or lob pass. The turbo bar in the lower left corner represents how much speed burst energy you have left, or if you want to do any overpowering moves such as a clothesline, rather than a stiff arm. Juking backward is a neat little feature to get overbalanced defenders off their feet. This method is a tad tougher, but also makes up for the lacking AI. There are no pass interference penalties, so feel free to shove a defender off your back, then leap up for the grab. Use this frequently on possible receivers, or manually try to jump catch a pass if the chance is given. First and foremost is the fact that there are no penalties. This greatly expands what you can do in a limited amount of time. There are also additional changes that make the game more "Madden-like", but not quite to the same degree. This is a huge difference in gameplay now that the distance is much shorter. Nowadays, there are more rushing only plays including handoffs, pitches, and shuddle passes. You can even setup screens. Thus, expect to play Blitz Pro on lower quarter times, but see similar scores to minute quarters on a game of Madden. However, they will grow tired from time to time, and subs will play for them on certain plays. Your selection ranges from teams split into various divisions, conferences, and even additional bonus teams which can be bought via earned credits during the game. Unfortunately, they seemed curse to a certain extent. Their defense is their primary weapon. Maybe next year will be better. However, their defense suffers from a lack of speed. Their new franchise mode attempts to be several elements that seem to co-exist at certain parts, but spread thin for mediocre gameplay. This section will briefly describe each of the game modes. Quick Play is designed to get a game going as quickly as possible, without fiddling with options or

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This guide follows that strategy, providing all the necessary components to tackle, score and more with tips, bios and plays. Read More Since , NFL Blitz has been one of the top-selling games for PlayStation and Nintendo.

NFL Blitz is not what goes on when players are on the field. This is a cartoon. Still, next year, we will dial this back a little more. In the original games, seven players are on the field per side as opposed to eleven. Not only were there fewer players, but positions were flexible at best. Wide receivers could be known to run the ball and sometimes pass, and defensive players were all crosses between pass rushers and defensive backs. Unlike the NFL, pass interference is allowed, as are late hits, showboating and excessive celebrations. There are no timeouts, but the clock stops after every play. Extra point attempts are claimed to be automatic, but there are rare misses. Field goals and Two-point conversions are played out as usual. Quarters have been shortened to two minutes default setting with a faster running timer than real time. For most releases, a first down would mean you would have to go 30 yards, instead of ten. Plays such as "Da Bomb" allowed for a quarterback to accurately throw the ball most of the length of the field at will and receivers could make impossible catches. On the other side, defensive players were able to leap up and swat if not intercept balls no other game could allow for or dive incredible lengths to make a stop. From the beginning, one of the key changes in Blitz was the animations. Where other games had to keep normal tackling and stops, Blitz players were able to stop a play in a variety of unique ways. One of the most common was for a defensive player to grab his opponent and spin him around and fling him to the ground, sometimes giving them extra yards in the process. This violent and theatrical style allows the players to execute textbook professional wrestling moves such as the German suplex , elbow drop , and leg drop even after a tackle has been completed and the whistle blown. The NFL, however, made Midway tame most of the more violent or insane aspects of the game as the license progressed. Subsequent releases stripped down "excessive celebrations" and late hits until the game was almost one of the sims to which it was originally opposed. Raiden and Shinnok, characters from the Mortal Kombat series, a series also developed by Midway, were unlockable characters in some versions. Upon watching a preview scrimmage by Turmell and DiVita, league representatives said they could not have the NFL associated with the game as it was then programmed. However after the commercial failure of the more simulation-oriented Blitz Pro, Midway did not release a Blitz in for the first time since the series began. The celebrations and the violent aspects returned and were ramped up to levels that the NFL never allowed. Although no current NFL players were featured, retired players Lawrence Taylor and Bill Romanowski were hired to lend their voices to and help promote the game. The game contains a significant amount of explicit content not seen in other entries of the series, such as the use of anabolic steroids and "juicing" injured players with what seems to be the equivalent of a cortisone shot. As a result of the mature themes in the title, The League is the first and only professional football franchise to ever receive the "Mature" rating from the ESRB and was banned in Australia.

6: NFL Blitz - Wikipedia

Scouting for Nfl Blitz Official Strategy Guide Brady Games PDF Format Do you really need this ebook of Nfl Blitz Official Strategy Guide Brady Games PDF Format It takes me 20 hours just to get the right download link, and another 8 hours to validate it.

Offense Tips and Tricks 7. Defense Tips and Tricks 8. Play Book Editor 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! 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: 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. Length 1 min, 2 min, 4 min, 6 min -Change the game quarter length. 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. Music-Adjust the volume of the background music. Size-Adjust the screen size. Shift-Shift the screen left or right. Restore Defaults-Restore the screen to default settings. Configure-Configure the buttons of the controller. You can really mess up the game. Here is the list of them: For instance, when the offense is on fire the ball carrier is harder to bring down. The team on fire also gets infinite turbo. Have a player catch two passes, in a row, for positive yardage. Sack the opposing QB two plays in a row. Infinite turbo, and tackles hit harder. 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. Allowing the offense to score a touch down or field goal, or allowing a first down. Either Run, Pass or both. When it should be used. A sentence or two describing the play. Onward to the plays! Offense Page 1 Short Jet Type: A decent play meant for short passes. Can be used for long passes, short passes or short runs. The perfect short yardage play. If you are within 5 to 10 yards of a first down, this will guarantee the first down. Almost the exact same play as Deep Attack, but the receivers tend to get jumbled up at the end of their routes. A short yardage play that has the receivers too close to each other. For whatever reason, I can never get this play to work effectively. I always seem to get very little yards with this. Can be used for both short and long passes, which is nice. The guy running up the middle always seems to be open. 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: The best long passing play in the game. With two receivers on slant routes, they can easily lose the defenders. Not as great as Da Bomb mostly because two of the receivers run straight out, easy targets for push downs. The receiver routes will leave the defense stumped for a second or two. Mostly used as a running play, though Back Split Type: Great for getting those short yards. Excellent for both short yard passes and long passes. Great for messing with your opponent. A nice simple play that can be used to get a decent amount of yards. Offense Page 3 Zig Zag Type: As the name implies, there are a lot of zig zags that the receivers run. Nice patterns for the receivers, keeps the opponent guessing. It does have a nice variety though. An average short yardage play. Excellent at both short runs and long passes. Good for getting mediocre yards. Just stick with Da Bomb. The CPU really sucks at defending the run. Good for in between yards. Too much stuff going on. Decent variety of pass routes. This will cause tacklers to miss your player. Pressing A while you are running with the ball makes your player perform a stiff arm. Also, do not perform any special moves while you have the ball. You WILL fumble when hit. 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. 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. Either Cover, Blitz or both. Defense Page 1 Safe Cover Type: You will find many receivers open in the middle of the field. The perfect blitz play. It protects receivers well and also executes the blitz flawlessly. Almost as good as Stuff It but make sure you execute the blitz quickly, it leaves a lot of receivers open. It

leaves no possibility of the offense gaining more than 15 yards. All receivers will be covered. The one guy will never get to the QB. A very boring play, but it gets the job done. 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. 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. Just make sure you pay attention to the offense.

7: NFL Blitz Pro FAQ/Strategy Guide for PlayStation 2 by antseezee - GameFAQs

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8: Strategy Guide - Guide for NFL Blitz on PlayStation (PSX) () - www.enganchecubano.com

NFL Blitz Official Strategy Guide by Brady Games, Tim Cox NFL Blitz , the sequel to the hugely successful NFL Blitz, is better than ever with its new stadiums, fantasy arenas, unbelievable camera angles, and an "on-fire" mode that will send your man burning down the field.

9: BradyGames | Open Library

If a new blitz is sweeping the community and you want to find out how to run it, the print guide is of very little value to you because it was written months ago. However, with the Madden School digital ebooks and strategy guides, you get the most up to date information throughout the entire year.

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