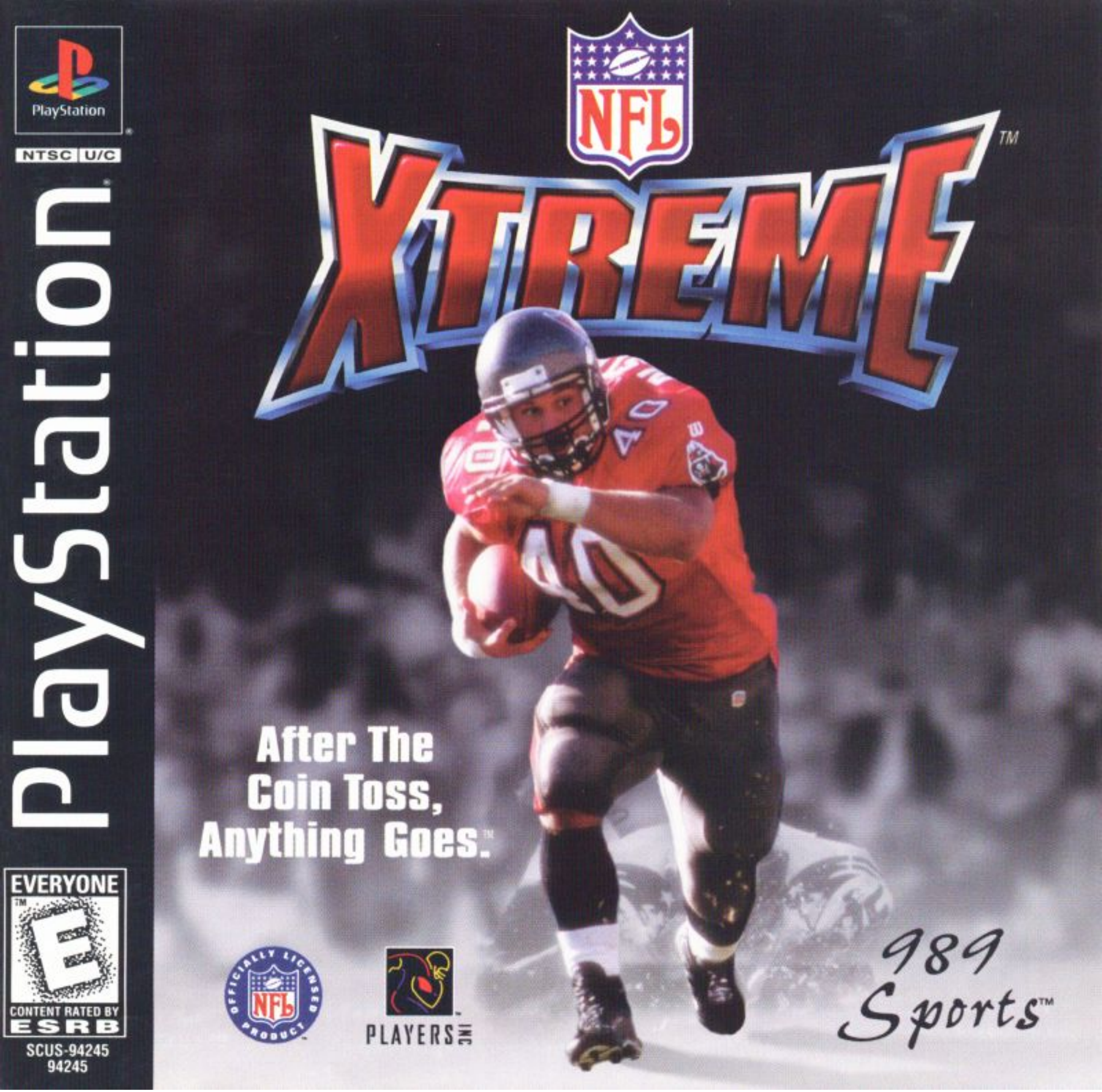

PlayStation
NTSC U/C
PlayStation
NFL
XTREME
TM
After The
Coin Toss,
Anything Goes.™
EVERYONE
CONTENT RATED BY
ESRB
SCUS-94245
94245
OFFICIALLY LICENSED
NFL
PRODUCT
PLAYERS INC
989
Sports™

989 Studios

You know us, you know our games and, now, you know our name.

989 Studios is a wholly-owned division of Sony Computer Entertainment America Inc. and has produced numerous action/adventure videogame franchise hits such as Twisted Metal, Jet Moto, Cool Boarders , 2 Xtreme and Rally Cross.

989 Studios has also produced some of the best sports games on the PlayStation® game console. NFL GameDay '98, MLB '99, NBA ShootOut '98, NHL FaceOff '98 and NCAA GameBreaker '98 were all developed by a division of Sony Computer Entertainment America Inc. now known as 989 Sports.

NFL Xtreme is our most recent creation. We hope you have as much fun playing NFL Xtreme as we did making the game. And, if you think NFL Xtreme is good, wait until you get your hands on the sequel to last year's best selling sports videogame on any gaming system - NFL GameDay '99. Enjoy!

The Sports Fanatics at 989 Sports

Game Controls

OFFENSE

Dive with ball/QB slide	□
High Step/Shoulder Charge	⊗
Special Moves - Spin or Juke	○
Jump Catch/Hurdle	△
Stiff-Arm Left/Right	L1 or R1
Turbo	Hold L2 or R2
Call Audible	L2 or R2 + □, ⊗, or ○ before snap

ADVANCED OFFENSE

Power Shoulder Charge	⊗ + L2
Spin/Double Spin	○ + L2
Jump Flip over defender	△ + L2
Show icons of receivers before snap	L1 or R1 before snap

DEFENSE

Dive/Wrap Tackle	□
Switch to closest man to the ball/Switch defender	○
Jump Interception/Deflection	△
Turbo	Hold L2 or R2
Swim Move	L1 or R1
Icon Switching - Switch to a different defender	L1 or R1 + icon
Call Audible	L2 or R2 + □, ⊗, or ○ before snap

ADVANCED DEFENSE

Flying/Standing Clothesline Tackle	□ + L2

LATE-HIT

Both offensive and defensive players can perform Late-Hits. After a player is tackled, if the cursor of the player you are controlling is blinking, take another shot at your opponent and drill him into the turf by moving toward your opponent and tapping □, or □ + L2.

HINT: To stop from being Late-Hit by an opponent, tap the SELECT button before you are hit.

Setting Up The Game

SELECT GAME

Use this menu option to choose a game format.

EXHIBITION

Use Exhibition games to go all out and have fun without worrying about the pressures of a season or the playoffs. Exhibition games are not recorded in the season standings and cannot be saved to a Memory Card.

NOTE: Before starting a game, go to the Rosters and Options menus to make changes to your setup and game attributes.

To pick a team for your NFL Xtreme game:

- From Away Team, D-Pad Left/Right to choose an Away Team.
- D-Pad Down to Home Team, then Left/Right to choose a Home Team.
- If you have altered a team's roster, D-Pad Left/Right to choose the Current or Original roster to play with.
- Press ⊗ to go to Choose Teams.

NOTE: Switching to Original Rosters will erase any changes to a Current Roster.

CHOOSE TEAMS

Use this screen to select a team and choose a Login name.

- D-Pad Left/Right to choose a team for play. To play against the computer, leave one controller in its original state between the team logos.
- Press □ to create a Login name to keep track of records set during play.
- D-Pad Left/Right to select a letter or number.
- Press ⊗ to lock your selection and choose another letter or number.

Continue this process to create your 3-digit Login name.

- Press ▢ to delete a digit and choose another or press ◯ to end and lock in your name.
- Press ⊗ to start the game.

SEASON

Select New Season to see what it's like to play in a complete 16-game NFL season. At the end of a season, if you've survived the beating of the NFL schedule, you can compete in the playoffs and have a chance to play in the Super Bowl.

NEW SEASON

Selecting New Season will bring up the Schedule screen.

SCHEDULE

From this screen, choose a team to play with during the season. Games can be simulated to move you past a game(s) in the schedule or to get you closer to the playoffs. If a game is simulated further down in the schedule, all unplayed games prior to it will also be simulated.

- D-Pad Left/Right to choose a team.
- D-Pad Up/Down the schedule of games to highlight a game to play and press ⊗. Playing a game further down in the schedule will simulate all games prior to it.
- To simulate a game, D-Pad Up/Down to a game on the schedule and press ◯. This will simulate that game and all games prior to it.
- To simulate all games on the schedule and find out if your team made the playoffs, D-Pad to the last game on the schedule and press ◯.

CHOOSE TEAMS

See *Choose Teams* under *Exhibition* for details on how to choose a team.

CONTINUE SEASON

Continue allows you to continue a season already started or loaded from a Memory Card. See *Schedule* and *Choose Teams* under *New Season* for details on how to setup a season game.

TEAM STATS

Take a look at how your team compares to the rest of the NFL in all of the standout categories.

- D-Pad Left/Right to cycle through the stats of each team.

PLAYER STATS

Check out the individual statistics of the players from both Conferences in the following categories: Passing, Rushing, Receiving, Sacks, Tackles, Interceptions, Kickoff Returns, Punt Returns, Punting, and Kicking.

- From a selected category, D-Pad Left/Right to cycle through each team and its player's stats.
- Press L1/R1 to cycle through the different categories.

LEAGUE LEADERS

To see if you are among the NFL's best, try and find players from your team among the statistical categories of the league leaders.

- From a selected category, D-Pad Left/Right to highlight a stat column. If a player from your team is among the top 10, he will be highlighted.
- Press L1/R1 to cycle through the different categories.

STANDINGS

View the standings from the NFL and try to keep pace with the leaders of your division.

- D-Pad Left/Right to view the records of each category. (i.e., Records against NFC teams, Division teams, etc.)
- Press ⊗ to view the standings of the other Conference.
- Press ◻ to view the standings of other Divisions.

PLAYOFFS

Select New Playoffs to begin the real season of the NFL. 12 teams make it to the playoffs but only one can be Super Bowl Champs.

NEW PLAYOFFS

Selecting New Playoffs will bring up the Playoff Tree.

PLAYOFF TREE

Use the Playoff Tree to navigate through the playoff brackets. Set up the playoff tree to your liking, arranging the brackets to include your favorite matchups.

- D-Pad Up/Down to select a team within a bracket, including those that have a BYE.
- D-Pad Left/Right to change the team to one not already in the first round of the playoffs.
- Highlight a team and press ⊗ to bring up the Choose Team screen and start a playoff game. See *Choose Teams* under *Exhibition* for details on how to choose teams.

CONTINUE PLAYOFFS

Continue a playoff already started or loaded from a Memory Card. See *Playoff Tree* under *New Playoffs* for details on how to setup a playoff game.

TEAM STATS, PLAYER STATS, LEAGUE LEADERS

See the information for these statistics under *Season* for more details.

ROSTERS

View the players and statistics of each team's roster. Also, alter the existing rosters with trades, signing of free agents and player releases. You can even build a team from scratch or hold a draft.

DEPTH CHART

Alter the starting line-ups of any team by bringing a sub off of the bench.

- D-Pad Left/Right to choose a team.
- D-Pad Up/Down to highlight a player to take out of the starting line-up and press ⊗.
- D-Pad Up/Down from the list of subs to highlight a player to replace the starter and press ⊗ to execute the substitution or ◻ to cancel.

TRADE PLAYER

Build a dominant franchise by trading for the missing pieces to make up a championship team. Trade players to and from any team. Players can only be traded on a one-for-one basis.

- D-Pad Left/Right to choose a team for the trade.
- D-Pad Up/Down the roster to highlight a player and press ⊗ to tag him for a trade.
- D-Pad Left/Right to choose another team for the trade.
- D-Pad Up/Down the roster to highlight a player and press ⊗ to execute the trade or ◻ to cancel.

CREATE FREE AGENT

Create a player of any type. Get creative and mold an All-Pro talent that dominates the league or simply create yourself, using your name and physical attributes. Once a player is created, he will be placed into the Free Agent Pool.

- D-Pad Up/Down to First and Last to create a name for your player.
- Press ⊗ to activate the alphanumeric chart.
- Use the D-Pad to highlight a letter or number and press ⊗ to enter it.
- To delete a letter or number, press ▢.
- Spell out a name and press ◎ to lock it in and deactivate the chart.

Continue to customize the physical makeup of your player:

- D-Pad Down to the remaining player attributes and D-Pad Left/Right to make a selection.
- Continue to D-Pad Down to alter player ability points. Notice that each player has a minimum of 40 ability points.
- D-Pad Left/Right to increase/decrease the ability points of each category. As each category is increased, the total points remaining for distribution decreases. There are only 240 additional ability points available per player, so choose the abilities you want to stand out in your player carefully.

RELEASE PLAYER

Release any of the players on a roster.

- D-Pad Left/Right to select a team.
- D-Pad Up/Down to highlight a player and press ⊗ to release him. Players released from rosters are automatically added to the Free Agent Pool.

SIGN FREE AGENT

Free agents are signed from the Free Agent Pool only. To sign a free agent player, first release a player from a full roster. Team rosters hold 24 players.

- D-Pad Left/Right to choose a team to sign a free agent.
- D-Pad Up/Down to highlight a player and press ⊗ to add the player to the team roster.

PLAYER CARDS

Player cards hold physical and performance statistics of each player.

- D-Pad Left/Right to choose a team.
- D-Pad Up/Down to choose a player and view his stats.

BUILD TEAM

Build a team by swapping players with other teams at the 10 impact positions.

- D-Pad Left/Right to choose a team.
- D-Pad Up/Down to choose a player to be replaced on your team and press ⊗ to tag him and bring up all of the players at that position in the Player Pool.
- D-Pad Up/Down to choose a player from the Player Pool.
- Press ⊗ to execute the switch with the tagged player from your roster or ▢ to cancel.

DRAFT

Players are drafted at 4 offensive positions and 4 defensive positions. The draft will run for 8 rounds. Press ◎ before you start the draft to select a second draft team and hold a 2-player draft.

WARNING: Any players created prior to a draft will be erased once the draft is entered.

- D-Pad Up/Down, Left/Right to highlight a team for manually drafting. Press ◎ to tag one or two teams that you would like to manually draft for. The CPU will draft for the remaining teams.
- Press ⊗ to start the draft.
- D-Pad Left/Right to choose a player position to draft from.
- D-Pad Up/Down to highlight a player and press ⊗ to select him.
- When each round expires, press ⊗ to begin the drafting process again. Continue this process until the draft is complete.

NOTE: To review your team after the draft, go to Depth Chart under the Rosters menu.

OPTIONS

Select this option to customize the attributes of your game.

- D-Pad Up/Down to select an attribute.
- D-Pad Left/Right to change the attribute.

DIFFICULTY

The player difficulty will determine each player's offensive and defensive ability. To prepare yourself for the challenge of playing at the Veteran or All-Pro levels, first master the Rookie level.

ANNOUNCER

Turn the play-by-play announcer ON/OFF.

WEATHER

Set the weather pattern for games played in open-aired stadiums. The default setting of random will decide the day's forecast for you.

MUSIC

Keep Music ON to hear music while navigating through the game setup screens and during game play.

PLAYER SIZE

Set the size of your players on the field to be a Xtreme size of large or small.

GAME SPEED

Change the speed of the game and the players on the field.

INJURIES

Adjust the frequency of injuries that may occur during the game.

QTR. LENGTH

Choose the length of each quarter. There are four quarters per game plus overtime if necessary.

DUAL SHOCK

With the Dual Shock Controller™ Compatible option ON, you can feel the intense impact of an NFL Xtreme tackle.

RECORDS

Records are tabulated for all games. See *Choose Teams* under *Exhibition* for more information on how to create a Login name to keep track of records.

USER RECORDS

User Records are those tabulated from each game in which you used a Login name.

- D-Pad Left/Right to view all of the User Records.

GAME RECORDS

Game Records are statistical records tabulated from each game in which you used a Login name.

- D-Pad Up/Down to view the entire list of Game Records.

MEMORY CARD

This menu allows you to load, save, or delete files from your Memory Card. See *Memory Card/Saving Data* on page 3 for other pertinent information.

SAVE GAME

To save a finished game:

- Make sure you have a Memory Card in the correct slot. If you need to change to a different slot, press L1/R1.
- Name your game by using the D-Pad Left/Right to cycle through the alphanumeric chart and press ⊗ to spell out a name.
- Press □ to delete a letter.
- Press ○ to save the game.

LOAD GAME

To continue a season or playoff, you must first load it from the Memory Card. From the Load Game screen:

- Choose the game from the Memory Card and press ⊗ to load the game.

SAVE RECORDS

- Select Save Records from the Memory Card menu to save all records.

LOAD RECORDS

- Select Load Records from the Memory Card menu to load all records.

DELETE FILES

- D-Pad Up/Down to highlight a file and press ⊗ to delete it.
- To change cards, press L1/R1.

MEMORY CARD

Memory Card allows you to toggle between the two Memory Card slots.

- Highlight Memory Card and D-Pad Left/Right to change card slots.

RESET ROSTERS

Use this option to reset changes made to all NFL Xtreme rosters.

- Highlight Reset Rosters and press ⊗.
- Press ⊗ again to reset changes made to all rosters or △ to cancel.

Playing the Game

PAUSE MENU

Press the START button to pause the game and bring up the Pause menu. Use the Pause menu to view game statistics and to further customize the game.

- D-Pad to highlight an option and press ⊗.

CALL TIME-OUT

Each team receives three time-outs per half and one in overtime. The number of time-outs remaining will be shown here.

GAME STATISTICS

View the stats compiled by each team during the course of the game.

PLAYER STATISTICS

View the stats compiled by players during the course of the game in 10 impact categories.

- D-Pad Left/Right to cycle through all categories.

CAMERA OPTIONS

Choose from a variety of camera angles to view your game.

- D-Pad Up/Down to highlight a preferred view.

SUBSTITUTIONS

Use this option to substitute for a player on the field.

- Press ▢ to select Offense or Defense.
- D-Pad Up/Down to highlight a player in the game and press ⊗ to tag him for a substitution.
- D-Pad Up/Down to highlight a player on the bench and press ⊗ to complete the substitution.

INSTANT REPLAY

Instant replay gives you a second chance to view the latest play. Use the following controls to view the play from different angles.

Rewind	▢
Forward	○
Raise Camera	△
Lower Camera	⊗
Zoom In/Out	L2/R2
Rotate Left/Right	L1/R1
Move Camera. Place the cursor on a player or the ball to have the replay focus on that part of the play.	D-Pad
Exit	START
Reset	SELECT

CHOOSE AUDIBLES

Set audibles for 3 offensive and 3 defensive plays.

- Press □, ⊗, or ○ to pick a play to change.
- Press □, ⊗, or ○ to pick a formation.
- Press □, ⊗, or ○ to pick a new play.
- Press △ to exit and back up.

CONTROLLER SELECT

Use this option to set your controller to play with a team different from that of the original setup of teams.

- D-Pad Left/Right to choose a team.

INJURY REPORT

View the list of players injured during the game. See how long they'll be out and what types of injuries occurred.

- Press □ to view the injuries of the opposing team.

GAME SETTINGS

See *Options* for game settings not described in this section.

PLAYER NAME

Keep Player Name ON to view the names of the players on the field.

HANDS

Set Hands to Low/Medium/High to determine the level of catching ability.

INTERCEPTIONS

Set Interceptions to Low/Medium/High to determine the frequency of interceptions during a game.

EXIT GAME

Allows you to quit the current game and return to the Main Menu.

KICKING GAME

Skill at the kicking game gives you the opportunity to put your team in good field position and keep the opposing team deep in their own territory. Hitting a last second field goal to win the game will also require kicking expertise.

- Press ⊗ to start the power meter.
- Press ⊗ again to kick the ball. The higher the strength bar the stronger the kick.

To guide a kick:

- After starting the power meter, D-Pad Left/Right to angle your kick into the corners and press ⊗.

OFFENSE

You can watch the computer take complete control of the play, or you can control the key players on the field. You can also call an audible to confuse the defense and catch them off guard. See the *Game Controls* for a complete list of offensive moves.

PASSING

For advanced users, before the snap, press R1/L1 to draw back the camera and view the button symbols associated with each receiver.

After the snap, press ⊗ to show the button symbols, then press the button of the receiver you would like to throw to.

SETTING UP A PLAY

Once a team has received the ball on offense, the Play Selection screen will come up. First, choose a formation for the play.

- D-Pad Left/Right to cycle through the available formations and press the associated icon button to select it and bring up the play selections.
- To return to the formation selection, D-Pad Up from the play selection.

Once the formation is set, select a play.

- D-Pad Left/Right to cycle through the available plays and press the associated icon button to select it.
- To flip the play and run a mirror image of that play, press △. To return to the original play, press △ again.

DEFENSE

As with offense, you can watch the computer take complete control of the play or you can control the key players on the field. The defense can also use an audible to match your team up with the offensive play calling.

On defense, you control the man in the circle. To switch to the player closest to the ball carrier, press ○. See the *Game Controls* for a complete list of defensive moves.

PLAYER SWITCHING

Before the snap, press L1/R1 to bring up your defensive player icons. Press any of the corresponding buttons to switch your player cursor to a different defensive player. Remember, to simply switch to a different player, press ○ to cycle through the defensive players.

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989 Studios

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