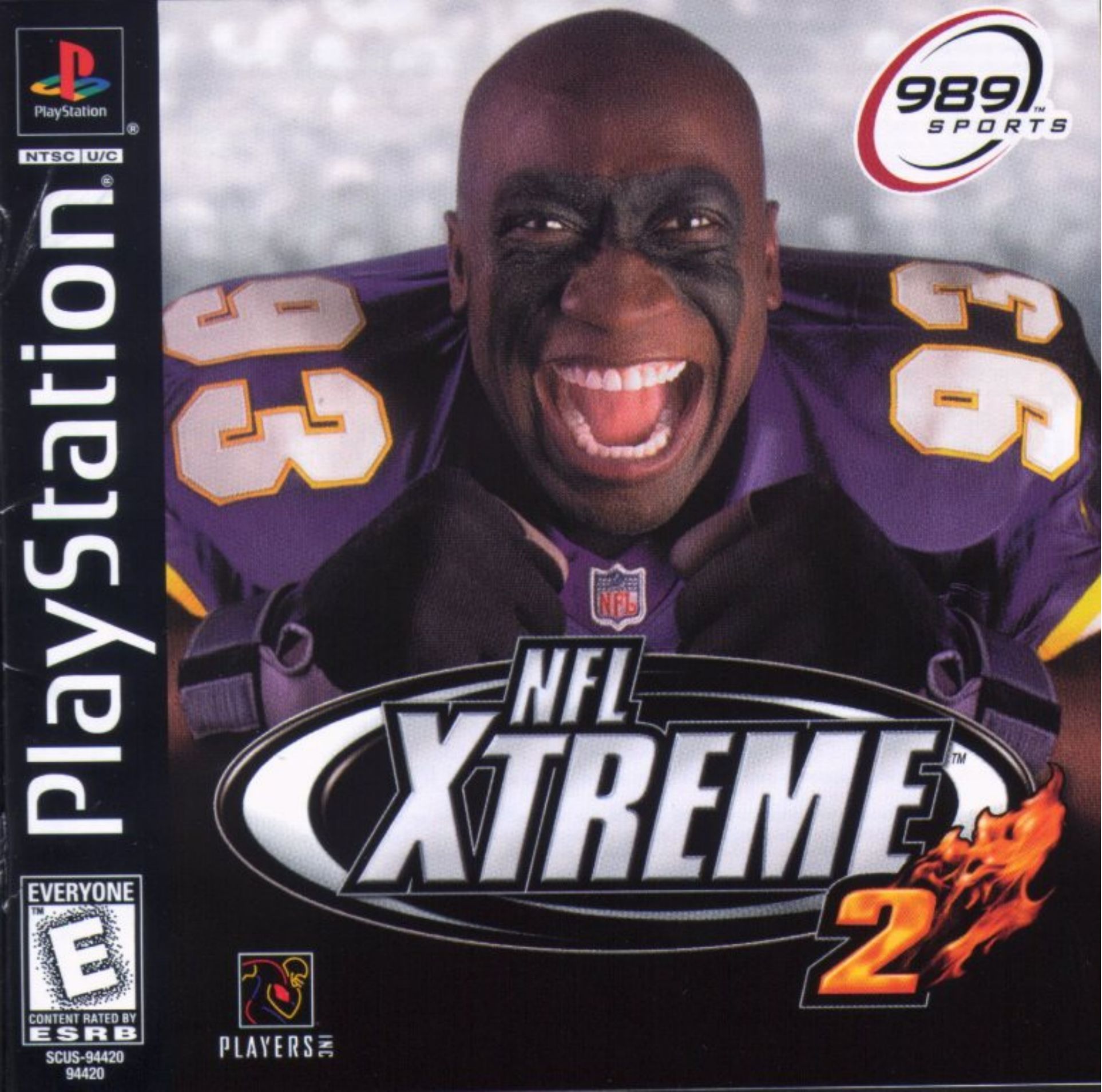

PlayStation
NTSC U/C
PlayStation
989 SPORTS
NFL
NFL XTREME 2
EVERYONE
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CONTENT RATED BY ESRB
PLAYERS INC
SCUS-94420
94420

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Game Controls

QUICK START CONTROLS

With NFL Xtreme 2's Quick Start Controls, making great plays is almost effortless. Don't worry about having to learn a bunch of complicated control combinations. These basic controls allow you to get started and into the game quickly.

OFFENSE

Snap ball	⊗
Throw to an open receiver determined by the CPU	□, △ or ○
Jump catch	△
Special moves (spin, juke, jump flip, stiff arm or shoulder charge)	○

DEFENSE

Tackle	□
Switch to man closest to the ball	○
Jump interception / Deflection	△

BEFORE THE SNAP

Snap ball	⊗
Switch player	○
Audible receiver to a blocker	L1 or R1 + ⊗, □, △ or ○
Draw back camera to view receiver icons	L1 or R1
Change camera view	SELECT button

OFFENSE

Bring pass icons up	⊗
Pass to the receiver with the appropriate symbol	⊗, □, △ or ○
Special moves (spin, juke, jump flip, stiff arm or shoulder charge)	○
Lateral ball down field	□
Shoulder charge / High step (when beyond defense)	⊗
Jump catch / Jump flip while carrying ball	△
Stiff arm Left or Right	L1 or R1
Turbo (hold)	L2 or R2
Break grab tackles (press rapidly)	Press L1, L2, R1 or R2

ADVANCED OFFENSE

Double spin	L2 or R2 + ◯
Power shoulder charge	⊗
Jump flip	L2 or R2 + △
Power stiff arm Left or Right	L1 or R1 + L2 or R2

989 Studios' Tip:
On offense, pass the ball to an open receiver in one of two ways:

1. After snapping the ball, press ⊗ to bring up the passing icons of the receivers and then pass to an open receiver by pressing ⊗, □, △ or ◯.

OR

2. After snapping the ball, press □, △ or ◯ to have the CPU determine which of your receivers is open and pass the ball to that receiver.

DEFENSE

Dive, wrap or grab tackles	□
Power tackle / Shoulder charge	⊗
Switch to man closest to ball / Switch man on defense	◯
Jump interception / Deflection	△
Swim move Left or Right	L1 or R1
Turbo (HOLD)	L2 or R2
Throw player overhead (while engaged)	L1, L2, R1, R2

ADVANCED DEFENSE

Jump interception / Flying high tackle	L2 or R2 + △
Power swim move	L1 or R1 + L2 or R2

989 Studios' Tip:
To throw a player overhead, when engaged with an opponent, rapidly press L1, L2, R1 or R2.

Pregame Setup

ROSTERS

Use Rosters to change the look of any NFL team. Alter the existing rosters by trading, signing or releasing players, and creating players. You can even build a team with your favorite players or hold a draft.

DEPTH CHART

View the starting line-ups and decide whether to alter your starters by bringing a sub off the bench. To make a change:

- D-Pad Left/Right to choose a team.
- D-Pad Up/Down to highlight a player from the starting lineup and press ⊗ to tag him for a substitution.
- D-Pad Up/Down from the list of subs to highlight a player and press ⊗ to execute the substitution. Press △ to cancel.

TRADE PLAYER

Trade for that missing piece of the championship puzzle. Trade for franchise quarterbacks or all-pro running backs to give your team a needed advantage.

- D-Pad Left/Right to choose your team.
- D-Pad Up/Down to highlight a player and press ⊗ to tag him for a trade.
- D-Pad Left/Right to choose the team with the wanted player.
- D-Pad Up/Down to highlight a player and press ⊗ to execute the trade. Press △ to cancel.

CREATE PLAYER

Have fun creating a player that meets all of your criteria for a difference maker. You can even create yourself, using your name and your physical attributes. Once a player is created, he will be placed in the Free Agent Pool.

- From the First and Last name option, press ⊗ to activate the alphanumeric chart.
- Use the D-Pad to choose a character or number and press ⊗ to enter it. To delete a character or space, D-Pad to DEL and press ⊗.
- To complete your name, D-Pad to END and press ⊗ to lock it in and deactivate the chart.

To continue to customize the physical makeup of your player:

- D-Pad Up/Down to the remaining player attributes and D-Pad Left/Right to make a selection.

NOTE: To abort player creation, press ◎.

ABILITY POINTS

Ability points of your player determine his physical abilities on the field. Notice that each player has a minimum of 40 ability points. There are only 240 additional ability points available per player so choose carefully when selecting the abilities you want to stand out in your player.

- 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.

RELEASE PLAYER

Release players to free up a roster spot on your squad and add any player available in the Free Agent Pool. Players released from rosters are automatically added to the Free Agent Pool.

- D-Pad Left/Right to choose a team.
- D-Pad Up/Down to highlight a player and press ⊗ to release him.

SIGN PLAYER

To sign a player, first release a player from a full roster. When a player is released, he's placed into the Free Agent Pool. Rosters hold 24 players.

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

Building a team allows you to hand pick players from any roster to fill each position on your team.

- D-Pad Left/Right to choose a team.
- D-Pad Up/Down to choose a player on your roster. As you highlight a player, the players available in the Player Pool will match your player's position.
- Press ⊗ to tag your player for a team switch.
- D-Pad Up/Down to choose a player from the Player Pool.
- Press ⊗ to execute the switch with the tagged player from your roster.

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 1 or 2 teams for manual drafting. The CPU will draft for the remaining teams.
- Press ⊗ to start the draft.
- D-Pad Left/Right to choose a player position from which to draft.
- D-Pad Up/Down to highlight a player and press ⊗ to select him. Holding the D-Pad will enable you to scroll through the list of players faster.
- 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 *Rosters* menu.

RESET ROSTERS

Use this option to reset changes made to all NFL Xtreme 2 rosters.

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

WARNING: Resetting Rosters will erase all created players.

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. Master the Easy and Normal levels before attempting play at the Xtreme level.

VOICES

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

WEATHER

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

MUSIC

Turn the front-end and game music ON/OFF.

PLAYER SIZE

Set the size of your players on the field.

GAME SPEED

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

PLAYS TO SCORE

Set the number of plays each team is allowed to execute in an attempt to score. If your team does not score, the opposition will take over at the down marker of your last play. This mode allows you to pass the ball forward and backward, even if your player has crossed the line of scrimmage.

QTR. LENGTH

Choose the length of each quarter. There are 4 quarters per game plus overtime if necessary.

VIBRATION

With the Dual Shock Controller Compatible option ON, you will feel the power and impact of an NFL Xtreme 2 play.

RECORDS

Records are tabulated for all game formats. Login names are created from the Choose Teams screen of each game.

LOGIN

Set a login name to keep track of User and Game Records.

- D-Pad Left/Right to choose a team for play.
- Press ◎ to create a login name.
- D-Pad Left/Right to select a letter or number.
- Press ⊗ to lock in your selection and repeat the previous step until your 3-digit login name is created. To back up and delete a letter or number in your login name, press △.
- Press ◎ to end and lock in your login name.
- Press ⊗ to start the game.

USER RECORDS

User Records are the win/loss record of each team as well as the records of its opponents.

- D-Pad Left/Right to choose a team name and view all the User Records.

GAME RECORDS

Game Records are statistical records tabulated from each game.

MEMORY CARD

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 Season, Playoff, or Tournament:

- Make sure you have a MEMORY CARD in the correct slot. **Change MEMORY CARD slots only from the Main Menu**.
- Use the D-Pad to choose a character or number and press ⊗ to enter it. To delete a character or space, D-Pad to DEL and press ⊗.
- When your name is complete, D-Pad to END and press ⊗ to save.

LOAD GAME

To continue a Season, Playoff, or Tournament you must first load it from a MEMORY CARD. From the Load Game screen:

- Choose the game from the MEMORY CARD and press ⊗ to load.

SAVE RECORDS

Save all records to a MEMORY CARD. Only 1 block of memory is required.

LOAD RECORDS

Load all Tournament Game Records from a MEMORY CARD.

DELETE FILES

- D-Pad Up/Down to highlight a file and press ⊗ to delete it.

MEMORY CARD SLOTS

Toggle between the two MEMORY CARD slots.

- Highlight MEMORY CARD and press L1/R1 to change to a different slot.

Exhibition Games

QUICK START

Use Quick Start to play in an Exhibition game. Exhibition games are not recorded in the season standings and cannot be saved to a MEMORY CARD.

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

From the Exhibition screen, to choose teams for the game:

- D-Pad Left/Right to choose a Home Team.
- D-Pad Up/Down to Away, then Left/Right to choose an Away Team.
- Press ⊗ to select the matchup and go to the Choose Teams screen.

CHOOSE TEAMS

Use this screen to select the team you want to control and set a login name to keep track of User and Game Records.

- D-Pad Left/Right to choose a team for play.
- Press ◎ to create a login name.
- D-Pad Left/Right to select a letter or number.
- Press ⊗ to lock in your selection and repeat the previous step until your 3-digit login name is created. To back up and delete a letter or number in your login name, press △.
- Press ◎ to end and lock in your login name.
- Press ⊗ to start the game.

PLAYING THE GAME

What makes NFL Xtreme 2 so fun to play is its ease of use. Learn a few controls and some basics of the game and you're ready to go.

KICKING GAME

The kicking game is important in that it not only can score big points for your team but it determines field position, which on more occasions than not can win a game.

- Press ⊗ to put your kicker into motion and start the kick meter.
- Press ⊗ again to kick the ball. The higher the strength bar the stronger the kick.

To aim a kick:

- Once the kick meter is activated, before pressing ⊗ to kick the ball, D-Pad Left/Right to angle your kick to a certain part of the field.

CALLING A PLAY

Before each play, the Play Calling screen will appear where the offense and defense can both make the call for the next down or play.

SETTING UP A PLAY

You have 10 seconds to call a play. When time expires, the CPU will make the call. To call a play:

- D-Pad to a playbook and press ⊗. Each playbook has 6 plays. Plays shown with gold balls representing players are passing plays. Plays shown with red balls are running plays.
- D-Pad to a play and press ⊗. Press △ to return to the playbook selection.

NOTE: Notice the flashing ball in some running and passing plays. The flashing ball represents a designated player who can go in motion before the snap. D-Pad Left/Right to put the player in motion.

To flip all the plays in the playbook and run a mirror image of a play, press ◎.

OFFENSE

On offense, the player under your control will be designated with a color-coded circle beneath his feet. You can take complete control of that player or watch the computer take control of the play.

During each play, notice the yellow and red stripes extending across the field. The yellow stripe indicates the line of scrimmage. The red stripe indicates the first down marker. As each play develops and yards are gained and lost, the line of scrimmage will move closer to or farther from the first down marker. When the ball crosses the line of scrimmage, the stripe will turn blue.

RUNNING PLAYS

Once the ball is snapped, the hand-off or toss will be executed automatically. Control the ball carrier by using the D-Pad.

PASSING PLAYS

As with running plays, after the snap you can take control of the quarterback or let the CPU handle it. Once the ball is thrown, you can also manually take control of the receiver.

- Press △ to jump for the ball and make the catch then use the D-Pad to control the direction of your receiver.

To hit an open receiver:

- Press ⊗ after the snap to show the passing icons of the receivers, then pass the ball by pressing the controller icon associated with the receiver.

To have the CPU make the play, once the ball is snapped:

- Press □, △ or ○ to have the CPU determine which of your receivers is open and then pass the ball to that receiver.

989 Studios' Tips:

To break a tackle, press ○ or □ to perform the most appropriate special move (e.g., spin, hurdle).

Before the snap, press R1/L1 to draw back the camera and view the passing icons associated with each receiver.

Before the snap, press ○ to gain control of the receiver and pass the ball by pressing ⊗, □, △, or ○.

For a bullet pass, press and hold a passing icon until the ball is thrown. The receiver will stop for the pass.

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.

PAUSE MENU

Press the START button to pause the game and bring up the Pause menu. Use the Pause menu to change current game settings or to view game statistics and player statistics.

- D-Pad Up/Down to highlight an option and press ⊗.

TIME-OUT

Each team has 3 time-outs per half and 1 in overtime. The number of time-outs remaining will be shown before you commit to taking a time-out.

GAME STATISTICS

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

PLAYER STATISTICS

View the game stats of the players.

- 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 select a preferred view.

989 Studios' Tips:

To take control of the defender closest to the ball, press ○.

To cause a fumble and send the ball carrier flying, press ⊗ for a power tackle.

To make a shoestring tackle, before your opponent gets away from you, press □ to dive and make the tackle.

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.

CONTROLLER SELECT

Keep your controller setup the same or play with the opposing team.

- D-Pad Left/Right to switch teams.

SETTINGS

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

VOICES

Turn the voices of the play-by-play announcer and taunting players ON/OFF.

EXIT GAME

Quit the current game and return to the Main Menu.

Season Games

SEASON

Season games take you through a complete 16-game NFL season. At the end of a Season, if your team has overcome the grind of the NFL schedule, you can compete in the Playoffs and have a chance to play in the Super Bowl.

NEW SEASON

Select New Season to begin your run for the Playoffs. Making this selection will bring up the Schedule screen where you pick your team for the Season and select a game on the schedule to play.

SCHEDULE

Select any game on the schedule to play or simulate. Note that games can be simulated to move you past a game(s) in the schedule or to get you closer to the Playoffs.

- D-Pad Up/Down the schedule of games to highlight a game to play and press ⊗. 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.
- D-Pad Left/Right to choose a team. See *Choose Teams* under *Exhibition Games* for information on how to create login names for User and Game Records.

989 Studios' Tip: 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 ◎.

CONTINUE SEASON

Continue a Season already in progress.

TEAM STATS

View the stats of your team and how they match up to the rest of the NFL.

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

PLAYER STATS

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

- D-Pad Left/Right to choose a team.
- Press L1/R1 to cycle through each category.

LEAGUE LEADERS

See if your players are among the NFL's best. If a player from your team is among the top 10, he will be highlighted in blue as you cycle through each statistical category.

- Press L1/R1 to cycle through each category.
- D-Pad Left/Right to highlight a stat column and view the league leaders.

STANDINGS

View the division standings from both Conferences.

- Press ⊗ to toggle between Conferences.
- Press L1/R1 to cycle through each division.
- D-Pad Left/Right to view records for each category.

Playoff Games

PLAYOFFS

The Playoffs start the NFL's "second season." Twelve teams make it to the Playoffs but only one can be Super Bowl Champ.

NEW PLAYOFFS

Select New Playoffs to bring up the Playoff Tree and set up each Playoff bracket.

PLAYOFF TREE

Use the Playoff Tree to navigate through the Playoff brackets selecting a game to play or simulating an entire round of the Playoffs. Leave the Playoff setup as is or arrange each bracket to be a game of your liking.

- D-Pad Up/Down to select a team within a bracket, including those that have a BYE.
- D-Pad Left/Right to choose a team not already in the first round of the Playoffs.

After setting up the Playoff Tree, to play a game:

- Highlight a team and press ⊗ to bring up the Choose Team screen and start a Playoff game. See *Choose Teams* under *Exhibition Games* for information on how to create login names for User and Game Records.

NOTE: Second round games can only be played after the first round is complete. To skip first round games and play in a second round matchup, simulate the first round by selecting a game and pressing ◎. This holds true for the Conference Finals and Super Bowl as well.

CONTINUE PLAYOFFS

Continue the Playoffs already in progress.

TEAM STATS, PLAYER STATS, LEAGUE LEADERS

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

Tournament Games

NEW TOURNAMENT

Set up a Tournament consisting of 3-8 teams all designated by a player login name.

TOURNAMENT

After you enter the Tournament screen, you need to set up your Tournament by using the alphanumeric chart to login your player names.

- Press ⊗ from Player 1 to activate the alphanumeric chart.
- Use the D-Pad to choose a character or option and press ⊗ to enter it. To delete a character or space, D-Pad to DEL and press ⊗.
- To complete your name, D-Pad to END and press ⊗ to lock it in and deactivate the chart. Player 2 will appear. Follow the previous steps to create a login name for players 2-8.

After at least 3 players have been created:

- D-Pad Down to DONE and press ⊗. This will bring up the Tournament Tree where you can place your names into the Tournament brackets.
- From the first name slot, D-Pad Left/Right to choose a login name.
- Press ⊗ to move to the next slot and follow the previous step to finish the placement of your names in the first round of the Tournament.
- D-Pad Down to DONE and press ⊗ to lock in your bracket setup.
- D-Pad Up/Down to select a game and press ⊗ to start a Tournament game.