



PlayStation

NTSC U/C

PlayStation

989
SPORTS

EVERYONE



CONTENT RATED BY
ESRB

SCUS-94695
94695



PLAYERS INC

NFL GAMEDAY 2005

SONY



COMPUTER
ENTERTAINMENT

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation console, may trigger an epileptic seizure in these individuals. Certain conditions may trigger previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty.

HANDLING YOUR PLAYSTATION FORMAT DISC:

This disc is intended for use only with PlayStation consoles with the NTSC U/C designation.

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
- Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge.
Never use solvents or abrasive cleaners.

NFL GameDay™ 2005 Tips & Hints

■ **Consumer Service/Technical Support Line 1-800-345-7669**

Call this number for technical support, installation or general questions regarding PlayStation® and its peripherals. Representatives are available Monday-Saturday 6AM-8PM and Sunday 7AM-6:30PM Pacific Standard Time.

■ **Game Hint Guide Information**

PlayStation Underground Game Guides

For free hints and tips visit us at www.us.playstation.com.

Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games produced by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

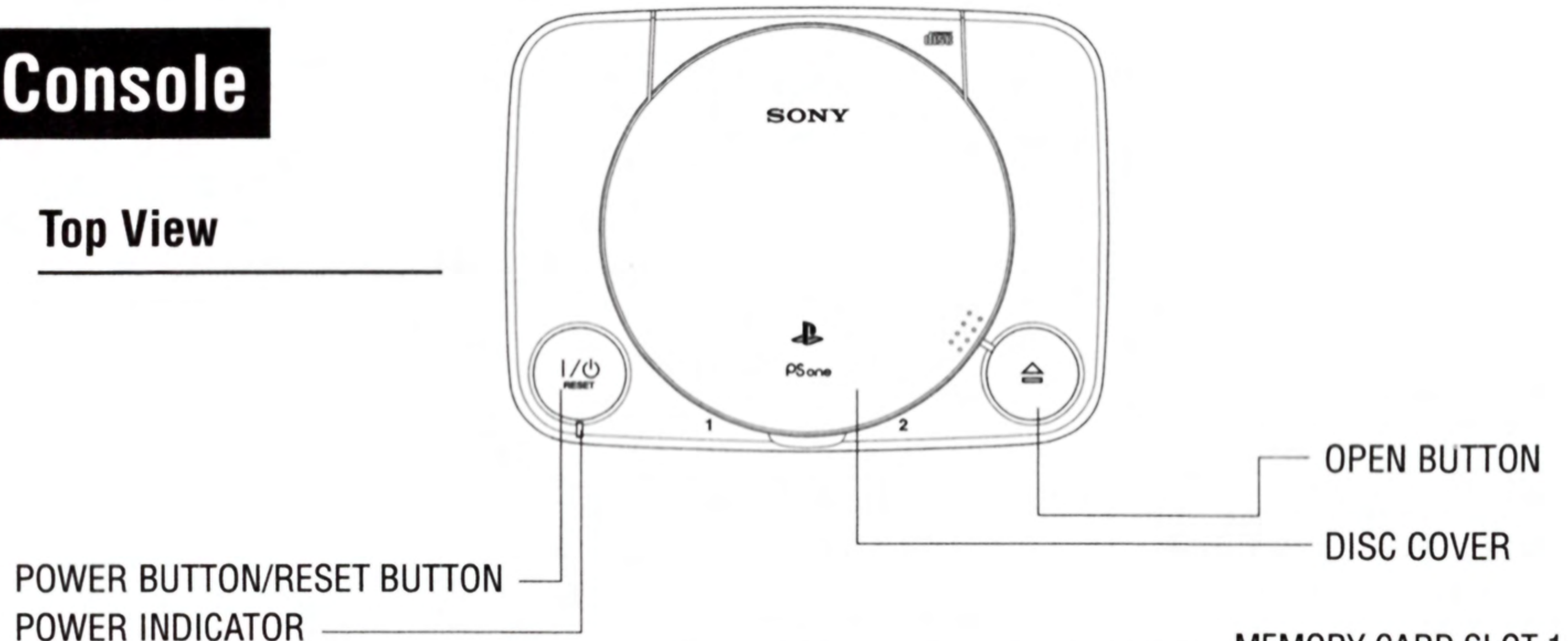
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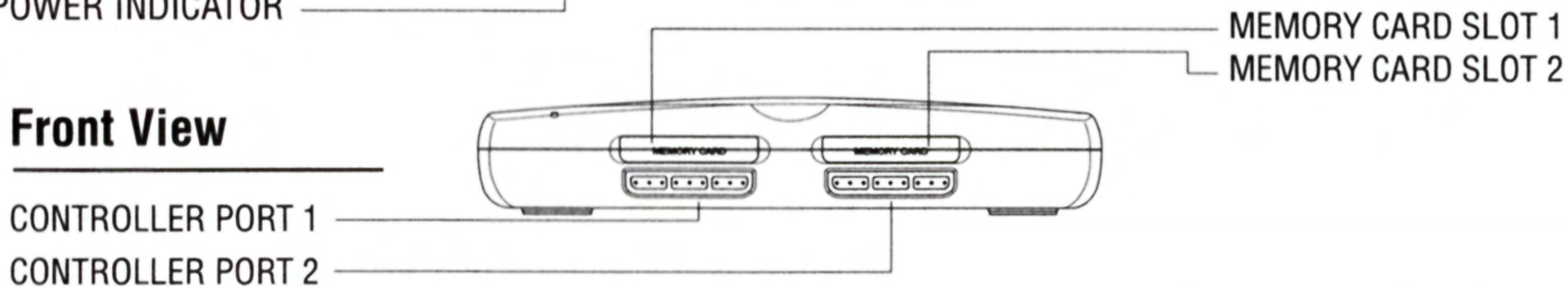
PLAYSTATION® SETUP

Console

Top View

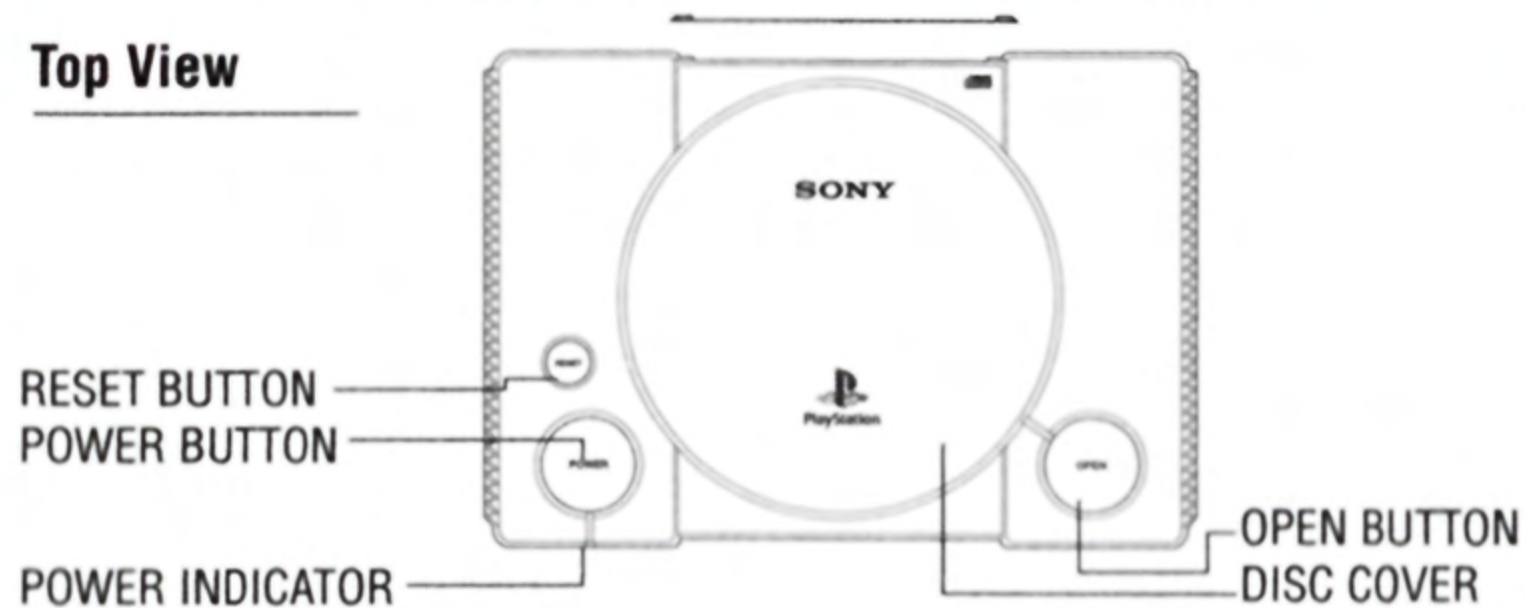


Front View

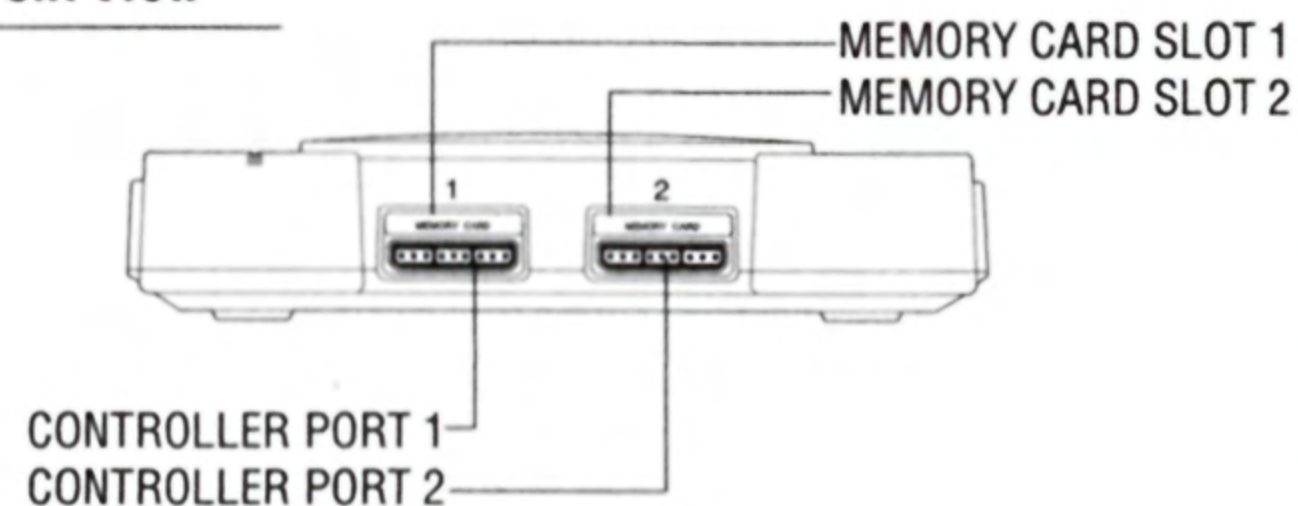


Note: You may have a console that looks like this.

Top View



Front View

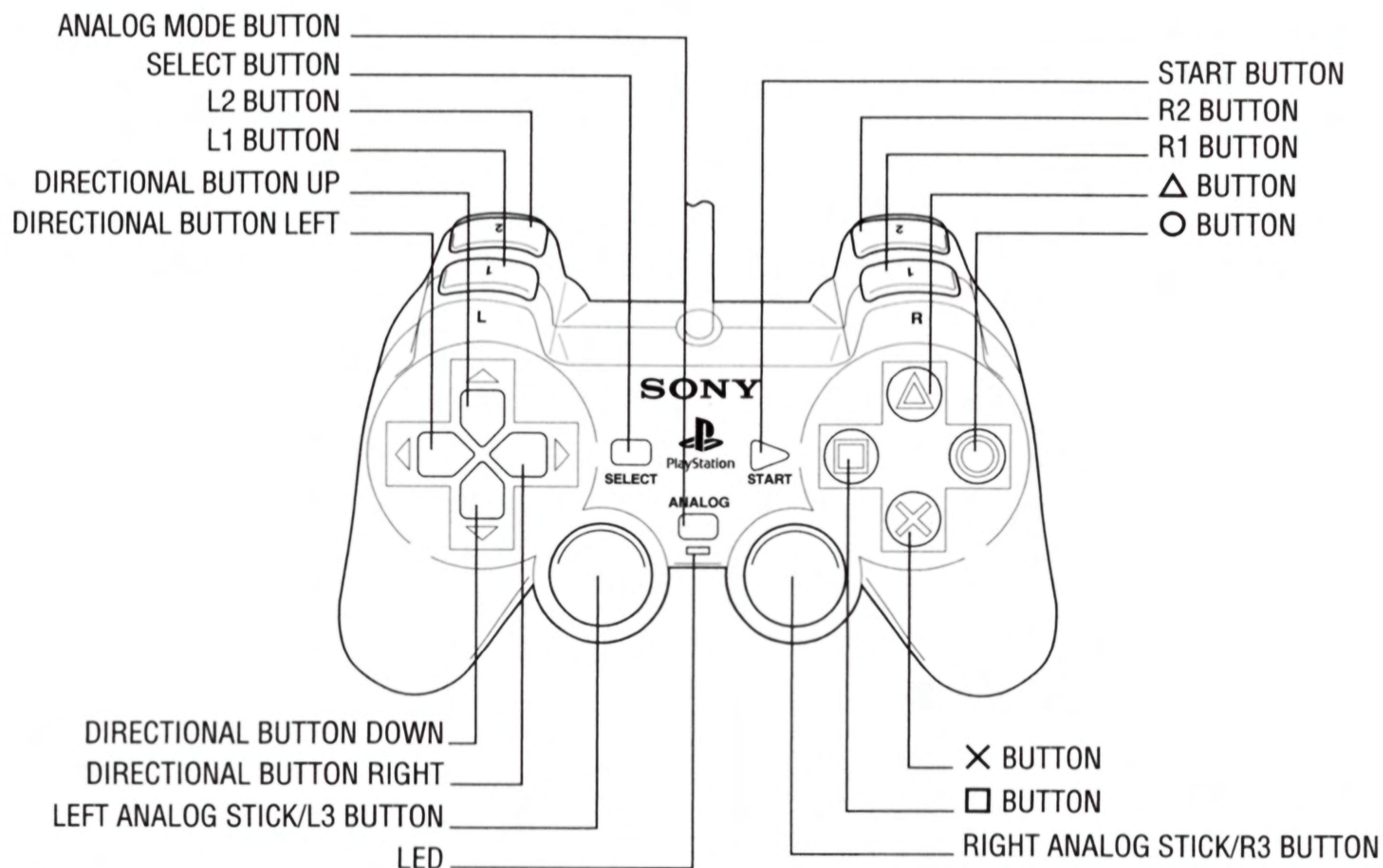


Set up your PS one™ or PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the NFL GameDay 2005 disc and close the Disc Cover. Insert game controllers and turn on the game console. Follow on-screen instructions to start a game.

CONTROLLER DIAGRAMS

Digital Controller

DUALSHOCK® analog controller



MULTITAP

When using the Multitap, at least one controller must be connected to Controller Port 1-A or 2-A.

SAVING DATA

You must insert your MEMORY CARD before you save or load a file. NFL GameDay 2005 saves user-defined options and all data for Seasons, Playoffs, Roster Changes and Created Players. Five blocks of memory must be available on your MEMORY CARD in order to save game data, fifteen blocks are needed for General Manager data and one block is needed to save Game Options, User Records and Playbooks. If you don't use a MEMORY CARD, all NFL GameDay 2005 data will be lost when you turn OFF your PlayStation game console. See *MEMORY CARD* on page 8 for more information.

GAME CONTROLS

Left Analog Stick

You can use the Left Analog Stick to control any aspect of the game where you use ←, →, ↑, or ↓.

KICKING GAME

- ← / → / ↑ / ↓Direct kick
- ⊗Activate kick meter (release ⊗ to kick ball)

PRE-SNAP OFFENSE

- ⊗Snap ball
- △Fake hut
-Call audible
- L1 or R1Pre-read eligible receivers
- ← / →Send man in motion
- L2Activate Total Control Passing
- R2Activate Max Pass Protection
-Play as a skilled receiver
- STARTPause
- SELECTQuick Timeout
- L2 + SELECTNo Huddle

OFFENSE

- / △ / □ / ⊗Throw to a receiver
- △Jump / Catch / One-handed catch

XSpeed burst
R2Juke
△Hurdle
○Spin move / Special moves
□Dive
L1 or R1Stiff arm
L2 + □Dive over pile
L2 + XShoulder charge
L2 + △High step
L2 + ○Double spin
L2 + R2Pitch ball

QUARTERBACK CONTROL

XBring up receiver icons after snap
L1 or R1Throw out of bounds
↑ / ↓ + ○ / △ / □ / XUnderthrow / Overthrow a receiver
← / → + ○ / △ / □ / XLead a receiver
Tap ○ / △ / □ / XLob pass
Hold ○ / △ / □ / XBullet pass
R2 + ○ / △ / □ / XPump fake
L2 + ○Spike ball

PRE-SNAP DEFENSE

○Switch player
L2 + ○Switch to previous player
← / → / ↑ / ↓Move player
□Call audible

L2 + **←** / **→**Shift defensive line

L2 + **↑** / **↓**Bump & Run

DEFENSE

×Speed burst

○Switch man

□Wrap / Dive tackle

△Jump / Deflection / Interception

L1 or **R1**Swim move

R2Forearm shiver

L2 + **□**High tackle

L2 + **×**Shoulder charge

L2 + **○**Switch to deep man in coverage

L2 + **△**One-handed deflection or interception

PLAYING THE GAME

CALLING A PLAY

Once a team has received the ball, the Play Selection screen will appear. Use it to choose your offensive and defensive plays for each down. This screen will also show important information, such as the time left on the play clock, time remaining in the half, timeouts remaining, field position, down status and yards-to-go.

To select an offensive or defensive play:

- Press **←** / **→** to cycle through the available formations.
- Press **○**, **×** or **□** to select a formation and bring up the play selections. To return to the formation selection, press **↑** or **△** from the play selection.
- Once the formation is set, select the play.
- Press **←** / **→** to cycle through the available plays, then press **○**, **×** or **□** to choose a play.

To kick a punt or field goal, you need to first select the appropriate offensive formation by pressing ◀ / ▶ from the Play Calling screen to choose SP TEAMS. Press ◀ / ▶ from this formation to choose a kicking play.

PASSING ICONS

Passing icons are shown on the field to help locate your receivers. They are identical to and correspond with the button symbols on your controller. When the ball is snapped and the quarterback drops back to throw, button symbols will appear above each receiver. As your receivers run their routes, you will be able to see those that are open or breaking away from defensive coverage.

Before the play starts, locate the passing icons by pressing **L1** / **R1** to draw back the camera and view the entire field. Each eligible receiver will be shown with a passing icon, including running backs that are often used as eligible receivers.

MAX PASS PROTECTION

For pass plays, using Max Pass Protection will force running backs designated for pass routes to stay in the backfield and block for the quarterback. Adding an additional blocker to the play will give your quarterback more time to find an open receiver. Before the ball is snapped, press **R2** to activate Max Pass Protection.

PLAY AS ANY SKILL RECEIVER

In a 1-player game, to take control of any skill receiver, you must select the player before the ball is snapped. At the line, press **○** to scroll through the eligible receiver icons. Once you select a receiver, his icon will blink indicating that you will have control of that player. After the snap, because you control the player, you can run any route. When your quarterback passes the ball, it will be thrown to the skill receiver.

DEFENSIVE PLACEMENT

On defense, get set by reading the offense's formation and making on-the-fly adjustments at the line. If you want to make a change to create better matchups, press **L2** + ◀ / ▶ to shift your defensive line or **L2** + ↑ / ↓ to play in Bump & Run coverage.

QUICK TIMEOUT

Press **SELECT** to use Quick Timeouts and stop the clock in hurry-up situations or to make last second play calls.

MEMORY CARD

The MEMORY CARD option is used to save game settings and progress. Before attempting a save, make sure a MEMORY CARD is inserted into one of the MEMORY CARD slots of your PlayStation game console. At the start of an NFL GameDay 2005 game, you can load saved game data from a MEMORY CARD containing previously saved files. Files saved to a MEMORY CARD can be renamed or deleted at any time after the initial save.

NOTE: Five blocks of memory must be available on your MEMORY CARD to save game data, fifteen blocks is needed for General Manager data and one block is needed for Game Options, User Records or Playbooks.

Saving a file

- Press **↑** / **↓** to the SAVE option.
- Press **←** / **→** to select the game data to save, then press **⊗**.
- Enter a name for the file, then press **⊗** to accept the name.
- When prompted, press **←** / **→** to select YES, then press **⊗** to delete the file.

Loading a file

- Press **↑** / **↓** to the LOAD option.
- Press **←** / **→** to select the game data to load, then press **⊗**.
- Press **↑** / **↓** to select a file, then press **⊗** to load the file.

Deleting a file

- Press **↑** / **↓** to DELETE FILES, then press **⊗**.
- Press **↑** / **↓** to select a file to delete, then press **⊗**.
- When prompted, press **←** / **→** to select YES, then press **⊗** to delete the file.

Renaming a File

- Press **↑** / **↓** to RENAME FILES, then press **⊗**.
- Press **↑** / **↓** to select a file, then press **⊗**.
- Press **←** / **→** to choose a character to modify, then press **↑** / **↓** to change the character.
- Press **⊗** to accept the file name.

SETTING UP THE GAME

USER RECORDS

User records are a fun way to track the stats of players that you control on the field. User names are automatically assigned to each controller and as you play each game your players' stats (e.g., sacks, touchdowns, etc.) will be tracked and attached to your user name. At the completion of games, records can be viewed from the View Records menu item of the User Record Menu. Stats will be kept for each controller.

USER NAMES

The User Names option allows you to customize up to eight user names. These user names are assigned to the eight possible controllers that can be used for the game. A Multitap will enable you to play a game with up to eight users. Any controller not used will generate records for the CPU.

To customize user names:

- Press **⊗** from the User Names menu item.
- Press **↑** / **↓** to select a user name, then press **⊗**.
- Edit the name using the alphanumeric chart, highlight END, then press **⊗** to accept the new user name.
- Continue this process to create up to eight user names.
- Press **△** when you are finished to exit the User Record Names screen.

MAIN MENU

MODE

Before selecting a game mode, set the level, style and clock attributes for the game.

LEVEL

The four different player levels to choose from are Rookie, Veteran, All-Pro and Hall of Fame.

STYLE

The style of the game is dictated by choosing Simulation for ultra-realistic gameplay or Arcade for faster gameplay with exaggerated special moves.

CLOCK

Set the length of the game by choosing the number of minutes to play in each quarter. There are four quarters played during regulation. An overtime period is played if there is a tie at the end of regulation.

OPTIONS

Controller

Use this option to set the controller configuration for your offense and defense. You can also activate the vibration function on your DUALSHOCK® analog controller and feel the contact of the game by choosing VIBRATE ON. To view advanced move controls, hold **L2** after selecting a controller configuration.

- Press **←** / **→** from the controller option to view the different controller configurations.
- Press **↓** to select the OFFENSE/DEFENSE option, then press **←** / **→** to choose and view the configurations for each.
- Move back **↑** to the controller option, then press **←** / **→** to select a controller setup.

Easter Eggs

Easter Eggs are bonus codes that are revealed to you after defeating the A.I. in season games. These codes enable you to use unique game attributes such as playing with giant players. To activate codes for your game:

- Press **⊗** to activate the alphanumeric chart from the ADD ENTRY option.
- Spell out the code by pressing **←** / **→** / **↑** / **↓** to select characters and pressing **⊗** to enter them.
- When finished, select END and press **⊗** to activate the code and exit the chart.

CHOOSING A GAME MODE

EXHIBITION

Exhibition games allow you to match up any two teams for one game. Playing in exhibitions is a good way to test the competition for teams that you may be facing during a season. Before the game, use the Options menu from the Team Matchup screen to set up your game. Take advantage of the Front Office option to customize your roster by making trades, signing free agents and loading offensive and defensive playbooks that you have created from a MEMORY CARD.

TEAM MATCH UP

From this screen, you will choose the teams for your exhibition game. Available to you will be all of the teams in the NFL plus All-Time teams and Super Bowl teams from the past (e.g., '72 Cowboys).

- Press **←** / **→** to select a Home or Away Team. View the strengths of each team by pressing **L1**, **L2**, **R1** or **R2** to toggle between categories.
- To choose an All-Time or Super Bowl team, press **○**, then press **←** / **→** to choose a team.

FORECAST

You can set the weather conditions of your game and the time that it will be played. Setting the Random option to ON will allow the A.I. to choose the weather conditions for you. The Condition option will not be made available for games played in domed stadiums.

MODIFIED ROSTER

If you have already altered team rosters in your pregame setup, keeping Modified Roster set to ON will enable you to use all changed rosters in your game.

OPTIONS

Use Options to further customize the attributes of your game. For information on *User Records*, see page 9. For information on *Front Office*, see page 14.

Change Stadium

Use Change Stadium to change the location of the game.

- From Switch Stadium, press ← / → to choose ON.
- Press ↑ / ↓ to the city name option.
- Press ← / → to choose a stadium site.
- Press ⊗ to accept your choice.

Select Home Jersey

You can select the type of game jerseys worn by your team from the options of default, color, white, throwback home and throwback away.

Custom Playbook

Offensive and defensive playbooks are created in Play Editor Mode. If saved to a MEMORY CARD, playbooks can be loaded into your game for Home and Away teams.

- Press ↑ / ↓ to select a Home or Visitor Playbook, then press ⊗ to load it.

SEASON

In Season Mode, you will play a full 16 game season that can include the playoffs if your team qualifies. During a season, a complete set of reports and statistics are compiled to provide you with in-depth information about every player and team.

SEASON TEAM

From the Season Team screen, you will be choosing your team for the season. You can also use the Options menu to realign the teams in each league, turn the salary cap option ON/OFF and activate user records.

Simulating Games

By simulating games, you will be allowing the CPU to determine the outcome. To simulate, from the Play Game option, press ← / → to select Simulate Week and press ⊗. You can simulate each week on a per week basis.

SEASON REPORT

Season Reports are available to view during the course of the season and are updated each week.

Team Schedule

View the season schedule of any team to look for upcoming matchups and win/loss records.

Team Standings

View the standings in all eight divisions from the American and National Football Conferences.

Pro Bowl Voting

Pro Bowl Voting is based on the season you are playing. The list of prospective Pro Bowl players consists of the leading vote-getters from both conferences each week.

MVP Awards

The Most Valuable Player Award is given at the end of the season. Each week you can view the top-performing players from each league.

Playoff Report

The Playoff Report shows the bracket matchups for each playoff round. The winner and final score will be shown for each game as it is played.

Injury Report

The Injury Report shows the player injuries throughout the league and will include the length of time each injured player will be sidelined.

Coach's Report

The Coach's Report is available in General Manager Mode and allows you to check the status of your coaching abilities each week.

SEASON STATISTICS

Season Statistics are compiled each week and provide detailed player and team information.

Team Leaders - Offense and Defense

View the team leaders on offense and defense in every major category.

NFL Leaders

View the stats of the top-performing players in seven skill categories. Press **←** / **→** to choose a category and press **⊗**.

Team Rankings

View the ranking of each team in 21 different categories.

Individual

Select a team roster and view the individual stats of any player.

STARTING LINEUPS

Alter your starting lineups by substituting players. To change your lineup:

- From POSITION, press **←** / **→** to choose a position.
- Press **↑** / **↓** to PLAYER, then press **←** / **→** to choose a player for that position.
- Press **↑** / **↓** to SET POSITION, then press **⊗** to set the player to the position.
- Press **↑** / **↓** to ACCEPT, then press **⊗** to accept the changes.

FRONT OFFICE

Using the Front Office, you can control the rosters of all league teams in an effort to make your team better. You can trade players, create players, sign free agents or release players. You can make as many deals as you like and can even create super players to add to your roster. When making changes to your roster, it is important to watch the salary figure of the players and the team's salary cap amount. If you want to make trades or sign free agents, you must be able to fit players' salaries under the salary cap or your transactions will get rejected.

Create Player

Create the type of player that can make an impact on the field for your team. You can even have fun by using your own name, physical abilities and characteristics to create yourself as a player. When you create a player, he will be moved from a team's Training Camp where he can be placed on the team roster. A player can also be created for the Free Agent Pool, where he can be picked up and added to any team roster. To create a player for the Free Agent Pool, press ← / → from the TEAM option to select FREE AGENT.

- From the FIRST and LAST NAME options, press ⊗ to activate the alphanumeric chart.
- Press ← / → / ↑ / ↓ to select a character, then press ⊗ to enter it.
- Press ← / → / ↑ / ↓ to select END, then press ⊗ to save your name and exit the chart. You must enter a first and last name to continue to the next screen.
- Press ↑ / ↓ to highlight other options, then press ← / → to make changes.
- Press ↑ / ↓ to select the CREATE PLAYER option, then press ⊗ to move to training camp.
- Press ← / → to choose a player position. Be aware of the salary cap figure associated with the position you choose. If the NFL Prospects section of the screen shows that your player can be a blue or white chip player, you may want to choose one of the positions available on the list.
- Press ⊗ to continue.
- Press ⊗ to select YES and create your player.

Super Player

Super Players are unique and special players that can dominate a game. With the Super Player option, you can create a super-human athlete from the talents of some of the best NFL players. Your player will have a combination of the best arm accuracy, arm strength, running ability and quickness of several league superstars.

Trade Player

Teams can trade for any player in the league and can offer trade packages with up to three players. Know each player's trade value as you tag him for the trade to be sure you are getting quality talent for the players you are giving up. You will also want to keep an eye on your roster while making trades, as you must have a minimum number of players for each position. Uneven trades or those that would deplete positions will get rejected.

- Press ← / → to choose a team.
- Press ↑ / ↓ to select a player to trade, then press ⊗ to add him to the trading block list. Add up to three players to the list.

- Press **⊙** to change the team selection, then press **← / →** to choose another team.
- Press **↑ / ↓** to select a player(s), then press **⊗** to put him on the trading block.
- Press **⊙** to move to the TRADE PLAYER option, then press **⊗**.
- From the popup box, press **← / →** to select YES, then press **⊗** to accept the trade. If the trade gets rejected, try again by making another offer with different players.

Sign Free Agent

Signing Free Agents is a way to put a competitive team on the field right away. To sign players, you must have roster spots available and be able to fit them under the salary cap. Before signing a free agent, press **⊙** to view his popup card. Each player's card will include his NFL experience, contract figure and physical attributes.

- Press **↑ / ↓** to select a player, then press **← / →** to view his attributes.
- Press **⊗** to continue.
- From the popup box, press **← / →** to select YES, then press **⊗** to sign the player.

Release Player

To make room on the roster for free agent signings or to simply get rid of high-priced or unproductive players, use the Release Player option.

TOURNAMENT

To skip the season and jump into the playoffs, use Tournament Mode to create an eight or sixteen team tournament. You can set up the tournament by choosing each team or you can have the CPU generate the bracket matchups. You can compete in any game and play for any team during the tournament.

NOTE: Be sure to set up user names for the tournament. Creating user names is a fun way for you and your friends to generate user records and see who compiles the best stats.

TOURNAMENT BRACKETS

From the Tournament Bracket screen, play a tournament matchup by pressing **↑ / ↓ / ← / →** to choose a bracket, then pressing **⊗** to bring up the Team Selection screen.

GENERAL MANAGER

Control the game as a coach and general manager using General Manager Mode. Make every important decision including replacing retired players, re-signing players with expired contracts, deciding on roster spots for rookies, drafting players and handling the salary cap. During the season, your general manager status will continually be evaluated and if your team plays well, you will keep your job. If your team struggles, you could be fired. At the end of each season, you will need to improve your team through trades, the college draft and signing free agents. Each move could determine your team's success and your fate as a coach and GM.

NOTE: If you lose your job, be sure to check the Coach's Report to look for other coaching opportunities.


HOLDING A DRAFT

Players are available to draft from all positions for a total of four rounds. When your team comes up in the draft order:















- Press ← / → to choose a player position.
- Press ↑ / ↓ to scroll through the players still available in the draft.
- Press ⊗ to draft a player.
- At the completion of each round, press ⊗ to continue the draft.

NOTE: Drafted players must make the team for you to be able to sign them to the roster. Once the draft is complete, you will play a preseason game to see which draftees make the team and are able to be signed. This game can be simulated.

PRACTICE

















Use Practice Mode to get your team out on the practice field where you can run plays against your own team to see if they work. From the practice field, press  to bring up the Pause Menu and choose different practice options.

- Press ← / → to cycle through the available formations.
- Press ⊗, ◻, ▲ or ● to select a formation and bring up the play selections. To return to the formation selection, press ↑ / ↓ or ▲ from the play selection.

- Once the formation is set, press , ,  or  to select the play. To flip the play and run a mirror image of that play, press **R1**. To return to the original play, press **R1** again.
- Press  /  to cycle through the available formations for defense, then press , ,  or  to make a choice.
- Once the formation is set, press , ,  or  to select a defensive play.

PLAY EDITOR

Play Editor Mode allows you to create custom offensive and defensive playbooks for your team. By changing player assignments, you can create brand new plays. Once you select a play to customize, you can select individual players to change their assignments. Set up as many plays as can fit within the playbook.

- From the Choose Play screen, press  /  to select OFFENSE or DEFENSE, then press  to open a playbook.
- Press  /  to cycle through the available formations.
- Press , ,  or  to select a formation and bring up the play on the practice field.
- Press  /  to choose a player.
- Press  to view his assignment.
- Press  /  to select a new player assignment, then press  to set it.
- Repeat the previous steps for as many players as you wish.
- Press  to bring up the Editor Menu where you can test the play, edit a new play, change the name of a play, save routes, etc.

CREDITS

989 SPORTS

PRODUCTION TEAM

Production

RedZone Studio

Play by Play Announcer

Dick Enberg

Color Commentator

Dan Fouts

PRODUCT DEVELOPMENT

Account Licensing Manager

Kristin Mason

AUDIO

Director, Tools Technology & Services Group

Buzz Burrowes

Music Director

Chuck Doud

Music Supervisor

Chuck Carr

Intro Movie, Credit Movie & Menu Music

Chuck Carr

In-Game Music

Chris Stevens for C.S. Productions

Sound Design Manager

Dave Murrant

Sports Audio Manager

Rex Baca

Cinematic Audio Post Production

Mark Reis

Sound Effects

Chris Jahnkow

Dialogue Recorded by

Rex Baca

Edited by

Joel Copen and Monty Mudd

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Motion Capture Manager

Brian Rausch

Motion Capture Production Supervisor

Scott Peterson

Motion Capture Technology Supervisor

Percy Sagun

Motion Capture Animation Lead

Chad Moore

Motion Capture Animator II

Frank Strocchio

Motion Capture Animator

Brian Phipps, Michael Graessle, Eryn Roston, Daniel Legg and Jerry Ashworth

Motion Capture Specialist Lead

Jake Wilson

Motion Capture Specialist

Johnny Walker and Travis Parks

Motion Capture Studio Supervisor

James Scarafone

Motion Capture Studio Technician

Ryan Beeson and Doug Hagstrom

3-D Scanner Lead

Chip Parsons

3-D Scanner Technology Supervisor

Tyler Crook

3-D Scanner Technician

Tony Lui

Motion Capture Tracking Supervisor

Michael Shinkle

Motion Capture Tracking Technician

David Ibarra

CINEMATIC SOLUTIONS GROUP

Cinematic Supervisor

Scott McMahon

Cinematic Project Manager

Gina Cafasso

Cinematic Creative Project Lead

Gene Strocchio

Lead Pre-Visualization Artists

Ron Padua and Steve High

CG Coordinator

Brian Johnson

Cinematic CG Artists

Bill Johnson, Vicky Lin and Hock Wong

Cinematic Editor/Composers

Don Lacy, Aaron McFarland and Ian O'Roarty

Cinematic Technical Engineer

David Randolph

TOOLS & TECHNOLOGY GROUP

Manager of Tools & Technology

Brian Dawson

TECHNOLOGY TEAM

Lead Engineer

Dr. Wei Xu

MAYA TECHNICAL SUPPORT GROUP (MTSG)

Lead Engineer

Richard Harding

Sr. Engineer

Chris Mayberry

Engineer

Cyndi Monter

TOOLS TEAM

Lead Engineer

Dan Hilton

Engineers

David Hubbard, Unni Pillai and
Gustavo Oliveira

Dev. Tools/Accounts Administration

Jason Young

MARKETING**Director, Product Marketing**

Ami Blaire

Manager, Product Marketing

Allan Frankel

Specialist, Product Marketing

Doug Panter

Director, Public Relations

Molly Smith

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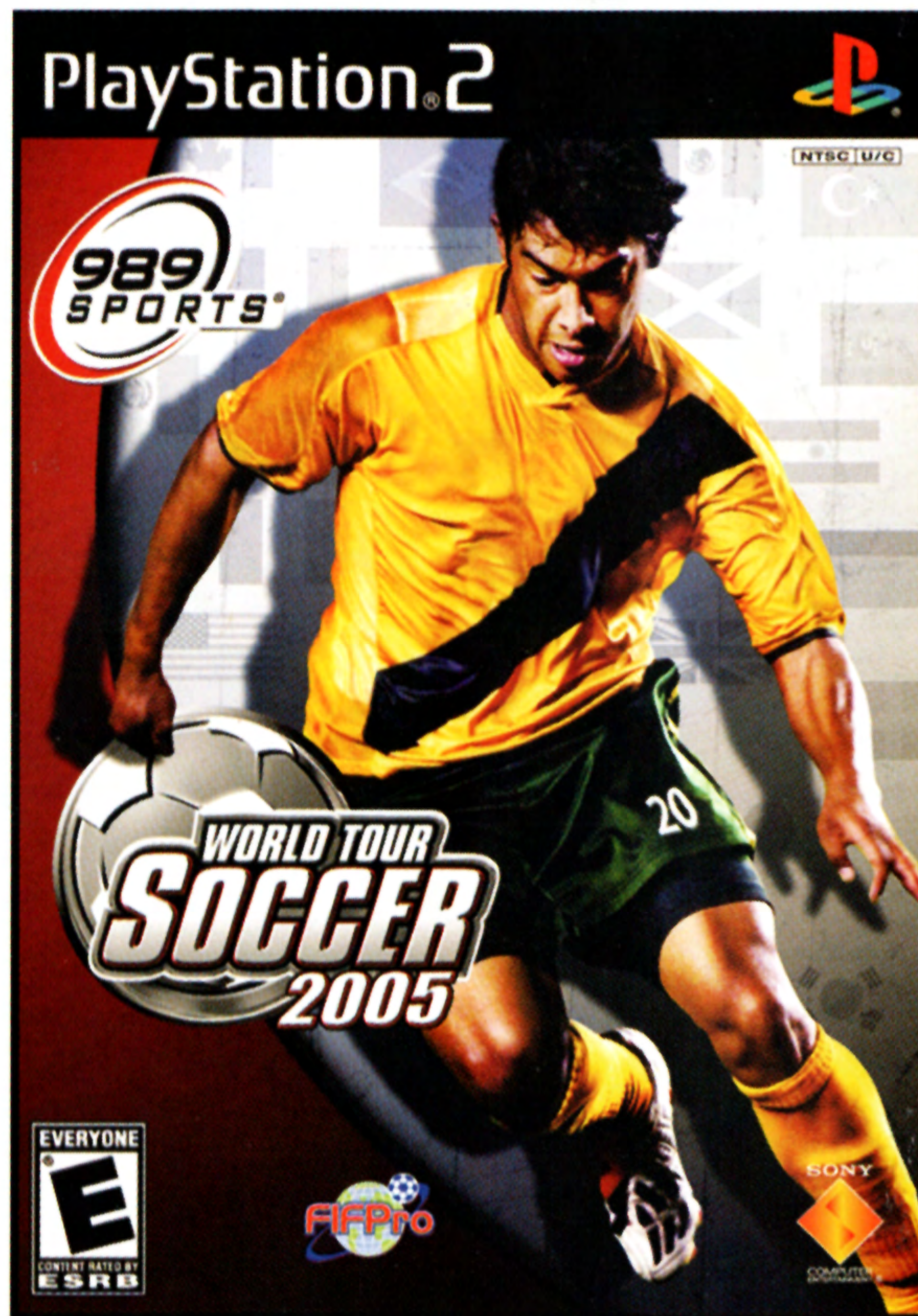
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