

PRESS RELEASE

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Maximum Football Kicks Off Early Access on November 7 with College Football Dynasty Mode, Multiplayer and More

Stockholm, Sweden (September 5, 2024) – Maximum Entertainment today announced that Maximum Football will be launching on Steam Early Access starting November 7, with a PlayStation and Xbox release following shortly after in Spring 2025.

Today's release date reveal was accompanied by a trailer showcasing the physics-based gameplay that awaits players on the field when *Maximum Football* launches:

<https://youtu.be/nQVHqbfC3Gk>

The game will be available on Steam starting November 7: https://store.steampowered.com/app/1691280/Maximum_Football/

"Today marks a major milestone towards delivering on Maximum Entertainment's vision to create owned IP titles that truly resonate with players," said Christina Seelye, CEO of Maximum Entertainment. "Maximum Football's early access launch will allow us to continue building our relationship with the community and bring them the football game they have always dreamed of."

In Early Access, players will have a variety of multiplayer and single player modes to experience a realistic and customizable gridiron experience, but that's just the beginning. More modes will follow shortly including Franchise (professional football) and Career Mode, with much more planned over the coming months and years as *Maximum Football* continues to evolve. Maximum Entertainment encourages the community to provide feedback and input via the official *Maximum Football* [Discord](#) and [X](#) to assist in creating the best football game possible based on what players want.

Confirmed Early Access Game Modes:

- Exhibition Mode
 - Offline vs. AI - (1 vs. 1)
 - Multiplayer - (1 vs. 1)
 - Spectate (AI vs. AI)
- Dynasty (Single player college football)
- Practice Mode
- Player Customization System
- Maximum Pro League

A celebration of the world's most exhilarating sport, *Maximum Football* is built from the ground up to authentically deliver realistic, physics-based action. Every tackle, pass, block and catch relies on a lifelike physics engine to determine the outcome, empowering each play to occur in a different way every time it's run. *Maximum Football*'s immersive physics ensure on-field action progresses as it would in real life.

Maximum Football will be launching into Steam Early Access on November 7, with a console release planned for Spring 2025. Keep up with the latest plays on *Maximum Football* by visiting <http://maximumfootballgame.com/> and following @maxfootballgame on X. For more information on Maximum Entertainment, please visit <https://maximument.com/>.

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Certified Adviser

Augment Partners AB, info@augment.se, tel +46 (0) 8 604 22 55, is Maximum Entertainment AB's Certified Adviser.

About Maximum Entertainment

Maximum Entertainment is a global entertainment company dedicated to crafting indie to AA video game experiences through original content and licensed partnerships. A fully integrated group with a broad portfolio of content, the company emphasizes collaboration and inclusivity in its partnerships to produce the highest level of interactive entertainment. With more than 300 titles in its catalog, Maximum Entertainment has joined forces with talented creators and renowned franchises around the globe to deliver magic to the gamer in everyone. Maximum Entertainment employs experienced professionals across the entire value chain of video games including development, publishing, transmedia, sales, and operations. Visit Maximum Entertainment at www.maximument.com.

Image Attachments

[Maximum Football Early Access Release Date Key Art](#)

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Attachments

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