



**“NBA Inside Drive 2003”
Fact Sheet
Spring 2002**

What:	“NBA Inside Drive 2003”
Publisher:	Microsoft® Game Studios
Developer:	High Voltage Software Inc. (HVS)
Format:	DVD for the Xbox™ video game system
Price	¤69.99/£44.99
Availability:	Christmas 2002

Product

Overview: Gamers who have the skills are challenged to step onto the hardwood and take it to the rack. “NBA Inside Drive 2003” asks each player to go up strong or don’t go up at all. With thumpin’ hip-hop beats, fluid gameplay, innovative commentary and incredibly realistic arena models of all the NBA franchises, “NBA Inside Drive 2003” delivers the ultimate NBA console experience.

Features:

- **High-intensity NBA gameplay.** Dozens of dunks, including tip dunks, multiple jukes and an enhanced post-up game with new post dekes, put an entire hoops arsenal at gamers’ disposal. Team-specific playbooks and tendencies along with one-touch coaching options provide gamers with the true experience of strategic, on the fly play calling.
- **Ultrarealistic player models and graphics.** “NBA Inside Drive 2003” features more than 1,000 animations with enhanced skin textures, hundreds of individually modelled player heads



and multiple custom body types for each player, complete with headbands, branded shoes, tattoos and cornrows.

- **Dynasty Mode.** Gamers can play up to 25 NBA seasons, win championships and retire to the hall of fame. In addition, “NBA Inside Drive 2003” challenges gamers to manage their team and players season after season. Gamers have full GM capabilities, including the ability to make unbalanced trades, conduct a rookie draft and trade draft picks to build the ultimate NBA team.
- **Dynamic Player Performance.** This offers gamers a stake in the development of their favourite NBA teams and players. DPP adjusts player ratings up or down after each season based on how the gamer plays.
- **Practice mode.** Gamers can perfect their dribbling, shooting and passing skills in the new practice mode. Included in the new practice mode is the new two-on-two game on the hardwood of any NBA arena.
- **Player Editor.** “NBA Inside Drive 2003” gamers can create their own hoopster to battle with the big dogs down low or hit the trey from downtown. The ability to create and adjust player ratings, attributes and physical traits, with hundreds of faces, heads and body types to choose from, puts the gamer in control of the NBA.
- **Real sound.** New player introductions, more sideline animations and coach and referee chatter increase the emotion and drama of the game to mirror the real NBA game.
- **Trophy case.** Gamers can amass NBA Championship trophies along with player of the month, triple-double and double-double awards.
- **Downloads.** Gamers can download updated rosters and even branded shoes throughout the NBA season.
- **Awesome announcers.** Kenny Smith joins last year’s dynamic duo of Kevin Calabro and Marques Johnson to call the exciting NBA action. The new three-man booth will include a

revamped pregame and post-game sequence and introduce a new half-time analysis featuring the unique commentary from these distinguished broadcasters.

Developer

Information: “NBA Inside Drive 2003” is being developed for Microsoft Game Studios by High Voltage Software. Illinois-based HVS is a full-service production and development studio specialising in video games. Consisting of a diverse and highly skilled team, HVS has created a vast array of titles for multiple platforms in its seven-year history, including Microsoft’s “NBA Inside Drive,” “LEGO Racers,” “All Star Baseball 2001” and more. Additional information about HVS can be found at <http://www.high-voltage.com/>.

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