



## **“NFL Fever 2003”**

### **Fact Sheet Spring 2002**

- What:** “NFL Fever 2003”
- Publisher:** Microsoft® Game Studios
- Developer:** Microsoft Game Studios
- Format:** DVD for the Xbox™ video game system
- Price:** ₤69.99/£44.99
- Availability:** Christmas 2002
- Product:** “NFL Fever 2003” is the award-winning football game for Xbox. Easy to pick up and start playing, “NFL Fever 2003” delivers all the action and excitement of the National Football League, allowing gamers to create, play and control their ultimate NFL team. With the opportunity to earn all the accolades and honours of the National Football League, “NFL Fever 2003” challenges hardcore football fans and gamers to be the best in the world. The realism and gameplay of “NFL Fever 2003” provides gamers and football fans with the ultimate NFL experience.

#### **Features:**

- **Ultrarealistic graphics**
  - **Real players.** Highly detailed player models reflect the size and physiques of real NFL players and include variable accessories such as gloves, wristbands, facemasks, taped fingers, mouthpieces, animated towels and quarterback play sheets.



- **Real moves.** Momentum-based motions provide some of the most realistic animation of any football video game to date.
  - **Real football.** The power and glory of high-impact football are portrayed in vivid detail courtesy of dynamic lighting, real-life reflections and dramatic shadows. “NFL Fever 2003” contains incredibly accurate and photorealistic stadium models for all 32 NFL franchises, including the new Houston Texans.
- **Gameplay enhancements**
    - **The real feel.** Smash mouth football teams in the NFL will play smash mouth football on “NFL Fever 2003.”
    - **Real sounds.** The commentary and crowd respond intelligently to what’s happening on the field. If gamers’ home teams are playing well, the fans will let them know. “NFL Fever 2003” brings football fans on the field with new audio advancements, including the ability to hear defensive players call audibles to change plays.
    - **Uniform Editor.** “NFL Fever 2003” gives football fans and gamers the opportunity to create their own franchise jerseys.
  - **Challenging depth**
    - **Online play.** “NFL Fever 2003” makes it easy for gamers to test their skills against other gamers online. With the online component, gamers can play against their friends, family or other “NFL Fever 2003” players any time, anywhere.
    - **Dynamic Player Performance Model (DPPM).** DPPM offers gamers a stake in the development of both NFL players and teams. Football players improve as the gamer gets better.
    - **Dynasty mode.** Gamers can play multiple seasons and unlock past Super Bowl championship teams that will become on-field opponents in game players’ future schedules.

- **“NFL Fever” trophy case.** Gamers can rewrite the record books and enter the Hall of Fame with amazing statistics.

**Developer Information:**

“NFL Fever 2003” is being developed by Microsoft Game Studios. Microsoft Game Studios is a leading worldwide games company with two core businesses: games development and publishing (<http://www.microsoft.com/games/>) and Zone.com. Zone.com (<http://www.zone.com/>) is the Internet’s largest game site.

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