



“NFL Fever 2004”

Title:	“NFL Fever 2004”
Publisher:	Microsoft® Game Studios
Developer:	Microsoft Game Studios
Brand:	XSN Sports
Format:	DVD for the Xbox® video game system, Xbox Live™-enabled
Availability:	Christmas 2003

Product

Overview:

As the inaugural title in the XSN Sports™ brand, “NFL Fever” is back and better than ever. The third instalment of Microsoft Game Studios’ exclusive football title for Xbox, “NFL Fever 2004” redefines the console football gaming experience. Utilizing revolutionary new web-based technology, football gamers and sports fans can easily organize teams, leagues and schedules from a centralized website, XSNsports.com, that pulls the information from Xbox Live. Gamers will be impressed with the XSN Sports features of this latest version of “NFL Fever,” with revamped artificial intelligence (AI) including significant offensive and defensive adjustments, animated NFL coaches roaming the sidelines offering situational analysis, a brand-new offensive playbook, totally reworked stadium models and “Read and Lead” advanced passing. From traditional, single and multiplayer gaming to league and tournament play on Xbox Live, “NFL Fever 2004” is taking football gaming to the next level.

Key Features:

- **The ultimate football experience**
 - **XSNsports.com.** XSNsports.com is the web-based service that links your Xbox, Xbox Live, PC and cell phone together for the first time ever. “NFL Fever” fans will now be able to organize their own teams, leagues and schedules from a centralized Web site and Xbox Live will automatically broadcast up-to-date scores, standings, stats and trade proposals to any web-based device.
 - **Xbox Live.** “NFL Fever 2004” will team up once again with Xbox Live to offer football fans across the world the ultimate gridiron challenge. Building on its much-acclaimed online rookie season, the new version of “NFL Fever” will provide downloadable content, roster updates, updated player ratings,



tournaments and an all-new “cheater beater,” destroying the hopes of less-honest opponents.

- **Head-to-head play.** The four-controller multiplayer feature lets gamers who want to battle head to head earn bragging rights over their buddies. Get four of your friends and go against four opponents in a grudge match to turn up the heat. In addition, one-button control and variable game speed gives “NFL Fever 2004” gamers total user control, letting them play their own game just the way they like it.

- **Revamped Game Play**

- **Defensive adjustments.** Just like in the NFL, winning the battle is about dominating on the defensive side of the ball. “NFL Fever 2004” is in championship form this year with an improved secondary, including on-the-fly defensive adjustments and adaptive defensive players geared up to take away the deep pass. To mount a formidable offensive campaign, gamers will need serious passing skills and the ability to dominate the line of scrimmage. Create multiple profiles and choose one that is designed to take on each opponents playing style to shut down their game.
- **Getting back to the fundamentals.** To win the ultimate prize, gamers must tackle and block with the best of them. “NFL Fever 2004” brings it hard with revised tackling and blocking systems, impressive animations and lots of increased action.
- **A new offensive coordinator.** Offensive play-calling can make the difference between a contender and a champion. “NFL Fever 2004” makes it easy to dial up the best offensive plays with a new and more-intuitive play-calling interface. Other advancements on offence include trigger and “Read and Lead” passing, putting gamers right behind the centre and allowing them to look off their receivers before going deep for six.
- **Chalk Talk.** Chalk talk will help you gain the edge over your opponent by learning winning strategies to take to the field. Get deeper into the game to learn about offensive formations and read and lead passing to dominate the competition.

- **Off-season acquisitions**

- **A new head coach.** For gamers who want more strategy on a championship run, “NFL Fever 2004” will introduce a new coach’s feature to elevate the game. There will be animated coaches on the sidelines and gamers should be on the lookout for situational advice from them. Coaches will analyze the game and provide insight that can make all the difference.

- **Strength and conditioning.** During the off-season “NFL Fever 2004” fine-tuned its already tight and responsive controls to better deliver the intense, action-packed pace of NFL Football. With 5.1-channel Dolby Surround Sound, downloadable music tracks, and the best game-play in the business, “NFL Fever 2004” is the team to beat this year.
- **Even more serious graphics.** “NFL Fever 2004” sports a totally new look, from the flashy new user interface to detailed stadiums and players. “NFL Fever’s already impressive player models now have truly lifelike proportions, subtle shading and real player faces.

Developer

Information:

“NFL Fever 2004” 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

#####

The information contained in this fact sheet relates to a pre-release product that may be substantially modified before its first commercial release. Accordingly, the information may not accurately describe or reflect the product when first commercially released. This fact sheet is provided for informational purposes only, and Microsoft makes no warranties, express or implied, with regard to the fact sheet or the information contained within it.

Microsoft, Xbox, Xbox Live are either registered trademarks or trademarks of Microsoft Corp. in the United States and/or other countries.

Officially Licensed Product of PLAYERS INC. The PLAYERS INC. logo is a registered trademark of the NFL players. <http://www.nflplayers.com/> © 2003 PLAYERS INC. © 2003 NFL Properties LLC. Team names and logos are trademarks of the teams indicated. All other NFL-related marks are trademarks of the National Football League.

Dolby and the double-D symbol are trademarks of Dolby Laboratories.

The names of actual companies and products mentioned herein may be the trademarks of their respective owners.