



Action with Ball Controls



Defensive Controls



Learn Some Sick Ballhandling Moves

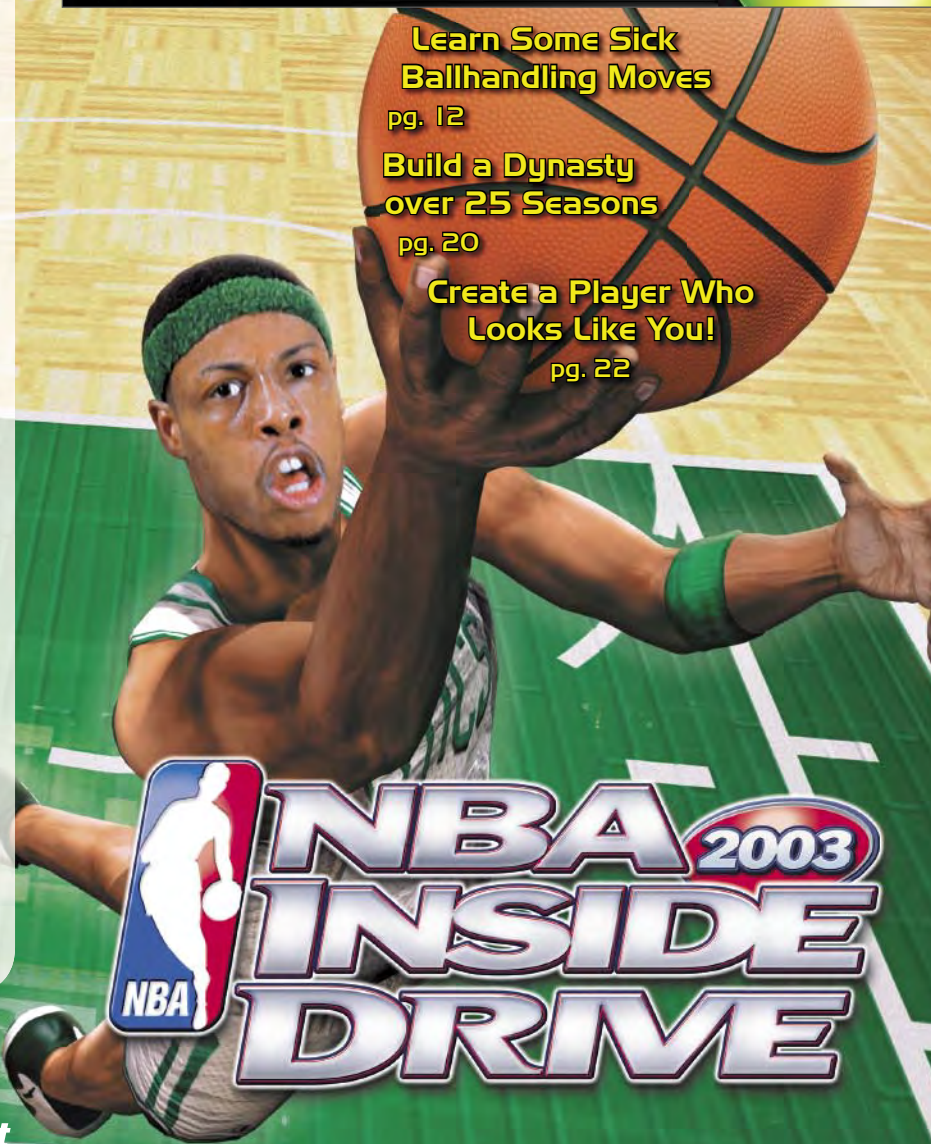
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Build a Dynasty over 25 Seasons

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Create a Player Who Looks Like You!

pg. 22



NBA 2003 INSIDE DRIVE

0802 Part No. X08-82236



STEPPIN' IT UP

In 2002, *NBA Inside Drive* took virtual basketball to a whole new level. **Real-Time Coaching** made it possible for you to call plays on the fly. As the general manager, you traded players and inked deals with free agents. And, the more than 1,000 animations gave you an incredible number of jaw-dropping moves.

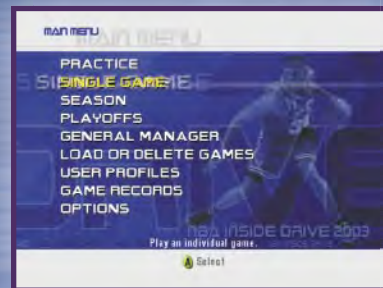
A year later it's back—*NBA Inside Drive 2003*—with all-new features that'll stun you as never before. Warm up in **Practice** mode before you get on the court for real. Then, take your favorite team through as many as 25 full seasons—with new rookies available every year.

And, if that weren't impressive enough, you can even put yourself in the game. Create a player who looks like you, went to your school—and best of all—has the skills you only dream of having. Then, get that player on a team, rack up some achievements, such as quadruple-doubles and a shot or two at the buzzer, and you are on your way to superstardom.

Kevin Calabro will be there, along with Marques Johnson, Kenny Smith, and Akemi Takei. There's no way you'll miss a second of the action.

TAKE THE FIRST STEP

Let's begin at the beginning. That would be the **Main Menu**, naturally. This is where you take your first step along the path to b-ball immortality. Check out the Help text at the bottom of the screen for more information on each option.



PRACTICE

If you're eager to shoot some hoops but aren't ready to run with the big dogs just yet, try out **Practice** mode.

The **Shoot Around** option makes it possible for you to take the court without the pressure of an opposing team shutting you down. You control the guy with the ball, while his teammates wait for you to pass the ball to—and take control of—them.



To hone your skills at the charity stripe, choose the **Free Throw** option. You can practice your shots as long as you want. See **Normal Free Throws** on pg. 17 for specific instructions on how to shoot free throws.

CONTROLLING THE GAME

OFFENSIVE CONTROLS

Action with Ball

- A** >>>>>>>>>>>>>>>>>>>>>> Pass
- B** >>>>>>>>>>>>>>>>>>>>>> Crossover/Spin/Deke
- X** >>>>>>>>>>>>>>>>>>>>>> Shoot/Pump fake
- Y** >>>>>>>>>>>>>>>>>>>>>> View icons for passing
- Black Circle** >>>>>>>>>>>>>>>>>>>>>> Pivot/Pick up your dribble
- White Circle** >>>>>>>>>>>>>>>>>>>>>> Call for a screen

- BACK** >>>>>>>>>>>>>>>>>>>>>> Press for full time out; tap for 20-second time out

- START** >>>>>>>>>>>>>>>>>>>>>> Pause

- D-pad** >>>>>>>>>>>>>>>>>>>>>> Real-Time Coaching

- Left Thumbstick** >>>>>>>>>>>>>>>>>>>>>> Move

- Right Thumbstick*** >>>>>>>>>>>>>>>>>>>>>> Lob/Pass/Deke

- Left Trigger** >>>>>>>>>>>>>>>>>>>>>> Protect the ball/Backdown

- Right Trigger** >>>>>>>>>>>>>>>>>>>>>> Turbo

* Assign the Right Thumbstick to Lob, Pass, or Deke on the Controller Settings menu. If the Pass or Lob option is selected, move the Right Thumbstick in the direction you want to pass or lob, and then click the thumbstick (press it in). The farther you move the thumbstick, the farther your pass or lob will be.

COACH SAYS

Hold the **Left Trigger** to backdown on your defender. Then, when you're ready to drive, let go of the trigger, and move the **Left Thumbstick** left or right to spin past your opponent.

Action without Ball

- A** >>>>>>>>>>>>>>>>>>>>>> Switch players
- B** >>>>>>>>>>>>>>>>>>>>>> Call for a pass**
- X** >>>>>>>>>>>>>>>>>>>>>> Jump/Rebound
- Black Circle** >>>>>>>>>>>>>>>>>>>>>> Call for a shot**
- White Circle** >>>>>>>>>>>>>>>>>>>>>> Set a screen

- BACK** >>>>>>>>>>>>>>>>>>>>>> Press: full TO; tap: 20-sec TO

- START** >>>>>>>>>>>>>>>>>>>>>> Pause

- D-pad** >>>>>>>>>>>>>>>>>>>>>> Real-Time Coaching

- Left Thumbstick** >>>>>>>>>>>>>>>>>>>>>> Move

- Right Thumbstick***** >>>>>>>>>>>>>>>>>>>>>> Directional switch

- Right Trigger** >>>>>>>>>>>>>>>>>>>>>> Turbo

** To call for a computer teammate to pass or take a shot, you must set **Player Switching** to Manual or set **Player Lock** to a specific position on the Controller Settings menu.

*** Move the **Right Thumbstick** in the direction of the player to whom you want to switch, and then click it (press it in).

Action with Ball Controls



DEFENSIVE CONTROLS

- A** >>>>>>>>>>>>>>>>>>>> Switch players
- B** >>>>>>>>>>>>>>>>>>>> Steal
- X** >>>>>>>>>>>>>>>>>>>> Block/Rebound
- Y** >>>>>>>>>>>>>>>>>>>> View icons for switching
- >>>>>>>>>>>>>>>>>>>> Take a charge
- >>>>>>>>>>>>>>>>>>>> Call for a double-team
- BACK** >>>>>>>>>>>>>>>>>>>> Intentional foul
- START** >>>>>>>>>>>>>>>>>>>> Pause
- D-pad** >>>>>>>>>>>>>>>>>>>> Real-Time Coaching
- Left Thumbstick** >>>>>>>>>>>>>>>>>>>> Move
- Right Thumbstick*** >>>>>>>>>>>>>>>>>>>> Directional switch
- Left Trigger** >>>>>>>>>>>>>>>>>>>> Crouch/Box out/Arm bar
- Right Trigger** >>>>>>>>>>>>>>>>>>>> Turbo

* To switch to the player closest to the basket, click the **Right Thumbstick** (press it in) without moving it in any direction. For a directional switch, move the **Right Thumbstick** in the direction of the player to whom you want to switch, and then click the thumbstick.

COACH SAYS

To try to steal the ball from your opponent, position your player in the path of a pass, and then press the **B** button when the ball gets close to your man.

Defensive Controls



ASK COACH

Yo, Coach!
The guys on the other team always slip past my defenders. How can I stop 'em?
 –Defenseless in Denver

Dear Defenseless, What you need to do is hold the **Left Trigger** to get in a defensive crouch and spread your arms wide enough to prevent your man from driving to the basket. Use the **Right Trigger** as well to slide more quickly.
 –Coach



COACH LIKE A PRO

In *NBA Inside Drive 2003*, you have more than two dozen plays to choose from. Each team has its own default playbook filled with plays similar to those used by the real NBA team.

The plays are organized by type into groups called play lists. The name of the play list will help you know when to use the plays in that group. For instance, **3-Point** plays help you get off a good three-point shot, **Post** plays are ideal for getting the ball to your big man down in the key, and so on.

Each team will have four plays already assigned to the **D-pad**. You can change these assignments from the **Coaching** menu before the game or from the **Pause** menu during the game.

To customize your playbook

1. On the **Team Select** screen before the game begins, press the **X** button to view the **Coaching** menu, and then select **Playbook**.
-or-
During a game, select **Coaching** from the **Pause** menu, and then select **Playbook**.
2. Move the **Left Thumbstick** up or down to highlight the play you want to replace, and then press the **A** button.
3. Move the **Left Thumbstick** left or right to choose a group of plays.
4. Move the **Left Thumbstick** up or down to highlight the specific play you want to use.
5. Press the **A** button again to switch the two highlighted plays, or press the **B** button to cancel the switch.
6. To call a play during a game, press the **D-pad** to the right. Then, press the **D-pad** again in the direction that corresponds with the play you want to call.

COACH SAYS

You can save your personalized playbook to your user profile. To revert to the default playbooks, press the **X** button when you're on the **Playbook** menu.

To use Real-Time Coaching

1. Use the **playbook** to assign plays to the **D-pad**.
 - To access the **playbook** in **Single Game**, **Season**, or **Playoffs** mode, press the **X** button on the **Team Select** menu before the game begins, and then select **Playbook**.
 - or-
 - Select **Coaching** from the **Pause** menu during the game, and then select **Playbook**.
 - or-
 - To use a saved **playbook**, select **User Profiles** from the **Main Menu**, and then select **My Options**. Select a user profile, and then select **Playbook**.
2. During a game, press a direction on the **D-pad** to display the coaching option you want to change:
 - ▲ **Team Defense**
 - ▼ **Defensive Pressure**
 - ◀ **Tempo**
 - ▶ **Playbook**
3. Press the **D-pad** again in the direction that corresponds with the setting you want to use.



*This is your playbook.
Learn it, live it, love it.*

Calling an Offensive Play from the Pause Menu

If you prefer the old-school way of doing things, you also can call an offensive play from the **Pause** menu.

To call an offensive play

1. Press the **START** button to pause the game.
2. From the **Pause** menu, select **Coaching**.
3. From the **Coaching** menu, select **Offense**.
4. Highlight **Play List**, and move the **Left Thumbstick** left or right to choose a group of plays.
5. Highlight **Default Play**, and move the **Left Thumbstick** left or right to select the specific play you want to use.

When you are finished, press the **B** button to return to the **Pause** menu.



KEEP YOUR EYE ON THE BALLER

Sometimes small symbols appear near certain players. If you're wondering what they mean, check this out:

- ★ >>>>>>>>>>>>>>> NBA All-Star
- ⦿ >>>>>>>>>>>>>>> Good shooter
- ⚡ >>>>>>>>>>>>>>> Fast runner
- ↑ >>>>>>>>>>>>>>> High jumper
- I >>>>>>>>>>>>>>> Injured player

ICON PASSING

Need a quick and easy way to pass to a particular teammate? We've got you covered. Press the **Y** button to make icons appear above your teammates' heads. Then, press the corresponding button on your controller to pass to the player labeled with that button. Here's a guide:

- A >>>>>>>>>>>>>>> Point guard
- B >>>>>>>>>>>>>>> Shooting guard
- X >>>>>>>>>>>>>>> Power forward
- >>>>>>>>>>>>>>> Small forward
- >>>>>>>>>>>>>>> Center

If you change your mind, press the **Y** button again to cancel out of icon-passing mode. And, don't forget, you can use the same method for icon switching when you're not in control of the ball.

SHOW OFF YOUR MAD HANDLES

A deke is a special move, such as a spin or crossover, which makes it possible for you to fake out a defender to get an open shot or drive to the basket. The exact type of deke move performed depends on the player's ability.

Note that the chart on the next page shows the direction to move the thumbstick in relation to the basket. For example, $\uparrow \text{L}$ means to move the **Left Thumbstick** toward the basket, $\downarrow \text{L}$ means to move it away from the basket, and so on.

ASK COACH

Yo, Coach!

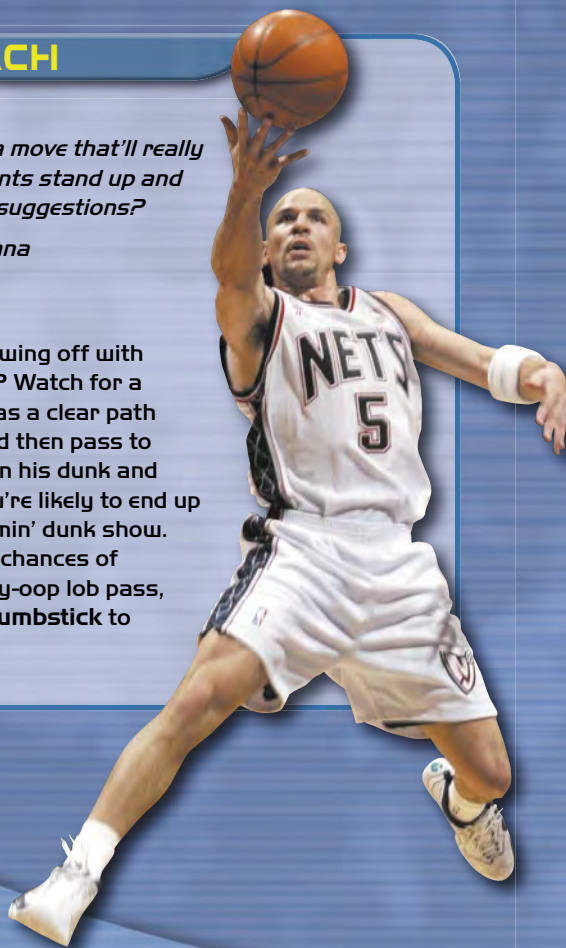
I wanna pull off a move that'll really make my opponents stand up and take notice. Any suggestions?

—Invisible in Indiana

Dear Invisible,

How's about showing off with a killer alley-oop? Watch for a teammate who has a clear path to the basket, and then pass to him. Depending on his dunk and style ratings, you're likely to end up watching a slammin' dunk show. To increase your chances of throwing the alley-oop lob pass, use the **Right Thumbstick** to throw the lob.

—Coach



MOVE	DEFAULT	ALTERNATE*
Before Dribbling		
Jab step left	$\text{B} + \leftarrow \text{L}$	$\leftarrow \text{R}$
Jab step right	$\text{B} + \text{L} \rightarrow$	$\text{R} \rightarrow$
Jab step forward	$\text{B} + \uparrow \text{L}$	$\uparrow \text{R}$
Triple threat	$\text{B} + \downarrow \text{L}$	$\downarrow \text{R}$
Fake pass	B tap	R click
Dribbling—Not Moving		
Jab step left	$\text{B} + \leftarrow \text{L}$	$\leftarrow \text{R}$
Jab step right	$\text{B} + \text{L} \rightarrow$	$\text{R} \rightarrow$
Jab step forward	$\text{B} + \uparrow \text{L}$	$\uparrow \text{R}$
Crossover	B tap	R click
Dribbling—Moving		
Hesitation dribble left	$\text{B} + \leftarrow \text{L}$	$\leftarrow \text{R}$
Hesitation dribble right	$\text{B} + \text{L} \rightarrow$	$\text{R} \rightarrow$
Crossover	B tap	R click
Spin left	hold $\text{R} + \text{B} + \leftarrow \text{L}$	$\text{R} + \leftarrow \text{R}$
Spin right	hold $\text{R} + \text{B} + \text{L} \rightarrow$	$\text{R} + \text{R} \rightarrow$
After Dribbling		
Fake pass	B tap	R click

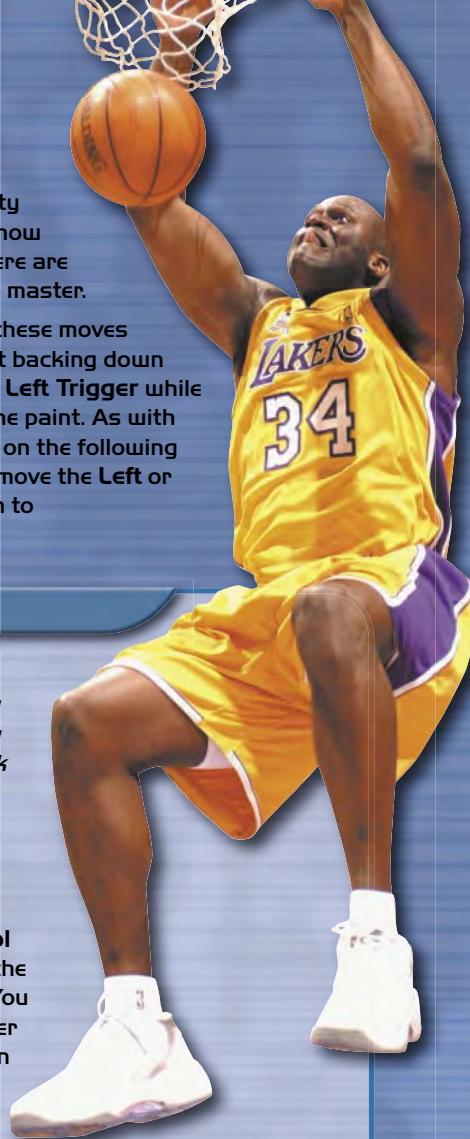
B button = B Right thumbstick = R Left thumbstick = L Right trigger = R

* The default **Right Thumbstick** setting is Lob. To change it, access the **Controller Settings** menu by pressing the Y button on the **Controller Select** menu before the game begins or by selecting **Controllers** from the **Pause** menu during a game and then pressing the Y button.

PLAYING IN THE PAINT

Getting the ball down in the post is the perfect opportunity to show your opponent just how weak his defense really is. Here are some key post-play moves to master.

Note that to perform any of these moves or shots, you must first start backing down your defender by holding the **Left Trigger** while inside or within two feet of the paint. As with the previous chart, the chart on the following page shows the direction to move the **Left** or **Right Thumbstick** in relation to the basket.



ASK COACH

Yo, Coach!

I can't seem to shake my defender in the key. How can I get him off my back and get a clear shot?

—Hounded in Houston

Dear Hounded,

If your **Shooting Control** is set to **Normal**, press the **X** button to pump fake. You might draw your defender off his feet, giving you an opportunity to drive to the basket or get a more open shot.

—Coach

POST MOVE	CONTROLS
Backdown	
Backdown	Hold L
Backdown & push to basket	Hold L + ↑ L
Backdown & push hard to basket	Hold L + ↑ L + R
Stop backing down	Release L + release L
Spin	
Spin left	← L + release L
Spin right	L → + release L
Hook Shot	
Hook shot left*	← L + hold L + X
Hook shot right*	L → + hold L + X
Step Out	
Step-out move	↓ L + release L
Step-out shot*	↓ L + hold L + X

X button = **X** Left thumbstick = **L** Right trigger = **R** Left trigger = **L**

* The default setting for **Shooting Control** is **Normal**. If **Shooting Control** is set to **Easy**, then just tap the **X** button to shoot.

HEAR THE SWOOSH

Your mad handles don't mean a thing if you can't get the rock through the hoop. Read on to learn all you need to know about shooting from the field or from the charity stripe.

On the **Controller Settings** menu, you can adjust **Shooting Control** and **Free-Throw Control**.

To access the Controller Settings menu

- When starting a game, press the **Y** button on the **Controller Select** menu.

-or-

- Select **User Profiles** from the **Main Menu**, and then select **My Options**. Select a user profile, and then select **Controller Settings**.

-or-

- During a game, select **Controllers** from the **Pause** menu, and then press the **Y** button.

Normal Shooting (default)

If **Shooting Control** is set to **Normal**, you must press and hold the **X** button and then release it to make the player release the ball. Release the ball at the top of the jump for the best chance to score. Watch the shooting meter that appears under the shooter. For the best possible shot, the meter should be half red and half green.

Easy Shooting

If **Shooting Control** is set to **Easy**, tap the **X** button to take a shot. The shooter's accuracy is based solely on his shooting-skill ratings. Note that you cannot perform a pump fake if **Shooting Control** is set to **Easy**.

COACH SAYS

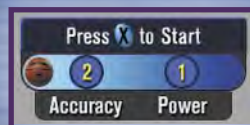
To perform a tip dunk, press the **Left Thumbstick** toward the basket, hold the **Right Trigger**, and press the **X** button. Time it just right, and you'll catch the rebound and dunk it in the air.

Normal Free Throws (default)

If you choose to set the **Free-Throw Control** to **Normal**, the accuracy of the shot depends on you. A ball appears at the bottom of the screen.

To shoot a free throw

1. Press the **X** button to make the ball start moving across the bar.
2. Press the **X** button again when the ball fills the **Power** circle.
3. Press the **X** button one more time when the ball fills the **Accuracy** circle.



The speed at which the ball moves depends on the player's free-throw ability. The better the free-throw shooter, the slower the ball. Also, the closer you get to completely filling the circles, the more accurate the free throw will be (though a better free-throw shooter might still make the shot, even if you don't fill the circles perfectly).

Easy Free Throws

If **Free-Throw Control** is set to **Easy**, then press the **X** button when your player is at the line. His accuracy is based solely on his free-throw skill rating.

ASK COACH

Yo, Coach!

My friend makes every single one of his shots from the line. How can you stop a guy like that?

—Jealous in Jersey

Dear Jealous,

To break his concentration, make his controller vibrate by repeatedly tapping the **X** button.

—Coach

LINEUPS AND MATCHUPS

Setting Your Starting Lineup

If you want to substitute a group of players quickly, you can assign them to a specialty lineup. You also want to keep an eye out for injured or fatigued players and substitute fresh ones.

To set your team's starting lineup

1. Press the **X** button on the **Team Select** menu before the game begins to access the **Coaching** menu, and then select **Edit Lineups**.
2. Use the **Left** or **Right Trigger** to cycle through the pre-set lineups.
3. Press the **A** button to select the highlighted player, move up or down to highlight his replacement, and then press the **A** button again to make the switch.
4. To set a pre-set lineup as your starting lineup, press the **START** button. This sets the starting lineup for the current game only.

To set the starting lineup for any team permanently

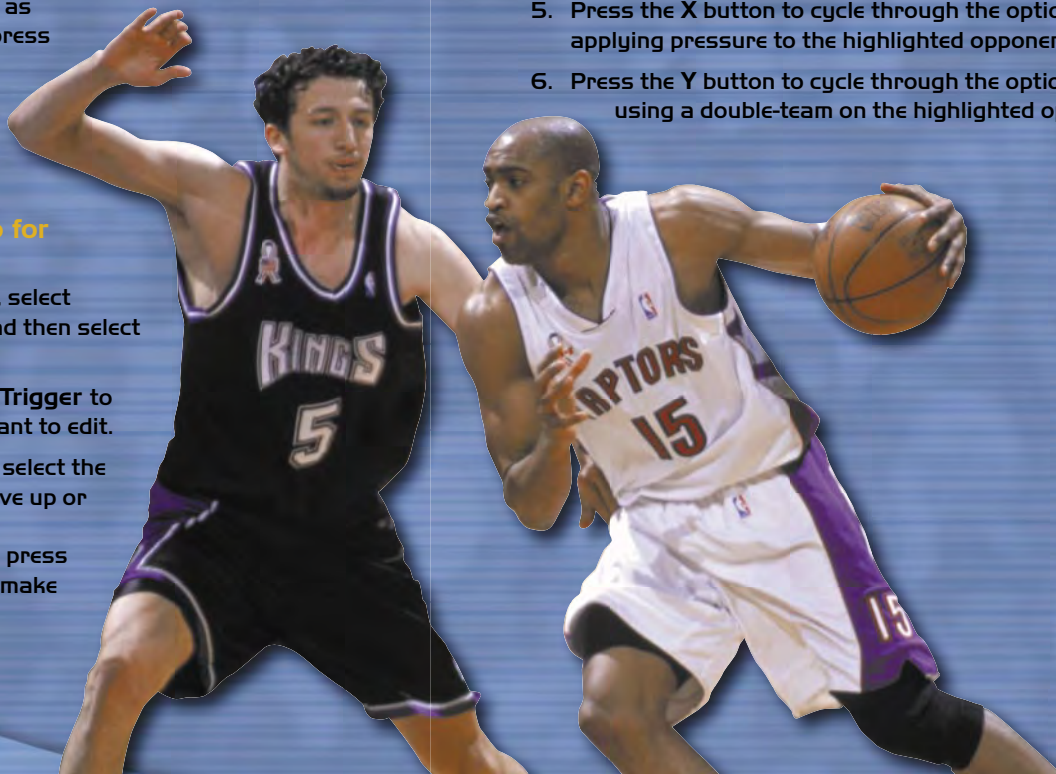
1. From the **Main Menu**, select **General Manager**, and then select **Edit Rosters**.
2. Use the **Left** or **Right Trigger** to select the team you want to edit.
3. Press the **A** button to select the highlighted player, move up or down to highlight his replacement, and then press the **A** button again to make the switch.

Designating Matchups

As the coach, you can control who guards which opponent, set the amount of pressure, and determine when to call for a double-team.

To designate matchups

1. Before the game begins, press the **X** button on the **Team Select** menu.
-or -
During a game, select **Coaching** from the **Pause** menu.
2. Select **Matchups** from the **Coaching** menu.
3. Move up or down to highlight a player on your team, and then press the **A** button to select him.
4. Move up or down to highlight an opponent, and then press the **A** button to assign your player to guard him.
5. Press the **X** button to cycle through the options for applying pressure to the highlighted opponent.
6. Press the **Y** button to cycle through the options for using a double-team on the highlighted opponent.



SEASON AFTER SEASON

What's that? A single season isn't enough for you? Need a place where you can really leave your mark? We've got just the thing. With *NBA Inside Drive*, you can create, play, and manage your team for as many as 25 seasons. Through clever trades, successful drafts, and smart free-agent management, you can build a champion team. And, with the help of the **Create Player** feature, you literally can be in the game.

Fantasy Draft

If you really want to start your season from scratch, set the **Fantasy Draft** option on the **Gameplay Settings** menu to **Yes**. Note that the **Fantasy Draft** option is available on the **Gameplay Settings** menu only after you enter **Season** mode. It does not appear on the **Gameplay Settings** menu if you make any other selection from the **Main Menu**.

Created Player Progress

At the end of each season, a player's rating in each skill category might increase or decrease according to either **Natural** or **Incentive** progression. **Natural** progression is based on a number of factors, including age and potential, and all existing NBA players will progress this way. Created players can use **Natural** progression or **Incentive** progression, which lets you increase their skills based on points they earn during the season (see pg. 24).

Management

Some of the most important plays aren't made on the court. They're made behind the scenes by guys in suits with fancy pens. But, don't worry. *NBA Inside Drive* gets you in that game too.

To use the General Manager

- Choose **General Manager** directly from the **Main Menu** if you're interested in affecting the **Single Game** mode only.
- or-
- Access the **League Home** menu after you've started a season if you want your changes to affect that season.

ASK COACH

Yo, Coach!

I want to put all my favorite players on a single team, but it takes too long to trade them all. Isn't there an easier way?

-Dreaming in Detroit

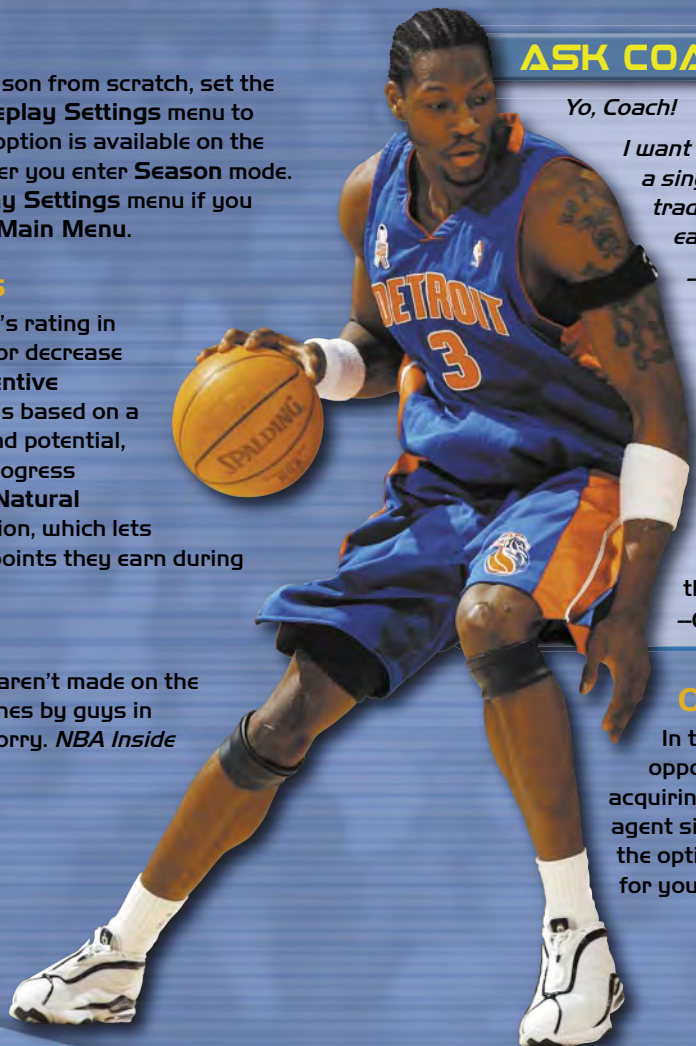
Dear Dreaming,

To create a dream team to use in **Single Game** or **Playoffs** mode, select **Options** from the **Main Menu**, and then select **Roster Editor**. Use the **Edit Teams** feature to pick exactly whom you want on your team, without the hassle of negotiating trades.

-Coach

Offseason

In the offseason, you have the opportunity to augment your team by acquiring new players through trades, free-agent signings, and rookie drafts. You have the option of letting the CPU conduct drafts for you.



PUT YOURSELF IN THE GAME

So, you say it's not enough just to control the guys running up and down the court. And, you're not satisfied with the power to hire, fire, or trade players at whim. What you really want is to see yourself on the hardwood. Done.

To create a player and add him to a team

1. On the **Main Menu**, select **General Manager**. (A player created this way is available in **Practice**, **Single Game**, and **Playoffs** modes. Note that your player does not earn additional skill points in **Playoffs** mode.)

-OR-

On the **Main Menu**, select **Season**. Follow the prompts until you reach the **Off Season** menu or the **League Home** menu, and then select **Front Office**. (A player created this way is available only in the season in which he was created.)

2. Select **Create Player**.
3. Use the **Left** or **Right Trigger** to cycle through the available options.
4. Press the **Black** or **White** button to change the color of accessories.
5. Save your player, and add him to a team.
6. On the **General Manager** menu, select **Edit Rosters**.
7. Select your created player (who currently is inactive), and then select the active player with whom you want to switch.

Setting a Skill Level

In addition to customizing your player's background info and physical appearance, you also can determine his ball-playing skills. If you set the player's style to **Custom**, you can use a point bank to improve his attributes however you like. If you change your player's style, his attributes are adjusted accordingly.



When adjusting custom attributes, notice that not all skills are equal. The number of basketballs and the color associated with a skill indicate how important—and expensive—that skill is. Be sure to watch the point bank at the top of the screen to see how

many points you have to distribute.

Note that when you leave this screen, your player's attributes are fixed. You are able to increase these settings after you earn additional skill points.



From No Name to Superstar

When your newly created player earns certain achievements in **Single Game** or **Season** mode, you'll receive additional points you can use to increase his abilities. Note that created players will earn points in **Season** mode only if you've set **Created Player Progress** on the **Gameplay Settings** menu to **Incentive**.

Additional Skill Points

To Earn	Achieve
Offensive skill points	Assist Offensive rebound Converted 3-point play In-act-of-shooting foul Converted 4-point play
Defensive skill points	Forced turnover Block Defensive rebound Stripped ball Knocked ball loose Intercepted pass
Shooting skill points	Successful 3-point shot Successful jump shot Successful fadeaway Successful hook shot Successful dunk Successful free throw Successful layup Successful tip-in
Physical skill points	Points scored under 1 minute Successful alley-oop pass Percentage of game played
Wild Card points	Double-double Triple-double Quadruple-double 50-point game Half- or full-court shot Player of the Game Successful shot at buzzer Be on winning team

THE SWEETNESS OF THE SIXTEEN

Did you come to play, or did you come to win? You can ball for the love of the game, but when it comes down to it, it's all about taking home the crown.



If you want to enter the playoffs but don't want to work through an entire season to get there, just select **Playoffs** from the **Main Menu**. Then, on the **Team Select** menu, you can put any team you want into the playoffs and match them up against any other team.

Note that you can't assign matchups if you enter the playoffs at the end of a season in **Season** mode.

To position teams in the playoffs

1. Move up and down to display a team, and then press the **X** button to select that team.
2. Move in any direction to highlight the position for that team, and then press the **X** button to place the team in that position.

Note that if the team you are placing is occupying a different position in the playoffs, that team switches places with the one you are replacing. If the team you are placing is not in the playoffs already, the team you are replacing is taken out of the playoffs.

3. Press the **Y** button if you want to have the matchups randomly selected for you.
4. When you are finished positioning the teams, press the **A** button to advance to the next screen.

SAVING AND LOADING FILES

There's truly nothing better than taking your game to a friend's house and then stomping that friend into dust—right there on the living room floor. So, you'll be happy to hear that you can save and transfer copies of your saved files either to your hard disk or to the ultra-portable Xbox memory units. Just select **Load** or **Delete Saved Games** from the **Main Menu**, and then go from there.

USER PROFILES

Creating a user profile makes it possible for you to save your controller settings, coaching settings, playbook, win/loss records, and various statistics about how you play the game. You can create a new user profile from the **User Profiles** option on the **Main Menu** or from the **Controller Select** menu in any mode.

Featuring the song "Take It Outside" from the Master P album, *Gameface*.

www.nolimitrecords.com



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Music by Master P, Sir Mix-A-Lot, Stan LePard, Tim Stasica, and Fred Love. Additional music by Breez Evahflowin', The Golden Child, Binky Mack - A&R: Cando Ent.

Voice Talent: Kevin Calabro, Marques Johnson, Kenny Smith, Akemi Takei, and Eric Radovich
Motion Capture Talent: Ronnie Fields (dunks and dekes), Donald Watts (gameplay)

Additional Motions Captured by: Red Eye Studios - Hoffman Estates, IL

Special Thanks: Ed Fries, Shane Kim, James Miller, Paul Pierce, Pau Gasol, Greg Lassen, Localization teams in Redmond and Dublin

See the in-game credits for the complete list of the NBA Inside Drive 2003 team members!

WARRANTY

Limited Warranty For Your Copy of Xbox Game Software ("Game") Acquired in the United States or Canada

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Microsoft Corporation ("Microsoft") warrants to you, the original purchaser of the Game, that this Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of first purchase. If you discover a problem with the Game covered by this warranty within the 90 day period, your retailer will repair or replace the Game at its option, free of charge, according to the process identified below. This limited warranty: (a) does not apply if the Game is used in a business or for a commercial purpose; and (b) is void if any difficulties with the Game are related to accident, abuse, virus or misapplication.

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SUPPORT

Get an Edge on the Game!

Xbox Game Tips (Automated): Available 7 days a week including holidays, 24 hours a day.

- In the U.S., call 1-900-933-TIPS. \$.95 per minute.
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TTY users: 001-866-251-26-21.

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For more information, visit us on the Web at www.xbox.com

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