

Offensive Controls

Protect the ball/Back down

Turbo

Move

Call for a screen

Pivot/Pick up
your dribble

Icon pass
Crossover/Spin/Deke
Shoot/Pump fake
Pass

Lob/Pass/Deke

Call a time out

Pause

Defensive Controls

Crouch/Box out/Arm bar

Turbo

Move

Call for a
double-team
Take a charge

Icon switch
Steal
Block/Rebound
Switch players

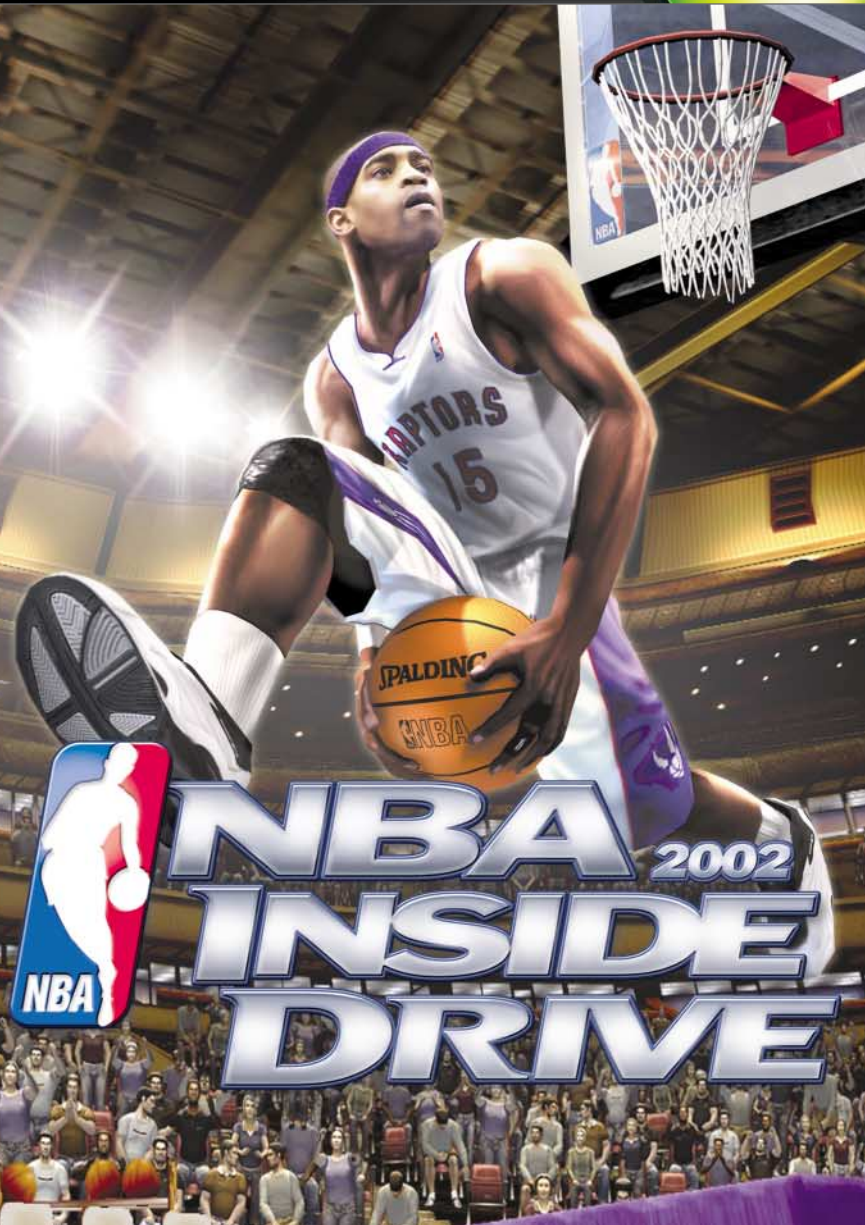
Directional switch

Intentional foul

Pause

XBOX

ONLY ON
XBOX



NBA 2002
INSIDE
DRIVE

0102 Part No. X08-40995



Microsoft

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may “burn in” to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner’s manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner’s manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

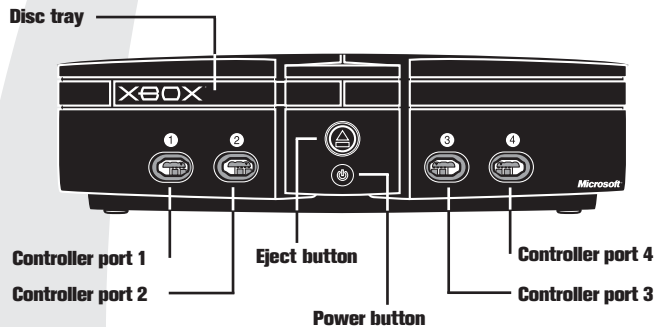
Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

Table of Contents

Using the Xbox Video Game System	2
Using the Xbox Controller	3
GET IN THE GAME: Viewing the Main Menu	5
GET CONTROL: Handling Your Players	6
Playing Offense	6
Playing Defense	7
Shooting and Free Throws	8
Performing Dunks	9
Playing in the Paint	10
Real-Time Coaching	11
GET A STRATEGY: Coaching Your Team	12
Setting Your Starting Lineup	12
Designating Matchups	13
GET YOUR GAME ON: Starting a Season	14
Using the Fantasy Draft	14
Viewing the League Home Menu	15
GET A TITLE: Entering the Playoffs	16
Viewing the Playoffs Menu	17
GET BACK TO THE GAME: Managing Saved Data	18
Saving a Game	18
Loading a Game	18
Copying and Deleting Saved Games	18
Saving Your Settings	19
GET SET UP: Adjusting Options	20
GET A CLUE: Learning the Lingo	21
Glossary	21
Abbreviations	24
Positions	25
Credits	26
Warranty	27
Customer Support	28

Using the Xbox Video Game System

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *NBA Inside Drive 2002* disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing *NBA Inside Drive 2002*.



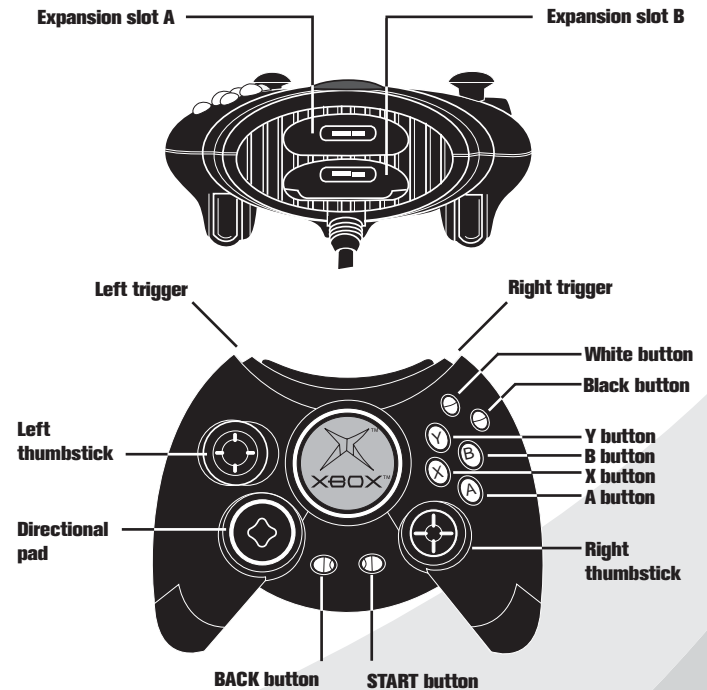
Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

Using the Xbox Controller

1. Insert the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, insert additional controllers into available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *NBA Inside Drive 2002*.



YOU THINK YOU GOT IT? THEN BRING IT.

You don't just love the game. You exist for the game. You think, feel, sweat, and dream the game. So you won't settle for just another wannabe hoops sim. No, you've stepped up to *NBA Inside Drive 2002*.

It's on and poppin', and this time you're out to prove that you've got the skills to pay the bills — on and off the court. With *NBA Inside Drive*, you're a player, coach, and manager — all in one.

As the player, you can drop the dime off the pick and roll — or light 'em up from three-point land. With over 1000 animations, *NBA Inside Drive 2002* gives you a vast array of moves — including exclusive high-flying dunks that were motion captured from the 2000 NBA Slam Dunk Champion, Vince Carter.

As the coach, you'll get to direct the action on the floor with Real-Time Coaching using playbooks created from actual NBA scouting reports and NBA coaches.

As the general manager, you'll trade players and ink deals with free agents. You'll have to deal with major and minor injuries that could slow down players for a few days or even put them out of commission for the entire season.

Over 200 individually modeled player heads, more than 10 custom body types, a full range of player accessories and shoes, and individual skin textures for each player deliver some of the most realistic-looking players ever seen in a video basketball game. Plus, each NBA arena has been individually modeled with painstaking detail, right down to the championship banners.

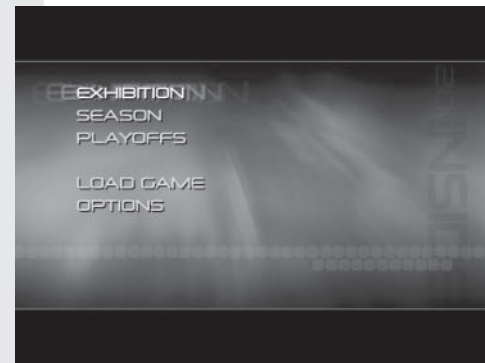
And with Kevin Calabro and Marques Johnson sitting courtside with vibrant play-by-play and color commentary — along with Akemi Takei's sideline commentary for game analysis and injuries — *NBA Inside Drive* will get you into the game like never before.

Don't Get Schooled

You'll get taken to the hole all day long if you don't heed this tip... Pull and 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. Pull the right trigger to slide more quickly.

GET IN THE GAME: Viewing the Main Menu

Before you can get on the court, you've got to decide what kind of ballin' you want to do. First off, make your selection from the Main Menu.



This is where it all begins.

Exhibition: Play a single game — take a single shot at greatness.

Season: Take your team all the way to a title.

Playoffs: Skip the season and go straight for the crown.

Load Game: Return to a saved season or playoffs.

Options: Set up the game for the way you want to play.

Hit Me with Your Best Shot

You can adjust the Shooting Control setting on the Controller Settings Menu. If it is set to Normal, press and hold the **X** button to shoot, and then release it at the top of your jump to increase your chances of putting points on the board.

GET CONTROL: Handling Your Players

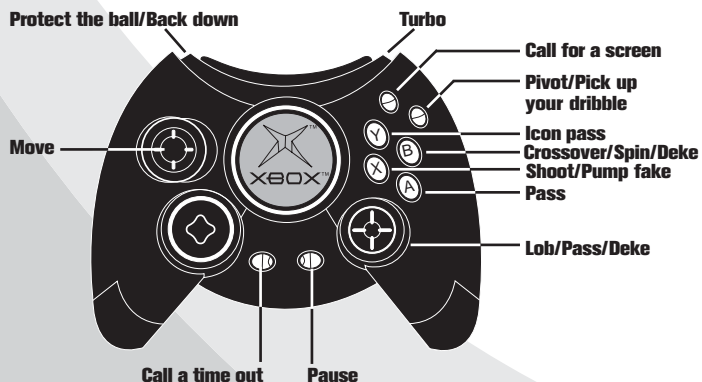
Playing Offense

Button	Action with Ball	Action without Ball
A	Pass	Switch players
B	Crossover / Spin / Deke	Call for a pass*
X	Shoot / Pump fake	Jump / Rebound
Y	Icon pass	
Black	Pivot / Pick up your dribble	Call for a shot*
White	Call for a screen	Set a screen
BACK	Full TO (Tap: 20-sec)	Full TO (Tap: 20-sec)
START	Pause	Pause
Left thumbstick	Move	Move
Right thumbstick**	Lob / Pass / Deke	Directional switch
Left trigger	Protect the ball / Back down	
Right trigger	Turbo	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 you want to pass or switch players, and then click the thumbstick (press it in). To use the right thumbstick for a directional pass, set Right Thumbstick to Pass on the Controller Settings Menu. To use the right thumbstick for dekes, set it to Deke.

Offensive Controls

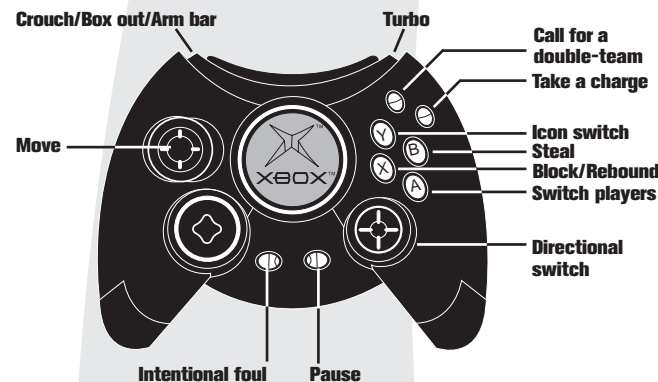


Playing Defense

Button	Action
A	Switch players
B	Steal
X	Block / Rebound
Y	Icon switch
Black	Take a charge
White	Call for a double-team
BACK	Intentional foul
START	Pause
Left thumbstick	Move
Right thumbstick*	Directional switch
Left trigger	Crouch / Box out / Arm bar
Right trigger	Turbo

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

Defensive Controls



Shooting and Free Throws

On the Controller Settings Menu, you can adjust Shooting Control and Free-Throw Control. To access the Controller Settings Menu, press **Y** on the Controller Select Menu before the game begins, or select Controllers from the Pause Menu during a game, and then press **Y**.

Normal Shooting (default):

If Shooting Control is set to Normal, you must press and hold **X**, 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:

When Shooting Control is set to Easy, simply press **X** to take a shot. The shooter's accuracy will be based solely on his shooting-skill ratings (see pg. 24). Note that you will not be able to perform a Pump Fake if Shooting Control is set to Easy.

Normal Free Throws (default):

If you choose the Normal setting, the accuracy of the shot will depend on you. A ball will appear at the bottom of the screen.

1. Press **X** to make the ball start moving across the bar.
2. Press **X** again when the ball fills the Power circle.



3. Press **X** one more time when the ball fills the Accuracy circle.

The speed at which the ball moves will depend 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 better the free throw will be. A better free-throw shooter may still make the shot, even if you don't fill the circles perfectly.

Easy Free Throws:

When Free-Throw Control is set to Easy, simply press **X** when your player is at the line. His accuracy will be based solely on his free-throw skill rating (see pg. 24).

Performing Deks

A deke is a special move, like a spin or crossover, that allows you to fake out a defender to get an open shot or drive to the basket. The exact type of deke move performed will depend on the player's ability.

MOVE	DEFAULT	ALTERNATE*
Before Dribbling		
Jab Step left	B + ← (L)	← (R)
Jab Step right	B + (L) →	(R) →
Jab Step forward	B + ↑ (L)	↑ (R)
Triple Threat	B + ↓ (L)	↓ (R)
Fake Pass	Tap B	Click (R)
Dribbling but Not Moving		
Jab Step left	B + ← (L)	← (R)
Jab Step right	B + (L) →	(R) →
Jab Step forward	B + ↑ (L)	↑ (R)
Crossover	Tap B	Click (R)
Dribbling while Moving		
Hesitation Dribble left	B + ← (L)	← (R)
Hesitation Dribble right	B + (L) →	(R) →
Crossover	Tap B	Click (R)
Spin left	B + ← (L) + Hold R	R + ← (R)
Spin right	B + (L) → + Hold R	R + (R) →
After Dribbling		
Fake Pass	Tap B	Click (R)

B button = **B**

Right thumbstick = (R)

Left thumbstick = (L)

Right trigger = **R**

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

Note: This chart shows the direction to move the thumbstick **in relation to the basket**. For example, **↑** (L) means to move the left thumbstick toward the basket, **↓** (L) means to move it away from the basket, and so on.

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.

To perform any of the moves or shots, you must first start “backing down” your defender by pulling and holding the left trigger while inside or within two feet of the paint.

POST MOVE	NORMAL SHOOTING
Back Down	
Back Down	Hold
Back Down & Push to basket	Hold +
Back Down & Push hard to basket	Hold + +
Spin	
Spin left	+ + Release
Spin right	+ + Release
Hook Shot	
Hook Shot left*	+ + Hold + Press and release
Hook Shot right*	+ + Hold + Press and release
Step Out	
Step-Out Move	+ + Release
Step-Out Shot*	+ + Hold + Press and release

X button =

Left thumbstick =

Right trigger =

Left trigger =

* The default setting for Shooting Control is Normal. If Shooting Control is set to Easy, simply tap X to shoot. (See pg. 8.)

Note: This chart shows the direction to move the thumbstick **in relation to the basket**. For example, + means to move the left thumbstick toward the basket, + means to move it away from the basket, and so on.

Real-Time Coaching

Keep your game tight by using the Real-Time Coaching feature to call plays or change your strategy during the game without breaking the action.

To use Real-Time Coaching:

1. Use the playbook to assign plays to the D-pad. To access the playbook, press **X** on the Controller Select Menu before the game begins, and then select Playbook, or select Coaching from the Pause Menu during a game, 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.

Play Your Own Way

Each team has its own default playbook that is filled with plays similar to the ones used by the real NBA team. Your personalized playbook will be saved along with the season or playoffs in which it was created. If you want to revert back to the default playbooks, press **X** on the Playbook Menu.

GET A STRATEGY: Coaching Your Team

Setting Your Starting Lineup

If you want to select a group of players quickly, you can assign them to a specialty lineup. You'll also want to keep an eye out for injured or fatigued players and substitute fresh ones (see pg. 19).

To set your team's starting lineup:

1. Access the Coaching Menu by pressing **X** on the Controller Select Menu before the game begins, and then select Edit Lineups.
2. Pull the left or right trigger to cycle through to the Game Starters lineup.
3. Press **A** to select the highlighted player, move up or down to highlight his replacement, and then press **A** again to make the switch.
4. Pull the left or right trigger to cycle through the pre-set lineups. To set your starting lineup to one of these pre-set lineups, press **White**. This will set the starting lineup for the current game only.

To permanently set the starting lineup for any team:

1. Access the Options Menu from the Main Menu, and then select Roster Editor. On the Roster Editor Menu, select Edit Starters.
2. Pull the left or right trigger to select the team you want to edit.
3. Press **A** to select the highlighted player, move up or down to highlight his replacement, and then press **A** again to make the switch.

Made You Look

When you've got the ball but can't make a shot because of a pesky defender, tap **X** to do a 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. Note that you can pump fake only if Shooting Control is set to Normal. (See pg. 8.)

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. Access the Matchups Menu from the Coaching Menu by pressing **X** on the Controller Select Menu before the game begins, and then selecting Matchups, or by selecting Coaching from the Pause Menu during a game, and then selecting Matchups.
2. Move up or down to highlight an opponent to be guarded, and then press **A** to select him.
3. Move up or down to highlight the player on your team whom you want to guard the selected opponent, and then press **A** to assign your player to guard him.
4. Press **X** repeatedly to change the amount of pressure to apply to the highlighted opponent.
5. Press **Y** repeatedly to change the circumstances for using a double-team on the highlighted opponent.

Take It to the Rack

Want to show 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 (see pg. 24), 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 pass (see pg. 6).

GET YOUR GAME ON: Starting a Season

Using the Fantasy Draft

If you really want to start your season from scratch, set the Fantasy Draft option on the Gameplay Settings Menu to Yes. This will let you go through twelve draft rounds, trying to get your hands on the sickest ballers in the league. If you're not sure who to pick, press **X** to get a hint. Or, once you've gotten your first picks out of the way, press **Y** to have the rest of the draft automatically completed for you.

Note: The Fantasy Draft option is available on the Gameplay Settings Menu only after you enter Season mode. It will not appear on the Gameplay Settings Menu if you make any other selection from the Main Menu.

Making Good Management Decisions

- Manage your roster throughout the season. Keep your good players on the active roster, and switch your less experienced or hurt players over to the inactive one. (See pg. 19).
- Have multiple players available for each position. That way, if a key player suffers an injury, you'll have a substitute ready to step up.
- Release players if they aren't contributing, and check out the free agent list often.

Viewing the League Home Menu

- Play Next:** Play the game shown on the right side of the screen.
- Schedule:** Skip ahead to a future game and simulate the games before it.
- Standings:** View the current standings for every team.
- Statistics:** View the current league leaders, as well as statistics and ratings for teams and individual players.
- Coaching:** Edit your starters (see pg. 12), adjust defensive and offensive settings, and customize your playbook (see pg. 11).
- Front Office:** Sign, release, and trade players, manage your rosters, and change team ownership.
- News:** View awards, transactions, and injury reports.
- Save Season:** Save your current season or delete a previously saved file.
- Exit:** Quit the current season and return to the Main Menu.

Assemble Your Dream Team

Before you start a new season or playoffs, select Options from the Main Menu, and then select Roster Editor. There you can use the Edit Teams feature to pick exactly who you want on your team, without all the hassle of having to negotiate trades.

GET A TITLE: Entering the Playoffs

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.

On the Team Select Menu, you can put any team you want into the playoffs and match them up against any other team.



Don't let this kind of power go to your head.

To position teams in the playoffs:

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

Note: If the team you are placing is already occupying a different position in the playoffs, that team will simply switch places with the one you are replacing. If the team you are placing is not already in the playoffs, the team you are replacing will be taken out of the playoffs.

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

Viewing the Playoffs Menu

Once you've decided who will be in the playoffs, you can choose from the following:

- Bracket:** View the current playoff standings, and simulate or play specific games.
- Statistics:** View statistics and ratings for teams and individual players.
- Coaching:** Edit your starters (see pg. 12), adjust defensive and offensive settings, and customize your playbook (see pg. 11).
- News:** View awards, transactions, and injury reports.
- Save Playoffs:** Save the current playoffs or delete a previously saved file.
- Exit:** Quit the current playoffs and return to the Main Menu.

Elbow Room

When your opponent misses a shot, grab the rebound, and then press **B** to crouch and throw some elbows.

GET BACK TO THE GAME: Managing Saved Data

Saving a Game

You can save a season from the League Home Menu and playoffs from the Playoffs Menu. Also, any time you choose to exit a season or playoffs, you will be asked if you would like to save. You can save directly to the Xbox console if there is enough free space on the hard disk, or you can save to a memory unit if you have one inserted into an expansion slot in your controller.

Loading a Game

1. From the Main Menu, select Load Game.
2. Pull the left or right trigger to select the device where the game is saved.
3. Move up or down to highlight the game you want to load.
4. Press **A** to load the game.

Copying and Deleting Saved Games

1. From the Main Menu, select Load Game.
2. Pull the left or right trigger to select the device where the game is saved.
3. Move up or down to highlight the game you want to copy or delete.
4. Press **Y** to copy the highlighted game, or press **X** to delete it.

Shake Things Up

When your opponent is trying to concentrate on a foul shot, repeatedly tap **X** to make his controller vibrate.

Saving Your Settings

You can create a new User Profile from the Controller Select Menu in any mode. Creating a User Profile allows you to save your controller settings and win/loss record.

To create a new User Profile:

1. On the Controller Select Menu, move left or right to assign your controller to a team.
2. Move up or down until "New Profile" appears, and then press **A**.
3. Use the virtual keyboard to enter a name for your User Profile. When you are finished, highlight OK, and then press **A**.

Note: You can also create a new User Profile by selecting Options from the Main Menu, and then selecting User Profiles.

Keep Your Eye on the Baller

You'll notice that icons will appear near certain players. If you're wondering what they mean, check this out:



Currently controlled player



Player with the ball (Black)



Hot streak (Red/Yellow)



Cold streak (Blue/White)



Star player



Good shooter



Fast runner



High jumper



Injured player



Turbo meter (Green)



Fatigue meter (Green/Orange/Yellow/Red)



Shooting meter (Red/Green)

GET SET UP: Adjusting Options

When you select Options from the Main Menu, you can adjust the following options:

Game Settings:	Adjust settings for gameplay, rules, sound, and visuals.
User Profiles:	Create, copy, or delete User Profiles.
Roster Editor:	Pick exactly who you want on your team without all the hassle of having to negotiate trades.
Codes:	Enter a cheat code to play by a different set of rules.
Credits:	Check out the names of the real-life playaz who made <i>NBA Inside Drive</i> the slammin' experience that it is.

Get Your Lean On

Pull and hold the left trigger to back down 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.

GET A CLUE: Learning the Lingo

Glossary

3-pointer:	A shot made from beyond the 3-point line. It's worth three points instead of the usual two points.
Alley-oop:	A pass that is thrown toward the basket, then caught in midair and put into the basket by a teammate before he touches the ground again.
Arm bar:	To place your forearm on the back of an opponent to prevent him from overpowering you.
Assist:	A pass that immediately results in the teammate scoring.
Back down:	To position your body against a defender, with your back to the basket, in an effort to get close to the basket before making a shot.
Block:	To knock the ball away from the basket, preventing an opponent from scoring.
Box out:	To position your body between an opponent and the basket in an effort to get into a better position for a rebound.
Charging:	An offensive foul in which the player with the ball runs into a stationary defensive player.
Clutch:	An important, high-pressure situation. Some players perform better in clutch situations.
Crossover:	A dribble in which the ball is passed from one hand to the other. Also called "rocking the baby."
Defense:	The team without the ball. They try to prevent the opposing team from scoring.
Deke:	A clever dribbling or body-fake move used to get past a defender. Derived from <i>decoy</i> .
Double-team:	To have two players guarding a single opponent.
Dunk:	To throw the ball directly down through the basket.

Fade: A screen play in which the screener moves, or “fades,” to the perimeter — usually the 3-point line — to spot up for the open jumper.

Free throw: A shot made from the foul line after a foul has been called. Also called a “foul shot.”

Foul: A rules violation that usually involves illegal physical contact with an opponent.

Hand check: An offensive foul in which the defender tries to prevent his opponent from scoring by keeping a hand on him.

Intentional foul: A foul committed on purpose.

Lane: The rectangular area below the basket on either end of the court that is painted a different color. Also called the “key” or “paint.”

Mismatch: A situation in which a smaller or slower defender is guarding a bigger or faster offensive player. This is good if you’re on offense — bad if you’re not.

Offense: The team with the ball. They try to score.

Pass: To give the ball to a teammate.

Play: An organized plan for a team to follow.

Playbook: A grouping of all the plays a single team may use.

Post up: To position your body against a defender, with your back to the basket, in an effort to get into a good position to receive a pass.

Rebound: To get control of the ball after a missed shot.

Rock: The basketball.

Roll: The most common type of screen play. The screener will move, or “roll,” to the basket with the intention of receiving the pass for the easy layup or dunk.

Screen: To position yourself between a teammate and his defender in an effort to get your teammate open for a shot. Also called a “pick.”

Slip: A screen play in which the screener will come and set the pick momentarily, and then quickly move, or “slip,” back to the basket, looking for the pass and easy score.

Steal: To take the ball from an opponent.

Switch: A defensive tactic in which two defenders switch the players they are guarding when a screen play is attempted against them. This helps reduce the effectiveness of the screen play but may lead to a defensive mismatch.

Triple Threat: An offensive stance that puts the ballhandler in a position where he has three options: pass, shoot, or drive.

Turbo: A quick burst of speed.

Turnover: To lose possession of the ball because of an offensive error or foul.

Abbreviations

You'll see the following ratings abbreviations when you look at your lineups, edit rosters, review player or team ratings, and sign, release, or trade players.

FLS: Fouls	BLK: Blocking
HGT: Height	REB: Rebounding
WGT: Weight	SPD: Speed
OVR: Overall	JMP: Jumping
SHT: Shooting	STR: Strength
DEF: Defense	STA: Stamina
3PT: 3-point shooting	QUK: Quickness
FT: Free-throw shooting	DNK: Dunking
BLL: Ballhandling	CLU: Clutch
PAS: Passing	PST: Post play
STL: Stealing	STY: Style

These ratings will appear when you're reviewing player or team statistics.

W: Wins	ORB: Total offensive rebounds
L: Losses	RPG: Rebounds per game
MPG: Minutes per game	AST: Total assists
PPG: Points per game	APG: Assists per game
PTS: Total points	STL: Total steals
FGM: Field goals made	SPG: Steals per game
FGA: Field goals attempted	BLK: Total blocks
FG%: Field-goal percentage	BPG: Blocks per game
3PM: 3-pointers made	TO: Total turnovers
3PA: 3-pointers attempted	FLS: Total fouls
3P%: 3-point percentage	FPG: Fouls per game
FTM: Free throws made	GP: Games played
FTA: Free throws attempted	GS: Games started
FT%: Free-throw percentage	DQ: Total disqualifications
REB: Total rebounds	

Positions

Center (C):	Plays closest to the basket and tries to block the ball. Usually the tallest person on the team. Also called the "pivot."
Point Guard (PG):	Of the two guards, he is the better ballhandler. Also called a "playmaker" because he runs the offense.
Power Forward (PF):	Of the two forwards, he is the better rebounder.
Shooting Guard (SG):	Of the two guards, he has better long-range shooting skills.
Small Forward (SF):	Of the two forwards, he is the better shooter and ballhandler.

Like Taking Candy

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

Credits

High Voltage Software

Producers	Scott Slaby Brandon Fish
Lead Developer	Terry Wellmann
Art Lead	Kevin Howe
Audio Director	D. Chadd Portwine
Developers	Josh Dykstra Mike Henry Peter G. Lewis Jason McClanahan Chris McCue Mark McNeill An Nguyen Pradyut Panda Erik Parker Dave Perea Nigel Rankin J.R. Scally Frank Lee Wilson
Art	Rich Coons Todd Kuehl Dave Leung Mickey Monson Bryan Moss Boyoung Park Doug Petty Thomas Robins Scot Phillip Scott Charles Whitehead Chad Whitesell Farren Zargarpoor
Audio	Fred Love Tim Stasica
CEO/Founder	Kerry J. Ganofsky
President	John Kopecky
VP of Development	Dwight Luetscher
VP of Creative Content	Eric Nofsinger
Software Dev. Manager	Jesse Helton
Office Manager	Bridget Ranieri
IT Director	Raymond Bailey

Microsoft

Program Manager	Darryl M. Lewis
Game Designer	Alan Shen
Test Lead	Fred L. Norton II
Art Lead	Rory Reich
Content Lead	Fred Northup, Jr.
Audio Lead	David Henry
Product Planner	Tom Youtsey
Product Manager	John Rodman
Localization	
Program Manager	Jennifer Bixler
User Testing Lead	Ramon Romero
Product Support	Scott Hirnle
Testers	Joe Djourge Mark Harrington Peter Hinze (Volt) Isaac Hunt Chad Long (Volt) Jeff Nelson Rahsaan Shareef
Art	Ben Cammarano Kirk DeGrasse Kathy O'Keefe Kamal Siegel Scott Swan
Print Production	Michelle Lomba Doug Startzel (ArtSource)
User Testing	Kevin Keeker Kevin Decker* Sonny Hoe* Bruce Phillips* David Quiroz*
Content Coordination	Kirsten Andrews Todd Van Horne (Modis)
Commentary	Kevin Calabro Marques Johnson Akemi Takei Eric Radovich *(Siemens Business Services)

Warranty

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

Warranty

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.

Returns within 90-day period

Warranty claims should be made to your retailer. Return the Game to your retailer along with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer will either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original warranty period or 30 days from receipt, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive your direct (but no other) damages incurred in reasonable reliance but only up to the amount of the price you paid for the Game. The foregoing (repair, replacement or limited damages) is your exclusive remedy.

Limitations

This limited warranty is in place of all other express or statutory warranties, conditions or duties and no others of any nature are made or shall be binding on Microsoft, its retailers or suppliers. Any implied warranties applicable to this Game or the media in which it is contained are limited to the 90-day period described above. To the full extent allowed by law, neither Microsoft, its RETAILERS OR suppliers are liable for any SPECIAL, INCIDENTAL, PUNITIVE, INDIRECT OR CONSEQUENTIAL DAMAGES arising from the POSSESSION, USE OR MALFUNCTION OF THIS GAME. The foregoing applies even if any remedy fails of its essential purpose. Some states/jurisdictions do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This limited warranty gives you specific rights, and you may also have other rights that vary from state/jurisdiction to state/jurisdiction.

For questions regarding this warranty, contact your retailer or Microsoft at:

Xbox Product Registration
Microsoft Corporation
One Microsoft Way
Redmond, WA 98052-9953 USA

In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.

Music by Sir Mix-A-Lot, L.A. Symphony, Stan LePard, Tim Stasica, and Fred Love.
Special thanks to Greg Lassen of the NBA.

Additional motions captured by Red Eye Studios — Hoffman Estates, IL.

Thanks to the localization teams in Redmond and Dublin.

See the in-game credits for a complete list of the *NBA Inside Drive 2002* team members.

Customer Support

Get an Edge on the Game!

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

- In the U.S., call 1-900-933-TIPS. \$.95 per minute.
- In Canada, call 1-900-561-HINT. \$1.50 (Canadian) per minute.

Xbox Live Game Tips: Available 7 days a week including holidays, 6 A.M. to 10 P.M. Pacific time.

- In the U.S., call 1-900-933-TIPS. \$1.40 per minute.
- In Canada, call 1-900-561-HINT. \$1.50 (Canadian) per minute.

Important: Individuals under 18 years of age need a parent's or guardian's permission to call a pay-per-call number. Local and long distance telephone toll charges may apply. It is the customer's responsibility to check with their telephone company to determine if additional telephone charges will apply. Permission required from the telephone bill payer. Prices subject to change without notice. May not be available in all areas. Requires a touch-tone telephone. Call length is determined by user. Messages subject to change without notice.

Games Technical Support: Available 7 days a week including holidays.

- In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.
- In Mexico, call 001-866-745-83-12. TTY users: 001-866-251-26-21.

Note: Game tips are not available from 1-800-4MY-XBOX. You must call Xbox Automated Game Tips or Xbox Live Game Tips for tips, hints, or codes.

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

Information in this document, including URL and other Internet Web site references, is subject to change without notice. Unless otherwise noted, the example companies, organizations, products, people and events depicted herein are fictitious and no association with any real company, organization, product, person or event is intended or should be inferred. Complying with all applicable copyright laws is the responsibility of the user. Without limiting the rights under copyright, no part of this document may be reproduced, stored in or introduced into a retrieval system, or transmitted in any form or by any means (electronic, mechanical, photocopying, recording, or otherwise), or for any purpose, without the express written permission of Microsoft Corporation.

Microsoft may have patents, patent applications, trademarks, copyrights, or other intellectual property rights covering subject matter in this document. Except as expressly provided in any written license agreement from Microsoft, the furnishing of this document does not give you any license to these patents, trademarks, copyrights, or other intellectual property.

© & © 2001 Microsoft Corporation. All rights reserved.

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

The NBA and individual NBA member team identifications reproduced on this product are trademarks and copyrighted designs, and/or other forms of intellectual property, that are the exclusive property of NBA Properties, Inc. and the respective NBA member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. All rights reserved.

©2001 NBA Properties, Inc.

All rights reserved.

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

Manufactured under license from Dolby Laboratories.



Data Source: STATS, Inc. ©2001.



Uses Bink Video. Copyright © 1997-2001 by RAD Game Tools, Inc.