

# You're in the middle of the pitch...

"Jonathan Pearce here, and we're tied 2-2 going into stoppage time of this Euro 2000 Final. The ball thrown in from touch. Settled ... brilliant through-ball to the wing back! Stutter step, and he beats his mark. A cross to the middle finds the striker ... shoulder-to-shoulder with the defender into the box. He shoots ... and blows it by the keeper! Oh, what a cracking game!"

Strap on your shinguards and get ready to experience Microsoft® International Football 2000. Arcade-style game play with all the pace, tactics, and excitement that you expect from world-class football.



Advanced animation engine delivers brisk, realistic pace



Over 200 motion-captured player moves



Real-time stadium lighting and shadows



Player-based AI adjusts in-game performance based on real-world behavior

## Fast, Fluid, and Intense

- Realistic football movement from over 9,000 frames of motion-captured animation
- Sophisticated on-field action, including player positioning, making space, and man marking
- Intelligent player reaction to teammate and opponent positioning
- Precise controls: easy-to-learn, but deep enough for advanced gamers
- Stunning graphics - resolution up to 1600 x 1200
- Seventy-four international teams with fully customizable home and away "kits"
- Nine modes of play, from Friendly to Euro 2000 to World Cup
- Extensive commentary by Ruud Gullit, Ron Atkinson, and Jonathan Pearce



Spot the Ball feature reveals advanced game tips



Build your own clubs and national sides with Team Creator



For more information on Microsoft INTERNATIONAL FOOTBALL 2000, visit [www.microsoft.com/sports/xbox/](http://www.microsoft.com/sports/xbox/)

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See right spine for system requirements.

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**Microsoft**