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NEED FOR SPEED HOT PURSUIT 2



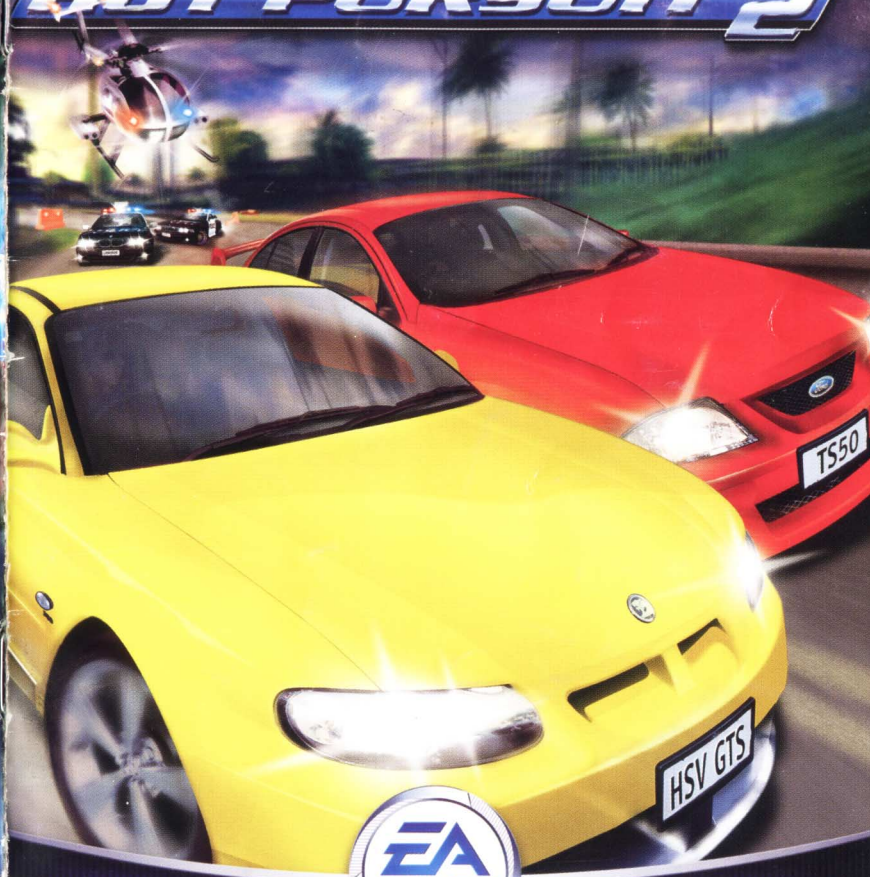
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XBOX



NEED FOR SPEED HOT PURSUIT 2



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: light headedness, 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 further 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 safety and health 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.

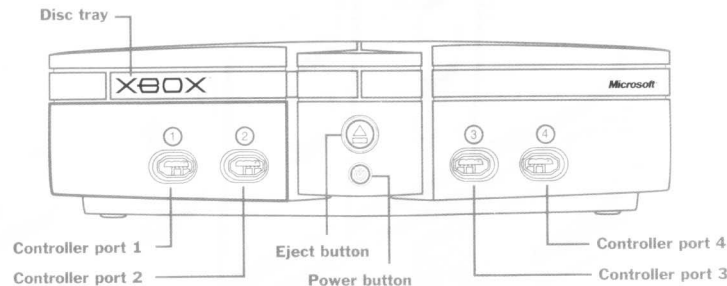
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Using the Xbox™ Video

Game System



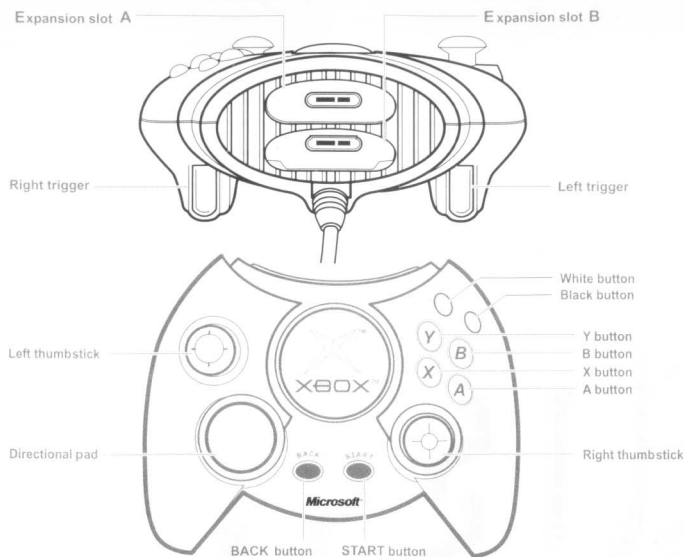
1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *Need for Speed™ Hot Pursuit 2* disc on the disc tray with the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

Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

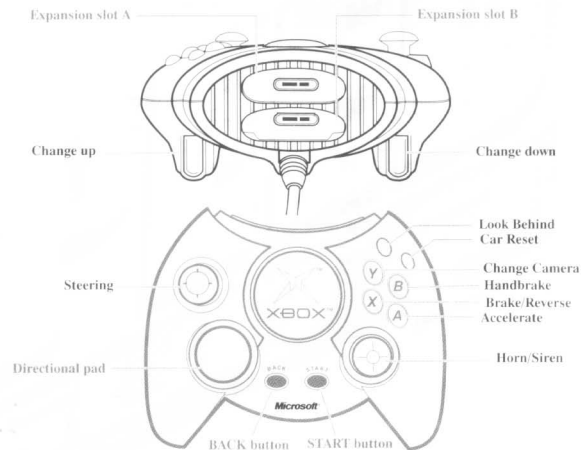
- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply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

Using the Xbox Controller



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

Basic Controls



Menu Controls

Highlight menu items	directional pad or left thumbstick	↑/↓
Cycle choices/Move sliders	directional pad or left thumbstick	←/→
Select/Go to next screen		A
Return to previous screen		B

- For a more detailed list of commands, see *Complete Controls* on p.6.

Complete Controls

Choose options and keep your car on the road with these controls.

Driving Controls (Default)

Steering	left thumbstick ◀/▶
Gas	A
Brake/Reverse	X
Hand Brake	B
Car Reset	○
Horn	right thumbstick button
Shift Up	right trigger
Shift Down	left trigger

- If you prefer a different set of controls, you can change to a different configuration. For more information, see *Options* on p. 11.

Cop Controls (Default)

Activate Siren (target speeders)	right thumbstick button
Call for Roadblock	directional pad up ↑
Call for Helicopter	directional pad right →
Call for Backup	directional pad left ←

Camera/View Controls (Default)

Look Behind	○
Change Camera	Y

Satisfy Your Need For Speed

Need for Speed™ Hot Pursuit 2 puts you behind the wheel of the world's fastest exotic cars, rendered in stunning detail on dozens of spectacular courses. Race against a friend or up to seven A.I. competitors, but keep your eyes peeled for the cops – they're smart, they're well equipped and they mean business.

Hot Pursuit mode dares you to outrun the law in dozens of unique driving challenges and earn the title of "Ultimate Road Racer". Championship mode pits you against the world's fastest cars in a series of challenging situations – without interference from the law.

The track is the best place to learn about driving, so get out there and satisfy your need for speed. Good luck ... you're going to need it.

Features

- Blistering speed – the guys who really own these cars don't drive them this fast!
- Best-looking cars ... period – so real you'll worry about door dents when you park.
- Best-looking environments – beautiful vistas at every turn, but keep your eyes on the road.
- Awesome physics engine – don't blame us if you crash, these cars behave predictably in every situation.
- Hot Pursuit mode – Well-equipped cops with ample intelligence take pursuit to the next level.
- Championship mode – test your mettle and your machine against the best racers on the road.
- Reward mechanisms – drive well and earn points to unlock the cars and tracks of your choice.
- Jump and 360 Cams – catch big air and the camera pulls back for a slow-motion shot, among other cool camera tricks.

For more information about *Need for Speed Hot Pursuit 2* and other EA GAMES™ titles, visit www.eagames.com

Setting Up the Game

A quick look at the choices below can help you spend more time on the track and less time asking for directions.

Main Menu

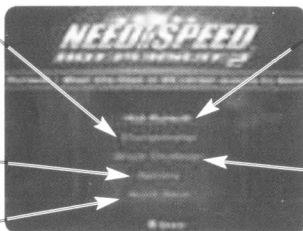
You have an important choice to make. If you think you're ready to outrun the cops in 33 wild scenarios, go for Hot Pursuit. To begin a career of classic racing without cops, try Championship mode. To create your own custom race, choose Single Challenge mode. If you want to get on the road fast without being picky, choose Quick Race.

CHAMPIONSHIP:

Race wheel-to-wheel for the World Champion title without interference from cops

OPTIONS: Adjust audio, display and gameplay settings

QUICK RACE: Drive instantly in a randomly generated race



HOT PURSUIT:

Escape from the police and their powerful machines to become the Ultimate Road Racer

SINGLE CHALLENGE: Design your own one- or two-player race

Starting a Game in Hot Pursuit Mode

To start a game in Hot Pursuit mode:

1. Select HOT PURSUIT from the Main Menu. The Hot Pursuit Tree appears.
2. Select an unlocked challenge from the Hot Pursuit Tree.
3. The Car Select screen appears. Select your vehicle from the Car Select screen. The game begins.

Starting a Game in Championship Mode

To start a game in Championship mode:

1. Select CHAMPIONSHIP from the Main Menu. The Championship Tree appears.
2. Select an unlocked challenge from the Championship Tree.
3. The Car Select screen appears. Select your vehicle from the Car Select screen and, after choosing Automatic or Manual transmission type, the race begins.

Hot Pursuit and Championship Trees

Hot Pursuit and Championship modes feature trees, or detailed maps, of the series of races that lead to your ultimate goal. The trees allow you to pick your own path through an interconnected series of challenges and rewards.

EA Tip: You'll need to earn the Bronze medal to advance in the tree, but better medals will open up more paths or bring higher rewards. So the faster you go, the more choices you have for your next race.

To navigate the Tree:

1. Press directional pad \uparrow/\downarrow and \leftarrow/\rightarrow to highlight events in the tree. Locked events are grey, but can still be viewed.
2. Press **A** to see more information about a highlighted event.
3. Press **A** again to begin any unlocked event.

As you progress through the tree, the event tiles display the medal you've earned.

Starting a Single Challenge Game

- To begin a Single Challenge game, select SINGLE CHALLENGE from the Main Menu. The Challenge Setup screen appears.

Creating a Challenge

The Race Type appears above the race characteristics. This is the biggest choice you have to make.

- To highlight the race type of your choice, press directional pad \leftarrow/\rightarrow . (For more information, see *Race Types* on p. 15.)

Number of Players: Play a single-player game (1) or with a friend (2). A second controller must be inserted to select (2).

Cops: Turn police presence ON or OFF.

Number of Opponents: Race against one or a full grid of other cars.

Opponents: Choose the type of cars you'll be racing against, either the SAME car as yours or a RANDOM assortment of cars with similar performance capabilities. When racing only one opponent, you choose the specific car you race against.

Difficulty Level: Set the difficulty level of the race to BEGINNER, INTERMEDIATE or ADVANCED. This setting controls both the racer and police difficulty.

Traffic: Turn non-racing traffic ON or OFF.

- To return to the Main Menu, press **B**.

Selecting a Track

Need for Speed Hot Pursuit 2 features dozens of challenging and scenic tracks from around the globe. Keep your eyes peeled for escape routes and shortcuts; everything from volcanoes to mineshafts are up ahead.

Track selection is necessary only in Single Challenge mode.

- To highlight tracks, press directional pad **←/→**. Track information is listed at the top of the screen. Locked tracks display a padlock and the point cost for unlocking the track.
- To highlight the direction of a track, press directional pad **↑/↓**. Tracks may be driven forwards or backwards, or even mirrored forwards and mirrored backwards. Each direction provides a unique and exciting experience, so try them all.
- Select or unlock the track by pressing **A**.
- To select the number of laps (looping tracks only), press directional pad **←/→**.

EA Tip: *Need for Speed Hot Pursuit 2* tracks are filled with shortcuts (and long-cuts too). Using these wisely can help you win against otherwise daunting opponents.

Selecting a Car

The *Need for Speed Hot Pursuit 2* Car selection screen is every driver's dream. The hottest automobiles ever produced spin on a turntable in front of you, gleaming in the spotlights. If you drive fast enough, any of these dream cars can be yours. What if you don't like the colour? No problem, just repaint it with the touch of a button.

Pick your car carefully. Looks are important, but in the end only horsepower and handling can keep you out of jail. You can unlock new cars as you earn points, but you may want to save your points for a faster car and not just the first one you can afford.

NFS Edition cars have a slightly higher level of performance than their stock counterparts.

PURSUIT cars are police chase versions of their civilian counterparts. These are only available in Be the Cop mode.

- To browse through cars, press directional pad **←/→**. Locked cars display a padlock and the point cost for unlocking the car.
- To change the colour of any car, press directional pad **↑/↓**.
- To select any unlocked car or unlock a locked car, press **A**.
- To showcase the currently highlighted car, press **Y**.
- Choose a transmission type. There are two types of transmission available for you to choose.

AUTOMATIC: The car changes gear automatically.

MANUAL: You must change gear manually by pulling **R** to change up and **L** to change down.

Multiplayer

Rip up the road with a friend. All Single Challenge races are available as two-person, split-screen races. Player 1 always appears at the top of the split screen, with Player 2 at the bottom.

To start a multiplayer race:

1. Select SINGLE CHALLENGE.
 2. Select a race type.
 3. Set the Number of Players to 2.
 4. Select a track.
 5. Player 1 selects a car first, then Player 2 is able to make their car selection.
- You can switch the split-screen to Left/Right from the Game Options section of the Options menu. (For more information, see *Options* below.)

Options

Set your audio, display and controller preferences for the entire game and save or load Driver Profiles.

Customize Audio: Control music and sound effects by adjusting sound level slider bars. You can also choose to play user-created soundtracks from your Xbox hard drive.

HUD Options: Fine-tune the Heads-Up-Display settings including track map, rearview mirror and speedometer.

Game Options: Adjust controller vibration, cameras, multiplayer split-screen and auto save settings.

Driver Profile: Update your driver profile, create a new one, or load or delete an existing one. Your complete history of driving accomplishments is also displayed here.

Credits: Learn more about the makers of *Need for Speed Hot Pursuit 2*.

Controller Options: Customise your controls by selecting your favourite configuration.

- For a listing of the menu controls, see *Basic Controls* p. 5.

Playing the Game

Take note of these on-screen tools and other options to ensure top performance.



- To access the Pause Menu during gameplay, press **START** (for more information, see *Pause Menu* on p. 13).

EA Tip: Using the handbrake (**B**) at the beginning of a sharp turn skids out the rear of the car and lets you slide through the turn faster. But be careful, this move can be risky at high speeds.

Cops

So you think getting away is going to be easy? Think again. The cops in *Need for Speed Hot Pursuit 2* use advanced co-operative tactics to bring you to a halt. Their equipment includes spike strips, road blocks and helicopters, so even the best drivers can't take their freedom for granted.

Getting Busted

How do you know when the cops are on your tail? If you didn't notice the sirens and flashing lights, you could always look just below your rearview mirror for the pursuit indicator. This bar appears when the cops have you targeted and are in pursuit.

- The blue horizontal bar is a timer. The bar slowly counts down and when it disappears the police may decide to call off the pursuit. However, if the cops are close and think they can still catch you, they may just keep on coming.
- Below the bar are five black stars, which turn white as the pursuit intensifies. One star may be a lone cruiser on your tail, while five star pursuits involve many cops and plenty of high-tech equipment.

Be the Cop

Now it's your turn to keep the streets safe from menacing speeders. Be the Cop is your chance to chase speeders in a suped-up cruiser while calling in other officers for support. Find out what it's like on the other side of the law.

- Activate the siren to target speeders. A red bar floats above the targeted car. Green arrows float over untargeted cars.
- Call in support from your fellow officers. You can call for Backup cars to join in the chase, have Roadblocks set up in the road ahead and even bring in Helicopters to assist. The available amount of each type of assistance is listed on the left side of the gameplay screen.

Pause Menu

- Press **START** during gameplay to access the Pause Menu.

RESUME RACE: Continue the current race.

RESTART RACE: Begin a new race with the same settings as the current race.

GAME OPTIONS: Adjust controller vibration and camera settings.

HUD OPTIONS: Adjust map, mirror and speedometer settings.

AUDIO OPTIONS: Adjust music, sound effects and voice settings.

QUIT RACE: End the current race and return to the Main Menu.

End Race Menu

At the end of each challenge, the post race statistics are displayed. Press **A** to bring up the End Race menu. From here you can restart the race, view a replay of the race or exit to the Main Menu.

Replay

A full replay of every event is available at the end of the race.

- To view a replay of the last race, select VIEW REPLAY from the End Race Menu.

Speciality Cameras

Speciality cameras highlight thrilling moments as they happen. Slam into a roadblock and time momentarily stops for a round-the-world overhead 360 Cam shot of the action. Catch big air and the Jump cam automatically pulls back for a slow motion shot of your car in flight.

Rewards

Fast driving gets you places and in *Need for Speed Hot Pursuit 2* quick times can open up new worlds. You gain points after each event based on your driving performance. Use your points to unlock new cars and tracks in Single Challenge and remember that you can save up your points for bigger rewards.

Game Modes

Sometimes you feel like a cop, sometimes you don't. That's why *Need for Speed Hot Pursuit 2* offers so many ways to play. Choose between racing, chasing, being chased or just blasting around the track solo. What kind of drive are you up for?

Hot Pursuit – Running From the Long Arm of the Law

Getting away from the law is not just a joyride – it's your career.

It's not every day you find yourself running from the law in an exotic sports car, unless of course you're playing in Hot Pursuit mode and working your way through 33 high-speed challenges to gain the title "Ultimate Road Racer". Challenges range from simple getaways to nerve-wracking lap knockouts with enough police presence to stop a truck. Adjust your rearview mirror to dim those flashing lights and make sure the tank is full. You're in for a long, hard drive.

Championship – Competition Without the Cops

Who needs cops when the racing is this intense?

Racing performance cars at top speed is not a forgiving pastime; one small mistake can send you spinning to the back of the pack or worse. So if you're serious about racing, the last thing you want is a bungling cop swerving onto the track and throwing you off your next turn. Championship is a 33-event career of cop-free racing challenges and the victor gains the title of "World Champion". Every type of race is here for the running, on tracks from around the world, so get ready for one close race after another.

Single Challenge – Customise It

Design a race against game-controlled racers or against a friend and it's up to you whether cops give chase. You pick the car, the track, the type of race and other details to create wild tests of your driving skills; one race at a time.

Quick Race – Instant Gratification

The fastest way to the starting line, Quick Race is a randomly generated single-player race, comprised of one of the unlocked cars on one of the unlocked tracks.

Race Types

Need for Speed Hot Pursuit 2 features many kinds of races to keep you from falling asleep at the wheel. You can pick different race types in Challenge Mode or find them in the many challenges of Hot Pursuit and Championship modes.

Single Race

Uphold your honour by showing other drivers nothing but your tailpipes. This is a standard race and the first driver across the finish line wins.

Lap Knockout

Lap knockout is elimination racing at its best. Race laps around a track against up to 7 other drivers. At the end of each lap the driver in last place and any arrested drivers are eliminated. The driver in first place at the end of the last lap wins.

Tournament

Design your own multi-race tournament. You select the characteristics of the race – then compete on tracks around the world.

Be the Cop

Make the "boys and girls in blue" proud by filling your quota. Arrest as many speeders as possible in the allotted time. It sounds easy, but nobody stops without a chase in this game.

Free Run

Drive the track without a time limit or other opponents. This is a great way to explore unlocked tracks without competition or distractions.

Saving and Loading

Need for Speed Hot Pursuit 2 allows you to save user data on your Xbox hard drive or with the use of a memory unit (MU).

Note: Never insert or remove an MU when loading or saving files.

EA Tip: An MU will hold up to 502 blocks of memory.

Autoload:

1. When the game is first turned on, it searches for existing Driver Profiles. The last Driver Profile used loads automatically.
2. If no Driver Profiles are found, you are prompted to create a new profile.

To load a saved Driver Profile:

1. Select OPTIONS from the Main Menu.
2. Select DRIVER PROFILE from the Options Menu.
3. Select LOAD DRIVER PROFILE.
4. Select the location of the desired profile.
5. Select the desired Driver Profile name.

To create a New Driver Profile:

Note: Your profile is automatically saved at the end of every race if Auto Save is ON (see below).

1. Select DRIVER PROFILE from the Options Menu.
2. Select NEW DRIVER PROFILE. The New Profile screen appears.
3. Enter the name of the new Driver Profile.
4. Select a location (hard drive or MU) in which to save your data.

To delete a Driver Profile:

1. Select OPTIONS from the Main Menu.
2. Select DRIVER PROFILE.
3. Select DELETE DRIVER PROFILE.
4. Select the location of the Driver Profile you want to delete.
5. Select the Driver Profile to delete.
6. Select YES if you are sure you want to delete this Driver Profile, then press **A**.

To save a Driver Profile:

1. Select OPTIONS from the Main Menu.
2. Select DRIVER PROFILE.
3. Select UPDATE DRIVER PROFILE.

To Auto Save:

When Auto Save is turned ON, *Need for Speed Hot Pursuit 2* saves your game automatically after each event (for more information, see *Options Menu* p. 11). When Auto Save is OFF, you are prompted to save your progress at the end of each race.

To turn Auto Save ON or OFF:

Select OPTIONS from the Main Menu. The Options Menu appears. Select GAME OPTIONS in the Options Menu. The Game Options Menu appears.

Toggle the AUTO SAVE feature ON or OFF.

Music Credits

“Ordinary”

Performed by The Buzzhorn. Written by Rob Bueno, Todd Joseph, Ryan Mueller and Bert Zweber. © 2002 Bizornified Music (ASCAP). (P) 2002 Recording courtesy of Atlantic Recording Corp. From the album “Disconnected”.

“Wall of Shame”

Performed by Course of Nature. Written by Mark Wilkerson, John Milldrum and Rick Shelton. Tailback 80 Publishing/RG Slide Music (BMI) and Warner-Tamerlane Publishing Corp. (BMI). All Rights Reserved. Used by Permission. (P) 2002 Recording courtesy of Atlantic Recording Corp. From the album “Superkala”.

“Fever for the Flava”

Performed by Hot Action Cop. Mixed By Randy Staub. Written by Rob Werthner. Produced by Michael Baker. Fever for the Flava – EA Need for Speed Remix. Remixed by Francois Lafleur and Eric LeBlanc. © 2002 Rob Stuff Music (BMI) and Buttang Music (BMI). (P) 2002 Recording courtesy of Atlantic Recording Corp.

“Going Down On It”

Performed by Hot Action Cop. Mixed by Randy Staub. Written by Rob Werthner. Going Down On It – EA Need for Speed Remix. Remixed by Francois Lafleur and Eric LeBlanc. Additional Production by Johnny Morgan. © 2002 Rob Stuff Music (BMI) and Buttang Music (BMI). (P) 2002 Recording courtesy of Atlantic Recording Corp.

“Build Your Cages”

Performed by Pulse Ultra. Written by Pulse Ultra. Published by Pulse Ultra Music (ASCAP) and Paxil Ate God (ASCAP/SOCAN). (P) 2002 Recording courtesy of Velvet Hammer Music/Atlantic Recording Corp. From the album “Headspace”.

“Keep It Coming”

Performed by Uncle Kracker. Written by Matthew Shafer and Michael Bradford. © 2002 Warner-Tamerlane Publishing Corp. (BMI), Gaje Music, Inc. (BMI) Seven Peaks Music (ASCAP) & Chunky Style Music (ASCAP). (P) 2002 Recording courtesy of Atlantic Recording Corp. From the album “No Stranger to Shame”.

“The People That We Love”

Performed by Bush. Written by Gavin Rossdale. © 2000 Published by Mad Dog Winston Music Limited (BMI) (PRS). (P) 2002 Recording courtesy of Atlantic Recording Corp. From the album “Golden State”.

“One Little Victory”

Performed by Rush. Written by Geddy Lee, Alex Lifeson and Neil Peart. © 2002 Core Music (SOCAN). (P) 2002 Recording courtesy of Atlantic Recording Corp. From the album “Vapor Trails”.

“Black Hole”

Performed by The Humble Brothers. Written by The Humble Brothers. © 2001 Published by The Humble Brothers. (P) 2001 Recording courtesy of The

Humble Brothers.

“Brake Stand”

Performed by The Humble Brothers. Written by The Humble Brothers. © 2001 The Humble Brothers. (P) 2001 Recording courtesy of The Humble Brothers.

“Sphere”

Performed by The Humble Brothers. Written by The Humble Brothers. © 2001 The Humble Brothers. (P) 2001 Recording courtesy of The Humble Brothers.

“Cone of Silence”

Performed by Matt Ragan, Phil Robertson, Jack Duncan. Written and produced by Matt Ragan. © 2001 Electronic Arts. (P) 2001 Electronic Arts. “Flam Dance”

Performed by Matt Ragan. Written and produced by Matt Ragan. © 2001 Electronic Arts. (P) 2001 Electronic Arts.

“Bundle of Clang”

Performed by Matt Ragan. Written and produced by Matt Ragan. © 2001 Electronic Arts. (P) 2001 Electronic Arts.

“Cylkoid”

Performed by Rom di Prisco, vocal by Anji Bee. Written and produced by Rom di Prisco. © 2001 Electronic Arts. (P) 2001 Electronic Arts.

EA Europe

Software Localisation Manager: Sam Yazmadjian

Localisation Project Manager: Julien Girard-Buttoz, Nathalie Fernandez

European CQC Operations Manager: Linda Walker

European CQC Test Manager: Jean-Yves Duret

European CQC Test Supervisor: David Fielding

European CQC Test Leads: Andrew Chung, Paul Richards, Ben Jackson

European CQC Senior Testers: James Bolton, Paul Davies, Tony Hopkins, Jamie Keen, Gary Napper

European CQC Platform Manager: James Featherstone

European CQC Platform Specialists: Ashley Powell, James Arup, James Norton, Tim Wileman

Production Manager: Jane Luckraft

Account Executive: Lesley Eastup

Production Planner: James Truter

Documentation Layout and Translation Coordination: Abdul Oshodi

Web Localisation Coordination: Sylvain Caburrosso

Studio Ops: Anne Miller, Phil Jones

European Product Manager: James McDermott

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This warranty does not apply to the software program themselves, which are provided “as is”, nor does it apply to media which has been subject to misuse, damage or excessive wear.

Returns After Warranty

Electronic Arts will replace user-damaged media, current stocks allowing, if the original media is returned with a Eurocheque or postal order for £10 per disc, payable to Electronic Arts Ltd.

If you have any queries on warranty replacements or user-damaged discs or manuals, please e-mail us on uk-warranty@ea.com Please note that this is only for warranty and NOT technical queries.

Please remember to include full details of the defect, your name, address and, where possible, a daytime telephone number where we can contact you.

Electronic Arts Customer Warranty, PO Box 181, Chertsey, KT16 0YL, United Kingdom.

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If you have any queries about this product, Electronic Arts Customer Service department can help.

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Notes

Notes

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