

**EA**  
**SPORTS™**

# FIFA

**SOCCER**  
**2005**

OSWALDO

EVERYONE  
**E**  
CONTENT RATED BY  
ESRB

  
**FIFA**  
Official FIFA Licensed Product



**WARNING: READ BEFORE USING YOUR PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- ❖ This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- ❖ Do not bend it, crush it, or submerge it in liquids.
- ❖ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ❖ Be sure to take an occasional rest break during extended play.
- ❖ Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, please visit [www.esrb.org](http://www.esrb.org).



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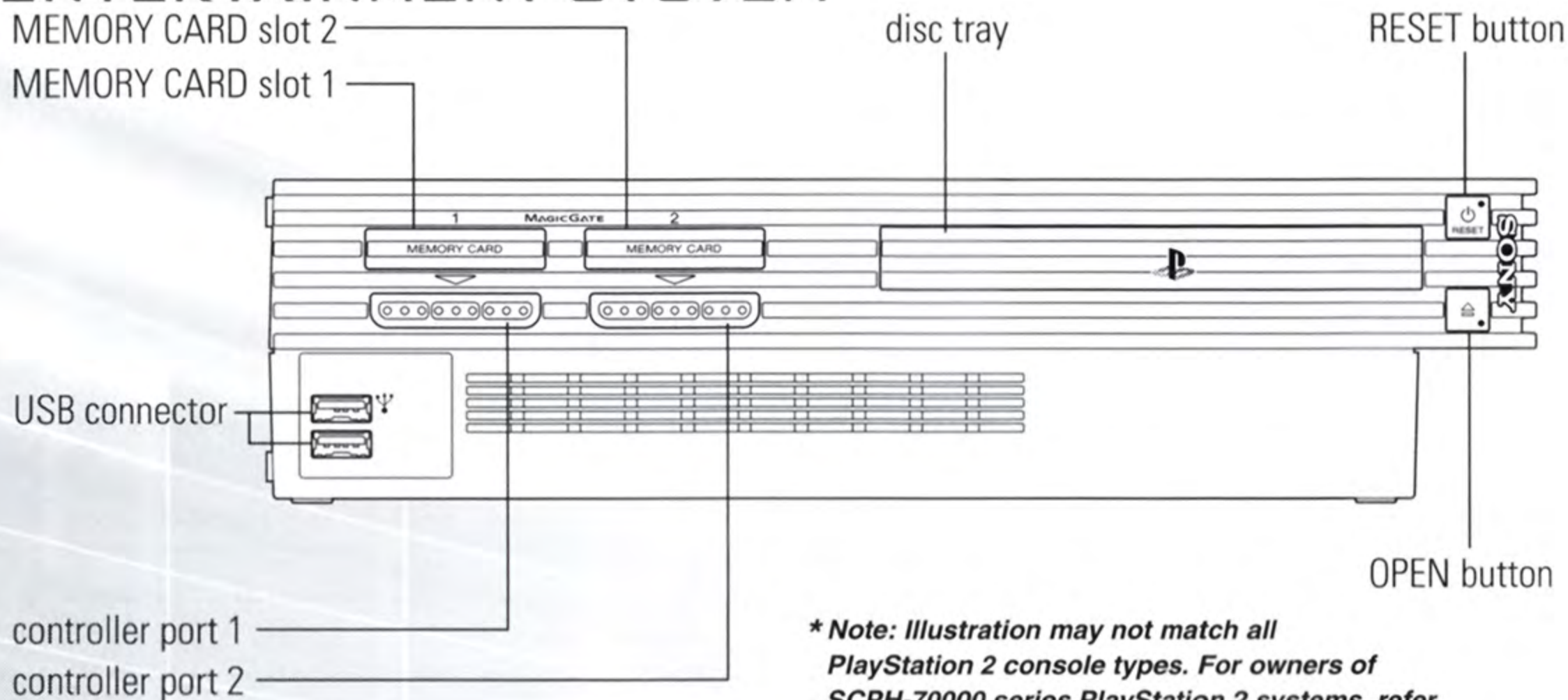
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**FOR MORE INFO** about this and other titles, visit EA SPORTS™ on the web at [www.easports.com](http://www.easports.com).



# STARTING THE GAME

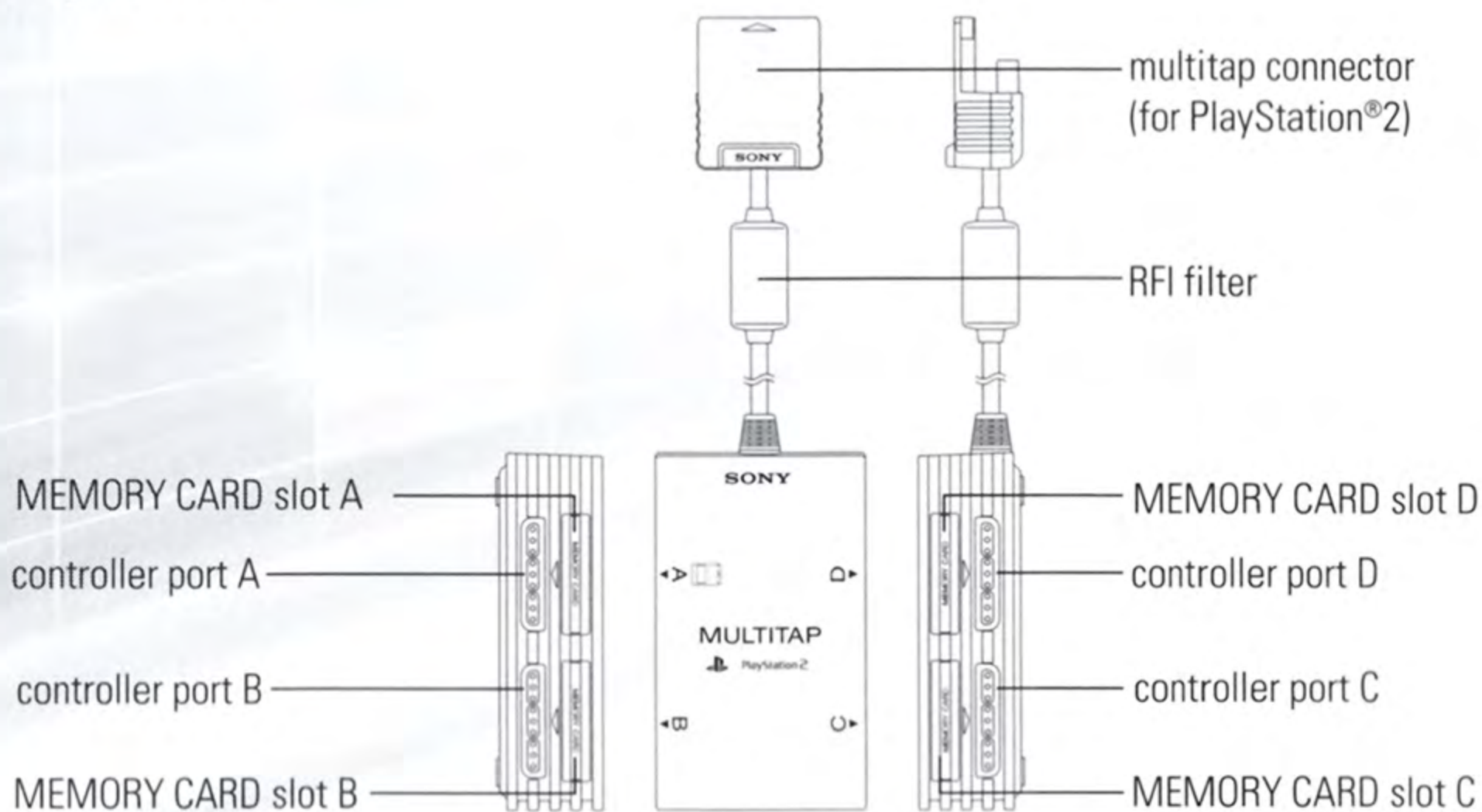
## PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



*\* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

- 1.** Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
- 2.** Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
- 3.** Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open.
- 4.** Place the *FIFA Soccer 2005* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
- 5.** Attach game controllers and other peripherals, as appropriate.
- 6.** Follow on-screen instructions and refer to this manual for information on using the software.

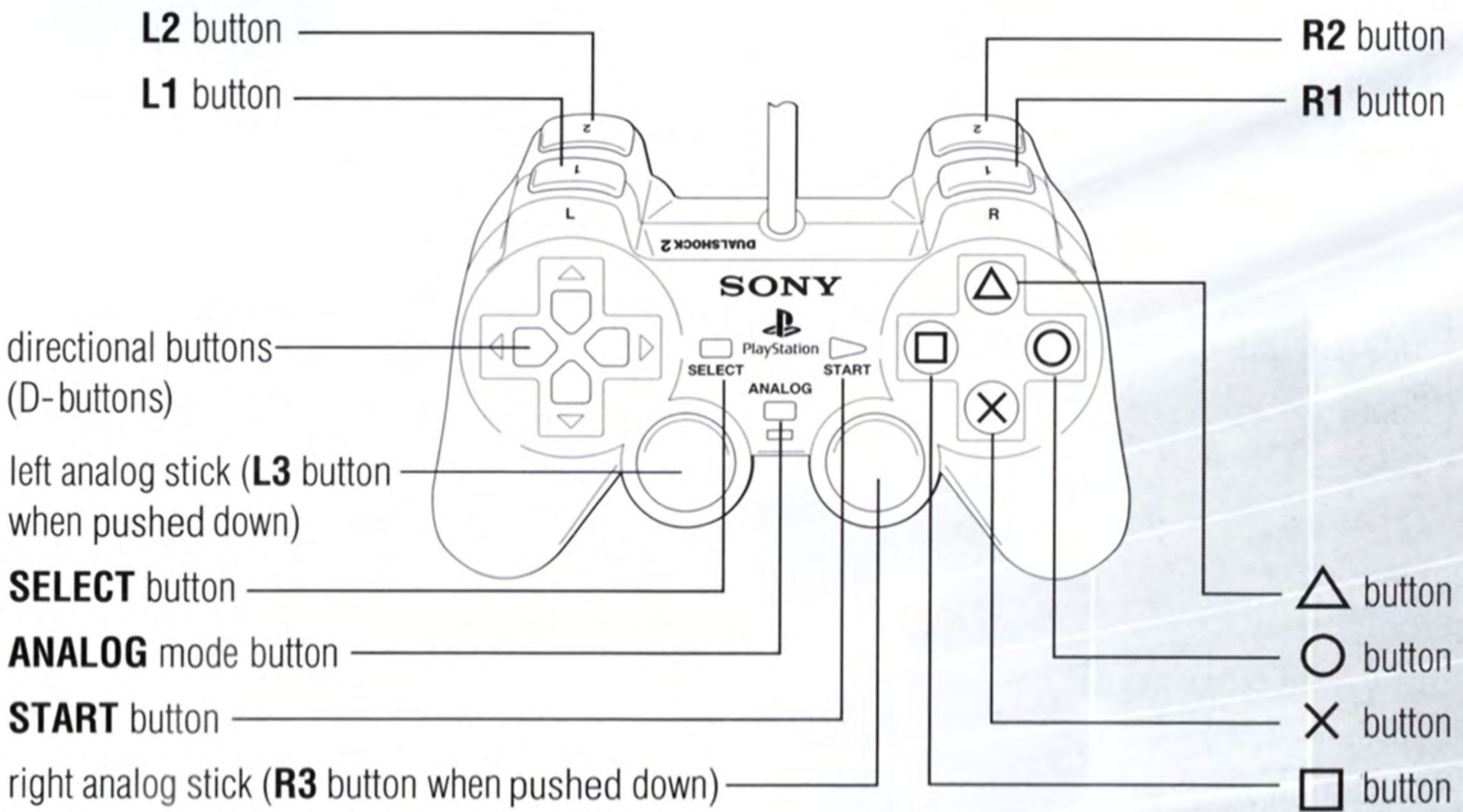
**NOTE:** When using the Multitap (for PlayStation®2), a controller must be connected to controller port 1-A.





# COMMAND REFERENCE

## DUALSHOCK<sup>®</sup> 2 ANALOG CONTROLLER CONFIGURATIONS



### MENU CONTROLS

<b>Highlight</b> menu items	D-button ↑
<b>Cycle</b> choices/Move sliders	D-button ↔
<b>Select/Go</b> to next screen	× button
<b>Return</b> to previous screen	Δ button



# COMPLETE CONTROLS

Whether you're playing a friendly match or competing for the championship, master these controls to dominate your opponents on the pitch.

<b>OFFENSE (POSSESSION)</b>	
<b>Move player</b>	D-button or left analog stick
<b>Sprint</b>	<b>R1</b> button (hold)
<b>Activate IGM</b> , see <i>IGM (In-Game Management)</i> on p. 6	<b>R2</b> button + <b>L2</b> button (hold)
<b>Pass/Header</b>	⊗ button
<b>Through ball</b> (manual)	<b>L1</b> button + ⊗ button
<b>Shot/Header/Volley/Clearance</b>	⊙ button
<b>Chip shot</b>	<b>L1</b> button + ⊙ button
<b>Fake shot</b>	<b>R2</b> button + ⊙ button
<b>Lob/Cross</b>	⊠ button
<b>Early cross</b>	<b>L1</b> button + ⊠ button
<b>Low hard cross</b> (double tap)	⊠ button
<b>Through ball</b> (assisted)	△ button
<b>Lobbed through ball</b>	<b>L1</b> button + △ button
<b>Skill moves/First Touch</b>	right analog stick
<b>Pause game</b>	▶ button START

## POWER, WEIGHT, AND DIRECTION

When shooting, lobbing, or playing a manual through ball, a power meter appears at the bottom of the screen. Keep the appropriate button pressed to increase power (for speed and distance) and release when the meter has filled. If the meter reaches the red zone, your effort is more likely to be off target when shooting. Press the left analog stick to aim—the ball travels in the direction it is facing when you release the button.

## PASSING

Press the left analog stick to direct assisted/lobbed through balls, through balls, passes, lobs, and crosses towards a teammate or teammate's run.

To play first-time balls (passing or shooting without first controlling the ball), press the appropriate buttons before the ball reaches your player.

## DRIBBLING

The faster you travel, the trickier it is to trap an incoming pass or keep control of the ball. Try to balance your pace with the need for control.

## ATTACKING OFF THE BALL™ CONTROL OPTIONS

**Off the Ball™ Running:** When your player has possession of the ball, press the **L2** button to increase his passing options. Potential ball receivers appear with numbers above their heads. Press the **L2** button to cycle through the receivers and press the right analog stick to guide the highlighted receiver's run. To play a pass towards the highlighted receiver, press the ⊠ button or △ button.

<b>DEFENSE (OPPONENT POSSESSION)</b>	
<b>Move player</b>	D-button or left analog stick
<b>Switch player</b>	⊗ button
<b>Tackle</b>	⊙ button (hold)
<b>Sliding tackle</b>	⊠ button
<b>Keeper charge</b>	△ button



## DEFENDING OFF THE BALL™ CONTROL OPTIONS: SECONDARY DEFENDER

For the defender nearest the ball, tackling isn't always the best form of defense. When facing the man in possession, it is sometimes more effective to block his path to goal and then call in a secondary defender (press the **L1** button) to make the challenge.

### GOALKEEPING

Move/Aim kick or throw	left analog stick
Throw	⊗ button
High kick	⊠ button or ⊙ button
Drop ball	⊲ button

## SET PIECES

### TAKING A DIRECT FREE KICK

FOLLOW THESE STEPS TO HIT THE TARGET:

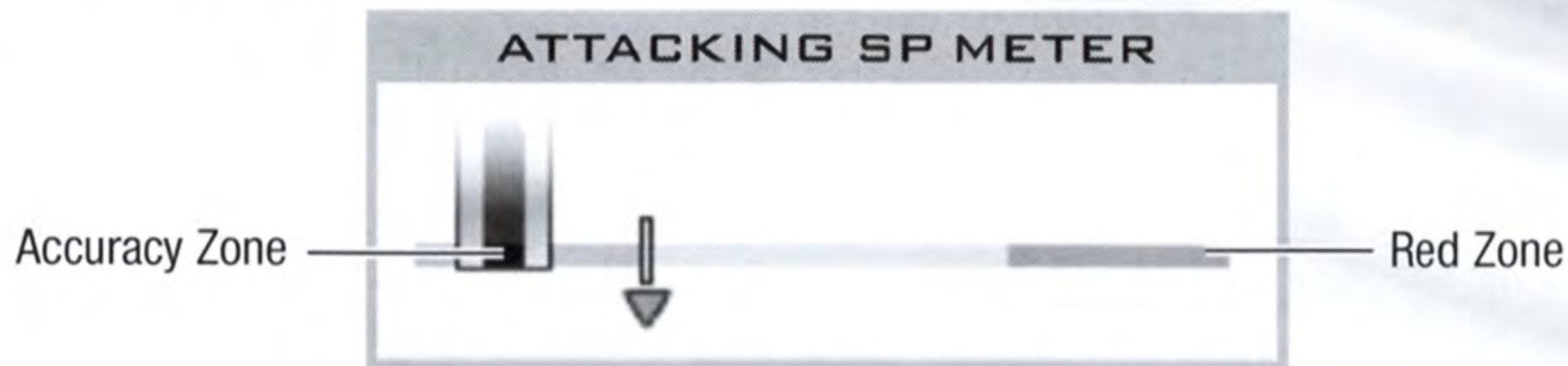


1. Press the left analog stick to aim the targeting cursor towards the area of net you want the ball to go.



2. Decide what kind of spin to put on the ball by positioning the impact cursor (the point at which you are going to strike the ball) with the right analog stick.

**Ballspin:** To make the ball swerve, put spin on it by striking it on one side. The nearer to the edge that contact is made, the greater the swerve produced (making contact with the right-hand side of the ball as you look at it sends it swerving in an arc to the right and then back in to the left, and vice versa).



3. To kick, press the ⊠ button, ⊗ button, or ⊙ button to start the kick meter, and press it once more on the upswing to set the power of the shot (stop the pointer near the red zone for more power; the more powerful the shot, the faster the downswing will be). Press it a third time on the downswing to set the accuracy (stop the pointer in the middle of the accuracy zone for the best results).



## TAKING AN ATTACKING INDIRECT FREE KICK OR CORNER

1. Press the D-button  $\updownarrow$  and the  $\times$  button to select a set piece.
2. Select a receiver by pressing the button corresponding with the symbol above his head.
3. Use the Off the Ball™ controls to make space for yourself while waiting for the set piece.

**NOTE:** Jostling only works on corner set pieces.

## ATTACKING INDIRECT FREE KICK/CORNER OFF THE BALL™ CONTROL OPTIONS

**Jostling:** While waiting for an attacking indirect free kick or corner to be taken, make space in the crowd by jostling with your marker. To give him the run-around, press the left analog stick; to jostle with him, press the right analog stick towards him.

### TAKING A DEFENSIVE INDIRECT FREE KICK OR GOAL KICK

Aim	left analog stick
Long kick	$\square$ button or $\odot$ button (hold for increased power)
Short kick	$\times$ button

### TAKING A THROW-IN

Move receiving player	left analog stick
Change receiving player	$\times$ button
Throw	$\square$ button or $\triangle$ button

### TAKING A PENALTY KICK

Aim shot	left analog stick
Shoot	$\odot$ button (hold for increased power)

### DEFENSIVE WALL

Move player/wall	left analog stick
Wall jump	$\square$ button, $\triangle$ button, or $\odot$ button
Switch player	$\times$ button

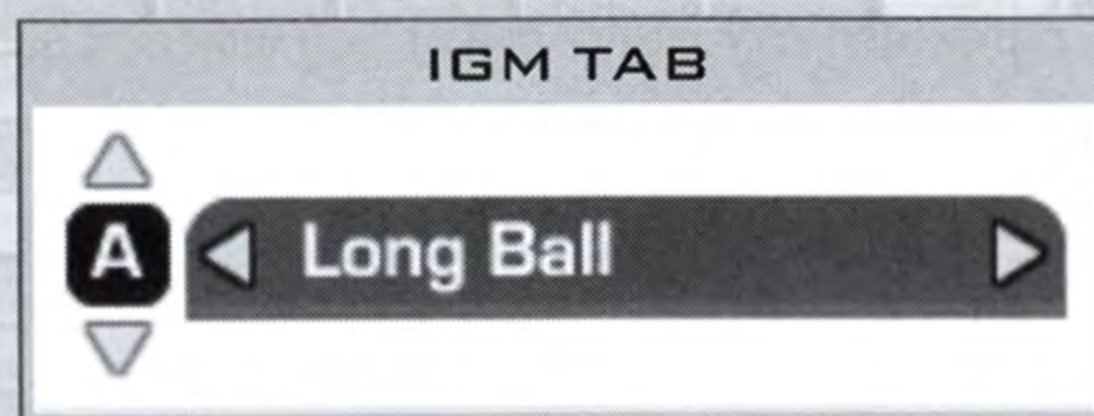
### DEFENDING A PENALTY KICK

Dive	left analog stick
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## IGM (IN-GAME MANAGEMENT)

Hold the **R2** button, then hold the **L2** button at the same time to make tactical adjustments to your team during the game. Press the D-button  $\updownarrow$  to toggle between different tactical areas and then press the D-button  $\leftrightarrow$  to make changes to each:

- ❖ **Attacking Strategy (A):** Wing Play/Possession/Long Ball
- ❖ **Defensive Strategy (D):** Pressing/Neutral/Contain
- ❖ **Mentality Preference (M):** Attack/Neutral/Defend





# SETTING UP THE GAME

Adjust your settings and options before you hit the pitch.

## GAME SETTINGS

Modify your game preferences in the Game Settings screen (via the My FIFA 2005 menu). Modify your Set Piece preferences in the Set Pieces screen. These options are saved in a common settings file that is loaded automatically upon boot-up and applied to all game modes.

# PLAYING THE GAME

In *FIFA Soccer 2005*, your path to glory depends on the skills of every player. Get out on the field and guide your team to the championship.

## CONTROL HIGHLIGHTS



Controlled player in possession of the ball



Controlled player when not in possession of the ball




Off-screen controlled player indicator



Player making Off the Ball™ runs

## PLAYER STATUS BAR



Sergio Aragonese

Fitness level

During a match, a Player Status Bar appears at the bottom of the screen displaying the highlighted player's current level of fitness.

## FITNESS

Fitness level decreases the more a player sprints (hold the **R1** button), slowing him down, but replenishes when he returns to normal pace.



# GAME MODES

*FIFA Soccer 2005* offers you a variety of game modes to play how you want.

**NOTE:** Most of the Game Modes in *FIFA Soccer 2005* are self explanatory and are not covered in this manual. Exceptions are listed below. Also see *Hints and Tips* on p. 11 for further information on playing the game.

## CAREER MODE

Pick your favorite club team from any one of the divisions worldwide. Train individual players or the entire squad, and dip into the transfer market to build a team that will take you to victory.

### STAFF

Press the D-button  $\leftrightarrow$  to improve the level of staff for each department. Each slot costs points, which are deducted from your total.

### CAREER CENTRAL

Press the  $\blacksquare$  button to view the current table, or press the  $\bullet$  button to see the fixture line-up.

## TOURNAMENT

Play your way through a league or knockout tournament against teams of your choice.

**NOTE:** Press the  $\otimes$  button in the Select Teams screen to decide whether a team is User or CPU controlled.

## PRACTICE

Join the wide-awake club by working hard on the practice pitch. Choose to practice in a game with a set number of players or perfect your corners and direct/indirect free kicks.

## PLAY ONLINE

Take on the best soccer opponents via EA SPORTS™ Online.

REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT [www.easports.com](http://www.easports.com). YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON [www.easports.com](http://www.easports.com) OR 30 DAYS AFTER THE LAST DAY OF THE 2004-2005 SEASON.

This software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. ("SCEI"). "DNAS" retrieves information about user's hardware and software for authentication, copy protection, account blocking, system, rules, or game management and other purposes. The information collected does not identify the user personally and will not be shared with any non-SCE company. **A PUBLISHER CAN COMBINE THIS INFORMATION WITH PERSONALLY IDENTIFYING INFORMATION FROM THE PUBLISHER'S RECORDS IF THE USER PROVIDES THE PERSONALLY IDENTIFYING INFORMATION. BEFORE PROVIDING ANY PERSONAL INFORMATION TO A PUBLISHER, PLEASE BE SURE TO REVIEW THE PUBLISHER'S PRIVACY POLICY AND TERMS AND CONDITIONS OF USE. DO NOT PROVIDE PERSONALLY IDENTIFYING INFORMATION TO A PUBLISHER UNLESS YOU ACCEPT THE CONDITIONS OF USE AND TERMS OF THEIR PRIVACY POLICY.** SCEI, Sony Computer Entertainment America ("SCEA") and their affiliates cannot guarantee the continuous operation of the "DNAS" servers. SCEA shall not be liable for any delay or failure of the "DNAS" servers to perform. If you receive a message during login identifying a "DNAS" authentication error, please contact SCEA Consumer Services at 1-866-466-5333. For additional information concerning "DNAS", visit [www.us.playstation.com/DNAS](http://www.us.playstation.com/DNAS). In the event of a systems incompatibility or inoperability with DNAS, the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the user's affected game software, console, or peripherals at the option of SCEA. SCEA, its parents, affiliates, or licensed Publishers shall not be liable for any delays, systems failures, authentication failures, or system outages, which may, from time to time, affect online game play or access thereto.

A network adaptor (Ethernet/modem) (for PlayStation®2) and a memory card (8MB) (for PlayStation®2) with Your Network Configuration file inserted into MEMORY CARD slot 1 are required to play *FIFA Soccer 2005* online. *FIFA Soccer 2005* is compatible with Your Network Configuration files created from other PlayStation®2 online games. You can use the Network Adaptor Start-Up Disc that came with your network adaptor (Ethernet/modem) (for PlayStation®2) or the Network Configuration GUI in this game to create a network configuration. Your Network Configuration file requires 94KB of free space on the memory card (8MB) (for PlayStation®2).



## PLAYING ONLINE

In order to play *FIFA Soccer 2005* online, you must select Your Network Configuration file or create a new one by following the on-screen instructions. Next, create a new EA Account. If you already have an EA Account saved on a memory card (8MB) (for PlayStation®2), it appears automatically.

After you're logged into the *FIFA Soccer 2005* Select Persona screen, create an EA SPORTS Persona (you can have up to four EA SPORTS Personas). Change or create new Persona names and edit account information from the Select Persona screen.

**NOTE:** Your Network Configuration file and the EA Login will only be read off of the memory card in MEMORY CARD slot 1.

**NOTE:** If you have an existing screen name on AOL, AOL Instant Messenger (AIM), Compuserve 2000, or Netscape AOL Instant Messenger, you can use it as your EA Account Name. Visit <http://www.ea.com/fifa-reg> to register, then return to *FIFA Soccer 2005* and select USE EXISTING EA ACCOUNT. Enter your Account Name and password to log on.

## PLAYING BEHIND A FIREWALL

We recommend that you do not play behind a firewall. However, if you do wish to play behind a firewall, you must open the following ports: 3658 (peer-to-peer connection); 6000 (VOIP).

## WELCOME TO FIFA SOCCER 2005 ONLINE (LOBBY)

Find an opponent based on your skill level, check out the latest EA News, and set your gameplay options for the games you host

**NOTE:** The game's timeout function may be different than your ISP's. This could lead to high telephone charges if you leave the game unattended.

**PLAY NOW** Quickly search for an opponent using your Play Now Settings. Choose MY FIFA and then PLAY NOW SETTINGS to set the Play Now Settings.

**GAME MODES** Choose ONLINE LOBBY to create or join a Room and chat to other online players. Choose ONLINE EVENTS to see all the current Events or create a tournament of your own. Choose QUICK TOURNAMENT to create or join a 4- or 8-player tournament.

**LEADERBOARDS** Select MY LEADERBOARD to see where you stand in the online rankings. Choose FRIENDS to match yourself up to your Friend's stats. Choose TOP 100 to view the stats for the top 100 online players.

**MY CAREER** Take pride in your Trophy cabinet and flaunt your achievements with your Career stats (viewable by all your friends).


**MY FIFA** Change your settings, read the latest News or see the Online FAQ for help.

## CHEATING PREVENTION

The following rules are applied to online games to prevent cheating:

- ❖ Games can be ranked or unranked.
- ❖ A user is penalized for exiting a ranked game before it is finished.

## PLAYER OPTIONS

Highlight a player's name and press the  button to bring up the player options. From here you can challenge, send or read a private message, block or unblock, add or remove that player to or from your EA Messenger, or provide feedback about the user.



## PLAYER CONNECTIONS

A Connection Bar is displayed next to a player's name in an Online Lobby Room. The indicator has three bars: Green (3) indicates a good connection; yellow (2), a medium connection; and red (1), a poor connection.

**NOTE:** If the Connection Bar has 3 colored bars, ping is less than 50 milliseconds.

**2 colored bars = ping is between 50 and 100 milliseconds. 1 colored bar = ping greater than 100 milliseconds.**

## EA SPORTS™ TALK

EA SPORTS Talk lets you talk to other players. EA SPORTS Talk is activated as soon as you connect to your opponent. The icon represents its status when in the Online Lobby and EA Messenger.

- A green microphone icon means a headset is detected on the other user's machine (whether ON/OFF).
- A green wave icon means that the user is currently connected to a voice chat.

**NOTE:** EA SPORTS Talk supports the Logitech® USB headset, but does not support modem connections. To use EA SPORTS Talk, both players must have broadband connections.

**NOTE:** During gameplay, if your USB headset is plugged into your console, and you are not able to talk to your opponent:

- ❖ Your opponent may not have a USB headset connected to their console.
- ❖ Your opponent may be connecting to the Internet through a dial-up modem connection.
- ❖ You and your opponent may have a low quality connection to each other.

## EA SPORTS™ TICKER AND MEDALLION

Stay up to date on the latest sports scores with the EA SPORTS Ticker. The ticker shows you the results of real scores and events. Keep an eye on the ticker for news and information from EA SPORTS.

The EA Medallion to the left of the ticker indicates your connection status. During regular network operation, the Medallion is green and the Network Activity Indicator on the right side of the Medallion flashes to indicate network transactions. A red Medallion indicates that you have been disconnected.

If you are disconnected from the network for any reason, the screen becomes gray, and the Medallion indicates that you have been disconnected and you must press the **X** button to return to the Main menu.

## EA™ MESSENGER

Keep track of your friends, challenge, chat, and offer feedback with the EA Messenger.

### TO SEARCH/ADD A FRIEND:

Press the **○** button to open the EA Messenger and then press the **○** button again to search for a friend. To add a friend, highlight his name and press the **X** button to bring up the player options, then select ADD to EA Messenger. A Friend Request is sent to him. Once accepted, the friend is automatically added to your EA Messenger.

### TO INITIATE A CHALLENGE OR CHAT:

Highlight your friend's name and press the **X** button in either the EA Messenger or in one of the chat rooms. You can only challenge or voice chat with one other player at a time. Press the **■** SELECT button to mute your friend during voice chat.



## SINGLE AND GROUP MESSAGES

To send a message to another user, highlight his name and press the **X** button and then choose SEND MESSAGE. To send one message to multiple friends in your EA Messenger, highlight the friends and press the D-button **→** to flag them. Then press the **X** button on any flagged friend and send a Group Message to all selected friends.

## BLOCKING/FEEDBACK

You can block any player from corresponding with you in any way. You're also able to leave feedback—positive or negative—for any player. You can also send feedback in an Online Lobby Room. Please note that abusing the feedback system can result in action against your account.

## CREATE PLAYER

Blend the essential elements of a great player and add him to a roster. Choose TEAM INFORMATION to decide your new player's position and club, then select SAVE AND EXIT, followed by YES, to save his details. He is now available for selection at that club.

# HINTS AND TIPS

Keep your skills sharp by reviewing these tips on gameplay and setup.

## GAMEPLAY FIRST TOUCH

Press the right analog stick to control your first touch. Press the right analog stick before you receive the ball to control the ball in that direction. Many new skill moves are also available when running or sprinting with the ball.

## SHOOTING

Use a **chip shot** (**L1** button + **○** button) to lift the ball over the keeper or send him the wrong way with a **fake shot** (**R2** button + **○** button).

## PASSING

**Manual through balls** (**L1** button + **X** button) can be played into areas that do not contain teammates, allowing you to pass into space and slice open the defense.

## OFF THE BALL™ CONTROL

Use the attacking Off the Ball™ controls (**L2** button then **□** button or **△** button) on the wing for pinpoint crosses.

## TACKLING

Get close to the ball carrier (left analog stick) to contest for the ball without fouling.

## MENU SCREENS

### KNOCKOUT TOURNAMENTS/MATCHES

Set the number of legs to two at the knockout stage to decide ties over home and away matches. Remember, if the score is even after the two matches, the away goals rule comes into play and away goals count double.

## USING THE VIRTUAL KEYBOARD

To input names, press the D-button or left analog stick to highlight each character and press the **X** button. Select DONE to enter a name.



## HINTS AND TIPS (CONT.)

### CHANGING YOUR SQUAD

To change your first team line-up (or substitute players during a match), press the D-button **↑** to highlight the player on the pitch that you wish to swap and press the **X** button. Highlight a player from the substitutes or the reserves (unavailable during a match), and then press the **X** button to complete the swap (highlight two players already on the pitch in order to swap their positions).

**NOTE:** Highlight a player name and press the **○** button to view his Bio Screen. Press the **L1** button or **R1** button to change the team formation.

### PRACTICE MODE PAUSE MENU

When practicing set pieces in Practice mode, select a Location (an area of the pitch) from which to take them.

**NOTE:** Location ranges from 1 to 6 (left to right) for free kicks and LEFT or RIGHT for corners.

## SAVING AND LOADING

You can save your *FIFA Soccer 2005* progress and settings upon completion of any Season or Tournament match.

### SAVING

➤ You can save your *FIFA Soccer 2005* progress and settings to a memory card upon completion of any Season or Tournament match.

**NOTE:** Never insert or remove a memory card when loading or saving files.

**NOTE:** Changes made outside individual game modes are applied in all game modes. Changes made within game modes are specific to that competition (except Game Settings and Set Pieces).

### LOADING

All Game Settings detected on the memory card in MEMORY CARD slot 1 are loaded automatically upon boot-up.

➤ To load previously saved Tournament/Career/Game Settings *after* you've started the game, select LOAD from the Game Modes screen. Select a file and press the **X** button to load the saved Tournament/Career/Game Settings.

### DELETING

➤ To delete a saved file, select DELETE from the My FIFA 2005 screen. Press the D-button **↑** to select a file and press the **X** button. Select YES at the prompt to delete the file.

## LIMITED 90-DAY WARRANTY

### ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "**Recording Medium**") and the documentation that is included with this product (the "**Manual**") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this



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#### RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt, showing the date of purchase, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

#### RETURNS AFTER THE 90-DAY WARRANTY PERIOD

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, please return the product along with (1) a check or money order for \$15.00 made payable to Electronic Arts, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below, and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

#### EA WARRANTY CONTACT INFO

**E-mail and Website:** <http://techsupport.ea.com>

**Phone:** (650) 628-1900

#### EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty, P.O. Box 9025, Redwood City, CA 94063-9025

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