



TEXAS

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# NCAA<sup>®</sup> FOOTBALL 10



**⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES**

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

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- ▶ dizziness
- ▶ altered vision
- ▶ eye or muscle twitches
- ▶ loss of awareness
- ▶ disorientation
- ▶ seizures
- ▶ any involuntary movement or convulsion

**RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.**

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**Use and handling of video games to reduce the likelihood of a seizure**

- ▶ Use in a well-lit area and keep as far away as possible from the television screen.
  - ▶ Avoid large screen televisions. Use the smallest television screen available.
  - ▶ Avoid prolonged use of the PlayStation®2 system.
  - ▶ Take a 15-minute break during each hour of play.
  - ▶ Avoid playing when you are tired or need sleep.
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Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation®2 system 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.

**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.

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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).

## COMPLETE CONTROLS

*NCAA® Football 10* provides players with the option of using EA SPORTS™ Family Play controls, an easy-to-use set of controls that simplify the gameday experience. See *EA SPORTS Family Play* controls for more details.

### GENERAL GAMEPLAY

#### BOTH SIDES OF THE BALL

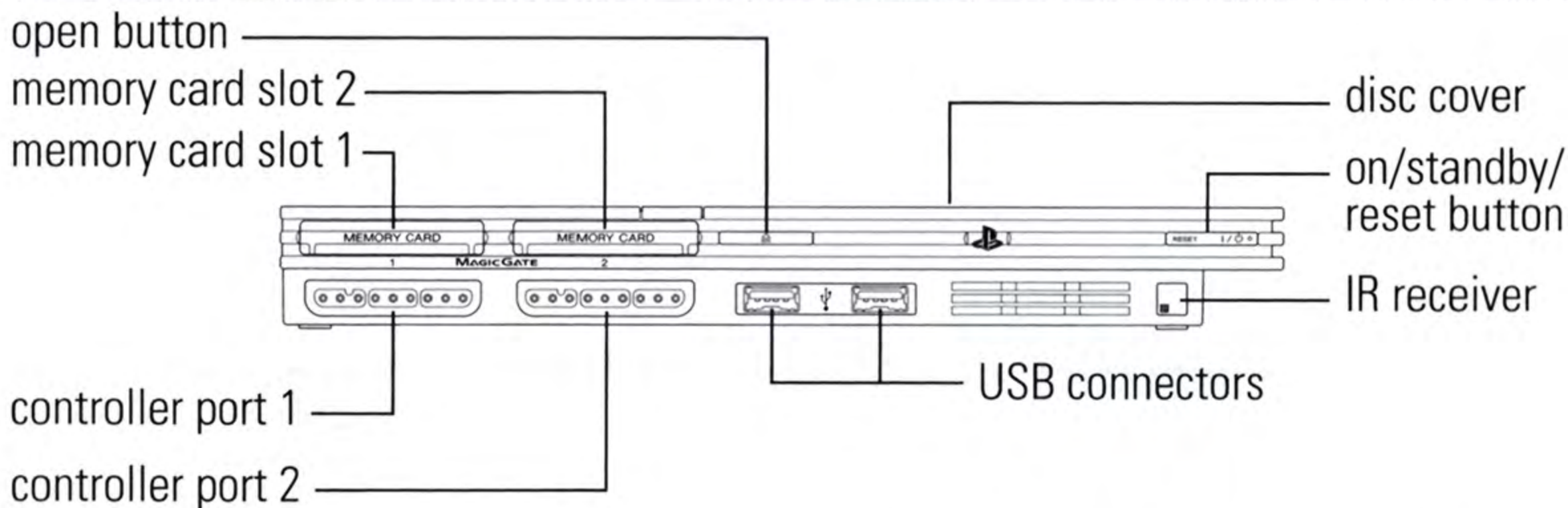
Move player	directional buttons or left analog stick
Sprint	⊗ button
Dive	Ⓚ button
Jump/Intercept/Catch	⬆ button
Spin/Switch player	Ⓞ button
Call timeout	SELECT button
Pause game	START button

**NOTE:** Complete Controls section continued on p. 3.



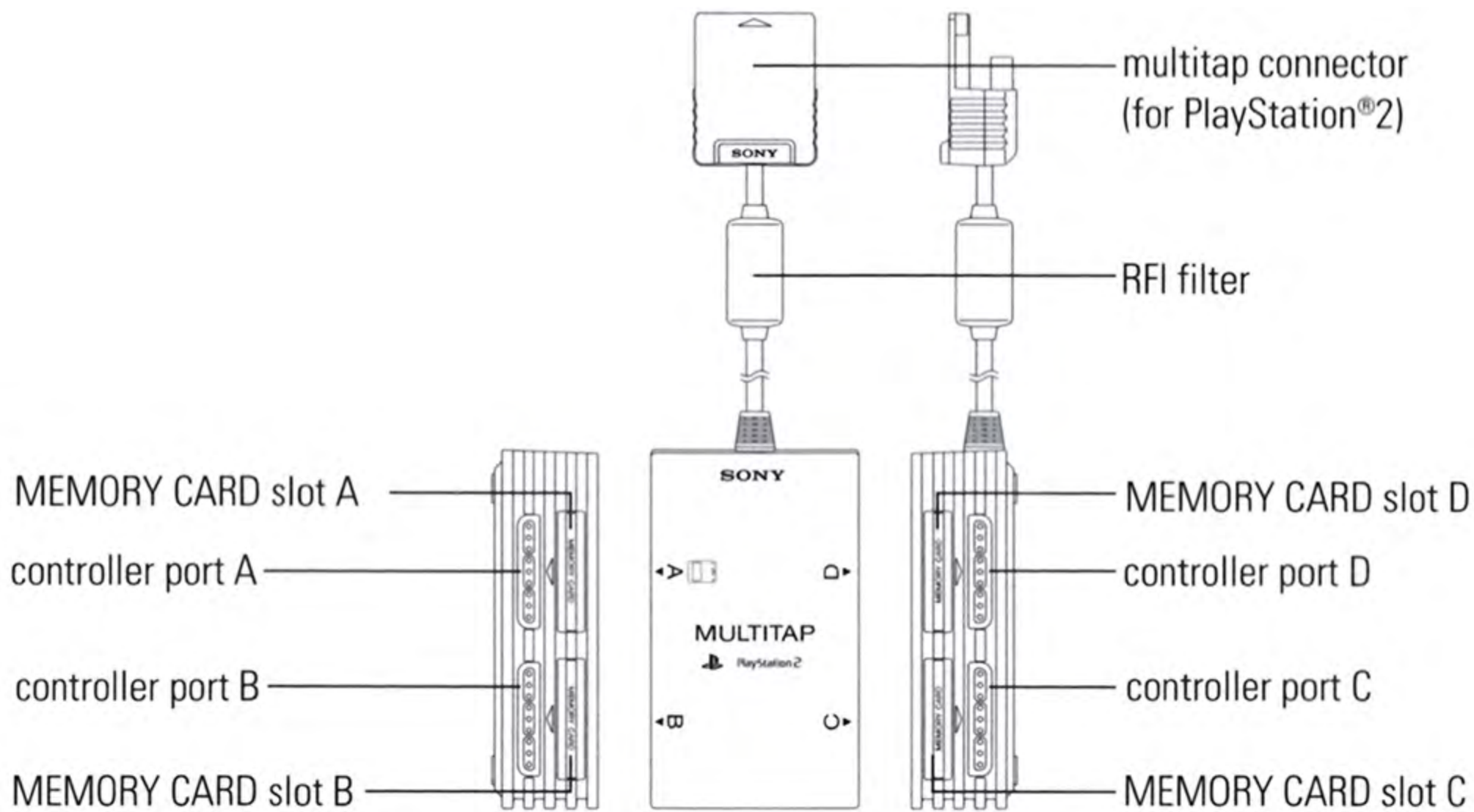
[WWW.EASPORTS.COM](http://WWW.EASPORTS.COM)

# GETTING STARTED



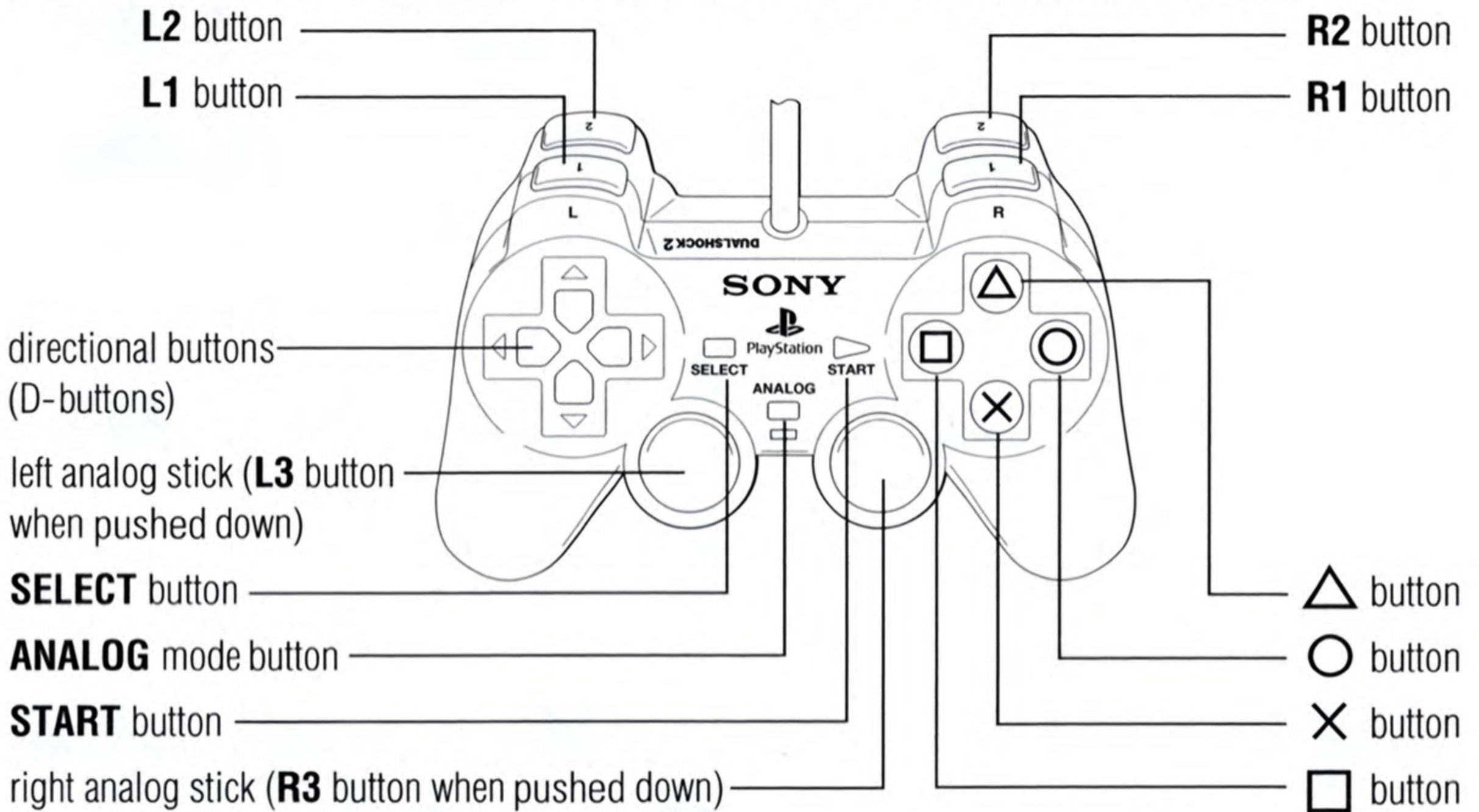
1. Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system.
2. Check that the system is turned on (the on/standby indicator is green).
3. Insert the *NCAA Football 10* disc in the system with the label side facing up.
4. Attach game controllers and other peripherals as appropriate.
5. Follow the 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.



# STARTING UP

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



# COMPLETE CONTROLS [CONT.]

## OFFENSE

### AT THE LINE OF SCRIMMAGE

<b>Snap the ball</b>	X button
<b>Fake snap</b>	○ button
<b>Cycle man in motion/Send man in motion</b>	directional button ↓ (to select player) + directional button ←/→
<b>Coach cam</b>	
—Show cams	R2 button
—Show routes	right analog stick ↑ (only in multiplayer)
—Rotate left/right	directional button ←/→
<b>Quiet the crowd</b>	L2 button
<b>Slide protection</b> (offensive line only)	L1 button + directional button:
—Pinch	↓
—Spread	↑
—Shift left/right	←/→

## RUNNING WITH THE BALL

Stiff arm left/right	<b>L2</b> button
Juke left/right/back	right analog stick ←/→/↓
Cover up ball	<b>△</b> button
Cut moves	<b>L1</b> button/ <b>R1</b> button
Highlight Stick	right analog stick ↑

## QB OPTION

Pitch ball	<b>R2</b> button
Fake pitch	<b>L2</b> button
Hand off to fullback (triple option)	<b>×</b> button
QB dive/slide	<b>□</b> button

## PASSING/RECEIVING

Throw to receiver	<b>□</b> button, <b>△</b> button, <b>○</b> button, <b>L1</b> button, or <b>R1</b> button (hold for a bullet pass; tap for a lob)
Throw ball away	<b>L2</b> button
Pump fake	<b>R2</b> button
Catch	<b>△</b> button

## AUDIBLES

Call audible	<b>□</b> button, then <b>□</b> button, <b>×</b> button, <b>○</b> button, <b>L1</b> button, or <b>R1</b> button
Flip play	<b>R2</b> button
Cancel audible	<b>△</b> button (if a new play was selected); <b>L2</b> button to audible back to the original play.
Change audible at Playcalling screen (up to three only)	<b>R1</b> button (press and hold) then press and hold the <b>□</b> button, the <b>○</b> button, or the <b>×</b> button to set the highlighted play to the corresponding button.

**NOTE:** You can set all 10 of your audibles (five on offense and five on defensive) from the Playbook/Audibles menu.

## HOT ROUTES

Press the **△** button then press the corresponding button symbol of the receiver or back whose route (or pass blocking assignment) you want to change. To call a Smart Route, move the right analog stick ↓ once you've selected a receiver.

Deep Route	directional button ↑
Comeback	directional button ↓
Cut Left/Cut Right	directional button ←/→
Slant pattern left/right (for receivers)	<b>L2</b> button/ <b>R2</b> button
Pass block left/right (for running backs/tight ends)	<b>L2</b> button/ <b>R2</b> button
In/Out flare left/right (for running backs)	directional button ←/→

**NOTE:** Smart Routes take existing routes and extend them to where the first down marker is. For example, if your selected play has a 5-yard out route and it's 8 yards for a 1st down, you can call a Smart Route hot route and the 5-yard out turns into an 8-yard out.

## HURRY-UP OFFENSE

Hurry to line of scrimmage	⊗ button (after breaking the huddle)
Repeat previous play	△ button (immediately after the whistle blows)
QB spike	⊙ button (press and hold)
Fake spike	⊠ button (press and hold)

## DEFENSE

### AT THE LINE OF SCRIMMAGE

Cycle through players	⊙ button
Pump up crowd (linebackers and secondary only)	L2 button (home team only)
Jump the Snap	⊗ button (right before ball is snapped)

**NOTE:** Jump the Snap is the ultimate risk/reward on defense. If you time it right, you can burst through the line and make a big tackle in the backfield. Jump too early, and you'll be called for offsides and receive a 5-yard penalty. Jump too late and the offensive lineman will manhandle you.

### WHILE IN PURSUIT

Swat ball	L1 button
Big hit	right analog stick (in direction of offensive player)
Strip ball	R2 button
Strafe	R1 button
Swim/Spin left/right (with linemen)	L1 button/R1 button

### SECONDARY COVERAGE AUDIBLES (BEFORE THE SNAP)

Man up	△ button, then directional button right →
Shade left	△ button, then right analog stick ←
Shade right	△ button, then right analog stick →
Tight/Loose coverage	△ button, then directional button ↑/↓
Reset	△ button, then directional button ←
Cancel coverage audible	△ button, then ⊗ button

### DEFENSIVE LINE/LINEBACKER SHIFTS (BEFORE THE SNAP)

Shift defensive line left/right	L1 button + directional button ←/→
Spread/Pinch defensive line	L1 button + directional button ↑/↓
Shift linebackers left/right	R1 button + directional button ←/→
Spread/Pinch linebackers	R1 button + directional button ↑/↓
RE Contain	L1 button + ⊠ button
LE Contain	L1 button + ⊙ button
Crash Line	L1 button + right analog stick ↑/↓/←/→
Zone Coverage (any blitzing linebacker is re-assigned to a hook zone while the MLB changes to a QB spy assignment)	R1 button + right analog stick ↑
Crash Middle	R1 button + right analog stick ↓
Crash left/right	R1 button + right analog stick ←/→

## KICKING GAME

### KICKING OFF/PATS/PUNTS

Adjust height	left analog stick ↑/↓
Adjusting power/direction	right analog stick ↓ (until power is desired), then right analog stick ↑ toward desired part of field
Abandon punt/field goal (after the ball is snapped)	<b>L2</b> button

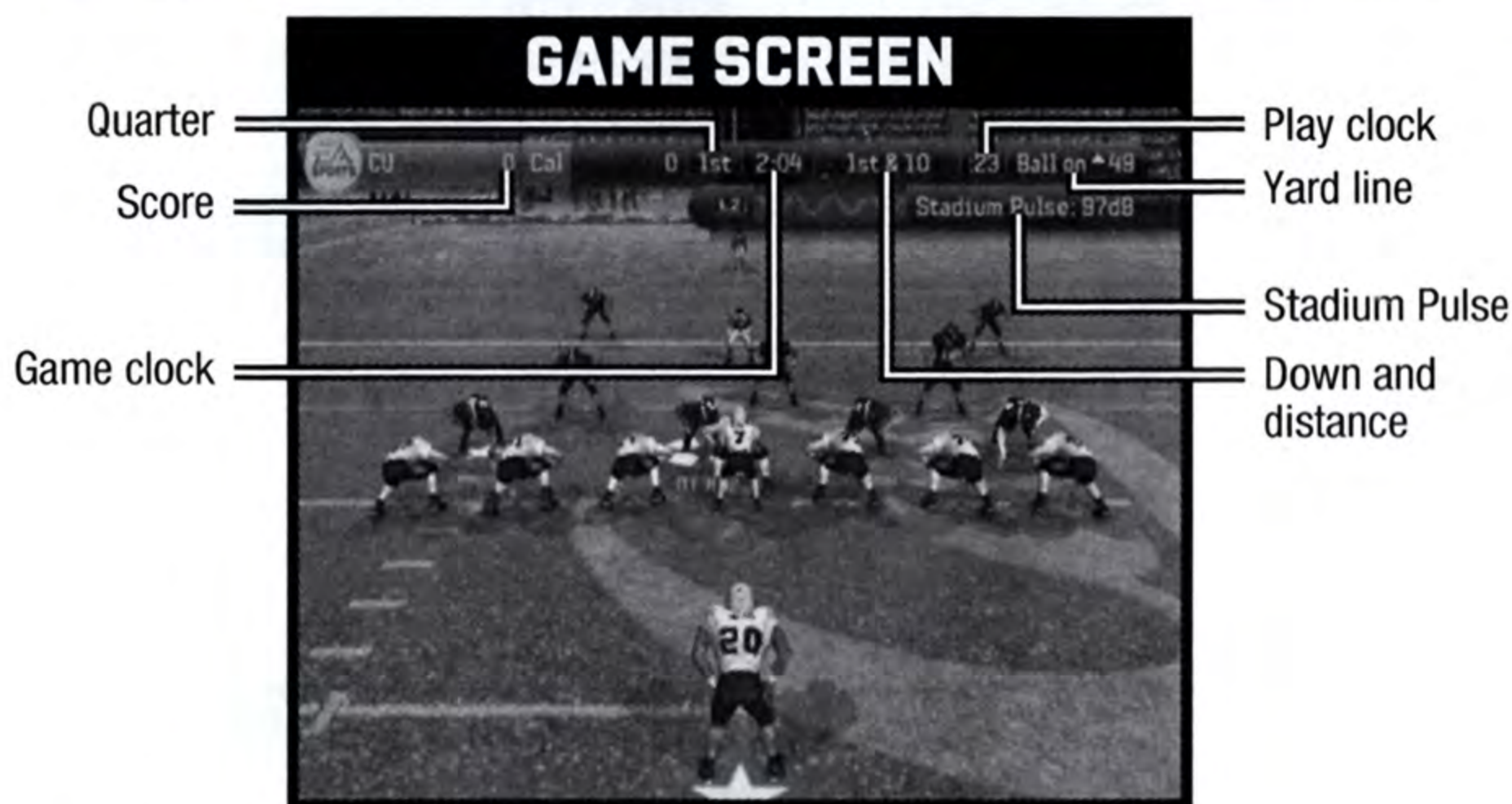
### RETURNING KICKS/PUNTS

Fair catch	△ button
Kneel in end zone	Stay in end zone

## PLAYING THE GAME

### USER PROFILES

Keep track of your personal stats and accomplishments with a User Profile. An active User Profile saves Road to Glory & Dynasty Mode achievements and statistics to your memory card (8 MB)(for PlayStation®2). Don't let all of your hard work go to waste!



## PLAYCALLING SCREEN

- ▶ To flip/reverse a set, formation, or play, press the **R2** button. To swap a package with different player personnel, press the **○** button.
- ▶ When in doubt (offense only), ask Lee Corso for his advice on the next play by pressing the **■** button.
- ▶ Each play has an alternative play shown above and below it. Press the **L2** button + the corresponding playcall button to select the play shown below it. Press the **L1** button + the corresponding playcall button to select the play shown above it.

## MY SKILLS

In *NCAA Football 10*, your success on the field affects your team more than ever—making big plays unlocks user bonuses and improves your Dynamic Player Ratings. You can also see how well you've played in previous games with the User Report Card, which grades your performance in multiple facets of the game and indicates your skill level. You can also monitor your team's User Leaders within Dynasty Mode. The players that have been controlled best by the user are rewarded with a higher Motivation and can make a greater impact on the game.



## MOMENTUM METER

Now you must do more than score if you expect to win—you must keep momentum working in your favor with big plays on offense, defense and special teams.

The more momentum you have, the better your players perform and the greater your chances at making a big play, whether it's breaking a tackle on offense or forcing a turnover on defense. With momentum on your side, your team plays better.

## IMPACT PLAYERS

Impact Players, indicated by a star-shaped icon, can change the game in a heartbeat. Be sure to key in on them during the biggest moments of the game.

If the Impact Icon is pulsating, the player is "In the Zone" and is more likely to make a big play. If your Impact Player is struggling with an opponent, tap the **X** button for a second chance to either make or break the tackle.

## BLUFF PLAY ART (MULTIPLAYER ONLY)

If you feel your opponent is on to your playcalling schemes, throw 'em off by showing play art for four different plays while at the line of scrimmage (press the **R2** button to bring up the Coach Cam, then move the right analog stick **↑/↓/←/→** to show the plays).

Move the right analog stick **←** for a fake play action, **→** for a fake pass, **↓** for a fake run, or **↑** for the actual play.

For example, when you call a run play you can show your opponent the play art for a deep pass or play action. Your opponent will be unaware which play you are actually running and may overcompensate to cover one of the bluffed plays, making your real play more effective.

## COACH CAM MATCH-UP VISUALS

See who the best players on the field are by using the Coach Cam. Press and hold the **R2** button to bring it up. Three colors are shown with corresponding halos to represent the different types of players on the field: Green—the most highly rated players; Yellow—above average players; Red—below average or worst players.

**NOTE:** The majority of players don't have a colored halo. They represent the middle-of-the-pack, average players.

## IN-GAME SNAP SHOTS

Capture all of your most memorable plays and incredible moments. All you have to do to take a snap shot of your memorable moment is access the feature via the Instant Replay menu, and press the **L3** button during the appropriate time. After your pictures are saved, you can view all of them by visiting your Photo Album My Shrine menu.

**NOTE:** Saving In-Game Snap Shots requires an available memory card.

## GRUDGE MATCH

Lose a close game to your fiercest rival? Then get right back on the field for a rematch! The Grudge Match option lets you play another game using the same two teams without first having to return to the Main menu.

## HIGHLIGHT STICK

When carrying the ball, move the right analog stick **↑** to fend off would-be tacklers by ducking past them or trucking over them. Your ability to do so depends on the size, agility and tackle-breaking ability of the ball carrier; plus the size, strength and tackling ability of the defender.

## QB AVOIDANCE

When defenders are closing in on your quarterback, move the right analog stick in any direction to make your quarterback do a side-step in the pocket or an evasive maneuver that shakes off a sack attempt.

## RECEIVER DIRECT

After rolling out of the pocket with your quarterback, an indicator appears under the receiver closest to you. Move the right analog stick to direct that receiver to go in the direction you want. To switch between different receivers, press the **R3** button.

## RUNNING BACK COMBO MOVES

Set defenders up like never before by stringing together multiple moves, including jukes, spins and stiff arms. Enhanced running animations provide a more fluid and responsive feel, allowing you to cue your next move while you're playing out another.

## ADVANCED HOT ROUTES

Before the snap on offense, press the **△** button then move the right analog stick **↑** to assign your receiver to a fade route, **←/→** to assign your receiver to drag route left/right or **↓** to assign your receiver to a Smart Route, which makes him run a route as long as is needed for a first down.

## DEFENSIVE HOT ROUTES

Before the snap on defense, switch to the appropriate defender and move the right analog stick **↓** to assign him to a QB Contain defense, which helps enclose scrambling quarterbacks. To assign your defender to a Smart Zone, making him defend the first-down area of the field, move the right analog stick **↑**.

## SAVING AND LOADING

Before exiting a game mode or a menu where changes have been made, be sure to save your progress to your memory card—all unsaved information will be lost otherwise. You can also save or load manually by accessing the Load/Save screen via the My NCAA® menu.

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

### EA SPORTS FAMILY PLAY

EA SPORTS Family Play is an easy pick-up-and-play game mode with no penalties, injuries or fatigue. Take on friends and family in a light-hearted game in each of the following parts of *NCAA Football 10*: Play Now, Dynasty Mode, Road to Glory, Points Pursuit, Mascot Game and Rivalry Game. The EA SPORTS Family Play controls are displayed below.

Offense	
Dive	□ button
Spin	○ button
Special move	⊗ button
Pitch ball (on option plays)	⊗ button

Defense	
Dive	□ button
Switch player	○ button
Special move	⊗ button
Catch (ball in air)	△ button

Special Teams	
Kick (kickoff/punt/field goal)	⊗ button

## MASCOT CHALLENGE

Quickly go from Junior Varsity or Varsity to All-American status by improving your skills and technique in a slew of practice drills that focus on passing, rushing, receiving and defense.

# GAME MODES

## **NEW** ROAD TO GLORY

Are you good enough to step into the spotlight? The Road to Glory is hard fought and full of trials and tribulations. Hit the field as well as the books and listen as Erin Andrews of ESPN chronicles the highlights of your career.

During your freshman season, you reside in a campus dorm room. Here you can access your game schedule, playbook, newsletters, fan mail and more. As you progress through your career the living conditions should improve.

To perform your best, make sure to keep your life organized using the following:

- Calendar** Manage your day-to-day activities, attend practice, figure out how you want to spend your nights and play your week's game from the calendar.
- Progress Report** Track your progress throughout your career. Keep tabs on your GPA, view the bonuses you have achieved, as well as see how great you are.
- Computer** Log on to view game, player, and team stats. Plus view Top 25 rankings, bowl projections, awards, and rosters.  
**NOTE:** New to *NCAA 10 Football* are the Heisman Watch and Strongest Conference boards.
- Newsletter** Read what the media has to say about you and your team in the weekly newsletter.
- Fan Mail** Are you as popular as you think? The fans let you know by what they say in their fan mail.
- Closet** Edit your appearance and add attribute points to your ratings. Erin Andrews will show you how many points you have earned to spend, at the end of each game.
- Trophy Crate** Check out all the hardware earned during your collegiate career.

## **DURING YOUR FRESHMAN SEASON**

As a freshman, you are slated to start. Play out the entire season and see if you can lead your team to a coveted bowl game.

## **NEW** SUPER SIM

In Road to Glory, you control more than just your player's fate. The coach calls the plays and it's up to you to execute them. You take control of the play and it is up to you to take both your player and your team to victory. To speed things up, the use of the all-new Super Sim means you only have to participate in the plays your student athlete is involved in.

## **BETWEEN GAMES**

Each weekday you will need to attend class, go to practice and decide what to do each evening. You can study, visit a tutor, get in additional practice or attend an on-campus social event.

## **END OF THE REGULAR SEASON**

Once the regular season ends, the bowl invitations are awarded. If your team was fortunate enough to receive an invite, play out the final game of the season before advancing to the off-season.

## **POSTSEASON AWARDS**

Between the end of the regular season and the start of the bowl games, the postseason awards are handed out—the biggest being the Heisman Trophy.

## **THE OFFSEASON**

At the end of your freshman and sophomore seasons, you immediately start preparing for the following season. Change your position, play in the Spring Game, and change your major if you want. Pre-season rankings are released and the fight for No. 1 soon begins.

For juniors and seniors, it's decision time. Do you declare yourself eligible for the NFL Draft and export your player to *Madden NFL 10*, do you return for your senior season (juniors only), or do you stay in collegiate football as a coach (seniors only)?

## ONLINE PLAY

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

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON [WWW.EA.COM](http://WWW.EA.COM) OR 30 DAYS AFTER THE LAST DAY OF THE 2009-2010 NCAA FOOTBALL SEASON.

EA may provide certain incremental content and/or updates for no additional charge, if and when available.

A network adaptor (Ethernet/modem) (for PlayStation®2) and a memory card with Your Network Configuration file inserted into MEMORY CARD slot 1 are required to play *NCAA Football 10* online. *NCAA Football 10* 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 (for PlayStation®2) or the Network Configuration GUI in this game to create a network configuration. Your Network Configuration file requires 42KB of free space on the memory card.

## PLAYING ONLINE

In order to play *NCAA Football 10* online, you must create a Your Network Configuration file and a new EA Account by following the on-screen instructions. If you already have an EA Account and a Network Configuration saved on a memory card, they appear automatically.

## PLAYING BEHIND A FIREWALL OR ROUTER

This game uses the following network ports for playing online. If you are running a Firewall, ensure it is set to allow the game to communicate on these ports both inbound and outbound:

**TCP Ports:** 80, 443, 25500-25509

**UDP Ports:** 9570, 3658, 6000, 9980-9989

If you are having difficulty connecting to other players online and your Internet connection is behind a Router using NAT (Network Address Translation), you may need to enable Port Forwarding on your Router by forwarding all data on ports UDP 3658 and UDP 6000 to the IP address of your PlayStation®2 system. Alternatively, you can put your router into a DMZ—please consult your Router help files for details on how to do this.

For more information on firewalls, port forwarding, and DMZs, please visit EA Technical Support at: <http://support.ea.com>.

## WELCOME TO NCAA FOOTBALL 10 ONLINE

In Online mode you can play an evenly-matched Ranked Match, an Unranked Match where the results don't count toward your player ranking, a Session Match featuring settings of your own, or a Play Now game. You can also send challenges to other players from the Lobby, view the Leaderboard or create a Club and play against your peers.

## DYNASTY MODE™

Become a national powerhouse and make a run for a championship year after year. Nab the top recruits in the land, devise an unstoppable gameplan and dominate your opponents every time you take the field.

### DYNASTY MODE MAIN MENU

- Preseason Schedule** Customize your schedule however you want. You can also choose which players to redshirt for the upcoming season, target prospects for In-Season Recruiting and assign jersey numbers to all players on the user teams.
- Summer Training** Another facet of the preseason which allows you to improve your players by competing in 17 drills; the better you do, the more points you can add to your player's applicable attributes.
- Play Week** Play or simulate games on the schedule, or choose to simulate the entire season.
- Super Sim** Complete your game quickly with the Super Sim feature, which lets you simulate the game and freely enter back in whenever you want.
- Coach's Desk** Access the following from the Coach's Desk:
- Recruiting** You can now target a limited number of prep prospects before and during the season.
- Game Prep** Prepare for each week's upcoming game by practicing against your next opponent's playbook. Perfect up to 10 key plays that will provide a ratings boost to your players while negating your opponent's home field advantage.
- Game Prep Notebook** View any plays prepared with Game Prep each week.
- Player Promises** A wrinkle to the recruiting process is the ability to promise prospects certain benefits, such as a specific jersey number, immediate playing time or even the guarantee of playing a particular position.
- Rosters** Adjust your depth chart, apply for a medical hardship redshirt and more.
- Playbooks/Audibles** Customize your playbook and audibles to your specifications.
- Coach Options** Choose your game strategy, view (or quit) your coaching position and review your coaching report card.
- ESPN® The Magazine** View the Top 25 poll, see who is in the running for the Heisman Trophy, check out the list of All-Americans, get a detailed breakdown of the Strongest Conferences in the country and see which stadiums rank as the toughest 25 places to play.
- Strength of Schedule** The dynamic Top 25 list ranks the teams with the toughest schedule each week.
- Stat Book** View season, career and team stats or look at rankings.

### SPRING GAME

Decide which underclassmen get the most reps during the annual Spring Game and designate your Impact Players for the upcoming season.

### DURING THE SEASON

You have one simple goal during the season: win the next game on the schedule. Though you have to juggle all of the off-the-field activities that occur during the week, such as dealing with everyday player issues, in-season recruiting and the ever-changing Top 25 poll, don't lose focus on the task at hand. Learn to balance the workload.

### INFRACTIONS

Maintaining a disciplined team is essential if you want to have a shot at the title. If one of your players commits an infraction, you can choose whether to take action. But be forewarned, your school may be penalized by the NCAA if you choose to ignore rule breakers.

You can suspend players for a quarter, an entire game or for the remainder of the season. Each action you take costs a certain number of Discipline Action Points. Be sure that you don't use too many points on minor infractions or you might not have enough left for more serious violations.

## **AFTER THE SEASON**

After playing the final game on the schedule, hopefully in your case it was a major bowl game, your school may offer to extend your contract. If you're a hot coaching prospect, another school might offer you a better job as well. On the flip side, if you failed to reach the expectations of the school, you could lose your job.

## **THE OFFSEASON**

Negotiate with players who are leaving the team early, recruit new talent, hold your annual Spring Game, train your squad, cut players and organize your depth chart.

## **EXPORT DRAFT CLASS**

Disappointed that you're losing some of your key players? You can export your draft class to *Madden NFL 10* and oversee their professional careers.

## **POINTS PURSUIT**

Forget traditional football scoring system. In Points Pursuit, your team gets points based on yards gained or lost, big defensive stands and user actions such as User Break Tackles, User Picks, and User Sacks.

When the Multiplier comes into play, the stakes are doubled, tripled or even quadrupled! The team with the most points at the end of the game wins.

Impress the crowd and earn big points. You can check out your point level by visiting My Shrine via the My NCAA® menu after the game.

## **RIVALRY GAME**

Take on your school's biggest rival in a game where the only numbers that matter are the ones on the scoreboard.

## **COKE ZERO™ MASCOT MASH-UP**

In the Mascot Game, bragging rights are on the line when favorite sideline icons battle it out on the gridiron.

## **PRACTICE**

Prepare for the big game by running through your playbook in Practice mode. You can work on all three phases of the game with or without an opponent on the field (offense/special teams/pass skeleton only).

## **SPRING DRILLS**

Test your skills in a variety of drills on offense, defense, and special teams.

### **FEATURES**

Select your Playbooks and Audible and personalize your game by creating an entire university in your name. You can also create your own player, playbook, sign and more.

### **MY NCAA**

Customize your Settings or head into My Shrine to check out your Record Book, Trophy Case, Photo Album and more. You can also Load/Save games from here.

# 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 product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

## 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 products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

## EA Warranty Information

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, choose one of the following options to receive our replacement instructions:

Online: <http://warrantyinfo.ea.com>

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions:

US 1 (650) 628-1001

## EA Warranty Mailing Address

Electronic Arts Customer Warranty  
9001 N I-35 Suite 110  
Austin, TX 78753

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## Technical Support Contact Info

**E-mail and Website:** For instant access to all of our technical support knowledge, please visit <http://support.ea.com>.

**Telephone Support:** Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-1001. No hints or codes are available from (650) 628-1001.

**Mailing Address:** Electronic Arts Technical Support  
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