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RED BAR DATE: 01/14/11



## EPILEPSY WARNING

Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

## PRECAUTIONS TO TAKE DURING USE

- ▶ Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- ▶ Preferably play the game on a small screen.
- ▶ Avoid playing if you are tired or have not had much sleep.
- ▶ Make sure that the room in which you are playing is well lit.
- ▶ Rest for at least 10 to 15 minutes per hour while playing a video game.

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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## INSTALLING THE GAME

**NOTE:** For system requirements, see the readme file.

### To install (disc users):

Insert the disc into your disc drive and follow the on-screen instructions.

If the Autorun menu does not automatically appear, launch the installer manually in Windows® 7, Windows Vista®, or Windows® XP by opening **Start > Run**, typing **D:\AutoRun.exe** in the text box, then clicking OK (substitute the correct letter of your CD/DVD-ROM drive if other than 'D:').

Once the game has installed you can launch it from the game's AutoRun menu or by locating the game through the **START** menu.

### To install (EA Store users):

**NOTE:** If you'd like more information about purchasing direct downloads from EA, visit [www.eastore.ea.com](http://www.eastore.ea.com) and click **MORE ABOUT DIRECT DOWNLOADS**.

Once the game has been downloaded by EA Download Manager, click the install icon that appears and follow the on-screen instructions.

**NOTE:** If you've already purchased a title and would like to install it on another PC, first download and install the EA Download Manager on the other PC, then launch the application and log in with your EA account. Select the appropriate title from the list that appears and click the start button to download the game.

### To install (third party online users):

Please contact the digital retailer through whom you purchased this game for instructions on how to install the game or how to download and reinstall another copy.

## STARTING THE GAME

### To start the game:

Games on Windows Vista or Windows 7 are located in the **Start > Games** menu and on earlier versions of Windows in the **Start > Programs** (or **All Programs**) menu. (EA Store users must have the EA Download Manager running.)

**NOTE:** In Windows Vista Classic Start menu style, games are located in the **Start > Programs > Games > Games Explorer** menu.



[WWW.CRYSIS.EA.COM](http://WWW.CRYSIS.EA.COM)



# BE THE WEAPON

Something's gone horribly wrong in New York City, and there are rumors of a possible Ebola virus outbreak causing a widespread humanitarian crisis. Alcatraz and the rest of 1<sup>st</sup> Recon are a little skeptical over the reasons for sending in trained soldiers to handle a virus. Whatever is happening, it's serious, and—whether they like it or not—they're going in.

## CAMPAIGN CONTROLS

### GENERAL GAMEPLAY

Below are the controls necessary to navigate and fight your way through New York.

#### **SURVIVAL TIP: Mouse Controls**

You are also able to access all suit modes and weapon and Nanosuit customization by using Quick Select. Hold down the mouse wheel to bring up the radial selection.

PLAYER CONTROLS	
Move	W/A/S/D
Look	Mouse
Sprint	Left <b>SHIFT</b>
Power melee	V (hold)
Melee	V
Weapon sights	Right-click and hold (hold left <b>SHIFT</b> to steady aim)
Fire weapon	Left-click
Toggle armor	Q
Toggle cloak	E
Interact/Grab/Pick up	F
Jump	SPACEBAR (hold for power jump)
Reload	R
Toggle crouch	C
Toggle visor	B
Toggle Nanovision	N
Grenades	G
Toggle fire modes	2
Cycle weapons	Scrollwheel/1
Cycle explosives	3
Customization of weapon/Nanosuit	X/H
Pause menu	ESC

#### **SURVIVAL TIP: Remain Unseen**

When maneuvering into a position or you find yourself in a potentially dangerous/open area, use the Nanosuit stealth mode. Enemies can't shoot what they can't see.

### VISOR MODE

Zoom	Right-click (hold)
Highlight enemy	F
Toggle Nanovision	N

#### **SURVIVAL TIP: Tactical Options**

The Nanosuit's Visor mode displays tactical options for increased battlefield awareness and strategic advantage. Pay attention to your tactical options to fully exploit every environment and gain the upper hand in combat.

### VEHICLE CONTROLS

Steer	A/D
Look	Mouse
Accelerate	W
Reverse	S
Fire primary weapon	Left-click
Fire secondary weapon	Right-click
Get out	F
Toggle seats	C
Handbrake	SPACEBAR
Lights	1
Pause menu	ESC

## PLAYING THE GAME

### MISSION INFORMATION

#### OBJECTIVES

As your mission evolves, your briefing and objectives are updated and displayed on Alcatraz's HUD. Objectives are briefly shown at the top of the screen and then given an objective marker as a waypoint to follow.

### FIELD EQUIPMENT BRIEFING

#### HEADS-UP DISPLAY

The Nanosuit 2.0 is the latest secret weapon of the U.S. Special Forces, granting operatives a range of enhanced abilities. The suit features an integral heads-up display (HUD) utilizing a satellite uplink to place essential tactical information directly in view.

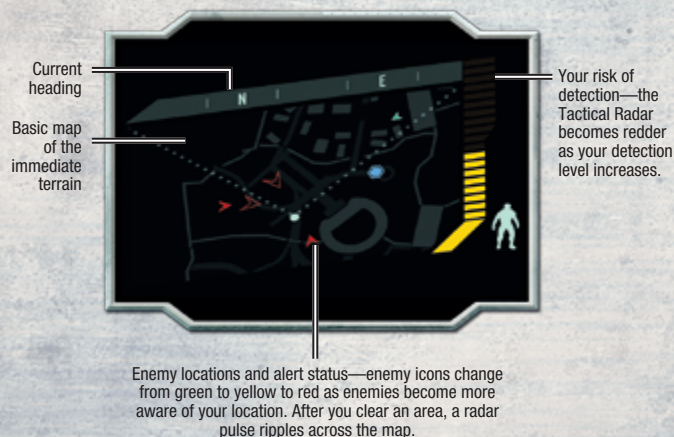


## GAME SCREEN



## TACTICAL RADAR AND STEALTH METER

Stealth tactics are key to surviving the streets of New York. Stay alert and monitor the threat status data to remain undetected.



**NOTE:** Enemies in a state of alert (yellow arrowheads) or in combat (flashing red arrowheads) appear on the Tactical Radar even if you haven't tagged them. Vehicles appear as white outlines once tagged.

## THREAT ANALYSIS

Your HUD displays two variables: your current risk of detection and the enemy's alert status.

- If the enemy alert status begins to rise, act quickly to minimize your visibility or move away from your current position.

## HIT DETECTION

Instant analysis of incoming projectiles allows the Nanosuit to pinpoint the location of any enemy that scores a hit, allowing you to retaliate accurately. Stay alert for a dial around your crosshair indicating the direction of incoming fire.

## TACTICAL VISOR

Use the visor to locate enemy units—and track them in both the Tactical Radar and HUD displays. Press **B** to use them and adjust zoom depth by right-clicking. To track enemies in the Tactical Radar and HUD, use the visor to tag them. Get a clear view of a unit and center the crosshair on it to fix its position—press **F** to begin tracking a unit you have highlighted.

Vehicles are tagged the same way, but do not display the alert colors. View tagged enemies through walls or when they are out of your direct line of sight. All units remain tagged until dispatched or destroyed.

## USING THE NANOSUIT 2.0

The all-new Nanosuit is streamlined to quickly adapt to any combat situation. During combat, power is temporarily channeled to boost the Nanosuit's armor or stealth abilities. Each of these abilities caters towards a specific battlefield mentality and it is up to you to decide how to approach each situation.

### SURVIVAL TIP: Keep Moving

Use your Nanosuit's abilities to give you that extra burst of speed and get you into cover. It might save your life. It's hard to get a bead on you when you are a blur diving behind a concrete wall.

## ARMOR

By focusing power within the Nanosuit's armor capabilities, Alcatraz is able to bolster his strength and can even improve his combat awareness with further upgrades. The Nanosuit's armor abilities absorb damage during hectic firefights or cushion the shock of a would-be fatal fall. The armor abilities are best utilized when discretion is thrown out the window for Alcatraz to neutralize the situation as soon as possible.

## STEALTH

When power is diverted to the Nanosuit's stealth feature, advanced camouflage is activated and Alcatraz is able to disappear into his surroundings. Use camouflage to sneak up on enemies and perform stealth kills, or simply use the advantage to walk by unnoticed.

## MODULES

Through upgrades, the Nanosuit may also be equipped with passive power and tactical modules. These modules do not need any additional power and are always active once installed.

## UPGRADING THE NANOSUIT 2.0

Alcatraz is able to collect Nano Catalyst from the bodies of dead aliens and apply their technology towards his Nanosuit. Once enough Nano Catalyst is collected, apply it to specific Nanosuit modules that unlock new abilities. Access the Nanosuit Modules menu to view the Nanosuit's available upgrades. Nano Catalyst can be spent on one of the suit's four main capabilities: Armor, Power, Tactical, and Stealth.

## WEAPON ATTACHMENTS

To improve Alcatraz's efficiency on the battlefield, make sure to always equip the proper weapon loadouts before entering a firefight. By accessing the Weapon Attachments menu, you can customize Alcatraz's weapons with available attachments he has collected. Press the corresponding on-screen buttons to cycle through available attachments. Equip scopes to land a distant kill shot, attach silencers for muffled takedowns, and discover new attachments to unlock even more destructive potential.

### SURVIVAL TIP: Sniper Scope

The sniper scope gives you an additional level of zoom.

### SURVIVAL TIP: Power Slide

Power slide by crouching while sprinting. This allows you to fire your weapon as you slide, kick using melee, or slide to cover.



## VEHICLES

While fighting through New York, Alcatraz comes across vehicles he is able to commandeer and drive. Vehicles not only provide transportation, but also deliver firepower through mounted MGs or provide cover in dire situations. Upon entering a vehicle, Alcatraz's Nanosuit HUD is synchronized for seamless control with the vehicle's built-in heads-up display.

## MAIN MENU

### RESUME GAME

Select RESUME GAME to continue your single player campaign from your last saved checkpoint.

### CAMPAIGN

Access the Campaign menu from the main menu in order to start a new single player game or revisit completed missions. The mission to save New York starts here.

### SAVING & LOADING

While playing *Crysis*® 2, your progress is automatically saved via a number of mid-mission checkpoints. After dying, the Nanosuit reboots and Alcatraz respawns at the last activated checkpoint.

### CAMPAIGN MENU

- New Campaign** Begin a new campaign. Choose to play the game on RECRUIT, SOLDIER, VETERAN, or SUPERSOLDIER difficulty.
- Load** Load a saved game.
- Replay Mission** Start a previously completed mission from its beginning.

## EXTRAS

- Nanosuit Showroom** Visit the Nanosuit Showroom to examine the details of how the Nanosuit works. View modules for stealth, armor, and power configurations of the Nanosuit, and modules for the Tactical Visor.
- Service Record** The Service Record menu displays your kills, deaths, accuracy percentage, and headshots. View suit usage and weapon and ammo-related statistics.
- Collectibles** The Collectibles menu allows you to view background information and concept artwork unlocked by collecting in-game rewards.
- Unlocks** Replay videos and music unlocked during your play.
- Credits** View the game credits.

## SETTINGS

Select SETTINGS from the main menu to change settings within the game and view the controls

### SETTINGS MENU

- Game** Adjust in-game options such as subtitles, vibration, or aim assistance.
- Sound** Adjust the music volume or sound FX volume.
- Graphics** Alter the visual options.
- Brightness** Adjust the game brightness.
- 3D Options** Adjust the 3D options.
- Controls** Change controller options or view the controls.

## ONLINE PLAY

INTERNET CONNECTION AND ACCEPTANCE OF END USER LICENSE AGREEMENT REQUIRED TO PLAY. A MYCRYSIS ACCOUNT (POWERED BY GAMESPY), ACCEPTANCE OF THE MYCRYSIS TERMS OF USE [WWW.MYCRYSIS.COM/TERMS](http://WWW.MYCRYSIS.COM/TERMS) AND MYCRYSIS PRIVACY POLICY [WWW.MYCRYSIS.COM/PRIVACY](http://WWW.MYCRYSIS.COM/PRIVACY) ARE REQUIRED TO ACCESS ONLINE MULTIPLAYER AND OTHER ONLINE FEATURES AND/OR SERVICES. YOU MUST BE 17+ TO REGISTER FOR A MYCRYSIS ACCOUNT. ONLINE FEATURES CAN BE RETIRED WITH 30 DAYS' NOTICE POSTED ON [WWW.MYCRYSIS.COM](http://WWW.MYCRYSIS.COM). GAME USES SOLIDSHIELD CONTENT PROTECTION TECHNOLOGY ([WWW.SOLIDSHIELD.COM](http://WWW.SOLIDSHIELD.COM)). GAME CAN BE PLAYED ON UP TO FIVE COMPUTERS; USERS CAN MANAGE WHICH COMPUTERS ARE AUTHORIZED OR DE-AUTHORIZED TO PLAY GAME. VISIT <http://activate.ea.com/deauthorize/> FOR MORE INFORMATION ON DE-AUTHORIZATION. ONLINE PLAY IS LIMITED TO ONE ONLINE PLAYER PER SERIAL CODE.

### GAME SCREEN



## MULTIPLAYER

Select MULTIPLAYER to jump online and test your skills against players around the world. Up to 12 fighters battle it out in a variety of game modes. Your character grows with experience, allowing you greater control over your equipment loadout and suit module selection. Take up arms with the Marines or C.E.L.L., and battle for supremacy. Below are the controls necessary to navigate and fight your way through New York.

PLAYER CONTROLS	
Move	W/A/S/D
Look	Mouse
Sprint	SHIFT
Melee	V
Weapon sights	Right-click
Fire weapon	Left-click
Toggle armor	Q
Toggle cloak	E
Interact	F
Jump	SPACEBAR (hold power jump)
Reload	R



## PLAYER CONTROLS (CONT.)

Toggle crouch	C
Toggle visor	B
Toggle Nanovision	N
Toggle fire modes	2
Cycle weapons	Scrollwheel
Select explosives	3
Cycle guns	1
Use support bonus	4
Text chat (team)	U
Text chat (all)	Y
Scoreboard	TAB
Pause menu	ESC

## MAIN MULTIPLAYER MENU

<b>Join Match</b>	Displays a list of all games currently in progress, allows you to enter a specific server name or IP address.
<b>Operative Status</b>	View the service record, leaderboards, dog tags, skill assessments, and clan tag of your multiplayer character. Also review the summary of the unlocks you have received.
<b>Customize Equipment Options</b>	Choose your equipment loadout for multiplayer matches. Adjust the volume of in-game audio, change controller settings, and more.
<b>Friends List</b>	Search for and add friends to your friends list.
<b>Download Content</b>	Check for new downloadable content.
<b>MyCrysis</b>	Link your profile and redeem promo codes to experience new features.

## GAME TYPES

Game types decide the objectives and rules for every multiplayer match. Game types may be automatically updated from the *Crysis 2* servers.

<b>Instant Action</b>	This is the basic non-team death match. You must kill enemies to score points.
<b>Team Instant Action</b>	This is the basic team-based death match. You must kill enemies to score points, and the first team to reach the score limit wins.
<b>Crash Site</b>	Capture energy from downed alien pods while preventing the enemy team from doing the same thing.
<b>Assault</b>	Nanosuit operatives must download data from terminals defended by black ops soldiers. This is a single life mode with no ability to respawn.
<b>Capture the Relay</b>	Capture the enemy's relay and return it to your base to score. The team with the highest number of captures wins.
<b>Extraction</b>	Extract Nanosuit-enhancing alien bio-ticks from defended locations. Capture all of the ticks to win.

## MYCRYSIS

When logging in for the first time, you are asked if you want to join MyCrysis.com. A MyCrysis account is required to access online features. Also, being a member of the MyCrysis community gives you access to statistics and leaderboards and enables you to compare your gameplay performance with your friends and the rest of the world. MyCrysis.com also offers all the latest news and media plus an active online community with regular ongoing discussions in official forums.

## EXPERIENCE

After completing a match, you gain XP. XP serves to both track your progress and unlock new and enhanced weapons and suit modules. The XP you gain is a combination of your match score, match bonus, and XP earned during that match by fighting other players and completing various in-game objectives. You begin as a Recruit I, and as you earn XP, you gain rank. You earn XP differently, based on the game mode, and focusing on killing the other team is not necessarily the best way to gain rank. Focus on completing game objectives, as well as killing the other team, for best results.

In addition to XP gained from matches, you earn Power XP, Armor XP, and Stealth XP based on how you used your Nanosuit when completing a battle. Actively using your weapons and getting kills in matches also raises the level of those weapons as you meet and exceed certain milestones.

## SUIT MODULES

Suit modules allow you to increase or enhance specific aspects of your Nanosuit while competing online. You may select one module from each of the three types of modules: Armor, Stealth, and Power. Picking appropriate modules for your loadout and gametype can spell the difference between life and death on the field of battle. The more you use a suit mode, the more XP, modules, and powers you gain.

Suit modules can also be upgraded through three levels, unlocking new abilities.

## ARMOR MODULES

<b>Threat Tracer</b>	Highlights incoming bullet paths.
<b>Proximity Alarm</b>	Automatic warning when an enemy is nearby.
<b>Nano Recharge</b>	Faster health recharge.
<b>Detonation Delay</b>	Delays the detonation of nearby enemy grenades.
<b>Air Stomp</b>	Performs a powerful downwards attack when in the air.
<b>Energy Transfer</b>	Restores energy with each kill.
<b>Armor Enhance</b>	Reduces drain speed of energy in Armor mode.

## STEALTH MODULES

<b>Blind Spot</b>	Provides protection from the Maximum Radar bonus (see <i>Support Bonuses</i> ).
<b>Stealth Enhance</b>	Provides faster transition in and out of Stealth mode.
<b>Covert Ops</b>	Suppresses the sound of footsteps.
<b>Jammer</b>	Scrambles the radar of enemies within a 10m range.
<b>Tracker</b>	Highlights enemy routes.
<b>Cloak Tracker</b>	Identifies when enemies enter Stealth mode.
<b>Visor Enhance</b>	Highlights enemies through weapon scopes.

## POWER MODULES

<b>Side Pack</b>	Allows an additional magazine of primary ammunition to be carried.
<b>Weapon Pro</b>	Faster weapon reloading.
<b>Loadout Pro</b>	Allows an additional primary weapon to be carried in place of a secondary.
<b>Rapid Fire</b>	Faster fire rate on primary weapons.
<b>Point Fire Enhance</b>	Reduces the spread of primary weapons when shooting from the hip.
<b>Aim Enhance</b>	Decreases weapon recoil when aiming down the sights.
<b>Mobility Enhance</b>	Reduces energy drain from sprinting and jumping.
<b>Retriever</b>	Automatically collects dropped enemy dog tags.



## SUPPORT BONUSES

Support bonuses are rewarded by collecting dog tags when successfully taking down an opponent. Each map has its own unique selection of bonuses, but all help your team win the match. Be warned: if you are killed, your total dog tag count gets reset to zero and you must start collecting again on your next spawn. Although you lose total dog tags on death, earned bonuses are usable for the entire match once earned.

## STRATEGIC TOOLS

NAME	DESCRIPTION
MAXIMUM RADAR	Highlight enemies on the radar
RADAR JAMMER	Scramble the radar of all enemies
ORBITAL STRIKE	Unleash a devastating orbital beam attack
NANOSUIT JAMMER	Deploy a Nanosuit disruption capsule
CEPH AIRSTRIKE	Summon a Ceph Gunship to bombard enemies
MAXIMUM NANOSUIT	Overcharge your Nanosuit armor

## EQUIPMENT MENU

Weapons and explosives are key to winning a match. Going into battle on the front lines with a sniper rifle or attempting to hold down a rear guard position with a handgun are sure to lead to your doom. Pick the appropriate weapon for the situation and your playing style before going into battle by selecting a preset loadout or customizing one of your own. Using weapons and completing skill challenges with them give you extra XP and access to other rewards.

### SURVIVAL TIP: Tools for the Job

Weapons have different attributes and some situations are better dealt with using one weapon over another.

Assault	<b>Primary Weapon:</b>	SCAR (assault rifle)
	<b>Secondary Weapon:</b>	Hammer (pistol)
	<b>Explosives:</b>	M17 Frag Grenades
	<b>Armor Module:</b>	Air Stomp
	<b>Stealth Module:</b>	Stealth Enhance
Scout	<b>Power Module:</b>	Side Pack
	<b>Primary Weapon:</b>	Jackal (semi-auto shotgun)
	<b>Secondary Weapon:</b>	M12 Nova (pistol)
	<b>Explosives:</b>	Flash Bang Grenades
	<b>Armor Module:</b>	Air Stomp
Sniper	<b>Stealth Module:</b>	Covert Ops
	<b>Power Module:</b>	Weapon Pro
	<b>Primary Weapon:</b>	DSG-1 (sniper rifle)
	<b>Secondary Weapon:</b>	M12 Nova (pistol)
	<b>Explosives:</b>	Flash Bang Grenades
Gunner	<b>Armor Module:</b>	Proximity Alarm
	<b>Stealth Module:</b>	Stealth Enhance
	<b>Power Module:</b>	Side Pack
	<b>Primary Weapon:</b>	Mk. 60 Mod 0 (machine gun)
	<b>Secondary Weapon:</b>	Hammer (pistol)
Custom	<b>Explosives:</b>	M17 Frag Grenade
	<b>Armor Module:</b>	Armor Enhance
	<b>Stealth Module:</b>	Covert Ops
	<b>Power Module:</b>	Weapon Pro
Weapons, explosives, and module-specific enhancements are user-determined.		

## PAUSE MENU

<b>Resume Game</b>	Jump back into the action.
<b>Change Equipment Options</b>	Access the Equipment menu. Adjust the volume of in-game audio, change controller settings, and change other options.
<b>Leave Game</b>	Leave the match.

## PERFORMANCE TIPS

### PROBLEMS RUNNING THE GAME

- Make sure you meet the minimum system requirements for this game and that you have the latest drivers for your video card and sound card installed:  
For NVIDIA video cards, visit [www.nvidia.com](http://www.nvidia.com) to locate and download them.  
For ATI video cards, visit [www.ati.amd.com](http://www.ati.amd.com) to locate and download them.
- If you are running the disc version of this game, try reinstalling DirectX from the disc. This is typically found in the DirectX folder on the root of the disc. If you have Internet access, you can visit [www.microsoft.com](http://www.microsoft.com) to download the latest version of DirectX.

### GENERAL TROUBLESHOOTING TIPS

- If you have the disc version of this game and the AutoPlay screen does not automatically appear for installation/playing, right-click the disc drive icon found in My Computer and select AutoPlay.
- If the game is running slowly, try reducing the quality of some of the video and sound settings from the game's options menu. Reducing the screen resolution can often improve performance.
- For optimum performance when playing, you may like to disable other background tasks (except the EADM application, if applicable) running in Windows.

### INTERNET PERFORMANCE ISSUES

To avoid poor performance during Internet play, be sure that you close any file sharing, streaming audio, or chat programs prior to entering gameplay. These applications can monopolize your connection's bandwidth, causing lag or other undesirable effects.

This game uses the following TCP and UDP port(s) for Internet play:

**TCP Ports:** 80, 443, 64100, 6667, 29900, 2990, 2891

**UDP Ports:** 27900, 27901, 64100

Please consult your router or personal firewall documentation for information on how to allow game related traffic on these ports. If you are attempting to play on a corporate Internet connection, contact your network administrator.



# TECHNICAL SUPPORT

If you have trouble with this game, EA Technical Support can help.

The *EA Help* file provides solutions and answers to the most common difficulties and questions about how to properly use this product.

## To access the EA Help file (with the game already installed):

Windows Vista and Windows 7 users, go to **Start > Games**, right-click the game icon, and select the appropriate support link from the drop-down menu.

For users on earlier versions of Windows, click the **Technical Support** link in the game's directory located in the **Start > Programs** (or **All Programs**) menu.

## To access the EA Help file (without the game already installed):

1. Insert the game disc into your DVD-ROM drive.
2. Double-click the My Computer icon on the Desktop. (If the My Computer icon is not visible on your desktop, you may need to click the **Start** button and then click the My Computer icon).
3. Right-click the DVD-ROM drive that has the game disc and then select **OPEN**.
4. Open the **Support > EA Help > Electronic Arts Technical Support.htm** file.

If you are still experiencing difficulty after utilizing the information in the EA Help file you can contact EA Technical Support.

## EA TECHNICAL SUPPORT ON THE INTERNET

If you have Internet access, be sure to check our EA Technical Support website at:

<http://support.ea.com>

Here you will find a wealth of information on DirectX, game controllers, modems, and networks, as well as information on regular system maintenance and performance. Our website contains up-to-date information on the most common difficulties, game-specific help, and frequently asked questions (FAQs). This is the same information our support technicians use to troubleshoot your performance issues. We keep the support website updated on a daily basis, so please check here first for no-wait solutions.

## TECHNICAL SUPPORT CONTACT INFO

If you need to talk to someone immediately, call our Technical Support team (Monday through Friday 8 AM – 5 PM PST):

**Telephone:** US 1 (650) 628-1001.

**NOTE:** No hints or codes are available from Technical Support.

**Website:** <http://support.ea.com>

**Mailing Address:** EA Technical Support  
9001 N I-35 Suite 110  
Austin, TX 78753



YOU PLAYED THE GAME. NOW PLAY THE MUSIC.  
EA SOUNDTRACKS AND RINGTONES  
AVAILABLE AT [WWW.EA.COM/EATRAX/](http://WWW.EA.COM/EATRAX/)

# LIMITED 90-DAY WARRANTY

**NOTE:** The following warranties only apply to products sold at retail. These warranties do not apply to products sold online via EA Store or third parties.

## 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

## Notice

Electronic Arts reserves the right to make improvements in the product described in this manual at anytime and without notice.

## 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.

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