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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.

INSTALLING AND PLAYING THE GAME

For Disc Users

To install the game, insert the disc into your disc drive and follow the on-screen instructions.

Once the game has installed you can launch it in Windows XP from START (found at the bottom left of the screen) > PROGRAMS (or ALL PROGRAMS) > KUJU ENTERTAINMENT LTD > RAIL SIMULATOR. In Vista, you can launch using the Vista Games explorer, accessible via START > GAMES.

If your computer doesn't support automatic installation:

1. Click START on the taskbar.
2. Click MY COMPUTER.
3. Double click on the appropriate DVD-ROM drive.
4. Double click on the **Setup.exe** icon.
5. Follow the on-screen instructions.

For EA Link™ Users

You can access the installation/play instructions from the Help section found within EA Link.

STAY IN THE GAME AND REGISTER WITH EA!

Create an EA Member Account and register this game to receive free cheat codes and game hints from EA – it's fast and easy!

To register, visit our website at **www.gamereg.ea.com** and sign up today!

Note: Registering this game to your EA Member Account saves a copy of your PC Serial Number to your EA 'My Account' details so you can refer back to it in the future.

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INTRODUCTION

Welcome to the most realistic railway simulation ever created.

Take a journey through railway history along four of the most important routes in Europe, driving some of the greatest electric, diesel and steam locomotives ever built. Get straight out on the track with Simple controls, or put in a little extra time to master the complex techniques used by real-life engineers. Go at your own pace along each line or take on a challenging scenario, such as coping with terrible weather or sticking to the timetable on a bustling commuter day.

Control the world outside the train with the World Editor, to build your own environments and lay your own lines. If you don't re-create your favourite local route, who will? When it's perfected, share it with friends or create unique engines and scenarios for it.

- Visit **www.railsimulator.com** to find out about other available rolling-stock, routes and scenarios. To install add-on material, follow the instructions provided with each additional pack.
- *Rail Simulator* is a huge and complex simulation and there's only so much information we can squeeze in this manual – see *More Information* on p. 13 to learn how to find out more.

Go to **www.railsimulator.com** for additional, up-to-date news and guides.

GETTING STARTED STRAIGHT AWAY

1. After installation, click RAIL SIMULATOR to run the simulation, then click PLAY GAME.
   - You do not need to click OPTIONS – the default settings have been chosen to help the simulation run smoothly. For an explanation of what these options do and when you might want to change them, see *Start-Up Options* on p. 3.
2. At the main menu, select ROUTES and pick one of the four routes: BATH GREEN PARK TO TEMPLECOMBE, YORK TO NEWCASTLE, PADDINGTON TO OXFORD or HAGEN TO SIEGEN.
3. Choose FREE PLAY to go where you like or SCENARIO to choose from a set of missions for each of the routes.

- Refer regularly to the **reference card** for keyboard controls and signals.
- While you are becoming familiar with the simulation, turn on the information display (the technical HUD – press **F5**) to see important train data in an easy-to-read format.
- To find out more about the individual routes, scenarios and locomotives, see ***More Information* on p. 13**.

To get you started quickly, the simulation is set to the Simple controls by default:

A	Speed up	**D**	Slow down	**S**	Switch between forward and reverse

When you're ready to try the realistic driving controls, see ***Intermediate Driving Techniques* on p. 4**.

CONTROLS

When you are in cab view (press **1**), you can use the mouse to move levers and activate switches directly within the cab, for a fantastic sense of realism. To move levers, click and hold the left mouse button on the desired control and drag in the direction you want to move it. For switches and buttons, left-click to activate them or switch them on or off.

Note: Only the controls appropriate to the current control model are available – see *Control Models* below.

You can also use the mouse to change the viewing angle. Click and hold the right mouse button and drag the mouse in the direction required.

Alternatively, to have every control at your fingertips, use the keyboard controls listed on the reference card.

CONTROL MODELS

Choose one of the three keyboard control settings from MAIN MENU > OPTIONS > GAMEPLAY OPTIONS > CONTROL MODEL:

Simple	Control only speed and direction and leave all of the complex stuff to the computer (see ***Getting Started Straight Away* on p. 2**).
Intermediate	Be more involved, with more accurate throttle and braking ability (see ***Intermediate Driving Techniques* on p. 4**).
Expert	Take full control over the train for the most realistic experience.

START-UP OPTIONS

These options apply to all elements of the simulation and only appear when you start (or restart) the software.

Screen Resolution	This sets the level of detail of the image.
Multi-sample	This changes how the simulator displays the edges of objects.
Full Screen	Tick this box to run the simulator in full screen mode. Otherwise, it will run in a window.
Enable EAX	Turn on EAX (see below). This is on by default if your hardware supports it.
Force Software Mixing	If you experience sound problems, select this to use the CPU for sound processing rather than your sound card.

EAX

EAX® ADVANCED HD™ includes sophisticated reverberation and filtering algorithms, simulating real-world acoustic effects. This helps to create a dynamic audio world and a more immersive gaming experience. With *Rail Simulator*'s support of EAX® ADVANCED HD™ 4.0, you can experience enhanced 3D effects including the renowned EAX® Environmental Reverberation with Sound Blaster® X-Fi™. For more information on Sound Blaster® X-Fi™, please visit **http://soundblaster.com**

Note: Change the Start-Up Options and the Main Options (in the main menu) to find a setup that suits your PC's capabilities.

ON-SCREEN MENUS

MAIN TOOLBAR

In all views except cab view, move the mouse to the lower edge of the screen to display the main toolbar.

Return to the main menu.

Display the driver's guide to find out about the train you're driving.

Enter the World Editor (see *Introduction to the World Editor* on p. 8)]

Display the assignment assistant for more information about the selected scenario.

Switch to a 2D map of the current route. Right-click and drag to move around the map and use the scroll wheel to zoom in and out.

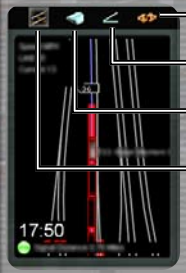
Click to lock the toolbar in place.

ASSIGNMENT ASSISTANT

This appears automatically at the start of any standard scenario.

DRIVER'S GUIDE

Press **F3** to open this.



Operational parameters – the make-up of the train. Click the icons to manually uncouple carriages or apply the brakes on each vehicle.

Gradient information – profile of approaching track, including the current gradient, speed and maximum permitted speed.

Destination information – destination, estimated time of arrival and waiting time required.

Track information – surrounding track layout, signals and junctions.

INTERMEDIATE DRIVING TECHNIQUES

This is a basic explanation of the general driving controls. **It applies to the Intermediate and Expert control models only** (see ***Control Models* on p. 3**). Move onto this section once you've mastered the basics in ***Getting Started Straight Away* (see p. 2)**.

Note: If you load engines supplied as part of an expansion pack, they may operate differently from those included with this product. See the documentation provided with the specific expansion pack for more detail.

DRIVING A STEAM ENGINE

When you first start driving steam engines, switch on the Automatic Fireman to automate some of the more complex controls. Select MAIN OPTIONS > GAME OPTIONS from the main menu.

There are three important controls:

Regulator

This allows steam to pass from the boiler to the cylinders, which turn the wheels and move the locomotive.

Press **A** to increase and **D** to decrease the amount of steam passed.

Reverser

This can be switched between Full Forward and Full Reverse and it is used in a similar way to gears in a car – when setting off, use a high reverser setting to give maximum power. This uses a lot of steam, so slowly wind the reverser down as you speed up.

Press **W** to wind the reverser forwards and **S** to wind it backwards.

Train Brakes

This applies the brakes on the locomotive and any other attached vehicles that have brakes.

Press **'** to apply the brakes and **;** to release them.

Starting the Train

1. Release your brakes. Once they are fully released and the brake pipe pressure becomes constant (shown in the **F5** information display) apply the brakes slightly until they are in the Running position. Leaving them in the Release position would waste steam.
2. Wind the reverser fully forwards.
3. Open the regulator to about 50% and the train starts to move.
4. When you reach about 10mph, wind the reverser back to about 45%.
5. As you pick up speed, continue to wind the reverser back until it is about 15-20%.

- If you then need to go faster, increase the regulator until you reach your desired speed.
- When going uphill, you may need to wind the reverser forwards and/or increase your throttle to keep speed up.
- When going downhill you can coast by closing the regulator completely and setting the reverser to about 45%.
- Keep an eye on the Steam Usage and Steam Generation figures in the information display at all times. Adjust the regulator and reverser to keep the Steam Generation figure higher than the Steam Usage figure, otherwise you will lose boiler pressure and therefore lose power.

Stopping the Train

Always give yourself plenty of room to stop – a typical steam-hauled train takes ¾ of a mile to stop from 60mph.

Apply the train brake until it is in the Apply position in the **F5** information display.

- If you leave the brake control in the Apply position, the brakes will come on slowly until they reach their maximum force.
- If you only want to make a partial brake application, after applying the brakes, release them until the control is in the Self LAP position in the information display. This will hold the braking force at its current level.

DRIVING A DIESEL ENGINE

There are five important controls:

Throttle

Press **A** to increase and **D** to decrease speed.

Reverser

The reverser on a diesel locomotive usually only has three positions: Forwards, Backwards and Neutral.

To go forwards, press **W** to move the reverser into the Forwards position. To reverse, press **S** to move it to the Reverse position. When stationary, always move the reverser to the Neutral position.

Train Brakes

This applies the brakes on the locomotive and any other vehicles attached that have brakes.

Press **'** to apply the brakes and **;** to release them.

Locomotive Brakes

This applies the brakes on the locomotive only. These brakes are normally only used when driving a locomotive on its own – a 'Light Engine'.

Press **]** to apply the brakes and **[** to release them.

Start up/Shutdown

Press **Z** to start up or shut down your locomotive.

Starting the Train

1. Start up the locomotive.
2. Move the reverser to the Forwards position.
3. Release the train brakes and locomotive brakes if applied.
4. Move the throttle to around 25%. Do not use full throttle from a standing start as this can cause wheelslip or overload the engine or traction motors, causing the power to trip out.
5. When you've reached around 10mph, you can normally then give the locomotive full throttle. Be more careful in wet or snowy conditions.

Stopping the Train

Always give yourself plenty of room to stop – a typical diesel-hauled train takes ¾ of a mile to stop from 90mph.

Apply the train brake until it is in the Self LAP position (shown in the **F5** information display). Increase or decrease the braking force by moving the train brake control within the Self LAP position.

DRIVING AN ELECTRIC ENGINE

There are six important controls:

Throttle

Press **A** to increase and **D** to decrease speed.

Reverser

The reverser on an electric locomotive usually only has three positions: Forwards, Backwards and Neutral.

To go forwards, press **W** to move the reverser into the Forwards position. Press **S** to move it to the Reverse position. When stationary, always move the reverser to the Neutral position.

Train Brakes

This applies the brakes on the locomotive and any other vehicles attached that have brakes.

Press **'** to apply the brakes and **;** to release them.

Locomotive Brakes

This applies the brakes on the locomotive only. These brakes are normally only used when driving a locomotive on its own – a 'Light Engine'.

Press **]** to apply the brakes and **[** to release them.

Pantograph Up/Down

Press **P** to raise or lower the pantograph, which collects electricity from the overhead wires.

Start up/Shut down

Use **Z** to start up or shut down your locomotive.

Note: The BR294 and Class 166 have combined throttle and train brake controls. When driving these locos, press **D** to apply the brakes.

Starting the Train

1. Raise the pantograph if it isn't already raised.
2. Start up the locomotive.
3. Move the reverser to the Forwards position.
4. Release the train brakes and locomotive brakes if applied.
5. Move the throttle to around 25%. Do not use full throttle from a standing start as this can cause wheelslip or overload the traction motors, causing the power to trip out.
6. When you've reached around 10mph, you can normally then give the locomotive full throttle. Be more careful in wet or snowy conditions.

Stopping the Train

Always give yourself plenty of room to stop – a typical electric-hauled train takes ¾ of a mile to stop from 90mph.

Apply the train brake control until it is in the Self LAP position (shown in the **F5** information display). Increase or decrease the braking force by moving the train brake control within the Self LAP position.

SAVING AND LOADING

To save your progress in a scenario or free play session, simply press **F2** at any time while playing.

To load your progress in a scenario or free play session, navigate to the scenario menu, select the scenario you wish to continue and click CONTINUE.

Note: You can only make one save per scenario or free play session. Any subsequent saves will overwrite the previous one.

INTRODUCTION TO THE WORLD EDITOR

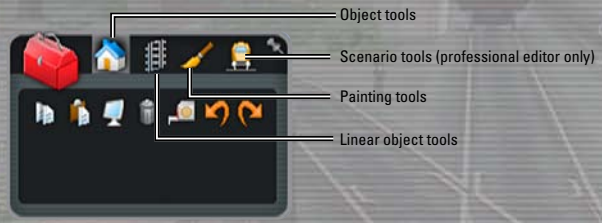
This is an overview of the basic features of the World Editor User Tools.

- User Tools are included in *Rail Simulator*. Use them to modify the environments supplied and to create your own simulator world.
- The Professional Tools allow much more control over the creation of new content but they are designed for advanced users and developers. Download these, and documentation about them, from **www.railsimulator.com**

EDITOR MENUS

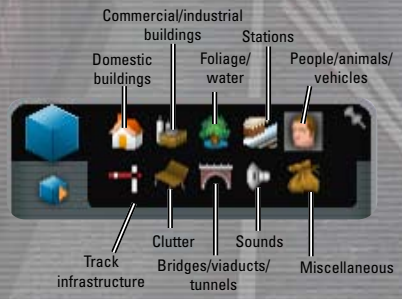
The editor tools appear in three dynamic menus on the left-hand side of the screen.

Main Editor Menu

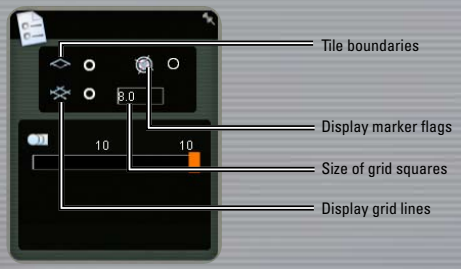


Note: For more detail on the individual tools, see the Editor User Guide (see *More Information* on p. 13).

Object Selection Menu



Object Options Menu



EDITING BASICS

Start creating your own rail world with these simple techniques. For more detailed guidance, read the Editor User Guide (**see *More Information* on p. 13**).

- If you make a mistake when editing, you can press **CTRL+Z** to undo your last action or select an object and press **DEL** to get rid of it.
- When you click on an object, a set of arrows appears above it. Left-click and hold on one of these, then move the mouse to change the object's position, height or direction.

Create Hills

1. Select the painting tools icon in the main editor menu to enter the painting tools suite.
2. Select the height icon (far left in the middle row).
3. Left-click and hold over the terrain. A grid appears, showing the area that will be affected. Move the mouse forwards and backwards to change the terrain height. The current height appears in the centre of the status bar (at the bottom of the screen).

Lay Track

1. Select the linear object tools icon in the main editor menu then select a track type from the object selection menu.
2. Move the mouse into the simulation world. A yellow ball with an arrow attached appears beneath the cursor, indicating the direction in which track will be laid.
3. Left-click where you want to start laying track or left-click and hold, then move the mouse, to change the direction in which track will be laid.
4. Release the left button and move the mouse in the direction of the arrow to see a track outline.
5. Left-click to place the track in the position of the outline.
6. Another outline appears at the end of the new section of track. Left-click to place this extra track

- Right-click to cancel continuous track placement or double right-click to cancel track placement completely.

Create a Cutting or Embankment

These terrain features are typically applied to track but can also be applied to roads (usually to make bridge embankments).

1. Select the painting tools icon in the main editor menu to enter the painting tools suite. Select the snap tool (the magnet icon).
2. Left-click on areas of track that are above the terrain surface. The tool detects raised lengths of track or road nearby and raises or lowers the terrain, applying your settings to create the embankment or cutting.

- The snap tool only affects nearby areas beneath track or road. Options for the snap tool – cutting angle, embankment angle and base width – can be set in the object options menu.

Place an Object

1. Select object tools in the main editor menu, then the domestic buildings icon in the object selection menu.
2. Select an object from the list.
3. The object shape appears under the mouse pointer and hugs the surface of the terrain:
   - Left-click to place an instance of the object in the current position.
   - Click and hold, then move the mouse, to rotate the object on the spot. Release to place the object.
   - Right-click to finish placing that type of object.

Place Track Markers

Track markers help trains navigate the railway network. For example, a Platform marker tells the train it has arrived at a station and needs to stop in order to use it.

1. Click the track infrastructure icon in the object selection menu. Select an object and press **M** to jump to the markers in the browser list.
2. Select a marker and move the mouse into the simulation world. Note the orange cube on top of a pale blue stalk attached to the marker. Move the marker object over a length of track and it will lock to the track length.
3. Click and hold the left mouse button and move the cursor along the track to define the length of the marker. Release the left mouse button to place the marker.
4. Select the marker, then left-click and hold the green arrow cubes to adjust its length.

- Right-click to finish using marker object placement.

Create a Platform

1. Choose MARKER – PLATFORM from the object selection menu
2. Left-click on a piece of track to place a platform marker. Left-click and hold, then move the mouse, to make the marker the length you wish the platform to be.
3. Choose the platform icon from the linear object selection menu. Select an object in the browser list below and press **P** to jump to the platforms.
4. Determine the visible platform length in the same way as track lengths (**see *Lay Track* on p. 9**).
5. Place the platform parallel to the track, next to the platform marker and following the curve of the track. Ensure the correct side of the platform is facing the track.

- Right-click to finish placing that type of platform.

Place a Track-Linked Object

Track-linked objects are scenery items that interact with trains, including fuelling points, freight loading facilities and signals. Connect them to the track so that passing trains can interact with them.

1. Click the track infrastructure icon in the object selection menu. Press the initial letter of the track-linked object to jump to the appropriate point in the list.
2. Scroll down to find the specific object and select it.
3. Left-click to place the object. When you release the left mouse button a link to the object extends under the mouse pointer. Move the cursor over a length of track to attach the link.
4. Left-click to lock the link to the track.

- Right-click to finish using track-linked object placement.

Place a Signal

Place signals in the same way as any track-linked object.

- Depending on the signal, there may be more than one link to attach to the track. When you've secured the first link, attach subsequent links in the appropriate places.

If you wish to use more sophisticated signal placement, try the Professional Tools – see p. 8 for details of how to obtain these.

Create a Junction

Create junctions by adding a piece of track to the mid point of an existing length of track.

1. Select the same track type as the track your junction will diverge from (see *Lay Track* on p. 8). Using another track type could mean your new junction doesn't work properly.
2. Move the gizmo (the yellow ball and arrow) along a piece of track to the point you want your junction. Note that the yellow arrow snaps to any nearby track for ease of use.
3. Left-click to see an outline of your new track.
4. Move the outline in a curve away from the original track and left-click to create the junction.

- Right-click to finish using continuous track placement and double right-click to cancel track placement completely.

Texture Terrain

Terrain texturing works as if you are spraying the texture onto the terrain.

1. Select the painting tools icon in the main editor menu to enter the painting tools suite. Select the paint terrain tool (the paint brush on the white square). The browser list shows the textures available.
2. Select a texture and move the mouse over the terrain. The grid shows the area the tool will affect.
3. Press and hold the left mouse button to spray the texture. Hold for longer to spray the pattern over a wider area.

- Right-click to finish using the texture spray tool.

WARNING AND ERROR MESSAGES

When an error occurs in the simulation, one of the following messages appears.

Unrecoverable Errors

The following errors cause a free play session or scenario to terminate immediately.

Train derailment	Your train leaves the track. This is usually when you travel round corners too fast or pass over a closed junction.
Collision	Your train collides with another train or wagon at speed.
Locomotive ran out of water (steam trains only)	Your steam locomotive runs out of water.
Fusible plug has melted (steam trains only)	Your steam locomotive runs out of water and a safety mechanism allows pressure to leave the boiler so it doesn't explode. To avoid this, make sure the boiler water level never drops to zero.
Fatal blowback (steam trains only)	Your steam locomotive enters a tunnel with the firebox doors open. To avoid this, close the firebox doors and turn the blower onto full when entering tunnels.
Firebox extinguished (steam trains only)	You didn't stoke your fire with sufficient coal and it died.

Major Operational Errors

The following errors don't end a scenario or free play session because you can still drive the train. However, you will be penalised heavily in the performance report at the end of the scenario.

Moved train while doors were open	Your train moves at any point while the doors are open.
Left station before passenger loading was complete	You leave the station area before the passenger loading bar reaches 100%.
Moved train whilst loading/ unloading was under way	You move before the freight/fuel loading bar reaches 100%.
Signal passed at danger (SPAD)	You pass a red signal without requesting permission to do so.

Minor Operational Errors

The following errors don't end a scenario or free play session because you can still drive the train.

Used emergency brakes/ penalty brakes	You apply the emergency brakes or cause the automatic warning systems to trigger them.
Speeding	You exceed the speed limit. For each incident of speeding, the start time, maximum velocity, distance travelled, nearest milepost and speed limit is recorded.
Passenger/freight comfort	Passengers experience unacceptable discomfort. This usually happens when you exceed line speed, especially when the train is travelling around corners. It also happens if you apply brakes too hard.
Wheelslip (scenarios only)	Wheelslip – this usually happens when the train accelerates too hard or brakes too hard (especially when pulling a load). The best way to avoid wheelslip is to accelerate gently and use the train's sander to apply sand to the track.
Failed to stop at a station *(passenger scenarios only)*	You don't stop at a station stop required in your scenario instructions.
Failed to stop for work order *(freight scenarios only)*	You don't stop for a work order required in your scenario instructions.
Improper horn use (scenarios only)	You don't sound your horn when entering a station or tunnel, or you sound the horn during hours of darkness.

MORE INFORMATION

To find out more about *Rail Simulator*, go to **\Program Files\Rail Simulator\Manuals** (unless you choose a different location to install the game) and select a language folder.

Routes, Rolling Stock, Scenarios	Describes the routes, rolling stock and scenarios included with the simulation.
Editor User Guide	Provides a complete description of the World Editor tool.

Visit **www.railsimulator.com** for even more up-to-date information, hints and tips.

TROUBLESHOOTING

ONLINE SUPPORT CENTRE

If you are having trouble running this game, please visit our online Support Centre at **http://support.electronicarts.co.uk** where you can view the latest troubleshooting FAQs and send us your technical support queries online.

For EA Link troubleshooting tips, please ensure you have EA Link running, then select HELP from the top of the EA Link Window to visit the Help section.

Offline Support

This game includes a Technical Support file to help you troubleshoot your problem. You can find the Technical Support file in the same folder as your game. You can also receive support via our Customer Support team (see *Customer Support* on p. 15).

PROBLEMS RUNNING THE GAME

- Ensure 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** to locate and download them.

For ATI video cards, visit **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** 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 or your Antivirus applications running in Windows. However, ensure you restart your Antivirus applications after you have finished playing the game.

CUSTOMER SUPPORT

Due to the nature of most problems encountered when running PC games, it is easier – and usually quicker – to diagnose them using our online Support Centre at **http://support.electronicarts.co.uk**

Here you can view the latest top FAQs for our games or view our knowledge base by clicking GET HELP. If you are unable to resolve your problem, click CONTACT US to submit your query to a Customer Support Technician who will respond as soon as possible.

If you require further assistance and would prefer to speak to a technician, telephone our Customer Support team (9am-9pm, Monday-Friday).

Telephone: **0870 243 2435** Fax: **0870 2413231**

Calls charged at national call rates, please consult your telecoms provider for details.

***To help us diagnose the problem please generate a DirectX Diagnostic report of your PC before calling us*:**

- Click START > RUN… and type **dxdiag**. Click OK, then once the report is complete, Click SAVE ALL INFORMATION… and save the report to your Windows Desktop.

Note: Customer Support cannot provide gameplay hints or tips.

Note: If you need gameplay help please see the back of this manual for details of our official EA Hintline.

Note: If you purchased this game via EA Link, you may access the End User License Agreement at **http://files.ea.com/downloads/commerce/eula/en_US/eula.pdf**

WARRANTY

Note: The Following warranties only apply to products sold at retail. These warranties do not apply to products sold online via EA Link.

Limited Warranty

Electronic Arts warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 3 months from the date of purchase. During such period defective media will be replaced if the original product is returned to Electronic Arts at the address below, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address. This warranty is in addition to, and does not affect your statutory rights in any way. This warranty does not apply to the software program themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear.

Returns After Warranty

Electronic Arts will replace user-damaged media, current stocks allowing, if the original media is returned with a cheque or postal order for £7.50 per disc, payable to Electronic Arts Ltd. Please remember to include full details of the defect, your name, address and where possible, a daytime telephone number where we can contact you.

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