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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://techsupport.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  
P.O. Box 9025  
Redwood City, CA 94063-9025

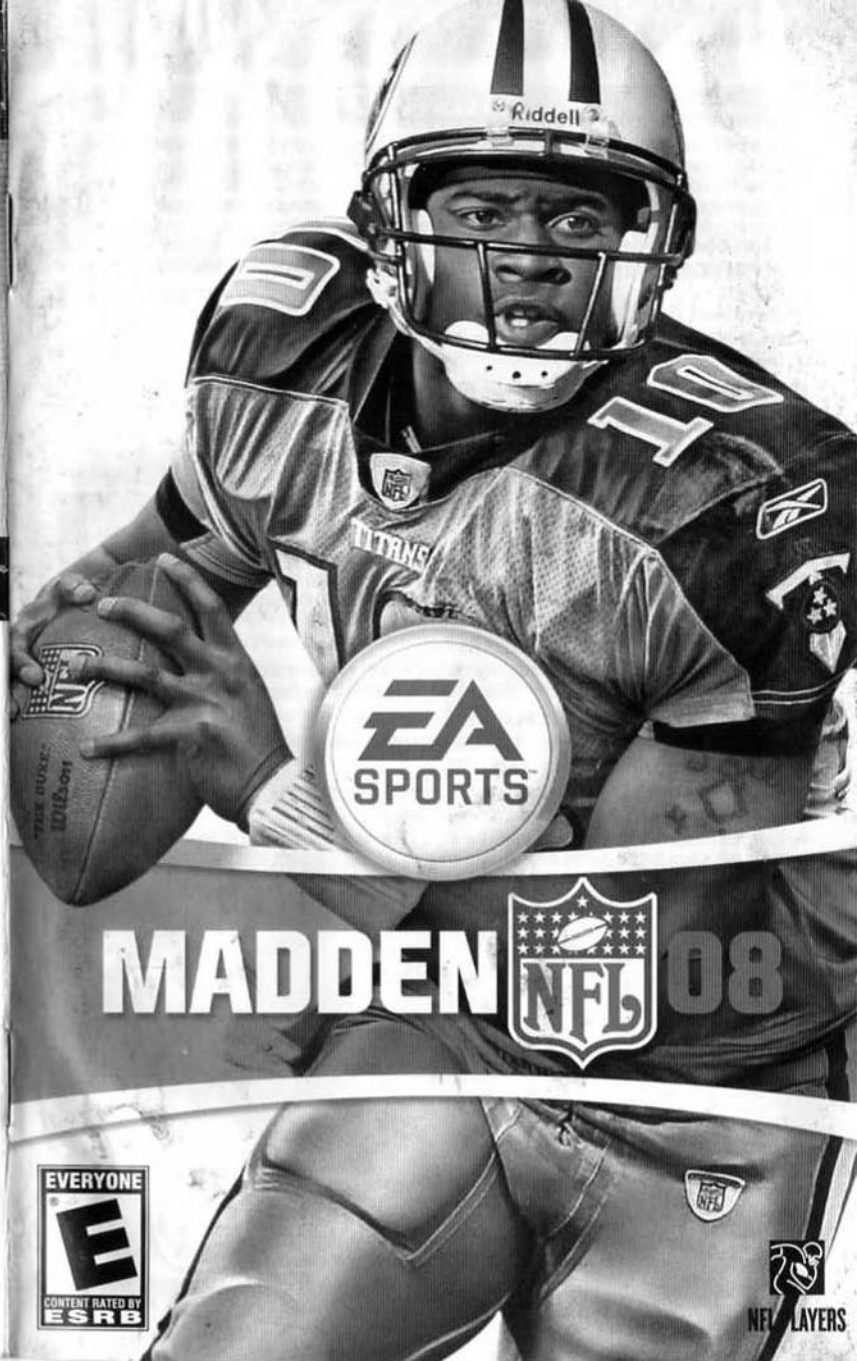
If you live outside of the United States, you can contact one of our other offices.

**In Australia, contact:**  
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**In Australia:** For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10am to 8pm. If you are under 18 years of age parental consent required.

Proof of Purchase  
Madden NFL 08



**⚠ WARNING: PHOTOSENSITIVITY/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.**

**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.

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

ALL PHASES OF THE GAME	<b>Move player</b>	left analog stick
	<b>Flip play</b> (at the line of scrimmage)	□ button then R2 button
	<b>Sprint</b>	× button
	<b>Play art</b>	R2 button
	<b>Bluff play art</b> (multiplayer games only)	R2 button + right analog stick
	<b>NEW Know Your Player Weapons</b>	L2 button
	<b>Call an audible</b> (before the snap)	□ button then □ button, × button, ○ button, L1 button, or R1 button
	<b>Cancel audible</b> (before selecting a play)	△ button
	<b>Reset original play</b> (after calling an audible)	□ button then L2 button
	<b>Call timeout</b>	SELECT button

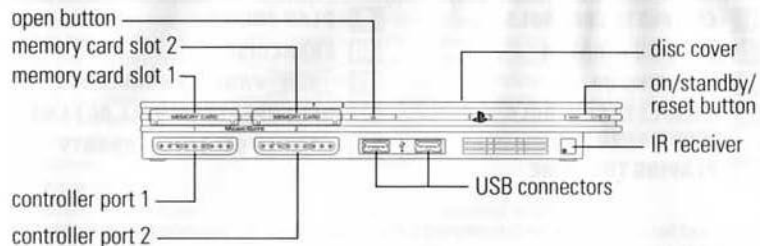
**NOTE:** You can assign new audibles to each button in the Coaching Strategy screen (via the My Madden menu) or at the Pause menu.

**NOTE:** Complete Controls section continued on p. 4.



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

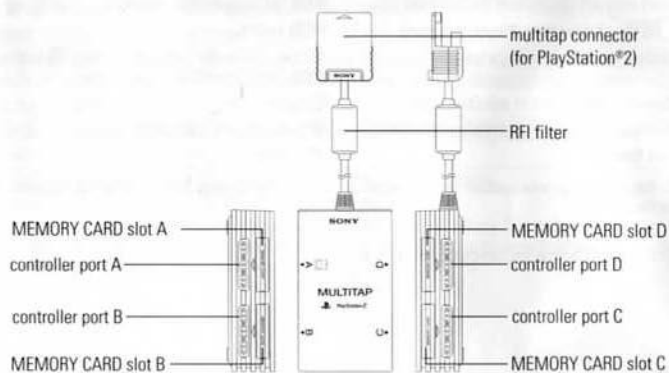
## GETTING STARTED



1. Set up your PlayStation<sup>®</sup>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. Press the OPEN button to open the disc cover.
4. Place the *Madden NFL 08* disc with the label side facing up in the disc holder, and then close the disc cover.
5. Attach game controllers and other peripherals as appropriate.

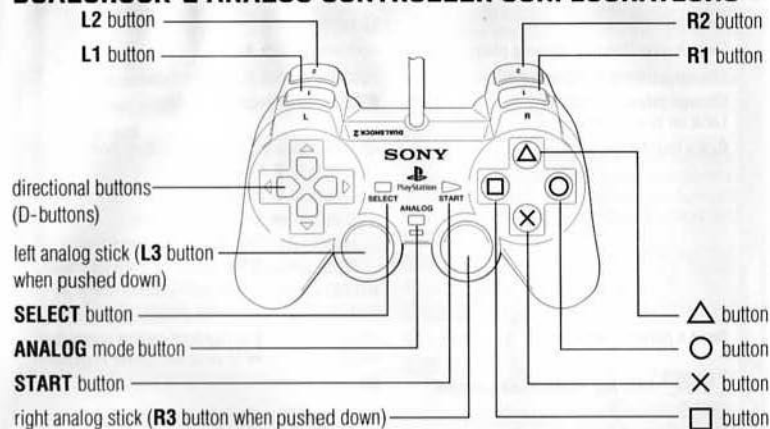
6. Follow the on-screen instructions and refer to this manual for information on using the software.

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



## STARTING UP

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





# COMPLETE CONTROLS (CONTINUED)

## OFFENSE

PRE-SNAP	Snap ball	⊗ button
	Switch direction of a running play	right analog stick ←→
	Change primary receiver's route	right analog stick in any direction
	Change primary receiver/ Lock on to receiver	<b>R2</b> button + receiver's button
	Call a Hot Route	△ button then the receiver's button, then: D-button ↑ for a fly pattern D-button ↓ for a curl pattern D-button ↔ for an in/out pattern right analog stick ↓ to run Smart Route <b>L2</b> button/ <b>R2</b> button for a left/right slant <b>NOTE:</b> Customize your Hot Routes in the My Madden Coaching Strategy menu.
	Send a player in motion	left analog stick ↓ to highlight eligible player then left analog stick ↔ to send that player in motion
	<b>NEW</b> Receiver control/Lead blocker control (see p. 5)	⊙ button
	Slide offensive line protection	<b>L1</b> button, then: D-button ↑ to spread the offensive line D-button ↓ to pinch the line D-button ←/→ to shift blocking left/right
	Formation shift	<b>R1</b> button then D-button
	Fake snap	<b>R3</b> button
Quiet crowd	<b>L3</b> button	
RUNNING WITH THE BALL	Highlight Stick	right analog stick: ↑ Power backs lower their shoulder and "truck" over defenders/Agile backs dodge the tackler ↓ Back juke ←/→ Big juke left/right
	Double moves (agile ball carriers only)	<b>L1</b> button then quickly <b>R1</b> button (or vice versa)
	QB or wide receiver slide/Dive	⊙ button (tap)/⊙ button (hold)
	Cover up/Protect ball	△ button (hold)
	Spin	⊙ button
	Cut move left/right	<b>L1</b> button/ <b>R1</b> button
	Stiff arm left/right	<b>L2</b> button/ <b>R2</b> button

## PASSING AND RECEIVING

Look left/right	right analog stick ←/→
Precision passing	left analog stick or D-button as you release the ball to lead the pass in a certain direction
Throw ball	△ button, ⊙ button, ⊙ button, <b>L1</b> button, or <b>R1</b> button (tap button for lob pass; hold button for a bullet)
Direct receiver	<b>R3</b> button then right analog stick in any direction
Throw ball away	<b>L2</b> button
Call for ball	<b>L1</b> button
Pump fake	<b>R2</b> button
Control intended receiver	⊙ button (while ball is airborne)
Dive	⊙ button
Catch	△ button
Swat	<b>L1</b> button

**NOTE:** This feature only works when playing with a teammate in a multiplayer game, in Superstar mode when playing as a wide receiver, tight end, or running back, or when controlling a receiver in a single player game.

## NEW RECEIVER CONTROL/LEAD BLOCKING CONTROLS

You can begin any running play as the lead blocker (press the ⊙ button to select a blocker before the snap). After you open a big hole through the line, press the ⊙ button to switch to the runner and pick up some big yardage.

To control a receiver, cycle through the eligible players until a receiver is selected. When you control a receiver you can run his route or break off into your own pattern in order to shake defenders and make a big play.

## LINEMEN BLOCKING CONTROLS

Impact/Cut block	right analog stick ↑/↓
Turn block left/right	<b>L2</b> button/ <b>R2</b> button
Pull/Hold defender	<b>L1</b> button
Diving block	⊙ button
Jump	△ button
Change blocking assignment (before the snap)	△ button, then press the button of the running back or tight end whose passing/blocking route you want to change. Then press the <b>L2</b> button/ <b>R2</b> button to change the assignment left/right.

## AFTER THE PLAY

Spike ball (to stop the clock)	⊙ button (hold)
Fake spike trick play	⊙ button (hold)
No huddle/Hurry-up offense	△ button (hold) to repeat previous play
Instant replay	<b>L1</b> button + <b>R1</b> button (before Playcalling screen appears)

## DEFENSE

### Choose a player to control

⊗ button or ○ button (tap) or ⊗ button or ○ button (hold) + D-button to select a player in a certain direction

### Defensive Playmaker

Highlight a player then press right analog stick:

- ↑ to put linebackers and defensive linemen in a hook zone (yellow) or DBs in a deep zone (dark blue)—if the DB is already in a deep zone, it becomes a short zone
- ↓ to blitz/ ↓ twice for QB contain blitz
- ← to go into QB spy coverage (orange)
- to play a flat zone (light blue)—if the coverage is already a flat zone, it becomes a curl zone/ → twice to play a curl zone (purple)

### Defensive line adjustments

- L1 button then D-button:
  - ↑ to spread the defensive ends outside the tackles
  - ↓ to move the line in tight between the tackles
  - ←/→ to shift the line left/right
- L1 button then right analog stick:
  - ↓ to make line crash in
  - ↑ to make line rush to the outside
  - ←/→ to make line crash left/right

### Linebacker shifts

- L1 button then L2 button to reset the shift
- R1 button then D-button:
  - ↑/↓ to spread linebackers out/move them in tight
  - ←/→ to shift linebackers left/right
- R1 button then right analog stick:
  - ↓ to blitz all linebackers
  - ↑ to call off all linebacker blitzes and put them into hook zone
  - ←/→ to blitz the right/left outside linebacker

### Coverage audibles

- R1 button then L2 button to reset the shift
- △ button then D-button:
  - ↓/↑ to put DBs into press/loose coverage
  - ← to show blitz
  - to shift the safeties and linebackers into better position to cover their assigned man

### Shade safeties

- △ button then R2 button to disguise your coverage by sending your defenders back to their default positions (as seen on the Playcalling screen)
- △ button then L2 button to reset coverage
- △ button then right analog stick ←/→ or ↓/↑ to shade the safeties' zone coverage to the left/right/up/down

### Change individual matchups

- △ button then the button of the offensive player you want to match up against, then D-button:
  - ↓/↑ to bump/play off the receiver
  - to double team the receiver with the highlighted defender

**NEW** Spotlight receiver

R2 button then press the button of the receiver you want to spotlight

Pump up crowd (linebackers only)

L3 button

### Control player nearest to the ball

○ button

### Commit to the run/pass

right analog stick immediately after the snap of the ball to commit to:

- ↑ a pass
- ↓ an inside run
- ←/→ a run to the left/right

**NOTE:** Committing to a play is the ultimate risk/reward situation. If you commit to the wrong play, odds are the offense will take advantage in a big way.

AFTER THE SNAP

**NEW** Hit Stick 2.0

### Dive

right analog stick (in any direction)

Jump/Intercept/Hands up (while rushing QB)

□ button

Strip ball (when not engaged)

△ button

Rip/Swim/Spin (when engaged)

L2 button/R2 button

Strafe (when not engaged)

L1 button/R1 button

Swat ball (when not engaged)

R1 button

L1 button

## HIT STICK 2.0

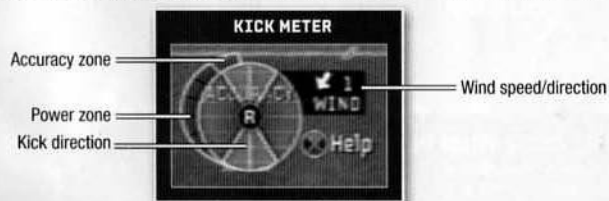
You now have more control on defense with an enhanced Hit Stick. Aim high (press the right analog stick ↑) to jar the ball loose or take down power backs with drive-stopping tackles around the legs (press the right analog stick ↓).

## KICKING

Aim kick left analog stick

Start Power Meter right analog stick ↓

Kick ball (after the Power Meter has been activated—for best results, stop the meter when the energy bar reaches the blue accuracy zone) right analog stick ↑



KICK RETURNS

Fair catch

△ button

Touchback

Remain in the end zone

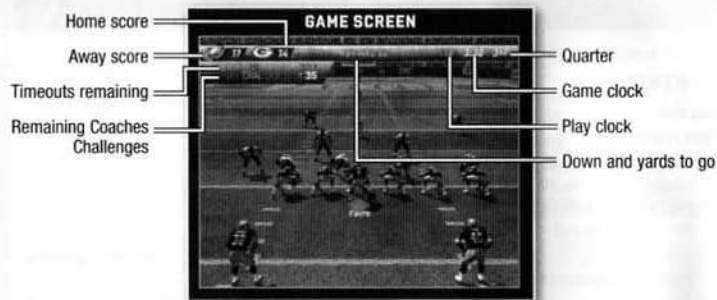


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## PLAYING THE GAME



- Press the **L1** button/**L2** button + the button of the play to disguise your playcalling by choosing a play from the bottom/top row.
- In Man Lock Off, defenses give the appearance that they're in zone coverage by not following receivers in motion. The coverage switches based on where the receiver lines up. In Man Lock On, defensive backs follow the receiver in motion.



### NEW KNOW YOUR PLAYER WEAPONS

New player weapon icons identify on-field strengths and weaknesses, providing an immediate read on what your opponent is giving you. Press the **L2** button before the snap to quickly react, create mismatches, and exploit opponent weaknesses before every play. In Franchise mode, player weapons may change depending on overall performance. For detailed descriptions, be sure to check out the Know Your Player Weapons screen (via the Main menu).

### SAVING AND LOADING

You can save profiles, online and regular rosters, NFL Superstar: Hall of Fame, and Franchise mode progress, plus spawned files, settings, and more to your memory card (8MB)(for PlayStation®2). If roster, profile, or settings files are present on a memory card, they are auto-loaded during the initial boot-up from any available MEMORY CARD slot.

## PLAY ONLINE

REGISTRATION AND SUBSCRIPTION REQUIRED TO ACCESS ONLINE FEATURES. TERMS & CONDITIONS, SUBSCRIPTION FEES AND FEATURE UPDATES ARE FOUND AT [www.ea.com](http://www.ea.com). YOU MUST BE 13+ TO REGISTER 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 2007-2008 NFL SEASON.

A network adaptor (Ethernet/modem) (for PlayStation®2) and a memory card (8MB)(for PlayStation®2) with Your Network Configuration file inserted into MEMORY CARD slot 1 are required to play *Madden NFL 08* online. *Madden NFL 08* 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 94KB of free space on the memory card (8MB)(for PlayStation®2).

### PLAYING ONLINE

In order to play *Madden NFL 08* 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

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

### PLAYING MADDEN NFL 08 ONLINE

You must have the most current online rosters to play *Madden NFL 08* online. After downloading the online rosters, you can save them to a memory card. You can only have one online Roster file saved to a memory card. You must have a memory card inserted in MEMORY CARD slot 1 in order to use the EA Locker feature.

### EA LOCKER

From the EA Locker you can transfer your Franchise mode files to your PSP® (PlayStation®Portable) system and play pre-season and regular season games on the go. When you're ready to play again on your PlayStation®2, simply merge the results back and pick up your season where you left off. Remember though, if you make changes to your Franchise or start a new Franchise after spawning, you won't be able to merge the results.

## Madden NFL 08 Featured Bands

# AIRBOURNE

# DATAROCK

EA Soundtracks available at [www.ea.com/eatrx/](http://www.ea.com/eatrx/)

for more about the bands

[www.airbournerock.com](http://www.airbournerock.com) | [www.datarockmusic.com](http://www.datarockmusic.com)

## FRANCHISE

Build a team from the ground up or start with your favorite team with its current-day rosters, then try to stay on top for three full decades.

To begin a franchise, choose the number of users, determine whether you will conduct a fantasy draft, and then select the team for each user. Choosing the TOTAL CONTROL SIMULATION option lets you call the shots from the sideline without actually playing the games.

### FANTASY DRAFT

If you conduct a fantasy draft, you have 49 rounds to fill out your roster. Pay attention to a player's rating, age, and required cap room.

#### The Franchise Schedule

From training camp to the off-season, you're in charge.

**Training Camp**—Put your players through drills and earn points to boost their attributes. You can skip camp if you want, but your players will suffer.

**Preseason**—Finalize your roster and evaluate rookies before the regular season. The Position Battles screen shows who's fighting for the same position. Your preseason depth chart is automatically set: starters play the first half, rookies and backups play the second half.

**During the Season**—You can make trades before the sixth week of the season, sign free agents, and change game settings. Even if your team doesn't make the playoffs, you can still play any postseason game including the Super Bowl and Pro Bowl.

**Owner Mode Off-Season**—Hire your staff, set your team's ticket prices, build your own stadium, reward key players with signing bonuses, and more. Keep the fans happy while making sure you aren't losing money.

**Off-Season**—There are 11 steps to the off-season that you must complete before beginning a new season. If you wish to skip any steps, you can simulate past them. However, if your Coaching Options are not set to CPU for a given step, your team won't participate in or benefit from that step.

Spawn games are games you save then play outside of Franchise mode. Merge the results back to your Franchise season to continue. If you make changes to your Franchise or start a new Franchise after spawning a game, you won't be able to merge the results of that spawned game. Also, if you delete a Franchise file, any spawned game results attached to it become unusable.

## FRANCHISE MENU

<b>NEW My Week</b>	Organization is the key to being a successful coach. Get all the tools and information you need in one place to prepare for your next opponent.
<b>Rosters</b>	View team rosters and make all player movements and transactions.
<b>Coach's Corner</b>	Stay one step ahead of your coaching rivals by preparing your audibles, custom Hot Routes and packages ahead of time.
<b>Stats/Info</b>	View your stat book, get up to speed on news from around the league, and be one of the first to read the latest stories from local and national newspapers.
<b>My Team</b>	View team information such as salary cap/cap room, coaching prestige and more, or export your franchise to use in other game modes, create a player, and modify your team uniform.
<b>Owner's Box</b>	Adjust prices for tickets and merchandise, set your advertising budget, and check fan support.
<b>My Franchise</b>	Review the Madden Cards you've earned and what it's going to take to earn more, set the gameplay and system settings for your franchise, and save your progress.

## NEW FANTASY CHALLENGE

Leverage your fantasy football knowledge by drafting the ultimate NFL dream team. Play through three competitive leagues with your fantasy squad in hope of increasing your roster point budget, adding more elite superstars to your team, and reaching the fourth and final Supreme League.

Leagues consist of eight teams in two different divisions, with each league becoming more difficult as you advance. Your goal is to advance through all four leagues and become the Fantasy Challenge Champion.

### SETTING UP YOUR TEAM

Before playing games and raiding other squads, you'll need to build your team through one of four different ways. You can take to the field with the players from your Favorite Team, participate in a 15-round Mini-Draft, hand pick players from all 32 NFL teams in the Dream Draft, or get nostalgic and participate in the Hall of Fame Draft.

### NEGOTIATIONS AND TRADES

After your team is assembled, you'll be asked to protect your most valued players. Those who are left unprotected will be vulnerable to negotiations from rival teams. If a team offers your player more roster points, you'll have the option to either match their offer or release the player.

Trades, on the other hand, can be made for either protected or unprotected players of the same position. You may have to sweeten the pot by throwing in a few roster points in order for the other team to accept.

### ROSTER POINTS

Roster Points are used primarily to lure other players to your team. You start off with a limited budget and are free to spend points immediately. If you find yourself getting low on roster points, don't worry, you can earn more throughout the season by winning games or Mini-Game Challenges.

### MINI-GAME CHALLENGES

Occasionally after a game, a rival team will propose a Mini-Game Challenge with either a player or roster points at risk. If you win, you can either acquire a better player, roster points, or skill points, which are used to improve your players.

## FANTASY CHALLENGE MAIN MENU

<b>Rosters</b>	Let the wheeling and dealing begin. Upgrade your squad by negotiating to or trading for players on other teams.
<b>Team Schedule</b>	Head to the field by selecting a game on the schedule. You can also view the team matchup and league standings from here.
<b>My Fantasy Challenge</b>	See which Madden Cards need to be earned in order to complete your book, adjust audibles, Hot Routes, and packages, set your gameplay and system settings, and save your progress.



## NFL SUPERSTAR: HALL OF FAME

Create an NFL Superstar or play as a rookie from the 2007 NFL Draft Class and guide his life from pre-draft workouts all the way to the Pro Football Hall of Fame. After filling out a Registration Form and adjusting your Attributes and Build, your career begins. If you wish, you can get a head start by importing a player you've already created from *NCAA® Football 08*.

### MY APARTMENT

Your apartment is where you'll find everything you need to navigate your way around the NFL. From checking messages to keeping up on your schedule, make sure you familiarize yourself with every item in your apartment because you'll need all of it to be successful.

### BECOMING A HALL OF FAMER

You work your way towards the Hall of Fame by gaining influence throughout your career by performing well in games and meeting season, career, and media goals. Keep an eye on the Hall of Fame Board—if you're listed in the top five active players in your position, you're guaranteed a spot in the Hall of Fame.

### GAINING INFLUENCE ON GAMEDAY

Position-specific milestones earn influence, like when quarterbacks gain influence by completing passes, throwing touchdowns, etc., and lose influence by throwing interceptions, getting sacked, etc. You also gain and lose influence for what your teammates do while you're on the field. An overlay appears at the end of each play you're involved in showing the influence events and how much influence was gained or lost. Clutch moments increase the influence gains/losses.

### GAMEPLAY

You can only control your Superstar from his perspective when he is on the field. When your Superstar is off the field, you can either play the game like you normally would or watch an accelerated version of the game. The Playcalling screen shows the play the coach has selected and your Superstar's key stats for that game. You are not able to select your own plays.

### ROLES

You earn position-specific roles based on different factors like career stats, career influence, ego, and more. Each role allows you to affect teammate, opponent, and personal attributes. The higher your influence, the more drastic your effect on others.

### EGO

Your ego comes into play when determining roles and influence gains/losses. Gain positive ego by answering interviews in a team-oriented, professional manner. Negative ego comes from answering questions selfishly. Extreme positive and negative egos affect every in-game influence gain/loss, unlock ego-specific roles such as the Team Leader or Lone Wolf, and open certain endorsement opportunities.

### NEW SKILL DRILLS

In this progressive learning tool, four separate drills focus on skill sets that you may only use on occasion. In time, you'll learn how to use game controls under pressure which will help you improve and become a better player. Advanced and multiplayer modes allow you to fine-tune your skills or challenge a friend to a head-to-head competition.

### NEW RING OF A CHAMPION

Use in-game accomplishments in various game modes to help customize your own championship ring. From playing through three seasons in Franchise mode to negotiating a player away from another team in Fantasy Challenge, there are plenty of challenges to overcome. After fulfilling a task listed in the Ring of a Champion menu, a new diamond or stone appears on your ring. How much bling will you have?

## 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  
P.O. Box 9025  
Redwood City, CA 94063-9025

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