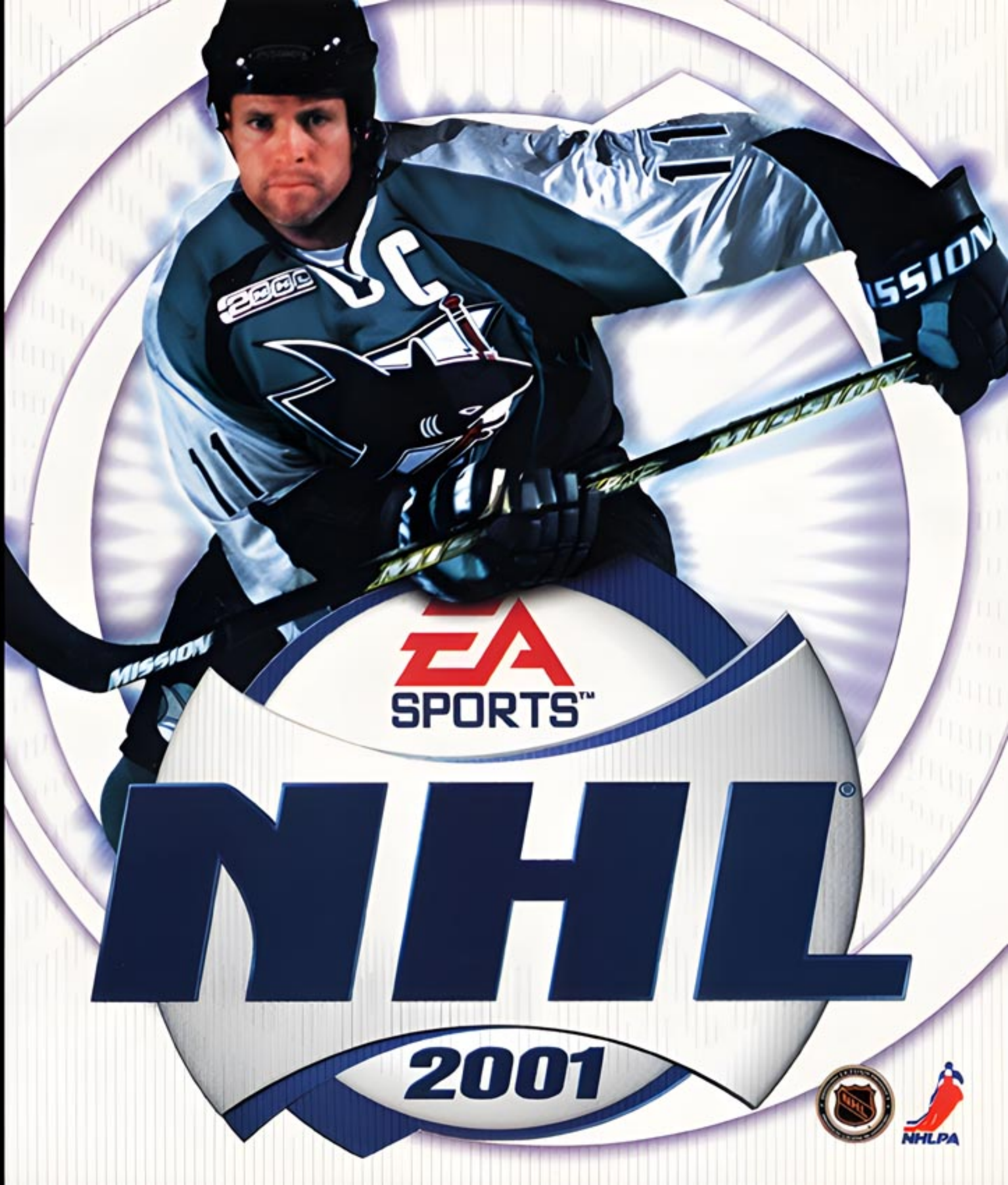PlayStation

NTSC U/C

PlayStation
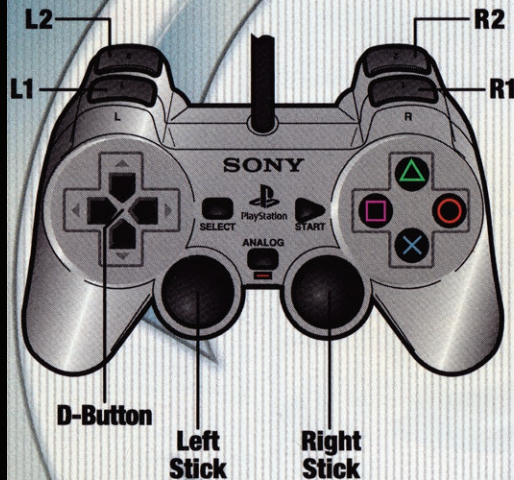
EVERYONE
E
CONTENT RATED BY
ESRB

EA SPORTS™

NHL
2001

NHLPA

DUALSHOCK™ ANALOG CONTROLLER

L2
L1
R2
R1

SONY

PlayStation

SELECT   START

ANALOG

D-Button

Left Stick

Right Stick

CONTROL SUMMARY

Line Change	L2
Spin (L)/Slide Block	L1
Icon Pass/Icon Select	R2
Spin (R)/Last Man Back	R1
Control Goalie	SELECT
Deke/Big Hit	△
Speed Burst/Body Check	○
Pass/Change Player	✕
Shoot/Poke Check	□

INSIDE CASE BACK. NOT A PART OF THE MANUAL.

WARNING:

READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

Use of Unofficial Product:

The use of unofficial product or peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

⇨ This compact disc is intended for use only with the PlayStation game console.

⇨ Do not bend it, crush it, or submerge it in liquids.

⇨ Do not leave it in direct sunlight or near a radiator or other source of heat.

⇨ Be sure to take an occasional rest break during extended play.

⇨ Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.
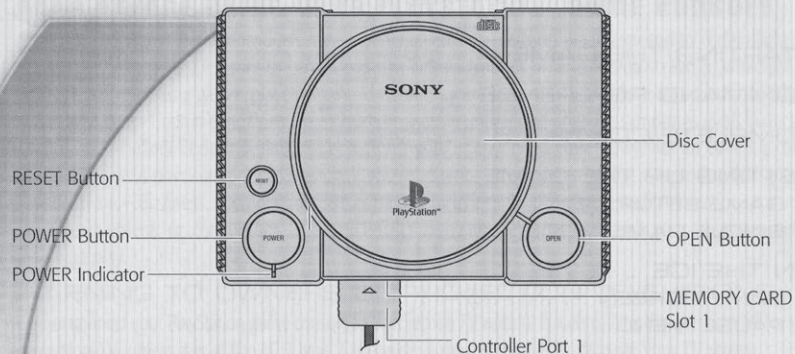
CONTENTS

For more info about this and other titles, check out EA SPORTS™ on the web at **www.easports.com**.

STARTING THE GAME

RESET Button
POWER Button
POWER Indicator

Disc Cover
OPEN Button
MEMORY CARD Slot 1
Controller Port 1

1. Set up your PlayStation® game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**

2. Insert the *NHL® 2001* disc and close the Disc Cover.

3. Insert game controllers and turn ON the PlayStation game console.

NOTE: When using the Multi-Tap, at least one controller must be connected to port 1-A.

4. Following the introductory video, the Game Setup menu appears. ➢ *Game Setup* on p. 6.

COMMAND REFERENCE

EA SPORTS™ NHL 2001

DUALSHOCK™ Analog Controller

SELECT Button   START Button

L2 Button
L1 Button

R2 Button
R1 Button

L   R

SONY

Directional Button (D-Button)

SELECT   START

ANALOG

▲ Button
● Button
✖ Button
■ Button

LEFT Stick (L3 Button)   ANALOG Mode Switch   RIGHT Stick (R3 Button)
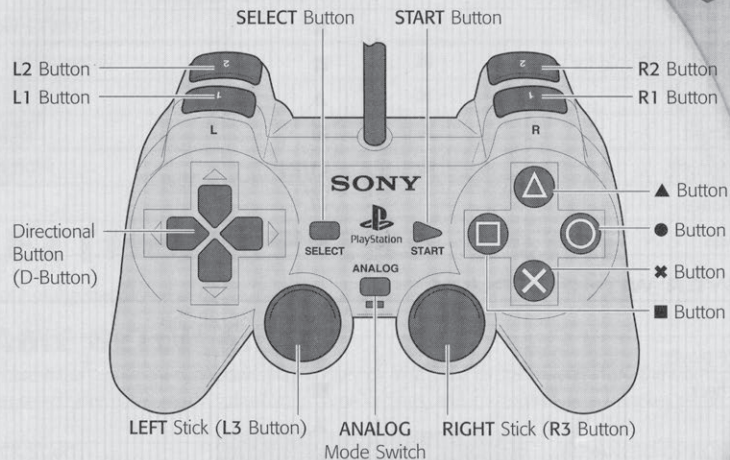
MENU CONTROLS

Highlight menu items	D-Button ↕
Cycle choices/Move sliders	D-Button ↔
Select/Go to next screen	✖
Return to previous screen	▲

COMPLETE CONTROLS

PLAYER WITH PUCK

Skate, Pass/Shot direction	D-Button or Left Stick
Pass	✖
Shoot (press and hold for slap shot)	■
Deke	▲
Speed burst	●
Spin left/right	L1/R1
Line change	L2
Icon pass	R2 + ■, ✖, ● or ▲

PLAYER WITHOUT PUCK

Skate	D-Button or Left Stick
Change player	✖
Poke check	■
Big hit	▲
Body check	●
Slide block	L1
Last Man Back	R1
Line change	L2
Icon select	R2 + ■, ✖, ● or ▲

GOAL KEEPING

Control goalie	SELECT

Save attempt	■
Poke check (without puck)	●
Pass	✖

FIGHTING

Left Jab/Uppercut	■
Left Jab	✖
Right Jab	▲
Right Hook	●

SETTING UP THE GAME

Get out of the stands and onto the ice with *NHL 2001*.

GAME SETUP MENU

The hard-hittin', cross-checkin' powerplay hockey of *NHL 2001* all starts here. From the Game Setup menu select your game mode, adjust your game settings, and create the perfect hockey game.

QUICK START: The fastest way onto the ice. ▷ *Quick Start* on p. 6

BASIC SETTINGS: Select teams, skill level, period length, penalty levels, and more for an Exhibition game. ▷ *Exhibition Game* on p. 6
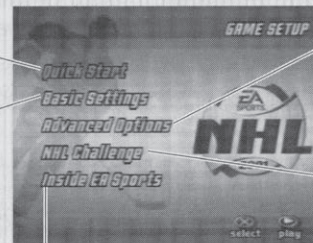
INSIDE EA SPORTS: Check out the latest releases from EA SPORTS

ADVANCED OPTIONS: Choose your game mode plus settings and options for any mode of play. ▷ *Advanced Options Mode* on p. 8

NHL CHALLENGE: Gain valuable reward points by completing in-game challenges. ▷ *NHL Challenge* on p. 14

SINGLE GAME MODE

Lace up the skates and take the ice.

> QUICK START:
> Skip all the pre-game activities and QUICK START a game from the Game Setup menu. The Controller Setup screen appears with two pre-selected teams. Choose a team, adjust the advantage, and get ready for the face-off.

EXHIBITION GAME

To start a Single Game:

1. From the Game Setup menu, choose BASIC SETTINGS and press ✖. The Basic Settings screen appears.
2. To choose a matchup, D-Button ↔ through the team names. To toggle between Home and Away teams, D-Button ↕.
   ◇ To select teams at random, press **L1** or **R1**.
3. Select your game settings and then press **START** to advance to the Controller Setup screen.
4. From the Controller Setup screen, D-Button ↔ to position the controller icon under the team you wish to control, then press **START** to get on the ice (▷ *On the Ice,* p. 6).
   ◇ From the User Option, you can select a Userlog, lock yourself at a specific player position, change your controller configuration, and save settings. You can also save, load, and delete a Userlog.

> EA TIP: Give your team an advantage by pressing **L1** or **R1** from the Controller Setup screen. When the highlighted arrows point in your team's direction, you have an edge over your opponent.

ON THE ICE

After the pre-game adjustments are made, you're "In the Game."

GAME SCREEN

Time left in period

Score

Controlled player

PAUSE MENU

Take a break from the action by pressing **START** during gameplay.

RESUME GAME: Get back on the ice.

NHL CHALLENGE: View a list of accomplished NHL Challenge tasks.

INSTANT REPLAY: Replay the on-ice action from the last few seconds of gameplay.

STATS CENTRAL: Read the Box Score, home, away and team stats from the current game.

GOALIE: Switch or pull your starting goaltender from the lineup.

EDIT LINES: Edit your offensive, defensive, powerplay and short-handed lines.

CONTROLLERS: Change your controller setup and view your controller map.

RULES AND OPTIONS: View your rules and options for the current game plus select the camera view, audio options and game strategies.

QUIT: Return to the Game Setup menu.

GAME MODES

Experience the NHL to its fullest. In addition to Quick Start and Exhibition games, *NHL 2001* has four other game modes: Season, Playoff, Tournament, and Shootout.

ADVANCED OPTIONS MENU

From the Advanced Options menu you can choose any game mode (including Exhibition) and adjust all options and settings.

NOTE: Default options appear in **bold** in this manual.

SELECT MODE: **EXHIBITION**, SEASON, PLAYOFF, TOURNAMENT, or SHOOTOUT.

SELECT LEVEL: **BEGINNER**, ROOKIE, PRO, or ALL STAR.

RULES: Set period length, adjust the sliders for penalties, big hits and fighting, use the toggles for other rule options. ➢ *Hockey Rules!* on p. 9.

OPTIONS: Adjust game speeds, the Momentum bar, turn the NHL Challenge **ON**/OFF, camera views, toggle shot meter **ON**/OFF, and more.

ROSTERS: Manage your team through line edits, trades, creating players, and more. ➢ *Rosters* on p. 15.

STATS CENTRAL: Review team, player, or user stats, and more.

CONFIGURE CONTROLLER: Change the controller button assignments.

LOAD/SAVE: Save and restore Rules, Options, Controller Configurations, User Logs (including User Stats and User Names), Default Teams, and Saved Games. ➢ *Saving and Loading* on p. 18.

PLAY LEVELS

The four play levels in *NHL 2001* range from Beginner to All Star. Rookie level is for *NHL 2001* beginners who are new to the game while ALL STAR level gives hockey gamers the biggest challenge.

HOCKEY RULES!

PERIOD LENGTH: Choose **5**-, 10-, or 20-minute periods.

PENALTIES: Adjust the amount of penalties. When the slider is closer to the right, penalties are called more frequently during gameplay.

◇ When playing with Position Lock ON, players may be forced to serve a penalty, causing the CPU to control the game for the length of the penalty.

BIG HITS: Adjust the number of big hits on the ice. When the slider is closer to the right, there are more big hits during gameplay

FIGHTING: Adjust the amount of fighting. When the slider is closer to the right, fights erupt more often during gameplay

OFFSIDES: When **OFF**, there aren't any offside violations.

ICING: When **OFF**, the ref doesn't call icing.

2 LINE PASS: When **OFF**, there aren't any 2 Line Pass violations.

INJURIES: Toggle the possibility of player injuries **ON**/OFF.

RINK TYPE: Select a rink and rules that conform to NHL or INTERNATIONAL specifications or let the computer select the rink type of the home team (**AUTO**).

TIE-BREAK: **AUTO**, CONTINUOUS OT, SHOOTOUT, OT and SHOOTOUT, or SINGLE OT.

SEASON

Set your sights on the Stanley Cup®. In Season Mode you are the GM and you are the coach. All the front office and game decisions ride on your shoulders.

To start a Season:

1. From the Game Setup menu, choose ADVANCED OPTIONS. The Advanced Options screen appears.

2. Highlight SELECT MODE and press ✖. Choose SEASON from the Select Mode pop-up window and press ✖ again. The Season Settings menu appears.

3. From the Season Settings window, choose your desired settings for your new season by cycling with the D-Button ↔ through the available options.

- With CPU Trading **ON**, the computer teams can trade players from roster to roster and the CPU may offer you trades as well.

- With Trade Deadline **ON**, no player can be traded to and from a team after the set trade deadline that applies to your custom season.

4. After your season options are set, press **START** to return to the Advance Options menu. From here, you can set up your game options (➢ *Advanced Options* menu on p. 8). Press **START** to advance to the Team Select screen.

5. D-Button ↔ through the available NHL teams. When your desired team appears, press ✖ and then **START** to continue to the Season Central screen.

> **NOTE:** You may control more than one team in Season mode. Each franchise is operated separately.

SEASON CENTRAL MENU

The Season Central menu provides you with access to all the information you need for a successful season.

NHL CHALLENGE: Take the NHL Challenge during your season games. ➢ *NHL Challenge* on p. 14.

MATCHUPS: View all of the matchups for a given day.

CALENDAR: View team schedules by month.

TEAM REPORTS: View top scorers, hot and cold streaks, injuries, suspensions, and winning streaks for every team.

STATS CENTRAL: Access season standings, team, player or user stats, league leaders, and more.

ROSTERS: Manage your roster into a Stanley Cup contender by trading players, utilizing waivers, adjusting your lines, creating players, and more. ➢ *Rosters* on p. 15.

SAVE SEASON: Create a name for your season and save it to a MEMORY CARD. ➢ *Saving a Season* on p. 18.

MORE OPTIONS: Set your rules, controller configurations and game options for season play.

PLAYING A SEASON GAME

Test your hockey skills during the grueling NHL season.

To play a game in season mode:

⇨ From the Season Central, Matchups or the Calendar screen, press **START**. The Controller Setup screen appears. Press **START** again to play the next user game on the schedule.

⇨ To simulate all the games on a given day, enter the Matchups or Calendar screen and press ●. If you choose a future day to simulate, the computer simulates all games up to that day.

> **NOTE:** After the last regular season game is completed, the Season Central menu appears. The menu now includes the option **START PLAYOFFS**. Select this choice to continue your season.

PLAYOFFS

After the regular season, get ready for the Stanley Cup playoffs.

To play a playoff game:

⇨ From the Season Central, Matchups or the Calendar screen, press **START**. The Controller Setup screen appears. Press **START** again to play the next user game on the playoff schedule.

POST-SEASON

After the playoffs are over, the post-season awards are handed out. After you view the winners, get ready for a new season by viewing retirements, drafting new additions to your team via the rookie draft and by signing key free agents.

⇨ Choose START NEXT SEASON from the Season Central screen to proceed to the Retirement Screen. Press **START** to begin the Rookie Draft.

ROOKIE DRAFT/FREE AGENTS

To draft a rookie:

1. The Rookie Draft pop-up screen notifies you of your team's overall draft picks. D-Button ↔ to toggle between **AUTO** and MANUAL draft selection and then press **START** to advance to the Rookie Draft screen.

2. To select a rookie (using Manual Draft), D-Button ↕ to that player and press **✖**. Change the compared attributes by pressing **L1/R1**. The Draft Summary screen appears.

⇨ After viewing the summary, press **START** again to proceed to Free Agency signing.

To sign a free agent:

1. The Free Agency pop-up window displays players who are now free agents. Choose **AUTO** or MANUAL free agency selection by toggling with D-Button ↔ and pressing **START**.

◇ If you select manual free agency you advance to the Free Agency screen otherwise the computer picks for you.

2. To attempt to sign a free agent, D-Button ↕ to that player and press **✖**. The player either accepts or rejects your offer. When all the players have signed on with a team, press **START** to go to the Free Agency Signing Summary screen.

3. After viewing the free agency signings, press **START** to begin the new season and proceed to Season Central.

PLAYOFFS

Create Cup fever by cutting straight to the playoffs.

To run a playoff:

1. Choose PLAYOFF from the Select Mode window (via the Advanced Options menu). The Playoff Settings screen appears.

2. Choose the Playoff Series Length and toggle the Valid Conference option **ON**/OFF. When **ON**, teams are restricted to their actual NHL conference. Press **START** to return to the Advanced Options menu and finish setting options as you would in any other Advanced Options mode.

3. After the playoff settings are set, press **START** to advance to the playoff Team Select screen.

4. From the playoff tree, D-Button to select the teams throughout the bracket. You can also set a random bracket by pressing **L1** or **R1**.

5. Press **✖** on the team that you wish to run, then press **START** to advance to the Playoff Central screen. From here, you can set up your pre-game settings.

6. After your settings are set, press **START** again to advance to the Controller Setup screen.

TOURNAMENT

See who can stick it out in a 4- to16-team tournament. You set the number of rounds, choose the teams, and schedule the matchups.

To start a tournament:

1. From the Advanced Options menu, choose Tournament from the Select Mode pop-up window.

2. Pick the number of teams and the number of rounds for the tournament and press **START** twice to advance to the Team Select screen.

3. From the Team Select screen, D-Button to select the teams in the tournament (you can also set a random bracket by pressing **L1** or **R1**) and then press **✖** to select a team to control. When finished, press **START** to advance to the Tournament Central screen.

4. The Tournament Central screen is similar to the Season Central screen. From either the Tournament Central, Matchups or the Calendar screen, press **START** to go to the Controller Setup screen and continue as you would in an exhibition, playoff, or season game.

SHOOTOUT

Recreate the thrill of a winner-take-all showdown with this intense tie-breaker simulation mode.

Setting up a Shootout:

1. From the Advanced Options menu, choose Shootout by pressing ✖. Then press **START** to advance to Team Select.
2. Navigate the Team Select, Controller Setup and Team Options screens as you would in any other mode. Press **START** to continue to the in-game Edit Lines screen.
3. To edit a line, D-Button ↕ to the player to change and press ✖. The highlight toggles to the reserve portion of the roster.
4. Highlight the player to be added to the line and press ✖. When finished editing that line, press **START**.
5. Edit the other team's line in the same way. When finished press **START** to get to the shootout.

NHL CHALLENGE

The NHL Challenge allows you to gain valuable bonus points by checking off the items on the list of challenges for each level. You can use the bonus points to boost the attributes of your created players for things like: speed, shot power, checking etc. Level A = 10 points, Level B = 20 points, Level C = 30 points. Selecting a Userlog will allow you to keep track of your achieved challenges when you save to a MEMORY CARD.

Setting up the NHL Challenge:

1. From the Game Setup menu, choose NHL Challenge.
2. After reading the intro, press ✖. The Select Userlog pop-up box appears. From here, you can create a Userlog for the NHL Challenge.
3. To create a Userlog, select NEW and press ✖. Type in a name and press **START** to advance to the NHL Challenge menu.

4. From the NHL Challenge menu, create a player by pressing ✖. The Create Player screen appears.
5. Select your player's general information and press **START**.
6. Select your starter details and press **START**.
7. Select your player attributes then press **START**. Now assign him to the **WAIVER WIRE** or to a CURRENT TEAM by moving the D-Button ↔. Press **START** when you're finished.
8. Pick any game mode and advance to the Controller Setup screen.
9. Press ● to select User Information.
10. Highlight Userlog and press ✖. The Select Userlog pop-up box appears. Highlight the userlog you wish to use and press ✖ then press **START** to return to the Controller Setup screen.
11. Press **START** to advance into gameplay as usual.

ROSTERS

The Rosters menu allows you to create the perfect team through player trades, waivers, line edits, and by creating players.

THE ROSTERS MENU

VIEW ROSTERS: View individual player ratings and player stats for every team.

EDIT LINES: Rearrange your lines to compliment your game strategy.

TRADE PLAYERS: Swap players from team to team as you build the ultimate roster. ▷ *Trading Players* on p. 16.

WAIVERS: Release your unwanted players.

CUSTOM TEAMS: Create an expansion team by recruiting players from throughout the NHL. ▷ *Creating Custom Teams* on p. 17.

PLAYER MANAGEMENT: Create, edit and delete players.

LOAD/SAVE ROSTERS: Load and save rosters to and from a memory card, or restore the original *NHL 2001* rosters. ▷ *Memory Functions* on p. 19.

VIEW ROSTERS

View every team roster from the NHL, World and All-Star teams.

EDIT LINES

To edit your lines:

1. From the Rosters menu choose EDIT LINES. The Edit Lines screen appears.
2. Select a team whose lines you wish to edit by pressing D-Button ↔. To select a line group for a particular team, press **L2** or **R2**.
3. To toggle lines, press ●.
4. In a line, highlight a player that you wish to remove and press ✖. The Team Roster pop-up box appears.
5. Highlight a player from the team roster and press ✖. The new player is inserted in the lineup.

TRADE PLAYERS

To trade players:

1. From the Rosters menu choose TRADE PLAYERS. The Trade Players screen appears.
2. Select a team from which you want to trade a player by pressing D-Button ↔.
   ⇨ To toggle over to the second team in the swap, press ●. Then D-Button until the desired team appears.
3. To select a player to trade, D-Button ↕ to that player and press ✖. The player's name appears on the list below his team. Select a player from the other team to trade in the same fashion.
4. When all players to be traded are shown on the lists below their current team, press **START** to initiate the trade. The players' names now appear in their new team's roster. Press ▲ to return to the Rosters menu.

WAIVERS

To waive a player:

1. From the Rosters menu choose WAIVERS. The Waivers screen appears.
2. Select a team from which you want to waive a player from by pressing D-Button ↔.
3. Highlight the player you wish to remove from a roster and press ✖.

CREATING CUSTOM TEAMS

You can build your own Stanley Cup contender and play an exhibition game against any team in the league.

To create a team:

1. Choose CUSTOM TEAMS from the Rosters menu. The Custom Teams screen appears.
2. To toggle to the custom team side of the window, press ●. You can select one of the two EA SPORTS custom teams. D-Button ↔ to choose EA Blades or EA Storm.
3. Toggle back to the current roster screen by pressing ●.
4. D-Button ↔ to locate the current team of the player to add to your custom team.
5. When his team is displayed, D-Button ↕ to highlight his name and then press ✖ to place him on your custom roster.
6. Continue to select players (from all teams) and press ▲ when finished.
7. D-Button ↕ to the Load/Save Rosters and press ✖ twice.
8. Select which roster file to save to NEW or overwrite an existing one. If new, enter file name and press **START**.

PLAYER MANAGEMENT

Create, edit or delete players in your quest for the ultimate team.

To create a player:

1. From the Rosters menu, choose PLAYER MANAGEMENT. The Player Management screen appears.
2. Select CREATE PLAYER. The Create Player Screen appears.
3. Enter the General Information (name, height, weight, nationality, etc.) for your created player. Press **START** to advance to the Skater Details screen.

NOTE: A valid player name must contain at least one letter.

4. Select skater detail options for your created player. Press **START** to advance to the Skater Attributes menu.

5. Allocate skill points to your player. You are allotted a specific number of points based on the players skill level (ROOKIE, **VETERAN**, or SUPERSTAR). Press **START** to continue. The Assign Player to Team screen appears.

6. Select a team to assign your created player to by pressing D-Button ↔.
   Press **START** to accept team and return to the Player Management menu.

NOTE: You can also edit, delete and change your created player's jersey number from the Player Management menu.

SAVING AND LOADING
LOADING/SAVING SETTINGS

When you have all of the options configured the way you like them, you can go into the Load/Save menu and save them to a MEMORY CARD. Later, you can load these settings when you restart the game.

⇨ From the Advanced Options menu, choose LOAD/SAVE. The Load/Save menu appears.

⇨ Select SAVE SETTINGS. A pop-up window prompts you to confirm.

USERLOG
To save a Userlog:

⇨ D-Button ↕ to SAVE USERLOG and press ✖ and then ✖ again to confirm.

To load a Userlog:

⇨ D-Button ↕ to LOAD USERLOG and press ✖ and then ✖ again to confirm.

LOAD GAME
To load a game:

1. D-Button ↕ to LOAD GAME and press ✖.

2. Select a game to load and press ✖.

3. Press ✖ again to confirm.

ROSTERS
To load a roster:

1. Choose LOAD/SAVE ROSTERS from the Rosters menu. The Load/Save Rosters menu appears. Choose LOAD ROSTERS. A pop-up window prompts you to select a file.

2. Highlight the desired file and press ✖ to select. A pop-up window informs you when the roster is loaded and prompts you to press ✖ to continue.

To save a roster:

1. From the Rosters menu, choose LOAD/SAVE ROSTERS. The Load/Save Rosters menu appears. Choose SAVE ROSTERS. A pop up menu directs you to select a file to save to.

2. Choose NEW and press ✖ to continue.

3. Enter a filename for the new roster and press **START** to save the roster under that name. A pop-up window informs you when the roster is saved and prompts you to press ✖ to continue.

NOTE: Never insert or remove a MEMORY CARD when loading or saving files.

LIMITED WARRANTY

Electronic Arts ("EA") warrants to the original purchaser that this product is free from defects in materials and workmanship for a period of 90 days from the date of purchase. Electronic Arts is not liable for any losses or damages of any kind resulting from the use of this product. If the product is found to be defective within the 90-day warranty period, Electronic Arts agrees to repair or replace the product at its option free of charge.

This warranty shall not be applicable and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS

This warranty is in place of all other warranties and no other representations or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose, are limited to 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 software product.

Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

RETURNS WITHIN 90-DAY WARRANTY PERIOD—Please return the product along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address, and phone number to the address below. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

We strongly recommend that you send your product using a delivery method that is traceable. Electronic Arts is not responsible for products not in its possession.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD—Please return the product along with a check or money order for $15.00 made payable to Electronic Arts, a brief description of the difficulty you are experiencing including your name, address, and phone number to the address below. We strongly recommend that you send your product using a delivery method that is traceable. Electronic Arts is not responsible for products not in its possession.

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

EA Warranty Web Page: techsupport.ea.com

EA Warranty Fax: (650) 628-5999

If you have warranty questions, you can also contact Customer Warranty via e-mail at warranty@ea.com or by phone at (650) 628-1900.

TECHNICAL SUPPORT—If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30–11:45 AM or 1:00–4:30 PM, Pacific Standard Time.

HOW TO REACH US ONLINE:

EA Tech Support E-mail: support@ea.com
EA Tech Support Web Page: techsupport.ea.com
EA Tech Support FTP Site: ftp.ea.com

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

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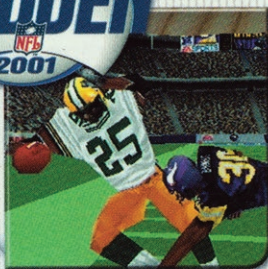Package Illustration/Photography: Steve and Brian Babineau

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