
PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY ESRB
SLUS-01290
EA SPORTS
F1 CHAMPIONSHIP
SEASON 2000
Formula 1

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.

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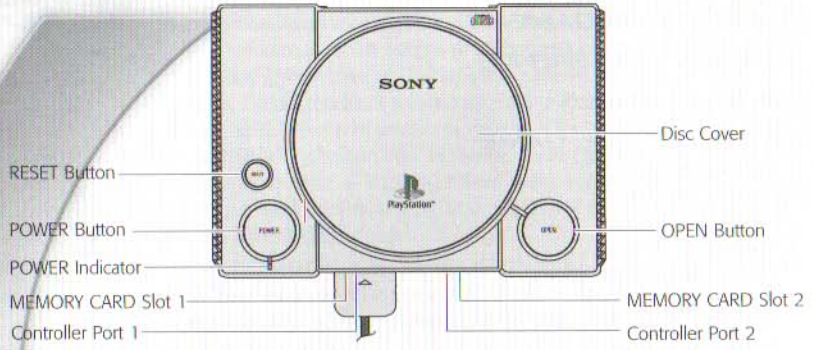
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For more info about this and other titles, check out EA SPORTS™ on the web at **www.easports.com**.

STARTING THE GAME



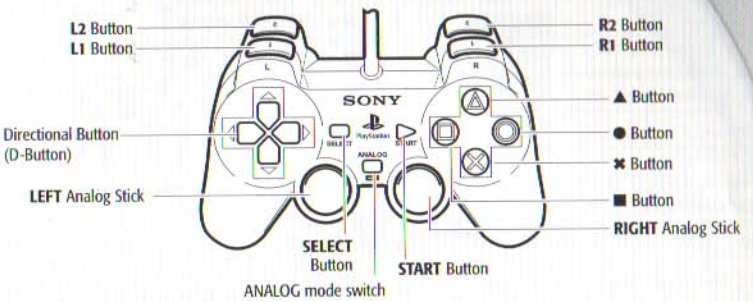
1. Set up your PlayStation game console according to the instructions in its Instruction Manual.
   Make sure the power is OFF before inserting or removing a compact disc.
2. Insert the *F1 CHAMPIONSHIP Season 2000* disc and close the Disc Cover.
3. Insert game controllers and turn ON the PlayStation game console.

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

4. At the *F1 CHAMPIONSHIP Season 2000* title screen, press **START** to advance to the Main menu.
   > *Main Menu* on p. 5.

COMMAND REFERENCE

DUALSHOCK™ analog controller



MENU CONTROLS

Highlight menu items	D-Button ↕
Cycle choices/Move sliders	D-Button ↔
Select/Go to next screen	✖
Return to previous screen	▲
Help	■
Pause Game	**START**
Toggle OSD (on-screen display) ON/OFF	**SELECT**

GAME CONTROLS

DRIVING CONTROLS

Steer	D-Button or Left analog stick ↔
Accelerate	✖ or Right analog stick ↑
Brake	■ or Right analog stick ↓
Reverse	● or Right analog stick ↓
Rear View	**L1**
Replay	▲
Toggle camera angles	**R1**
Shift down (SEMI – AUTO transmission only)	**L2**
Shift up (SEMI - AUTO transmission only)	**R2**

- To use the analog sticks of the DUALSHOCK analog controller, press the ANALOG mode switch.
- Controls featured here are the default controls only. For information on how to change your controller configuration, ≻ *Main Menu Options* on p. 7.

SETTING UP THE GAME

From choosing your driver to adjusting camera angles, *F1 CHAMPIONSHIP Season 2000* lets you play the game how you want to play it.

NOTE: Default options are listed in **bold** in this manual.

MAIN MENU

From the Main menu, you can begin a single race, access the Game Modes screen, adjust the various Controller, Audio/Visual and Language options, or view the game's credits.

Proceed to the RACE NOW screen, where you can set up a single race event (≻ *Race Now* on p. 8)

View the game's credits



Set up a GP Weekend, Championship, Scenario, Training session or Time Trial (≻ *Game Modes* on p. 10)

Access the Options screen (≻ p. 7) to adjust various Audio/Visual, Controller, and Language settings

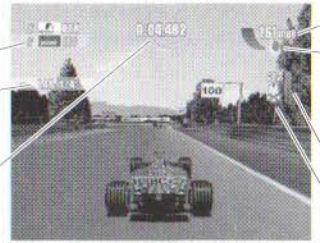
QUICK START

1. At the Language Select screen, D-Button ↕ to highlight your preferred language and press ✖ to select.
2. At the Autosave screen, select ENABLE AUTOSAVE or DISABLE AUTOSAVE (≻ *Saving and Loading* on p. 19). If you select DISABLE AUTOSAVE, confirm your choice at the prompt.

- If you do not have a MEMORY CARD inserted in MEMORY CARD slot 1, a prompt appears asking you to insert a MEMORY CARD if you wish to save your progress and settings.
- Previously saved data is auto-loaded from boot-up.

3. At the Main menu, press ✖ to select RACE NOW.
4. At the Race Now screen, press ✖ to select RACE. The race begins with default settings active.

RACE SCREEN



➥ To toggle the Car Damage and Fuel Display, press **SELECT**.

DRIVING AID

F1 CHAMPIONSHIP Season 2000 features a variety of Driving Aids to help you get the hang of the game. Select the level of help you want by selecting DRIVING AID from the game's Pause menu (➢ *Pause Menu* on p. 7). There are three levels of Driving Aid.

Driving Aid Level 1

Driving Aid 1 consists of Turn Indicators only. These are small, color-coded arrows that appear on-screen whenever you're nearing a bend or chicane, indicating the direction and severity of the approaching turn.

TURN INDICATORS
RED: The turn is a difficult one — negotiate with caution.
YELLOW: Maintain a reasonable speed at this intermediate corner, but be prepared to brake if necessary.
GREEN: The approaching bend can be easily made at higher speeds and you can probably afford to accelerate through the turn.

Driving Aid Level 2

Driving Aid Level 2 consists of Turn Indicators (see above) and Braking Assist, which helps control your speed going into turns.

Driving Aid Level 3

Driving Aid Level 3 consists of Turn Indicators, Brake Assist and Steering Assist, which helps correct your steering to keep the optimum racing line.

INSTANT REPLAYS

To view an instant replay of the last few seconds of action, press ▲ at any time during a race. Press ✖ to return to the race.

PAUSE MENU

The Pause menu lets you adjust various options, restart the current race, or quit back to the Main menu. Below is a list of different Pause menu options.

➥ To pause the game and access the Pause menu, press **START**.

CONTINUE: Resume playing the current race.

RESTART: Restart the current race.

OPTIONS: Access the Pause Menu Options where you can adjust effects and commentary volume, toggle the Racing Line **ON**/OFF, toggle your DUALSHOCK analog controller's vibration function ON/**OFF**, and set the Driving Aid level (➢ p. 6).

QUIT: Exit the current game and return to the Race Now, 2000 Weekend, 2000 Championship, Scenario, Training or Time Trial screen.

RACE HIGHLIGHTS

After each race, a RACE OVER message is displayed on screen–press ✖ to proceed. At the prompt, select YES to view race highlights or NO to end your race and return to the Quick Race pop-up.

MAIN MENU OPTIONS

CONTROLLERS: Change your controller configuration to one of four configurations.

➥ D-Button ↔ to cycle through the available controller configurations. Press ✖ to display the Vibration Setting pop-up.

AUDIO/VISUAL: Adjust various audio and visual settings.

SOUND: Select this option to access the Sound pop-up. D-Button ↔ to toggle the sound between **MONO**/ STEREO and use the sliders to set the volume levels for Music, Effects and Commentary.

SCREEN ALIGNMENT: Position the screen on your television. Follow the instructions on screen and press ✖ to return to the Audio/Visual screen (or ▲ to return without saving changes).

DISPLAY ADJUST: Display a visual guide for fine-tuning brightness, contrast and color on your television. Follow the instructions on screen and press ✖ to return to the Audio/Visual screen.

OSD (ON SCREEN DISPLAY): Press ✖ to toggle between **OSD ENABLED** and OSD DISABLED. When DISABLED, you are unable to switch on the OSD during a race.

ASPECT: Press ✖ to toggle the aspect ratio for your television between **NORMAL** and WIDE. Set to WIDE for widescreen televisions.

➥ To return to the Options screen, press ▲.

LANGUAGE: Change the language of in-game text and commentary.

➥ D-Button ↕ to highlight your preferred language and press ✖ to select.

RACE NOW

Select RACE NOW from the Main menu to set up a single race on the track of your choosing.



CUSTOM GRIDS

Create a starting grid for the next race. Alternatively, you can select the actual qualifying positions for any one of the first 11 stages of the real 2000 season.

To set up a Custom Grid:

1. Select CUSTOM GRID from the Race Now Menu. The Grid menu appears.
2. D-Button ↕ to select CUSTOM GRID and press ✖.
3. The Custom Grid screen appears showing the first two positions on the grid and the full Driver list to the left. D-Button ↕ to scroll through drivers and then press ✖ to select the highlighted driver and proceed to the next car. You can scroll through the grid using D-Button ↔.

✧ You may start a race with less than 22 cars.

➥ To undo your last selection, press ▲.

4. When you are happy with your Custom grid, choose ACCEPT or press the **START** button. The number of cars in the grid is displayed.
5. Select **REVIEW** for a last look at the grid or ACCEPT to begin the race.

To select the 2000 Season Grid:

1. Select CUSTOM GRID from the Race Now Menu.
2. The Grid menu appears. D-Button ↕ to select SEASON GRID and press ✖. The race loads, with all cars in their correct 2000 season starting positions.

✧ The Season Grid option is not available for the last 6 races of the season (Hungary, Belgium, Italy, United States, Japan and Malaysia).

DRIVER SELECT

Select this option to change your driver for the next race. D-Button ↔ to toggle through the available teams and drivers, and press ✖ to select.

➥ When the Transmission Menu appears, choose between **AUTO** (fully automatic gearbox), or SEMI-AUTO transmission, which requires you to shift up and down through gears using **L2** and **R2**.

➥ To change your choice of Transmission, press ● at the Driver Select screen to bring up the Transmission Menu. D-Button ↕ to toggle between AUTO/SEMI-AUTO, then press ✖ to continue.

CIRCUIT SELECT

Choose one of 17 world famous International venues for your next race.

➥ D-Button ↔ to cycle through the available circuits and press ✖ to select and return to the Race Now menu.

1 PLAYER / 2 PLAYERS

Set the number of players for the next race. Press ✖ to toggle between **1 PLAYER** and 2 PLAYERS. For information on how to set up a 2 Player game, ➢ *Two Player* on p. 19.

RACE NOW OPTIONS

Select OPTIONS from the Race Now menu to adjust difficulty and realism settings for the next race. The Race Now Options menu lets you set the following options: Race Length, Number of Cars, Difficulty Level, and whether or not cars sustain damage.

➥ To return to the Race Now menu, press ✖.

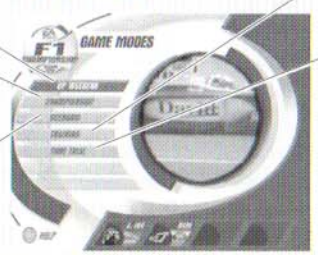
GAME MODES

Immerse yourself in a full Formula One Weekend, race for an entire Championship season, take on real-life challenges from the 2000 season in Scenario Mode, get some Training, take on up to 22 players in a Time Trial.

GP WEEKEND - Participate in a full race Weekend, including Practice and Qualifying sessions (➢ ***GP Weekend*** on p. 11).

CHAMPIONSHIP - Take part in a full Championship spanning an entire 17 race season (➢ ***Championship*** on p. 16).

SCENARIO – Re-enact dramatic situations based on events from the 2000 season (➢ ***Scenario*** on p. 17)



TRAINING - Hone your driving skills to perfection (➢ ***Training*** on p. 18)

TIME TRIAL - Race solo around any track in a bid to record the fastest lap time – (➢ ***Time Trial*** on p. 18). Up to 22 players can participate in Time Trials to see who can log the fastest lap time on the selected track.

GP WEEKEND

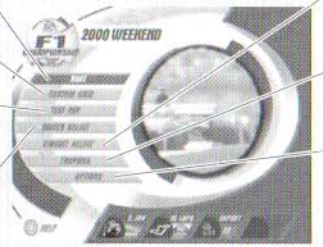
Select GP WEEKEND from the Game Modes screen to participate in a full 2000 Race Weekend, including Practice and Qualifying stages.

Get on the track (➢ *Weekend Events* below)

Customize the starting Grid (➢ *Custom Grid* on p. 9)

Take your vehicle out on Test Day to find the optimum Car Setup for the selected track (➢ *Test Day* on p. 14)

Select a different driver for the GP Weekend (➢ *Driver Select* on p. 9)



Select a different circuit for the Weekend event (➢ *Circuit Select* on p. 10)

Access the Trophies screen to view all of the trophies you've won to date.

Access the 2000 Weekend Options screen (➢ *Weekend Options* on p. 16)

WEEKEND EVENTS

As soon as you have selected RACE from the 2000 Weekend screen, the 2000 Weekend pop-up appears. From here you can check out weather conditions, start Practice (➢ below) , go to the Qualifying stage (➢ *Qualify* on p. 12), head straight for the Race (➢ p. 13), or adjust your Fuel Strategy (➢ p. 13).

NOTE: If you don't run the Qualifying stage, you begin the race at the back of the grid.

PRACTICE

Start your Weekend with a Practice run. You have an hour to get familiar with the track and to make adjustments to your Car Setup. Your current and best lap times are recorded so that you can monitor your performance. You begin your Practice stage in the Pits.

The Pitting screen gives you the following options:

CAR SETUP: Access the Car Setup screen (▷ p. 15).

START OUT LAP: Drive a single lap before starting to record lap times.

START FLYING LAP: Begin timing laps immediately.

END SESSION: End the session and return to the GP Weekend pop-up.

QUIT: End your Race Weekend and return to the 2000 Weekend screen.

◇ Return to the Pitting screen during Practice or Qualify by selecting PIT IN from the Pause menu.

QUALIFY

You have an hour to record your best lap time. Your fastest lap time determines your start position.

⮑ When you select QUALIFY from the GP Weekend pop-up, the recommended tire type for the track appears. Select a HARD or SOFT tire compound to proceed to the Pitting screen.

⮑ To begin recording lap times, select START OUT LAP or START FLYING LAP from the Pitting screen.

◇ The Pitting screen has 2 additional options for the Qualifying stage: VIEW CLASSIFICATION and SKIP 5 MINUTES.

View Classification

During the Qualifying session, select this option to check how your best lap time compares to those of other drivers and get an idea of your potential grid position.

◇ Grid positions are not finalized until the end of the full hour. The position displayed is provisional until the end of the Qualifying stage (i.e. an opponent driver may beat your best lap in the remaining time).

◇ From this screen, you can see which other drivers are out on the track. Wait until the track is less busy before you head out, so that you get a good, clear run for your next lap.

⮑ To speed up the remaining Qualifying time (displayed in the top left corner of the Provisional Classification screen), press and hold ●.

Spectator Mode

⮑ To highlight an opponent currently out on the track, D-Button ↕ from the Classification screen.

⮑ To watch him qualify from a variety of camera angles, press ■.

⮑ To toggle through the available cameras, press **R1**.

⮑ To return to the Classification screen, press ✖.

Skip 5 Minutes

Select SKIP 5 MINUTES to advance the session time by 5 minutes. Using this option, you can avoid starting laps during busier periods on the track.

SETTING FUEL STRATEGY

To set your Fuel Strategy for the Race:

⮑ Select FUEL STRATEGY from the GP Weekend pop-up.

◇ The FUEL STRATEGY option is not available if FUEL USAGE is set to OFF, or if the NUMBER OF LAPS is set to below 16.

⮑ To toggle the number of pitstops required during the Race, D-Button ↕.

⮑ To select when to pit, D-Button ↔. Choose EARLY, **MIDDLE** or LATE.

RACE

With the Practice and Qualify stages behind you, it's time to prove yourself in the main event!

Pitstops

You can pull into the Pits at any time during the race to repair damage or replace worn tires (indicated by the tires on the Car Damage Display turning yellow), or to adjust your Fuel Strategy.

◇ If Damage, Fuel Usage and Tire Wear are OFF, you don't need to make pitstops during the Race.

To make a pitstop during a race:

1. From the track, pull into the pitlane. A prompt asks if you wish to change your Fuel Strategy. Select YES to adjust Fuel Strategy (you can also change tire type) or NO to continue.

◇ If you select YES, your current Fuel Strategy is displayed. Press ■ and then D-Button ↔ to change tire type (WET or DRY). Press ● to make adjustments to your Fuel Strategy (▷ *Setting Fuel Strategy* above). When you're happy with your tires and strategy, press ✖ to proceed.

2. A series of instructions appears on screen. You need to follow these as quickly as possible in order to get the most efficient pitstop:

BRAKE: Press and hold ■ to apply the brakes while repairs, re-fuelling and tire changes are carried out. Progress bars show you the status of each.

1ST GEAR: Press **R2** to put the car into gear.

CONTINUE: Press ✖ to begin your exit from the Pitlane. You resume full control of the car as soon as you reach the track.

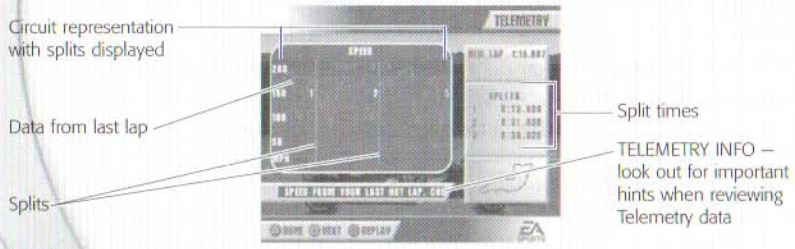
TEST DAY

Get used to the selected track and to find the best setup for your car. Telemetry data is recorded for each lap, allowing you to review aspects of the car's performance and change your setup.

- When you select TEST DAY from the 2000 Weekend menu, you begin in the Pits. Select START OUT LAP if you want to drive a single lap before starting to monitor Telemetry data or START FLYING LAP to begin monitoring data immediately.

TELEMETRY

Once you've completed a lap, a message informs you that Telemetry has ended. To view telemetry for your hot lap, press **START** and select PIT IN. Then, from the Pitting screen, select VIEW TELEMETRY. The Telemetry screen appears with data from your last hot lap displayed in red and data from your best lap in green.



- To cycle through the categories of telemetry data (SPEED, BRAKING, STEERING DEMAND, ENGINE REVS and GEAR), press ■.

- Use the Trace (the difference between your best lap data and your last hot lap data) to calculate the optimum positions on the track for accelerating, braking, turning and changing gear. This information can also be used to test out the effectiveness of new Car Setups.
- To return to the Pitting screen, press ▲.
- To access Replay Mode, press ●.

REPLAY MODE

View a complete replay of your last lap with Telemetry data overlaid.

REPLAY MODE CONTROLS

Pause/Play replay	●
View next category of Telemetry data	■
Return to Telemetry screen	▲
Jump between splits	**L1/R1**

CAR SETUP

Select CAR SETUP from the Pits screen to adjust your car's configuration.

- To toggle between AERODYNAMIC Setup options (Front Downforce, Rear Downforce, Ride Height and Rear Diffuser) and MECHANICAL Setup options (Gear Ratios, Steering Lock, Front Suspension, Rear Suspension, Brake Balance, Engine R.P.M., Side Pod Radiators and Tire Type), press ●.
- To cycle through the various areas of Aerodynamic or Mechanical Car Setup, D-Button ↕.
- To adjust the currently selected area of Car Setup, D-Button ↔.
- To return to the Pitting screen saving any changes you've made, press ✖ (or press ▲ to return without saving changes).

REVIEW SETUP

Review the effectiveness of each new Car Setup configuration. Each time you adjust Car Setup and then complete a lap, the Car Setup and Lap times are stored. After a few laps with different setups, access the Review Setup screen to see which have given you the fastest lap times.

➥ To load one of the displayed Car Setups, highlight it and press ✖.

WEEKEND OPTIONS

Adjust options for the next event or race. Those that aren't self-explanatory are listed below.

FLAGS: Toggle Flag Rules **ON**/OFF.

> FLAGS
> Toggle Flag Rules ON/OFF.
> YELLOW: An accident on the track. Slow down and don't pass the car in front
> GREEN: The circuit is clear after an accident.
> BLUE: A faster opponent is coming up behind to lap you. Move off the racing line and slow down to let him pass as soon as you can, or you'll end up with a stop/go penalty.
> BLACK: Disqualification. Black flag offenses include cutting corners, driving dangerously and passing while under yellow flag.

FAILURES: When ON, your car is prone to mechanical failures, especially if the engine is stressed or if the car is driven hard over the curbs.

➥ To return to the 2000 Weekend screen, saving any changes you've made, press ✖.

CHAMPIONSHIP

To start a Championship game:

1. Select CHAMPIONSHIP from the Game Mode screen.

➥ If an existing Championship is detected on your MEMORY CARD, a prompt asks you if you want to resume your Championship game or begin a new one. Select CONTINUE to resume your existing game. The Championship screen appears (➢ p. 17).

2. If this is the first time you've started a Championship (or if you've selected START AGAIN), the Driver Select screen appears. D-Button ↔ to select a team and choose a driver.
3. The Transmission Pop-up appears. D-Button ↕ to toggle between AUTO and SEMI-AUTO and press ✖ to continue. The 2000 Championship Options screen appears.
4. This screen functions identically to the Race Weekend Options screen (➢ *Weekend Options* on p. 16). Set your options and press ✖ to proceed to the 2000 Championship screen.

➥ Once Options have been set at the beginning of a Championship game, they cannot be altered later in the season.

THE 2000 CHAMPIONSHIP SCREEN

The 2000 Championship screen functions exactly the same as the 2000 Weekend screen (➢ *GP Weekend* on p. 12). However, in place of OPTIONS (which are set at the beginning of a Championship game), there is a STANDINGS screen. Select this to view the Championship's current points tables.

SCENARIO

Re-enact dramatic situations inspired by events from the 2000 season. Each scenario has a specific objective that you must complete successfully before you can continue onto the next.

➥ From the Scenario screen, highlight SELECT SCENARIO and press ✖. D-Button ↔ to cycle through the available scenarios. The Driver, Team, Circuit, and Difficulty Level are displayed for each.

➥ After choosing a Scenario, return to the Scenarios screen and select RACE. Read the OBJECTIVE carefully, noting the weather, starting position and settings (Damage, Flags, Failures, and Fuel).

➥ When you're clear on what needs to be done, press ✖ to begin.

◇ Certain Scenarios begin mid-race. In these Scenarios, you will be counted down before taking control of the car.

TRAINING

Master the art of cornering on one of the 17 circuits from the Season.

To begin a Training session:

1. At the Training screen, select TRACK ASSESSMENT. The Introduction begins, which demonstrates the selected circuit from start to finish.

➥ Press ● to change the camera angle. You can skip the Introduction at any time by pressing ✖.

2. After the Introduction, the Main menu appears. Select CIRCUIT ATTEMPT to begin the Training.
3. Listen to the feedback as you head around the track. For each corner or chicane, different colored cones mark the perfect route:

   BLUE: Begin braking for the turn.

   ORANGE: Start turning the steering wheel.

   YELLOW: This marks the apex of the turn, where the angle is at its steepest. Begin to accelerate again once you pass it.

   WHITE: This is the Exit cone. Aim for it as you accelerate out.

✧ Once you cross the Start/Finish line, a summary of your performance for that lap appears.

➥ Press ■ to analyze a full replay of the lap, with scores for each corner.

➥ Press ● to jump straight to another lap attempt.

➥ Press ✖ to go to the (Training) Main menu, where you can select PRACTICE SPLIT to perfect any of the three individual sectors of the lap.

✧ Once you complete (or quit) a Training session, you return to the Training Screen. Select TRAINING REVIEW to check out your performance on each of the circuits, including any Awards you've won.

TIME TRIAL

Race against up to 21 other players for the best lap time.

To start a Time Trial race:

1. From the Game Modes screen, select TIME TRIAL.
2. Select CIRCUIT SELECT to select a different track (➢ *Circuit Select* on p. 10). When finished, select RACE to begin the Trials.
3. At the ENTER NAME prompt, D-Button ↕ to scroll through the available cars and press ✖ to select. Next, enter your player name (up to three characters). D-Button ↕ to scroll through characters for your name and press ✖ to select each letter in turn.
4. When you're finished, press ✖ to begin the Time Trial.

TIME TRIAL PAUSE MENU

The Time Trial Pause menu functions the same as the Race Now Pause menu (➢ *Pause Menu* on p. 7), but has three additional options: change player, add player, and delete player.

✧ No two players may use the same car in Time Trial mode.

TWO PLAYER

Race head to head against another player and watch the action unfold on the split screen display.

To set up a Two Player Quick Race:

1. From the Game Menu screen, select RACE NOW.
2. At the Race Now Menu (➢ *Race Now Options* on p. 10), select 2 PLAYERS.
3. Set up your game as you would a Single Player Race. Both Player 1 and Player 2 select a Driver.
4. Select RACE to begin.

SAVING AND LOADING

F1 CHAMPIONSHIP Season 2000 includes an AUTOSAVE feature that saves all of your Game Settings and your progress through GP Weekend, Championship, Scenario, and Training modes.

When you start the game with a MEMORY CARD that does not contain any previously saved games inserted in MEMORY CARD slot 1, the Autosave screen gives you the following options:

ENABLE AUTOSAVE: The game saves all your settings and options and all progress through GP Weekend, Championship, Scenario, and Training modes. Autosave requires 3 free MEMORY CARD blocks.

DISABLE AUTOSAVE: None of your progress or settings and options changes are saved. At the prompt, confirm that you wish to continue without saving progress or changes.



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

WARRANTY

ELECTRONIC ARTS 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

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

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