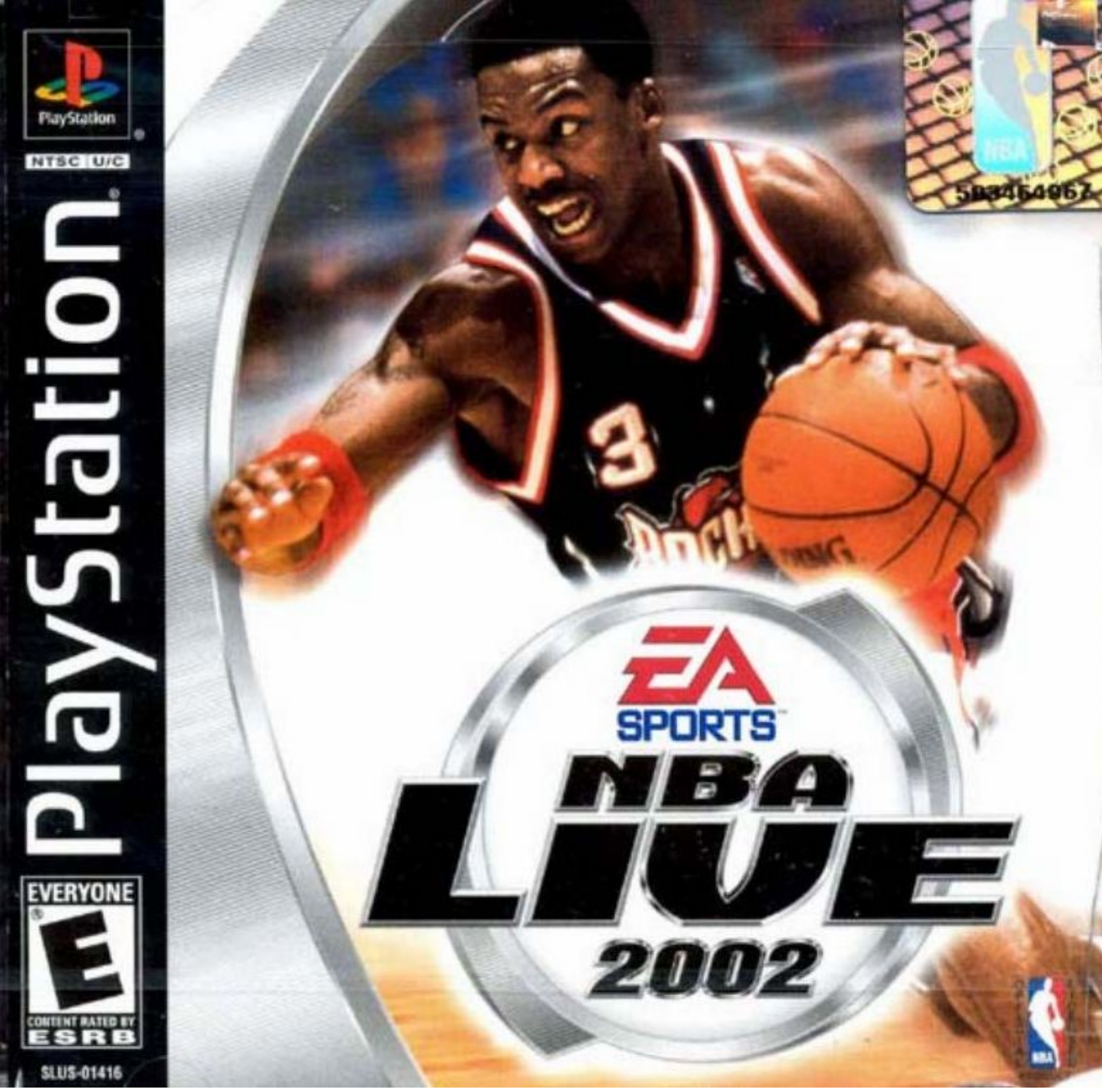

PlayStation
NTSC U/C
PlayStation
EVERYONE
E
CONTENT RATED BY
ESRB
SLUS-01416
EA
SPORTS
NBA
LIVE
2002
NBA

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 software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your console warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

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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BASIC CONTROLS

Don't even think about stepping out onto the hardcourt if you don't have your basics down. You'll just look silly.

OFFENSE/DEFENSE

Move player	D-Button
Turbo sprint	**R1** button

OFFENSE

Shoot	● button
Pass	✖ button
Back down/spin	▲ button
Crossover	■ button

DEFENSE

Switch players	✖ button
Steal	■ button
Hand check	● button
Jump	▲ button

✧ *NBA Live 2002* includes many more moves—crossover and spin moves, alley-oop dunks, pick-and-roll plays, and more. ≻ Complete Controls on p. 5.

NOTE: When using the DUALSHOCK™ analog controller, use the left analog stick to move the highlighted player. To toggle the Vibration feature ON/OFF, go to the Configure Controller screen after selecting PLAY OPTIONS from the Pause menu.

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

COMPLETE CONTROLS

Alright, you've done your drills and learned the basics. Now take it to the next level and you'll be throwin' down with the big dogs in no time.

OFFENSE (WITH BALL)

Move player if dribble is available	D-Button
Pass (D-Button chooses receiver)	✖ button
Shoot (press to jump then release to shoot; tap to fake)	● button
Crossover dribble (hold to crossover between legs; tap to crossover behind the back)	■ button
Back-down (hold) or Spin move (tap)	▲ button
Walk (from standing position)	**L1** button + D-Button
Turbo speed for player	**R1** button + D-Button
Stutter step (tap)	**R2** button + D-Button
Fake moves	**R2** button + appropriate button
Call for a **pick**	**SELECT** button
Pause game and open Pause menu	**START** button

➥ To **DirectPass** to a specific player, press the **L1** button + ■ button, ✖ button, ● button, or ▲ button.

➥ To throw an **alley-oop** pass to a player close to the basket, press the **L2** button+ ✖ button.

➥ To **DirectShoot** (dunk, layup, or hook shot near the basket), press the **L2** button+ ■ button, ● button, or ▲ button.

Low Post Moves

➥ To back your defender down, press the ▲ button and choose one of the following moves:

Jump hook	D-Button ↑ + ● button
Fadeaway jump shot	D-Button away from basket + ● button
Spin move from backdown	D-Button in the direction you want to spin
Up and under	**L1** button + ● button, then ● button again

✧ When your player's circle pulses, he's on a hot streak. When his circle darkens, he needs to be subbed.

OFFENSE WITHOUT BALL (PLAYER LOCKED)

In Player Lock mode, you control a single player for the entire game. When you don't have the ball, use the controls listed below.

Move player	D-Button
Make computer ballhandler **shoot**	■ button
Jump to rebound	▲ button
Hand check	● button
Call for pass from computer ballhandler	✖ button
Post up	**L2** button + D-Button

FREE THROWS

Use the T-Meter™ to aim shots when your player goes to the charity stripe. To line up your shot, stop the basketball cursor in the middle of the T-Meter by pressing the ✖ button or press the ● button.

PLAYCALLING

Choose set or play	**SELECT** button + any other button (except **START** button)

DEFENSE

Move player	D-Button
Try to **steal** the ball	■ button
Hand check	● button (**R1** button + ● button for hard hand check)
Jump to rebound or block shot	▲ button
Switch players	✖ button
DirectSwitch to specific defender	**L1** button + ■ button, ✖ button, ● button, or ▲ button
Switch to defender **closest** to basket	**L2** button
Face up the player you are guarding	**R2** button
Call for **double-team**	**SELECT** button

SETTING UP THE GAME

Whether you like playing anything-goes or playing by the rules, you can set yourself up for the perfect *NBA Live* experience by adjusting the settings and choosing your favorite type of game.

MAIN MENU

The Main menu is your one-stop shop for choosing your game mode and accessing the Quick menu to change options, set the rules, arrange rosters, save or load games, and more.



Get to the court fast and play a single game

Skip the season and head straight to the pressure cooker

Take on the greatest to ever play the game

Draft some young blood to fill out your roster

Test your stamina over a full season

Show off your touch from beyond the arc

Get your skills down before you take on the big dogs

Complete in-game tasks to win sweet rewards;

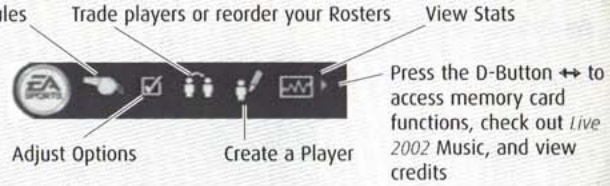
Access the Quick menu

Press the ▲ button for help

QUICK MENU

From the Quick menu, you can adjust options and rules, create players, check out team stats, and more. It's your game—play how you want to play!

➥ To access the Quick menu, press the ● button.



PLAYING AN EXHIBITION GAME

Play a single game with no repercussions on the standings. The pressure's off in Exhibition mode—you're only playing for pride.

To start an Exhibition game:

1. From the Main menu, choose EXHIBITION. The Exhibition Game Setup screen appears.
2. To select criteria to be changed, press the D-Button ↕ and then press the D-Button ↔ to scroll through your choices for that option.
3. After adjusting all your game settings (quarter length, game style, skill level, and teams), press the **START** button to advance to the User Setup screen.
4. To change users, press the D-Button ↕.

➥ To create a new user, press the ✖ button after scrolling to NEW USER. The User box appears with a flashing letter A in it.

➥ To change the blinking letter, press the D-Button ↕. To advance to the next letter, press the D-Button ↔.

➥ When you are done entering letters, press the ✖ button.

5. To advance to the court, press the **START** button (➢ *On the Court* on p. 9).

ON THE COURT

The teams are warmed up, the stands are packed. After the pre-game introduction, the Starting Matchups screen appears. Size up your opponent and make any adjustments to your starting lineup. It's game time!

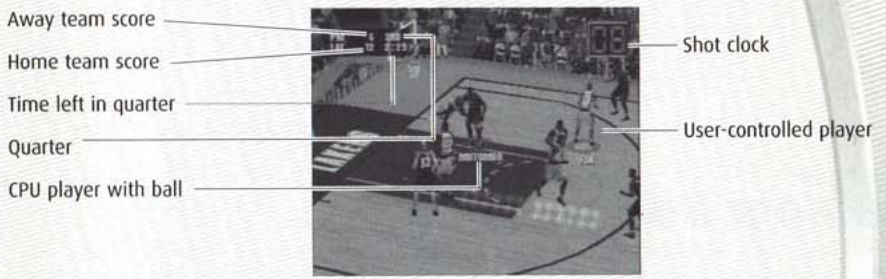
PRE-GAME MOVES

➥ To substitute a player, press the D-Button ↕ to highlight the player and then press the D-Button ↔ to select the substitute.

➥ To control only the highlighted player throughout the game (Player Lock), press the ✖ button.

➥ When you're ready to get to the court, press the **START** button. For information about specific moves, ➢ *Complete Controls* on p. 5.

GAME SCREEN



PAUSE MENU

The Pause menu is a great place to visit if you need to adjust your game settings or just take a break from the action.

➥ To access the Pause menu, press the **START** button.

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

INSTANT REPLAY Was that really a foul? How sweet was that dunk? Check out the Instant Replay.

TIME OUT (6)	Call one of six time outs. The number in the parentheses tells you how many time outs remaining.
SUBSTITUTIONS	When your starters get tired, bring in some fresh legs.
STAT CENTRAL	View player, team, and user stats.
TEAM STRATEGY	Set your different strategies for Offense and Defense as well as your Defensive Matchups and settings for Box Out, Crash Boards, Auto Subs, Play Notify, and Auto Sub Notify.
SHOT DISPLAY	Check out shot stats and locations of all made and missed shots during the game.
CAMERA OPTIONS	Change your camera view and replay options.
PLAY OPTIONS	Access various option screens including Rules, Options, User Setup, and Controller Config. **Shot Control**—Shot control is found on the Controller Config menu. When set to **MANUAL**, the closer you release the ball to the highest point of your jump, the better your chances of making the shot. In Auto mode, the NBA player's stats automatically determine the probability of sinking a basket. **Keep Scores Close**—When set to on, the losing user-controlled team gets a slight boost to rebounding, blocking, steals, and shooting percentage.
QUIT GAME	Exit the game and return to Main menu.

SEASON

See if you're up to the physical and mental punishment of a full season. Just remember to pace yourself—it's a long way to the playoffs. To really test your endurance, play up to 10 consecutive seasons.

TO START A SEASON:

1. From the Main menu, choose SEASON. The Season Settings screen appears.
2. Adjust the settings and press the **START** button to go to the Season Team Select screen. For more on Season Setting Screen options, ➢ *Season Settings Screen* on p. 11.
3. To choose a team, press the D-Button ↔.

➥ To toggle USER/CPU control for the current team, press the ✖ button.

4. To continue to the Season Schedule 1st Season screen, press the **START** button.
5. To play the next game, press the **START** button and select which team to control in the User Setup screen.

➥ To simulate a game or part of a season, cycle the dates forward using the D-Button. Then press the ✖ button.

➥ Use the Quick menu (➢ p. 8) from the Season Schedule screen to review multi-season performance, Team History, and other functions in Season mode.

SEASON SETTINGS SCREEN

Customize your season to make it as cushy or challenging as you want it to be.

SEASON TYPE	Choose **NBA** to include all 29 NBA teams. Or, choose CUSTOM to adjust the League Size on the following line. For Custom leagues, you select the teams in the next screen.
LEAGUE SIZE	In Custom Leagues, you can select 4, 8, 12, 16, 20, 24, or 29 teams.
ENABLE CPU TRADING	When **YES**, the computer proposes trades with other teams.
CPU TRADES WITH USER	When **YES**, the computer prompts you and other users with trade offers.
TRADE NOTIFICATIONS	When BRIEF, you are notified in brief form of all trades. The default is **NONE**.
SCHEDULE TYPE	**2001/2002**/RANDOM.
SEASON LENGTH	**FULL**/SHORT/MEDIUM.
PLAYOFF LENGTH	**5-7-7-7**/1-1-1-1/1-3-3-3/3-5-5-5.
FULL STAT TRACKING	When **YES**, statistics for all players in all games are kept.
IMPORT WHICH ROSTER	When **CUSTOM**, user-modified rosters are imported. To use official rosters, set to DEFAULT.
IMPORT CREATED PLAYERS	When **YES**, created players are placed in the Free Agents pool. When set to NO, created players are not used.
SIMULATED SCORES DELAY	**FAST**/SLOW/MED.
ENFORCE TRADE DEADLINE	**YES**/NO
TRADE RESTRICTIONS	Choose **NO** to allow any trade—even unbalanced ones.
OVERRIDE RESTRICTIONS	YES/**NO**
QUARTER LENGTH	2-12 minutes. **3 minutes** is the default.
STYLE SETTING	**SIMULATION**/ARCADE.
SKILL LEVEL	**ROOKIE**/STARTER/ALL-STAR/SUPERSTAR.

MICHAEL JORDAN IN 1-ON-1

Take your game outside and battle head-on against Michael Jordan and the rest of the best of the NBA, past and present. You choose both players to take to the blacktop for the head-to-head showdown. To change the Possession Rule, go to the 1-On-1 Rules screen from the in-game Pause menu.

- At the Options screen, select your court: EAST COAST, WEST COAST (➢ *NBA Live Challenge and Rewards* below), or RANDOM.



NOTE: You must first unlock the West Coast court from the NBA Live Challenge (➢ p. 13).

- To switch to the other player on the Player Select screen, press the D-Button ↕.
- To toggle user control, press the ✖ button.

ON THE COURT

When the game begins, one player is chosen at random to shoot for first possession. During the game, shots from outside the arc count for 2 points, while all other baskets count for 1 point. The winner must win by at least 2 points.

- To check the ball after a bucket, press the ✖ button.
- If you get possession on a turnover, you must clear the ball behind the 3-point arc.

NBA LIVE CHALLENGE AND REWARDS

The NBA Live Challenge consists of four different levels of six challenges. You must complete a specified number of challenges at one level before graduating to the next (it differs for each level).

- Each challenge has an assigned point value. Check the Rewards screen to see how many points you've earned so far.
- Once you complete a challenge, you cannot go back and redo it to earn more points.

CHALLENGE LEVELS

Below are examples of just a few of the challenges for each level.

ROOKIE	Win by 10; get 10 Assists with one player in an Exhibition game; win a game of 1-on-1; or get 15 Rebounds.
STARTER	Win the All-Star game by 10 points; get 40 points with one player in an Exhibition game; or get 15 steals in one game.
ALL-STAR	Get a TRIPLE-DOUBLE with any three stat categories using any player in an Exhibition game; or take your team through a season to BECOME the NBA Champion.
SUPERSTAR	Win the season MVP award with a created player; or win the 3 PT shootout with a perfect score.

TO BEGIN A CHALLENGE:

1. From the Main menu, choose NBA Live Challenge. The NBA Live Rookie Challenge screen appears.
2. To select a challenge, press the D-Button ↕ to highlight the desired challenge and press the ✖ button. A description of the challenge appears.
3. To undertake the described challenge, select accept challenge. The Challenge Setup screen appears.
4. Set up the challenge as you would an Exhibition game (➢ *Playing an Exhibition Game* on p. 8).
5. When you're ready to advance to the court, press the **START** button.

NBA LIVE CHALLENGE REWARDS

NBA Live Challenge rewards can add a whole new dimension to your game. Cash in your NBA Live Challenge points to get cool rewards like those listed below. Each reward costs between 25-100 Challenge points.

SUPER CREATE PLAYER	Create a player with super-human attributes at the Create A Player screen.
STEAL ABILITY BOOST	Boost your players' stealing ability.
GIANT PLAYERS	Make one or all of your players or the opposing team's players gigantic.
WEST COAST COURT	Unlock a sunny west coast outdoor court for 1-On-1 mode.

- There are many different rewards you can purchase with your collected points. The number of rewards available is based on how many points you have accumulated.
- To use a reward you must first activate it.

TO ACTIVATE A REWARD:

1. From the last screen of the game mode (User Setup in Exhibition, Season, and Playoff modes, and Player Select in Michael Jordan In 1-On-1mode) in which you want to use the reward, press the **L2** button. The NBA Live Activate Rewards screen appears.
2. To select the desired reward from the list of obtained rewards, press the D-Button ↔.
3. To toggle a reward ON/**OFF**, press the D-Button ↕.

✧ More than one reward may be activated at any one time.

4. To return to the User Setup screen, press the **START** button when you've finished activating rewards.

OTHER GAME MODES

You thought you had it good with Exhibition, Season, Michael Jordan In 1-On-1, and NBA Live Challenge modes? Well here are four more game modes for even more hoops action.



NOTE: Multiplayer is available for up to eight players, with up to five players per team. Supported game modes include Exhibition, Season, Playoffs, 3 Point Shootout, and NBA Draft.

PLAYOFFS

Play an entire season to reach the Playoffs, or jump right in from the Main menu.

➲ Start the Playoffs the same way you would start a Season.
➲ To change the highlighted team at the Team Select screen, press the **L1** button or **R1** button.
➲ To move through the teams in a conference bracket at the Team Select screen, press the D-Button ↕.
➲ To change conferences at the Team Select screen, press the D-Button ↔.
➲ To view the matchup review, press the ■ button, highlight a matchup, and then press the ✖ button.

✧ If you win a playoff series, your team advances to the next round. If you lose, you can view the final playoff results in the Playoffs screen.

3 POINT SHOOTOUT

One to eight players step up to see who can drain the most shots from behind the 3-point arc. Each bucket counts as one point, except for the last ball on each rack-the money ball—which counts for two points if you sink it.

TO START A 3 POINT SHOOTOUT:

1. Select 3 Point Shootout from the Main menu. The 3 Point Shootout Player Select screen appears.
2. To select a player, press the D-Button ↔ to cycle through the current team's players.

➲ To change teams, press the **L1** button or **R1** button. To choose a random player, press the **R2** button.
➲ Toggle CPU/User control for the highlighted player by pressing the ✖ button.
➲ To sort players by last name or rating, press the ■ button and then press the D-Button ↔.

✧ Enter the 3 Point Options screen from the Quick Menu to adjust settings such as the number of Contestants in the shootout. If you don't want to view the CPU player's turn, set CPU Players to SIMULATE.

3. Once you've selected your player, press the **START** button to get out on the floor.

ON THE FLOOR

➲ To grab the next ball from the rack, press the **R1** button.
➲ To shoot, press the ■ button, ✖ button, ● button, or ▲ button. Release the button as close to the top of your jump as possible for the most accurate shot.

✧ After a round you can change player controls and review scores. The shooter with the lowest scores is eliminated at the end of each round.

NBA DRAFT

New blood can breathe new life into your team. Scout the available picks to fill the holes in your lineup. You can save the new rosters to your memory card and use them in all game modes.

1. Choose NBA Draft from the Main menu. The NBA Draft Order screen appears.

➲ Toggle CPU picks **ON**/OFF by pressing the D-Button ↔.

2. To change the draft order, press the D-Button ↕ to highlight the team and press the ✖ button. Then press the D-Button ↕ to highlight another team. To swap their positions, press the ✖ button again.

➲ For a random draft order, press the ■ button.

3. To toggle CPU/user control for the highlighted team, press the D-Button ↔. When you've finished ordering the draft, press the **START** button to advance to the NBA Draft First Round screen.
4. Highlight a player and draft him by pressing the ✖ button.

➲ To toggle draft picks by either rating or alphabetical listing, press the ■ button.

- To view players by position, press the **L1** button or **R1** button. To view players by different statistical ratings, press the **R2** button.
- To have the CPU complete the draft at any time, press the **START** button.

NOTE: To save the rosters that you just drafted, press the ✖ button at the Draft Review screen.

PRACTICE

No team walks home with the NBA Championship without lots of hard practice. Work on skills from layups to post-ups to pick-and-rolls. The more you practice them here, the easier they'll be to execute when the pressure is on.

- Start a Practice the same way you would start a 3 Point Shootout (➢ p. 15).
- To play with a legendary player, select one of the Legends teams.

ON THE FLOOR

All of the offensive controls for individual moves work just like they do in a game (➢ *Complete Controls* on p. 5).

EA Tip: Practice is a great time to work on your DirectShoot skills. To try a dunk or layup while running toward the hoop, press and hold the **L2** button + the ■ button or ● button.

MANAGING ROSTERS

Do you have holes in your starting lineup that you need to fill before you're ready for the playoffs? From the Rosters screen, you can trade, sign and release players, or create custom teams with your own names and rosters.

1. From the Quick menu, select ROSTERS. The Rosters Trade/Re-Order screen appears.
   - To cycle through other NBA teams, press the **L1** button or **R1** button.
   - To edit the attributes of a highlighted Custom Team, press the ■ button.
   - To view player details, press the **L2** button or **R2** button. To view players, press the ■ button.
2. To exchange the roster slot of two players, highlight a player and press the ✖ button. Then highlight the other player and press the ✖ button again.

TRADING PLAYERS

Trade players between your NBA team and any other NBA team. In Season and Playoff modes, you can make multiplayer trades—up to three players for three players. To finish a multiplayer trade, teams must have enough free roster spots.

- In Season mode, trades can't be completed after February 15 if ENFORCE TRADE DEADLINE is set to **YES**.

TO TRADE PLAYERS:

1. Press the ● button and select ROSTERS.
2. To cycle through the NBA teams, press the **L1** button or **R1** button. The number of free roster slots for the team is listed above each team name.
3. To complete a multiplayer trade, add players to the available slots at the top of the screen, and press the **START** button.
   - Press the **L2** button or **R2** button to cycle between TRADE/RE-ORDER and MULTIPLE PLAYER TRADES.
   - Rosters are determined by actual NBA rosters as of September 7, 2001. Some players are not included in the game for legal reasons.

CUSTOM TEAMS AND CREATED PLAYERS

Put together your dream team of NBA legends, NBA players, and/or created players. You can create up to four custom teams.

- The first time you select a custom team, all of the roster slots are empty. You must fill at least eight roster slots before you can continue.

TO CREATE A PLAYER OR MODIFY THE RATINGS OF AN NBA PLAYER:

1. Access the Create Players screens from the Quick Menu.
2. To edit an existing player, press the ● button and select MODIFY NBA PLAYER.
   - When you change an NBA player's attributes, the data is saved in a Created Player slot. The player, however, retains his original roster spot.
   - To delete a created player or reset a modified NBA player, select VIEW CREATED PLAYERS from the Quick menu. Highlight the player's name, and press the ■ button.

SAVING AND LOADING

Use a memory card to save games, seasons, rosters, and created players.

NOTE: Never insert or remove a memory card when loading or saving files.

TO SAVE A GAME:

1. From the Quick menu choose MEMORY CARD. The Memory Card screen appears.
2. Select SAVE GAME and then press the ✖ button. The screen then displays the files currently saved and space available.
3. To save your current game, press the ✖ button.

TO LOAD A GAME:

1. From the Quick menu choose MEMORY CARD. The Memory Card screen appears.
2. Select Load Game by pressing the D-Button ↓ and then pressing the ✖ button. The screen then displays the files currently saved and space available.
3. Highlight the game to load and press the ✖ button to select.

TO DELETE A SAVED FILE:

1. From the Quick menu choose MEMORY CARD. The Memory Card screen appears.
2. Select Delete file by pressing the D-Button ↓ and then pressing the ✖ button. The screen then displays the files currently saved and space available.
3. Highlight the file to delete and press the ✖ button to select.

MUSIC CREDITS

"The Winner"
Performed by The Crystal Method
Written by Ken Jordan and Scott Kirkland
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Performed by Swollen Members
Produced by Seanski
Written by Shane Bunting, Kiley Hendriks, and Sean Harris
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"Crunch"
Performed by Moka Only featuring Swollen Members
Produced by Paul Nice
Written by Daniel Denton, Shane Bunting, Kiley Hendriks, and Paul Kilianski
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"Rollin' Along"
Performed by Moka Only featuring Abstract Rude
Produced by Paul Nice
Written by Daniel Denton, Aaron Pointer, and Paul Kilianski
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"Hip Hop Hooray"
Performed by Naughty by Nature
Written by Brown/Criss/Gist
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In the US, dial 900-288-HINT (4468). 95c per minute.
In CANADA, dial 900-451-4873. $1.15 (Canadian) per minute.
If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

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") is free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium is found to be defective within the 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium free of charge upon receipt of the Recording Medium at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program(s) that was 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 upon or obligate Electronic Arts. If any such warranties are incapable of exclusion, then any 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 a copy of the original sales receipt, showing the date of purchase, and a brief description of the difficulty you are experiencing, including your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium to you. If the product was damaged through abuse, mistreatment or neglect, 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 traceable delivery method. Electronic Arts is not responsible for products not in its possession.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD

If failure of the Recording Medium resulted from abuse, mistreatment or neglect, or if the Recording Medium fails after 90 days from the date of purchase, please return the product along with a check or money order for $15 made payable to Electronic Arts, and a brief description of the difficulty you are experiencing, including your name, address and phone number to the address below, and Electronic Arts will mail a replacement Recording Medium to you.

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

EA WARRANTY MAILING ADDRESS

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

EA WARRANTY CONTACT INFO

Web Page: techsupport.ea.com
E-Mail: warranty@ea.com
Warranty Fax: 650-628-5999
FTP Site: ftp.ea.com

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. **No hints or codes are available from (650) 628-4322. You must call EA's HINTS & INFORMATION HOTLINE for hints, tips, or codes.**

EA Tech Support Contact Info

Email: support@ea.com

Web Page: http://techsupport.ea.com

FTP Site: ftp.ea.com

Fax: (650) 628-5999

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

In **Australia**, contact:

Electronic Arts Pty. Ltd.
P.O. Box 432
Southport Qld 4215, Australia

In the **United Kingdom**, contact:

Electronic Arts Ltd.
P.O. Box 181
Chertsey, KT16 OYL, UK
Phone (0870) 2432435

In **Australia**: For Technical Support and Game Hints and Tips, phone: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10:00 AM-8:00 PM. If you are under 18 years of age parental consent required.

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