

The Godfather II



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INSTALLING THE GAME

NOTE: For system requirements, see the readme file.

To install (disc users):

Insert the disc into your disc drive and follow the on-screen instructions.

To install (EA Store users):

NOTE: If you'd like more information about purchasing direct downloads from EA, visit www.eastore.ea.com and click MORE ABOUT DIRECT DOWNLOADS.

Once the game has been downloaded by EA Download Manager, click the install icon that appears and follow the on-screen instructions.

NOTE: If you've already purchased a title and would like to install it on another PC, first download and install the EA Download Manager on the other PC, then launch the application and log in with your EA account. Select the appropriate title from the list that appears and click the start button to download the game.

To install (third party online users):

Please contact the digital retailer through whom you purchased this game for instructions on how to install the game or how to download and reinstall another copy.

STARTING THE GAME

To start the game:

Games on Windows Vista™ are located in the **Start > Games** menu and on earlier versions of Windows™ in the **Start > Programs (or All Programs)** menu. (EA Store users must have the EA Download Manager running.)

NOTE: In Windows Vista Classic Start menu style, games are located in the **Start > Programs > Games > Games Explorer** menu.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

COMPLETE CONTROLS

These are the default controller settings. To change your control map, select **OPTIONS** in the main menu, then select **CONTROLS**.

GENERAL CONTROLS

Move—Forward and back	W and S
Move/Strafe—Left and right	A and D
Toggle jog/walk	Left ALT
Sprint	Left SHIFT (hold)
Look/aim	Mouse
Crouch	Left CTRL
Talk/Interact	E
Pause Menu	ESC

CREW COMMANDS

Regroup	V
Go Here/Use Specialty	Mouse to aim/C

COMBAT

Hand-to-Hand attacks are the default unless a weapon has been drawn. Equip and draw a weapon to use it.

Look/aim	Mouse
Weapon wheel	Middle mouse button or SPACEBAR (hold)
Draw weapon	Middle mouse button or SPACEBAR (tap)
Cycle weapons up/down	Mouse wheel or Z/X
Left/Right hand punches	Left/Right mouse buttons
Block	Q
Grab	Left + Right mouse buttons
Fire gun	Left mouse button
Precision aim	Right mouse button (hold)
Reload	R
Enter/exit cover	F

WEAPON HOTKEYS

Melee Weapon	1
Garotte	2
Pistol	3
Magnum	4
Shotgun	5
Tommy Gun	6
Sniper Rifle	7
Molotov	8
Dynamite	9
Bomb	0



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DRIVING

Enter/exit vehicle	E
Gas	W
Brake	S
Turn left/right	A/D
Handbrake	SHIFT
Crew shoot/return	SPACE or middle mouse button
Toggle camera presets	Z
Rear camera view	Q
Toggle radio on/off	C
Change radio stations	F/V
Horn	CTRL
Camera Control	Mouse

DON'S VIEW

Open Don's View	TAB
Pan left/right	A/D or mouse
Pan up/down	W/S or mouse
Rotate map left/right	Right mouse button (hold) and slide the mouse left/right
Zoom in	Right mouse button (hold) and slide the mouse forward
Zoom out	Right mouse button (hold) and slide the mouse back
Tilt camera	Mouse wheel up/down
Set Waypoint	SPACEBAR
Center on current location	HOME
Get details on highlighted business	ENTER or left-click

IT'S ONLY BUSINESS

Fifteen years ago, Michael Corleone and Aldo Trapani waged a war against the Five Families. For Michael, it was strictly business—a decision that solidified his family's position as the head of New York's criminal underworld. For Aldo, the war was a personal vendetta against the man who killed his father.

In the years since, the Corleone family has grown into a lucrative empire with power and influence that reaches far beyond New York. Strongholds in Miami and Las Vegas have put them at the forefront of every criminal enterprise in America, but times are changing. If they are to survive, the Corleones must change as well.

Hyman Roth, the last surviving member of the Mafia's golden age, has summoned the heads of America's crime families to Cuba on New Year's Eve. The future of the Mafia lies in this small, business-friendly island nation—or so Roth believes. It is 1958, and *la revolucion* is coming...

GETTING MADE

Before you start, set up a gamer profile to save your game progress and all of your memorable achievements. You can also customize the look of your mobster until you get something that commands respect.

SAVING AND LOADING

The Godfather II automatically saves your progress at certain checkpoints. You can also manually save from the pause menu.

To continue a saved game, select RESUME GAME from the main menu.

PLAYING THE GAME

In *The Godfather II*, you play Dominic, a boss in the Corleone family with plans to expand the family business. Form your own family, promote your made men, take over every business in the city, and wipe out your rivals' organizations. This is the business you chose.



DON'S VIEW

The more you have, the more you have to keep track of. The Don's View is where you orchestrate your criminal empire and plan your rivals' demise.

Press **TAB** to open the Don's View to a map of the city. Set waypoints by pressing **SPACEBAR**, or zero in on your current location by pressing **HOME**. Scroll through the map by pointing the mouse cursor to the sides of the screen, and zoom/rotate by holding the right mouse button and moving the mouse up, down, left, and right. Highlight any business to see their status, and either press **ENTER** or left-click to get more details.

THE OPERATION

To go deeper into your business, click "More Don's View."

- Cities** Switch the map between every city you operate in.
- The Books** View your in-game stats and keep track of your money.
- Crime Rings** Check how well your takeover operations are progressing.
- Place of Interest** See where all the important places are on the map.

FAMILY TREE YOUR FAMILY

Manage your made men, upgrade their stats, weaponry and specialties, promote them, terminate them, add them to your crew, and send them to bomb, defend, or take over businesses.

RIVAL FAMILIES

View the status of your enemies, including their known hangouts and kill conditions. Mark a rival made man for death by highlighting him and clicking on "Mark for Death" to find him on the map, and make sure your boys save the kill for you.

THE DON'S CONNECTIONS

This is your book for who owes you, and the favors you've done.

- Corrupt Officials** People in power who are open to the services you provide. Do them a favor, and they'll return your kindness when you need it.
- Back Pocket** View and call in all the favors Corrupt Officials owe you.
- Favors** A list of things you've agreed to do for money, intel, or influence.

THIS THING OF OURS

Don Corleone wants you to form your own family by recruiting loyal men with the skills you need, and bringing them up through the ranks. Take care of your guys, and they'll take care of you.

You can tell somebody's looking for work if they have the  icon over their heads. Give 'em a quick interview by pressing **E**, then decide whether to bring them in or not. Go back to businesses you've taken over to find more recruits, and keep an eye out for a few lone wolves out on the streets. It's always good policy to adopt a stray or two.

FAMILY AND CREW

The family is the entire network of earners who work for you, but only three people can roll with you at a time. To pick the guys you want on your crew, go to Your Family in the Don's View, highlight the family members you want and click "Add to Crew."

CONTROLLING YOUR CREW

Your crew is self-sufficient, but they take orders when you give some. Aim your reticle and press **C** to send 'em there. Press **V** to call them back. If you put your reticle on a person or thing that relates to one of their specialties, a message pops up to let you know. Just press **C** and they'll make it happen.

Family members who aren't in your crew can still be used to defend your interests around town, or take over rival businesses. Give them their orders on the Crime Rings screen.

SPECIALTIES

Every soldier you recruit starts with a useful specialty.



Arsonist

Teach somebody a lesson by getting the arsonist on your crew to torch something they like.



Demolitions

Your demo guy sets a charge, a timer counts down, boom. You'll need him to take out enemy compounds.



Bruiser

Muscle is important, and your bruiser likes to get physical with enemies, witnesses, or anyone else you point to.



Safecracker

Every business has a safe where they keep the good stuff. A safecracker turns their stuff into your stuff.



Engineer

A good engineer gives you the keys to the city, getting you into places you don't belong and cutting enemy communications.



Medic

It's a tough business, and people get hurt. A medic on the team can patch up the whole crew and keep them fighting.

SKILLS AND EQUIPMENT

Keep your family on top by upping their stats and putting better guns in their hands. Just select who you want to spend money on from the Your Family screen and click "Upgrade" to get started.

WEAPON LICENSES

You can use any weapon you come across, but your guys are restricted to the weapon license you find them with. Earn them better licenses by playing with your family online so they can handle better firearms and cover your back with greater authority.

NOTE: There are some gun licenses you can only acquire by playing multiplayer matches.

PROMOTION

If your guys earn their bones, they deserve recognition. Promote your family members up from Soldiers to Capos to Underbosses, and make room for new Soldiers to come in. The higher the rank, the tougher they are and the more pain they dish out. Higher ranks can also add more specialties to their résumé.

PIECE OF ADVICE: Send a capo or underboss to protect key business interests. A higher-ranked wiseguy will defend it better than a soldier when your enemies hit back.

On the other hand, if somebody isn't working out, select his profile and mark him for death to whack him yourself.

DRIVING

Walk up to any stationary car and press **E** to clear out any occupants, and press **E** again to get in; your crew will automatically follow. If you run into some trouble on the road—or need to start some—press **SPACEBAR** or the middle mouse button to get your guys shooting. Press **SPACEBAR** again to make them lay low. Don't sweat it if you have to leave a crew member behind ... he'll catch up.

FINANCES

Everything costs, whether you're rewarding your family or sending thugs around to protect your property. Go to the Finances screen under The Books in the Don's View to see what you're earning versus what you're paying out.

FAVORS

Scratch somebody's back, and they'll scratch yours. Find people who need a favor and do it, and you'll get money, vital info, influence ... all things you need to get ahead. Once the job's done, check the Don's Connections to see what you earned.

SAFEHOUSES

Hole up from the cops, rearm, and stash your stolen goods in your safehouses. Along with friendly compounds, they're your sanctuary when things get too hot.

COMBAT

There's just one answer for people who don't show you respect.

BLACKHAND

Push someone's face in by pressing the left or right mouse buttons (with no weapons drawn) to throw left and right hooks; experiment a little and you'll discover some nasty combo moves. You can also pick up objects like bottles (press **E**) and throw them to stun opponents.

GRAB

Press the left and right mouse buttons together to grab the guy you're pounding on. Now you've got options.

Strangle

Press and hold the **SPACEBAR**. You'll feel the pulse get weak; let 'em live or finish 'em off.

Drag

Press **W/S/A/D** to take your victim places.

Beat

Quickly move the mouse forward.

Swing

Quickly move the mouse left or right.

Throw

Quickly move the mouse left or right and release the mouse buttons while swinging.

Lift to Feet

Press **S** or tap the **SPACEBAR** to bring a kneeling enemy up to eye level.

Slam

Drag that worthless punk up against a wall or object, then press **W**, **A**, or **D** (based on the location of the wall or object).

Throw over ledge

Put your enemy up against a window or railing and let him fly by moving the mouse forward.

Threaten

Explain the way things are by moving the mouse back.

Garrote

Equip your garrote, sneak up behind some chump and pull and hold the left and right mouse buttons simultaneously. After you've wrapped him up, press and hold the **SPACEBAR** to finish him off.

Execute

Don't need 'em anymore? Press **F** to finish 'em off, but good.

GUNPLAY

When you really mean business, press **SPACEBAR** (or middle mouse button) to draw your selected weapon, and the left mouse button to fire it. Press and hold the right mouse button for more precise aim. If you find the game to be too difficult, you can enable Auto Target Locking via the Options menu.

Press and hold **SPACEBAR** (or middle mouse button) to open your weapon wheel. Select your piece by moving the mouse cursor over it and releasing the **SPACEBAR**. Or use **Z** and **X** to cycle through all your available weapons.

You can also cycle through weapons using the mouse wheel. And if you want to select a weapon directly, use its corresponding weapon hotkey.

COVER

Don't be stupid. If you're getting shot at, duck by pressing left **CTRL**, or take cover behind something solid by pressing **F**. Lean out and shoot back with your mouse.

PIECE OF ADVICE: When you hit a rival business, some chump might use a pay phone to call for reinforcements. Plug him before anybody picks up to spare yourself some grief, or get the engineer on your crew to cut the phone lines before you pop anybody.

BOMBING A BUILDING

Close up that shop for a while either by using your demolitions guy to blow up the gas main of a building (press **C**), or highlight the target in Don's View, press **ENTER** for More Info and click "Bomb" to order the strike.

GETTING WHACKED

When you die, you'll wake up at the nearest hospital, light on some cash. Try to use blue vials enemies drop to replenish your health before it gets that far.

If somebody on your crew goes down, you or your Medic's got a few seconds to revive them. Otherwise, they'll be spending some time at the hospital, and you'll have one less guy backing you up for a while.

RACKETS

The key to success is taking what others have and making it yours. Each racket covers a specific field—gambling, drugs, guns, smuggling, you name it. All you gotta do is wait in, clip their muscle, and convince the owner they're under new management. Your end of that racket's profits will pay direct to you every night.

INTIMIDATION

Nothing gets done without leaning on somebody. Talk business owners into paying you instead of the other guy by giving them a few smacks, but keep an eye on the pressure meter. Push further than you have to, and they'll pay more. Push too hard, and they'll fight back. Then you might have to kill them and start over. That's no way to run a business.

Or find the owner's weak spot. Maybe it's busting their merchandize or roughing up their customers, but find it and they'll pay up—big time.

MANAGE GUARDS

Naturally, you take something away from another family, they're gonna want it back. Send some guards over to protect your new interests by putting your cursor on the racket you want secured in the Don's View, press **ENTER** for More Info and click on "Manage Guards" to order up as many guards as you want. Remember, though: they'll cost ya.

Or click on "Send Defenders" to task a made man to babysit. Family is always more reliable, and the higher their rank, the better job they'll do.

FRONTS AND EXTORTION

You need someone legit to launder all that dough you're making. Pick a few nice, quiet civilian businesses and make them an offer they can't refuse. They'll pay you protection money, but even better, every front laundering money for you adds a multiplier to your *entire* income.

CRIME RINGS

Every family spreads each racket out over several locations; take over all these locations to establish a Crime Ring. Controlling a Crime Ring earns you a hefty income and entitles you to special bonuses, like brass knuckles or bulletproof vests. All those perks go away if even one racket in the Crime Ring is lost or bombed ... at least, until it's retaken or rebuilt.

CRIME RING	BONUS
 Adult Entertainment	 Cheaper Guards: Your daily expense for maintaining guards is significantly reduced.
 Arms Smuggling	 Carry More Explosives: Pack twice the number explosives and Molotov cocktails for when you need some extra kick.
 Chop Shops	 Armored Cars: You and your crew can roll in a four-door tank, accessible from your compound, safehouses, and airports.
 Construction	 Bombed Buildings Rebuild Faster: Any business your enemies bomb will rebuild and re-open twice as fast.
 Diamond Smuggling	 Bulletproof Vests: It ain't stylish, but adding some body armor to your entire crew cuts the damage everybody takes in half.
 Drugs	 Double Income: Your daily income from drug profits is doubled.
 Gambling	 Incendiary Ammo: Light up somebody's life for real, and double the damage your crew dishes out from firearm attacks.
 Gun Running	 Bigger Ammo Clips: Your family's weapons all get an expanded ammunition capacity.
 Prostitution	 Brass Knuckles: Put some extra pain in you and your crew's hand-to-hand attacks with this old favorite.

PIECE OF ADVICE: Play it smart and bomb a rival family's racket to break their Crime Ring before you move on them in person. That'll rob 'em of any bonus equipment.

GOING TO THE MATTRESSES

Sooner or later, you'll have to fight another family head-on. Use the Don's View to do it on your terms, planning out a strategy, bombing businesses to break up their Crime Rings, and muscling in where they're weak. Then chop their made men and hit the boss where he lives.

CALLING THE SHOTS

You can't be everywhere at once, and you don't have to be. You've got an entire family ready to take care of things on your order.

TAKEOVERS

Order your made men to take over fronts and rackets for you in the Don's View by selecting the business you're interested in and pressing **ENTER** for More Info, then click on "Attempt Takeover" to send your boys over to attempt a takeover. They'll let you know how it worked out.

You can also choose who to assign the job to. Chances of success go up if you put your Soldiers on it. Those chances go way up if a Capo or Underboss is in on the attack.

BOMBING

Break up rival crime rings and divert enemy resources by ordering your friends to bomb their businesses. Pick the business you want taken out in the Don's View, press **ENTER** to view More Info, then click on "Bomb" to order the strike.

PIECE OF ADVICE: You can't take over a bombed business until it's repaired, so plan accordingly. A smart Don juggles bombings and takeovers across several rackets, so things are always moving forward.

CONTRACT HITS

Rival made men hit your rackets, ambush you when you attack a rival family's business, and bust up your Crime Rings, and any made guy who's still breathing when you attack their compound makes that job tougher, guaranteed. Best to whack them all first if you can.

Do favors for people with the  icon to find out where rival made men are and how to kill them. Each one must be "retired" according to a specific kill condition; otherwise, they'll just be out of commission for a short while.

COMPOUNDS

When you've taken everything away from a rival family, they'll retreat to their compound until you and your men show up to finish the job. Bring a demolitions guy; nothing guarantees a dead Don like blowing his place to smithereens after you've put a few slugs in him.

If a particular compound is giving you too much trouble, put out some more contract hits on their made men to soften them up.

PIECE OF ADVICE: Keep your eyes peeled for ways to use your crew's specialties. An engineer might get you in quietly, or an arsonist might create a diversion.

THE LAW

If a cop or do-gooder citizen spots you acting up in public, a crime scene radius appears on your mini-map, and the police will zero in. A yellow radius means the cops are on the lookout, so take care of any witnesses before they can finger you. If the radius turns red, the law's on to you. Getting caught will rack up legal fees, and if your crew gets pinched, they'll be in pen for a while, and unavailable to you.

Leave any crime scene fast, or find a cop with a  icon and grease his palms *before* you start any trouble. That way, EVERY cop will turn a blind eye to your business. For a while.

INFLUENCE

Nothing beats having a union boss, a judge, or a D.A. in your pocket. They can spring family members from the pen, rebuild bombed businesses, call off the heat when you're on the lam, or even arrest rival made guys to get them out of your hair. Check the Corrupt Officials section of the Don's View to locate them.

It's good to have friends.

WITNESSES

If some bigmouth sees you conducting business, you've gotta muzzle them before they go to the cops.

A  icon appears over a witness' head when they see you break the law. Try a little BlackHand to change their mind, or send your bruiser over to "reason" with them. You can always scratch a witness, but that might prompt more witnesses to rat you out.

MULTIPLAYER

Up to 16 players can hash out their differences online, in ranked or unranked team matches, and make a little money on the side. Any cash you earn in Multiplayer affects your finances in the Single Player campaign. So does any cash you lose.

INTERNET CONNECTION, ONLINE AUTHENTICATION AND ACCEPTANCE OF END USER LICENSE AGREEMENT REQUIRED TO PLAY. TO ACCESS ONLINE FEATURES, YOU MUST REGISTER ONLINE WITH THE ENCLOSED SERIAL CODE. ONLY ONE REGISTRATION IS AVAILABLE PER GAME. EA ONLINE TERMS & CONDITIONS AND FEATURE UPDATES CAN BE FOUND AT WWW.EA.COM. YOU MUST BE 13+ TO REGISTER WITH EA ONLINE. THIS GAME USES SECUROM ANTI-PIRACY TECHNOLOGY BY SONY DADC. FOR MORE INFORMATION ABOUT SECUROM, VISIT WWW.SECUROM.COM.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON WWW.EA.COM.

Quick Match Jump right in and start busting heads in a Deathmatch.

Custom Match Search for a specific match and mode.

Host Match Make your own rules, and try to live by them.

You MUST select a made man from your family to play as in Multiplayer from the Family Tree menu before launching a Multiplayer match; during a match you'll be able to use that mobster's specialties by pressing E.

You cannot access Multiplayer games until you've added at least one made man to your family.

MODES

Several Multiplayer modes require at least one player to have a specific specialty.

Team Deathmatch (TDE) Clip everybody on the other team. Mercy is weakness.

Demolition Assault (DMA) Send your demolitions experts to destroy three objects in enemy territory. Each target spawns only after the previous target has been destroyed. First to hit all three wins.

FireStarter (FST) Arsonists torch barrels, gas and propane tanks to rack up scoring multipliers; do a good job, and you'll literally be on fire. Kill an arsonist to steal that multiplier and bank those points yourself.

Safecracker (SCR) Bust a safe with your safecracker and hold the position for even more points. The safe in the middle of the map is the toughest to keep, and worth the most.

PERFORMANCE TIPS

PROBLEMS RUNNING THE GAME

- Make sure you meet the minimum system requirements for this game and that you have the latest drivers for your video card and sound card installed:
For NVIDIA video cards, visit www.nvidia.com to locate and download them.
For ATI video cards, visit www.ati.amd.com to locate and download them.
- If you are running the disc version of this game, try reinstalling DirectX from the disc. This is typically found in the DirectX folder on the root of the disc. If you have Internet access, you can visit www.microsoft.com to download the latest version of DirectX.

GENERAL TROUBLESHOOTING TIPS

- If you have the disc version of this game and the AutoPlay screen does not automatically appear for installation/playing, right-click the disc drive icon found in My Computer and select AutoPlay.
- If the game is running slowly, try reducing the quality of some of the video and sound settings from the game's options menu. Reducing the screen resolution can often improve performance.
- For optimum performance when playing, you may like to disable other background tasks (except the EADM application, if applicable) running in Windows.

INTERNET PERFORMANCE ISSUES

To avoid poor performance during Internet play, be sure that you close any file sharing, streaming audio, or chat programs prior to entering gameplay. These applications can monopolize your connection's bandwidth, causing lag or other undesirable effects.

This game uses the following TCP and UDP port(s) for Internet play:

TCP: 80, 10000, 18080

UDP: 80, 6000

Please consult your router or personal firewall documentation for information on how to allow game related traffic on these ports. If you are attempting to play on a corporate Internet connection, contact your network administrator.



TECHNICAL SUPPORT

If you have trouble with this game, EA Technical Support can help.

The *EA Help* file provides solutions and answers to the most common difficulties and questions about how to properly use this product.

To access the EA Help file (with the game already installed):

Windows Vista users, go to **Start > Games**, right-click the game icon, and select the appropriate support link from the drop-down menu.

For users on earlier versions of Windows, click the **Technical Support** link in the game's directory located in the **Start > Programs** (or **All Programs**) menu.

To access the EA Help file (without the game already installed):

1. Insert the game disc into your DVD-ROM drive.
2. Double-click the My Computer icon on the Desktop. (For Windows XP, you may need to click the **Start** button and then click the My Computer icon).
3. Right-click the DVD-ROM drive that has the game disc and then select **OPEN**.
4. Open the **Support > EA Help > Electronic_Arts_Technical_Support.htm** file.

If you are still experiencing difficulty after utilizing the information in the EA Help file you can contact EA Technical Support.

EA TECHNICAL SUPPORT ON THE INTERNET

If you have Internet access, be sure to check our EA Technical Support website at:

<http://support.ea.com>

Here you will find a wealth of information on DirectX, game controllers, modems, and networks, as well as information on regular system maintenance and performance. Our website contains up-to-date information on the most common difficulties, game-specific help, and frequently asked questions (FAQs). This is the same information our support technicians use to troubleshoot your performance issues. We keep the support website updated on a daily basis, so please check here first for no-wait solutions.

TECHNICAL SUPPORT CONTACT INFO

If you need to talk to someone immediately, call our Technical Support team (Monday through Friday 8 AM – 5 PM PST):

Telephone: US 1 (650) 628-1001.

NOTE: No hints or codes are available from Technical Support.

Website: <http://support.ea.com>

Mailing Address: EA Technical Support
9001 N I-35 Suite 110
Austin, TX 78753

LIMITED 90-DAY WARRANTY

NOTE: The following warranties only apply to products sold at retail. These warranties do not apply to products sold online via EA Store or third parties.

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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.

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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.

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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
9001 N I-35 Suite 110
Austin, TX 78753

Notice

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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, 9001 N I-35 Suite 110, Austin, TX 78753



You Played the Game. Now Play the Music.
EA Soundtracks and Ringtones
Available at www.ea.com/eaatrax/

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