EPILEPSY WARNING

Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

✦ Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.

✦ Preferably play the game on a small screen.

✦ Avoid playing if you are tired or have not had much sleep.

✦ Make sure that the room in which you are playing is well lit.

✦ Rest for at least 10 to 15 minutes per hour while playing a video game.

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

CONTENTS

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.

If the Autorun menu does not automatically appear, launch the installer manually in Windows® 7, Windows Vista™, or Windows XP by opening **Start > Run**, typing **D:\AutoRun.exe** in the text box, then clicking OK (substitute the correct letter of your CD/DVD-ROM drive if other than 'D:').

Once the game has installed you can launch it from the game's AutoRun menu or by locating the game through the **START** menu.

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 or Windows 7 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.

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EA **WWW.EA.COM**

Over two million soldiers, sailors, airmen, and Marines wear the uniform. Within these ranks and operating under the National Command Authority (NCA), a highly specialized group of select warriors is called upon when the mission must not fail. These men are the Tier 1 Operators. They function on a plane of existence above and beyond even the most highly trained Special Operations Forces. Their exact numbers, while classified, hover in the low hundreds. They are living, breathing precision instruments of war. They are experts in the application of violence. The new *Medal of Honor*™ allows you to step into the boots of these warriors and apply their unique skill set against a new enemy in the unforgiving and hostile battlefield conditions of Afghanistan.

COMPLETE CONTROLS

SINGLE PLAYER	
Movement	W/A/S/D
Sprint/Breath control	SHIFT
Aim	Mouse
Melee	X
Reload	R
Jump	SPACEBAR
Lean right	Q
Lean left	E
Use/Action	F
Change stance	Left **CTRL**
Fire weapon	Left click
Throw grenade	G
Primary weapon	1
Secondary weapon	2
Equip pistol	3
Cycle weapon	Scrollwheel
Select firing mode	Middle click
Iron sights	Right click
Peek & Lean	Left **ALT**
Night observation device	Z
Dynamic HUD	H
Pause menu	ESC

MULTIPLAYER	
Movement	W/A/S/D
Sprint/Breath control	SHIFT
Aim	Mouse
Melee	V
Reload	R
Jump	SPACEBAR
Switch seat	F1
Use/Action	F
Crouch	Left **CTRL**
Fire weapon	Left click
Throw grenade	G
Primary weapon	2
Secondary weapon	3
Equip pistol	1
Cycle weapon	Scroll wheel
Iron sights	Right click
Support actions	**5** (offensive)/**6** (defensive)
Pause menu	ESC
Scoreboard	TAB

GAME MECHANICS

DYNAMIC HUD

To achieve an immersive gameplay experience, the in-game HUD is kept to the bare minimum amount of data needed. Activate the Dynamic HUD to view the location of your allies, the objective, and your current ammo counts.

SLIDING

When sprinting toward cover in the single player campaign, select CHANGE STANCE to slide. Sliding allows you to quickly reach cover and return to an attack position. When you have completed your slide, you assume a crouching position. Select and hold CHANGE STANCE to slide to a prone position.

PEEK & LEAN

Peek & Lean allows you in Single Player mode to take cover behind objects and lean out to fire on enemy positions when playing in the campaign.

REQUEST AMMO

If you find yourself running low on ammo, request more from your allies. Squad members with similar weapons pass you additional ammo. The bullet icon above an ally's head shows how many times they can resupply you during a level. Allies won't give you ammo if they are pinned down or under attack.

TIER 1

Tier 1 is a competitive, online-only, single player mode. In Tier 1, replay Campaign levels with an eye toward posting the best time and getting the most skill kills. Adding to the challenge in Tier 1, difficulty is increased and there are no mid-level checkpoints—if you die you must begin the level over.

Playing times and stats are tracked and posted to online leaderboards so that you can compare your performance with friends and other players from around the world. Markers inside the levels show your friends' progress. Interact with a marker to send your friend a message and let them know you have passed them. Put your skills on display and show your friends who is the most elite of the elite.

SKILL KILLS

The goal of Tier 1 is to beat a level in the shortest time possible. Getting skill kills temporarily freezes the clock to help you improve your time.
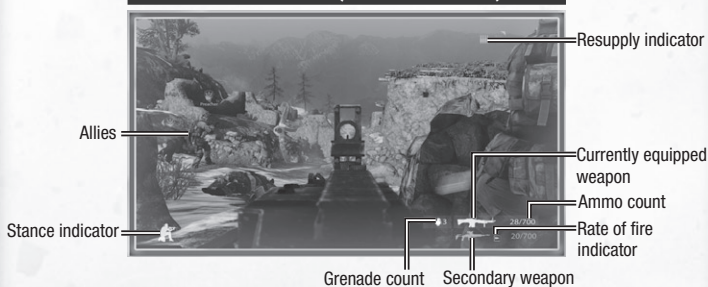
✦ A headshot freezes the timer for two seconds.
✦ Three headshots in a row freezes the timer for five seconds.
✦ A melee kill freezes the timer for two seconds.
✦ Three melee kills within 10 seconds freezes the timer for six seconds.
✦ Killing two enemies with a single bullet freezes the timer for six seconds.
✦ Killing five enemies within 15 seconds freezes the timer for five seconds.

DIFFICULTY IN TIER 1

Difficulty in Tier 1 simulates the most extreme playing conditions possible. Health regenerates at a slower rate, you can no longer resupply your ammo from allies, and the Snap to Target feature and your weapon's crosshairs are deactivated. Enemies also have the ability to deliver increased damage. If you die in the middle of a level, you must start over again from the beginning since mid-level checkpoints are disabled. Additionally, all HUD elements—except objectives and friendly names—are disabled.

Before you can play a stage in Tier 1, you must complete it in the normal campaign.

GAME SCREEN (SINGLE PLAYER)

Resupply indicator

Allies

Stance indicator

Currently equipped weapon

Ammo count

Rate of fire indicator

Grenade count   Secondary weapon

MAIN MENU

SINGLE PLAYER

CAMPAIGN

Select NEW GAME to begin a campaign. Select to play EASY, MEDIUM, or HARD difficulty to begin *Medal of Honor*. You have the option to take part in the war in Afghanistan as several different members of the US military. As a Tier 1 Operator, you are the scalpel. You are tasked with infiltrating deep behind enemy lines and performing precision strikes against high-value targets and securing positions in enemy-held territory. In other missions, you are the sledgehammer where experience the battlefield as an Army Ranger in direct-action missions.

As the campaign progresses, you engage in sniping battles, race across the Afghanistan plains on an ATV, and obliterate enemy camps from the cockpit of an AH-64 Apache attack helicopter.

SAVING & LOADING

While playing *Medal of Honor*, your progress is automatically saved via a number of mid-mission checkpoints. After dying, you reappear at the last checkpoint you passed.

CAMPAIGN MENU

New Game   Begin a new campaign.
Continue   Continue a previously saved campaign from the latest checkpoint.
Mission Select Select a previously completed mission.

TIER 1 MODE

Tier 1   Play Tier 1.

OPTIONS

Gameplay   Adjust the subtitles, aiming sensitivity, control inversion, and gore settings.
Controls   Configure your controls.
Video   Change your resolution, enable Windowed mode, enable VSync and adjust the brightness and contrast.
Audio   Change the volume of the music, dialogue, and sound effects, as well as choosing from one of four sound setups designed to enhance the audio for your speaker system.

EXTRAS

Movies   Replay in-game cinemas.
Credits   View the creative minds behind *Medal of Honor*.

EXIT

Exit game.

PLAYING ONLINE

PLAYING MEDAL OF HONOR ONLINE

Play — Jump into MATCHMAKER to play a quick game, browse the server for matches, or create a multiplayer match with friends and strangers.

Career — Change your gear, view the unlock tree, view your stats and awards, or view the leaderboards.

Options — Adjust your controls or other in-game options, including your display area.

Extras — Redeem bonus content, view the credits or view brief instructions on how to play *Medal of Honor* online.

CLASSES & EXPERIENCE

You can choose one of three classes to play when taking *Medal of Honor* online. Each class has its own unique appearance and requires a certain style of play, allowing you to fulfill necessary roles on the battlefield. You can also select and customize the weapons that the classes use, adjusting its strengths in your favor. The coalition forces and the Opposing Force (OPFOR) utilize the same classes.

The Rifleman is the basic fighter class. They tend to be frontline combatants, leading the charge toward OPFOR positions and being the backbone of the armed forces. Riflemen generally use assault rifles and machine guns, with smoke grenades as an accessory.

Special Ops are close-quarters combat experts. They use submachine guns or shotguns, and keep a rocket launcher ready for high explosive sabotage. Sneaking behind OPFOR lines and cutting off supply routes or waiting to ambush are two key strategies for Special Ops.

Snipers are best when taking up positions behind the main line and taking out OPFOR from afar. While they can plant and detonate explosives, their primary function is long-range crowd control. Snipers need to take precautions to keep safe when in combat, since looking down a scope limits their field of view.

You gain experience for their chosen class by performing actions that result in Score on the field of battle. Score is gained by accomplishing mission goals. Leveling up unlocks new weapons and extras. Each class levels separately from the other classes, so if you wish to gain access to new weapons or abilities for a class, you must play as that class to earn experience. The level of your class is independent of your faction. If you are a level 7 Rifleman when playing as an OPFOR, you are a level 7 Rifleman when playing as a coalition soldier.

RIBBONS & MEDALS

Your level is only one way that your performance and progress are tracked in *Medal of Honor*. Ribbons and medals serve as a record of your milestones in a single match or over the course of your career. Ribbons are awards for specific feats and can be received multiple times. Medals are awards that are tracked over your multiplayer career that mark significant milestones, such as reaching 100 kills or completing 100 objectives. The medals and ribbons you earn during a round are summarized after that round.

WEAPONS

Every weapon in *Medal of Honor* has its pros and cons. Sniper rifles are great at long range, but not as effective up close. Shotguns are excellent in close quarters, but suffer a loss of accuracy at range. Selecting an appropriate weapon is perhaps the first step in forming a strategy for conquering OPFOR.

While playing through the online component of *Medal of Honor*, you earn several new weapons and accessories, including silencers, scopes, and custom ammo. Adjust your gear on the Change Gear screen and customize your weapon to fit your style of play.

WEAPONS			
CLASS TYPE	**BASIC**	**UNLOCK**	**UNLOCK**
COALITION WEAPONS			
Rifleman	M16A4	M249	F2000
Sniper	M21	M24	G3A4
Special Ops	M4A1	870MCS	P90 PDW
OPFOR WEAPONS			
Rifleman	AK-47	PKM	F2000
Sniper	SVD	SV-98	G3A4
Special Ops	AKS-74U	TOZ-194	P90 PDW

SCORECHAINS & SUPPORT ACTIONS

You can gain points by shooting other players or by performing certain in-game actions. Once you begin earning points, the scorechain begins. A scorechain builds as long as you remain alive, but is cancelled when you die. At certain intervals, you receive Support Actions.

Support Actions are extra military assets that you can use against the opposition, such as artillery or better ammunition. If you die while you have a Support Action that has not yet been activated, you may use it when you respawn. If you want to gain a different Support Action, you must rebuild your scorechain to the necessary level. A meter in the lower right hand corner of the screen displays the current level of your scorechain and the requirement for the next level.

TACTICAL SUPPORT ACTIONS

LEVEL	SCORECHAIN LEVEL	OFFENSIVE	DEFENSIVE	DEFENSIVE POINTS BONUS
1	50	Mortar Strike	INTEL/UAV	30
2	100	Rocket Attack	Ammo I	40
3	175	Missile	Armor I	40
4	250	Artillery	Ammo II	50
5	350	Strafing run	Jammer (counter)	50
6	450	Air strike	Ammo III	60
7	600	Cruise Missile	Armor II	100

GAME MODES

GAME SCREEN (MULTIPLAYER)

Minimap

Mission objective

Global kill message

Local kill message

Game mode

Game messages

Awards

Offensive support action

Defensive support action

Score chain

Ammo

Medal of Honor offers several multiplayer gameplay modes that support up to 24 players for 12-on-12 combat. Each mode is accessible via pre-programmed playlists. Playlists can be composed of several gameplay modes, which are cycled randomly in online matches, or one single mode.

If there are not enough players present on a server, the match begins with a preround. This gives players a chance to get a brief preview of the map. No points are tracked in the preround, though players can move and shoot. The preround continues until the minimum number of players necessary to begin the game joins the match.

After the preround is complete, or if no preround is needed, players proceed to the warm-up. While warming up, players can select their load-out and get ready to go into combat. Players are frozen in place until the match is ready to begin. After a brief countdown, the players unfreeze and are able to begin the battle.

While playing, if the number of players drops below the minimum threshold, the match returns to the preround to give other players a chance to join and repopulate the match. This ensures that every server is appropriately populated for combat.

COMBAT MISSION

OVERVIEW

Coalition forces must clear five consecutive objectives to win. OPFOR serves as the opposing force and are going to stop the coalition forces at any cost. Clearing objectives unlocks new areas of the map, which then reveals what the next objective of the coalition forces is.

RULES

Combat Mission is played on three different maps, with five objectives per map. Objectives vary from match to match and map to map. Players secure downed choppers, eliminate mortar stations, and perform other story-based actions.

In Combat Mission, the coalition forces start out as attackers and OPFOR as defenders. After each round, the sides switch, allowing both teams to have a chance to be on the offensive.

The Team Health meter represents the remaining coalition reinforcements. If the Team Health meter is depleted before the current objective is cleared, the match ends and the coalition forces are stopped in their tracks. When completing objectives, coalition forces gain some Team Health. If the coalition forces complete all five objectives, they claim victory.

TEAM ASSAULT

OVERVIEW

Team Assault is a team-based combat mode. The two teams struggle to reach a certain number of points to win the match. Each kill is counted, so take down OPFOR to increase the team's points.

RULES

Team Assault is a 12-on-12 no-holds-barred battle on a confined area of a map. The two teams are fighting for kills and points.

This is by far the most direct of the game modes. Players instantly respawn and return to battle. The in-game map shows the position of friendly players and ammo crates. After one complete match, the map cycles to the next one in the playlist.

OBJECTIVE RAID

OVERVIEW

In Objective Raid, OPFOR swarms across a map to sabotage two objectives using improvised explosive devices (IEDs). Coalition forces must stop them and defend their installations. OPFOR has a limited amount of time to accomplish their objective.

RULES

Objective Raid pits coalition forces against OPFOR once again. This time, coalition forces are dug in around two objectives and must defend the area from the incoming OPFOR. The two objectives can be taken in either order, forcing the coalition forces to stay on guard constantly while OPFOR forces their way to the objectives.

While players score points for attacking as usual, those points do not count toward the team's score. These points will be displayed at the end of a round, but they are not used to calculate the winning team. If OPFOR manages to clear both objectives before time is up, they are the victors. If the coalition forces successfully defend the points and outlast the OPFOR, then they are the winners.

SECTOR CONTROL

OVERVIEW

Sector Control forces two sides to fight for possession of three objectives. These objectives are represented by flags. Holding an objective accumulates points. The more objectives you hold, the faster your points accrue. The first team to achieve a preset score wins.

RULES

On each Sector Control map are three objectives. These objectives begin in a neutral state, with either team able to secure them. Stand close to an objective to capture it. The more friendly units there are in the area, the faster the capturing process goes. After a point is captured, the team scores points over time. Points can be lost and recaptured as the match goes on.

MAPS

HELMAND VALLEY

Playlists: Combat Mission

Python 1 has been tasked to break through the southern province of Helmand in search of intelligence and weapon caches. Several anti-aircraft emplacements in the area deny the coalition air superiority, which complicates the situation. The experienced operators of Python 1 prepare, knowing the area is infested with OPFOR fighters. As they start down along the stream they detect rapid movement in the distant brushes.

The coalition forces must fight their way through the valley, clearing out several OPFOR strongholds and bunker systems to finally allow a wing of F18 Hornets to deliver their deadly payload on target.

MAZAR-I-SHARIF AIRFIELD
Playlists: Combat Mission

Coalition forces are preparing to assault the northern airfield of Mazar-i-Sharif. OPFOR fighters have set up a strong defensive perimeter among wrecks of Russian tanks and airplanes. INTEL indications that a High Value Target is hiding somewhere by the airstrip makes the need for surgical precision all the more crucial. Python 1 prepares to enter what looks like a graveyard.

Coalition forces must first gain entry to the airfield by destroying a barricade and then fight their way through hangars and wrecks before they can reach the air tower at the end of the airstrip. Along the way OPFOR marksmen have dug in deep to wait for the attackers.

SHAHIKHOT MOUNTAINS
Playlists: Combat Mission

A Chinook helicopter has crashed somewhere in the Shahikhot mountains. These snow covered mountain peaks, called The Place of the King (in the local tongue) has been a rebel hiding place since ancient times. Python 1 is inserted to investigate and look for survivors in these eerie surroundings. As they embark from their helicopter they hear the first crackling sound of a sniper rifle roll between the steep mountain sides.

A strong OPFOR presence in the area leaves the coalition forces stranded. They must fight their way up the mountains, past ammo caches and mortar stations, to clear any hostile anti-aircraft emplacements to allow evacuation from the area.

DIWAGAL CAMP
Playlists: Team Assault, Objective Raid, Sector Control

The inhospitable terrain and complex cave networks of the Kunar province have made it a favored spot for OPFOR activity. An OPFOR base has been found in the southern parts of the Diwagal Valley close to a small settlement of mud huts. Coalition forces insert to clear the area and meet heavy OPFOR resistance.

GARMZIR TOWN
Playlists: Team Assault, Objective Raid, Sector Control

Through the village of Garmzir, situated in the southern part of Afghanistan, runs a canal that feeds the surrounding irrigation ditches with water from the Helmand River. This central hub becomes a violent inferno as coalition Special Forces insert to clear the town of OPFOR.

KABUL CITY RUINS
Playlists: Team Assault, Objective Raid, Sector Control

Pillars of smoke rise high from the ruins in the ancient city of Kabul. In one of the outskirts coalition soldiers try to rid the area of OPFOR activity. Warriors on both sides dart between piles of rubble and burning car wrecks as rooftop snipers take pot shots at anyone daring to move in the open.

KANDAHAR MARKETPLACE
Playlists: Team Assault, Objective Raid, Sector Control

Kandahar in the south is one of the oldest human settlements known. Once a bustling trade center it is now torn by centuries of war. A marketplace in one of the northern parts of the city becomes the scene of a fight to the death between coalition soldiers and OPFOR amid narrow alleys and market stands.

KUNAR BASE
Playlists: Team Assault, Objective Raid, Sector Control

The sector designated N2KL along the Afghanistan-Pakistan border is teeming with violent activity. A coalition forward operating base comes under attack as OPFOR mounts an aggressive assault. The remote hilltop is slowly covered in smoke from constant artillery strikes as soldiers huddle in the maze-like trenches.

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, 443, 9946, 12000-16000, 17502, 42100

The Game Server Provider determines which UDP port will be used.

We recommend putting your PC into the router's DMZ to ensure there are no connectivity problems.

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.

YOU PLAYED THE GAME. NOW PLAY THE MUSIC. EA SOUNDTRACKS AND RINGTONES AVAILABLE AT WWW.EA.COM/EATRAX/

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 and Windows 7 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. (If the My Computer icon is not visible on your desktop, 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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Returns Within the 90-Day Warranty Period

Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA Warranty Information

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online: http://warrantyinfo.ea.com

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions:

US 1 (650) 628-1001

EA Warranty Mailing Address

Electronic Arts Customer Warranty
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
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