


ROCKET ARENA™



 **WARNING:** Some people may experience a seizure when exposed to flashing lights or patterns in video games. (xbox.com/healthandsafety).

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INTRODUCTION

Welcome to the World of Crater, home of the Rocket Championship Tour! Choose a competitor from one of Crater’s diverse regions to challenge others in Rockets-Only competition or practice your skills against RocketBots! You can also customize your playstyle with powerful artifacts. Let’s get started!



















NOTE: All *Rocket Arena* gameplay requires an Internet connection.



COMPLETE CONTROLS

DEFAULT CONTROLS

Move	
Jump / Ascend	 or 
Descend [Select Characters Only]	
Fire Primary Rocket	
Secondary Ability	
Special Ability	
Use Item	
Dodge	
Reload	
Throw	
Quick Chat: Compliment	
Quick Chat: Thank You	
Quick Chat: Celebrate	
Quick Chat: Whoops	
Turn camera/character	
Game menu	MENU button
Scoreboard	VIEW button

GAME MENUS

IN-GAME MENU

NOTE: Accessing the Game Menu does not halt gameplay.

Press the MENU button to enter the In-Game Menu to view your character abilities, change your settings, or quit the match.

Ability Descriptions

Review your active character's Primary Rocket, Secondary Ability, and Special Ability.

Resume

Close the In-Game Menu and return to the match.

Settings

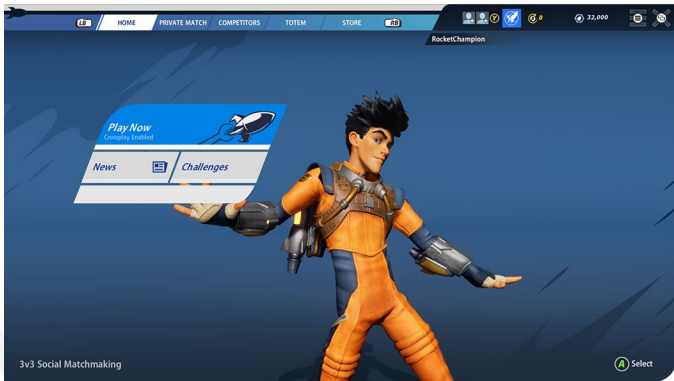
Access the Settings menu to view and/or change Game, Audio, Control, and Account settings.

Quit Match

Peek in on your friends' activities, join them, or invite them to join you.

MAIN MENU

From Rocket Arena's Main Menu you may view the latest game news, customize your character or totem, see your Blast Pass progress, and change the game settings.



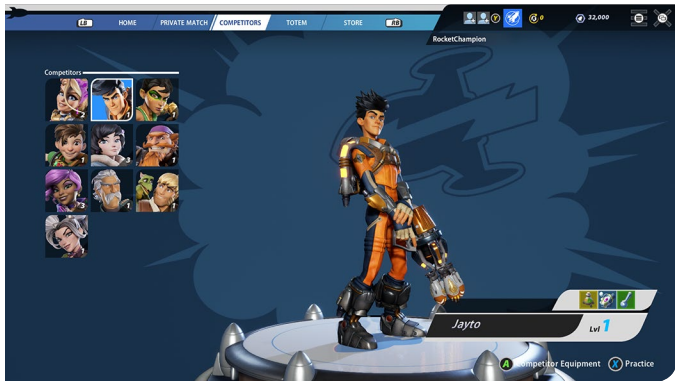


From the Home screen you may select:

Play Now	Quickly jump into Matchmaking.
News	Read the latest updates and news on Rocket Arena and the world of Crater.
Challenges	View your active daily and weekly challenges.
Blast Pass	View your progress in the Seasonal Blast Pass. Note: The Blast Pass is only active during Blast Pass seasons.
Play Menu	Access the Play Menu to Matchmake, Practice, or Create a Custom Game.
Competitors Menu	Access the Competitors Menu to view your character and artifact progression, customize your character outfits, chose artifacts, select megablast or return trails, and read character backstories.
Totem Menu	Access the Totem Menu to build and customize your totem.
Store	Access the store to purchase cosmetic content.
Friends and Party	View and manage your friends, and manage your current party, Use the Discovery Menu to link friends to your EA ID for crossplay.
Settings Menu	View and customize your Game, Audio, Controller, and Account Settings.
Rocket Parts	View your Rocket Parts.
Rocket Fuel	Purchase more Rocket Fuel.

COMPETITORS SCREEN

Select the "Competitors" from the Home screen to view and customize the characters of Rocket Arena. Each playable character in Rocket Arena is a competitor on Crater's big event, the Rocket Championship Tour.



Character Info Panel

Displays character name, character progress level, and currently equipped artifacts.

Select Character

Choose a portrait to select a character. Select "Competitor Equipment" to customize competitor equipment.

Practice

Select the practice mode to practice with a character.

Competitor Equipment

Access this screen to change character outfits, VFX trails, and artifacts.

OUTFIT SELECT SCREEN

In the Competitor Equipment menu, you may customize the outfit of each competitor. New outfits may be unlocked by:

- Progressing characters by earning XP
- Using Rocket Parts
- Using Rocket Fuel
- Earned from the seasonal Blast Pass

ARTIFACT SELECT SCREEN

Use the Artifact Select Screen to change your artifacts.



Social Artifacts

Social artifacts are unlocked by earning XP in Rocket Arena. Artifact are discovered in Crater and can be equipped to a character to produce powerful effects.

Social Artifact Progression

Using artifacts in social matchmaking increases artifact rank level. Advancing an artifact in rank level increases it effect.

Ranked Artifacts

Choose artifacts to be used in Ranked Play.

MEGABLAST TRAIL

Use this screen to customize a character's megablast trail.

A megablast trail applies to the character that you damage and trigger a megablast on.



RETURN TRAIL

Use this screen to customize your character's return trail.

A return trail is applied to your character on your way back into the arena.



CHARACTER PROGRESS

The "Character Progress" screen shows your character's current level. Each of the characters has their own character progression path. By progressing your character, you will earn Rocket Parts, Totem Parts, and outfits. Earn XP in matches of Rocket Arena to progress each character.



TOTEM SCREEN

The Totem Screen allows you to customize your totem. You may customize your:

- Totem Symbol
- Totem Shape
- Totem Pattern
- Totem Borders
- Totem Stands
- Totem VFX



FRIENDS AND PARTY SCREEN

On the friends and party screen you may see your online and offline friends, regardless of platform. Select a friend to invite them to your party.

DISCOVERY - CROSSPLAY

In the Discovery Menu, search for friends using their EA ID for crossplay, You can also accept sent friend invitations.

STORE

Use the store to purchase Rocket Fuel and featured items.

SETTINGS SUB MENUS

Settings - Game

Language

Change the game's language.

Crossplay

Toggle crossplay on or off.

View Credits

Show the Rocket Arena credits.

Settings - Audio

Master Volume

Change the master volume.

Music Volume

Change the music volume.

SFX Volume

Change the SFX volume.

Voice Volume

Change the voice over announcer volume.

Voice Chat Volume

Change the voice chat volume.

Settings - Controller

Button Layout

Change the default button layout.

Sensitivity Behavior

Adjust the control stick sensitivity.

Vibration

Enable/disable controller vibration.

Horizontal Invert

Toggle horizontal x-axis inversion.

Vertical Invert

Toggle horizontal y-axis inversion.

Stick Acceleration

Enable/disable control stick acceleration.

Settings - Account

Share Usage Data

Enable/disable sharing usage data.

User Agreement

View the user agreement.

Privacy & Cookie Policy

View the privacy & cookie policy.

Settings - Accessibility

Narration Path to Accessibility Menu and Chat
Display Chat and Item Prompts

Enable or disable Narration Path
Enable/Disable chat and item
prompts on the HUD

High Contrast Subtitles

Enable or disable subtitles

Speech to Text

Enable or disable speech-to-text

Text to Speech

Enable or disable text-to-speech

Send Text to Speech Message

Submit a Text to Speech message
over voice chat

PLAY SCREEN

From the play screen you may do the following:

Matchmake - Social

Select a playlist and matchmake into a social game.

Matchmake - Ranked

Select a playlist and matchmake into a ranked game.
Your skill rank badge will go up or down depending on
how you play.

GAME SCREEN



- | | | |
|---------------------|-------------------------|----------------------|
| 01 Knockout Feed | 04 Carried Objects | 07 Secondary Ability |
| 02 Objective Status | 05 Quick Chat Menu | 08 Special Ability |
| 03 Reticle | 06 Rocket Icon and Ammo | 09 Dodge Ability |

MULTIPLAYER

GAME MODES



Rocket Arena multiplayer features both competitive player vs player modes (PvP), and cooperative player vs AI modes (PvE).

Knockout

3v3 Competitive PvP

Use rockets, abilities, and items to blast your opponents out of the arena. Teams score "Knockouts" by forcing opponents out of the arena. The team that reaches the score target first wins the match.

Rocketball

3v3 Competitive PvP

In Rocketball, a ball spawns in the center of the map. Two teams compete to pick up the Rocketball and run, throw, or blast it into the opposing team's goal. The first team to reach the point cap (or runs out the clock with the highest score) wins the match.

Mega Rocket

3v3 Competitive PvP

In Mega Rocket, a large rocket flies into the arena, blasting players out of the way when it lands, and creates a capture zone. The goal of Mega Rocket is to defend and capture the zone to collect the rocket. The team that captures the most rockets at the end of the timer or reaches the point cap first wins the match.

Treasure Hunt

3v3 Competitive PvP

There are two ways to score points in Treasure Hunt:

Hold the Treasure Chest

Pick up the chest and hold it to earn points. Earn bonus points by earning the final coin from each chest.

Pickup Coins

In the coin round, dozens of coins spawn around the map: pick them up to score points.

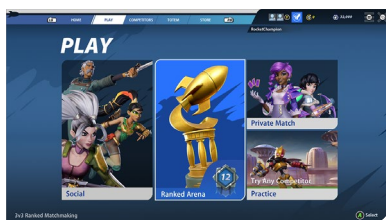
RocketBot Attack

1-3 Player Cooperative PvE

Survive waves of attacks from RocketBots in Rocketbot Attack. Knockout enough Rocketbots to win the match.

RANKED PLAY

Matchmake in Competitive Ranked Play, and win to raise your skill rank. Each Season your rank resets and the map/mode combinations change.



ROCKET ARENA CHARACTERS

Rocket Arena has a wide variety of characters, each with their own unique rocket and play style. They can be customized and upgraded with artifacts and cosmetics.

AMPHORA

Master of the Deep

- Region** Crystal Reef
- Quote** No one can hold back the tide!
- Playstyle** All-Rounder

A fast and fluid striker who chases down her opponents and launches them out of the arena in a powerful cyclone.

Primary



CHARGED TORPEDO

Hold to charge for increased speed and damage.

Secondary



HYDRO FORM

Morph into a pool of water. Reactivate to launch opponents skyward in a water cyclone.

Special Ability



BOUNCY MINES

Launch three bouncy homing mines.



Pride of Boom City

Region Boom City

Quote I refuse to let my city down!

Playstyle All-Rounder

A balanced competitor who can temporarily boost his firepower and mobility with his thruster suit.

Primary



SKYPIERCER ROCKETS

Fast and accurate single fire.

Secondary



ROCKET SWARM

Unleash a swarm of mini-rockets.

Special Ability



THRUSTER SUIT

Temporarily boost mobility and Skypiercer Rocket's damage, firing three rockets instead of one.



Legacy of Gemstone Jungle

Region Gemstone Jungle

Quote The Spirit of the Jaaqua lives through me!

Playstyle Skirmisher

A relentless competitor who charges headfirst at her opponents, KO-ing them with lightning-fast efficiency and powerful combos.

Primary



SPEAR ROCKETS

Quick-firing and short-ranged rockets.

Secondary



BOLA SNARE

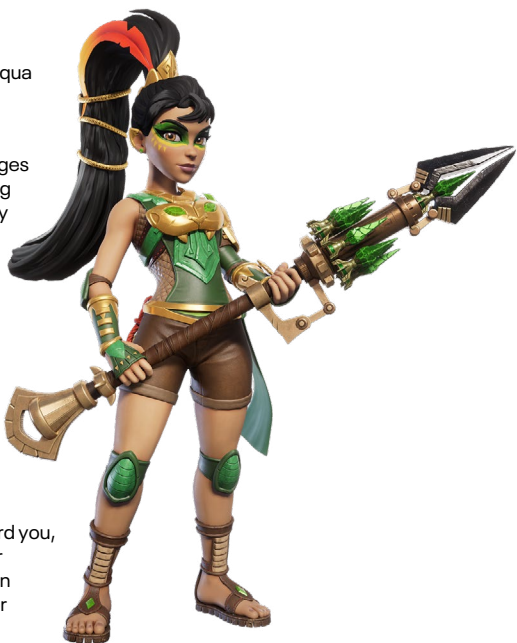
Pull opponents toward you, then unleash a Spear Rocket that homes on snared opponents for increased damage.

Special Ability



JAAQUA CHARGE

Hold to aim before ferociously lunging forward.



RocketBot Repairman

Region	Unknown
Quote	Your Junk, My Treasure!
Playstyle	Skirmisher

A short-range skirmisher who closes the distance between his opponents with a thrown teleporter.

Primary



SCRAP ROCKETS

Short ranged and rapid-fire homing rockets.

Secondary



BOOMERANG

A thrown boomerang damages opponents and ricochets off walls before returning to Plink.

Special Ability



SKEDADDLE BALL

Throw a teleporter. Reactivate to teleport to its location and damage nearby opponents.



General of the Realm

Region	Serrata Peaks
Quote	Justice for the Kingdom!
Playstyle	Precision

A nimble competitor who picks off her opponents with precise, charged strikes.

Primary



CHARGED BOLT

A precise bolt. Charge to shoot faster and farther.

Secondary



SNOW GLOBE

Deploy a Snow Globe that slows incoming rockets. Charged Bolt shots from inside the Globe are faster and hit harder.

Special Ability



GRAPPLE HOOK

Grapple to nearby surfaces, or damage enemies by hitting them directly.



BLASTBEARD

Forgetful Treasure Hunter

Region Crater's Edge

Quote Lost me trophy but I'm sure to win another!

Playstyle Area Denial

A sturdy competitor who uses an explosive shockwave to punish opponents who dare get too close.

Primary



ROCKET CANNONBALL

A cannonball with an arcing, high-impact blast.

Secondary



CHARGED ANCHOR

Charge and fire a hard-hitting anchor rocket.

Special Ability



SHOCKWAVE

Knock back nearby opponents and destroy incoming rockets.



MYSTEEN

Master of Illusions

Region Conjura

Quote What you see is NEVER what you get...

Playstyle Disruptor

A magical competitor who tricks her opponents by swapping places with her double.

Primary



Card ROCKETS

An accurate single shot. Every third consecutive attack fires a three-round burst.

Secondary



MIRROR SHIELD

Conjure a shield that blocks incoming rockets.

Special Ability



PHANTASM

Materialize a Mysteen double. Reactivate to swap places with it.



Guardian of Fort Rocket

Region Fort Rocket

Quote Under siege the rockets fly, hold our Fortress in the Sky!

Playstyle Area Denial

A jetpack-equipped artillery specialist who barrages the arena from above.

Primary



BOUNCING BEAUTY

A bouncing grenade. Hold to delay detonation.

Secondary



ARTILLERY SALUTE

Call down a cascading artillery line.

Special Ability



ZEPHYR STRIKE

Lock-on and initiate a giant rocket strike.



Crater's Premier Megadon Tracker

Region

The Wilds

Quote

Megadon Roam these Wilds. Let's Find Them.

Playstyle

Precision

A sniper with a winged friend who launches opponents skyward in wind vortexes.

Primary



BLUNDERBLAST

A ricocheting, short-range cluster shot.

Secondary



MEGADON SCOPE

Use a scope to fire a ricocheting sniper rocket.

Special Ability



ZIK'S VORTEX

Fire a wind vortex that blasts Boone backwards and pushes opponents with tremendous force.



No Speed Limits. No Rules!

Region	The Boiler
Quote	Ride the chaos!
Playstyle	Skirmisher

An aggressive competitor who rushes down her opponents with a hoverboard.

Primary



DOUBLE WHAMMY

Rapid fire explosive projectiles that alternate between the weapon's twin barrels.

Secondary



MAC MINES

Lob mines that attach to any surface or foe.

Special Ability



SHATTER SLAM

Activate Shatterboard flight and kick opponents with your board attack.



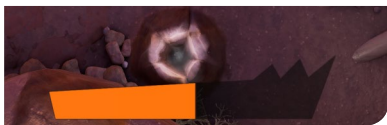
GAMEPLAY

Use this section to learn and master the unique combat in *Rocket Arena*.

ROCKET BLASTS

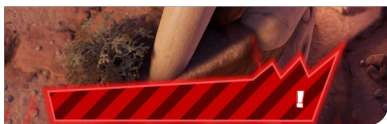
Blast Bar

Your Blast Bar increases whenever you're blasted by an opponent. The higher your Blast Bar, the farther you'll fly when hit by an ability or rocket. Your Blast Bar decreases as long as you are not hit by more blasts.



Megablasts

When your Blast Bar is completely full, you're in Megablast Danger! At this state, even the smallest impact can trigger a Megablast, which'll send you flying into a guaranteed KO!



Rocket Jumping

Fire a rocket at the ground, wall, or any solid object to Rocket Jump—a great way to quickly navigate a level, avoid incoming fire, or quickly move towards an objective. Rocket Jumping will not injure you.

Rocket Climbing

Fire repeatedly at a wall to Rocket Climb: great for quick environment navigation, avoiding a KO, or recovering back into the Arena.

Return Protection

If you're knocked out of the Arena, you'll soon be flown back in with a temporary Return Protection Shield, which'll keep you safe from enemy fire.

ITEMS

Use gameplay items to help turn the tide in combat. Once you pick up an item, it is in your inventory and you may activate it with the Use Item button. Items have varying gameplay effects.

FINDING ITEMS

- By picking up a "Random Item Box" you will receive a random item.
- Teammates may grant you items using the "Mega Gift" item
- Certain artifacts may grant you an item

PRACTICING WITH ITEMS

You may practice using items in Practice mode.

BOMB



Throw the bomb to trigger a big explosion and blast opponents out of your way.

Great for finishing KOs or clearing a path towards an objective, such as a Rocketball goal or Mega Rocket Zone.

ROCKET MAGNET



Deploy the Rocket Magnet to defend an area. Once activated, the Rocket Magnet will pull in incoming rockets fired by the opposing team.

With good positioning and timing, a Rocket Magnet can save you from knockouts, protect a teammate, or assist in capturing an objective. The Magnet is strictly defensive and will not blast other players. The Rocket Magnet has a limited time duration, so use it wisely.

MEGA GIFT



Use the Mega Gift to grant a random item to each of your teammates, including yourself. The Mega Gift works very well when its activation is coordinated with your teammates.

NINJA HEADBAND



Activate the Ninja Headband to temporarily supercharge your Dodge ability.

The Ninja Headband will appear on your character when activated. The Headband increases your Dodge Distance and reduces the cooldown time of the Dodge Ability—letting you dodge rockets and easily maneuver around the arena.

SPEED BOOST



Activate the Speed Boost to give you a quick boost in movement Speed. Great for avoiding incoming rockets, picking up coins in Treasure Hunt, and running with the RocketBall.

TRIP MINE



The Trip Mine is the ultimate defensive trap. Once planted, a team-colored beam emits from the mine. If an opponent collides with the beam, they are blasted.

Place mines to cover your tracks when opponents are coming after you, or near objectives to get the jump on aggressive players.

ARTIFACTS

You earn and unlock artifacts by playing Rocket Arena. In the Character Customization menu, you can equip up to three artifacts per character. Unlike cosmetics, artifacts have gameplay-changing effects.

All unlocked artifacts start at level 1: the higher the level, the more powerful their affect. Upgrade artifacts by using them in combat.

Artifacts have a set level in Ranked Play.

GEMSTONE ELIXIR



Type

Mobility

Effect

Ground movement speed increased

FROZEN BUBBLE



Type

Defensive

Effect

Return Protection cannot be canceled and lasts longer

DIGSITE MAGNIFIER



Type

Utility

Effect

Chance to receive a random item after Arena Returns

HUNTER'S IDOL



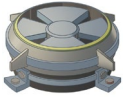
Type

Defensive

Effect

Damage and impulse taken reduced

AXIAL FAN



Type

Mobility

Effect

Rocket Jump strength increased

BLASTBIRD



Type

Offensive

Effect

Deal increased damage

JAAQUA AMULET



Type

Mobility

Effect

Move faster while in Megablast Danger

REEF BUOY



Type

Utility

Effect

Taking damage reduces your active Special Ability cooldown

SUPERCAVITATOR



Type

Utility

Effect

KOs reduce all active Ability cooldowns

BERNO'S BELT



Type

Mobility

Effect

Ground jump height increased

COLDSNAP LOCKET



Type

Defensive

Effect

Dodge distance increased

UNSTABLE CANISTER



Type

Offensive

Effect

Deal more damage the higher your Blast Meter

BOOST CAPACITOR



Type

Mobility

Effect

Air movement speed increased

ROCKET RADIO



Type

Defensive

Effect

Blast Bar regeneration delay decreased

POWDER KEG



Type

Offensive

Effect

Deal more damage while on the ground

FROSTY THERMOMETER



Type

Defensive

Effect

Dodge cooldown reduced while in Megablast Danger

BOOM BIT



Type

Offensive

Effect

KOs briefly boost damage

ZEPHYR VEST



Type

Mobility

Effect

Move faster after Arena Returns

BASTION BELL



Type

Defensive

Effect

KOs decrease the time until health regen starts

CRYSTAL CROWN



Type

Utility

Effect

Using your Special Ability reduces your active Secondary Ability cooldown

PROSPERO'S SAIL



Type

Utility

Effect

Use an Item for a chance to receive another Item

JUKING JUKEBOX



Type

Mobility

Effect

Same direction air jump strength increased

MAPS

The world of Crater is home to many diverse regions. Maps exist within each region.

THE GOLDEN ZEPHYR

Size

Large

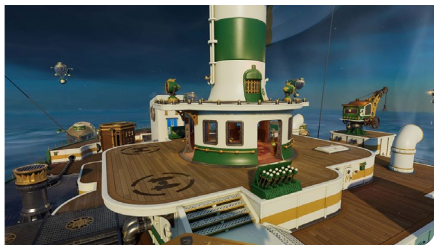
World

Fort Rocket

Unique Features

The Zephyr's surrounding platform vessels are great for recovery from KOs with well-timed Dodges.

Careful rocket-jumping allows nimble navigation from the lower to higher decks.



MEGADON JUNCTION

Size

Medium

World

The Wilds

Unique Features

The Rocket Rail Line Express train speeds through Megadon Junction. Keep an ear out for its horn to avoid being blasted!



STAR OF CRATER

Size

Medium

World

Crystal Reef

Unique Features

A large, brilliant crystal serves as the focal point for combat. Holes in rock formations provide cover from incoming rockets



SHIMMERING DEPTHS

Size

Large

World

Crystal Reef

Unique Features

Crystal Subs move through the map, providing Rocket Jumping opportunities. Watch out for underwater geysers that blast water skyward!



HYPERSONIC HEIGHTS

Size

Medium

World

Boom City

Unique Features

UFOs move through the world, providing great pathing opportunities to avoid KOs and run the Rocketball. Grab items in the hypersonic gardens near the Berno Boom statue to help push objectives.



APOGEE ACRES

Size

Medium

World

Boom City

Unique Features

Each starting area in Jayto's home has a defensible blast window that may be opened by firing at it. Well timed rocket-jumps and rocket climbs are key to maneuvering through the center of the map.



STOMPY'S REFUGE

Size

Medium

World

The Wilds

Unique Features

This high ground near Boone's Outpost provides a great location to both blast opponents and look for Megadon. Dodging rockets near the Megadon ribcage and avoiding fire in the dig site is key to preventing KOs.



FROSTWIND GROVE

Size

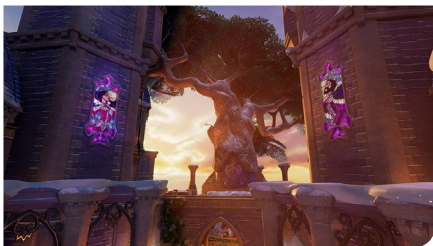
Large

World

Serrata Peaks

Unique Features

Navigate the large tree to avoid incoming fire and get the drop on opponents. Use the secret passageways between the spires to run the Rocketball and sneak up on opponents in Mega Rocket zones.



ICEFALL KEEP

Size

Large

World

Crystal Reef

Unique Features

Use the jump-pads for quick navigation through the Icefall Keep: great for getting in and out of combat.



VEHICLES

Keep an eye out for vehicles in the arenas of Crater!

CRYSTAL SUB



Region

Crystal Reef

Strategy

Use as a firing point, or navigation aid when running the RocketBall.

UFO



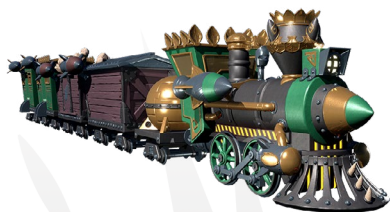
Region

Boom City

Strategy

Use to create unique movement paths in objective modes, or to avoid getting knocked-out if you're lucky!

ROCKET RAIL LINE EXPRESS



Region

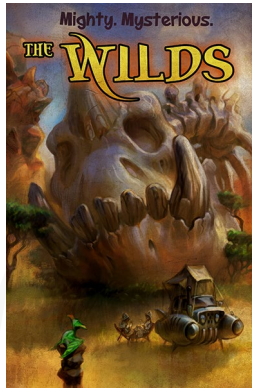
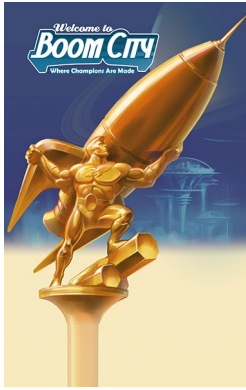
The Wilds

Strategy

Blast enemies into its path for a KO or ride it for a quick transition, but watch out—the Rocket Rail Line, while frequently late, does not stop!

WORLD OF CRATER

Crater is made up of diverse regions, each represented by a hero in the Rocket Championship Tour.



LIMITED 90-DAY WARRANTY

NOTE: Warranty does not apply to digital download products.

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 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 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 on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then 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 (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 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 resulted from abuse, mistreatment or neglect, or if the Recording Medium 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 Warranty Information: <http://warrantyinfo.ea.com>

EA Warranty Mailing Address:

Electronic Arts Customer Warranty, 7700 W Parmer Lane, Building C, Austin, TX 78729-8101

Notice

Electronic Arts reserves the right to make improvements in the product described in this manual at anytime and without notice.

NEED HELP?

The EA Worldwide Customer Experience team is here to ensure you get the most out of your game—anytime, anywhere.

- **Online Support & Contact Info** For FAQs, help articles, and to contact us, please visit help.ea.com.
- **Twitter & Facebook Support** Need a quick tip? Reach out on Twitter to [@EAHelp](https://twitter.com/EAHelp) or post on facebook.com/EAHelpHub/.