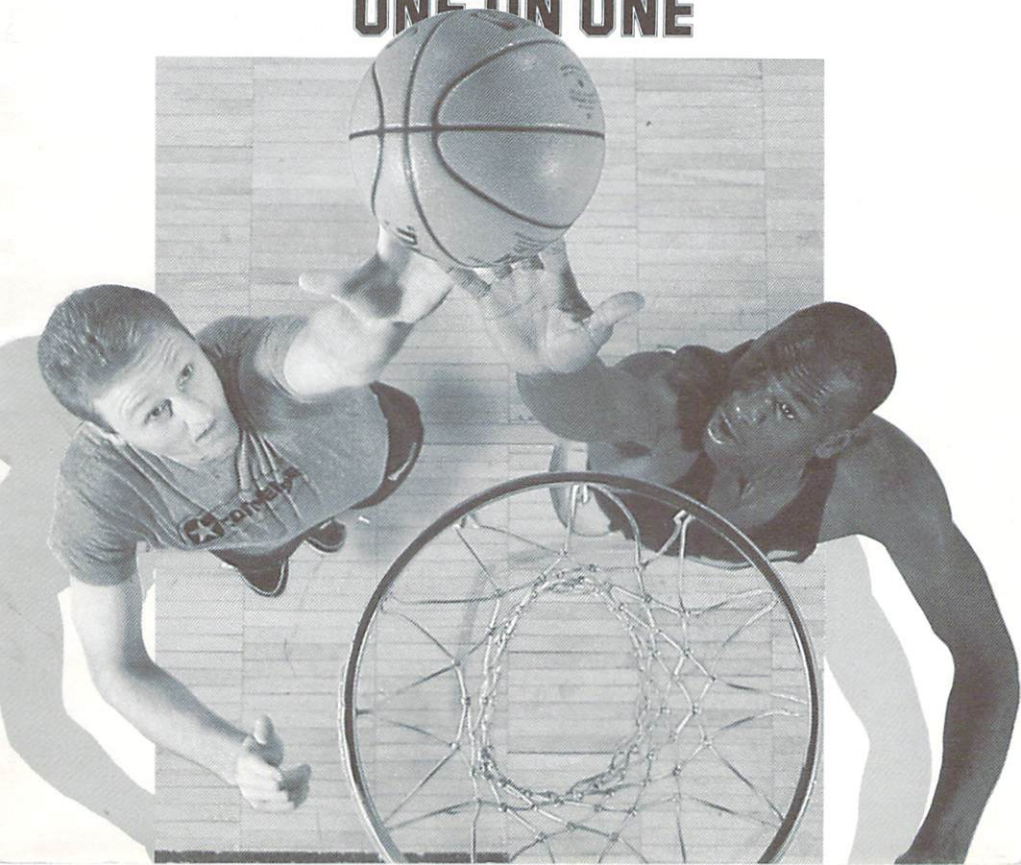


JORDAN

vs

BIRD

ONE ON ONE



ABOUT THE ARTISTS

Mark Madland and Steve Chin have been doing games for years. Together they've helped create a lot of winners for the Gamestar™ line, including GFL Football™ and Two-on-Two Basketball™. Along with Garth Hitchens, who is an old hand at making the IBM do amazing things, they live in Seattle, Washington.

Joe Hellesen hails from Chicago, the land of Air Jordan. When he isn't busy programming, he's watching the Bulls or Bears on television. His abilities in 6502 coding have lead to some truly incredible sprite-reusal technology.

The entire group would like to add..."To all those who said this project couldn't be done...WE DID IT!"

Gamestar, GFL Football, and Two-on-Two Basketball are trademarks of Activision.

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JORDAN vs BIRD: ONE ON ONE

THE SLAMMER VS THE SHOOTER

The Slammer: Michael Jordan. His aerial show makes you question the laws of physics. But don't think that his activity around the basket is limited to 360s, windmills, rim kissing and those other artful variations on the slam and jam. He's also a stealing, rebounding and point-making machine whose fast hands, devastating drives and all-around aggressive play make him one of today's most respected — and entertaining — basketball players.

The Shooter: Larry Bird. His turnaround and fadaway jump shots leave a blur of brown rainbows in your eyes. Nearly a decade into his award-laden pro basketball career, he's become an eternal flame of excellence. He has proven — and will continue to prove — his ability to work the ball *and* the court in a calm and calculated, yet fast and exciting, way. So if Larry wants to wipe the bottoms of his sneakers off with his hands, let him.

Once you see the ball hand delivered by The Slammer or air mailed by The Shooter, you'll never call it a field goal again.

GETTING STARTED

You can't get out onto the hardwood floor if you haven't booted up the game. See your Command Summary card to find out how to boot up the game on your computer. The Command Summary card also contains information on how to make your players move and shoot, how to call a time out, how to exit a game — all that keyboard and joystick stuff.

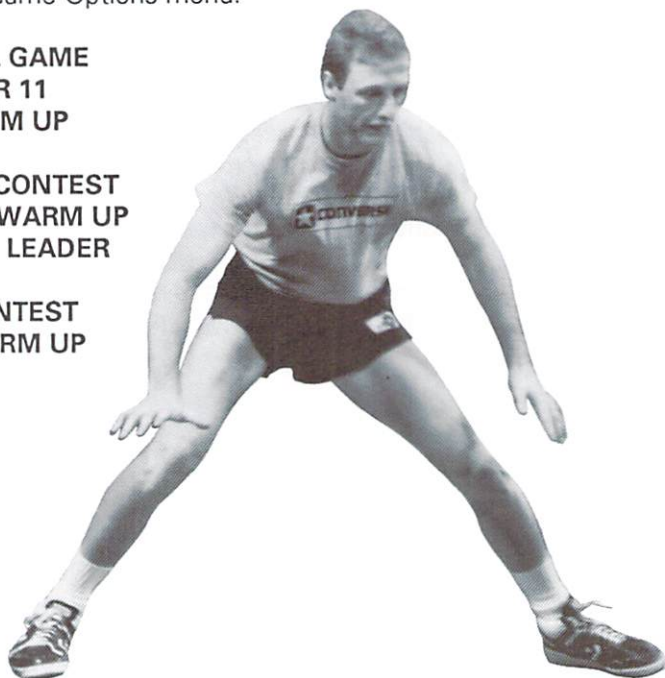
GAME OPTIONS

Every time you boot up *Jordan vs. Bird: One on One*, you'll see the following Game Options menu:

1 ON 1 FULL GAME
1 ON 1 15 OR 11
1 ON 1 WARM UP

SLAM DUNK CONTEST
SLAM DUNK WARM UP
FOLLOW THE LEADER

3-POINT CONTEST
3-POINT WARM UP



1 ON 1

The first two choices pit The Shooter and The Slammer against each other. You can be either Larry or Michael and play against a friend or against the computer.

- **1 ON 1 — FULL GAME** is a full game. You'll play four quarters; you decide their lengths.
- **1 ON 1 — 15 OR 11** lets you play straight through to 15 or 11 points without a time limit. Each basket inside the 3-point line is worth one point; anything outside is worth two. Michael: "We play to 11 or 15, no deuce — you don't have to win by two points. This makes you play real tough D [defense]."
- **1 ON 1 — WARM UP** lets one player at a time warm up. There's no time limit so you can shoot around as long as you want. This lets you shoot from anywhere on the floor so you can get a feel for shooting percentages. If you want, you can design your own contests like who can nail the most free throws in a row or who can hit the most jump shots.

After you pick the 1 on 1 game you want to play, you'll need to set the following features. *Not all the 1 on 1 scenarios have all these features; exactly which ones you set depend on the scenario that you choose.*

"When we meet on the court, we have a lot of mutual respect for each other."

— Michael Jordan on Larry Bird

Michael Jordan:

This controls Michael's movements.
Choose from **Joystick 1** or **2**, **Keyboard A** or **B**, or **Computer**.

Larry Bird:

This controls Larry's movements.
Choose from **Joystick 1** or **2**, **Keyboard A** or **B**, or **Computer**.

Select Player:

Choose **JORDAN** or **BIRD** (available only in 1 ON 1 — WARM UP).

Player Control:

This controls your player's movements.
Choose from **Joystick 1** or **2** or **Keyboard A** or **B** (available only in 1 ON 1 — WARM UP).

Play to:

Play up to **15** or **11** points (available only in 1 ON 1 — 15 OR 11).

Quarter Length:

Choose from **2**, **5**, **8**, or **12 Minutes**.
Four quarters make a game (available only in 1 ON 1 — FULL GAME).



Computer Level:*Recreational*

You get four levels of play.

Think of netless hoops, hot asphalt, sloppy play and you've got rec. Defense isn't as tight so shots are easier to make.

Varsity

Defense heats up here. You'll have to time your shots and blocks better or you'll end up missing and fouling.

College

The game gets serious. Gone are the cheap shots and free fouls.

Professional

The big times. Taking the computer on at this level is like playing a champion on his home court. If you want to see some great one on one, make the computer play against the computer (it automatically plays at pro level).

Winner's Outs:

If you choose **Yes**, the guy who scores the basket gets to stay on offense. If you choose **No**, the ball is turned over to the guy who gets scored on.

Instant Replay:

Nice plays don't have to go unnoticed by the computer; just choose **On** to see slow motion instant replays. If you're too busy training and don't want to be bothered by déjà vu of your finer moves, choose **Off**. Just as it is with network television, you don't get to choose which plays get replayed.

Fouls:

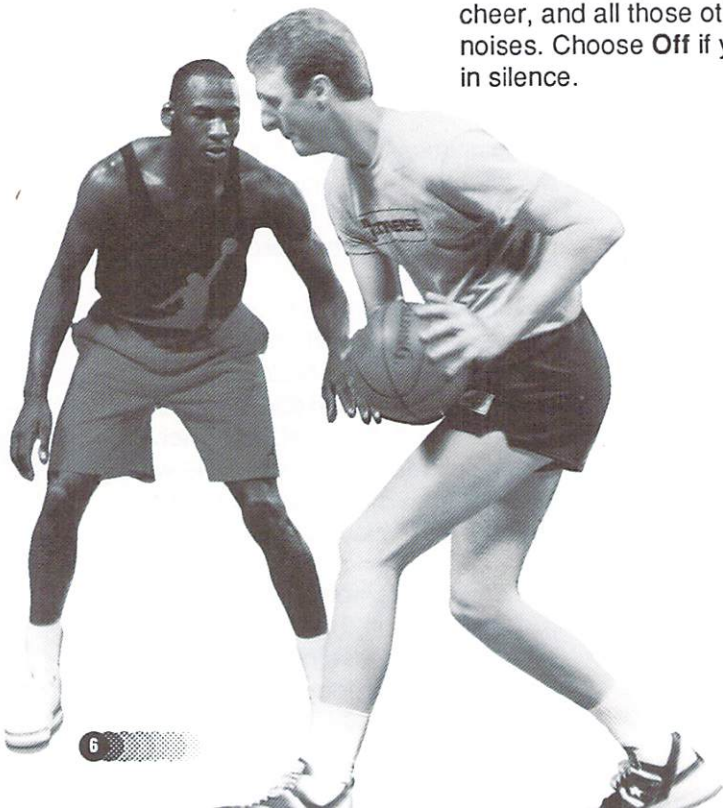
If you ever dreamed about hacking until you were blue in the face, here's your big chance. To have no fouls called, pick **No**; otherwise, choose **Yes**.

Stat Display:

Choose **On** if you want the computer to display your stats after each quarter. Choose **Off** if you prefer to play straight through the quarters. (You can still view your stats by using the Time Out key).

Music & Sound:

Choose **On** if you want to hear the ball bounce, your shots swish, the crowd cheer, and all those other basketball noises. Choose **Off** if you prefer playing in silence.



AIR JORDAN'S SLAM DUNK CONTEST

The Slam Dunk series features Michael Jordan, and for good reason. If you think he's nicknamed Air Jordan because he has fantastic lung capacity, you probably also think that NBA stands for "National Boomeranger's Association." Michael has won the NBA All-Star Slam Dunk Contest two years in a row, which makes him an undisputed authority on rim bending and air walking. Anybody who has seen Michael play already knows about the pink flag; that waving tongue signaling a slam dunk in progress.

Judging a slam dunk contest is not quite the mystical art that it may seem. The judges in this game judge the slam dunk exactly the way they do in the NBA contest. Michael: "You're judged on three aspects of your dunk: take off, creativity in the air, and jam power. Take off is where you leave the ground [depending on the dunk you perform, there's a strategically key place on the floor from which you should take off]. You've really got to get off to a good start. Creativity in the air is a large category. That's how you move your legs, what you do with your hands — what you do with your body. Jam power is the last part of the dunk. It's how much authority you have when it comes to putting the ball right through the hoop."



- **SLAM DUNK CONTEST** lets you have up to four players. If you're playing with four, you'll start with the preliminary round. Everybody gets two dunks; the person with the lowest score is eliminated. Then you move on to the semi-finals, which is where you start if you have three players. In this round you get three dunks; the person with the lowest score is eliminated. The last two players go to the finals, which is where you start if there are only two players. Each player gets three dunks. Score a perfect 50, and you may just get a special congratulatory visit from someone...
- **SLAM DUNK WARM UP** lets you practice any of the dunks over and over again. See your Command Summary card to find the key that demonstrates the dunk and the key that gets you out of the warm up mode when you're done.
- **FOLLOW THE LEADER** offers a slam dunk course from Michael himself. He performs a slam dunk and then expects you or your group to follow his lead. Michael: "We do this in practice before games. I dunk, then my teammates follow. The crowd loves it and so do I."

After you pick the Slam Dunk game you want to play, you'll need to set the following features. *Not all the Slam Dunk scenarios have all these features; exactly which ones you set depend on the scenario you choose.*

of Players:

Up to four players can be Michael. If you choose one player, you'll automatically play against the computer (player 1 is the computer and player 2 is you).

Player Control:

This controls Michael's movements. Choose from Joystick 1 or 2, or Key board A .

Computer Level:

Recreational
Varsity
College
Professional

When you choose one player (vs. the computer), you need to set the level at which the computerized Michael plays. He's still learning to dunk.
He's starting to get the idea.
He's slamming with some authority.
This is the Air Jordan that we all know and look up to...way up to.

Instant Replay:

If the judges like it, and the computer likes it, you're bound to like it, too. Choose On for slow motion slam dunk replays; choose Off if you'd prefer to get on with the show.

Music & Sound:

Choose On if you want to dunk with aural accompaniment. Choose Off to dunk in peace.

Next, you'll see a screen full of Slam Dunk icons. Pick a dunk, think tall thoughts, and give it your best aerial try. You get style points for each slam dunk you perform, up to 50 points. A key to getting a good slam dunk is taking off from the right spot, pulling the joystick back (or hitting the key that's equivalent to pulling a joystick back) at the right time, and releasing the ball at the key moment.

The Evolution of Michael's Dunk

"I first dunked when I was 5 or 6 — I dunked trash cans on my knees.

"In my neighborhood, we had goals that were lower than 10 feet. If you could reach the basket, then you could start getting the timing down — that's when creativity became a part of it. You get the timing down and it's not long before you start looking good.

"I was barely dunking in 9th grade and I wasn't forcefully dunking until 11th. My first dunk was in a high school JV game and it was a mistake! I didn't think I was high enough, but I found out that I was. I was actually going for a lay up. The guys called it "the baby dunk". I couldn't do it during practice. In the game situation, the intensity was so high, I was able to do it. I was happy about the dunk, but we still lost the game.

"How do I create the dunks I do? It's sort of like the first one — it just happens when I'm in the air. I don't know I can do it till I've done it. I create most of my dunks as I'm doing them in a game.

"When I dunk during a game, it's usually when defense isn't putting as much pressure on me. If the guy guarding me is playing off a little bit, then it makes it a lot easier to dunk the ball."

LARRY BIRD'S 3-POINT CONTEST

This is Larry Bird's domain. Even with talk about him being the best all-around player in basketball history, it's hard to deny that a great part of his legend has been built on his shooting accuracy. You can't win three NBA All-Star 3-Point Contests by tossing up duds from behind that huge semicircle, 23 feet and 9 inches out. If there was a person who could stand across the county line and put up a winning shot, Larry probably could.

- **3-POINT CONTEST** lets you be Larry Bird doing what Larry Bird does like nobody else. You get 60 seconds to shoot five balls from five bins for a total of 25 shots. Each shot is worth one point, except for the last ball in each bin — the "money ball" — which is worth two. There are five judges who keep track of the shots you make from each bin. When a judge's score card shows "1", the next ball you shoot from that bin is the money ball (you'll also hear a whistle at this point). Larry hit seventeen baskets during the 3-Point Contest in the 1988 All-Star game. His challenge to you is to score a perfect 30.
- **3-POINT WARM UP** lets you shoot as many 3-pointers as you want without any time limit.



After you pick a 3-Point scenario, you'll need to set the following features. *Not all the 3-Point scenarios have all these features; exactly which ones you set depend on the scenario you choose.*

of Players:

Up to four players can be Larry. If you choose one player, you'll automatically play against the computer (player 1 is the computer and player 2 is you).

Player Control:

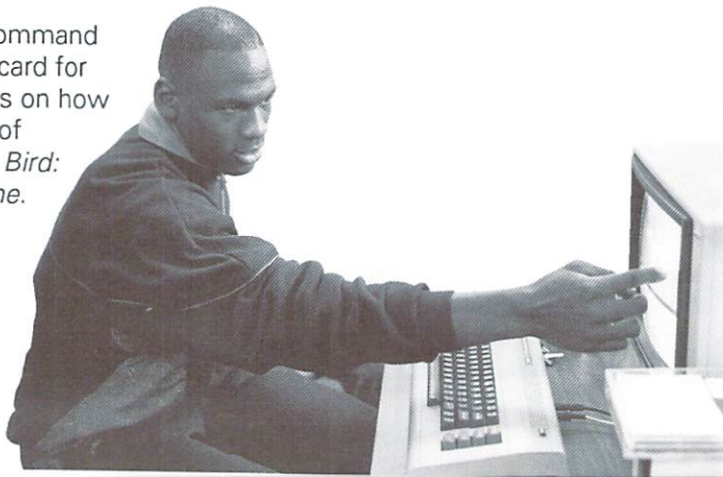
This controls Larry's movements. Choose from **Joystick 1** or **2**, or **Key board A** or **B**.

Music & Sound:

You know what this is about by now. Choose **On** or **Off**.

EXITING THE GAME

See the Command Summary card for instructions on how to get out of *Jordan vs. Bird: One on One*.



SCORING

How much a shot is worth depends on the game that you're playing:

- **1 ON 1 — FULL GAME:** A successful shot from behind the 3-point line is worth three points and a regular shot is worth two.
- **1 ON 1 — 15 OR 11:** A successful shot from behind the 3-point line is worth two points and a regular shot is worth one.
- **SLAM DUNK CONTEST:** The judges determine your score for a slam dunk. You can get up to 50 points.
- **3-POINT CONTEST:** Each basket is worth one point, except for the last ball in each bin, which is worth two. You can get up to 30 points.

PLAYER CHARACTERISTICS

The characters you see on the screen were created with the help of Larry Bird and Michael Jordan. If you follow Larry or Michael, you have an idea of how, when, and where they like to shoot. So does the computer. It knows the players' weak spots and sweet spots. The computer knows the shooting percentages, both guarded and unguarded, for each player from each area of the court. How well you score depends on your timing, how effectively you're being guarded, whether you're playing Michael or Larry, and where you're shooting from.

HOT AND COLD STREAKS

Even Larry and Michael can get cold. But it never lasts long.

Michael: *"I shoot right through it. If you're not making shots, keep going. It'll come around."*

Larry: *"You shouldn't hesitate to shoot when you've gone cold. When you have one of those games when your shots won't fall, you can't stop shooting. When you're open for the best shot, shoot. It's the only way you can get your touch back."*

TURNOVERS / VIOLATIONS

The offensive player loses the ball if he does any of the following:

- **Travel** — You make a shot attempt where your feet leave the ground, but the ball doesn't leave your hands. Or, you dribble, stop to make a fake jump shot, and start dribbling again.
- **Charge** — The offensive player runs into a defensive player who is in position (standing still).
- **Violate the 24 Second Clock** — You don't get a shot off before the 24 Second Clock runs out.
- **Fail to Clear the Ball** — If you get a defensive rebound or steal the ball in the key, you must clear the ball before you can shoot. (Imagine two lines that extend from each side of the free throw line and curve to the top of the court. That's the "line" you have to clear. Play the game and you'll soon figure it out.) You don't however, have to stay behind the line; you can move back towards the basket and shoot.

FOULS

A defensive player can commit two types of fouls: hacking (hitting the player) or blocking (moving his body into the player). If the offensive player is fouled — whether or not it was during the act of shooting — he gets the ball out of bounds and the shot clock reset to 24.

Michael: *"Larry fouls all the time, but it's not that obvious. He gives a little bump and falls away."*

Larry: *"Most fouls are committed because players are caught by surprise. Either they haven't studied their opponent's offensive moves, or they aren't concentrating."*

THE STATS SCREEN

At the end of every quarter and game, the stats screen pops up. It shows the current game stats for both players. When you're done looking at it, hit the space bar to return to the game or to the Game Options menu. From this screen you can learn why you're winning or losing, and what — if anything — you need to practice.

The stat screen is broken up into four quarters. You'll see your total points scored, field goal attempts and percentages, 3-point attempts and percentages, steals, blocks, and rebounds. Note: Field goal attempts and percentages *include* your 3-point shots.

A double asterisk (**) represents a triple-digit figure. The last column, which totals the four quarters, accommodates triple-digit figures.

THE BOSS / PAUSE BUTTON

It's the best thing since sliced bread, the ballpoint pen, and cubic zirconia combined. It's the boss button. When you're in imminent danger of getting caught playing roundball instead of analyzing the numbers or doing homework, press the boss button to pause the game and call up a spreadsheet. Press it again when the danger has passed and you'll return to your game.

If you just want to freeze the screen and stop the clock, press the pause button. Press it again to return to the action.

TIME OUT

You get three time outs per half. When you call a time out, the stats screen for Larry and Michael pop up (see the Command Summary card for the time out keys). When you're done viewing the stats screen, press the space bar to resume action.

DEFENSIVE NOTEBOOK

Michael's Tips

"Larry can shoot it from any stance. He's got one of those fake shots where he can fake it but look like he's going to shoot it. That gets me off my feet so he can use that quick move of his to go past. When you think he won't shoot it, he will shoot it. When you think he will shoot, he won't shoot. I'd force him to drive by, playing him close and denying his jump shot."

"How do I decide when to steal or when to block? It's a gamble. If Larry goes for the steal, he's going to pay for it if he doesn't get the ball. And if he steals it, I'm the one in bad shape. I think I'd rather get the steal because then I'm in control of the ball. I go for the steal when the ball is clearly in my vision, like when the offensive player has a mental lapse and puts it in my face. If I don't get the steal but make the block, hopefully I'll pick it up.

"If it's between blocking and rebounding, I'm getting in his face. If Larry is open, there won't be a rebound. If he does get a shot off and you do have to go for the rebound, you'll have to box him out so he can't get to the ball. Luckily in one on one, you don't have to worry about another man getting to the ball."

Larry's Tips

"Fundamentally, defense is a simple skill. It amounts to keeping your body positioned between your opponent and the basket. It's about as simple as that. But mentally, defense is tough. You've got to use your mental toughness to constantly push your body around the court so it says 'no' to your opponent.

"I jump on jump shooters. I move in on jump shooters until we're shirt-to-shirt. I use a wide stance so if the shooter decides to forget the shot and try and drive around me, he'll have to work at it. With Michael, it's different. He's so quick I tend to play off him to stop his drive. If I see him square up, I'll move in. Going for a steal against Michael is dangerous. If you commit and miss, he's by you in a flash — and in the air for the slam.

"Shot blocking is a spectacular defensive play. It's a defender's greatest moment. It's a shooter's worst. Whenever you see you can block a shot without fouling the shooter, go ahead, put it in his face.

"If I see a player likes to shoot from particular areas of the court, I try to beat him to his spot. I keep him out of his shooting positions. If Michael seems to favor a spot, I'll see him there."

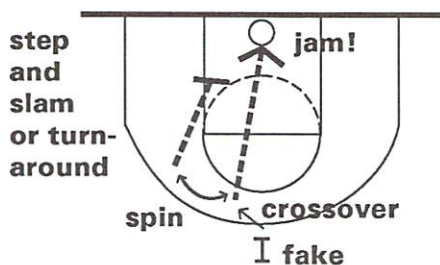
OFFENSIVE NOTEBOOK

Michael's Tips

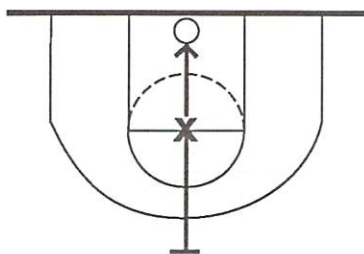
"I'm a better shooter coming off the dribble than I am a stand-still jump shooter. I'm a better shooter if I can take the dribble this way or that way and go up for the jump shot.

"The jab step is a weapon I use to keep the defense honest. If he's playing me for the drive - he's playing me close up - I use the jab step as if I'm going to fake for a drive. If he retreats, he opens me up for the jump shot and gives me more room to operate. If I jab step and he stays, that's my key to go past.

"If Larry's playing me, he'd probably play me off of the drive so I'd take the jump shot. If my jump shot isn't falling, I'd close in on him and back him in until he's close to me. Then I can use my quickness to get past him.



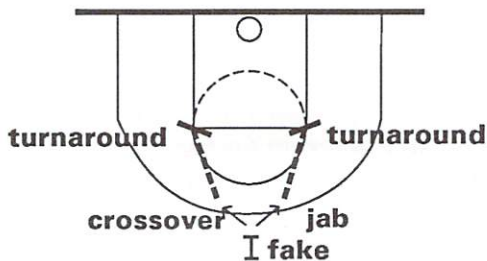
"Use the crossover step in combination with your fake jumper. If Larry plays up for the jump block, spin around him and drive for the jam. If he plays for the drive, advance with your back to him and position yourself to either use the turnaround jumper if he plays off you, or step and slam if he's too close."



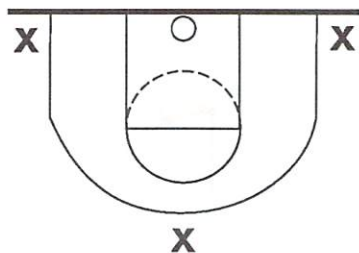
"Of course, I could always show him my aerial 360."

Larry's Tips

"The difference between a shooter and a scorer is this: a shooter puts the ball up every time he has an open shot; a scorer puts it up only when he has the best shot. To become a good shooter, you have to do three things: practice how to shoot, learn where the good shots are, and learn when to shoot."



"Watch out for Michael's quickness. Try to get him off balance with jabs and fakes and get in position to shoot from the top of the key. I like to use my turnaround jump shot as an offensive weapon. If he plays on me, I'd back in, turn around, and shoot quickly."



"Or maybe I'll just nail one."

ON PRACTICE

Larry: "Once I practiced enough to get down the fundamentals, I practiced to refine my skills so I could execute them without thinking. Once I refined my basic skills, I started to practice putting them together in effective combinations, like putting my shooting and dribbling together with fakes and moves to the basket."

Michael: "Larry likes to shoot quite a bit and I don't as much. I'm more of an instinctive player. I invent things as I go. When my feet leave the floor on a shot, there's no plan after that. But that's not to say that I don't practice. I like to count my games as practice; after all, I'm out there doing it."

"I remember when I was trying out for varsity team in high school, I got cut and that made me mad. I swore that next year I'd make the team and make them wonder why they ever cut me. I worked real hard to make that goal."

ON THE WINNING EDGE

Larry: "A winner doesn't concentrate on beating his opponent; he concentrates on performing to the limit of his potential. That's why a winner doesn't just want to win; he wants to do whatever he must to prepare himself physically and mentally to win. A winner doesn't just hope to win; he knows he will win."

Michael: "The more things you perfect, the more weapons you have. That's the object of one on one. My coach used to say, 'It's good to build your strengths, but it's better to perfect your weaknesses.'"

PLAYER HISTORIES

Larry Joe Bird

Born: December 7, 1956 at West Baden, Indiana.

Height: 6'9"

Weight: 220 lbs.

High School: Springs Valley, French Lick, Indiana

Colleges: Indiana University, Bloomington, Indiana; Indiana State University, Terre Haute, Indiana.

Drafted by Boston on first round as junior eligible, 1978 (6th pick).

It would be one thing to be a hot offensive player, hitting the three pointers, driving for those high percentage shots. It would be another to be a great defensive player, sticking to your man like gum on a hot sidewalk, denying the ball with outrageous frequency. It would, yet again, be another thing to be a team player, passing the ball when you see the open man, setting up the plays that brings the team together. It would take Larry Bird to be all of this.

During Bird's first nine years in the NBA, he has taken the opportunity to use each year to prove himself the amazing all-around player that he is. His successes run on like a Wall Street ticker tape: NBA Rookie of the Year, 1980...NBA All-Rookie Team, 1980...NBA All-Star Game MVP, 1982...NBA Most Valuable Player, 1984-86...Named to All-NBA First Team, 1980-88...Member of NBA championship teams, 1981, 1984, 1986...NBA Playoff MVP 1984, 1986...NBA playoff record for most points in one year, 1984...NBA all time three-point field goal leader...and this is just a partial list.

The 1987-88 season brought more: Third overall in the NBA scoring...Second in free throw percentage...Career highs in field goal percentage, free throw percentage, and scoring average... NBA All-Star 3-Point Contest Winner, 1988.

Larry: "Basketball wasn't meant to be a profession. It was meant to be fun."

Michael Jeffery Jordan

Born: February 17, 1963 at Brooklyn N.Y.

Height: 6'6"

Weight: 195 lbs.

High School: Laney, Wilmington, N.C.

College: University of North Carolina, Chapel Hill, North Carolina.

Drafted by Chicago on first round as an undergraduate, 1984 (3rd pick).

The size 34 shorts two inches extra long. The single wristband midway up the left forearm. The pink tongue. Who else would these little oddities belong to but a unique player whose "love of the game" clause lets him play basketball anytime he wants? From the day the North Carolina freshman hit the jump shot that clinched the NCAA championship, Jordan has never let up on the basketball throttle.

Jordan burst onto the professional basketball scene only a few years ago, but the talented guard has already put his name at the top of numerous lists — both for his record-breaking stats and in recognition of his all-around great play. Some of his accolades include: NBA Rookie of the Year, 1985...NBA All-Rookie Team, 1985...Led NBA in scoring, 1987...Regular season scoring leader, 1988...NBA All-Star MVP, 1988...First player to get over 100 blocked shots and win the scoring title, 1988...Leading vote-getter for the NBA All-Star game, 1988...Defensive Player of the Year, 1988...NBA Most Valuable Player, 1988...NBA All-Star Game Slam Dunk Champ, 1988.

Michael: "Nobody can replace Dr. J. I have a lot of respect and admiration for him. It's a challenge to be like him, but luckily I don't have to go way out of my way."

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