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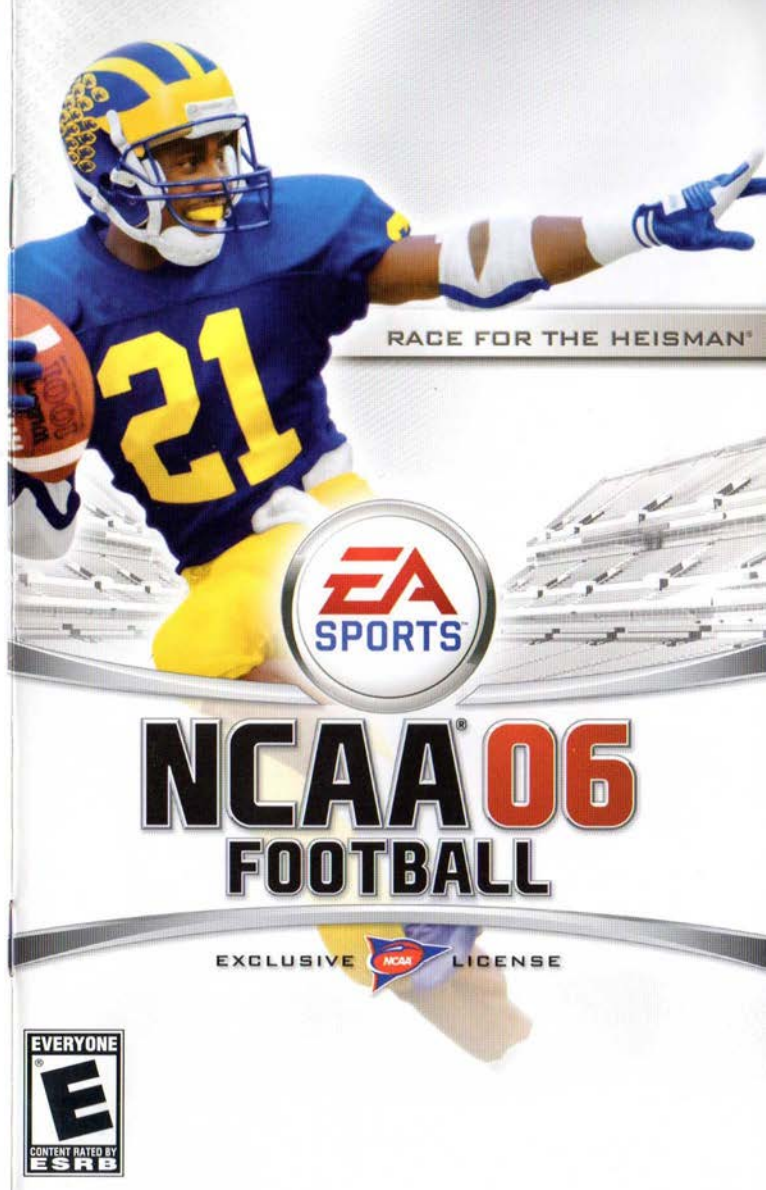
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RACE FOR THE HEISMAN™



# NCAA<sup>®</sup> 06 FOOTBALL

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## WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

### WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

### USE OF UNAUTHORIZED PRODUCT:

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

### HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit [www.esrb.org](http://www.esrb.org).

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## BASIC CONTROLS

Refer to the Gameplay Controls section of this manual for in-depth offensive and defensive controls.

### BOTH SIDES OF THE BALL

Move player	D-button or left analog stick
Sprint	⊗ button
Dive	Ⓚ button
Hurdle/Jump/Intercept/Catch	△ button
Spin/Switch player	⊙ button
Call timeout	SELECT button
Pause game	START button

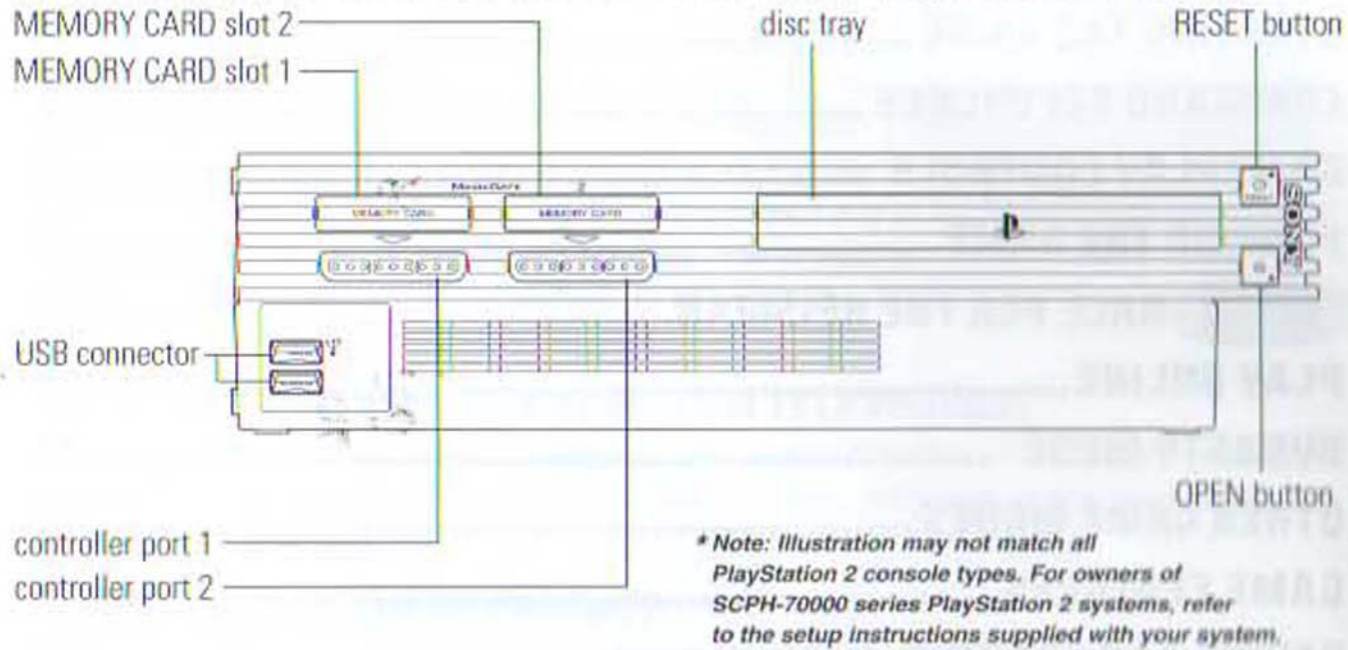
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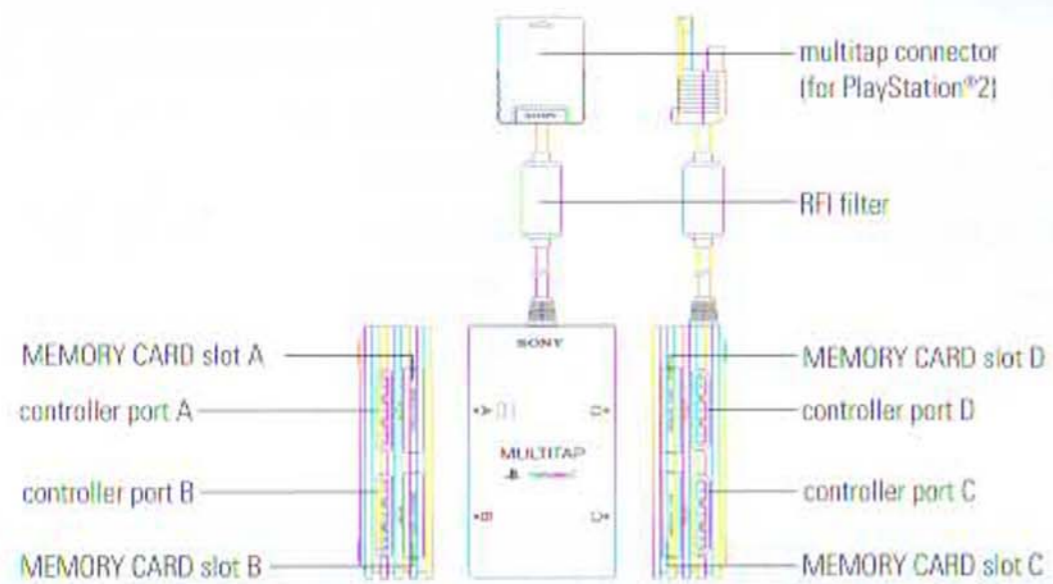
# STARTING THE GAME

## PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



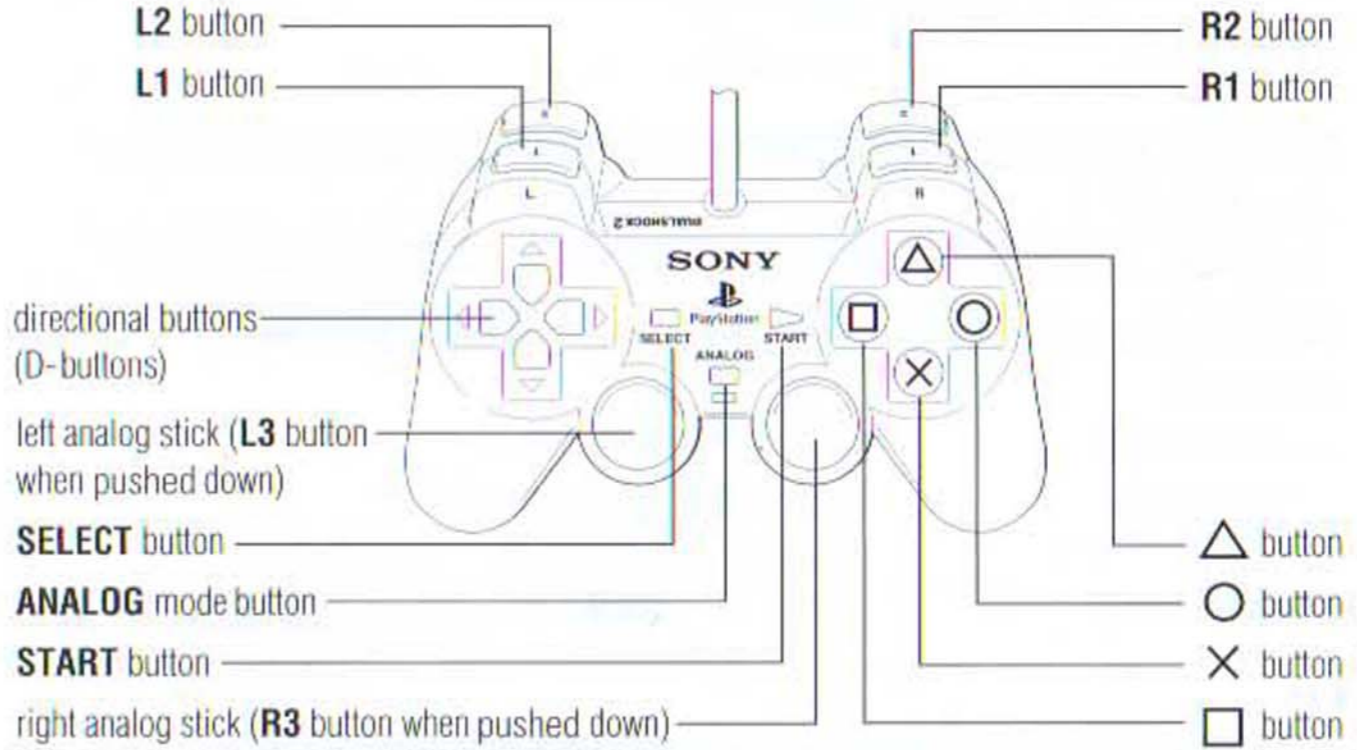
1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open.
4. Place the *NCAA® Football 06* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

**NOTE:** When using the multitap (for PlayStation®2), a controller must be connected to controller port 1-A.



# COMMAND REFERENCE

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



## GAMEPLAY CONTROLS

For information on the Match-up Stick, Audibles, Hot Routes, running the Hurry-Up Offense, and more, refer to the Playing the Game section of this manual.

### OFFENSE

#### AT THE LINE OF SCRIMMAGE

Snap the ball	ⓧ button
Fake snap	Ⓞ button
Cycle man in motion/Send man in motion	D-button ↓ then D-button ↔
Coach cam	
—Show routes	R2 button
—Hide routes	right analog stick ↑
—Rotate left/right	D-button ↔
Quiet the crowd	L2 button

#### RUNNING WITH THE BALL

Stiff arm left/right	L1 button/R1 button
Juke left/right/back	right analog stick ↔/↓
Cover up ball	right analog stick ↑

#### QB OPTION

Pitch ball	R2 button
Fake pitch	L2 button
Hand off to fullback (triple option)	ⓧ button
QB dive/slide	Ⓞ button

#### PASSING

Throw to receiver	Ⓞ button, ▲ button, Ⓞ button, L1 button, or R1 button (hold for a bullet pass; tap for a lob)
Throw ball away	L2 button
Pump fake	R2 button

### DEFENSE

#### BEFORE THE SNAP

Cycle through players	Ⓞ button/ⓧ button
Pump up crowd (linebackers and secondary only)	L2 button

#### DURING THE PLAY

Switch to player closest to the ball	Ⓞ button
Swat ball	L1 button
Big hit	right analog stick
Strip ball	R2 button
Strafe	R1 button
Lineman moves (while engaged)	
—Swim/Spin left/right	right analog stick ↔
—Bull rush	right analog stick ↓

### KICKING GAME

#### KICKING OFF/PATS/PUNTS

Aim kick	left analog stick
Start kick meter	ⓧ button
—Stop meter during upswing toward power zone (press near highest point)	ⓧ button
—Stop meter during downswing toward accuracy zone (press near lowest point)	ⓧ button

#### RETURNING KICKS/PUNTS

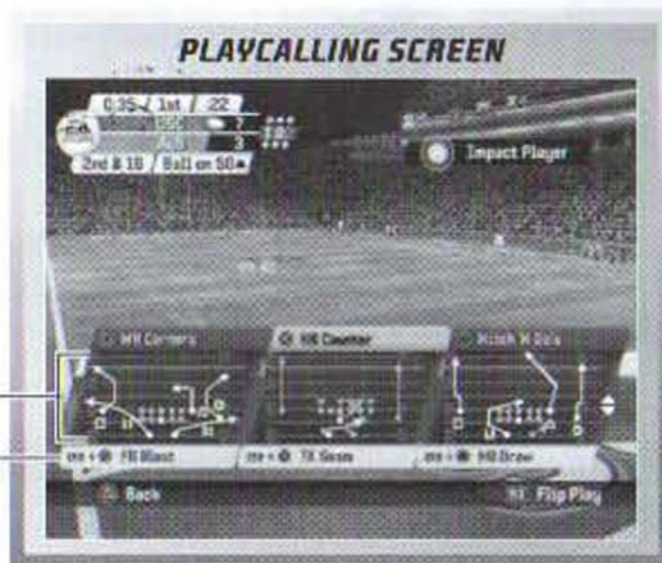
Fair catch	▲ button
Kneel in end zone	Stay in end zone

## PLAYING THE GAME

Get on the field quickly and get ready to feel the spirit and emotion of college football with a Play Now game.

### PLAYCALLING SCREEN

Cycle through the play windows to select a set, formation, and play before breaking the huddle. There are a number of running, passing, and special teams plays to choose from, plus a few trick plays. The playbook runs deep so be sure to select a play before the play clock winds down to zero.



### REVERSE PLAY/PACKAGE SWAP

- To flip/reverse a set, formation, or play in the play window, press the **R2** button. To swap a package with different player personnel (Formation screen), press the **○** button.

### ASK LEE CORSO

- When in doubt (offense only), ask Lee Corso for his advice on the next play by pressing the **□** button. Based on the situation, Corso suggests a specific play that should result in positive yardage. However, you can disregard the suggestion and choose to run a different play of your own.

### HEAD-TO-HEAD PLAY

- When playing head-to-head, if you feel your opponent is on to your playcalling schemes, select a play from the hidden play windows by pressing the **L2** button + the corresponding playcall button. Although the diagram of the actual play is not shown in the play window, your team will run the selected play once the ball is snapped.

## ON THE FIELD



### NEW IMPACT PLAYERS

Put the weight of the entire university on your shoulders. As your team's Impact Player, step up and make the big play and carry your team to victory. Impact Players are indicated by a white circular Impact Icon so be sure to key in on them during the biggest moments of the game.

If the Impact Icon is pulsating, the player is "In the Zone" and is more likely to make a big play. If your Impact Player is struggling with an opponent, tap the **X** button for a second chance to either make or break the tackle.

### HOME FIELD ADVANTAGE

Life is tough when playing rivals on the road. The thunderous roar of the fans can be deafening as crowd noise makes signal calling nearly impossible to hear. The noise can also rattle less composed players so be sure to keep this in mind when using the Match-up Stick. Better yet, be sure to take advantage of the situation at home when the crowd is your favor.

## MATCH-UP STICK

Exploit mismatches with the Match-up Stick. Before the ball is snapped see how your players stack up against the opponent—a red meter indicates a player with lesser talent; a green meter indicates a player who has more skills. White circles show a composed player; black circles indicate a player who is rattled. Colors change throughout the game, depending on the results of the previous play(s).

- To see how your receivers fare against the opposing secondary, press the right analog stick ←.
- To look inside the trenches, press the right analog stick → to view the offensive and defensive lines.
- Press the right analog stick ↓ to see if your linebackers are at an advantage or disadvantage against the backfield.

Use the Match-up Stick on field goal attempts to see how good the kicker is. Now you'll know if you should try to ice him or not.

## TIMEOUTS

You can choose to coach a specific offensive or defensive unit (i.e., backfield, linebackers, etc.) during timeouts. Use this time to help increase composure before returning to the field.

## AUDIBLES

Do you see a mismatch? Did the opposition call that perfect play? Call an audible at the line of scrimmage (or at the In-Game Strategy screen) by pressing the □ button and change the play. There are five preset audibles for both the offense and defense.

- After calling an audible, press the □ button, X button, ○ button, L1 button, or R1 button. The players realign and adjust to the new play selection.
- To flip a play, press the R2 button.
- Cancel the audible by pressing the △ button. If a new play was already selected, press the L2 button to audible back to the original play.

You can change three of your five audibles during the game at the Playcalling screen. Press and hold the R1 button and then hold the □ button, the ○ button, or the X button to set the highlighted play to the corresponding button.

- If you wish to alter your original audibles, you can change all 10 from the Playbook/Audibles menu.

## COVERAGE AUDIBLES

If you're content with the front seven but would like to adjust only the secondary, call a coverage audible by pressing the △ button.

- After a coverage audible has been called, press the D-button ↕ for loose/tight coverage (press the D-button ↕ twice to bring the safeties up close to the line). Pressing the D-button ↑ changes to loose coverage; pressing the D-button ↓ changes to tight coverage.
- To play a 1 Deep, 2 Deep, 3 Deep, or 4 Deep Zone, press the L1 button, L2 button, R1 button, or R2 button respectively.
- For a man shift, press the X button; for Cover 2 Man, press the □ button.
- To Man Up the receivers, press the △ button then the D-button →; pressing the △ button then the right analog stick ↔ when playing zone coverage shifts the safeties to the left or right.

## DEFENSIVE LINE/LINEBACKER SHIFTS (AUDIBLES)

Before the snap shift the interior linemen or linebackers to adjust to the offensive formation or change their assignment on the fly.

- To shift the defensive line or linebackers, press the L1 button or the R1 button respectively, then press the D-button: ↑ to spread; ↓ to pinch; or ↔ to move left/right.
- To spy with your right defensive end, press the L1 button + the □ button; press the L1 button + the ○ button to spy with your left defensive end.
- To change your defensive line assignments, press the L1 button + the right analog stick: ↑ to rush to the outside; ↓ to jam the middle; or ↔ to crash left/right.
- To adjust the linebackers, press the R1 button then the right analog stick: ↑ to call off all LB blitzes (any blitzing LB is re-assigned to a hook zone while the MLB changes to a QB spy assignment), ↓ to send all LBs on a blitz, or ↔ to send the ROLB/LOLB on a blitz.

## HOT ROUTES

Instead of calling an audible and changing an entire play, only change a receiver's route by calling a Hot Route. Before the ball is snapped press the △ button then press the corresponding button symbol of the receiver whose route you want to change.

- After the receiver is selected, press the D-button ↑ to send him on a fly pattern, press the D-button ↓ for a quick hitch, or press the D-button ↔ to run an in/out pattern. Press the L2 button or the R2 button to perform a pass block left/right for tight ends and running backs, or slant patterns for receivers.
- If a run play is called, press the D-button ↔ in the opposite direction the run play is intended to flip it without flipping the formation.

## HURRY-UP OFFENSE

When leaving the huddle you can hurry your team to the line of scrimmage by pressing the X button. To run the no huddle, press the △ button immediately after the whistle blows to repeat the previous play. To have the quarterback spike the ball, press and hold the ○ button. To fake a spike, press and hold the □ button.

## CELEBRATIONS

To celebrate during a big play, press the L2 button plus the right analog stick ↕/↔ to activate a player celebration.

For a mild or extreme celebration after a big play or score, press the L2 button or the R2 button respectively, and then press: the □ button to activate a player celebration; the △ button for a mascot/cheerleader celebration; or the ○ button for a fan celebration.

## NEW RACE FOR THE HEISMAN

Go from a High School prep star to a college All-American and see if you can become one of the greatest college football players to ever play the game.

### WORKOUT DRILLS

Begin your career on the practice field in search of scholarship offers. Sure, you were a High School All-American, but do you have what it takes to make it big on the collegiate level? Prove yourself by working out in front of coaches and scouts then see what kind of offers you receive. On recruitment day you only have one shot to show off your skills. Try out for a position that best suits your playing style and show the programs what you're all about.

### SCHOLARSHIPS

Once the workout is complete it's time to make a decision. Depending on how well you performed, you receive a handful of scholarship offers from schools around the nation. Accept the one that's best for you, or take a risk and walk on to a school of your choice. After a decision is made your college career begins.

### CREATE-A-LEGEND

Customize college football's newest freshman then watch him blossom into a collegiate stud. Create a player name, body style, and more, and then customize him with equipment. Although your player ratings are somewhat limited at first, you have four years to become an Impact Player and a potential Heisman Trophy® candidate.

### DORM ROOM

During your freshman season, you reside in a campus dorm room. Here you can access your game schedule, playbook, newsletters, fan mail, and more. As you progress through your career the living conditions should improve. If you're as good as advertised it shouldn't be long before you're dubbed the "Big Man on Campus."

<b>Schedule</b>	Take on the next opponent on the team schedule. You can play or simulate any game or the entire season.
<b>Playbook</b>	Jump deep into the playbook to improve your player skills by running drills on the practice field.
<b>Computer</b>	Log on to view game, player, and team stats plus Top 25 rankings, bowl projections, awards, and rosters.
<b>Picture</b>	As your popularity grows, so does the attention from the campus sweethearts. Hopefully there aren't too many distractions to deal with—or hopefully there are.
<b>Newsletter</b>	Read what the media has to say about you and your team in the weekly newsletter. If the news turns negative, you need a big game to quiet the critics.
<b>Fan Mail</b>	Are you as popular as you think? The fans let you know by what they say in their fan mail.
<b>Closet</b>	View your player's stats, personal info, and awards.
<b>Trophy Crate</b>	Check out all the hardware earned during your collegiate career. No matter what you have earned, the crate isn't complete without a Heisman Trophy.

### DURING YOUR FRESHMAN SEASON

As a freshman, you are slated to start. Yep, they are throwing you to the dogs without much time under your belt. Play out the entire season and see if you can lead your team to a coveted bowl game. Better yet, climb the polls and make a run for the national championship.

### BETWEEN GAMES

Relax in your dorm room between games and read fan mail, the weekly newsletter, or review stats and Top 25 Rankings. You also have the opportunity to hit the practice field and run some drills against the scout team.

### END OF THE REGULAR SEASON

Once the regular season ends the bowl invitations awarded. If your team was fortunate enough to receive an invite, play out the final game of the season before advancing to the offseason.

### POSTSEASON AWARDS

Between the end of the regular season and the start of the bowl games, the postseason awards are handed out—the biggest being the Heisman Trophy. Five of college football's greatest players make the final list but only one can bring home the trophy.

### THE OFFSEASON

At the end of your freshman and sophomore seasons, you immediately start preparing for the following season. Preseason rankings are released and the fight for No. 1 soon begins.

For Juniors and Seniors, it's decision time. Do you declare yourself eligible for the NFL Draft and import your player to *Madden NFL 06*, do you return for your senior season (juniors only), or do you stay in collegiate football as a Division I coach (seniors only)? It all depends on how well you performed during your college career.

## PLAY ONLINE

Become a national powerhouse as you take on the best online players from coast-to-coast.

REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT [www.easports.com](http://www.easports.com). YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON [www.easports.com](http://www.easports.com) OR 30 DAYS AFTER THE LAST DAY OF THE 2005-2006 COLLEGE FOOTBALL SEASON.

A network adaptor (Ethernet/modem) (for PlayStation®2) and a memory card (8MB) (for PlayStation®2) with Your Network Configuration file inserted into MEMORY CARD slot 1 are required to play *NCAA Football 06* online. *NCAA Football 06* is compatible with Your Network Configuration files created from other PlayStation®2 online games. You can use the Network Adaptor Start-Up Disc that came with your network adaptor (Ethernet/modem) (for PlayStation®2) or the Network Configuration GUI in this game to create a network configuration. Your Network Configuration file requires 94KB of free space on the memory card (8MB) (for PlayStation®2).

### PLAYING ONLINE

In order to play *NCAA Football 06* online, you must create a Your Network Configuration file and a new EA Account by following the on-screen instructions. If you already have an EA Account and a Network Configuration saved on a memory card (8MB) (for PlayStation®2), they appear automatically.

### PLAYING BEHIND A FIREWALL

We recommend that you do not play behind a firewall. However, if you do wish to play behind a firewall, you must open the following ports: 3658 (peer-to-peer connection); 6000 (VOIP).

**NOTE:** The game's timeout function may be different than your ISP's. This could lead to high telephone charges if you leave the game unattended.

### WELCOME TO NCAA FOOTBALL 06 ONLINE

Find an opponent based on your skill level, check out the latest EA News, and set your gameplay options for the games you host.

**NOTE:** To mute voice communication during online gameplay, press the R3 button.

### ONLINE MAIN MENU

- Play Now** Find a game quickly against another opponent using the default game settings.
- Session Match** Adjust your game settings to your personal preference then challenge an opponent online.
- Stats** View the *NCAA Football 06* leaderboard along with your career stats.
- My NCAA Football** Set your online settings or read news, FAQ, terms and conditions, and recent offers.

### GAME MODES

- Lobby** Choose a room based on your location and skill level.
- OT Drill** Jump straight into overtime and see if you can pull out a victory in this pressure filled game mode.
- Quick Tournaments** Play in a quick 4-or 8-man tournament.

## DYNASTY MODE™

Become a national powerhouse and make a run for a championship year after year. From winning the recruiting battles to winning the games on the field, transform your university into one of the most respected in college football. The program is in your hands.

### DYNASTY MODE MAIN MENU

- Preseason Options** Shy away from potential cupcake opponents and create a custom schedule. You can also tweak your roster by redshirting players for the upcoming season.
- NEW In-Season Recruiting** You can now target a limited number of prep prospects during the season. As the season moves along, players let you know how they feel about your school. If they are still indecisive as the season progresses, or if you wish to finish off the deal, give them the attention they desire by adding to their recruiting points. Soon they become available for campus visits. Don't wait too long—signing day arrives sooner than you think.
- Athlon® Sports™/ Sports Illustrated®** View the Top 25 poll, see who is in the running for the Heisman, check out the list of All-Americans, get a conference overview, and see which stadiums rank as the toughest 25 places to play.
- Play Week** Play or simulate games on the schedule, or choose to simulate the entire season.
- Stat Book** View season, career, and team stats, or look at rankings.
- Coach Options** Choose your game strategy, view (or quit) your coaching position, and review your coaching report card.
- Rosters/Playbook** Adjust your team rosters or customize your playbook.
- My NCAA®** View your trophy room, greatest games played, record book, pennant collection, campus challenge, and more.

### DURING THE SEASON

You have one simple goal during the season: win the next game on the schedule. With all of the off-the-field activities that occur during the week, such as dealing with everyday player issues, in-season recruiting, and the ever-changing Top 25 Poll, don't lose focus on the task at hand. Learn to balance the workload.

### INFRACTIONS

Maintaining a disciplined team is essential if you want to have a shot at the title. If one of your players commits an infraction, you can choose whether to take action. But be forewarned, your school may be penalized by the NCAA if you choose to ignore rule breakers.

You can suspend players for a quarter, an entire game, or for the remainder of the season. Each action you take costs a certain number of Discipline Action Points. Be sure that you don't use too many points on minor infractions or you might not have enough left for more serious violations.



## AFTER THE SEASON

After playing the final game on the schedule, hopefully in your case it was a major bowl game, your school may offer to extend your contract. If you're a hot coaching prospect, another school might offer you a better job as well. On the flip side, if you failed to reach the expectations of the school, you could lose your job.

## THE OFFSEASON

Negotiate with players who are leaving the team early, recruit new talent, train your squad, cut players, and organize your depth chart. Once the paperwork is finalized, the new season begins.

## EXPORT DRAFT CLASS

Disappointed that you're losing some of your key players? Export your draft class to *Madden NFL 06* and oversee their professional careers.

## OTHER GAME MODES

Take the field and represent your school in a number of different game modes featured in *NCAA Football 06*.

### NEW SPRING DRILLS

Test your skills in a variety of drills on both sides of the ball.

Use the **Option Attack** to master the quarterback option—learn when to pitch the ball or hold it, or hone your defensive abilities by defending one of the toughest plays in college football.

The **Oklahoma**, one of the most utilized practice drills in college football, is all about grit and determination. The field is considerably narrowed as linemen, linebacker, and running back fight for every yard. Who will be the last one standing in this 5-yard battle in the trenches?

Learn how to read the defense or master your pass coverage in the **Pass Skeleton**. See if you can find an open receiver or make the big stop before you get burned.

Sprint, juke, spin, and power your way through the defense as you work on your **Rushing Attack**. On defense, see if you have what it takes to shut down the power running game.

## RIVALRY GAME

Take on your school's biggest rival in a game where the only numbers that matter are the ones on the scoreboard.

## MASCOT GAME

Chip vs. Buzz. Sebastian vs. Smokey. The mascots are ready to take the field. In the Mascot game, the bragging rights are up for grabs when favorite sideline icons battle it out on the gridiron.

## PRACTICE

Prepare for the big game by running through your playbook in Practice mode. You can work on all three phases of the game with or without an opponent on the field (offense/special teams/pass skeleton only).

## GAME FEATURES

Personalize your game by creating an entire university in your name. You can also create your own player, playbook, sign, and more.

### CREATE-A-SCHOOL

From uniform to mascot, create a school and see if it has what it takes to stake a place among the NCAA powerhouses. You can use created schools in Play Now, Dynasty Mode™, and Practice games.

### CREATE-A-PLAYER

Build the ultimate college player and then add him to your created team or to any other team.

### CREATE-A-PLAYBOOK

Forget taking a page from someone else's playbook—here's your chance to create your very own. Each playbook has twelve formations, nine of which you can customize. The Hail Mary, Goal Line, and Special Teams formations are in each playbook and cannot be changed.

### CREATE-A-SIGN

Let your school spirit shine. Create fan signs to tell the opposing team just what you think of them. Fan signs work in all game modes except Online.

### 1A/1AA/HISTORIC ROSTERS

View and edit rosters, adjust depth charts, delete players, or auto-name rosters.

## SAVING AND LOADING

The first time you play *NCAA Football 06* the My Favorite Team window appears. After selecting a school, it's automatically saved to your memory card. Working as your default, your favorite team appears on the Main menu and as your default team in all game modes. You can change or alter your favorite team settings from the SYSTEM screen in the Settings Menu.

### GAME INFO

Before exiting a game mode (or a menu where changes have been made), be sure to save your progress to a memory card. All unsaved information will be lost otherwise. You can also save or load manually by accessing the LOAD/SAVE screen.

To save or load a file, select a storage location then highlight the file you wish to load, or create a new file name. Once the file is selected, the game data is either loaded or saved.

### USER PROFILE

Keep track of your personal stats with a User Profile. If an active User Profile is associated with a team during a game, the statistics are tracked during the game and updated to the User Profile at the end of the game.

## LIMITED 90-DAY WARRANTY

### Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") 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.

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 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.

### RETURNS AFTER THE 90-DAY WARRANTY PERIOD

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: (650) 628-1900

### EA Warranty Information

Online Self-Help Knowledgebase and Email – You can access our Self-Help site online and browse through our extensive knowledgebase, or submit a question to our warranty department:

<http://techsupport.ea.com>

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

(650) 628-1900

### EA Warranty Mailing Address

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

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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 6pm PST by calling us at (650) 628-4322. **No hints or codes are available from (650) 628-4322.**

Mailing Address: Electronic Arts Technical Support  
PO Box 9025  
Redwood City CA 94063-9025

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

In **Australia**, contact:

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

In the **United Kingdom**, contact:

Electronic Arts Ltd.  
P.O. Box 181  
Chertsey, KT16 0YL, UK  
Phone (0870) 2432435

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

Package Cover Illustration: Brian Masck

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NCAA Football 06  
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