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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://support.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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Austin, TX 78753

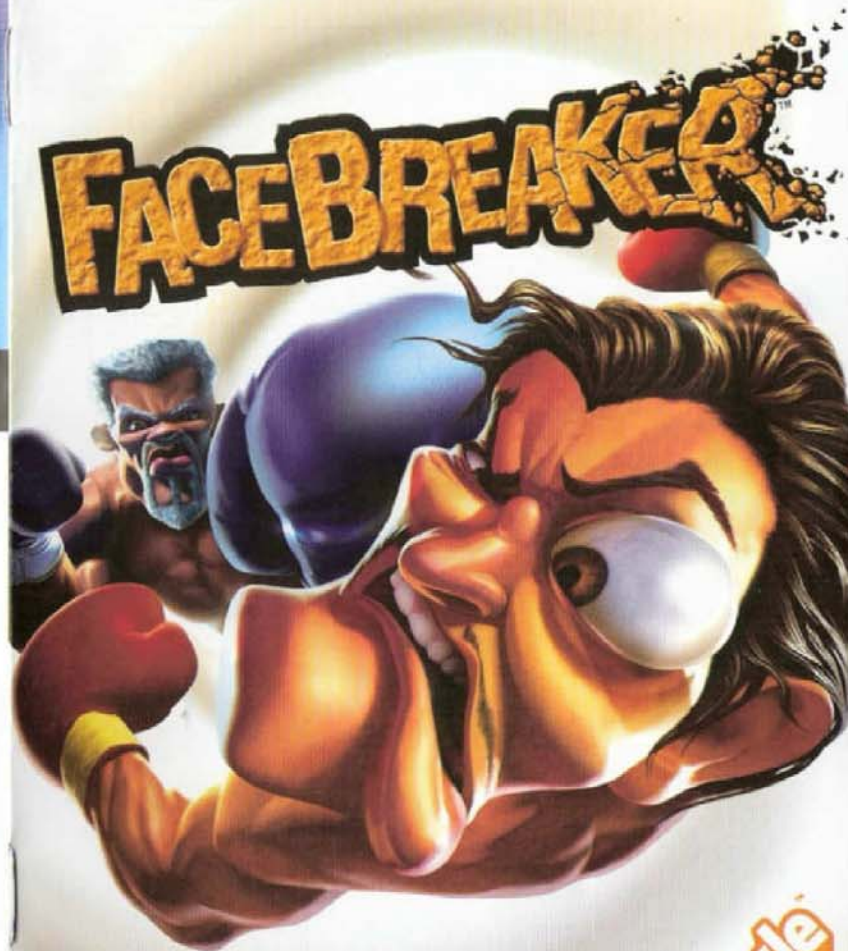
Proof of Purchase  
FaceBreaker™  
1555305



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 XBOX 360

LIVE



freestyle™  


**WARNING:** Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see [www.xbox.com/support](http://www.xbox.com/support) or call Xbox Customer Support.

## IMPORTANT HEALTH WARNING ABOUT PLAYING VIDEO GAMES PHOTOSENSITIVE SEIZURES

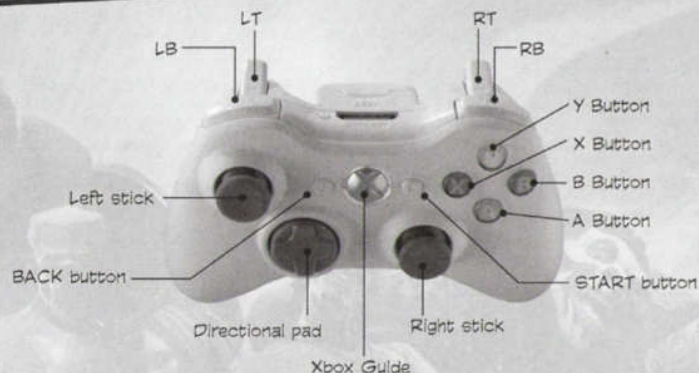
A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

## COMPLETE CONTROLS



Move boxer	<b>I</b>
Dash	<b>I</b> (move toward/away from opponent)
High punch	<b>X</b> (tap for jabs; hold then release for hooks)
Low punch	<b>A</b> (tap for jabs; hold then release for hooks)
Breakers	<b>Y</b>
Throw	<b>B</b>
Block	<b>III</b>
Dodge high attack	<b>X</b> (hold)
Dodge low attack	<b>A</b> (hold)
Parry high	<b>III</b> + <b>X</b> (hold)
Parry low	<b>III</b> + <b>A</b> (hold)
Taunt	<b>II</b>
Punk	<b>II</b> + <b>X/A</b>
Ballbreaker	<b>II</b> + <b>Y</b>
Pause game	<b>II</b>

**DID YOU KNOW?:** A detailed explanation of gameplay controls can be found on the Controls and How to Play screens accessible via the pause or Extras menus.



[WWW.EASPORTS.COM](http://WWW.EASPORTS.COM)

## SETTING UP THE GAME

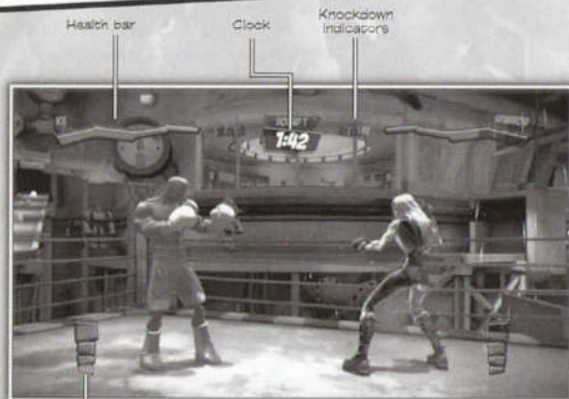
Before stepping into the ring be sure that you've set up an Xbox 360 gamer profile to save all of your memorable achievements to the Xbox 360 Hard Drive or Xbox 360 Memory Unit.

### GAMER PROFILE

- To create a new Xbox 360 gamer profile, press **X** to bring up the Xbox Guide. Highlight **CREATE NEW PROFILE** and press **A**. Create an Xbox 360 gamer profile name using the virtual keyboard.
- After your Xbox 360 gamer profile is created and saved to a storage device, you can customize it and set personal settings.
- Only one Xbox 360 gamer profile can be active at a time. To activate an Xbox 360 gamer profile, press **X** on the Xbox 360 Controller. You can activate other Xbox 360 gamer profiles by logging in with another Xbox 360 Controller.

**NOTE:** Any progress that has not been saved to an active Xbox 360 gamer profile will be lost when signing out or changing profiles.

## PLAYING THE GAME



### WIN CONDITIONS

#### 3 KNOCKDOWNS

Knock your opponent down three times to win the match.

#### FACEBREAKER

If you can pull off a FaceBreaker, you'll win the match instantly and collect a trophy of your rival's head ... or possibly their brain-case!

#### 3 ROUNDS

Matches last for up to three 3-minute rounds. Actually they're 90 seconds long, but we just show three minutes. Sneaky.

### SUDDEN DEATH

If a match extends past three rounds it goes to sudden death, where the next knockdown wins. Note that you'll get some added health for each time you knocked down your opponent during the previous three rounds.

### HEALTH

#### GREEN BAR

The first big chunk of your life is the green bar. As it goes away you'll reveal a red bar, which probably means that you need to "watch out."

#### REGENERATE IN THE RED

The red bar regenerates as the fight goes on. So, if you're getting the stuffing beat out of you, try avoiding punches to let your health climb back up.

#### REGENERATE BETWEEN ROUNDS AND AFTER KNOCKDOWNS

After you get knocked down and when a round ends, both boxers will get back a big chunk of health.

### RULES (HOW TO)

There are a number of rules that you can fine-tune. If you're in Fight!/, press **F** to mess around with the rules.

#### IN RULES WE'VE GOT:

Number of Rounds	1-12
Amount of Damage	Mild to Absurd
Speed of the Game	Slow to Insane
Number of Knockdowns	1-3
Length of the Rounds	1-5 minutes

### BASIC STRATEGY

#### LIGHT ATTACKS

##### JABS

You can jab by pressing **Y** or **B**. **Y** jabs high while **B** jabs low. Jabs don't do very much damage, but they're the only way to build up to stronger attacks.

##### HOOKS

Press and hold **Y** or **B** to charge up your punch, and then release either button to throw a hook. Hooks do more damage than jabs and landing one often gives you enough time for a follow-up breaker.

### DEFENSE

#### BLOCK

You can block by pulling and holding **X**. Blocking allows you to absorb most of the damage from jabs and hooks, but you'll be vulnerable to strong attacks.

**VETERAN MOVE:** Your opponent's FaceBreaker meter takes twice as many punches to build up each level against your block.

#### DODGE

Hooks can be used to dodge punches. Press and hold **Y** or **B** before your opponent throws a punch to dodge high or low. Release your dodge to hit your opponent with a big, fat punch. You can also dodge some of your opponent's dodges and parries.

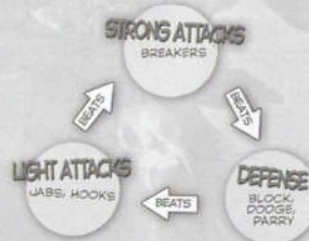
#### PARRY

**QUICK TIP:** Parry = Block plus Dodge.

Pull and hold **X** and **Y** or **B** before your opponent punches you to parry high or low. Release your parry to hit your opponent with a bigger, fatter punch. Note that a parry is a riskier move than a dodge. If you try the wrong parry (e.g., high parry vs. low punch), you'll get hit with a failed parry which allows your opponent to juggle you.

### BREAKERS

You can use strong attacks to beat someone's defense. If your opponent is blocking, just smash him with a strong attack. Strong attacks also have the most range, so use them to close distance or keep your enemies away.



## BREAKER METER

The whole breaker thing is pretty simple. The base level breaker is the Haybreaker. Build up a level and you've got the Bonebreaker, which breaks bones. After that there are Groundbreakers, Skybreakers, and FaceBreakers in ascending order of awesome. FaceBreakers end the fight, so watch out.

## HOW IT WORKS

The breaker meter fills up one level for every two consecutive punches you land. So two high punches (A + A) or two low punches (A + A) builds up one level. If you cash in with B at that level, you'll get a Bonebreaker. Go another two punches further, and you get the Groundbreaker. Two more earns a Skybreaker, then four gets you the FaceBreaker. Those last four punches can be any combination, so feel free to get tricky at the end. People hate that.

## HIT 'EM AGAIN

If you pull off a Groundbreaker or Skybreaker, you'll get a little message encouraging you to "Hit 'em Again." When this appears, go back to whatever punch you used last (B or A) to finish it off and hit your opponent with a ton of damage.

You can also just mash all the action buttons if you don't remember which punch you did last. That's okay too.

## MOVEMENT AND DASHING

### MOVEMENT

You can move around the ring moving B if you want to be precise. Or slow.

### DASHING

You can dash by moving (i.e., flicking) B—you don't need to double tap it or anything. Just a quick flick left or right will have you dashing in and out. Some characters have more effective dashes, and capitalizing on this is vital to becoming an adult player.

**VETERAN MOVE:** Veteran Moves for dash are under *Advanced Strategy*.

### THROWING

You can throw your opponent towards the nearest corner by pressing B. Some characters have more effective throws than others. Molotov has an awesome one that is like a human bullet. Trust me, it's great.

If you're in the corner you can reverse your opponent with a well-timed throw. Just press B, trade places, and start fistbumping.

## TAUNTING

Pull and hold B to taunt. You'll walk around with your hands behind your back, you'll be unable to block, you'll punch slower, and you'll take double damage. But you'll be able to do a couple of neat things.

## HOW TO DO PUNKS

Pull and hold B plus X or A to dodge someone, then release X or A to punk them and send them flying.

## WHY TAUNT?

Taunting doesn't really serve any gameplay purpose. It's just there to let you play around with somebody, humiliate them a little bit, and kick them where it hurts.

## CHARACTER STRENGTHS AND WEAKNESSES

All of the characters have different ranges and speeds on their breakers, dashes, and throws. Some characters do more damage on their attacks. Find a character that suits your style and go to town. Giddyup.

## CHARACTER STUNS

Each character has a unique stun attack. Figuring out how to most effectively use each one is critical to mastering a character.

**Kekoa** String together three hooks (charged punches). They don't need to be the same height, so mess around and find a combination that works for you.

**Steve** Press B out of range of your opponent to use the Mysterious Smoke Bomb. Steve will then perform a wicked teleport and throw the other guy or gal or simian into the corner, stunning them.

**ICE** Hit 'em with a low Bonebreaker (A + A + B) to stun.

**Sparrow** Charge a punch from far away, dash in, and then release. This is called a dash attack. For Sparrow, the high punch version is the stunner.

**Voodoo** Press B out of range to spew Hideous Halitosis Breath, putting the other brawler into a confused stun where they punch themselves in the face, over and over again.

**Romeo** If you manage to parry someone's parry, you'll stun them. Use this to quickly build up a big breaker.

**Spin** Charge a punch from far away, dash in, and then release. This is called a dash attack. For Spin, the low punch version is what you want to use.

**Brick** Press B out of range to stomp the ground with Brick's Bothersome Boots. This sends the opponent reeling, and if they stumble into a corner they'll get stunned.

**Kiriko** Dodge somebody's dodge to stun them, and then hit them a bunch and build up a big breaker.

**Molotov** Molotov's patented Brain-case Constrictor is performed like a high Bonebreaker (A + A + B).

**Socks** Press B out of range to engage in Shock & Awe. Socks will slide in and electrify the other boxer, leaving you with ample time to unfurl some cunning attacks.

**Tiki** Press and hold B out of range to begin El Tiki's Conquistador Cannonball. While up on the ropes, move B to move from tumbuckle to tumbuckle, and release B when you're ready to blast-off.

## HOW TO GET OUT OF STUN

To get out of stun, mash all of the face buttons as fast as humanly possible.

## ADVANCED STRATEGY

### CASHING IN BREAKERS

If you want to pull off a breaker, you need to make sure your opponent doesn't have a chance to counter you. So just pressing B after jabbing someone a few times isn't going to work very often. The best way to land a breaker is to hit them with a hook, parry, or dodge before cashing in on your meter by pressing B.

As you're learning the game you should get into the habit of pressing B right after parrying or dodging someone, because more often than not you'll get a free Haybreaker.

It's also important to cash in the meter early—don't get too greedy. The higher you go the more likely your opponent will counter you and put all that hard work to waste.

### PUNCH-PUNCH-PARRY/DODGE

Try punching a few times and then holding up a parry or a dodge. Most of the time your button-mashing opponent will jab right into your parry or dodge, and you can throw it back in their face and continue building up your breaker meter. This is a great trick at parties.

### CONTROL THE RING/FIGHT FROM DISTANCE

Don't just fight toe-to-toe all the time, especially against a fast or skilled opponent. Instead, while your jabs or hooks are landing and you still have the advantage, use a throw or dash backwards to disengage.

## HOW TO ENGAGE

If you're separated from an opponent there are a number of ways to close distance and gain the advantage. Try using each of these strategies:

### THROW

Some characters have a powerful throw with a longer range than jabs. Use this to get the opponent into the corner so that you can beat the snot out of them.

### HAYBREAKER

Haybreakers have more range than jabs. Learn your character's maximum range and use this to your advantage when engaging. When fighting with characters who have excessive Haybreaker range—like Molotov—try fighting from this distance as much as possible.

### DASH

Use a dash to get in and out of range fast. Mix dash together with throw, Haybreaker, and jabs to really start to control space and have a feel for the ring. If you charge up a punch, dash in, and release it before your dash ends, you'll get a dash attack. It's a great way to close distance and improve your leg muscles.

## COUNTER-COUNTERS

The faster you release your dodges and parries, the less likely it is that they will be countered. If you release them fast enough, they can't be countered. If you release a dodge pretty fast, it can only be dodged, and if you release a parry pretty fast, it can only be parried. If you release either of them late, though, your punch can be either dodged or parried. Learning how to release quickly and getting good at countering your opponent's late releases is an extremely useful skill that will set you apart from the other yokels.

## SAVING AND LOADING

Everything you do in *FaceBreaker* is preserved to the Xbox 360 Hard Drive or Xbox 360 Memory Unit for future bragging rights or abject humiliation. Careful before you go scrambling to hit that power button, though. All unsaved information will be lost if you just go killing the power before you finish a fight.

## GAME MODES

### FIGHT!!

Fight!! is the fastest way to get going. Just drop in, select a couple of boxers, and start fighting.

### RULES

Press **O** to go check out the Rules. There are a bunch and they're just fantastic.

### COSTUMES

Pull **D** or **L** to cycle through available costumes. There are some pretty excellent ones—Romeo's final costume is particularly lascivious.

### PRACTICE MODE

Practice mode gives you the opportunity to try out all of your character's moves in a safe environment where you can feel loved and cherished. It's a good idea to try it out. You can get there by going into Fight!! and selecting an opponent, and then selecting Practice from the list of options that pop up.

### BRAWL FOR IT ALL

The Brawl For It All is pretty neat. It's a great way to learn a bunch of different strategies and really get good at the game.

**HERE'S A RECOMMENDATION:** If you're just starting out, you should play as ICE on Pierce. It'll provide the most balanced experience that will teach you the core of the game and expose you to a lot of different strategies.

### CHARACTER EXPLOITS

Almost every character in the Brawl has a weakness to be discovered. Figure it out and you'll be able to get some free shots in before they shake it off. Use this weakness to your advantage and cash in some sweet breakers up and down the boardwalk.

**DID YOU KNOW?:** You'll know you've figured it out when you hear a bell noise and see your opponent shake it off (i.e., bwububwubwuba). It's quite alarming.

### COUCH ROYALE

Couch Royale will ruin all of your friendships and leave you lonely and cold. It'll be a ridiculous rollercoaster to despair, though!

### CHARACTER CONFIRM

Couch Royale allows multiple people to play, and you can pass the controllers back and forth as you like. On the loading screen, you need to confirm your characters, one at a time, but be careful! Make sure that you're actually pressing **O** for your character, and not the other person's fighter. That would just be rude.

### RULES (ROUND ROBIN + FIGHT!!)

Just like in Fight!! you can go into the Rules and muck around with things. All of the settings from Fight!! are available, plus a couple others: you can change it from King of the Hill to Round Robin mode, select how many heads you need to win, and change whether knockdowns carry over between fights or not.

## BRAGGING RIGHTS

### NAMES

Names are used to track statistics over time. You can create a couple of names, and then play with them and keep track of all of the fights you've won, lost, and everything in-between.

Names can be created and selected from pretty much any character select doo-hickey.

### RECORDS

You can check out records per name or per character. You can also look at name versus name and character versus character comparisons if you're into that kind of thing.

### TROPHIES

Tiny, low resolution mangled heads for you to covet covetously.

## XBOX LIVE®

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

**REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. EA TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT [WWW.EA.COM](http://WWW.EA.COM). YOU MUST BE 13+ TO REGISTER WITH EA ONLINE.**

**EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON [WWW.EA.COM](http://WWW.EA.COM).**

### CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360® console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to [www.xbox.com/live](http://www.xbox.com/live).

### FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to [www.xbox.com/family](http://www.xbox.com/family) settings.

### PLAYING FACEBREAKER ON XBOX LIVE

Quick Match	Quickly jump into a default online match via the automatic match finding system.
Custom Match	Refine your search to look for an opponent who wants to fight you under specific situations.
Create Session	Setup a match and look for an opponent who wants to fight you on your terms.

Ranked and unranked matches are available under the quick match, custom match, and create session options.

**Ranked Match—**You are given a player ranking and all your stats are recorded. Fighting in a Ranked Match allows for more even pairings.

**Unranked Match—**Fight in a match that doesn't count toward your player ranking.

Online Leagues	Setup a tournament online between you and others.
Stats	View your online career stats and the worldwide leaderboards.
Online Trophy Heads	View the trophy heads that you have obtained by defeating opponents using characters created in the Boxer Factory.
Xbox LIVE Settings	Customize your Xbox LIVE experience.

## LINKING YOUR GAMERTAG TO AN EA ACCOUNT

Once you're connected to Xbox LIVE, your gamertag acts as your gamer profile, a unique on-screen player identifier separating you from the rest of the field. Your gamertag can also be linked to your EA Account enabling you to participate in message board discussions, seek technical support, view game stats, and much more.

- If you do not have an EA Account and have not gone online with an EA title using your gamertag, you must create an EA Account from the EA ONLINE ACCOUNT CREATION screen. The information entered will link your gamertag to an EA Account (which can then be used to access any supported game features on the web, e.g., easportsworld.com). Once these details have been accepted it can't be changed so be sure to make a note of it.
- If you already have an EA Account created from ea.com but have yet to link your gamertag or gone online using your gamer profile with an EA title, you will be prompted to enter your EA Account details on the EA ONLINE ACCOUNT CREATION screen. Entering your EA Account details links your gamertag to this account. Please make sure that you use the same email address used to create your online entitlement (i.e., your gamertag).
- To link your Xbox LIVE gamertag to an EA Account or manage your EA Account on the web visit [www.ea.com](http://www.ea.com). From here you can log in to your EA Account or create an account if one does not exist. After you've logged in, select PERSONAS, then click LINK AN EXISTING PERSONA. Choose Xbox LIVE gamertag, type your gamertag in the box provided and click SUBMIT, then click CONTINUE. Your gamertag is now linked to your EA Account. You can also visit [profile.ea.com](http://profile.ea.com) to update your account information, retrieve lost passwords, and view currently linked Personas from the MY ACCOUNT screen.

## EA SPORTS™ WORLD

In addition to the competitive challenges offered on Xbox LIVE, *FaceBreaker* delivers an all-new and exciting interactive experience with EA SPORTS World, a web-based feature that allows you to upload a photo so you can appear in the game and post video replays of your greatest moments. In addition, you can collect career stats across multiple EA SPORTS titles, create an EA SPORTS Avatar, build a Reputation, participate in one of the many online communities, view videos, and more.

- Creating an EA SPORTS World account is easy. Simply visit [www.easportsworld.com](http://www.easportsworld.com) and log in using your EA Account information (email address and password).
- If you have not linked a gamertag to your EA Account you will be prompted to do so upon logging into EA SPORTS World for the first time.

**NOTE:** Once an email address and password have been accepted they can't be changed, so be sure to make a note of these details so you can use them to access game specific features on EA web sites.

## HIGHLIGHTS

Upload the highlights from your latest match to [www.easportsworld.com](http://www.easportsworld.com) and let the whole world experience your mad skills.

**PRO TIP:** Highlights are only kept for your last fight, so if you saw something you wanted to save, check it out ASAP.

## CREATE BOXER

The Boxer Factory lets you create a cornucopia of absurd and frightening ruffians.

You can upload your created boxers to [www.easportsworld.com](http://www.easportsworld.com) or download other boxers from the community. There are some pretty fantastic ones—one time, I saw a guy make a zombie. For more information, be sure to check out the tutorial videos in the Extras menu for tons of facts about the Boxer Factory.

## LIMITED 90-DAY WARRANTY

### ELECTRONIC ARTS LIMITED WARRANTY

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

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If the defect in the Recording Medium or Manual resulted from abuse, mismanagement 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 (855) 628-1001

### EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty  
9001 N 1-35 Suite 110  
Austin, TX 78753

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