

XBOX

ONLY ON
XBOX



NFL 2002 FEVER



0801 Part No. X08-40997

Microsoft



PLAYERS INC.

Safety Information

About 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 sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing 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.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may “burn in” to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner’s manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner’s manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

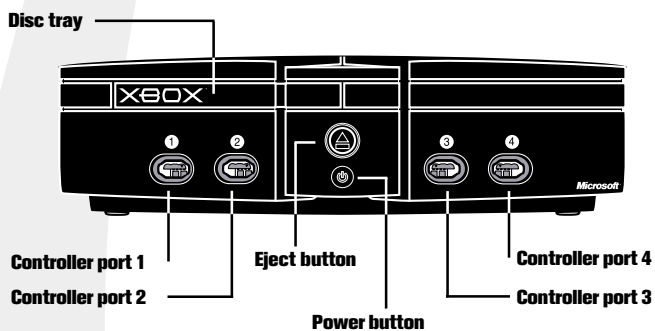
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Using the Xbox Video Game System

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the NFL Fever 2002 disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing NFL Fever 2002.



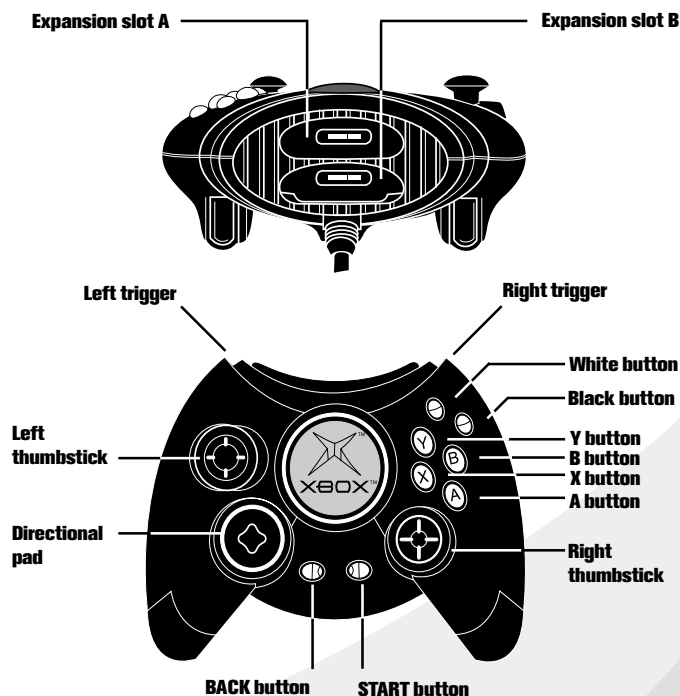
Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

Using the Xbox Controller

1. Insert the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, insert additional controllers into available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play NFL Fever 2002.



Introduction

There are many NFL-based video games, but there has never been a game with the look and feel of NFL Fever 2002. You are about to play a game that merges more than 70 years of NFL history and intensity with 21st century technology.

Here are a few of the things that make NFL Fever a unique gaming experience:

- **Dynasty mode:** You can dive deep into the details of running a franchise for up to 25 seasons. NFL Fever's Dynasty mode boasts a ton of individual and team stats, and unprecedented record tracking.
- **Total control for the way you play:** In NFL Fever, there's no lag time between your thumbs and what you see on the screen — your players react instantly to every command. And you'll get the same level of control over your team's future in Dynasty mode. Be a "hands-off owner" who lets the CPU worry about the details of team management, or a "micro-manager" who directs every personnel and lineup decision.
- **Warehouse-like storage:** NFL Fever takes full advantage of the Xbox hard disk. You will have no trouble storing and retrieving single games, Dynasties, and replays.
- **Dynamic Player Performance:** In Dynasty mode, your players' ratings will go up or down, from week to week and season to season, based on how well you play. Check your players' progress at the end of each week of the season.
- **All the teams and stadiums:** NFL Fever has all 31 current NFL teams and stadiums. As a bonus, we created more than a dozen teams you won't find anywhere else.

Main Menu

The Main Menu is the launching pad for NFL Fever. Use it to gain access to gameplay modes and customization options.



Use the Main Menu to begin your quest for football greatness.

Your Main Menu choices are:

Practice: Learn basic button assignments and work on your play execution.

Single Game: Play a game using any available teams.

Season: Build a long-term Dynasty, or jump into the seven-game Fantasy Challenge.

General Manager: Make the moves that separate the winners from the losers.

Load/Delete Files: Access your saved games, replays, and seasons.

User Profile: Create and modify your personal settings so you can play NFL Fever the way you want.

Options: Adjust gameplay settings to your liking.

Note: When you have questions about gameplay or navigation, press the **Black** button to display Help.

Game Controls

CONTROLS: OFFENSE

Calling Plays (Offense or Defense)

Action	Button
Highlight formation/play	D-pad
Select formation/play	A
Display play diagram key	Black
Back one level	B
Flip play	X
Hide play selector	Pull and hold right trigger
Keep play selector on screen	Pull and hold left trigger

Offense (Before the Snap)

Action	Button
Snap ball	A
View play, zoom back	Y
Send man in motion	X (if available)
Call audible	Black
Select hot route	White
Fake snap	B

Quarterback/Passing

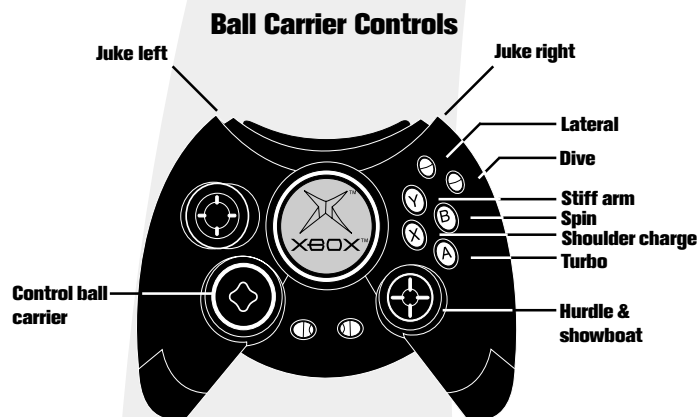
Action	Button
Control QB	D-pad
Pass to Receiver A	A
Pass to Receiver B	B
Pass to Receiver X	X
Pass to Receiver Y	Y
Pass to Receiver Black	Black
Throw ball away	White
Change QB to runner	Click right thumbstick
Pump fake	Right trigger

User-controlled Receiver (after pass is in air)

Action	Button
Switch to receiver	X
Jump for ball	Y
Dive for ball	Black

Ball Carrier

Action	Button
Control ball carrier	D-pad
Turbo	A
Spin	B
Shoulder charge	X
Stiff arm	Y
Dive	Black
Lateral	White
Juke left	Left trigger
Juke right	Right trigger
Hurdle	Right thumbstick up
Showboat	Right thumbstick down/right/left



CONTROLS: DEFENSE

Defense (Before the Snap)

Action	Button
Display play diagram	Y
Cycle through players	Left trigger/Right trigger
Call audible	Black
Shift defensive line	B + D-pad
Cycle through players	X

SPECIAL TEAMS CONTROLS

Punting/Kickoff Returns (Ball Carrier)

Action	Button
Call fair catch	Y
Kneel in end zone	Black

Kicking (Kickoffs/Placekicks/Punts)

Action	Button
Set direction of kick	A
Set strength of kick	A

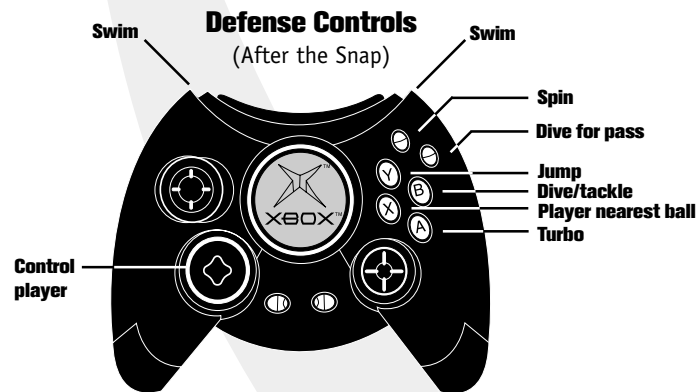
Note: The higher the red arrow travels on the kicking meter, the harder the ball will be kicked. On field goals, the arrow will swing faster the farther the ball is away from the uprights.

COACH'S TIP

Two or more people can play on the same team. While on offense, one person always controls the quarterback, but the others can choose who they want to control by pressing **X**.

Defense (After the Snap)

Action	Button
Control player	D-pad
Turbo	A
Dive/Tackle	B
Switch to player nearest ball	X
Jump	Y
Dive for pass	Black
Spin	White
Swim	Left trigger/Right trigger



COACH'S TIP

Hide your play selection from your opponent by using the triggers. Pull and hold the right trigger to hide the highlight. Before selecting your play, pull and hold the left trigger to keep the playpicker on the screen.

Note: When controlling the offense, you can have the CPU execute a play for you, whether it is a run or a pass. You still have to snap the ball, but then you can sit back and watch the action.

Playing a Single Game

The fastest way to get into the on-field action is to play a single game. All of your favorite teams are available.

To start a single game:

1. From the Main Menu, select Single Game.
2. Choose the teams for your game.
3. Choose your game options.
4. Assign your controller to a team.
5. Press **A** to begin your game.



Give your team some style by pulling the triggers on the Team Select screen.

Adjusting Game Options

For a Single Game, you can select a stadium, difficulty level, quarter length, weather conditions, and time of day before the kickoff.

If you are not in a hurry to get on the field, there are several ways to further tweak gameplay from the Main Menu:

- **General Manager:** Make trades, sign free agents, create players, and alter lineups.
- **Options:** Change the settings for how the game looks, how it sounds, how it is officiated, and other details of gameplay, like speed of play and whether players can be injured.

Calling Plays

Once you start a game, you need to know how to call plays. NFL Fever offers deep playbooks designed with the help of professional players and coaches.

Recommended Plays

You don't have to be a football expert to call the right play on offense or defense. Our coaching consultants recommend plays for every game situation. You'll find them listed under Recommended in the playpicker.

To select a recommended play:

1. From the playpicker, select Recommended.
2. Select one of the plays shown.



When in doubt, rely on Recommended. These plays are handpicked by the pros.

If you are comfortable picking your own plays, you'll love NFL Fever's deep playbooks. With the help of our consultants, we've provided state-of-the-NFL plays.

To select all other plays:

1. From the playpicker, select a formation.
2. Select a sub-formation.
3. Select one of the plays shown.

COACH'S TIP

When you're in the playpicker, press **Black** to open a Help window that explains the symbols used in the diagrams and provides information about each formation's personnel, strengths, and weaknesses.

Choosing Offensive Plays

There are two types of offensive plays: runs and passes. In the diagrams for running plays, a yellow line represents the ball carrier's assignment. For passing plays, a green line traces the primary receiver's route. The primary receiver is the quarterback's first option on a pass play.

Choosing Defensive Plays

The primary distinctions between defensive plays are the number of players on or within one yard of the line, and the type of pass coverage scheme — zone, man-to-man, and combination, which combines elements of man-to-man and zone coverage.



Blitz? Zone? Man-to-man? It's all on you.

Defensive formations with seven or more players near the line are strong against running plays. Plays with five or more defensive backs are best suited to defend pass plays. To learn more about how each play is manned, press **Black** when looking at the playpicker.

Advanced Strategies – Making the Right Call

NFL Fever has more than 400 offensive plays and 100 defensive plays. But when is the best time to call any given play?

Whether you're on offense or defense, you should keep track of the down and distance, the game's score, and the amount of time left in the game when deciding which play to call.

When choosing your next play, keep these things in mind:

- Use a variety of plays to avoid being predictable.
- Limit the number of times you gamble on high-risk plays, like blitzes, deep passes, or reverses.
- Think ahead. Set up deep pass plays with short throws.
- Know your team's personnel. Call plays that maximize your players' strengths and minimize their weaknesses.
- If you are trying to protect a lead late in the game, call conservative plays and use the clock.

Pre-snap Strategy

Reading a Defense

Before you snap the ball, you can get an idea of how successful your play will be by seeing how the defenders are lined up.

With practice, you will know when you have called a play that is attacking the defense's strength. When you recognize that situation, you can call an audible or, if it is a pass play, change a receiver's route at the line of scrimmage by using a hot route.

To call an audible:

1. When the quarterback is set, press **Black** to display available audibles.
2. Press the button for the play you want to call.

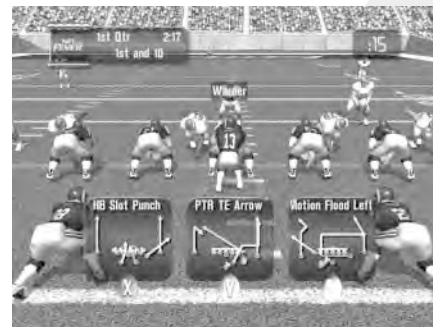
To call a hot route:

1. When the quarterback is set, press **White** to display hot route controls.
2. Press the button for the receiver whose route you want to change.
3. Use the directional pad to select a new pass route (route selected will turn green).
4. After selecting the new route, press the receiver's button again to accept the change and return to the game.

Note: The play clock will continue to run while you are choosing a hot route or an audible.

COACH'S TIP

To maximize the remaining time when on offense late in a game, you can press and hold **A** to repeat the last play.



They know what you're up to. Better call an audible.

Defensive Positioning Cues

Are the defensive backs playing zone coverage or man-to-man?

In zone coverage, the DBs defend sections of the field, not specific receivers. Zone defenses will allow short passes, but stifle deep throws. In zones, the safeties line up 12 yards or more off the ball. When playing a zone, the DBs will not follow receivers going in motion.

How many defenders are on or within a yard of the line of scrimmage? When eight or more defenders are on or near the line, it will be harder to run the ball and may indicate that the defense will blitz the QB. A quick pass is usually the best way to counter this.

Reading an Offense

When playing defense, look at the offense's formation and personnel to get a feel for what they will do before the ball is snapped.

Offensive Positioning Cues

How many receivers and tight ends are on the field? Three or more wide receivers indicate a pass play is coming. When two or more tight ends are in the game, look for the offense to run the ball.

Where is the tight end lined up? The side of the formation where the tight end lines up is the "strong side" of the offensive formation. If a running play is called, it will usually be to the strong side.

Where is the QB lined up? If the QB is not in position to take the snap directly from the center, in shotgun formation, the offense is most likely to pass.

What are the down and distance? If the offense needs more than eight yards to get a first down, they are more likely to pass than run.

Are there three receivers lined up on one side of the formation? It's likely the receivers will run crossing routes designed to confuse the defensive backs and linebackers.

Busting a Move

You're going to love the way players respond to your commands. The instant you hit the button, your player reacts. This is especially obvious when you are running the ball and all the more reason to bust out some special moves.



Remember – waving bye-bye is always polite when you blow by the defense.

When controlling the ball carrier, the following moves are available:

Spin: Press **B** to leave tacklers grasping air.

Turbo: Press **A** to unleash a burst of speed.

Stiff arm: Press **Y** to keep the tackler at arm's length.

Dive: Press **Black** to lunge ahead for extra yardage.

Juke: Pull either trigger to sidestep tacklers.

Lateral: Press **White** to toss the ball to a teammate.

Hurdle: Move the right thumbstick up to jump over a player.

Showboat: Move the right thumbstick down/right/left to show off.

Shoulder charge: Press **X** to deliver a hit to a would-be tackler.

COACH'S TIP

Press **A** for turbo multiple times on the same play, but the combined presses cannot exceed one second. For example, you can do two half-second turbo boosts on a single play.

Pausing a Game

When playing a game, you can call time outs when you need them. In addition, you can use the Paused Game menu to see replays, set gameplay options, adjust camera views, see the box score, change audibles and hot routes, make substitutions, and save or quit the game.

To call a time out:

1. Press **START** to open the Paused Game menu.
2. Select Time Out.
3. Select Return to Game to resume play.

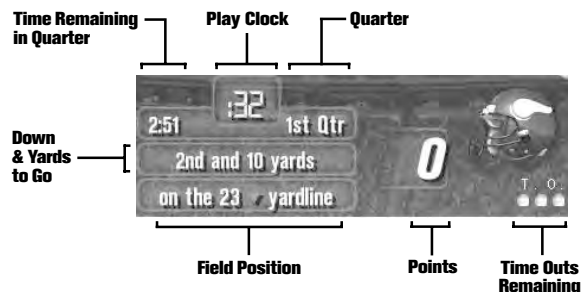
Note: Each team is allowed three time outs per half and two during overtime periods.



The Paused Game menu puts you in control. Try not to abuse it.

Scoreboard

Of course, you need to know the score, how much time remains in your game, and how many time outs you have remaining. Here's a look at the items displayed on NFL Fever's scoreboard:



Box Score: The box score is available through the Paused Game menu; it gives you a complete breakdown of yardage gains and losses, penalties, scores, turnovers, and more. Use it to analyze your strengths and weaknesses during a game — and see how you stack up against your opponent.

Practice

All play and no work could make your team a playoff wannabe. Just like in the real NFL, you need to put in time on the practice field to improve your game-playing skills. NFL Fever offers two ways of raising your game: Training Camp and Open Practice.

Training Camp

For novice players, Training Camp lets you work on all the skills needed to play — without calling plays or actually playing a game. You can learn and practice ball carrier moves, passing, defensive skills, and kicking. You will find drills that will teach you how to use the ball carrier moves, throw and catch passes, make tackles, and perform kickoffs.

Open Practice

For advanced players, Open Practice is the place to hone the skills needed to make a strong push to the Super Bowl. Understand which plays work best for you and your team's personnel, and commit them to memory.

When controlling the offense in an 11-on-11 scrimmage, pay attention to the quarterback's protection. You'll notice that you don't have to drop back 25 to 30 yards to buy time to throw. Just like the real pros, you will have the three to five seconds needed to find an open target and throw the ball. Work on throwing to receivers as they make their break.

Familiarize yourself with the playbooks and how well your players execute each play. This is where you gain the knowledge and refine the skills that separate Super Bowl winners from the also-rans.

Managing Your Team

NFL Fever was designed from the sod up to give you complete control. From the Main Menu, enter General Manager to make personnel and strategy decisions. The changes you make here will be applied in Single Game mode.

The General Manager controls are available when you play in Dynasty mode on the League Home screen. However, changes made within a Dynasty are not universally applied. They only affect that particular Dynasty.

Front Office

Trade: Go get the player or players needed to reach the Super Bowl.

Free Agent Sign/Release: Comb the waiver wire to add depth and fill holes.

Create A Player: Build an All-Pro performer.

Player Editor: Upgrade the skills of an existing player.

Uniform/Stadium Editor: Change your team's appearance and where they play.

***Note:** When you create a player, you have to add him to your roster as a free agent. He will not be automatically added to your team.*

Coaching & Player Reports

Roster and Player Reports: View details of a team's roster and individual players.

Global Substitutions: Make lineup changes that affect all formations.

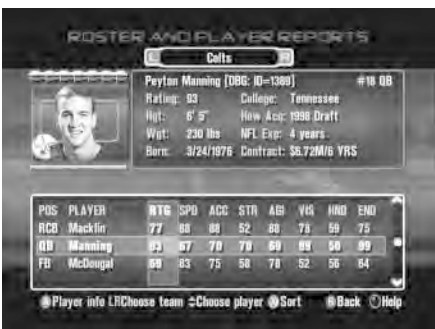
Formation Substitutions: Make lineup changes for specific formations.

Team Play Style: Change a team's offensive and defensive styles of attack.

Team Data: View details of a team's schedule and statistics.

Managing Your Dynasty

In Season mode, you can create a Dynasty that lasts for up to 25 seasons. Dynasty mode gives you access to the powerful team management tools available from the Main Menu's General Manager and more.



Keep track of your players' career performance.

A feature unique to NFL Fever and its Dynasty mode is Dynamic Player Performance. Your players' performance, which you control, affects their ratings. If the team and player perform well, ratings improve. Conversely, if the team and player perform poorly, the ratings are lowered. Check the Player Performance reports at the end of each week's games to see how your individual players are doing.

To see a Player Report:

1. From the League Home screen, select Coaching & Player Reports.
2. Select Roster and Player Reports.
3. From the list of players, select the name of the player whose report you want to see, and then press **A**.
4. Pull either trigger to select Player Performance. You will see the player's Original Rating and Current Rating.

Customizing Your Team

With Uniform/Stadium Editor, you can change a franchise's location, uniforms, and stadium. You can choose from more than 70 locations around the world and more than a dozen uniforms created just for NFL Fever. You can access the Uniform/Stadium Editor from two places:

From the Main Menu:

1. Select General Manager.
2. Select Front Office.
3. Select Uniform/Stadium Editor.

From Dynasty:

1. From the League Home screen, select Front Office.
2. Select Uniform/Stadium Editor.

To use the Uniform/Stadium Editor:

1. Pull either trigger to select a team that your customized team will be based on.
2. Select a location, and then use the virtual keyboard to enter an abbreviation.
3. Pull either trigger to select the team's uniforms and logo.
4. Pull either trigger to select a stadium and a playing surface to complete your team.

Note: *The team you customize will use the roster of the existing team you base it on. You can change your roster by making trades, signing free agents, and in Dynasty mode, conducting a Fantasy Draft.*

Dynasty: Keys to Success

You can control a franchise for as many as 25 seasons in Dynasty mode. If you plan on building a team that annually competes for the championship and sends a host of players to the Hall of Fame, then you need a plan.

Dominant franchises don't just happen. It's a long, difficult climb to the top, and staying there is even harder. To be successful season after season demands patience, knowledge, practice, and vision.

Keys to Long-Term Success

- It is better to have a roster full of solid pros than a handful of stars.
- The salary cap will prevent you from retaining many of your best players for their entire careers. Keep a fresh supply of developing, young players on your roster.
- Know your team's strengths and weaknesses, and consider them when drafting and signing free agents. Add players that fit your needs, not ones that stroke your ego.

Saving and Loading Files

NFL Fever takes full advantage of the Xbox hard disk, which makes it easy for you to store single games, dynasties, user profiles, replays, and rosters. You also can save and transfer copies of your saved files to Xbox memory units, which allows you to take "your game" with you when you visit friends.

Since we expect you to customize NFL Fever to suit your own tastes, here are some things to keep in mind about saving and loading files:

- If you make changes to one or more teams using General Manager, the changes (which appear in Single Game mode) will remain until you select Restore Default Roster from the General Manager menu.
- Roster changes made during a Dynasty apply only to that Dynasty and will not appear when you are playing a Single Game.
- You can transfer saved rosters from the hard disk to a memory unit, but you cannot transfer a single team's roster. The roster you save is a compilation of the rosters of all the teams in the league.

Note: If your hard disk or memory unit does not have enough room to store new files, the game will notify you.



Make sure you save your team's hard work and sacrifice.

Saving a Game

If you don't have time to complete a game, you can save it and resume playing it later.

To save a game:

1. Press **START** to stop the game action and open the Paused Game menu.
2. Select Save Game.
3. Save your game to either the hard disk or a memory unit.

Loading a Saved Game

To resume a game:

1. From the Main Menu, select Load Files.
2. Select Single Game. Here you will find a list of your saved games.
3. Highlight a game, and then press **A** to resume playing it.

Follow similar procedures to save or load Dynasties, Fantasy Challenges, and replays.

Credits

Announcers

Dick Stockton, Ron Pitts, and Randy Rowland

Motion Capture

Microsoft Motion Capture Studios, Salt Lake City
House of Moves Motion Capture Studios, Los Angeles

Music

UI music performed by N.E.R.D. Courtesy of Virgin Records America, Inc. Compositions written by Pharrell Williams and Chad Hugo All Rights Controlled and Administered by EMI April Music Inc. and EMI Blackwood Music Inc. All Rights Reserved. Used by Permission. Additional music by Chuck D. and Stan LePard

Many thanks to:

LaShun Lawson, Seth Wyman, Tirzah Orr, Gene Goldberg, Gregg Sauter, Tim Langley, Archie Manning, and Peyton Manning.

See in-game credits for the complete list of the NFL Fever 2002 team members.

Check Out More Xbox Action!

Did you know that your NFL Fever 2002 disc also contains special demos and previews of the hottest new Xbox games? From the NFL Fever Main Menu, go to Options, then Preview Other Games to check out playable game demos and movie clips!

Limited Warranty For Your Copy of Xbox Game Software ("Game") Acquired in the United States or Canada

Warranty

Microsoft Corporation ("Microsoft") warrants to you, the original purchaser of the Game, that this Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of first purchase. If you discover a problem with the Game covered by this warranty within the 90 day period, your retailer will repair or replace the Game at its option, free of charge, according to the process identified below. This limited warranty: (a) does not apply if the Game is used in a business or for a commercial purpose; and (b) is void if any difficulties with the Game are related to accident, abuse, virus or misapplication.

Returns within 90 day period

Warranty claims should be made to your retailer. Return the Game to your retailer along with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer will either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original warranty period or 30 days from receipt, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive your direct (but no other) damages incurred in reasonable reliance but only up to the amount of the price you paid for the Game. The foregoing (repair, replacement or limited damages) is your exclusive remedy.

Limitations

This limited warranty is in place of all other express or statutory warranties, conditions or duties and no others of any nature are made or shall be binding on Microsoft, its retailers or suppliers. Any implied warranties applicable to this Game or the media in which it is contained are limited to the 90 day period described above. TO THE FULL EXTENT ALLOWED BY LAW, NEITHER MICROSOFT, ITS RETAILERS OR SUPPLIERS ARE LIABLE FOR ANY SPECIAL, INCIDENTAL, PUNITIVE, INDIRECT OR CONSEQUENTIAL DAMAGES ARISING FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME. THE FOREGOING APPLIES EVEN IF ANY REMEDY FAILS OF ITS ESSENTIAL PURPOSE. Some states/jurisdictions do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This limited warranty gives you specific rights, and you may also have other rights that vary from state/jurisdiction to state/jurisdiction.

For questions regarding this warranty contact your retailer or Microsoft at:

Xbox Product Registration
Microsoft Corporation
One Microsoft Way
Redmond, WA 98052-9953 USA

In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.

Get an Edge on the Game!

Xbox Automated Game Tips: Available 7 days a week including holidays, 24 hours a day.

- In the U.S., call 1-900-933-TIPS. \$.95 per minute.
- In Canada, call 1-900-561-HINT. \$1.50 (Canadian) per minute.

Xbox Live Game Tips: Available 7 days a week including holidays, 6 A.M. to 10 P.M. Pacific time.

- In the U.S., call 1-900-933-TIPS. \$1.40 per minute.
- In Canada, call 1-900-561-HINT. \$1.50 (Canadian) per minute.

Important: Individuals under 18 years of age need a parent's or guardian's permission to call a pay-per-call number. Local and long distance telephone toll charges may apply. It is the customer's responsibility to check with their telephone company to determine if additional telephone charges will apply. Permission required from the telephone bill payer. Prices subject to change without notice. May not be available in all areas. Requires a touch-tone telephone. Call length is determined by user. Messages subject to change without notice.

Games Technical Support: Available 7 days a week including holidays.

- In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.
- In Mexico, call 001-866-745-83-12. TTY users: 001-866-251-26-21.

Note: Game tips are not available from 1-800-4MY-XBOX. You must call Xbox Automated Game Tips or Xbox Live Game Tips for tips, hints, or codes.

For more information, visit us on the Web at www.xbox.com

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