WARNINGS
Read Before Using Your Sega Video Game System

EPILEPSY WARNING
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 may induce an epileptic seizure in these individuals. Certain conditions may induce 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 TVS
Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR SEGA CARTRIDGE
☐ The Sega Genesis cartridge is intended for use exclusively on the Sega Genesis System.
☐ 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 break during extended play, to rest yourself and the Sega cartridge.

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GAMEPLAY HOTLINE
1-415-591-PLAY
Mystery... Magic... Action!

Look for adventure, and you'll find Aladdin. He's always where the action is, leaping across rooftops and running through the hustle and bustle of Agrabah. The streets are chock-full of knife jugglers, snake charmers, basket thieves and, oh yes, a sultan-size squad of Palace Guards, part of Royal Deceiver... or, make that Advisor... Jafar's ever-present troops.

There's trouble afoot in the Sultan's palace, with Princess Jasmine trapped in the middle. Greedy Jafar is about to pull some very evil tricks out of his turban. And Aladdin's about to be caught up in a high-speed chase full of magic, action and untold hazards. Only the quickest of street rats will be able to escape them!

It's no ordinary escapade that Aladdin's about to face. He's got to fight through Agrabah, escape the Sultan's dungeon, survive the fiery Cave of Wonders, snatch the Genie's lamp and battle Jafar in his own secret sanctum.

Aladdin's got a few streetwise tricks of his own, plus a shining scimitar to make sure he trades slash for slash. And maybe... just maybe... he'll get a wish or two. But even for the world's smartest street rat, there's danger ahead!

Setting Up

1. Set up your Genesis System and plug in control pad 1.
2. With the power switch OFF, insert the DISNEY'S ALADDIN cartridge into the cartridge slot and press it down FIRMLY.
3. Turn on your TV or monitor, and then turn on the Genesis.
4. The License and Sega screens will appear, followed by the Title screen. In a few moments, a game demo will begin.
5. Are you ready to take on Aladdin's adventures? Then press the START button to return to the Title screen, and turn the page.

If nothing appears on screen when you start up, turn the power switch OFF. Check your Genesis setup, make sure the cartridge is FIRMLY inserted in the console, and then turn the power switch ON again. Always turn the power switch off when you're inserting or removing the cartridge.
**Getting Started**

Press the D-PAD up or down to choose either START or OPTIONS from the Main menu on the Title screen. Then press the START button.

**Start**

This selection whirls you away to the streets of Agrabah for the start of Aladdin's adventures.

**Options**

This choice brings up the Options screen so you can change the game settings.

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**Choosing Options**

Make your choices on the Options menu before you start play:

1. Press the D-PAD up or down to select an option.
2. Press BUTTON A, B or C to change the setting.
3. Press START at any time to go back to the Main menu on the Title screen.

**Difficulty**

How far can you go on the least number of Tries? Choose your Difficulty level and find out. The harder the level, the fewer Tries and apples you start with. (You can pick up extra Tries and apples in the game.)

**Music Is**

ON so you can listen to the exhilarating Academy Award® winning songs straight from the movie. Or you can turn the music OFF.

**Sound FX Are**

ON or OFF, depending on whether or not you want to hear them while you play.
Sound Test
Hear all the sounds in the game, both music and sound effects.
1 Press BUTTON A, B or C, then use the D-PAD to scroll the sound list up or down.
2 Press BUTTON A to hear the marked selection.
3 Press START or BUTTON B or C to close the list and return to the Options menu.

Triggers Are
Reset BUTTONS A, B and C to your personal liking, from six different settings. If you don't change the buttons, the controls will be:

THROW ~~~~ BUTTON A
SWORD ~~~~ BUTTON B
JUMP ~~~~~~ BUTTON C

Exit
Press START at any time to return to the Main menu, or choose EXIT and then press BUTTON A, B or C.

To do this:
- Move right or left.
- Crouch; duck; look down.
- Look up; climb hanging ropes.
- Slash with scimitar.
- Throw apples.
- Jump up; grab onto ropes, clotheslines, overhead poles and handholds.
- Jump right or left.
- Pause or resume game.

Press this:
D-PAD right or left.
D-PAD down.
D-PAD up.
SWORD button.
THROW button.
JUMP button.
JUMP button + D-PAD right or left.
START.

Remember: You can reset the THROW, SWORD and JUMP buttons on the Options menu.
**Aladdin's Lively Feats**

**ROPE-CLIMBING**

1. Jump up, left or right to grab onto a hanging rope.
2. Hold the D-PAD up to climb up; hold it down to shimmy back down.
3. To fight, release the D-PAD and press the SWORD or THROW button.
4. Jump left or right to a safe landing, or to leap from one hanging rope to another.

**SOMERSAULTING HIGH JUMP**

1. Jump onto a gleaming flagpole for a head-over-heels high jump.

**MAGIC ROPE RIDING**

1. Find a flute in Agrabah to gain a magic rope.
2. Jump up, left or right to grab onto the rope.
3. Hold on while the rope flies you to a new spot.
4. Jump again to let go.

**HAND-OVER-HAND SWING**

1. Jump up to grab an overhead clothesline, pole or other handhold.
2. Press and hold the D-PAD right or left to swing hand-over-hand.
3. To fight, release the D-PAD and press the SWORD or THROW button.
4. Jump again to let go.
Slashing Scimitars!

As Aladdin, you've got your work "cut out"! Swish and slash your shining scimitar, and pelt your enemies with apples. You're on the run, so like a true street rat it's best to stay one jump ahead of Jafar's gang!

Screen Indicators

Health

Score

Tries

Gems

Apples

Health

The smoke in the lamp at the top left of the screen is your health. Don't let it fade away! Some of the smoke vanishes each time you get hurt. The lamp will flash when you get down to your last few hit points. You can restore the smoke with Genie Hearts.

Score

Watch your points add up!

Tries

You start with a different number of Tries, depending on your Difficulty level. You lose a Try when you run out of health. Abu and the Genie are in your corner to help you revive, as long as you have Tries left. You can get extra Tries by collecting Aladdin power-ups hidden throughout the game.

Gems

Pick up big gleaming jewels to increase your Gem count. Use Gems to buy extra Tries and Wishes (Continues) from the Peddler (see pages 14-15).

Apples

You start with a different number of bright red apples, depending on your Difficulty level. Use them to pelt your opponents, from Palace Guards to attacking snakes. That'll get rid of them quick, before they get close. You can pick up more apples almost everywhere. Try not to run out.

P.S.: Look out for the Basket Thief — his hobby is swiping apples.
Special Items & Power-Ups

You gain something good every time you run across the items on these pages.

**Apples**
Try to keep your Apple count high so you'll always have long-range ammunition.

**Snake Charmer's Flute**
Catch a flute to get a magic rope that will help you escape to a higher spot. Look for musical notes that lead you to the flutes.

**Genie Heart**
This restores some of your health.

**Aladdin**
This golden charm gives you an extra Try.

**Gem**
When these add up, you can buy extra Tries and Wishes (Continues) from the Peddler. (See pages 14-15.)

**Abu Token**
One of these is good for a trip to Abu's Bonus Round when you clear the level. (See page 22.)

**Genie Token**
One of these will take you to the Genie's Bonus Machine after you clear the level. Pick up as many as you can, so you'll have extra tokens to play the machine. (See page 21.)

**Black Lamp Smart Bomb**
When Jafar's brass booby-trap explodes, it knocks out all near-by enemies.

**Blue Vase**
This is a milestone marker. When you lose a Try and revive, you'll restart the level at the last Blue Vase you passed.

**Apple Slices**
You'll run into these on your high-speed Rug Ride through the Cave of Wonders. Four apple slices add up to one extra apple.

**Scarab Halves**
Find two of these to gain entrance to the Cave of Wonders.

**Genie's Lamp**
Search for this in the Cave of Wonders. Its magical powers will help you rescue Princess Jasmine — if Jafar doesn't get it first!
The Peddler's Stall

Surprise and adventure follow Aladdin wherever he travels. For instance, the mysterious Peddler is always close by. When Aladdin finds the Peddler, he will open up his stall for business.

To make your purchase, stand in front of the stall, on either the left or right, and press the D-PAD up. Just be sure you've collected enough Gems ahead of time.

Extra Try ~~ 5 Gems
Wish ~~~~ 10 Gems

Wishes

If Aladdin could wish for anything, it would probably be to defeat Jafar, save Jasmine and live happily ever after. But he wouldn't want to give up all the fun he's having as a street rat.

When Aladdin buys a Wish from the Peddler, he gets everything he's wishing for — sort of!

A Wish gives Aladdin one Continue. That means when he loses his last Try, he can continue the game from the level he's at, instead of having to start over.

Every time you continue a game, you get the same number of lives as when you first started the game.

A Wish could be worth up to six extra Tries!
Aladdin's World

AGRARABH STREET
- Give the Sword Guards a "hot foot" by making them run across the hot coals!
- Throwing apples at the Sword Juggler will only give you applesauce, unless you time it just right.
- There's no game clock, so take your time. Fight all the enemies and try to get all the power-ups. As the noted Thief of Agrabah, the more you look for, the more you’ll find.

THE DESERT
- It's too hot to race across the burning sands. Take it slow — and always be ready for attacks.
- The leafy tops of the palm trees are good for something besides growing coconuts. Try to figure out what it is.
- Find the Scarab. But watch out, it flies away! Keep searching!

AGRABAH ROOFTOPS
- Get all the floating flutes — and the magic item they cause to appear.
- Make the Palace Guard drop his drawers, and he'll be too embarrassed to fight.
- Use flagpoles and ropes to race around the roofs.
- Find Gazeem the Thief and make him give up something you're looking for.
- Defeat Razoul, the Captain of the Guards, to escape the rooftops.

SULTAN'S DUNGEON
- Welcome to Jafar's "retirement home" for thieves and other rascals.
- Whack pesky bats early on to get them out of your hair.
- Yikes! Spikes! Time your steps and jumps to the rhythm of the sliding spikes and stones. Don't move too fast!
- Easy does it around the swinging wrecker balls.
CAVE OF WONDERS

- You'll wonder how you're ever going to escape this rumbling cavern filled with the most fabulous treasures ever seen — and the most menacing!

- Watch out for ambushes by "armed" and dangerous Shiva statues! Destroy them to find the way into other parts of the cave.

- It'll take all your deft swordwork and rapid footwork to overwhelm the four-armed, sabre slashing Shiva Monkey.

- You must find the Genie's Lamp before you can escape the blue gloom of this vast chamber.

- Destroy looming monkey statues to cause magical platforms to appear.

THE ESCAPE

- A tremor shakes the crumbling, blistering hot tunnel. You must leap across the fiery lava lake. Now you're in for a hot time!

- The quaking volcano spews forth burning balls of lava. Can you outrace them?

INSIDE THE LAMP

- Ever wonder what a Genie's got inside his lamp? Now you'll find out!

- Slide on the Genie's smoke curls, hang on balloons and ping-pong like a pinball at the flick of the Genie's finger.
SULTAN'S PALACE

- Awk! Keep the flamingoes squawking to cross the lily pads. Don't fall in!
- Your magic carpet saves the day! Ride the rug up to the terrace. Since this is the Sultan's Palace, it's loaded with Palace Guards. Stay on your toes!
- Heavy ropes lead the way to the Palace penthouse, and a throng of junk-food gobbling guards.
- Find the trap door that leads to Jafar's Quarters and stop Iago from running Jafar's "storm" machine.
- Iago has a terrific surprise he's cooked up just for you — one that'll make your head spin!
- Don't forget to free Abu!

JAFAR'S PALACE

- You're getting closer to the root of the problem — Jafar! His palace is booby-trapped with sizzling floors, swinging wrecker balls, and sneaky guards who fight like wild tigers.
- Timing is all important! Go slow and keep a cool head — so you don't lose it.

Genie's Bonus Machine

There's more to the Genie than just his "pretty face." The Genie runs a Bonus Machine. You can play his game of luck every time you clear a level and have collected one or more Genie Tokens.

The Genie Tokens you collect add up to the number of times you can play.

- Press BUTTON A, B or C to select a random prize.
- When you run out of Tokens, the bonus round will end.

<table>
<thead>
<tr>
<th>Picture</th>
<th>Prize</th>
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<tbody>
<tr>
<td>Gem</td>
<td>1 Gem</td>
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<tr>
<td>Apple</td>
<td>5 Apples</td>
</tr>
<tr>
<td>Aladdin</td>
<td>1 Extra Try</td>
</tr>
<tr>
<td>Jafar</td>
<td>Lose All Genie Tokens</td>
</tr>
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</table>
Abu's Bonus Rounds

Life just wouldn't be the same without Abu! He's more curious than a cat, more stubborn than a mule, and sillier than a monkey. (Wait a minute — he is a monkey!) He's so smart, that he has his own bonus rounds where he can collect Gems, apples, and extra Tries.

Pick up an Abu Token in three of Aladdin's levels. Then, after you play the Genie's Bonus Machine, you'll go on to Abu's Bonus Round.

Make Abu run back and forth to pick up the special items that drop all around him. It's too bad that pots or rocks are also hailing down. Along with sword-slinging guards and other perils, they make things difficult for the little guy. One hit, and the round ends. Watch out, Abu!

**Scoring**

<table>
<thead>
<tr>
<th>Item</th>
<th>Points</th>
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<tbody>
<tr>
<td>Flute</td>
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<td>150</td>
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<tr>
<td>Gem</td>
<td>150</td>
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<tr>
<td>Genie Token</td>
<td>250</td>
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<tr>
<td>Apple Slice</td>
<td>150</td>
</tr>
<tr>
<td>Bats</td>
<td>200</td>
</tr>
<tr>
<td>Scarab Half</td>
<td>1000</td>
</tr>
<tr>
<td>Genie's Lamp</td>
<td>1000</td>
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### Scoreboard

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<tr>
<td>Date</td>
<td>Score</td>
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<tr>
<td>Last Level</td>
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<tr>
<td>Abu's Bonus Round</td>
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<tr>
<td>Abu's Bonus Round</td>
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Scoreboard

Aladdin

Date __________ Score __________

Last Level

Genie's Bonus Machine? Yes ____ No ____

Abu's Bonus Round 1 ____ 2 ____ 3 ____

----------------------------------------

Return the Scoreboard to the Book Keeper.

Virgin Games
Credits

Programming & Project Management
David Perry

Animation Engine
David Perry

Development Tools
Andy Astor Services,
Rob Northern Computing,
Cross Products Ltd.,
Todd Robertson, Echidna

Animation Director
Mike Dietz

Assistant Animators
Shawn Mclean,
Clarke Sorenson, Roger Hardy,
Jeff Etter, Allyn Welty,
Tom Tanaka

Background Art
Christian Laursen, Nick Bruty,
Steve Crow

Presentation Art
Edward Schofield, Lin Shen

Sound, Music & FX
Tommy Tallarico, Don Griffin,
Alan Menken

Digital Sampling
Steve Henifin

Director of Design
David Bishop
**Virgin Games Credits**

<table>
<thead>
<tr>
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<tr>
<td>Levels Design</td>
<td>Bill Anderson, Tom Tanaka, Seth Mendelsohn</td>
</tr>
<tr>
<td>Consulting Animation</td>
<td>Andy Luckey</td>
</tr>
<tr>
<td>Producer</td>
<td>Metrolight Studios</td>
</tr>
<tr>
<td>Image Processing</td>
<td>Robb Alvey</td>
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<tr>
<td>Producer</td>
<td>Neil Young</td>
</tr>
<tr>
<td>Executive Producer</td>
<td>Stephen Clarke-Willson</td>
</tr>
<tr>
<td>Vice President of Development</td>
<td>Christina Camerota</td>
</tr>
<tr>
<td>Production Coordinator</td>
<td>David Bishop, Seth Mendelsohn, Mike Dietz, Mark Yamada, David Perry</td>
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<tr>
<td>Assistant Producers</td>
<td>Mike Glosecki, Ken Love, Craig Warmsley</td>
</tr>
<tr>
<td>Public Relations Coordinators</td>
<td>Debbie Brajevich</td>
</tr>
<tr>
<td>QA Manager</td>
<td>Robin Kausch</td>
</tr>
<tr>
<td>Lead Analyst</td>
<td>Adam Ryan</td>
</tr>
<tr>
<td>Product Analysts</td>
<td>Jared Brinkley</td>
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<tr>
<td></td>
<td>Chris McFarland, Scott Manning, Paul Shoener, Mitch Feldman, David Fries</td>
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**Disney Software Credits**

<table>
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<tr>
<td>Producer</td>
<td>Patrick Gilmore</td>
</tr>
<tr>
<td>Technical Director</td>
<td>Ron Fortier</td>
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<tr>
<td>Licensing Management</td>
<td>Cathy Fortier, Sue Fuller</td>
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<tr>
<td>Public Relations Management</td>
<td>Kirk Green</td>
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<tr>
<td>CES Event Management</td>
<td>Tom Bisignano, Spence Bovee, Helen Fillman, Andy Henry, Will Kassoy, R.K. Little, Chase Senge</td>
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<tr>
<td>Lead Analyst</td>
<td>John Santos</td>
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<tr>
<td>Product Analysts</td>
<td>Stewart Irel, Roger Kung, Chris McNulty, Joe Santos, Amy Steiner</td>
</tr>
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</table>
Disney Feature
Animation Credits

Director
Barry Cook

Producer
Paul Curasi

Secretary to the Producer
Annette Laguer

Artistic Coordinator
Ruben Procopio

Production Specialist
Chuck Williams

Animators
Tom Bancroft, Travis Blaise, Phil Boyd, Tony Cipriano, Rob Corley, Tim Hodge, Jim Jackson, Alex Kupershmidt, Anthony Michaels, Barry Temple

Clean-Up Coordinator
Jeanie Lynd Sorenson

Clean-Up Artists
Paulo Alvarado, Brian Beauchamp, Rachel Bibb, Eliott Bour, Sam Ewing, Tracy Lee, Kellie Lewis, Tamara Lusher, Mario Menjivar, Monica Murdock, Keith Newton, Sherrie Sinclair, Bryan Sommer

Head of Effects
Mike Duhatschek, Jason Francoeur, Troy Gustafson, John Hailey, Joe Pepe, Paitoon Ratan, Tony West

Color Models
Irma Cartaya

Animation/Final Check
Pam Darley

Sega of America
Credits

Product Management
Pamela Kelly

Producers
Pamela Kelly, Kent Russell

Public Relations
Ellen Beth Van Buskirk

QA Manager
Steve Patterson

QA Lieutenant
Jason Kuo

QA Lead
Julio Martinez

Product Analysts
Tony Lynch, Dermot Lyons, Siegie Stangenber, Andrew Podesta, Glen Cureton, Vince Nason, Heather Meigs, Janine Cook, Blair Bullock, David Forster, Bill Person, Rey Alferez, Kirk Rogers, Vy Nong, Maria Tuzzo, Atom Ellis, Richard Gangwish, Pete McNab, Eric Rawlins, Ivan Foong, Michael Baldwin, Todd Morgan, Greg Becksted, Conan Tigard, Joe Cain, Simon Lu, Joe Ganis, Jennifer Brozek, Erik Wahlberg

Legal Manual
Sonya Sigler

Screen Shots
Carol Ann Hanshaw

Clint Dyer
Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at: 1-800-USA-SEGA.

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: 1-800-872-7342.

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.