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GAMES

NBA ACTION '94



HOSTED BY
MARV ALBERT

INSTRUCTION MANUAL

Rated by V.R.C.

GA

Appropriate for
all audiences.
General Audiences



SEGA™

EPILEPSY WARNING

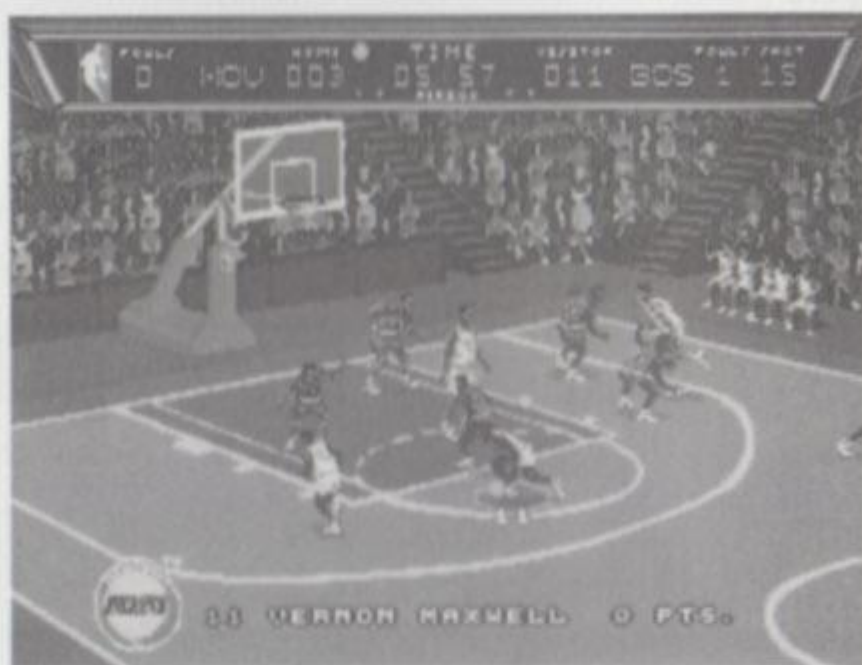
WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

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 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.**

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Take It To The Hole!



Lace 'em up and get ready to crash the boards!

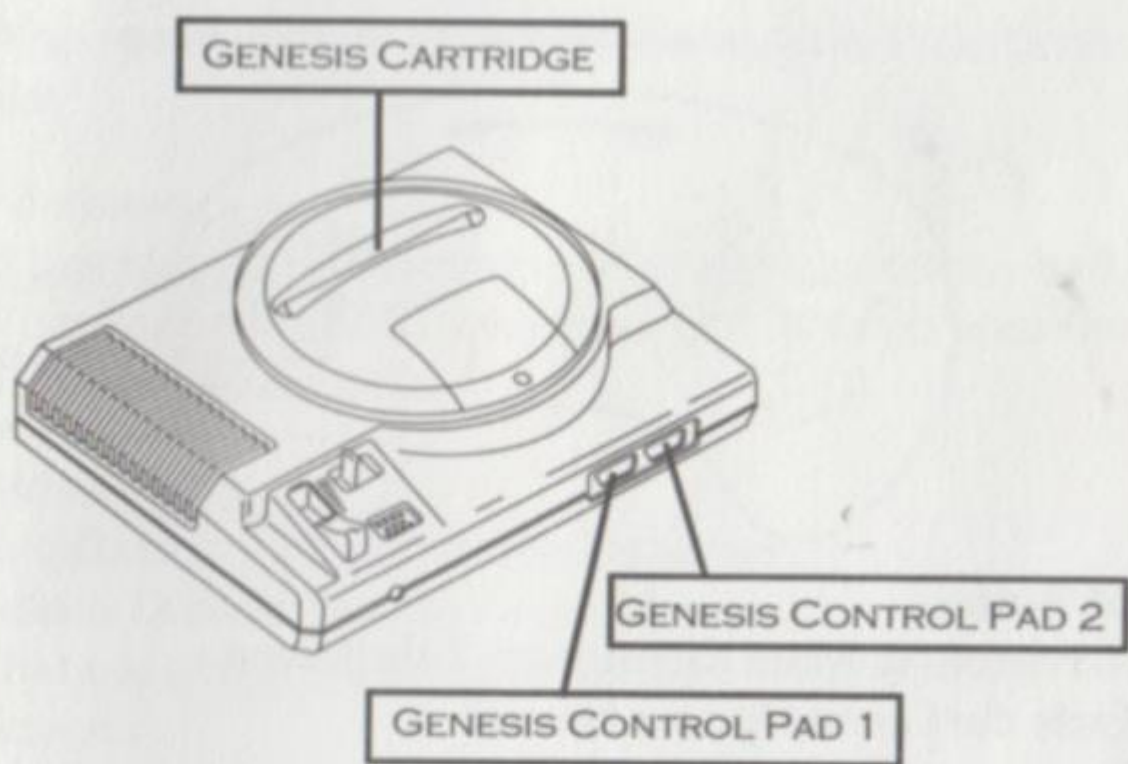
NBA Action '94 puts you in the paint with the NBA's giants. Go for the monster jam as San Antonio's David Robinson. Fight for rebounds as the Knicks' Patrick Ewing. Use the super speed burst to drive the lane as Seattle's Shawn Kemp. Or pop from downtown as Chris Mullin, Mark Price or Kenny Anderson!

NBA Action '94 gives you all 27 NBA teams and their 1993-94 rosters. So you can play a 20, 40 or 82-game schedule as your favorite team. Or compete in Single Elimination or "Best of" series playoffs.

Each game, you'll get color commentary by Marv Albert, announcer of "NBA on NBC". Instant replays of all the hottest action. And tons of individual and team statistics by quarter, game and season.

Go all the way to the NBA Finals. Or team up with legends like Dr. J., Bill Walton and "Pistol Pete" Maravich with the Hall of Fame option. With *NBA Action '94*, you're in for some super-hyped hoops!

Starting Up

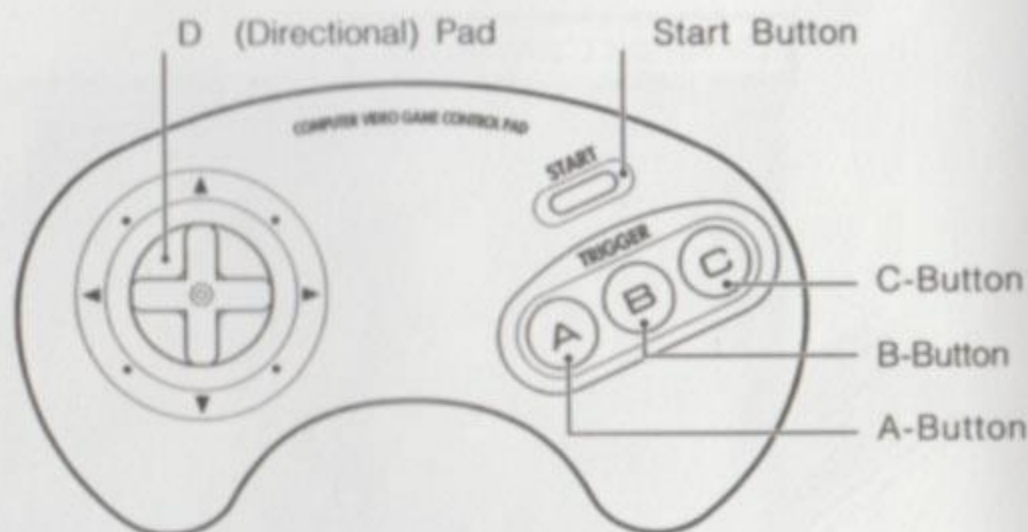


1. Set up the Genesis system and plug in control pad 1. For 2-Player games, plug in control pad 2 also.
2. Make sure the power switch is OFF. Insert the *NBA Action '94* game into the console and press down **firmly**.
3. Turn the power switch ON. In a few moments the Sega screen will appear.
4. Press **Start** when the Title Screen appears.

Important: If you don't see the Sega screen, turn the power switch OFF. Make sure the Genesis system is set up correctly and the cartridge is firmly inserted in the console. If the system is connected to a TV, make sure it's turned to the correct channel (3 or 4). Then turn the power switch ON again.

Note: Always make sure the power switch is OFF before inserting or removing the Genesis game cartridge.

Take Control!



Start Button:

- Advances to Main Menu from Title Screen.
- Exits the Game Options Screen.
- Pauses and unpauses game.
- Skips through stat screens after quarters.

D (Directional) Pad:

- UP/DOWN moves highlighter on Main Menu, Game Options and Team Lineup Screens.
- LEFT/RIGHT cycles through options.
- Controls player on offense and defense.

A-Button:

- Enters selections on Main Menu, Game Options and Team Lineup Screens.
- Advances to Game Options Screen from Main Menu.
- Plays selected music/SFX on Options Screen.
- Advances from Season Standings to Today's Game Screen.
- Advances from Today's Game to Team Lineup Screen.
- Calls Time Out on the Pause Menu.
- Advances through Statistics and Shot Chart Screens.
- Advances from Today's Winner to Game MVP Screen.
- Advances from Playoffs Screen to Today's Game.

On offense:

- When tapped, passes ball.
- When pressed with Start held down, calls Pick/Screen play.

On defense:

- When tapped, shifts control to player nearest the ball.
- * When tapped rapidly, cycles control through your five defensive teammates.

B-Button:

- Recalls previous stat or display screen.
- Selects Substitution on Pause Menu.
- * Changes player's defensive level on Team Lineup Screen.

On offense:

- When player is stationary, makes him pump fake.
- When player is running, gives him speed burst.
- When pressed with Start held down, calls Clear Out play.

On defense:

- When player is stationary, makes him try to steal ball.
- When player is moving, gives him speed burst.

C-Button:

- Cycles through highlighted options on Main Menu and Game Options Screens.
- Selects Instant Replay on Pause Menu.

On offense:

- When held down, makes player shoot. (Shot is most effective when you release the ball at the top of your jump.)
- When pressed with Start held down, calls Double Screen play.

On defense:

- When held down, makes player jump to block shot.

6-Button Controls

Use the X, Y and Z Buttons to call the following plays:

X-Button

Pick/Screen

Y-Button

Clear Out

Z-Button

Double Screen

NBA Action '94 Title Screen



When you start the game you'll see a brief introduction followed by the *NBA Action '94* Title Screen. Press Start or the A-Button at the Title Screen to advance to the Main Menu. If you don't press Start after a few seconds you'll see a preview of *NBA Action '94*. Press Start or the A-Button at any time to reset the game and return to the Title Screen.

Main Menu



On the Main Menu, use the D-Pad to set the following game parameters:

Play Mode: Choose between Exhibition, Continue or New Season.

In Exhibition mode, you can pit any two regular or Hall of Fame teams against each other. This game doesn't count in league standings and statistics for your team will not be recorded.

In Continue Season mode, league standings and team stats are saved so you can return to your season whenever you want.

In New Season mode, you can start a complete season. After each game you'll see updated team standings and team statistics. (You won't be able to play with Hall of Fame teams in Continue Season or New Season mode.)

Season Length: When you select New Season, you can choose between a 20, 40 or 82-game season. You can also select "Playoffs, Best of 5,7" and "Playoffs, Single Elimination".

In Playoffs, Best of 5,7, choose one team to play in a "Best Of" series just like in the NBA. In Playoffs, Single Elimination, win once and you'll advance to the next series. Lose once and the series is over!

Players:

In Exhibition mode, choose from the following options:

- Player 1-Home
- Player 1-Visitor
- Player vs. Player
- 2-Player Co-Op
- 2 Players vs. 1 Player
- 3-Player Co-Op
- 3 Players vs. 1 Player
- 2 on 2
- 4-Player Co-Op
- 5-Player Co-Op
- CPU vs. CPU

Note: For more than two players, plug control pad 1 into the right hand port (Port Two) on your Sega Genesis system. Then plug the Sega Team Player Adaptor into the left hand port (Port One).

Quarter Length: Choose between 4, 8 and 12 minute quarters. You can change this setting for every game, no matter if it's exhibition or regular season. Depending on the quarter length you choose, the following rules apply:

	12 minutes	8 minutes	4 minutes
Timeouts/ half	5	5	3
# of fouls to foul out	6	6	4
Overtime length	5	5	2
Team fouls before free throws	4	4	2

Team Select: Choose the teams for any exhibition game. Or choose which team you'll be in a New Season.

Game Options: Use the D-Pad to select Game Options, then press the A-Button to advance to the Game Options Screen.

Press Start on the Main Menu to begin your game.

Game Options



On the Game Options Screen, you'll see a summary of the game controls. You can also turn the following game features On or Off:

Fouls: When Fouls is turned On, referees will call fouls and award free throws. Just like in the NBA, if a player commits six fouls, he's out of the game!

Fatigue: When Fatigue is turned On, a player will get tired if he's been in the game too long without a rest. If a player is fatigued, he will appear hunched over on the Team Lineup Screen. He'll also move slower and shoot with less accuracy.

Ball Indicator: Turning the Ball Indicator On will cause the ball to turn golden when you release it at the very top of your jump. This will help you time your shot.

Pad Indicator: Turning the Pad Indicator On will cause the circle under your player to light up whenever you are affecting your opponent's ballhandling on defense. Use the Pad Indicator to help you figure out how closely to guard your opponent. The Pad Indicator will also light when you're the ball handler to tell you when your opponent is affecting you.

Music: Previews the game music.

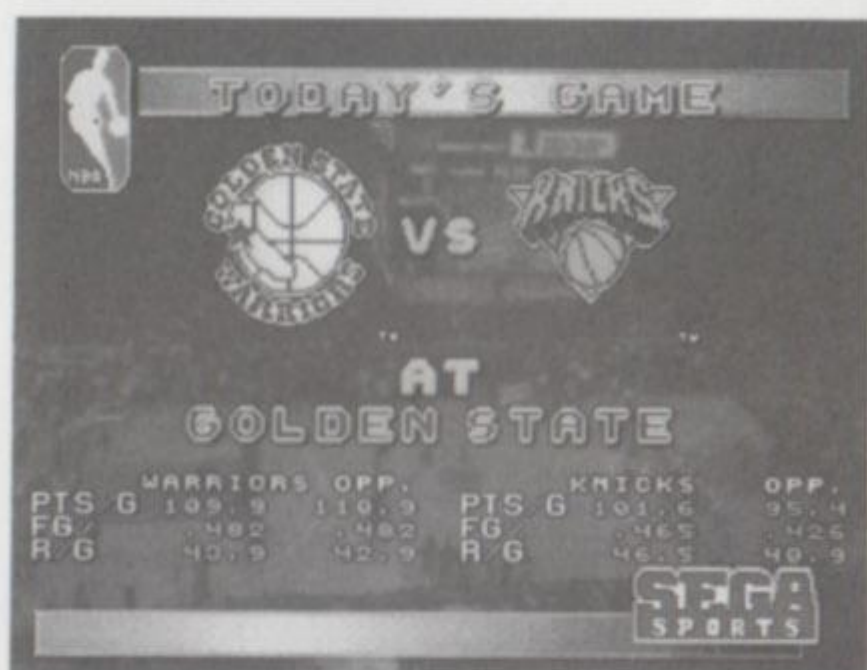
Sound effects: Preview the game sound effects.

Season Play

STANDINGS									
WESTERN CONFERENCE					EASTERN CONFERENCE				
PACIFIC					ATLANTIC				
W	L	PCT	GB		W	L	PCT	GB	
WARRIORS	0	0	0	0	KNICKS	0	0	0	0
BLAZERS	0	0	0	0	76ERS	0	0	0	0
KINGS	0	0	0	0	HEAT	0	0	0	0
CLIPPERS	0	0	0	0	CELTICS	0	0	0	0
SUNS	0	0	0	0	NETS	0	0	0	0
SONICS	0	0	0	0	BULLETS	0	0	0	0
LAKERS	0	0	0	0	MAGIC	0	0	0	0
MIDWEST					CENTRAL				
W	L	PCT	GB		W	L	PCT	GB	
SPURS	0	0	0	0	PACERS	0	0	0	0
WOLVES	0	0	0	0	BULLS	0	0	0	0
NUGGETS	0	0	0	0	BUCKS	0	0	0	0
MAVS	0	0	0	0	CRUIS	0	0	0	0
JAZZ	0	0	0	0	HORNETS	0	0	0	0
ROCKETS	0	0	0	0	PISTONS	0	0	0	0
					HAWKS	0	0	0	0
GAME 1					WARRIORS	AT	JAZZ		
GAME 2					WARRIORS	AT	WOLVES		
GAME 3					WARRIORS	VS	LAKERS		

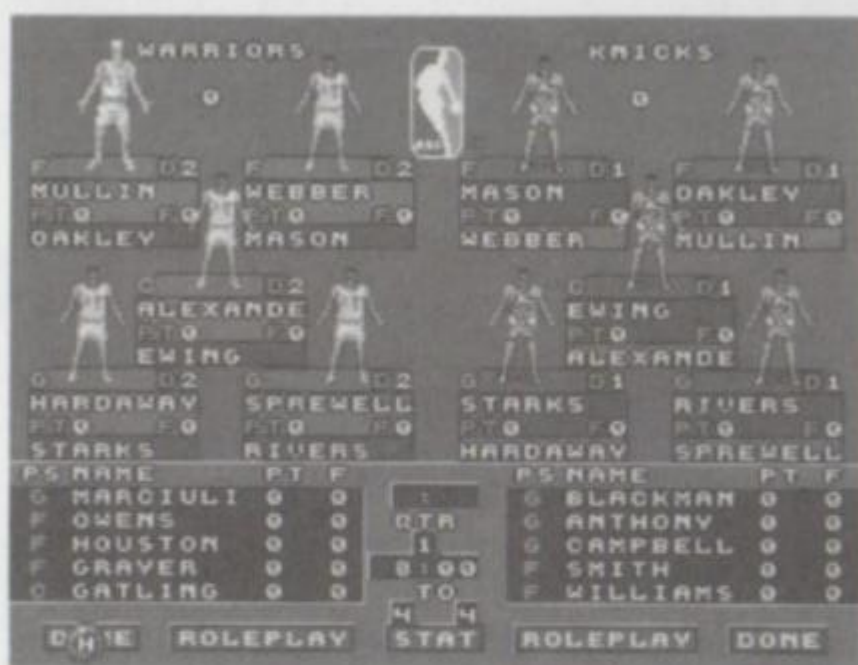
If you're in Season Play mode, the Season Standings Screen will show you complete league standings by division before you play. Standings include games won, games lost, winning percentage and the number of games each team is behind the division leader. You'll also see your next three opponents listed at the bottom of the screen. Press the A-Button to advance to the "Today's Game" Screen.

Today's Game



See a lineup for your next game, including season totals for both teams in points per game, field goal percentage and rebounds per game. Press the A-Button to advance to the Team Lineup Screen.

Team Lineup Screen



Use the Team Lineup Screen to set defensive levels and make critical substitutions, defensive assignments and role play decisions throughout the game. You'll see the Team Lineup Screen at the beginning of each quarter, and whenever you call a timeout or substitution.

Next to each player you'll see the following indicators:

- Position — F for forward, C for center and G for guard
- Defensive tightness
- Name
- Points in game
- Number of personal fouls
- Defensive assignment

If Fatigue is turned on, the more tired players are, the more they will be hunched over. The level of fatigue also is reflected in the players' position letters. If the letter is green, the player is fresh. If it's yellow, the player is tired. And if it's red, the player is exhausted and should be subbed right away. The letters of substitute players also indicate their energy level with the same colors.

The Team Lineup Screen also displays:

- Time left on substitution clock
- Period
- Time left in period
- Number of timeouts each team has left
- Players on the bench

At the beginning of the game, you'll see your team's starting lineup. Anytime you want to make a substitution, follow these steps:

1. Use the D-Pad to move the basketball indicator to the player you want to sub for.
2. Press Start or the A-Button to select the player (he will begin to flash.)
3. Under the starting lineup, you'll see a list of five substitutes. Move the basketball indicator to the player you want to put in the game. Then press the A-Button and he will replace the flashing player.
4. Move the basketball to the Done box at the bottom of the screen. Then press the A-Button to return to the game.

To access the Team Lineup Screen during a game, press Start to see the Pause Menu. Then press the B-Button to make a substitution. (You can only make a substitution on a dead ball or during a time out.) Or press the A-Button after you pause to get to the Lineup Screen.

Role Play — Select Role Play to play as the same player for the entire game. To assign a role, use the D-Pad and A-Button to select the Role Play button at the bottom of the Team Lineup Screen. Then use the D-Pad and A-Button to select a player. You can turn Role Play On and Off any time you're on the Lineup Screen.

During Role Play, when you pass the ball you still control the same player. Press the A-Button to call for the ball and your teammate will try to pass you the ball.

Changing the player you control — When you select Role Play, the player you default to control is the left guard. When Role Play is turned on, the controlled man is denoted by "P1" on the Team Lineup Screen. To change control, select a player and cause him to flash. Then select him again and the P1 indicator will move to the new player. When using the MultiTap, P1 to P5 will indicate which controller is controlling which man.

Stats — At the beginning of the game and during timeouts, you can select the STATS options on the Team Lineup Screen. If you select STATS before the game starts, you'll see these season total stats for each player:

- field goal percentage
- 3-point percentage
- free throw percentage
- points per game
- rebounds per game
- assists per game
- steals per game
- blocks per game

To review player stats during the game, select Stats with the D-Pad, then press the A-Button. You'll then see these stats:

- field goals made/attempted
- 3-point shots made/attempted
- free throws made/attempted
- points scored
- rebounds
- assists
- blocks
- steals
- personal fouls

To return to the Team Lineup Screen, press Start.

Defensive assignments — At the start of the game, all players will default to guarding their mirror position player on the opposing team. For example, the home team's left forward will guard the visiting team's left

forward. The name of the opponent the player is guarding is listed under each player's name. You can switch defensive assignments by selecting a player on your team, then moving the cursor to the other team and selecting the opponent you want your player to guard.

Making players trade positions — *NBA Action '94* lets you trade players' positions on the court. Use the cursor to select a player you want to trade and press either Start or the A-Button. That player will flash. Now select a second player and the two will trade positions.

Defensive Levels — Each player's defensive level is shown as a number in the upper right corner of his box on the Team Lineup Screen. There are five defensive levels. Select a player and press the B-Button to reach the level you want. Here's what the five levels mean:

- D1 — Player gives up outside shot while defending against inside game. Rarely tries to steal.
- D2 — Player covers inside and outside equally.
- D3 — Player is more likely to steal a ball or pass and double team. However, there's a higher chance of fouling and the player is more likely to leave an offensive player open.
- D4 — Player applies tighter pressure than D3 with more steal attempts and double or triple teaming. The player has a greater chance of fouling than D3 and you are very likely to leave an offensive man open.

D5 — Player tries to steal the ball constantly until he either steals or fouls. Use this to get the ball back regardless of fouls when time is running out.

Done — Select Done when you want to exit the Team Lineup Screen. Both teams must select Done to exit the screen.

Play-Calling On Offense

You can call three plays on offense to try to beat your opponent:

Pick/Screen — Hold Start and press the A-Button (or press the X-Button on the 6-Button controller) to make a teammate screen the player who's guarding you.

Clear Out — Hold Start and press the B-Button (or press the Y-Button on the 6-Button controller) to make your teammates clear out and create a one-on-one situation.

Double Screen — Hold Start and press the C-Button (or press the Z-Button on the 6-Button controller) to cause your teammates to spread out and double screen at the post.

Note: When calling plays, release the A, B or C-Button before releasing Start.

You can create layered plays by calling two plays in succession. For example, call a Clear Out and then a Screen. This two-man offense will help you get around your defensive man and dunk it. When you call layered plays, press Start each time you enter a play. Be sure to release the A, B or C-Button before you release Start. In Co-Op games, only the lowest designated controller per team (P1) can call plays or timeouts.

Violations

1. *Travelling* is called when the ballhandler jumps to shoot but doesn't release the shoot button before landing.
2. A *3-Second Violation* is called when an offensive player stays in the key for more than 3 consecutive seconds.
3. A *5-Second Violation* is called if the player doesn't make the inbounds pass in 5 seconds or less.
4. A *10-Second Violation* is called if the offense doesn't get the ball over the half-court line within ten seconds of inbounding it or after a rebound.
5. A *24-Second Violation* is called if the offense doesn't attempt a field goal within 24 seconds.

Personal Fouls

1. *Charging* is sometimes called when the ballhandler speed bursts into a defensive player who has established position. In this situation, the ball is given to the other team. (This is the only foul that is not ruled a team foul.)
2. A *Shooting Foul* is called when the ballhandler is fouled in the act of shooting. If his shot goes in, he gets one free throw attempt. If it doesn't, he gets two attempts.
3. A *Reach-In Foul* is called when a defensive player makes a poor steal attempt.
4. A *Blocking Foul* is called when the defensive player gets in the way of the ballhandler.

Team Fouls

In games with 8 or 12-minute quarters, each team is allowed four fouls. On the fifth foul, the player who is fouled is awarded two free throws.

In a game with 4-minute quarters, each team is allowed 2 team fouls. On the third foul, the player who is fouled is awarded two free throws.

Full Court Action!



During play you control the player with the circle under his feet. [See the "Take Control!" section for complete button controls.]

Keep an eye on the following indicators at the top of the Main Play Screen:

- Home team name
- Number of team fouls for the home team
- Points for home team
- Time left in quarter

- Period indicator
- Ball possession icon
- Points for visiting team
- Visiting team name
- Number of team fouls for the visiting team
- 24-second clock

The following indicators are located at the bottom of the screen:

- Team of player with ball
- Name of player w /ball
- Number of points
- Number of personal fouls

Instant Replay — Press the C-Button to see an instant replay of the last game sequence.

Study Your Team Stats . . .

TEAM STATS		
	WARRIORS	KNICKS
FGM / A	10 / 22	16 / 24
FG %	.454	.666
3PTM / A	2 / 4	0 / 2
3PT %	.500	.000
FTM / A	10 / 15	2 / 2
FT %	.666	1.000
REBOUNDS	10	5
ASSISTS	6	12
FOULS	4	7
STEALS	1	0
BLOCKS	5	3
SCORE	36	34

For each quarter, you'll see a complete breakdown of statistics for you and your opponent, including:

- field goals made/attempted
- field goal percentage
- 3-point shots made/attempted
- 3-point percentage
- free throws made/attempted
- free throw percentage
- rebounds
- assists
- blocks
- steals
- fouls
- score

Press the A-Button to see team cumulative stats for the entire game.

Pause Screen



Press Start at any time during the game to access the Pause Menu:

Start — Unpause

Time Out — Press the A-Button on the Pause Menu to call a timeout. Time outs are one minute long.

Substitution — Press the B-Button to make a substitution using the Team Lineup Screen. You can make substitutions only on a dead ball or time out. Substitutions are 20 seconds long.

Note: Depending on the situation, you may not be able to call time out or make a substitution. For example, if you run out of time outs or it is not a dead ball situation.

And Your Player Stats

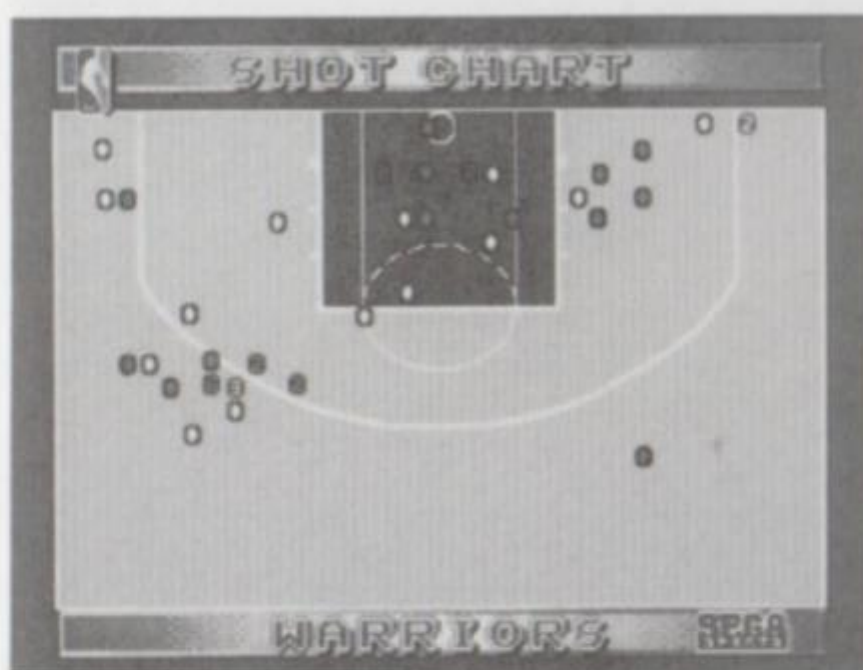
PLAYER STATS								
WARRIORS		FGM	A	3PTM	A	FTM	A	P
10	HARDWAY	1	2	0	0	0	0	2
15	SPREWELL	0	2	0	0	2	2	0
17	MULLIN	6	9	1	2	3	4	1
4	WEBBER	1	5	0	0	3	7	0
52	ALEXANDER	0	0	0	0	2	2	0
10	MARCIULION	2	2	1	2	0	0	7
00	OWENS	0	1	0	0	0	0	0
21	HOUSTON	0	0	0	0	0	0	0
44	GRAVER	0	0	0	0	0	0	0
25	GATLING	0	1	0	0	0	0	0
KNICKS		FGM	A	3PTM	A	FTM	A	P
0	STARKS	6	9	0	1	1	1	10
25	RIVERS	2	4	0	0	0	0	4
14	MASON	0	0	0	0	0	0	0
04	DAKLEY	2	2	0	0	0	0	4
00	EWING	3	0	0	0	1	1	7
20	BLACKMAN	0	1	0	1	0	0	0
50	ANTHONY	0	0	0	0	0	0	0
9	CAMPBELL	3	5	0	0	0	0	6
54	SMITH	0	0	0	0	0	0	0
02	WILLIAMS	0	0	0	0	0	0	0

After each quarter and at the end of the game, you'll also see statistics for each player, including:

- field goals made/attempted
- 3-point shots made/attempted
- free throws made/attempted
- points

Press the A-Button again to see cumulative game stats.

The Shot Chart



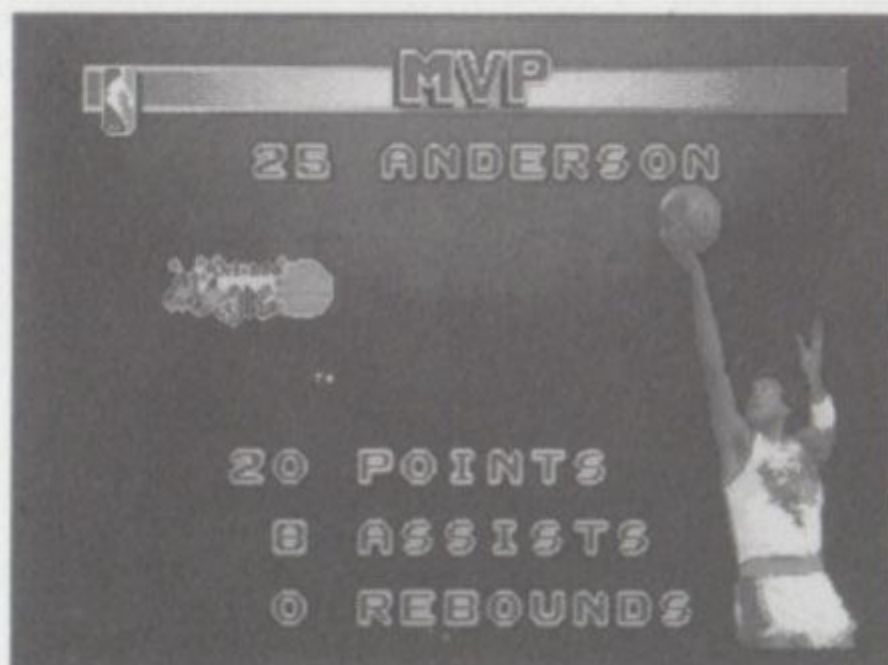
Press the A-Button on the Player Stats Screen to advance to the Shot Chart. Here you'll see a complete recap of all your shots for the previous quarter, including which shots are going in — indicated by red dots — and which ones aren't — indicated by white dots. Press the A-Button again to see the visitor's shot chart. (If you're playing 1-Visitor, pressing the A-Button will show your shots instead of your opponent's.) Shot charts are cleared after each half.

Today's Winner



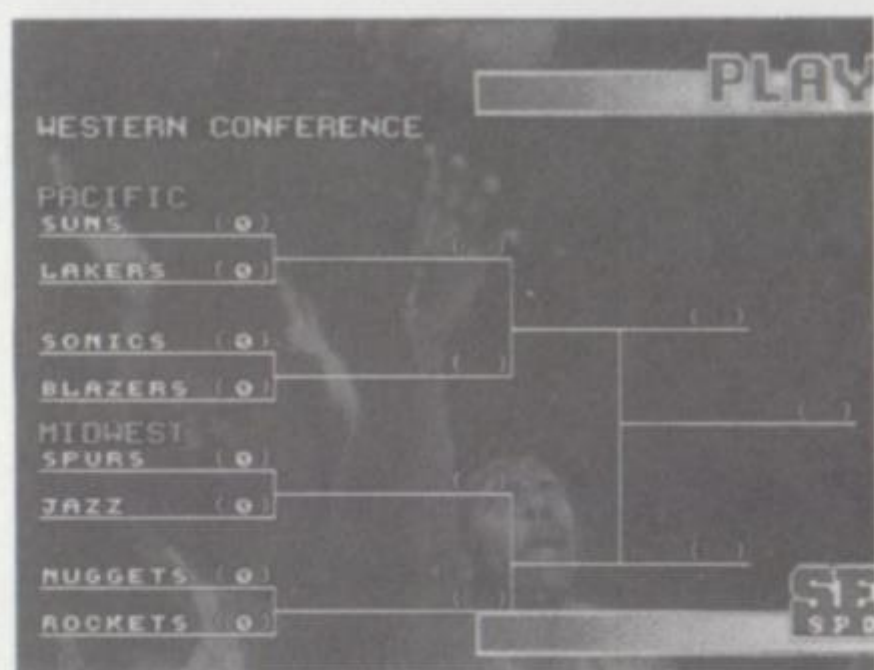
At the end of each game, you'll see a game summary with team statistics and the game winner.

Game MVP



After each game, an MVP will be chosen. Press the A-Button on the Today's Winner Screen to advance to the Game MVP Screen.

High Intensity Playoff Action!



At the end of the season, if you've made it to the playoffs, you'll advance to the Playoffs Screen. The Playoffs Screen shows all the playoff matchups. Press the D-Pad LEFT/RIGHT to scroll from side to side.

Play with history's greatest hoopsters!



In addition to playing with the current NBA teams, in Exhibition mode, you can also select from 3 Hall of Fame teams. Run the floor with Nate Thurmond, Bill Walton, Bob Lanier, "Pistol Pete" Maravich, Nate Archibald and 25 other Hall-of-Famers!

Play To Win

Offense:

- Release the ball during the slight pause at the top of your jump for the greatest chance of making a basket. Use the Ball Indicator to learn how to time your shot.
- You can tell if your shot release is optimal by watching the net. If you release the ball at its optimal point, the net swishes up when you make a basket (even if the Ball Indicator is turned off).
- If opponents are jumping to block your shot, release the ball later to avoid getting stuffed.
- To shoot a hook shot, you must be near the key and pressing the D-Pad away from the basket (the player won't move.) Hook shots are hard for your opponent to block, so use them as often as possible.
- To make a layup or dunk, move toward the basket while pressing the shoot button. If you don't move, you will make a standing jump shot. (Whether you make a dunk or layup depends on the abilities of your player.)
- After you shoot the ball, crash the boards for offensive rebounds.
- Pump fake to make your opponent jump early, then shoot while he's on his way down.
- If you pump fake after you have dribbled, you won't be able to dribble again. Then you'll have to either shoot or pass.
- Try pump faking as soon as you catch the ball. If your defender jumps at the fake, you can dribble around him and shoot.

- Try to shoot when you're open. If the Pad Indicator is on and your pad is lit, your opponent is affecting your shot. Pass up the shot and shoot when your pad isn't lit.
- Call the Pick/Screen Play (hold Start down and tap the A-Button) to get a teammate to screen in between you or to pick to the side of your defender. Then take advantage by running to the side so your defender gets caught up with your teammate and you can take a high percentage open shot.
- When you have the ball, beware of speed bursting into traffic. If you run into defensive players that have established position, you could get slapped with a charging call.
- Speed bursting will cause you to get fatigued quicker than usual.
- When passing, point the ballhandler toward your teammate and tap the A-Button. Your pass can be stolen, so don't pass to teammates who are closely guarded. Also, be especially careful with long passes.
- When playing a Player vs. Player game, call the Clear Out Play (hold Start and tap the A-Button) to create a great one-on-one situation.

Defense:

- On defense, stay between your man and the basket to decrease his shooting percentage. Use the Pad Indicator to learn how to affect his shot by guarding him close.
- Increase your chances of stealing the ball, by going for the ball when your opponent pump fakes.
- You can often make the ballhandler pick up his dribble by making steal attempts. Then he has to either shoot or pass.



TM 5 PLAYER TEAM

Get Serious About Your Sports!

**NBA Action™ & Team Player™ let
5 people play at the same time!**

To Play NBA Action with up to four of your friends, you'll need Sega's™ new multi-player adaptor, Team Player, for the Genesis. Choose your teammates carefully because with Team Player and Sega's NBA Action, you and four friends take on the CPU as a team! You can also pair up with a buddy and challenge two more friends in intense NBA Action, two on two.

Team Player is available in stores in limited quantities. You can order Team Player through this special offer for \$29.99 plus shipping and handling, by calling **1-800-USA-SEGA.**

No other multi-player adaptor works with NBA Action. Use Team Player with Wimbledon Championship Tennis and many other exciting Genesis games. Look for this logo to ensure Team Player compatibility.



Please allow 4-6 weeks of delivery.

Please note that not all 4 player games for the Genesis are compatible with Team Player by Sega.

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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**.

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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

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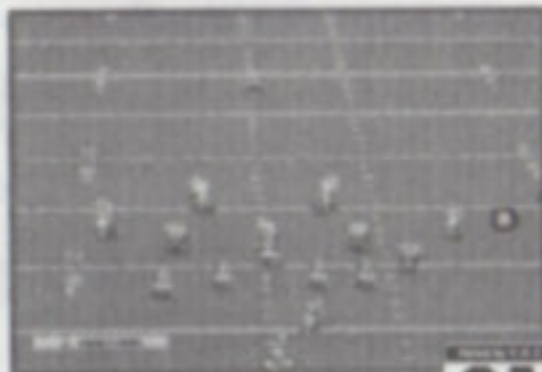
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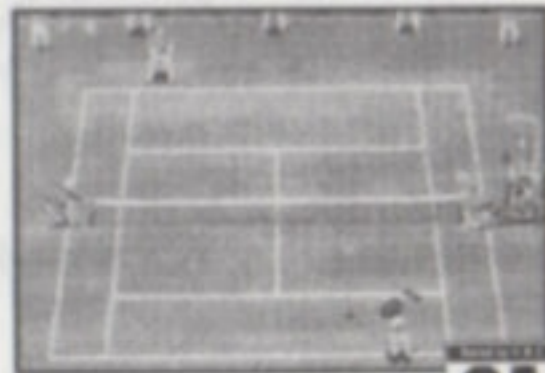
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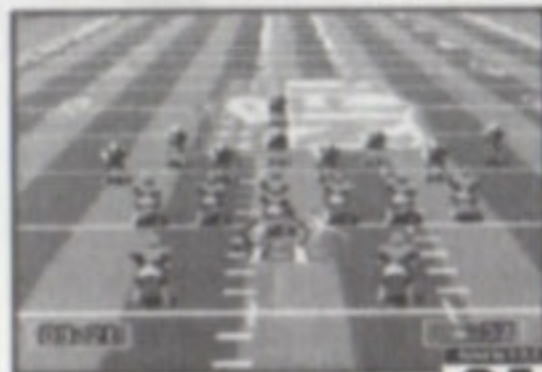


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