

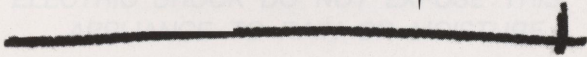
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AURA™
INTERACTOR.



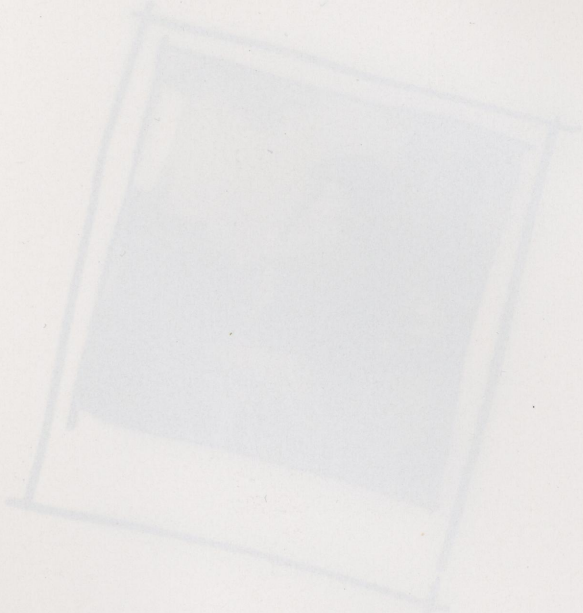


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WARNING

**TO REDUCE THE RISK OF FIRE OR
ELECTRIC SHOCK DO NOT EXPOSE THIS
APPLIANCE TO RAIN OR MOISTURE**

COMPLIANCE with European EN50082-1 (1991),
IEC 801.5 and FCC Regulations

NOTE:

This equipment has been tested and found to comply with the above European CE standards and FCC Regulation limits for a Class digital device, pursuant to part 15 Of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions may cause harmful interference to radio communications. However, there is no guarantee that the interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception which can be determined by turning the equipment off and on the user is encouraged to try to correct the interference by one or more of the following measures.

- * Relocate the Power Amplifier with respect to the receiver.
- * Increase the separation between the Power Amplifier and the receiver.
- * Connect the equipment using a socket on a circuit different from that to which the receiver is connected so that the Power Amplifier and the receiver are on two different circuits.
- * Consult the dealer or an experienced Radio / TV technician for help.

ANY CHANGES OR MODIFICATIONS NOT EXPRESSLY APPROVED BY AURA COULD VOID THE USER'S WARRANTY AND AUTHORITY TO OPERATE THE INTERACTOR.

Epilepsy Warning

IMPORTANT:

READ THE FOLLOWING STATEMENT BEFORE
USING YOUR NEW INTERACTOR SYSTEM.

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games, including games played with the Interactor system. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your Doctor before playing video games if you or anyone in your family has an epileptic condition.

IMMEDIATELY

Discontinue use and consult your Doctor if you experience any of the following symptoms while playing video games: altered vision, eye or muscle twitching, other involuntary movements, disorientation, loss of awareness of your surroundings, mental confusion, dizziness, sickness, and / or convulsions.

SAFETY Instructions

1. **Read All** The safety and operating instructions before the Interactor is operated.
2. **Retain Instructions** The safety and operating instructions should be retained for future reference.
3. **Heed Warnings** All warnings on the Interactor and in the operating instructions should be adhered to.
4. **Follow Instructions** All operating and safety instructions should be followed.
5. **Water and Moisture** The Interactor should not be used near water - for example, in or near a bath, kitchen sink, or swimming pool, and the like.
6. **Ventilation** The Interactor should be situated so that its location or position does not interfere with its proper ventilation. For example, the Power Amplifier and Backpack should not be situated on a bed, settee, rug, or similar surface that may block the ventilation openings; or placed in a built-in installation, such as a bookcase or cabinet that may impede the flow of air through the ventilation openings.
7. **Heat** The Interactor should be situated away from heat sources such as radiators, fires, or other Interactors (including amplifiers) that produce heat.
8. **Power Sources** The Interactor should be connected only with the transformer provided.
9. **Polarisation** Precautions should be taken so that the polarity of the mains is not reversed.

10. **Cable Protection** All cables should be routed so that they are not likely to be walked on or pinched by items placed on or against them, paying particular attention to cables at the point where they exit from the transformer.
11. **Cleaning** The Interactor should be cleaned only as recommended by the manufacturer.
12. **Non use Periods** The transformer of the Interactor should be unplugged from the mains when left unused for a long period of time.
13. **Object and Liquid Entry** Care should be taken so that objects do not fall and liquids are not spilled into the enclosed through openings.
14. **Damage Requiring Service** The interactor should be serviced by qualified service personnel when:
 - A. The mains cable or plug has been damaged;
 - B. Objects have fallen, or liquid has been spilled into the Interactor;
 - C. The Interactor has been exposed to rain;
 - D. The Interactor does not appear to operate normally or exhibits a marked change in performance;
 - E. The Interactor has been dropped, or damaged.
15. **Servicing** The user should not attempt to service the Interactor beyond that described in the operating instructions. All other servicing should be referred to qualified service personnel.
16. **Moulded Plug** If you remove the moulded plug take out the fuse and dispose of in a safe manner.
17. If you have a history of back problems, heart problems, or if you wear a pacemaker please consult your doctor before using this unit.

Introduction

Welcome to the latest in virtual-reality game wear. With your new **AURA Interactor Backpack**, you'll get to add another dimension to your home entertainment the dimension of **sensation**. Your favourite video games, movie, TV programs, stereo music, computer software, all will come to life as you leave the world of simple sight and sound and enter the realms of **feelings**.

The Interactor Backpack includes a Power Amplifier. With it, you can control the vibrations you feel, how much and when. You can also customise your Interactor Backpack to work with almost any game, music, TV, or video you now own or will buy in the future.

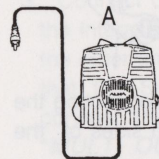
Before using your new Interactor Backpack, it's important that you take a few moments to read this manual. Once you've done that, you should be able to quickly and safely install the Interactor Backpack.

Then you can sit back and enjoy your favourite games, movies, and music in an entirely new way.

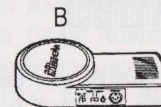
Trademark

Trademarked names appear throughout this manual. Rather than listing the names and entities that own the trademarks, or inserting a trademark symbol with each mention of the trademarked name, the publisher states that it is using the names only for editorial purposes and to the benefit of the trademark owner with no intention of infringing upon that trademark.

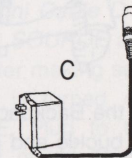
COMPONENTS



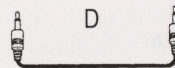
A. Interactor Backpack



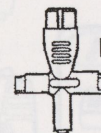
B. Interactor Power Amplifier



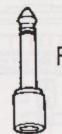
C. Interactor Transformer



D. 3.5mm thick Mini Cable



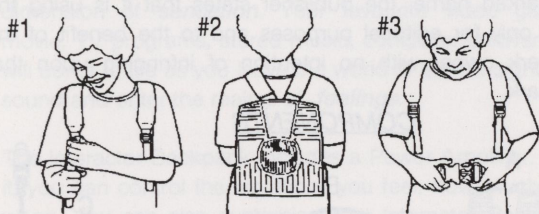
E. Game Adapter



F. Mini Stereo Adapter

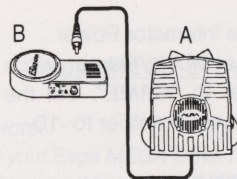
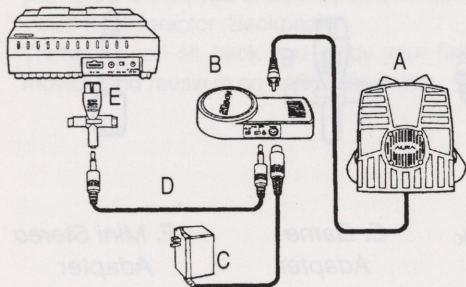
AURA Interactor Backpack

Put the Interactor on your back, much like you would put on a backpack. Put your arms through the shoulder straps and adjust the straps *see illustration #1* so that the Backpack is positioned against the lower lumbar part of your back *see illustration #2*.

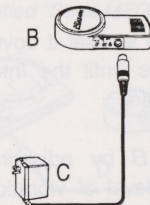


Pull the Backpack firmly against your back by connecting the belt buckle and pulling the waist belt from both sides of the buckle to fit you comfortably *see illustration #3*.

Super NINTENDO Set-up Instructions

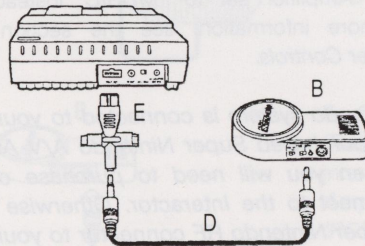


1. Plug the Interactor *Backpack A* into the Interactor Power Amplifier *B* labelled "OUT".



2. Plug the Interactor *Transformer C* into the Interactor Power Amplifier *B* labelled "POWER PACK". Then plug the Interactor *Transformer C* into the mains socket.

3. Connect one end of the *3.5mm-thick Mini Cable D* to the Interactor Power Amplifier *B* labelled *SOURCE* and the other end to the Game Adapter *E*. After making sure that the Super Nintendo game system is turned off, connect the matching Game Adapter *E*. Plug to the "MULTI OUT" plug located in the back of the *Super Nintendo* game system.



TIP: On games that have an "Options" menu, try turning off the Music in the game to increase Interactor action effects.

5. Set the *Normal A/B* switch on the Interactor Power Amplifier to "**NORMAL**". Set the *Music/Game* switch on the Interactor Power Amplifier to "**GAME**". Set the "**FILTER**" dial on the Interactor Power Amplifier to -10-
5. Turn on your Super Nintendo game system.
6. Put the Interactor *Backpack A* on so that it covers the small of your back. Adjust straps until the Interactor *Backpack A* is snug yet comfortable.
7. Turn on the Power *Amplifier B* by adjusting the "**POWER**" dial until you feel the level of vibration you find most comfortable. A green light will indicate that the unit is on. It is normal for the Power Amplifier and *Backpack A* to become warm during extended use.

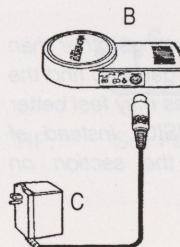
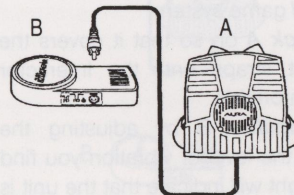
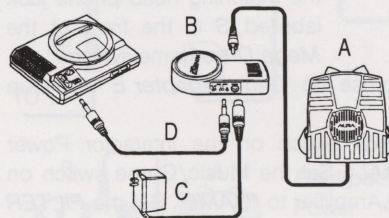
NOTE: Some games will feel better with settings other than those given above. Experiment with each game to find the settings that are best for you. Some games may feel better with the Power Amplifier set to "**MUSIC**" instead of "**GAME**." For more information, see the section on *Interactor Amplifier Controls*.

If your Super Nintendo system is connected to your TV by a previously purchased Super Nintendo A/V Audio Visual cable, then you will need to purchase other adapters to connect to the Interactor. Otherwise use the standard Super Nintendo RF connector to your TV and supplied Interactor game adapter.

Sega - MEGA Drive I Set-up Instructions

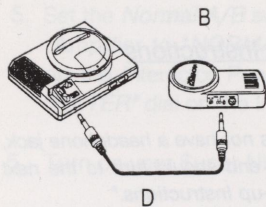
Note:

If your Sega MEGA Drive I system does not have a headphone jack, then you have a Sega MEGA Drive II and should turn to the next section, titled "Sega MEGA Drive II Set-up Instructions."



1. Plug the Interactor *Backpack A* into the Interactor Power Amplifier B labelled "**OUT**."

2. Plug the Interactor *Transformer C* into the Interactor Power Amplifier B labelled "**POWER PACK**". Then plug the Interactor *Transformer C* into the mains socket.



3. After making sure that the *Sega MEGA Drive I* game system is turned off, connect one end of the 3.5mm-thick *Mini Cable D* to the Interactor Power Amplifier *B* labelled *SOURCE* and the other end to the matching head phone jack labelled *S* in the front of the *Mega Drive* game system.

You will *not* need to use the Game Adapter *E* to Set-up this game system.

4 Set the *Normal A/B* switch on the Interactor Power Amplifier to **"NORMAL"**. Set the Music/Game switch on the Interactor Power Amplifier to **"GAME"**. Set the *FILTER* dial on the Interactor Power Amplifier to -10.-

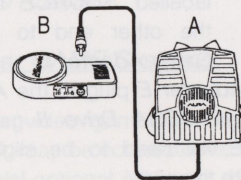
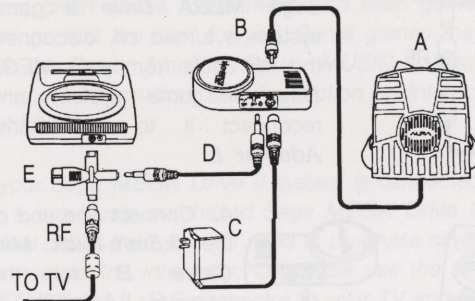
5. Turn on your *Mega Drive I* game system.

6. Put the Interactor *Backpack A* on so that it covers the small of your back. Adjust straps until the Interactor *Backpack A* is snug yet comfortable.

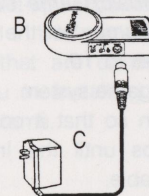
7. Turn on the Power Amplifier *B* by adjusting the **"POWER"** dial until you feel the level of vibration you find most comfortable. A green light will indicate that the unit is on. It is normal for the Power Amplifier and *Backpack* to become warm during extended use.

NOTE: Some games will feel better with settings other than those given above, experiment with each game to find the settings that are best for you. Some games may feel better with the Power Amplifier set to "MUSIC" instead of "GAME." For more info action see the section on Interactor Amplifier Controls.

Sega- MEGA Drive II Set-up Instructions

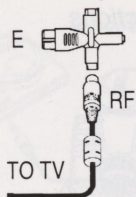


1. Plug the *Interactor Backpack A* into the Interactor Power Amplifier *B* labelled **"OUT."**

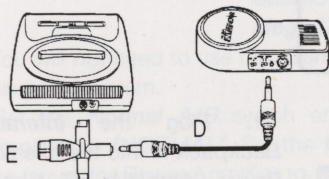


2. Plug the *Interactor Transformer C* into the Interactor Amplifier *B* labelled **"POWER PACK"**. Then plug the Interactor *Transformer C* into the Mains socket.

TIP: See Page 9 Tip



3. After making sure that the Sega **MEGA Drive II** game system is turned off, disconnect the RF cable from your **MEGA Drive II** game system and reconnect it to the Game Adapter **E**.



4. Connect one end of the **3.5mm-thick Mini Cable D** to the Interactor **Amplifier B** labelled **SOURCE** and the other end to the Game Adapter **E**.

Connect the matching Game **Adapter E** plug to the **A/V OUT** plug located in the Sega **MEGA Drive II** game system; the Game **Adapter E** will need to be slightly rotated so that the pins align with the plug.

5. Set the **Normal A/B** switch on the Interactor Power Amplifier to **NORMAL**. Set the **Music/Game** switch on the Interactor Power Amplifier to **Game**. Set the **FILTER** dial on the Interactor Power Amplifier to **10**.
6. Turn on your Sega **MEGA Drive II** game system.
7. Put the Interactor **Backpack A** on so that it covers the small of your back. Adjust straps until the Interactor **MEGA Drive A** is snug yet comfortable.
8. Turn on the Power **Amplifier B** by adjusting the **POWER** dial until you feel the level of vibration you find most comfortable. A green light will indicate that the unit is on. It is normal for the Power Amplifier and Backpack to become warm during extended use.

NOTE: Some games will feel better with settings other than those given above. Experiment with each game to find the settings that are best for you. Some games may feel better with the Power Amplifier set to **MUSIC** instead of **GAME**. For more information, see the section on Interactor Amplifier Controls.

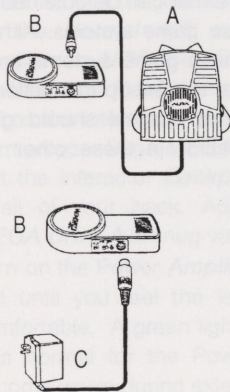
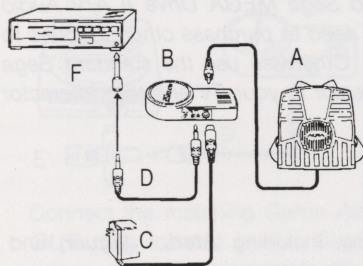
If your Sega **MEGA Drive II** system is connected to your TV by a previously purchased Sega **MEGA Drive II** A/V Audio Visual cable, then you will need to purchase other adapters to connect to the Interactor. Otherwise use the standard Sega **MEGA Drive II** R.F connector to your TV and the Interactor game Adapter.

Other GAME Systems

Other video game systems, including **Atari**, **Jaguar**, and **3DO** may be connected to the Interactor if you first purchase special optional A/V cord adapters that can be obtained from the manufacturer of each of these game systems. Although specific Set-up instructions for these game systems are not contained in this manual, a look at the Set-up instructions for systems that are contained in this manual should greatly assist you in installing the Interactor in these other video game systems.

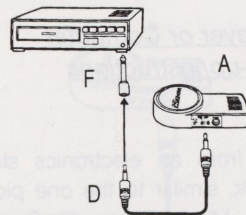
Tabletop Stereo Receiver or CD Player Set-up Instructions

The following Set-up instructions will work only for Stereo Receivers or CD Players that have headphone jacks. You will need to use the provided **3.5mm to 1/4 inch thick Mini Stereo Adapter F** jack pictured below.



1. Plug the Interactor **Backpack A** into the Interactor **Power Amplifier B** labelled **OUT**.

2. Plug the Interactor **Transformer C** into the Interactor **Power Amplifier B** labelled **POWER PACK**. Then plug the Interactor **Transformer C** into the Mains socket.



3. Connect one end of the **3.5mm thick Mini Cable D** to the Interactor **Power Amplifier B** labelled **SOURCE** and the other end to the provided **Mini Stereo Adapter F**.

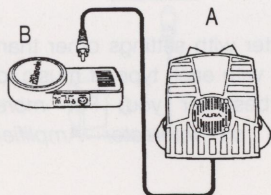
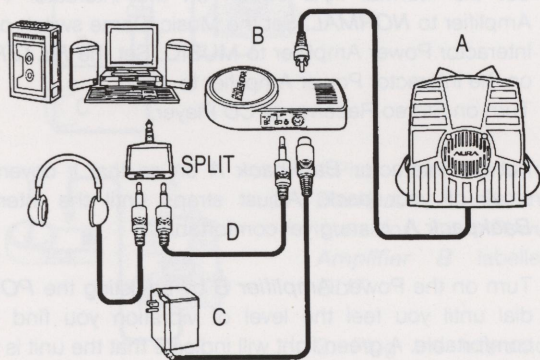
After making sure that the Tabletop Stereo Receiver or CD Player is turned off, connect the provided **Mini Stereo Adapter F** to your tabletop Stereo Receiver's CD Player's headphone jack.

4. Set the **Normal A/B** switch on the Interactor Power Amplifier to **NORMAL**. Set the Music/Game switch on the Interactor Power Amplifier to **MUSIC**. Set the **FILTER** dial on the Interactor Power Amplifier to **10**.
5. Turn on Stereo Receiver or CD Player.
6. Put the Interactor **Backpack A** on so that it covers the small of your back. Adjust straps until the Interactor **Backpack A** is snug yet comfortable.
7. Turn on the Power **Amplifier B** by adjusting the **POWER** dial until you feel the level of vibration you find most comfortable. A green light will indicate that the unit is on. It is normal for the Power Amplifier and Backpack to become warm during extended use.

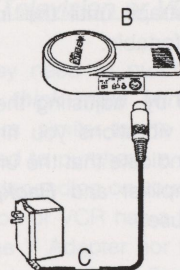
NOTE: Some music will feel better with settings other than those given above. Experiment with each type of music to find the settings that are best for you. For *more information* see the section on *Interactor Amplifier Controls*.

Portable Music Player or Computer Sound Card Set-up Instructions

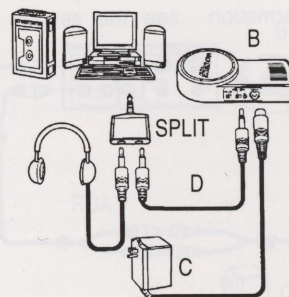
You may need to purchase from an electronics store a **3.5mm mini plug**, Splitter Jack, similar to the one pictured below (*split*). If your Portable Music Player or Computer Sound card has multiple headphone jacks, you may not need the splitter jack because you can connect directly to a free headphone jack.



1. Plug the Interactor *Backpack A* into the Power *Amplifier B* labelled *OUT*.



2. Plug the *Interactor Transformer C* into the *Amplifier B* labelled *POWER PACK*. Then plug the *Interactor Transformer C* into the mains socket.



3. Connect one end of the **3.5mm thick Mini Cable D** to the *Interactor Power Amplifier B* labelled *SOURCE* and the other end to the **3,5 mm mini plug Splitter Jack (split)**.

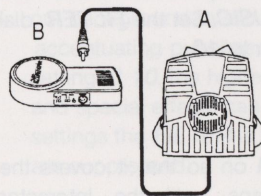
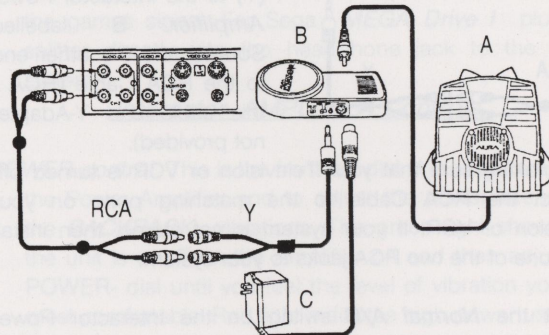
After making sure that your Portable Music Player or Computer System is turned off, connect the 3.5 mm thick Splitter Jack (*split*) to the headphone jack of your Portable Music Player or Computer Sound Card. Connect your headphones or speakers to the Splitter Jack (*split*). **NOTE:** If your Portable Music Player or Computer Sound card has multiple head-*phone* jacks, you may not need the splitter jack because you can connect directly to a free headphone jack.

5. Put the interactor **Backpack A** on so that it covers the small of your back. Adjust straps until the Interactor **Backpack A** is snug yet comfortable.
6. Turn on the Power **Amplifier B** by adjusting the **Power** dial until you feel the level of vibrations you find most comfortable. A green light will indicate that the unit is on. It is normal for the Power Amplifier and **Backpack** to become warm during extended use.

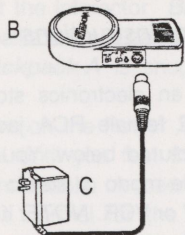
NOTE Some sounds will feel better with settings other than those given above. Experiment to find the settings that are best for you. For more information see the section on Interactor Amplifier Controls.

Television or VCR Set-up Instructions

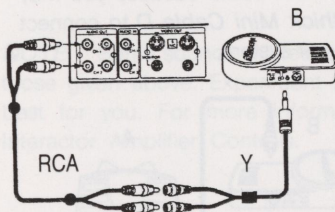
You may need to purchase from an electronics store a **3.5mm thick male Mini-Plug** to 2 female RCA jack **Y Adapters** similar to the one (Y) pictured below. You may also need to purchase a male-to-male mono or stereo RCA Cable, depending on your type of TV or VCR. **NOTE:** If your Television or VCR has a free headphone jack, you may not need the Y Adapter nor the RCA Cable because you may be able to use the **3.5mm-thick Mini Cable D** to connect from the Power Amplifier to your system.



1. Plug the Interactor **Backpack A** into the Interactor Power **Amplifier B** labelled **OUT**.



2. Plug the Interactor *Transformer C* into the Interactor Power *Amplifier B* labelled *POWER PACK*. Then plug the Interactor *Transformer C* into the Mains socket.



3. Connect the *3.5mm-thick Mini-Plug* to a 2 female RCA jack Y Adapter (Y) to the Interactor Power *Amplifier B* labelled *Source* and the other end to the RCA Cable (RCA - this cable and Y-Adapter not provided).

After making sure that your Television or VCR is turned off, connect the RCA Cable to the matching ports on your Television or VCR. If your system is not stereo, then install either one of the two RCA jacks to your system.

4. Set the *Normal A/B* switch on the Interactor Power Amplifier to *NORMAL* set the Music/Game switch on the Interactor Power Amplifier to *MUSIC*. Set the *FILTER* dial on the Interactor Power Amplifier to *10*.
5. Turn on your Television or VCR.
6. Put the Interactor *Backpack A* on so that it covers the small of your back. Adjust straps until the Interactor *Backpack A* is snug yet comfortable.

7. Turn on the Power *Amplifier B* by adjusting the *POWER* dial until you feel the level of vibration you find most comfortable. The green light indicating that the unit is on. It is normal for the Power Amplifier and *BACKPACK* to become warm during extended use.

TWO Player CONNECTION

You may need to purchase from an electronics store a 3.5mm Mini Plug splitter jack similar to the one pictured on page 18 (*Split*). Connect the splitter jack to the game Adapter and plug the two 3.5mm thick Mini Cords from each player's Power Amplifier into the splitter to access the games signal. For Sega *MEGA Drive I* plug the splitter directly into the headphone jack to the game system.

Interactor-AMPLIFIER Controls

POWER control. This is the front left dial. It is used to turn on the Power Amplifier and to adjust the power intensity of the *BACKPACK* vibrations. The green light shows that the unit is on. Turn the Amplifier on and then adjust the *POWER-* dial until you feel the level of vibration you find most comfortable. Red light indicates high power use.

FILTER control. This is the front right dial. It is used to filter out background music from some video games, thus accentuating punches, kicks, explosions, etc. With a setting of *10*, the highest amount of background music and special effects can be felt. With lower *FILTER-* settings the *FILTER* is activated and background sounds are suppressed.

WARNING: When starting a new game, first try the game with *FILTER* set to **10**, you can later adjust *FILTER* if desired. Since each game has its own unique sound track, you'll want to experiment to find the *FILTER* level that's best for each. Some games require lower *FILTER* settings to suppress unwanted sounds; these *FILTER* settings should be balanced with higher *POWER* settings. A *FILTER* setting of **0** to **4** for many games may filter out all sensations from the Interactor. For most purposes where filtering is desired, the average *FILTER* setting of **8** (with *POWER* setting **6**) should produce the optimum effect.

MUSIC/GAME. This is the rear right switch. Set this switch at the *GAME* setting when you're playing most video games. The Amplifier will then convert higher-frequency sounds from the games into lower-frequency vibrations. This way you can feel them more easily. The Amplifier divides incoming audio frequencies by a factor of 4 (400 Hz sounds become 100 Hz). At lower registers, sounds are more easily felt. Set the switch at the *MUSIC* setting for all other uses to feel sounds while playing your VCR, TV, stereo receiver or CD player, and for some video games. At the *MUSIC* setting, the Amplifier enhances the music and/or action from the soundtrack of a TV show, movie or music CD. **NOTE:** *Since each video game has its own unique sound track, some games may feel better with the Interactor Amplifier set to MUSIC instead of GAME. Experiment with each game to find the settings that you like best.*

NORMAL A/B. This is the rear left switch. This switch allows for future use with video games optimised for the *Aura Interactor*. There are three positions for this switch, *NORMAL* is the position set at the factory and the setting to be used for all current video games.

New video games may be specially programmed for use with the Interactor (their boxes will carry the words 'Interactor Optimised'). These new 'Interactor Optimised' games will allow you to feel the customised action sensations programmed specifically for the Interactor Backpack. For these "Interactor optimised" games, you may set the switch to either '**A**' or '**B**', depending on whether you are Player **A** or Player **B**. When selected, Player **A** will feel only player **A** specific action and Player **B** will feel only Player **B** specific action. If the switch is set at *NORMAL* in an "Interactor Optimised" game, both player **A** and player **B** will feel the other player's actions. When you are finished playing with the Interactor, turn off the Power Amplifier, disconnect the cable(s), carefully remove the Interactor Backpack, and disconnect the transformer.

HANDLING and CARE

1. Always turn the power off when installing the Interactor. Install ONLY with systems identified in this manual.
2. Components will become slightly warm during use. Normally this is no cause for concern.
3. Do not disassemble or try to repair the Interactor components. Doing so voids your warranty.
4. Do not store the Interactor components in a humid place, on the floor, or in any location where they may collect dirt, and dust.
5. Do not drop, or otherwise abuse the Interactor components.
6. Do not leave the Interactor turned on for extended periods when it is not in use.

7. When disconnecting any plugs from the Interactor components, turn the components off. Then carefully pull the plug by holding the plug itself instead of the cable. Do not step on, sharply pull, or bend any cables.
8. Do not expose the Interactor components to extreme heat or cold.
9. Do not spill liquids on the Interactor components. To clean, use a soft, slightly damp cloth. Allow the components to dry completely before using again. (Use water only.)
10. Do not use any power supply other than the AC transformer provided with your Interactor system.

PLAYER Recommendations

1. It is normal for the Interactor Power Amplifier and Backpack to get warm during extended use. If you are playing for a long time, take a 10 to 15-minute break every hour and **turn off** the Amplifier.
2. The Interactor system is a high-precision piece of electronics. Do not store it in places that are very hot or cold. Do not drop, or otherwise abuse it. Do not take it apart.
3. Avoid touching the connectors with your fingers. Do not allow them to get wet or dirty. Doing so may damage the Interactor system.
4. Do not clean any of the components with benzene, paint thinner, alcohol, or any other solvent.

5. Do not walk or run with the Interactor Backpack plugged in. When you have finished using the Interactor, turn off the Amplifier, disconnect the cable(s), remove the Interactor Backpack, and disconnect the Transformer.
6. Do not sit or stand on the Interactor Backpack. It is meant to be worn against your back. Any other method of wearing it or using it is not recommended or approved by Aura Systems and could result in product damage and void the warranty.
7. Do not lean back with force against a backrest, since this may damage the Interactor Backpack; also, do not lean back against a back rest for prolonged periods of time since the Interactor needs to breathe through its vents for cooling.

WARRANTY and SERVICE Information

12 Month Warranty. Aura Systems, Inc., warranty to the original purchaser that the product shall be free from defects in material and workmanship for a period of twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this twelve (12) month warranty period, **Aura Systems** will repair or replace the defective product or component part, at its option, free of charge.

Warranty Service or Repair Service After Expiration of Warranty. You may need only simple instructions to correct a problem with your product. Please contact your place of purchase.

Return Procedure:

1. Mark the packing box clearly with the **RMA** number.
2. Be sure to include all original packaging and contents.
3. Include a copy of your invoice and a brief description of why the product is being returned.
4. Insure all shipments for your protection.
5. Return the product to the address given to you by the customer service representative.

Warranty Limitations. This warranty shall not apply if this product 1) is used with products other than described herein unless sold or licensed by Aura Systems (including, but not limited to, non licensed game-enhancement devices, adapters, and power supply devices); 2) is used for commercial purposes (including rental) or is modified or tampered with; 3) is damaged by negligence, accident, unreasonable use, or by other causes unrelated to defective materials or workmanship; or 4) has had the serial number altered, defaced, or removed.

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited in duration to the warranty period described above (12 months). In no event shall **Aura Systems** (or their Agents) be liable for consequential or incidental damages resulting from the breach of any implied or express warranties.

