Disney's

Aladdin



INSTRUCTION MANUAL

OFFICIAL SEGA SEAL OF QUALITY

Virgin GAMES

Disney SOFTWARE

SEGA™

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.

Contents

Mystery . . . Magic . . . Action! ~~~~~~~~~~ 2

Setting Up ~~~~~~~~~~~~~~~~~~~~~~~~ 3

Getting Started ~~~~~~~~~~~~~~~~~~~~ 4

Choosing Options ~~~~~~~~~~~~~~~~~~~ 5

Button Controls ~~~~~~~~~~~~~~~~~~~~ 7

Aladdin's Lively Feats ~~~~~~~~~~~~~~~~ 8

Slashing Scimitars! ~~~~~~~~~~~~~~~~~ 10

Special Items & Power-Ups ~~~~~~~~~~ 12

The Peddler's Stall ~~~~~~~~~~~~~~~~~ 14

Wishes ~~~~~~~~~~~~~~~~~~~~~~~~~~~ 15

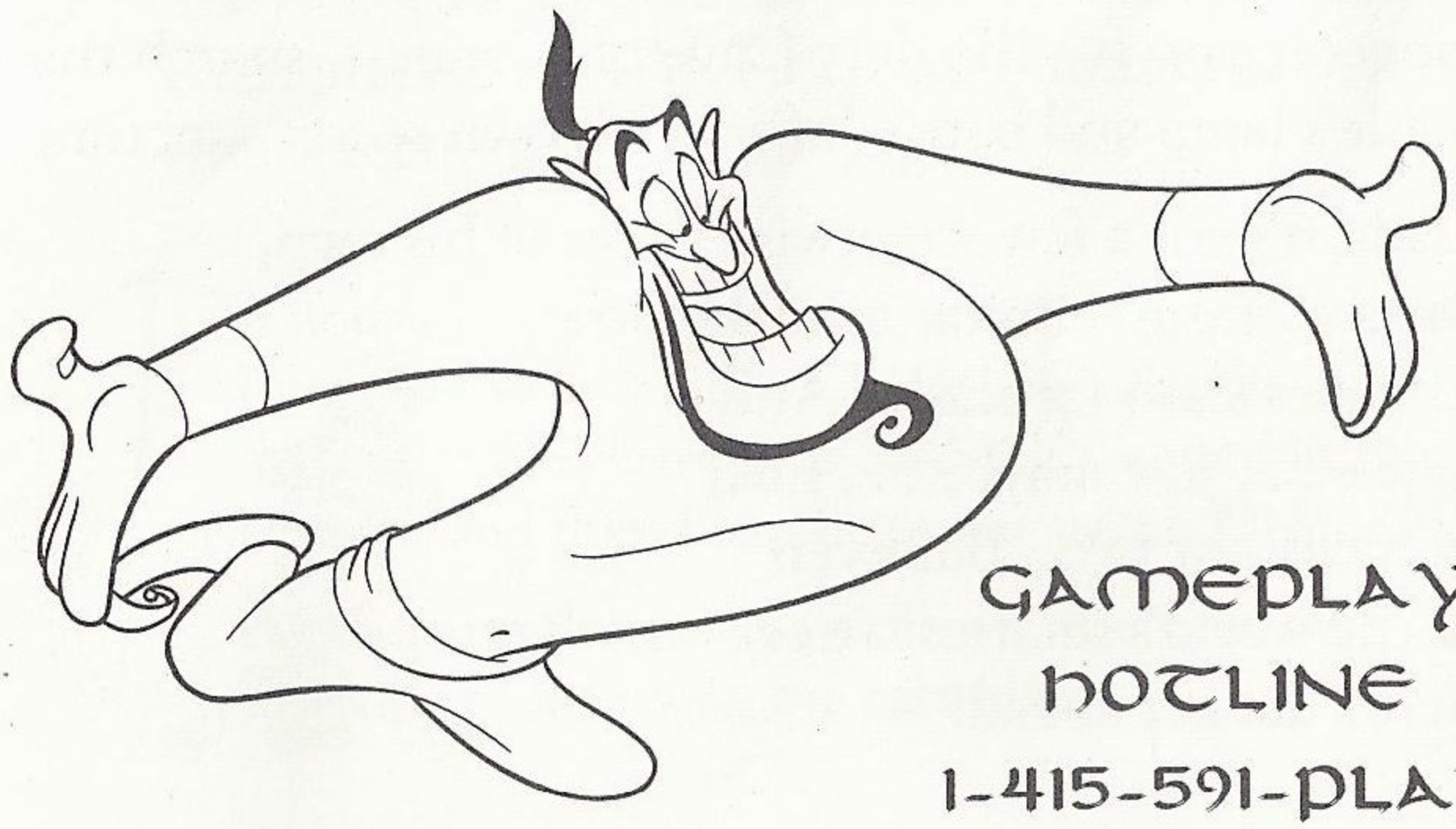
Aladdin's World ~~~~~~~~~~~~~~~~~~~ 16

Genie's Bonus Machine ~~~~~~~~~~~~~~ 21

Abu's Bonus Rounds ~~~~~~~~~~~~~~~~~ 22

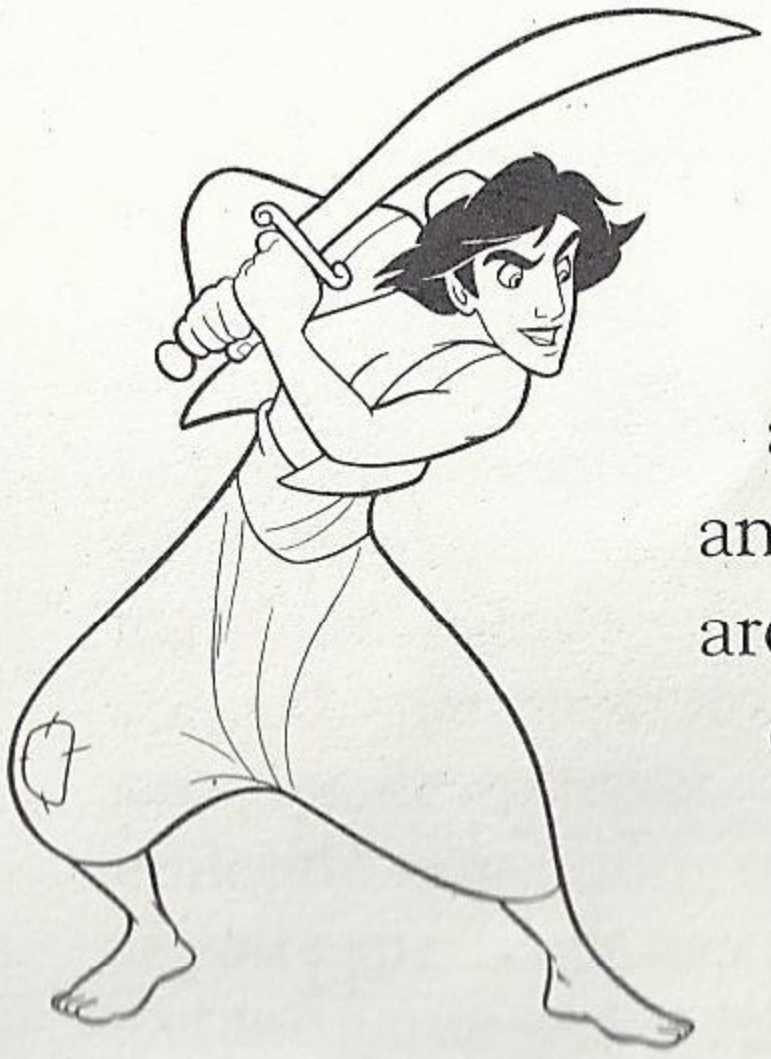
Scoring ~~~~~~~~~~~~~~~~~~~~~~~~~~ 23

Scoreboard ~~~~~~~~~~~~~~~~~~~~~~~~ 24



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 . . . er, make that Advisor . . . Jafar's ever-present troops.

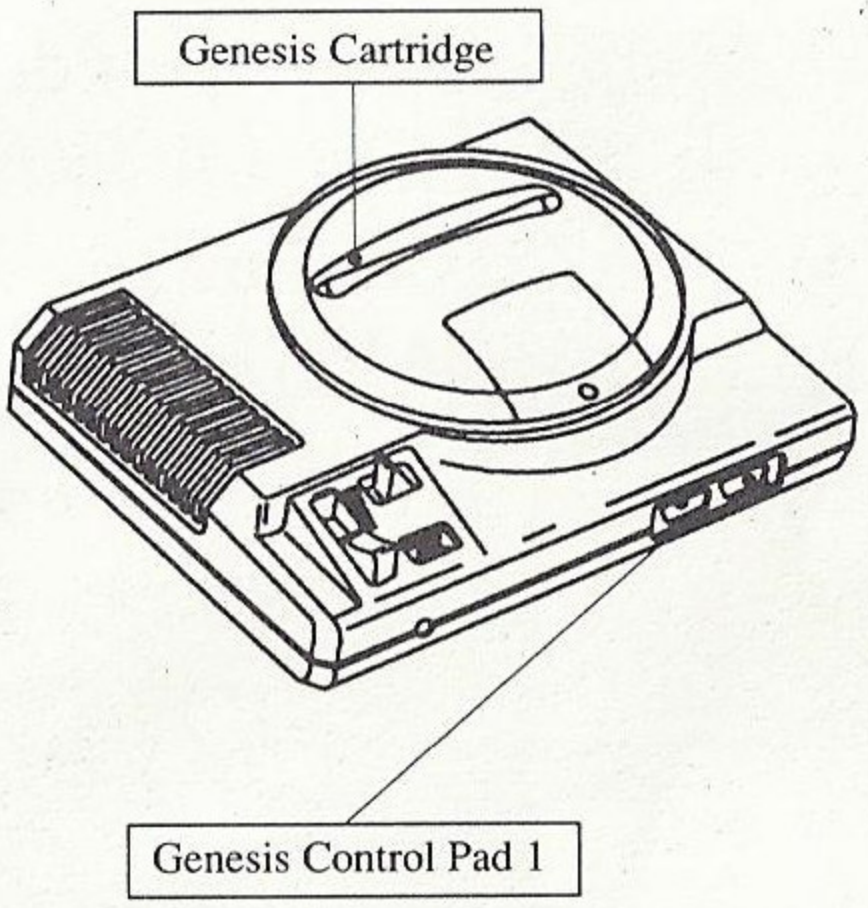
There's trouble afoot in the Sultan's palace, with Princess Jasmine trapped in the middle. Greedy Jafar is about to pull some very evil tricks out of his turban. And Aladdin's about to be caught up in a high-speed chase full of magic, action and untold hazards. Only the quickest of street rats will be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

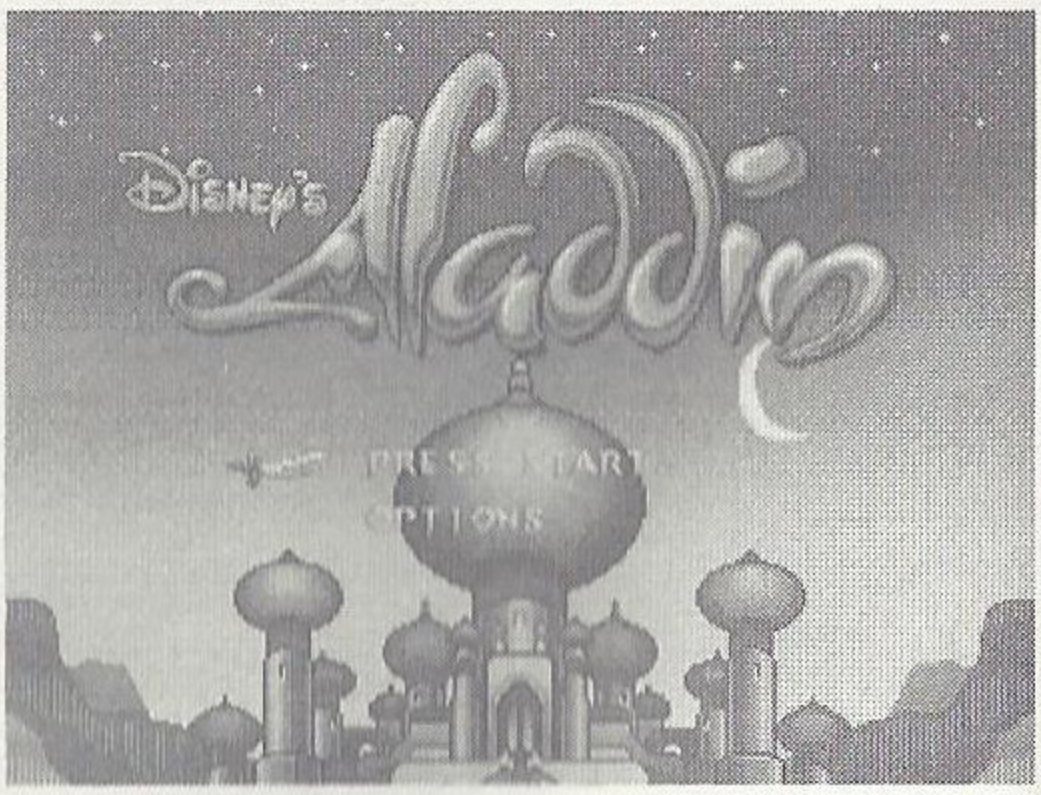
Getting Started



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.

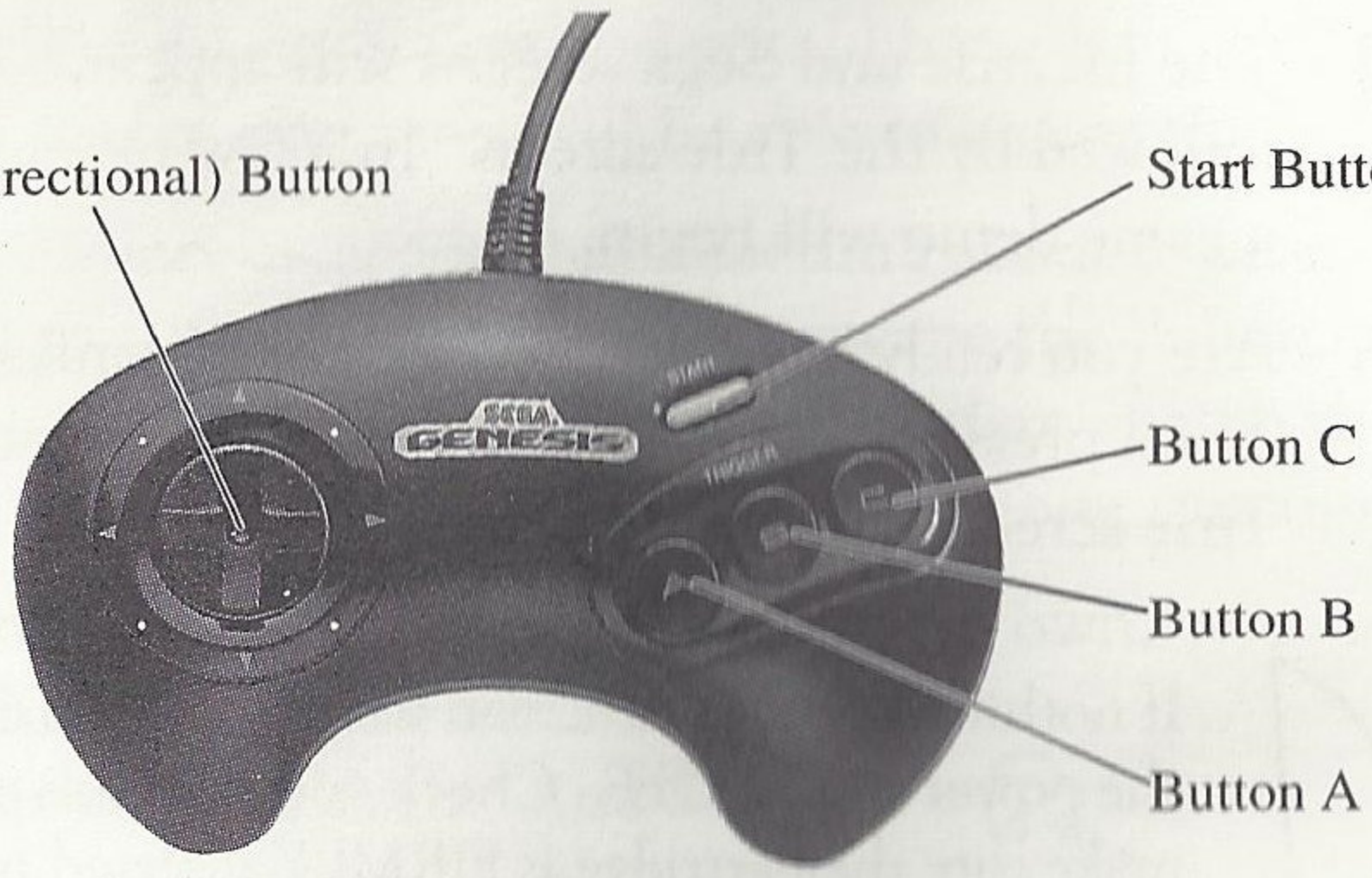
Start

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



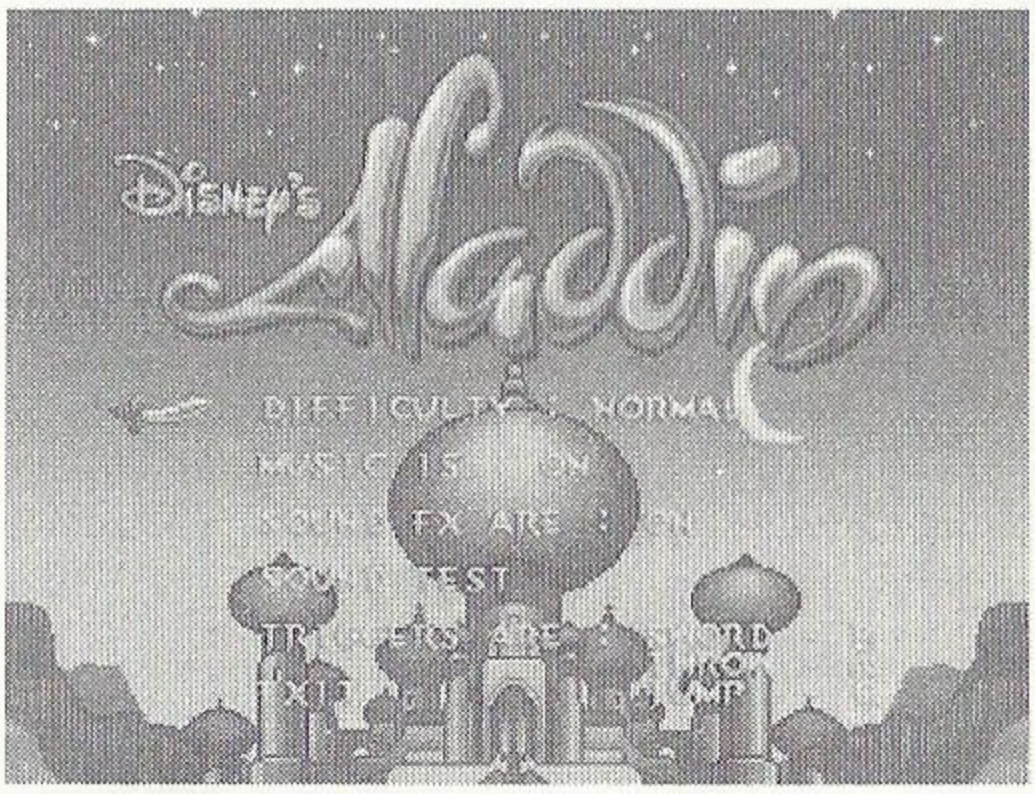
Options

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



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.



Button Controls



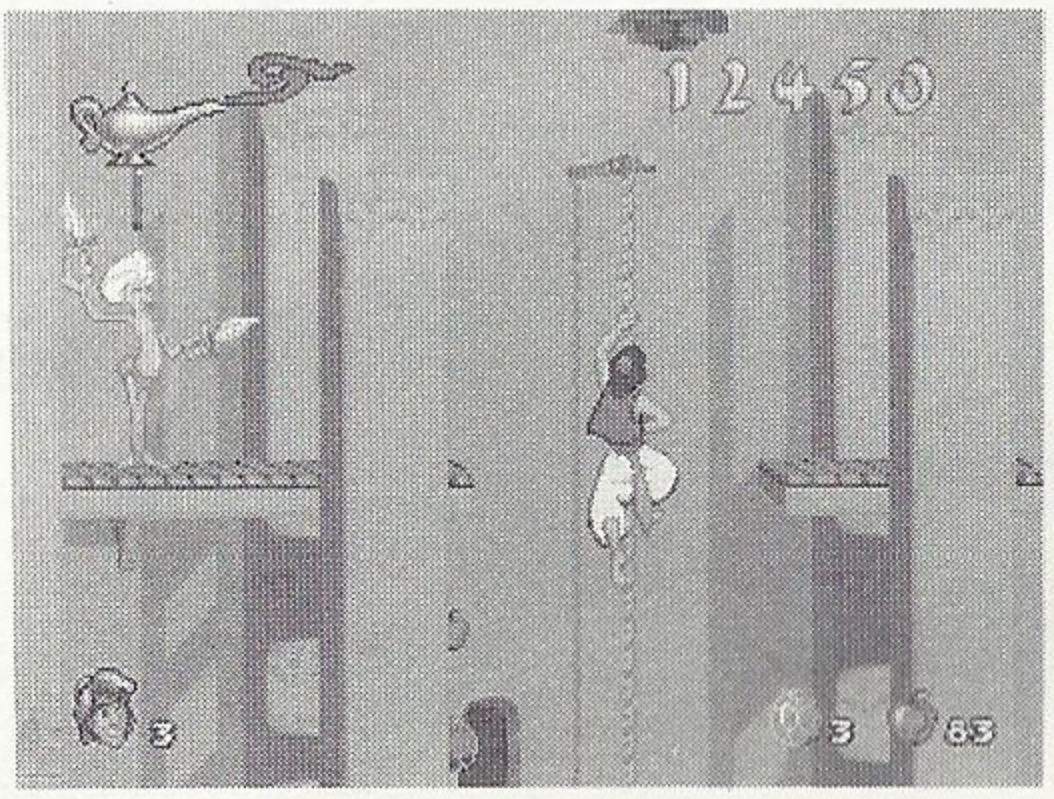
To do this:	Press this:
◆ Move right or left.	D-PAD right or left.
◆ Crouch; duck; look down.	D-PAD down.
◆ Look up; climb hanging ropes.	D-PAD up.
◆ Slash with scimitar.	SWORD button.
◆ Throw apples.	THROW button.
◆ Jump up; grab onto ropes, clotheslines, overhead poles and handholds.	JUMP button.
◆ Jump right or left.	JUMP button + D-PAD right or left.
◆ Pause or resume game.	START.



Remember: You can reset the THROW, SWORD and JUMP buttons on the Options menu.

Aladdin's Lively Feats

ROPE-CLIMBING



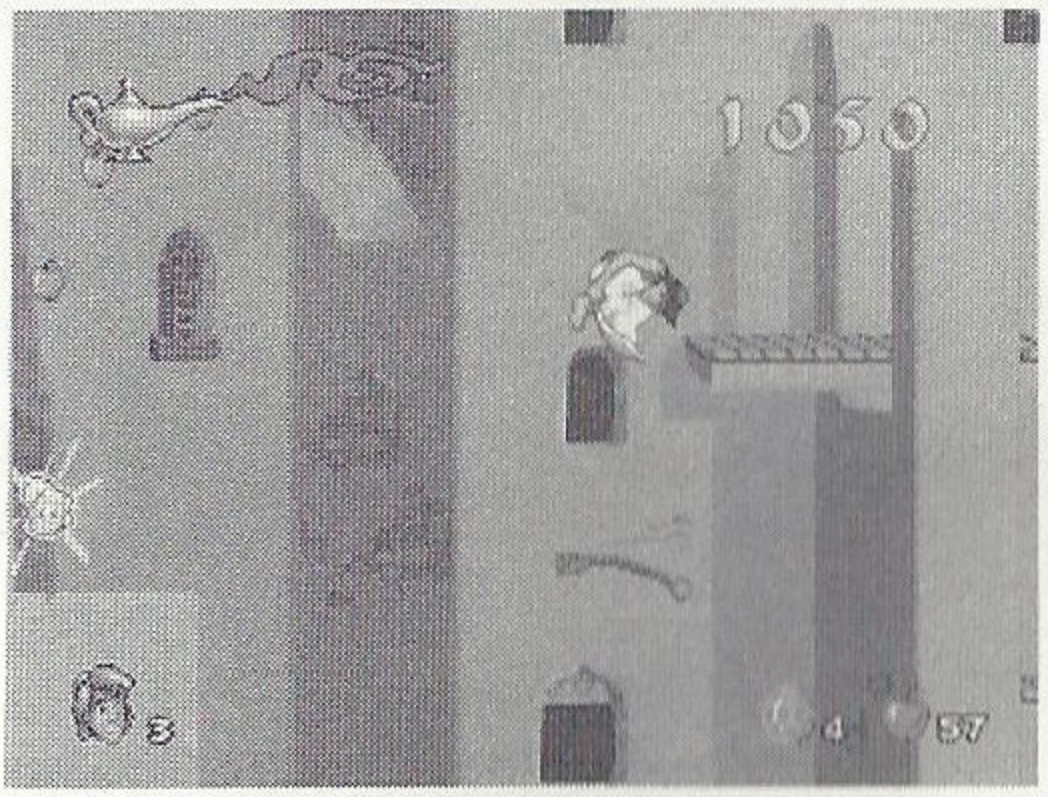
1 Jump up, left or right to grab onto a hanging rope.

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.

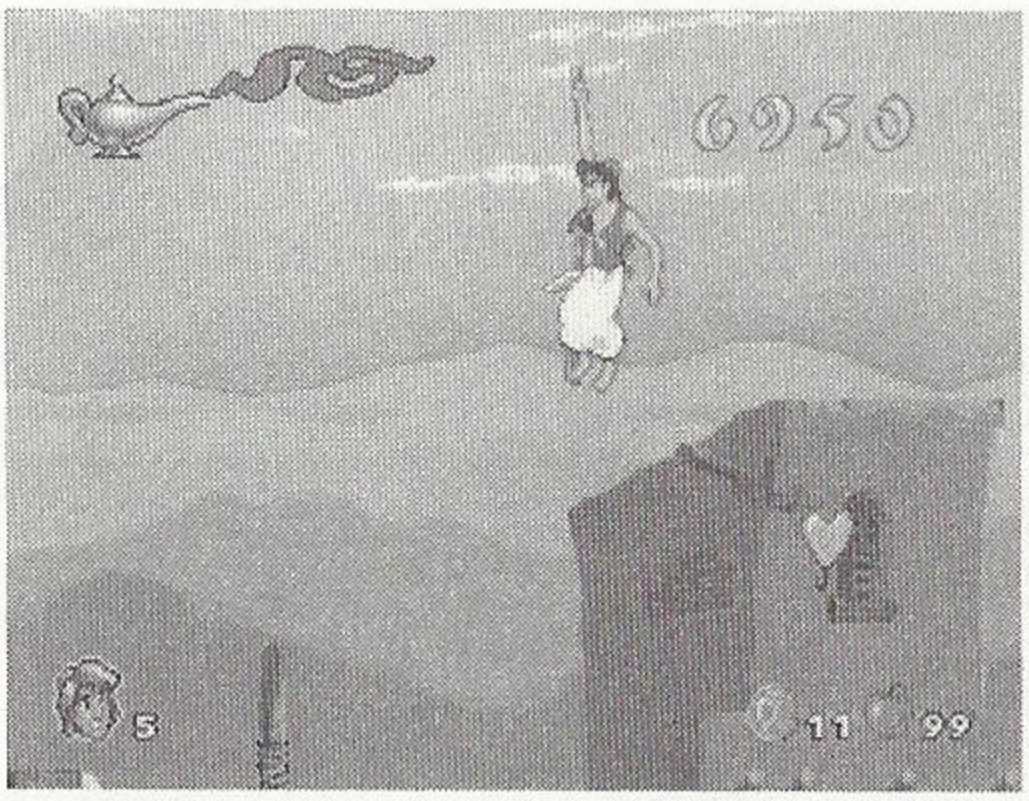
4 Jump left or right to a safe landing, or to leap from one hanging rope to another.

SOMERSAULTING HIGH JUMP



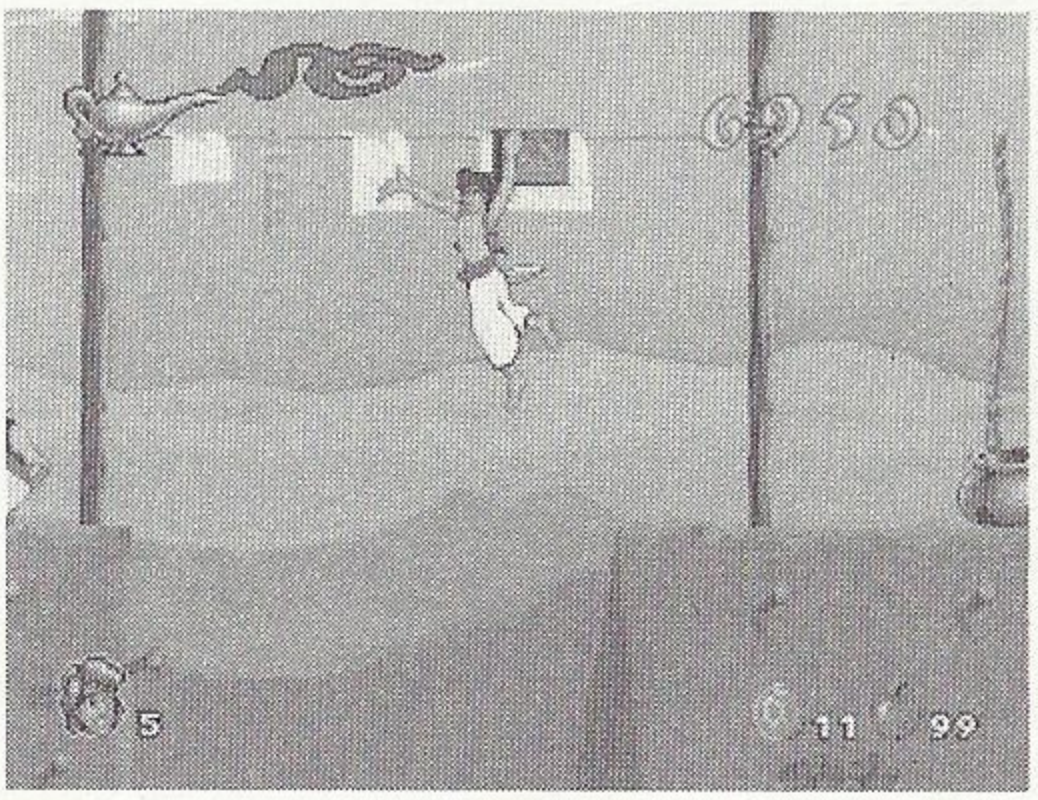
1 Jump onto a gleaming flagpole for a head-over-heels high jump.

MAGIC ROPE RIDING



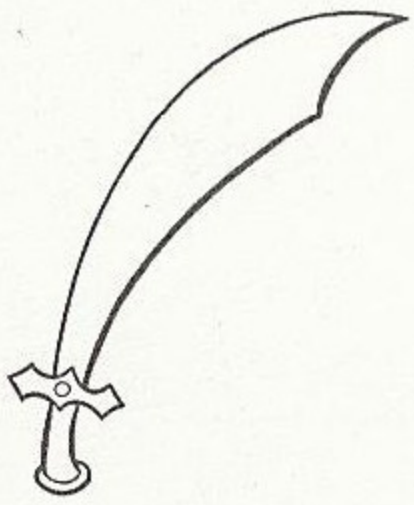
1. Find a flute in Agrabah to gain a magic rope.
2. Jump up, left or right to grab onto the rope.
3. Hold on while the rope flies you to a new spot.
4. Jump again to let go.

HAND-OVER-HAND SWING



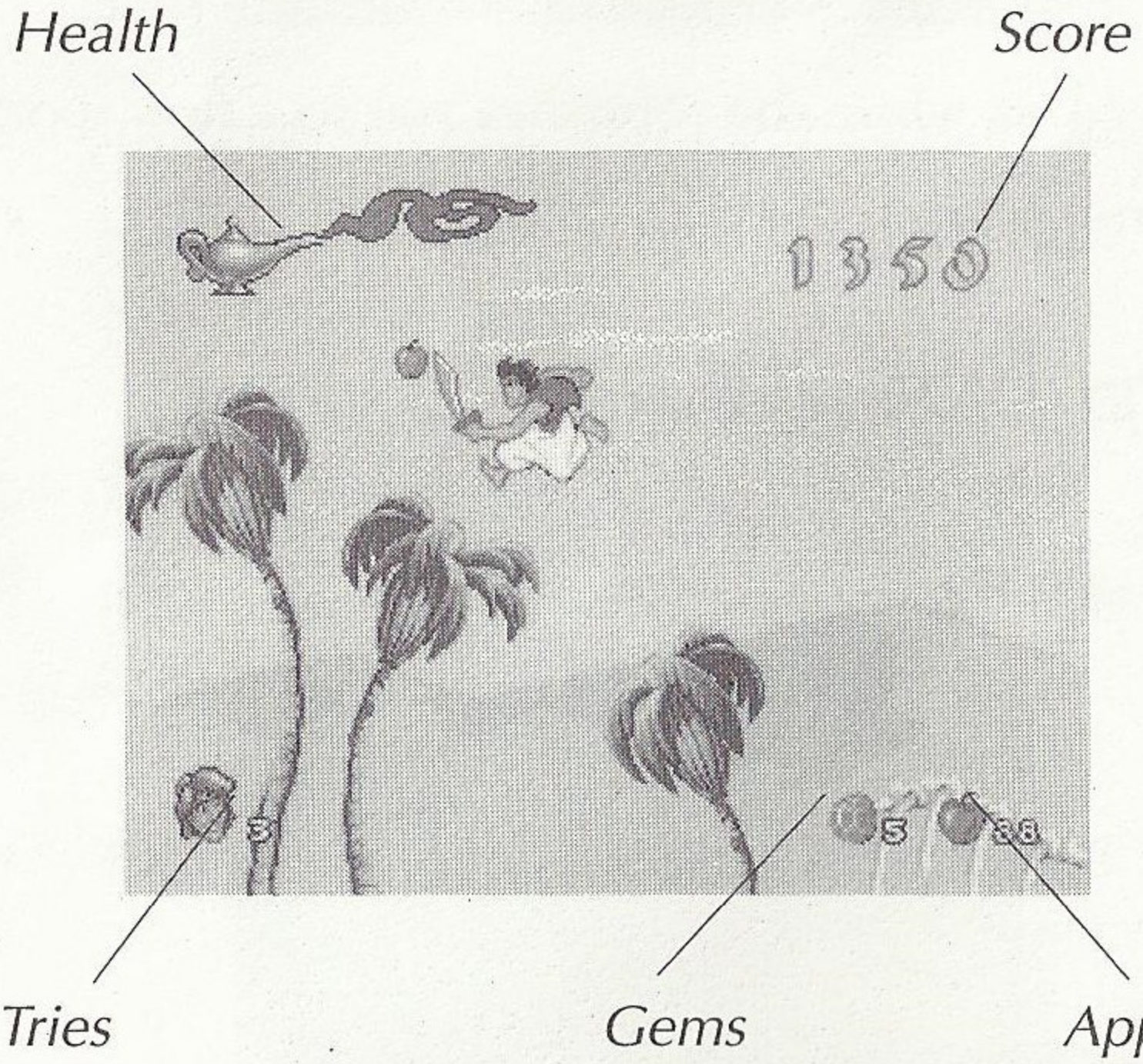
1. Jump up to grab an overhead clothesline, pole or other handhold.
2. Press and hold the D-PAD right or left to swing hand-over-hand.
3. To fight, release the D-PAD and press the SWORD or THROW button.
4. Jump again to let go.

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

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.



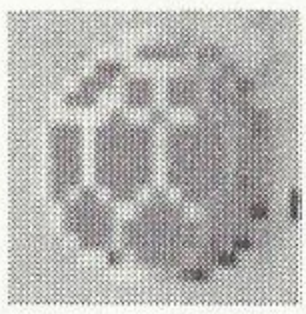
Genie Heart

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.

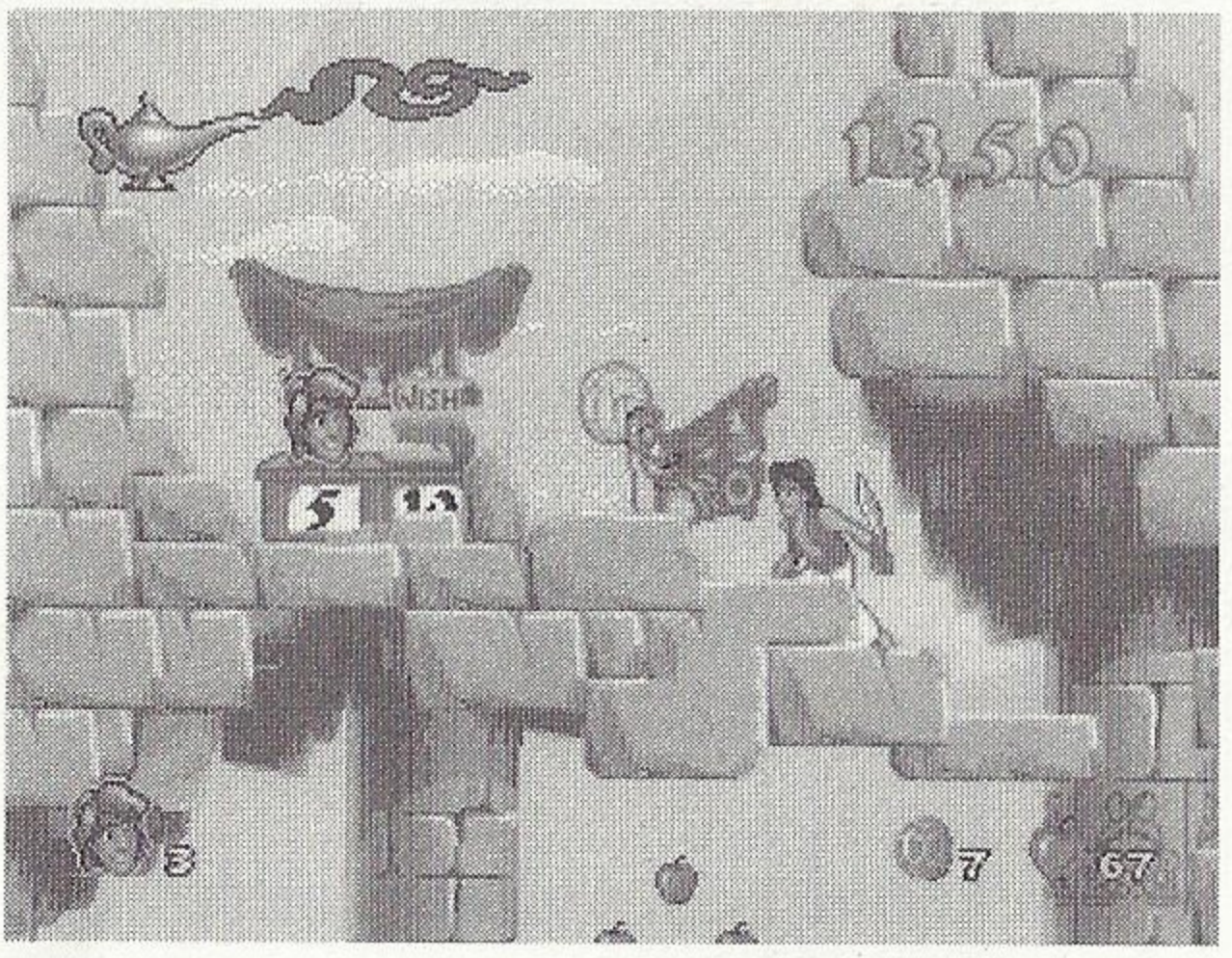
Genie's Lamp



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

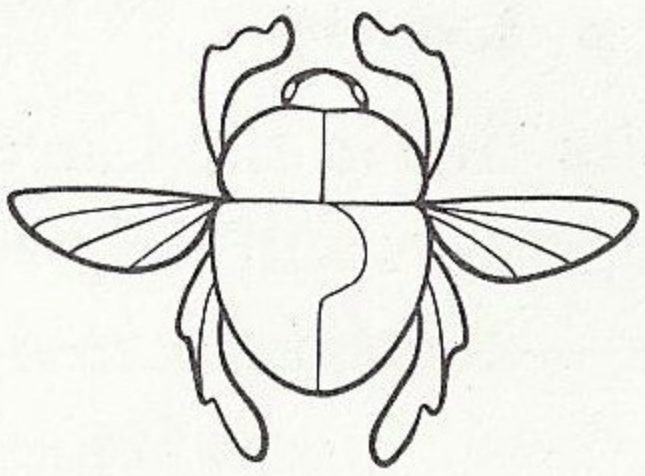
The Peddler's Stall

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



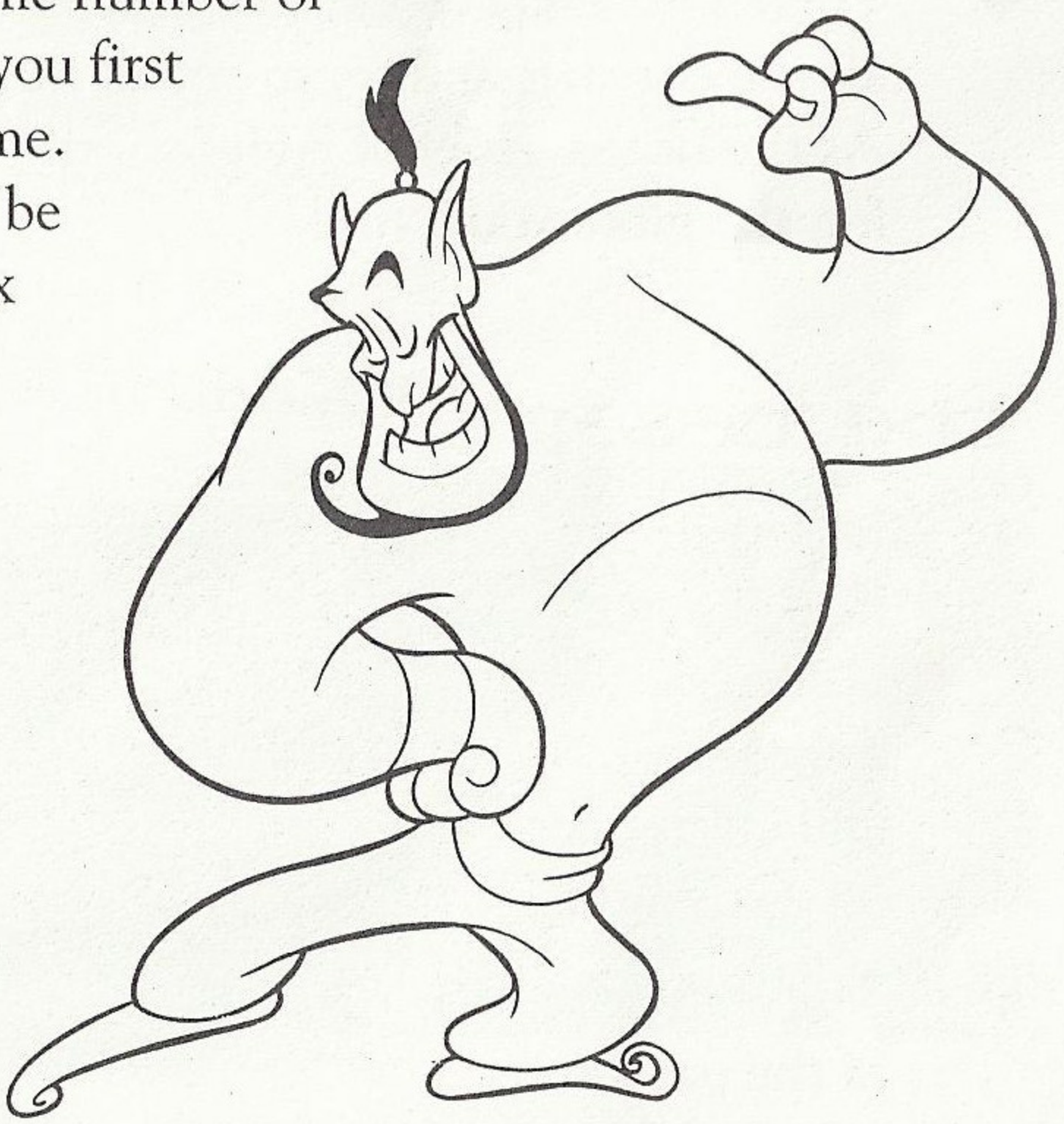
Wishes

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!

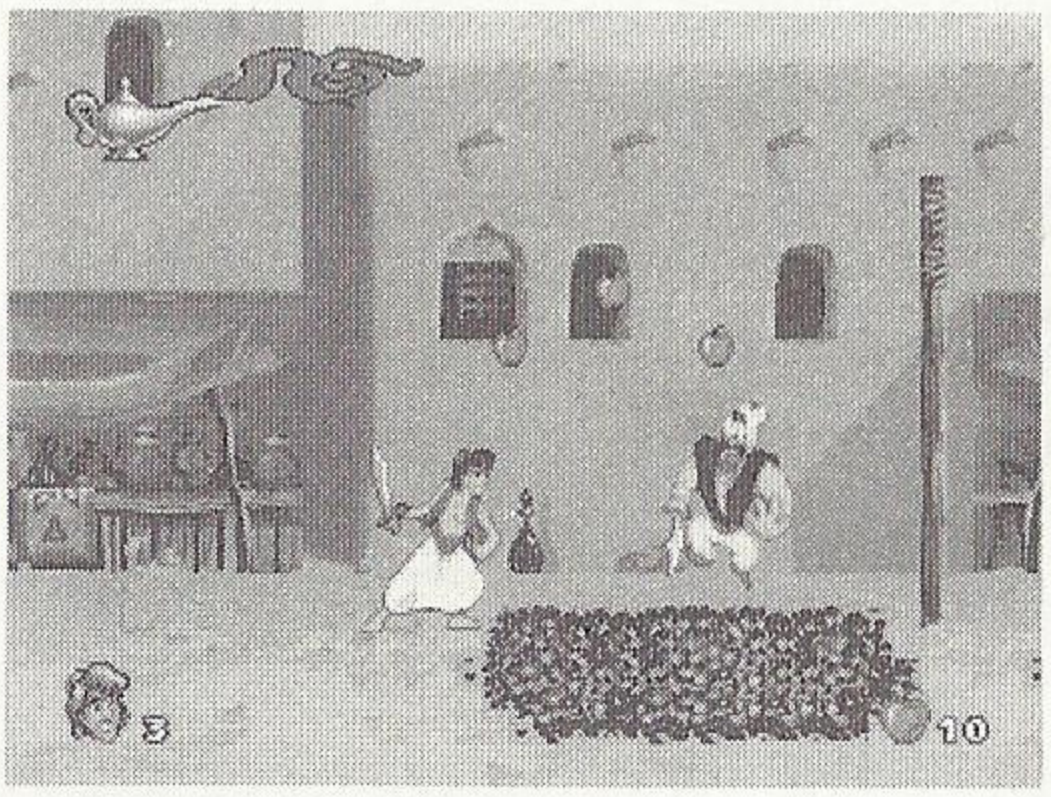
A Wish gives Aladdin one Continue. That means when he loses his last Try, he can continue the game from the level he's at, instead of having to start over.

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!



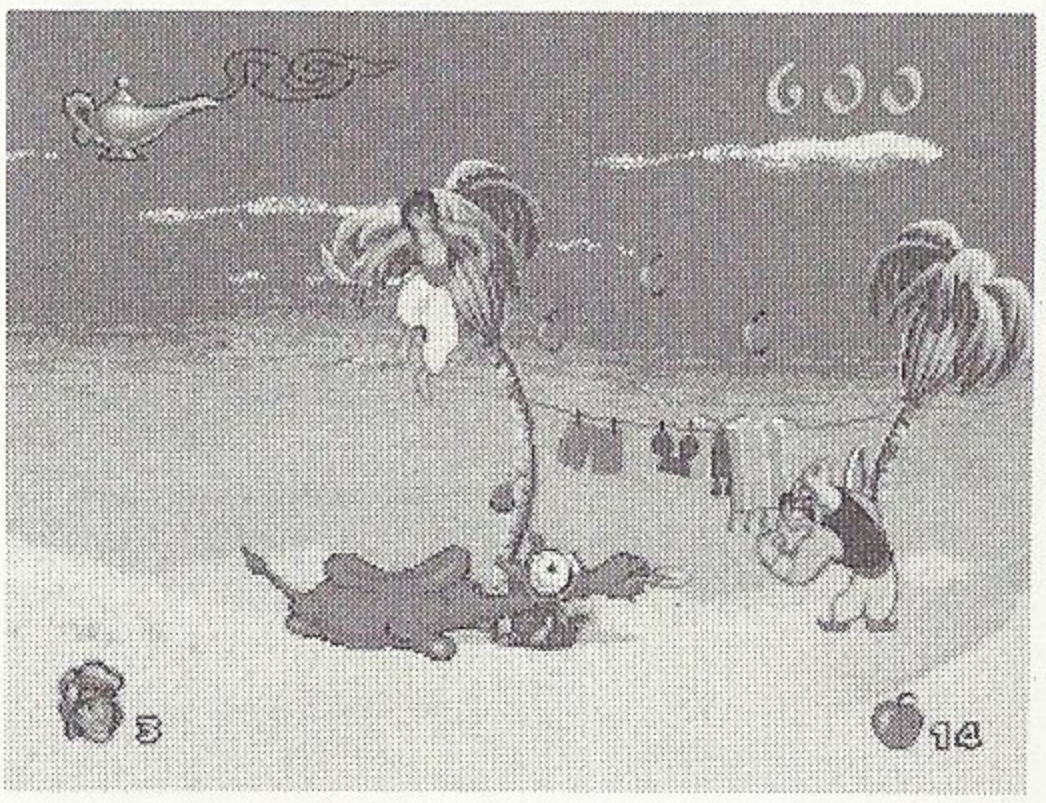
Aladdin's World

AGRABAH STREET



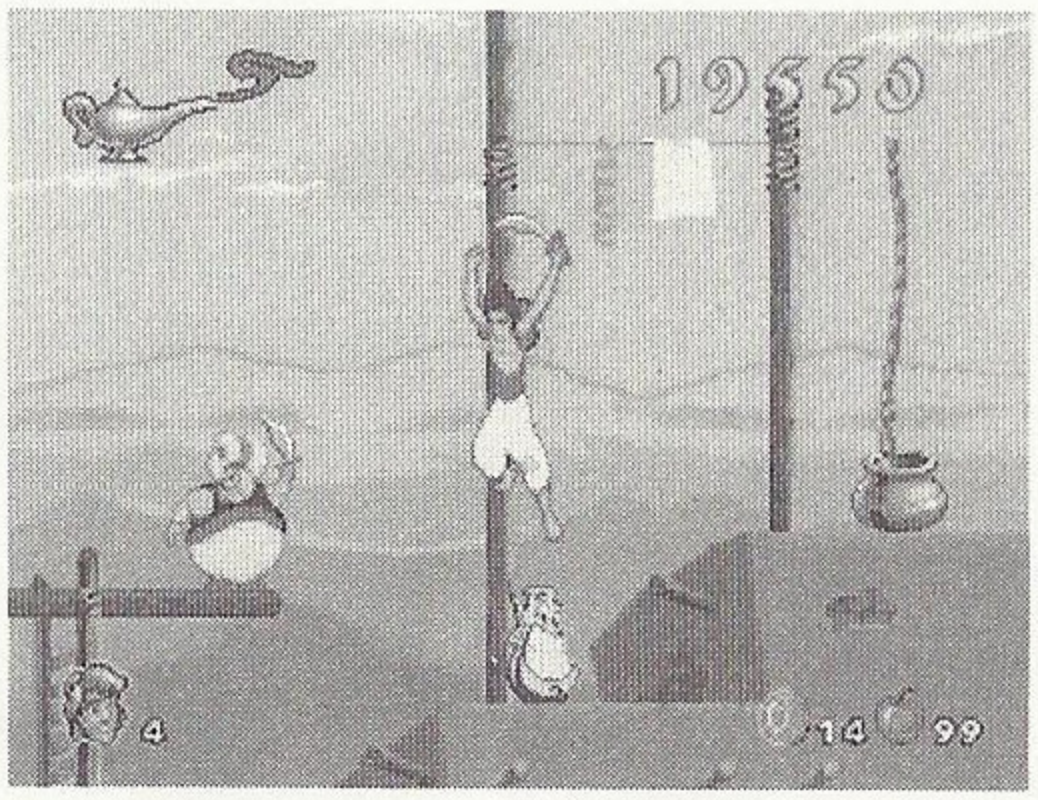
- Give the Sword Guards a "hot foot" by making them run across the hot coals!
- Throwing apples at the Sword Juggler will only give you applesauce, unless you time it just right.
- There's no game clock, so take your time. Fight all the enemies and try to get all the power-ups. As the noted Thief of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

THE DESERT



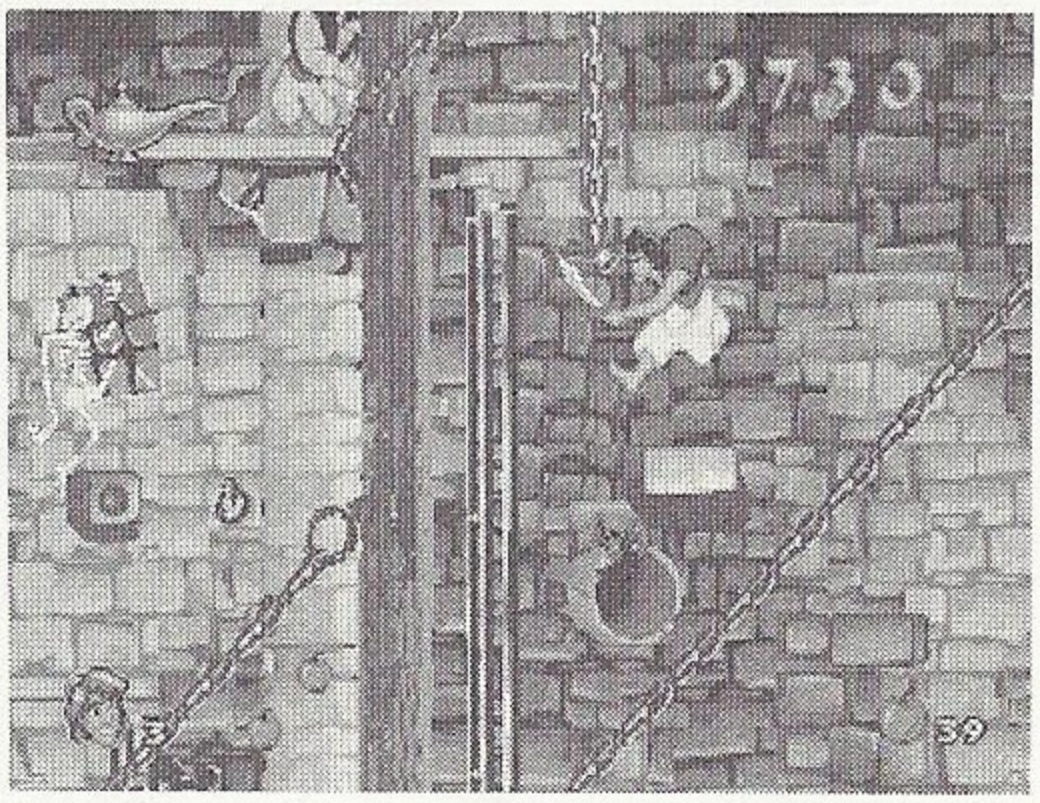
- It's too hot to race across the burning sands. Take it slow — and always be ready for attacks.
- The leafy tops of the palm trees are good for something besides growing coconuts. Try to figure out what it is.
- Find the Scarab. But watch out, it flies away! Keep searching!

AGRABAH ROOFTOPS



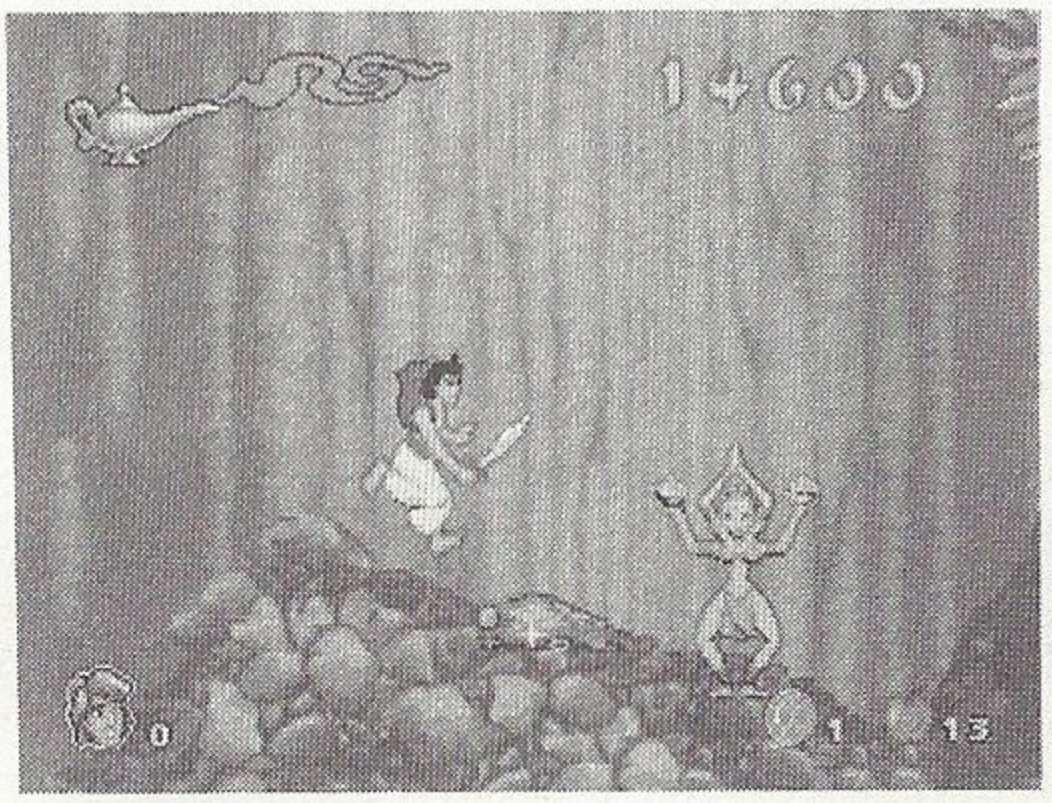
- Get all the floating flutes — and the magic item they cause to appear.
- Make the Palace Guard drop his drawers, and he'll be too embarassed to fight.
- Use flagpoles and ropes to race around the roofs.
- Find Gazeem the Thief and make him give up something you're looking for.
- Defeat Razoul, the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

SULTAN'S DUNGEON



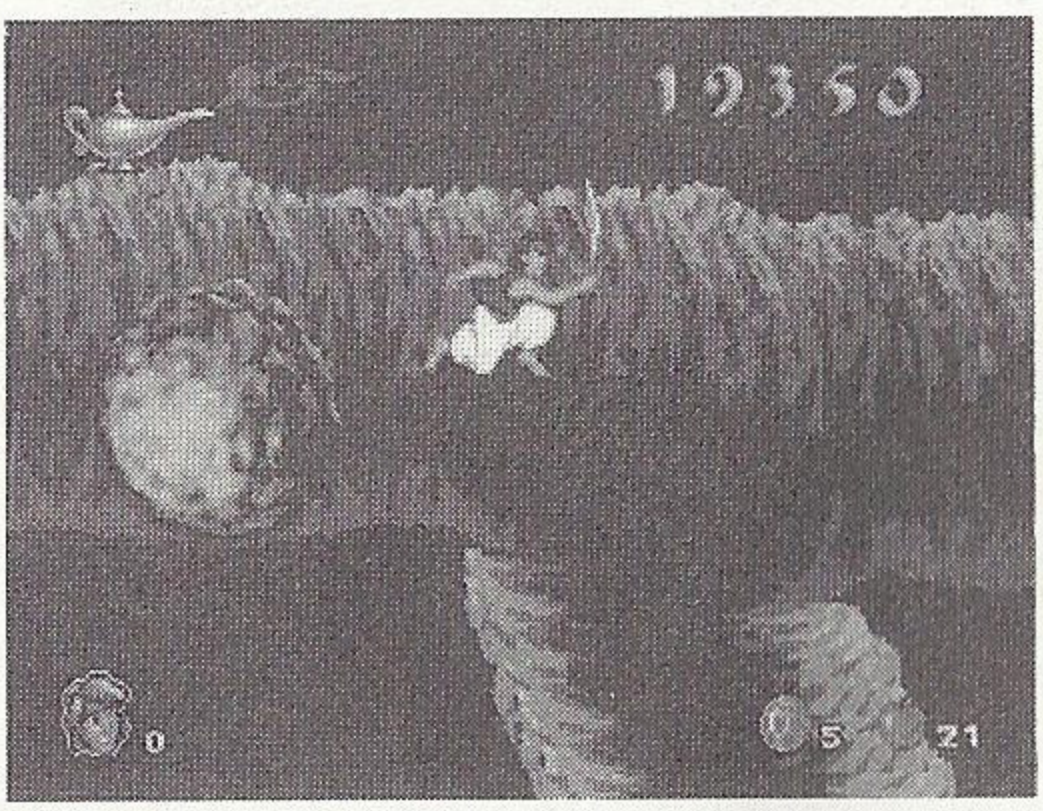
- Welcome to Jafar's "retirement home" for thieves and other rascals.
- Whack pesky bats early on to get them out of your hair.
- Yikes! Spikes! Time your steps and jumps to the rhythm of the sliding spikes and stones. Don't move too fast!
- Easy does it around the swinging wrecker balls.

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



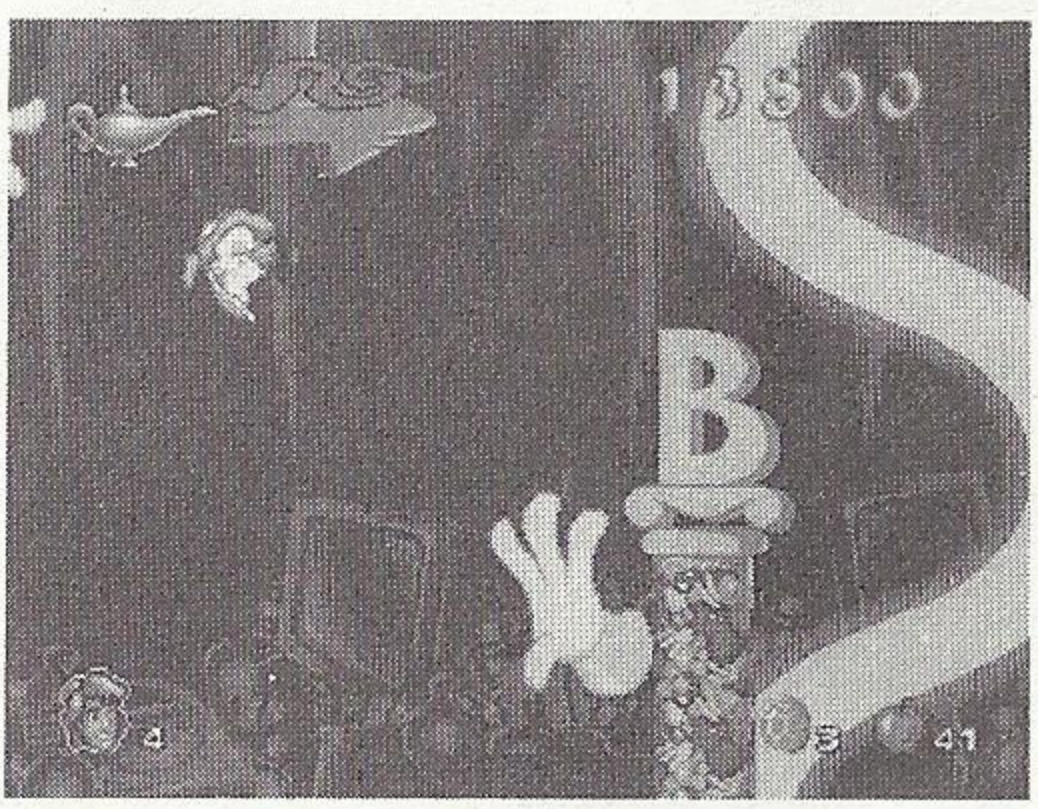
- A tremor shakes the crumbling, blistering hot tunnel. You must leap across the fiery lava lake. Now you're in for a hot time!
- The quaking volcano spews forth burning balls of lava. Can you outrace them?

RUG RIDE



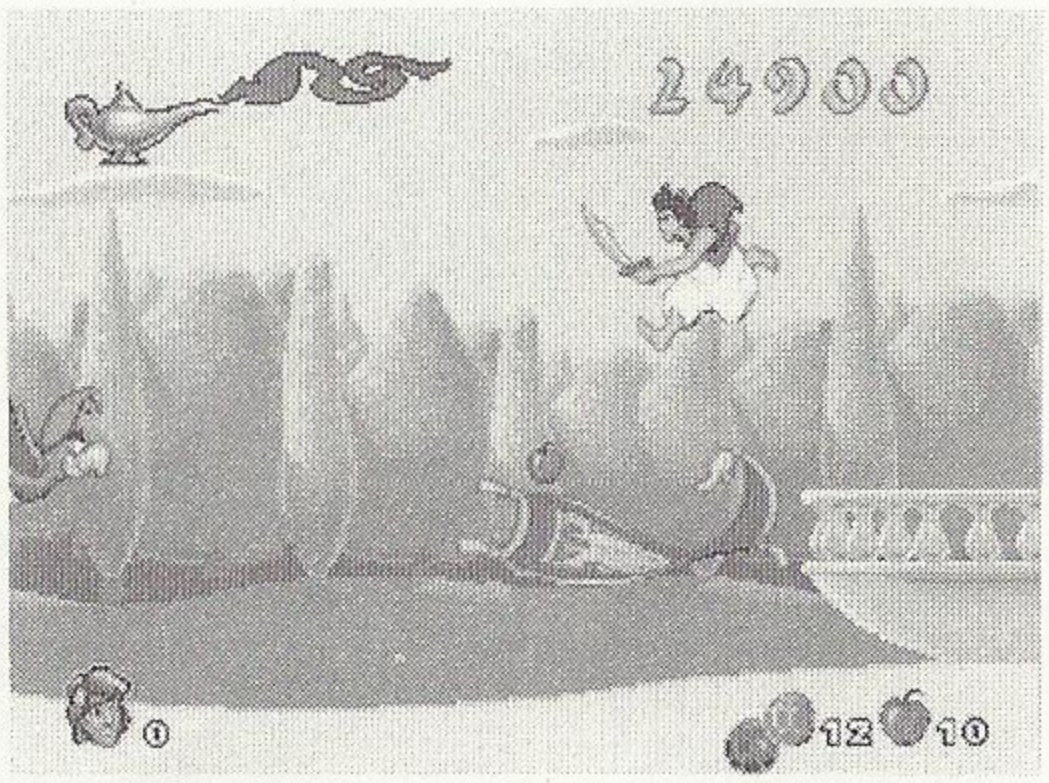
- Streak away on the high-speed magic carpet to escape the red hot lava wave. Follow the Genie's pointing fingers to duck or fly over the monstrous boulders blocking your way.
- Build up your ammunition supply. Four apple quarters give you one extra apple. Try to grab Genie Tokens and Aladdins, too.

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

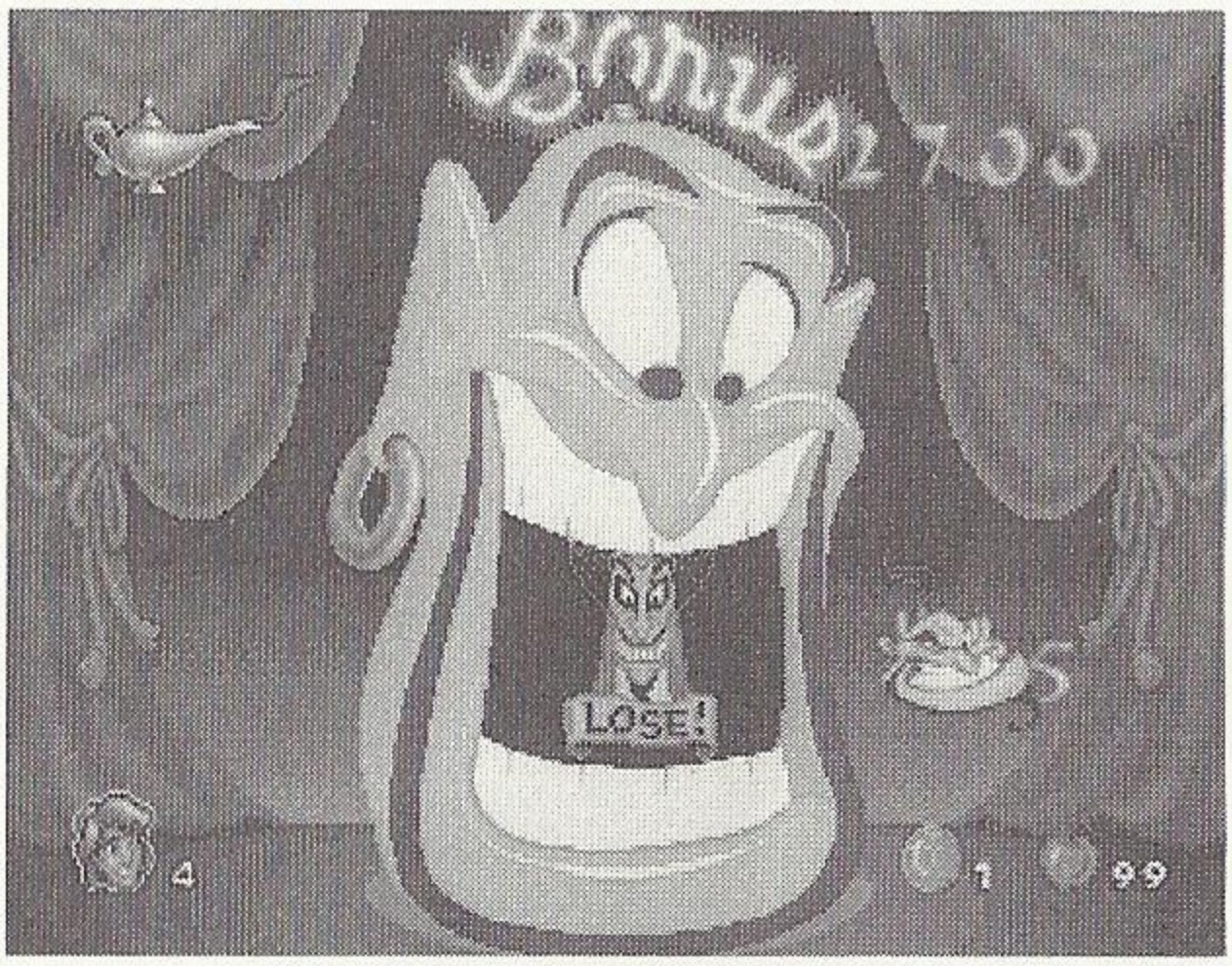


- Awk! Keep the flamingoes squawking to cross the lily pads. Don't fall in!
- Your magic carpet saves the day! Ride the rug up to the terrace. Since this is the Sultan's Palace, it's loaded with Palace Guards. Stay on your toes!
- Heavy ropes lead the way to the Palace penthouse, and a throng of junk-food 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



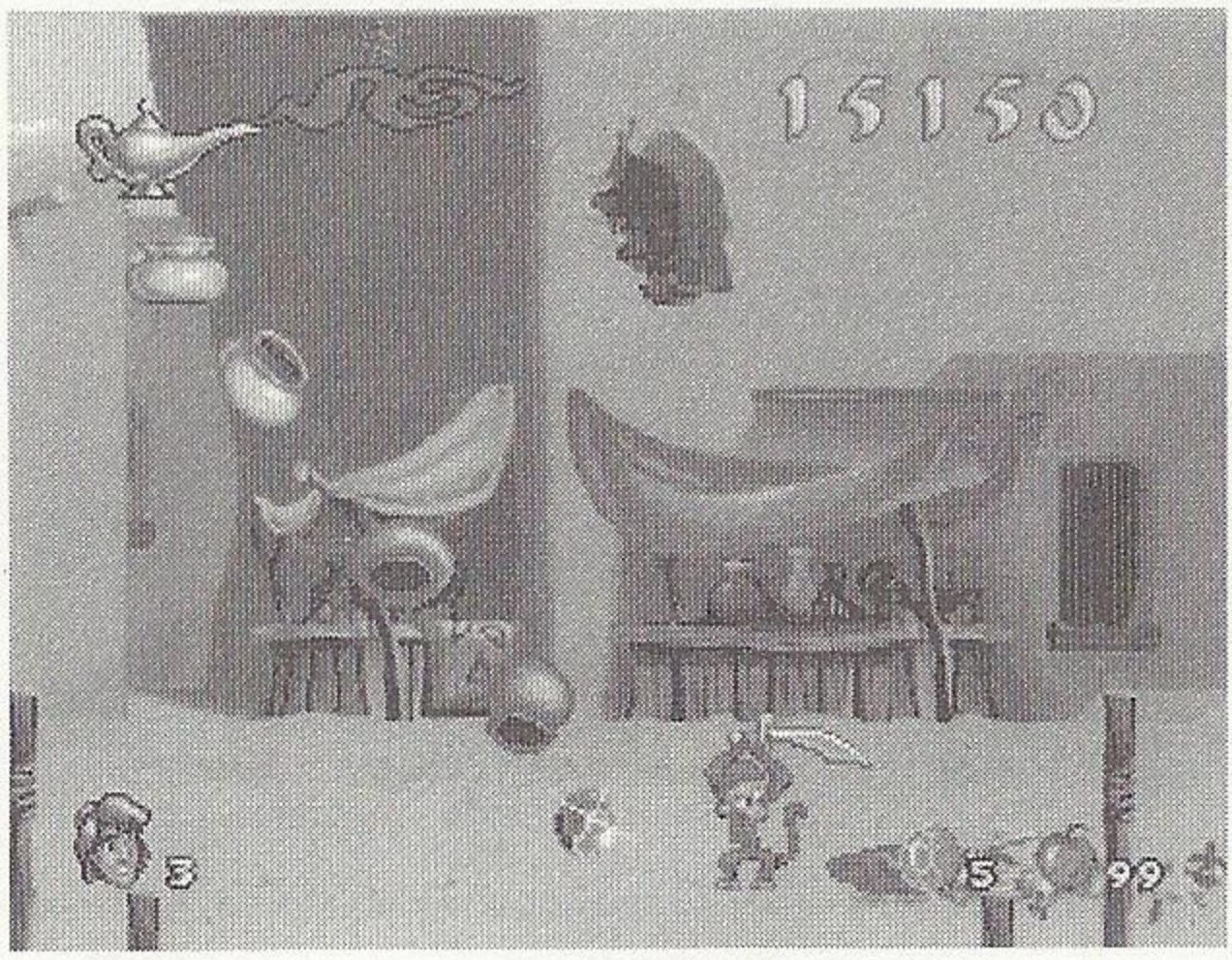
There's more to the Genie than just his "pretty face." The Genie runs a Bonus Machine. You can play his game of luck every time you clear a level and have collected one or more Genie Tokens.

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.

Picture ~~~~~~~	Prize
Gem ~~~~~~~~~~~~~~~	1 Gem
Apple ~~~~~~~~~~~~~	5 Apples
Aladdin ~~~~~~~~~~	1 Extra Try
Jafar ~~~~	Lose All Genie Tokens

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



Flute ~~~~~~~~~~~~~~~~~~~~ 150 points

Genie Heart ~~~~~~~~~~~~~~~ 150 points

Aladdin ~~~~~~~~~~~~~~~~~~~ 150 points

Gem ~~~~~~~~~~~~~~~~~~~~~~ 150 points

Abu Token ~~~~~~~~~~~~~~~~ 150 points

Genie Token ~~~~~~~~~~~~~~ 250 points

Apple Slice ~~~~~~~~~~~~~~~ 150 points

Bats ~~~~~~~~~~~~~~~~~~~~~ 200 points

Scarab Half ~~~~~~~~~~~~~~ 1000 points

Genie's Lamp ~~~~~~~~~~~~~ 1000 points



Scoreboard

◆◆◆◆◆◆◆◆◆

Aladdin _____

Date _____ Score _____

Last Level _____

Genie's Bonus Machine? Yes ____ No ____

Abu's Bonus Round 1 ____ 2 ____ 3 ____

◆◆◆◆◆◆◆◆◆

Aladdin _____

Date _____ Score _____

Last Level _____

Genie's Bonus Machine? Yes ____ No ____

Abu's Bonus Round 1 ____ 2 ____ 3 ____

◆◆◆◆◆◆◆◆◆

Aladdin _____

Date _____ Score _____

Last Level _____

Genie's Bonus Machine? Yes ____ No ____

Abu's Bonus Round 1 ____ 2 ____ 3 ____



Scoreboard

◆◆◆◆◆◆◆◆◆

Aladdin _____

Date _____ Score _____

Last Level _____

Genie's Bonus Machine? Yes ____ No ____

Abu's Bonus Round 1 ____ 2 ____ 3 ____

◆◆◆◆◆◆◆◆◆

Aladdin _____

Date _____ Score _____

Last Level _____

Genie's Bonus Machine? Yes ____ No ____

Abu's Bonus Round 1 ____ 2 ____ 3 ____

◆◆◆◆◆◆◆◆◆

Aladdin _____

Date _____ Score _____

Last Level _____

Genie's Bonus Machine? Yes ____ No ____

Abu's Bonus Round 1 ____ 2 ____ 3 ____



Scoreboard

◆◆◆◆◆◆◆◆◆

Aladdin _____

Date _____ Score _____

Last Level _____

Genie's Bonus Machine? Yes ____ No ____

Abu's Bonus Round 1 ____ 2 ____ 3 ____

◆◆◆◆◆◆◆◆◆

Aladdin _____

Date _____ Score _____

Last Level _____

Genie's Bonus Machine? Yes ____ No ____

Abu's Bonus Round 1 ____ 2 ____ 3 ____

◆◆◆◆◆◆◆◆◆

Aladdin _____

Date _____ Score _____

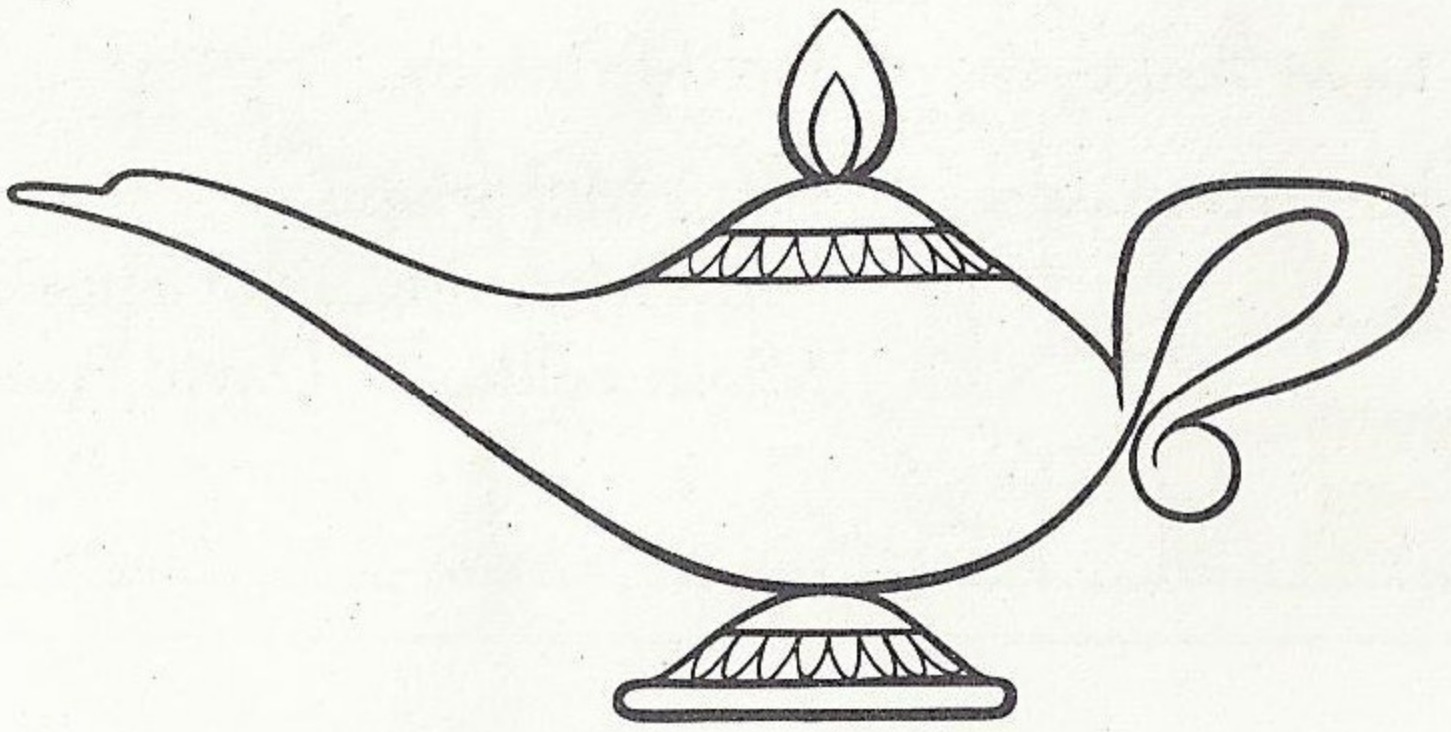
Last Level _____

Genie's Bonus Machine? Yes ____ No ____

Abu's Bonus Round 1 ____ 2 ____ 3 ____

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

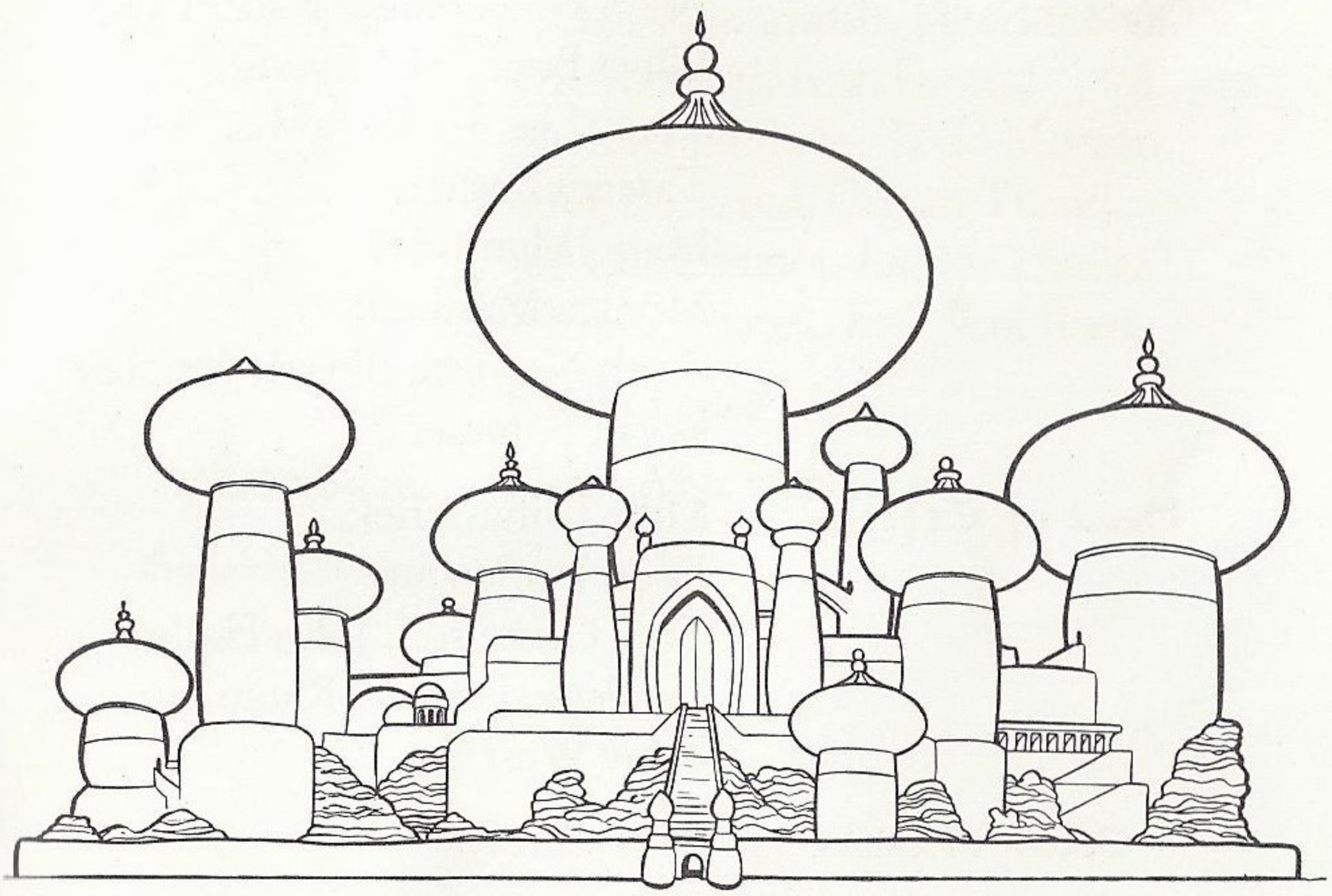


Virgin Games Credits

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

Disney Software Credits

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



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

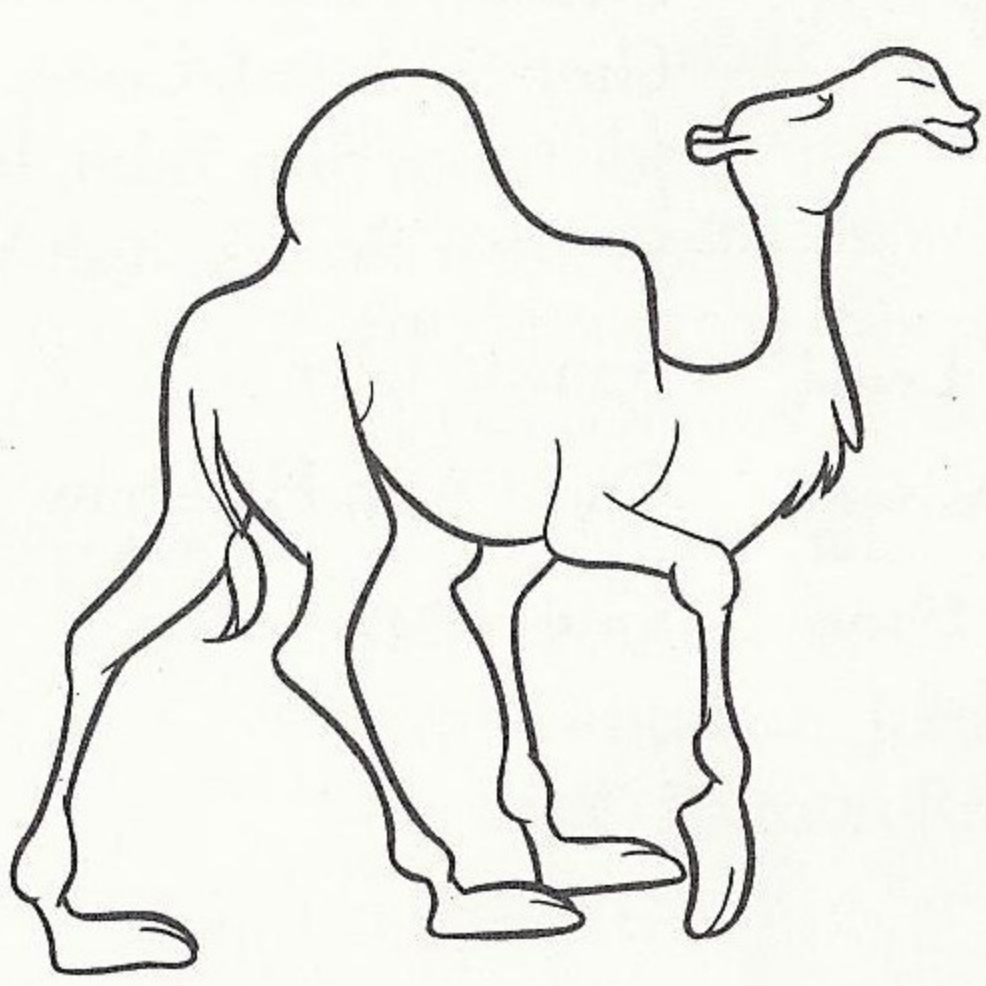
Sega of America Credits

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 Stangenberg, 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	Sonya Sigler
Manual	Carol Ann Hanshaw
Screen Shots	Clint Dyer



Special Thanks

Peter Adee
Martin Alper
Richard Branson
Ron Clements
Robert Devereux
Shannon Gardner
Tom Kalinske
Jeffrey Katzenberg
Bob Lambert
Bob Levin
Steve McBeth
Joe Miller
John Musker
Amy Pell
Marc Teren
Shinobu Toyoda



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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.

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