SEGA™

SEGA™ CD™

STALLONE SNIPES



DEMOLITION MAN

WARNER BROS. PRESENTS

A SILVER PICTURES PRODUCTION A FILM BY MARCO BRAMBILLA SYLVESTER STALLONE WESLEY SNIPES "DEMOLITION MAN" SANDRA BULLOCK NIGEL HAWTHORNE FILM EDITOR STUART BAIRD, A.C.E.

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SILVER PICTURES

"DEMOLITION MAN" (P) BY SPING ON A&M RECORDS

DOLBY STEREO

SCORE ALBUM ON VARÈSE SARABANDE CDs AND CASSETTES

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Acclaim® entertainment, inc.

INTERACTIVE ENTERTAINMENT™

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA CD™ SYSTEM.

TEEN
T™
AGES 13+

- The Sega CD Disc is intended for use exclusively with the Sega CD™ 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 recess during extended play, to rest yourself and the Sega CD disc.
- KEEP YOUR SEGA CD DISC CLEAN. Always hold by the edges, and keep in its case when not in use. Clean with a lint–free, soft dry cloth — wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

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 epileptic seizure in these individuals. Certain conditions may induce previously 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 TELEVISIONS:

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.

OFFICIAL SEGA™ SEAL OF QUALITY

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

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GETTING STARTED

TAKE A BREAK

The DEMOLITION MAN SEGA CD™ game was designed to provide hours of action adventure and fun. So be sure to take a break in the hunt for Simon Phoenix once an hour. Rest your eyes, your Sega CD™ Game System and your DEMOLITION MAN CD.





1. The Genesis controller should be plugged into the "Control 1" port on your Sega™ Genesis™ System.

2. Make sure that there is no game cartridge in your Sega™ Genesis™ Game System and follow all Sega CD™ instructions to activate your Sega CD™ system.

3. Follow all Sega CD™ System directions to open the Sega CD™ drive from the Sega CD™ control menu.

4. Carefully place the DEMOLITION MAN game disc in the Sega CD™ System with the label side facing up.

5. Close the Sega CD™ drive from the Sega CD™ control menu and then select CD-ROM on the control menu to launch DEMOLITION MAN and begin play.

6. After a series of logo screens, the title screen will be displayed. You will then see the main options screen, with 3 options: START, OPTIONS and ACTIONS. Select START to start a new game. Select OPTIONS to set game options. Select ACTIONS to see a tutorial mode of game actions.

- *QSound and the QSound Logo are trademarks of QSound Labs, Inc.*

THE OPTIONS SCREEN

THE OPTIONS SCREEN

Use the D-PAD to move the icon in front of the option you wish to change.

CONTROLLER CONFIGURATION

Use your A, B or C button to choose the configuration you like best.

DIFFICULTY

Your choices are: Calm, Crazed or Total Demolition.

SOUND F/X

On or Off (select with buttons A, B or C).

MUSIC

On or Off (select with buttons A, B or C).

SOUND TEST

Press START for sound test screen and choose from options (Press A to play sound. Press B to stop sound. Press START to return to OPTIONS screen).

EXIT

Pressing START takes you back to the main options screen. There you can choose from: START GAME and go to your first mission, reset OPTIONS or sample ACTIONS (a tutorial mode, press START to begin then, press A, B or C or use the D Pad to scroll through to the next lesson in movement).

CONTROL INFORMATION



SIDE VIEW LEVELS

DEFAULT SETTINGS

BUTTONS

A – Throws grenades.
B – Shoot/ Stationary Shoot (standing still).
C – Jumps. To roll, push down on the direction pad while pressing.

DIRECTION PAD

UP – Climb ladders.
DOWN – Crouch or descend ladders. Hold down to crouch shoot.
RIGHT – Aim or run to the right.
LEFT – Aim or run to the left.

START - Starts game from the options screen. Press START button to pause the action during the game. Choose OPTIONS screen.

D-PAD - Down + "C" button to roll.

TOP VIEW LEVELS

DEFAULT SETTINGS

BUTTONS

A – Throws grenade.
B – Fires gun.
C – Fires backwards.
A+B – Stationary shoot (standing still).
B+C – Keeps shooting in the same direction (while moving).

DIRECTION PAD

RIGHT – Runs or fires weapons to the right.
LEFT – Runs or fires weapons to the left.
DOWN – Runs or fires weapons to the bottom of the screen.
UP – Runs or fires weapons to the top of the screen.
START - Press to pause during game play.

USING YOUR WEAPONS

GUNS: You will be automatically armed with a hand gun. If you pick up any other weapon, your handgun will be holstered and that new weapon will be your mode of attack until it runs out of ammunition. At that time you will revert back to your handgun. Your gun is displayed in the upper left corner of the screen when you first pick it up.

GRENADES: When you pick up grenades, they will appear at the bottom left of the screen. Hand grenades are picked up five at a time, flame grenades three at a time. Use them when you wish, but keep in mind they can not be stockpiled; five is the maximum amount you will ever have. If you have one type of grenade and pick up another, all grenades become that type.

When on a zip line, pressing the A button will apply a brake to the zip line.

LOS ANGELES POLICE DEPARTMENT

CASE FILE #425

JOHN SPARTAN
VS
SIMON PHOENIX

WARNING!

ALL MATERIAL CONTAINED HEREIN IS DEEMED CONFIDENTIAL.

LOS ANGELES POLICE DEPARTMENT

PRE-MISSION BRIEFING REPORT

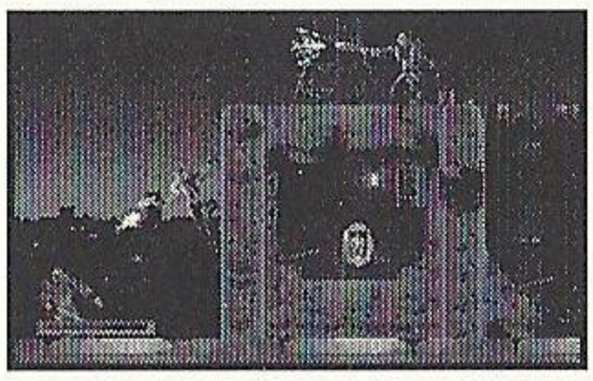
DATE: 8-21-96

TO: OFFICER JOHN SPARTAN

FROM: LOS ANGELES POLICE DEPARTMENT

RE: THE APPREHENSION OF SIMON PHOENIX

MISSION NAME: **THE ROOFTOPS**



SUMMARY

Simon Phoenix is wanted by the Los Angeles Police Department for charges connecting him to several felonies throughout the city and surrounding areas. The charges include murder, aggravated murder, attempted murder, assault, assault with a deadly weapon, grand theft, theft, kidnapping and several unpaid parking tickets.

Phoenix is currently armed and considered extremely dangerous.

Either working alone or with other law enforcement agencies, the Los Angeles Police Department's previous attempts to apprehend Phoenix have not been successful. These attempts have resulted in the loss of civilian and departmental property. Many officers and civilians have suffered great bodily harm or loss of life as a result of Phoenix's resistance to arrest. For this reason alone, the department is especially interested in bringing Phoenix to justice immediately.

MISSION OBJECTIVE

You will be transported via helicopter to the rooftop of an abandoned warehouse where Simon Phoenix and his supporters are believed to be headquartered.

It is believed that Phoenix, as in previous encounters, is heavily armed and supported by personnel and equipment.

Once you disembark from the helicopter, you will be on your own. We can offer no firepower support during your mission.

It is your mission to get across the rooftops and into the building. Once inside, find Phoenix and bring him out alive. We believe that the 30 innocent civilian hostages Phoenix captured earlier today are still alive somewhere in the building. Take extreme caution when confronting Phoenix so as not to jeopardize the civilian hostages.

MISSION ASSESSMENT

WEAPONS AT YOUR DISPOSAL:

- HANDGUN - Ammunition is plentiful. Use as needed.

- SHOTGUN - Ammunition is limited. When using the shotgun, you will have a greater firing range than a handgun.

- MAGNUM - A more powerful handgun eliminating enemies with less ammunition. Ammunition is limited.

- HAND GRENADE - 20th century explosive which eliminates opponents in the path of its flying debris.

- FLAME GRENADE - Eliminates opponents in the same manner as a hand grenade yet leaves flame in its wake.

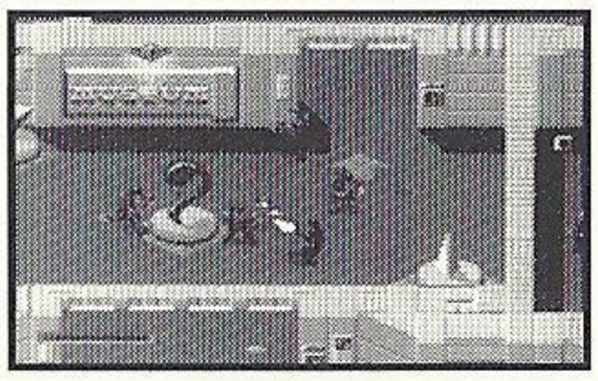
- MINI PACK - Use this to restore part of your life force.

- EXTRA LIFE - Gives you another life.

SAN ANGELES POLICE DEPARTMENT

PRE-MISSION BRIEFING REPORT

MISSION NAME: **THE MUSEUM**



SUMMARY

Ex-Officer John Spartan, you have been released from your cryo-stasis incarceration unit after serving only 36 years of your 70-year sentence for involuntary manslaughter of 30 innocent civilians.

You have been released for departmental business only. This is not a parole or termination of sentence release.

Thirty-six years ago you were involved in the apprehension of one Simon Phoenix from a warehouse in the municipality that was then named Los Angeles.

Earlier this morning, during a routine parole hearing, Simon Phoenix escaped the California Cryo-Prison Facility. In the process, he performed four code 187-MDK's. You have been brought out of your cryo-state to assist and advise the San Angeles Police Department on methods of recapturing Simon Phoenix.

MISSION OBJECTIVE

It is believed that Phoenix will be heading to the San Angeles Museum of History. Currently the museum has an exhibit titled THE HALL OF VIOLENCE. This exhibit contains a vast array of weapons from three centuries. We believe Phoenix's main objective will be to obtain as many weapons as possible. Stop Phoenix from robbing the museum and bring him back in for incarceration.

MISSION ASSESSMENT

WEAPONS AT YOUR DISPOSAL:

- HANDGUN - Ammunition is plentiful. Use as needed.

- SHOTGUN - Ammunition is limited. When using the shotgun, you will have a greater firing range.

- MAGNUM - A more powerful handgun eliminating enemies with less ammunition. Ammunition is limited.

- HAND GRENADE - 20th century explosive which eliminates opponents in the path of flying debris.

- MINI PACK - Use this to restore part of your life force.

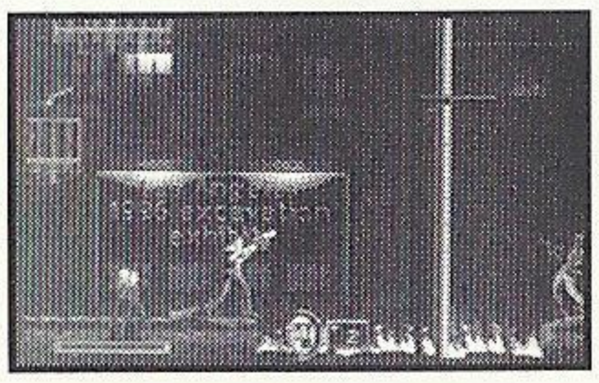
- EXTRA LIFE - Gives you another life.

SAN ANGELES POLICE DEPARTMENT

ADDENDUM TO PRE-MISSION BRIEFING REPORT

The following addendum has been made by the San Angeles Police Department's main computer observation and control system monitoring all police and civilian activity in the San Angeles area.

MISSION NAME: **THE SUB-MUSEUM**



SUMMARY

The pursuit of Simon Phoenix is no longer confined to THE HALL OF VIOLENCE. During the confrontation, the glass flooring was demolished, dropping Spartan and Phoenix below into the SUB-MUSEUM excavation exhibit. This portion of the mission is now named SUB-MUSEUM.

MISSION OBJECTIVE

The objective of the mission has not changed. Pursue Simon Phoenix through The Sub-Museum.

MISSION ASSESSMENT

WEAPONS AT YOUR DISPOSAL:

- HANDGUN - Ammunition is plentiful. Use as needed.

- SHOTGUN - Ammunition is limited. When using the shotgun, you will have a greater firing range.

- MAGNUM - A more powerful handgun eliminating enemies with less ammunition. Ammunition is limited.

- HAND GRENADE - 20th century explosive which eliminates opponents in the path of its flying debris.

- FLAME GRENADE - Eliminates opponents in the same manner as a hand grenade yet leaves a flame in its wake.

- MEDI PACK - Restores life power.

- MINI PACK - A smaller version of the Medi Pack. Use this to restore part of your life force.

- EXTRA LIFE - Gives you another life.

SAN ANGELES POLICE DEPARTMENT

PRE-MISSION BRIEFING REPORT

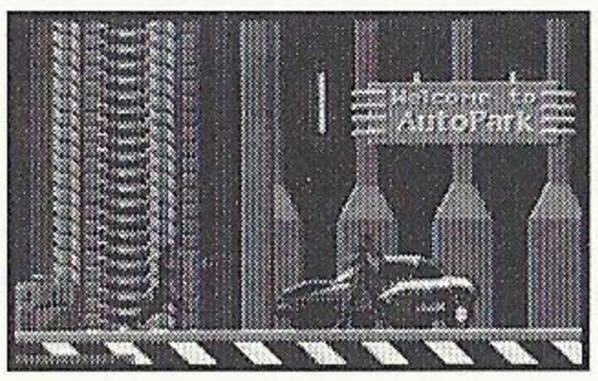
DATE: 8-03-2032

TO: JOHN SPARTAN

FROM: PROTECT AND SERVE HEADQUARTERS

RE: THE APPREHENSION OF CRYO-PRISONER SIMON PHOENIX.

MISSION NAME: **THE PARKING STRUCTURE**



SUMMARY

Several convicts have escaped from the California Cryo-Penitentiary and Rehabilitation Facility. They are currently at large within the city limits. The city's Resident Observation and Surveillance System reports that several escaped cryo-cons have invaded the city owned parking facility. Massive destruction to city and civilian property has been reported.

MISSION OBJECTIVE

Enter the parking structure at the ground level and MDK the cryo-cons that are damaging cars and the structure. Make your way to the top level of the structure and stop the crane.

MISSION ASSESSMENT

WEAPONS AT YOUR DISPOSAL:

- HANDGUN - Ammunition is plentiful. Use as needed.

- SHOTGUN - Ammunition is limited. When using the shotgun, you will have a greater firing range.

- MAGNUM - A more powerful handgun eliminating enemies with less ammunition. Ammunition is limited.

- HAND GRENADE - 20th century explosive which eliminates opponents in the path of its flying debris.

- FLAME GRENADE - Eliminates opponents in the same manner as a hand grenade and leaves flame in its wake.

- MEDI PACK - Restores life power.

- MINI PACK - A smaller version of the Medi Pack. Use this to restore part of your life force.

- BODY ARMOR - This protective clothing is virtually bullet proof, but, temporary.

- EXTRA LIFE - Gives you another life.

SAN ANGELES POLICE DEPARTMENT

PRE-MISSION BRIEFING REPORT

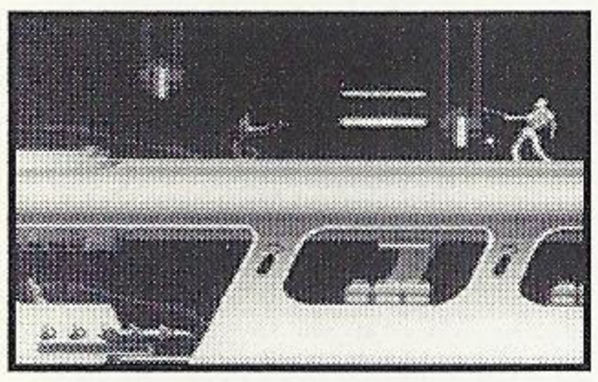
DATE: 8-03-2032

TO: JOHN SPARTAN

FROM: SAN ANGELES POLICE DEPARTMENT

RE: THE APPREHENSION OF CRYO-PRISONER SIMON PHOENIX.

MISSION NAME: **THE MONORAIL**



SUMMARY

San Angeles Public Monorail Transport Train #610 has been taken over by cryo-cons. The train operator is missing and presumed MDK. The train is being operated by one of the cryo-cons.

MISSION OBJECTIVE

You will begin your mission at the rear of the moving train. You must battle your way to the front car of the train and MDK the cryo-con driving. You can shoot through certain portions of the train roof to gain access to the top. Locate and destroy the engine to halt the monorail.

MISSION ASSESSMENT

WEAPONS AT YOUR DISPOSAL:

- HANDGUN - Ammunition is plentiful. Use as needed.

- SHOTGUN - Ammunition is limited. When using the shotgun, you will have a greater firing range.

- MAGNUM - A more powerful handgun eliminating enemies with less ammunition. Ammunition is limited.

- HAND GRENADE - 20th century explosive which eliminates opponents in the path of its flying debris.

- FLAME GRENADE - Eliminates opponents in the same manner as a hand grenade, and leaves flame in its wake.

- MEDI PACK - Restores life power.

- EXTRA LIFE - Gives you another life.

SAN ANGELES POLICE DEPARTMENT

PRE-MISSION BRIEFING REPORT

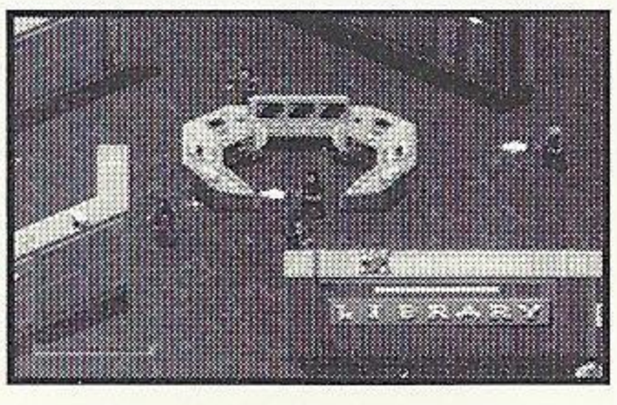
DATE: 8-03-2032

TO: JOHN SPARTAN

FROM: SAN ANGELES POLICE DEPARTMENT

RE: THE APPREHENSION OF CRYO-PRISONER SIMON PHOENIX.

MISSION NAME: **THE LIBRARY**



SUMMARY

Many of the escaped cryo-cons have been sighted at the San Angeles County Library. Violence, destruction to city and personal property, assault and bodily harm to civilians and police department personnel have been reported.

MISSION OBJECTIVE

Collect the hostages and stop the cryo-cons from doing further destruction. Be sure to collect any civilians (they will wish you to BeWell). Civilians have the ability to open locked doors within the library. Destroy the turrets on top of the shelves; they can shoot a laser beam which can end your life prematurely.

MISSION ASSESSMENT

WEAPONS AT YOUR DISPOSAL:

- HANDGUN - Ammunition is plentiful. Use as needed.

- SHOTGUN - Ammunition is limited. When using the shotgun, you will have a greater firing range.

- MAGNUM - A more powerful handgun eliminating enemies with less ammunition. Ammunition is limited.

- HAND GRENADE - 20th century explosive which eliminates opponents in the path of its flying debris.

- MEDI PACK - Restores life power.

SAN ANGELES POLICE DEPARTMENT

PRE-MISSION BRIEFING REPORT

TO: JOHN SPARTAN

FROM: SAN ANGELES POLICE DEPARTMENT

RE: THE APPREHENSION OF CRYO-PRISONER SIMON PHOENIX.

MISSION NAME: **ZIP LINE**

SUMMARY

The city's Resident Observation and Surveillance System has detected an opening in one of the access ports to the abandoned maintenance and utility tunnels. This access way leads to the under-city commonly known as The Wasteland. This is the last recorded sighting of Simon Phoenix. No video surveillance is available for this sector of the city.

MISSION OBJECTIVE

It is your mission to ride zip lines, traverse catwalks, and bungee jump your way to the floor of The Wasteland. It is known that several escaped cryo-cons loyal to Phoenix are posted to stand guard. Make your way to the bottom of the zip line level, defending yourself against any attacking cryo-con. Find Phoenix and bring him out of The Wasteland alive.

Beware of the zip line maintenance drones. They have been re-programmed by Phoenix to suit his purpose. Use your infrared goggles to detect cryo-cons that are invisible.

MISSION ASSESSMENT

WEAPONS AT YOUR DISPOSAL:

- HANDGUN - Ammunition is plentiful. Use as needed.

- SHOTGUN - Ammunition is limited. When using the shotgun, you will have a greater firing range.

- MAGNUM - A more powerful handgun eliminating enemies with less ammunition. Ammunition is limited.

- HAND GRENADE - 20th century explosive which eliminates opponents in the path of its flying debris.

- FLAME GRENADE - Eliminates opponents in the same manner as a hand grenade and leaves flame in its wake.

- MEDI PACK - Restores life power.

- MINI PACK - A smaller version of the Medi Pack. Use this to restore part of your life force.

- EXTRA LIFE - Gives you another life.

- INFRARED GOGGLES - Use these special glasses to aid your night vision.

- BODY ARMOR - This protective clothing is virtually bullet proof, but, temporary.

SAN ANGELES POLICE DEPARTMENT

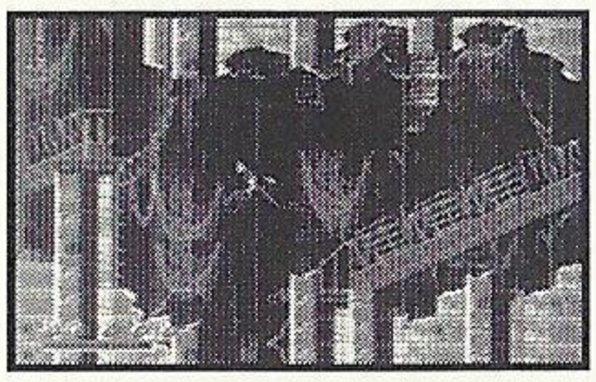
ADDENDUM TO PRE-MISSION BRIEFING REPORT

TO: JOHN SPARTAN

FROM: SAN ANGELES POLICE DEPARTMENT

RE: THE APPREHENSION OF CRYO-PRISONER SIMON PHOENIX.

MISSION NAME: **THE WASTELAND**



SUMMARY

San Angeles Police Department officer John Spartan has successfully completed Mission Zip Line. This addendum has been made as a matter of record-keeping by the San Angeles Police and Personnel Computerized Records and Observation System.

The pursuit of Phoenix has extended from the previous mission sight onto the catwalks above The Wasteland.

MISSION OBJECTIVE

The catwalks are walkways suspended above The Wasteland. They are very old and treacherous to walk on. They form a maze-like grid over the entire Wasteland. It is believed that there are many cryo-cons stationed on the catwalks to guard Phoenix. Traverse the catwalks and MDK the cryo-cons to track Phoenix.

Although it is considered highly dangerous, due to the maze-like structure of the catwalks, you may achieve your mission objective more quickly if you jump from catwalk to catwalk. But be forewarned - take extreme caution when exercising this maneuver!

MISSION ASSESSMENT

WEAPONS AT YOUR DISPOSAL:

- HANDGUN - Ammunition is plentiful. Use as needed.

- SHOTGUN - Ammunition is limited. When using the shotgun, you will have a greater firing range.

- MAGNUM - A more powerful handgun eliminating enemies with less ammunition. Ammunition is limited.

- HAND GRENADE - 20th century explosive which eliminates opponents in the path of its flying debris.

- FLAME GRENADE - Eliminates opponents in the same manner as a hand grenade and leaves flame in its wake.

- MEDI PACK - Restores life power.

- MINI PACK - A smaller version of the Medi Pack. Use this to restore part of your life force.

- EXTRA LIFE - Gives you another life.

- INFRARED GOGGLES - Use these special glasses to aid in your night vision.

- BODY ARMOR - This protective clothing is virtually bullet proof, but, temporary.

SAN ANGELES POLICE DEPARTMENT

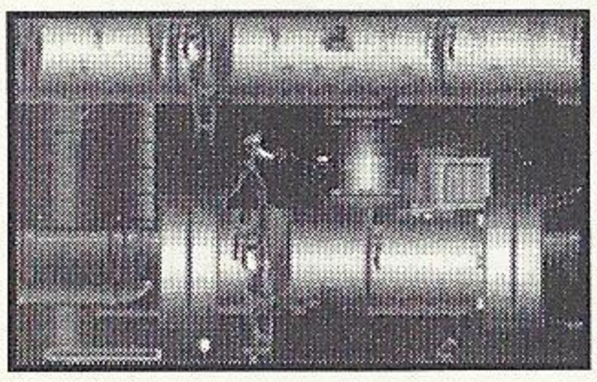
ADDENDUM TO PRE-MISSION BRIEFING REPORT

TO: JOHN SPARTAN

FROM: SAN ANGELES POLICE DEPARTMENT

RE: THE APPREHENSION OF CRYO-PRISONER SIMON PHOENIX.

MISSION NAME: **THE PIPE MAZE**



SUMMARY

This addendum has been made to the Spartan/Phoenix file as a matter of record. The city's Resident Observation and Surveillance System has detected that Spartan's pursuit of cryo-prisoner Simon Phoenix has left the previous mission area of The Wasteland.

MISSION OBJECTIVE

Pursue Simon Phoenix through the abandoned maintenance tunnels of San Angeles. There are several cryo-prisoners stationed in the tunnels to protect Phoenix. Work your way through the maze of tunnels beneath the city and apprehend Phoenix.

MISSION ASSESSMENT

WEAPONS AT YOUR DISPOSAL:

- HANDGUN - Ammunition is plentiful. Use as needed.

- SHOTGUN - Ammunition is limited. When using the shotgun, you will have a greater firing range.

- MAGNUM - A more powerful handgun eliminating enemies with less ammunition. Ammunition is limited.

- HAND GRENADE - 20th century explosive which eliminates opponents in the path of its flying debris.

- FLAME GRENADE - Eliminates opponents in the same manner as a hand grenade and leaves flame in its wake.

- MEDI PACK - Restores life power.

- MINI PACK - A smaller version of the Medi Pack. Use this to restore part of your life force.

- EXTRA LIFE - Gives you another life.

- BODY ARMOR - This protective clothing is virtually bullet proof, but, temporary.

SAN ANGELES POLICE DEPARTMENT

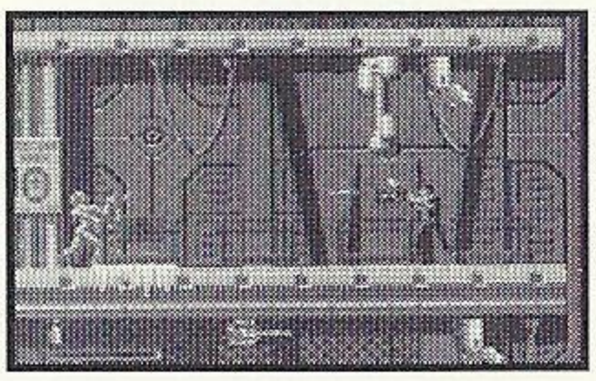
PRE-MISSION BRIEFING REPORT

TO: JOHN SPARTAN

FROM: SAN ANGELES POLICE DEPARTMENT

RE: THE APPREHENSION OF CRYO-PRISONER SIMON PHOENIX.

MISSION NAME: **THE CRYO-PRISON**



SUMMARY

The city's Resident Observation and Surveillance System has detected a forceful entry into the California Cryo-Incarceration Facility. Visual surveillance indicated that Simon Phoenix has entered the facility and is releasing other cryo-cons from their state of suspended animation.

MISSION OBJECTIVE

The cryo-facility is made up of several chambers and hallways. Probability is high that you will come head-to-head with many of the cryo-cons that Phoenix has released. Because they are still a little frozen they may be more difficult to MDK.

Fight your way through the halls of the Cryo-Prison and find Phoenix. Due to the tremendous amount of damage and loss of life in previous missions, this is a fight to the finish. You are to stop Phoenix at all costs!

MISSION ASSESSMENT

WEAPONS AT YOUR DISPOSAL:

- HANDGUN - Ammunition is plentiful. Use as needed.

- SHOTGUN - Ammunition is limited. When using the shotgun, you will have a greater firing range.

- MAGNUM - A more powerful handgun eliminating enemies with less ammunition. Ammunition is limited.

- FREEZE VIALS - Contains the chemical agent that begins the cryo-suspension process. Use this on cons and Phoenix to freeze them.

- MINI PACK - Use this to restore part of your life force.

- EXTRA LIFE - Gives you another life.

- BODY ARMOR - This protective clothing is virtually bullet proof, but, temporary.

NOTES

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause 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:

- Reorient the receiving antenna.
- Relocate the SEGA CD with respect to the receiver.
- Move the SEGA CD away from the receiver.
- Plug the SEGA CD into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

Repairs/Service after Expiration of Warranty- If your cartridge requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

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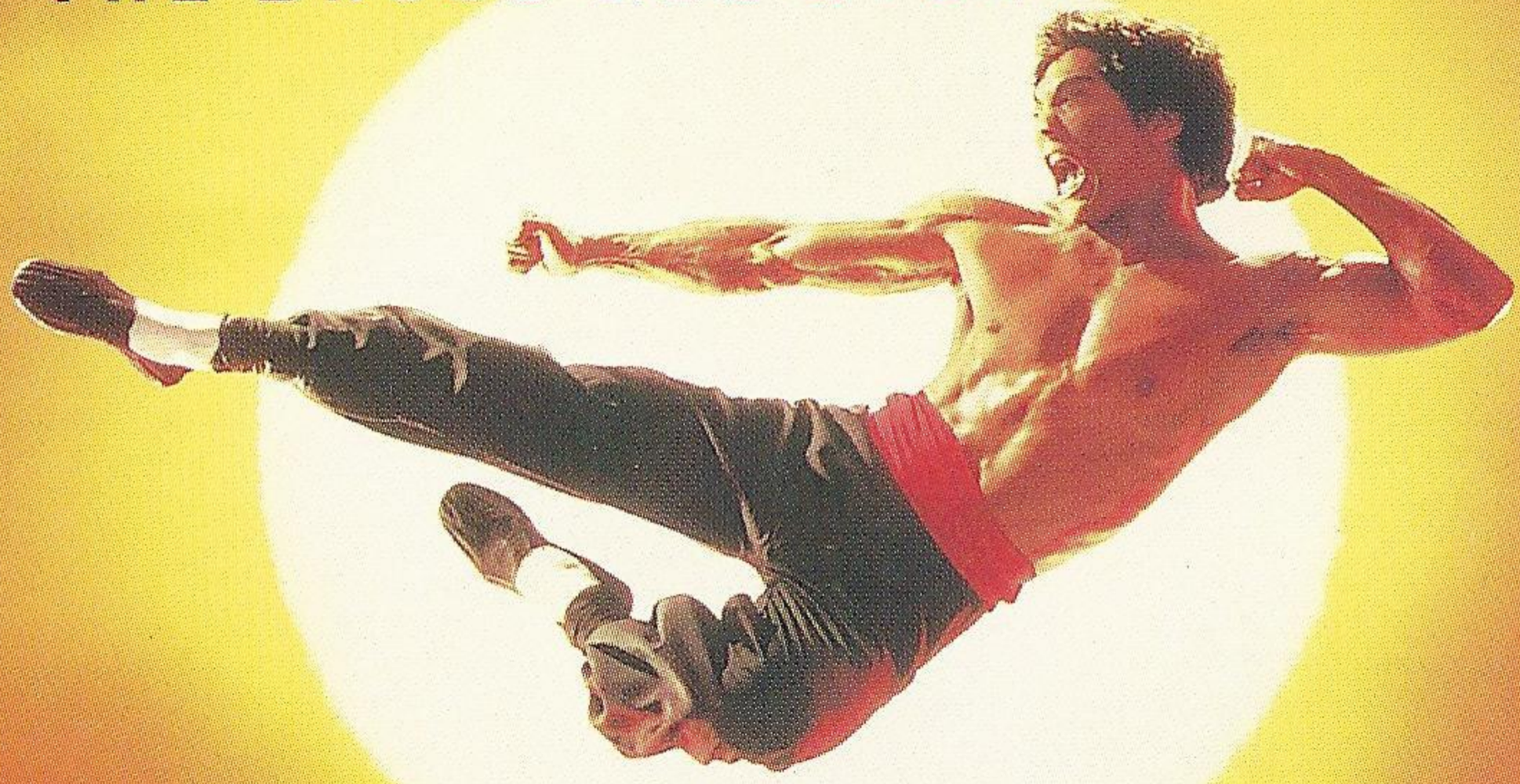
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