

SEGA

GAME GEAR

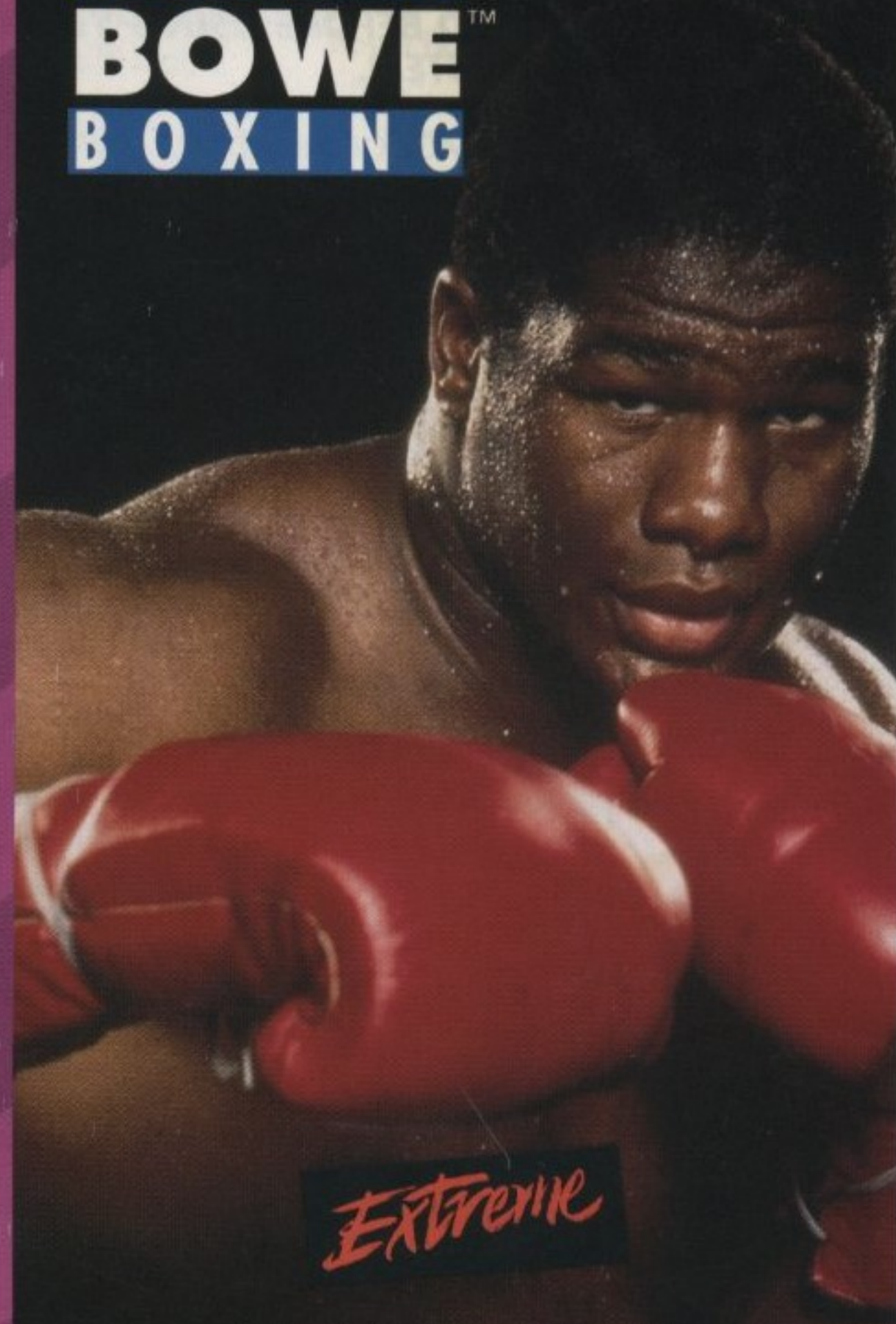


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RIDDICK
BOWE™
BOXING



Extreme

INSTRUCTION MANUAL

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

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 BACK-GROUNDS ON A TELEVISION SCREEN OR WHILE PLAYING VIDEO GAMES MAY INDUCE AN 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.



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™ GAME GEAR™ SYSTEM.



HANDLING THIS CARTRIDGE

This Cartridge is intended exclusively for the Sega™ Game Gear™ System.

Do not bend it, crush it, or submerge in liquids.

Do not leave 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 cartridge.

STARTING UP

1. Set up your Sega Game Gear System as described in its instruction manual. For two-player games, use the Gear-to-Gear Cable™ (sold separately) to connect the Game Gear units.

2. Make sure the power switch is OFF. Then insert the Riddick Bowe Boxing cartridge into the Game Gear unit.



3. Turn the power switch ON. In a few moments, the Riddick Bowe Boxing Title screen will appear.

4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

IMPORTANT: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

GETTING STARTED

From the Title screens, press the START Button to begin play.

ON NOVEMBER 13, 1992, RIDDICK BOWE REALIZED HIS CHILDHOOD DREAM.

In one of the most ferocious title fights in boxing history, "Big Daddy" pounded "The Real Deal" raw to become the undisputed WBC Heavyweight Champion of the World.

For 12 grueling rounds, the 6'5" 235 pound Bowe rocked Evander Holyfield with flurries of ripping jabs, thunderous uppercuts and battering ram hooks. But Holyfield held his ground...until the 11th when a stunning Bowe triple-shot sent Evander to his knees for the mandatory eight count. In the final three minutes, a valiant effort by Holyfield to save his fading title failed, and Holyfield was forced to resign his belt to the younger, more deserving Bowe. For the new champ, who longed as a child to become the next Muhammed Ali, victory was a dream come true.

And like his boyhood idol, Bowe has a championship demeanor that extends far beyond the confines of the ring. Between training for his first title defense, wrestling with his three children and rattling off impressions of everyone from George Bush to Richard Pryor, the 26 year-old champ uses his own experience overcoming the odds to inspire today's youth.

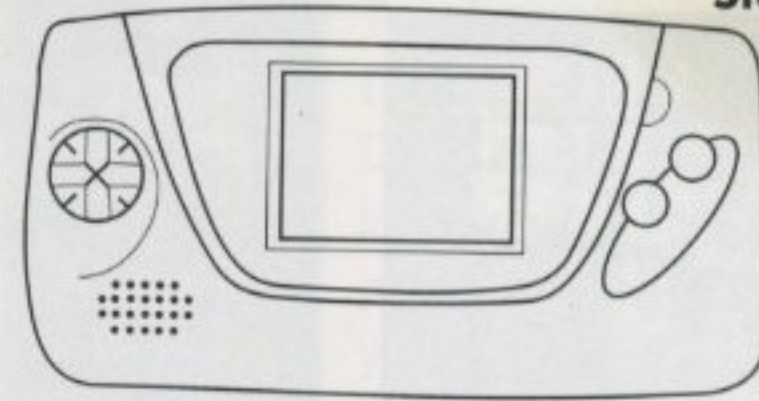
And now, standing on top of the world with two championship belts and a perfect 34-0 record, Riddick Bowe waits...for you!!!

ARE YOU READY FOR HIM???



NAMES OF CONTROLLER PARTS

Directional Pad
(D-Button)



Start Button

Button 2

Button 1

GAME CONTROLS

TO MOVE TOWARDS/AWAY FROM OPPONENT: Press the Directional Pad LEFT or RIGHT.

TO DUCK: Hold the Directional Pad DOWN. (Release to return to the upright position.)

TWO ARM BLOCK: Press Button 1 and Button 2 at the same time.

RIGHT JAB TO HEAD: Press the Button 2 while standing.

LEFT JAB TO HEAD: Press the Button 1 while standing.

RIGHT HOOK TO HEAD: Press Directional Pad RIGHT and press Button 2.

LEFT HOOK TO HEAD: Press Directional Pad RIGHT and press Button 1.

RIGHT UPPERCUT: Hold the Directional Pad Up and press the Button 2.

LEFT UPPERCUT: Hold the Directional Pad Up and press the Button 1.

RIGHT HOOK: Press the Button 2 while in a crouch position.

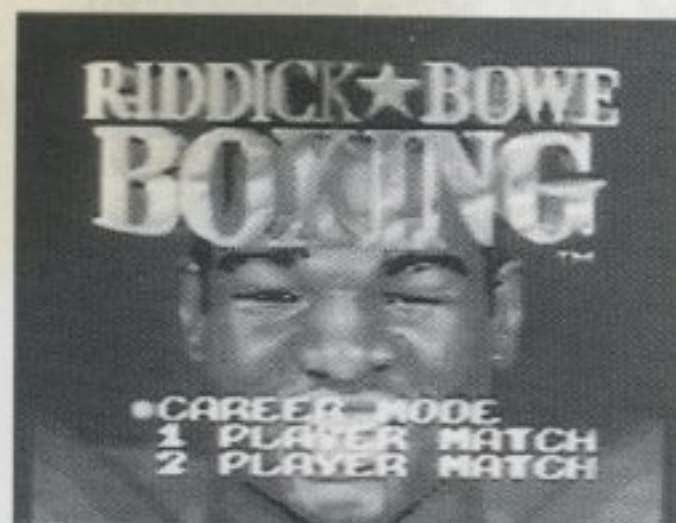
LEFT HOOK: Press the Button 1 while in a crouch position.

TAUNTING YOUR OPPONENT: Press the Directional Pad UP, Button 1, and Button 2 simultaneously.

TO PAUSE/QUIT GAME: Press the Start Button to pause action, highlight "quit" to abort game. A YES/NO option will then appear to confirm.



MAIN GAME MENU



From the Title screen, press the START Button to reach the Main Game Menu. To make a selection in the Main Game Menu, press the Directional Pad UP or DOWN to highlight a selection and press the START Button to enter that selection. The following is a list of available selections under the Main Game Menu:

CAREER MODE

Here you can go after Bowe using a fighter of your own creation, or pursue the career of a fighter previously created. (For more information on Career Mode, see page 7)



1 PLAYER MATCH

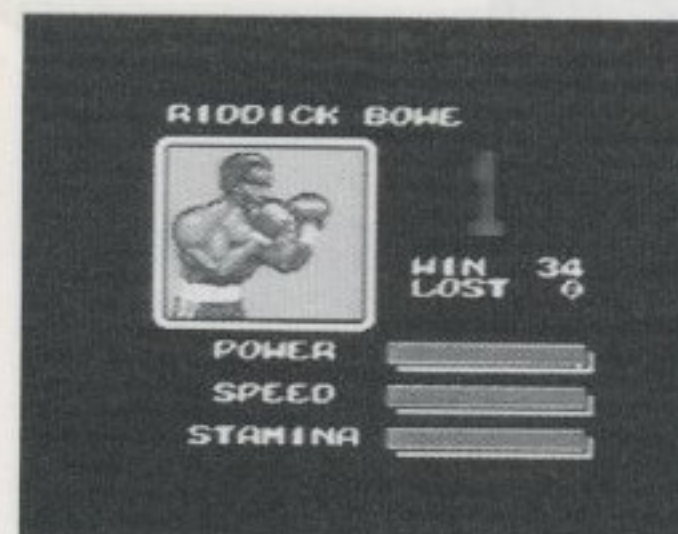
Choose your fighter, and your opponent, and go one-on-one with a computer-controlled opponent in a regulation 12 round bout.

2 PLAYER MATCH

Duke it out with one of your buddies (with a Gear-To-Gear™ Link) using any of the 25 fighters in the cart.



CHOOSING AN OPPONENT



To select an opponent, use the Directional Pad to scroll UP or DOWN through the challenger list to highlight a fighter, and press the START Button to enter your selection and begin fighting.

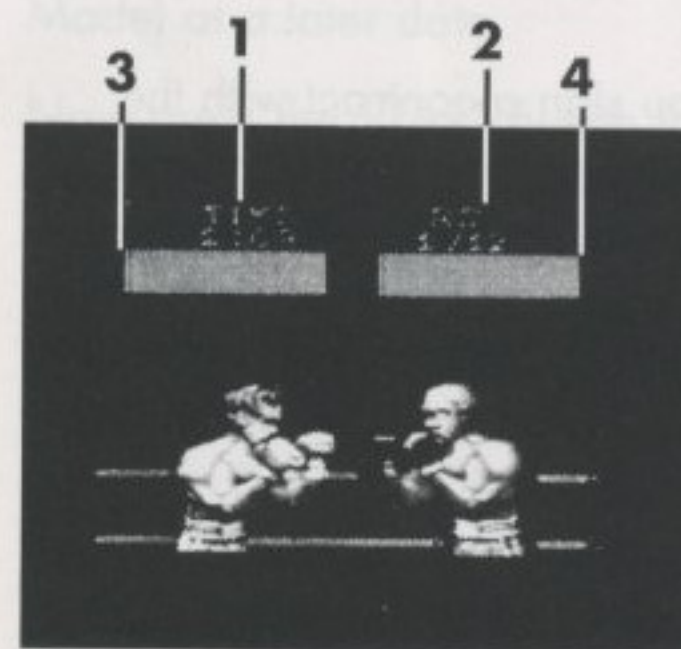
MAIN GAME SCREEN

1. TIME

Displays time remaining in current round.

2. ROUND

Displays the number of the current round.



3. ENERGY METER— Player One

Measures how much energy you have remaining. (You will recover energy by standing up—to the maximum level indicated by the gray area.) Each time you take a blow from an opponent or throw a punch and miss, your Energy Meter will drop.

4. ENERGY METER— Player Two/Computer



CAREER MODE

So. You think you've got what it takes to climb up the ranks and step into the ring with "Big Daddy"?

Wake up! Every two-bit bum in every rinky-dink gym in every honky-tonk town wants a shot at the title. Only the very best deserve the chance to get whipped in front of millions of crazy fans.

Hey, pal, it takes more than brawn and burning desire to share the ring with Bowe. You gotta be able to lift men off the floor with rocket-powered uppercuts and lay 'em flat with staccato combinations. And you gotta be able to scoop yourself off the floor when you get force-fed a mouthful of leather or kissed on the chin by a 90 mph uppercut with the power of a Mack Truck.

Come on, kid. Go for it! Step into the Top 25. Work your way up...or down as the case may be. But remember, there's nothing these guys want more than you...on your back and out cold!

And, if by some twist of fate you sign a contract with the Champ and put him to sleep with a jolting uppercut combination, we won't name the game after you, but we will list all your championship stats on the Hall of Fame Board.



CREATING YOUR OWN BOXER



To continue the career of a boxer you've created, properly enter the boxer's name (as previously used) and the corresponding password. To start a new career, position cursor beside "START New Career" and press the START Button. Begin building your boxer using the following options:

NAME ENTRY

First you must give your fighter a name. To select a letter, use the Directional Pad to highlight any letter and press Button 2 to enter your selection. To delete a character, press Button 1. Once you've entered your boxer's name, press the START Button. Now you can begin programming your fighter's characteristics.

Once you've entered all your data, press the START Button and you will be given a password. Write it down as you will need it to continue the career of your boxer (one created in Career Mode) at a later date.

Now press the START Button to call up the list of contenders, choose your opponent and begin your fight career.

CHARACTERISTICS

Here you can customize your fighter using a variety of head types, hair styles and colors, skin tones, and trunk and glove designs. Press the Directional Pad UP or DOWN to highlight a feature, and press the Directional Pad LEFT or RIGHT to cycle through the options under that feature. Once you've added that feature to your fighter, move on to the next characteristic.





SKILL METERS

Here you can adjust the following skill levels by highlighting the skill type and pressing the Directional Pad RIGHT or LEFT to increase or decrease the level setting.

- POWER:** This determines the power behind your fighter's punch.
- SPEED:** This determines your fighter's punch speed and his overall quickness in the ring.
- STAMINA:** This determines how fast your fighter can recover from a punch, and his ability to survive a regulation 12 round bout.

After you have made your adjustments to the Skill Meters, press the START Button, and your boxer will be added to the Challenger list.



SCORING

Scoring is based on the number of punches that connect, with upper cuts counting the most, hooks next, and jabs the least. (If you hit the canvas anytime during the round, your score for that round will be automatically lower than your opponent's score. You can also lose points for retreating from your opponent during the round.)

REPLENISHING YOUR ENERGY AND STRENGTH

After each match in Career Mode, you can go to the gym and replenish your skill points with everything from the speed bag to free weights to isotonic energy drinks. Select which item is best for you... some will boost your power level, others will increase up your speed and stamina levels. To use one of the available options, press the Directional Pad LEFT or RIGHT to cycle through three choices and press the START Button to enter your selection.



GETTING OFF THE CANVAS

Take too many punches and your fighter will end up on his back. To pick your fighter up off the canvas, rapidly press the 1 and 2 Buttons alternately. How fast your fighter recovers depends on the power of the punch that put him down, and how much damage he has sustained during the fight.

- Get knocked down more than two times in a round and you will be given a TKO (technical knockout).

AGING AND RETIRING

The more fights you have, the more your fighter will age—as do all the other boxers in contention. After 30 fights your boxer's stamina begins to decrease more rapidly. After your 40th fight the Boxing Commission will forcibly retire you. Sorry Pal!

Your fighter can also be retired if he: a) loses more than two bouts in a row while ranked in the 20's, or b) loses a Challenge Match to someone ranked in the 20's. Challenge Matches are computer-selected bouts that allow you to redeem yourself when you lose a few fights. If you lose your first two fights, your fighter will be automatically retired. If your boxer makes it to the teen rankings, you will get a Challenge Match after you lose two fights in a row, and must continue to fight Challenge Matches until you defeat a Challenge-ranked fighter.

THE KING AND HIS COURT



#1. Riddick Bowe. 34-0. "Big Daddy" is the World Champion. He fought his way out of the ghetto, earned a silver medal in the '88 Olympics, and convincingly stole the championship from Evander Holyfield. Nobody can touch this guy. His uppercuts are thunderous, his jabs are ripping and his hooks are like battering rams. Look for Bowe to dominate the

Heavyweights for a long time to come.

#2. Steve Thompson. 25-5. Steve's boxing career is what you'd call a Cinderella story. Born in Philadelphia some 21 years ago, this southpaw got his big break when then-Champ Ice Ian Irwin literally pulled Thompson's name out of a hat. A wicked left hook—developed from pummeling beef in his father's packing house—won Thompson the belt, and put Irwin's jaw in wires for months. Unfortunately, Thompson's disappointing performance in last year's Irwin rematch may have cost him first crack at Bowe.



#3. Ice Ian Irwin. 16-5. "The Golden Fox" got his shot back in 1974, when he lost a controversial split decision to ex-Champ Pito Benedito. To this day, sports historians around the country still believe Irwin should have been awarded the belt. (Some say Benedito's crooked uncles posed as judges for the fight.) Following the famous bout, Irwin retired and became a Baptist Minister, only to return to the ring in 1989 and claim the title he should have won 15 years before. Ranked third, Irwin is rumored to be Bowe's first title defense.



DWAINE EDWARDS

4
WIN 18
LOST 10
POWER
SPEED
STAMINA

#4. Dwaine Edwards. 18-10. This guy has granite fists. The youngest of 15 children, Edwards is a graduate of Hanks Gym, the notorious spawning ground for such boxing greats as Fuzzy Thurman, Arturo Sanguia and Lou Jordanujiovani. Edwards' claim to fame is his amazing 18 straight knock-outs...all in the third round. Some believe it's his right uppercut and bruising body blows that have carried him this far. Others swear it's his ability to taunt his opponents and reduce them to pounding putty.

#5. Peter Parks. 21-5. What can we say about Parks? The last victory he recorded was back in 1990. The highest this guy climbed was to number 12. Parks almost had a shot at the title with Ice Ian Irwin in 1988, but the ex-Champ backed out, citing Parks' bald head as the reason. (Irwin suffered a freak knockout early on in his career when he was blinded by the glare of stadium lamps reflecting off his opponent's shiny cranium.)

PETER PARKS

5
WIN 21
LOST 5
POWER
SPEED
STAMINA

CHRIS MACGEE

6
WIN 23
LOST 4
POWER
SPEED
STAMINA

#6. Chris MacGee. 23-9. MacGee is an amazing story. A grandfather of six, and a renowned saxophone player, "The Grey Bomber" stepped into the ring for the first time back in April of '87, after his doctor ordered him to "get some exercise." His climb through the ranks has been nothing

short of remarkable. A recent first round knockout of Peter Parks propelled this 46 year-old to number six. Watch out for MacGee, he may be grey, but he's a master at rocking worlds.



JOSE LOPEZ

7
WIN 17
LOST 7
POWER
SPEED
STAMINA

#7. Jose Lopez. 17-7. Lopez is South America's gift to heavyweight boxing. His claim to fame is his craving for street fighting. Lopez's ability to take a punch is second only to his ability to deliver one. Although considered the slowest fighter in top contention, this Latin southpaw has a hook that can put anyone to sleep. Stay clear of clinches with this kid.

#8. E. Suzuki. 16-6. He may make a living with his fists, but this guy was once all feet. In 1990, Suzuki was the number one ranked kick boxer in Japan. His recent decision to put his peds in laces came following a brutal fishing accident that claimed all of his toes. After training his fists to do what his feet once did, this rising star has broken his share of jaws. Watch out for E...they say he draws kinetic powers from his headband.

E. SUZUKI

8
WIN 16
LOST 6
POWER
SPEED
STAMINA

LOCO LOPEZ

9
WIN 12
LOST 1
POWER
SPEED
STAMINA

#9. Loco Lopez. 12-1. His name says it all. According to his mother, as a child, Lopez was so concerned with his hairstyle that whenever one of his classmates would mess it up, he would go berserk. Today his dreadlocks are both a trademark and a deep source of inspiration. Although he is considered a "rookie" in the ranks, this Peruvian import hasn't lost in 9 fights. His only loss came in January of last year, at the fists of his cousin, Jose Lopez.



JON COALE



10

WIN 18
LOST 5

POWER 
SPEED 
STAMINA 

#10. Jon Coale. 18-5. Jon is the only real "bruiser" in contention. He may be the oldest fighter around, but this 49 year-old grandfather of 16 has the stamina of a Redwood tree, and the power of a Clydesdale. John's pre-fight regimen of olive juice and carrot cake flavored ice cream keeps him fit as an Olympian. His love for knocking kids out keeps "Daddy Goodnight" in his prime.

#11. Alan Smithee. 19-12. Smithee is what those in the fight game call a "bum". A much-heralded rise to the top in the mid 1980's earned Smithee a shot at the title. But long nights of wine, women, and more wine, finally took its toll. Smithee lasted only 34 seconds before ex-Champ Billy-Bob Preston fed him a 12-ounce leather sandwich, sending Smithee down to kiss the canvas "hello"...and his fortune "goodbye".

ALAN SMITHEE



11

WIN 19
LOST 12

POWER 
SPEED 
STAMINA 

#12. Lee Kwan Lee. 25-10. Lee is the only Chinese boxer in the Top 25. He became a contender back in 1988 when he defeated a string of teen-ranked hopefuls, all within seconds of the opening bell. Once deemed "The Great Wall Hope," Lee's recent embarrassments to such top ranked fighters as Smithee and Lopez have positioned the Taiwan native as a "flash-in-the-pan". No matter what, Lee still possesses the quickness of a cat and is quite capable of cleaning the clocks of most up-and-comers.

LEE KWAN LEE



12

WIN 25
LOST 10

POWER 
SPEED 
STAMINA 

JOHN KRAMER



13

WIN 24
LOST 11

POWER 
SPEED 
STAMINA 

#13. John Kramer. 24-11. This guy is on his way out. Once the top-rated contender and class act of the Heavyweight division, Kramer has been slipping out of the ranks at a rapid pace. A current string of losses to a bunch of no-names placed Kramer on the endangered list. In his last 10 bouts, Kramer lasted beyond the sixth round only twice, and hasn't recorded a knockout since May of 1990.

#14. David Lamb. 18-11. Make no mistake, Lamb deserves a teen ranking. Last year he came close—So close in fact he was slated to be Steve Thompson's first title defense. But Thompson signed a rematch with Irwin, and Lamb has been grazing ever since. An impressive victory against Lee Kwan Lee last summer was followed only by a three-bout losing streak. But don't count this Lamb out. And watch for the current Golden Gloves champ, David's brother "Mean Mike", to climb into contention real soon.

DAVID LAMB



14

WIN 18
LOST 11

POWER 
SPEED 
STAMINA 

PATRICK MURPHY



15


WIN 16
LOST 5

POWER 
SPEED 
STAMINA 

#15. Patrick Murphy. 16-5. Patrick Murphy is a 27 year-old on the road to nowhere. Murphy is what guys like Bowe, Irwin, Suzuki and Lopez eat for lunch in preparation for a big fight. Against a contender, Murphy rarely lasts past the second round. With an up-and-comer, Murphy usually drops in the ninth. And every now and then, the "Green Giant" surprises everyone by ringing some new kid's clock.





JOHN MACMEEGAN



16

WIN 19
LOST 14

POWER 
SPEED 
STAMINA 

#16. John Macmeegan. 19-14. Mr. Macmeegan is perhaps the most durable boxer in the teen rankings. To put it simply, Macmeegan can take a punch. In fact, Macmeegan is the only boxer top contenders fear most. Steve Thompson, Ice Irwin and Dwaine Edwards all expressed a

distaste for Macmeegan's "southpaw" fighting style, and all successfully avoided a confrontation with the big Irishman. The amount of punishment Macmeegan endures during a typical bout would send most anyone down for the count. And in the end, that's just where his opponents end up.

#17. Damon Thorley. 11-0. Damon is the middle brother in the famous Thorley clan. He's also the prettiest fighter in contention. This 19 year-old rising star from Hollywood, CA may not have the power of a Bowe, or the speed of a Lopez, but he's definitely got finesse and an incredible ability to take a punch...although taking punches has been a rarity for Thorley. In each of his 11 bouts, Damon has managed to come through without as much as a scratch. Thorley Number Two is definitely one to watch.

DAMON THORLEY



17

WIN 11
LOST 0

POWER 
SPEED 
STAMINA 

#18. Robin Coltrain. 20-5. Coltrain is England's first major contribution to the heavyweight boxing scene. Born in Lancaster, the 23 year-old Coltrain began developing his whopping left uppercut by milking cows on his grandfather's farm. Raised by his grandparents from the age of two, Coltrain comes from fine English stock

and has been known to hand-deliver care packages filled with English teas to all his knockout victims.



CORT THORLEY



19

WIN 9
LOST 23

POWER 
SPEED 
STAMINA 

#19. Cort Thorley. 9-23. Cort is the youngest Thorley in the ranks. He's got the power...but has been cursed with a big glass jaw. All it takes to floor this kid is a flurry of heavy combinations just below the lower lip. In 20 of his 23 losses, Cort has ended up...face down.

#20. S. Takemasa. 7-1. S. is the 19 year-old knock-down kid from the South Seas. A product of Japan, S. was the Straw Class champion. With an impressive seven straight victories so far, S. is definitely a contender to contend with. His first round knockout of 7th ranked Jose Lopez last fall spurned Jawbreaker Magazine to call S. "The next Ice Irwin". S. is hot. And so is his uppercut.

S. TAKEMASA



20

WIN 7
LOST 1

POWER 
SPEED 
STAMINA 

EVAN HORN



21

WIN 23
LOST 15

POWER 
SPEED 
STAMINA 

#21. Ivan Horn. 23-15. Horn is Dwaine Edwards' long lost twin brother. Most critics believe Horn is the better fighter, and his impressive record warrants this. But Horn is deep in a five string losing streak—believed by many to be a cowardice plot to avoid a long-awaited confrontation with his brother. All rumors aside, this kid still hits like a Mack Truck and has the fury of the

Tazmanian Devil.



M FITZWILLIAM



22

WIN 13
LOST 21

POWER


SPEED

STAMINA

#22. M. Fitzwilliam. 13-21. His real name is Marionogilyvtulipy. But don't tell anyone. Wait! Go ahead and tell everyone...what is this guy going to do—whip you with his handlebar mustache? Fitzwilliam is a punching bag and should take up video games.

#23. Ralph Mahler. 22-22. Mahler is a litmus test for up-and-coming fighters. If a young kid can put Mahler away before the fourth round, chances are he will break into the teen ranks. If the kid loses to Mahler, he should consider a career in real estate.

RALPH MAHLER



23

WIN 22
LOST 22

POWER

SPEED

STAMINA

90-DAY LIMITED WARRANTY

Extreme Entertainment Group, Inc. warrants to the original consumer purchaser that the Game Pak (PAK) provided with this manual will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase.

If a defect covered by this warranty occurs during this 90-day warranty period, Extreme Entertainment Group, Inc. will repair or replace the defective Game Pak at its option, free of charge.

This 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.

JAMIE THORLEY



24

WIN 9
LOST 1

POWER

SPEED


STAMINA

#24. Jamie Thorley. 9-1. Jamie is the new kid on the block, and he's waking up the neighbors. The oldest of the Thorley clan, his stinging jabs and rocket-fueled hooks have been turning—and busting—heads since his introduction to the ranks in June of 1992. Last month's tremendous pummeling

of Robin Coltrain (Thorley cleaned Coltrain's clock in :56 of the opening bell) has experts putting "The Scottish Right" on the top of their contender lists for 1994.

#25. John Bennet. 15-15. John Bennet is going nowhere fast. His squalid record has him popping in and out of contention every time he steps into the ring. The 32 year-old Bennet is already turning grey and as rumored, he may finally announce his retirement sometime this month.

JOHN BENNET



25

WIN 15
LOST 15

POWER

SPEED

STAMINA



To receive warranty service:

1. Notify Extreme Entertainment Group, Inc. Consumer Service Department at (415) 525-3000.
2. Our Consumer Service Department is in operation from 9:00 a.m. until 5:00 p.m. (Pacific time), Monday through Friday.
3. If Extreme Entertainment Group, Inc. is unable to solve the problem by phone, we will provide you with instructions on returning your defective Game Pak to us.
4. The cost of returning the Game Pak to our Service Department shall be paid by the purchaser.

WARRANTY LIMITATIONS

THE PROVISIONS OF THIS WARRANTY ARE VALID IN THE UNITED STATES ONLY. ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING THE WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. EXTREME ENTERTAINMENT GROUP, INC. SHALL NOT BE LIABLE FOR INCIDENTAL AND/OR CONSEQUENTIAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES OR LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATIONS OR EXCLUSIONS MAY NOT APPLY TO YOU.

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. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER LEGAL RIGHTS WHICH VARY FROM STATE TO STATE.

Patents: U.S. Nos 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending).

