

U.S. GOLD

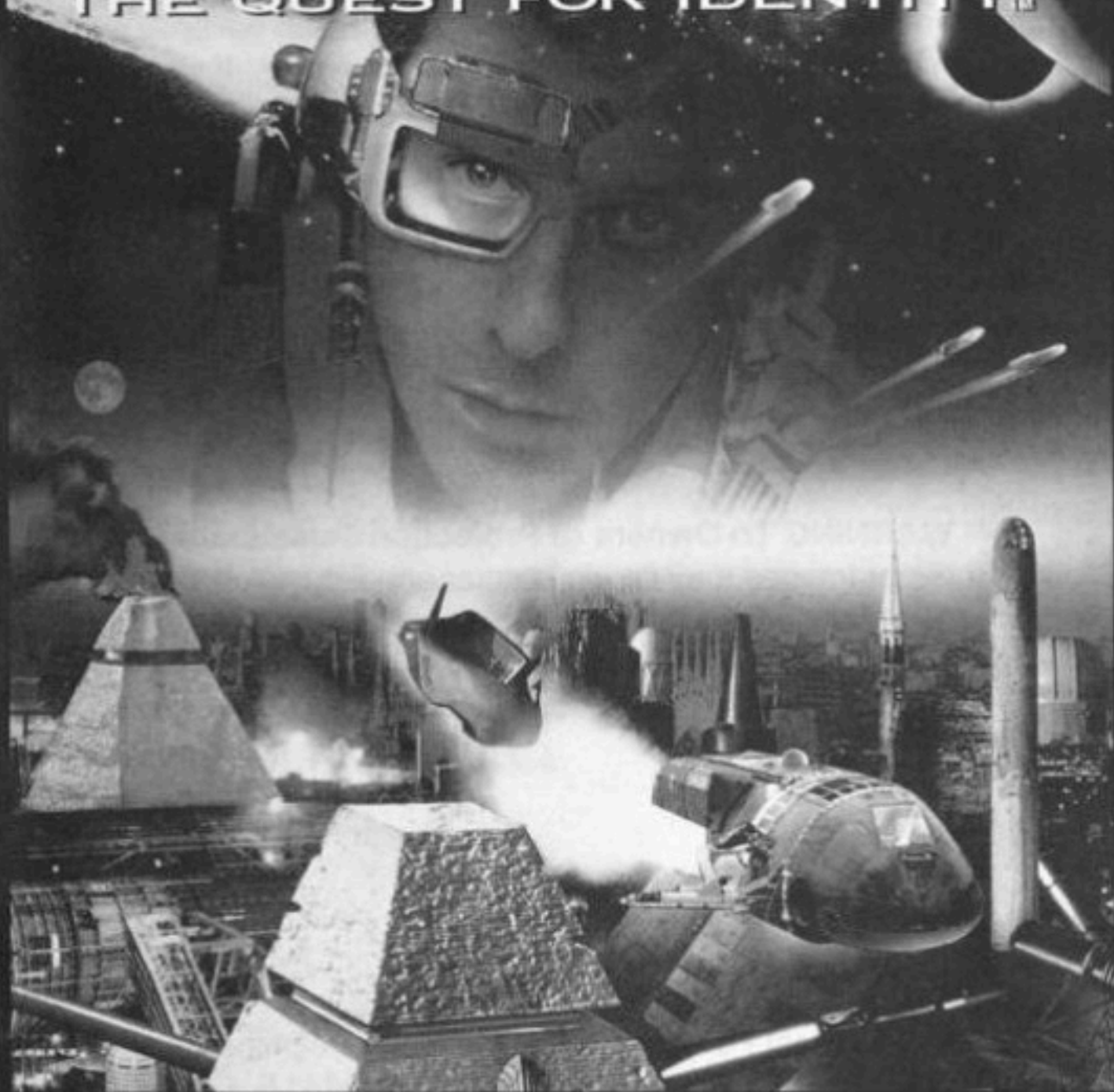
and

Delphine Software
INTERNATIONAL

PRESENT

FLASHBACK

THE QUEST FOR IDENTITY™



JAGUAR™
64-BIT

GAME
MANUAL

WARNING
READ BEFORE USING YOUR ATARI
VIDEO ENTERTAINMENT SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns. Exposure to these patterns or backgrounds 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 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.

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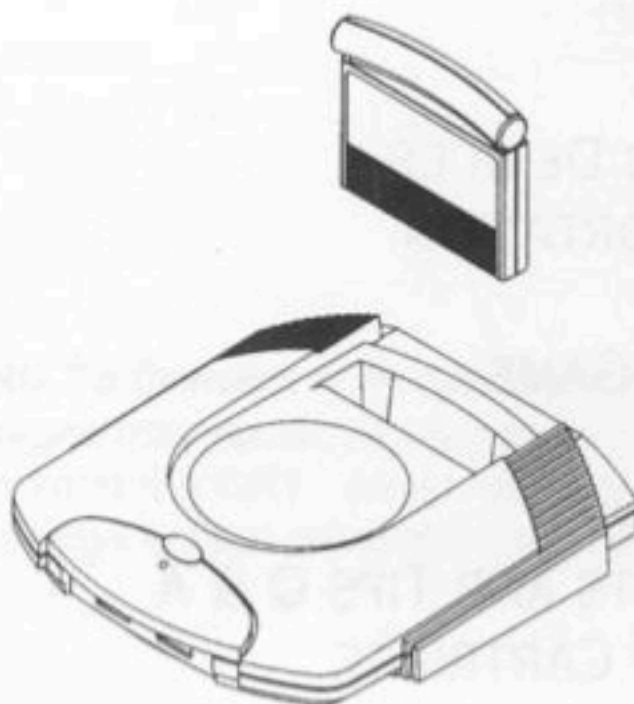
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TABLE OF CONTENTS

STARTING UP YOUR SYSTEM	2
THE ADVENTURE BEGINS	3
GETTING STARTED	3
SUMMARY OF GENERAL COMMANDS	5
JOYPAD CONTROLS	6
INTERACTING WITH YOUR SURROUNDINGS	7
INVENTORY MENU	8
OBJECT LIST	9
MISCELLANEOUS DEVICES	10
TAKING TRANSPORTATION	12
HINTS AND TIPS	13
RESETTING THE GAME	15
END OF GAME	15
CHARACTER MOVES	16
ADDITIONAL HINTS AND TIPS Q & A	18
HANDLING YOUR CARTRIDGE	20

STARTING UP YOUR SYSTEM

1. INSERT YOUR FLASHBACK CARTRIDGE INTO THE CARTRIDGE SLOT OF YOUR JAGUAR 64 BIT INTERACTIVE MULTIMEDIA SYSTEM.
2. PRESS THE POWER BUTTON.
3. PRESS PAUSE TO DISCONTINUE TITLE SCREENS.



THE ADVENTURE BEGINS

YOU PLAY THE PART OF CONRAD HART, CONTROLLING HIS EVERY MOVE THROUGH 7 LEVELS. DURING YOUR QUEST, YOU WILL COME ACROSS FRIENDS AND FOES WHO YOU WISH TO HELP OR VANQUISH USING YOUR GUN. YOU MUST COMPLETE MANY CHALLENGES IN ORDER TO RESTORE YOUR LOST MEMORY. EACH LEVEL FEATURES ITS OWN UNIQUE GRAPHICS AND HAZARDS, LINKED BY CINEMATIC ANIMATION SEQUENCES.

GETTING STARTED

AFTER THE TITLE SCREEN APPEARS, AN ANIMATION SEQUENCE STARTS PLAYING. PRESS THE PAUSE BUTTON TO JUMP TO THE MAIN MENU.

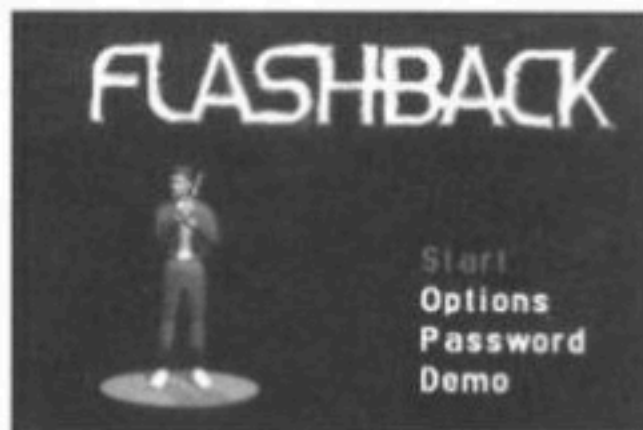
MAIN MENU

USE THE D-BUTTON TO HIGHLIGHT AN OPTION, THEN PRESS THE OPTION BUTTON TO SELECT THE OPTION.

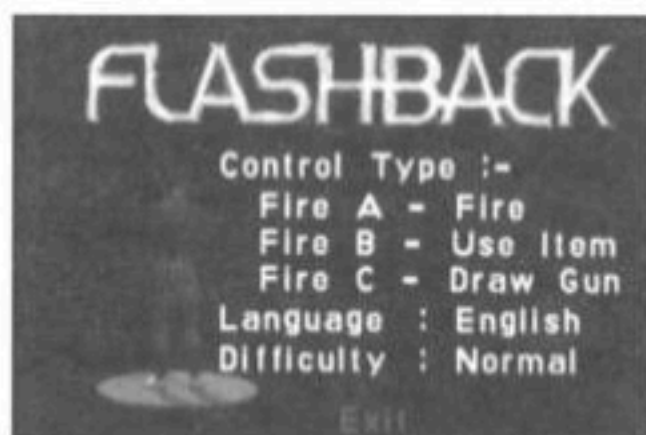
OPTION: PRESS TO START A NEW GAME.

PASSWORD MENU

ENTER A PASSWORD TO START THE GAME FROM THE BEGINNING OF THE LEVEL THAT THE PASSWORD CORRESPONDS TO. USE THE D-BUTTON TO HIGHLIGHT A LETTER AND SELECT USING THE A BUTTON. THE B BUTTON WILL BACKSPACE ONE SPACE AND ERASE ONE LETTER. THE C BUTTON WILL CLEAR ALL LETTERS SELECTED. WHEN YOU HAVE ENTERED ALL THE LETTERS, PRESS THE OPTION BUTTON. IF THE PASSWORD IS INCORRECT, YOU WILL RETURN TO THE MAIN MENU. AT THE START OF EACH LEVEL, A NEW PASSWORD WILL APPEAR AT THE TOP OF THE SCREEN. WRITE IT DOWN FOR YOUR REFERENCE.



OPTIONS MENU



PRESS THE D BUTTON UP/DOWN TO SELECT AN OPTION. PRESS THE D-BUTTON LEFT/RIGHT TO CHANGE THE SETTING.

LEVEL OF DIFFICULTY: CHOOSE EASY, NORMAL, OR EXPERT.

LANGUAGE: CHOOSE FROM ENGLISH OR FRENCH GAME TEXT.

CONTROLS: CHOOSE FROM 3 DIFFERENT BUTTON CONFIGURATIONS.

MUSIC TEST: ALLOWS YOU TO HEAR THE GAME MUSIC. PRESS THE A BUTTON TO LISTEN TO THE SELECTED TRACK.

TEST FX: SOUND EFFECTS TEST. PRESS A TO LISTEN.

END: RETURNS YOU TO THE MAIN MENU.

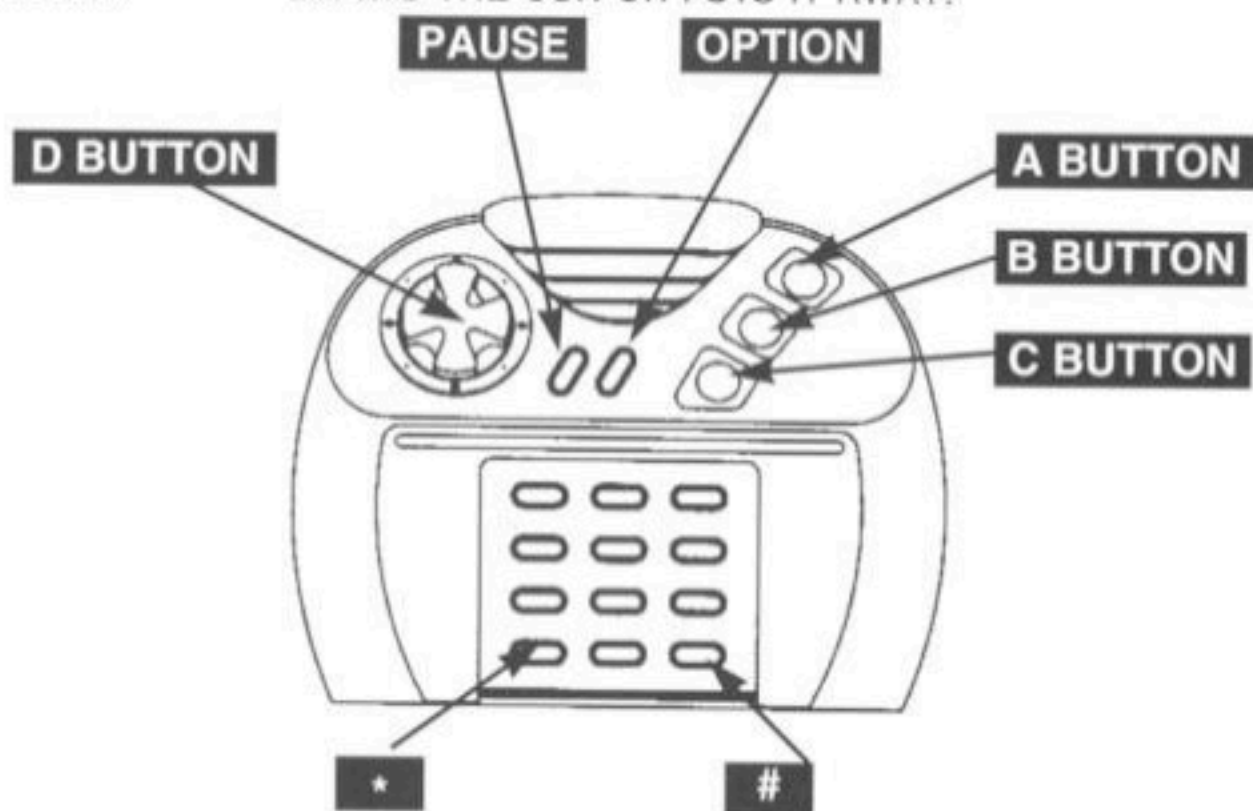
DEMO: RUNS A DEMO OF THE GAME. PRESSING ANY BUTTON WILL RETURN YOU TO THE MAIN MENU.

SUMMARY OF GENERAL COMMANDS:

D BUTTON	MOVES THE CHARACTER DURING THE GAME.
OPTION BUTTON	OPENS AND CLOSSES THE INVENTORY DURING THE GAME.
PAUSE BUTTON	SHORTENS THE ANIMATED SEQUENCE.

DEFAULT CONTROL SETTINGS:

A BUTTON	"ACTION" BUTTON (RUNNING, JUMPING, FIRING, PICKING UP AN OBJECT, TALKING, HANGING ON A LEDGE).
B BUTTON	"USE" BUTTON (USE AN OBJECT SELECTED FROM THE INVENTORY. ALSO PLACES AN OBJECT DOWN WHEN PRESSED WITH THE DOWN BUTTON).
C BUTTON	DRAWS THE GUN OR PUTS IT AWAY.



JOYPAD CONTROLS

LEFT	WALK LEFT
RIGHT	WALK RIGHT
DOWN	CROUCH
UP	JUMP UP
# & *	RESTART GAME
PAUSE	PAUSE GAME
OPTION	INVENTORY BAR

PAUSE THEN A DURING PAUSE, PRESSING THE A BUTTON BRINGS UP A VISUAL INDICATOR TO ADJUST THE VOLUME OF THE GAME MUSIC.

PAUSE THEN B DURING PAUSE, PRESSING THE B BUTTON BRINGS UP A VISUAL INDICATOR TO ADJUST THE VOLUME OF THE GAME SOUND EFFECTS.

INTERACTING WITH YOUR SURROUNDINGS

AS YOU MOVE THROUGH EACH LEVEL, YOU WILL COME ACROSS MANY PEOPLE AND OBJECTS. EACH TIME YOU COME ACROSS ONE, ITS NAME AND AN ICON WILL BE DISPLAYED AT THE TOP LEFT OF THE SCREEN. THE ICON WILL EXPLAIN WHICH WAY YOU CAN INTERACT WITH THE OBJECT. PRESSING THE "ACTION" BUTTON PERFORMS THE ACTION INDICATED BY THE ICON. THE VARIOUS ICONS ARE AS FOLLOWS:



TAKE

PICK UP AN OBJECT (STONE, KEY, ETC.) AND PLACE IN YOUR INVENTORY.



TALK

TALK TO A PERSON.



LOOK

EXAMINE AN OBJECT OR A NOTICE.



ACTIVATE

PRESS A BUTTON TO OPEN A DOOR, CALL AN ELEVATOR, ETC.



RECHARGE

RECHARGES YOUR SHIELD OR CARTRIDGE.



USE

INSERT AN OBJECT INTO A DEVICE MEANT FOR THAT PURPOSE (EX. INSERT A KEYCARD INTO A CARD LOCK, A CARTRIDGE INTO A RECHARGER). IT WILL ALSO GIVE AN OBJECT TO SOMEONE.

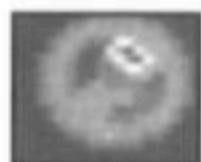
OBJECT LIST

HERE ARE SOME OF THE OBJECTS WHICH YOU MAY FIND IN THE COURSE OF THE ADVENTURE.



HOLOCUBE

CONTAINS IMPORTANT INFORMATION.



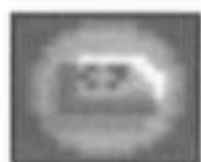
FORCE FIELD

CREATES AN ENERGY BARRIER WHICH STOPS ENEMY SHOTS.



STONE

CAN BE THROWN OR PLACED.



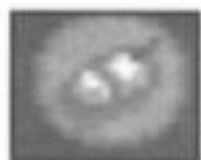
CREDITS

MONEY.



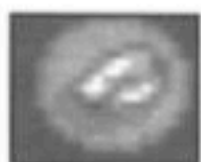
MAGNETIC
CARTRIDGE

CREATES AN ENERGY SOURCE WHEN RECHARGED AND PLACED IN THE CORRESPONDING GENERATOR.



MECHANICAL
MOUSE

ADVANCES ALONG THE GROUND SETTING OFF PRESSURE PADS AND CAMERAS.



EXPLODING
MOUSE

LIKE THE MECHANICAL MOUSE, BUT EXPLODES AT THE SLIGHTEST TOUCH. MAY BE PICKED UP WHEN NOT MOVING.

FLASHBACK



ID CARD

IDENTITY CARD. SOME MAY BE USED AS KEYS.



TELEPORT
RECEIVER

ONLY WORKS WITH THE TELEPORT REMOTE. IT TELEPORTS YOU TO WHERE THE RECEIVER IS THROWN OR PLACED.



TELEPORT
REMOTE
CONTROL

ONLY WORKS WITH THE TELEPORT RECEIVER BY TELEPORTING YOU TO THE RECEIVER'S POSITION. YOU CAN GET THE RECEIVER BACK AUTOMATICALLY BY PLACING THE TELEPORT REMOTE CONTROL ON THE GROUND.

MISCELLANEOUS DEVICES

(USED WITH CERTAIN OBJECTS TO ACTIVATE THEM.)

TELEPORT

TELEPORTS YOU TOWARDS A MISSION OR TO A PLACE WHICH IS INACCESSIBLE ON FOOT.

ENERGY
GENERATOR

RECHARGES THE SHIELD OR MAGNETIC CARTRIDGE.

SWITCH

OPENS A DOOR OR CALLS AN ELEVATOR.

CAMERA

OPENS OR CLOSES A DOOR, CALLS AN ELEVATOR, ETC. IT ALSO TRIGGERS THE LASER CANNON'S FIRE.

PRESSURE PAD	OPENS OR CLOSES A DOOR, CALLS AN ELEVATOR AND MAY ALSO SET OFF AN ALARM.
CARD LOCK	USED WITH A CARD, OPENS DOORS.
KEY LOCK	USED WITH A KEY, OPENS A DOOR OR TRAP-DOOR.
SAVE	SAVES THE GAME WHERE THE STATION IS.
SHIELD	THE SHIELD IS AN ITEM IN YOUR INVENTORY. YOU START WITH 4 SHIELDS, AND EACH TIME YOU ARE HIT, YOU WILL LOSE 1 SHIELD. IF YOU HAVE NO SHIELDS LEFT AND YOU TAKE A HIT, YOU LOSE YOUR LIFE. YOU CAN RECHARGE YOUR SHIELD USING THE ENERGY GENERATOR. HOWEVER, LOOK OUT FOR THE FOLLOWING DEATH HAZARDS.
DISINTEGRATOR	LOSS OF LIFE IF YOU CROSS THIS.
ELECTRIFIED FLOOR	RUN OR JUMP OVER IT.

TAKING TRANSPORTATION

TO CALL A TAXI

STAND FACING THE TAXI STATION AND PRESS BUTTON A.

TO TAKE THE SUBWAY

STAND IN THE ENTRY ZONE, WAIT FOR THE TRAIN TO ARRIVE AND PRESS THE A BUTTON. TO GET OFF AT A STATION, PRESS THE A BUTTON.

HAZARDS

THERE ARE VARIOUS ENEMY AND KILLER OBJECTS IN THE GAME. DESTROY ENEMIES WITH YOUR GUN. HOWEVER, SOME KILLER OBJECTS CAN NOT BE DESTROYED. THESE OBJECTS ARE AS FOLLOWS:

LAND MINE	EXPLODES WHEN YOU PASS OVER OR NEAR TO IT. AN EXPLOSION DESTROYS ONE SHIELD. AVOID THEM BY JUMPING OVER THEM.
FALLING MINE	EXPLODES ON CONTACT WITH THE GROUND, AN OBJECT, OR A CHARACTER, ETC. DESTROYS ONE SHIELD. IF ANY OBJECT PASSES BENEATH ONE OF THESE MINES, IT WILL CAUSE IT TO FALL.
LASER CANNON	TRY TO AVOID ITS DEADLY RAYS. IT IS ACTIVATED BY A CAMERA OR PRESSURE PAD.

IF CONRAD FALLS MORE THAN TWO FLOORS, HE LOSES HIS LIFE. HOWEVER, IT IS POSSIBLE TO STOP HIM FROM FALLING IF HE IS LUCKY ENOUGH TO CATCH A SIDE WALL.

HINTS AND TIPS

GENERAL INFORMATION

- BEFORE STARTING YOUR QUEST, PICK UP THE HOLOCUBE AND READ THE INFORMATION. GET INFORMATION FROM PEOPLE YOU TALK TO.
- SEARCH THE SCREEN FOR OBJECTS WHICH MAY NOT BE OBVIOUS AT FIRST GLANCE.
- KEEP AN EYE ON YOUR SHIELDS, YOU MAY BE CLOSER TO DEATH THAN YOU THINK.
- SAVE THE GAME REGULARLY.

LEVEL 1 - PLANET TITAN

CONRAD AWAKENS ON THE ARTIFICIAL JUNGLE OF THE PLANET TITAN. HE HAS NO MEMORY OF PAST EVENTS NOR THE CIRCUMSTANCES WHICH BROUGHT HIM TO THIS PLACE. HOWEVER, HE FINDS A HOLOCUBE WHICH CONTAINS INFORMATION TO HELP HIM PIECE TOGETHER HIS MEMORY. CONRAD MUST FIGHT HOSTILE MUTANTS, WATCHDOG ROBOTS, AND AVOID DEADLY TRAPS TO FIND HIS WAY OUT OF THE JUNGLE.

HINT: PRESSURE PADS ARE ACTIVATED BY RUNNING OR WALKING ACROSS THEM, OR BY THE WEIGHT OF AN OBJECT.

LEVEL 2-NEW WASHINGTON

CONRAD MANAGES TO FIND HIS FRIEND IAN AND RECOVER HIS MEMORY. HE KNOWS HE MUST RETURN TO EARTH TO STOP THE ALIEN CONSPIRACY. UNFORTUNATELY THE VOYAGE TO EARTH IS EXPENSIVE. CONRAD MUST EARN CREDITS BY COMPLETING SOME JOBS.

HINT: DON'T LEAVE OUT ANY OF YOUR OPTIONS DURING A LAST MINUTE DECISION.

LEVEL 3-DEATH TOWER:

CONRAD IS A CONTESTANT ON THE DEATH TOWER TELEVISION GAME SHOW TO TRY TO WIN A FREE TICKET BACK TO EARTH. THE DEATH TOWER IS A DANGEROUS LABYRINTH GUARDED BY FORMIDABLE REPLICANTS HAVING THE POWER TO MOVE AT BREATHTAKING SPEED.

HINT: A REAL TEST OF YOUR REACTION TIME. BE QUICK AND AWARE AT ALL TIMES.

LEVEL 4-EARTH

ONCE ON EARTH, THE ALIENS DISCOVER HIS TRUE IDENTITY AND TRY TO LIQUIDATE HIM. AFTER ESCAPING HE FINDS HIS WAY TO THE ALIENS' HEADQUARTERS. CONRAD MUST FACE WATCHDOGS, REPLICANTS, LASER CAMERAS AND ROCKETS.

HINT: THERE ARE LOTS OF SECRET PASSAGES IN THIS CLUB.

LEVEL 5-THE SECRET BASE OF "PARADISE"

IN THE PARADISE CLUB CONRAD UNCOVERS THE ALIENS' PLAN TO DOMINATE THE HUMAN RACE. UNFORTUNATELY HE IS DISCOVERED BY THE ALIENS AND CAPTURED.

HINT: PRACTICE USING THE TELEPORTER.

LEVELS 6 & 7-THE PLANET OF MORPHS

CONRAD FINDS HIMSELF ON THE PLANET MORPH, THE HOME OF THE ALIENS. HE SETS OUT TO FIND CRUCIAL INFORMATION WHICH WILL DESTROY THE PLANET.

HINT:

1. SOMETIMES THE BEST THING TO DO IS THE MOST OBVIOUS.
2. TRY TO ATTACK THE ALIENS FROM ALL SIDES.

RESETTING THE GAME

WHEN PLAYING THE GAME, YOU MAY RESET IT BY PRESSING THE * AND # SIMULTANEOUSLY. THIS WILL TAKE YOU TO THE MAIN MENU.

END OF GAME

IF CONRAD LOSES HIS LIFE, THE GAME IS OVER AND THE CONTINUE SCREEN WILL BE DISPLAYED. IF YOU DECIDE TO CONTINUE, PRESS THE OPTION BUTTON TO START THE GAME FROM THE LAST SAVED POINT OR THE BEGINNING OF THE LAST LEVEL. IF YOU DO NOT WISH TO CONTINUE, PRESS THE A, B OR C BUTTON TO SPEED UP THE COUNTER.

CHARACTER MOVES

TO ASCEND ON AN ELEVATOR:

PRESS AND HOLD DOWN THE A BUTTON AND UP ON THE D BUTTON.

TO DESCEND ON AN ELEVATOR:

PRESS AND HOLD DOWN THE A BUTTON AND DOWN ON THE D BUTTON.

TO SOMERSAULT WHILE RUNNING:

PRESS AND HOLD DOWN THE A BUTTON AND TAP LEFT OR RIGHT ON THE D BUTTON; THEN TAP DOWN ON THE D BUTTON TO SOMERSAULT.

SMALL JUMP:

PRESS AND HOLD DOWN THE A BUTTON AND TAP UP ON THE D BUTTON.

GOING DOWN ONE FLOOR:

STAND AT EDGE. PRESS AND HOLD DOWN THE A BUTTON AND DOWN ON THE D BUTTON.

GOING UP ONE FLOOR:

METHOD 1-STAND UNDER THE LEDGE. PRESS AND HOLD UP ON THE D BUTTON.

METHOD 2-TAP UP ON THE D BUTTON AND HOLD DOWN THE A BUTTON. TAP UP ON THE D BUTTON TO PULL YOURSELF UP.

RUNNING LONG JUMP:

PRESS AND HOLD DOWN THE A BUTTON AND TAP LEFT OR RIGHT ON THE D BUTTON, THEN TAP UP ON THE D BUTTON TO JUMP.

RUN AND HANG ONTO A HIGHER FLOOR AUTOMATICALLY:

PRESS AND HOLD DOWN THE A BUTTON AND TAP LEFT OR RIGHT ON THE D BUTTON.

HANG TO THE LEFT OR RIGHT TOWARDS A LOWER FLOOR:

PRESS AND HOLD DOWN THE A BUTTON AND TAP DOWN ON THE D BUTTON, THEN TAP THE D BUTTON IN THE OPPOSITE DIRECTION TO TURN AROUND.

WALK WITH THE GUN:

TAP C BUTTON TO PULL OUT GUN. LEFT OR RIGHT ON THE D BUTTON TO MOVE WITH THE GUN OUT. PRESS A BUTTON TO TAKE AIM AND SHOOT.

SOMERSAULT WITH GUN:

TAP C BUTTON TO PULL OUT THE GUN. TAP DOWN ON THE D BUTTON TO KNEEL AND TAP LEFT OR RIGHT TWICE TO ROLL.

DROP DOWN A FLOOR WITH THE GUN DRAWN ON LANDING:

TAP C BUTTON TO PULL OUT THE GUN. ADVANCE TO THE EDGE BY PRESSING LEFT OR RIGHT ON THE D BUTTON. WHEN AT THE EDGE, TAP LEFT OR RIGHT ONCE MORE ON THE D BUTTON TO DROP DOWN.

CLIMB UP A FLOOR WITH THE GUN DRAWN:

PRESS AND HOLD UP ON THE D BUTTON. WHEN PULLING YOURSELF UP, TAP C BUTTON.

SOMERSAULT:

PRESS AND HOLD DOWN ON D BUTTON. WHILE CROUCHING, PRESS AND HOLD LEFT OR RIGHT ON D BUTTON.

ADDITIONAL HINTS AND TIPS Q & A

HOW DO I GET TO THE SECOND PLATFORM IN THE BEGINNING OF NEW WASHINGTON?

GET ONTO THE FIRST PLATFORM ON THE RIGHT AND TURN LEFT ONCE YOU HIT THE WALL. NOW HOLD DOWN THE ACTION BUTTON AND TAP LEFT ON THE CONTROL PAD ONCE. REMEMBER NOT TO LET GO OF THE ACTION BUTTON. CONRAD WILL AUTOMATICALLY JUMP UP TO THE SECOND PLATFORM.

HOW DO I GET OUT OF THE ROOM WITH ALL OF THE ORBS IN RESTRICTED AREA 2?

THE ELECTRONIC ORBS HAVE A KEY YOU WILL NEED. DESTROY THEM AND OPEN THE DOORS FOR THE VIP. IN ORDER TO DESTROY THE ORBS, CONRAD MUST SHOOT THEM WHILE STANDING.

WHERE DO I INSERT THE TERMINAL CARD IN MISSION 4 OF NEW WASHINGTON?

ONCE INSIDE THE COMPUTER ROOM, STAND IN FRONT OF THE THIRD COMPUTER TERMINAL FROM THE LEFT, WHICH IS THE CENTER OF THE SCREEN AND JUST TO THE RIGHT OF THE COMPUTER TOWER. MAKE SURE YOU HAVE SELECTED THE COMPUTER CARD FROM YOUR INVENTORY AND PUT IT INTO THE COMPUTER WITH THE *USE* BUTTON.

HOW DO I GET INTO CLUB PARADISE?

SAVE YOUR GAME AFTER GETTING DROPPED OFF BY THE TAXI. CLIMB UP TO THE TOP LEDGE, RUN RIGHT AND JUMP ACROSS TO THE ROOF OF CLUB PARADISE. JUMPING BETWEEN PLATFORMS IS TRICKY. FOR THE FIRST JUMP YOU'LL HAVE TO MAKE A LEAP OF FAITH TO THE RIGHT. JUST MAKE A SECOND JUMP TO GET TO THE ROOF OF THE CLUB. SHOOT OUT THE GLASS DOOR AND ENTER THE CLUB.

WHERE IS THE KEY IN CLUB PARADISE?

AFTER DEFEATING THE FIRST REPLICANT, CLIMB ONTO THE BLUE LIGHT FIXTURE AND SHOOT THE GLASS WALL TO THE LEFT. THE KEY IS JUST BEHIND THE BROKEN GLASS.

HOW DO I DEFEAT THE AUXILLARY BRAIN?

ALTERNATE BETWEEN SHOOTING AT THE RIGHT AND LEFT SIDES OF THE BRAIN. RETURN TO THE BOTTOM OF THE SCREEN, SHOOT THE MORPHS AND REPEAT THIS PROCEDURE. THE RIGHT DOOR WILL OPEN AFTER THE BRAIN IS BEATEN.

WHERE DO I DROP THE ATOMIC CHARGE?

AFTER DEFEATING THE BRAIN, CONTINUE TO THE RIGHT AS FAR AS POSSIBLE. DROP THE ATOMIC CHARGE WHEN YOU ARE TOLD. FLICK THE SWITCH TO HAVE THE CHARGE DROPPED TO THE MAIN BRAIN.

HANDLING YOUR CARTRIDGE

- * THE ATARI JAGUAR CARTRIDGE IS INTENDED FOR USE EXCLUSIVELY WITH THE ATARI JAGUAR 64-BIT INTERACTIVE MULTIMEDIA 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 JAGUAR CARTRIDGE.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: STILL PICTURES OF 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.

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