



## WARRANTY Read Before Using Your Sega Dreamcast Video Game System

### CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

### HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

### OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GO-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

### PROJECTION TELEVISION WARNING

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.

### SEGA DREAMCAST VIDEO GAME USE

This GO-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GO-ROM on any other CD player, doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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## 1 STORY

For centuries no one has visited the three planets of the Tehric system because machine technology advanced to a stage where dangerous automated military units developed self-awareness and destroyed all carbon based life on the planets. The machines were designed to protect the power cores from invaders, but on becoming self-aware they decided to wipe out all biological life. The planets were left at the mercy of these wild metal menaces. Now the planets are barren and overrun with machines which have evolved to replace biological life. There is little evidence that humans ever inhabited these planets.

As humans last hope you have been employed to reclaim the power cores by any means necessary. You will be beamed down to key areas on each of the planets with backup air vehicles in support, to destroy the machines and reclaim the future for mankind!

## MULTI-PLAYER GAME

The multi-player game allows you and a friend to compete head to head over four diverse terrains and play one of three unique multi-player games. Once you select the multi-player option you will then be taken to the arena select screen.

## MENU NAVIGATION

The menu allows you to adjust the options and to select the type of game you would like to play.

**Single Player**- Choosing this option allows you to start a new game, or load a previously saved game.

**Multi Player**- Play head to head against a friend in one of four arena's.

**Options**- Adjust sound, controller configurations, view credits.

## OBJECTIVE

Single-Player

In the single-player game the objective is to collect and store one power core of each color to complete the level. You'll have to outsmart your enemies, and obtain some power cores from some "hard to reach" places. (If you can't get high up enough to get something, perhaps it can come to you!) It won't be easy, the terrain is tricky, the enemies are deadly... Are you up to the challenge?

## MULTI-PLAYER

Go head to head and battle your buddy. You'll have an awesome arsenal and a choice of games to play. Press the **Y** and **A** button simultaneously to activate boost in multi-player mode only.

## Arena Select

Upon choosing multi-player, the players will then have the choice of four multi-player maps to choose from:

Azteca

Storm

Cascade

Spiral

Once an arena has been selected the players are then presented with the Options Screen.

## Options Screen

There are three multi-player types of games to choose from.

## FRAGS

(kills): The goal is to achieve more kills (frags) than your opponent.

## Power Cores

In two player power core games, each player owns a power core. The only way to collect it is to kill the player's vehicle and take the core from the debris. In the case of fragmented power cores, 3 power core fragments equal one complete power core.

## Capture

There is only one power core in the arena. Only the owner of the power core can score frags. You need to possess the power core while destroying your opponent to score a point.

## Multi-Player Options

Frag Target: sets the number of kills required to win the game. Default setting is off but the player can set a value between 1 and 100.

Timer: sets the time limit for your multi-player game. The default setting is off but the player can select a time limit of 5 minutes to 60 minutes. After you've adjusted your settings select the tank and a color and go battle!

## OPTIONS

Audio-Adjust the in game volume, toggle stereo/mono, etc.

Controller 1- configure player one's controller

Controller 2- configure player two's controller

Credits-All the very nice and clever people involved in bringing this game to the world.

## ENTERING THE ARENAS

The three planets are now desolate worlds devoid of all organic life, populated by an array of mechanical guardians. The last traces of the former human masters can be seen in the form of roads and the remains of man-made structures such as pyramids that punctuate the otherwise unblemished environments. Different surfaces affect the handling of your vehicle. For example: the bleak arctic wastelands impair your speed and grip due to the soft snow and hard ice, whereas the harsh, hard rock and sands on the red planet offer a different challenge. As you enter a level you are beamed in under a store. These stores not only act as regeneration centers for destroyed tanks, but are also a vital part of your mission, acting as delivery points for collected power cores. For further details about these, refer to the power cores and the stores section later in the manual.

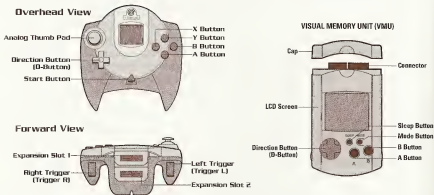
Wild Metal is a one player game. Before turning the Sega Dreamcast power ON, connect the controller into the control port of the Sega Dreamcast. To return to the title screen at any point during gameplay simultaneously press and hold the **A, B, X, Y** and **Start** buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

## CONTROLLING THE TURRET

Pressing the **Left trigger** rotates your turret Left. Pressing the **Right trigger** rotates your turret Right. Press and Hold both triggers to put you turret back in the center position.

## GAME CAMERA

The game camera sits above and behind the selected tank. The camera is, as a rule, tied directly in line to the rotation of the turret.



While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.

Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

Press and hold the **Y button** to move the camera up, providing a view over the edge of any cliffs or slopes. The camera will return to its default position once the **Y button** is released, unless there is a target in view.

Press and hold the **B button** to move the camera down, providing a view from ground level giving a better view of what is above.

**Note:** The camera moves with the turret allowing the player to drive in one direction and look in another (very handy when being chased by an enemy).

## OPTIONS SCREEN

Press the **Start key** to toggle the options screen on and off.

## PAUSE

Press the **Start key** to pause/unpause the game.

## WEAPONS SYSTEM

### FIRING THE TURRET WEAPON

Holding down the **A button** will increase the barrel's elevation. Releasing the **A button** will launch the shell. The longer the **A button** is held before release, the greater the barrel elevation and the longer the resulting shot will be. The barrel automatically lowers back to a level position after firing.



## TURRET WEAPON SELECTION

As you pick up additional weapons pressing left or right on the directional button you can highlight (select) the weapon you want to use. If at any time the currently selected turret weapon is exhausted, the turret will default back to the Standard Shell. Listed below are the eight turret weapons, and their descriptions.

### 1 STANDARD SHELL



This is your basic weapon, you have an unlimited amount of ammunition.

### 2 BOUNCER



Bounces along the terrain after contact.

### 3 SPRINKLER



Fires many times in rapid succession. Turning the turret while firing results in a sprinkler effect.

### 4 DRIFTER



Splits up into nasty fragments if fired over someone's head. Useful at medium to long range, especially at static targets.

### 5 SNIFFER



A simple homing missile (can be evaded with skill).

### 6 BIG BANG



A powerful ballistic shell.

### 7 MAGNATRON



Is magnetically attractive to just about everything (fire it over people's heads to pull them off balance or over cliff edges).

### 8 TELEPORTER



If it hits someone (something?) you swap places.

### FIRING THE MINE WEAPON

When you have a mine weapon selected, simply press the **X button** to drop it. Pressing up or down on the directional button will allow you to toggle through your mine weapons.

### MINE WEAPON SELECTION

Pressing Up or Down on the directional button selects which mine weapon you have activated. Listed below are all four mine weapons, their infobar icon, and a brief description of what can be expected upon release.

#### ROLLER



A barrel-like mine which rolls over ground.

#### MAGNETIC



Magnetically attracts nearby objects.

#### JUMPING JACK



If an object gets within range, these will jump towards them and explode on impact - make sure you are not the target.

### BEACON



Allows you to "mark" parts of the terrain to assist with navigation, and, in a multiplayer game, communication. You can pick them up and reuse them.

### STORES

Stores have three functions in the game.



#### START POINT

When a mission is started - or death occurs during a mission - regeneration occurs under the last store which a power core was locked under.







#### POWER CORE LOCK

Driving under the store will lock all full power cores.

#### POWER CORE INDICATOR

Sitting directly under a store gives - via the scanner - a visual indication of where all remaining power cores are within the level.

## THE SCANNER

-  **White Letter N**     **Points towards North.**
-  **Colored Squares**     **Enemy Vehicles.**
-  **Colored Triangles**     **"Statics" (motionless enemy installations, such as the Sentries and Mine Dispensers).**
-  **Colored Circles**     **Other human players (only available during a multi-player game).**
-  **Gray Diamonds**     **Support helicopters.**
-  **Hourglass Shapes**     **Power Cores.**



The overloid scanner shows the positions of enemies relative to the controlled tank. The scanner is a top down view with the controlled tank at the center. Colored circles represent enemy vehicles and triangles represent statics. Hourglass shapes represent power cores. Smaller versions of these symbols represent last known positions, and are only displayed for a short period.

The scanner detects enemies in a cone around the direction the turret is pointing, and also detects any enemies outside this cone which are very close (e.g. close behind). To get the best picture of the surrounding area sweep the turret around to gather more scanner data.

Anything, which is picked up by the scanner, but is off the main part of the display, is shown as a small symbol at the scanner's edge, with a line attached. The longer the line the further away the object is.

## POWER CORES



**POWER CORES AND THE STORES-** The Power Cores are the key to capturing an area. You must collect at least one Power Core of every wavelength (color) and deliver them all back to the stores safely. **Collecting the Power Cores:** As you drive up to a Power Core it will be automatically loaded into the tank. Your current load of Power Cores will be indicated by the Power Core Status Bar. Delivering the goods.



You can then drive back to the stores where the collected Power Cores can be safely locked and stored for the remainder of the level. To deliver the goods, simply drive slowly under a store. The icon in the Power Cores Status Bar will change to indicate that the Power Core(s) are locked. You can collect as many or as few Power Cores as you want when delivering to the stores. Just remember that you will need to eventually deliver every color before the level will be complete.

Once you have locked a Power Core, it cannot be lost, even if your current tank is blown into teeny little bits! If your tank is destroyed while carrying unlocked Power Cores, then they will be scattered along with your debris and will need collecting again.



### HELICOPTERS

Press the **Y** and **B** button at the same time to call a helicopter. The helicopter will replenish energy, and if the controlled tank is overturned, the helicopter will help to place the tank back on to its tracks. Press the **Y** and **B** button again to cancel the request. The helicopters also help by dropping ammunition crates. Being picked up by the helicopter also

replenishes your energy. There are two types of crates: one for turret weapons and one for mines. The response time of the helicopters is affected by attacking them or calling for help too many times. When the helicopter cannot/will not respond, a green light on the Infobar will flash.

### PLAYER TANKS

There are five different vehicles to choose from:

#### RHINO



The Rhino is a tough compact tank with spikes on the front for extra ramming damage. Although it is not the most stable of tanks it generally rolls back onto its tracks if overturned.

#### BULLDOG



The Bulldog is a compact three wheeled tank, with two wheels in the front and one wheel in the back. Although not the fastest tank it does have good maneuverability on rough terrain.

#### MANTA



The Manta is a low stable tank that is hard to hit because of its low profile. The low profile minimizes wind resistance giving the tank more speed. The Manta does not often turn upside down but when it does you may require the assistance of the helicopter.

#### ROADRUNNER



The Roadrunner is a bizzare vehicle which uses anti-gravity technology to balance on a heavy metallic sphere making this machine tricky to master.

**CHEETAH**

The Cheetah is a fast slender tank. It does not have a lot of armor but it can outrun most enemies. Its light weight means it could be knocked over, but it easily rights itself.

**THE STATUS BAR****DESCRIPTIVE TEXT**

- |                            |                                |
|----------------------------|--------------------------------|
| <b>A</b> Turret Weapons    | <b>E</b> Power Core Detector   |
| <b>B</b> Mine Weapons      | <b>F</b> Danger Detector       |
| <b>C</b> Score Display     | <b>G</b> Power Core Status Bar |
| <b>D</b> Helicopter Rescue | <b>H</b> Energy Meter          |

**TURRET WEAPONS**

This shows the turret weapons currently available, and the number of shells for each. The currently selected weapon is indicated by the orange light above.

**MINE WEAPONS**

This shows the mine weapons currently available, and the number of shots for each. The currently selected weapon is indicated by the orange light above.

**SCORE DISPLAY**

This shows the current score.

**HELICOPTER RESCUE**

Once activated a solid green light indicates that a Helicopter is attempting to respond to the request. A flashing green light indicates that the helicopters are not responding to rescue request.

**POWER CORE DETECTOR**

If the indicator displays a solid light, this means that a power core is ahead. If the light is on half power, this means that the power core may be carried by an opponent.

**DANGER DETECTOR**

If the red light is lit this indicates that something dangerous is nearby; this threat is something that won't show up on the radar.

**POWER CORE STATUS BAR**

This shows how many power cores (or partial power cores in a multi-player game) have been collected. Until a power core has been stored, it is clamped in place (see stores).

**FULL POWER CORE****LOCKED POWER CORE****PARTIAL POWER CORE**

Upon death, all power cores that have not been locked will be scattered around the immediate area.

**ENERGY METER**

This gives a visual indication of the current energy level of the tank.

**ENERGY**

All vehicles have a finite amount of energy. When this energy is used up they are destroyed. In addition almost all static objects, such as boulders, crates and guntowers can be destroyed. Many things, including the player vehicle, have regenerative capabilities and will gradually repair themselves over time by absorbing background radiation. However, this is a very slow process.

Various events can cause loss of energy, the most significant one being damage from weapons. Violent collisions also cause serious energy loss, especially on less heavily armored areas of a vehicle. If the front of the player tank collides with the back of an opponent, the opponent will take more damage, as the front of vehicles tend to be well armored. Ramming can be an important tactic, especially in multi-player games where boosting allows heavy damage to be inflicted.

The self-aware machines inhabiting the Tehric system often leave their Drive Unit behind when destroyed. These can be collected to gain energy. The best way to recover energy however is by requesting help from the helicopters. They can transfer large amounts of energy and fully replenish energy levels.

**DEATH**

On death all the ammunition which was being carried is encapsulated in to a weapons module. This module can be picked up again, but, in the multi-player game other players will be able to gather it as well.

**STATS SCREEN**

Once a level has been successfully completed, a level Stats Screen is displayed.

**TIME TAKEN**

The time taken to complete the level.

**ACCURACY**

The accuracy of turret shot during the level.

**TURRET SKILL**

The percentage of shots fired when moving with the turret at least 25 degrees off-center.

**KILLS**

The percentage of enemies destroyed on the level.

**DEATHS**

The number of player deaths which occurred during the course of the level.

**AVERAGE SPEED**

The average speed of the vehicle during the level.

**MAXIMUM SPEED**

The maximum speed achieved during the level.

**DISTANCE TRAVELED**

The distance traveled during the course of the level.

## SAVE/LOAD GAME

Note: You must have a VMU card to save the game.

While playing the game, as long as you possess a power core, you can drive under a "store" and save your game (lock in your cores). You can load a game, by choosing single-player game. You will be given an option to load a game from your VMU card.

## THE PLANET'S INHABITANTS

### GROUND ENEMIES

#### HYENA LIGHT ARMOR



Common soldier tank, with standard shell and simple tactics. Does not approach very close to enemies, preferring to attack from medium range. Not particularly well armored. Often used for patrols and often occurs in small groups. Mainly defensive duties, doesn't go far from base. Hyenas run away if wounded or an enemy threatens them.

#### BULL MEDIUM ARMOR



Fast violent tank with bouncing missiles. Charges at enemy, shooting on the move. Attacks enemies whenever it sees them, not waiting for them to make the first move. Will pursue enemy away from bases. Your best option is to keep an eye out for them and kill them before they get too close and accurate, or drop mines to panic them and then pick them off.

#### BUFFALO HEAVY ARMOR



Heavy, long range tank, well armored, low maneuverability. Fires drifters at long range. Backs off from enemy if he comes close in order to allow use of drifter, but will fight with standard shell if enemy gets too close. Its best tactic is to occupy area with good natural defenses (e.g. on top of a hill, behind a wall) and bombard enemy. Occurs mostly in open spaces or long valleys.

#### RAT LIGHT ARMOR



Fast, highly mobile vehicle without three wheels and no turret. Used as scout for bases - they park where they can watch routes and report to bases if they see an enemy. Drops roller mines if enemy gets close behind.

#### VIPER MEDIUM ARMOR



Comes in close to fire batches of sprinklers. Large reload time between attacks during which they back off. Drops rolling mines if enemy is close behind. Enemy's best option is to dodge attacks and fight back during reload time. Vipers run away if badly wounded and enemy is aiming at them.

#### OWL LIGHT ARMOR



Tries to stay at mid range from enemy, and transmits enemy's position to own tribe. Will attack with rolling mines if enemy gets too close. Your best tactic is to eliminate them before getting close to their base, to avoid a combined attack from enemies who all know where you are.

**PORCUPINE** LIGHT ARMOR

Tries to stay at mid range from enemy and jams enemy's radar. Also has the effect of a cloaking device - any tanks near to the porcupine cannot be seen on radar even if the enemy is beyond jamming range. Occurs in combination with other tanks to provide ambushes and surprise attacks which an enemy doesn't see on radar. The Porcupine will destroy itself if an enemy gets too close. You should pick them off as soon as possible to avoid surprise attacks but don't get too close unless you're deliberately trying to get them to destroy themselves.

**LEMMING** HEAVY ARMOR

Small stupid vehicle, more like a drone than an intelligent tank. Drives towards the enemy and self-destructs when close causing major damage. Emits a strong magnetic field when about to detonate. Most effective in limited space where enemy cannot escape easily.

**SCORPION** HEAVY ARMOR

Patrols, dropping magnetic mines at each patrol point. Tries to stay away from enemies to avoid detection.

**HIPPO** HEAVY ARMOR

Large vehicle which does not have weapons, consisting mainly of storage space. It collects power cores and is used as mobile base guarded by other tanks. Depends on other tanks for protection as it has no weaponry.

**AIRBORNE ENEMIES****DUCK** MEDIUM ARMOR

Strange hovering vehicles which fires magnatrons. Tries to stay at mid range, backing off if the enemy gets very close. Used in open areas near bases as it needs room to maneuver and relies on allies to take advantage of magnatron effect. Runs from enemy if badly wounded.

**FIREFLY** LIGHT ARMOR

Tiny hover vehicle occurring in swarms. Flies towards enemy firing special non-ballistic close range weapon. You can hold them off by aiming at them and scaring them off, but they work in teams. Occasionally use disorientating teleport missiles at close range.

**RAVEN** HEAVY ARMOR

Large aggressive hover vehicle, well armed with sniffers, bouncers and shells.

**EAGLE**

MEDIUM ARMOR



Performs long bombing runs on enemies, strafing with sprinklers and dropping heavy bombs.

**HAWK**

LIGHT ARMOR



Smaller faster version of Eagle with strafe weapon and light bombs. Usually occurs in pairs or more.

**BAT**

LIGHT ARMOR



Patrols near base. If an enemy is detected it will stay at a safe distance and transmit position of enemy to own tribe. You need to bring them down quickly or risk attack from enemies which are receiving your position.

**CROW**

LIGHT ARMOR



Patrols and collects power cores which are not already in bases, taking them back to its own base. Will rescue any small tanks on its own side which get overturned. If it gets close to the enemy it picks up the player in an attempt to disorient them. Often flies around Hippos guarding them and collecting any power cores dropped when they are destroyed.

**STATIC ENEMIES****MINE DISPENSER**

MEDIUM ARMOR

Launches mines of a particular type if enemy gets too close. Blue ones launch Jumping Jacks, Red ones launch Magnetic mines and Green ones launch Roller mines.

**SENTRY**

HEAVY ARMOR

Large tower fires long distance shells if it sees the enemy. Often has a fixed sweep range, so you are safe from their attack if you can get behind them.

**SWEEPER**

MEDIUM ARMOR

Fires standard shells if enemy comes into view. Behaves as a smaller, weaker sentry which often occurs in groups.

**TRUNK**

MEDIUM ARMOR

Behaves like a Sentry, but fires magnatrons and has shorter range.

**PYLON**

MEDIUM ARMOR

Used as markers for base perimeters or other notable areas. Can be used as barriers with a force field between them while their associated fueller is alive.

**FUELLER**

HEAVY ARMOR

Acts as a generator for associated pylons.

## HINTS AND TIPS

If your vehicle turns over, try using your turret to lever yourself back up. Shooting at the ground will also do the trick but is likely to cause damage.

Use beacons to mark areas of interest and to orientate yourself to help avoid getting lost.

If power cores are in awkward or inaccessible places, shoot them somewhere else.

Choose your ground carefully - if your tank is on uneven ground or tilting upwards it might be difficult to hit targets, especially at close range.

Ramming can be very effective especially in multi-player games (try using the boost at the same time for extra damage).

Remember to use the helicopters if your tank gets stuck.

To become an expert at the game you need to be able to turn your turret while driving. Press both turret triggers together to realign turret.

Different weapons are effective at different ranges and under different situations. Experiment with all the weapons - all of them can be very useful.

To best use roller mines rotate your turret 180 degrees so when you launch a roller, so you'll be able to see where it's going.

## Taking A Break

### Slow Down!

It pays to take a 10 minute break in every hour of play, so put the action on hold...

Press the Start button to freeze the action - and see a reminder of how many points are required to complete the stage.

Press the Start button while the action is frozen to resume play.

## Troubleshooting

In the unlikely event that **WILD METAL** refuses to work, contact our Customer Services Department at 1004 Ligonier Street, 3rd Floor, Latrobe, PA 15650 or call 724-539-6407, Monday - Friday between 9:00 AM - 5:00 PM EST excluding major holidays. Fax: 724-539-3195; e-mail: [t2support@take2games.com](mailto:t2support@take2games.com). And if you write, don't forget to include your name, address and telephone number. Look after your WILD METAL 60-ROM. 60-ROM's are robust but not invincible, so handle them with care. This disc contains software for the Sega Dreamcast; never use this disc with any other machine as it could damage it. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors. Try not to touch the underside of the disc with your fingers. If the underside of the disc is dirty, gently wipe it clean with a soft cloth; do not use any form of cleaning fluid as this will damage the disc's delicate surface.

**CREDITS****Rockstar Credits**

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**WARRANTY**

Rockstar Games, a division of Take-Two Interactive Software, Inc., warrants to the purchaser only that the disc provided with this manual and the software program coded on it will perform in accordance with the description in this manual when used with the specified equipment, for a period of 90 days from the date of purchase.

If this program is found to be defective within 90 days of purchase, it will be replaced. Simply return the disc to Rockstar Games or its authorized dealer along with a dated proof of purchase. Replacement of the disc, free of charge to the original purchaser (except for the cost of returning the disc) is the full extent of our liability.

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