

STAR TREK® SHATTERED UNIVERSE



TDK

westlake

EmuMovies

TDK Mediactive 4373 Park Terrace Dr. Westlake Village, CA 91361 www.tdkm.com

STAR TREK™, ® and © 2003 Paramount Pictures Corporation. All Rights Reserved. STAR TREK and Related Marks are Trademarks of Paramount Pictures. The ratings icon is a registered trademark of the Interactive Digital Software Association. Certain portions and development tools © 2003 Starsphere Interactive, Inc. Starsphere and the Starsphere logo are trademarks and © properties of Starsphere Interactive, Inc. All Rights Reserved. Game Code © 2003 TDK Mediactive, Inc. All Rights Reserved. PUBLISHED AND DISTRIBUTED BY TDK MEDIACTIVE, INC.

61514-500



TDK

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT 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, including games played on the PlayStation 2 console, 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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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 rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

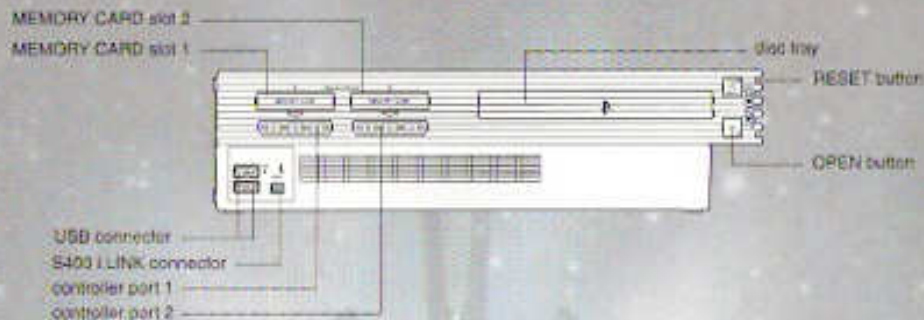


Table of Contents

Getting Started	02
Game Controls	03
Introduction	04
Interface	05
Options	06
Fighter Selection	07
Playing the Game	08
Fighters	11
Weapon Systems	15
Credits	16
Warranty	20
Customer Support.....	21



GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the Star Trek® disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(For PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(For PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(For PlayStation®2) containing previously saved games.

Auto Save

Every time you successfully complete a mission, Star Trek® Shattered Universe will display a message notifying you that your progress is being saved. While this message is on screen, DO NOT remove the memory card (8MB) (For PlayStation®2) or turn OFF your system.

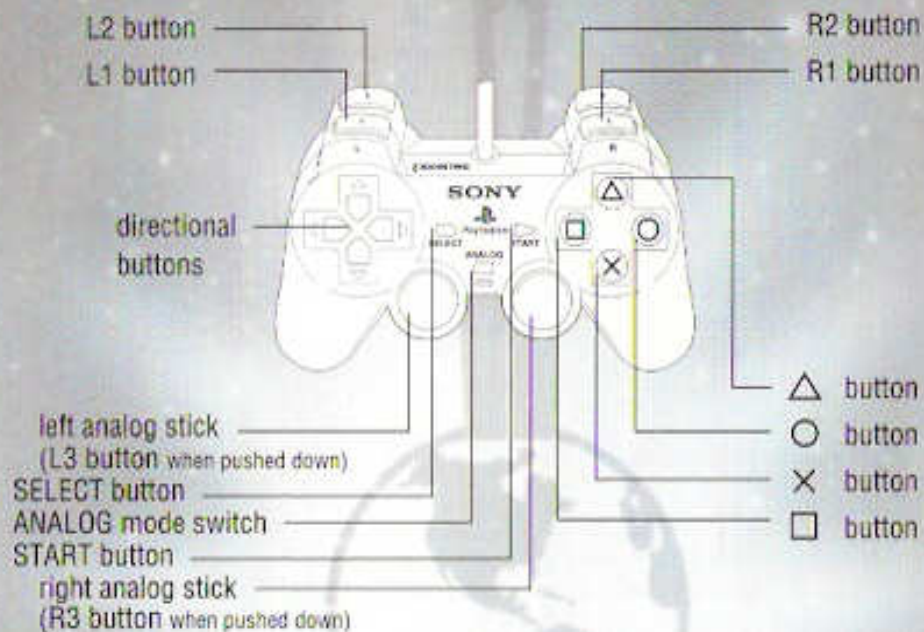
Manual Save

If the memory card (8MB) (For PlayStation®2) is removed or replaced, the game will disable the Auto Save Feature until a manual save has been performed. To perform a manual save, go to the Main Bridge menu, select the SAVE option and follow the prompts.

Note: This game was designed to be challenging. If while playing you find the game too difficult, try changing the difficulty setting to "easy".

GAME CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



The description below relates to the default configuration for the DUALSHOCK®2 analog controller. The controller must be connected to controller port 1.

Left Analog Stick: Controls the Pitch and Yaw of your fighter. Push forward to pitch down, pull backward to pitch up, push left to yaw left and push right to yaw right.

R1 button: Roll right

L1 button: Roll left

R2 button: Forward thrust.

L2 button: Reverse thrust.

R3 button: On-demand cinematic camera view of player.

X button: Fire primary weapon.

□ button: Fire secondary weapon (bank 1).

○ button: Fire secondary weapon (bank 2).

△ button: Target object under targeting reticle. If none are available, then target closest object.

Directional Buttons: The directional buttons are used to target specific types of objects in the game.

- UP: Cycle to the next capital ship/navigation point target.
- DOWN: Cycle to the next enemy fighter target.
- LEFT/RIGHT: Cycle (previous/next) through all available targets.

Start button: Pause the game.
Select button: Toggle between 1st and 3rd person camera view.

INTRODUCTION

Captain Sulu and the entire crew of the USS Excelsior are accidentally transposed into a dangerous Mirror Universe. Now a hunted ship, running from a cold and ruthless Federation, they are the new crew of the notorious ISS Excelsior, and they must master her deadly complement of Fighter craft to battle Former Friends and Foes alike. Their only hope of escape lies at the end of a long and hazardous journey, a trek that will take them across a twisted and violent mirror version of their own universe. Once there, the Excelsior's crew will confront their ultimate Foes — their own evil counterparts.

INTERFACE

MAIN BRIDGE

From the bridge of the Excelsior you can choose to play the next available mission via the **PLAY** option. You can also save your progress via the **SAVE** menu or load a previously saved game via the **LOAD** menu. Access to the game options is via the **OPTIONS** menu. Use the directional buttons to cycle between the available choices and press the **X** button to select.



STAR MAP



The Star Map shows your current progress on your journey toward the Janus Ultima Vortex. Pressing left or right will select the previous or next open mission destination where, after a short pause, Captain Sulu will brief you on the currently selected mission. Pressing the **X** button will advance you to the Fighter Selection menu. The green icons on the Star Map represent missions that are currently available to the player, while the red icons represent missions that have yet to be opened. The color bar at the top shows the highest difficulty level with which you've completed each of the missions (a blank box indicates that the mission has yet to be completed). The legend on the right side indicates whether you've completed the currently selected mission in all the available difficulty levels (a checkmark in the box indicates a completed mission at that difficulty level). You can return to the bridge menu by pressing the **X** button.

LOAD

From this menu, you can load previously saved games from a memory card (8MB) (For PlayStation®2) inserted in MEMORY CARD slot 1. A total of eight distinct games can be saved on a single memory card (8MB) (For PlayStation®2). Cycle through the eight files using the left and right directional buttons to select the game you want to load. If a file contains a saved game, then information such as the next mission, date when saved, available ships, current rank and earned medals, will be displayed. Upon a successful load, the Auto Save Feature will be activated and will automatically save your progress to the same file after the successful completion of any mission.

SAVE

From this menu, you can save your progress to a memory card (8MB) (For PlayStation®2) inserted in MEMORY CARD slot 1. A total of eight distinct games can be saved on a single memory card (8MB) (For PlayStation®2). Cycle through the eight files using the left and right directional buttons to select the file that will be used to save the current game. Upon a successful save, the Auto Save Feature will be activated and will automatically save your progress to the same file after a successful completion of any mission.

OPTIONS

The options menu allows you to modify the default settings of Star Trek® Shattered Universe to your preference.

Set Difficulty Level

You can change the game's difficulty level at any point using this menu. Select from the three available choices: Easy, Normal and Hard. Press the ⊗ button to exit and accept the new settings, or press the ⊕ button to exit and discard the changes.

Audio Settings

Use the left and right directional buttons to cycle through the three volume channels and use the up and down directional buttons to alter the volume setting. You can also select between Stereo or Mono output by pressing the ⊙ button.

- **Music Volume:** Adjust the volume of the music that plays during the game, the menus and movies.
- **Speech Volume:** Adjust the volume of the speech you hear throughout the game.
- **Sound Effects Volume:** Adjust the volume of the sound effects in the game.

Press the ⊗ button to exit and accept the new settings, or press the ⊕ button to exit and discard the changes.

Controller Configuration

Select from one of three different controller layouts, using the left and right directional buttons to cycle through the choices. You can also enable or disable the controller vibration function via the ⊙ button. When vibration is ON, the controller will vibrate in response to game events. Press the ⊗ button to exit and accept the new settings, or press the ⊕ button to exit and discard the changes.

View StarFleet Career

You can view your current rank and any medals that you may have earned during play.

View Movies

You can play back all movies that you have viewed so far (movies are unlocked as you progress through the game).

Ship Viewer

You can take a close look at all the fighters and capital ships in the game from this menu. Cycle through the ships using the left and right directional buttons and while viewing a ship, you can adjust its orientation by using the right analog stick.

Exit Game

You can end the current game and exit to the startup menu. Make sure your progress has been saved before exiting!

Credits

This is a (long) list of all the folks that have worked on Star Trek® Shattered Universe. Sit through it once; it'll make us feel better!



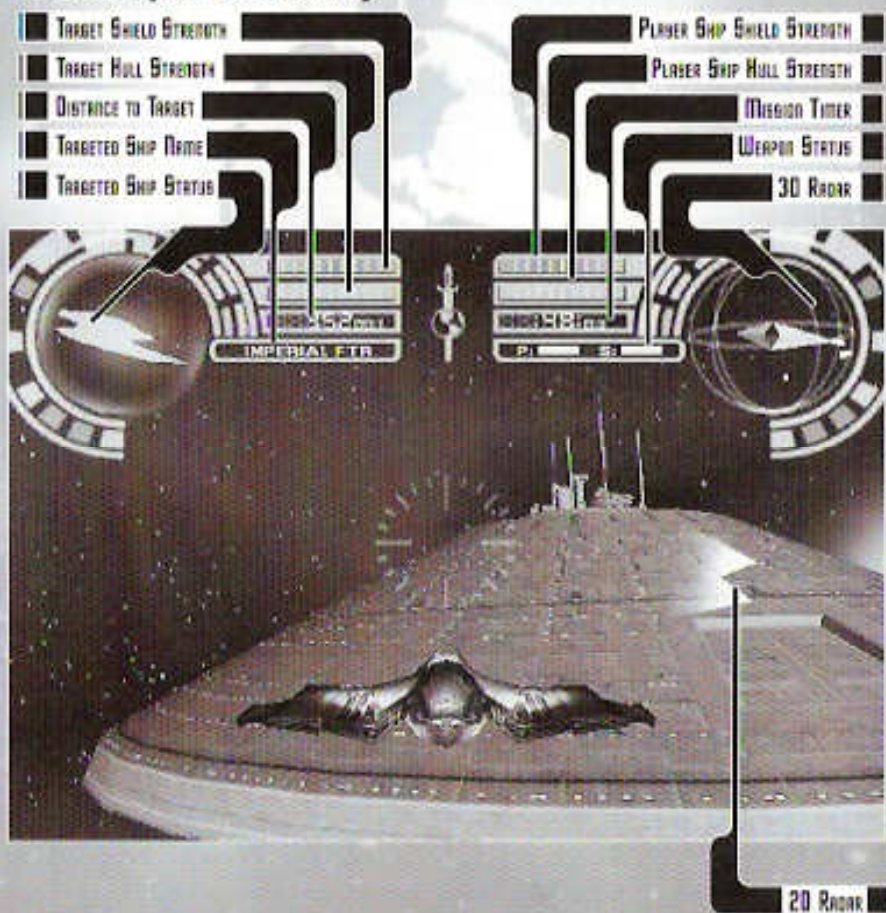
FIGHTER SELECTION

Pressing left or right on the directional buttons will cycle through the currently available fighters. There are a total of six user controlled fighters with each fighter having up to three different configurations (the fighters and their configurations are unlocked as you progress in the game). If available, the ⊙ button can be used to select between different configurations of the currently selected fighter. Pressing the ⊗ button will confirm your current selection and launch the mission. You can return to the Star Map by pressing the ⊕ button.

PLAYING THE GAME

Upon launching, you will be free to fly around and explore, but be careful as the Mirror Universe is a dangerous place. Pay close attention to the commands that come through the Heads-Up-Display (HUD) as well as your objectives for this mission (shown during the loading sequence and accessed through the Pause menu) to know what to do next! Controlling a ship in space can sometimes be a disorienting task, that's why it's important to pay attention to the radar and the various other visual aids available through the HUD.

THE HUD (HEADS UP DISPLAY)



THE HUD (HEADS-UP-DISPLAY)

The HUD at the top of the screen shows the status of both your ship and the ship you have targeted. It also provides a radar scope, a mission timer, and can transform into a communications receiver. Although the HUD design is specific to the Fighter's planet of origin, the position of the all the instruments remains the same.

Communication Center (Center HUD)

When you receive orders or advisories from the Excelsior, the HUD will briefly transform and display a message box.

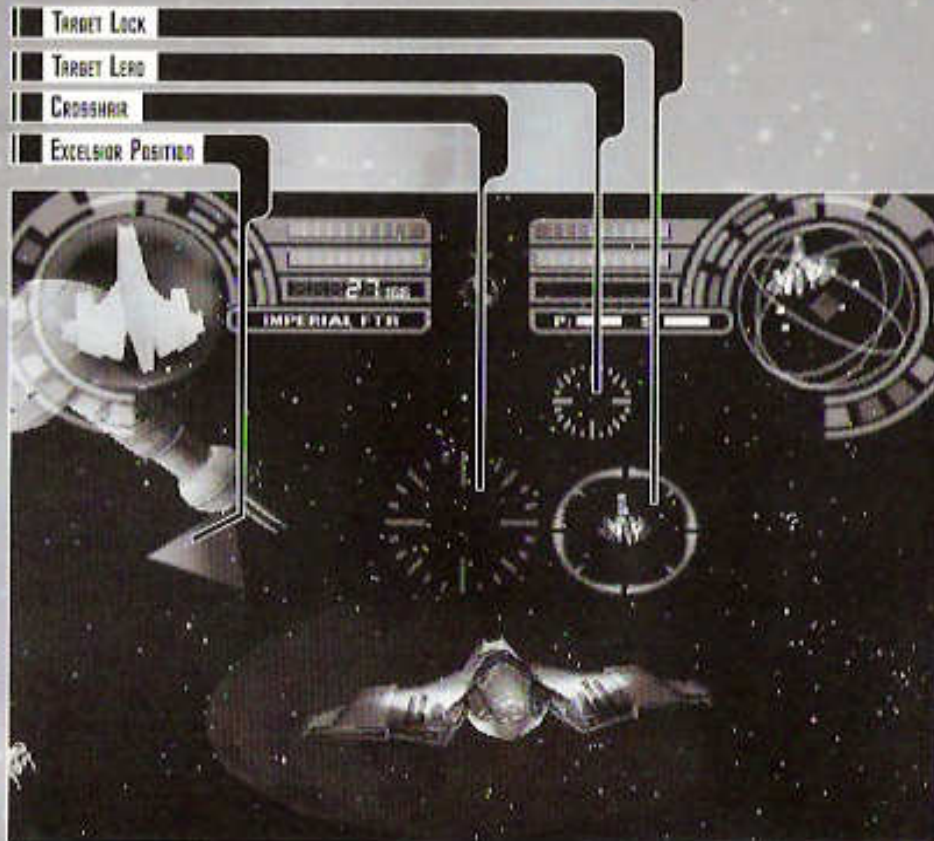
Targeted Ship (Left HUD)

The left side of the HUD is designed to give you all the necessary information about the currently targeted ship. An icon representing the type of ship that is targeted displays the actual orientation of the targeted ship. A color coded "radar sweep" surrounding the ship icon indicates if the target is Friend (green) or Foe (red). A blue sphere also surrounds the icon representing the target's shield, which fades as the target's shield is damaged. Once the shield is down and the hull is taking damage, the target icon will gradually turn from green to red. Damage to the target's shields and hull are also indicated by two bar graphs immediately to the right. Beneath those bar graphs is a digital readout of the target's distance, and beneath that is the target's name.

Radar (Right HUD)

The right side of the HUD is designed to inform you about the status of your ship. The two bar graphs indicate your ship's shield and hull strength. Beneath them is the mission timer. Beneath the timer is an indicator that shows the power level of your weapons. On the far right is the ship's 3D spherical radar. When targeting a friendly vessel the radar outline will be green, and when targeting enemy vessels the radar outline will be red. The radar compass needle points to the current target. Targets in front of you are represented by green radar "blips." Targets behind you are represented by blue radar "blips."

Reticles



Target Lock: While on screen, the targeted ship is marked by an indicator surrounding the ship. When the target leaves the screen, the indicator becomes an arrow (red for enemy, green for friendly), indicating the quickest turning direction that will reacquire the target. Homing weapons — such as the Bird of Prey's multi-warhead torpedo — will only "home" when fired at a locked target that is on-screen.

Crosshair: Each fighter has a specific "crosshair" indicator to show where a "dumb" weapon will go when fired.

Target Lead: When an enemy fighter is targeted, a target lead indicator is displayed. By learning to fire when the target lead indicator is in the crosshair, instead of simply aiming at the current target's position, you will increase your shooting accuracy.

Excelsior Position: Since the position of the Excelsior is critical to the player in most of the missions, a dedicated targeting arrow (blue) will point in its direction when off screen.

Displays



Crisis Timer: When a capital ship is about to breach, the crisis timer will be displayed to alert you. You must move to a safe distance otherwise your ship might be caught in the breach and explode.



Gravity Well: When your ship approaches an object with a significant gravitational field, a diagram of its gravity well appears, indicating that your ship is in danger of being pulled in by a planet, star or black hole. The gravity well will deepen as you continue to approach the gravity source. Be cautious, since getting too close will mean the destruction of your ship.

Pause Menu

At any point during the mission, you can press the START button to display the Pause Menu. In addition to stopping the game, this menu provides important information about the current state of your mission, including the mission briefing, the status of the objectives and the communications. Objectives can have one of three states: OPEN, meaning that objective has yet to be completed; DONE, meaning the objective was successfully completed; and FAIL, meaning the objective was failed. The mission communications panel will show you all the critical messages that your fighter has received from the start of the mission, while the briefing panel will contain the text of Captain Sulu's mission briefing. You can also choose to abort the current mission from this menu.

Mission Debriefing

After completing a mission, an end-of-mission statistics screen is displayed showing which mission objectives were completed (or not completed), as well as a host of statistics about your performance, including number of enemy kills, friendly ships lost and your weapons accuracy for the mission.

Depending on the mission and outcome, you may be awarded a new ship, get an upgrade for an existing ship, move up in rank or receive a medal.

FIGHTERS

Below is a list of the fighters that you'll get to fly at break-neck speed in the game. Each fighter has its unique properties and each fighter has up to three different configurations (weapon load-out, hull strength, shield strength and speed). Only the Imperial "Wrath" is available at the start of the game.

IMPERIAL "WRAITH"



Phaser Bolts: Type I, II & III
 Photon Torpedoes: Type I & II
 Phaser Beams: Type VIIa, VIIb & VIIc

Max Speed: 236 Kps
 Max Shield Capacity: 8600 F
 Max Hull Integrity: 7560 kPa

IMPERIAL "PHANTOM"



Phaser Bolts: Type III
 Photon Torpedoes: Type I
 Phaser Beams: Type VIIa, VIIc & VIIb

Max Speed: 220 Kps
 Max Shield Capacity: 9680 F
 Max Hull Integrity: 9504 kPa

IMPERIAL "SPECTRE"



Phaser Bolts: Type I
 Photon Torpedoes: Type I
 Phaser Beams: Type VIIa & VIIb

Max Speed: 217 Kps
 Max Shield Capacity: 9040 F
 Max Hull Integrity: 8480 kPa

KLINGON "BIRD OF PREY" (taj class)



Disruptor Bolts: Type I & II
 Photon Torpedoes: Type I, II-Guided

Max Speed: 240 Kps
 Max Shield Capacity: 9504 F
 Max Hull Integrity: 9240 kPa

ORION "CORSAIR"



Phaser Bolts: K-Meson Bolt,
K-Meson Pulsed
Pi-Meson Pulsed

Torpedoes: Kaon, Pion, Pion Guided
Phaser Beams: K-Meson beam Ia, Ib & Iia

Max Speed: 212 Kps
Max Shield Capacity: 9260 F
Max Hull Integrity: 8320 kPa

ROMULAN "SHRIKE"



Plasma Torpedo: Type I-Guided
Type II-MIRV

Disruptor Beam: Type Ia
Disruptor Bolt: Type I, Type I & II-Pulsed

Cloaking Device: Type I, II & III
Max Speed: 225 Kps
Max Shield Capacity: 9200 F
Max Hull Integrity: 8160 kPa

WEAPON SYSTEMS

PHASER BOLT Type I & II

Weapon Type: Pulsed Phase Energy Bolt (Pure Energy Weapon)
Weapon System: Phaser Cannon Mark III
Effective Power: 4×10^8 joules / bolt
Variants: Power vs. Recharge time

PHASER BEAM Type Via, Vlb & Vila

Weapon Type: Phased Energy Beam (Pure Energy Weapon)
Weapon System: F/27 Focused Phaser Projector
Effective Power: From $7-8 \times 10^{10}$ joules / second
Variants: Range vs. Power

PLASMA CANNON Type I & II

Weapon Type: Projected, High-Energy, Ionized Gas (Matter Weapon)
Weapon System: Phalanx 7 Tokamak Fusion Spike (Line of sight)
Effective Power: 8.5×10^8 joules (power falls off at range)
Variants: Scalable to capital, space stations & planetoids sized platforms

PHOTON TORPEDO Type I, II Guided & II-MIRV (Multiple Independant Reaction Vessels)

Weapon Type: Matter/Anti-Matter Warhead (Annihilation Energy Weapon)
Weapon System: Mark VII Torpedo
Effective Power: 5×10^{10} joules at average blast radius
Variants: Unguided, Plasma-Seeking and/or Multi-Warhead designs

PLASMA TORPEDO Type I & Type II Guided

Weapon Type: Plasma Warhead (Nuclear Matter/Energy Conversion Weapon)
Weapon System: Phalanx 3 warhead delivered by Thraex XIII torpedo
Effective Power: 1.8×10^8 joules at average blast radius
Variants: Power vs. Speed – Precognitive Guidance

DISRUPTOR BEAM Type Ia

Weapon Type: Higgs Field Disruptor Beam (Nuclear Force Interference Weapon)
Weapon System: El'Hurg Model 12 Parabolic Disruption Projector
Effective Power: Energy liberated is a function of the target mass
Variants: Focused & unfocused

DISRUPTOR BOLT Type I, II & II – pulsed

Weapon Type: Higgs Boson Quantum Charge (Nuclear Force Interference Weapon)
Weapon System: KorLoth Model MK Disruptor Cannon
Effective Power: Energy liberated is a function of the target mass
Variants: Charge size vs. Recharge rate

CLOAKING DEVICE Type I, II & III

Weapon Type: Selective Electro-Magnetic Field Distortion/Shaping
Weapon System: Serpedon Cloaking Projector (standard)
Effective Power: None, Consumes 3×10^7 joules / second on average
Variants: Cloak time varies with available power

CREDITS

DEVELOPED BY STARSPIHERE INTERACTIVE, INC.

ORIGINAL CONCEPT & STORY

Andrew Iverson

GAME DESIGN

Andrew Iverson
Henrik Markarian
Thomas Howell

LEAD PROGRAMMER

Henrik Markarian

PROGRAMMERS

Andrew Iverson
David Crain
David Jung
Chris Strickland
Troy Heere

ART DIRECTOR

Thomas Howell

ARTISTS

Naoki Kobayashi
Lisa Lavender
Stephan Desy
Charles Hu
Laura Markarian
Kreset Park-Desy

MUSIC

Composed, produced and performed by
Barry Fasman and John O'Kennedy

SOUND EFFECTS

Play It Again Studios

ADDITIONAL VOICE CHARACTERIZATIONS

Doug Stone
Matt Miller

SPECIAL THANKS

Brian Christian
Rene Hakiki
Andrea Hein
Terri Helton
Pam Newton
Sandi Isaacs
Christina Burbank
Dave Rossi
Marc Iverson
Bryan Lerda
Zareh Gorjian
Leland Mah

VIACOM CONSUMER PRODUCTS PARAMOUNT PICTURES

Executive Director, Product
Development Interactive &
Technology
Harry Lang

Manager, Product Development
Interactive & Technology
Daniel Felts

PUBLISHED BY TOK MEDIACTIVE, INC.

PRODUCTION TEAM

EXECUTIVE PRODUCER IN CHARGE OF PRODUCTION

Steve Ryno

SENIOR PRODUCER

Tim Goodlett

PRODUCER

Greg Gibson

PD COORDINATOR

Adeline Petros

QUALITY ASSURANCE DIRECTOR

Donn Nauert

QUALITY ASSURANCE LEAD TESTER

Tod Hostetler

QUALITY ASSURANCE SR. TESTER

Emerson Dibley

QUALITY ASSURANCE TEAM

Dave Miao Retremitzkov
Michael Chang
Angel Gonzalez
Jason Kouhi
Stev Millie
Mike Nehme
Terrance Oppenheimer
Andy Pan
Brent Sharon
Brent Ignico
Shannon Schwartz

MANAGEMENT TEAM

EXECUTIVE PRODUCER

Vincent Bitetti

PRESIDENT AND COO

Shin Tanabe

CFO

Martin Paravato

EXECUTIVE VP, SALES AND MARKETING

Michael Devine

EXECUTIVE VP, BUSINESS DEVELOPMENT

Daniel Kletzky

VP, OPERATIONS

Lorena Billig

DIRECTOR, BUSINESS DEVELOPMENT

Andy Babb

MARKETING DIRECTOR

Tamara Johnston

DIRECTOR, CREATIVE SERVICES

Raymond Woods



PRODUCT SUPPORT/TIPS

The TDK Mediactive Product Support Department provides technical support, customer service and game hints. There are several different ways to receive assistance:

ONLINE SUPPORT

TDK Mediactive provides support via the World Wide Web 24 hours a day, seven days a week. The address is www.tdkm.com/support. You can also learn more about this game at www.tdkm.com/games.

EMAIL SUPPORT

A representative will promptly and personally answer e-mail inquiries. Requests should be e-mailed to support@tdkm.com. Please include a detailed description of the situation.

TELEPHONE SUPPORT

Live representatives are available by telephone Monday through Friday 7:30 am to 6:00 pm PST at (818) 707-7063.

WARRANTY AND SERVICE INFORMATION

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the TDK Mediactive Interactive Product Support Department at (818) 707-7063 or on the web at www.tdk-mediactive.com before returning the Product to a retailer. If a TDK Mediactive service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

TDK Mediactive
4373 Park Terrace Dr.
Westlake Village, CA 91361
Attn: Product Support

TDK Mediactive is not responsible for unauthorized returns of Product and reserves the right to send such authorized returns back to customers.

COPYRIGHT

Star Trek™, ® and © 2003 Paramount Pictures Corporation. All Rights Reserved. Star Trek and Related Marks are Trademarks of Paramount Pictures. Certain portions and development tools © 2003 Starsphere Interactive, Inc. Starsphere and the Starsphere logo are trademarks and © properties of Starsphere Interactive, Inc. All Rights Reserved. Game Code © 2003 TDK Mediactive, Inc. All Rights Reserved. PUBLISHED AND DISTRIBUTED BY TDK MEDIACTIVE, INC.

All elements of this product have been copyrighted. All elements not originally created by TDK Mediactive Interactive, Inc. (hereinafter referred to as TDK MEDIACTIVE) are licensed by the respective licensors. Please refer to the insert and package for specific attributions, legal notices, and restrictions. This manual and all contents described within it are copyrighted. All rights reserved.

Under existing copyright laws, this product and associated package components (whether complete or only a portion thereof) cannot be copied without prior written consent of TDK MEDIACTIVE. The same property and copyright notices must be affixed to any permitted copies as were affixed to the original. This exception does not allow copies to be made for others, whether or not sold. Under Federal law, copying includes translating into another language or format. Using the audio segments in any multimedia presentation intended for audiences may obligate

you to pay a small fee per person in accordance to ASCAP / BMI or other performer's rights organizations.

LICENSE AGREEMENT

This is a license agreement between you (either an individual or an entity) the end user, and TDK MEDIACTIVE. TDK MEDIACTIVE hereby grants to you, the owner of this product, a non-exclusive license agreement to use the enclosed software, subject to the terms and restrictions set forth in this non-exclusive agreement. If you do not agree to these terms as set forth herein, you must return the unused product to the manufacturer.

LIMITED WARRANTY

TDK MEDIACTIVE warrants that this product will perform substantially in accordance with the accompanying written materials for a period of ninety (90) days from the date of receipt. Any implied warranties on the product are limited to ninety (90) days. Some states/jurisdictions do not allow limitations on the duration of an implied warranty, so the above limitation may not apply to you.

CUSTOMER REMEDIES

TDK MEDIACTIVE's entire liability and your exclusive remedy shall be, at TDK MEDIACTIVE's option, either a return/refund of the price paid or repair or replacement of the product that does not meet TDK MEDIACTIVE's limited warranty and that is returned to TDK MEDIACTIVE with a copy of your receipt, evidencing the date of purchase. In no event shall TDK MEDIACTIVE's liability with respect to this limited warranty exceed the cost of replacement of the media on which the product is recorded. This limited warranty is void if failure of the product has resulted from accident, abuse, or misapplications. Any replacement of the product will be warranted for the remainder of the original warranty period or thirty (30) days, whichever is longer. Neither these remedies nor any product services offered by TDK MEDIACTIVE are available for the U.S. version of the product outside of the United States and Canada.

NO OTHER WARRANTIES

TDK MEDIACTIVE disclaims all other warranties, either expressed or implied, of merchantability and fitness for a particular purpose, with respect to the product and the accompanying written materials. TDK MEDIACTIVE does not warrant that the enclosed product or documentation is without defect or error or the operation of the enclosed product will be uninterrupted.

NO LIABILITY FOR CONSEQUENTIAL DAMAGES

In no event shall TDK MEDIACTIVE or its suppliers be liable for any damages whatsoever (including, without limitation, damages for loss of business profits, business interruption, loss of business information, or other pecuniary loss) arising out of the use or inability to use this TDK MEDIACTIVE product, even if TDK MEDIACTIVE had been advised of the possibility of such damages. Because some states/jurisdictions do not allow limitations on duration of an implied warranty, the above information may not apply to you. The warranty and remedies set forth herein are exclusive and in lieu of all others, oral or written, expressed or implied. No dealer of TDK MEDIACTIVE product, nor distributor, TDK MEDIACTIVE agent or employee is authorized to make any modifications or additions to this warranty. This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any Federal, state, or municipal law that cannot be pre-empted.

