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BATTERY INFORMATION

Packaging must be retained since it contains important information.

Installing or changing batteries in the Sonic Statue:
- To change the batteries, carefully hold Sonic Statue upside down. Do not place Sonic Statue where it could easily fall. Sonic Statue requires 2 x “AA” size batteries (not included).
- Use a screwdriver (not included) to remove the screw on the battery compartment cover located on the bottom of the Sonic Statue.
- Insert the batteries. Ensure that the positive and negative polarities match the illustrations inside the battery compartment.
- Replace the battery compartment cover and tighten screw using the screwdriver. Do not overtighten.

Important Battery Information:
- Use only fresh batteries of the required size and recommended type.
- Do not mix old and new batteries or different types of batteries.
- Please respect the correct polarity, (+) and (-).
- Replace all batteries of the same type/brand at the same time.
- The supply terminals are not to be short-circuited.
- Remove exhausted batteries from the Sonic Statue.
- Remove batteries if Sonic Statue is not going to be used for some time.
- Do not use rechargeable batteries.
- Non-rechargeable batteries are not to be recharged.
WARRANTY

WARRANTY: Sega of America, Inc. ("SEGA") warrants to the original buyer of this game (subject to the limitation set out below), that this game will perform under normal use substantially as described in the accompanying manual for a period of ninety (90) days from the date of first purchase. This limited warranty gives you specific rights, and you may also have statutory or other rights under your local jurisdiction, which remain unaffected.

WARRANTY LIMITATION: This warranty shall not apply if this game is used in a business or commercial manner and/or if any defect or fault results from your (or someone acting under your control or authority) fault, negligence, accident, abuse, a virus, misuse or modification of the game after purchase.

WARRANTY CLAIM: If you discover a problem with this game within the warranty period (including a problem with the activation of the game, using key-codes or otherwise), you should contact the retailer from where you bought the game. Please ensure that you have a copy of the original sales receipt as you may be asked to provide this to the retailer. If you discover a bug or error in the game, please contact the technical support team at SEGA (details set out in this manual) and inform them of the difficulty you are experiencing with the game. The retailer or SEGA will either repair or replace the game at their option. Any replacement game will be warranted for the remainder of the original warranty period or ninety (90) days from receipt of the replacement game, whichever is longer. If for any reason the game cannot be repaired or replaced, you will be entitled to receive an amount up to the price you paid for the game. The foregoing (repair, replacement or the price you paid for the game) is your exclusive remedy.

LIMITATION: To the fullest extent allowed by law (but specifically not limiting any liability for fraud or death or personal injury caused by SEGA’s negligence), neither SEGA, its affiliates, its retailers or suppliers shall be liable for any special or incidental damage, damage to property, loss of profits, loss of data or computer or console failure, anticipated savings, business opportunity or goodwill whether arising directly or indirectly from the possession, use or malfunction of this game even if it has been advised of the possibility of such loss.

WARRANTOR: This warranty is provided by Sega of America, Inc. You can contact SEGA to discuss your warranty claim as follows:

1. Mail: Sega of America, Inc. 6400 Oak Canyon, Suite 100, Irvine, CA 92618
2. Email: please check http://www.sega.com/support for more details.
3. Phone: (866)226-8092

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