

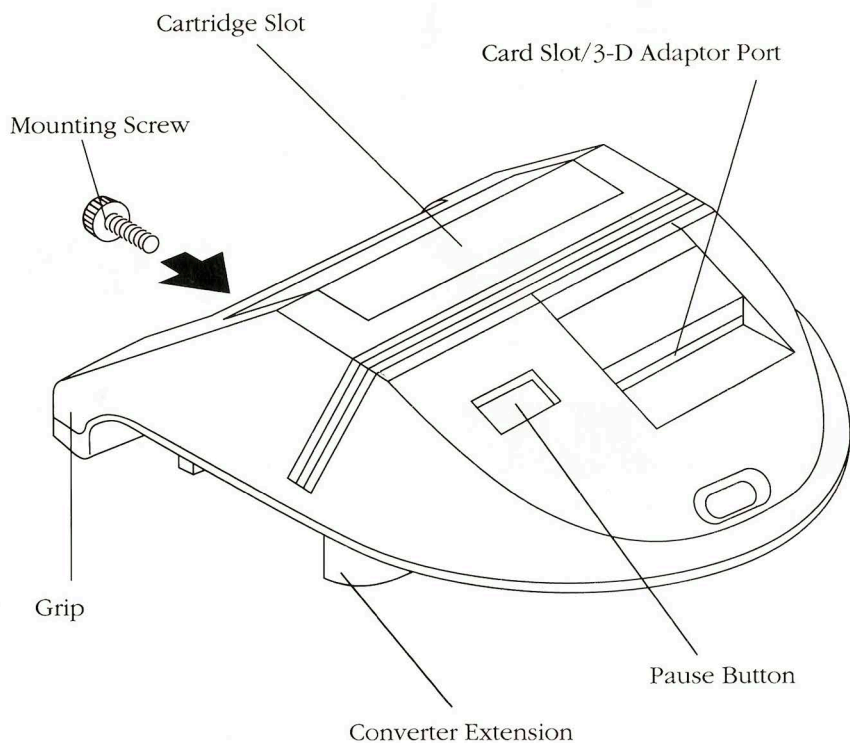


**POWER
BASE
CONVERTER™
INSTRUCTION MANUAL**

The Power Base Converter

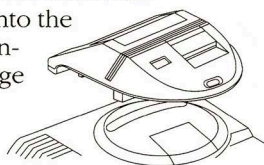
The Power Base Converter is designed to make the Genesis System compatible with Master System games and peripherals.

Parts Identification

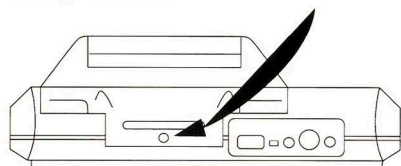


The Converter Connection

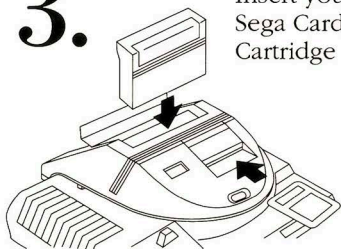
1. Make sure the power switch is OFF. Then mount the Converter onto the console by slipping the Converter Extension into the Genesis Console Cartridge Slot.



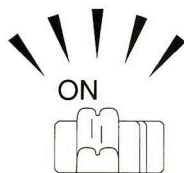
2. Adjust the Converter by tightening the Mounting Screw.



3. Insert your Sega Card/ Cartridge



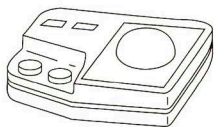
4. Turn the Console power switch ON.



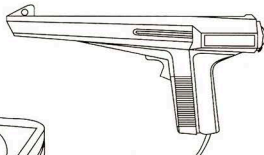
Compatible Peripherals

The following peripherals can be used with the Power Base Converter:

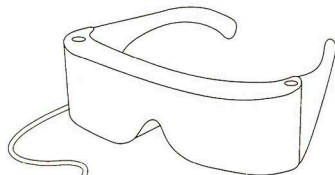
Sports Pad



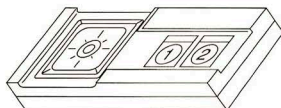
Light Phaser



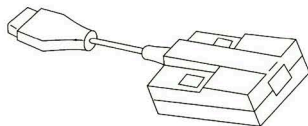
3D Glasses



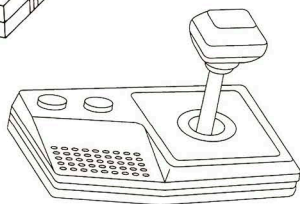
Control Pad #3020



Rapid Fire Unit



Control Stick



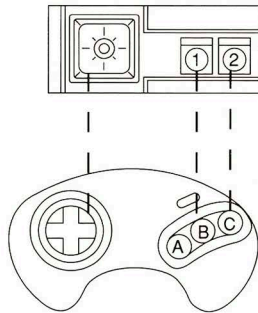
Operating the Genesis Control Pad

When you use the Genesis Control Pad, please follow these directions.

Direction Button
(same as Sega Control Pad)

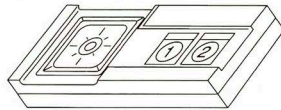
Button B
(same as Button 1)

Button C
(same as Button 2)



Some Exceptions

The following cartridges must be played with the Sega Master System Control Pads, Model 3020, only.



- Great Volleyball TM
- Shanghai TM *
- Alien Syndrome TM
- Wonder Boy in Monster Land TM
- Where in the World is Carmen San Diego? [®] **
- Montezuma's Revenge TM ***
- Bomber Raid TM

* © Activision, Inc. 1986, 1988

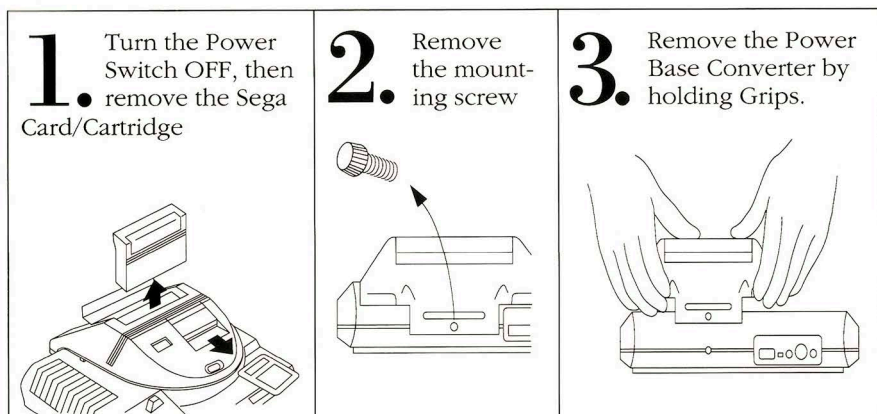
** © 1985, 86 Broderbund Software, Inc.

*** © 1984 Utopia Software, Inc.. © 1989 Parker Brothers

The F-16 Fighting Falcon TM ****
Cartridge cannot be used with
the Power Base Converter.

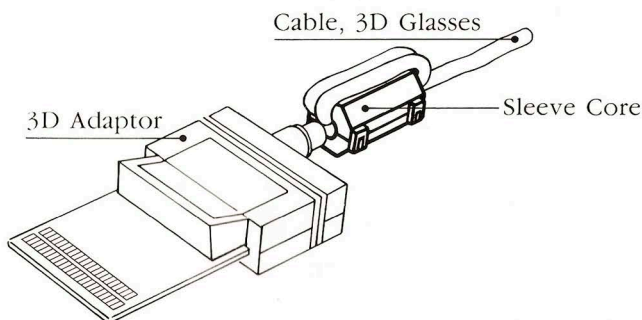
**** © Nexa 1985

How to Remove



Precautions

- Make sure the power switch is OFF when you insert or remove the Sega Card/Cartridge.
- Do not drop the Converter.
- Do not disassemble the Converter. If it becomes dirty, clean it with a damp cloth. Do not use chemical cleaners.
- Before connecting your 3-D Glasses to the Power Base Converter, open the Sleeve Core and wind the 3-D Glasses cable around the Sleeve Core, two times; in the manner illustrated below. Then close the Sleeve Core carefully so that the cable for your 3-D Glasses is not accidentally pinched or cut.



Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Power Base Converter and all component parts shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective system or component part, 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. Additionally, this warranty shall not be valid if the serial number of the Power Base Converter unit has been altered, defaced, or removed in any way.

To receive fast, reliable warranty service, call the Sega Consumer Service Department at the following number:

1-800-USA-SEGA

Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. (Pacific Time), Monday through Friday. DO NOT RETURN YOUR SEGA GENESIS POWER BASE CONVERTER TO YOUR RETAIL SELLER. Return system to Sega Consumer Service. Please call first for further information..

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective system to us. The cost of returning the system to Sega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Sega Genesis Power Base Converter requires repairs after termination of the 90-day warranty period, you may contact the Sega Customer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's service center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your system cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

Compliance With FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the SEGA Genesis System with respect to the receiver.
- Move the SEGA Genesis System away from the receiver.
- Plug the SEGA Genesis System into a different outlet so that the SEGA Genesis System and Receiver are on different branch circuits.

If necessary, the user should consult the dealer on an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, D.C., 20402, Stock No. 004-000-99345-4.

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