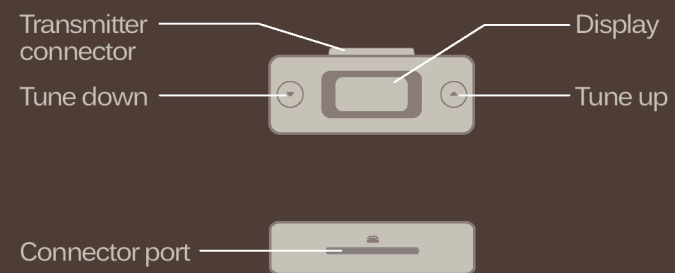


- To tune a station manually, use the FM transmitter's tune up (▲) and tune down (▼) buttons.
- The headphone jack on your Zune™ device remains active when the transmitter is attached. The volume setting does not affect the output of the transmitter.
- The FM transmitter sleeps when Zune does. Both will wake with a button press on either the Zune device or the transmitter.
- The transmitter uses the battery in your Zune device. To keep the battery charged, use the FM transmitter with Zune and either the Zune Car Charger (sold separately) or your sync cable and the Zune AC Adapter (sold separately).

See the Zune Product Guide for important safety information.



For more, see www.zune.net.

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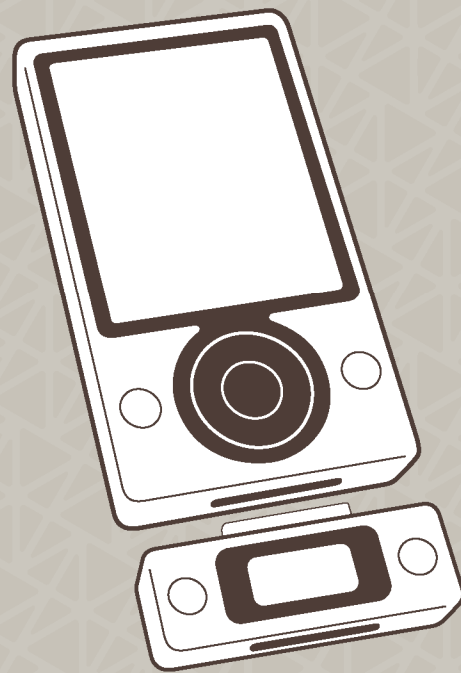
Microsoft



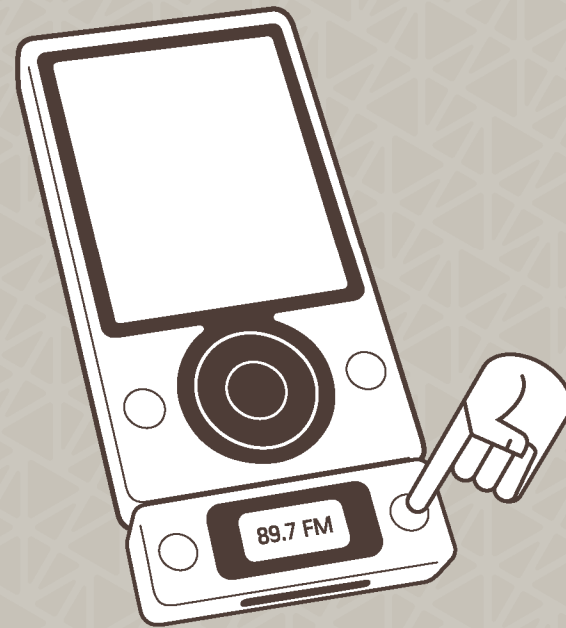
FM Transmitter

Start

1. Attach the FM transmitter to the Zune™ connector port.



2. Press and hold either button to engage AutoSeek, which will locate a suitable station. The display will show the station to which the transmitter is broadcasting.



3. Tune your radio to the corresponding station.





Product Guide

Zune Product Guide

Read this guide for important safety and health information and the terms of the Limited Warranty that cover the Zune device that you have purchased.

This document includes important information about several Zune products. Refer to the sections listed below that apply to the features of your device.



This symbol identifies safety and health messages in this Product Guide and other product manuals.

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IMPORTANT SAFETY INFORMATION

Read these instructions.

Keep these instructions.

Heed all warnings and follow all instructions.

Do not use near water.

Clean only with dry cloth.

Use in accordance with the manufacturer's instructions.

Do not use near any heat sources.

Only use attachments/accessories specified by the manufacturer.

Unplug this product during lightning storms or when unused for long periods of time.

Refer all servicing to qualified personnel. Servicing is required when the product has been damaged in any way, such as the AC adapter is damaged, liquid has been spilled into the product, the product has been exposed to rain or moisture, does not operate normally, or has been dropped.

WARNING To reduce the risk of fire or shock, do not expose this product to rain or moisture.

Zune and Zune Earphones

Hearing Loss

Zune can be loud enough to permanently damage your hearing. To protect your hearing when using Zune:

Keep the volume low

Set the volume loud enough to hear clearly in quiet surroundings, and no louder.

- » Do not increase the volume after you start listening. Your ears can adapt over time so that high volume sounds normal, but the high volume may still damage your hearing.
- » Do not increase the volume to block out outside noise. The combination of outside noise and sound from your headphones can damage your hearing. Sealed or noise-canceling headphones can reduce outside noise so that you don't have to turn up the volume.

If you can't understand someone nearby speaking normally, turn down the volume. Sound that drowns out normal speech can damage your hearing. Even with sealed or noise-canceling headphones, you should be able to hear nearby people speak.

Minimize your time listening to loud sound

The more time you spend exposed to loud sound, the more likely you are to damage your hearing. The louder the sound, the less time it takes to damage hearing.

- » Minimize your time listening to loud sound. At maximum volume, listening to music on Zune with Zune Earphones can permanently damage your hearing in 15 minutes.
- » Even lower volumes can damage hearing if you are exposed for many hours.

- » All of the sound that you are exposed to during a day adds up. If you are exposed to other loud sound, it takes less time listening to Zune at high volumes to cause hearing damage.
- » To safely use Zune with no time limit, keep the volume low enough that you can carry on a conversation with people nearby.

Replacement headphones may be louder

Other headphones may be louder than Zune Earphones, even if the volume control setting is the same. When you change headphones, always reset the volume starting from a low level.

Be aware of hearing loss symptoms

Stop using Zune and have your hearing checked if:

- » You experience any hearing loss.
- » You hear ringing in your ears.
- » Your speech sounds muffled.
- » Sound seems dull or flat.

It is a good idea to have your hearing checked regularly by an audiologist.

For more information, see www.zune.net/health.

Be Aware of Your Surroundings

Do not use Zune Earphones or watch videos while driving, cycling, or walking near traffic. Avoid adjusting Zune FM Transmitter controls while driving. It is safest to adjust the controls while stopped or have a passenger adjust them.

Always keep the volume low enough to hear people talking and sounds that might indicate danger, like fire alarms.

Avoid Infections with Zune Earphones

Dirty Zune Earphones can lead to ear infections. Clean your premium earphones frequently with an antiseptic, such as isopropyl alcohol. If the earphones cause irritation, stop using them. This could be a sign of infection, or lead to infection.

Zune Device

Battery Safety

The Zune device contains a built-in battery, improper use of which may result in explosion. Do not heat, open, puncture, mutilate, or dispose of the product in fire. Do not leave Zune in direct sunlight for an extended period of time, which could cause melting or battery damage.

Boarding Aircraft

Before boarding any aircraft or packing a Zune wireless device in luggage that will be checked, turn the product off. This wireless device can transmit radio frequency (RF) energy, much like a cellular telephone, when the wireless device is turned on. Turn off Zune wireless when using the Zune device in flight. To do this, go to Settings, select Wireless, and then select Off. Do not use the Zune FM Transmitter accessory with the Zune device in flight.

All Zune Products

WARNING!

Failure to properly set up, use, and care for this product can increase the risk of serious injury or death, or damage to the device or devices. Read this guide and keep all printed guides for future reference. For replacement guides, go to www.zune.net/support or refer to the Customer Support Options section for contact information.

Do Not Attempt Repairs

Do not attempt to take apart, open, service, or modify the product or power supply. Doing so could present the risk of electric shock or other hazard. Any evidence of any attempt to open and/or modify the device, including any peeling, puncturing, or removal of any of the labels, will void the Limited Warranty.

Refer all servicing to qualified personnel. Servicing is required when the product has been damaged in any way, such as the AC adapter has been damaged, liquid has been spilled into the product, the product has been exposed to rain or other types of moisture, the product does not operate normally, or the product has been dropped.

Heed all warnings and follow all instructions.

Do Not Use Near Water

Do not use this product near water. To reduce the risk of fire or shock, do not expose this product to rain or other types of moisture.

Cable and Cord Safety

Arrange all cables and cords so that people and pets are not likely to trip over or accidentally pull on them as they move around or walk through the area. Do not allow children to play with cables and cords.

Usage and Cleaning

Use in accordance with these instructions.

Do not use near any heat sources. Only use attachments/accessories specified by Microsoft.

Clean only with dry cloth.

Zune and Zune AC Adapter

AC Powered Devices

These precautions apply to all products that plug into a standard wall power outlet.

Failure to take the following precautions can result in serious injury or death from electric shock or fire or in damage to the device.

To select an appropriate power source for your device:

- » Use only the power supply unit that came with your device or that you received from an authorized repair center.
- » Do not use non-standard power sources, such as generators or inverters, even if the voltage and frequency appear acceptable. Only use AC power provided by a standard wall outlet.

Zune, Zune Wireless Remote, and Zune FM Transmitter with AutoSeek

Caution: Exposure to Radio Frequency Radiation.

To comply with FCC RF exposure compliance requirements, this device must not be co-located or operating in conjunction with any other antenna or transmitter.

Zune Wireless Remote

Warnings

Do not open, heat, recharge, disassemble, put in backwards, expose contents to water or dispose of batteries in fire.

Replace the battery only with the same or equivalent type (CR2032). Danger of explosion if battery is incorrectly replaced.

Precautions

Do not pick up the battery using tweezers or other metal tools as this may cause a short circuit which could shorten battery life.

Keep battery out of reach of children. If swallowed, seek medical assistance immediately. The battery case may break and the battery fluids may damage stomach or intestines.

Dispose of batteries in accordance with local and national disposal regulations, including those governing the recovery and recycling of waste electrical and electronic equipment (WEEE).

Zune Earphones and Zune Wireless Remote

The Zune headphones and Zune wireless remote contain low intensity magnets. They may disrupt the proper operation of pacemakers and erase devices storing magnetic data (such as ATM or credit cards) and should be kept a few inches away from any items that are sensitive to magnetic fields.

Disposal of Waste Electrical and Electronic Equipment

This symbol means that the disposal of this product may be regulated. Disposal with household waste may therefore be restricted. It is your responsibility to comply with applicable recycling law or regulations pertaining to electrical and electronic waste. Separate collection and recycling will help to conserve natural resources and prevent potential negative consequences for human health and the environment, which inappropriate disposal could cause due to the possible presence of hazardous substances in electrical and electronic equipment. For more information about where to drop off your



electrical and electronic waste, please contact your local city/municipality office, your household waste disposal service, or the shop where you purchased this product.

Warranty

PLEASE READ THIS LIMITED WARRANTY CAREFULLY TO UNDERSTAND YOUR RIGHTS AND OBLIGATIONS!

LIMITED WARRANTY

The term "Zune Product" means the Microsoft Zune device, including (when considered as a whole) the Microsoft software embedded in microprocessors within the Zune and Zune-compatible hardware manufactured by or for Microsoft, whether included with the Zune device or purchased separately. Use of the Zune Product constitutes acceptance of these terms and conditions. If you choose not to accept these terms and conditions, return the unused Zune Product in its original packaging within 5 days after purchase.

A. WARRANTIES.

- » **1 Year Express Warranty.** Subject to the terms and conditions of this Limited Warranty, Microsoft warrants to you only (the original purchaser), that under normal use and service, the Zune Product will substantially conform with the accompanying printed user instruction materials for a period of 1 year starting as of the date of your sales receipt (the "Warranty Period").
- » **Implied Warranty.** You may also have an implied warranty and/or condition under the laws of some jurisdictions, which is hereby limited to the duration of the Warranty Period. Some jurisdictions do not allow limitations on how long an implied warranty or condition lasts, so the foregoing limitation may not apply to you.

As to any defects discovered after the Warranty Period, there is no warranty or condition of any kind.

B. OBTAINING WARRANTY SERVICE.

To receive instructions for obtaining repair or replacement warranty services you must call:

Within the United States:
877-GET-ZUNE (877-438-9863)

You must also:

- 1 Submit proof of purchase in the form of a bona fide, dated bill of sale, receipt, or invoice (or a copy) evidencing that your request for service is made within the Warranty Period.
- 2 Follow Microsoft's shipping and other instructions if it determines that all or part of your Zune Product requires return for repair or replacement. To obtain the warranty service, you must take or deliver the Zune Product in

suitable packaging that provides an adequate degree of protection against damage during transit to the location specified by Microsoft. Except as otherwise required by legislation in your jurisdiction, costs associated with transport (including packaging) for warranty service shall be at your expense.

- 3 Delete or remove any files or data you consider private or confidential prior to sending the Zune Product to Microsoft.

Failure to follow the above instructions may result in delays, cause you to incur additional charges, or may void your warranty.

C. EXCLUSIVE REMEDY.

During the Warranty Period and subject to applicable law, Microsoft will, at its option and as your exclusive remedy for breach of this Limited Warranty or any implied warranties:

- » Repair or replace a defective Zune Product, or
- » Following return of your Zune Product, make payment to you for the allowable damages that you incur in reasonable reliance but only up to the amount of the purchase price that you paid for your Zune Product. This refund may include a deduction for depreciation based on your actual use.
- » Any replacement parts or Zune Product will be new or refurbished or serviceably used, comparable in function and performance to the original part or Zune Product, and warranted for the remainder of the original Warranty Period or 30 days from the date of shipment of the Zune Product back to you, whichever is longer.

» **YOU AGREE THAT MICROSOFT IS NOT LIABLE TO YOU FOR ANY LOSS OF YOUR DATA OR CONTENT RESULTING FROM MICROSOFT'S REPAIR OR REPLACEMENT OF YOUR ZUNE PRODUCT.**

- » After the Warranty Period has expired, Microsoft may charge you a fee for its efforts to diagnose and/or service any Zune Product-related problems.
- » Microsoft will use commercially reasonable efforts to diagnose and attempt to correct, or suggest solutions for, Zune Product defects that are covered by this Limited Warranty. **MICROSOFT DOES NOT PROVIDE ANY WARRANTIES REGARDING ITS WARRANTY SERVICES AND, EXCEPT FOR THE PRECEDING SENTENCE, DISCLAIMS ALL DUTIES (IF ANY) OF WORKMANLIKE EFFORT OR OF LACK OF NEGLIGENCE.**

D. NO OTHER WARRANTIES.

The express warranty stated in Section A is the only express warranty made to you and is provided in lieu of all other express or implied warranties and conditions (if any) including any created by any other documentation or packaging. No other warranties or conditions are made with respect to the Zune Product or the warranty services by any person, including but not limited to Microsoft and its suppliers. **No information (oral or written) or suggestions given by Microsoft, its agents or suppliers, or its or their employees, shall create a warranty or condition or expand the scope of this Limited Warranty.** Also, there is no warranty or condition of title, quiet enjoyment, or non-infringement in the Zune Product. You may have greater rights existing under legislation in your jurisdiction. Where any term of this Limited

Warranty is prohibited by such laws, it shall be null and void, but the remainder of the Limited Warranty shall remain in full force and effect.

E. EXCLUSIONS FROM LIMITED WARRANTY.

This Limited Warranty shall not apply and Microsoft has no liability under this Limited Warranty if the Zune Product:

- » suffers scratches, cracks, or other cosmetic damage as a result of normal wear and tear and/or accident or abuse;
- » is used with non-Microsoft hardware products or software not licensed by Microsoft (including but not limited to adaptors and power supply sources) or which are otherwise not compatible;
- » is used for commercial purposes (including rental or lease);
- » is modified or tampered;
- » is damaged by Acts of God, power surge, misuse, abuse, negligence, accident, wear and tear, mishandling, misapplication, intrusion of or exposure to liquids, or other causes unrelated to defective materials or workmanship;
- » serial number is defaced, altered, or removed;
- » is damaged by programs, data, viruses, or files, or during shipments;
- » is not used in accordance with the accompanying documentation and use instructions; or
- » is opened, disassembled, repaired, modified, or altered by other than Microsoft authorized repair centers.

This Limited Warranty does not cover your data or any separate software or content whether or not packaged or included with the Zune Product, or any Zune accessories or peripheral devices that are not manufactured by or for Microsoft.

F. EXCLUSION OF CONSEQUENTIAL, INCIDENTAL, AND CERTAIN OTHER DAMAGES and LIMITATION OF LIABILITY.

TO THE FULL EXTENT ALLOWED BY LAW, MICROSOFT IS NOT LIABLE FOR ANY:

- (i) CONSEQUENTIAL OR INCIDENTAL DAMAGES;
- (ii) DAMAGES OR LOSS OF ANY NATURE WHATSOEVER RELATING TO LOST PROFITS, LOSS OF DATA OR PRIVACY OR CONFIDENTIALITY, ANY INABILITY TO USE ALL OR PART OF THE ZUNE PRODUCT, PERSONAL INJURY, OR ANY FAILURE TO MEET ANY DUTY (INCLUDING BUT NOT LIMITED TO ANY LACK OF NEGLIGENCE OR OF WORKMANLIKE EFFORT); OR
- (iii) INDIRECT, SPECIAL, OR PUNITIVE DAMAGES ARISING OUT OF RELATING IN ANY WAY TO THE ZUNE PRODUCT.

THE FOREGOING APPLIES EVEN IF MICROSOFT OR ANY SUPPLIER OR AGENT HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH LOSSES OR DAMAGES; EVEN IN THE EVENT OF FAULT, TORT (INCLUDING NEGLIGENCE), STRICT OR PRODUCT LIABILITY, MISREPRESENTATION OR OTHER REASON; AND EVEN IF ANY REMEDY FAILS OF ITS ESSENTIAL PURPOSE. Some jurisdictions do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

G. ADDITIONAL CONDITIONS.

- » The software included in the Zune Product is licensed to you, not sold. You are licensed to use such software only in your Zune Product and you may not reverse engineer it, except as expressly permitted by applicable law notwithstanding this limitation.
- » You are solely responsible for your compliance with applicable copyright laws in your use of music and video content with the Zune Product.
- » Your Zune Product and its internal components are new pursuant to industry standards, unless otherwise indicated on the Zune Product retail packaging as "Refurbished".
- » You agree to comply with all applicable export laws and regulations if you export the Product outside of the United States.
- » This Limited Warranty applies to the original purchaser only and may not be assigned or transferred. However, some jurisdictions extend the protection of implied warranties to subsequent consumers and therefore this limitation may not apply to you.

H. GOVERNING LAW.

This Limited Warranty is valid only in the United States of America. The laws of the State of Washington, U.S.A., will apply to this Limited Warranty.

I. QUESTIONS?

Within the United States, please see www.zune.net/support or call 877-GET-ZUNE (877-438-9863).

EXTENDED WARRANTY

During the first twelve months of ownership, you can extend the original warranty for an additional 1 year. Go to www.zune.net/warranty for details.

DIGITAL RIGHTS MANAGEMENT

Content owners use Windows Media digital rights management technology (WMDRM) to protect their intellectual property, including copyrights. This device uses WMDRM software to access WMDRM-protected content. If the WMDRM software fails to protect the content, content owners may ask Microsoft to revoke the software's ability to use WMDRM to play or copy protected content. Revocation does not affect unprotected content. When you download licenses for protected content, you agree that Microsoft may include a revocation list with the licenses. Content owners may require you to upgrade WMDRM to access their content. If you decline an upgrade, you will not be able to access content that requires the upgrade.

PATENT INFORMATION

United States and/or international patents pending.

CUSTOMER SUPPORT OPTIONS

For information about Zune, read all printed documentation. If you still have a question, go to www.zune.net to search our knowledge base, and to get support using chat or e-mail.

In the United States, call:

- » 877-GET-ZUNE (877-438-9863)
- » TTY Users: 800-801-1189

FOR CUSTOMERS IN THE UNITED STATES

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful 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 or relocate the receiving antenna.
- » Increase the separation between the equipment and receiver.
- » Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- » Consult the dealer or an experienced radio/TV technician to help.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

- (1) This device may not cause harmful interference, and
- (2) This device must accept any interference received, including interference that may cause undesired operation.

Declaration of Conformity

Model Name: Zune
Trade Name: Microsoft Corp.

Responsible Party: Microsoft Corporation
Address: One Microsoft Way,
Redmond, WA 98052 U.S.A.
Telephone No.: 877-GET-ZUNE (877-438-9863)

Note

Any changes or modifications made on the system not expressly approved by the manufacturer could void the user's authority to operate the equipment.

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This product incorporates copyright protection technology that is protected by method claims of certain U.S. patents and other intellectual property rights owned by Macrovision Corporation and other rights owners. Use of this copyright protection technology must be authorized by Macrovision Corporation. Reverse engineering or disassembly is prohibited.

