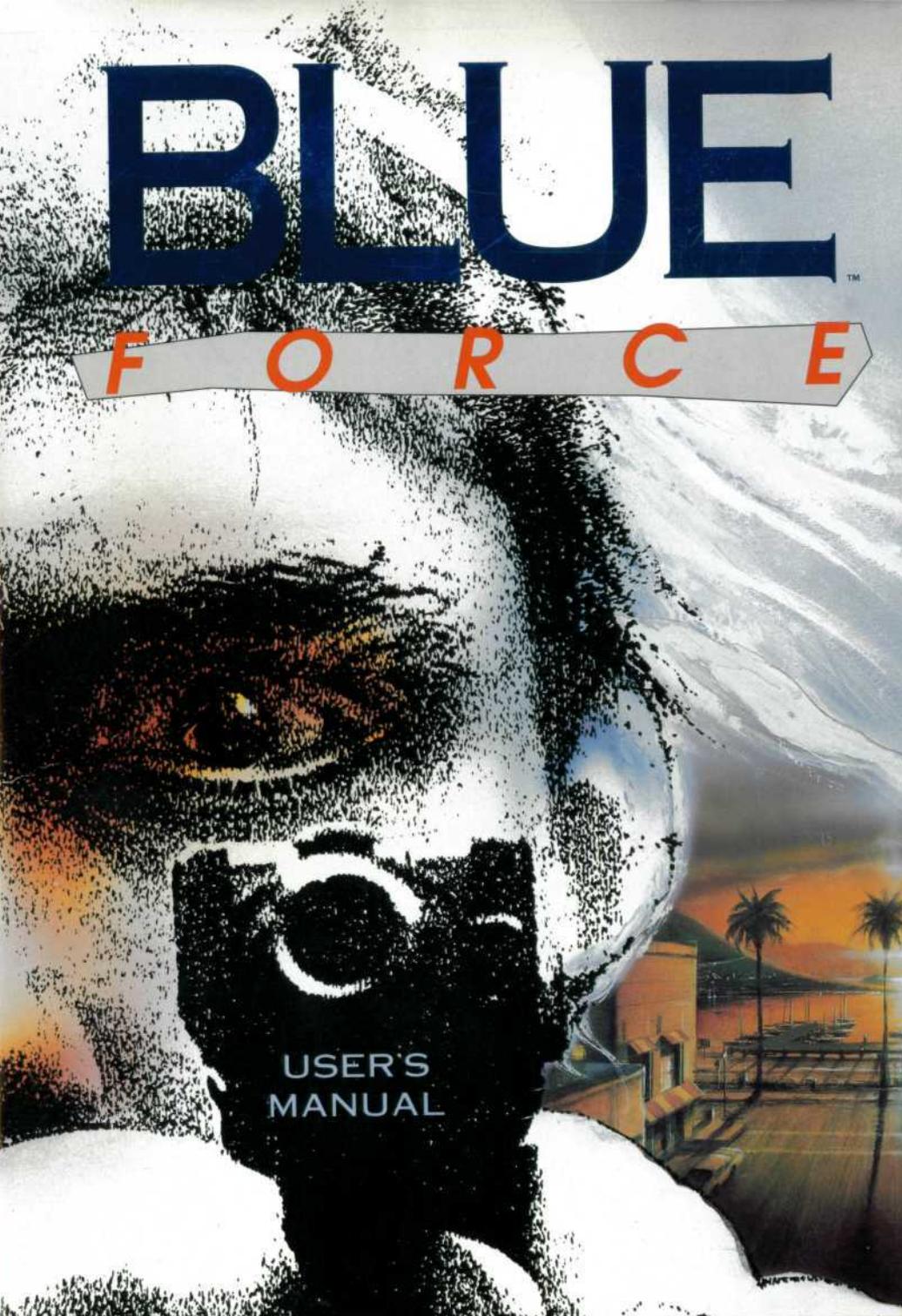# BLUE

™

## FORCE

USER'S
MANUAL

# BLUE FORCE™

## GAME DESIGN
*Jim Walls*

### ART DIRECTION
*Cheryl Cornelius*

### GAME PROGRAMMING
*Nancy Churchill*
*John Crane*
*James E. Spellman II*
*Chris Hoyt*

### ADDITIONAL GAME DESIGN
*John Jarrett*
*Don Soper*

### VIDEO CAPTURE and CLEANUP
*Desie Hartman*
*Kim Walls*
*Don Soper*

### ANIMATION
*Tate DeLoach*
*Desie Hartman*
*with*
*Gary Cox*
*Les White*
*Deena Krutak*
*Kim Walls*
*Jeff Crowe*
*Bryan Ellis*

### BACKGROUND LAYOUTS
*Cheryl Cornelius*
*with*
*Les White*
*Tate DeLoach*

### BACKGROUND RENDERINGS
*Deena Krutak*
*Tate DeLoach*
*Gary Cox*
*Les White*
*Desie Hartman*
*Cheryl Cornelius*

### MUSICAL SCORE AND SOUND EFFECTS
*Ken Allen*

### TsAGE DEVELOPED BY
*Robert E. Heitman*
*Eric Hart*
*John Rettig*
*Chris Hoyt*
*John Crane*
*John Hamilton*

### TsAGE MUSIC SYSTEM
*Eric Hart*

### QUALITY ASSURANCE
*Becky Jarrett*
*Sol Ackerman*
*Ron Flinders*
*Monica Longaker*

### COVER ILLUSTRATION
*John Shaw*

### PACKAGE AND USER'S MANUAL DESIGN AND LAYOUT
*Greg Steffen*
*Steffen Design Group*

### USER'S MANUAL
*John Jarrett*

### MEDICAL FACILITIES LOCATION PROVIDED BY
*Sierra Meadows Urgent Care*

*BLUE FORCE* IS AN INTERACTIVE POLICE ADVENTURE game from best-selling computer game designer, Jim Walls. This manual contains helpful information on installing, playing, and enjoying Blue Force. We recommend that you read the manual while you are installing the game.

## 24 HOUR HINT LINE
# 900.903.WAVE (9283)

As you play *BLUE FORCE*, you may encounter puzzles that you consider too challenging. Don't despair. Hints on all Tsunami games are available 24 hours a day by calling 900.903.WAVE (9283). Calls to this number are NOT free. You will be charged $.80 per minute for each call. Callers under 18 years of age must have the permission of a parent or guardian to call this number. Game hints are the sole responsibility of Tsunami Media, Inc. and all contents are copyrighted by Tsunami Media, Inc. All rights reserved. Printed in the U.S.A.

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THIS SECTION OF THE MANUAL CONTAINS INSTRUCTIONS on how to install the game and begin play.

**Minimum System Required**
IBM or 100% compatible
386SX 16 Mhz or faster processor
MS-DOS Version 5.0 or greater
640Kb memory (590,000 bytes available)
VGA adapter (*MCGA not supported*)
Hard disk with 10Mb available (*20Kb for CD-ROM*)
Microsoft compatible mouse
3.5" high density disk drive

**FOR CD-ROM USERS:**
While you may play *BLUE FORCE* directly from the CD-ROM drive, you must install the game to your hard drive (*20Kb required*) in order to use the SAVE GAME function.

## INSTALLING THE GAME
THE FOLLOWING PROCEDURE ASSUMES THAT YOUR computer is turned on and that you are entering commands at the DOS prompt. If you are running MS-Windows or any version of a DOS shell program, you must exit or quit out of them and enter the **INSTALL** commands for *BLUE FORCE* from the DOS prompt. NOTE: If for any reason your computer rejects the game disks, call 209.683.WAVE (9283).

1) Remove your game disks from the box and insert the game disk labeled DISK 1 into a 3.5" high density floppy disk drive.
2) Type the letter of the drive (*into which you inserted DISK 1*) followed by a colon and press [ENTER]. For example, if you inserted your disk into Drive A:, you would type A: and press [ENTER].
3) Type **INSTALL** and press [ENTER].
4) The Tsunami logo screen will appear followed by a prompt asking if you are ready to install *BLUE FORCE*. Click on **OK** or press [ENTER] to begin the installation procedure. Click on **QUIT** to exit the program without installing the game.
5) An on-screen prompt will appear to confirm your sound card type. Click on **OK** or press [ENTER] if the

indicated selection is correct. To change the selection, click on **CHANGE SELECTIONS** to bring up the Sound Options menu. Now click on the incorrect selection to see the other available choices. Click on your new selection. Click on **OK** when you are satisfied.

6)  During the installation process, you will be prompted for a game directory name (*where you wish your game to reside on your hard drive*). Clicking on **OK** or pressing [ENTER] to choose the default, **BLUE**, is recommended. Advanced users can substitute a different game directory name at the prompt. Click on **QUIT** to exit without installing the game.

7)  Follow the on-screen prompts and insert each game disk as directed. The entire procedure will take about 10 minutes to complete.

8)  After completing the installation process, return your *BLUE FORCE* game disks to the box to keep them safe.

## STARTING THE GAME

THE INSTALL PROGRAM HAS PLACED ALL GAME FILES into the game directory on your hard disk. The game directory is named **BLUE** unless you specified a different name during the install procedure.

Before you can begin play you must make **BLUE** (*or the directory you specified, if different*) the current directory by typing **CD \[game directory name]** and press [ENTER]. For example, if you selected the default directory, **BLUE** (*which is recommended*), you would type **CD \BLUE** [ENTER]. Next, type the word **BLUE** and press [ENTER]. The title screen will appear and the game will begin.

### A FAMILY TRADITION

WHEN JOHN PATRICK RYAN "EMIGRATED" FROM COUNTY Cork in the last years of the nineteenth century, he was only a few steps ahead of the Law. He was, by no stretch of the imagination, a hardened criminal but, like many good young men during those turbulent days, had run afoul of the harsh economic climate. The steamer that carried him to America was overflowing with families and other young men in similar predicaments. John promised his sweetheart that he would send for her. She never saw him again.

Ryan's search for his place in the new land didn't take long. John founded a tradition for Ryan men in America when he accepted the position of constable in a small New England fishing village. While he had never particularly thought of himself as an officer of the law, the work satisfied a need within him. He married and started a family that same year. It was a good beginning.

When John's son Patrick wasn't in school, he often walked the streets of Guilford with his father. He saw the mutual respect between his father and the townspeople. Patrick knew what the future held for him even as a small boy. It was as natural as being his father's son.

By his twenty-fourth year, Patrick knew it was time to discover his own place in the world. His wanderings led him to a small town in the Ohio River valley. Despite being a little rough around the edges, Chillicothe seemed to have the makings of a nice place to raise a family, which was something Patrick very much wanted to do. It didn't take long for him to settle into his work as deputy sheriff and earn the respect of those he served. In short order, he became the sheriff, married the preacher's daughter and fathered two sons.

James and Flynn, like their father before them, grew up in a policeman's world. By now Chillicothe had grown and was in need of a larger police force. Flynn chose to stay and serve alongside his father. James wanted to live in a smaller community, more like the one in which he had grown up. When he started a small business in Mechanicsburg, Illinois, James departed from the Ryan tradition. He was well suited to the hardware business; at least until the

day a gunman walked in, shot his wife, and robbed him of seven dollars and twenty-three cents. The day after the funeral he marched into the sheriff's office and demanded to be deputized. James put on his badge and never looked back.

James Ryan remarried and fathered three sons, Paddy, William and Sean. The call to serve their country in the Great War interrupted the brothers' plans to go to Chicago and serve together as part of that famous police department. The brothers did serve together, but they wore army green instead of policeman's blue. Unfortunately, things didn't turn out the way they had planned. Paddy and William fell at Belleau Wood.

When Sean came home from the war, he needed a new beginning. The death of his brothers had been a crushing blow. The quiet of western Colorado held the peace he sought, where Sean joined the police force in the small town of Gunnison. He married and had four daughters before he finally decided the only sure way to get a son was to adopt one. Albert was ten when he joined the clan and every inch a Ryan. That fact became evident as he quickly took to the now-established family tradition. It was as though he had been born to it. He served with his father as a "special deputy" until he was old enough to strike out on his own. Colorado seemed a bit crowded to Albert so he headed for the wide-open spaces of Texas. He joined the Rangers and served with distinction.

Albert taught his son John everything he ever knew about law enforcement. John learned about commitment, duty, honor and courage. He learned that the needs of the people he served must come before his own. He also learned that a man made his own way in the world. When John heard that the police department in Jackson Beach was an officer short, he was on his way. John had always wanted to see the ocean. It seemed to be the perfect place for him.

John Ryan met Lyle Jamison the day he arrived in Jackson Beach. They went through the police academy together. As friends, they were inseparable; as partners, they were unstoppable. John started a family and Lyle, who never married, became the adopted uncle. When Jake was born, Lyle was practically a second father to boy.

The Ryan tradition of public service finally caught up with them. On a quiet summer evening in 1984, John Ryan and his wife, Jackie, were brutally murdered.

Lyle Jamison spent every waking moment trying to crack the case. When the department finally forced him to shelve his partner's murder as unsolvable, Lyle responded by leaving the force to pursue the case as a private investigator.

After his parents were murdered, Jake was raised by his grandmother, Frannie Ryan. Lyle always stayed close by. He and Jake remained very close, and Lyle even put him through the police academy. Lyle looked on as the Ryan tradition continued to call and Jake stepped into his father's shoes and put on a badge...

# PLAYING BLUE FORCE

*BLUE FORCE* IS AN INTERACTIVE ADVENTURE GAME. YOU control the actions of rookie motorcycle cop, Jake Ryan. As you play, you will control Jake's decisions and actions. Various obstacles are placed in Jake's path and you must determine the best course of action to overcome them. Your judgment and wits make the game come alive and move the story along. The following Police Radio Codes will assist you as you play the game.

## POLICE RADIO CODES

| | |
|---|---|
| 10-1 | Radio Reception – poor |
| 10-2 | Radio Reception – good |
| 10-4 | Received Message |
| 10-13 | Weather Check |
| 10-15 | Prisoner in Custody |
| 10-27 | Subject Check |
| 10-35 | Back-up Requested |
| 10-97 | Arrived at Scene |
| 10-98 | Cleared Scene; Available For Call |
| 10-99 | Emergency; Officer Needs Assistance |

## USING THE MOUSE

All interactions with the characters and situations in *BLUE FORCE* use mouse clicks from the left mouse button. Whether you want to WALK someplace or GIVE something to someone, you communicate your wishes by clicking with the mouse. The result of your mouse click depends on the current ACTION you have selected. Each ACTION is selected from the ACTION MENU and will be indicated by a distinctive style of mouse pointer.

## SELECTING AN ACTION

To select an action from the ACTION MENU, click the right button on your mouse. A menu of ACTIONS that looks like the figure shown at the right will appear.

Five of the seven small badge points indicate an ACTION you may select. Select an ACTION by clicking on it with either the right or the left mouse button. One of the ACTIONS, namely the TSUNAMI ACTION, will produce a sub-menu when selected. This sub-menu is explained in detail below. The remaining four ACTION areas, WALK, LOOK, TOUCH, and TALK, will set the mouse pointer and return to the game. The ACTION MENU will *not* appear at times when the game is busy doing some complicated animation. The mouse pointer will be *invisible* at these times.

## WALKING

To WALK, you must have selected the WALK ACTION. This selection will result in a **cross** mouse pointer. Click the WALK POINTER where you would like your character to go

## LOOKING

When you select the LOOK action, the MOUSE POINTER becomes an **eye**. Clicking on certain items in the scene produces a detailed description of the selected item. You should examine all new scenes closely, as many important clues may be revealed in these messages.

## TOUCHING

The TOUCH ACTION is represented by a hand. It is used to physically manipulate objects in the game. Items may be picked up, doors may be opened, and so on by clicking the TOUCH POINTER on the desired object.

## TALKING

When you select the TALK ACTION, the mouse pointer becomes a **word balloon**. Click the TALK POINTER on someone to start a conversation. Some characters may have several things to say. However, not everyone will be sociable. A few characters are just concerned with their own business and won't talk to you.

## TSUNAMI

Selecting the TSUNAMI ACTION brings up a list of utility functions, each selected by a button labeled with that function's name. Each function has a key equivalent which is active at all times. Key equivalents are explained under the heading HOT KEYS located on page 12 of this manual.

## SOUND

This function allows you to change your sound card selection, and allows you to set the volume of the music and sound effects. When you set the volume to 'MIN', the sound will be turned off. The sound volume setting, and the sound card you select will be in effect each time you begin the game.

> NOTE: Do not select a music or MIDI sample card that is not installed in your computer, it may cause problems in your game play. If you make an incorrect selection, you must return to the TSUNAMI ACTION LIST and select the appropriate music or sample card from the sound options.

## QUIT

This function returns you to the DOS prompt. Be sure to save your game before selecting **QUIT**, or all progress you may have achieved will be lost when you next play.

## RESTART

This function takes you to the very beginning of game play. You will not normally need to use this function unless you have *not* SAVED any games at a point where you fail and are forced to restart.

## SAVE

This function allows you to save up to eight games-in-progress. Each game may be named uniquely and restored independently. For example: BLUE1, BLUE2, etc. Click the mouse on the empty space and type in a description. Click on **SAVE** or [ENTER] to **SAVE** your game.

If all **SAVE GAME** positions are filled, you will have to re-use one of the **SAVE GAME** positions. Click on the **SAVE GAME** description that you are going to re-use and edit the name. Click on **SAVE** or simply press [ENTER] to **SAVE** your game. WARNING: All the data from the **SAVE GAME** selection you replace will be lost.

## RESTORE

This function brings up the list of saved games. Select a game to **RESTORE** by clicking the mouse on the desired game description listing. Your current game, if one is in progress, will be lost unless you have **SAVED** it, and you will resume playing the **RESTORED** game. Click on **CANCEL** to resume play without restoring a game.

## INVENTORY

As you play the game, you will accumulate important game-related items. These items are referred to as your **INVENTORY**. They are displayed in the inventory bar at the bottom of the screen. This bar contains all the items that you have successfully retrieved.

## SELECTING INVENTORY

You scroll through the items in the **INVENTORY** bar by clicking on the blue arrows at the lower right of your screen. If you have fewer than four **INVENTORY** items, the arrows will be inactive. To select an item from your **INVENTORY**, place the mouse pointer on the desired item and click the left mouse button. When you select an **INVENTORY** item your mouse pointer becomes an image of the item you have selected.

## LOOKING AT INVENTORY

You can look at any item in the **INVENTORY** bar by clicking on the desired item. The mouse pointer becomes the selected item. Now, if you click the cursor arrow point on the **QUESTION MARK** box in the lower right corner of the screen, you will receive a description of that item.

## USING INVENTORY

Click on any item in the **INVENTORY** bar. Now you can use your **INVENTORY** item by clicking the image on the desired location within the scene.

*For example:* If you wanted to use your handcuffs, you would first select the handcuffs from the **INVENTORY** bar. Move the mouse pointer to the small picture of your cuffs and click on the mouse. The pointer now changes to a small image of handcuffs. Then, place the handcuff image pointer on top of the suspect and click the left mouse button. The suspect, if appropriate, will be handcuffed.

Using your gun requires a slightly different technique. It is assumed that you have no desire to do yourself bodily harm, so drawing your gun is accomplished by clicking the gun image pointer on yourself. If you want to put your gun away, simply click the gun image pointer on yourself. Anyone or anything else you click your loaded gun on will be treated as a target.

## HOT KEYS

Certain funtions in the game may allow or require you to use the keyboard. In most cases you can perform the function with the mouse, but, for convenience, keyboard equivalents of mouse commands are provided (*see below*). These keys are always active (*that is, they will perform the function even when the game is not allowing the Action Menu to appear*).

F1 Help. Displays a brief list of the function keys and their uses.
F2 Save.
F3 Restore.
F4 Restart.
F5 Pause. Click on **OK** to resume play.
F6 Sound.
F7 Exit the game.

THE FOLLOWING ARE ANSWERS TO SOME QUESTIONS we hope you never have reason to ask. There may be a file on Disk 1 called READ.ME which contains the most up-to-date information available for *BLUE FORCE*. If the answer to your problem is not in the READ.ME file, see the section called; **ADDITIONAL HELP** on page 16.

# TROUBLE SHOOTING

**Q:** *Everytime I try to install the game my computer freezes what should I do?*

**A:** If this problem occurs while the Tsunami Title Screen is active and the on-screen cursor is visible, there is most likely a conflict between our Auto Detect Software and the hardware installed in your computer. To install *BLUE FORCE* without activating the Auto Detect Software, change to the DRIVE (A: or B:) where game DISK 1 is located. Then, type the following command at the prompt: **INSTALL /A [ENTER]**

This will disable the Auto Detect Software that checks for existing Sound Devices, then continue installation. When the Sound Device prompt appears, you may select from a much larger list of options.

*Be certain to select only those Sound Devices that are installed in your computer, as an incorrect selection may affect your game play.*

**Q:** *The game won't load correctly. Did I do something wrong?*

**A:** Not necessarily, if the INSTALL program isn't working, there are a few things to check before calling Tsunami for assistance. First, make certain that your system meets or exceeds the minimum requirements listed for *BLUE FORCE*.

Next, check to be certain your computer is working correctly by trying other applications. Finally, review the installation instructions in this manual to be certain you have followed them correctly.

**Q:** *The message "out of conventional memory" appears while I am playing the game. What should I do?*

**A:** This message appears if you play the game with insufficient available memory. You must have 590,000 bytes of free RAM memory to play *BLUE FORCE*. Refer to the next question.

**Q:** *How do I get 590,000 bytes of memory available?*

**A:** Be certain your system is running MS-DOS Version 5.0 or better and that your computer contains at least 640Kb of memory. You can check your DOS version number by typing **VER** and press [ENTER] at a DOS prompt. At a DOS prompt type **CHKDSK** [ENTER], this will tell you how much total memory is installed in your system as well as how much is available for use.

The last two listings given by **CHKDSK** are the ones you want to look at. **TOTAL BYTES MEMORY** tells you the amount of RAM (*Random Access Memory*) physicaly installed in your system. This number must be 640,000 bytes or greater. If it is less than 640,000 bytes, you must install additional memory in your computer. Check the documentation which came with your computer to determine the proper memory type and installation procedure.

**BYTES FREE** indicates the amount of RAM available for use. This number must be 590,000 bytes or greater. If it is less than 590,000 bytes, you can install **HIMEM**, which is included as a part of your MS-DOS Version 5.0 software. See *Chapter 12, Optimizing Your System: Making More Memory Available* in your DOS manual for the proper installation procedures.

**Q:** *Even after installing HIMEM, I don't have 590,000 bytes free. What are my options?*

**A:** Since *BLUE FORCE* requires 590,000 bytes of free RAM, you must free up some of your memory by removing some of the programs (*called Terminate and Stay Resident programs, TSRs for short*) which are loaded by DOS each time you start your machine. See *Chapter 12, Optimizing Your System: Making More Memory*

*Available; Freeing Conventional Memory*, in your DOS manual for the proper procedures for removing these programs.

You may also want to try starting your computer by loading DOS from an original DOS system disk or a Special *BLUE FORCE* Start-Up Disk. This method of starting your computer ensures that no additional programs are loaded into your RAM. See the *Creating a special BLUE FORCE Start-Up Disk* section of this manual for specific instructions on how to prepare a Special *BLUE FORCE* Start-Up Disk.

**Q:** *I have MS-Windows and a Pro Audio Spectrum 16. Sometimes when I play BLUE FORCE, the volume level is too soft even when set at maximum.*

**A:** If you are using your Pro Audio Spectrum 16 during a MS-Windows session and you go directly into *BLUE FORCE* you may experience some problems. After exiting MS-Windows, simply reboot your computer by simultaneously pressing [CTRL]-[ALT]-[DELETE]. When you return to the DOS prompt, start *BLUE FORCE* as you normally would.

**Q:** *The Pro Audio Spectrum isn't an option on the Sound Card menu during installation. Does BLUE FORCE support it?*

**A:** Yes, but there must be a line in your CONFIG.SYS file that reads:

DEVICE = C:\PROAUDIO\MVSOUND.SYS

If your MVSOUND.SYS file is not located in the PROAUDIO directory (the default directory name), then replace PROAUDIO in the above command line with the correct directory name.

**Q:** *I selected Pro Audio Spectrum as my Sound Card, but I don't hear any sounds. How do I get it to work?*

**A:** First, ensure that all connections are correctly installed. Then, adjust the Volume setting using the Sound option of the Tsunami Action Menu. Finally, check the configuration line in your CONFIG.SYS file (*as detailed in the previous solution*).

IF YOU HAVE ANY OTHER PROBLEMS PLAYING *BLUE FORCE* which you cannot solve, our Tsunami Technical Support Department is available by calling **209.683.WAVE** during regular business hours (*8:00-5:00 PST, Monday through Friday*). Please have at hand as much of the following information about your computer set-up as possible:

➤ Brand and model of your computer.
➤ DOS version (*type VER and press [ENTER] at the DOS prompt*).
➤ Brand of any memory managers installed (*QEMM, 386-MAX, etc.*).
➤ Free memory available (*type CHKDSK and press [ENTER] at the DOS prompt and record values*).
➤ Contents of your AUTOEXEC.BAT and CONFIG.SYS files.

### ...and if applicable...

➤ Brand of your sound card (*if any*).
➤ Brand and model of your video card.
➤ Mouse brand and version number of your mouse driver software (*this information is displayed as it is installed during computer start-up*).

TO CREATE A SPECIAL BLUE FORCE START-UP DISK, INSERT a blank 3.5" or 5.25" floppy disk (*depending on the size of your drive*) into your A: Drive. At the DOS prompt, enter the following commands:

**C: [ENTER]**
**FORMAT A: /S [ENTER]**

You will be prompted to *"Insert new diskette for drive A: and press [ENTER] when ready..."* Simply verify that the disk in drive A: is your Special *BLUE FORCE* Start-Up Disk and press [ENTER].

After formatting is complete, you will see the prompt *"Volume label (11 characters, [ENTER] for none)?"*, press [ENTER]. The next prompt you see will be *"Format another (Y/N)?"* Press the letter N for no, and press [ENTER].

Next, you need to copy your mouse driver onto the disk. To do so, change to the directory where your MOUSE.COM file is located (*this is usually the MOUSE directory, but it may be located in your DOS directory*) by typing the following command at the DOS prompt:

**C: [ENTER]**
**CD \MOUSE [ENTER]**

If your mouse driver is located in a directory named something other than MOUSE, you should substitute the name of your directory in the command line above. After changing to the directory which contains your mouse driver, type the following command:

**COPY MOUSE.COM A: [ENTER]**

If your mouse driver is named something other that MOUSE.COM (*MSMOUSE.COM or LMOUSE.COM, for example*), you should substitute the name of your driver in the command line above.

You must also copy one of your DOS files onto the disk. To do so, change to the directory where your DOS files are located (*usually the DOS directory*) by typing the following at the DOS prompt:

**CD \DOS** [ENTER]

If your DOS files are located in a directory named something other than DOS, you should substitute the name of your directory in the command line above. After changing to the directory which contains your DOS files, type the following command:

**COPY HIMEM.SYS A:** [ENTER]

Finally, at the DOS prompt, switch to your BLUE directory by entering the following commands:

**CD \BLUE [ENTER]**
*(NOTE: If you specified a different game directory name during INSTALL, substitute that name for BLUE in the command above.)*

After switching to your game directory, enter the following command:

**COPY AUTOEXEC.RW A:AUTOEXEC.BAT** [ENTER]
**COPY CONFIG.RW A:CONFIG.SYS** [ENTER]

**FOR CD-ROM USERS:**
You will need to copy the appropriate driver files to this *Start-Up Disk* and modify the **CONFIG.SYS** and **AUTOEXEC.BAT** files accordingly.

This will complete the preparation of your *Special BLUE FORCE Start-Up Disk*.

AFTER CREATING YOUR SPECIAL *BLUE FORCE* START-UP DISK, insert the disk into your A: drive and reboot your computer by simultaneously pressing [CTRL]-[ALT]-[DELETE]. After returning to the DOS prompt, enter the following commands:

**C:** [ENTER]
**CD \BLUE** [ENTER]
*(NOTE: If you specified a different game directory name during INSTALL, substitute that name for BLUE in the command above.)*

**BLUE** [ENTER]

Now you may begin game play.

USING
YOUR
SPECIAL
*BLUE
FORCE*
START-UP
DISK

# DISK WARRANTY

TSUNAMI MEDIA, INC. WILL REPLACE ANY DEFECTIVE disks at no charge during your first ninety days of ownership. Please send us the defective disk accompanied by a brief note explaining the problem and a copy of your dated, signed sales slip. Be sure to include your name, phone number and a valid U.S. Postal Service address complete with ZIP code. After 90 days there will be a $15 service charge for replacement of defective disks. Be sure to mail in your Registration Card.

# NOTES

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ADDRESS ALL CORRESPONDENCE TO:

Tsunami Media, Inc.
P.O. Box 790
Coarsegold, CA 93614