

A detailed illustration of a futuristic space scene. In the foreground, a large, complex space station or orbital platform is visible, featuring various modules, antennas, and structural elements. The station is set against a backdrop of a deep blue space filled with stars and several large, spherical celestial bodies, possibly moons or planets, in shades of blue and white. The overall aesthetic is that of a classic science fiction magazine cover.

# WAR PSYCHIC

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KYODAI

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## 1. QUICK START INSTRUCTIONS

You, a Federation Psychic Soldier, are standing at the Landing Pad of Samar City, a neutral satellite at the edge of the Quila Star System. It's up to you to destroy the satellite system of the Imperial Army.

### Getting Started

Start your computer with a DOS disk (2.1 or higher). If you wish to save your progress, make sure you have a formatted floppy disk on hand. At the A> prompt, insert Psychic War Disk 1 into drive A. Type PW and press the ENTER key. Select NEW GAME from the message window on the game screen. When prompted, insert Psychic War Disk 2 into the drive. Then, type in your name (maximum of eight characters) and prepare to meet your destiny.

To prove you are a true Psychic Soldier, you must obtain security clearance before the game can begin. When asked, look up the correct ESP power by using the Ally Information Table which is printed on a separate sheet of paper. **DO NOT LOSE THIS IMPORTANT DOCUMENT.**

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### Get Going!

Start exploring Samar City. Use the up arrow key to move forward, the left and right arrow key to turn left or right, and the down arrow key to turn around. If you are using a joystick, pushing it forward moves you forward, pushing it right or left moves you right or left, and pushing it back turns you around.

### Some Advice from the Federation Supreme Council

1. Look for allies in Samar City. They will not attack you. Add them to your party by pressing F2 and selecting Team up.
2. Enemies will attack you. SPACEBAR turns your psychic power against them. If someone in your team has the ESP called Shield, then pressing ENTER will shield you from their psychic beams.
3. The Imperial Army has hidden many items in their satellites. Try hard to find them. You had better start mapping right away.
4. Defeat the Emperor Quila!

**Don't forget to save your game often!**

## 2. RECORD OF THE ESP BATTLE FOR THE GALAXY

The battle of the Extra Sensory Perception (ESP) soldiers begins. "Psychic Soldiers" have NO time to rest.

Star Calendar Year 3530. The Imperial Army, attempting to conquer the Galaxy, invaded the KGD Star Area. Overwhelmed by the Army's mighty force, the leaders of the KGD Star Area were brought under total control. However, the three major Federations of stars in the KGD area did not succumb to the Imperial Army. That was the beginning of the First Star War. The battle continued for three and a half years ending with the total defeat of the Federation. The Imperial Army was in complete control. But, in the underground, a soldier of the KGD was plotting rebellion.

With an android as a partner, soldiers traveled to an enemy station and obtained the file of the ESP controlling mechanism device. With this, many soldiers were released from the control of the device and were thus able to exercise their own ESP powers. The Psychic Soldiers, with their regained ESP powers banded together to defeat the Imperial Army. Although the Imperial Army was victorious in the First Star War, the losses it incurred weakened its combat power, and it faced defeat at the hands of the Psychic Soldiers.

Finally, the 100 year rule of the Imperial Army ended. The KGD Star Area was liberated. Peace and freedom returned in the Star Calendar Year 3652.

Although its retreat to the Mother Star System was inevitable, the Imperial Army had not given up the desire to reconquer the KGD Star Area and to become ruler of the Galaxy. The psychic power of the KGD Federation and the strength of the mighty Starfleet Armada of the Imperial Army were almost equal in force. This is one of the reasons that the leadership of the Imperial Army was hesitant about instigating a Second Star War. In order to break the stalemate, the Imperial Army developed a device to create a Psychic Wave.

The KGD Star Area began to develop a Psychic Network to prepare for the attack of the Imperial Army.



Star Calendar Year 3656. The Imperial Army finally succeeded in creating a Psychic Wave. With this, the Imperial Army took the lead in the power struggle. But information about this new development was quickly transmitted to the Supreme Council of the Federation via Psychic Network by a Federation agent who was placed in the Quila Star System. The Supreme Council had a heated debate about developing a counter-measure, but they failed to take any action. The Imperial Army, meanwhile, had loaded the Psychic Wave device into a vessel and was ready to attack at any time.

The Supreme Council decided that an all out battle with the Imperial Army should be avoided. They struggled to figure out which combat strategy they should follow. The mood was tense but then good news arrived from the federation agent. The satellite system of the Imperial Army had been located! The Supreme Council decided to destroy the satellite. A few of the Psychic Soldiers were sent as secret agents to the enemy star system.

At the outer rim of the enemy star system there is a neutral satellite station built for inter-planetary commerce. At this station, you, a Psychic Soldier sent by the Supreme Council, meet a beautiful woman named Kayla. She is actually the android who had saved the KGD Star Area earlier on, restored in the form of a beautiful woman.

Unless the enemy satellite base is destroyed before the Imperial Army can start an all out war, the KGD Star Area will fall into the hands of the Army. The Supreme Council puts their trust in the ESP powers of you and the other Psychic Soldiers. The destiny of the KGD Star Area is in your hands.

The "ESP Battle of the Galaxy" destined to be talked about for many years to come will now begin. The battle will continue until the Imperial Army is destroyed.

### 3. THE BASICS

#### Minimum Memory and Compatability Requirements

To run Psychic War you must have:

1. IBM/Tandy or 100% compatible computer
2. MS DOS or PC DOS 2.1 or higher
3. CGA, EGA, VGA, Tandy 16 color, or Hercules Monochrome graphics adapter
4. 384K of memory
5. A blank, formatted disk on which to save your psychic battle in progress

**NOTE:** If you get a memory error while trying to boot Psychic War on a machine with 384K, you should remove all memory resident programs and try again.

#### How to Make Backup Disks

It is a good idea to make copies of your original Psychic War disks and run the program from your copies. Use the DOS command DISKCOPY to copy the Psychic War disks onto blank floppy disks. If you have any questions regarding the use of the DISKCOPY command, please refer to your DOS manual.

#### Hard Disk Installation

If you have a hard disk, you may want to install the program on it. You will need approximately 1 megabyte of free space on your hard disk to install Psychic War. For the following example, it is assumed that you will insert the original Psychic War disk into drive A and your hard disk is drive C. If you insert the Psychic War disk into a different drive, please substitute the correct drive letter in place of the letter A. If your hard disk is a drive other than C, substitute the correct drive letter for the letter C.

1. Boot your computer to the DOS prompt.
2. You should create a directory in which to store the Psychic War files. Make sure that the directory name that you choose does not conflict with any of your current directory names. As an example, we will use the name "PW." Type md PW.
3. Type cd PW to enter the directory.
4. Insert Psychic War Disk 1 into the drive.



5. Type: copy a:\*. This will copy all files from the Psychic War disk into the directory called PW on your hard disk.
6. When this process is finished, insert Psychic War Disk 2 into the drive and repeat step 5.

All Psychic War files should now be copied to your hard disk.

### Selecting Graphic Modes

During boot-up, the Psychic War program will attempt to select the best graphic mode available on your computer. However, to ensure that the program enters the proper graphic mode, it is suggested that you follow the procedure outlined below:

#### *IBM or compatible with Hercules Monochrome card*

On an IBM or compatible with a Hercules Monochrome card, Psychic War will run in Hercules mode. To run the program in Hercules mode, type: PW H.

#### *IBM or compatible with CGA card*

- 3 On an IBM or compatible with a CGA card, Psychic War will run in CGA mode. To run the program in CGA mode, type: PW C.

#### *IBM or compatible with EGA or VGA card*

On an IBM or compatible with an EGA or VGA card, Psychic War can run in either CGA mode or EGA mode. To run the program in CGA mode, type: PW C. To run the program in EGA mode, type: PW E.

#### *Tandy 1000 series*

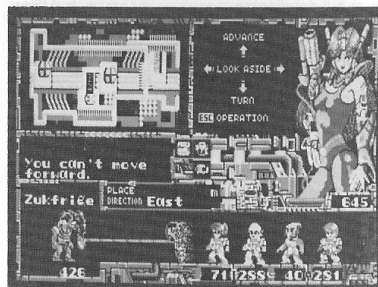
On a Tandy 1000 series computer, Psychic War can run in either CGA mode or Tandy 16 color mode. To run the program in Tandy 16 color mode, type: PW T. To run the program in CGA mode, type: PW C.

### Selecting Other Options

During boot-up, you can also select whether to use the joystick or turn off the music. To turn ON the joystick, at the prompt type: PW J. To turn OFF the Psychic War music, at the prompt type: PW S

## Keyboard and Joystick Commands

### Moving around in the satellites



If you are using the keyboard, the keys work like this:

**Up Arrow Key:** Progress forward

**Right Arrow Key:** Turn Right

**Left Arrow Key:** Turn Left

**Down Arrow Key:** Turn Around

If you are using a joystick, pushing it forward moves you forward, pushing it right or left moves you right or left, and pushing it back turns you around.

### Getting to the Main Operation Menu

Pressing the ESC key will take you to the Main Operation Menu, regardless of whether you are using the keyboard or joystick.

Once you are at the Main Operation Menu, use the CURSOR KEYS or the joystick to move the pointer through the menu selections. Use the ENTER KEY, SPACEBAR or joystick buttons to choose the menu selection that the pointer indicates. Select Cancel from the Operation Menu to return to the game or to return to the Main Operation Menu [from a sub-menu].

### **During Patrols and Battles**

Whether you are using the keyboard or joystick, you will need to use the following keys during your patrols of each satellite or during battle sequences:

F1 Key...Turbogun (Can be used only when a cartridge is attached)

F2 Key...Communicate with potential allies

F3 Key...Teleport (Jump one step back from a battle. Unfortunately, this command will not always succeed.)

Once engaged in battle use these keyboard or joystick commands:

SPACEBAR or button #1...Psychic Beam

RETURN KEY or button #2...Shield (Can be used only when there are individuals with shield capacity)

**NOTE:** Communicating (F2) and teleporting (F3) do not always succeed during battle.

### **Special Keys**

#### **CONTROL - R**

Ends the current game (without saving) and starts a new one. You will be asked if you want to start a new game or load a saved game.

#### **CONTROL - J**

Toggles joystick control on/off. When you turn the joystick on, the program will automatically calibrate the joystick.

#### **CONTROL - Q**

Quits the game without saving and exits to DOS.

**ESC Key** - Main Operation Menu

## **4. USING THE PROGRAM**

### **Getting Started**

**1.** Turn on your computer and monitor. Make sure you boot up your computer using DOS (2.1 or higher).

**2.** Format a blank floppy disk on which to save your game in progress. (Assuming you use drive A, type: FORMAT A:. If you have any questions regarding the use of the FORMAT command, please refer to your DOS manual.)

**3.** Insert Psychic War Disk 1 into drive A.

**4.** If you are running Psychic War from the floppy drive, at the A-prompt type PW and hit the ENTER key. If you have installed Psychic War on your hard disk, switch to the directory in which the Psychic War files are located. Next, type PW and hit the ENTER key.

**5.** You will see the opening graphics. If you do not see the opening graphics at this time then Psychic War most likely had trouble determining the proper graphics mode for your computer. At this time please refer to the section entitled Selecting Graphic Modes.

To prove you are a true Psychic Soldier, you must obtain security clearance before the game can begin. When asked, look up the correct ESP power by using the Ally Information Table which is printed on a separate sheet of paper. **DO NOT LOSE THIS IMPORTANT DOCUMENT.**

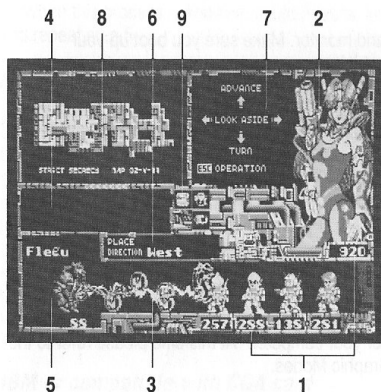
Press the SPACEBAR or ENTER if you have already seen the opening and wish to skip the introduction and bring up the game screen.

### **Starting a New Game or Loading a Saved Game**

At the game screen a message box will appear asking if you want to start a new game or load a saved game. If this is your first game, or if you want to start over, you will be prompted to enter your main character's name - YOU! You can use up to eight characters.

If you are loading a saved game, you will be asked to put in your user disk and type in the name of your saved game, then press ENTER. If you don't remember the name of the game, press the down arrow key until you find the game file that you want, then press ENTER.

## Main Playing Screen - An Overview



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### 1. Parameters

- Displays current strength
- Displays your party's combined psychic power

### 2. Android

Kayla is your reliable partner. You must find special parts and install them on Kayla before she will be able to help you.

### 3. Battle Area

All of the participants of the game including yourself are displayed here. You can have a maximum of three other members in your party. This is also where your psychic battles take place.

### 4. Message Area

The information necessary to play the game is displayed here. Make sure you read the fine print.

### 5. 3-D Screen

This is where all the action takes place. Watch it!

### 6. Secondary Message Area

This message area displays your current location and the direction in which you are facing.

### 7. Command Area

This is your menu screen. ESC will display your main Operation Menu. This is also where you can choose alternative action for your party.

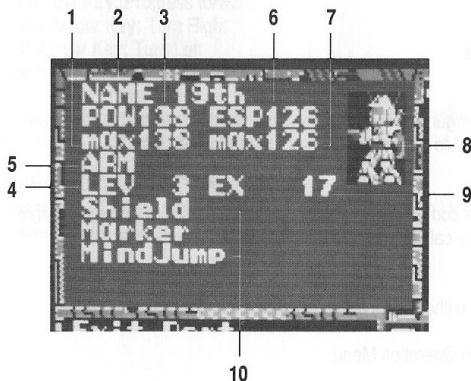
### 8. Android Data Screen

This area displays information about team members, maps, and other items obtained during game play.

### 9. Item Display Area

This area displays the critical android items and other items needed to complete the game.

## Android Data Screen





1. Maximum body strength
2. Name (Maximum of 8 characters long)
3. Current body strength
4. Current level
5. Armor
6. Current Psychic Power
7. Maximum Psychic Power
8. Illustration of the player
9. Experience
10. ESP Powers

When the experience increases to a specific amount, your level will advance. At this time your experience points will return to zero. However, your body strength and psychic ability will increase.

### **Main Operation Menu**

At the Main Operation Menu use either the up and down cursor keys or the joystick to move the pointer to your desired menu option. Select an option by pressing the SPACEBAR or RETURN key, or by pressing Button # 1 or 2 on the joystick.

At the Main Operation Menu, there are the following menu options as shown below:

Ask Kayla  
See Items  
ESP Power  
Options  
Cancel

As you obtain various items throughout the game, the content of the menu increases.

### **Ask Kayla**

In the beginning of the game, the android Kayla, is missing important mechanical items that are necessary to complete the game. Your job is to search out these items hidden in the various satellites and obtain them for Kayla. As you obtain them for her, they will appear when you select "Ask Kayla." These items are: the sensor, the mapper and the decoder. Ask Kayla, and she will then use her abilities to select the correct map, show you where you are, and decode secret messages for you. Be advised: You'll have to find the repair room to assemble these items!

### **See Items**

In the beginning, the only item to review is your own status. As the game progresses, you will be able to see a list of items you have obtained - such as android mechanical items, weapons, cards and maps.

### **ESP Power**

In the beginning, four psychic powers will be displayed - Empathy, Marker, Mind Jump and Duplicate. Once you find an ally who possesses one of these powers, then all other party members can benefit from that psychic ability.

### **Options**

Your two options here are Save Game and Sound.

### **Save Game**

It is a good idea to save your game frequently. If you choose to save your game, you will be prompted to insert your user disk. You will be asked to enter in a name for your saved game. It can be up to eight characters long. Only use numbers and/or letters, then press ENTER. If you want to save over a previously named game file, press the down arrow key until you find the correct game file, then press ENTER.

**If you are running Psychic War from a floppy disk, make sure you have a formatted floppy disk handy on which to save your game.**

If you choose not to save your game, you will be asked if you want to continue playing the game. If you choose to continue, you will return to the game. If you choose to discontinue playing, you will go to an end screen before returning to DOS. Make sure and save your program disks and user disk in a safe place.

**NOTE:** The saved games are stored as (NAME).DAT with (NAME) being the name you gave your saved game. To transfer your saved game to another disk, just copy the (NAME).DAT file to another floppy disk or hard disk. For example, to move the saved game "DUDE" from the subdirectory PW on the hard disk, drive C to floppy disk, drive A, type: copy c:\PW\DUDE.dat a:

### Sound

If you want to play without sound, select this menu option. You will be asked if you want sound on or off. This is also where you can turn the sound back on, if you have already turned it off.

**NOTE:** If you want to turn the sound off before the game starts, at the A: prompt type PW S and hit the ENTER key.

## 5. Advice from the Federation Supreme Council

**1.** Look for allies in Samar City. They will not attack you. Add them to your party by pressing F2 and selecting Team up.

**2.** Enemies will attack you. SPACEBAR turns your psychic power against them. If a member of your team has the ESP called Shield, pressing RETURN will shield you from their psychic beams.

**3.** The Imperial Army has hidden many items in their satellites. Try hard to find them.

**4.** Psychic Soldiers may possess the following ESP:

**BEAM...**The ability to transform psychic power into a beam and attack the enemy with it (SPACEBAR).

**TELEPORT...**The ability to run away from the enemy during battle (F3).

**SHIELD...**Blocks the Psychic Beam of an enemy (RETURN).

**SUCTION...**The ability to absorb the Psychic Energy of the enemy.

**EMPATHY...**The ability to recover strength.

**DUPLICATE...**The ability to transform into an enemy shape.

**HYPER...**The ability to increase the power of the beam.

**MARKER...**The ability to memorize a location.

**MIND JUMP...**The ability to jump to a place you have memorized.

**MAGNIFY...**A mysterious ESP. Without this power, it may be impossible to defeat the Imperial Army.

**MEGA SHIELD...**A shield with great strength to block the psychic beam of an enemy.

**GOOD LUCK, PSYCHIC SOLDIERS!**

## 6. Stolen Imperial Army Secrets

### **WARNING:**

*The following maps and information were supplied to the Federation Supreme Council by the Federation agent spying on the Imperial Army in the Quila Star System. These maps and information may provide valuable help. However, true Psychic Soldiers, so proud and confident of their own psychic abilities, usually decide to rely on their own instincts. It's up to you as a Psychic Soldier to decide whether you would like the help offered by these secret maps.*



## Secret Information

**1. YONTRY** - can be found in the NRS room. Use it to restore strength and psychic power.

**2. MAPS** - show overhead view of enemy territory.

**3. VIP CARD** - can be found in the VIP room on Sivad.

**4. ANDROID** - her functions are activated at the Repair Room on Samar.  
**MAP SELECTOR** - lets you select the map of your current location from among the maps you have. Look for the Lab on Sivad.  
**POINT SENSOR** - lets you identify your current location in the base you're in. Look for the Lab on Zellwal.  
**DECODER** - lets you break the code in enemy rooms. Look for a computer room on Rusteck.

**5. Armor** - there are three types of armor

**TROGAN 3** - found in a Stock room on Zellwal. It is the weakest armor.

**RAMZES 6** - found in the Stock room on Rusteck. It is the second strongest armor.

**SHEEK 9** - found in the Stock room on Celtac. It is the strongest armor.

**6. TURBOGUN** - the weapon you need to defeat the BIOBEASTS. Look in a room on Rusteck. To use it you have to get a cartridge and load it.

**7. CARTRIDGES** - needed for the Turbogun. To load, select Turbogun from the Main Operation Menu and select from the three types of cartridges.

**GAMERA** - found in a stock room on Rusteck. Effective against the Biobeasts on Zellwal and on the middle level of Melser.

**RODAN** - found in a stock room on the lower level of Celtac. Effective against the Biobeasts on the middle level of Celtac.

**MOTHRRA** - found on the upper level of Celtac. Effective against the Biobeasts on the upper level of Celtac.

**8. CRYSTALS** - are necessary to accomplish your final objective - to activate the self-destruct sequence on Melser.

**TEARS CRYSTAL** - found in the VIP room on the lower level of Celtac; implemented at the console on Melser.

**BLOOD CRYSTAL** - found in the VIP room on the middle level of Celtac; implemented at the console on Melser.

**SWEAT CRYSTAL** - found in the VIP room on Shua; implemented at the console on Melser.

**9. E-Pack** - needed to transmit from a transport room. It can be found on Celtac and Shua. It can only be used once but you can get another by going back to the place you found it.

**10. ID BADGE** - found in a Bio Room on Shua. It is used to get through one of the two gates on Celtac. The BLOOD CRYSTAL is inside.

**11. PSYCHOGUN** - found in a Stock Room on Shua. Once you have it your psychic beam changes and becomes stronger. It is difficult to obtain but you'll need it to accomplish your final objective.

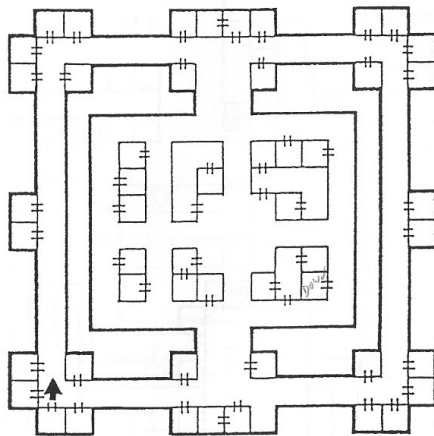
**12. BEEFUN** - Obtained in a room on Melser. It is used as a key for the Launch Pad. After setting the auto-destruct sequence you have to get off of Melser within a certain amount of time. This is accomplished from a certain room at the Launch Pad using BEEFUN. Without the BEEFUN you will die when Melser self-destructs, but you will have saved the Federation and defeated the Imperial Army.

**NOTE:** Make sure you have Zupreen on your team - she has a psychic power you need.

**13. PSYCHOBARRIERS** - Whoever passes through the barrier has their physical strength cut in half. To disable the barrier, you must destroy the PSYCHO OFF room. They are on: 1) the third level of Celtac; 2) Shua; 3) the 1st and 2nd level of Melser.

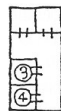
## Satellite Maps

### 1. SAMAR

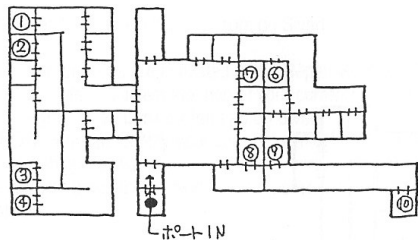


## 2. SIVAD I

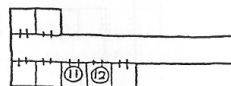
B1



1F

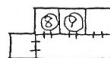
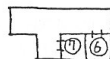


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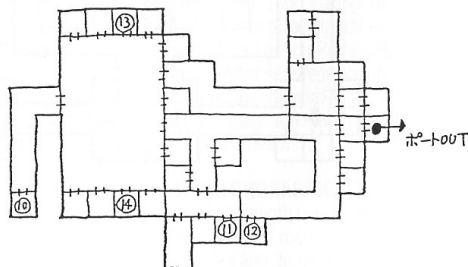


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2F



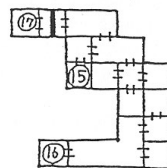
2F



3F



4F

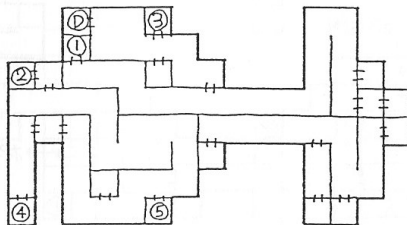




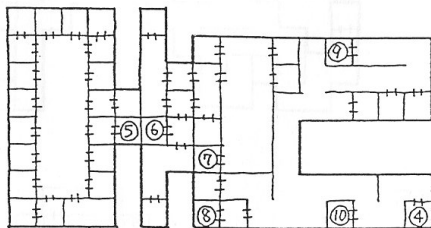
4F



5F



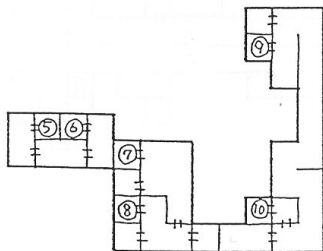
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6F

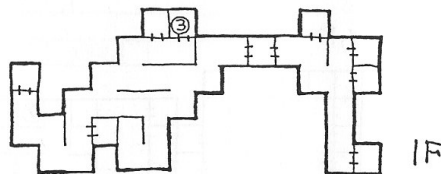
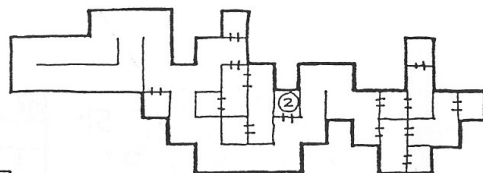
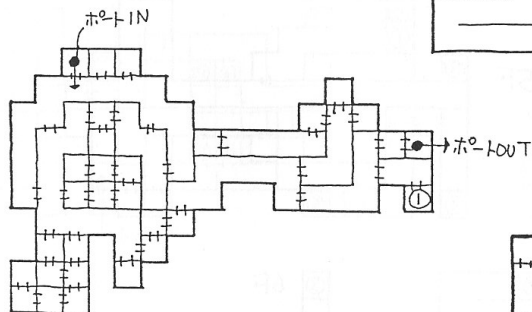


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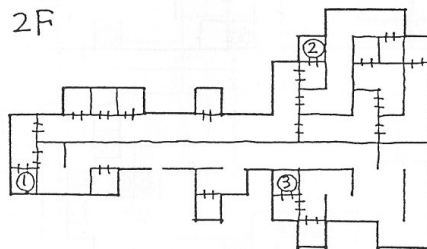


### 3. ZELLWAL

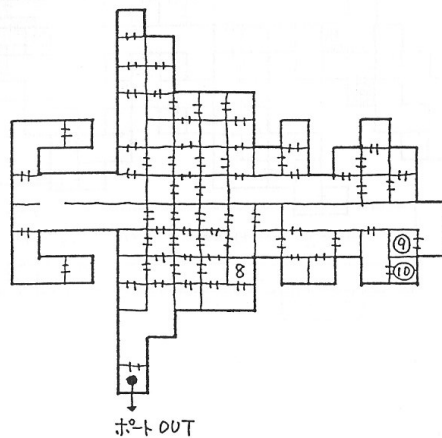
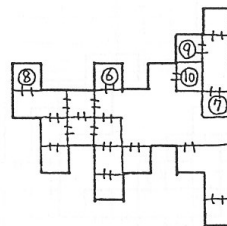
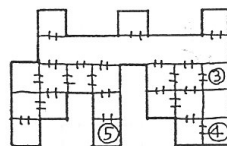
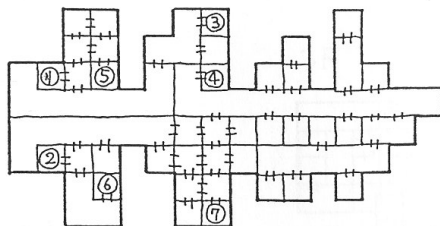
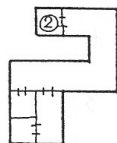
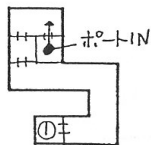
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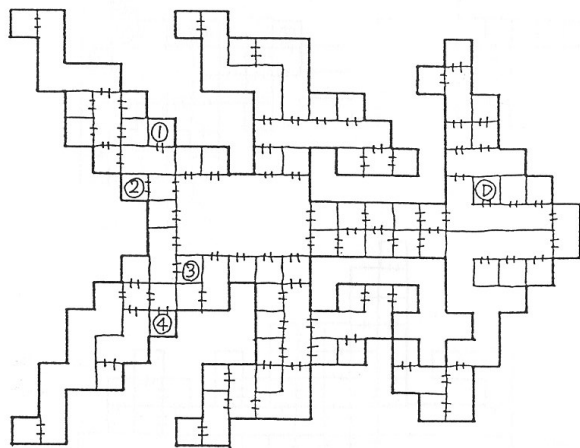
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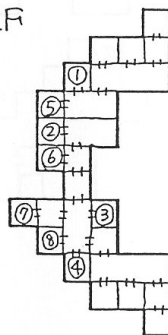
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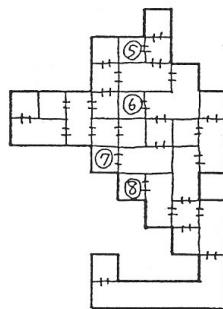
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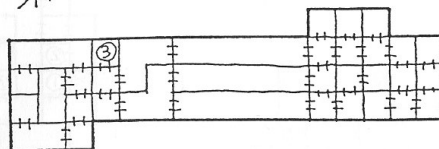


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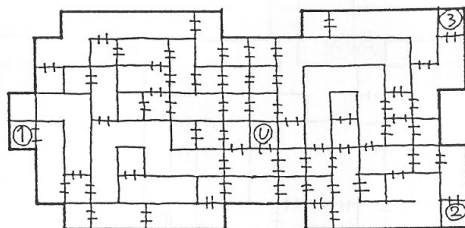


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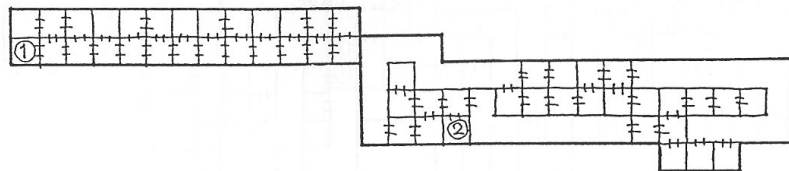
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2F

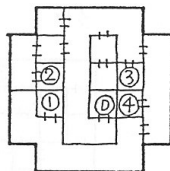


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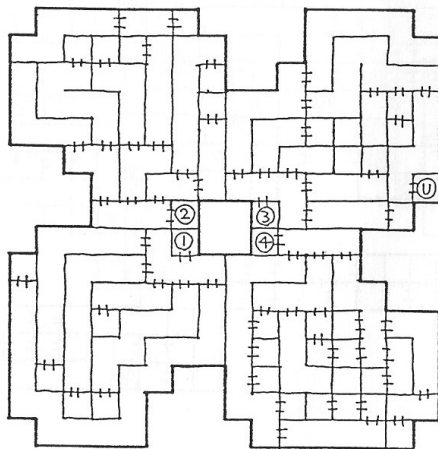




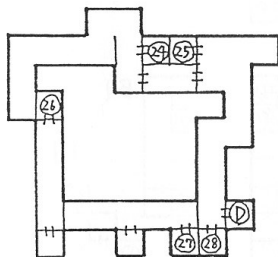
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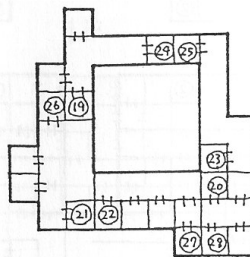
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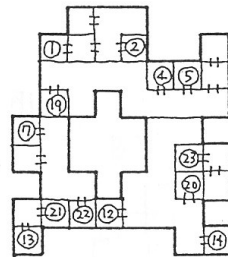
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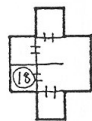
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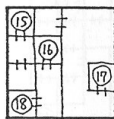
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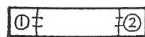


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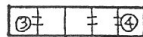


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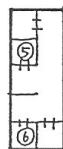
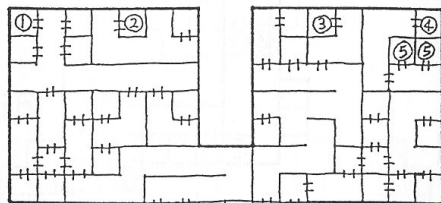
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2F

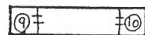
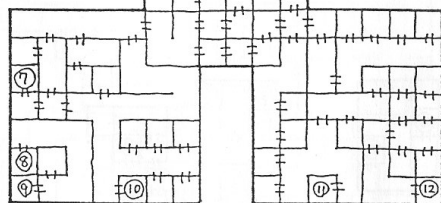
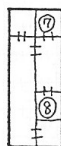


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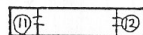


B1

B1



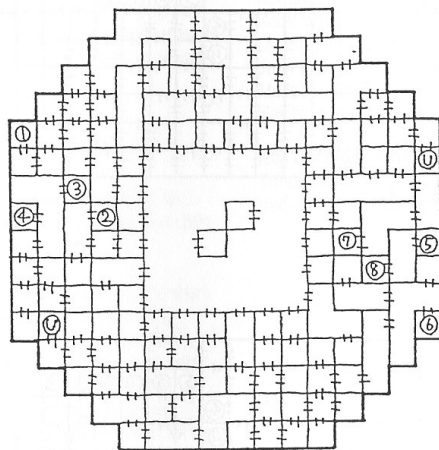
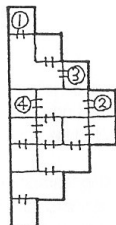
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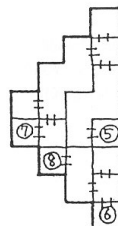
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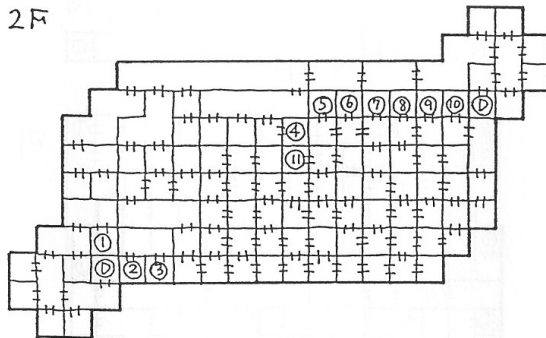
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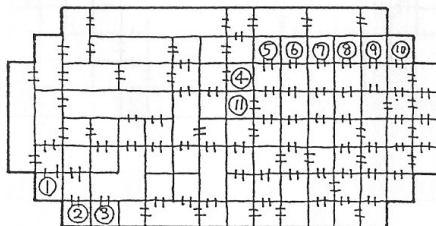
B1



2F



3F



## 7. CREDITS

### About Kyodai Software Marketing, Inc.

#### KYODAI

Founded in February 1988, Kyodai is a joint venture involving 11 Japanese personal computer software publishers and Brøderbund Software, Inc. An American company based in San Rafael, California, Kyodai brings best-selling Japanese personal computer software titles to the North American market. We at Kyodai believe that American computer users will enjoy the converted Japanese programs for their superb graphics and their interesting storylines - the same characteristics that made them best-sellers in Japan.

### About Kogado Studios



KOGADO STUDIO founded in 1916. It was incorporated in 1960 by Mr. Kingo Tani. Starting as a design firm specializing in board games and dolls, it has a history spanning the entire Showa era (1925 - 1989).

The firm's software development division was founded in 1982 by the then general manager Akira Kila. Since then it has released a number of products including Seal of Haja among others. Another representative product is the real-time action role-playing game, Psychic War which was released in June, 1987 for the NEC PC-88 and was an enormous hit. Kogado has since continued to break new ground in computer games creating a new genre based on combining a simulation game format with a storyline. This so-called scenario/simulation is exemplified by their game Schwarzschild.

Kogado has fostered the confidence of its customers through unique ideas, enterprising prowess and graphics second to none. Its long history in the design business gives it a decided edge over all the competition.

### Additional Credits

IBM/Tandy Programmer: Ray Nakazato  
Product Manager: Michael Shorrock  
Quality Assurance: Don Walters, Eric Zeller, Alex Budge  
Text Translation: Larry Tyrrell  
Package and Manual Design: The Design Office of Wong & Yeo  
Manual: Michael Shorrock

Special Thanks To:  
Kogado Studios, Japan  
Scott Tsumura  
Dave Davis  
John Eaton  
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