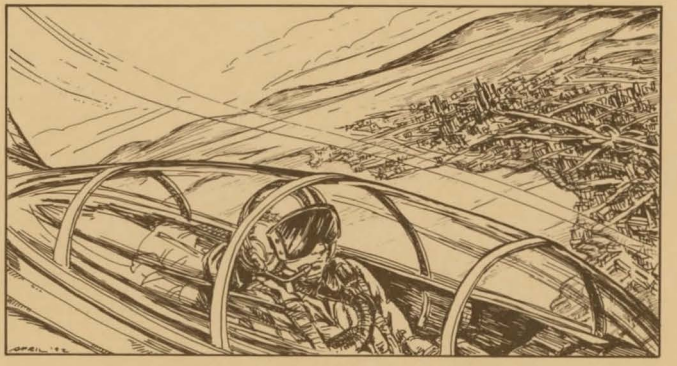
Lords of Time

Entertainment

Flight Log
Entry #: 1207
Date: Day 1

Day One. I'm starting a new journal in a strange new land. Where I am and what will become of me is still unknown. But others will know my fate, those who find this journal. If I fail to escape this world and find the answers to what's happened, they must carry on for me. I know that I am not crazy and this is not a dream. Though I was unconscious for a time, I have not left my senses. I am in top physical and mental condition and everything that occurred before and after hitting the anomaly is still very clear in my mind.



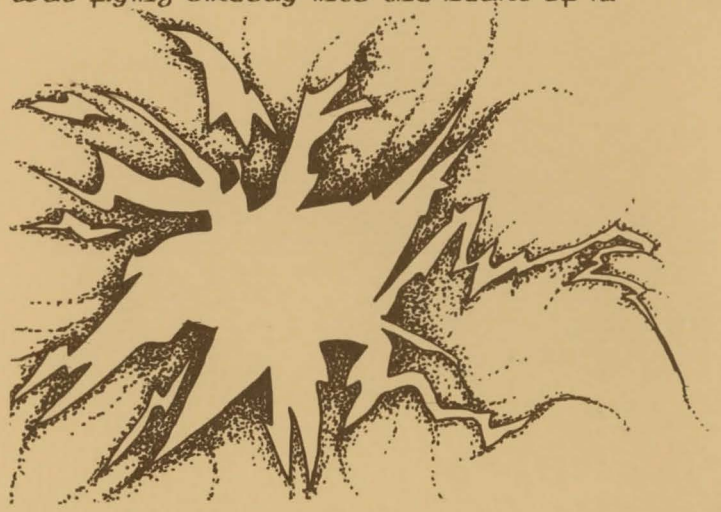
This is what happened.

I am Major Thom a test pilot in the First Experimental Wing of the United Air Force. Before my arrival in this strange world, we were testing the MDF-52, an experimental aircraft with a multidimensional friction propulsion generator. Declared safe to both pilot and craft, pilots were still reluctant to engage the drive for more than a few seconds, due to a flux anomaly that always appeared in front of the craft upon activation of the drive.

Eventually, it was my turn to fly the plane. Wing Command was pushing hard for a longer test of the MDF drive and swore the anomaly was harmless. I was not so sure of that, but I was confident that my skills could take me around the anomaly if need be.

At 10:00 hours, I taxied to the end of the runway and waited for my take-off clearance. My instructions were to fly in the test range over the ocean. I took the aircraft up to 10,000 feet and brought the airspeed to Mach 1 and activated the MDF drive. Within moments the ship's sensors detected the anomaly directly in front my craft. I could see it as a large oval distortion in the air some miles ahead of me.

Harmless or not, my instincts told me to avoid the anomaly. I started evasive manuevers, but the anomaly changed its course to match mine. This was too serious and too unknown. I tried to disengage the drive, but it would not shut down. Now the anomaly was glowing lightly in front of me, an instant later, my craft was flying directly into the heart of it.



I remember an explosion, a horrible tearing sound, and a blinding flash of light. When my sight cleared I saw that the instrument panel had gone dead. I did not panic, but looked around quickly for the horizon. What I saw made me doubt me senses for the first time, but this was no hallucination. Where there had been a pale green ocean there was now a dark blue sea. The morning sun had doubled in size and was setting. Ahead was a landmass covered not with the sprawling city I had left behind, but with trees and fields. I was in another world and all I could wonder was, how and why?

That's when I lost control of the plane. As the craft dropped into a groaning, spinning dive, I grabbed the First Aid Kit and fumbled for the eject button.

The bolts in the canopy exploded blinding me again with smoke, and then I felt the seat launch me free of the craft. But my head smashed against something on the way out and I made the descent unconscious.

What happened next made me doubt my sanity a second time, but again, I'm sure it was real, as real as the hard foreign ground I'm sitting on. Sometime during the night, I woke from my stupor, roused by a nearby voice. All I saw at first was the night sky, a disturbing spread of unfamiliar constellations, then a face bent over mine. It was an old man, wearing a peculiar robe. He moved his lips and though it was not English he spoke, I somehow understood the words. He told me to seek the "human" King Tanor. Again, I passed out.

When I awoke this morning, in the middle of a large grassy plain, the man was gone, but the dagger by my side assured me he had really been there. I also found a small empty sack nearby and it seems strange but no matter how much I put into it, it never gets full or heavier.

Now I stand on the brink of a great unknown, full of questions. Was it some freak of physics that brought me to this place? Did Wing Command have something to do with it? (The MDF drive should never have jammed.) Or did somebody from this side send for me? Why!

Not knowing fills me with questions and determination. I will head out now to find some answers. There may be dangers. I may not survive. This King Tanor is the only scrap of hope I have. I will look for him. But I must go now. Something is moving through the trees.

End of Entry

WELCOME TO LORDS OF TIME

As the character, Major Thorn, you have left or have been taken from your world for a fantastic adventure in a land of mystery known only as the Realm. The world is yours to completely explore any way you wish. Your job is to do what ever it takes to get Major Thorn out of the Realm alive. You must feed him, give him rest, protect him, and help him follow the thread of the mystery that will eventually send him back to his own time.

As a newcomer, you do not know much about the Realm. However, for those who do wish a little more help, the following pages will provide some additional information and hints for reaching your objective.

SYSTEM REQUIREMENTS:

Amiga: 500/1000/2000/2500/3000
Amiga Dos: 1.3 or Higher
Requires: Minimum 1 meg of memory.
Supports: One or Two disk drives, Hard Drive, Joystick, Keyboard.

Accelerator Boards: Lords of Time will work with most accelerator boards. The higher clock speeds will speed up the game play. To speed up or slow down the program pressing the "+" or "-" keys. Repeatedly press the desired key until the game runs at a comfortable speed for you to play. This setting is stored within the save position so this adjustment will only have to be done the first time the game is played.

LORDS OF TIME, THE GAME:

Lords of Time was designed using a non-linear structure. Some factors of the game are randomized each time a new game is started. These changes keep the challenge different each time you play.

EXPERIENCE & SCORE POINTS:

Major Thorn gains "Experience Points" each time he defeats a creature or solves one of the various puzzles in the game. Solving a puzzle adds to the "Score" total. (See SHOW PLAYER STATISTICS.)

GETTING STARTED:

The Lords of Time disks have no copy protection schemes incorporated into the disks. There is a manual based protection system that must be entered before you play the game. You should back up these disks once for actual play disks. Store the original disks in a secure place. Please do not copy, distribute or lend your game disks to your friends. Software Piracy only hurts you, by stopping development of high quality programs like this. Besides, its against the law to pirate software.

FLOPPY DISK INSTRUCTIONS:

Before playing Lords of Time from disks it will be necessary to format a blank save disk and name it, LOTSAVE. The program will ask for this disk when saving or restoring game positions.

HARD DRIVE INSTALLATION:

To install Lords of Time to your hard drive, insert Disk One into any drive and click twice on the disk icon, then click twice on the LOTInstall icon. The install program will create all necessary directories and copy the necessary files to them.

TO PLAY LORDS OF TIME:

To play Lord of Time make sure that your joystick is plugged into port two. Insert Disk one into DFO: then turn the computer on. Or, open the LOT drawer on your hard drive and double-click on the Lords-of-Time icon. As the program loads you will see the credit and introductory screens.

Once the introduction is complete a screen is displayed asking you to enter a particular word from the manual. After you have correctly entered the word you are given the options of either starting a new game or restoring a previously saved game.

THE PLAY SCREEN:

The play screen is divided into three sections: (World Screen, Stats Boxes, Dialogue Box)

WORLD SCREEN:

> The upper half of the screen. This is where you'll watch Major Thorn explore and fight his way through the Realm.

STATS BOXES:

> Located along the right side of the World screen. Displayed here are Major Thorn's current health points, spell points and the amount of gold he is carrying.

DIALOGUE BOX:

> Located in the bottom half of your screen. Menus, conversations, and all other text concerning the game appear here.

CONTROLLING THE GAME WORLD:

In Lords of Time all input menus appear in the Dialogue Box and all selections are made with the joystick. To make a choice from any menu, highlight the desired option by moving the joystick up or down, and press the fire button.

STARTING A NEW GAME:

After selecting the "Start New Game" option the following text will appear in the Dialogue Box:

› TRY FOR A BETTER CHARACTER
› KEEP THIS CHARACTER

DEXTERITY (VALUE)
STRENGTH (VALUE)
INTELLIGENCE (VALUE)
HEALTH (VALUE)

Here is where you "build" your character. The point values displayed represent Major Thom's mental and physical characteristics. These attributes have a profound effect on Major Thom's survival in the Realm. A high intelligence value could put him on the road to becoming a powerful magician. High strength and dexterity values could help turn him into a colossal warrior. Each attribute is described below.

Dexterity: Represents the agility Major Thom has in avoiding blows from attacking creature(s), hitting the creature(s), or how successful Major Thom will be when picking a lock or trying to steal something from a shop keeper.

Strength: Determines how hard Major Thom hits his opponents. Also, which weapons and armor he can wield and wear, and how successful he will be at breaking down doors.

Intelligence: Directly affects how long and how effective some of the spells cast by Major Thom will be.

Health: Reflects Major Thom physical condition. He may lose health points when he fights, by not eating regularly and by not sleeping when he is tired.

You may accept or try for better values with the two options displayed above the list.

Try For A Better Character This re-rolls Major Thom's attribute values (dexterity, strength, intelligence and health).

Once you are satisfied with the attribute values, highlight "Keep This Character" and press the fire button. A short narrative of the game is displayed and then play begins.

CHARACTER MOVEMENT:

All of Major Thom's movement and fighting is controlled by the joystick. Major Thom will move in the direction the joystick is pushed as long as there are no obstacles in his path. To fight, face Major Thom toward his opponent(s), then press and hold the fire button. (For more on fighting, see MONSTERS & COMBAT.)

MAIN MENU:

The main menu is displayed by pressing the space bar. All pertinent options available to the player at this point of the game will be displayed. For example, if Major Thom is on the raft, the 'Get off the raft' option will be in the menu. The permanent options of the menu with their keyboard equivalents are listed below. (See QUICK KEYS for the complete list of keyboard equivalents.)

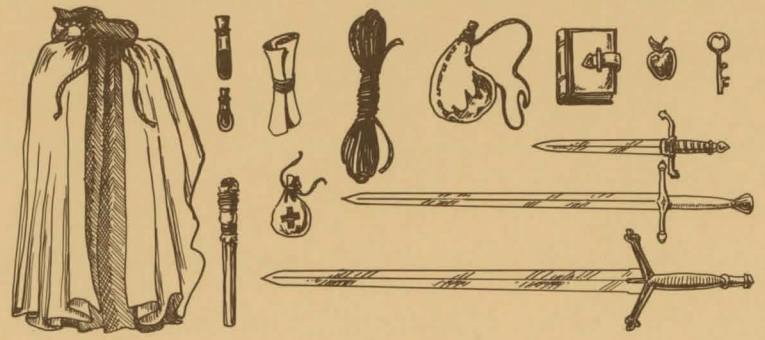
LOOK AT SURROUNDINGS	(L)
INVENTORY	
CAST A SPELL	(C)
GAME OPTIONS	(G)
SHOW PLAYER STATISTICS	(S)
LEAVE MENU	

LOOK AT SURROUNDINGS:

It is vital to Major Thom's progress that he carefully examines his surroundings. This option gives a brief description of what Major Thom can see, how many days have lapsed, and the time of day. Pressing the "L" key at any time will display this option. Pressing the "Z" key allows Major Thom to search the area directly in front of him (useful for uncovering hidden items).

INVENTORY:

In order to survive and reach his ultimate goal of escape, Major Thom will have to collect and use different items. Up to 50 units of most items can be carried. Selecting this takes you to the inventory menu which has the following options:



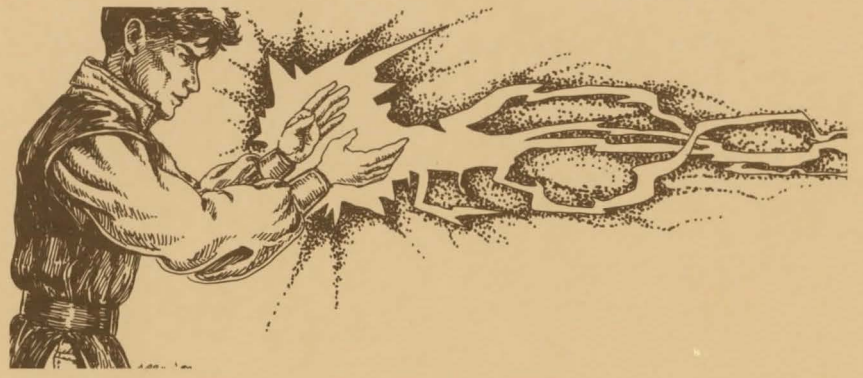
Use an Item: This allows Major Thom to use any item in his inventory. Major Thom can carry up to 50 units of most items. This menu lists each item in the inventory followed by the quantity carried.

Select the item you want to use from the inventory and the program will tell what you can or cannot be done with that item. For example, Major Thom selects a potion from his inventory, the options 'Drink the Potion' and 'Apply the Potion to an item' will appear. If you select 'apply' a list of items in Major Thom's possession will be displayed, select the item you wish to apply the potion to and the results will be displayed in the Dialogue Box. Pressing the "U" key at any time will bring you to this menu.

Examine an Item: This allows Major Thom to examine the items he has in his possession. Pressing the "E" key at any time will bring you to this menu.

Discard an Item: This allows Major Thom to dispose of unwanted items in his inventory. Pressing the "D" key at any time will bring you to this menu.

WARNING!!! This is NOT a drop function, when you discard an item it is gone from the current game.



CAST A SPELL:

This brings up the list of the spells that Major Thom is carrying. Casting the spell returns you to the game and displays any effect created by the spell, it is accompanied with a message in the Dialogue Box describing the result. Pressing the "C" key at any time will bring you to this menu. (For more on spell casting, see POTIONS & SPELLS.)

GAME OPTIONS:

Accessed from the Main Menu, you are presented the following options. Pressing the "G" key at any time will bring you to the Game Options menu.

Restore Previously Saved Game:

You may restore a saved position from any place in the game. The options in this menu are:

Restore Game From Disk: This displays a list of all saved positions. Selecting the "Leave Menu" option will exit without restoring the position. (See FLOPPY DISK INSTRUCTIONS for additional information.)

Restore Game From Memory: This restores the last position saved to memory. Positions are either saved by the Auto-Save feature or directly by you.

Save the Current Game:

For the save function to work Major Thom cannot be inside any buildings, caves or holes. The options in this menu are:

Save Position to Disk: A menu will appear with positions 1 through 9 and a leave menu option. To save a position, highlight the position of your choice and press the fire button. Any previously saved positions will be written over. Selecting the "Leave Menu" option will exit without saving the position. (See FLOPPY DISK INSTRUCTIONS for additional information.)

Save Position to Memory: Saves the current position to memory only and will overwrite any previous saves to memory.

Turn the Auto-Save Feature On/Off:
This feature automatically saves your position to memory approximately every 7 minutes. Selecting this option toggles the Auto-Save function on or off. (This feature is great for exploration, but may not be advantageous during combat. User discretion is advised.

WARNING!!! Any position saved to memory will be lost when you exit the game! Make sure you save to disk before you exit.

Start a New Game:

Use this function to completely restart a new game.

Quit the Game:

This activates the quit game function and asks if you really want to quit. Selecting Quit the game a second time exits the program.

SHOW PLAYER STATISTICS:

This option from the Main Menu displays the current Dexterity, Strength and Intelligence values for Major Thom. Additionally it shows you how many points you have scored out of a possible 190. This helps you determine how close you are to solving the game. Major Thom's experience points are shown along with the type of weapon and armor being used. Pressing the "S" key at any time will display this option.

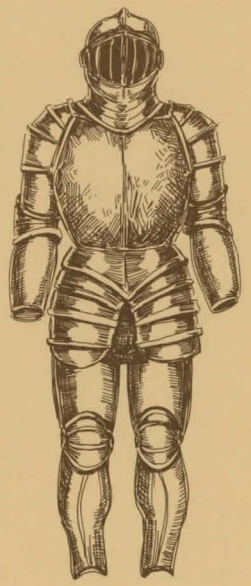
LEAVE MENU:

At the end of each menu you will find the leave menu option. This option will either return you to the main menu or will you return to the game.

PAUSING THE GAME:

To pause the game for any reason simply activate the main menu by pressing the space bar or any other menu by pressing the appropriate key. Pressing the "L" or "S" keys (Look at Surroundings or Show Player Statistics) will not pause the game.

MONSTERS & COMBAT:



Major Thom is in constant danger of attack from the Realm's inexhaustible supply of harmful creatures. In the Lords of Time there are over 10 different classes of harmful creatures, and individuals in each class have unique attributes. While Major Thom may kill one spider with relative ease, the next one may be strong enough to easily defeat him.

ARMOR AND WEAPONS:

There are various types of weapons and armor available through out the land and Major Thom may only use the weapons that he has the strength to wield. To arm Major Thom with a weapon go to the USE ITEM MENU and select the weapon from the inventory. While heavier armor provides greater protection, it also decreases Major Thom's ability to dodge and hit his opponents. Taking the various fighting classes at the guild shops may help to offset this reduction.

DISTANCE WEAPONS:

Some weapons (such as daggers) can be used either in "Hand to Hand" combat or as distance weapon (throwing the dagger). To throw a weapon have Major Thom face his opponent, now press the fire button. The distance the weapon will be thrown is determined by the length of time the fire button is held down. The longer the button is held the farther the weapon will travel.

POTIONS & SPELLS:

Magic is also very useful in getting through the Realm alive, some spells are absolutely necessary to win the game. There are over twenty spells available for Major Thom to find or buy. Each spell has a different level of difficulty and spell point value. Once the basic spell casting course is taken at the Guild Shop, Major Thom begins to accumulate spell points. If he tries to cast a spell that is beyond his ability nothing will happen. Listed below are just a few of the spells available for him to use.

FISTAK'S MAPPING SPELL Draws a map of the surrounding area on the screen. (Basic Spell Casting)

RAFT PROPULSION SPELL Used to power the raft. (Basic Spell Casting)

PORTAL ACTIVATION SPELL Activates the portals that will teleport Major Thom to the next portal location. Travel with the portals is always in a clockwise direction. (Basic Spell Casting)

BESSAK'S MIND KICK SPELL Does moderate damage to all creatures on the screen. (Intermediate Spell Casting)

ABILITY ENHANCEMENT SPELL This spell allows you to increase any one of these attributes (dexterity, intelligence, or strength) of Major Thom by two points. (Intermediate Spell Casting)

Note: Some spells cannot be used indoors and the effect of other spells only last for a period of time based on Major Thom's intelligence. Some spells are contact sensitive and others are only good for one specific use and then will disappear from the inventory.

Potions are a secondary form of magic in the Realm. They require no special training and use none of Major Thom's spell points. There are eight potions in the Realm that can be quaffed or applied to any item. For an example: if Major Thom drinks the Clear Potion a portion of his health points will be restored. However, if this potion is applied to his dagger it will add health points to any creature that's attacking him. Potions are accessed from the inventory through the USE ITEM MENU.

CONVERSATIONS:

Scattered through out the Realm are various castles, hamlets,towns and other locations. In them you can often find friendly citizens willing to speak freely with you. It is very important that you speak to everyone. That is the only way you can learn about the Realm and how to escape from it. Some people will ignore you or might require a bribe for their information.

To converse with someone, stand directly next to them and the conversation menu will appear with the following options:

› ASK FOR THE PERSON'S NAME.
› WHAT IS THE PERSON'S PROFESSION?
› TALK WITH THE PERSON FOR A WHILE.
› LEAVE THE PERSON.

Those individuals wanting money before they speak (mainly bartenders) will bring up a payment request menu. Move the joystick until the amount of gold you want to bestow on him is displayed and press the fire button.

Guards: Stationed near city gates and other sensitive areas, these sentinels will challenge Major Thom when approached and he is presented with the following menu.

› TALK TO GUARD gives you the following options:

› THREATEN THE GUARD.
› ANSWER THE GUARD'S QUESTION.
(A list of responses appears.)
› OFFER THE GUARD SOME GOLD (DISCREETLY).

› ATTACK THE GUARD. You may try to defeat the guard.

There is definitely a right way and a wrong way to deal with these men.

EATING AND SLEEPING:

It is necessary for Major Thom to eat and sleep on a regular basis. Not eating will cause the players health points to drop. Food and drink (ale) can be purchased at various shops and can be carried by Major Thom.

A sleep period must be taken once every twenty-four hours. Lack of sleep will cause health and spell points to fall. Sleeping restores some of the health and spell points and is useful in passing time quickly. To sleep stand near a bed and activate the main menu, next select the sleep option.

Note: Major Thom cannot use consecutive sleep periods to rapidly skip several days at a time. He can only sleep again after 10 minutes of game time have elapsed.

ABOUT THE REALM:

The Realm is a vast land of medieval fantasy for you to explore. It seems that most of the Realm is wrapped in a cloak of mystery. It is this mystery Major Thom must unravel in order to return to his own world and time. It will do you well to know a little about the more mundane places located through out the land. Here, is a list of shops and other institutions Major Thom will have to frequent if he is to succeed.

PLACES IN THE REALM:

In most villages and towns you will find various shops to purchase the items Major Thom will need to explore the Realm. These shops are:

The Guild Shop possibility the most important shop in the entire Realm. This is where Major Thom will take the courses needed to develop his fighting, lock picking, spell casting, and other abilities. Some courses have prerequisites (experience points, other courses, etc.). The Dialogue Box will inform you of anything Major Thom lacks to take a certain course (including gold).

The General Store is where he will find the general necessities of life (such as food, torches and matches).

The Armory is where he'll find various types of weapons and armor.

The Magic Store, Major Thom can purchase spells to cast and potions that restore his health or invigorates his mind.

Homes and Inns this is where Major Thom will find a safe place to sleep when he's tired. Be sure you search the building for useful items before you leave.

Taverns to buy ale for himself (or others) and to gather information from the local villagers.

To begin a transaction in any of these business just walk up to the counter and the general transaction menu will appear with the following selections.

› BUY AN ITEM
› SELL AN ITEM
› TRY TO STEAL AN ITEM
› LEAVE THE COUNTER

When you select BUY AN ITEM a list of the shopkeeper's inventory appears. Next to each item is it's current price. The inflation rate in the Realm increases by 1% per day. Highlight the item you wish to purchase and press the fire button. You will be told how many of that item Major Thom can carry. Use the joystick to select number of items to buy and press the fire button. (Use the joystick to select "0" if you wish to cancel the transaction.)

Selecting SELL AN ITEM lists your total inventory. Highlight the item you wish to sell and press the fire button. The shopkeeper will examine the item and make you an offer which you can either accept or reject. The items you sell may have a higher value in certain shops so watch what you sell and to whom. If you have more than one of the item you wish to sell a requester appears in the dialogue box. Use the joystick to select the number of items you want to sell and press the fire button. (If you decide not to sell something use the joystick to select "0" to cancel the transaction.)

When you TRY TO STEAL AN ITEM you may get something for nothing and add 5 points to Major Thom's experience. But, be careful! if you're caught the shopkeeper will throw you out and will refuse to do business with you for several days.

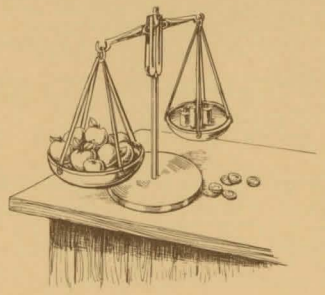
Select LEAVE THE COUNTER to conclude your business transactions.

OTHER PLACES OF INTEREST:

There are Mines located in the mountains. With the right equipment and a little effort Major Thom can earn enough to purchase the extra items that he needs.

Libraries are located throughout out the Realm. This is where the unlearned gain knowledge and the learned receive wisdom. Major Thom, a foreigner, cannot obtain a library card so he cannot check out any books.

The Bank this is the place to go when Major Thom is low on equipment and short of funds. Major Thom can leave some of his excess funds here to earn interest while he's out exploring. Be careful when you borrow money, the interest rates are high and the collateral can be your life.



MAKING MONEY:

Money, in the Realm, is very important. Major Thom will need gold in order to survive. He'll find gold lying on the ground and hidden in caves and dungeons. He can obtain gold by selling items from his inventory. Some of the creatures carry gold which he can keep if he defeats them.

BESSAK'S HELPFUL HINTS:

Do not indiscriminately discard or sell items from your inventory for money. Some items are necessary in solving the game.

Drinking water from certain wells in the Realm will restore some of your health points and others will reduce them.

Wet your toes before they become green.

The tops of trees and buildings should be left alone.

Powerful persons may demand the grandest of gifts.

Mirror, mirror full of light which one takes me from current plight.

A rock in flight opens doors in sight.

Five levers when properly aligned brings the end to pain sublime.

QUICK KEYS:

C brings up the Cast Spell menu.

D brings up the Discard Item menu.

E brings up the Examine Item menu.

G brings up the Game Options menu.

L displays information concerning the immediate area around Major Thom.

M toggles the music on and off.

S displays Major Thom's current statistics.

U brings up the Use Item menu.

Z searches any cabinet, fire place, clothing, etc. Major Thom must be standing in front of the object to be searched.

Credits

Programing and Design by: Steve Postma
Graphics, Design by: Steve Postma
Music and Sound Effects by: Steve Postma

Manual Art by: April Lee
Manual designed by: David Boyles, Philip Moody
Manual written by: David Boyles, Gary Cox, Curtis Norris, Philip Moody, Steve Postma

Cover Art by: Louis Johnson
Cover design by: David Boyles, Louis Johnson, Philip Moody

Our special thanks to all of the individuals that assisted in the development and testing of this product.

The Legals

Lords of Time ® is a registered trademark of HOLLYWARE Entertainment
Lords of Time and the Lords of Time Manual are copyright © 1992

Amiga™, Intuition™, Workbench™, Kickstart™ are trademarks of Commodore Amiga, Inc.

Published by:

HOLLYWARE Entertainment.
13464 Washington Blvd.
Marina Del Rey, CA. 90291
(310) 822-9200 Voice
(310) 390-0457 Fax

COPYRIGHT AND WARRANTY INFORMATION

Limited Warranty:

This software product and the attached instructional materials are sold "AS IS," The entire risk as to the quallity and performance of the computer softwareprogram is assumed by the user.

However, to the original purchaser of a disk prepared by HOLLYWARE Entertainment and carring the HOLLYWARE Entertainment label on the disk jacket, HOLLYWARE Entertainment warrants the medium on which the program is recorded to be free of defects in materials and faulty workmanship under normal use and service for a period of ninety (90) days from the date of purchase. If durning this period a defect on the medium should occur, the medium, along with proof of purchase, may be returned to HOLLYWARE Entertainment or an authorized HOLLYWARE Entertainment dealer, and HOLLYWARE Entertainment will replace the medium without charge to you. Your sole and exclusive remedy in the event of a defect is expressly limited to the replacement of the medium as provided above. This warranty gives you specific legal rights and you may also have other rights which vary from state to state. For warranty replacement send the disk(s), a note explaining the problem, PLUS a copy of your receipt showing date of purchase. Requests for warranty replacement without proof of purchase will be returned.

THE ABOVE WARRANTIES FOR GOODS ARE IN LIEU OF ALL WARRANTIES, EXPRESS, IMPLIED, OR STATUTORY, INCLUDING BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND OF ANY OTHER WARRANTY OBLIGATION ON THE PART OF HOLLYWARE Entertainment. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. IN NO EVENT SHALL HOLLYWARE Entertainment OR ANY ONE ELSE WHO HAS BEEN INVOLVED IN THE CREATION AND PRODUCTION OF THIS COMPUTER SOFTWARE PROGRAM AND ATTACHED INSTRUCTIONAL MATERIALS BE LIBLE FOR INDIRECT, SPECIAL, OR CONSEQUENTAL DAMAGES, SUCH AS, BUT NOT LIMITED TO, LOSS OF ANTICIPATED PROFITS OR BENIFITS RESULTING FROM THE USE OF THIS PROGRAM OR ATTACHED INSTRUCTIONAL MATERIALS, OR ARISING OUT OF ANY BREACH OF THIS WARRANTY. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

After the warranty period defective HOLLYWARE Entertainment disk may be returned to HOLLYWARE Entertainment with a check or money order for $5.00 U.S. currency for replacement.

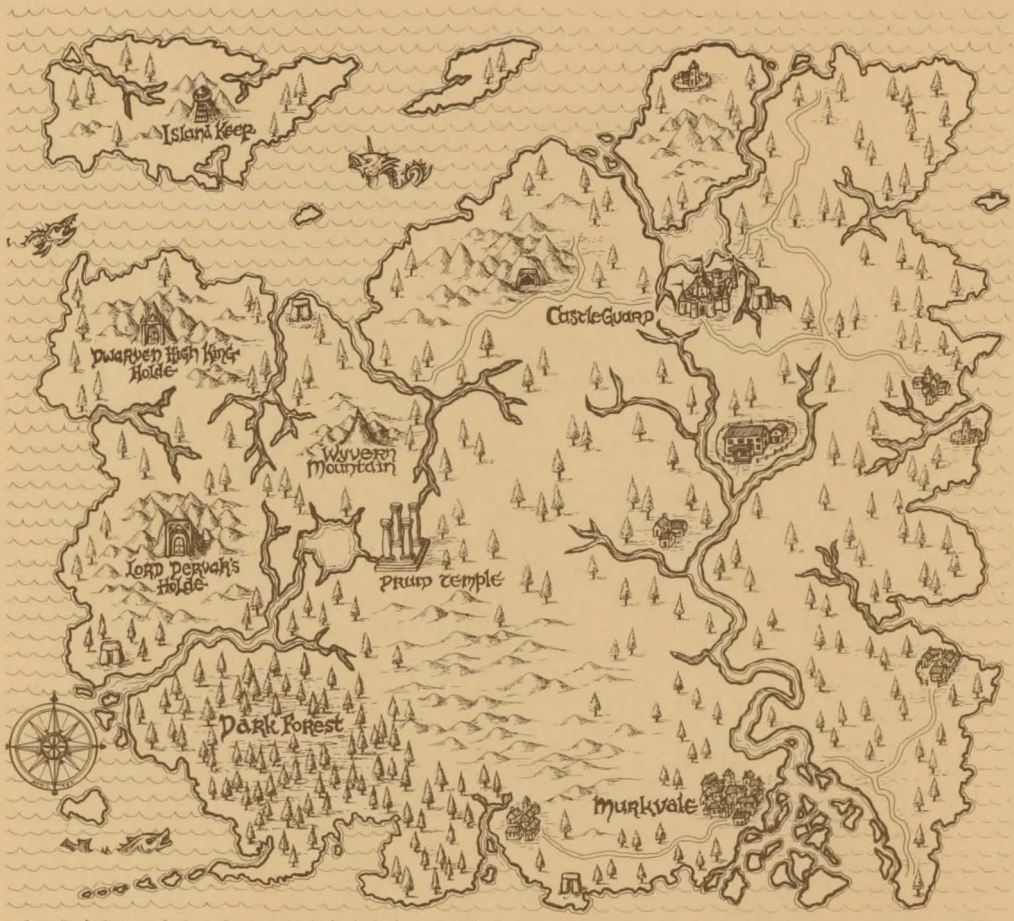
Copyright:

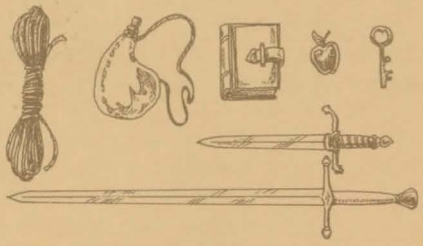
The enclosed software product is copyrighted and all rights are reserved by HOLLYWARE Entertainment. It is published exclusively by HOLLYWARE Entertainment. The distribution and sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Lawful users of this program are hereby licensed only to read the program from its medium into memory of a computer soley for the purpose of executing the program. Copying (execpt for one backup copy on those systems which provide for it) -- duplicating, selling, or otherwise distributing this product is a violation of the law.

This manual and all other documentation contained herein are copyrighted and all rights are reserved by HOLLYWARE Entertainment. These documents may not, in whole or in part, be copied, photocopied, reproduced, translated,or reduced to any electronic medium or machine-readable form without prior consent,in writing from HOLLYWARE Entertainment.

Willful violations of the Copyright Law of the United States can result in civil damages of up to $50,000 in addition to actual damages, plus criminal penalties of up to one year imprisonment and or $10,000 fine.

HOLLYWARE Entertainment
13464 WashingtonBlvd.
Marina Del Rey, CA. 90291
(310) 822-9200





HOLLYWARE Entertainment

13464 WashingtonBlvd.
Marina Del Rey, CA. 90291
(310) 822-9200