

DEADLINE



PC-CD ROM



NOVA
N
SPRING

EPILEPSY WARNING

WARNING: Please read the following before playing the game.

Certain light patterns or flashing lights may cause some individuals to experience epileptic seizures. Exposure to certain patterns or backgrounds on the computer screen while playing games may trigger such seizures. These types of seizures are possible even if the person has no medical history of seizures or epilepsy.

If you or anyone in your family has an epileptic condition, please contact your physician before playing the game.

If you experience dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, involuntary movement, or convulsions during game play, immediately discontinue use and consult your physician before resuming play.

In order that we can continue to produce games for the home computer market, it is important that we reduce piracy. Please do not copy or allow anyone else to copy it. Allow us to continue to provide you with quality games for your computer.

SOFTWARE PIRACY INFORMATION?

United States of America:

Please report software piracy to the SPA at 1-800-388-PIR8

DEADLINE

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INSTALLATION

TO LOAD AND RUN "DEADLINE" ON YOUR PC, FOLLOW THESE SIMPLE INSTRUCTIONS.

1. Change your current drive to the drive containing the CD ROM.
For example, if your CD is in drive D, type D: and press Enter.
2. Type INSTALL and press Enter.
3. Follow the on-screen instructions.

TO RUN THE GAME AFTER INSTALLATION.

1. You should find yourself at the C:\GAMES\DEADLINE prompt.
2. Type DEADLINE and off you go!

If the game doesn't run, your computer probably doesn't support the VESA standard properly.

To run the game in this situation, type DEADLINE -A at the prompt.

NOTE: To play or continue the game later, you will have to change to the GAMES\DEADLINE directory from your DOS prompt first.

INTRODUCTION

In the 1990's, we can be sure of three things—death, taxes and rising crime. Capital cities are often the nesting grounds of armed criminals. To combat the increased threat of terrorists, Anti-Terrorist Divisions (ATD) have been formed. All ATD units share similar aims and objectives. It is vital for you to fully understand them before you proceed.

The objective of an ATD is to save ALL lives using no more force than is necessary. An ATD consists of a group of trained firearms officers. Selected squads are on standby 24 hours a day and are advised of incidents either by fax or by mobile phone. Once called into action, squad members will stay on duty until a crisis is over.

As team leader you must consider all possible aspects of a siege during the planning stage. This means that your first task will be TO PLAN. Remember, if you fail to plan, you plan to fail. An ATD's objectives will be met if you have the right attitude and if you can obtain as much information as possible. The most vital aspect of planning is research. Attention to detail is crucial.

While planning and research continue, negotiations will begin. If the situation deteriorates, direct action will become necessary. This is where you'll come in with skill, knowledge, and attitude. One last piece of advice when you hear the words, attack, attack, attack, remember the ATD saying, "It is better to be judged by twelve than carried by six".

OPTIONS SCREEN

The Options screen can be accessed at any time in the game. It consists of Access buttons at the top and In-Game Function buttons at the bottom.

ACCESS

- 1. ADJUST THE SYSTEM CONFIGURATION** Takes you to a screen to adjust the set-up.
- 2. VIEW CREDITS** Rolls a list of credits for the production/development staff
- 3. START A NEW GAME** Takes you back to the first mission in the game (if there is a game in progress, the player will be asked to confirm before proceeding).

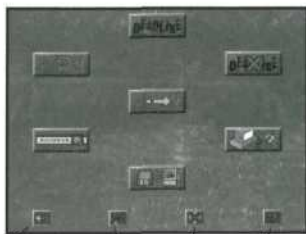
- 4. RESTART THE CURRENT LEVEL**

- 5. QUIT TO DOS**

IN-GAME FUNCTIONS

- 6. MINI-MAP** Allows you to see the outline of surrounding structures as you move your team.
- 7. SCREEN CENTERING** Centers the screen around the team member who is selected in the live action screen.
- 8. HELP TEXT** Gives you a description of the button/object that the mouse pointer is over.
- 9. HOSTAGE/TERRORIST MARKERS** Turns the indicator markers (colored circles and crosses) on hostages and terrorists ON/OFF.

PLEASE NOTE: All function buttons default to 'ON' unless adjusted by the player.



Last Position Indicators On/Off Mini Map On/Off Centering On/Off Help Text On/Off

Restarts any level you've been playing.

Quits DEADLINE and returns you to DOS (any unsaved information will be lost once this is done).

VIDEOPHONE SCREEN

The videophone system works as both a two-way visual link between your unit and headquarters, and as a normal telephone (no visuals) for contacting services and people outside the organization.

1. VIDEOPHONE DISPLAY

Where you receive your first briefing from 'B' direct from headquarters. Once the initial message has ended, you can use the videophone as much or as little as you feel is necessary.

2. TRANSCRIPT

Text of spoken messages from video phone.

3. LIST OF NUMBERS

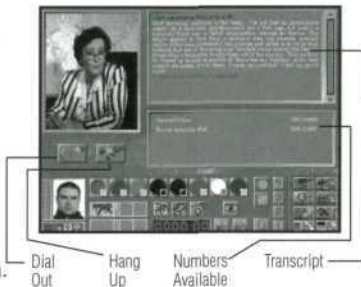
Phone numbers of people who may be able to help you.

4. DIAL OUT

Dial a phone number.

5. HANG UP

Hang up the phone.



To contact someone outside of your team, select a number from the available list by clicking over the top of the number or name. Now press the Dial Out button and the videophone will be initiated. If the contact only has access to an ordinary telephone the video display on the right of the screen will show your unit's badge. Once the first message is received you may be invited to reply to the contact in order to negotiate with terrorists or report back to headquarters. This can only be done when a list of possible replies is displayed in red text directly underneath the transcript of the previous message. Choose one of these replies by clicking over the desired reply and it will turn green.

RESEARCH SCREEN

1. MAIN REPORT

2. BACK A PAGE

To go back a page in research

3. FORWARD A PAGE

To go forward a page in research

4. MAIN REPORT

5. RESEARCH INSPECTED

6. RESEARCH UNINSPECTED



Research can make the difference between a successful mission and a complete disaster. The scope of information available is limited by key words contained in the hypertext which lead to additional pages of information. The report from 'B' is only a brief summary of the current situation. Try to uncover possible motives, weaknesses and histories of the terrorists involved by having the unit send off for research notes using the hypertext system in the game.

After reading the initial report, highlight any words or phrases by clicking on them. The words will now be in red which means that research has just been requested or is outstanding. Highlighted information is automatically sent off to your support team back at headquarters. They will run it through the computer cross-referencing system and send their findings back to you. Unfortunately, the information requested can take some time to accumulate, so send off for research as soon as possible and continue to prepare your team for the assault while it is being processed.

If your team is ready to go or you are impatient to see your findings, it is possible to accelerate time using the time screen, (see page 8). When the research returns, it will show up as green text on the Initial report from B and as a pile of papers in the 'Research To Be Viewed' tray on the right of the screen.

PERSONNEL SCREEN

This screen is used to assign the team members best suited for each mission. Use the Filter and Sort buttons to aid you in your recruitment process. When used in conjunction with the team member photographs just above, you will be able to see what strengths and weaknesses a particular team member has before you make your selections.

Press one of the following Sort buttons (top row) to sort in the specified manner.

SORT BUTTONS

INTELLIGENCE

Sorts members into descending order of IQ.

SHOOTING GALLERY

Sorts members into descending order of mean scores at the shooting gallery.

ASSAULT COURSE

Sorts members into ascending order for the quickest times over the assault course.

EVASION EXERCISE

Sorts members into ascending order of time spent evading various capture scenarios on the evasion course.

EXPERIENCE

Sorts members into descending order for the number of missions they have served with the unit.

The Filter buttons display only the team members with a particular skill. You may filter for team members with more than one skill at a time by pressing multiple buttons. It is possible to filter up to five skills at once.

FILTER BUTTONS

BOMB DISPOSAL

Filters out those with no training in bomb disposal. Members with this skill have better chances of making a bomb safe if given the correct equipment.



- COVERT OPERATIONS** Filters out those who have no training in covert operations and connected equipment.
- FIRST AID** Filters out those who are not trained in first aid. Members with this skill will improve the chances of a wounded person being successfully treated.
- MARKSMANSHIP** Filters out those who are not skilled marksmen. Members with this skill are very good at long distance shooting and make great snipers.
- UNARMED COMBAT** Filters out those who have not been trained in unarmed combat. Members who exhibit this skill have a greater chance of capturing a target without wounding them.

Once you decide that a team member is skilled enough to join the unit, simply click the 'add to team' button under the large photograph. Provided that the intended member is displayed in this picture they will be added to the team and assigned a number and colored dot of their respective troop button in the panel at the bottom of the screen, see live action and control panel screen (page 13).

REQUISITIONS SCREEN

This screen is used to equip your team with everything from state-of-the-art rocket launchers to standard hand guns and grenades. Each team member can carry two pieces of large equipment such as a weapon or piece of surveillance equipment over their shoulder or in their hands. In addition, they each have four pockets that can hold small items such as ammunition and gas masks.

Once you have a rough idea of what equipment the team is going to require, you have a choice of how the members will go about distributing it amongst themselves. The easiest thing to do is to select a team member by clicking on his/her troop button,

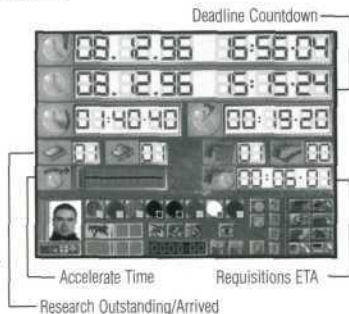


(see page 9). This brings up their picture at the bottom right hand corner next to their equipment status (eight small boxes directly to the right). To assign a weapon to a team member, cycle through the list of directories on the right of the screen, clicking first on the weapons directory to call up the tree listing for the rest of that subject, then choosing the type and make until a picture of the intended weapon is displayed in the large window to the left of the screen. If you want to order more weapons, simply click on one of the small empty windows in the middle of the screen, and the order will be confirmed by the box directly above the windows displaying a count-down until the weapons arrive. By using this method in different directories, any piece of equipment available to you can be ordered but do be careful. Although the Unit has no agreed budget, unnecessary spending will result in a warning from B over the Videophone (see page 4).

If you do not need to order new stock, you are free to start equipping your team. To do this, click the Mouse over one of the small windows displaying the required piece of equipment. Without releasing the button, drag the icon down to the windows next to the team members photograph where a highlighted green panel will indicate where the team member has space to carry it. Position the icon over any of the green boxes and release the button on the mouse. If the icon remains in that window it will indicate that he/she has accepted it and is ready for the next piece.

TIME SCREEN

This screen is a useful tool in gauging your readiness for the final assault. As explained on page 5, most of the readouts act as count down devices for things such as the deadline, outstanding research, and outstanding requisitions. If any of these clocks are selected, they will replace the red display at the bottom of the control panel (see page 14), allowing you to monitor the readout as they make use of another screen.



ACCELERATION SLIDER

This speeds up the countdown and decreases the amount of time left to complete your mission. If you are waiting for something to come back from Headquarters and have nothing left to do, click the Acceleration Slider and speed up its arrival. The speed of acceleration can be adjusted by dragging the slider from left to right, the far right being the maximum speed available. When the vertical bar on the slider is pressed, it will turn red indicating that it is active. All of the displays on the screen will speed up accordingly. Be careful not to drag the slider too far to the right because if you exceed the deadline countdown, you will fail your mission automatically.

PLANS SCREEN

This screen is used to co-ordinate most of your team's routes and actions. Using the various function/action buttons (described below) while at the blueprint section of the display, plan the best route for your team members as they approach the terrorists. In addition to assigning routes, you can also assign where they are to stop and perform actions such as shooting or capturing. These actions can be set at any point in the team members movement.

AGGRESSION BUTTONS

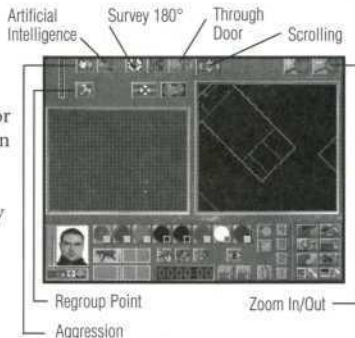
Cycles through four different attitudes that a team member can be assigned.

PASSIVE

Member will try to stay out of danger by avoiding all terrorists. If the target comes too close to the member, they will resort to direct action.

CAPTIVE

Member will try to capture any target they come across. If they cannot accomplish this task, they will revert to the Incapacitate function.



INCAPACITATE Member will shoot any target they encounter with the intention of wounding them and rendering them harmless for the rest of the level.

ELIMINATE Member will fire at any target within range. Instead of trying to wound the target, the member will shoot to kill.

In addition to the Aggression Buttons, you will be able to control how much your team members acts on their own initiative. Increasing or decreasing the amount of artificial intelligence (AI) will change the way in which your members capture and eliminate targets.

AI BUTTONS

FULL AI Member will act on their own initiative. Even if you direct them to a certain position, AI may divert their attention should they come across a terrorist or hostage while following orders.

SEMI AI Member will follow your orders when they are given. If you do not give any orders, the member will move about the level unassisted and will help you complete the mission.

NO AI Member will remain in position until you give them an order.

Once you set the AI and Aggression levels you may change the routes and orders of your team members by assigning actions such as crouch, capture, and run. These can be accessed through the control panel at the bottom of the screen (see page 13). Other buttons on the Plans screen such as 'Survey 360 degrees' and 'throw through exit' and the 'Look', 'Use', 'Escort' and 'Capture' buttons on the Control Panel (see page 13) also have uses/actions that can be attached to a selected node.

To set the routes and intelligence for a member of your team, click on the desired troop button, (selecting a team member) and place them somewhere on the blueprint map on the left of the screen. Once a member has been placed on the map the player moves the pointer to the next position and clicks the mouse button, this will create a node for that particular team member allowing the assignment of an action or function button to that location. When the assault begins, the team member will set off on the route laid out by the player, carrying out orders allocated to nodes, if any, when they reach them.

LIVE ACTION/CONTROL PANEL SCREEN

This screen is separated into two sections. The top section is used to control members of your team visually and in real time, while the lower section, the Control Panel, is used to manipulate your team and various functions of the game. Control Panel, is the standard interface screen that appears in many other areas of the game. Its use will be explained in a separate section following the live action display.

LIVE ACTION

The top window of the live action display is where the player gets to oversee his team as he initializes the assault. Though the player may have been researching and planning the live action for most of the time spent on that level, the way you handle and direct your team during the final few minutes can make the difference between a successful mission and a failure. Even if a team has all of the best equipment and weapons it is your skills in using them at the right time that is crucial in finishing the mission with as few casualties as possible.

1. GREY POINTER

This is the normal state of the mouse pointer as it appears on screen. To send a selected team member to a certain position, call them by single clicking (walk), or double clicking (run) the left Mouse button when the pointer is in the desired position.

2. ACCESS PROHIBITED

The mouse pointer changes to this when you try to call a team member to a position that is not possible. Inaccessible areas include rooftops, secured buildings, and anywhere that an obstruction exists. This icon will also appear if no members are present in the live action area or if a member who is present was not selected.

3. CROSS HAIR

The mouse pointer changes to this when you are about to fire or are firing a weapon. After a weapon has been selected, See page 7, press the right Mouse button to fire in the direction the mouse pointer is indicating. The Cross Hair will remain for as long as the button is held or for as long as it takes for the weapon to run out of ammunition. In the case of automatic weapons, aim

at the target with the Cross Hair and you will spray the whole area with bullets.

4. STRIPED WARNING BOX

If a team member becomes aware of a person who is just off-screen, a black and yellow striped warning box will appear some where around the edge. Its icon indicates the direction in which the team member has to travel in order to move closer to that person. Since there is no way of telling whether the person is a terrorist or is friendly, the team member must get close enough to see them on screen.

5. RED DIAMOND INDICATORS

When this appears above the head of a person, it indicates that they are unfriendly. Evade or deal with them quickly as they are *liable to fire on your team if they are within range*

6. GREEN CROSS INDICATORS

When this appears above the head of a person, it indicates that they are friendly. When you are confronted with more than one friendly person at a time, it may be a good idea to control their actions in order to keep accidental injuries to a minimum.

7. NUMBERED CIRCLES

When all your team members are deployed on screen, they can be identified by colored circles above their head. The number and color of the circle are the same as the troop buttons displayed just below the window in the Control Panel. If a team member does not have a colored circle above them, this means that they were not selected or were killed.

8. LAST KNOWN POSITION

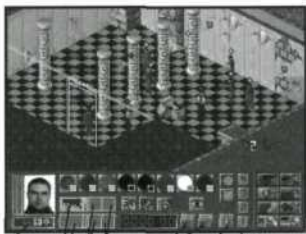
The line of sight feature works in roughly the same way as in real life. Use your members to gather information on the area depicted in the live action screen. The field of vision of a team member is the area directly in front of them and slightly to each side. If a person runs past them and disappears into a building, the team member will be able to remember only where they last saw the person. A warning box will appear in the last known position of the person seen by the team member. This will remain in the same position until one of the team members faces

that area again. On doing this they will either see the person who was there before or the warning box will disappear, signifying that the person has left the area.

CONTROL PANEL

The lower half of screens involving team/Unit work in deadline is taken up by the Control Panel, shown here. Because the Control Panel is used a lot when dealing with the players preparation and execution of a mission it is important that no mistakes are made when using the various buttons and indicators it contains. The easiest way of learning how to use this panel is to click on the Help Text button marked with ? in the bottom right-hand corner of the screen.

When this is depressed it engages the Help Text system that displays the name of the button or panel the pointer is currently over. Should you encounter any difficulty in the use of the buttons on the Control Panel their Help Text names and functions are listed below.



9. STRESS/FITNESS

Depending on the back ground of the team member, these indicators will rise and fall during a mission.

10. EQUIP 1-2

Each box represents the equipment individual team members are carrying. Clicking the left mouse button when over the top of one of these boxes will select a piece of equipment for use (the selected box will have a white background). The next time the right mouse button is clicked the team member will use that piece of equipment to fire a weapon or throw a grenade.

11. POCKETS 1-4

Each team member has four pockets to hold equipment such as ammunition and gas masks. Some equipment, like the gas mask, will be used by team members automatically, while others such as ammunition and surveillance equipment must be selected before it is used.

- 12. TEAM MEMBERS 1-8** Use these colored buttons to select a member of your team. A picture of the selected member appears to the left and their equipment is displayed in the box below. If that member has been deployed on the live action screen, pressing the button will select him/her on screen, allowing you to control their movements and actions. The small square in the bottom right of the individual buttons represent the health and heartbeat of that team member. Green means they are in good health and red means they are wounded or close to death. When a team member has been recruited but not deployed, their button will appear flat and grey, reminding you they are available for selection and have not yet been deployed. Any button with a black health box and button means that color and number is dead. If you select less than eight members, any buttons not assigned to a team member will appear flat and grey.
- 13. CLOCK** *This red display at the bottom of the screen can be set up to show one of the clocks that are visible on the time screen (see page 8).*
- 14. CREATE GROUP/
GROUP ORDERS** Use this button, to gather your team and have them follow a selected leader to a designated position. To create a group, press the 'create group' button on the left, then select the group members by clicking on their troop buttons. When your group is complete, click the 'create group' button again. The last team member selected will be the leader. Each time he/she is selected, a dot with the same color as his/hers will appear over the rest of the team on the live action screen. The next order you give will be passed from the leader to the rest of the group.
- 15. CROUCH/STAND** Use this button to crouch when passing by a window. The team member will stand when the button is pressed again.
- 16. STOP/GO** Use this button to send selected team members off on orders they have been given via the map or live action screen. To make the members stop and regroup, press the Stop button below.

17. FLOOR BUTTONS

Use these buttons when sending a team member into a building that has more than one floor. If you want the team member to go straight up to the fourth floor, press the floor 4 button and click the pointer anywhere on that floor in the live action screen. The selected team member will automatically climb the stairs and find the quickest route to that position.

ACTION BUTTONS

The buttons directly under the row of troop buttons are known as the action buttons. When one of these buttons is pressed, the next time the left mouse button is clicked the selected team member will perform that action if possible.

LOOK

The pointer turns into an eye. Click on the area you want the member to look at such as a door, and the team member will watch that area until someone attempts to leave or enter. Depending on the team members orders, (see page 10), they will then either shoot, capture or escort that person.

USE

Press this button and the selected team member will interact with certain items in the live action screen. Whether an item is useful or not is indicated by the appearance of the pointer on screen. If the pointer is over a door or window that can be opened, it will change into a hand pointing to a button. If you press the mouse button while this is displayed, the team member will move towards the object, opening door or smashing the window. If an object cannot be used, the pointer will change to the Access Prohibited icon.

CAPTURE

Use this button to order a selected team member to capture the target using unarmed combat. When placed over an enemy, the pointer turns into a hand being placed on a shoulder. The next time the left mouse button is clicked, the team member will approach the target and attempt to subdue and bind them. If the Capture option is not available, the pointer will turn into a Access Prohibited icon.

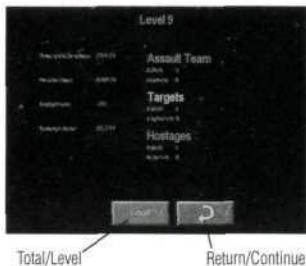
ESCORT

Use this button to change the pointer into two hands moving to meet each other over a potential target. The next time the left mouse button is pressed the selected team member will move towards the target and lead them to a designated area. When the Escort option is not available, the pointer will turn into a Access Prohibited icon.

The group of eight buttons to the right of the Control Panel are screen selection buttons that allow you to move in and out of other parts of the game simply by clicking the required button.

DEBRIEF/PRIOR LEVEL SCREEN

When a mission is completed, information on how well you performed in terms of hostages released, targets captured or killed, and team members lost, can be accessed through the Debrief screen shown above. To call up other statistics on Assault Team, Targets, and Hostages, click each icon on screen. The file of information concerning that topic is opened, listing such things as the time and date that someone was killed or injured, along with the cause of death or type of injury sustained. Other statistics on the debrief screen will give you an indication of how successful a mission was in terms of time, damage to property and use of budget. To display statistics for either the previous mission or the entire game, click on the Total/Level button at the bottom of the screen. All information on the debrief screen can be switched allowing you to compare your performance to any past missions.



UNIT SELECTION SCREEN

While serving with a unit, you may be called in by Headquarters to deal with a situation that suits your abilities. Through the course of a game, you will have a choice of joining five different units. All five units must be mastered in order to complete the game, but not all five units will be available immediately. Some may become available to you only after you've had time to learn the skills necessary to join the Unit. Once a mission has been completed, you will go through the various stages of

debriefing and arrive at the Unit Selection screen, shown here. Confirm your choice for the next tour of duty by clicking on one of the following Unit buttons.

1. RAPID REACTION FORCE
2. GOVERNMENT SECURITY UNIT
3. TRANSPORT PROTECTION GROUP
4. INTERNATIONAL PROTECTION CORPS
5. ELITE MILITARY OPERATIONS



RECRUITMENT SCREEN

After completing a mission, you may need to replace any killed or injured members with new recruits. Depending on how successful the previous mission was, you may also need to choose new team members who are willing to join your unit from other teams. In order to view the members currently available, go to the Recruitment screen shown above. Use the scroll bar at the bottom to view all the team members. Clicking any of the recruit's pictures will move them up to the boxes in the top right corner. Once the new recruit's picture is displayed here, you will be able to switch to the Personnel screen and use the filter and sort buttons to assess their suitability (see page 6).



PREFERENCES SCREEN

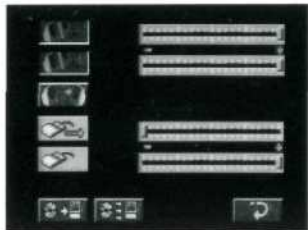
Access this screen and the Save/Load Screen through the main Options screen at any time during gameplay by clicking on the Options screen button at the bottom right-hand corner of the control panel (see page 3).

This screen allows you to adjust the set-up of a game.

MUSIC OPTION Click on box to turn off/on.

SOUND EFFECTS Click on box to turn off/on.

MUSIC AND SOUND EFFECTS SLIDER To control volume, press the vertical bar (making it red) and drag it along the guide. The further to the right you go, the higher the volume.



MOUSE SENSITIVITY

(This is in relation to the pointer on screen)

The further to the right you go, the more the sensitivity.

SPEED AT WHICH MOUSE REGISTERS A DOUBLE CLICK COMMAND

(Used for running in the game) The further to the right you go, the more the sensitivity.

CACHE ON/OFF

“Cache On” will use your hard disk to store commonly accessed game files. This may increase the speed of switching between different screens in the game, but it may also use up a significant amount of hard disk space.

FILL CACHE

This will pre-fill the cache on your hard disk with the most commonly used game files.

SAVE/LOAD SCREEN

SAVING A GAME IN PROGRESS

Save a game at any time by clicking on the game Options button at the left hand corner of the control panel. At the Options screen, click Save/Load text. One of the three boxes on the left will be empty. Save your game by clicking over the desired box, then press the save button at the top-right of the screen. If the save was successful, the empty box will now display the name of the unit, the current mission, and the time and date of the save. Although the text box at the top of the save box will have a default description in it, you may type in your own description by clicking the mouse pointer anywhere inside the text box. Once the flashing cursor appears under the first letter of the text, change the saved information any way you like.

LOADING A SAVED GAME

After entering the Save/Load screen via the main options, load a previously saved game by clicking on the desired save box and pressing the load game button at the bottom-right of the screen. Once the game is loaded, click over the 'return to game' button (large file-shaped button with a curved green arrow) to continue playing from the saved position.

CREDITS

Package designed by Richard Turner at Psygnosis.

90-Day Limited Warranty

VIC TOKAI, INC. warrants to the original purchaser only that the product provided with this manual will perform in accordance with the descriptions in this manual for a period of 90 days from the date of purchase. If the product is found defective within 90 days of purchase, it will be repaired or replaced, at our option. Simply return the product, postage paid to VIC TOKAI, INC. along with dated proof-of-purchase. Repair/replacement of the product free of charge to the original purchaser (less the cost of returning the product) is the full extent of our liability. This warranty does not apply to damage due to normal wear and tear. This warranty shall be void if the defect to the product is determined to have arisen through abuse, unreasonable use, mistreatment or neglect at which time the product may be deemed irreparable, leaving the owner liable for repair/replacement costs.

This warranty is in lieu of all other warranties, whether oral or written, express or implied. All implied warranties, including those of merchantability and fitness for a particular purpose, if applicable, are limited in duration to 90 days from the date of purchase of this product.

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VIC TOKAI INC.

22904 Lockness Ave.
Torrance, CA 90501
(310) 326-8880



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