



NTSC U/C

PlayStation™



RAYSTORM™



WIN
\$10,000
DETAILS INSIDE

Signature
Series



We are delighted that you have chosen **RAYSTORM™** for play on your PlayStation™ Game Console. We hope that you will continue to enjoy this and all of our games for the PlayStation™ Game Console. Due in part to the numerous requests we've had for shooting games, this game now rests in your hands. Please continue to tell us what **YOU** want, because we are always interested in what **YOU** think of our games and what games **YOU** would like to see released in this country.

WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation™ game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation™ game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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PlayStation™ Game Console

Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the RayStorm™ disc and close the disc cover. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

Console

RESET BUTTON

POWER BUTTON

POWER INDICATOR

DISC COVER

OPEN BUTTON

MEMORY CARD SLOT 1

CONTROLLER PORT 1

MEMORY CARD SLOT 2

CONTROLLER PORT 2

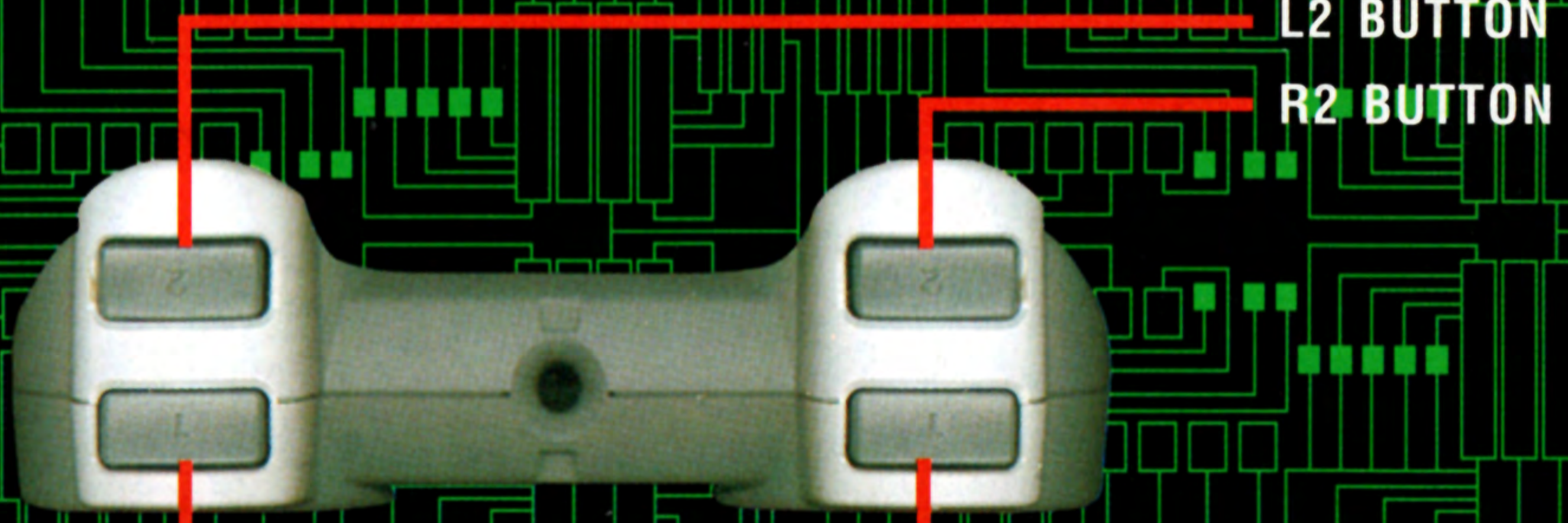


PlayStation™ Controller



Controller

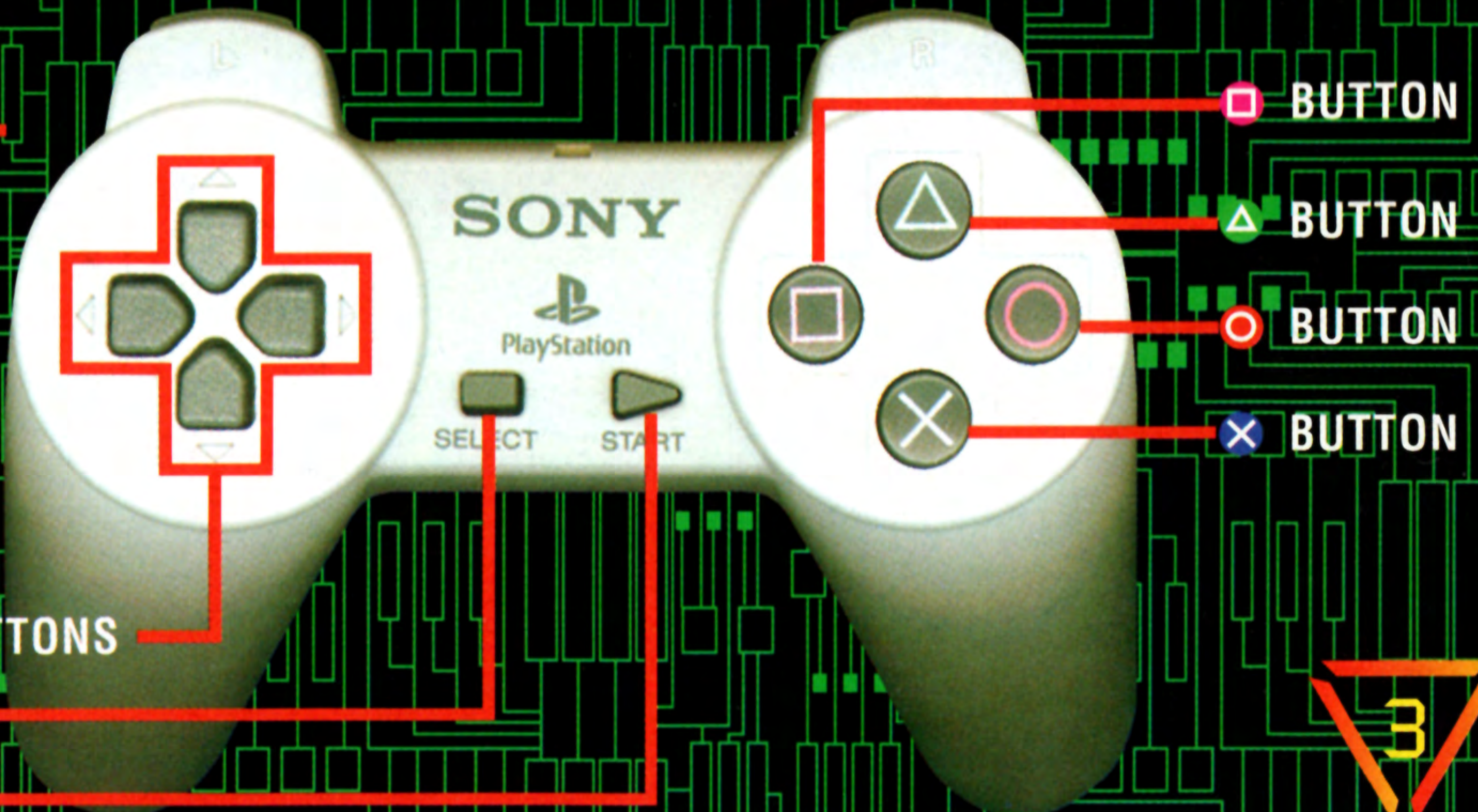
Front View



L1 BUTTON

R1 BUTTON

Top View



STORY

In the year 2119, space travel became a reality. With all of the nations on Earth working together, humanity expanded throughout our solar system, setting up colony after colony. To maintain a reasonable level of peace and security, the governments of Earth established a "Star Federation." This Federation would be responsible for controlling all of the colonies local governments.

It is now 2219. In the past one hundred years Earth quickly expanded its colonies all the way to Orion. However, the Star Federation has found it increasingly difficult to keep security in all colonized sectors. Therefore, the Federation heavy handedly put all of the twenty space colonies under strict martial law. As the Federation continued to tighten its iron grip, the space colonies mutinied.

On the planet Secilia, the strongest of the colonies, the rebels established the "Secilia Federation," and began their fight for freedom. They won sweeping victories, and finally defeated Earth and its Star Federation.

Not content with winning the war, the Secilia Federation transferred all of Earth's inhabitants to the colonies and announced its intention to destroy the Earth. After suppressing the opposition from the colonies, a special strike force was sent to destroy the Earth.

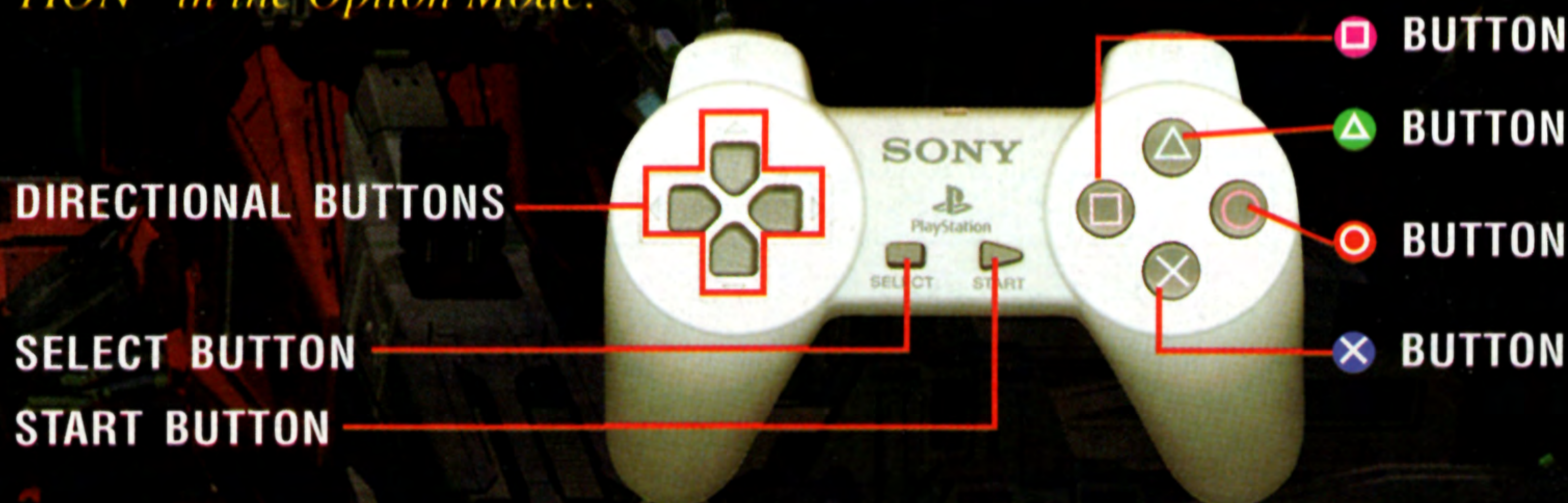
However, hidden deep within the Balca section, a new spacecraft, developed under the code-name R-Gray, had been completed. It was built from thirteen different Secilia ships and featured a highly experimental weapon system. This is the only ship capable of stopping the Secilia Federation from destroying the Earth. With all mankind's future at stake, the time has come to attack the Secilia Federation in a desperate assault to gain reprieve from Earth's death sentence - OPERATION RAYSTORM.



KNOW YOUR CONTROLLER



There are two different preset configurations for the controller. *Auto Configuration* allows missiles and lasers to be fired by pressing only one button; whereas with *Manual Configuration* missiles and lasers are each assigned their own buttons. By pressing both the "SELECT" and "START" button at the same time, the game will reset to the Main Title Screen. **NOTE:** The button assignments can be changed by going to "**CONFIGURATION**" in the Option Mode.



AUTO CONFIGURATION

Directional Buttons	Used to move the spaceship on the screen.
△ Button	Special Attack.
○ Button	Fires missiles and lasers.
× Button	Special Attack.
Select Button	When game is paused, displays Game Menu.
Start Button	Starts a new game or pauses the game.

MANUAL CONFIGURATION

Directional Buttons	Used to move the spaceship on the screen.
○ Button	Fires missiles.
× Button	Fires lasers.
△ Button or □ Button + × Button	Special Attack.
Select Button	Same as Auto Configuration.
Start Button	Same as Auto Configuration.

Modes of Play



RayStorm has three different modes of operation: Arcade Mode, Extra Mode, or Option. To choose one of these modes, first use the Directional Buttons to move the cursor to the desired mode. Then press the **X** button. The desired mode will then begin.

ARCADE MODE

Original Arcade version. Experience the game as it originally appeared in the arcade. This direct translation of the arcade game allows all of the original enemies and bosses to be fought in arcade-perfect fashion.



EXTRA MODE

Extra Edition. The Extra Mode is based on the Arcade Mode; however, there are quite a few changes made to it. It features increased difficulty, new enemies, somewhat different boss attacks, and of course, enhanced visual effects.



Option

Change game configuration. The following game settings can be accessed: controller setup, sound settings, number of ships, automatic fire, game difficulty, top score display, and Memory Card manager.



Option Mode



CONTROLLER SETTING

Change button arrangement. The spaceship's weapons can be assigned to different buttons. To change a weapon to another button, use the Directional Buttons to move the cursor to the button that needs to be reassigned. To assign the function to that button, simply press the button. If the button is already in use by another attack, the button will be assigned to the selected attack; while the other attack will be assigned to another button. To go back to the Option Screen, choose "EXIT." *NOTE: There must be a controller plugged into both controller ports in order to change the button configuration for Controller 2 (DUH!).*



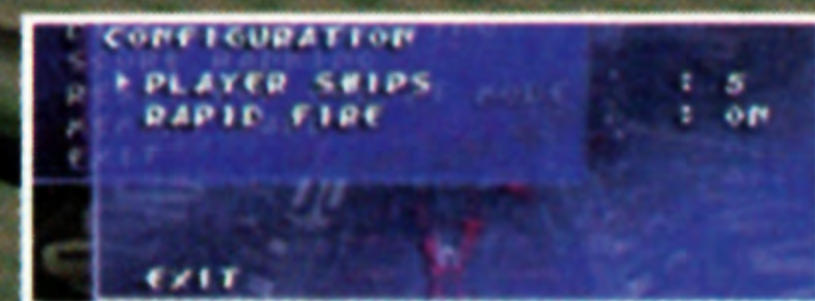
SOUND SETTING



Changes BGM, Audio, and Volume levels. BGM (background music) Mode determines which music will be played. AUDIO determines whether or not the game will be in MONO (spanks! The bad kind!) or STEREO (spanks! The good kind!). BGM and SE volume determines whether or not the background music and sound effects will be kept to a minimum, or if they'll be maxed out beyond belief. To change one of these settings, first use the Up or Down Directional Buttons to move the cursor to that option. Next, use the Left or Right Directional Button to change the setting. To go back to the Option Screen, choose "EXIT."

CONFIGURATION

Changes the number of ships and turns on or off rapid fire. "PLAYER STOCK" determines how many ships will be allowed. A spaceship can be equipped with or without "RAPID FIRE." To change one of these settings, first use the Up or Down Directional Buttons to move the cursor to that option. Next, use the Left or Right Directional Button to change the setting. To return to the Option Screen, choose "EXIT." *NOTE: If the number of ships is increased to six (6) or more the game will be put into Training Mode. See Page 15.*



Option Mode

Difficulty Setting

Changes a stage's difficulty setting. There are eight different stages in RayStorm. The difficulty of each stage can be set from easy to hard. To change the difficulty of a stage, first use the Up or Down Directional Buttons to move the cursor to that stage. Next, use the Left or Right Directional Button to increase or decrease the difficulty. To return to the Option Screen, choose "EXIT." *Note: If the difficulty of any stage is set below four (4), the game will be put into Training Mode. See Page 15.*



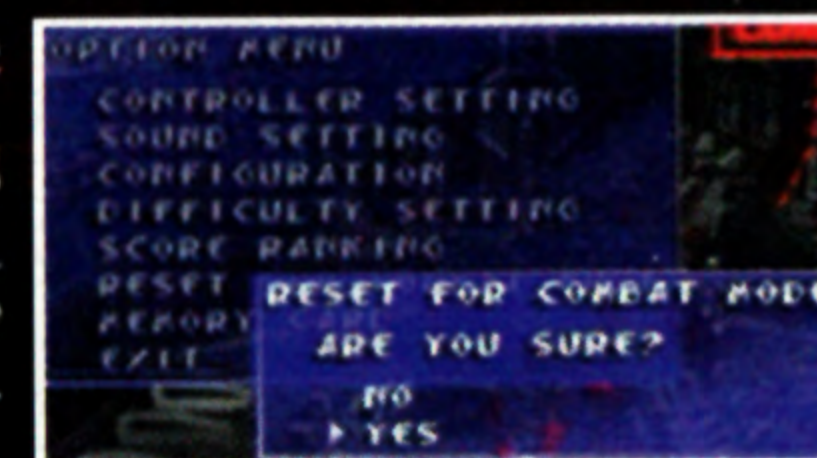
Score Ranking

SCORE RANKING OF ARCADE MODE				
1ST	APC	00000000	STAGE 3	000000
2ND	KIS	00900000	STAGE 2	000000
3RD	CAN	00800000	STAGE 2	000000
4TH	KAT	00700000	STAGE 2	000000
5TH	MIS	00600000	STAGE 2	000000
6TH	WIK	00500000	STAGE 1	000000
7TH	OAK	00400000	STAGE 1	000000
8TH	CEK	00300000	STAGE 1	000000
9TH	WUK	00200000	STAGE 1	000000
10TH	KOI	00100000	STAGE 1	000000

Check the high score in each mode. After pressing the **X** button on the controller, the high scores for the Arcade Mode will be displayed. Press the **X** button again to view the high scores for Extra Mode. To exit and go back to the Option Screen, press the **X** button.

RESET FOR COMBAT MODE

Restores the game settings to Combat Mode. By decreasing the difficulty of any stage to less than four, or if the number of ships is more than five, the game will be put into Training Mode. Training Mode allows only the first four levels to be played. After successfully completing the fourth level, the game will reset to the Title Screen. To play any of the other levels the game must be reset to Combat Mode. To reset the game to Combat Mode, first select RESET FOR COMBAT MODE on the Option Menu. Press the **X** button. To reset the settings for Combat Mode, select "YES." To cancel and return to the Option Menu, select "NO." *Note: See page 15 for further information on Training and Combat Mode.*



MEMORY CARD

Save or Load games. Allows the game's configuration and high scores to be saved or loaded. To save the game, select "SAVE DATA." Press the  button. To confirm the decision to save the game, select "YES." To cancel, select "NO."

To load a game, select "LOAD DATA." To confirm the decision to load the game, select "YES." To cancel, select "NO." *Please do not remove the Memory Card during a save or a load.*



GAME MENU



To access the Game Menu, first press the "START" button to pause the game, then press the "SELECT" button. The Game

Menu displays the following options: Continue, Quit Game, and Adjust Display. These options are described below.

CONTINUE

Returns to the game. After selecting, "CONTINUE" the gameplay will begin from where it was paused.

QUIT GAME

Ends the Game. To end the game, or to start over, select "QUIT GAME." The game will end, and return to the Title Screen.

Adjust Display



Changes the screen display. Allows the screen to be adjusted so that it better fits the television, if necessary. The options are described below.



Direction Key. Press the Direction Buttons to move the screen to the desired position.



 **Button.** Resets the display to its original setting.



 **Button.** Exits the Adjust Display Menu and returns to the Game Menu.

STARTING THE GAME



After the beginning animation (which can be cancelled by pressing START) the Title Screen will be displayed.

To begin playing RayStorm, choose which mode (Arcade or Extra) to play. After selecting a mode, press the **X** button. The Title Screen for the correct mode will be displayed.



Next, decide which spaceship to pilot: R-Gray 1 or R-Gray 2. Each ship has its own strengths and weaknesses. The laser and laser-guided missiles are also different for each spacecraft. Use the Left or Right Directional Buttons to select a fighter. Once a decision has been made, press a button.

Finally, choose how the R-Gray's weapons will operate. "MANUAL" lets the laser-guided missiles be fired by the pilot. "AUTO" lets the computer control when the laser-guided missiles will be fired. Use the Left or Right Directional Button to select "MANUAL" or "AUTO." Once a decision has been made, press a button. The game will begin.



UNDERSTANDING THE GAME SCREEN



Score

Player's score. Every time something is destroyed, the player's score will increase.

Player Stock

Number of ships remaining. Once all the ships are destroyed, the game will be over. If there are still credits available, press "START" to continue the game.

Special Attack Gauge

Gauge for special attack. The gauge will be filled when enemies are destroyed by using the lock-on system. Once the gauge is full, the special attack can be used. One attack depletes the gauge.

Lock-on Gauge

Displays the number of enemies that can be locked-on by laser-guided missiles.

Target

Lock-on target. To target an enemy for lock-on attack, simply move the target over the enemy.

Player 2

Player 2's (operated by Controller 2) ship will be blue.

Player 1

Player 1's (operated by Controller 1) ship will be red.

Credits

Number of credits remaining. The game will be over when all of the credits have been used.



Using LASER-Guided Missiles



R-Gray 1

The R-Gray 1 is a perfect ship for beginners since it has a good balance between its laser and missile system. The number of lock-on missiles can be increased from five to eight with special power-ups. The maximum attack bonus is 128X.



LASERS



The lasers are dispersed into short blasts. The width of the blast will increase with power-ups.

LASER-Guided Missiles

Missile speed is normal. After the missiles destroy their target, it is once again possible to select targets.



R-Gray 2

This aircraft was designed for experienced pilots. The lasers are more powerful than the R-Gray 1. The number of lock-on missiles can be increased from eight to sixteen with special power-ups. The maximum attack bonus is 256X.



LASERS



The lasers are focused into a long, narrow beam allowing them to reach the selected target very quickly.

LASER-Guided Missiles

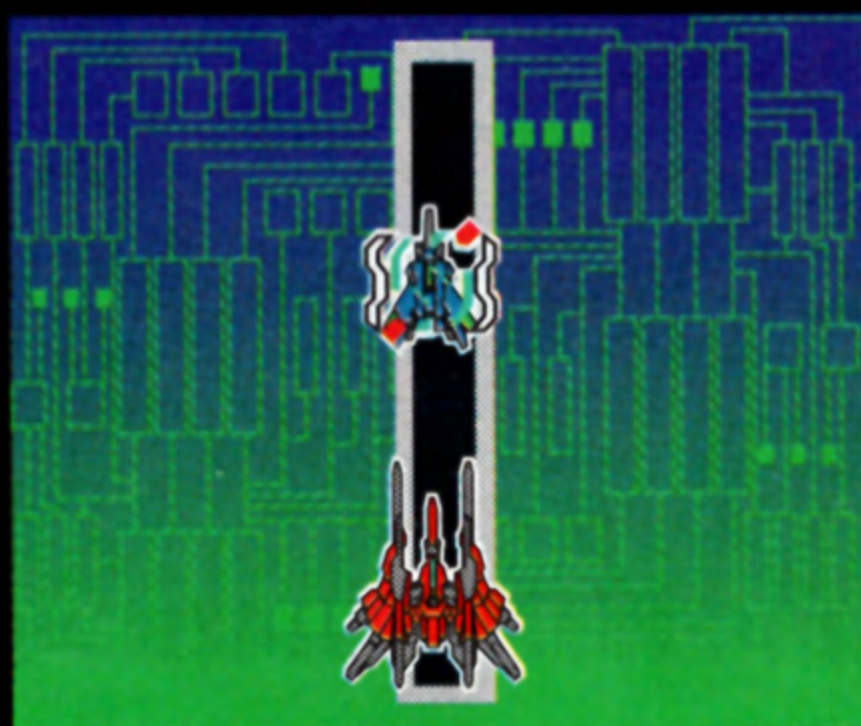
Missile speed is fast. After the missiles destroy their target, it will disappear briefly. Once it has reappeared, it is once again possible to select targets.



The lock-on for the laser-guided missiles is different if the weapon systems is set to "MANUAL" or "AUTO." The different lock-on missile systems are described below.

AUTO

For beginners. By pressing the  button (same as the lasers) the laser-guided missiles will be fired automatically once an enemy has been targeted.



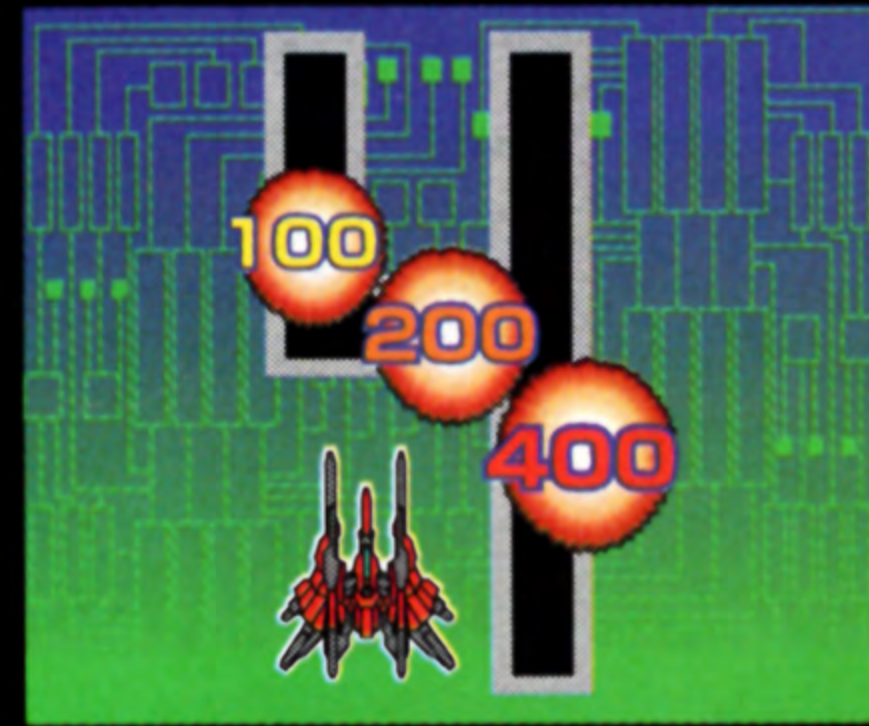
Target the enemy.



Missiles are locked on.

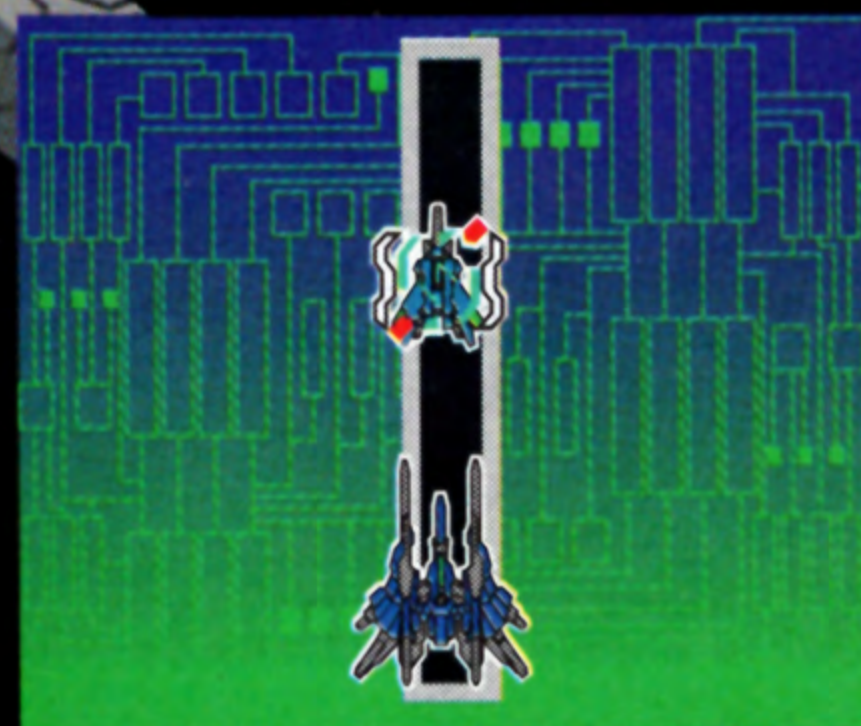


Missiles fire automatically. The enemy is destroyed.



MANUAL

For advanced players. With the lasers assigned to the  button, the laser-guided missiles will be assigned to the  button. Press the  button to fire the missiles once an enemy has been selected.



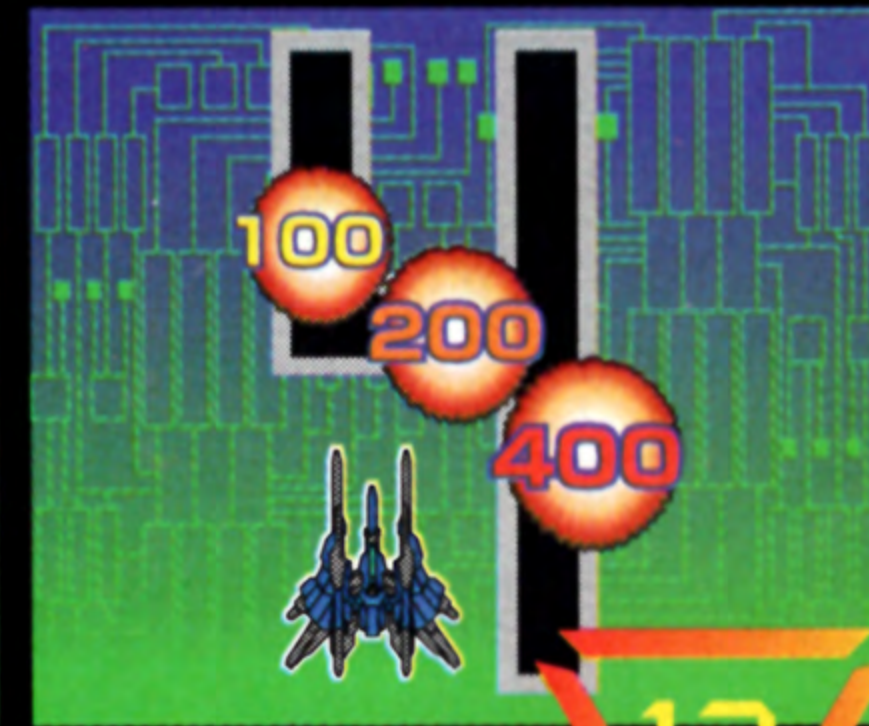
Target the enemy.



Missiles are locked on.



Press the  button to fire the missiles.



The enemy is destroyed.

Using Laser-Guided Missiles



Become familiar with the lock-on laser-guided missiles. By using them, enemies can be destroyed faster. Enemies can actually be destroyed before they become a threat. Use the lock-on missiles to destroy tanks and other ground weapons before they fire. Also, enemy aircraft can be destroyed before they are even airborne. The more enemies that are locked-on before the missiles are fired, the higher the bonus points. The bonus points double with each target destroyed in a single lock-on attack.

Hyper-Laser Assault

The enemy can be attacked with the hyper-laser by first locking-on all available targets, and then targeting one object for attack. This attack will be more powerful than an ordinary lock-on attack and will inflict greater damage on the enemy. The hyper-laser assault is 64 times greater than the normal lock-on attack.

R-GRAY 1

By creating several explosions around the lock-on area, it will not only destroy the selected enemy, but also any enemies that are around the center of the explosion.

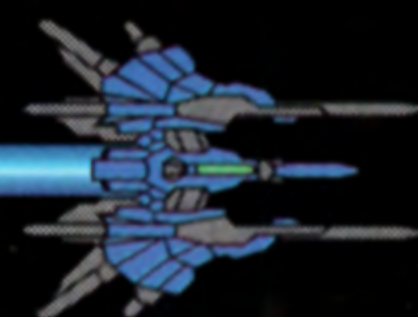


R-GRAY 2

By creating a black hole around the lock-on area, it will not only cause the selected enemy to implode, but those enemies near the center of the black hole as well.



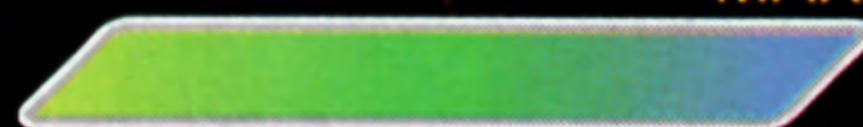
SPECIAL ATTACK



The Special Attack is a wide range attack that will cause severe damage to the enemy while making the R-Gray invincible for a brief period of time. The Special Attack Gauge must be at maximum power in order to be used. The power is only good for one attack. The gauge will be replenished when enemies are destroyed by using the lock-on system. Once the gauge is replenished, the special attack can once again be used. If the weapon system for the R-Gray is set to "AUTO," simply press the  or  button to activate the special attack. Or if the configuration is set to "MANUAL," simply press the  button or press both  and  button at the same time.



MAX



COMBAT/TRAINING MODE



RayStorm can be played in two different modes: Training Mode which allows only the beginning four levels to be played, or Combat Mode which allows the game to be played in its entirety. To change between Training and Combat Mode, the Difficulty Setting or Configuration must be changed (see pages 7 and 8). If the difficulty of any stage is set below four (4), or if the number of ships is more than five (5), the game will be put into Training Mode. If the game is in Training Mode, after successfully completing Stage 4, the game will be reset to the Title Screen. To change the settings to Combat Mode, select RESET FOR COMBAT MODE under OPTION on the Title Screen (see page 8). The game must be played in Combat Mode in order to qualify for the contest.

Power-Up Items



The weapon systems on the R-Gray 1 and the R-Gray 2 can be powered up by collecting special power-up items. After certain enemies are destroyed, the power-up items will be displayed on the screen. Make sure to collect these items. These items along with a brief description is shown in the chart below.

LASER POWER-UPS



Red Power-up

Collect three red power-up items to increase the lasers by one level.



Green Power-up

Collect just one of these power-ups to increase the lasers one level.

LASER-GUIDED MISSILE LOCK-ON POWER-UP



Missile Power-up

By collecting one of these power-up items, the lock-on missiles will be increased one level.

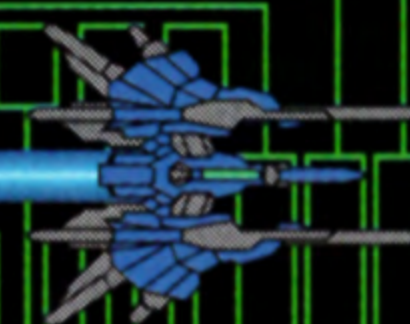
SPECIAL POWER-UP



Special Power-up

This is the most sought after power-up item in the whole game. By collecting this little blue beauty, both the lasers and the lock-on missiles will increase to maximum power.

Mission Briefing



Stage 1

August 4, 2219
Albion D.U.
(Albion Union Special Area)
Earth



Stage 5

August 6, 2219
Carthage Base
(The Carthage Base)
Secilia Orbit



Stage 2

August 5, 2219
Old Gaul City
(Old Gaul City)
Earth



Stage 6

August 6, 2219
Etruria
(The Sky of Etruria City)
Secilia



Stage 3

August 5, 2219
Palmyra Valley
(Palmyra Canyon)
Earth



Stage 7, 8

August 4, 2219
Juda Central System
(Juda Central System)
Secilia



Stage 4

August 5, 2219
3rd Fleet
(The Third Fleet)
Earth Orbit



\$10,000 CONTEST

Grand Prize (1): \$10,000

First Prizes (25): One Year Subscription to EGM

Runner up Prizes (50): RayStorm™ Computer Mouse Pads

Entry Deadline: January 30, 1998

To Enter:

RAYSTORM ARCADE COMPLETE

Score: 4671400
Enemy Destroyed: 77%
Lock On Shoot Down: 50%
Credits 6/6
Ships 3/5
Elapsed Time 26:08:26

Send a legible photograph or a video tape showing the final status summary screen from the Arcade Mode (sample depicted at left) of the PlayStation game RayStorm™, along with a 3x5 card or paper containing your name, address, age, and phone number to: RayStorm™ Contest c/o Working Designs, 18135 Clear Creek Road, Redding, CA 96001.

Rules:

Enter as often as you wish, but only the single highest score submitted by any one individual will be entered for final consideration. Limit one submission per game save. Duplicate game screens derived from the same save data source submitted by different individuals will be disqualified. Times and finish percentages gained by using software modification codes and/or hardware will be disqualified. Winner may be required to demonstrate skill used to gain winning time in order to claim grand prize. Entries must be received by January 30, 1998. All entries become the property of Working Designs, Inc., and will not be acknowledged or returned. Working Designs, Inc. assumes no responsibility for lost, mutilated, late, ineligible, incomplete, postage-due, or misdirected entries. Unclaimed prizes will not be awarded. Limit one prize per family, organization, or household.

Prizes:

One (1) Grand Prize: \$10,000. Fifty (50) First Prizes: One year subscription to Electronic Gaming Monthly (Approximate retail value \$60). Fifty (50) Runner-up prizes: RayStorm™ mouse pads (approximate retail value \$9). Winners will be determined on the basis of the highest score (as reported on the status screen sent as an entry requirement). Judges' decision to be made the week of February 1st and winner will be notified on or about February 15th. In the event of a tie, tied players will be required to play-off by video tape. All judges' decisions are final. Grand prize winner will be notified by Federal Express once entry has been verified as eligible. Runner-up prize winners will be notified by mail. Results will be published in Electronic Gaming Monthly, on Working Designs' web page (www.workingdesigns.com), and on Electronics Boutique's internet web page. No substitution of prizes is allowed, except at the discretion of Working Designs, Inc., should one of the featured prizes become unavailable.

Eligibility:

Contest open to residents of United States and Canada only. Noncompliance with the rules of the contest, and/or the return of the prize notification will be grounds for disqualification. In the event of a disqualification, the Grand Prize will be awarded to the next eligible entry. In the event of a disqualification, First and Runner-up prizes will not be reassigned. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 30 days of receipt or forfeit prize. By acceptance of prize, winner(s) agrees to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Employees of Working Designs, Ziff-Davis, Taito, Sony Computer Entertainment Inc., Electronics Boutique and their affiliates are not eligible. Neither Working Designs, Ziff-Davis, Sony Computer Entertainment Inc., or Electronics Boutique are responsible for any damages, taxes, or expenses that consumers might incur as a result of this contest or receipt of prize. Winner accepting prize(s) agree that all prize(s) are awarded on the condition that Working Designs, Inc., Ziff-Davis, Sony Computer Entertainment Inc., Electronics Boutique and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses or damages of any kind resulting from acceptance, possession, or use of the prize(s). Winner further acknowledges that Working Designs, Inc. nor any of the contest sponsors has neither made nor is in any manner responsible or liable for any warranty, representation or guarantee expressed or implied, in fact or in law, relative to any prize, including but not limited to its quality, mechanical condition, or fitness.

List of Winners:

For a list of winners, send a self-addressed, stamped envelope to RayStorm™ Winners c/o Working Designs, 18135 Clear Creek Road, Redding, CA 96001. Requests for winners must be received by March 2, 1998. Allow four weeks for delivery of winners list.

Restrictions, Etc.:

Void where prohibited or restricted by law. All federal, state, and local regulations apply. This contest is sponsored by Working Designs, Inc., Ziff-Davis, and Electronics Boutique. Sony Computer Entertainment Inc. is not a sponsor. "RayStorm™" is a trademark of Taito Corp., licensed by Working Designs. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. Electronic Gaming Monthly is a trademark of Ziff-Davis. Electronics Boutique is a registered trademark of Electronics Boutique, Inc.

TRANSLATION NOTES



Raystorm is our first PlayStation™ title, and also our inaugural title for our new label dedicated to shooters, SPAZ. Our publishing of the game actually has a bit of history.

Raystorm is a sequel to the arcade game Rayforce (which came to be known as Layer Section, due to a copyright problem in Japan). The game was published for the home on the Saturn. We approached Taito about licensing the title, but they had only days before signed an exclusive agreement with Acclaim for the US market. Grrr.

Fast forward 2 years, when we heard about the sequel. We immediately contacted Taito to see if the game was available, and fortunately, it was. Determined not to let the game get away from us again, we immediately licensed it and started in. Our first meeting about conversion was in April.

We had a short list of changes to the game, and set about getting those made. First and foremost, we added a status tracking screen that comes up when the game is conquered that gives an entry validation for our \$10,000 contest. Second, we made it so that you cannot see anything past level 4 unless you play the game on normal difficulty. This discourages the “disposable shooter” syndrome, where players set the game on easy, conquer it, and complain that the game was too short/easy. Now, less than normal difficulty is considered “training mode.” Finally, we had a compatibility issue with certain programmable controllers that was present in the Japanese version fixed.



Originally, we had planned to do a special-edition pack-in poster (shown below). In the end, for various reasons, it didn't happen. So, instead, we made a full-size version. The full-color 26.5"x36" poster contains the original artwork found on the cover of the manual, plus autographs of the original RayStorm team and Working Designs staff on the back. So, as a special “Thank You!” to all of our loyal fans who've purchased this game, you can get the poster for free! Just cut out the proof of purchase symbol here and send a check/money order for \$2.50 (to cover shipping/handling) and we'll fire one of these limited edition hotties to ya! If you want to keep your manual in pristine condition (we don't blame you), or for extra copies, you can send in \$9.45 (6.95+\$2.50 S/H) and we'll send you the poster without proof of purchase.



As always, we'd like to thank you for all of your cards and letters, so keep them coming. We haven't forgotten that without you, the players, we're nothing. We'll see you soon with our next PlayStation™ title, “Alundra.” Until then, happy blasting!



Working Designs Limited Warranty

Working Designs warrants to the original purchaser of this Working Designs product that this CD Disc is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. This Working Designs product is sold "as is," without expressed or implied warranty of any kind, and Working Designs is not liable for any losses or damages of any kind resulting from the use of this product. Working Designs agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, the Working Designs product. Send product postage paid, along with dated proof of purchase, to the address shown below.

This warranty shall not be applicable and shall be void if the defect in the Working Designs product has arisen through abuse, unreasonable use, mistreatment or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE WORKING DESIGNS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL WORKING DESIGNS BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES

RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE WORKING DESIGNS SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Customer Service (916) 243-3417

Where to find us Online:

Web Address: <http://www.workingdesigns.com>
Compuserve: GO VGCENT
America Online: KEYWORD: Video Games
Prodigy: JUMP: Video Games BB
UseNet (Internet): rec.games.video.sega



**Twitch Games
Nothing Else!**



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