SHADOW PRESIDENT™

OPERATIONS MANUAL

TEAM TRUE ASSIGNMENTS

Shadow President™
Concept and Design
Brad Stock • Robin Antonick• Charlie Athanas

Subject Expert
Brad Stock

Producer
Robin Antonick

Lead Software Engineer
Bill Dempsey

Software Engineers
Bill Dempsey • John Marek

Software Contributions
Mark Blaszczyk• John Freidman

Graphics and Music
Charlie Athanas

Sound FX
Charlie Athanas• Bill Dempsey

Manual
Charlie Athanas• Robin Antonick

Game Tester
John Marek (Lead Tester)
Jason Rieff

Package Design
Charlie Athanas• Robin Antonick
Cheryl Daugaard (Sioux Printing, Inc.)

Beta Testers
Fred Aker• Chris Franczyk• Dan Hallaby• Robin Horowitz
Dave Nicosia• Tom Parkinson • Kevin Perry
John Prettyman• Seth Weinberger

Quote #1: *". . . do your homework. You can't lead without knowing what you're talking about . . ." - George* Bush

COVERT OPERATIVES AND FIELD AGENTS

The creation of Shadow President was both exciting and exhausting. All this would not have been possible without the support of the following dedicated members of the *Team True Auxiliary Unit*. To them we give our sincere thanks:

Special Agents
(For bravery in the line of hazardous duty)
Ian de Hueck • Tracey Colter McCurrach • Julienne Penn

Field Agents

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Quote #2: "He who has great power should use it lightly. " – Seneca

HOW TO USE THE *OPERATIONS MANUAL*

> Any message inside a box like **this,** is data
> absolutely necessary to run the *ShadowNetwork.*
> If you do <u>**anything**</u> with this **manual,** skim
> through and read these few message **boxes.**

ONE Items which are highlighted by a shaded text box like this and have a "Priority One" marker in the margin next to them are also important. These are to help you quickly find the key phrases buried within the full text explanation.

S H A D O W N E T W O R K

OPERATOR MUST KNOW THIS DATA

The section marked by the above Chapter Heading contains the data you need to fully explore the *ShadowNetwork's* capabilities. With this and the online Tutorial, you will be able to find the information you need and the controls necessary to execute your commands as President.

Quote #3:*"Man must evolve for all human conflict a method which rejects revenge, aggression and retaliation. The foundation of such a method is love. " -* Martin Luther King, Jr.

TABLE OF CONTENTS

Quote #4: *"Non-violence is a powerful and just weapon. ...*
It is a sword that heals." - Martin Luther King, Jr.

THE FORWARD

Our basic design philosophy is simple: *Shadow President* puts the world at your fingertips. What you do with it is up to you.

The concept originated in 1984. I had recently been working at Parker **Brothers** as a game inventor. Robin Antonick was creating a program called John Madden Football™. We discussed the possibility of simulating international politics and providing people with a sort of "cybernetic calisthenics." *Shadow* President was born.

ONE

The concept is simple: You are the President. You don't become President; there are no election campaigns. No, through some quirk, you are granted access to the *ShadowNetwork*, and suddenly you are the President, with all the power that implies.

We also wanted *Shadow President* to give people the world. We wanted them to explore the world, interact with it, learn what makes it tick. In short, we wanted *Shadow President* to be more than a game. Yes, it had to be fun and do everything a game does. But it also needed to be an experience, with the full flavor of diplomacy and the dilemmas of violence. We also wanted insiders to say: "Yeah, it's only a game, but it feels right."

In order to accomplish this, we needed to understand more about the way the world works (that is one reason I went back to school to work towards a Ph. D.) Besides the data of troops and GNPs, we needed to know the impact of ethics and ambition on foreign policies, understand how coalitions and alliances form, unveil the dynamic relation between peace and war, reveal the foundations of community and ideology. We also needed to grasp the basic tools of foreign policy, including the nuances of military and nuclear strategy. We needed to understand power and put it under the player's control.

One example illustrates the depths which make *Shadow President* more than just a game. A basic design element is the tension between ethics and strategy. We stressed this element for the following reasons: The strategist seeks to preserve or expand the nation's "freedom of action," its physical (and psychological) well-being. The ethicist seeks to define this "freedom of action" and improve the individual's psychological (and physical) well-being. Both ethics and strategy attempt to rationalize human action. They prod us to think before acting, to consciously understand the context of

Quote #5: *"We must be idealists and realists, setting a goal, and then adapting our successful, workable trans-Atlantic architecture to meet it. "* - James A. Baker III

thought and action. Without ethics, strategy is blind; without strategy, ethics is naive. In isolation, both are dangerous or impotent. When wisely integrated they create, preserve, enhance and legitimize power. Thus, any violation of an ethical norm jeopardizes strategy. For example, Saddam Hussein's invasion of Kuwait was not doomed simply by an absence of strategy. It was doomed because he ignored the international ethic, discounted the moral outrage his deed would provoke. He brought the wrath of the world down upon his head.

This ethical-strategic dynamic is present in *Shadow President*. The player must constantly preserve both his strategic capability and his ethical legitimacy. If he or she loses either, the United States is doomed.

By simulating such dynamics, we have put the essence of global politics inside a PC. We provide entry into a simulated environment normally reserved for an exclusive elite. We load the PC with accurate information and applied intelligence, then let you walk around the world and interact with it.

Of course, you can ignore all the info and get right down to business. Revitalize Latin America; disarm the United States; increase social spending; balance the budget. Or if you'd rather, you can cut foreign aid; invade helpless countries; ignore the UN; assassinate foreign rivals. But be forewarned: the world will respond. Other countries have ethics and ambitions of their own.

One last point. We have tried to avoid any moralizing. Go ahead, nuke the world. It's a dumb thing to do, but we won't stop you. Just be prepared to live with the consequences (if you can).

Brad Stock
June 5, 1992

Quote #6: *"The foreign policy of a great and self-respecting nation should be conducted on exactly the same plane of honor ... as when a brave and honorable man is dealing with his fellows."* - Theodore Roosevelt

INSTALLING "SHADOW PRESIDENT"

TO INSTALL

Shadow President installs easily and quickly (4 to 10 minutes). Just follow these steps:

- **Step 1 -** Insert *Shadow President* disk "1" in Drive A.
- **Step 2 -** Type **A:[ENTER]**.
- **Step 3 -** Type INSTALL **[ENTER]**.
- Step **4 -** Follow the onscreen instructions

TO START SHADOW PRESIDENT

- **Step 1** - Type CD **SHADOW[ENTER]**.
- Step **2** - Type SHADOW **[ENTER].**

This assumes that SHADOW (the default location) is the name of the directory you chose to contain *Shadow President* when you installed. If you chose another directory, substitute that name for SHADOW in Step **1**.

COMMONLY ASKED QUESTIONS

Q. Do I need to know a lot about computers to run *Shadow President?*
A. No. We've made it easy to control the power of the presidency. We suggest you follow the tutorial in the game and take your time. A quick hint — when you finish the tutorial, press the **"0"** (zero) key. This will stop the game's clock and give you unlimited time to look around the world before you take presidential action. When you're ready to start the game press **"1"** and you're in. If you should experience any difficulty, start with this manual. In the unlikely event that your problem continues, give us a call at (708) 866-1864.

Q. How much memory (RAM) is required?
A. *Shadow President* requires a minimum of 550k free memory. In general, you may not have to worry about this. When you enter the product, it will warn you if memory is a problem. You can determine free memory by typing **CHKDSK [ENTER]**. The value labeled "bytes free" is the amount of free memory. To increase free memory, you must change your **autoexec.bat** and/or **config.sys** files. For more details see the **"Hints"** section at the back of the manual. Call us if memory is a problem and you have no idea what we're taking about.

Quote #7:*"We need a revolution of the mind. "* **-** Gorbachev

INSTALLING "SHADOW PRESIDENT"

Q. How **much hard disk space does** *Shadow President* **need?**
A. It requires about **7.5 MB.** As President, you constantly make headlines that must be recorded. *Shadow President* warns you when disk space is required to save your current world approaches what's available.

Q. The hour glass comes up a lot and I lose control of the game?
A. Use the **game clock speed keys.** These keys are **"1"** through **"5"** and **"0"** (zero). **"0"** stops the clock. You should use **"0"** whenever you want to think about your next action or want to just look around. **"5"** is the fastest speed (one day per second). Use **"5"** when you've set your agenda, given orders and just want to watch what's going to happen. Fasten your seat belt.

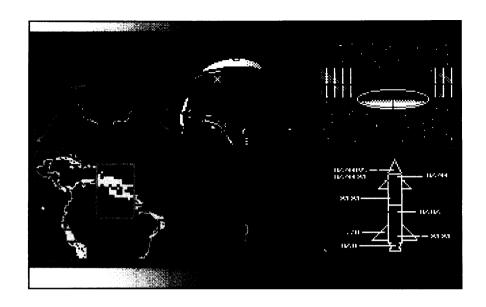**Q.** My **internal PC speaker doesn't sound good. Why?**
A. *Shadow President* has digitized speech and music. Some PC speakers are very inexpensive components and have poor sound quality. Sound enhancement equipment costs from $20 to $250 and makes a huge difference.

Q. What's the ideal system for running *Shadow President?*
A. The ideal system includes: a fast computer (cpu & clock rate); a quality mouse (quick control); a sound board (to hear the great sounds); disk caching (speed disk access); and lots of free memory (as much as you can get above 550k free for overlays). You may already have what you need. A few minor changes to your "autoexec.bat" and "config.sys" files can make a huge difference. For the details see the **"Hints - Ideal Autoexec.bat and Config.sys files"** section on page 46.

Q. How can I optimize my system for running *Shadow President?*
A. Without spending any more money, you can do two things:1. free up as much memory as possible; and 2. use a disk caching system. For the details see the **"Hints - Memory"** section on page 45.

Quote #8:*"Goodness by itself is not enough: there must also be a capacity for being active in doing good."* - Aristotle

It is June 1,1990.
The Berlin Wall is falling.
The Middle East is about to explode.
No one has heard of "Desert Storm."
And no one would believe a Soviet coup.

Welcome to your first day on the job.

Any world agenda will require time and the ability to stay in power to see it through. You must be reelected and be an effective leader with the capability to get things done. As President your ambition and ethics are mirrored by the actions you take. The world is yours to play with, but it is a world where impeachment, assassination, and revenge are alive and well.

Quote #9: *"Now when I bore people at a party, they think it's their fault."*
- Henry Kissinger

INTRODUCTION

HOW TO "WIN"

The primary objectives of *Shadow President* are to allow you to estab-
lish your own set of goals and to try and achieve them on a global
scale. These goals or "agendas" may range from trying to solve
hunger and relieve economic devastation in the world to U.S. mili-
tary domination of the planet. Along the way there are some indica-
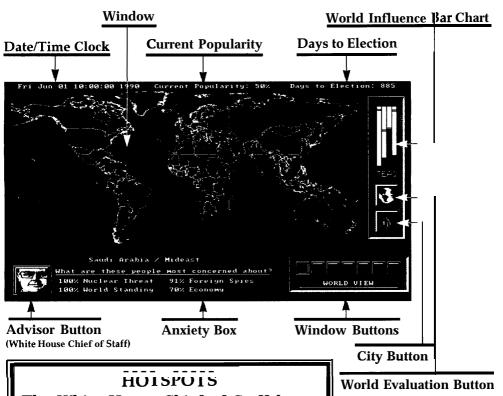tors you must keep in mind to maintain your stay in office.

ONE

   • You must get **reelected.** This requires a healthy popularity
rating and a decent *Leadership Effectiveness Rating (LER).* Your LER
reflects your ability to succeed in your actions and get things done.

   • You must avoid **impeachment, coups,** and **assassination.**
These are affected by your *Ambition* and *Ethical Ratings.* **Ambition**
is the indicator of how hungry you are for power. The greedier you
get, the more fearful both your allies and enemies become. Their
need for self-preservation could get the better of you. **Ethic** is a
reflection of how the world views the motives behind the actions
you take. A President that roams the world assassinating the oppo-
sition stands to be treated the same way.`

WHY JUNE 1, 1990?

Your Presidency begins on June 1,1990. This is for two reasons.
The base global data from the Central Intelligence Agency is built
into the core of the *Shadow President* program and is accurate to
June 1,1990. Updates will be add-ens made available as they are
released by the CIA. This also allows you the luxury of historic
foresight of world events for the beginning of your run as President.
Take advantage of your knowledge of past events, but remember -
the instant you begin implementing decisions, the world you create
is uniquely yours.

Quote #10:*"A stable peace testifies to a combination of physical and
moral restraints. "* - Henry Kissinger

OPERATOR MUST KNOW THIS DATA

THE MAIN INTERFACE

Window

World Influence Bar Chart

Date/Time Clock   **Current Popularity**   **Days to Election**

Fri Jun 01 10:00:00 1990   Current Popularity: 50%   Days to Election: 885

Saudi Arabia / Mideast
What are these people most concerned about?
100% Nuclear Threat   91% Foreign Spies
100% World Standing   70% Economy

WORLD VIEW

Advisor Button   **Anxiety Box**   **Window Buttons**
(White House Chief of Staff)

City Button

World Evaluation Button

HOTSPOTS

The White House Chief of Staff has a set of *Hot Spot* listings which indicate current world trouble areas that might need your attention.

The crosshair in the Window allows you to highlight and select any country.

A country must be filled bright red by a Left Mouse Button click in order to interact directly with it.

This targets that county for information about that country and its relationship with the United States and the rest of the world. It also centers your Foreign Aid and Action capabilities on the county highlighted and selected.

Quote #11: *"As our case is new, so we must think anew and act anew. "*
- Abraham Lincoln

OPERATOR MUST KNOW THIS DATA

VERY IMPORTANT - TO FREEZE TIME

Type the number **"0"** key on the keyboard. To restart, type any number from **"1 - 5"**. See "**Changing Game Speed**" on page 13.

CONTROLLING MESSAGE BOXES

To turn off a **Message Box** on the screen when you are done examining it, click once with the LEFT MOUSE **BUTTON**.

LOCATING A COUNTRY

The **Country Locator** uses the keyboard to find and select a country.

- Type the "**?/**" key on your keyboard to activate
- Type the first letter of the country's name
- Use the keyboard UP and DOWN Arrow keys to move through the countries
- The **PAGE UP** key moves the list backward ten countries
- The **PAGE DOWN** key moves the list forward ten countries
- When the country is found, hit ENTER
- To close, hit the **ESC** key

[If you cannot see the country highlighted in bright red on the world map, it is probably because the country is too small to see at that map view. Hit either the Regional View Window Button or the Country View Window Button and the country will appear at one of those levels. Some of these countries are really small.]
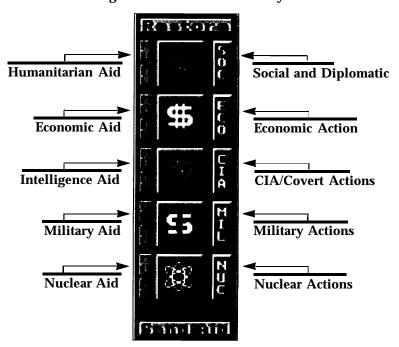
SELECTING A COUNTRY

Using the mouse, move the crosshair in the map window over the country to be selected. After a moment, the country will be high-**ONE** lighted and filled with a dark red color within its borders. Its name and the Region in which it is located will appear in the *Text Box* below the map window. Click the LEFT MOUSE BUTTON to select this country and it will fill with a bright red. The Selected Country is now the focus of information from the ShadowNetwork. Your actions are now directed to the Selected Country, currently filled with a bright red.

13

OPERATOR MUST KNOW THIS DATA

Date/Time Clock

↓

Foreign Aid/Action Command System

Humanitarian Aid → | ← Social and Diplomatic

Economic Aid → | ← Economic Action

Intelligence Aid → | ← CIA/Covert Actions

Military Aid → | ← Military Actions

Nuclear Aid → | ← Nuclear Actions

14

Quote #12:*"Doing what's right isn't the problem. It's knowing what's right."* -Lyndon B. Johnson

Window Buttons   **World View Map**

Regional View Map

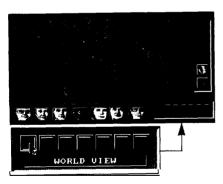**Country View Map**
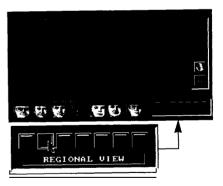
Filter View

CIA World Factbook

Budget View

System Menu

WORLD VIEW

World View map with Australia
as the Selected Country
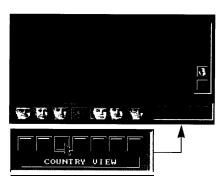
Regional View map with
Australia as the Selected Country

Quote #14: *"You do not lead by hitting people over the head — that's
assault, not leadership. "* - Dwight D. Eisenhower

USING WINDOW BUTTONS

There are three map views which can be reached by using the first three *Window Buttons - World, Region, and Country View.* To obtain information about a specific country (information not included in an overall world or regional analysis), that country needs to be selected from a map using the crosshair and a Left Mouse click or by using the *Country Locator* (type "?/").

Each map - World **View,** Regional **View,** and Country View - contains information presented by your *Advisors* that is unique to tha particular map view.
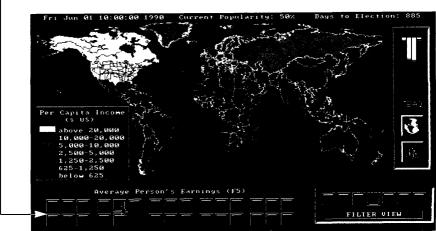
ONE

Country View map with
Australia as the Selected Country

Quote #15: *"It is no use saying ' We are doing our best.' You have got to succeed in doing what is necessary. "* - Winston Churchill

FILTER VIEW

Another way to find general information about your world is the
Filter View. This is accessed by pressing the fourth *Window* button.
A series of red buttons will replace the Advisor buttons, allowing
access to all of the *Filters*. By moving your cursor over these but-
tons, the type of filter will appear in the *Text Box* immediately above
the *Filter* buttons.

Through color legends on the map, the *Filters* provide a quick
overview of country relationships and how countries compare to
each other related to a specific topic. From left to right, there are
five groupings of Filter subjects:

    GROUP 1: Social Elements
    GROUP 2: Economics
    GROUP 3: Political Profile (Hunger for Power/Ethical Levels)
    GROUP 4: Military/Nuclear
    GROUP 5: Anxieties (Selected Country's Populace Concerns)

OPERATOR MUST KNOW THIS DATA

Quality of Life
Police State
Social/Human Aid Hunger

GROUP 1
Social

Population
Population Growth Rate
Literacy Rate

GNP ($ billions) [Gross National Product]
Per Capita Income ($ US) [Average Person's Earnings per Year]
GNP Growth Rate

GROUP 2
Economics

"Trading Partners"
"Conquered Territories"

World Powers
Team Alliances
Leading Ideologies

GROUP 3
Political

Ambition Levels
Ethical Behavior
LER (Leadership Effectiveness Rating)

Peace/ War Levels
Strategic Value
Military Spending ($ US)

GROUP 4
Military/Nuclear

Nuclear Weapons
Nuclear Spending ($ US)
"Troop Deployment"

Social Threats
Economic Threats
Political Threats

GROUP 5
Anxieties

Military Threats
Nuclear Threats
Social Outcry

Quote #16: *"Don't fight a battle if you don't gain anything by winning."*
- General George S. Patton, Jr.

OPERATOR MUST KNOW THIS DATA
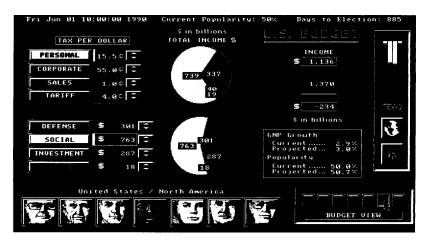

CIA WORLD FACTBOOK

INTELLIGENCE BRIEFING - United States

United States

Geography

Total area: 9,372,610 km2;
  land area: 9,166,600 km2;
  includes only the 50 states and
  District of Colombia

Comparative area: about four-tenths
  the size of USSR;
  about one-third the size of Africa;
  about one-half the size of South
  America (or slightly larger than
  Brazil);
  slightly smaller than China;
  about two and one-half times the size
  of Western Europe

Land boundaries: 12,248.1 km total;
  Canada 8,893 km (including 2,477 km
  with Alaska), Mexico 3,326 km, Cuba
  (US naval base at Guantanamo) 29.1
  km

Coastline: 19,924 km

Maritime claims: Contiguous zone:
  12 nm;

Director
Central Intelligence Agency (CIA)

EXIT

BUDGET VIEW

Fri Jun 01 10:00:00 1990   Current Popularity: 50%   Days to Election: 885

$ in billions
TOTAL INCOME $

U.S. BUDGET

TAX PER DOLLAR

PERSONAL	15.5¢
CORPORATE	55.0¢
SALES	1.0¢
TARIFF	4.0¢

739 337
40
19

INCOME
$ 1,136

1,370

$ -234

$ in billions

DEFENSE	$ 301
SOCIAL	$ 763
INVESTMENT	$ 287
	$ 18

763 301
287
18

GNP Growth
Current...... 2.9%
Projected... 3.0%
Popularity
Current...... 50.0%
Projected... 50.7%

United States / North America

BUDGET VIEW

Q   #

m   mm C

OPERATOR MUST KNOW THIS DATA

CIA WORLD FACTBOOK

This is the fifth Window button and opens one of the most powerful features in the *Shadow President* program. After selecting a country in any of the map views, press this button to expose detailed CIA country reference data, current as of June 1, 1990. This information provides a starting point for your world and does not change. It is divided into the following categories:

1.) Geography

2.) People

3.) Government

4.) Economy

5.) Defense Forces

Besides using the cursor on the Scroll Bar arrows to move up and down through the information, you can use the Page Up and Page Down keys on the keyboard to quickly sort by section.

BUDGET VIEW

With the Budget View you can adjust both the taxes you bring in and the money you spend. The *"TAX PER DOLLAR"* rocker buttons on the left alter the amount of tax that comes from each U.S dollar. The pie chart, *"TOTAL INCOME,"* graphically presents how much, in billions of dollars, each type of tax contributes to the whole U.S. income tax package. Under *"SPENDING"* and *"TOTAL SPEND-ING,"* you can modify and see, respectively, where you would like to spend the U.S. tax dollars you have budgeted. This only goes into effect once a year.

On the right side of the screen, you will find an immediate evaluation of your decisions. Is this budget balanced or are you creating a deficit to meet your needs? And will your decisions have a positive effect on the growth of the Gross National Product and your popularity?

Quote #18: *"Let us diligently apply the means, never doubting that a just God, in His own good time, will give us the rightful result. "*
    - **Abraham Lincoln**

23

OPERATOR MUST KNOW THIS DATA

SYSTEM MENU

From **the System Menu (the last Window** Button, **in the lower right corner of the** screen) **you can choose to save or load a "World,"** load a **"Scenario,"** **customize the** simulation, **and RETURN TO DOS** (QUIT GAME). **A "World" is a game that you have** created. "Scenarios" **are preset world political environments which come with the** ShadowNetwork and provide a variety of unusual settings and challenges from which to start your Presidency.

Load a World from Disk

Exit the game interface using the SYSTEM MENU Window Button. **Select "Load a World from** Disk" **and hit** "DO IT". **The Load Menu will show you all of the games you have previously saved and named** (up to nine). **Select the one you wish to load and hit** "DO IT". **Hit** "EXIT" **to return to the** System Menu for more options. To start the game, "EXIT" out of the System Menu and move straight to the ShadowNetwork **main** interface.

Save a World to Disk

Exit the game interface using the SYSTEM MENU Window Button. **You can name and save up to nine worlds you have created by selecting the** "Save a World to Disk option and then "DO IT". Select a line, hit "DO IT and type in the name you want. When done, hit "Enter" on your keyboard. Use the "EXIT" button to return to the System Menu for more options. To return to the game you have just saved, "EXIT" out of the System Menu and move straight to the ShadowNetwork main interface.

Simulator Options Menu (Simulation Menu)

To toggle a simulation option on or off simply select that option from the list and press the "DO IT" button. To return to the SYSTEM MENU, press "EXIT." This menu allows you to turn the "Elections" on or off, so you can play the game without the pressure of having to be reelected. You are also able to turn on and off: "Sound"; "Game Clock"; natural "Disasters" (like hurricanes and floods); "Action Animations"; "Auto-Pilot" (lets you run the game by itself, at any speed).

24

Load a Scenario from Disk

From the System Menu, you can select "Load a Scenario from Disk and "DO IT to load one of the following four scenarios provided with *Shadow President:*

1) *Virtual Earth - 1990* (Default Scenario)

"It is June 1,1990. The Berlin Wall is falling. The Middle East is about to explode. No one has heard of "Desert Storm." And no one would believe a Soviet coup. Welcome to your first day on the job."

2) *Super-Iraq*

Hypothesis: Iraq is Great Power *Rationale:* U.S. failure to intervene in Kuwait

"Saudi Arabia has fallen. The communists have lost power in the **Soviet** Union. **Israel is** threatened. 46% **of the world's oil is controlled by** Iraq. The U.S. economy has been damaged. The average U.S. citizen's income has fallen 19%. Iraq has acquired nuclear weapons. Its missiles can strike any spot on Earth."

3) *Resource Wars*

Hypothesis: Stronger Developing World *Rationale:* Depletion of oil and mineral deposits

"Nationalism is sweeping the world. Northeast Asia is set to explode. War threatens Central and South America. Many developing economies have improved. Global quality of life has risen and so has military spending. Ten countries have acquired nuclear weapons. Nuclear anxiety is high."
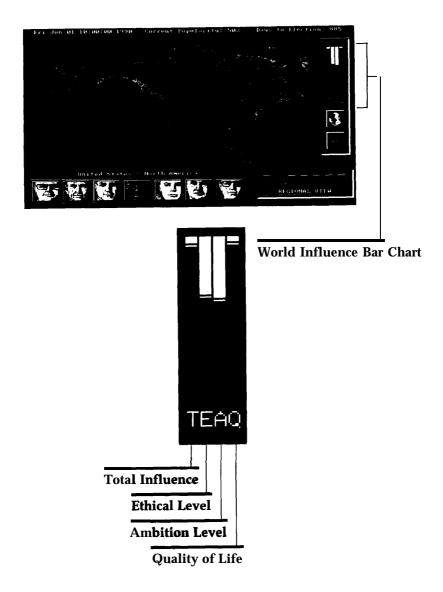
4) *U.S. Economic Decline*

Hypothesis: Japanese and German Prosperity *Rationale:* U.S. Spending frenzy 1981-1996

"The Soviet economy has collapsed. The U.S. has become isolated. China is increasingly active. The U.S. economy has been badly damaged. The average citizen earns $16,139 a year (per capita income). Japan has begun a nuclear weapons program. This is an effort to deter China."

Select the one you wish to load and hit **"DO** IT . Hit **"EXIT"** to return to the *System Menu* for more options. To start the game, **"EXIT"** out of the *System Menu* and move straight to the *ShadowNetwork* main interface.

RETURN TO DOS (QUIT GAME)

This turns off the simulation and returns you to your regular DOS prompt.

Quote #19: *"Don't open up a can of worms without knowing how to get the worms back inside. "* - Mortimer B. Zuckerman

World Influence Bar Chart

World Influence Bar Chart

Total Influence

Ethical Level

Ambition Level

Quality of Life

Quote #20:*"Don't fight forces. Use then- z."* - R. Buckminster **Fuller**

WORLD INFLUENCE BAR CHART

This active bar chart constantly provides an overview of the Selected Country's place in the world. The U.S. statistics are always present and are indicated by the yellow bars in the graph. This allows you a comparison of the Selected Country's present values with yours.

"T" = Total Influence

A weighted average of a country's military power and economic power. As the world moves away from war, economic power is weighted more heavily. As the world moves toward war, military power becomes an increasingly important component of Total Influence.

"E" = Ethical Level

The higher a country's ethic, the less likely it is to resort to violence and the less likely it is to initiate hostile actions, especially towards other highly ethical countries. The lower a country's ethic, the more violent it will be, both towards its own citizens and towards other countries.

"A" = Ambition Level

A high ambition indicates that a country is more likely to initiate action or to react to action directed towards it.
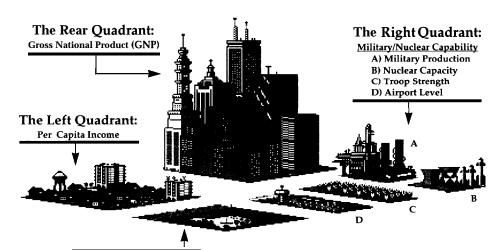
"Q" = Quality of Life

A high Quality of Life rating indicates that the vast majority of a country's citizens are fed, clothed, and sheltered, and are living well. Also, these citizens are being granted ample political and civil rights and are fairly free from fear. A low Quality of Life indicates a relatively low standard of living. Such citizens usually are suffering some sort of political or civil repression or have a great fear of impending doom.
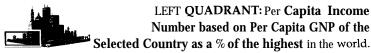
Quote #21: *"Being a President is like riding a tiger. . . keep on riding or be swallowed."* - Harry S. Truman

The "City" Graphic

"City" Button

The "City"

The "City" Parts

The Rear Quadrant:
Gross National Product (GNP)

The Right Quadrant:
Military/Nuclear Capability
A) Military Production
B) Nuclear Capacity
C) Troop Strength
D) Airport Level
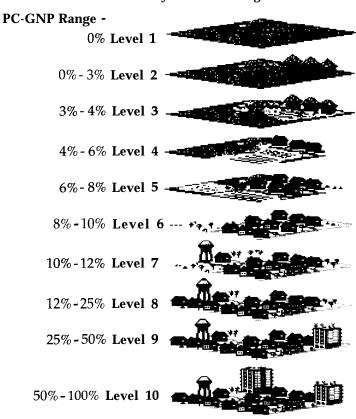
The Left Quadrant:
Per Capita Income

A

B

C

D

The Front Quadrant:
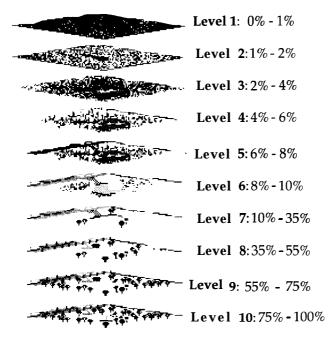Quality of Life (QofL)

THE "CITY" GRAPHIC

The **"City" Button provides a quick graphic overview of the Selected Country's Gross National Product** (GNP), Per Capita Income (average person's earnings), **Quality of** Life, **and** Military/Nuclear **capacity. It is** possible for a country to look like a vast desert wasteland or through many variations to become a teeming metropolis. In **the** event of a nuclear attack anywhere in the world, the "**City" Graphic indicates when a country is** selected, **whether it is a hit site and if there is nuclear** fallout.

LEFT **QUADRANT:** Per **Capita Income Number based on Per Capita GNP of the** Selected **Country as a** % **of the highest** in the world.

PC-GNP Range -

0% **Level 1**

0% - 3% **Level 2**

3% - 4% **Level 3**

4% - 6% **Level 4**

6% - 8% **Level 5**

8% - 10% **Level 6**

10% - 12% **Level 7**

12% - 25% **Level 8**

25% - 50% **Level 9**

50% - 100% **Level 10**

OPERATOR MUST KNOW THIS DATA

FRONT **QUADRANT:** Quality of Life
How well the populace of the Selected Country is living.

Level 1: 0% - 1%

Level 2: 1% - 2%

Level 3: 2% - 4%

Level 4: 4% - 6%

Level 5: 6% - 8%

Level 6: 8% - 10%

Level 7: 10% - 35%

Level 8: 35% - 55%

Level 9: 55% - 75%

Level 10: 75% - 100%
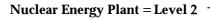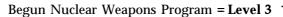
RIGHT QUADRANT **(Section 1 of 3):** Nuclear Capability Sector
Nuclear Power and Weapons capability of the Selected Country.

No nuclear power = **Level 1**

Nuclear Energy Plant = Level 2

Begun Nuclear Weapons Program = **Level 3**

Exploded a Nuclear Device = **Level 4**

Nuclear Weapons with a Regional Reach = **Level 5**

Nuclear Weapons with a Macro-Regional Reach = **Level 6**

Nuclear Weapons with a World Reach = **Level 7**

Quote #22: *"A President is either constantly on top of events or. . .
events will soon be on top of him."* - Harry S. Truman

RIGHT QUADRANT (Section 2 of 3): Munitions Factory Sector
Annual Military Spending of the Selected Country.

Level 1: **$0-$99** Million

Level 2: $100-$499 Million

Level,: $500-$999 Million

Level 4: $1,000-$9,999 Million

Level 5: $10-$99 Billion

Level 6: $100 Billion and above

RIGHT QUADRANT (Section 3 of 3): Troop Level Sector
The Military Troop Strength of the Selected Country.

0-999 **Level 1**

1,000-9,999 **Level 2**

10,000-99,999 **Level 3**

100,000-199,999 **Level 4**

200,000-399,999 **Level 5**

400,000-799,999 **Level 6**

800,000-999,999 **Level 7**

1,000,000-1,499,999 **Level 8**

1,500,000-1,999,999 **Level 9**

2,000,000-2,499,999 Level 10

2,500,000-2,999,999 **Level 11**

3,000,000 **and above Level 12**

Quote #23: *"Always, always — never talk about what you're going to do, and don't tell them what you're not going to do."* - Richard Nixon

REAR QUADRANT: GNP Number is based on the Gross National Product Level of the Selected Country.

$0-999,999,999 **Level 1**

$1,000,000,000 -2,999,999,999 **Level 2**

$3,000,000,000 -5,999,999,999 **Level 3**

$6,000,000,000 -9,999,999,999 **Level 4**

$10,000,000,000 -49,999,999,999 **Level 5**

$50,000,000,000 -99,999,999,999 **Level 6**
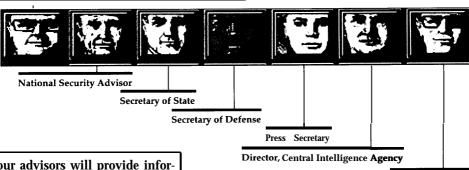
$100,000,000,000 -149,999,999,999 **Level 7**

$150,000,000,000 -499,999,999,999 **Level 8**

$500,000,000,000 -999,999,999,999 **Level 9**

$1,000,000,000,000 and above **Level 10**

The Advisor Buttons

White House Chief of Staff Button

National Security Advisor

Secretary of State

Secretary of Defense

Press Secretary

Director, Central Intelligence Agency

Economic Advisor

Your advisors will provide information about a Selected Country relative to the map view you have chosen:
- *World View* is a global perspective
- *Regional View* examines a country's relationship to its neighbors
- *Country View* presents detailed data on the Selected Country

HOT SPOTS
The **WHC** has a set of *Hot Spot* listings which indicate current world trouble areas that might need your attention.
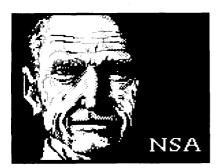
White House Chief of Staff (WHC)

Reporting Duties: *(All map views)*
- HOT SPOTS listing for the world
- U.S. Allies in conflict
- Your Popularity status
- U.S. Allies with an internal crisis
- Index to other Advisors' topics
- Current Natural Disasters

A **general index of the White House Chief of Staff's reporting duties is located at the beginning of the online** report.

Quote #24: *". . . there are only two powers in the world, the sword and the spirit. In the long run the sword will always be conquered by the spirit"*
- Napoleon

33

National Security Advisor (NSA)

Reporting Duties: *(All map views)*
• Selected Country's sentiment toward U.S.
• Selected Country's Political Alignment
• World list of countries which pose a threat to the U.S. and the type of threat.
• Regional list of countries which pose a threat to the U.S. and the type of threat
• Selected Country's vital statistics
• Selected Country's influence ratings
• World's great military powers
• World winning coalition
•U.S. and other World Team Alliance listings

(Regional map view - additional data)
• List of countries in Selected Country's region and their ideologies
• Winning and non-winning region coalitions
(Country map view - additional data)
• Total Influence listing with top, bottom, and Selected Country's placement on the list.

A general index of the National Security Advisor's reporting duties is located at the beginning of the online report.

Secretary of State (SofS)

Reporting Duties: *(All map views)*
• Selected Country's anxiety concerns
• Selected Country's desired Foreign Aid and SofS recommendation for their Foreign Aid allotment
•U.S. Allies with greatest Foreign Aid needs
(World /Regional map views - additional data)
• Selected Country's Strategic Value
(Country map view - additional data)
• Selected Country's Regional listing for Strategic values
• Selected Country's "Hunger" categories: Social Aid; Economic Aid; Intelligence Aid; Military Aid; and Nuclear Aid. Plus, Regional listing
• Selected Country's CIM (Country Interaction Mood) and World Team Alliance membership
• Selected Country's Anxiety levels: Social; Economic; Intelligence; Military; Nuclear

A general index of the Secretary of State's reporting duties is located at the beginning of the online report.

• Selected Country's listing of Countries in their Region

Quote #25: *". . . ask not what your country can do for you — ask what you can do for your country." -* John F. Kennedy

Secretary of Defense (SofD)

Reporting Duties: *(All map views)*
• Selected Country's military force is analyzed and compared to U.S. armed forces
• Selected Country's ranking and power in their Region
• Top Ten list of world Military Powers
• Listings by Selected Country, its Region, and the World for: Military Influence; Military Spending; Nuclear Influence; Nuclear Spending
• The above categories listed by the 17 Regions
• List of countries in the world in battle
• Location of Stationed Troops: Troop Owner; Troop Location; Number of Troops Deployed; Desired Troop Buildup; Number of Dead

A general index of the Defense Secretary's reporting duties is located at the beginning of the online report.

Press Secretary (PS)

Reporting Duties: *(World map view)*
• News from the Selected Country, the Major Powers. The most recent events are listed first
• Each listing also provides the date of the event, the country's Total Influence (TI), and World Team Alliance (WTA) affiliation
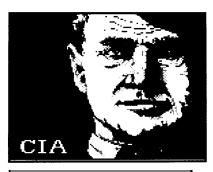*(Regional map view - additional data)*
• News from the Selected Country's Region
(Country map view - additional data)
• News from the Selected Country

A general index of the Press Secretary's reporting duties is located at the beginning of the online report.

Quote #26: *"Let the word go forth from this time and place, to friend and foe alike, that the torch has been passed to a new generation of Americans."*
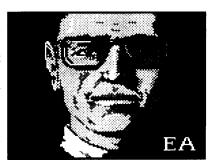— John F. Kennedy

Director, Central Intelligence Agency **(CIA)**

Reporting Duties: *(All map views)*
• Selected Country's Ambition Level, with a definition of the Ambition category and the Director's opinion on whether the U.S. should be concerned with Selected Country as a security threat
• Listing of suspected pending Covert Actions
• Listings by the Selected Country, its Region, and the World for: Social Anxiety; Economic Anxiety; Political Anxiety; Military Anxiety; Nuclear Anxiety
• The above categories listed by the 17 Regions
(Country map view - additional data)
• Listings of the Selected Country and Region's Average, Highest, and Lowest Levels for: Total Influence (TI); Foreign Aid received; GNP; GNP Growth Rate; Intelligence Spending; Investment Spending; Military Spending; Selected Country's World Team Alliance (WTA) affiliation

A general index of the Director's reporting duties is located at the beginning of the online report.

Economic Advisor **(EA)**

Reporting Duties: *(All map views)*
• Selected Country's Quality of Life and whether it has risen or fallen in the last year
• U.S. Quality of Life and whether it has risen or fallen in the last year
• Listings by the Selected Country, its Region, and the World for: Per Capita Income, Gross National Product (GNP), GNP Growth Rate
• The above categories listed by the 17 Regions
• Listings by the Selected Country, its Region, and the World for: Quality of Life; Ethical Level; Police State
• The above categories listed by the 17 Regions
(Country map view - additional data)
• Listings for: Investment Spending; Military Spending; Net Peace; Net Peace Rating
• Listing of the Top Ten Quality of Life Countries

A general index of the Economic Advisor's reporting duties is located at the beginning of the online report.

AGENDAS/GOALS

NOW THAT YOU ARE PRESIDENT, WHAT DO YOU DO?

Too many choices, too many problems. The world is a very big place, even more vast and imposing when seen as a whole. Where do you begin? It helps if you start with a set of goals. An agenda of things **you** would like to see changed or fixed. Here are some examples to help you think about actions suitable for your Presidency.

Relieving Hunger and Economic Devastation

To find these problem areas, some places you can check are:
- The *Hot Spot* section of the **White** House Chief **of Staff's report**
- **The** *Group 1 / Group 2* **Filter buttons in the World / Regional map views**
- Select a country:
  - View their **"City"** and check their downtown (GNP), their residential area (Per Capita Income), and the park (Quality of Life).
  - See their *People / Economy* sections in the **CIA World Factbook.**
  - **Look at the Humanitarian / Economic Foreign Aid selection boxes to see how much aid is currently being given** to them and by whom.
  - View your **Economic Advisor's** report.

To do **something about the problems** you've located:
- Dispense **Humanitarian and Economic Foreign Aid in Selected Countries**
- **Use the SOC (Social) Action button to initiate actions like** *"Encourage Social Reform,"* *"Promote Human Rights,"* *"Strengthen Economic Ties."*
- Use the **ECO (Economic) Action button to initiate actions** like *"Encourage Investment"* and *"Give Most-Favored-Nation Status."*

Reducing Military Conflicts

To find these problem areas, some places you can check are:
- The *Hot Spot* section of the **White House Chief of Staff's report**
- **The** *Group 4* **Filter buttons in** the **World / Regional** map views
- Select a country:
  - View your **White House Chief of Staff's** *"U.S. Allies in conflict. "*
  - View your **National Security Advisor's** *"World list of countries which pose a threat to the U. S."*
  - View your **Secretary of Defense's** *"List of Countries in battle."*
  - View your **CIA Director's** *"List of Pending Covert Actions."*

To do something about the problems you've located:
- Dispense **Humanitarian** and **Economic Foreign Aid** in Selected Countries
- Remove **Political, Military, and Nuclear Foreign Aid** in Selected Countries (continued next page)

Quote #27: *"We defend and we build a way of life, not for America alone, but for all mankind. "*
— Franklin D. Roosevelt

37

AGENDAS/GOALS

Reducing Military Conflicts (continued)

To do something about the problems you've located:
- Use the **SOC (Social) Action** button to initiate actions like "*Encourage Social Reform*" and "*Promote Human Rights.*"
- Use the **ECO (Economic) Action button to initiate actions like** "*Restrict Trade*" and "*Block Trade.*"
- Use the **CIA (Political) Action** button to initiate actions like "*Commit Espionage*" and "*Supply Arms to Rebels.*"
- Use the **MIL (Military) Action button to initiate actions like** "*Negotiate Peace Settlement*" and "*Discourage Military Spending*" or actually "*Enter the War Room*" to deal with some military problems head on.

Overthrowing Governments through Covert Operations

To find problem areas, some places you can check are:
- The *Hot Spot* section of the **White House Chief of Staff's** report.
- The *Group 3/Group 4* **Filter buttons** in the **World/Regional map** views.
- **Select a** country:
  - View your **National Security Advisor's "***List of countriesthat pose a threat to the U. S.*" and "*U.S. and other World Team Alliance Listings.*"
  - View reports by your **CIA Director**, **your Secretary of State** (for *Strategic Values*), and your **Secretary of Defense**.

To do something in the areas you've isolated (and hope the media doesn't find out):
- Use the **CIA (Political) Action button to initiate** "*Supplying Arms to Rebels,*" "*Committing Espionage,*" "*Sabotaging Economic Assets,*" "*Coup d'etat,*" and for the not so faint of heart, attempt to "*Assassinate the Leader*" of the Selected Country. All of these have interesting repercussions.

World Domination by Force

To find problem areas, some places you can check are:
- The *Group 3/Group 4* **Filter buttons** in the **World/Regional map views**
- **Select a** country:
  - View your **National Security Advisor's** "*List of countries that pose a threat to the U. S.*" and "*U.S. and other World Team Alliance Listings.*"
  - Use your **Secretary of Defense to size up the** competition.

To do it:
- Build up your popularity and your **LER by getting things** done.
- Go after the weak and seduce the strong.
- Use your **Military Actions with** gusto.
- If you must, use that **Nuclear Action button and hold on for the** ride.

Quote #28: *"Politics ought to be the part-time profession of every citizen...,"* - Dwight D. Eisenhower

GLOSSARY OF CODE TERMINOLOGY

Ambition Level - Desire to increase power

(list below from least aggressive to most)

1) Reserved
2) Active
3) Assertive
4) Forceful
5) Aggressive
6) Ruthless

Anxiety Level/Threat Anxieties - Concern of the Selected Country's citizens about possible dire events in the following categories:

1) Economy (their country's economic growth rate)
2) Foreign Spies (fear of covert foreign interference in their country)
3) Government (level of dissatisfaction with their government)
4) Military (fear of foreign military aggression)
5) Nuclear (fear of foreign nuclear threat or attack)
6) World Standing (fear of falling behind other countries)

Coalitions - Alliance of nations for increased power and security

Country Interaction Mood (CIM) - A country's current sentiment toward another country as expressed by the categories below:

1) Harmony of Interest
2) Friendship
3) Cooperation
4) Indifference
5) Competition
6) Rivalry
7) Enmity (hostile attitude between enemies)

Espionage Spending - Money spent to gather intelligence data in another country, otherwise known as the annual "CIA budget" in the U.S.

Quote #29: *"The buck stops here."* - Harry S. Truman

GLOSSARY OF CODE TERMINOLOGY

Ethical Level: A system of moral values or standards
1) **Selfless**
2) **Honest**
3) Cooperative
4) Wary
5) Corrupt
6) Treacherous

Foreign Aid/"Desired Amount": Amount of money Selected Country seeks to achieve parity with their Regional or World neighbors

Great Military **Power:** A country with more than a 5% share of total world military power

Great Power: A country with more than a 5% **share of total world military and economic power**

Leadership Effectiveness Rating (LER): A measure of a leader's ability to get things done

Major Power: A country with more than a 3% **but less than** 5% **share of total world military and economic power**

Net Peace: Level of tension in Selected Country. Does not necessarily involve actual military battles, even at the highest level (Total War)
1) Righteous
2) Just Peace
3) Uneasy Peace
4) Low Conflict
5) Limited War
6) Total War

Quote #30:*"We have it in our power to begin the world over again. "*
(cited by Ronald Reagan)." - Thomas Paine

GLOSSARY OF CODE TERMINOLOGY

Police State: Amount of civil liberties and human rights
   1) Free Society
   2) Mostly Free
   3) Restricted
   4) Closed

Quality of Life: A high Quality of Life rating indicates that the vast majority of a country's citizens are fed, clothed, **and** sheltered, **and are living** well. Also, **these citizens are being granted ample political and civil rights and are fairly free from** fear. **A low Quality of Life indicates a relatively low standard of** living. **Such citizens usually are suffering some sort of political or civil repression or have a great fear of** impending doom.

Social **Outcry:** The higher the social outcry percentage, the more vulnerable their government becomes to domestic public unrest, ranging from small dissident group meetings to assassination attempts

Strategic Value: The strategic geographic value of a country based on its oil reserves, **strategic** minerals, **and water ways**

Total Influence (TI): A weighted average of a country's military power and economic power. **As the world moves away from** war, **economic power is weighted more** heavily. **As the world moves toward** war, **military power becomes an increasingly important component of Total** Influence.

World Peace Levels: The sum of every country's Net Peace level (see Net Peace)

1) Global Peace	4) Cold War
2) Stable Peace	5) Hot War
3) Cold Peace	6) Pure Anarchy

Quote #31: *"A strong defense is the surest way to peace. Strength makes détente attainable. Weakness invites war. .."* - Gerald R. Ford

HINTS

USING THE CLOCK SPEED KEYS

Use the game clock speed keys to control the tempo of your interaction. These keys are "1" through "5" and "0" (zero). See the section called "CHANGING GAME SPEED (page 15) for more details.

LOADING UP MULTIPLE ACTIONS

You can load up a ton of actions by pressing the "0" key to stop the clock and taking actions. You can go around the world and give orders for actions to be taken when you restart the clock. Press any key from "1" to "5" to restart time.

MEMORY

Increasing free memory (RAM) — If you have 640k or more memory and *Shadow President* gives you a memory limit message when you install or start the program, you will want to look at the AUTOEX-EC. BAT and CONFIG.SYS files. When you turn on your computer these files will execute automatically. Each line in these files can consume free memory. You can increase free memory by removing unnecessary lines of code. We strongly suggest that you remove only those lines you know you don't need.

Quote #32: *"Knowledge will forever govern ignorance: And a people who mean to be their own Governors, must arm themselves with the power which knowledge gives. "* - James Madison

HINTS

IDEAL AUTOEXEC.BAT AND CONFIG.SYS FILES

Warning — *If you have no idea what these files are, look them up in your DOS manual before you attempt to change them.* The ideal configuration includes a mouse driver, a disk caching program, and provides for as much free memory (RAM) as possible. If you own either DOS 5.0 and/or Windows 3.1, the following are recommended for inclusion:

Fastest Configuration (If you have DOS 5.0 and Windows 3.1)

Include these lines in your CONFIG.SYS file:

DEVICE= C:\ WINDOWS\ HIMEM.SYS <- Memory manager

FILES=40   <- 40 or above

BUFFERS=40   <- 40 or above

DOS=HIGH   <- Frees up memory

Include in your AUTOEXEC.BAT file:

C:\ WINDOWS \SMARTDRV.EXE   <- Caching program

Fast Configuration (If you have DOS 5.0 but not Windows 3.1)

Include these lines in your CONFIG.SYS file:

DEVICE=C:\ DOS\ HIMEM.SYS   <- Memory manager

C:\ DOS\ SMARTDRV.EXE   <- Caching program

FILES=40   <- 40 or above

BUFFERS=40   <- 40 or above

DOS=HIGH   <- Frees up memory

In **the above** examples, **type only the bold print into your** files. **The above assumes your DOS files are located in a directory named DOS and windows files are in** WINDOWS.

Quote #33: *"The moral is to the physical as three to one."* - Napoleon

43

Quote #34:*"Never before has man had such capacity to control his own environment, to end thirst and hunger, to conquer poverty and disease, to banish illiteracy and massive human misery."* - John F. Kennedy

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Quote #35: *"The second office of this government is honorable & easy, the
        first is but a splendid misery."* - Thomas Jefferson **45**

Quote #36:*"Some men can make decisions and some cannot. Some men fret and delay under criticism... If you can't stand the heat, get out of the kitchen."* - Harry S. Truman

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Quote #37: *"Older men declare war. But it is youth that must fight and die."* - Herbert Hoover