TUNED HEART

USER'S MANUAL

PC-9800

SystemSoft

Preface

Welcome to “Tuned Heart”!

“Tuned Heart” is the story of us five ladies as we’re enlisted in the Mobile Task Force, and our great feats against the Mobile Crime.

About three years ago, in Japan, a group of criminals started using high-performance vehicles in their activities. It was the foundation of the “Mobile Crime”.

The police was not properly equipped to face anything like them. This led to the foundation of the Mobile Task Force, teams like ours. They are equipped with specially-tuned machines, powerful weapons, and “Assault Gear” armor. They’re very strong!

There are multiple Mobile Task Forces, but ours is the newest among them, the “Tuned Heart”. You’re our commander. You finished your training with the FBI and came back to Japan. You’re the one who scouted us for the team. The chief told us about some major incident that happened in America.

Alright, let’s go, Commander. The girls are waiting!

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※ Windows is a registered trademark of Microsoft Corporation.

※ Every other product name or company name mentioned are copyrighted and trademarked to their respective owners.

※ The story of this game is fictional. Excluding Kawasaki Motors Corporation Japan, any resemblance to actual persons or companies is purely coincidental.

※ The contents of this product is subject to change, without notice, for the sake of function or performance improvement.

※ Though the characters in this game are portrayed riding motorcycles without a helmet, doing so in the real world is not only a violation of the Road Traffic Law, but also dangerous for your safety. Please always wear a helmet when riding a motorcycle.

※ Though the characters in this game are shown employing small arms, doing so in the real world is not only a violation of the Swords and Firearms Control Law, but also an extremely dangerous act. You must never carry a weapon on your person.

1 Starting Up

1.1 Please confirm everything first

● Product Contents

The game's packaging includes the following content. Please make sure you find everything inside.

1 User Manual
1 Survey Card / User Registration Serial Number Receipt
1 Software Warranty

▶ FD Version

1 Game Disk 1
1 Game Disk 2
1 Game Disk 3
1 Game Disk 4

▶ CD Version

1 CD-ROM

※ In addition to what is mentioned above, you will require a 2HD floppy disk to use as a boot disk.

As it is not included in the package, you will need to purchase one separately.

● Required Hardware

This game is compatible with the following hardware:

PC-9801 Series (CPU 286 and above)

PC-9821 Series

PC-286/386/486/586 Series (CPU 286 and above)

※ Recommended system: CPU 386 / 20MHz and above

▶ In addition to what is mentioned above, the following is required to run this application:

- 30 MB or more available space on your hard disk
- 640 KB or more RAM
- NEC-brand MS-DOS System (Ver3.1, 3.3/A/B/C/D, Ver5.0/A/A-H, Ver6.2), or EPSON-brand MS-DOS System (Ver3.1, 3.3, Ver5.0, Ver6.2), or Windows 95 Japanese Version
- A screen capable of displaying 16-color 640x400 pixels or more
- Mouse

▶ BGM supported devices:

PC-9801 DA/DS/DX/FA/FS/FX/CS/US

PC-9821/A/C Series

NEC-brand Soundboard PC-9801-26K/73/86 mounted model

▶ Sound effects supported devices:

PC-9821/A/C/X Series (excluding Xe)

NEC-brand Soundboard PC-9801-86 mounted model

※ Only use an official NEC soundboard. Other compatible soundboards are not supported.

※ NEC Soundboard PC-9801-118 is not supported.

● MS-DOS

The game is compatible with any one of the following MS-DOS versions:

- NEC-brand MS-DOS

  Ver.3.10　PS98-125/127/129/011/012
  Ver.3.30　PS98-013/014
  Ver.3.30A　PS98-015/016
  Ver.3.30B　PS98-017/018
  Ver.3.30C　PS98-019
  Ver.3.30D　PS98-1002-32/52
  Ver.5.0/A　PS98-1003-31/51/32/52
  Ver.5.0A-H　(built-in hard disk)
  Ver.6.2　PS98-1011-31/51

- EPSON-brand MS-DOS

  Ver.3.10 PC286P03/01
  Ver.3.3 PCM33/53/35/53
  Ver.5.0 PCM34/54/36/56
  Ver.6.2 PCM37/57

[Warning]
- Using an unofficial device may cause problems.
- At least 30MB free space on your hard disk is required.

1.2 What you need to do before playing

● Installing the game

This product must be run from the hard disk.

In order to play “Tuned Heart”, you will need to install it on your hard disk. Please note that you will need at least 30MB of available space to install it.

※ If you do not have a hard disk, or lack the required space, you will not be able to install the game.

[Warning]
- Using the hard disk improperly may lead to the erasure of applications or loss of important data. Please use proper caution when installing this game on your hard disk. Our company assumes no responsibility for any issues caused by improper installations.
- Forcefully interrupting the installation process, such as pressing the [STOP] key, may prevent the game from working properly. Furthermore, installing the game inside an existing folder will overwrite files with the same filename, losing their original data. Please use caution when installing the game inside an existing folder.

※ If you are using the boot disk, you will require the following:

- At least 540kb of free memory in your MS-DOS when you boot the game.

● Installation

We will now explain how to install the game on your hard disk.

※ The installation process will only copy the game files on your hard disk, and will not make any changes to your boot environment (CONFIG.SYS, etc). For this reason, it is possible that the game may not run properly by default, and may require you to manually change your boot environment as instructed. Please note that modifications of your boot environment may prevent your other software from working properly; for this reason, we recommend making a copy of your current CONFIG.SYS before making modifications.

[Warning]
The use of disk cache and RAM disks is possible, but not covered in this manual.

You may use them if you are familiar with them at your responsibility, but note that we won't be able to provide any instructions whatsoever.

If the message "Insufficient memory" is displayed and the game does not run, you will need to remove from CONFIG.SYS programs that use a high amount of memory such as a FEP.

● Installation Process

1▶▶Creating a boot disk

①Turn on the power of your hard disk and system, and boot MS-DOS.

<If Windows 3.1 is loaded>
Quit Windows 3.1 and display the DOS prompt.

< If Windows 95 is loaded >

If your CD-ROM drive supports auto play, insert the “Tuned Heart” CD-ROM inside the drive and the installer will automatically run.

If auto play is not enabled, please open the DOS prompt. If you are not in fullscreen mode, hold the [GRPH] key and press the Return key to go into fullscreen mode.

< If you are using the Can Be Series and 98 Launch is loaded >

If your system is running in [Graphic Boot Mode], please change it to [Text Boot Mode]. Reboot your system, close 98 Launch and open the DOS prompt. Please consult your system’s manual for instructions on how to change operating mode.

② Turn on the power of your hard disk and system, and boot MS-DOS.

While the creation of the boot disk itself will be performed during the installation, you should copy your MS-DOS system on a disk at this time; format a 2HD disk (either new or a used disk with data you no longer require).

※ If you are using Windows 95, you do not need to create a boot disk.

Insert a 2HD disk in your disk drive and input the following:

```
FORMAT /S [drive:] ↵
```

※ [drive:] is the name of the disk drive where you have inserted your blank disk. For example, you would input: “FORMAT /S B:” and press ↵.

※ If “Bad command or file name” or similar error messages are displayed and the disk format is not executed, you will need to use your MS-DOS disk to run the format function. For more information on the FORMAT command, please refer to your MS-DOS manual.

A message asking you to choose disk type will be displayed. Please input “2”.

Once you have formatted the disk, the message “Format another disk?” will be displayed. Please press “N”.

Disk formatting is now complete. You can now remove the formatted disk from your drive and proceed with the system installation.

2▶▶Creating a boot disk

< Steps for the [FD Version] >

①Once the prompt (>) is displayed, insert the “Tuned Heart” Game Disk 1 in your disk drive.

②Once done, please input the following to change your current drive to that of the drive where Game Disk 1 is inserted:

```
[drive:] ↵
```

※ [drive:] is the name of the disk drive where you have inserted Game Disk 1. For example, you would input: “B:” and press ↵.

③Run the installer. Please input the following:

```
INST [drive:] ↵
```

※ [drive:] is the name of the hard disk drive where you will install the game. For example, you would input: “INST B:” and press ↵. If you do not input a specific drive, the game will be installed on drive A: by default.

The game will be installed in the following folder in the designated hard disk:

```
\S-SOFT\TH
```

④Take the User Registration Serial Number Receipt from your package and input it as instructed.

⑤Now follow the instructions on screen and create the boot disk.

※ If you are using Windows 95, you do not need to create a boot disk.

⑥Proceed with the installation, swapping Game Disks as instructed.

⑦The installation is now complete. If you were unable to complete the installation, please refer to Section 11 “System Q&A”, then start again from step ①.

< Steps for the [CD-ROM Version] >

● About the System Environment

To use the CD-ROM Version of “Tuned Heart”, the “Japanese MS-DOS CD-ROM EXTENSION” (※) must be installed on your computer, and you will also need to make changes to your CONFIG.SYS. For more information on how the “Japanese MS-DOS CD-ROM EXTENSION”, using your CD-ROM drive, and how to change settings, please refer to the relative manuals.

※ This extension comes with every copy of NEC-brand Japanese Microsoft Windows 3.1.

※ If you are using Windows 95, please refer to your Windows 95 and CD-ROM drive manuals regarding the use and configuration of CD-ROMs.

①Once the prompt (>) is displayed, insert the “Tuned Heart” CD-ROM in your CD drive.

②Once done, please input the following to change your current drive to that of the drive where the CD-ROM is inserted:

```
[drive:] ↵
```

※ [drive:] is the name of the disk drive where you have inserted the CD-ROM. For example, you would input: “Q:” and press ↵.

③Run the installer. Please input the following:

```
INST [drive:] ↵
```

※ [drive:] is the name of the hard disk drive where you will install the game. For example, you would input: “INST B:” and press ↵.If you do not input a specific drive, the game will be installed on drive A: by default.

The game will be installed in the following folder in the designated hard disk:

\S-SOFT\TH

④Take the User Registration Serial Number Receipt from your package and input it as instructed.

⑤Now follow the instructions on screen and create the boot disk.

※ If you are using Windows 95, you do not need to create a boot disk.

⑥Proceed with the installation, swapping Game Disks as instructed.

⑦The installation is now complete. If you were unable to complete the installation, please refer to Section 11 “System Q&A”, then start again from step ①.

2 The Game's Basic Controls

2.1 Mouse controls

"Tuned Heart" is controlled entirely with the mouse. In this manual we will use the following terminology:

Left Click:..... Pressing the left button on the mouse
Right Click:..... Pressing the right button on the mouse

We will also write sentences such as "Click on [...]"; this means moving the mouse cursor over the mentioned part of the screen and pressing the left button on the mouse.

2.2 Starting the game

"Tuned Heart" can be booted in the following ways.

● Booting from the Boot Disk

[Instructions]

①Turn on, in order, the hard disk and the system.

②Insert the Boot Disk in the disk drive and press the reset button.

③After a while, "Tuned Heart" will run and the opening will be displayed. Click anywhere on the screen and the starting menu will be displayed.

● Booting from the hard disk

[Instructions]

①Turn on, in order, the hard disk and the system.

②Boot up MS-DOS.

※ If you are using Windows 95, and you are using the CD-ROM Version, “Tuned Heart” will start automatically if the CD-ROM is inserted.

※ If you are using Windows 3.1, exit and enter the DOS prompt.

※ If the following requirements are met, insert the “Tuned Heart” CD-ROM in the CD-ROM drive and the game will start automatically:

- You are running Windows 95;
- Autorun is enabled on your CD-ROM drive;
- You are using the CD-ROM Version of “Tuned Heart”.

※ If the aforementioned conditions are not met and you are using Windows 95, enter the DOS prompt. If you are not in fullscreen mode, hold the GRPH key and press Return to enter fullscreen mode.

③Input the following to change your current drive to the drive where “Tuned Heart” has been installed to:

```
[drive:] ↵
```

※ [drive:] is the name of the drive where “Tuned Heart” is installed. If, for example, you have installed “Tuned Heart” on drive A, you would input “A:” and press ↵.

④Input the following to change your current folder to that of “Tuned Heart”:

```
CD\S-SOFT\TH ↵
```

⑤Now input the following:

```
SSGAME ↵
```

After a while, “Tuned Heart” will run and the opening will be displayed.
Click anywhere on the screen and the starting menu will be displayed.

If you have been unable to run the game following these instructions, please refer to Section 11 “System Q&A”, then start again from step ①.

2.3 Quitting the game

Left click “Quit Game” on the menu screen.

You will return to the MS-DOS prompt.

3 How to Progress, Win and Lose

3.1 How to progress through the game

● The game's flow

Your task is to guide the five girls of Tuned Heart into successfully completing their missions. The flow of the game is presented as such:

①Investigation Briefing

In this part of the game you will receive an explanation of the following mission. Missions can be broadly split in two main types:

a. Crime Investigation: Your objective is investigate a scene and find evidence.

b. Direct Confrontation: Your objective is to apprehend all members of a criminal organization.

As you go through the missions, you will begin to understand the true objective of the criminals.

②Criminal Arrest

A map will be displayed on screen, where your characters will face off against a criminal group. Negotiating won't work with them: they must be apprehended by force. You must keep damage to your allies to a minimum while destroying the enemy's vehicles to apprehend the criminals.

Each side takes turns to attack and defend. You must finish the mission within the time limit in order to successfully complete the mission.

● Winning and losing missions (Victory and Defeat)

The following are the general victory conditions for your missions:

a. Destroy a specific vehicle, such as that of a boss character.
b. Trigger a victory event.

The following are the general defeat conditions for your missions:

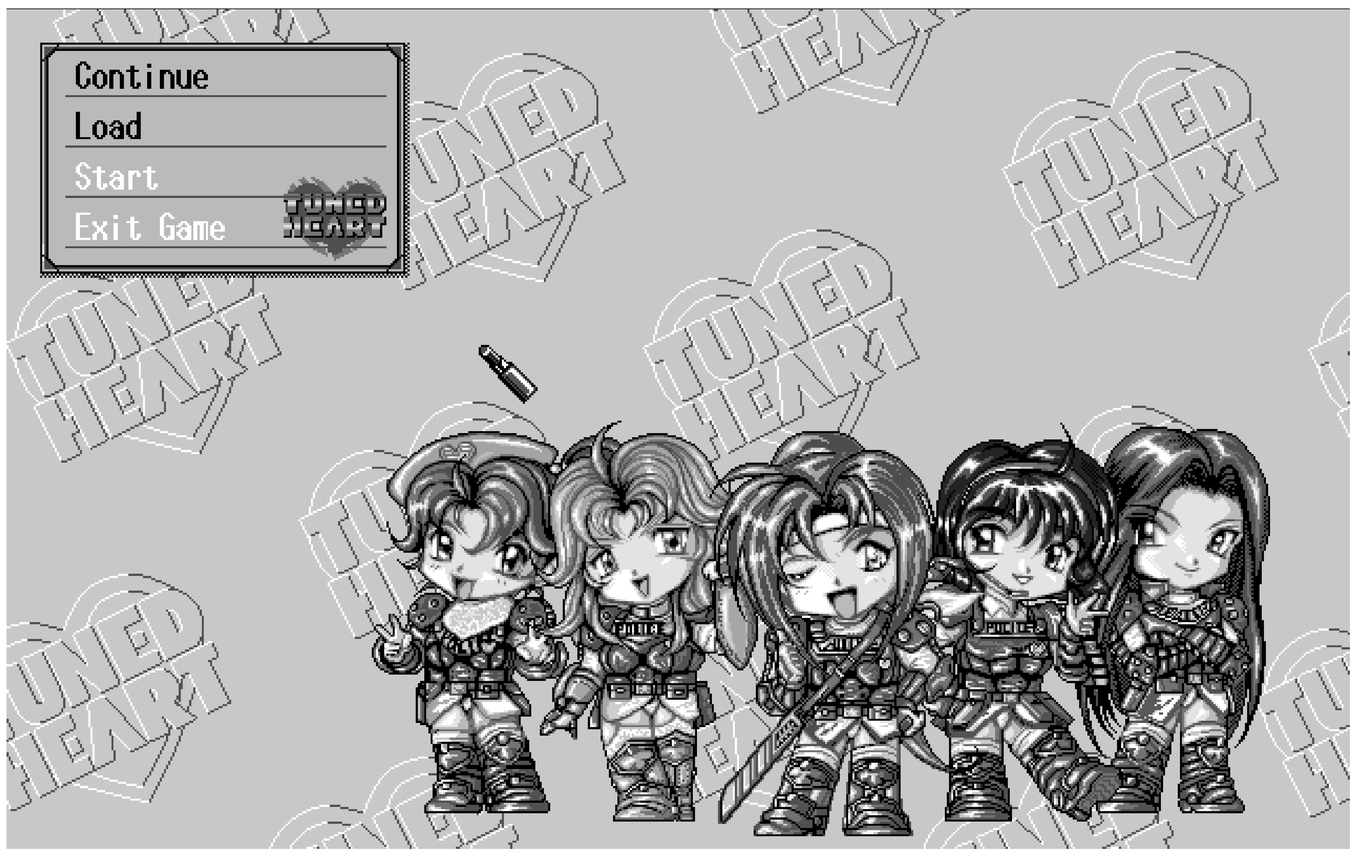
a. All Tuned Heart members defeated.
b. Turn Over.

If you cannot complete a Criminal Arrest within the turn limit, you will fail the mission.

4 Start Menu

4.1 The menu screen

When you boot up the game, the menu screen will be displayed as follows.



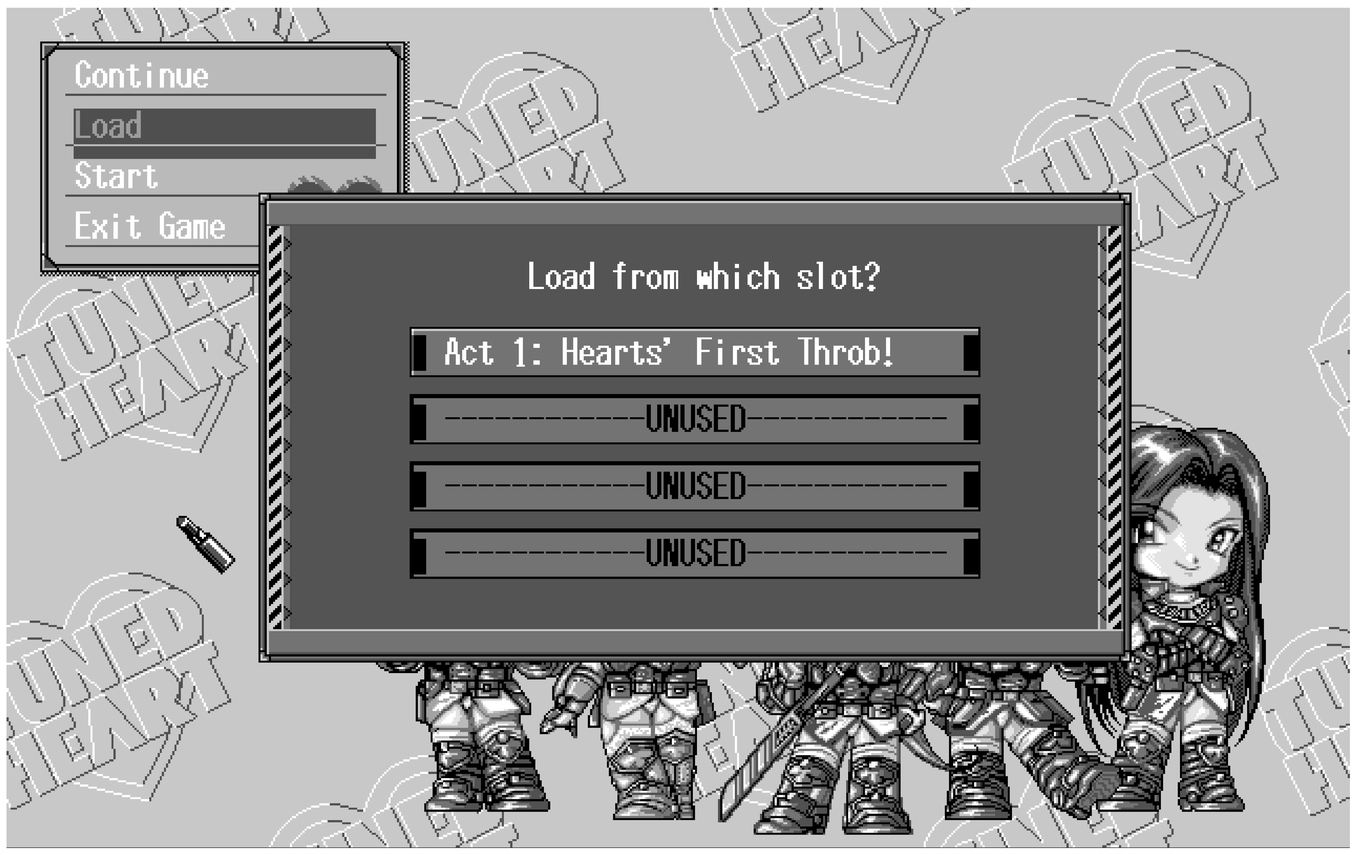
Left click on the menu entry you wish to select. You can right click to cancel your selection.

[Continue]

If you have left a scenario through the [EXIT] command, you can continue from where you have left with this option. A confirmation window will open; left click on [OK] to resume your game, or left click on [CANCEL] to go back to the menu screen.

[Load]

This will let you restart a scenario from the beginning. Once selected, the “Load” screen will be displayed as follows. Left click on the data slot you wish to load.



[Start]

This will let you start the game from the beginning. Once selected, the following screen will be displayed.

Move the cursor over a data slot and left click. Once done, the game will start from the beginning. You can progress through the screens by left clicking.

[Game Quit]

Select this option to quit the game and return to the DOS prompt or Windows 95.

5 The Team

5.1 The girls and other characters

● Introducing the girls

These five ladies are the core members of “Tuned Heart”. They each have their own special abilities and drive different vehicles.

Lynn Hard

Ride: Racing Bike
Special Skill: “Blade”. Lynn uses her blade to attack all enemies in range, inflicting damage.

Chinatsu Nanjo

Ride: Non-cowl Bike
Special Skill: “Rock Fist”. Chinatsu punches the ground and generates an earthquake, stopping all enemies in range for 1 turn.

Masha Krylova

Ride: Off-road Bike
Special Skill: “Wandering Cats”. Masha’s animal friends changes the speed of both allies and enemies in range, from high to low, and from low to high.

Rumi Nanase

Ride: Large Car
Special Skill: “Flash Fix”. Repairs and resupplies.

Reika Amamiya

Ride: Sports Car
Special Skill: “Love Beat”. The power of love allows an ally who has already acted to act again.

● Characters

Each character has a set of stats, which can be increased through leveling up or through events.

The following are the various stats:

a. Experience
Increased when an enemy is defeated. Required for leveling up and acquiring new special skills.
b. Attack
Influences the amount of damage inflicted when hitting the enemy.
c. Accuracy
Influences the chance to hit an enemy.
d. Defense
Influences the amount of damage received when hit by the enemy.
e. Evasion
Influences the change to dodge an enemy attack.

● Characters' level up

When a character destroys an enemy vehicle, they receive a set amount of experience points. Once a character accumulates enough EXP, they level up, increasing their stats.

※ Note that only the five protagonists can level up.

● Acquiring new special skills

As they level up, the special skills of the characters improve, increasing the amount of times they can be used and their area of effect.

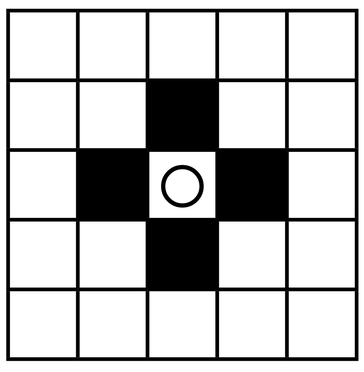
● Special Skills

When a character changes class, their special skill improves, increasing the amount of times they can be used and their ara of effect.

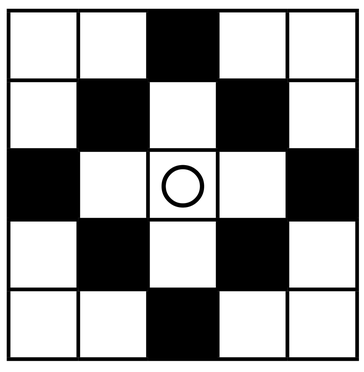
There are three types of areas of effect:

○is your character (vehicle) ■is the area of effect

①▶▷



②▷▶



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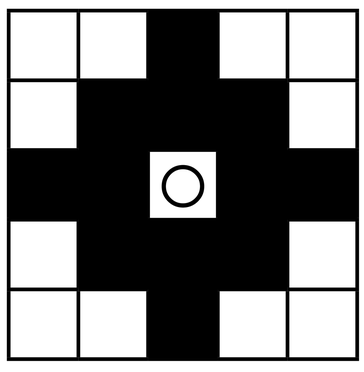


5.2 The vehicles

Each of the ladies of Tuned Heart rides a different type of vehicle. There are five different types, as shown in the following table.

	Durability	Movement	Weapon Range	Rider
a. Racing Bike	Medium	High	Short	Lynn Hard
b. Non-cowl Bike	High	Medium	Short	Chinatsu Nanjo
c. Off-road Bike/Car	High	Off-road: High On-road: Low	Short	Masha Krylova
d. Large Car	High	Low	Long	Rumi Nanase
e. Sports Car	High	Medium	Short	Reika Amamiya

Vehicles can move at low speed (MOVE L) or high speed (MOVE H), which changes the amount of tiles they can move during their turn.

● Weapons' stats

Each character wields a different weapon. The following is a list of stats related to the weapons.

a. Power

The amount of damage (i.e. loss of hit points) inflicted with each successful hit.

b. Shots

The amount of shots fired in a single battle.

c. Magazine

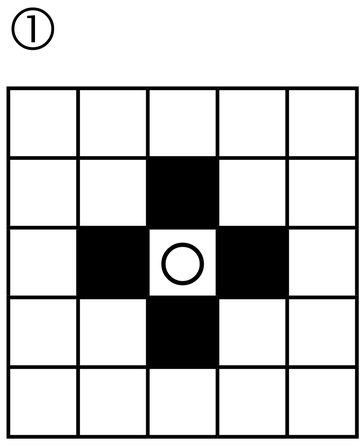
The amount of times that weapon can be used to fight (they can be resupplied during Criminal Arrests).

d. Range

The distance a weapon can reach when targeting an enemy. There are three types of range.

○is your character (vehicle)　■is the weapon's range

①



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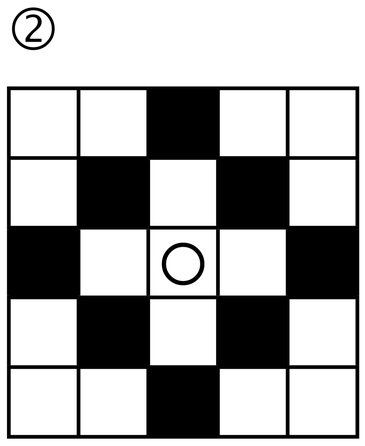
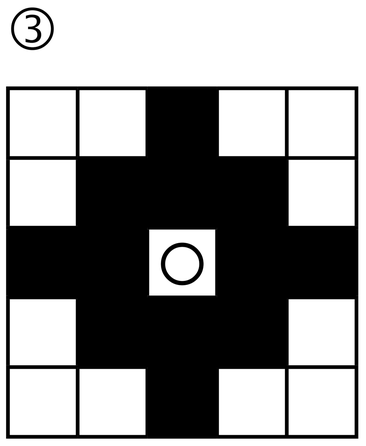


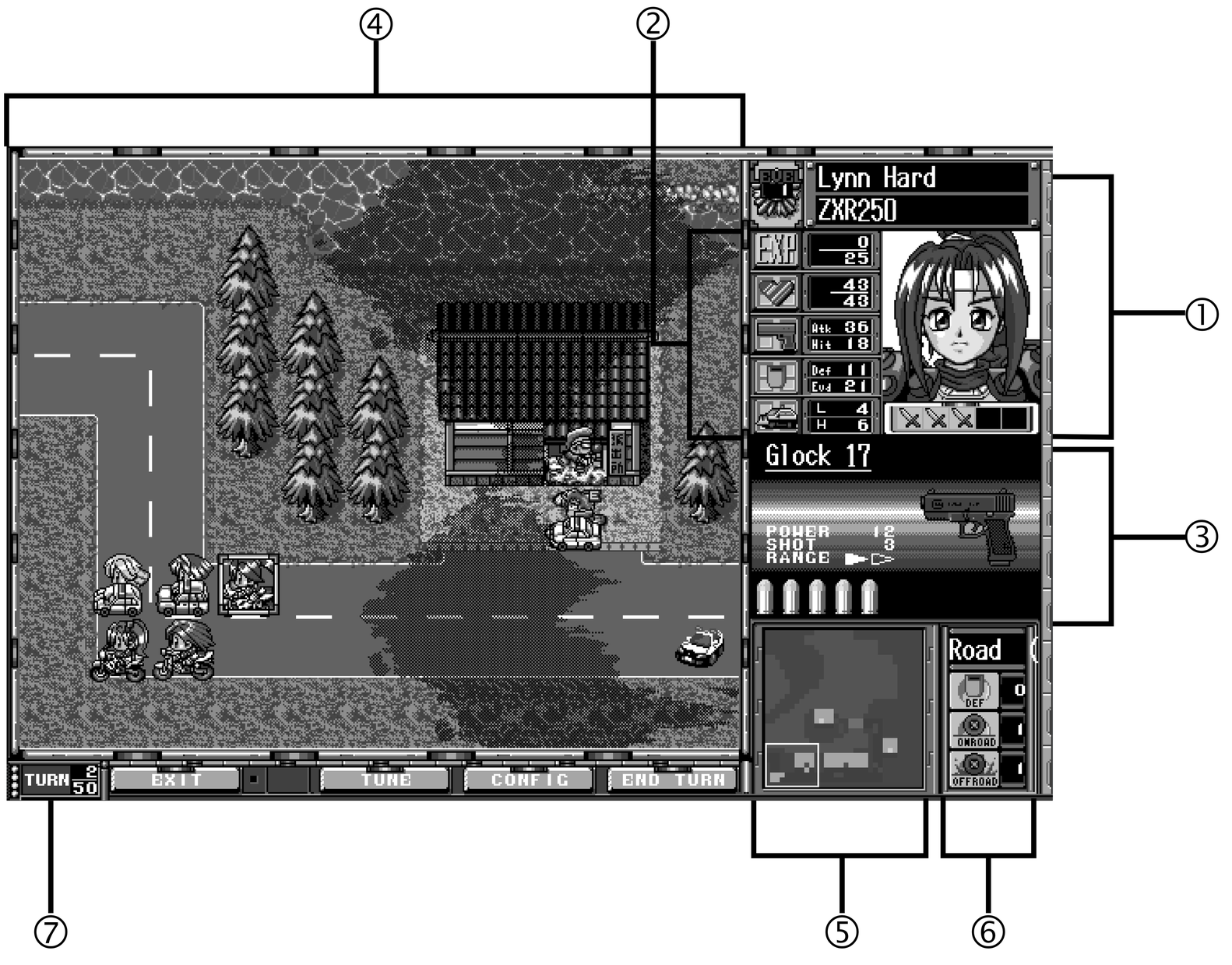
③



6 Criminal Arrest

6.1 Map screen

Criminal Arrests take place on a 32x32 map. Here you must move the girls of Tuned Heart to chase down and apprehend those criminals.

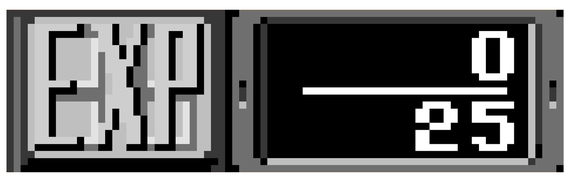


①Character Display

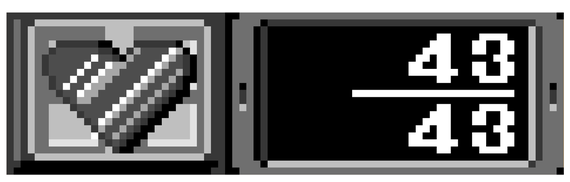
This part shows information on the character the cursor is currently highlighting. This includes their name, their vehicle, a portrait, and special skill icons.

②Status Display

This part shows the status of the character the cursor is currently highlighting.

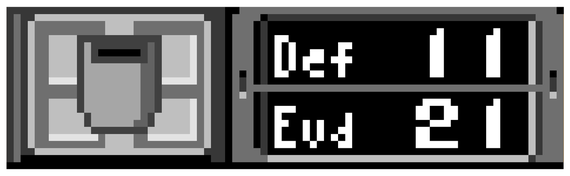


The top value is your current EXP, while the bottom value is the EXP required to level up.

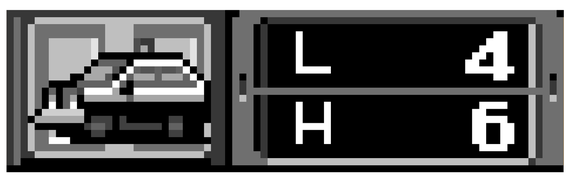


This is the hitpoints display. The top value is your current HP, while the bottom value is your max HP.

The top value is your attack power, while the bottom value is your accuracy.



The top value is your defense, while the bottom value is your evasion.



These numbers indicate your movement in low speed (MOVE L) and high speed (MOVE H).

③Weapon Display

This part shows a picture of your weapon and the following information.

a. Power

The amount of damage inflicted upon successful hits.

b. Shots

The amount of shots fired during a single battle.

c. Ammo

The amount of times you can fight. This is reduced by one after a battle encounter.

④Map Portion

This is a magnified segment of the full map. Moving the cursor to the edge of the area changes it to a police car icon; left click to scroll the map.

⑤Full Map

The Map Portion is indicated by a white border. You can left click on any part of the Full Map to change the displayed Map Portion.

⑥Terrain Info Display

This part shows the types of terrain, their defense rates, and the reduced movement for off-road and on-road vehicles.

⑦Turn Number Display

The lower-left part of the screen shows the turn number. The top number is your current turn, while the bottom number is the turn limit. You must finish the mission within the turn limit in order to win.

6.2 Buttons explanation

● [END TURN]

The flow of the game during Criminal Arrest scenes is as follows. First you have all your units take action; then the enemy units take their action; then it is your turn to take action again, and so on.

Follow this procedure to end your turn after you have taken your actions:

①Left click on [END TURN] at the bottom of the screen.

②A confirmation window will open. If you are certain you want to end your turn now, left click on [YES].

③The enemy turn will begin.

● [CONFIG]

This will allow you to change some of the game's settings. If you click this command, the following screen will be displayed. Left click to change between ON and OFF.

[Music Play]
Whether music will be played during the game.
[Window Animations]
Whether Window Animations will be displayed.

[Map Animations]
Whether Map Animations will be displayed.
[Battle Animations]
When set to OFF, battle animations will be simplified.
[Special Skills Animations]
When set to OFF, they will be skipped.
[Sound Effects Play]
Whether sound effects will be played during the game.

If you are satisfied with the changes, left click on [OK] to confirm. Otherwise, left click on [CANCEL].

● [TUNE]

Select this command to open the “Parts Selection Screen” (please refer to Section 7 “Parts Selection Screen” for more details). This will allow you to install parts for your vehicles.

● [EXIT]

This command will allow you to interrupt the game and go back to the menu screen.

You can resume your progress by selecting [Continue] in the menu.

● Activating a character’s special skill

Each one of the five main characters has a special skill they can use. When you select a vehicle to move, you will see the special skill icons below the character’s portrait. Left click on the icon and it will disappear, indicating that the skill has been activated. When you left click this icon, a range will appear around the character; left click on the range to unleash the special skill.

※ Please note that special skills cannot be used after moving.

6.3 Mouse controls explanation

● Selecting a vehicle (character)

Move the cursor over a vehicle and it will turn into a lipstick icon; left click and the vehicle will be highlighted, indicating that it can now act. Once a vehicle has acted, the letter “E” will be displayed over it.

● Move

Once you select a vehicle, its movement range will be displayed. Select one of the blue tiles to move at high speed (smoke will come out of the vehicle). High speed has a greater movement range than low speed. Select one of the red tiles to move at low speed.

Once you have chosen the destination of your vehicle, left click on it and the vehicle will move. Left click again and it will stop there, with the letter “E” appearing over it to indicate that the vehicle has moved. If attacking is possible, the attack range will be displayed.

● Attack

If you left click after moving (or left click a second time after selecting a unit), the cursor will change to a gun icon, and the attack range will be displayed. Possible targets will be indicated with a bullet icon. Move your cursor over your target of choice and left click to open the Battle Information screen (please refer to Section 8 “Battle Screen” for more details).

● Canceling action

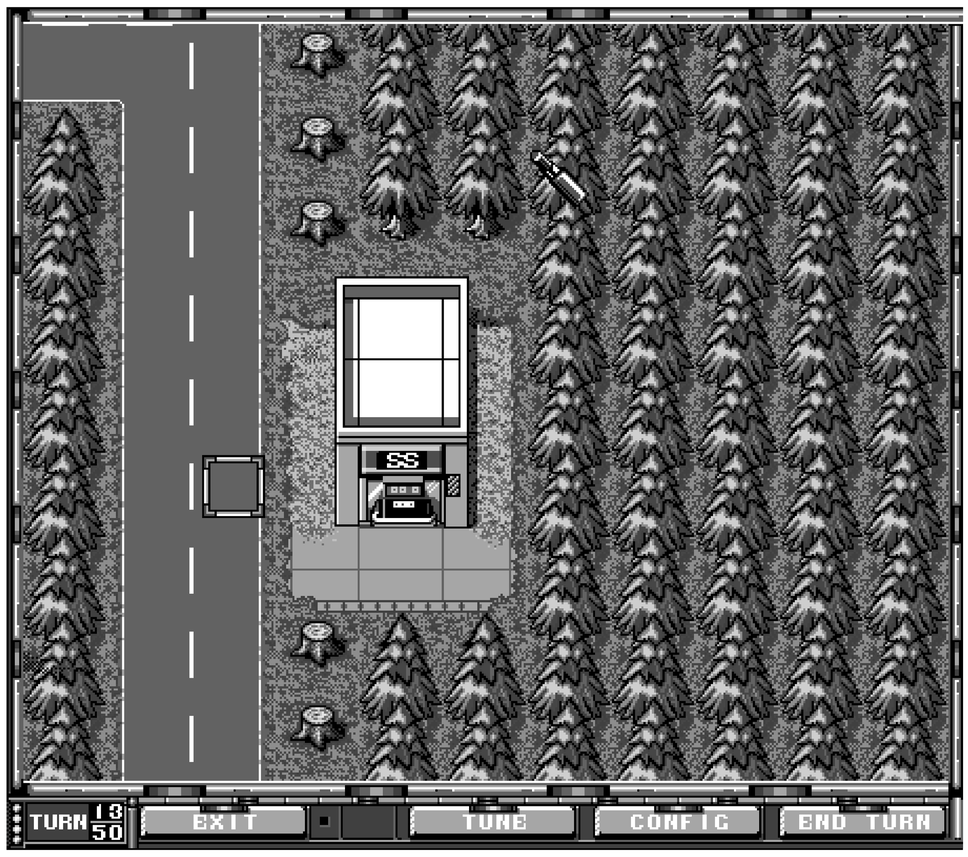
During the vehicle selection phase, right click to cancel the action you’ve taken.

● Selecting characters who have yet to act

If you have not highlighted a unit and there are still allies who have not taken action yet, right click to move the cursor over one of them. If all units have acted, nothing will happen.

● Resupply / Repair

You may find police stations and service stations (SS) on the map. Place one of your vehicles on one of these tiles and at the beginning of each turn they will recover a portion of their HP and restore their ammunition.



7 Parts Selection Screen

Left click on the [TUNE] command on the map screen to open the “Parts Selection Screen”, as follows.

Installing parts on your vehicles will increase their stats; however, some vehicle types may be unable to install certain parts.

You can install up to three parts, one for each type. The type of parts are as follows:

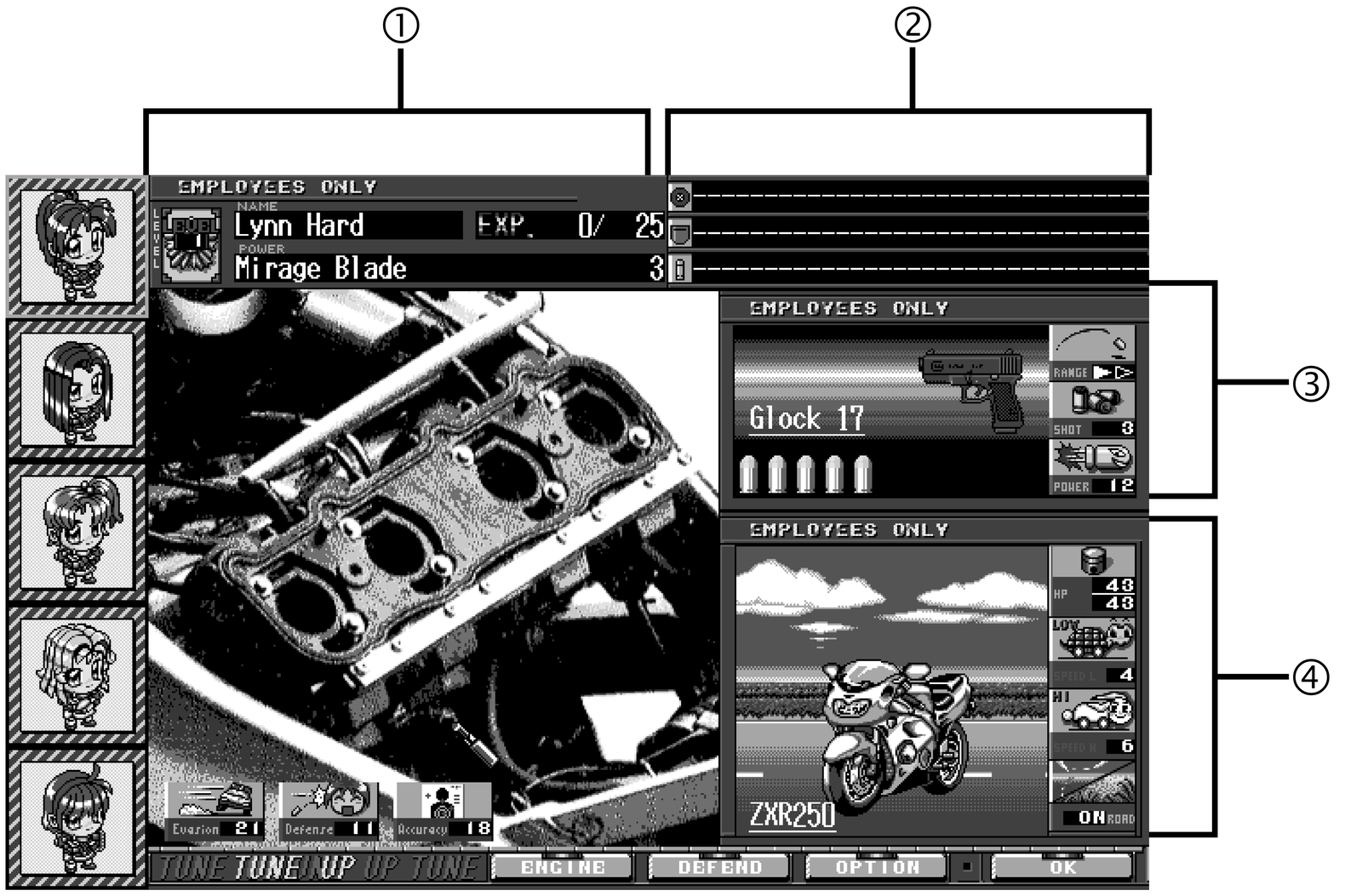
a. Engine
   Influences the vehicle’s speed (i.e. its movement range).

b. Defense
   Influences the vehicle’s HP.

c. Option
   Parts such as sights, magazines, etc.
   Influences the vehicle’s overall stats.

At the beginning of the game you won’t have any parts to install. You will acquire them as you progress through the game.

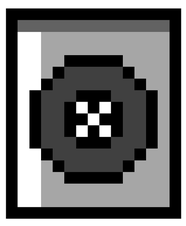
7.1 Display explanation



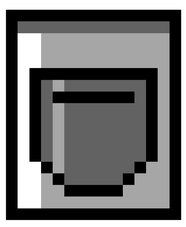
①Character Information Display

This part shows the name of the character, their EXP, the name of their special skill and the amount of times it can be used.

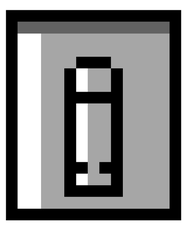
②Installed Parts Display



The installed engine part.



The installed defense part.



The installed option part.

③Carried Weapon Information Display

This part shows a picture and the name of the weapon your character is carrying. It will also display its remaining battle uses and the following stats:

RANGE: The weapon’s attack range.

SHOTS: The amount of shots fired during a battle.

POWER: The amount of damage inflicted on successful hits.

④Vehicle Information Display

This part shows a picture of the vehicle and its name. It will also display the following stats:

HP: The vehicle's hitpoints.

SPEED L: The amount of tiles the vehicle can move at low speed.

SPEED H: The amount of tiles the vehicle can move at high speed.

TYPE: The vehicle's type (On-road/Off-road).

7.2 Controls explanation

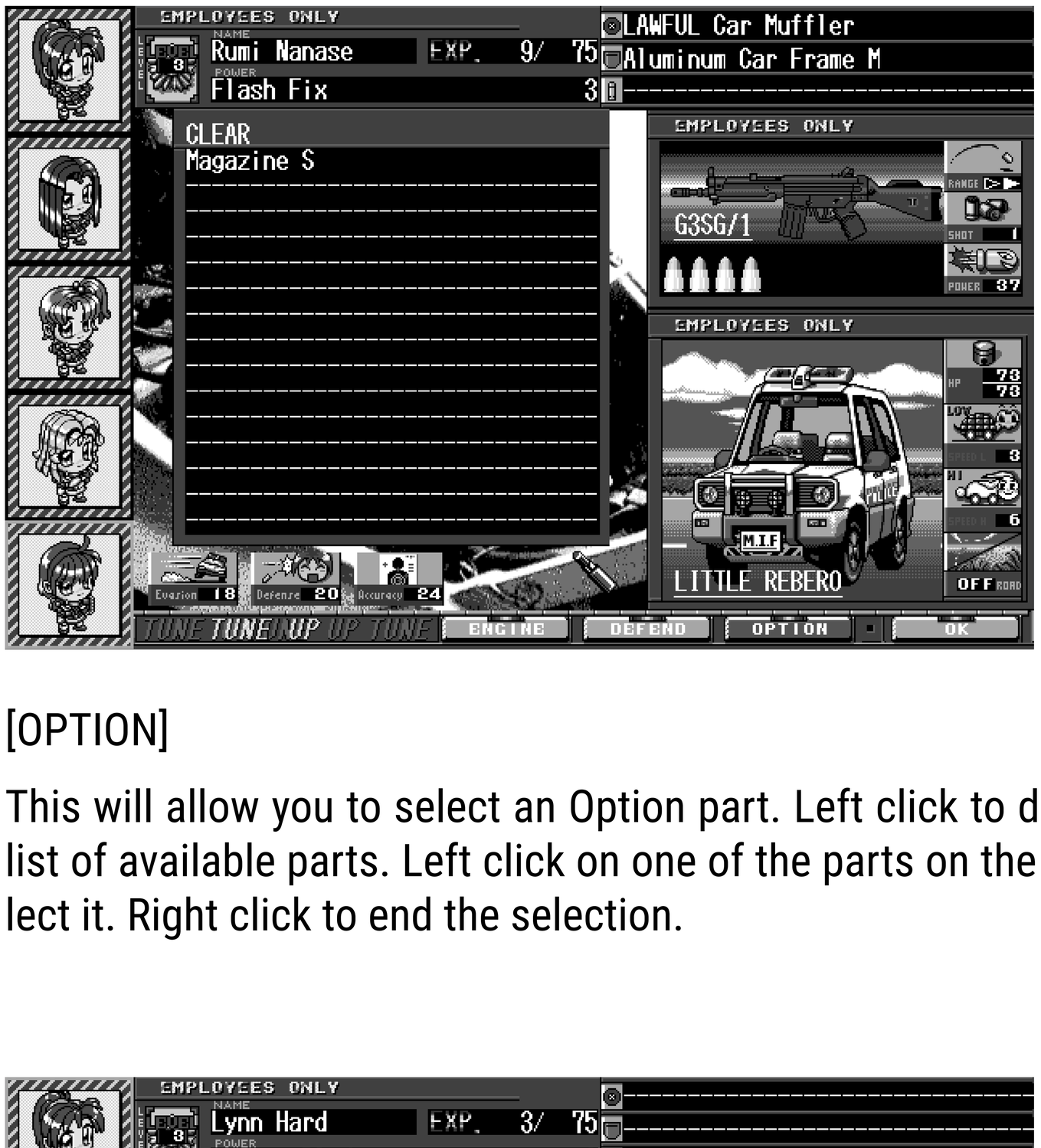
Selecting one of the characters on the left side of the screen will open that character's information screen.

[ENGINE]

This will allow you to select an Engine part. Left click to display the list of available parts. Left click on one of the parts on the list to select it. Right click to end the selection.

[DEFENSE]

This will allow you to select a Defense part. Left click to display the list of available parts. Left click on one of the parts on the list to select it. Right click to end the selection.



[OPTION]

This will allow you to select an Option part. Left click to display the list of available parts. Left click on one of the parts on the list to select it. Right click to end the selection.

[CLEAR]

The [CLEAR] button is at the top of the parts list. Clicking this button will uninstall the part.

[OK]

Once you are done selecting parts, left click this button to return to the map screen.

When selecting parts, improved stats will be displayed in blue, while reduced stats will be displayed in red.

8 Battle Screen

8.1 Battle information screen

When you attack an enemy, or when you are attacked by one, the Battle Information Screen will be displayed.

If you are attacking an enemy, you can right click to cancel. Left click to confirm. The battle screen will be displayed as follows:

①VS Display

This part shows the name and vehicle for both your character and the enemy.

②Accuracy Display

This part shows the accuracy rate of both characters.

③HP

This part shows the hitpoints of both characters.

④Weapons

This part shows the weapon equipped by both your character and the enemy, as well as its power and defense rate.

8.2 Battle screen

Left click on the Battle Information Screen to initiate the battle. The screen will split in two, and both your character and the enemy will fight.

A hit mark will indicate when a vehicle has been hit.

Damage inflicted depends on the amount of shots fired, their power and the defense rate of the targeted vehicle.

Occasionally, a critical hit may occur, inflicting much greater damage than normal.

9 After the Operation

Once a scenario is successfully concluded, the following screen will be displayed:

Here you have the option to save your data. Left click on [NO] to progress to the next map without saving; left click on [YES] to save your data on the data slot you have chosen at the beginning of the game. After saving, you will be able to play the next scenario from its beginning by choosing [Load] from the game's menu screen.

10 Lore

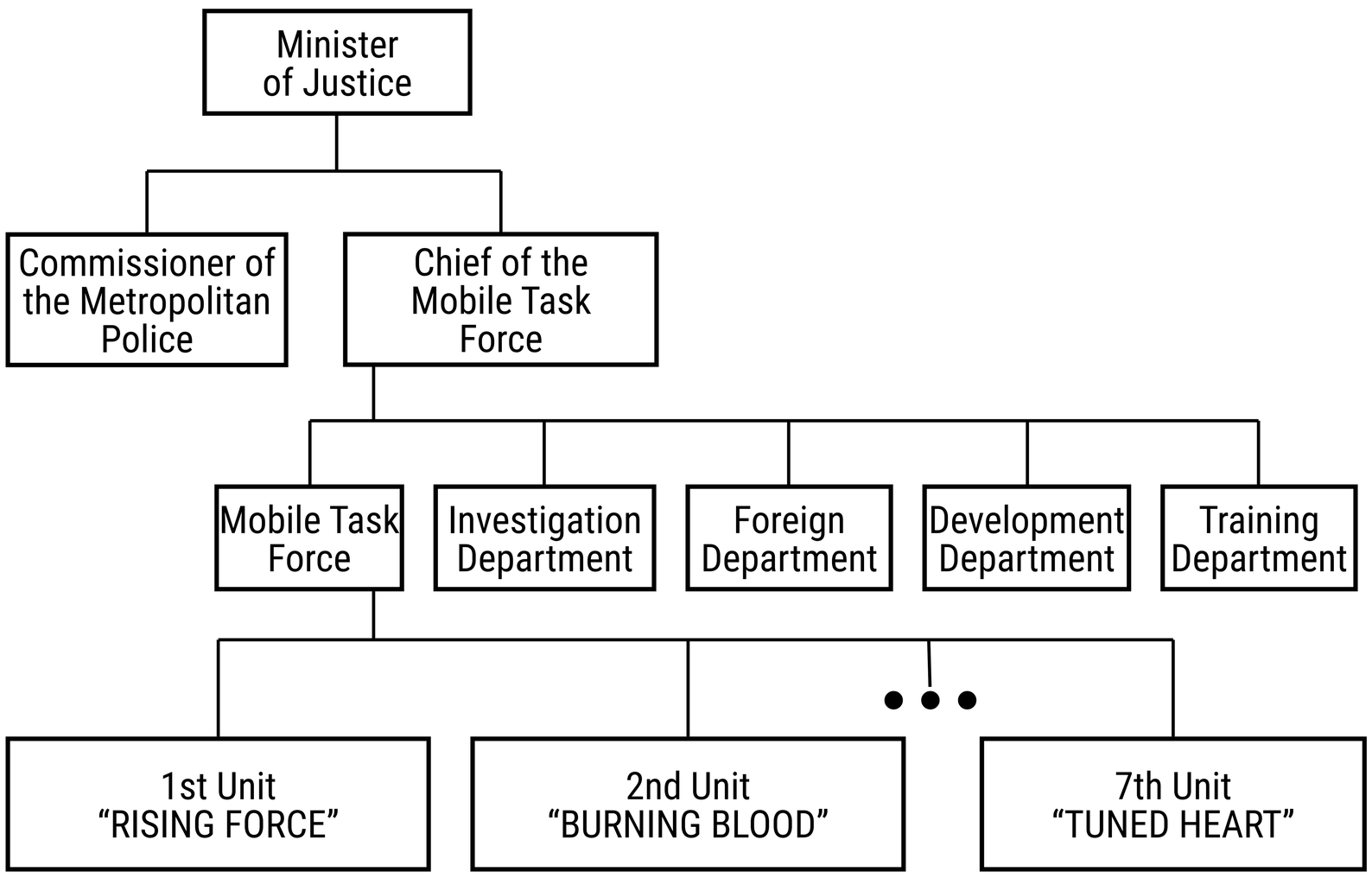
10.1 What is the Mobile Task Force

Japan has been afflicted by a series of heinous crimes and acts of terrorism due to increased activity of various crime syndicates; the worst among them is the “Mobile Crime”, which employs high-performance vehicles and powerful weapons in their operations. The local police is not equipped to face these criminals.

This is the reason the Mobile Task Force has been established.

Like the FBI SWAT, the Mobile Task Force can operate wherever necessary, without being restricted to any specific district. Though they are officially affiliated with the Metropolitan Police Department, the Chief of the Mobile Task Force holds the same authority as the Commissioner of the MPD; essentially, is could be considered a separate entity altogether. Since its members are “stolen” among the best police officers, and there is an overlap of jurisdiction, the MPD and the MTF do not really get along well.

The Mobile Task Force is split into multiple sections and teams. The main characters of this game are the five ladies of “Tuned Heart”, the Mobile Task Force 7th Unit.



10.2 The special rights of the Mobile Task Force

The members of the Mobile Task Force have been given a series of special rights:

①They have complete freedom to operate within the country in order to investigate Mobile Crime activities; for this reason, they surpass any police rank, and they cannot be halted by any red tape. If necessary, they can take command of any local police force.

"I don't know who you are, and I don't care! We're the MPD! We're not listening to you!"
"The MPD, you say? Then you WILL follow my orders."
"Are you crazy or-- Wait... T-That uniform!"

②They do not require any search warrant to investigate, nor an arrest warrant to apprehend someone.

"Mwahahah! Come back with a warrant, copper! (We got our hold within the police. There's no way they're getting a warrant!)"
"I don't need to. I AM the warrant!"
"T-That uniform! Crap, it's the Mobile Task Force!"

They have four more rights, but they're not general knowledge, though officer Rumi Nanase insists that one of them is "In case of death, no one shall claim your corpse".

Special rights aside, each member of the MTF is an elite officer with a wealth of experience on the field, capable of fast and accurate judgment.

Few people actually witness them in action. As their feats are almost superhuman, they're considered an urban legend by most.

Police officers and civilians look up to them as heroes; but criminals fear them as their worst nightmare.

10.3 Equipment of the Mobile Task Force

The vehicles employed by the Mobile Task Force use civilian models as base, tuned up for use in crime-fighting. The engine displacement is one or two classes higher than that of the model available for civilian use. A MTF small-capacity motorcycle will have a similar performance to a civilian medium-capacity motorcycle. Furthermore, their frames have been reinforced for use in battle.

Each member uses their favorite weapon.

Most of them use various type of firearms, but there are members that employ non-standard weaponry, such as a large blade.

The Mobile Task Force Development Department has developed a special uniform for their members, the "Assault Gear". This is conceptually similar to the Assault Suit wore by SWAT officers; however, this equipment is very heavy, and severely limits mobility. The Assault Gear is a new type of equipment developed with the latest nanoscopic technology. Made from a lightweight carbon material, the Assault Gear is bullet-proof, stab-proof, heat-resistant, all without limiting the wearer's mobility.

The Assault Gear employed by the "Tuned Heart" Unit is the latest model, tailored to each member's unique traits.

10.4 Units

The Mobile Task Force is divided into small groups called Units, each composed of only a few individuals. Though each Unit usually acts independently from one another, they cooperate on the same case when necessary.

● 1st Unit "Rising Force"

Generally recognized as the strongest Unit of the Mobile Task Force. Its commanding officer, Tetsuya Mizuki, is a perfectionist.

● 2nd Unit "Burning Blood"

A powerful Unit, always burning with passion. Its commanding officer, Daisuke Ookura, claims to have Latin American blood flowing in his veins.

● 7th Unit "Tuned Heart"

A team entirely composed of women, and the main characters of this game. Even among the many eccentric members of the Mobile Task Force, a Unit composed entirely of women is still considered unusual. Each member possesses a unique, special ability, and they undertake missions secret even to the rest of the MTF.

Apparently the commanding officer has exclusively selected women for this Unit because during his time in the FBI he found his female coworkers to be exceptionally capable.

● 7th Unit "Tuned Heart" Officer "Lynn Hard"

A hardworking woman, cheerful and bright. She is a master of the "Blade Arts", a swordfighting technique. She is looking for her missing brother.

Age: 18

Nationality: Japanese-American

Vehicle: Supersport. She is skilled enough to push it as fast as possible.

Special Skill: Blade Arts

Background: Lynn spent her childhood wandering around the United States on a motorcycle with her brother "Koji Hard", a bounty hunter and master of the Blade Arts. Koji singlehandedly took down multiple criminal organizations during this time. However, one day her brother disappeared, leaving behind only the "Combat Blade", his beloved sword. Lynn has been looking for her missing brother since. One day she collapsed from exhaustion; luckily she was found and saved by the future commander of Tuned Heart, during his time in the FBI. Owing him a debt of gratitude, she accepted to become a member of Tuned Heart.

She carries the Combat Blade wherever she goes, so that Koji would recognize her at a glance. She constantly trains in the use of the Blade Arts so that Koji might be proud of her once she finds him again.

She doesn't have any other relatives beyond her brother, which is why being abandoned by him was a severe traumatic experience for her.

BWH: 81-57-83

//**Catchphrase**: She refers to herself using "boku".

Hobby: Looking for her missing brother; training in the use of the Blade Arts.

Blood type: A

Sign: Virgo

Birthday: August 30

● 7th Unit "Tuned Heart" Officer "Chinatsu Nanjo"

She may look like a feeble girl, but she's actually immensely powerful and a glutton. Her bad girl attitude hides the heart of an angel.

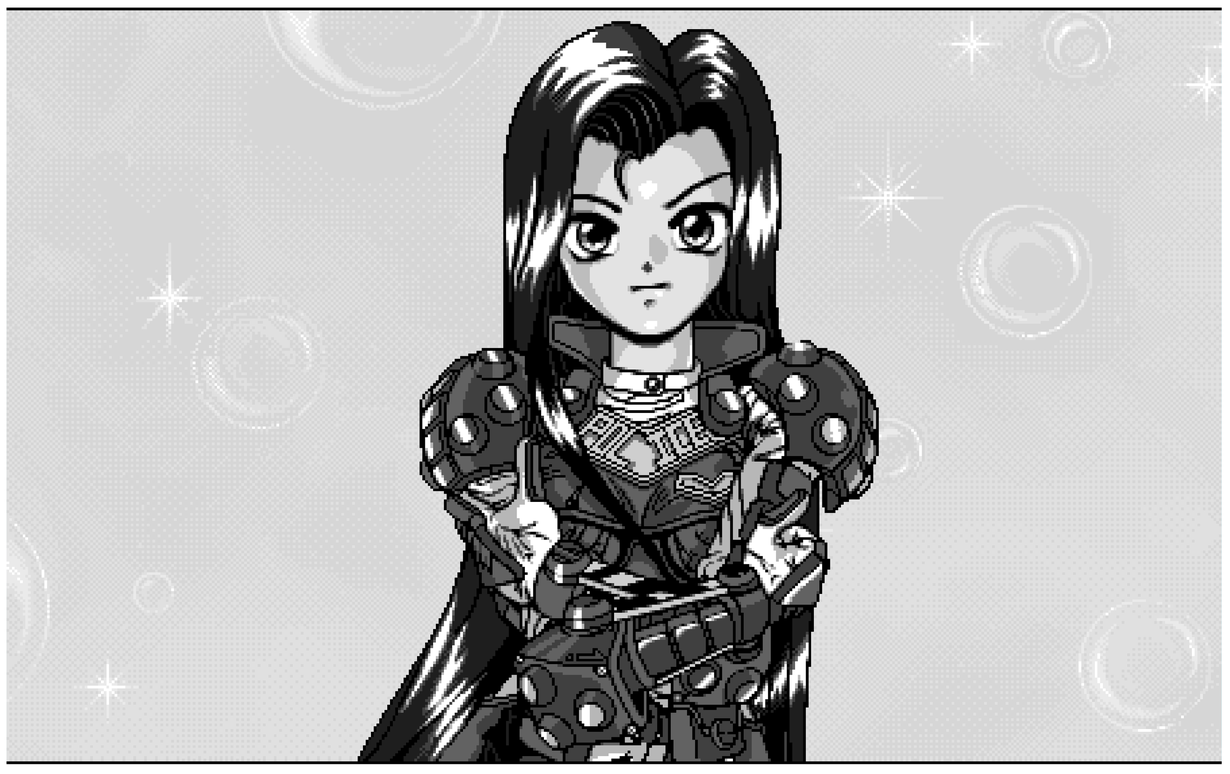
Age: 18
Nationality: Japanese
Vehicle: Roadster. She is daring and dynamic on her bike.
Special Skill: Mirror Fist
Background: Chinatsu grew up in the Japanese Alps with her parents, owners of a martial arts school. Every day she would train in the Mirror Fist Style, and learn how to survive in the wild, which is the secret behind her invincible power. When the turned 15, her parents sent her on a training journey. This was the first time she ever met people other than her parents. Unfortunately, her secluded lifestyle made her too gullible; she was lied to, cheated, betrayed... She grew to distrust other people.

While wandering aimlessly around Osaka, her martial arts prowess caught the attention of a criminal organization. Without realizing their nature, she joined them; this is the time she learned how to ride a motorcycle and got her Osakan accent. Lucky for her, she was saved from a life of crime by the Mobile Task Force, which she later joined.

Chinatsu is actually very kind and gentle, like an angel, but she is unable to show this side of her to other people. She is very shy and socially awkward, so she often speaks in a very curt way. For this reason, most consider her a scary woman with a bad attitude, but make no mistake: she is a good and sensitive girl, the kind that cries when watching a touching movie. Sometimes members of the Mobile Task Force find their vehicles fixed without explanation; it is Chinatsu who secretly makes sure everybody's vehicle is in perfect condition.

Since her life in the mountains was about surviving in the wild rather than eating normal food, she has now become a bit of a glutton.

BWH: 85-59-86
//**Catchphrase**: She refers to herself using "uchi" and speaks in Osaka-ben.
Hobby: Anonymous volunteering; cooking.
Blood type: AB
Sign: Scorpion
Birthday: November 3



● 7th Unit "Tuned Heart" Officer "Masha Krylova"

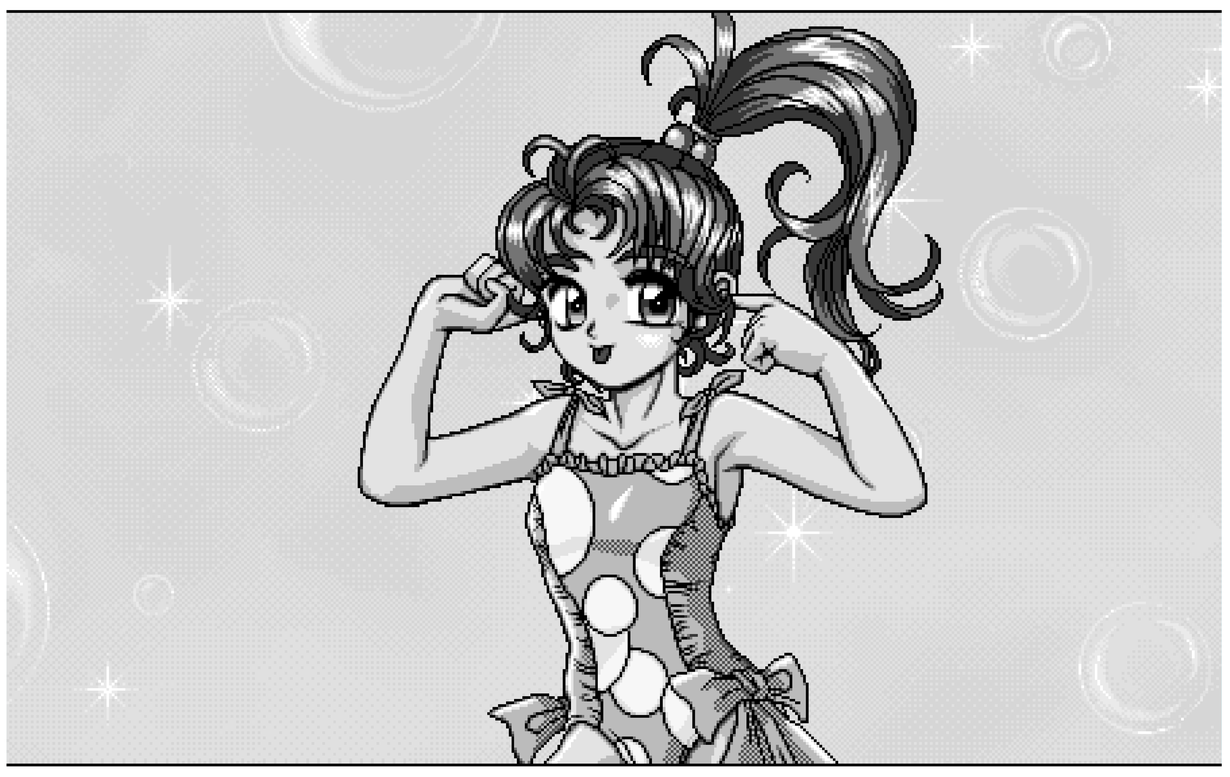
A playful girl brimming with energy who doesn't know the meaning of "work" or "study". She loves animal with all of her heart, and she is able to communicate with them. She doesn't get along too well with Chinatsu, because she associates "animal" with "food".

Age: 18
Nationality: Russian emigrant
Vehicle: Off-road. Masha has no problems running over uneven terrain.
Special Skill: Animal-induced disturbance attack

Background: Masha lost her parents during a series of riots in Russia. An animal trainer found her and took her under his wing, so she grew up surrounded by animals. There were no kids of her age around her, so her playmates were animals; due to this upbringing, she learned to understand and communicate with them. The animals around the city weren't enough for her, so after learning to drive she'd take the animal trainer's off-road bike to go out in the forest and play with wild animals.

Alas, one day, she lost her caretaker during the seemingly unending riots. Forced to fend by herself, she used her talent with animals to trick adults around her, which was enough to live by. However, she ended up catching the attention of the Russian Mafia, and her animal friends were injured. Luckily, the commander of Tuned Heart happened to be in Russia for an investigation, and saved her. Masha thus joined the Mobile Task Force.

BWH: 75-55-78
Hobby: Playing with animals.
//**Catchphrase**: "Funyaa"
Blood type: 0
Sign: Taurus
Birthday: May 11



● 7th Unit "Tuned Heart" Officer "Reika Amamiya"

As the oldest member, she is the leader of the team. She is a very smart and reliable woman.

Age: 20

Nationality: Japanese

Vehicle: Sports car. When it comes to speed, not even Lynn can beat her.

Special Skill: Hypnotic attack

Background: Her father was Chief Detective of the Metropolitan Police Department; for this reason, she met the man who would become the commander of Tuned Heart before he even joined the FBI. A criminal syndicate put a hit on her father; but thanks to the impeccable strategy of the future commander, the situation was solved without a single casualty. That is when Reika decided that she would become an officer just like that man. One of the criminals during that event employed hypnotism; she was particularly interested in this art, so she studied it and learned how to use it on her own. She divided her time between study and sports, and was able to graduate high school with excellent marks. Her parents wanted her to go to university, but she ignored them, as she wanted to become a police woman as soon as possible. She went to police academy and graduated top of her class. When the commander of Tuned Heart came back to Japan, she personally requested him to let her join the team.

When the commander is absent, she takes care of managing the team in his place. There is not a single member that would openly disobey her. When she is angry, she doesn't yell: she remains calm and quiet, which is somehow even more scary. She takes pride in her job above everything else, and will not rest until her work is done. She is confident in her skill, and unlike the stereotypical career woman, she has no complex whatsoever about the opposite sex. She is the type of person you would never want as an enemy.

BWH: 90-61-89

//**Cathphrase**: "You're a professional, so act like one."

Hobby: Carving

Blood type: B

Sign: Scorpio

Birthday: November 2

● 7th Unit "Tuned Heart" Officer "Rumi Nanase"

She is a mechanic aficionado who is the most happy when she tampers with machinery. It can be said without a doubt that she really loves machines. It's not that she hates people or anything; it's just that she is really passionate about this.

Age: 18

Nationality: Japanese

Vehicle: Van, RV. Among the members of Tuned Heart she's the least skilled driver, but she still outclasses the average civilian.

Special Skill: Repair and resupply

Background: Rumi grew up to be very passionate about machines, probably because there was a shop specialized on tuning racing cars and racing bikes near her house, which she'd often visit as a child. She was a fast learner and had a natural talent for tuning machines; by the time she was in high school, she was more skilled than professionals, and already had her own shop where she tuned up vehicles. However, her talent caught the attention of a criminal organization, who deceived her into working for them. The Special-Made Cars she built for them were used for crime, and the police's own vehicles were no match for them. Once she found out that her beloved vehicles were used for evil, Rumi stoop up against the criminal organization on her own; while she managed to achieve good results for a while, in the end they were simply too many for her alone. Before it was too late, she was saved by the Mobile Task Force, which she later joined herself.

When it comes to anything mechanic, she's your girl. Just don't count on her if you have people problems.

BWH: 77-56-79. She has a very slender body and wears glasses.

//**Catchphrase**: "I'm a genius, you know."

Hobby: Tampering with machines

Blood type: 0

Sign: Sagittarius

Birthday: December 19

● Mobile Task Force Chief "Masahiko Kano"

The father figure for all the members of the MTF. Very strict, but he cares for his subordinates.

Age: 47

Nationality: Japanese

Background: When he was young, he was the leader of a group of vigilantes. He hated those who'd prey on the weak, so he'd get in fights with yakuzas or biker gangs on a daily basis. When his father died and being able to provide for his family became an issue, he decided to make his passion of fighting evil a real occupation, and he joined the police. His pushy attitude and the connections he made during his time as a vigilante made him solve many difficult cases with ease. His achievements made him the best candidate for the seat of Chief of the Mobile Task Force once it had been inaugurated.

As head of the Mobile Task Force, his authority is equal to that of the Commissioner of the Metropolitan Police Department. He assumes all responsibility for the actions the MTF is forced to take during its activities.

He is very strict with his subordinates, but he cares deeply for them; however, he has no mercy for villains who would prey upon the weak.

He is also quite the gourmet.

Hobby: Iaido (5th dan)

Blood type: B

● Mobile Task Force Chief of Development "Joichiro Takaoka"

The man responsible for developing equipment for the Mobile Task Force. A cool, tough mechanic.

Age: 32

Nationality: Japanese

Background: Back when he was still a student, he was a street racer. During this time, he met "Masahiko Kano", the man who would later become the Chief of the Mobile Task Force. Ever since he found employment, he stopped getting into fights; not for lack of courage, but simply because he rides so fast that nobody can catch up to him. Apparently, he's very good in a brawl.

He is now the head of the Development Department. He doesn't like to be kept out of the action, and he often rides the vehicles he develops into battle (he wears a male version of the Assault Gear without the skirt). He is also very knowledgeable about automobiles.

He is sharp, cool, and tough; but he can also be pretty extreme. He doesn't like to hang out in groups, but people seems to naturally flock to him.

Hobby: Traveling alone on his motorcycle

Blood type: A

● Mobile Task Force "Rising Force" Commander "Tetsuya Mizuki"

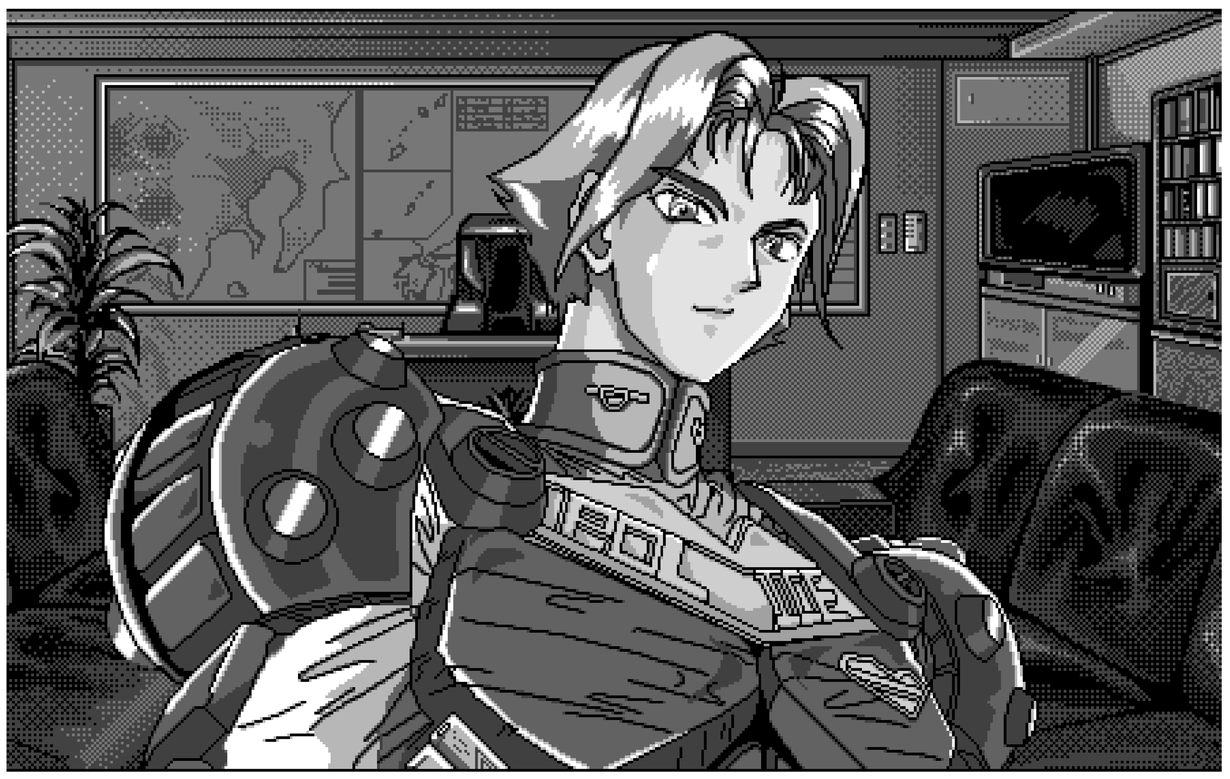
Age: 27

Nationality: Japanese

Background: He is the eldest son of a politician. He could have led a life of leisure, but after a criminal killed his little brother, he joined the Mobile Task Force.

He is considered to be the best commander of the MTF. He is trusted by all other members... but at the same time, he is also feared by them.

He is a cool-headed prodigy who can seemingly achieve anything he wants. He is very popular with both the ladies and the boys, but he doesn't seem to be interested in either gender.



His little brother was the only person in the world he felt could understand him; now he harbors a deep hatred for those criminals who took him away from him.

Hobby: Shooting

Blood type: AB

● 2nd Unit "Burning Blood" Commander "Daisuke Ookura"

Age: 27

Nationality: Japanese, but he claims to have Latin-American blood flowing in his veins.

Background: During his high school days, he'd often leave school to ride around the town on his car and hit on girls. He says he joined the police force "to protect all the ladies of the world"; the truth however is that he can't forgive criminals for using cars in their evil activities. When he heard about the establishment of the Mobile Task Force, he vehemently requested to be allowed to join. At first, the Chief doubted his resolve, and refused to let him join; however, come rain or shine, come hell or high water, Daisuke Ookura would always chase after the Chief, trying to convince him. One day, the Chief was targeted by an assassin: Daisuke jumped in front of the Chief to protect him with his own body. That's when the Chief finally acknowledged him and let him join the Mobile Task Force. As he took absence from the police without permission during this time, he has a bad relationship with the police department. As an officer of the MTF, he solved many difficult cases with ease, so he was promoted commander shortly after joining.

When it comes to raw power (and alcohol), he's one of the top members of the Mobile Task Force.

He's a self-proclaimed Latin Lover and a playboy. He loves women, but he never gets serious with them. He gets things done when the situation calls for it. He often brags about being "the man who saved the Chief".

Hobby: Drinking. Picking up girls. Singing. Riding around with his car.

Blood type: 0

11 System Q&A
Gameplay issues and how to solve them

Please reference the following Q&A in case the game won't run, or if it won't run properly, or for other issues.

Q01: After installing the game on the hard disk, I'm seeing the message "Bad command or file name" when I try to run the game by writing "SSGAME".

Ans: It is likely that you haven't entered the folder where the game has been installed to.

Please use the boot disk to run the game. If you are trying to run the game from the hard disk, first move to the drive where the game has been installed to, and then move to the folder where the game has been installed to.

Example: (changing drive) Input "A:" and press Return
: (changing folder) Input "CD \S-SOFT\TH" and press Return

※ This is in case you have installed the game in Drive A and in the \S-SOFT\TH folder.

Q02: After installing the game on the hard disk, I'm seeing the message "Insufficient memory" when I try to run the game by writing "SSGAME".

Ans: You have insufficient free memory in your MS-DOS.

Please run the game from the boot disk. If you wish to run the game from the hard disk, you should try to free up some memory, for example by removing FEP or similar products, or reduce the values for FILES or BUFFERS in CONFIG.SYS. You can confirm the amount of free memory with the MS-DOS external command "CHKDSK".

※ FEP or similar products can be removed from CONFIG.SYS under DEVICE.

※ Even as you reduce the values for FILES or BUFFERS, FILES should never be less than 10, and BUFFERS should never be less than 2.

※ For information regarding the use of the "CHKDSK" command, please refer to your MS-DOS manual, or ask your MS-DOS reseller.

Q03: When I try to run the game from the Game Disk, I see the message "No system files".

Ans: This game is made to be run from the hard disk.

It cannot be run directly from the Game Disk. In order to play, you must first install the game on your hard disk. For more details regarding how to install the game, please refer to Page 6 of this manual.

Q04: Music won't play.

Ans: If your system does not come with an internal device capable of reproducing sound, you will require a soundboard.

Please attach to the expansion slot a NEC-brand Soundboard, among the "PC-9801-86", "PC-9801-26K" or "PC-9801-73".

※ While companies other than NEC sell "compatible soundboards", please note that they may cause issues and we will not provide support for their use.

Q05: I'm using an internal sound device, but music won't play.

Ans: If you are using an internal sound device, it is possible that your device is set to "not use". You must change the setting from "not use" to "use".

※ For information as to how to change your sound device settings, please refer to your device's instruction manual, or ask your system's reseller.

Q06: Will there be any problems in using a lazy write-back disk cache driver like SMARTDRV?

Ans: Yes, there may be problems.

For example, if you press reset right after saving the game, it may look like the game has saved, while in fact the game has not saved your progress. If you use a lazy write-back disk cash driver, before pressing reset, you should quit the game and instruct the disk cache driver to actually perform the writing.

※ Please be aware that our company does not provide support for anything other than our own product. For more information regarding how to set up and how to use a disk cache driver, please refer to its instruction manual, or ask the disk cache driver's reseller.

Q07: Could you explain how to use an EMS driver or a disk cache driver?

Ans: Our company will NOT provide any support for anything excluding our product.

For any information regarding the use of the EMS driver or the disk cache driver, please refer to their related manuals, or ask the related reseller.

Q08: During the game, the image is disturbed, or the controls stopped working.

What should I do?

Ans: First you should try to pinpoint the issue.

For example, have you changed CPU recently? If you changed CPU, are you using the CPU cache?

Are you using a non-NEC "compatible soundboard"?

Have you added new drivers to CONFIG.SYS that could cause issues?

If you haven't found any issues there, try creating a new boot disk (please refer to Page 6 for details on how to create a boot disk).

If even that is not enough to solve the issue, then please refer to Q10 "How do I contact User Support?".

Q09: I can't seem to control the game properly.

Ans: Please read this manual again and confirm you are using the proper controls.

If you still have issues, please refer to Q08 "During the game, the image is disturbed, or the controls stopped working. What should I do?".

Q10: How do I contact User Support?

Ans: If the game won't run, or it stops running without explanations, and you cannot solve the issue by following this manual, then you may need to contact our company's user support.

We will need you to explain in a very detailed way the exact issue you're having (simply saying "it won't work" or "it stops working for some reason" will not help us provide the proper support).

Furthermore, we will require as much information about your system as possible. We will need the exact name of your device, your MS-DOS version, your hard disk information (whether it is internal or external, its maker, its name, the content of its partitions), the content of your CONFIG.SYS (if you have installed any special drivers, we will require detailed information about them), the status of your DIP switch (including the contents of the Soft Setup Menu), the status of your Memory switch (you can confirm that with the MS-DOS external command "SWITCH"), and finally detailed information regarding additional connected devices (device name, model number, whether they are internal or external, maker).

※ We understand we are asking for a large amount of information, but this is necessary for a prompt solution to your issue.

※ When you receive user support, you will be asked to provide the serial number written on the "User Registration Serial Number Receipt". If you cannot provide the serial number, we will not be able to provide you with support.

User Support Line　Tel: 092-752-5278

Monday to Friday 9:30-12:00 / 13:00-17:00 (excluding holidays)

Designers' notes

Noriyuki Shimoda

While not without difficulty, I will say that I've enjoyed working on this game. I'd like to give my thoughts about its design.

We were told to develop a game that was easy to play, with simple rules, and a lot of visual effects. The theme was "cute girls on machines". I'm sure this doesn't come as a surprise for longtime SystemSoft customers. SystemSoft has released many games with an anime feel, such as "Kawaisou Monogatari" (//Pitiful Tale), "Miko and Akemi's Jungle Adventure", or "Megaton Arms", after all.

For "Tuned Heart", we put in a lot of effort even in places where you normally wouldn't. For example, the vehicles you move on the map. Most people would take a quick glance and forget about it, but we painstakingly drew each one of them. If you look closely, you'll notice that the vehicles may look similar but they're actually different. Also, have you noticed that the screen doesn't flicker? The programmers took great care to make sure there's no flickering (even though we told them to not bother since nobody would notice the difference). Each weapon was carefully animated. We researched the various guns to make sure things like a gun's blowback were accurate. We also played around with various things, such as different mouse cursors. I wonder how many people will notice all the details we added here and there. If you do notice flickering, make sure to tell us. The programmers will definitely get mad.

About the motorcycles, we're glad Kawasaki has collaborated with us. Even though I've always used ****** bikes, I've always been a big Kawasaki fan. I'd love to ride a ZZ-R1100, but my license won't allow it...

If you have any opinions or suggestions, please send them to SystemSoft. We're always glad to receive them, and they encourage us to keep releasing better products. No comment or suggestion is useless, so feel free to write us if you wish so. You can also write your comment on any major gaming forum, as we often browse them ourselves.

SystemSoft is already working on a new "visual simulation". Please look forward to it.

P.S.

Inside the \S-SOFT\TH\OMAKE folder, you will find the chosen entries for the Tuned Heart Creator Contest hosted by COPERNICUS-NET, and additional bonus programs developed by NET. Please enjoy.

Eitaro Nijishima

This game is the first time I worked as main programmer.

When working on "Tuned Heart", there are two things I wanted to make sure of.

First: I wanted to make sure controlling the units was intuitive.

Since I figured many players may purchase the game because they wanted to have fun with a story focused on cute girls, I didn't want them to give up because the system was too complex, with too many values to understand and keep track of.

I reduced command selections as much as possible, and I had icons and letters next to the values so that they'd be easier to understand. This way controlling the girls should be easy and the players can focus on playing the game.

Second: "Tuned Heart" has a heavy emphasis on the visuals.

Let me explain what I mean. If you already tried the game, you probably noticed all the animations of the characters, how smoothly the clouds drift... While these are all normal for modern consoles, these details are rare on computer games. It's thanks to this game's graphics that Tuned Heart" can be referred to as a "visual simulation".

That's not all. If your computer has a PCM sound generator, you will be able to hear realistic gunshots to go alongside the beautiful animations.

What? "My computer doesn't have a PCM sound generator", you say? Well, that's actually great! That means you can play the game now, and then enjoy it even more once you install a PCM sound generator!

At any rate, I hope you enjoy playing "Tuned Heart".

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