"Best RPG of the year."

— Game Fan —
Feb '97











幻想水滸伝
Reach us on the World Wide Web at: www.konami.com

Konami of America, Inc. • 900 Deerfield Pkwy • Buffalo Grove, IL 60089-4510

VANDAL-HEARTS and SUIKODEN are trademarks of Konami Co., Ltd. Konami is a registered trademark of Konami Co., Ltd.
©1997 Konami Co., Ltd. All Rights Reserved.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.
Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

PlayStation

KONAMI.

PlayStation

NTSC U/C

PlayStation

MATURE
M
AGES 17+
CONTENT RATED BY ESRB

SLUS-00447

VANDAL-HEARTS™



KONAMI.

WARNING: READ BEFORE USING YOUR PLAYSTATION GAME CONSOLE.

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT, avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

HANDLING YOUR PLAYSTATION DISC:

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

Welcome!

Thank you for purchasing VANDAL-HEARTS™, an exciting new game that combines the action of an arcade game, the rich, deep storyline of a role-playing game, and the strategy of a combat simulation. All this wrapped into the rich sound an great graphics you've come to expect from KONAMI!

Table of contents

Using the controller 3
Prologue 5
"Outskirts of Ishtaria" 7
The flow of the game 8
- World Map 9
- Village/Town Map 9
- Battle Map 9

Beginning the game 10
Troop attributes 11
- Attack strength 12

Battle system 13
- Positioning for attack 18
- Supporting tactics 15
- Obstacles 16

Command menus 18
- Battle Map command menus 18
- Battle action menu 19
- World Map command menu 21
- Village/Town command menu 22

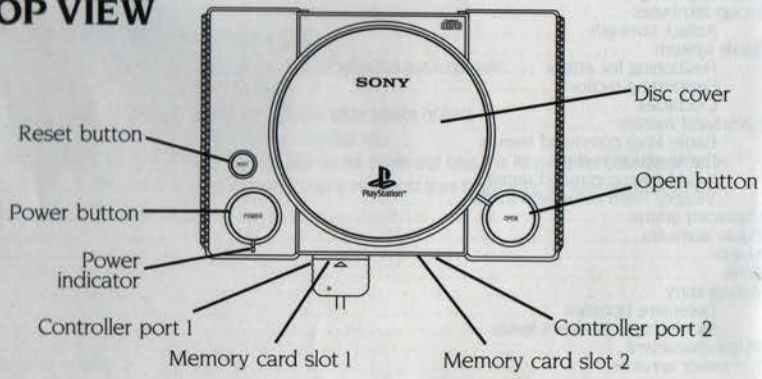
Character status 26
Player ailments 27
Magic 28
Items 32
Topography 33
- Defensive bonuses 33
- Moving up and down levels 33

Major characters 34
Consumer services ..... Inside back cover

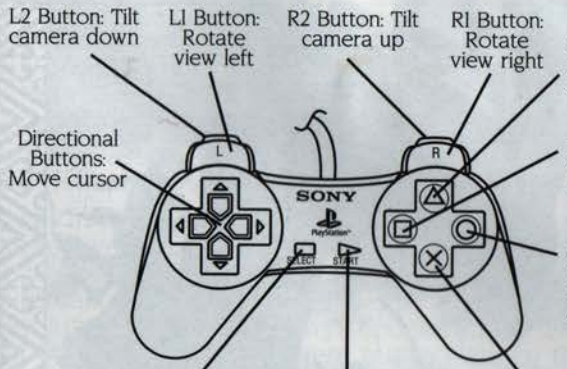
Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the PlayStation power is off before inserting or removing a compact disc. Insert the VANDAL-HEARTS disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow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

Thank you very much for purchasing Konami's VANDAL-HEARTS. Before playing, please read this manual carefully to ensure correct use.

TOP VIEW



Using the Controller





Prologue

Sostegaria...

For over a millennium the fertile lands in the heart of this vast continent were ruled by the Holy Ashah Dynasty, descendants of Toroah the Messiah.

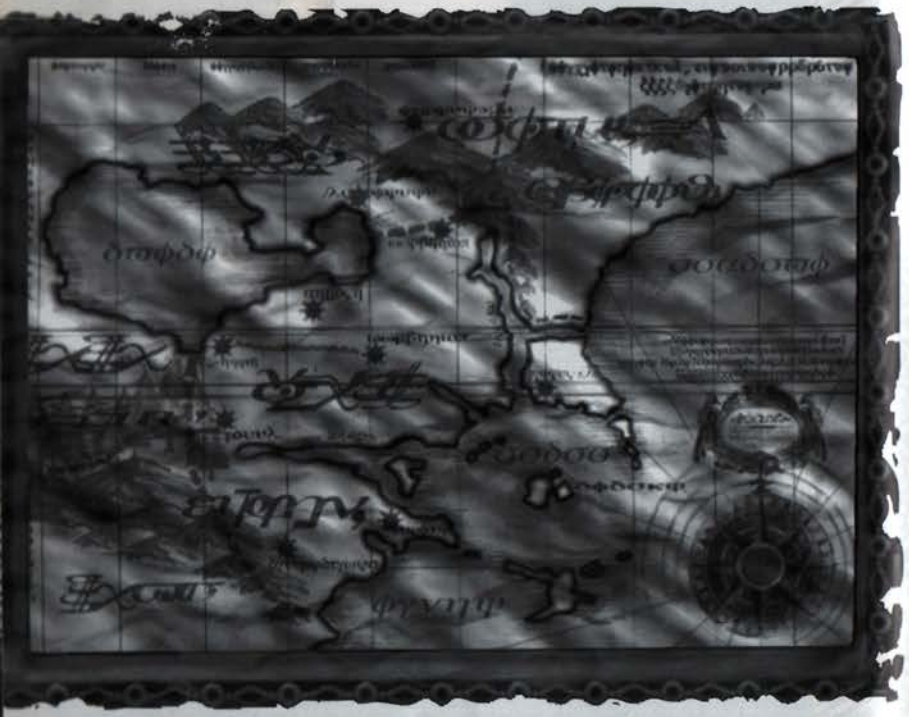
However, it is man's doom to forget... Amidst all the wealth and exotic pleasures, the nobility lost their way and sank into corruption and depravity, forgetting even the holy teaching of Toroah.

It was in these days of unrest that the citizens, struggling under an oppressive regime, rose up and–under the leadership of Arris the Sage–took up arms against the Kingdom. That was the first outbreak of violence in what would later be known simply as "The Revolution." The Royal Army's counterattack was swift and fierce, but time and again they were put to flight by the cunning strategies or Arris and the indomitable will of the advancing Liberation Army.

Victory in hand, the rebels set up a Council and worked to establish the continent's first democracy. And so, the republic of "Ishtaria" was born.

However, Arris the Sage, whom all hoped would lead the country, mysteriously vanished and has not been seen again to this day.

Now, 15 years later, the shadow of war once again threatens Ishtaria...



Outskirts of Ishtaria

Thus, the Flame of Judgment, with its fierce force, burns the capital of Braph as if it is trying to wipe out every human, beast and bird.

And yet Toroah was blessed in front of God. The Legend of Toroah is this:

Toroah is the person who will lead the way for the chosen people of this world.

200 days after the deadly disaster, the Ark of Toroah finally arrived at a green land of purity. Toroah–the chosen one–blessed his descendants before his death and said:

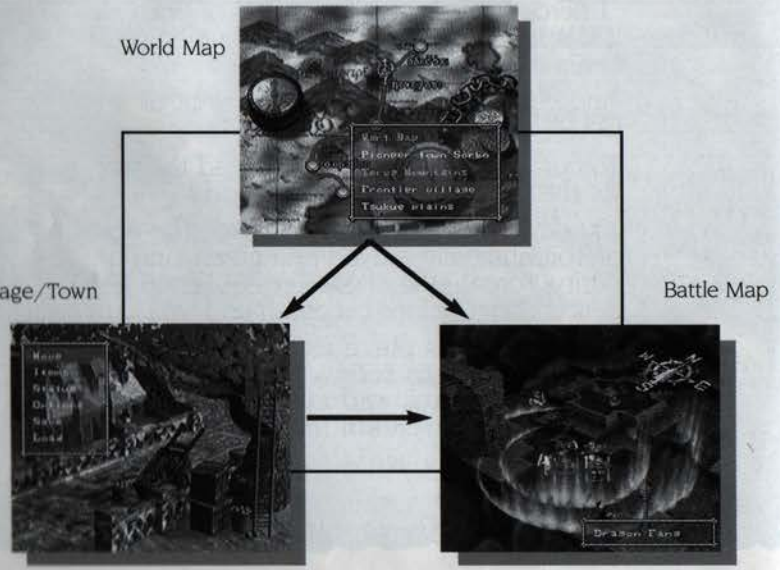
"Establish this place as a holy land and teach all to follow the holy commandments, and all people under the sky shall remain in peace forever."

This is where the name Ishtaria–ceded land–originates.

From chapter 24 of "Genesis of Sostegaria"

The Flow of the Game

Vandal-Hearts consists of three types of navigation screens; World Map, Village/Town, and Battle Map.



World Map

This map shows you an enlarged area of Sostegaria in which Ash and his companions are traveling. If you select the Move command, you will be able to go to a Village/Town or Battle map.

Village/Town Map

You can visit facilities like shops and taverns by visiting villages and towns throughout Sostegaria. Sometimes there will be other interesting places to visit, as well.

Shops–Buy and sell armor, weapons and other items.

Taverns–Talk to the locals to get information about current events in the area.

Dojos–Seek out the wise teachers in these training facilities to experience personal and spiritual growth. When your characters reach the 10th and 20th levels (based on experience points earned) they can advance to new classifications. (See page 11 for more details about the classes.)

Battle Map

If you move around on the World Map, or an event takes place when you are in a Village or Town, the screen will switch to a Battle Map. (See page 13 for Battle explanation.)

Beginning the game

After starting up Vandal Hearts, you will see the Title screen and three choices: **New Game**, **Load Game**, or **Options**. Your first time out you will obviously want to select New Game (or Options), but after that you may wish to restore a previously saved adventure. (We strongly recommend that you save your games frequently!)

When you start a **New Game**, you will see an informative introductory story, then you will be thrown into the action!

If you select **Load Game**, you will be able to highlight one saved game (you can save 1-3 games from the map screens), or one in-battle save.

Selecting **Options** will allow you to change the Text Speed (which controls how quickly text is written in message balloons), or Sound. Select either Stereo or Mono, depending on your system configuration.

Troop Attributes

Your troops (characters in the game) are categorized into seven groups based on their attributes. Within each category there are several classes. (See pages 24-25 for more information.)



KNIGHT–The major fighting unit; balanced offense & defense.
Classes: Soldier/Hero/Swordsman/Champion/Duelist/Paragon



ARMOR–Strong physical attack, but weak mobility.
Classes: Guardsman/Dragoon



ARCHER–With mighty bows, they attack from a distance.
Classes: Archer/Bowman/Sniper



AIRMAN–High mobility, able to jump past enemy units which block paths, and the ability to hover over water
Classes: Hawknight/Sky Lord



MAGE–Weak physical attack, but masters of arcane spells.
Classes: Mage/Sorcerer/Enchanter



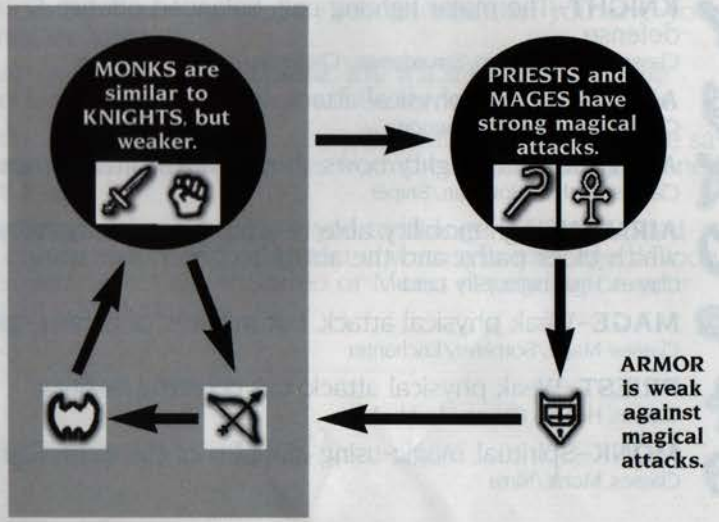
PRIEST–Weak physical attack, but powerful healers.
Classes: Healer/Bishop/Archbishop



MONK–Spiritual, magic-using disciples of the martial arts.
Classes: Monk/Ninja

Attack Strength

The attack strength of each category is different. Keep this in mind when formulating your battle strategy. Also, check with one of the dojo's teachers to get more advice about battle strategy and troop advantages.



Battle System

Your advancement through Vandal-Hearts will depend on your ability to wage war against your foes. Some victories will come when you have defeated numerous enemy forces. At other times you may have to defeat one foe, or accomplish a goal within a given period of time.



- Before each battle you will see the conditions for victory and defeat. The fight will then begin and go on until one of the conditions is met.



- If you are successful, you will see the battle results and awarded gold for each enemy defeated. Gold is subtracted for each member of your party that is defeated in battle.
- If you lose, you will have the option of starting over from the beginning of that battle, or from a saved game on your memory card.

Positioning for the Attack



Attacking an enemy from the right position is important to your success. A defender has more protection from the front, and is more vulnerable from the rear. The amount of damage inflicted, as measured in loss of hit points, is greatest when attacking from the back, strong from the side, and normal from the front.

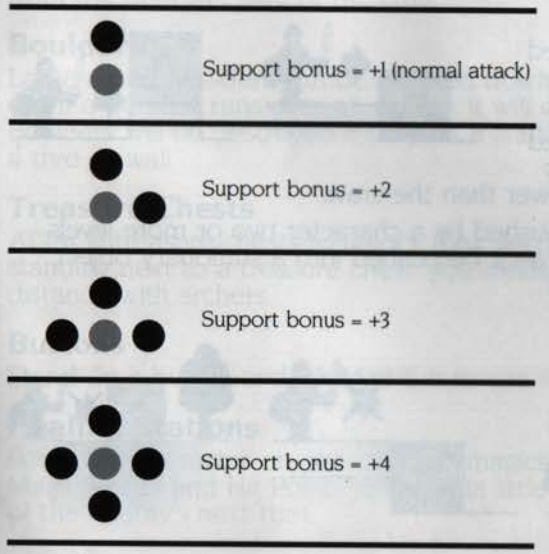


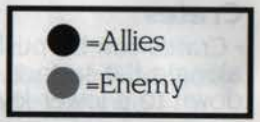
Likewise, positioning yourself above an opponent gives you an advantage. Your attack will be stronger, and their defense will be weaker.

Bow attacks can be affected by elevation and obstacles. An archer can shoot farther from atop a hill than he/she can from a low vantage point. Also, some objects may create blind spots that an archer cannot reach. For example, if you are being attacked by archers atop a building, then standing against the wall of the building may create a blind spot where the enemy archer can't see you as a target.

Supporting Tactics

Having your allies support you in battle increases your attack strength. The more support you have, the greater the damage you will do to an enemy troop.



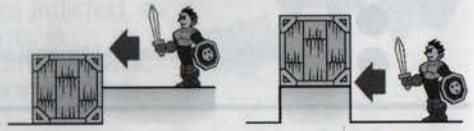


NOTE: In the game you will be able to distinguish between allies and enemy troops by the colored icons below each character. Your friendly troops have BLUE icons beneath them, and your enemies have RED icons.

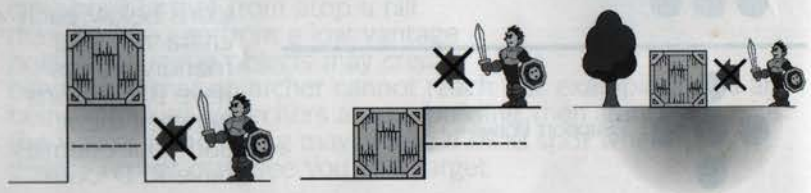
Obstacles

In some battle maps your party may find crates or boulders blocking their paths. These items can be manipulated by standing next to them and using the PUSH command.

Crates



- Crates can be pushed along a flat surface, or down to a lower level.
- Crates can be pushed by a character who is one level higher or lower than the crate.
- A crate cannot be pushed by a character two or more levels above or below, nor can it be pushed into a stationary object such as a tree or wall.



- Crates are two levels high. Since most characters cannot climb more than two levels at a time, you can push a crate next to a wall that is three levels high and hop on the crate to get over the wall. You can also push a crate to an edge that is one level high, thus creating a three level high wall that will block off movement from the opposite side of the crate.

Boulders

Large round boulders can be PUSHed down hills, stairs, bridges, etc. If a boulder runs over an enemy, it will cause damage. Boulders will be destroyed if they hit a stationary object, such as a tree or wall.

Treasure Chests

ATTACK treasure chests to unlock their secrets. You must be standing next to a treasure chest, you cannot attack them from a distance with archers.

Buttons

Stand on a button and EXAMINE it to see what happens.

Healing Stations

Position a character on one of these magical spots to have Magic Points and Hit Points restored (a little at a time) at the end of the enemy's next turn.

Command Menus

The game is mostly menu driven, in that your actions are set up through command windows first, then the action is carried out on screen. There are menus for battle, movement, shopping and advancement, to name a few. Once you learn to move around in the menus, giving commands to your troops becomes easy.

Battle Map Command menu



- Check Battle conditions (see page 13)
- End your turn after you've made all of your moves.
- Change the camera zoom distance
- Check character's status, inventory and spells
- Change sound, text speed, and Fixed or Dynamic (moving) camera options
- Save a game or battle in progress
- Load a previously saved game

Number of battle turns. One turn is when you and the enemy have each completed your desired actions.

Movement in a menu is done by using the Directional buttons to highlight a menu choice, then pressing the ○ button to carry out the highlighted command. Pressing the ⊠ button cancels an action and takes you back to the previous menu or screen.

Battle Action menu

When your turn comes to fight, you will be able to select each character in your party–one at a time–and give them orders to carry out.

- First, highlight a character by moving the white cursor box over the square which that character occupies. (ALTERNATE METHOD: Press the □ button to select the next available character who has a move left.)

- Press the ○ button to select that character and bring up the Action menu. (If the character has already acted this turn, or is paralyzed, you will see a box in the lower right which gives status information, and the player's range of movement will appear in light blue on the battle map.)

- Select an action by highlighting it with the directional buttons. Carry out the action by pressing the ○ button, or cancel the action with the ⊠ button.

Actions:

❶ Move: To move your character to any unoccupied square in the blue field which appears on the map, highlight the open space and press the ○ button. To cancel, press the ⊠ button.

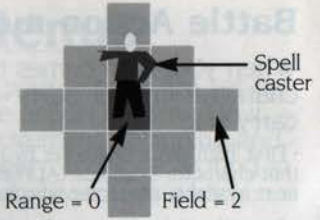
❷ Action: Select ATTACK, MAGIC, or ITEM (All options may not be available)

ATTACK: A red attack field will show the areas in which a character can attack. Highlight the appropriate area and press the ○ button.

Attacking ends that character's turn.

MAGIC: This brings up a menu of spells (for those with magic abilities). Highlight a spell and press the ○ button. The battle map appears with a red area showing the range in which you can cast the spell. The amount of area the spell covers–its field–is shown in yellow.

Example: If a spell has a range of 0, it can only be cast in the spell caster's square. If the field is 2, it has its effect on the square in which the spell is cast, and all areas within a two-square radius.



Below the list of available spells is a window which describes the nature of the spell, its range, field, and the number of magic points (MP) needed to cast the spell. To the right of the spell box is a window showing the number of MPs remaining for that character.



Casting a spell ends that character's turn.

ITEM: To use an item that a character is carrying, select ITEM, highlight the object, then press the ○ button. Some items have healing/curing effects, others cast spells or have other effects.

Using an item ends that character's turn.

❻ Done: Use this to end a character's turn without attacking, casting a spell, or using an item. When you select DONE, four arrows appear. These are directional arrows which indicate the direction your character will face, at the end of the turn. It is useful if you want to turn a character so he/she is back-to-back with another character, for example, so that neither is exposed to a rear attack. You can also back a character against a wall, or turn in the direction of enemy archers for better protection (unless the archers move!).

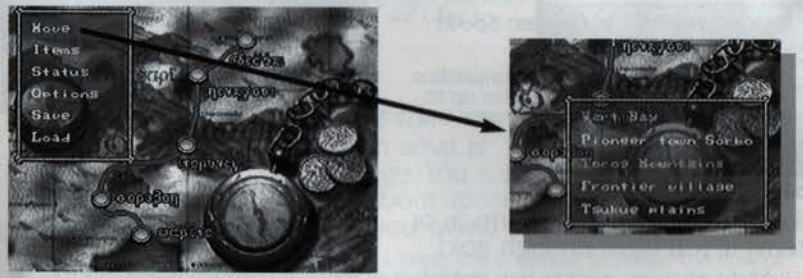
❼ Examine: Perform this action on raised switches to activate them. Also used when searching for special items.

❽ Push: Use this in conjunction with crates and boulders. (See *Obstacles*, page 16.)

NOTE: MOVE, EXAMINE and PUSH do not always end a character's turn. After using these commands, you are still allowed to MOVE, if you haven't used all of your movement. In other words, you can move to a crate, push it, move again, push it again, and so on until your allowed movement units are used up.

World Map Command Menu

You can move to different locations, save and load games, or transfer items between party members.



- Choosing MOVE brings up the menu of locations to which you can travel.
- ITEMS will let you examine each characters' inventory and transfer items around.
- Use STATUS to check character's attributes, status, spells and items being carried.
- OPTIONS lets you change Text Speed, Sound and Camera settings.
- SAVE and LOAD are used in conjunction with a memory card. You can save up to three games from command screens and one in-battle save.

Village/Town Command Menu



- Choosing MOVE brings up the menu of places in the town which you can visit. These usually include SHOP, TAVERN, DOJO and other sites.
- ITEMS will let you examine each characters' inventory and transfer items around.
- Use STATUS to check character's attributes, status, spells and items being carried.
- OPTIONS lets you change Text Speed, Sound and Camera settings.
- SAVE and LOAD are used in conjunction with a memory card. You can save up to three games from command screens and one in-battle save.

Shop menu

You can BUY weapons, armor, or items if you have enough gold.



- Highlight what you want to buy and select it. Then select a character in your party to use or carry the item.
- If it is a weapon or piece of armor, you can choose to equip the character with it at this time.
- If you notice, there is a picture of the character in the lower right corner of your screen. A box below the character will show

Example: If Ash is using an I(ron) SWORD and you try to buy a G(reat) SWORD, the small box below his picture should show +8, because a Great Sword is 8 attack points stronger than an Iron Sword. If you see a negative number, it means that the new item is weaker.

- Most shop keepers are helpful. They will let you know if a character has his/her hands full, and offer to put an item into your supply wagon (DEPOT). Also, if a character can't use an item, the shop keeper may tell you.
- Shop keepers will offer to buy old equipment from you. They pay about half of an items original cost, regardless of the condition of the item.

You can also SELL items to a shop. Highlight the item and select it to see if the shop keeper will offer to buy your wares.



Tavern menu

Talking to a Tavern owner and the patrons is a great way to learn what is happening in the town or village. You can also receive important clues about special items. Highlight a menu option and select it as you would any other menu item.

Note: When talking to other characters, press the ⊠ button to speed the flow of text and to advance to the next dialogue balloon.

Dojo menu

The dojo serves as the major location for training and character development. The temple elders provide valuable insight and ancient wisdom.

Enter the dojo and select GUIDANCE, ADVANCEMENT or LEAVE DOJO.

Guidance: Let the priests tell you more about the lore and your objectives. Learn valuable information about the game, such as the 6 trials of Toroah.

Advancement: After achieving enough experience, your characters can grow in their current class, or advance to new classes. (See TROOP ATTRIBUTES, page 11.)



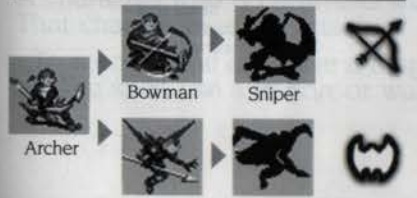
HERO–A member of the **Knight** class



SOLDIER–May choose the **Knight** or **Armor** path of advancement



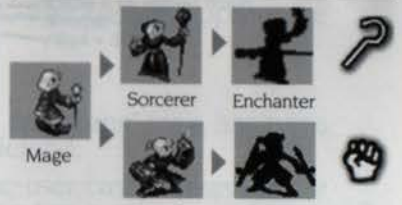
ARCHER–May choose the **Archer** or **Airman** path of advancement



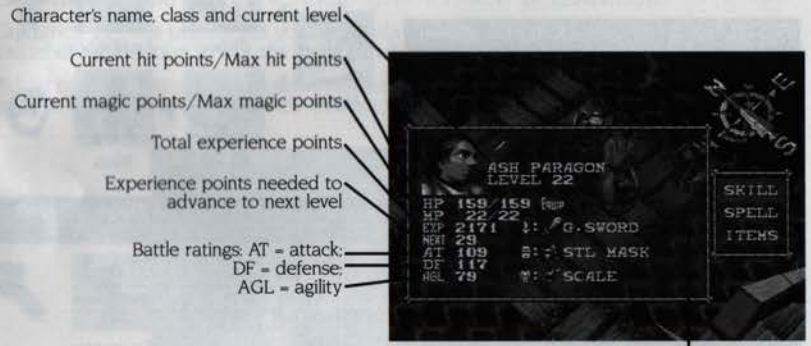
HEALER–May choose the **Healer** or **Monk** path of advancement



MAGE–May choose the **Mage** or **Monk** path of advancement



Character Status



Player Ailments

At various times during the game you may battle poisonous creatures, or do battle with mages who cast harmful spells. These spells may also be learned by your magic users as well, so give your enemies a taste of their own medicine! If a spell is cast successfully, the word PARALYZED or POISONED will appear over a character's head and remain there until the character is cured or dead. If a spell is unsuccessful, the word MISS! appears.

Poisoned

A poisoned character will take damage each turn until they are dead or cured–there is no natural recovery.

- To recover, you can have a magic-user cast an appropriate healing spell, or use a potion.

Paralyzed

A character who is paralyzed will be "frozen" for a few turns. That character cannot attack or defend.

- To recover, you can have a magic-user cast an appropriate healing spell, use a potion, or wait a few turns a recover naturally.

Magic

Every magic spell has a **range** and **field**. Range is the distance from a magic user that the center of a spell can be located. Field is the area away from center that a spell is effective. For example, a spell with Range: 0 and Field: 0 can only be cast on the magic user.

	HERO		CHAMPION	
Spell Name	Faerie Light	Ice Storm	Rolling Fire	Faerie Star
Effect	HP Recovery	Attack	Attack	HP Recovery
Range	0	1	2	2
Field	0	0	1	0
Level obtained	1	8	14	?
MP consumed	2	4	8	5

	PARAGON	MAGE		
Spell Name	Delta Mirage	Dark Star	Spellbind	Piercing Ray
Effect	Attack	Attack	Paralyzing Attack	Attack
Range	0	4	5	4
Field	3	0	0	1
Level obtained	?	1	8	10
MP consumed	7	2	2	4

	SORCERER			
Spell Name	Envenom	Phase Shift	Roman Fire	Poison Cloud
Effect	Poison Attack	Attack	Attack	Poison Attack
Range	5	0	5	5
Field	0	7	2	2
Level obtained	12	14	?	?
MP consumed	3	12	6	4

	ENCHANTER			HEALER
Spell Name	Spread Force	Avalanche	Salamander	Healing
Effect	Attack	Attack	Attack	HP Recovery
Range	0	6	0	4
Field	3	0	10	0
Level obtained	?	?	?	1
MP consumed	7	9	14	3

	HEALER		BISHOP	
Spell Name	Mystic Shield	Cure	Healing Plus	Bless Weapon
Effect	↑ DEF (1 turn)	Condition recovery	HP Recovery	↑ ATK (1 turn)
Range	4	4	4	4
Field	0	0	1	0
Level obtained	8	10	12	13
MP consumed	3	2	4	3

	BISHOP		ARCHBISHOP	
Spell Name	Holy Lightning	Ultra Healing	Magic Charge	Holy Pressure
Effect	Attack	HP Recovery	Share MP with Ally	Attack
Range	4	5	4	5
Field	0	2	0	1
Level obtained	15	?	?	?
MP consumed	7	5	10	7

	ARCHBISHOP	MONK		
Spell Name	Supreme Healing	Stone Shower	Cure Wide	Healing Circle
Effect	HP Recovery	Attack	Condition recovery	HP Recovery
Range	∞	0	0	0
Field	∞	1	1	1
Level obtained	?	12	15	?
MP consumed	30	10	4	6

	MONK	NINJA		
Spell Name	Perfect Guide	Thunder Flash	Healing Wave	Mystic Energy
Effect	Completely defend one physical attack	Attack	HP Recovery	↑ ATK & DEF (1 turn)
Range	4	0	0	4
Field	0	2	2	0
Level obtained	?	?	?	?
MP consumed	15	12	10	15

Items

A character can carry up to two items. Additional items can be carried in your "depot" and accessed in the World Map or Village/Town Map. Items are obtained by purchasing them in shops or finding them in treasure chests during combat.



❶ Herb and Mega Herb: Recover some Hit Points (HP).
❷ Mage Oil: Recover 4 Magic Points (MP).
❸ Mage Gem: Recover 10 MP.
❹ Elixer: Cures poison and paralysis.
❺ Holy H_2O: Recover HP for all characters in your party.
❻ Life Orb: Recover all HP and MP.
❼ Fire Gem: Attack magic with Range = 3, Field = 1
❽ Mood Ring: Attack magic with Range = 0, Field = 2
❾ Aura Gem: Attack magic with Range=5, Field=3
❿ Wyrm Fang: Attack magic with Range = 0, Field = 8

Topography

The Battle Maps are made up of different types of terrain. Every character type has a mobility rating which determines how far they can MOVE in one turn. For example, walking through bushes or swamps, as you would imagine, requires more effort than walking through flatland. Therefore, a character walking through the brush can't go as far as a character walking through plains.

Defensive bonuses

There is a trade-off, of course. Some terrain features offer defensive bonuses, which are shown in the small box in the lower left corner. You will see a number with a %, which shows your defense benefit against physical attack. In other words, if an enemy attacks you when you are standing in the bushes (15%), you'll receive a 15% bonus against the attack because the bushes are protecting you from attack.

Moving Up and Down Levels

Steeper land requires more effort to climb up and down, so this may shorten the distance you can move in one turn. Most characters move up or down one level at a time, but some can handle two. (Three is out of the question, so keep that in mind when you are moving crates around.)

Major characters

Ash Lambert

The hero of our story.



Eleni





Diego



Clint

Kira



Huxley



Grog





Dolan



Amon



Sara



Arris



Zohar



Dolf



Kane



Darius



Magnus



Hel Spites

Consumer support

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all the fine Konami products.

Konami Game Hint & Tip Line
1-900-896-HINT (4468)
- ☎ 85¢ per minute charge
- ☎ $1.15 per minute support from a game counselor
- ☎ Touch tone phone required
- ☎ Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 8:30 A.M. to 5:00 P.M. CST only. Prices and availability are subject to change. U.S. accessibility only.

Online Support

Konami is available online from:
CompuServe: Click FIND then type konami. We are in the videogame publisher's forum. In addition to reading and sending messages, you can receive press releases, hints, codes and other files.
If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388.
Reach us on the World Wide Web at: www.konami.com
E-mail us at 76004.3530@compuserve.com

KONAMI OF AMERICA, INC. LIMITED WARRANTY

Konami of America, Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami software program is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami software product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI SOFTWARE PRODUCT.

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