Gremlin Interactive Limited
The Green House,
33 Bowdon Street,
Sheffield S1 4HA
United Kingdom
www.gremlin.co.uk

HARVEST
BODY



NUS-NBHP-UKV







INSTRUCTION BOOKLET

NINTENDO 64

WARNING : PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO HARDWARE SYSTEM, GAME PAK OR ACCESSORY.

NINTENDO 64 CONTROLLER: for information about the Control Stick Functions please refer to the N64 CONTROLLER instruction manual.

LICENCED BY

Nintendo

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....Intelligence Briefing. 11/4/2016. CLASSIFIED. Authorisation : Grudge/Maj12.

Summary of Intel. 1916-2016. United World Government. Dept's 12, 177, 2569 contributing. Top Secret. Eyes Only. Drake, A. Cpt 1476743; Hernandez, D. Flt Cmdr 6294323.

For the last 100 years, mankind has been under attack from a giant race of insect-like predators. Harvested and consumed as a food source, mankind has been driven to the very edge of extinction.

The aliens are a nomadic race, travelling through space on board a huge artificial 'comet' (Earth Classification : C/1889 M9 'Shesha'). Once every 25 years, the comet's orbit around the sun brings it close enough to Earth for the aliens to launch an attack.

The first recorded instance of an alien attack occurred in Greece, 1916. A large area was surrounded by impenetrable shield walls. These walls could not be destroyed or disrupted by any weapons available at that time. The walls not only prevented victims from escaping but also prevented help arriving from outside the harvesting area.

Inside the shield walls, alien harvesting waves systematically consumed every human being in the area.

Attacks in 1941 and 1966 destroyed the entire Java archipelago and over 98% of the continental United States. Billions of people were harvested.

The frequency of the attacks remained unvaried. Once every 25 years an alien attack would occur which lasted no less than four days. The first day always had a single attack, concentrated on one area of Earth. Then the attacks would multiply exponentially - more genetic material harvested, creating more aliens, allowing more attacks.

The final battle occurred in 1991, on the plains of central China. The last battalions of Earth soldiers were annihilated by more than a million alien invaders.

You are reading this now because you were one of the lucky few chosen to be transported to Station Omega, a highly secret research station in geosynchronous orbit above the Earth. We are the last. A few scientists and a small band of marines.

We have been working on several areas that could allow us to defeat the aliens and prevent mankind from becoming no more than a few relics upon a dead planet. We have devised new weapons systems to give a human a fighting chance against the aliens. More importantly we believe we are close to perfecting a 'time drive' that would allow us to send one or more people back in time to strike at the very heart of the alien invasion. Stopping the aliens before they can complete their first wave of harvesting would prevent them from collecting the genetic material they require to create and launch more attacks. It is possible that we could reverse the course of history itself and actually stop mankind from being harvested to extinction.

One soldier, operating within the alien harvesting zones, trying - at all costs - to stop the Body Harvest.

WELCOME TO BODY HARVEST

- Use the Control Stick or + Control Pad to navigate through the front end menus.
- Use the A Button to select/confirm your choices.
- Use the B Button to move backwards one step.
- Press the Start Button or the A Button to begin the game.



SELECTING A SAVE GAME SLOT
There are 3 save slots to choose from. Select a save slot using the Control Stick or + Control Pad and the A Button.

DELETING A SAVED GAME
Select the DELETE option. Choose the saved game you wish to remove. You will be asked to confirm your selection.

COPYING A SAVED GAME
Select the COPY option. Choose the saved game you wish to copy to another slot and select the slot you wish to copy the game into.



Enter your name using the Control Stick and the A Button.



SELECT DIFFICULTY
Select HERO to save mankind
Select ZERO for an easier game

Note: Selecting ZERO may cause temporal instability. The operation of Alpha Command cannot be guaranteed after 1966.

Once you have completed a level, it can be replayed at any time.



REPLAY LEVEL...
Play a previously completed level.

VIEW HIGH SCORES...
Show high scores

SFX (Sound Effects)...
Full/Mid/Low/Off

MUSIC...
Full/Mid/Low/Off

AIM...
Normal/Reverse

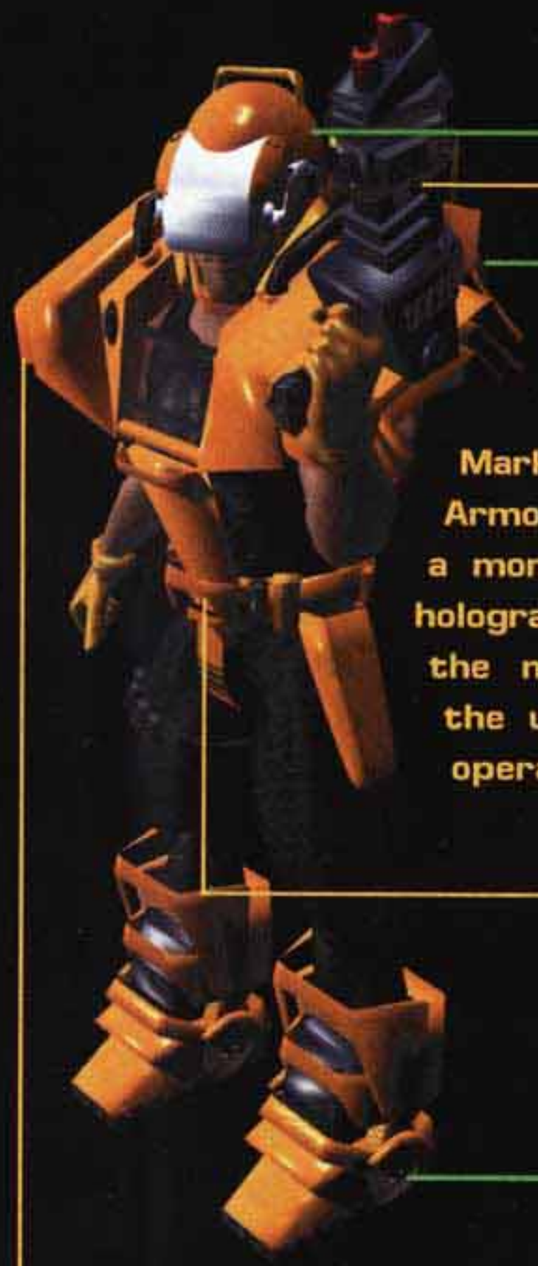
BLOOD...
Full/AliensOnly/Blood Off



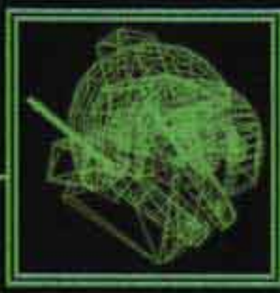
Select:
PLAY to start the game.
DEMO to see a rolling demo.
OPTIONS to change the game settings.



BIO-ARMOUR ON-LINE TUTORIAL



Welcome to the JR-S Mark XIII Bio-Mechanical Armour on-line tutorial. In a moment you will see a holographic image showing the main components of the unit, along with the operational constraints.



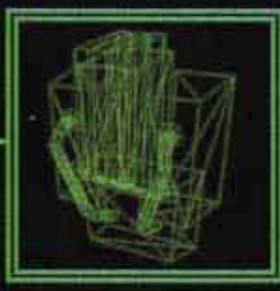
HELMET

Created from C90 molecules, the helmet incorporates advanced cornea-tracking targeting, a self-contained rebreathing unit and holographic communications system.

GUN

The 12mm semi-automatic personal sidearm is wholly integrated into the bio-armour systems. Ammunition is generated within the backpack and fed directly into the weapon.





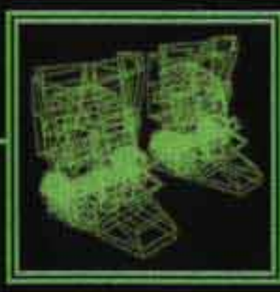
BACKPACK

Using complex 6-dimensional physical properties, this can (in theory) offer an unlimited storage solution. Nanotech units within the pack offer real-time manufacturing capabilities.



MEDICAL ASSEMBLY

Constantly monitors the user's health status. In the event of injury or fatigue, the assembly will introduce an appropriate solution to keep the user's health at an acceptable level.



BOOTS

Incorporating a gyroscopically stabilised traction control system, chemically sharpened carbon steel toes and man made uppers.



ARMOUR

Based around impervious C90 molecules, this unit offers unparalleled protection from projectile weapons, laser and energy weapons, concussion blasts or chemical and nerve re-agents.

HEAD UP DISPLAY (HUD)

HARVESTING WAVE



Indicates the location of an alien harvesting wave.

E-MAIL



Message Waiting.

TARGET HEALTH



When a target is acquired, the HUD displays its remaining health.

CURRENT WEAPON

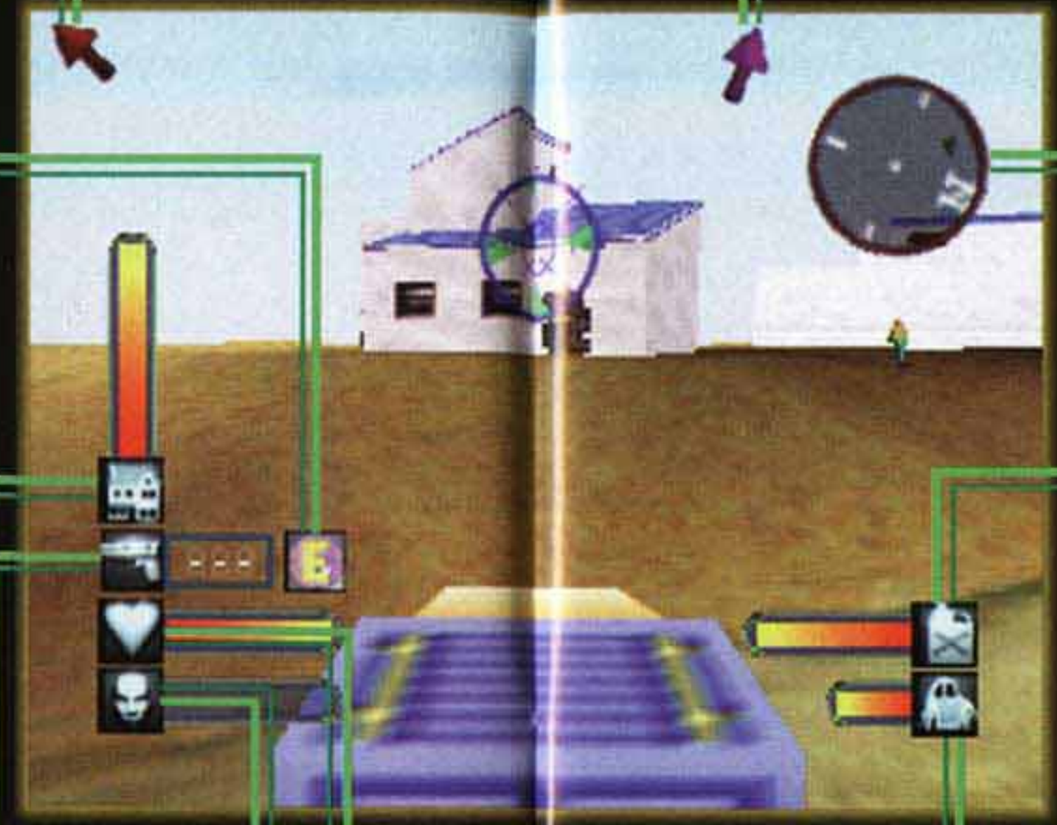


The users current weapon is displayed, alongside it's remaining ammunition.

BODY COUNT



Shows the total number of humans killed.



WAYPOINT



Indicates direction towards a user waypoint. See MAP section.

COMPASS



Shows the users direction at all times. Vehicles are displayed as green triangles. Enemy forces are red triangles.

FUEL



Shows the remaining fuel in the users current vehicle.

VEHICLE ARMOUR



Displays the remaining protection offered by a vehicle

HEALTH



A real-time visualisation of the users health status.

CONTROL – Movement/Cameras

WALK & RUN



Use the Control Stick to direct the user's movement.

CAMERA ZOOM IN/OUT



The Top C Button toggles the cameras Zoom In and Out modes.

ROTATE CAMERA LEFT/RIGHT



Use the Left and Right C Buttons to rotate the camera left and right.

Note: The Rotate Camera buttons can also be used to change the user's direction.



SWIMMING

The user will swim automatically upon entering deep water.

WARNING! The unit is not designed for prolonged immersion in water. DO NOT attempt to swim for long periods of time while wearing the bio-armour unit.

CONTROL–Weapons & Combat



The bio-armour unit comes equipped with a 12mm automatic pistol as standard.

AUTO TARGETING

The unit's targeting system will automatically 'lock' onto a target directly ahead of the user. Contact with the target is maintained until the user moves left/right or the target moves out of range.



FIRING WEAPONS

The Z Button will fire all weapons.

MANUAL TARGETING

Press and hold the R Button to activate the manual targeting system. The control stick is used to control movement of the sights.



EVASIVE ACTION

While manually targeting or firing, the user can roll left and right using the Left & Right C Buttons.



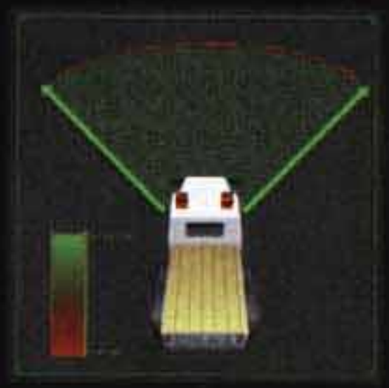


SELECTING WEAPONS

The user can select from the currently available weapons by using Up & Down on the + Control Pad.

VEHICLES

The bio-armour unit can also fire from within vehicles. Both auto and manual targeting facilities work normally. CAUTION: Many vehicles will limit the angle of fire.



MILITARY VEHICLES

Military vehicles often come equipped with their own, more powerful weapons systems. The manual targeting system of the Bio-armour unit will interface with all military vehicle turret controls.

Dual 24mm belt-fed, air-cooled machine gun

2 x 120mm Cannon



ARMOURED PERSONNEL CARRIER



PANZERKAMPFWAGEN

CONTROL – Vehicles

ALPHA COMMAND MODULE



ALPHA TANK

An All-Terrain Attack Vehicle, the Alpha Tank is a highly manoeuverable weapons delivery system. The Alpha Command restructuring facilities can be triggered by the pilot or, in case of emergencies, by remote command. The Alpha Tank incorporates several of the latest advances in weapons technology and is equipped with Chaingun, Fragcannon, Lazer missiles, Resonator and Plasma Bomb systems.



ENTER/EXIT VEHICLE

To enter a vehicle, press the Bottom C Button when moving towards it.

To leave a vehicle, press the Bottom C Button again. By holding the Control Stick Left or Right, the user can determine which side of the vehicle to exit from.

DRIVING - FORWARD

To drive a vehicle, press the A Button to accelerate and the B Button to brake. Use the control stick to steer.

Push both the A & B Buttons to use the vehicles handbrake.





DRIVING - REVERSE

When a vehicle has come to a complete stop, press the B Button to reverse. The A Button acts as a brake. Use the control stick to steer.

CONTROL–Aeroplanes

TAKE OFF/CLIMB

A plane's engine will start automatically when the user enters the cockpit. Press the A Button to accelerate. Pull BACK on the Control Stick to take off or climb.





FLYING

When flying a plane, use the A button to accelerate. Roll left and right using the Control Stick.

LANDING/DIVING

Push the Control Stick FORWARD to make a plane dive down.

CAUTION: To land, a plane MUST approach the ground at a shallow angle!



CONTROL–Helicopters



TAKE OFF/LANDING

A helicopter's engine will start automatically whenever the user enters the cockpit. Use the A Button to climb/take off. Use the B Button for descent/landing.

FLYING

Use the Control Stick to manoeuvre the helicopter.





REFUELLING

If the user has picked up fuel, then any vehicle with an empty tank can be refuelled. To refuel, use the Menu system to select the fuel icon while inside a vehicle.

NOTES: Vehicles protect their occupants. When the user is inside a vehicle, enemy fire will damage only the vehicle, not the user.

There is a computer terminal inside Alpha Command which will generate a temporal loop in the surrounding area. Triggering this effect will cause all of the vehicles in the level to reset to their original locations.

CONTROLS - Interiors

ENTER/LEAVE BUILDINGS

Use the A Button to open doors.



MOVEMENT

Use the Control Stick to move inside a building.

The Left C and Right C Buttons sidestep.



CONVERSATION

Talk to people using the A Button.



SEARCHING/LIGHTS

Search/Operate/Switch lights on & off with the A Button.



...WARNING!

WEAPONS CANNOT BE USED INSIDE BUILDINGS...

BIO-ARMOUR MENU SYSTEM

PLAY
Resume Game.

QUIT
Quit Game.



INVENTORY
Go to Inventory.

DISPLAY MAP
Show Map.

INVENTORY



The inventory can be used to check the current selection of weapons and examine items carried in the user's backpack.

Use the Control Stick to navigate through the inventory screens and the A Button to select/go back.

Select Exit to return to the game.

AUXILIARY EQUIPMENT



FUEL
Fuel can be found in many buildings.



HEALTH
Health can be found in buildings or retrieved when aliens are destroyed.



ALIEN ARTEFACT
Only a few fragments of information survived the invasion of Greece in 1916. This information mentions an artefact of alien design, found by one of the victims shortly before he died. No other information has ever been unearthed.



AMMO
Ammunition for all weapons can be found by searching buildings.



WEAPONS
Additional weapons may be found inside buildings.



WEAPONS CRYSTALS
Only one of these 'crystals' has ever been found. The purpose of this object is unknown but, since the only objects ever recovered from the aliens have had offensive uses, it is not unreasonable to assume that it may be a weapon of some kind.

COMMUNICATIONS

ELECTRONIC PERSONAL MESSAGING
Low and Normal priority messages are received through the standard communications channel. Press the L Button to read/repeat messages.



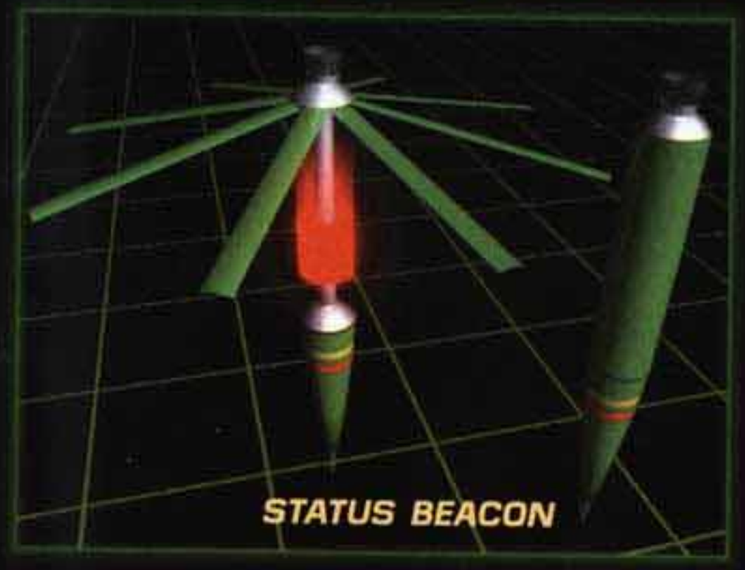
HOSTILE ACTION RAPID MESSAGING
High priority messages will trigger this unit's 'HARM' rapid messaging system. Receiving a HARM message will cause the Medical Assembly to inject a short-lived compound into the user's bloodstream. The effect of this injection is to multiply the user's reactions many thousands of times. This rapid increase in reaction time allows the user to read the HARM message - as it arrives - in under a millisecond. The medical assembly then releases genetically modified molecules that dissolve any remaining traces of the compound, returning the user to 'real time'.



STATUS BEACON

The Status Beacon is a 2nd generation bio-holographic storage device, which incorporates a solid matter compiler and a 1 GigaWatt transmitter. Upon skin contact it will interface with the bio-armours central CPU and store all aspects of the user's physical and mental status.

Once all the Alien invaders on a stage have been killed - by destroying the alien processor - a Status Beacon will be sent from the Alpha Command Module.



STATUS BEACON

USING STATUS BEACONS



Press the A Button to initialise the beacon.

WARPING

The user can use the Status Beacons powerful transmitter to 'warp' between the Alpha Command module and all of the active beacons on a level. Use the beacon's 'warp' option on the beacon menu screen to warp to the next beacon or Alpha Command.

The Alpha Command module has a terminal that will allow the player to warp back to any active beacon on a level.





SAVE
Save Game.
EXIT
Return to game without saving.
WARP
Warp to Alpha Command/next active beacon.

MAPS





Control Stick
Scroll around map

A Button
Switch Camera Modes

L Button
Show stages within level

R Button
Toggles waypoint ON/OFF

Up & Down C Buttons
Zoom IN/OUT of map



NOTE:
The waypoint always appears in the centre of the screen.



Shield Wall



Shield Generator



Processor/ Harvester



Waypoint



Single Alien



Player



Alien presence/ Shield portal



Vehicle



Significant area



Explored area



Towns/villages



Unexplored area



Buildings



Roads

ALIEN HIERARCHY

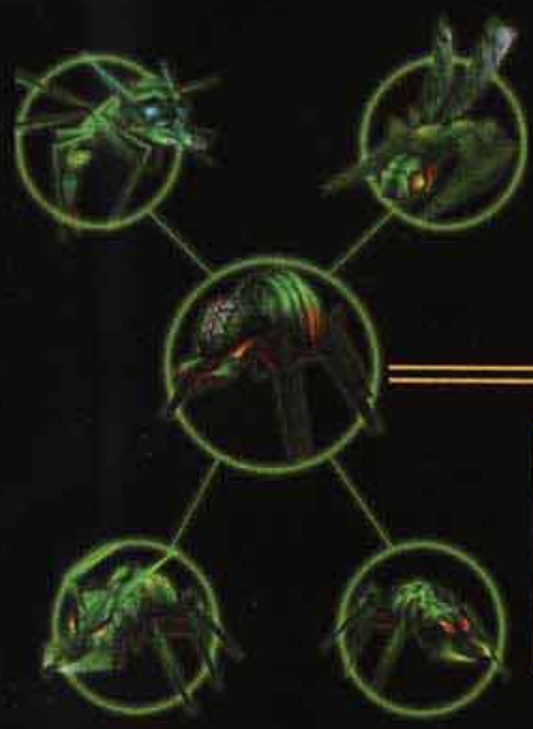


The processor controls both Harvesting and Attack waves.



ALIEN PROCESSOR
Guards shield wall portal.
Spawns *Fleas* and *Doodlebugs*.





HARVESTER
Controls a harvesting wave. It can respawn its defending aliens.



PIRANHA
Aquatic alien. Fires mortar like explosive depth charges.



SNIPER
Bio-mechanical device controlled by an alien flea.





GUN DRONES
Very aggressive alien. Appears with attack waves.



MANTASAUR
Guards the upper levels of the alien hierarchy.



LEVEL BOSS
Controls the aliens in a time zone. No other information known.

HARVESTER HIERARCHY



SCOUT
Locates buildings, marking their location for the rest of the wave.

WARSCOUT
Similar to Scout. Equipped with powerful laser.

GOLIATH
Attacks and destroys buildings to force occupants outside.

DRONE
Protects the Harvester. Attacks people and vehicles.





The HARVESTER excretes mucous-like green blobs which are controlled telepathically by the Harvester. The blobs or Human Capture Units (HCUs) will chase any humans found outside buildings and carry them back to the Harvester for ingestion.



If the aliens gather 6 or more humans, they have enough genetic material to create a MUTANT. No one has ever survived a Mutant attack.

HINTS AND TIPS

- It's always best to destroy an alien wave as it first appears, rather than avoiding it and running away. The aliens will give chase and you will soon become overwhelmed (especially in the later levels).
- Alpha tank : the best technique to use against the enemy is to keep circling them at full speed whilst firing at them. This may need practice!
- You can still drive a vehicle backwards and forwards whilst aiming - this is an effective way of avoiding being hit by the enemy. It is particularly useful against Processors and Shield Generators.
- Adam is always very vulnerable on foot – make sure he is in a vehicle as much as possible.
- When Adam is on foot, the best way to fight an enemy is to use the side roll whilst aiming and shooting at them. This is vital in the later levels.
- If Adam's health is flashing red, you can raise it out of the critical level by letting him rest for a few minutes.
- Hand-brake turns are very useful (hold down A and B buttons whilst turning) – they can also be used in the Alpha tank to turn quickly.
- You can hold down the A button to rotate Adam quickly whilst aiming.
- Remember that the Save Beacons can be used to warp yourself around the map quickly.
- Listen to Daisy. She sometimes knows what she's talking about.
- Search everywhere inside buildings - you never know what you might find

STATION OMEGA PERSONNEL

Project Leader
John Whyte
Development Manager
Jim Woods
Creative Manager
Gary Penn
Game Programmers
Adam Fowler
Alan Campbell
Frank Arnot
Grant Clarke
Doug Smith
Andrew West
Andy J S Innes
Game and Editor Programmer
John Gurney
Lead Artist
Stacey Jamieson
Alien Artist
Alan Davidson
Artwork
Craig Moore
Ian McQue
Pat McGovern
Paul Reeves
Audio Programmers
Ciaran Rooney
Raymond Usher
Music and Sound effects
Stuart Ross
Allan Walker
Editor Programming
Graeme Anderson

Level Design
Richard Ralfe
Lorne Campbell
Mike Stirling
Game Design
John Whyte
Alan Davidson
Richard Ralfe
Lorne Campbell
Stacey Jamieson
Adam Fowler
EAD Japan
DMA Quality Assurance
Craig Arbuthnott
Steve Taylor
Allen Shiels
Sean Taylor
Alan Dobson
William Mills
Sean Brown
Gremlin Quality Assurance
Carl Cavers
Jon Watson
Julie Sturman
Travis Ryan
Matt Tuckett
Les Dungate
Daniel Webster
Andrew Wilson
Stephen Woodward
Martin Berridge
Matthew Fu
Alien Propaganda
Brian Baglow

Manual and Packaging
Martin Calpin
Chantal Beaumont
Richard H. Cartwright
Leslie Firth
Localisation
Sarah Bennett
Boss and General Nuisance
Dave Jones
Thanks to:
John Harrison
Martin Good
Robert Jeffrey
Darren Baines
Jeff Cairns
Aaron Garbut
Gary Thomson
Kenneth Fee
Craig Conner
Andy Strachan
Andy Hay
Liam O'Neill
Mark Ettle
Julian Glendinning
Kevin Kelly
Gary Penn
Shoya Tanaka
EAD Nintendo Japan
Ian Thomson

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