

PLAYER MANUAL



BEHIND EVERY WAR IS A TRUTH YOU WERE NEVER MEANT TO KNOW.

SHADOW HARVEST

PHANTOM OPS

STRIKE FROM THE SHADOWS.

VIVA
MEDIA


BLACK LION
STUDIOS



Online Interactions
Not Rated by
the ESRB

! Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org

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1. GREETINGS FROM BLACK LION STUDIOS

THANK YOU FOR BUYING SHADOW HARVEST: PHANTOM OPS. SHADOW HARVEST HAS BEEN DEVELOPED FOR OVER THREE YEARS. OUR AIM WAS TO DEVELOP A GAME THAT IS A BIT MORE THAN A SIMPLE 3D-SHOOTER AND WHICH INSPIRES THE PLAYER WITH NEW TASKS, SURPRISING SITUATIONS AND DIVERSE GAME-ACTION. WHEN WE CREATED THIS GAME, WE FOCUSED OUR ATTENTION TO THE FUSION OF STEALTH AND ACTION ELEMENTS.

IN SHORT, OUR GOAL WAS TO CREATE A GAME THAT WE WOULD WANT TO PLAY OURSELVES.

WHAT YOU ARE NOW HOLDING IN YOUR HANDS IS THE RESULT OF THIS PASSIONATE WORK. HAVE FUN PLAYING AND EXPLORING SHADOW HARVEST:PHANTOM OPS.

MARTIN J. SCHWIEZER
CEO, BLACK LION STUDIOS GMBH

2. QUICK START – QUICK OVERVIEW

ARE YOU READY TO GET RIGHT INTO THE ACTION? HERE'S A SHORT OVERVIEW OF THE THINGS YOU NEED TO KNOW SO YOU CAN GET INTO THE GAME FAST.

2.1. INSTALLATION

TO INSTALL SHADOW HARVEST, PRESS SETUP.EXE AND FOLLOW THE INSTRUCTIONS ON THE SCREEN.

YOU NEED TO BE ONLINE TO ACTIVATE SHADOW HARVEST, YOU WILL BE ASKED IF YOU WANT TO CONNECT WITH STEAM. (THIS IS FREE.) AFTER YOU COMPLETE THIS STEP, YOU DON'T NEED TO BE ONLINE TO PLAY THE GAME.

2.2. CONTROL

CONTROLLING SHADOW HARVEST FOLLOWS COMMONLY USED CONVENTIONS OF PC ACTION GAMING. OF COURSE YOU CAN PERSONALIZE THE KEYS IN THE OPTIONS-MENU (SEE 6.3). THE DEFAULT SETTINGS ARE THE SETTINGS WHICH ARE SET BY DEFAULT WHEN YOU INSTALL THE GAME FOR THE FIRST TIME.

W	MOVE FORWARD
A	TURN LEFT
S	TURN RIGHT
D	MOVE BACKWARDS
MOUSE	TAKE A LOOK AROUND
CLICK (LEFT)	SHOOT YOUR WEAPON
CLICK (RIGHT)	AIM (AIM MODE)

SPECIAL FUNCTIONS (LIKE CHOOSING AN ACTIVE WEAPONS CAN BE SELECTED USING THE HUDCOM MENU (SEE 8). THE HUDCOM MENU IS ACTIVATED BY SCROLLING WITH THE MOUSE WHEEL. THE HUDCOM MENU IS NAVIGATED BY SCROLLING THE MOUSE WHEEL UP OR DOWN. CHOOSE A FUNCTION OR AN ITEM BY CLICKING THE LEFT MOUSE BUTTON. CLICK THE RIGHT MOUSE BUTTON TO EXIT THE HUDCOM.

ATTENTION:THE HUDCOM IS NOT AVAILABLE WHEN YOU FIRST START PLAYING. THE HUDCOM, AS WELL AS THE WEAPONS, NEEDS TO BE COLLECTED FIRST.

IN CERTAIN LEVELS YOU CAN SWITCH BETWEEN THE TWO CHARACTERS ARON AND MYRA. (PRESS TAB TO SWITCH) PRESS Q TO ACTIVATE EACH CHARACTER'S SPECIAL SKILLS (DELTA-MODE (ARON) AND INVISIBILITY (MYRA).

PRESS F TO ACTIVATE THE NIGHT VISION MODE. IF YOU WANT TO INTERACT WITH YOUR ENVIRONMENT, PRESS AND HOLD E. TO THROW A GRENADE PRESS G AND LEFT CLICK. TO SEE THE TRAJECTORY PRESS G.

MORE DETAILS FOR USING THE CONTROLS CAN BE FOUND ON IN CHAPTER 7. HINTS WILL APPEAR DURING GAME PLAY TO HELP YOU AS WELL.

2.3. SPECIAL FEATURES

WHAT IS SPECIAL ABOUT SHADOW HARVEST IS THE ACTIVE COVER SYSTEM USED. INSTEAD OF PRESSING A KEY TO GET IN A COVER POSITION, YOU CAN MOVE ARON OR MYRA TO A VALID COVER POSITION AND THE CHARACTER WILL AUTOMATICALLY TAKE COVER.

STEP BACK OR FOCUS ON A TARGET BEHIND THE CHARACTER TO EXIT THE COVER POSITION. WHEN YOU DO THIS, YOU WILL FIND THAT IT IS INTUITIVE AND YOU DO NOT NEED TO USE YOUR KEYBOARD AT ALL.

ANOTHER FEATURE IS MYRA'S "AWARENESS METER". THIS METER SHOWS HOW AWARE THE ENEMY IS OF HER. THIS PROVIDES GUIDANCE FOR MYRA AND HER ACTIONS: DID THEY NOTICE ME? SHOULD I STAY UNDER COVER OR CAN I MOVE FORWARD WITHOUT ANY RISK?

THIS METER WORKS INTUITIVELY BY SHOWING THE LEVEL OF DANGER ON THE TOP RIGHT CORNER OF THE DISPLAY. A MORE DETAILED EXPLANATION CAN BE FOUND IN CHAPTER 8 OF THIS MANUAL.



3. BACKGROUND — TROUBLE SPOT SOMALIA

IN 2025, THE U.N. HAS BEEN UNABLE TO CONTROL PIRACY ATTACKS IN THE INDIAN OCEAN. THE AFRICAN COAST HAS BECOME A HOT SPOT OF PIRACY AND DAYS OF POOR FISHERMEN IN RUNDOWN BOATS AND OLD GUNS ARE OVER.

KARIM KIMOSEIN, WHO TOOK OFFICE AS THE PRESIDENT OF SOMALIA AFTER A BLOODY MILITARY COUP, TURNED PIRACY TO AN EXTREMELY PROFITABLE BUSINESS. SPEEDBOATS, BAZOOKAS, COMBAT HELICOPTERS, SONAR, AND INFRARED GEAR ARE NOW THE BASIC EQUIPMENT OF THE DANGEROUSLY WELL-TRAINED PIRATES, WHO FILL KIMOSEIN'S COFFERS.

CAPTIVES ARE RANSOMED AND THESE PROCEEDS ARE USED BY KIMOSEIN TO BUY WEAPONS FOR HIS PIRATES AND MILITARY AND TO PROCURE THE SERVICES OF HIRED MERCENARIES. WITHIN TWO YEARS OF POWER, THE AFRICAN DICTATOR TRANSFORMED SOMALIA INTO A FORCE TO BE RECKONED WITH.

THE POWERFUL BUT SLOW WARSHIPS OF THE U.N., THAT PATROL THE EAST COAST OF AFRICA, ARE HELPLESS IN THE FACE OF THE SITUATION. USUALLY, THE U.N. WARSHIPS REACH THE ATTACKED SHIPS ONLY AFTER KIMOSEIN'S PIRATES HAVE ALREADY LEFT. THEY LEAVE DAMAGED, BURNING CARGO SHIPS LEAVE EVIDENCE OF THE ALARMING BRUTALITY OF THE PIRATE OPERATIONS.

SAFE PASSAGE THROUGH THIS STRATEGIC TRADE ROUTE ON THE EAST COAST OF AFRICA CAN ONLY BE ACHIEVED BY UN ESCORT. THIS IS ONLY LOGISTICALLY POSSIBLE FOR LESS THAN 10% OF THE SHIPS PASSING THROUGH.

KNOWING THAT THE FIGHT AGAINST PIRACY CANNOT BE WON EITHER ON THE SEA OR THROUGH AN OPEN INVASION IN SOMALIA, THE PENTAGON SECRETLY DECIDES TO COMMISSION A SINGLE DELTA-FORCE SOLDIER TO ELIMINATE KIMOSEIN.

AS THERE ARE U.N. TROOPS OFFICIALLY STATIONED IN SOMALIA'S NEUTRAL ZONES FOR HUMANITARIAN PEACE KEEPERS, THE LONE FIGHTER, DISGUISED AS A MEMBER OF THE U.N. TROOPS, IS ORDERED TO FORCE HIS WAY INTO THE GOVERNMENT DISTRICT OF MOGADISHU. HE IS TO ELIMINATE THE PROBLEM WITHOUT LEAVING ANY EVIDENCE OF HIS INVOLVEMENT.

AT THE SAME TIME, AT FORT BRAGG, THEY CONSIDER HOW KIMOSEIN AND HIS TROOPS CAN POSSIBLY HAVE ALL THESE MODERN WEAPONS SYSTEMS. FROM FIGHTER JETS TO HIGH TECH ARMOR, KIMOSEIN'S MONEY SEEMS TO GIVE THEM ACCESS TO ALL WEAPONS SYSTEMS, WITHOUT ANY RESTRICTION. EVEN AMERICAN WEAPONS, PARTLY STILL IN THE TESTING PHASE, HAVE BEEN SEEN IN SOMALIA.

IT IS ASSUMED THAT THERE IS A MOLE IN THE RANKS OF THE AMERICAN SOLDIERS. A PERSON, WHO MAKES THE WEAPONS AVAILABLE TO THE ILLEGAL ARMS DEALERS. EVEN THOSE, THAT ARE THE SUBJECT OF A STRICT EMBARGO.

BECAUSE IT IS ASSUMED THAT THIS PERSON IS A MEMBER OF THE U.S. MILITARY, THEY DO NOT INFORM ALL JSOC-UNITS, BUT INSTEAD THEY COMMISSION THE ISA TO PERFORM THIS RECON MISSION.

ISA HUMINT AGENT CPT. MYRA LEE IS SENT TO SOMALIA TO GET A PICTURE OF THE SITUATION AND TO FIND DOCUMENTS OF KIMOSEIN'S VENDORS AND TRADERS FOR MILITARY ARMAMENT IN THE GOVERNMENT PALACE.

ARON ALVAREZ AND MYRA LEE START THEIR RESPECTIVE MISSIONS ALMOST AT THE SAME TIME. STILL, THEY DON'T KNOW ANYTHING ABOUT EACH OTHER.



4. THE MAIN CHARACTERS

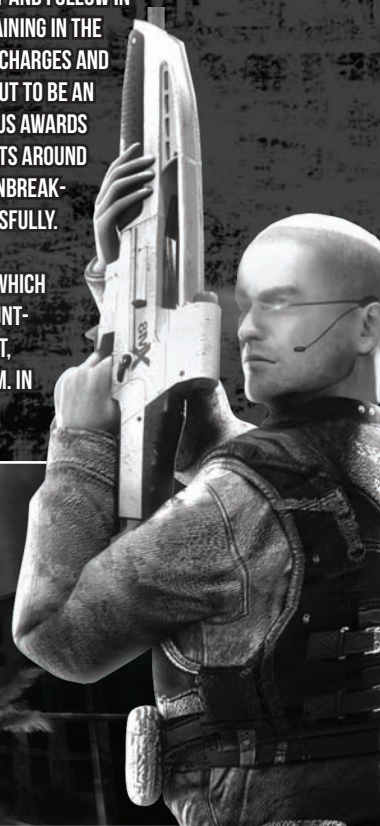
4.1. ARON ALVAREZ

ARON BULL ALVAREZ WAS BORN ON 1990 AS THE SON OF ANTONIO ALVAREZ, SERGEANT OF THE U.S. ARMY, AND MARIA ALVAREZ, IN PHOENIX, ARIZONA.

WHEN 9/11 SHOCKED AMERICA, ARON WAS ONLY 11 YEARS OLD. HIS DAD EXPLAINED THAT THE WORLD HAD CHANGED FOR THE WORSE AND IN MARCH OF 2003 HIS FATHER WAS DEPLOYED IN THE TROOPS GOING TO IRAQ AND STATIONED IN BAGHDAD. HE DIED IN MAY 2003 FIGHTING IN THE CITY CENTER BATTLES.

THIS INCIDENT LATER ON, LED ARON TO JOIN THE U.S. ARMY AND FOLLOW IN THE FOOTSTEPS OF HIS FATHER. IN ADDITION THE BASIC TRAINING IN THE ARMY, ARON WAS ALSO TRAINED IN HANDLING DEMOLITION CHARGES AND ALL KINDS OF EXPLOSIVE SUBSTANCES. ALVAREZ TURNED OUT TO BE AN OUTSTANDING AND BRAVE SOLDIER. HE RECEIVED NUMEROUS AWARDS FOR HIS TALENTS AND WAS DEPLOYED TO VARIOUS HOT SPOTS AROUND THE WORLD. ARON'S NICKNAME "BULL" COMES FROM HIS UNBREAKABLE WILL AND DETERMINATION TO END A MISSION SUCCESSFULLY.

IN 2015 ARON WAS ASKED TO JOIN THE 1ST SFORD-DELTA, WHICH HE ACCEPTED. AS A DELTA-OPERATOR, HE WAS PART OF COUNTLESS COVERT OPS IN SOUTH AMERICA AND THE MIDDLE EAST, ALWAYS FIGHTING AGAINST THE INTERNATIONAL TERRORISM. IN MAY 2022 HE WAS PROMOTED TO THE RANK OF CAPTAIN.



4.2. MYRA LEE

MYRA LEE WAS BORN IN 1997 IN MADAGASCAR. HER FATHER, JONATHAN LEE WAS THE U.S. AMBASSADOR TO THIS ISLAND, AND HER MOTHER LISA LEE WAS A FRENCH JOURNALIST. HER PARENTS BOTH DIED IN THE RIOTS AFTER THE PRESIDENTIAL ELECTIONS IN MADAGASCAR. THEY WERE KILLED WHEN THEIR CAR WAS RIDDLED WITH BULLETS BY AN EXCHANGE OF GUNFIRE BETWEEN RIVAL GROUPS. MIRACULOUSLY, THE TINY 4 YEAR OLD GIRL, MYRA LEE, SURVIVED THE ORDEAL.

MYRA WAS ADOPTED BY A DIPLOMAT FAMILY THAT WAS FRIENDS WITH MYRA'S PARENTS. SHE WAS RAISED IN A SAFE AND LOVING HOME. IN 2010, THE 13 YEAR OLD MYRA WITNESSED HER STEP BROTHER ACCIDENTALLY SHOT HIMSELF WITH HIS FATHER'S GUN WHILE PLAYING WITH IT. HIS FATHER FORGOT TO PUT THE WEAPON AWAY. FROM THAT MOMENT ON, MYRA DEVELOPED A DEEP AVERSION AGAINST ALL KINDS OF FIREARMS.

DESPITE HER AVERSION TO FIREARMS, THE IDEALISTIC MYRA FELT SHE HAD TO STAND UP FOR JUSTICE AND FAIRNESS IN THE WORLD. AT JUST 20 YEARS OF AGE, SHE BECAME A POLICE OFFICER IN THE LAPD, WHERE SHE MADE A BIG CONTRIBUTION IN THE CAPTURE OF A SERIAL KILLER, WHO SHE ARRESTED ALL ALONE.

BECAUSE OF HER OUTSTANDING SUCCESS, SHE WAS RECRUITED TO JOIN THE FBI AND CONTINUE HER TRAINING. BECAUSE HER AVERSION AGAINST FIREARMS HAD INCREASED DUE TO OTHER NEGATIVE EXPERIENCES IN THE LAPD, SHE TRAINED IN THE MARTIAL ARTS, AS WELL AS, EXPERT USE OF THE CROSSBOW, BOW AND ARROW, AND VARIOUS BLADES AND KNIVES. SHE RECEIVED AN EDUCATION AS A COMPUTER AND NETWORK SPECIALIST AT THE CYBERCRIME DIVISION OF THE FBI.



RIGHT BEFORE HER 23RD BIRTHDAY, SHE MANAGED TO UNCOVER THE KEY CLUE FOR AN IMPORTANT INVESTIGATION. BECAUSE OF HER BRILLIANT POWER OF DEDUCTION AND HER TECHNICAL SKILLS, THE FBI WAS ABLE TO PREVENT AN ATTACK ON LA'S INTERNATIONAL AIRPORT.

DUE TO HER SUCCESS AND HER BACKGROUND, SHE WAS SOON OFFERED ANOTHER INTERESTING CAREER OPPORTUNITY. MYRA DREW THE ATTENTION OF THE ISA, THE MILITARY SECRET SERVICE AGENCY. MYRA TRANSFERRED TO THE ISA IN 2021 AND COMPLETED HER TRAINING THERE.

AT THE AGE OF 25 SHE WAS RECRUITED FOR YET ANOTHER INTERESTING CAREER OPPORTUNITY. DESPITE HER STRICT REFUSAL TO CARRY FIREARMS, SHE WAS SUCCESSFULLY DEPLOYED IN SEVERAL COVERT MISSIONS. SHE BECAME A CAPTAIN IN 2023.

5. INSTALLATION

BEFORE INSTALLING SHADOW HARVEST, YOU NEED TO MAKE SURE, THAT YOU HAVE ALL CURRENT DRIVERS FOR YOUR VIDEO CARD. IN CASE YOU'RE NOT SURE, PLEASE LOOK AT YOUR MANUFACTURER'S SUPPORT SITE FOR THE LATEST DRIVERS AND INSTALL THEM

TO INSTALL SHADOWHARVEST, RUN SETUP.EXE AND FOLLOW THE INSTRUCTIONS ON THE SCREEN.

ATTENTION: YOU NEED TO BE ONLINE TO ACTIVATE SHADOW HARVEST, BECAUSE THE GAME NEEDS TO BE ACTIVATED THROUGH THE ONLINE- PLATFORM STEAM. YOU WILL BE ASKED WHETHER YOU WANT TO CONNECT WITH STEAM, WHERE YOU CAN ACTIVATE THE GAME FOR FREE. AFTER THIS ACTIVATION YOU DO NOT NEED TO BE ONLINE TO PLAY THE GAME.

IN THE COURSE OF THE PRODUCT INSTALLATION, THE GAME OFFERS YOU THE INSTALLATION OF FURTHER COMPONENTS SUCH AS NVIDIA PHYSX, DIRECTX, VCREDIST. IN CASE YOU ARE NOT SURE, WHETHER THE LATEST VERSION IS ALREADY INSTALLED ON YOUR COMPUTER, PLEASE INSTALL THE MISSING COMPONENTS. YOU CAN ALSO DOWNLOAD THE VERSIONS FROM THE PROVIDERS HOMEPAGE ANYTIME.

CHECK THE MICROSOFT WEBSITE FOR THE LATEST VERSION OF DIRECTX®.

CHECK THE MICROSOFT WEBSITE FOR THE LATEST VERSION OF THE VISUAL STUDIO RUNTIME ENVIRONMENT.

CHECK THE NVIDIA WEBSITE AND DOWNLOAD THE LATEST PHYSX® DRIVER.

6. THE MAIN MENU

YOU CAN CONTROL FOUR DIFFERENT FUNCTIONS FROM THE MAIN MENU: NEW GAME, LOAD SCORE, OPTIONS AND EXIT GAME. LEFT CLICK ON THE MOUSE TO CHOOSE. IN THE FOLLOWING TEXT, WE'LL BRIEFLY EXPLAIN TO YOU THE FOUR FUNCTIONS AND THEIR SPECIALTIES.

6.1. NEW GAME

WHEN PLAYING SHADOW HARVEST FOR THE FIRST TIME, THERE ARE NO SCORES ON YOUR SYSTEM YET. START THE GAME BY CLICKING "NEW GAME".

6.2. LOAD SCORE

THE GAME AUTOMATICALLY SAVES ALL YOUR GAMES AND SCORES. CLICK ON "LOAD SCORE" TO CONTINUE A OLD GAME. THE OLD SCORE WILL BE SHOWN ON THE LEFT SIDE OF YOUR MONITOR. YOU CAN SEE ALL SAVED SCORES ON THE RIGHT. THEY ALSO SAVE DATE AND TIME. LEFT CLICK ON MOUSE BUTTON TO LOAD A SCORE. SCROLL THE MOUSE- WHEEL FOR AN OVERVIEW OF ALL SCORES.

6.3. OPTIONS

PERSONALIZE YOUR CONTROLS, GRAPHICS, AUDIO AND MOUSE FUNCTIONS

6.3.1 CONTROL

YOU CAN PERSONALIZE THE CONTROLS SO THAT EVERY FUNCTION CAN BE ASSIGNED TO THE KEY OF YOUR CHOICE. MORE INFORMATION ON THIS IS FOUND IN SECTION 7. FOR PERSONALIZING THE OPTIONS, CHOOSE ONE OF THE FOUR CATEGORIES (MOVEMENT, FIGHT, INTERACTION WITH YOUR ENVIRONMENT, HUD/COM) AND DEFINE THE KEY YOU WANT TO USE. CONFIRM YOUR CHOICE BY CLICKING "CONFIRM."

6.3.2 GRAPHIC

DEFINE THE ADJUSTMENTS OF THE DISPLAY OF SHADOW HARVEST ON YOUR SYSTEM. PLEASE NOTE THAT WHEN YOU ADJUST THE GRAPHICS THAT YOU MUST STAY WITHIN THE ABILITIES OF YOUR COMPUTER'S HARDWARE. SETTING THE RESOLUTION, SHADOW, OR TEXTURE DETAILS BEYOND YOUR COMPUTER'S CAPABILITIES MAY RESULT IN A NEGATIVE GAMING EXPERIENCE.

ATTENTION: THE TEXTURE AND SHADOW ADJUSTMENTS HAVE A SIGNIFICANT IMPACT ON THE GAME PERFORMANCE. WE RECOMMEND THAT YOU ADJUST THE SHADOW DETAILS, TEXTURE, AND/OR DISPLAY RESOLUTION TO IMPROVE THE GAME PERFORMANCE.

6.3.3 AUDIO

ADJUST VARIOUS AUDIO OPTIONS AND PERSONALIZE THE AUDIO OUTPUT. ADJUST IT TO YOUR WISHES AND THE ABILITIES OF YOUR SPEAKERS.

6.3.4 MOUSE

ADJUST THE SENSIBILITY OF THE MOUSE. YOU CAN ALSO INVERT THE MOUSE PIVOT/AXIS/CENTER AS YOU LIKE.

6.4 EXIT THE GAME.

CLICK "EXIT GAME" TO EXIT THE GAME AND GET BACK TO YOUR WINDOWS DESKTOP.

7. CONTROL

THE CONTROLS OF SHADOW HARVEST MAINLY FOLLOWS THE COMMON CONVENTIONS OF PC-ACTION GAMES. OF COURSE YOU CAN PERSONALIZE THE KEYS IN THE OPTIONS-MENU (SEE 6.3). THESE ARE THE COMMON SETTINGS:

7.1. MOVE

W	MOVE FORWARD
A	TURN LEFT
S	TURN RIGHT
D	MOVE BACKWARDS
MOUSE	TAKE A LOOK AROUND
LEFT CLICK	SHOOT YOUR WEAPON
RIGHT CLICK	AIM (AIM MODE)

7.2. FIGHT

MOUSE WHEEL	CHOOSE A WEAPON, IF NOT IN THE AIM- OR SCOPE MODE.
LEFT CLICK	FIRE THE WEAPON
RIGHT CLICK	AIM MODE
MOUSE WHEEL	ZOOM (IF IN SCOPE MODE)
G	ADJUST/SHOW FLIGHT PATH OF GRENADE
G+CLICK LEFT	THROW A GRENADE
E	QUIETLY GRAB ENEMY FROM BEHIND (HEADLOCK, MYRA)

TAB	SWITCH BETWEEN ARON AND MYRA (IF BOTH ARE AVAILABLE)
E	PRESS TO PERFORM AN ACTION, WHEN APPROPRIATE
E (HOLD)	TO CRACK A LOCK
Q	SPECIAL SKILLS (DELTA-MODE FOR ARON AND STEALTH FOR MYRA)

7.4. HUDCOM

MOUSE WHEEL	ACTIVATE HUDCOM, NAVIGATE
LEFT CLICK	CHOOSE AN ITEM OR A FUNCTION IN THE HUDCOM
RIGHT CLICK	EXIT HUDCOM MENU
F	USE INFRARED NIGHT VISION
H	USE HEALTH-PACK (IF AVAILABLE)
1,2,3,4	CHOOSE WEAPON VIA KEYS. 1-3 FOR MYRA, 1-4 FOR ARON



8. HUDCOM UNIT

THE HUDCOM (HEADS-UP-DISPLAY COMBAT AND COMMUNICATION) UNIT (BY LOMACS™ MILCOM) IS AN AUGMENTED REALITY-SYSTEM AND IS THE CENTRAL INTERFACE BETWEEN THE CHARACTERS AND THEIR ENVIRONMENT. THE HUDCOM CONSISTS OF A MICROPHONE AND A SMALL, GREENISH VISOR, THAT IS WORN IN FRONT OF THE RIGHT EYE. EVEN THE BASIC EQUIPMENT OF HUDCOM CONTAINS A GPS SYSTEM, BIO-STATUS, COMMUNICATION UNIT, AND, NIGHT VISION GEAR ALL IN ONE. ALL AVAILABLE INFORMATION CAN BE ACCESSED USING THE VISOR AND IS DISPLAYED IN THE SOLDIER'S FIELD OF VISION.

SHAPE INTERPOLATION OF CHOSEN OBJECTS IS INTEGRATED INTO THE HUDCOM SYSTEM. IF YOU FOCUS ON AN ITEM OR PERSON, THE HUDCOM INTERPOLATES THE SHAPE OF THE TARGET OBJECT AND IS ABLE TO EVEN DISPLAY COVERED PARTS OF THE TARGET GIVING SOLDIERS AN EDGE IN BATTLE. IF A SOLDIER FOCUSES ON MORE THAN ONE OBJECT, THE HUDCOM SHOWS EXTRA ICONS FOR THE OBJECTS AND PERSONS. IF THE PLAYER FOCUSES ON ONE OF THESE OBJECTS, THE HUDCOM WILL SHOW ALL AVAILABLE INFORMATION ABOUT IT (DISTANCE, STATUS, NAME ETC.).

YOU CAN COMBINE THE HUDCOM WITH OTHER COMBAT-SYSTEMS AND EXPAND ITS FUNCTIONAL RANGE. IN MYRA'S CASE, THE HUDCOM IS CONNECTED TO A TOX-SENSOR SYSTEM IN HER STEALTH-SUIT. THIS SYSTEM REACTS TO STRESS HORMONES, SUCH AS ADRENALINE AND CORTISOL. THROUGH THE CONNECTION TO THE SENSORS OF THE HUDCOM, WE CAN FIND OUT ABOUT STRESS HORMONE EMITTERS AND THE TARGET STATE OF EXCITEMENT.

THIS MEANS, THAT MYRA IS ABLE TO LOCATE NERVOUS PEOPLE (EVEN TROUGH WALLS) AND TO HAVE THEM SHOWN ON HER HUDCOM. THE HUDCOM USES SHAPE-INTERPOLATION TO MAKE THE PEOPLE VISIBLE.

EXAMPLE 1:

A HOSTILE SENTRY FINDS THE DEAD BODY OF A COMRADE. THIS DISCOVERY WILL CAUSE A HORMONE SHOCK, THAT CAN BE DETECTED BY MYRA'S STEALTH-SUIT TOX SENSORS. NOW, MYRA CAN KNOW BOTH VISUALLY AND ACOUSTICALLY, WHERE THE PERSON IS, WHAT HE IS DOING AND HIS STATE OF EXCITEMENT.

EXAMPLE 2:

AS MYRA EXPLORES ENEMY TERRITORY, A HOSTILE SENTRY GOES ON ALERT WHEN HE HEARS A SLIGHT RUSTLE, OR DISCOVERS A SHADOW. THIS DOES NOT MAKE HIM ALARMED, YET THE MINIMAL INCREASE OF STRESS HORMONES IS CAPTURED BY THE TOX-SENSORS. WITH THIS FEEDBACK, MYRA CAN OPTIMIZE HER STRATEGY AND PLAN HER ACTIONS

8.1 ARON'S HUDCOM



- 1 **BIO STATUS:** HEALTH (006 HP), NUMBER OF MEDICAL KITS AVAILABLE (02 PIECES), MOVEMENT MODE (FAST), DELTA-MODE ENERGY (100%)
- 2 **STATE OF ARMAMENT**
ICON-DISPLAY OF THE ACTIVE WEAPON (XM8), LOADED ROUNDS (20), ROUNDS IN TOTAL (300), NUMBER OF EXPLOSIVE CHARGE (01), NUMBER OF HAND GRENADES (04)
- 3 **ICON FOR SUB OBJECTIVES**
ARON FOCUSES ON THE ICON AND THE PLAYER IS SHOWN A DESCRIPTIVE TEXT OF THE SUB OBJECTIVE. (INFILTRATE THE SOMALI MINISTRY OF DEFENSE) IT ALSO SHOWS THE DISTANCE TO THE SUB OBJECTIVE.

8.2

MYRA'S HUDCOM



MYRA'S HUDCOM DOES NOT DIFFER A LOT FROM ARON'S VISOR. BECAUSE OF HER SPECIAL SKILLS, THERE ARE SOME SMALL DIFFERENCES THAT WILL BE EXPLAINED BELOW.

- 1 **AWARENESS-METER:**
THE AWARENESS-METER REGISTERS THE EMISSION OF STRESS HORMONES IN ITS ENVIRONMENT. THE DISPLAY ON THE UPPER RIGHT SHOWS THE HIGHEST LEVEL OF STRESS HORMONES OF EACH HORMONE-EMITTER. ON THE PICTURE, THE FRONT SOLDIER'S STRESS LEVEL IS TO THE MAXIMUM, WHILE THE SOLDIER IN THE BACK HAS A LEVEL OF ONLY 50%. MOREOVER IT SHOWS THE TOTAL NUMBER OF PEOPLE, EMITTING STRESS HORMONES (02X)
- 2 **INDIVIDUAL AWARENESS-METER**
IN CONTRAST TO THE GENERAL AWARENESS-METER, THAT ONLY SHOWS THE MAXIMUM STRESS HORMONE EMISSION OF EVERY PERSON, THE INDIVIDUAL AWARENESS-METER CAN DETECT THE EXACT LEVEL OF EXCITEMENT OF A SINGLE PERSON.
- 3 **LEVEL OF ARMAMENT**
ICON-DISPLAY OF THE ACTIVE WEAPON (CROSSBOW, LOADED WITH ATTRACTOR BOLTS) LOADED BOLTS (1), BOLTS OF THIS TYPE IN TOTAL (49), NANO-INJECTIONS AVAILABLE (20)
- 4 **BIO STATUS**
THIS OPTION DOES NOT DIFFER FROM ARON'S BIO-STATUS-DISPLAY. THE ONLY SMALL DIFFERENCE IS, THAT MYRA'S STATUS SHOWS THE STEALTH-SUIT-LEVEL INSTEAD OF ARON'S DELTA-MODE.

THERE IS A HUGE ARSENAL AVAILABLE IN SHADOW HARVEST. ARON AND MYRA'S WEAPON CHOICES ARE QUITE DIFFERENT THOUGH. THIS IS DUES TO MYRA'S AVERSION TO FIREARMS.

9.1 ARON'S ARSENAL: LOUD AND EFFECTIVE

1. BASE WEAPON: GLOCK 29, 1 KEY

ARON HAS A GLOCK 29 AVAILABLE IN CASE HE RUNS OUT OF ROUNDS. THE GLOCK CAN BE CHOSEN FROM THE HUDCOM MENU BY PRESSING THE 1 KEY.

2. PRIMARY WEAPON: XM8 ASSAULT RIFLE, 2 KEY

THIS IS ARON'S PREFERRED WEAPON. IT IS AVAILABLE IN LEVEL 1 OF SHADOW HARVEST AND IS WITH HIM THROUGHOUT THE GAME. CHOOSE THIS WEAPON FROM THE HUDCOM OR PRESS THE 2 KEY.

3. SECONDARY WEAPON: 3 KEY

ARON CAN USE ANY CAPTURED WEAPON AS A SECONDARY WEAPON. THERE ARE A LOT OF THEM. THEIR DIFFERENCES ARE MOSTLY THE TYPE OF ROUNDS NEEDED, THE FIRING SPEED, PRECISION AND THE DAMAGE THEY CAUSE. CHOOSE THIS WEAPON VIA THE HUDCOM OR PRESS THE 3 KEY.

4. SPECIAL WEAPON: RPG, SNIPER RIFLE ETC., 4 KEY

THERE ARE ALSO SPECIAL WEAPONS AVAILABLE DURING THE MISSIONS. (BAZOOKAS OR SNIPER RIFLES) THEY ARE LOCATED IN THE 4TH SLOT OF THE HUDCOM MENU. IF NECESSARY, CHOOSE THIS WEAPON USING THE HUDCOM OR PRESS THE 4 KEY.

5. HAND GRENADES, 5 KEY

IF GRENADES ARE CARRIED BY ARON, HOLD G TO SEE THE GRENADE'S TRAJECTORY. PRESS G AND AND LEFT CLICK TO THROW THE GRENADE.

EXPLOSIVE CHARGE, PRESS THE E KEY AT DESIGNATED PLACES, THIS IS AN IMPORTANT WEAPON TO GET ACCESS TO LOCKED BUILDINGS.

STATIONARY MINIGUNS, ATBW UNITS, ETC., PRESS E TO ENTER OR USE. IN CONTRAST TO MYRA, ARON CAN ALSO USE SPECIAL WEAPONRY AND MACHINES. IN SOME LEVELS, HE HAS ACCESS TO STATIONARY WEAPONS SUCH AS A MINIGUN. IN OTHER LEVELS, HE CAN EVEN USE A ATBW-UNIT (ALL TERRAIN BATTLE WALKER) TO DESTROY WHOLE DISTRICTS. STATIONARY MINIGUNS DO NOT HAVE A LIMITED NUMBER OF ROUNDS. INSTEAD YOU SHOULD KEEP AN EYE ON THE TEMPERATURE OF THE MINIGUN AND CEASE CONTINUOUS FIRE TO LET THE MINIGUN COOL DOWN.



IN CONTRAST TO ARON'S ARSENAL, MYRA'S ARSENAL IS LIMITED. HER WEAPONS ARE AS EFFECTIVE AS ARON'S, AS LONG AS YOU USE THEM CORRECTLY. HER MOST IMPORTANT WEAPON IS THE CROSSBOW, WHICH CAN BE LOADED WITH DIFFERENT ARROWS. WE'LL BRIEFLY EXPLAIN TO YOU HOW THIS WEAPON WORKS. FOR FURTHER INFORMATION ABOUT THE OPTIMAL USAGE OF THE CROSSBOW, PLEASE READ PART 10 IN THE STRATEGY GUIDE.

1. BASE WEAPON: CROSSBOW WITH STANDARD ARROWS 1 KEY
THE CROSSBOW IS HER BASE WEAPON. IT IS LOADED WITH STANDARD ARROWS. ACTIVATE THEM VIA THE HUDCOM MENU OR PRESS 1. BECAUSE HER CROSSBOW HAS THREE SLOTS, SHE CAN LOAD ONLY THREE ARROWS AT A TIME. AFTER ALL THREE ARE FIRED, THE CROSSBOW WILL NEED TO BE RELOADED. IN CONTRAST TO ARON'S BASE WEAPON, MYRA'S CROSSBOW, HAS A SCOPE, WHICH ALLOWS IT TO BE USED AS A SNIPER WEAPON RIGHT CLICK THE MOUSE BUTTON AND SCROLL TO ZOOM IN AND OUT ON YOUR TARGET.

2. PRIMARY WEAPON: CROSSBOW WITH NANO-BOLTS, 2 KEY
MYRA'S PRIMARY WEAPON IS THE MOST POWERFUL AND PRECISE WEAPON OF THE WHOLE GAME: THE CROSSBOW, LOADED WITH NANO BOLTS. CHOOSE THIS WEAPON VIA THE HUDCOM OR PRESS 2 KEY. EVERY HIT IS LETHAL, NO MATTER WHERE YOU HIT THE ENEMY. THE SHOCK, THAT IS CAUSED BY THE NANO-INJECTION, DOES NOT JUST KILL THE ENEMY, IT ALSO STARTS A BIO-CHEMICAL PROCESS THAT MAKES THE BODY DISAPPEAR FOR A FEW HOURS. BY USING THIS CROSSBOW, MYRA DOES NOT NEED TO HIDE THE DEAD BODIES ANYMORE. THE CROSSBOW USES ALL THREE SLOTS AT AT ONCE. THIS MEANS YOU MUST RELOAD AFTER EVERY SHOT. UNFORTUNATELY, MYRA'S STOCK OF NANO BOLTS IS VERY LIMITED.

3. SECONDARY WEAPON: ATTRACTOR BOLTS, 3 KEY
THE SECONDARY WEAPON IS NOT REALLY A WEAPON BUT A STRATEGICAL TOOL. CHOOSE THIS WEAPON USING THE HUDCOM OR PRESS THE 3 KEY. THESE BOLTS SEND, AFTER THESE BOLTS REACH THEIR TARGET, THEY SEND BACK BOTH OPTICAL AND ACOUSTIC SIGNALS. MYRA CAN USE THESE AS A DISTRACTION TO LURE ENEMIES AWAY FROM THEIR POSTS. THE TARGET MODE IS THE BASE WEAPON. RIGHT CLICK TO SEE HOW MUCH INFLUENCE THE BOLT WILL HAVE. THIS MAKES IT EASY TO SEE, WHICH SOLDIERS WILL BE INFLUENCED BY THE BOLTS.

4. HEADLOCK E KEY, BEHIND THE ENEMY
THE HEADLOCK IS A TECHNIQUE, RATHER THAN A WEAPON. MYRA CAN QUIETLY SNEAK UP TO SOMEONE FROM BEHIND AND USE THE HEADLOCK TECHNIQUE. SHE CAN EITHER BREAK HIS NECK OR USE A NANO-INJECTION TO KILL HER ENEMY.

5. NANO-INJECTION, E KEY, IF ENEMY IS IN HEADLOCK-SITUATION
JUST LIKE THE NANO-BOLTS, THE NANO-INJECTION KILLS THE ENEMY IMMEDIATELY AND MAKES HIM INVISIBLE WITHIN ONLY FIVE SECONDS. THE NANO-INJECTION CAN ONLY BE USED IN COMBINATION WITH THE HEADLOCK.



IN SHADOW HARVEST, THERE ARE MANY WAYS TO DEFEAT YOUR ENEMIES. BRUTE FORCE IS NOT ALWAYS THE MOST EFFECTIVE WAY TO SOLVE PROBLEMS. HERE ARE SOME TIPS TO HELP MYRA AND ARON ACCOMPLISH THEIR GOALS STRATEGICALLY.

10.1. STRATEGY-TIPS FOR ARON ALVAREZ

1. USE THE COVER TRIGGER

COVER-TRIGGERS ARE ESSENTIAL IN THIS GAME. YOU ENTER A COVER TRIGGER BY WALKING TOWARDS A RELEVANT SPOT (WALL, SANDBAGS, ETC.) AND PRESS YOURSELF AGAINST IT (JUST KEEP ON WALKING IN THIS DIRECTION). ONCE THE CHARACTER IS IN A COVER-POSITION, THE RISK OF BEING SHOT DECREASES. IT IS IMPORTANT, THAT YOUR CHARACTER IS NOT JUST DOWN IN FRONT OF A COVER TRIGGER, BUT REALLY ENTERS THE COVER-POSITION.

2. BULLETS FOR THE XM8

WHEN YOU RUN OUT OF BULLETS FOR ARON'S XM8, WE RECOMMEND THAT YOU LOOK FOR GUNS THAT USE THE SAME ROUNDS AS THE XM8. (5.56MM NATO BULLETS). THESE GUNS ARE: AK-101, M4A1 AND OTHERS. THE HUDCOM WILL SHOW YOU, WHICH GUN USES WHAT KIND OF BULLETS.

3. GRENADES, HEALTH-PACKS ETC.

KEEP YOUR EYES OPEN FOR HIDDEN HEALTH-PACKS, GRENADES AND OTHER GOODIES. ESPECIALLY THE HEALTH-PACKS WHICH CAN BE VERY HELPFUL IN HIGHER LEVELS.

4. USE THE DELTA-MODE

BECAUSE OF ARON'S EXPERIENCE WITH THE DELTA-FORCE, HE IS VERY GOOD AT CONCENTRATING (THE SO CALLED DELTA-MODE). HIS ENVIRONMENT SEEMS TO SLOW DOWN WHILE HIS AIM CONTINUES AT REGULAR SPEED. ACTIVATE THE DELTAMODE BY PRESSING THE Q KEY.

1. USE THE COVER TRIGGER

THE COVER-POSITION IS MUCH MORE IMPORTANT FOR MYRA THAN IT IS FOR ARON SINCE IT RENDERS HER ALMOST INVISIBLE TO HER TARGETS. SHE CAN LEAN OUT AND AIM AT ENEMIES WITHOUT BEING SEEN. HOWEVER, BEAR IN MIND THAT THIS ONLY WORKS IF SHE IS REALLY IN COVER MODE. BE SURE TO CHECK THAT SHE IS NOT JUST IN FRONT OF IT. IF SHE HAS NOT ENTERED THE COVER-POSITION, SHE WILL BE VULNERABLE. MYRA'S MOVEMENTS TRANSITION FROM ONE COVER-POSITION TO ANOTHER. ENTER FAST MODE, PRESS THE C KEY.

2. DON'T LET ENEMIES SEE YOU!

FOR A STEALTH-CHARACTER IT MIGHT SOUND BORING, BUT HONESTLY: DO NOT LET ENEMIES DISCOVER YOU! COMPARED TO ARON, MYRA IS QUITE WEAK AND HER WEAPONS ARE NOT MADE FOR DIRECT ONE-ON-ONE FIGHTS. IF THE ENEMIES DISCOVER MYRA, THE FIGHT IS BASICALLY ALREADY LOST. ON THE OTHER HAND SHE CAN OPERATE PERFECTLY IN THE SHADOWS. YOU DON'T HAVE TO BE SEEN: THE GAME WAS DESIGNED SO THAT THERE IS ALWAYS A PLACE TO HIDE. PLAY AND EXPERIMENT A LITTLE WITH THE AWARENESS-METER AND TRY TO GET A FEEL FOR THE SITUATION AND HOW LONG IT WILL TAKE FOR ENEMIES TO DISCOVER YOU.

3. USE STEALTH ENERGY CAREFULLY

SAVE THE STEALTH ENERGY FOR SPECIAL SITUATIONS: YOU MIGHT NEED IT TO ESCAPE FROM A DIFFICULT SITUATION. EXTRA ENERGY-CELLS, THAT FEED THE SUIT WITH NEW POWER, ARE RATHER RARE.

4. HEADLOCK, AS OFTEN AS POSSIBLE

YOU SHOULD ALWAYS TRY TO USE THE HEADLOCK INSTEAD OF THE CROSS BOW. THIS SAVES BULLETS AND YOU CAN USE THE NUMEROUS NANO-INJECTIONS THAT MYRA HAS AVAILABLE.

5. **USEFUL INFORMATION FOR THE USAGE OF A CROSSBOW**
THE CROSSBOW IS A POWERFUL WEAPON. THE STANDARD ARROWS ARE DEADLY IN A SINGLE HEADSHOT. NOTE THAT IN COMPARISON TO THE NANO-BOLTS, STANDARD ARROWS ARE NOT AREODYNAMIC AND CREATE SOUND AS THEY FLY. THE ENEMY CAN THUS BE ALERTED AND BE ALERTED. THEREFORE, YOU SHOULD ONLY KILL ENEMIES THAT ARE WITHIN A CERTAIN RANGE STAND AWAY FROM THEIR COMRADES. NANO AND ATTRACTOR-BOLTS ARE SILENT WEAPONS.



11. FAQ

Q. **WHY CAN MYRA LEAN OUT OF HER COVER-POSITION WITHOUT BEING SEEN?**

A. **THIS WAS A GAME DESIGN DECISION. MYRA NEEDS TO BE ABLE TO FOCUS ON HER ENEMIES WHILE BEING IN COVER-POSITION. WITHOUT THIS SKILL, THE GAME WOULD BE TOO DIFFICULT TO PLAY.**

Q. **SOME PARTS OF THE GAME ARE VERY LIGHT AND BRIGHT WHILE OTHER PARTS ARE VERY DARK. WHY ARE THERE SUCH EXTREME DIFFERENCES?**

A. **THE PLACES, WHERE S.H. TAKES PLACE, ARE ALL VERY HOT, SUNNY REGIONS OF THE WORLD. DIRECT SOLAR RADIATION CAN MAKE EVEN SANDGROUNDS SEEM BRIGHT AND LIGHT. THESE ARE OPTICAL IRRITATIONS. JUST LIKE DARKNESS, RAIN OR FOG: SUNSHINE CAN BECOME A PROBLEM IN MILITARY MISSIONS.**

FURTHERMORE THE EYE GETS USED TO THE BRIGHTNESS VERY QUICKLY, WHICH MEANS THAT YOU CAN SEE DARKER PARTS EVEN WORSE THAN BEFORE. IN SHADOW HARVEST., THE PLAYER HAS THE POSSIBILITY TO USE THE FOCUS VIEW (ACTIVATE WITH KEY F). THIS FOCUS BRIGHTENS UP THE ENVIRONMENT AND MAKES THINGS VISIBLE.

Q. **HOW COME ARON HAS TO PICK UP HIS EQUIPMENT FROM THE REBELS IN MOGADISHU? SHOULDN'T HE CARRY IT AROUND WITH HIM?**

A. **ARON ARRIVES IN MOGADISHU, DISGUISED AS A U.N. SOLDIER. HIS EQUIPMENT (HUDCOM, XM8 , ETC.) DOES NOT MATCH THE ARMS THE U.N. TROOPS CARRY. ARON'S EQUIPMENT WAS STORED IN A SAFE PLACE WHERE HE COULD GO AND PICK IT UP LATER. BAD LUCK HAS IT THAT THE REBELS FOUND HIS EQUIPMENT AND CARRIED IT OFF. U.N. SERGEANT GABRIEL LAWSON IS THE ONLY PERSON THAT KNOWS ABOUT ARON AND HIS MISSION. HE NOTICED THAT THE GUNS WERE TAKEN . HE TOLD ARON TO RETRIEVE HIS EQUIPMENT FROM THE REBEL'S HIDEOUT.**

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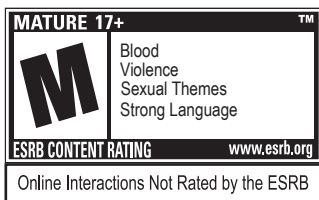


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