

# HARVESTER™



Suitable only for  
persons of  
18 years and over

Not to be supplied to any person below that age

VMG INTERACTIVE ENTERTAINMENT EUROPE LIMITED 2 Kemington Square, London, W1 5RH

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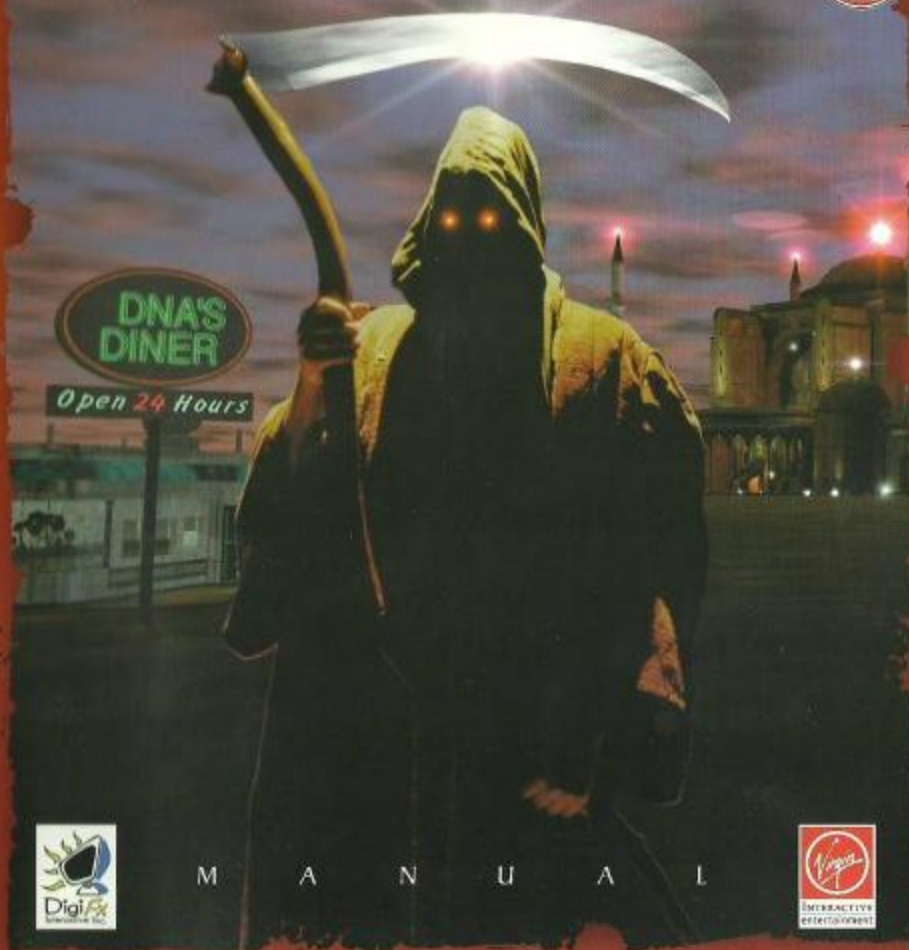
M A N U A L



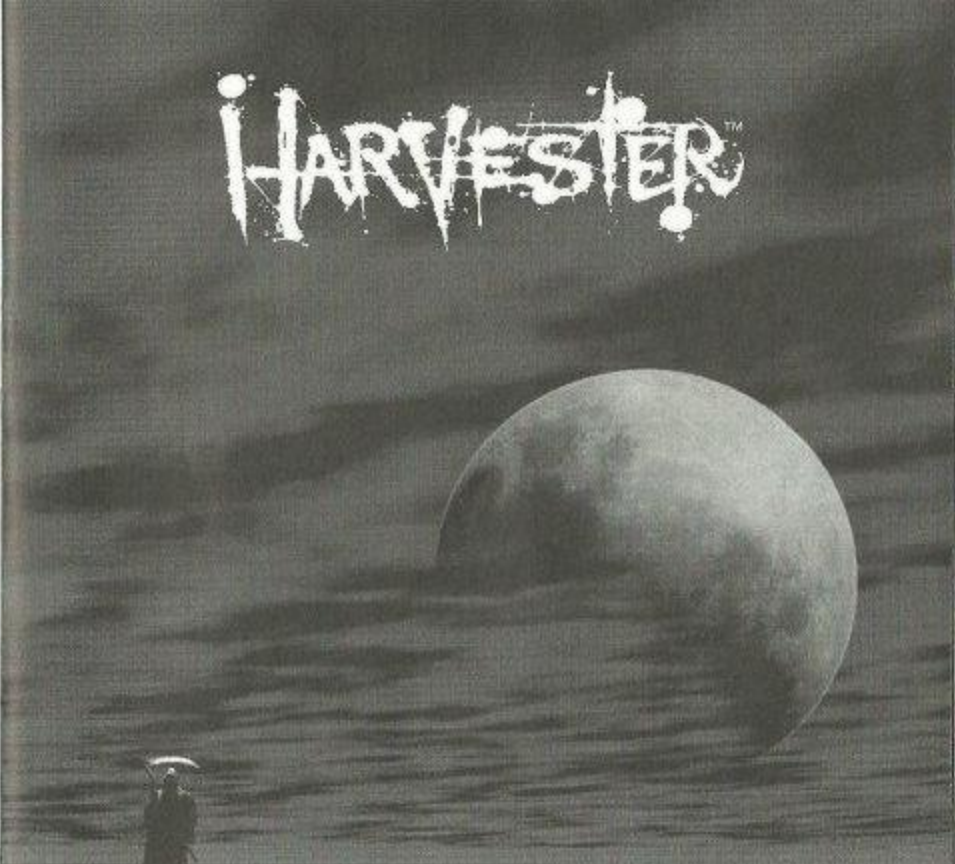
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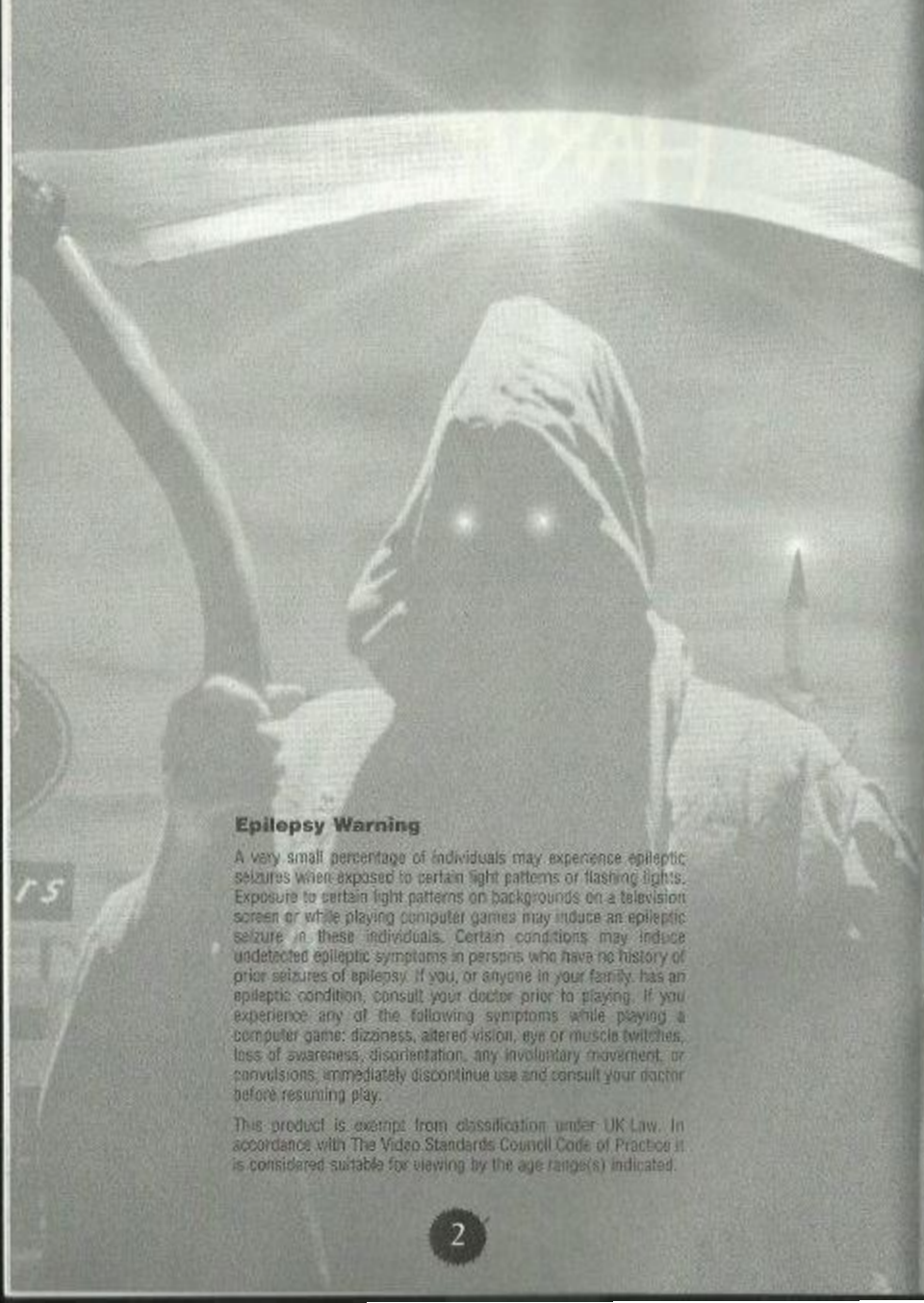
# HARVESTER™

18



# HARVESTER





### Epilepsy Warning

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

This product is exempt from classification under UK Law. In accordance with The Video Standards Council Code of Practice it is considered suitable for viewing by the age range(s) indicated.

# HARVESTER™

## Letter from the Producer:

First of all let me say thank you to each of you who have purchased "Harvester". Although this project has taken a considerable amount criticism for the violent content, as well as a considerable time to develop, we felt compelled to make sure it remained as close as possible to the vision which we had for it.

As I am sure some of you know, "Harvester" has been in development for a while now and you have probably wondered what ever happened to the project. Well, I'm happy to say that after all the late night pizzas, we finally did it. The project became (as some projects do) more than the original design. Technology changes, and we kept wanting to add cool stuff to the concept. While this had good end results, the development was hell. But it was important to each of us that the product have strange and altered states that we wanted.

Finally, I would like to make one point which I feel very strongly about: CENSORSHIP.

Now I will be the first person to tell you that although I personally do not

have children, I would NOT want them to play ANY game which has any sort of graphic violence or blood-n-guts, etc. But people must understand that if a product which has such content has taken precautions to deny access by children, then adults should not be denied the enjoyment of playing a violent game or watching an R-rated movie. Society is going to have to grow up one day and realise that in a country which allows freedom-of-speech as well as creative freedom, the job of raising the children of America is the parents responsibility...not the entertainment industry!

I also want to thank each and every person who has helped in one way or another in the creation of what we hope is a truly unique product. Without them, we would have in no way ever attempted to violate as many standards as we have (And believe me "Harvester" will "P.O." many organised groups).

O.K. enough said.

M. Lee Jacobson

## Harvester

### Installation / Technical Reference / Play Guide

Thank you for purchasing "Harvester", one most intense adventure game products ever released! Please refer to this brief information card for quick and easy reference regarding "Harvester".

## HARVESTER CONTENTS

Inside the box you should find:

- 3 Compact Discs
- Harvester Manual
- Registration card

If any of these items are not in the box, please contact your retailer.

## HARVESTER INTRODUCTION

Welcome to Harvester. We would like to take a moment to help you become familiar with the installation instructions if this is the first time you have setup the game. During the installation, the screen will guide you through the setup process. Following are the basic system requirements. Please make sure your system matches the minimum specifications.

## GAME SPECIFICATIONS / REQUIREMENTS

Harvester requires the following MINIMUM configuration in order to play properly:

IBM™ PC or Compatible 486DX/33 MHz Processor or greater.  
VESA local bus video card with 512K video memory or greater.  
8MB RAM or greater (16MB RAM recommended).  
Double Speed (2X) CD-ROM drive or greater.  
Sound device with Digital Sound Capability. MSCDEX drivers v 2.1 or greater.  
Microsoft™ compatible mouse and mouse driver (version 8.0 or greater)  
30MB free hard disk drive space

**Note: If your system is using disk compression software such as Double Space or Drive Space, you will probably notice longer loading times. Harvester will run on computer systems that have such compression software installed. However, we cannot guarantee that problems will not occur if other compression software is used. For better performance we recommend using a drive without software disk compression.**

## BEFORE INSTALLING

Before installing the game, it is always a good idea to verify the integrity and data on your hard disk drive. To do this simply run SCANDISK or DEFRAG from the dos prompt or from Windows. Damaged data on your hard disk may result in your system not working properly.

## INSTALLING HARVESTER FROM DOS

- To install Harvester:
1. Insert CD #1 in your drive.
  2. Type the letter of your CD-ROM drive followed by a colon. (Example: D:) then press ENTER. The prompt should display D:\ or similar.
  3. Type "INSTALL" and press ENTER
  4. Follow the on screen instructions to install "Harvester" on your computer system.
  5. When installation is complete, type "HARVEST" to begin the game.

## ADDITIONAL INSTALLATION NOTES FOR DOS USERS

If you are using the EMS memory option/switch make sure you have at least 8MB (8192K) or more specified in the device= statement in the config.sys file. You may also use the option switch AUTO or do not specify any optional memory control parameters, such as the NOEMS option, or you may remove the line from your CONFIG.SYS file entirely.

Example line for the CONFIG.SYS file:  
device=emmm386.exe 8192, or  
device=emmm386.exe noems, or  
device=emmm386.exe auto

Please make sure your CONFIG.SYS file has the statement "FILES=20" or greater.

"Harvester" requires 500K of FREE available conventional (low) RAM in order to function properly. If your system has less than 500K FREE conventional (low) memory, you may need to run the "MEMMAKER" utility in order to increase your FREE RAM.

If your system has only 8MB of RAM, you will need to disable the SMARTDRV or any other disk caching program. "Harvester" uses approximately 7MB of available memory so with SMARTDRV or other disk caching programs loaded there is not enough memory available for the game.

**IMPORTANT! "Harvester" requires a swap file of 20MB to be available on your local hard disk drive. If you do not have at least 20MB of free disk space when playing "Harvester" the program may stop or crash the computer system. If your system has 16MB of RAM or greater, this swapfile is not needed.**

## INSTALLING HARVESTER FROM WINDOWS 3.1

- To install Harvester, from Windows 3.1
1. Insert CD #1 in your drive.
  2. Use your mouse to click "File" then select "RUN".
  3. Type "D:\SETUP" and press ENTER to begin the installation. (Where D:\ is the CD-ROM Drive)

When the installation program is complete, there will be a Harvester Program Group which will contain several icons which you may select. To begin Harvester click on the Harvester icon to start.

## ADDITIONAL INSTALLATION NOTES FOR WINDOWS 3.1 USERS

If your system has only 8MB of RAM, you will need to disable the SMARTDRV disk caching program. "Harvester" uses approximately 7MB of available memory so with SMARTDRV loaded there is not enough memory available for the game.

If while starting the program in Windows, you have a moderately long 'open program' sound association, then "Harvester" may fail to detect your computer's sound card when it starts, and thus not initialise. Windows will not allow more than one sound device to be used at a time. To correct this problem, simply set your 'open program' sound to 'none'.

It is also possible that the game may fail to detect your sound card, should this happen the game will freeze. Please refer to the section titled "Sound Card Information" for more information.

**IMPORTANT!**  
**"Harvester"**  
**requires a swap**  
**file of 20MB to**  
**be available**  
**on your local**  
**hard disk**  
**drive. If you**  
**do not have at**  
**least 20MB of**  
**free disk space**  
**when playing**

**"Harvester" the program may stop or crash the computer system. If your system has 16MB of RAM or greater, this swapfile is not needed.**

## INSTALLING HARVESTER FROM WINDOWS 95

To install Harvester from Windows 95

1. Insert CD #1 in your drive.
2. Use your mouse to click "Start", then select "RUN".
3. Type "D:\SETUP" and press ENTER to begin the installation. (Where D:\ is the CD-ROM Drive)

When the installation program is complete, there will be a **Harvester Program Group** which will contain several icons which you may select. To begin Harvester click on the Harvester icon to start.

## ADDITIONAL INSTALLATION NOTES FOR WINDOWS 95 USERS

When playing "Harvester" under Windows 95 it is recommended that there be no other programs running in the background. Should you attempt to switch back to Windows while playing "Harvester" the game may cease to function properly. Should this occur, restart your computer and do not run any other programs while playing "Harvester".

If your system has less than 16MB of RAM, you may need to set the MS-DOS Protected Mode (DPMI) Memory option in the Properties section to 16MB. Right click on the Taskbar at the bottom of the screen. Click the Properties option. Next click the Start Menu Programs option. Next click the Advanced button to open the shortcut icons windows. Locate the "Harvester" shortcut. Right click on the "Harvester" icon and select the Properties option. Select the Memory option. Locate the section called "MS-DOS Protected Mode (DPMI) Memory" option. Select the value 16384 and click OK. Close all windows.

Should your Windows screen saver attempt to load while playing "Harvester", it may not allow you to return to the program, or it may halt or quit the game. Turn your screen saver "off" to resolve the problem.

If while starting the program in Windows, you have a moderately long 'open program' sound association, then "Harvester" may fail to detect your computer's sound card when it starts, and thus not initialise. Windows will not allow more than one sound device to be used at a time. To correct this problem, simply set your 'open program' sound to 'none'.

It is also possible that the game may fail to detect your sound card, should this happen the game will freeze. Please refer to the section titled "Sound Card Information" for more information.

**Note:** Because of the initial release of the Windows 95 video drivers some video cards may have difficulty with DOS SVGA games. Please consult your video card manufacturer for the latest version of your Windows 95 video drivers.

**NOTE:** If you are running Windows 95 and play "Harvester" from a DOS session, you may be required to place the VESA driver in your AUTOEXEC.BAT file.

**IMPORTANT!** "Harvester" requires a swap file of 20MB to be available on your local hard disk drive. If you do not have at least 20MB of free disk space when playing "Harvester" the program may stop or crash the computer system. If your system has 16MB of RAM or greater, this swapfile is not needed.

## SOUND CARD INFORMATION

**NOTE:** "Harvester" usually detects most sound cards and the appropriate settings when the game begins. However, should the game not run, you may run the "SETSOUND" program from the directory in which you installed the game files. The "SETSOUND" program will guide you in detecting or selecting the correct parameters for your sound card.

You may also run the SETSOUND program from within Windows 3.1 or Windows 95. To run the program simply click on the "Sound Setup" icon.

In addition, be sure the appropriate sound drivers are installed. Your sound card should be supplied with an installation program which configures your sound card to function properly with DOS games. If these drivers are not installed, or they are incorrectly configured, the game may not function properly, or may freeze your computer system.

## VIDEO CARD (VESA) INFORMATION

"Harvester" utilises hi-resolution graphics and requires your computer system be VESA compatible. This is usually a software driver which is supplied by your video card manufacturer. When starting "Harvester" the game will attempt to "detect" if the VESA driver is loaded. However some newer computer systems have VESA on the computers motherboard which is automatically enabled when the game starts. However, if after allowing "Harvester" to run the VESA driver for you, the computer system freezes or "locks up", you will have to manually place the VESA driver in your AUTOEXEC.BAT in order to function properly. If you do not have a VESA driver for your video card, CD #1 has the latest VESA drivers available located in the VESA directory and may solve the VESA problem. Please also refer to the file VESA.TXT located in the VESA directory. Simply copy the appropriate VESA driver to your hard disk and add the name of the driver (usually VESA.EXE, or VESA.COM) to your AUTOEXEC.BAT file. Next, reboot your system with the new VESA driver and try again.



### STARTING HARVESTER FROM DOS

To play "Harvester" after it has been installed:

- 1) Make sure the CD-ROM is properly inserted into your CD-ROM drive.
- 2) Change to the drive and directory where you previously installed "Harvester".
- 3) Type "HARVEST" and press ENTER to begin game.

### STARTING HARVESTER FROM WINDOWS 3.1 or 95

To play "Harvester" after it has been installed:

- 1) Make sure the CD-ROM is properly inserted into your CD-ROM drive.
- 2) Select the Program Group "Harvester".
- 3) Select the "HARVESTER" icon and click left mouse button to begin game.

### UNINSTALLING HARVESTER

To remove "Harvester" using DOS select the uninstall utility called "UNSTALL" located in the directory in which you originally installed the program. Or, select the "Uninstall Harvester" icon in the Windows Program Group.

### NOTES FOR PLAYING THE "MAKING OF HARVESTER" AVI FILE

The .AVI file which is located on CD#3 uses a newer compression/decompression program called Intel Indeo Interactive™ by Intel. If the video does not play properly, select the "Install Intel Indeo" icon to setup your computer system. The .AVI file may be played by selecting "The Making of Harvester" icon or by using the Media Player which is included with Windows 95.

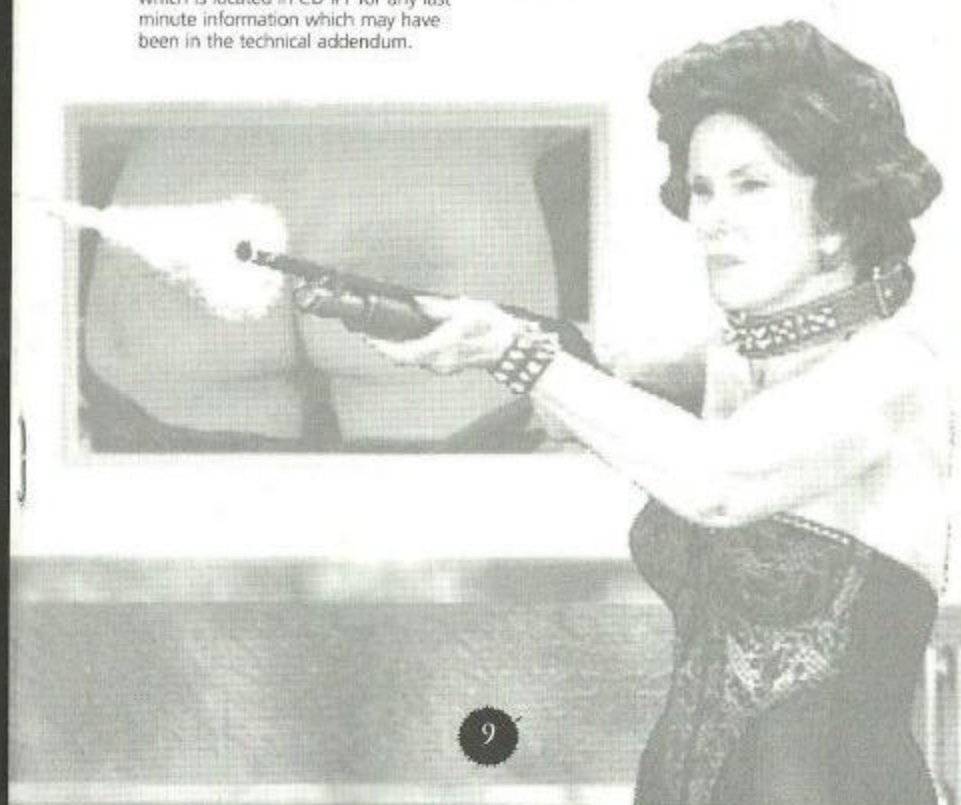
### README.TXT

Please refer to the README.TXT file which is located in CD #1 for any last minute information which may have been in the technical addendum.

### PLAYING "HARVESTER"

"Harvester" is strange and altered world. The game environment is based around a series of locations which the player can click on, visit and/or converse with the people around them. During gameplay, the player will have to solve puzzles and use items to complete various tasks.

The first and second CD contain the TOWN portion of the game. As you wander the town of Harvest you will encounter many characters and places to visit. The third and final CD contains the LODGE portion of the game. As the game progresses, you will be asked to insert the next CD when the game requires it.



## The Game Interface

The game's interface is designed around a simple "point and click" environment. The interface allows you to move the cursor around the screen and select "hot spots" with your left mouse button. When a "hot spot" is detected the cursor will change to the appropriate cursor:

### Walking/Moving

Walk to the location.

### Lips

Talk to character indicated.

### Magnifying Glass

Examine object indicated.

### Gears

Operate location or object indicated.

### Exit

Leave the current room.

## The Town Map

You move around in the TOWN portion of "Harvester" by selecting any one of the numerous locations via the town map. The town map will automatically appear when you leave your current location.

**NOTE: Because the LODGE portion of the game has only 3 levels there is no lodge map.**

## Moving the Character

Moving Steve, (the player character), is as simple as moving the mouse to the desired location and left-clicking with the mouse when the walking icon appears. Or, if you prefer, use the arrow keys to move the character. Your character will not move if the cursor is over an object or "hot spot" location.

## Talking to Characters

When entering a room you may see a character with which to interact. To talk to a character, simply place the mouse cursor over the character and press the left mouse button. Upon entering dialogue mode you will have multiple choices in which you will be able to respond to the character. "Harvester's" dialogue interaction is different than that of other dialogue systems. The responses which you provide to the character you are speaking with will dynamically change depending on when you speak to them.

"Harvester's" dialogue dynamically changes depending on other events which have taken place in the world of Harvest. A character's responses may change completely depending what you have done and what has occurred in the world of Harvest. Talk to characters often. They provide many clues and insights to solving puzzles.

## Picking up / Using Objects

Picking up and using objects is very easy in "Harvester". After an object has been examined, the mouse cursor will automatically change to a hand cursor. To pick up an object which you have examined, simply **left click** the mouse button when the hand appears over the area. The cursor will change to the object you have just picked up.

When your cursor is an object you may place it in your inventory by moving it over your character and pressing the **left mouse button**, or simply **right click** the mouse button.

If you wish to use an object on a location in the game world, simply **left click** the mouse button on your character or press "I" to bring up your inventory box. Select the object you would like to use by **left clicking** the mouse button. The inventory box

will automatically disappear if you move the mouse cursor outside the box area's boundary. To cancel using any object click the **right mouse button** and the object will return to your inventory.

You can also **left click** on an inventory object and "drag" it over another inventory object. In certain cases a new object will be created and placed in your inventory.

## Examining Objects

After acquiring certain objects in your inventory, you may view them in closer detail by moving the pointer over the object in your inventory, and **right clicking** your mouse. This will "zoom" in on the object for a more detailed description.

**NOTE: Not all objects can be viewed close up.**

## Operating Objects in the World

In the town of Harvest, you will from time to time operate certain areas on the screen. By **left clicking** the mouse on these "hot spots", the character can operate/open these areas.

## Inventory

Your inventory is where all the items which you have picked up or acquired during the game are stored. There is no limit on the number of items which can be carried in your inventory. In order to solve puzzles, you will frequently access your inventory and **left click** on the object you want to use. To access your inventory, simply click on your character with the left mouse button, or press the "I" key on your keyboard.

## Solving Puzzles

As in any adventure game the primary goal in "Harvester" is to understand the mysteries in the town by solving puzzles. These puzzles vary depending on the situation the player is presented with.

Some of the more common puzzles are those which require the player to use objects on certain locations in the game world, or use on other objects in your inventory which causes events to happen such as; unlock doors, open chests, give items to people. Part of the enjoyment of the game is to try using objects on locations or people which provoke interesting responses.

In addition puzzles are sometimes solved by operating certain areas on the screen which cause actions and events to occur.

## Alternate Methods of Solving Puzzles

"Harvester" is unique in the way it allows the player to solve puzzles. During the game there are many instances where there is more than one correct way to solve the puzzle.

Different players may use different methods to achieve their goals. One player may solve the puzzle by analysing the solution, the other may choose a more "violent" approach.

Either way, by allowing the player to solve certain puzzles differently, the game will not be the same for one player as it is for another.



## Combat

Although "Harvester" is an adventure, not a fighting game, it does have a "violent" side.

During gameplay the character may choose the option to kill or fight another character any time he pleases. There are two scenarios where you may elect to kill a monster or character in the town of Harvest.

The first is simply killing a non player character by attacking them with the **right mouse** button or the CTRL-**<UP,DOWN,RIGHT,LEFT>** keys. By simply clicking the **right mouse** button your character will swing or fire his weapon in the direction which he is facing.

The second is a simple form of combat which forces the player to "kill or be killed" using any one of twenty one unique weapons which you may find during the game.

If you are using the mouse to combat your enemy, you may also focus or "direct" the attack on a specific area of your opponent by positioning the attack cursor over the enemy. The three areas for attack are the upper body, midsection and legs. To attack the enemy in any one of these areas, simply position the attack cursor over the enemy and click the **right mouse** button.

## Health

During the combat portions of the game your character may become injured. To find out how injured you are click the left mouse button or press "I" to bring up your inventory. At the lower left portion of the screen there is a picture of your character. The bloodier the picture, the more injured you become. If you do not have access to the healing items you will eventually die.

Throughout "Harvester" you will find objects which will allow you to heal your character simply by acquiring them.

**NOTE: Be wise in your use of healing objects, you will need to heal in order to kill certain enemies.**

## Weapons

There are twenty one (21) unique weapons in "Harvester", each with its own unique attacks. There are different weapons you will find during gameplay and each weapon has a certain amount of damage it can do. For example, a knife or your fists do much less damage than a chain saw or shotgun. Be careful when you attack an enemy and what you attack him with. There are several characters which are quite powerful and without a stronger weapon you may suffer the consequences, death.

To arm or disarm any weapon which you have acquired, simply move your mouse cursor over the weapon in your inventory, and click the **right mouse** button.

**NOTE: Because each weapon's attack is different, it takes a few moments to arm and disarm each weapon.**

## Configuring Game Options

You may access the game options section by pressing the ESC key. After pressing ESC the following options will appear:

### New Game

Selecting this option will start a new game from the beginning.

### Save Game

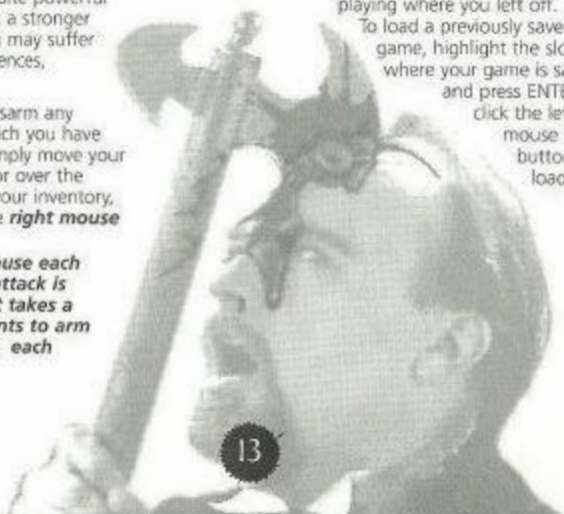
Selecting this option allows you to save your current status. To save your game use your mouse or your keyboard to highlight the slot where you want to save your game. Left click your mouse or press ENTER to select the slot. Type in the name of the game which you want to save. Press ENTER or click "SAVE" located at the bottom of the screen. Your game is now saved in that location.

### Load Game

Selecting this option allows you to load a previously saved game into memory.

This will allow you to continue playing where you left off.

To load a previously saved game, highlight the slot where your game is saved and press ENTER or click the left mouse button to load.





## Options

The "option's" menu when selected allows you to configure different elements within the game. There are several options within this section. They are as follows:

### Sound Effects

Selecting this option allows the player to adjust the volume of the sound effects. Use your mouse or keyboard arrow keys to adjust the sound effects volume.

### Music

Selecting this option allows the player to adjust the volume of the music. Use your mouse or keyboard arrow keys to adjust the sound effects volume.

### Gamma Correction

Selecting this option allows the player to adjust the contrast and brightness of the game. Some computer monitors may be darker or lighter than others. This allows you to change the intensity to suit your taste.

### Text

Selecting this option allows the player to turn the displayed text on, off, or quick.

### Off

When text mode is **OFF** the player will only hear the voices of the characters. There will be no text displayed.

### On

When text mode is **ON** the player will see the text displayed as well as hear the voices of the characters. When this option is selected, the player must click the **left mouse** button in order to advance or skip the current dialogue faster than normal.

### Quick

When text mode is set to **QUICK** the player will see the text displayed as well as hear the voices of the characters. When this option is selected, the game

will automatically advance and play the next section of dialogue. The player still has the option to click the **left mouse** button in order to advance or skip the current dialogue faster than normal.

### Gore On/Off

Selecting this option allows the player to turn on or off the graphically violent scenes in the game.

### Quick Tips

Selecting this option allows the player to activate the quick tips section of the game.

These tips are generally a series of short tips on playing the game and assisting the player to begin the game immediately.

### Password On/Off

Selecting this option allows the player to set a password which, when activated must be entered in order to view the more graphically violent scenes in the game.

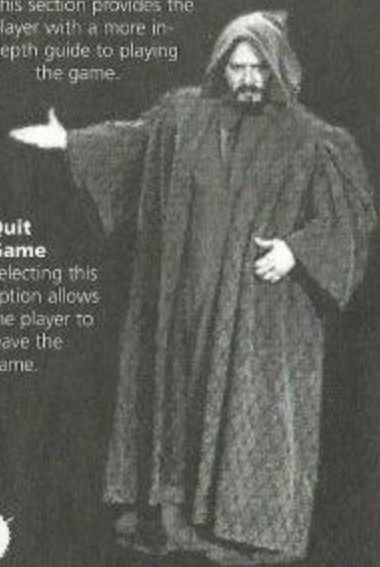
### Help

Selecting this option allows the player to view the HELP section of the game.

This section provides the player with a more in-depth guide to playing the game.

### Quit Game

Selecting this option allows the player to leave the game.



## Harvester Credits

Designed and Written by	G.P. Austin
Producer	M. Lee Jacobson
Lead Programmer	Mark Shaffer
Engine Development	
Programming	Bruce Mack Dustin Nolf Steve Goodman Tim Lima M. Lee Jacobson Chad Woyewodak Michael Napadano Scott Hansen Jason Goffner R. Kevin O'Brien Craig Burdick Steven Woyewodak Dennis Gyer Steve Woyewodak Jeff Scott Glen Hansen Libby Smithwick
Technical Design	
Lead Artist	
Artists	
Testing	

## 1st Unit Filming

Director	G.P. Austin
Assistant to the Director	Michael Brooks
Cinematography	John Johns Ultimate System 7 provided by In-Sync, Dallas, TX
Camera	John Johns
Lighting	AJed Lighting
Audio Post	Byron Parky Chris Edson Digital Domain, Austin, TX Michael Brooks
Key Grip	Barbara Kramer
Makeup	Reggie Taylor, Talent, Inc., Dallas, TX
Costing	Jim Bryant Jess Brevent
Stage Production	

## 2nd Unit Filming

Director	G.P. Austin
Assistant to the Director	Michael Brooks
Camera	Eric Jewell John Carmin Pat Gough Rocky Howell
Betacam Engineer	David Jewell
Teleprompter	David Hughes
Lighting	Natalie Coney
Audio Post	Jodi Colahan AMS Productions, Dallas, TX
Production Film Co-ordinator	
Makeup	
Filmed at	

## Cast

BABY SISTER (PC'S)	Michael Napadano, Jr.
BEGGAR	Pieter van Der Vliet
CAIN	M.R. Eudy
CHESSMASTER	Tim Higgins

CLOAKROOM ATTENDANT  
COLONEL BUSTER MONROE  
CURATOR  
CUE CARD MAN  
DARK EXOTIC WOMAN  
DEPUTY LODMIS  
EDNA FITZPATRICK  
FIREMAN SPARKY  
FOLLOWER #1  
FOLLOWER #2  
GENERIC PTA, MOMS  
GENERIC CHILD IN  
CLASSROOM #1  
GENERIC CHILD IN  
CLASSROOM #2  
GENERIC COP  
GLADIATOR  
GRAND POOBAH  
HANK  
INDIAN #1  
INDIAN #2 (Town)  
INQUISITOR  
JIMMY JAMES  
MR. JOHNSON  
KARIN  
KEWPIE  
MR. MCKNIGHT  
URURIAN  
LODGE CHEF  
MADAM  
MAINTENANCE MAN  
MEMBERSHIP DIRECTOR  
MOAM  
MOYNAHAN  
NUDE MAN  
MR. PARSONS  
MR. PASTORELLI  
PAT O'REILLY  
MRS. PHELPS  
POSTMASTER BOYLE  
MR. POTSDAM  
MRS. POTSDAM  
PRIEST  
PROSTITUTE  
RANGE RYDER  
SERGEANT AT ARMS  
SHERIFF DWAYNE  
STEPHANE  
STEVE (PC)  
MR. SWELL  
TECHNICIAN #1  
TECHNICIAN #2  
TORCHURED MAN  
VALET  
VIEWER  
MRS. WHALEY  
VIETNAMESE GIRL  
VIETNAMESE BOY  
VIETNAMESE MOM  
WAR VETERAN  
WASP WOMAN  
ZOMBIE ELECTRICIAN  
DALMATIAN

Bill Nelson  
Graham Ritchie  
Charlie Latch  
Mike Napadano  
Tracy Napadano  
Pieter van Der Vliet  
Kessaine Lassech  
Mark Shaffer  
Simon  
Darryl Harwood  
Mary Allen  
Shelagh Wallace

Ben Morgan


Robert van Der Vliet  
John Kaufman  
Jack Irons  
Ben Morgan  
Matt Seerle  
Dennis Gyer  
Dug Hollans  
Christopher Ammons  
Bob Greley  
Rhoagan Waback  
Tom Lima

Lee Jackson  
Doris McElhan  
Zeb Cash Lane  
Karin Saxton  
Colonel Mason  
Charlie Beucham  
Mary Allen

G.P. Austin  
Michael Brooks  
Bill Nelson  
Colonel Mason  
Zeb Cash Lane  
Doris McElhan  
Charlie Beucham  
Ress Miller  
Mary Allen  
Jack Brown  
Dawn Wells

Charlie Latch  
R. Kevin O'Brien  
Nelson Knight  
Lisa Dangalosa  
Kurt Koster  
Richard Baski  
R. Kevin O'Brien  
Mike Napadano  
Dean Preston  
Raymond Baker  
Jodi Gustavama  
Karin Saxton  
Christina Tran  
Michael Van  
Ann Tan

John Brook  
Percy Forster  
Ed Woyewodak  
Matt's dog



## Technical Support

If you have difficulty installing, loading or playing Harvester™ you should try our bulletin board or fax for the fastest customer services. If you need further assistance with this product, you may telephone our technical support line, Monday to Friday, 10am to 5pm.

Customer Services: 0171 368 2266

Customer Services BBS: 0171 468 2022

Virgin Interactive FAX: 0171 468 2003

Internet Address:

[customer\\_support@vie.co.uk](mailto:customer_support@vie.co.uk)

WorldWide Web Site:

<http://www.vie.co.uk/vie>

Address: Customer Support

Department, Virgin Interactive

Entertainment (Europe) Limited,

2 Kensington Square, London, W8 5RB.

If you do telephone, please be sitting in front of your computer (if possible) and with a pen and paper and as much pertinent information as possible about your machine as you can assemble.

Helpful information for our staff includes the make, model, peripherals, RAM, disk size, graphics and sound card and the information contained in your CONFIG.SYS and AUTOEXEC.BAT files.

If you require tips and game hints try calling our Harvester hotline: 0891 333528

All calls cost 39p per minute cheap rate and 49p at all other times. Permission must be granted by the person who pays the bill before the services is used. Prices correct at time of going to press.