

PLAYER MANUAL



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

SHADOW HARVEST

PHANTOM OPS

STRIKE FROM THE SHADOWS.



! 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

HELLO AND THANK YOU FOR DECIDING TO BUY SHADOW HARVEST:PHANTOM OPS. SHADOW HARVEST HAS BEEN DEVELOPED 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 DIVERSIFIED/VARIED GAME-ACTION. WHILE DEVELOPING THIS GAME, WE TURNED OUR ATTENTION TO THE FUSION OF STEALTH- AND ACTION-ELEMENTS. TO MAKE IT SHORT: WE WANTED TO DEVELOP A GAME THAT WE LIKED 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. SCHWEIZER
CEO, B.L.S. GMBH

2. QUICK START – QUICK OVERVIEW

IF YOU ARE AN EXPERIENCED PC ACTION GAME PLAYER, WE WANT TO GIVE YOU A VERY SHORT OVERVIEW OF THE MOST IMPORTANT FEATURES OF THE GAME.

2.1. INSTALLATION

TO INSTALL SHADOW HARVEST, PRESS 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.

2.2. CONTROL

THE CONTROL OF SHADOW HARVEST 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:

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/CHOSEN OVER THE HUDCOM MENU (SEE 8). THE HUDCOM MENU CAN BE 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 AT FIRST!
THE HUDCOM, AS WELL AS THE WEAPONS, NEED 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 THE SPECIAL SKILLS OF THE CHARACTERS (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 GRENADES PRESS G TO SEE THE TRAJECTORY OF THE GRENADE. MOVE THE MOUSE TO CHANGE THE TRAJECTORY. TO THROW THE GRENADE, HOLD G AND CLICK THE LEFT MOUSE BUTTON.

FURTHER DETAILS FOR THE CONTROL-MENU ARE EXPLAINED IN CHAPTER 7. THERE WILL BE SOME HINTS DURING THE GAME ALSO.

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 AN AIM BEHIND THE CHARACTER TO EXIT THE COVER POSITION. THIS SEEMS TO BE COMPLICATED BUT IT IS BASICALLY INTUITIVE AND YOU DON'T NEED TO PRESS ANY KEYS.

ANOTHER SPECIALTY IS MYRA'S "AWARENESS METER". THIS METER SHOWS HOW MUCH ENEMIES ARE AWARE 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 VERY 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 THE PIRACY ATTACKS IN THE INDIAN OCEAN. ATTACKS ARE HEATING UP ON THE AFRICAN EAST COAST. THE TIMES OF POOR FISHERMEN IN CREAKY BOATS AND OLD GUNS ATTACKING CONTAINER SHIPS ARE OVER.

KARIM KIMOSEIN, WHO TOOK OFFICE AS THE PRESIDENT OF SOMALIA AFTER A BLOODY MILITARY COUP, TURNED THE PIRACY TO AN EXTREMELY PROFITABLE BUSINESS. SPEEDBOATS, BAZOOKAS, COMBAT HELICOPTERS, SONAR, AND INFRARED GEAR ARE NOW 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 TO BE 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 THAT SHOW THE ALARMING BRUTALITY OF THE PIRATE OPERATIONS.

A SAFE PASSAGE THROUGH THE VITAL TRADE ROUTE ON THE EAST COAST OF AFRICA CAN NOW ONLY BE REALIZED BY DIRECT U.N.-ESCORT. BUT IT IS ONLY LOGISTICALLY POSSIBLE TO PROVIDE THIS ESCORT TO LESS THAN 10% OF THE PASSING SHIPS.

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 STAYING IN SOMALIA'S NEUTRAL ZONES FOR HUMANITARIAN CONVOYS, THE LONE FIGHTER, MASKED AS A MEMBER OF THE U.N.-TROOPS, IS ORDERED TO FORCE HIS WAY INTO THE GOVERNMENT DISTRICT OF MOGADISHU. HE IS TO DISPOSE OF THE PROBLEM ONCE AND FOR ALL, WITHOUT CAUSING ANY PROBLEMS BACK HOME.

AT THE SAME TIME, IN FORT BRAGG, THEY THINK ABOUT HOW KIMOSEIN AND HIS TROOPS CAN POSSIBLY HAVE ALL THESE MODERN WEAPONS SYSTEMS. FROM FIGHTER JETS TO HIGH TECH ARMORS, 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.

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

BECAUSE THEY ASSUME THIS PERSON TO BE IN 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

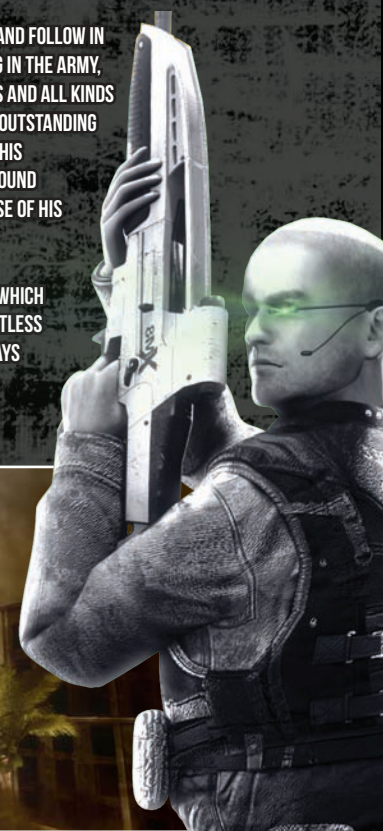
ARON BULL ALVAREZ WAS BORN ON 1990 AS THE SON OF ANTONIO ALVAREZ, SERGEANT OF THE U.S. ARMY, AND MARIA ALVAREZ, IN PHOENIX, ARIZONA.

AT THE TIME WHEN 9/11 HAPPENED, ARON WAS 11 YEARS OLD. IN THE NIGHT OF THIS FATEFUL DAY, HIS FATHER EXPLAINED TO HIM, THAT FROM NOW ON, NOTHING WOULD BE THE WAY IT USED TO BE. IN MARCH OF 2003 HIS FATHER WAS SENT TO BAGHDAD FOR THE OPERATION IRAQI FREEDOM. ANTONIO ALVAREZ DIED IN MAY 2003 IN THE BATTLES IN BAGHDAD'S CITY CENTER.

THIS INCIDENT LATER ON, LED ARON TO JOIN THE U.S. ARMY AND FOLLOW IN THE FOOTSTEPS OF HIS FATHER. BESIDES 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 ALL AROUND THE WORLD. THEY GAVE HIM THE SECOND NAME BULL BECAUSE OF HIS UNBREAKABLE WILL, TO END A MISSION SUCCESSFULLY.

IN 2015 ARON WAS OFFERED 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 A CAPTAIN.



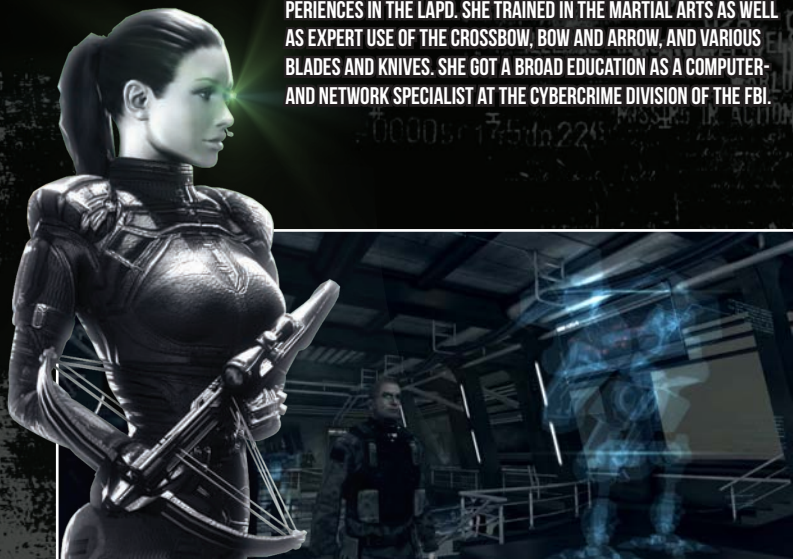
4.2. MYRA LEE

MYRA LEE WAS BORN IN 1997 IN MADAGASCAR. HER FATHER, JONATHAN LEE WAS THE U.S. AMBASSADOR AND HER MOTHER LISA LEE WAS A FRENCH JOURNALIST. HER PARENTS BOTH DIED IN THE RIOTS AFTER THE PRESIDENTIAL ELECTIONS IN MADAGASCAR. THEY DIED WHEN THEIR CAR GOT IN THE MIDDLE OF AN EXCHANGE OF GUNFIRE BETWEEN RIVAL GROUPS. IT'S A MIRACLE THAT THE FOUR YEAR OLD MYRA LEE SURVIVED THE MASSACRE.

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

DESPITE HER AVERSION AGAINST FIREARMS, THE IDEALISTIC MYRA FELT SHE HAD TO STAND UP FOR JUSTICE AND FAIRNESS IN THE WORLD. AT ONLY 20 YEARS, 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 THIS OUTSTANDING SUCCESS, SHE WAS OFFERED TO CONTINUE HER TRAINING AT THE FBI. 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 GOT A BROAD EDUCATION AS A COMPUTER- AND NETWORK SPECIALIST AT THE CYBERCRIME DIVISION OF THE FBI.



RIGHT BEFORE HER 23RD BIRTHDAY, SHE MANAGES TO UNCOVER THE KEY CLUE FOR AN IMPORTANT INVESTIGATION. BECAUSE OF HER BRILLIANT POWER OF DEDUCTION AND HER TECHNICAL SKILLS, THEY WERE ABLE TO AVOID AN ATTACK ON THE LA INTERNATIONAL AIRPORT.

BECAUSE OF 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 BECAME THE THE YOUNGEST ISA AGENT FOR INTERNATIONAL MISSIONS. 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 VIA THE MAIN MENU: NEW GAME, LOAD SCORE, OPTIONS AND EXIT GAME. CLICK LEFT MOUSE BUTTON TO CHOOSE. IN THE FOLLOWING 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 "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. CLICK LEFT MOUSE BUTTON TO LOAD A SCORE. SCROLL THE MOUSE-WHEEL FOR A OVERVIEW OF ALL SCORES.

6.3. OPTIONS
PERSONALIZE THE CONTROL, GRAPHIC, AUDIO AND MOUSE.

6.3.1 CONTROL

PERSONALIZE THE CONTROL OPTIONS. YOU CAN ATTACH EVERY FUNCTION OF THE GAME TO ANY KEY YOU WANT. THE CONTROL ADJUSTMENTS WILL BE EXPLAINED IN CHAPTER 7. FOR PERSONALIZING THE OPTIONS, CHOOSE ONE OF THE FOUR CATEGORIES (MOVING, FIGHT, INTERACTION WITH YOUR ENVIRONMENT, HUDCOM) 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 THE ADJUSTED OPTIONS MUST MATCH THE ABILITIES OF YOUR SYSTEM/COMPUTER. TOO HIGH RESOLUTIONS, OR SHADOW AND TEXTURE DETAILS THAT ARE SET TOO HIGH CAN HAVE A NEGATIVE INFLUENCE ON THE GAME TRY OUT WHAT SETTINGS FIT BEST TO YOUR COMPUTER.

ATTENTION: THE ADJUSTMENTS OF THE TEXTURE AND THE SHADOWS HAVE, BESIDES THE GENERAL RESOLUTION, A SIGNIFICANT INFLUENCE ON THE PERFORMANCE. IF S.H. DOES NOT HAVE THE PERFORMANCE YOU WANT, WE RECOMMEND YOU TO TURN THE SHADOWDETAILS-ADJUSTMENTS A BIT. IF THAT IS NOT ENOUGH, TRY TO ADJUST THE TEXTURE RESOLUTION OR THE DISPLAY RESOLUTION.

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
CLICK (LEFT)	SHOOT YOUR WEAPON
CLICK (RIGHT)	AIM (AIM MODE)

7.2. FIGHT

MOUSE WHEEL	CHOOSE A WEAPON, IF NOT IN THE AIM- OR SCOPE MODE.
CLICK LEFT	FIRE THE WEAPON
CLICK RIGHT	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 THE BACK (HEADLOCK, MYRA)

7.3. INTERACTION WITH THE GAMEWORLD

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
CLICK LEFT	CHOOSE AN ITEM OR A FUNCTION IN THE HUDCOM
CLICK RIGHT	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 LOMAGS™ MILCOM) IS AN AUGMENTED REALITY-SYSTEM AND 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, NIGHT VISION GEAR. ITS ALL IN ONE. ALL AVAILABLE INFORMATION CAN BE SEEN VIA THE VISOR AND ARE SHOWN IN THE FIELD OF VISION OF THE SOLDIER.

A SHAPE-INTERPOLATION OF THE CHOSEN OBJECT IS ALSO INTEGRATED INTO THE SYSTEM. IF YOU FOCUS ON AN ITEM OR A PERSON, THE HUDCOM INTERPOLATES THE SHAPE OF THE AIMED OBJECT AND IS EVEN ABLE TO SHOW COVERED PARTS OF THE OBJECT. THIS IS AN ADVANTAGE FOR FIGHTING SOLDIERS, BECAUSE THEY CAN MAKE SURE, THEY ARE HITTING THE AIMED OBJECT.

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 STATE OF EXCITEMENT.

THIS MEANS, THAT MYRA IS ABLE TO LOCATE NERVOUS PEOPLE (EVEN THROUGH WALLS) AND TO HAVE THEM SHOWN ON HER HUDCOM. THE HUDCOM USES THE 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 LOCATED BY MYRA'S TOX-SENSORS IN HER STEALTH-SUIT. NOW MYRA IS SHOWN, OPTICALLY AND ACOUSTICALLY, WHERE THE PERSON IS AND WHAT HE IS DOING. SHE CAN ALSO SEE THE STATE OF EXCITEMENT.

EXAMPLE 2:

MYRA WALKS THROUGH HOSTILE GROUND. A HOSTILE SENTRY DISCOVERS A SHADOW, HEARS A SOUND OR SEES A SMALL MOVEMENT, THAT MAKES HIM ATTENTIVE, BUT THAT DOES NOT MAKE HIM FEEL ALARMED. STILL, THE MINIMAL INCREASE OF THE STRESS HORMONES IS RECORDED BY THE TOX-SENSORS. WITH THE HELP OF THIS FEEDBACK, MYRA CAN OPTIMIZE HER STRATEGY AND 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 IN THE FOLLOWING.

- 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 ARMORY AVAILABLE IN SHADOW HARVEST! STILL, THE ARMORY OF ARON AND THE ARMORY OF MYRA ARE QUITE DIFFERENT. THIS IS MAINLY BECAUSE OF MYRA'S DEEP AVERSION AGAINST FIREARMS. (SEE 4.2)

9.1

ARON'S ARMORY: LOUD AND EFFECTIVE

1. BASE WEAPON: GLOCK29, KEY 1

AS THE SO CALLED BASE WEAPON, ARON HAS A GLOCK 29 AVAILABLE. IN CASE HE RUNS OUT OF ROUNDS, HE CAN STILL USE HIS BASE WEAPON. THE GLOCK CAN BE CHOSEN VIA THE HUDCOM MENU BY PRESSING KEY (1)

2. PRIMARY WEAPON: XM8 ASSAULT RIFLE, KEY 2

THIS IS ARON'S PREFERRED WEAPON. IT IS ALREADY AVAILABLE IN LEVEL 1 OF SHADOW HARVEST AND ACCOMPANIES HIM DURING THE WHOLE GAME. CHOOSE THIS WEAPON VIA THE HUDCOM OR PRESS KEY (2).

3. SECONDARY WEAPON: OPTIONAL /USER DEFINED, KEY 3

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 KEY (3).

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

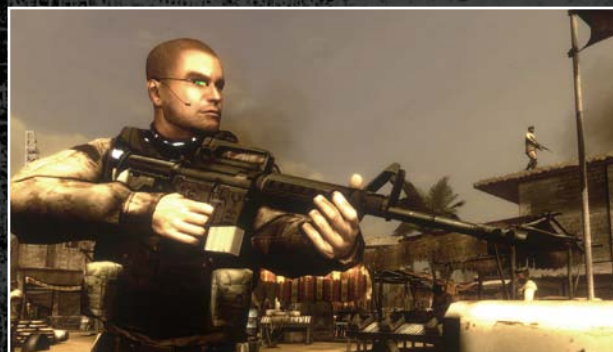
THERE ARE ALSO SPECIAL WEAPONS AVAILABLE DURING THE MISSIONS. (BAZOOKAS OR SNIPER RIFLES) THEY ARE LOCATED IN THE 4TH SLOT OF THE HUDCOM MENU. IF NECESSARY, CHOOSE THIS WEAPON VIA THE HUDCOM OR PRESS KEY (4)

5. HAND GRENADES, KEY 5

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

EXPLOSIVE CHARGE, PRESS KEY E 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 STOP THE CONTINUOUS FIRE TO LET THE MINIGUN COOL DOWN.



IN CONTRAST TO ARON'S ARMORY, MYRA'S ARMORY IS MORE LIMITED. BUT HER WEAPONS ARE AS EFFECTIVE AS ARON'S, AS LONG AS YOU USE THEM RIGHT. HER MOST IMPORTANT WEAPON IS THE CROSSBOW, THAT 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 KEY 1**
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, THAT MEANS, THAT IT CAN BE USED AS A SNIPER WEAPON. THE RIGHT MOUSE BUTTON, TURN THE MOUSE WHEEL TO ZOOM IN AND OUT (TO THE AIM).

2. **PRIMARY WEAPON: CROSSBOW WITH NANO-BOLTS, KEY 2**
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 KEY (2). 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 LETS 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 A TIME, SO THAT YOU NEED TO RELOAD AFTER EVERY SHOT. UNFORTUNATELY, MYRA'S STOCK OF NANO BOLTS IS VERY LIMITED.

3. **SECONDARY WEAPON: ATTRACTOR BOLTS, KEY 3**
THE SECONDARY WEAPON IS NOT REALLY A WEAPON BUT A STRATEGICAL TOOL. CHOOSE THIS WEAPON VIA THE HUDCOM OR PRESS KEY (3). THESE BOLTS SEND, AFTER THEY REACH THE TARGET, ACOUSTICAL AND OPTICAL SIGNALS. THATS HOW MYRA CAN DISTRACT THE ENEMIES AWAY FROM THEIR POSTS. THE AIM MODE IS THE SAME AS 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 KEY E, BEHIND THE ENEMY**
THE HEADLOCK IS A TECHNIQUE, RATHER THAN A WEAPON. MYRA CAN QUIETLY SNEAK UP TO SOMEONE AND USE THE HEADLOCK TECHNIQUE. NOW SHE CAN EITHER BREAK HIS NECK OR USE A NANO-INJECTION TO KILL HER ENEMY.

5. **NANO-INJECTION, KEY E, 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 YOU CAN CHOOSE BETWEEN MANY DIFFERENT STRATEGIES IN THE GAME. YOU SHOULD NOT THINK THAT BRUTE FORCE WILL ALWAYS SOLVE THE PROBLEM: HERE ARE SOME TIPS FOR THE OPTIMAL USAGE OF MYRA AND ARON.

10.1. STRATEGY-TIPS FOR ARON ALVAREZ

- 1. SHOOT FROM BEHIND THE COVER**
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 KEY Q.

10.2. STRATEGY-TIPS FOR MYRA LEE

- 1. USE THE COVER TRIGGER**
THE COVER-POSITION FOR MYRA IS EVEN MORE IMPORTANT FOR HER THAN FOR ARON. THE COVER-POSITION MAKES HER ALMOST INVISIBLE TO ENEMIES. SHE CAN LEAN OUT AND FOCUS / AIM ON ENEMIES, WITHOUT BEING SEEN. THIS ONLY WORKS IF SHE'S REALLY IN A COVER MODE. MAKE SURE THAT SHE REALLY ENTERS THE COVER-POSITION AND IS NOT JUST IN FRONT OF IT. THE COVER TRIGGERS CAN BE SEEN AS A SAFE POINT. MYRA'S MOVEMENTS CONSISTS OF MOVING FROM ONE COVER-POSITION TO ANOTHER. TO MOVE FAST, PRESS C TO PUT MYRA IN FAST MODE.
- 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 CROSSBOW. 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. EVEN THE STANDARD-ARROWS ARE DEADLY WITH ONLY ONE HEADSHOT. ATTENTION: IN COMPARISON TO THE NANO-BOLTS, THE STANDARD-ARROWS ARE NOT AERODYNAMIC. THE ENEMY MIGHT HEAR THE ARROW AND BECOME ATTENTIVE. YOU SHOULD ONLY KILL ENEMIES THAT STAND WITH A CERTAIN DISTANCE FROM THEIR COMRADES. NANO- AND ATTRACTOR-BOLTS ARE DIFFERENT: THEY FLY WITHOUT ANY SOUND!



11. FAQ

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

A. THE GAMEDESIGN-DECISION: MYRA HAS TO HAVE THE POSSIBILITY TO FOCUS ON ENEMIES IN HER COVER-POSITION. WITHOUT THIS SKILL, THE GAME WOULD HAVE BEEN UNBELIEVABLE HARD TO PLAY.

Q. WHILE SOME PARTS OF THE GAME ARE VERY LIGHT AND BRIGHT, OTHERS SEEM TO BE QUITE DARK. WHY ARE THERE SUCH BIG DIFFERENCES IN THE BRIGHTNESS?

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. WHY DOES ARON NOT CARRY HIS EQUIPMENT WITH HIM, BUT HAS TO PICK IT UP FROM REBELS IN MOGADISHU?

A. ARON ARRIVES IN MOGADISHU, MASKED AS A U.N.-SOLDIER. HIS EQUIPMENT (HUDCOM, XM8, ETC.) DOES NOT CONFORM TO THE EQUIPMENT A U.N. SOLDIER CARRIES. THEY THREW HIS EQUIPMENT ONTO A SAFE PLACE, SO HE COULD COME AND PICK IT UP LATER. UNFORTUNATELY, REBELS FOUND THE GUNS AND TOOK THE GUNS WITH THEM. U.N.-SERGEANT GABRIEL LAWSON IS THE ONLY PERSON THAT KNOWS ABOUT ARON AND HIS MISSION. HE NOTICED THAT THE GUNS WERE TAKEN AND SO HE TOLD ARON TO GO TO THE REBELS' HIDING-PLACE AND PICK IT UP.

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SHADOW

WAR AGAINST PIRACY

WEAPONS OF

ENDLESS WAR AGAINST TERRORISM

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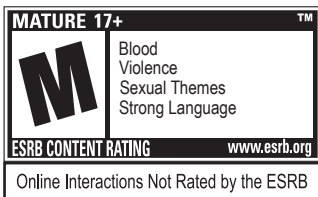
WEAPONS INVOLVED

MISSING IN ACTION

WEAPONS OF MASS DESTRUCTION

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