

Published by



Developed by



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## Installation and Technical Reference Guide

### 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 set up the game. During the installation, the screen will guide you through the setup process.

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

**IMPORTANT!** *Harvester requires a swap file of 20MB to be available on your local hard 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 swap-file is not needed.*

### BEFORE INSTALLING

Before installing the game, you should 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 poor system performance.

### INSTALLING HARVESTER FROM DOS

To install Harvester from DOS:

1. Insert CD #1 into your CD-ROM 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. You may also use the option switch AUTO or the NOEMS option, or you may remove the line from your CONFIG.SYS file entirely.

Example lines for the CONFIG.SYS file:

```
device=emm386.exe 8192  
device=emm386.exe noems  
device=emm386.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 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.

## INSTALLING HARVESTER FROM WINDOWS 3.1

To install Harvester from Windows 3.1:

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

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

## 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 will not initialize. 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.

## INSTALLING HARVESTER FROM WINDOWS 95


To install Harvester from Windows 95:

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

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

## 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*. 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 will not initialize. 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*.

Notes: 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.

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.

## SOUND CARD INFORMATION

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 utilizes high resolution graphics and requires your computer system to 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 system's motherboard. In such cases, the VESA driver is automatically enabled when the game starts.

Note: If after allowing Harvester to run the VESA driver for you, the  
7 computer system freezes or locks up, you will have to manually place

the VESA driver in your AUTOEXEC.BAT in order for the driver 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. 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, re-boot 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 the 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 the game.

## UNINSTALLING HARVESTER

To remove Harvester using DOS, run the UNINSTALL program 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#1 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 set up 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.

## Playing Harvester

The Harvester game environment is based on a series of locations in which the player can click on, visit and/or converse with the people who populate the town of Harvest. During gameplay, the player will have to solve puzzles and use items to complete various tasks.

### 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:



#### Movement

Walk to the location.



#### Operate/Open/Move

Operate the location or object indicated.



#### Conversation

Talk to the character indicated.



#### Exit

Leave the current room or location.

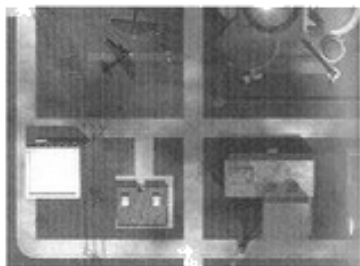


#### Examine

Examine the object indicated.

### The Town Map

You move around in the town portion of Harvester by selecting any one of the locations on the town map. The town map will automatically appear whenever you exit your current location.



### Moving the Player Character

Moving Steve (the player character) is as simple as moving the mouse to the desired location and left-clicking the mouse when the movement 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

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 for responding to the character. Please note that the responses which you provide to a particular character will dynamically change, depending on *when* you speak to that character.


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 on what you have done and what events have occurred in the game world. 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  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 into 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 the mouse. This will “zoom” in on the object for a more detailed description. Note: Not all objects can be viewed close up.

### Operating/Opening/Moving Objects in the World

In the world of Harvester, you will from time to time *operate/open/move* certain areas on the screen. By left clicking the mouse on these hot spots, the character can operate/open/move 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 the player character with the left mouse button, or press the  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 with which the player is presented.

Some of the more common puzzles are those which require the player to use objects on certain locations in the game world or on other objects in the inventory. This will cause events to happen, such as unlocking doors, opening chests, or giving items to people. Part of the enjoyment of the game is to try using objects on locations or people, thus provoking 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 contains many situations in which there is *more than one correct way to solve a given puzzle*. Some players may solve a puzzle by analyzing the solution, while the others may choose a more violent approach.

### Combat

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 scenario is simply killing a non player character by attacking with the right mouse button or the **CTRL** +     keys.


By simply clicking the right mouse button your character will swing or fire his weapon in the direction in which he is facing.

The second scenario is a simple form of combat which forces the player to "kill or be killed" using any one of twenty one unique weapons which may be found during course of 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's anatomy by positioning the *target* 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 target 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  to bring up your inventory. In the lower left portion of the screen there is a picture of your character.

As you become more injured, the player character's



picture appears more bloodied. If you do not have access to the healing items you will eventually die.

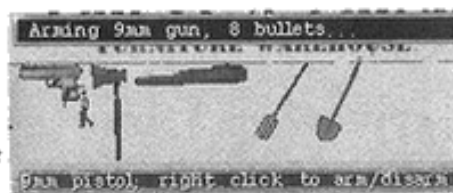
Throughout *Harvester* you will find objects which will allow you to heal your character simply by acquiring them.

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 attack capabilities. For example, a knife or your fists do much less damage than a chainsaw or shotgun. Be careful when you attack an enemy and what you attack him with. There are several characters who 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 capability is different, it takes a few moments to arm and disarm weapons.



## 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 the SAVE option 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, allowing 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 options menu 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, using the mouse or keyboard arrow keys.

### Music

Selecting this option allows the player to adjust the volume of the music, using the mouse or keyboard arrow keys.

### 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 a series of tips for playing the game.

### Password On/Off

Selecting this option allows the player to set a password which, when activated, must be entered in order to play the game.

### *Help*

Selecting this option allows the player to view the Help screen.

### *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

### ENGINE DEVELOPMENT

Nick Shaffner

### PROGRAMMING

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### TECHNICAL DESIGN

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### LEAD ARTIST

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### ARTISTS

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Tim Higgins

Jason Lickliter

R. Kevin Obregon

Craig Rundels

### TESTING

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Steve Woyewodzie

Jeff Scott

Glen Hansen

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### *1st Unit Filming*

### DIRECTOR

G.P. Austin

### ASSISTANT TO THE DIRECTOR

Michael Brooks

### CINEMATOGRAPHY/CAMERA

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Ultimate System 7 provided by

In-Sync, Dallas, TX

### LIGHTING

Allied Lighting

### AUDIO POST

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### KEY GRIP

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### MAKEUP

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### CASTING

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### STAGE PRODUCTION

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Jess Brovont

### *2nd Unit Filming*

### DIRECTOR

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### ASSISTANT TO THE DIRECTOR

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### CAMERA

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John Cermin

### BETACAM ENGINEER

Pat Gough

### TELEPROMPTER

Becky Hamill

### LIGHTING AUDIO POST

David Jewel

David Hughes

### PRODUCTION FILM CO-ORDINATOR

Natalie Corey

### MAKEUP

Jodi Callahan

### FILMED AT

AMS Productions, Dallas, TX

### *Cast*

### Baby Sister (PC'S)

Michael Napadano, Jr.

### Beppie

Pieter Van Der Vliet

### Cain

M R Eudy

### Chessmaster

Tim Higgins

### Cloakroom Attendant

Bill Nelson

### Col. Buster Monroe

Graham Teschke

### Curator

Charlie Latch

### Cue Card Man

Mike Napadano

### Dark Exotic Woman

Tracy Napadano

### Deputy Loomis

Pieter Van Der Vliet

Edna Fitzpatrick

Roxanne Lovseth

Fireman Sparky

Nick Shaffner

Follower #1

Simon

Follower #2

Danny Hansard

Generic PTA Moms

Mary Allen

Generic Child in Classroom #1

Rheagan Wallace

Generic Child in Classroom #2

Ben Morgan

Generic Cop

Pieter Van Der Vliet

Gladiators

John Kaufman

Grand Poobah

Jack Irons

Hank

Ben Morgan

Indian #1

Matt Bentele

Indian #2 (Town)

Dennis Gyor

Inquisitor

W.D. Hollon

Jimmy James

Christopher Ammons

Mr. Johnson

Bob Cawley

Karin

Rheagan Wallace

Kewpie

Tom Lima

Mr. McKnight

Lee Jacobson

Librarian

Doris McLellan

Lodge Chef

Zeb Cash Lane

Maslam

Karen Sexton

Maintenance Man

Colonel Mason

Membership Director

Charlie Beecham

Mom

Mary Allen

Moynahan

G.P. Austin

Nude Man

Michael Brooks

Mr. Parsons

Bill Nelson

Mr. Pastorelli

Colonel Mason

Pat O'Reilly

Zeb Cash Lane

Mrs. Phelps

Doris McLellan

Postmaster Boyle

Charlie Beecham

Mr. Pottsdam

Travis Miller

Mrs. Pottsdam

Mary Allen

Priest

Jack Brovont

Prostitute

Dawn Wells

Range Ryder

Charlie Latch

Sergeant at Arms

R. Kevin Obregon

Sheriff Dwayne

Nelson Knight

Stephanie

Lisa Cangelosi

Steve (PC)

Kurt Kistler

Mr. Swell

Richard Raski

Technician #1

R. Kevin Obregon

Technician #2

Mike Napadano

Tortured Man

Dean Preston

Valer

Richard Raski

Viewer

Joel Guadarama

Mrs. Whaley

Karen Sexton

Vietnamese Girl

Christine Tran

Vietnamese Boy

Michael Tran

Vietnamese Mom

Ann Tran

War Veteran

John Brook

Wasp Woman

Persis Forster

Zombie Electrician

Ed Woyewodzie

Dalmation

Matt's dog

## Customer Service

If you are experiencing difficulties with Harvester and you are a registered user, you may call our technical support department for assistance at (214) 385-2957. A technician will be available to help you between the hours of 10:00am and 5:00pm Central Time, Monday through Friday.

We welcome your questions, comments, or other feedback regarding Harvester or any of our other products. You may write to us at:

Merit Studios  
13707 Gamma Road  
Dallas, Texas 75244

For the latest Harvester technical support information and new product announcements, check out these sites on the World Wide Web:

Merit Studios	DigiFX Interactive
<a href="http://www.softdisk.com/comp/merit">www.softdisk.com/comp/merit</a>	<a href="http://www.digifx.net">www.digifx.net</a>

### On-Line Support Via CompuServe

For on-line support of Harvester via CompuServe, call 800-848-8199 and ask for Representative 321 to get your FREE introductory membership and \$15 usage credit. If you are already a member of CompuServe, type the command GO GAMAPUB at any ! prompt to get Merit Studios' support section, or contact our technical support department at ID# 76711,247.

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