



BODY HARVEST™

INSTRUCTION MANUAL



WARNING

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772

This game is compatible with the Rumble Pak accessory. Before using the accessory, please read the Rumble Pak accessory instruction booklets carefully.

Midway Customer Support

903 874-5092

10:00am - 6:30pm - Central Time

Monday - Friday

Automated help line open 24 hours a day

LICENSED BY NINTENDO

NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND THE 3-D "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC. ©1996 NINTENDO OF AMERICA INC.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

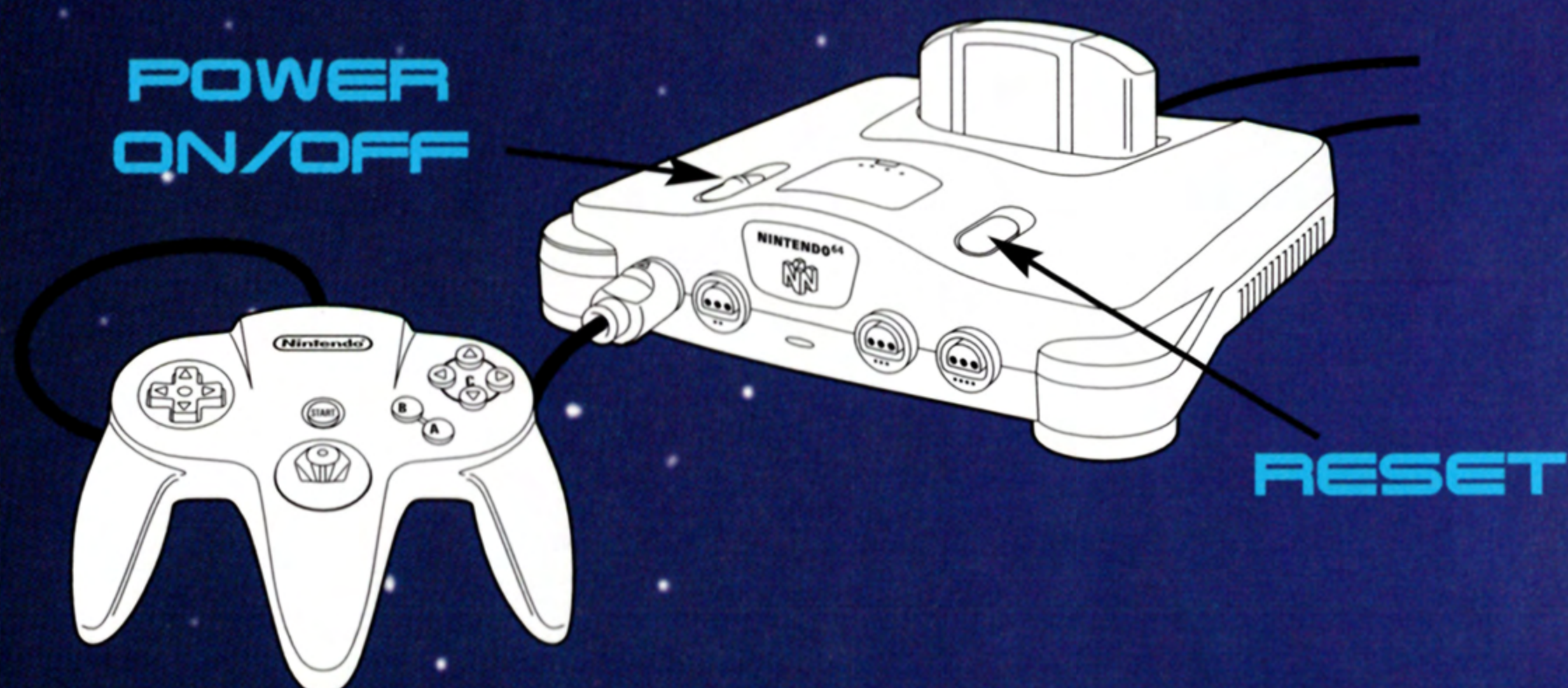
TABLE OF CONTENTS

GETTING STARTED	 3
CONTROL STICK FUNCTION	 4
CONTROLLER	 5
GAME CONTROLS	 6
THE HARVEST BEGINS...	 7-8
INTELLIGENCE BRIEFING	 9-10
BIO-ARMOR ONLINE TUTORIAL	 11-12
HEAD UP DISPLAY (HUD)	 13-14
GAMEPLAY CONTROLS	 15-24
AUXILIARY EQUIPMENT	 25
COMMUNICATIONS	 26
STATUS BEACON	 27-28
BIO-ARMOR MENU SYSTEM	 29
INVENTORY	 30
MAPS & ICONS	 31-32
ALIEN & HARVESTER HIERARCHY	 33-36
CREDITS	 37
WARRANTY	 38

GETTING STARTED

WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!

- Turn the power OFF on your N64.
- Insert the Game Pak into the slot on the N64. Press firmly to lock the Game Pak in place.
- Turn the power switch ON. After the appearance of the title and legal screens, you may bypass at any time by pressing the START Button.



This game supports the Rumble Pak Accessory.

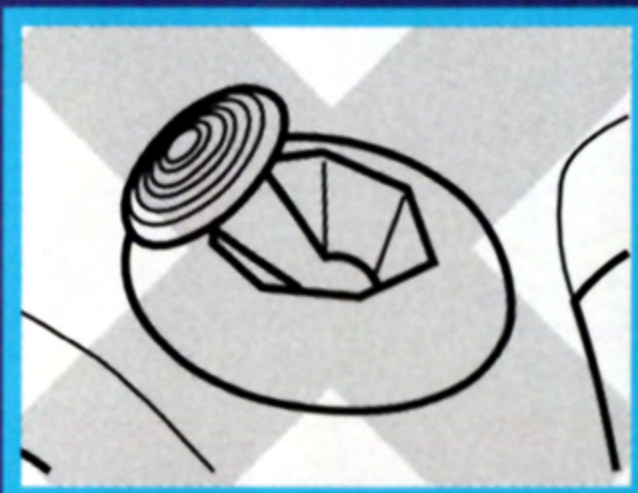
IMPORTANT WARNING

Do not remove the Rumble Pak from the Controller during gameplay. Doing so may cause the game to operate improperly and/or cause damage to the Pak. Only insert or remove the Rumble Pak when the game is off.

CONTROL STICK FUNCTION

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



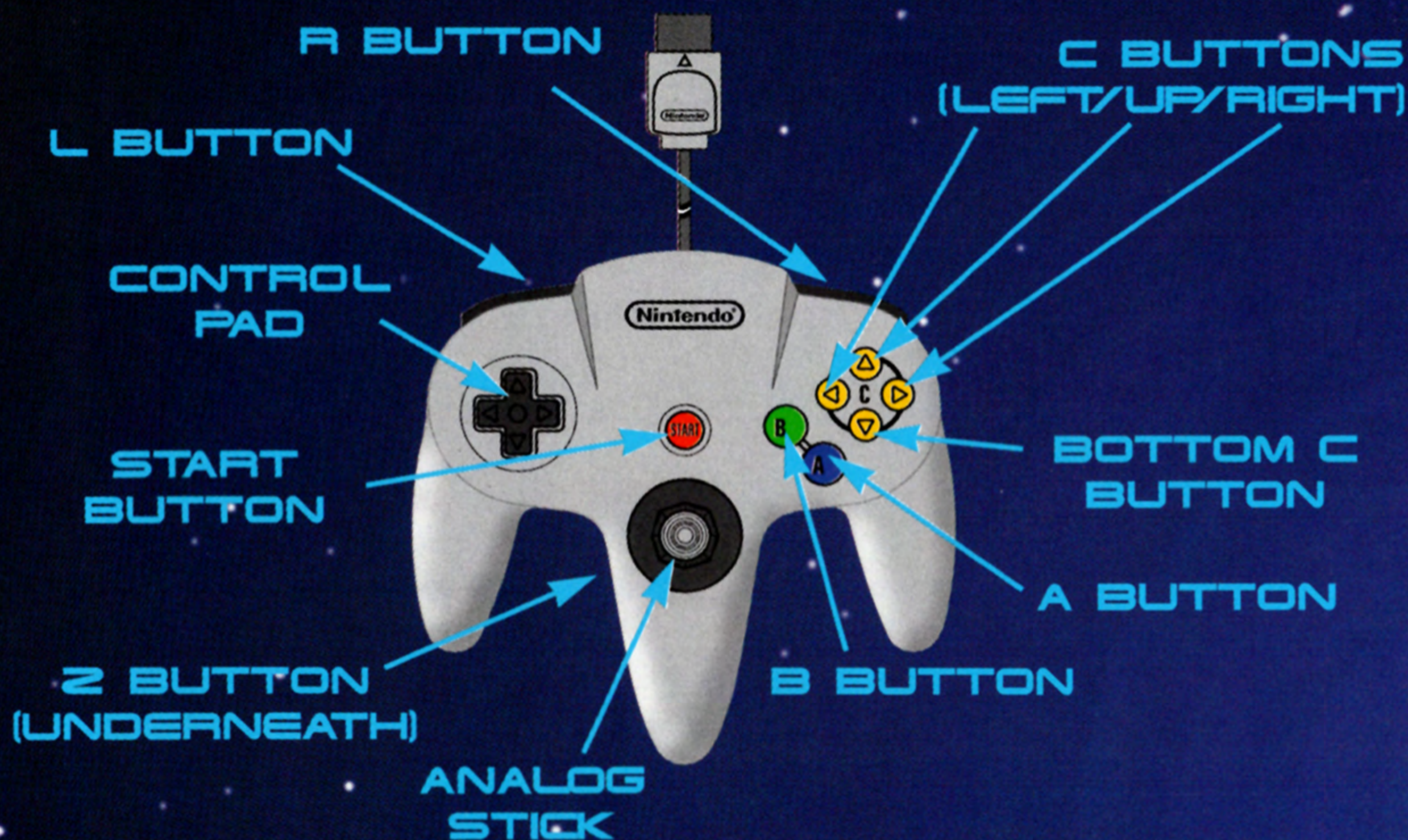
If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center.

CONTROLLER



MENU SELECTIONS

- **Control Pad or Control Stick Up, Down, Left or Right to highlight or toggle options**
- **Press the A Button to select options**

Press the START Button to pause the game. To quit a game in progress, press the START Button and the Pause Options Screen will appear. Highlight Exit Game, then press the START Button. Confirm your choice by selecting Yes at the Continue Screen.

GAME CONTROLS

ANALOG STICK

All movements with the analog stick are relative to the camera position on the screen. For example, pressing the analog stick up will cause your character to move towards the top of the screen.

CONTROLLER BUTTONS

“A” Button: Button in which player interacts with the environment

“C” Buttons: Camera control. Camera can zoom in or out, rotate left or right, and when pressing the “C Down” Button enables the camera to be centered.

“L” Button: Answers incoming messages and repeats the last message played.

“R” Button: Brings character into “SniperMode” while held.

“Z” Button: Fires weapon

“Start”: Pauses game and activates the options menu.

CONTROL PAD

By pressing up or down on the Control Pad, the character is able to change weapons.

THE HARVEST BEGINS...



Press the Start Button to begin the game.



There are 3 save slots to choose from. Use the Control Stick to pick one. Press the A Button to select it.



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

THE HARVEST BEGINS...

Once you have completed a level, the level can be replayed at any time. Collect three artifacts to replay the boss, all artifacts to replay the final boss.

REPLAY LEVEL...

Play again on a previously completed level.

VIEW HIGH SCORES...

Show high scores

SFX(SOUND EFFECTS)...

Full/Mid/Low/Off

MUSIC...

Full/Mid/Low/Off

AIM...

Normal/Reverse

BLOOD...

Full/Aliens Only/Blood Off

DIFFICULTY

Hero or Easy settings

Select:

PLAY...to start the game.

DEMO...to see a rolling demo.

OPTIONS...to change the game settings.



INTELLIGENCE BRIEFING.

1 1/4/2016. CLASSIFIED.

In the late nineteenth century a new comet was discovered in the skies above Earth. Regarded since ancient times as harbingers of destruction, the new comet was named 'Shesha' the snake, after it's long, unnaturally brilliant tail.

Rumors started a few years later. Stories of monstrous beings. Fantastic tales of insects who would appear from nowhere, consuming men, women, and children, and then destroying everything in their path.

It wasn't until 1916 that eyewitnesses and radio reports confirmed an attack on the islands of Greece. Rescuers rushing to the scene found an impassable barrier, a 'shimmering blue wall' that could not be broken or breached. For a full 24 hours the walls remained in place. The rescuers watched - helpless - as those inside the barriers beat at the wall with their fists, begging and screaming for help as they were hunted down and devoured by the huge predators. At dawn the next day, the walls were gone. The rescuers found the land silent. Devoid of human life. Not a single survivor was found.

The following day the barriers appeared around the coast of Southern Spain. Twenty four hours later they were gone. The day after that Eastern Canada was the target, then the South island of Japan. The pattern of the attacks was completely unpredictable but the method was always the same. The barriers would appear in the night, remain for 24 hours, then vanish. Leaving nothing but wreckage. No survivors of these attacks were ever found.

INTELLIGENCE BRIEFING. 1 1/4/2016. CLASSIFIED.



Then the creatures vanished. Humanity struggled to comprehend this new reality, this new threat to the entire planet. Where had the creatures come from? How could they be stopped? And the question that every single person in the world was asking – where would they appear next?

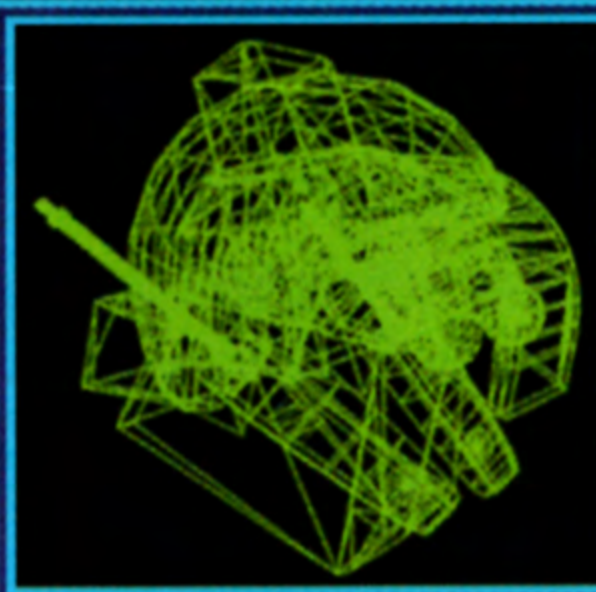
It was in India that the answer to the first question found. The comet Shesha, the great snake, had not vanished back into the depths of space but had somehow maneuvered itself into a much smaller orbit around the sun than should have been possible. It was now heading away from Earth, back towards the sun. But it would be back. “Twenty five years”, said the astronomers, “twenty five years before it's once more at it's closest approach to Earth”. Enough time for the human race to devise, co-operate and plan it's defenses. Twenty five years... Would it be long enough?

BIO-ARMOR ONLINE TUTORIAL



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

BIO-ARMOR ONLINE TUTORIAL

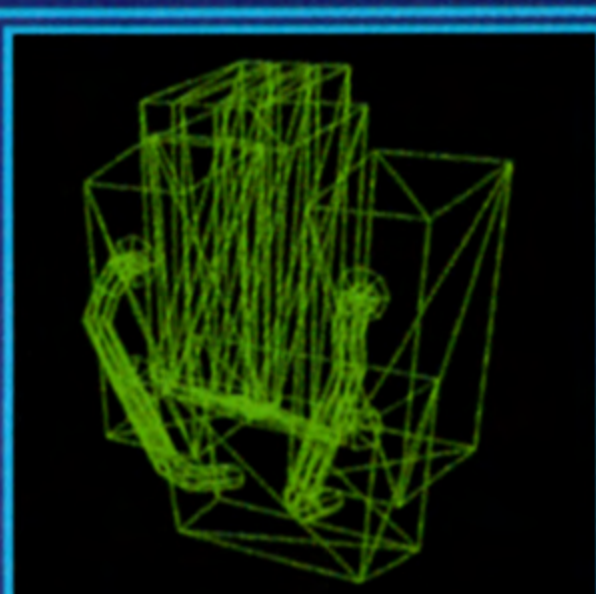


HELMET

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

GUN

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

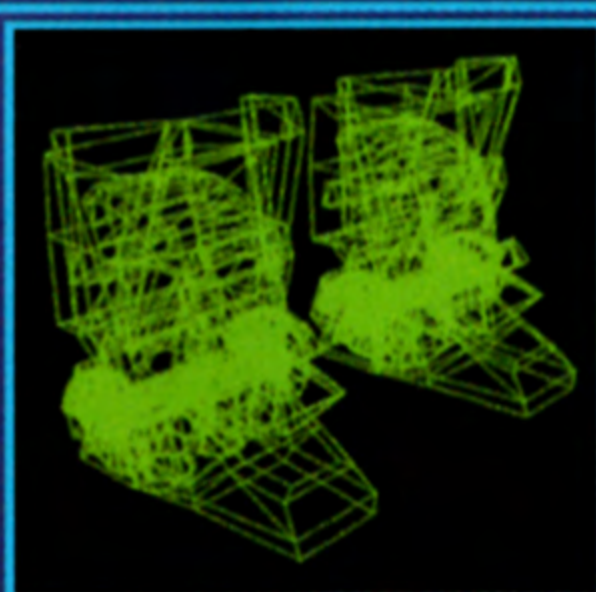
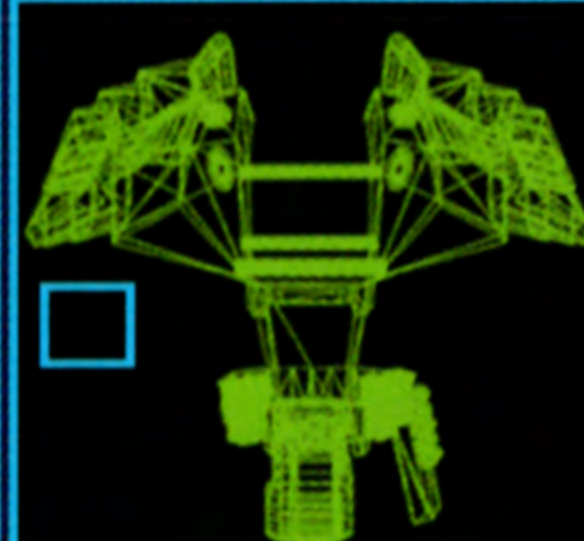


BACKPACK

Based on complex 6-dimensional physical properties offering, in theory, an unlimited storage solution. Nanotech units within the pack offer real-time manufacturing capabilities.

MEDICAL ASSEMBLY

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



BOOTS

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

ARMOR

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



HEAD UP DISPLAY (HUD)

HARVESTING WAVE
Indicates the location of an alien harvesting wave.



E-MAIL
Message Waiting.



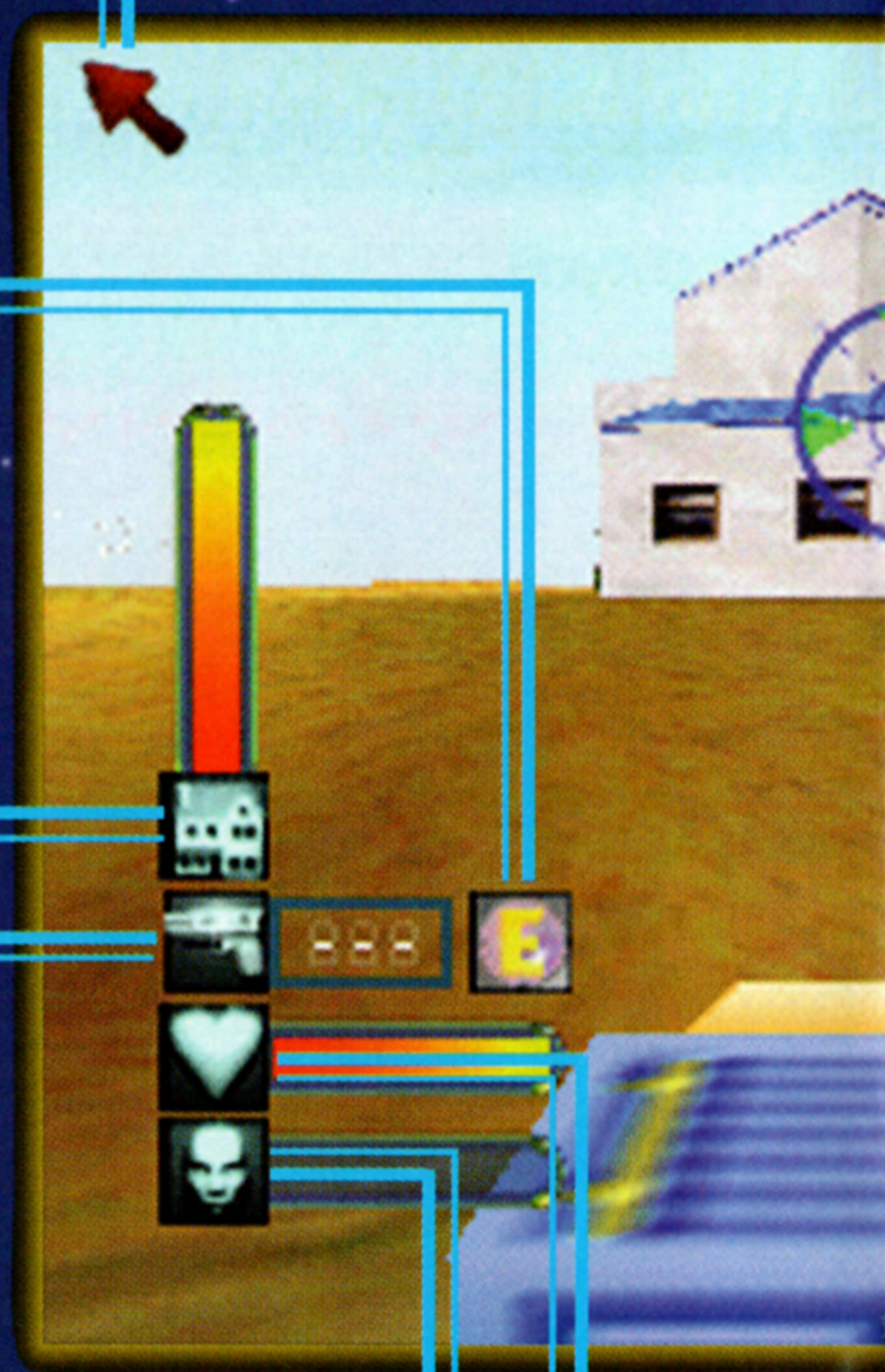
TARGET HEALTH
When a target is acquired, the HUD displays its remaining health.



CURRENT WEAPON
The user's current weapon is displayed, alongside its remaining ammunition.



BODY COUNT
Shows the total number of humans killed.



HEAD UP DISPLAY (HUD)



WAYPOINT

Indicates direction towards a user waypoint.
See MAP section.



COMPASS

Shows the user's direction at all times.
Vehicles are displayed as green triangles. Enemy forces are orange triangles.



FUEL

Shows the remaining fuel in the user's current vehicle.



VEHICLE ARMOR

Displays the remaining protection offered by the vehicle in use.



HEALTH

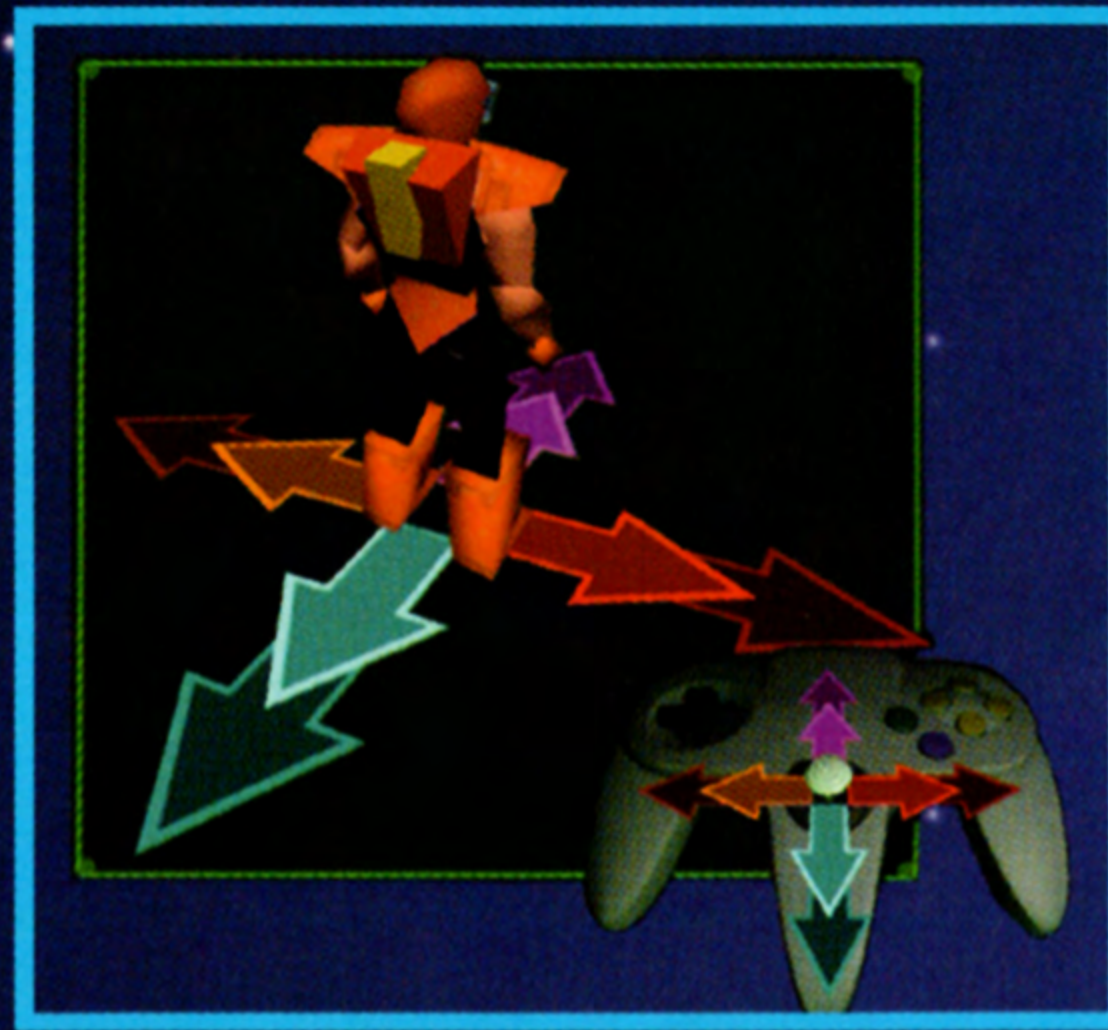
A real-time visualization of the user's health status.

GAMEPLAY CONTROL/CAMERA

WALK & RUN



WALK



RUN

CAMERA ZOOM IN/OUT

ZOOM IN
(Up "C" Button)



ZOOM OUT
(Up "C" Button)

GAMEPLAY CONTROL/CAMERA

ROTATE CAMERA LEFT/RIGHT

ROTATE CAMERA LEFT

(Left "C" Button)



ROTATE CAMERA RIGHT

(Right "C" Button)

NOTE : THE ROTATE CAMERA BUTTONS CAN ALSO BE USED TO CHANGE THE USER'S DIRECTION.

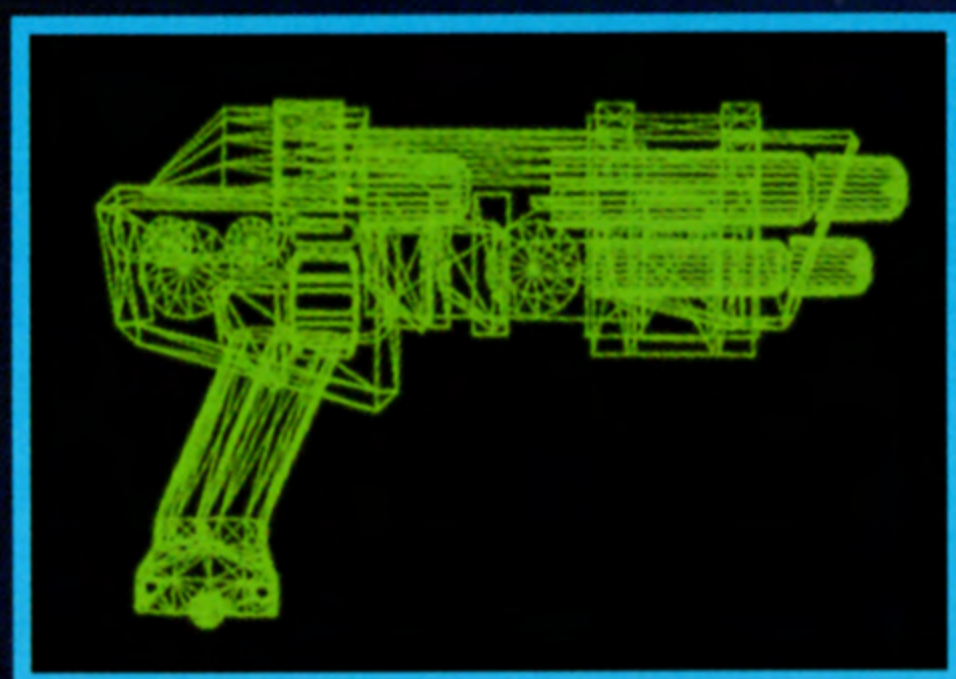


SWIMMING

THE USER WILL SWIM AUTOMATICALLY UPON ENTERING DEEP WATER. USE THE "A" BUTTON TO DIVE UNDERWATER AND THE "B" BUTTON TO SURFACE.

WARNING! THIS UNIT IS NOT DESIGNED FOR PROLONGED IMMERSION IN WATER. DO NOT ATTEMPT TO SWIM FOR LONG PERIODS OF TIME WHILE WEARING THIS BIO-ARMOR UNIT.

CONTROL/WEAPONS & COMBAT



This bio-armor unit comes equipped with a 12mm automatic pistol as standard.

AUTO TARGETING

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

FIRING WEAPONS

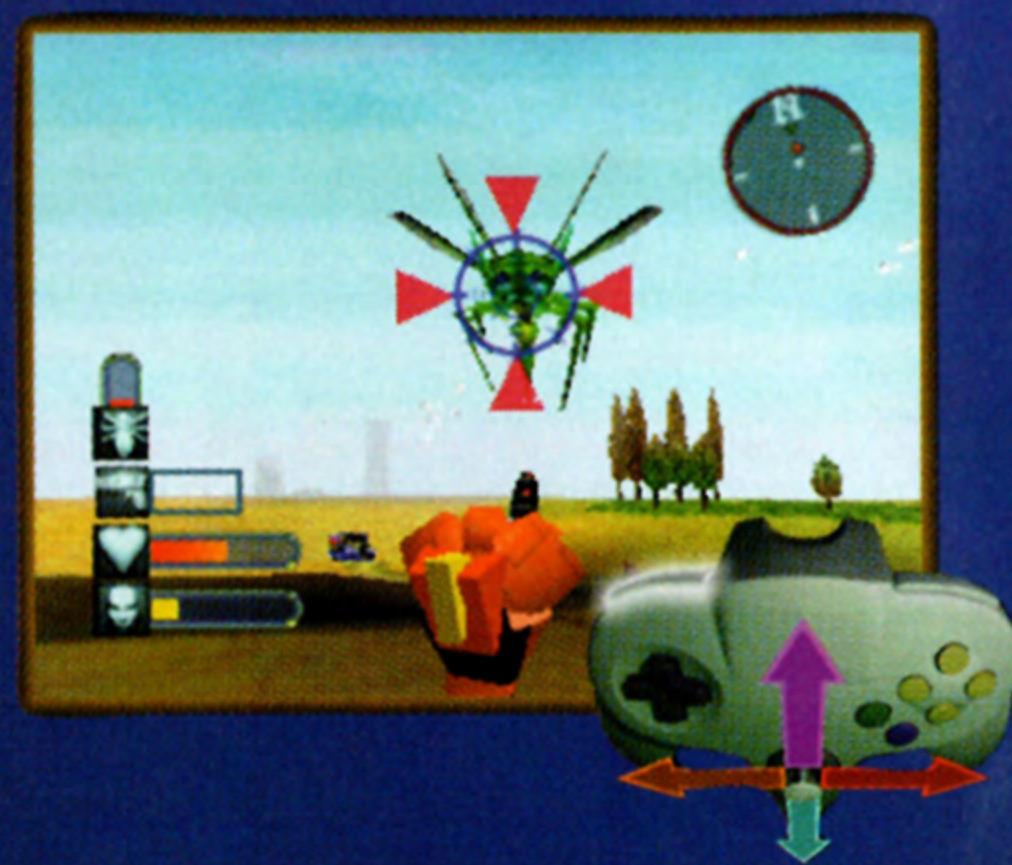
The Z Button will fire all weapons.

MANUAL TARGETING "SNIPER MODE"

Press and hold the R Button to activate the manual targeting system. The Control Stick is used to control movement of the sights. Pressing the Left "C" Button will allow you to roll to the left, the Right "C" Button will allow you to roll to the right. Pressing the Down "C" Button will allow you to roll backwards and face the opposite direction.

EVASIVE ACTION

Roll left or right to avoid being hit by enemy fire. Learning this technique will help you a great deal in the long run.



CONTROL/WEAPONS & COMBAT

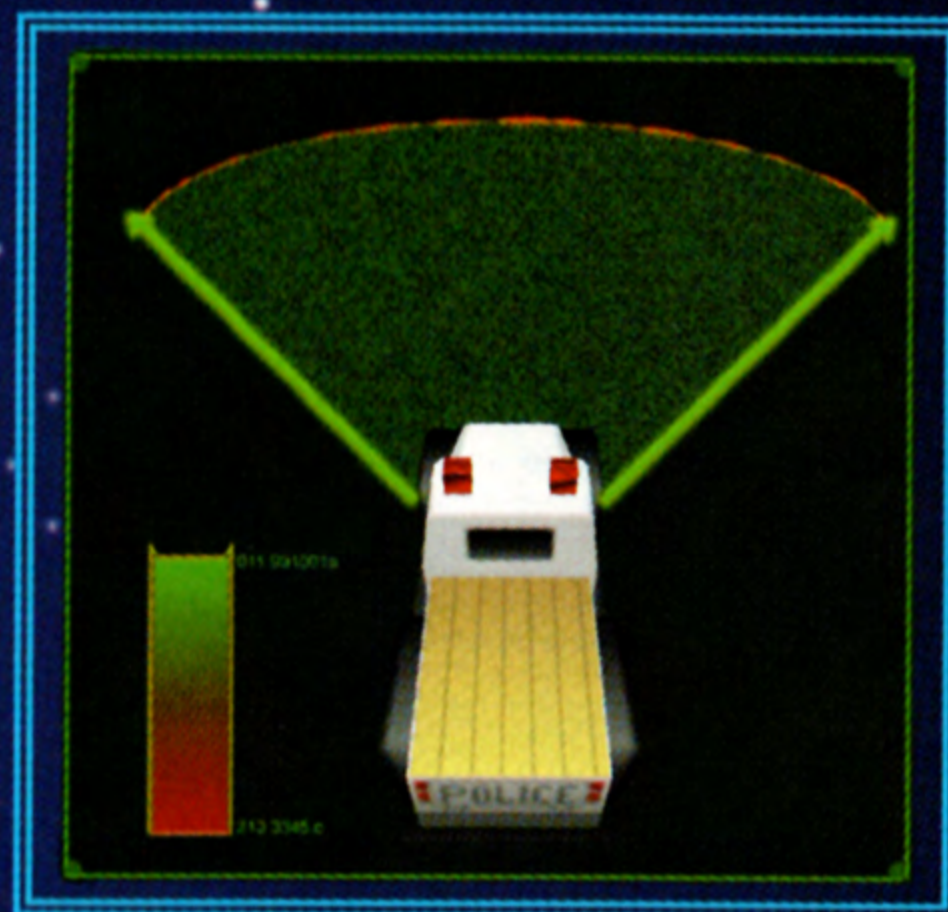


SELECTING WEAPONS

The user may select from the currently available weapons by using the main menu screen or, via Up & Down on the + Control Pad.

VEHICLES

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



MILITARY VEHICLES

Military vehicles often come equipped with their own, more powerful weapons systems. This bio-armor unit's manual targeting system will interface with all military vehicle turret controls.

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



ARMORED
PERSONNEL
CARRIER

2 x 120mm Cannon



PANZERKAMPFWAGEN

CONTROL - VEHICLES

ALPHA COMMAND MODULE



ALPHA TANK

An All-Terrain Attack Vehicle, the Alpha Tank is a highly maneuverable weapons delivery system. The Alpha Command restructuring facilities can be triggered by the pilot or, in case of emergencies, by remote command. The Alpha Tank incorporates several of the latest advances in weapons technology and is equipped with standard automatic cannon, frag cannon, laser missiles and resonator systems.

CONTROL - VEHICLES



ENTER/EXIT VEHICLE

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

To leave a vehicle, press the Down "C" Button again.

DRIVING FORWARD

To drive a vehicle, press the A Button to accelerate and the B Button to go in reverse. Use the Control Stick to steer.

Push both the A & B Buttons to use the vehicle's handbrake.



DRIVING REVERSE

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

CONTROL - AIRPLANES

TAKE OFF/CLIMB

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



FLYING

When flying a plane, the A Button must be held down at all times to stop the engine from stalling. Roll left and right using the Control Stick. Use the B Button to dive the plane in flight, and to go in reverse on the ground.

LANDING/DIVING

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

CAUTION : TO LAND, A PLANE YOU MUST APPROACH THE GROUND AT A SHALLOW ANGLE!



CONTROL - HELICOPTERS



TAKE OFF/LANDING

A helicopter's engine will start automatically whenever the user enters the cockpit.

Use the A Button to climb/take off. Use the B Button for descent/landing.

FLYING

Use the Control Stick to maneuver the helicopter.



REFUELLING

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

NOTE: WHEN THE USER IS INSIDE A VEHICLE, THE USER IS INVULNERABLE TO ATTACK. ONLY THE VEHICLE WILL BE DAMAGED.

CONTROLS - INTERIORS



ENTER/LEAVE BUILDINGS

Use the A Button to open doors.

MOVEMENT

Use the Control Stick to move inside a building.

The Left C and Right C Buttons sidestep



CONVERSATION

Talk to people using the A Button.

CONTROLS - INTERIORS

SEARCHING/LIGHTS

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



...WARNING!

WEAPONS CANNOT BE
USED INSIDE BUILDINGS...

AUXILIARY EQUIPMENT



FUEL

Fuel can be found in many buildings.



HEALTH

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



ALIEN ARTIFACT

One of twelve fragmented pieces of information that has survived from the Greek invasion of 1916 mentions an artifact of alien design, found by one of the victims shortly before he died. No other information has ever been unearthed.



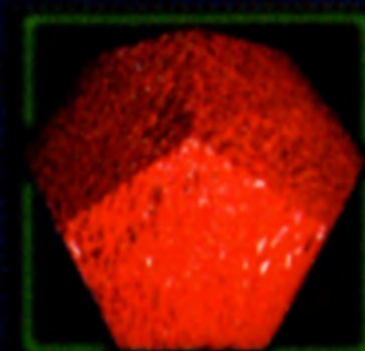
AMMO

Ammunition for all weapons can be found by searching buildings.



WEAPONS

Additional weapons may be found inside buildings.



WEAPONS CRYSTALS

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

COMMUNICATIONS

ELECTRONIC PERSONAL MESSAGING

Low and Normal priority messages are received through the standard communications channel.



HOSTILE ACTION RAPID MESSAGING

High priority messages will trigger this unit's 'HARM' rapid messaging system. Receiving a HARM message will cause the Medical Assembly to inject a short-lived compound into the user's bloodstream. The effect of this injection is to multiply the user's reactions many thousands of times. This rapid

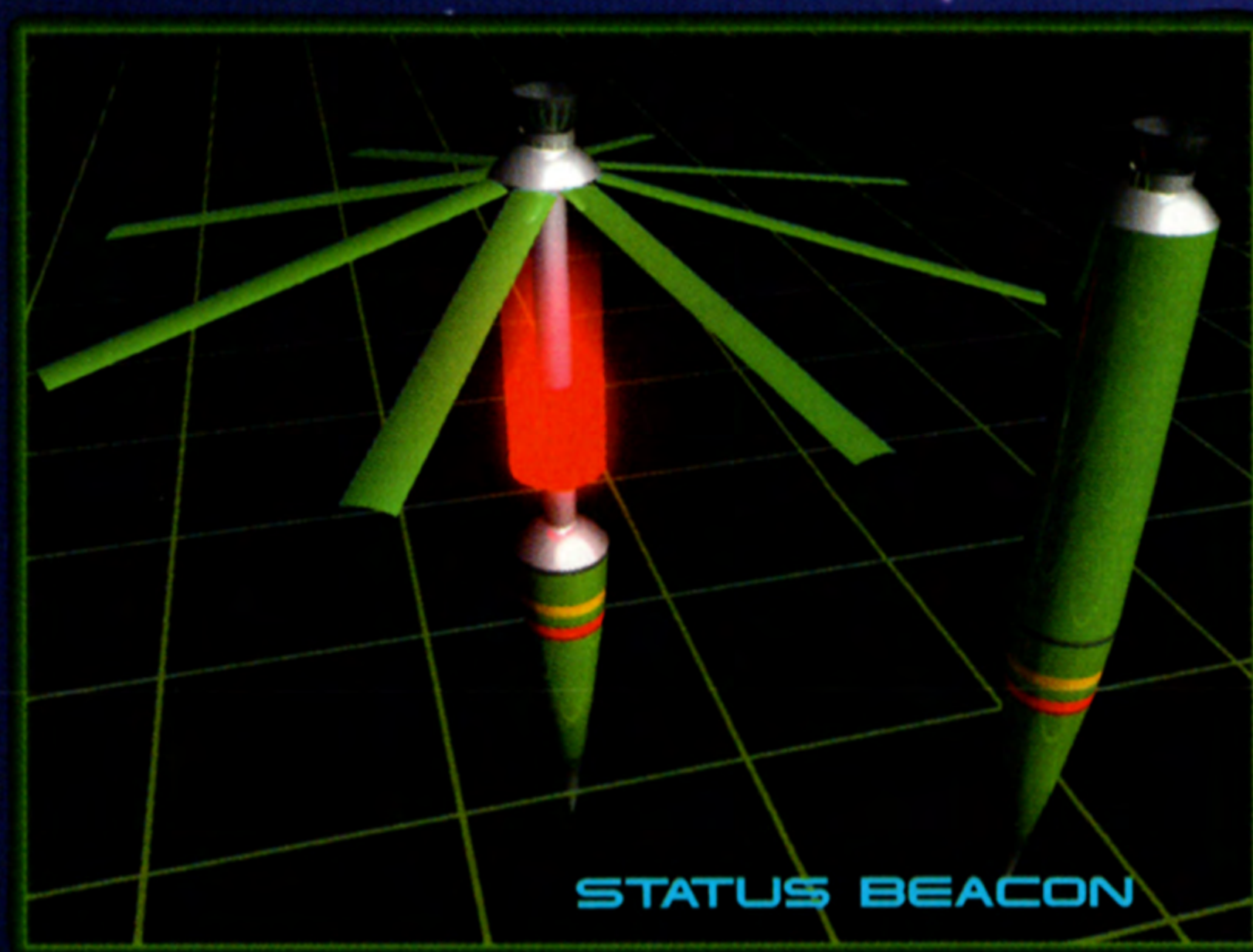


increase in reaction time allows the user to read the HARM message - as it arrives - in under a millisecond. The medical assembly then releases genetically modified molecules that dissolve any remaining traces of the compound, returning the user to 'real time'.

STATUS BEACON

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

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



USING STATUS BEACONS



Press the A
Button to
initialize the
beacon

STATUS BEACON

WARPING

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

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



SAVE

Save Game

EXIT

Return to game without saving.

WARP

Warp to Alpha Command/next active beacon.

BIO-ARMOR MENU SYSTEM

PLAY
Resume Game.



QUIT
Quit Game.



INVENTORY
Go to Inventory.



DISPLAY MAP
Show Map



INVENTORY



1. Use the Control Stick to highlight 'WEAPONS' or INVENTORY! Press the A Button to select.
2. Use the Control Stick to navigate through the Weapons/Inventory screens. Press the A Button to select.
3. Use the Control Stick to select 'Exit! Use the A Button to resume game.

MAPS & ICONS



CONTROL STICK
Scroll around map

A BUTTON
Switch Camera
Modes

L BUTTON
Show stages within
level

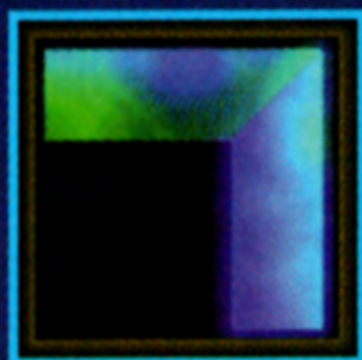
R BUTTON
Toggles waypoint
ON/OFF

**UP & DOWN C
BUTTONS**
Zoon IN/OUT of map



NOTE:
THE WAYPOINT ALWAYS APPEARS IN THE CENTER
OF THE SCREEN.

MAPS & ICONS



Shield Wall



Shield Generator



Processor/Harvester



Waypoint



Single Alien



Player



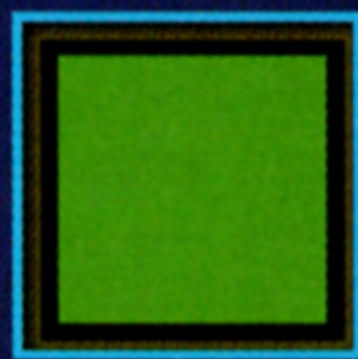
**Alien presence/
Shield portal**



Vehicle



Significant area



Explored area



Towns/villages



Unexplored area

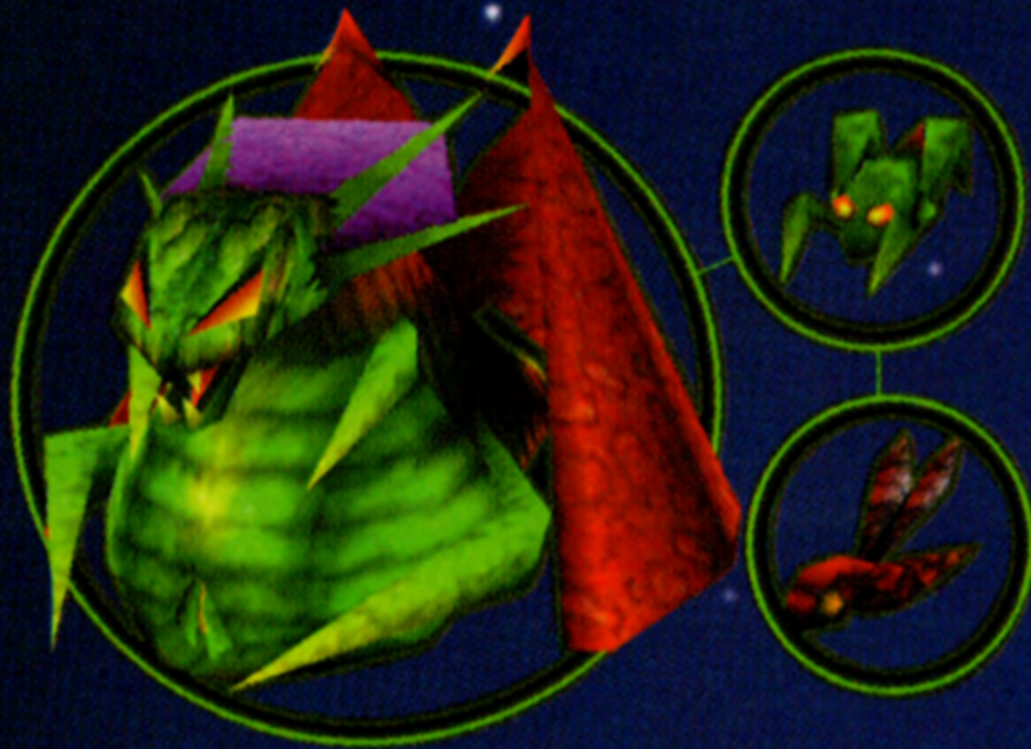


Buildings



Roads

ALIEN HIERARCHY



The processor controls both Harvesting and Attack waves.

ALIEN PROCESSOR
Spawns Fleas and Doodlebugs



HARVESTER
Controls a harvesting wave. It can respawn it's defending aliens

ALIEN HIERARCHY



PIRANHA

Aquatic alien. Fires mortar like explosive depth charges.



SNIPER

Bio-mechanical device controlled by an alien flea.



GUN DRONES

Very aggressive alien. Appears with attack waves.



MANTASAUR

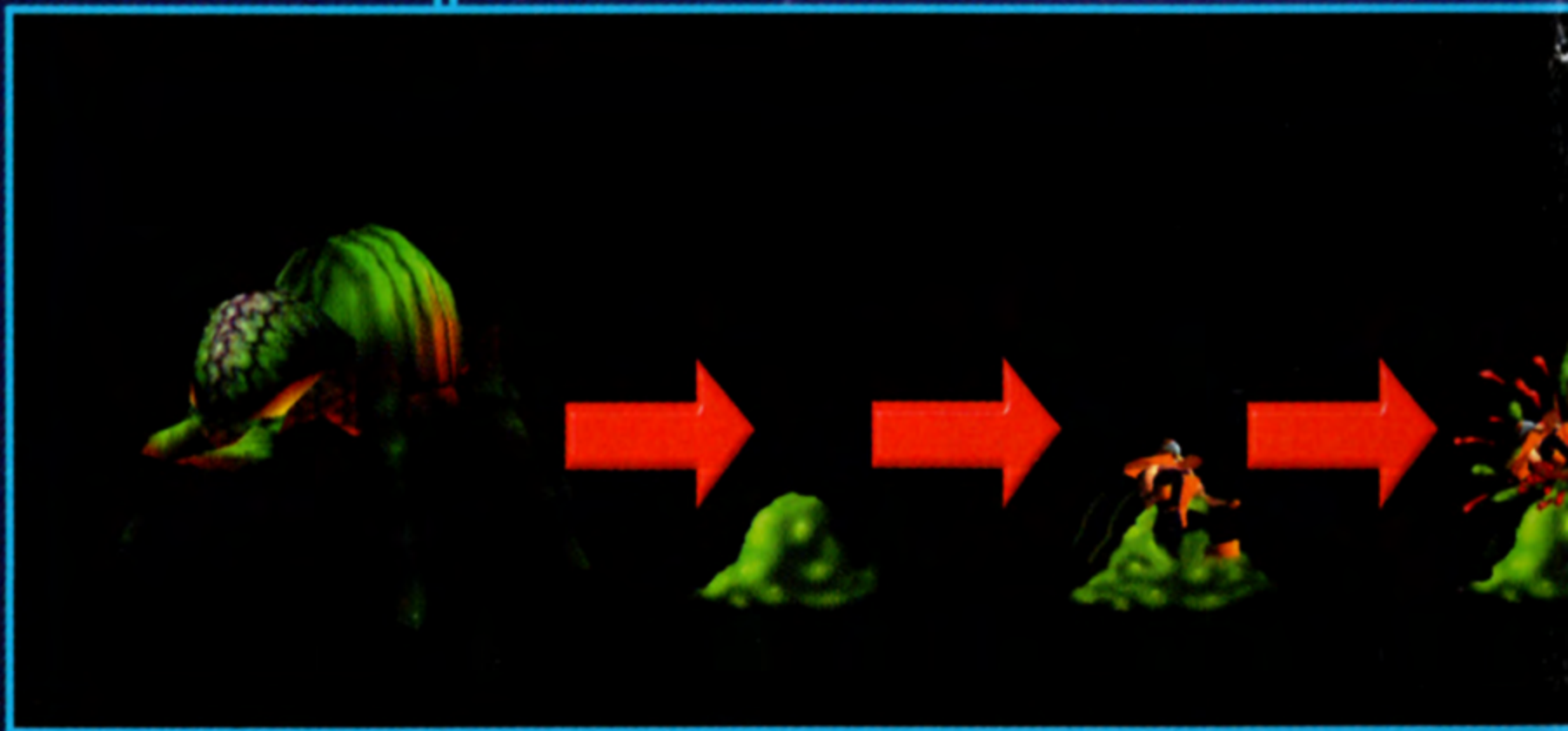
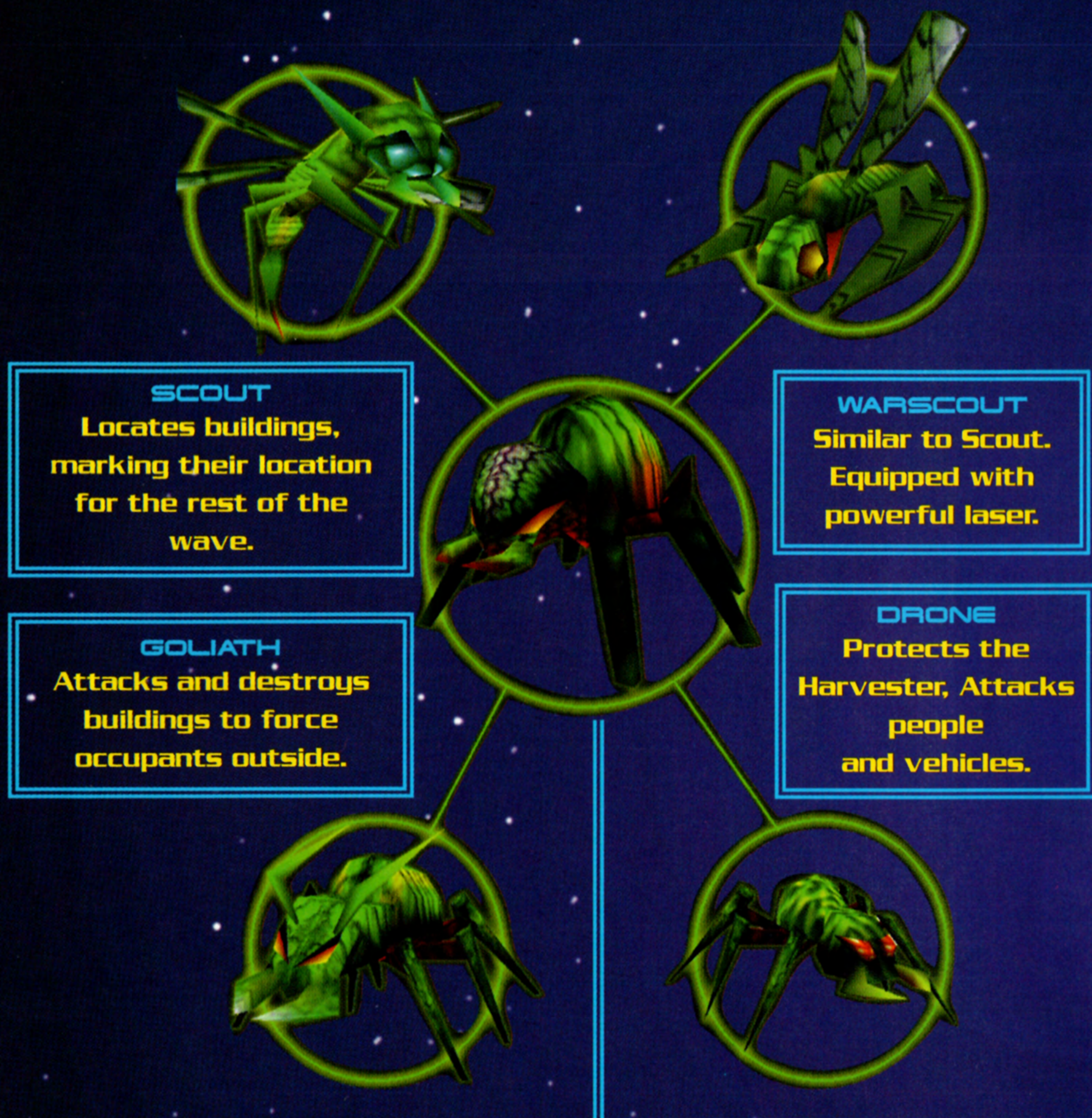
Guards the upper levels of the alien hierarchy.



LEVEL BOSS

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

HARVESTER HIERARCHY



HARVESTER HIERARCHY



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

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



CREDITS

GREMLIN INTERACTIVE/DMA DESIGN LTD.

LEAD PROGRAMMER	John Whyte
GAME PROGRAMMERS	Frank Arnot, Alan Campbell, Grant Clarke, Adam Fowler, Andy J S Innes, Doug Smith, & Andrew West
GAME & EDITOR PROGRAMMER	John Gurney
LEAD ARTIST	Stacey Jamieson
ALIEN ARTIST ARTWORK	Alan Davidson Pat McGovern, Ian McQue, Craig Moore, & Paul Reeves
AUDIO PROGRAMMERS MUSIC & SOUND EFFECTS EDITOR PROGRAMMING	Ciaran Rooney & Raymond Usher Stuart Ross & Allan Walker Graeme Anderson
LEVEL DESIGN	Lorne Campbell, Richard Ralfe, & Mike Stirling
GAME DESIGN	Lorne Campbell, Alan Davidson, Adam Fowler, Stacey Jamieson, Richard Ralfe, John Whyte, & EAD Japan
DMA QUALITY ASSURANCE	Craig Arbuthnott, Sean Brown, Alan Dobson, William Mills, Allen Sheils, Sean Taylor, & Steve Taylor
GREMLIN QUALITY ASSURANCE	Martin Berridge, Carl Cavers, Les Dungate, Matthew Fu, Travis Ryan, Julia Sturman, Matthew Tuckett, Jon Watson, Daniel Webster, Andrew Wilson, & Stephen Woodward
PUBLIC RELATIONS	Brian Baglow
MANUAL AND PACKAGING	Chantal Beaumont, Martin Calpin, Richard H. Cartwright, & Leslie Firth
LOCALIZATION	Sarah Bennett
BOSS AND GENERAL NUISANCE	Dave Jones

THANKS TO THE FOLLOWING:

Darren Baines, Jeff Cairns, Craig Conner, Mark Ettle, Kenneth Fee, Aaron Garbut, Julian Glendinning, Martin Good, John Harrison, Andy Hay, Robert Jeffrey, Kevin Kelly, Liam O'Neill, Gary Penn, Andy Strachan, Shoya Tanaka, Gary Thomson, & EAD Nintendo Japan

MIDWAY HOME ENTERTAINMENT TEAM

PRODUCER	Brian Lowe
ASSISTANT PRODUCERS	Jason Barnes & Jeff Truax
PRINT DESIGN/PRODUCTION	Debra Austin, Gary Gonzales, Jon Mongelluzzo, Chris Mowry, Erin Shems, Chris Vine, & Dave Young
TEST MANAGER	Rob Sablan
TESTERS	Chad Haley, Jared Lazaro, Ian McCauley, Jim McClure, Brent Sprecher, & Jeff Tamayo

SPECIAL THANKS

Justin Heber, Deborah Fulton

WARRANTY

MIDWAY HOME ENTERTAINMENT INC. warrants to the original purchaser of this Midway Home entertainment inc. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Midway Home entertainment inc. software program is sold "as is," without express or implied warranty damages of any kind, and Midway Home entertainment inc. is not liable for any losses or damages of any kind resulting from the use of this program. Midway Home entertainment inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Midway Home entertainment inc. software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Midway Home entertainment inc. software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE Midway Home entertainment inc. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL MIDWAY HOME ENTERTAINMENT INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS Midway Home entertainment inc. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

MIDWAY HOME ENTERTAINMENT INC.
P.O. Box 2097
CORSICANA, TX 75151-2097
(903) 874-5092
WWW.MIDWAY.COM



MIDWAY

MIDWAY HOME ENTERTAINMENT INC.

P.O. Box 2097 Corsicana, TX 75151

www.midway.com

Body Harvest™ & © 1998 Gremlin Interactive Limited. All rights reserved. Developed by DMA Design Limited. DMA Design is a wholly owned subsidiary of Gremlin Group Plc. MIDWAY is a registered trademark of Midway Games Inc. Distributed by Midway Home Entertainment Inc. under license



PRINTED IN U.S.A.