



NTSC U/C

PlayStation™



SLUS-00093

STEEL

Harbinger™



MINDSCAPE
ENTERTAINMENT

WARNING:READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

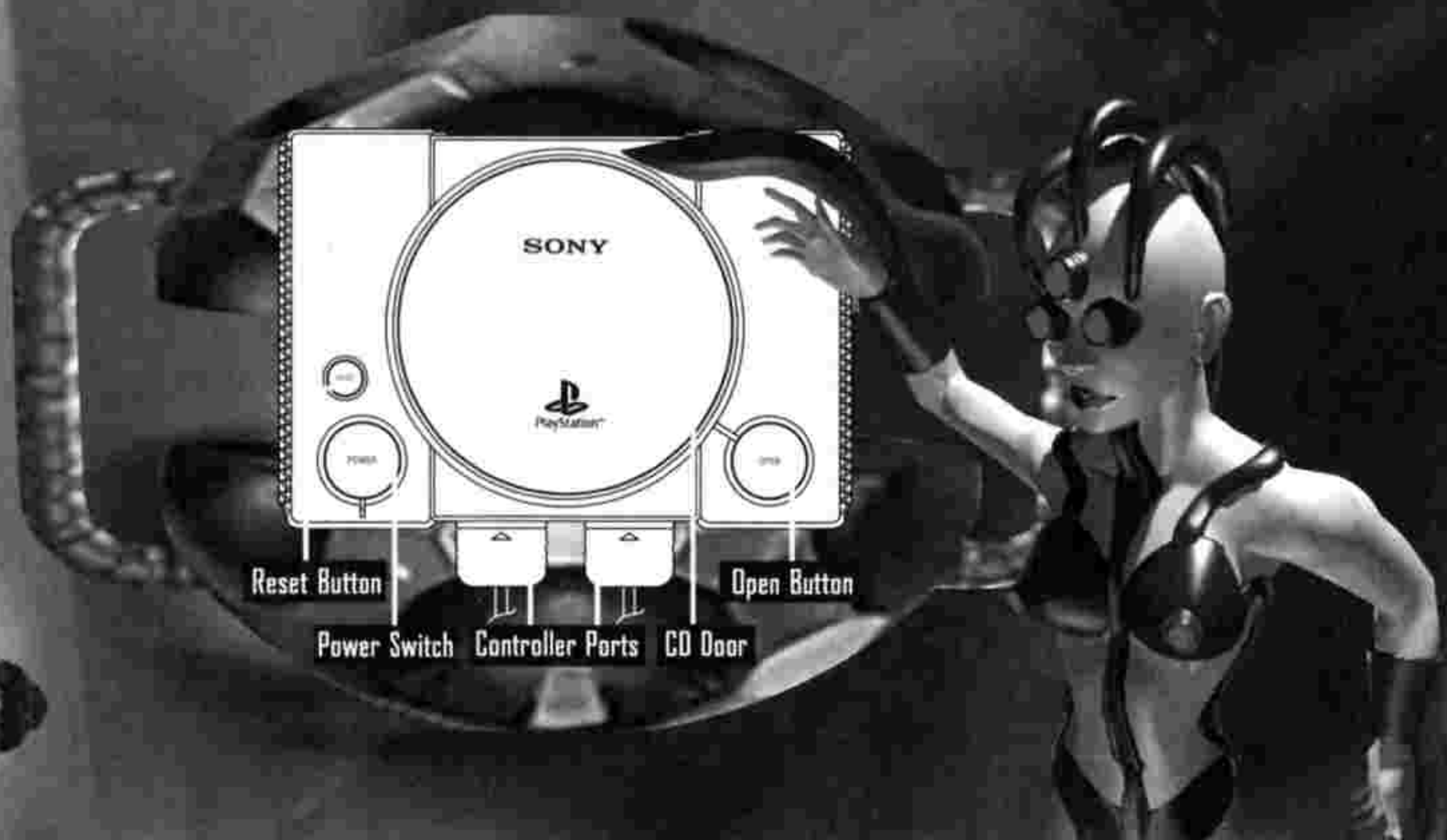
HANDLING YOUR PlayStation™ DISC:

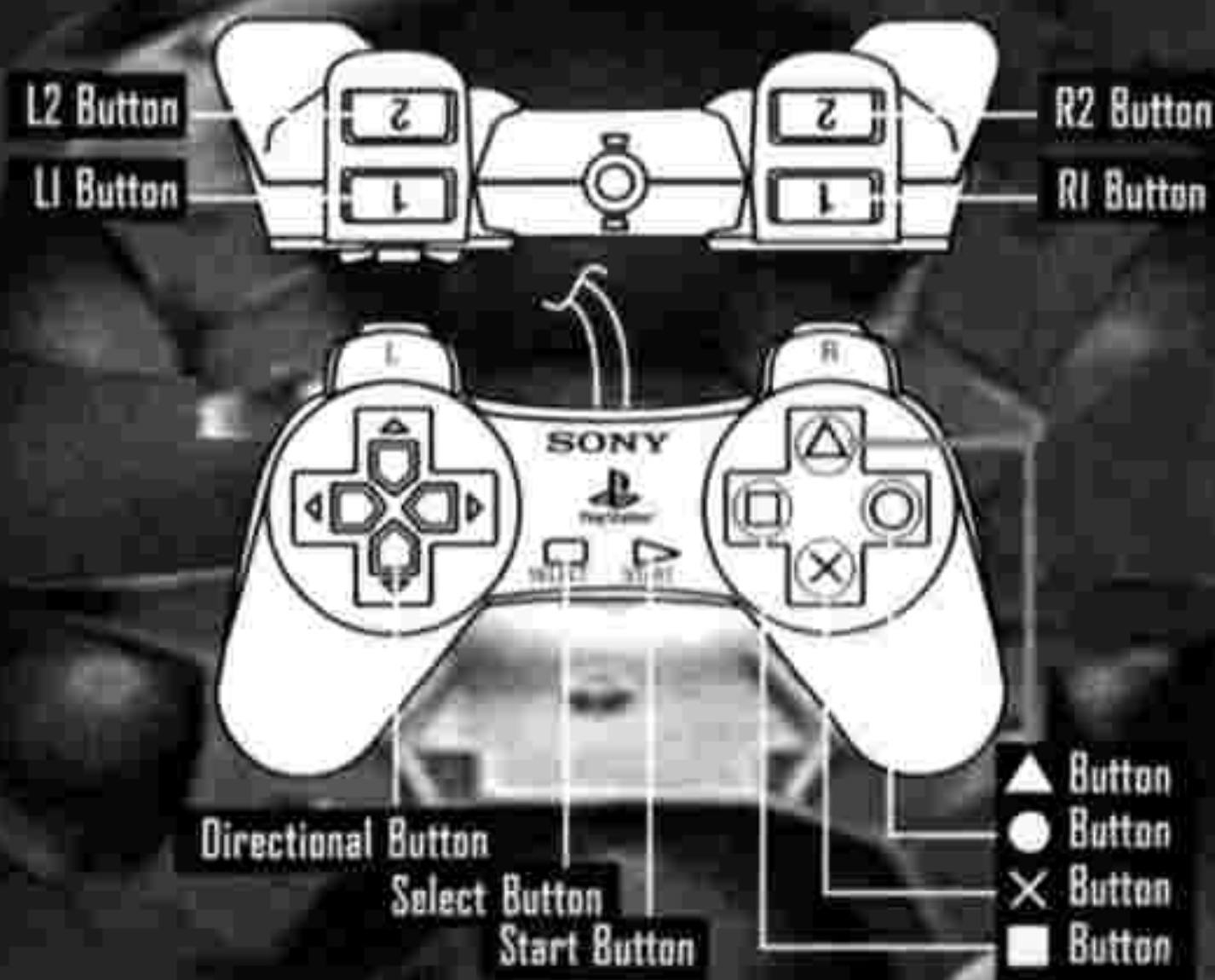
- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

STEEL *Harbinger*™

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1. Set up your PlayStation game console according to the instructions in its Instruction Manual.
2. Insert the Steel Harbinger™ disc and close the CD door.
Note: Make sure the PlayStation game console's power is off before inserting or removing a compact disc.
3. Plug in one game controller and turn the PlayStation game console ON. The opening titles and game demo will begin.
4. From the title screen you have the choice of starting a new game, loading a game, and setting your options.
5. Press any button at any time during the demo to reach the Steel Harbinger™ Main Menu screen.
6. To reset the game to the title screen hold down the SELECT button, and then press and hold down the START button for 2 seconds.





Default Controls

- R2 Zoom View In
- RI Zoom View Out
- L2 Lock feet (to prevent movement)
- LI Indicators

Vehicle Controls

- ▲ Arrow moves forward
- ◀ Arrow moves left
- ▶ Arrow moves right
- ▼ Arrow backups/reverse

Controls for:
The HoverCraft
The Rig
The Tank
(Use directional
arrows to drive)

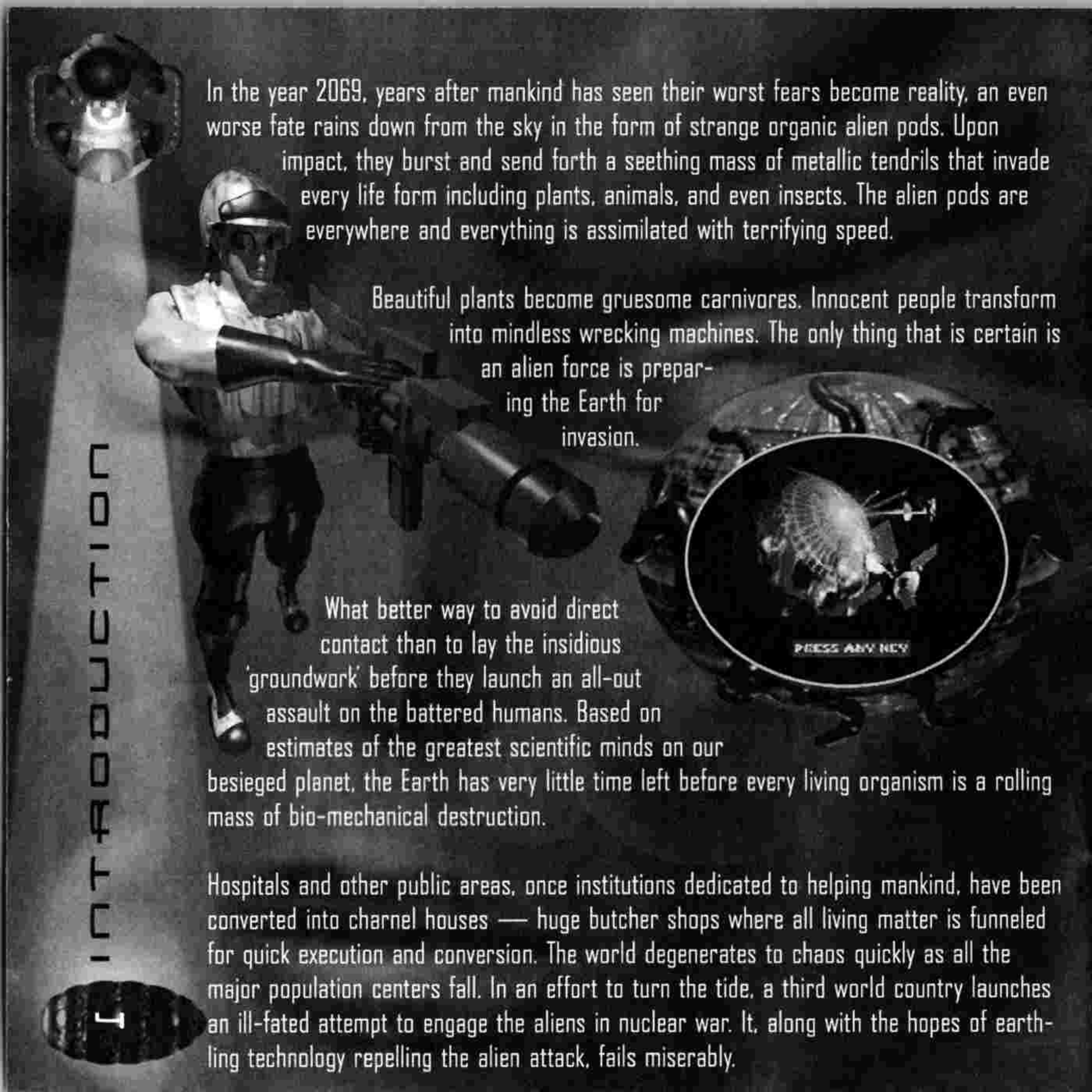
Game Controls

- | | |
|-------------|--|
| Lower Left | Lock Feet (to prevent movement) |
| Upper Left | Indicators (Overhead maps, teleport cards, etc.) |
| Lower Right | Zoom In |
| Upper Right | Zoom Out |
| △ | Previous Weapon |
| ○ | Next Weapon |
| × | Fire |
| □ | Jump |

NOTE: You can hit the SELECT button to switch the Jump and Fire buttons. You also have the option to choose between different Control configurations. Just hit the Directional buttons to scroll through your choices.



SONY



In the year 2069, years after mankind has seen their worst fears become reality, an even worse fate rains down from the sky in the form of strange organic alien pods. Upon impact, they burst and send forth a seething mass of metallic tendrils that invade every life form including plants, animals, and even insects. The alien pods are everywhere and everything is assimilated with terrifying speed.

Beautiful plants become gruesome carnivores. Innocent people transform into mindless wrecking machines. The only thing that is certain is an alien force is preparing the Earth for invasion.

What better way to avoid direct contact than to lay the insidious 'groundwork' before they launch an all-out assault on the battered humans. Based on estimates of the greatest scientific minds on our besieged planet, the Earth has very little time left before every living organism is a rolling mass of bio-mechanical destruction.

Hospitals and other public areas, once institutions dedicated to helping mankind, have been converted into charnel houses — huge butcher shops where all living matter is funneled for quick execution and conversion. The world degenerates to chaos quickly as all the major population centers fall. In an effort to turn the tide, a third world country launches an ill-fated attempt to engage the aliens in nuclear war. It, along with the hopes of earthling technology repelling the alien attack, fails miserably.

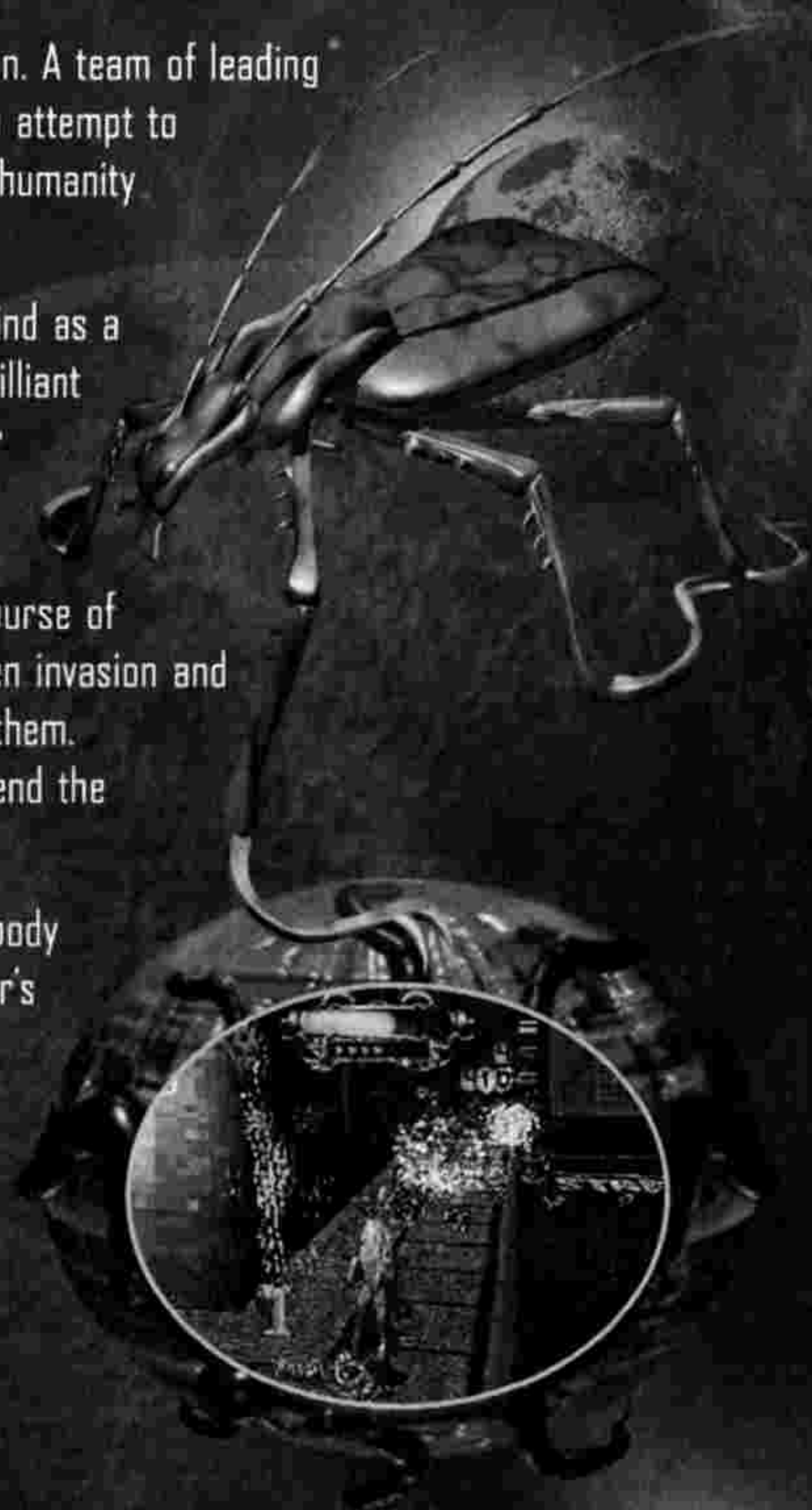
PRESS ANY KEY

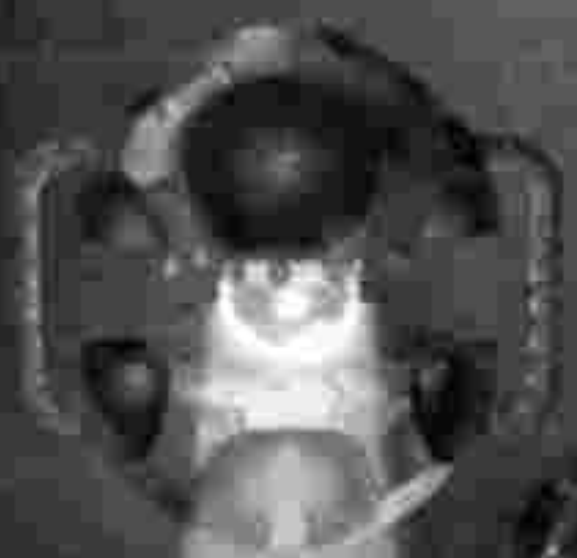
One small group remains sequestered in a remote location. A team of leading scientists and military specialists have been assembled to attempt to analyze the alien technology and defend what remains of humanity against their brutal onslaught.

Suddenly, a glimmer of hope burns in the hearts of mankind as a pod malfunctions on its descent to Earth. Dr. Bowen, a brilliant scientist, has the courage to examine it and explore it for signs of weakness. Discovery is imminent when his daughter is accidentally infected by the pod and becomes a hybrid, Miranda herself. Despite the tragedy, the only course of action is clear: Send her out to find the secret of the alien invasion and somehow stop it by using "their" own technology against them. Assimilate as much of their technology as possible—Defend the remaining shreds of organic life.

The fate of the Earth rests on this young woman, whose body has become a powerful weapon. Under her scientist father's careful deployment, she is a Harbinger of destruction.

But, for which side?





Your mission: Seek out the converted hordes and destroy them where they stand! Accumulate their advanced weaponry for your own use and save any uninfected humans you run across. Be sure to stop at the Video Phones at the start of each level to get your level objective. Remember to watch your power bar and look for Glowing Green Vials of Power to help maintain your energy. If worse comes to worst, ingest the remains of conversions or humans to assimilate small amounts of energy. While little life remains on earth,

you'll still find pockets of humanity among the rubble. You'll have to explore every square inch of each of these besieged cities, securing them from the alien invasion and saving human lives. Pick up as many weapons and health items as you can as you'll need them to accomplish your tasks. You'll also need to watch the conversion bar in the top center of your screen, below the health bar, to see if you are saving more human lives than the aliens are converting.

If you successfully destroy the aliens in a timely manner, the conversion bar will stay GREEN. If the human conversion rate increases faster than your ability to destroy the aliens, the bar will begin to turn RED. KEEP THE BAR GREEN!

Although she may be alone in her battle, Miranda can always reach her father via one of the many Video Phones for help on finding her objective.

While each level has special objectives that must be accomplished before you can teleport to the next chaos-filled level, some objectives are the same throughout. For instance, you'll need to save all the humans you can find and acquire enough Teleport Credit Cards to transport to the next level. Keep accessing the Video Phones for any special objectives or tips from Dr. Bowen. Lock and Load!



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Kansas

What little remains of human life has been centralized into a small cityscape crawling with converted creatures. Destroy all enemies, save any humans you find, accumulate Telecredits, as well as find and use the Net Node Card to activate the Net Node Center. Find and use the Telepad 9000 when ready!

Las Vegas

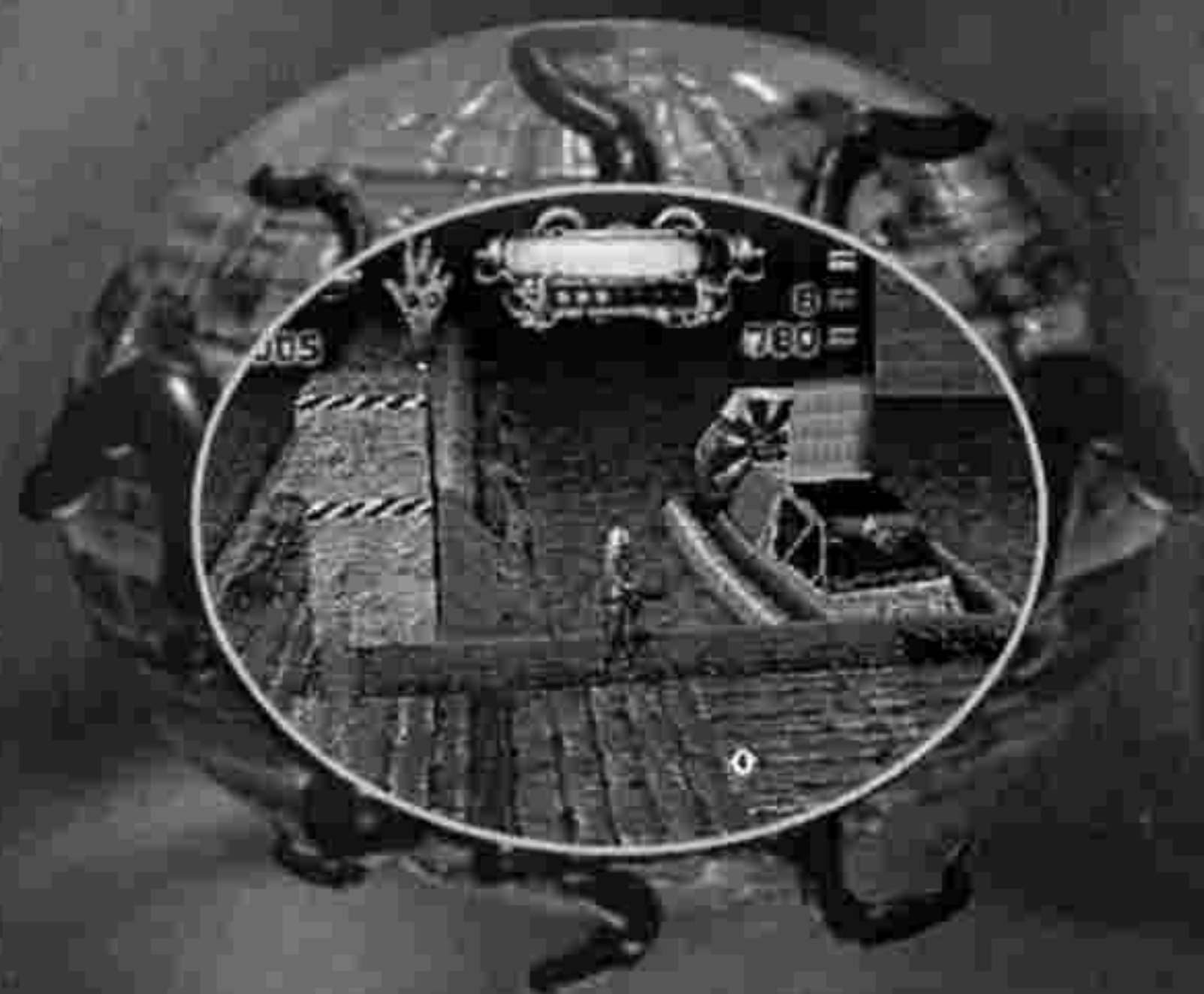
Locate the Net Node Card and activate the Net Node Center to prevent laser orbs from doing more damage. You must also find and destroy the alien conversion center before the whole town is a mass of mindless killers! Destroy all enemies, save any humans you find, and accumulate enough Telecredits to transport to the next level!

LEVEL 1

7

Los Angeles

Use a state-of-the-art Hovercraft to explore the newest water attraction in Southern California, Los Angeles. Find and rescue the stranded Power Station engineers. You'll need to take the engineers to the Power Plant in order to restore power to the city. Destroy all enemies, save any humans you find, accumulate Telecredits, as well as find and use the Net Node Card to activate the Net Node Center. Find and use the Telepad when ready!



San Francisco

Destroy all enemies, save any humans you find and accumulate enough Telecredits to teleport to Nebraska. You will also need to find the Net Node Card and activate the Net Node to secure San Francisco from any further alien invasion. Be careful here. Try to avoid soldiers. Our "Friendly Forces" don't know whose team you are on so they'll shoot you on sight. If you see a Hoverdisc, use it. It will help you maneuver through some dangerous territories.



Nebraska

You'll have to wind your way to the alien conversion center and destroy it as fast as you can. Destroy all enemies, save any humans you find, accumulate Telecredits, as well as find and use the Net Node Card to activate the Net Node Center located somewhere in the southeastern section of the level. Find and use the Telepad when ready!



Houston

You'll need to find a way to jump into the heavily barricaded Houston Space Center to find and activate the Net Node Center as well as find the Truck, destroy all enemies, save any humans you find, accumulate Teleport Credits, and use the Telepad when ready!

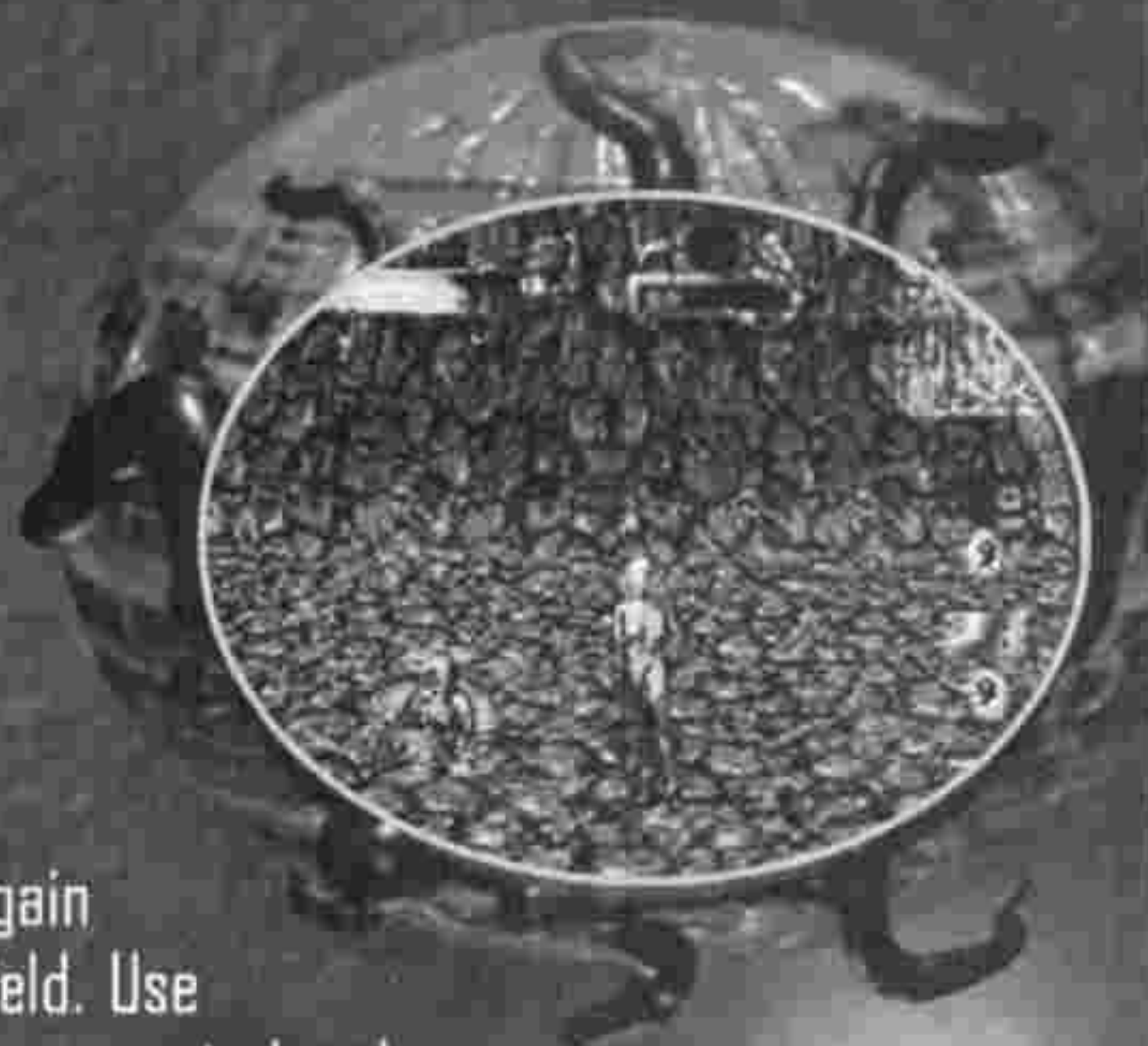
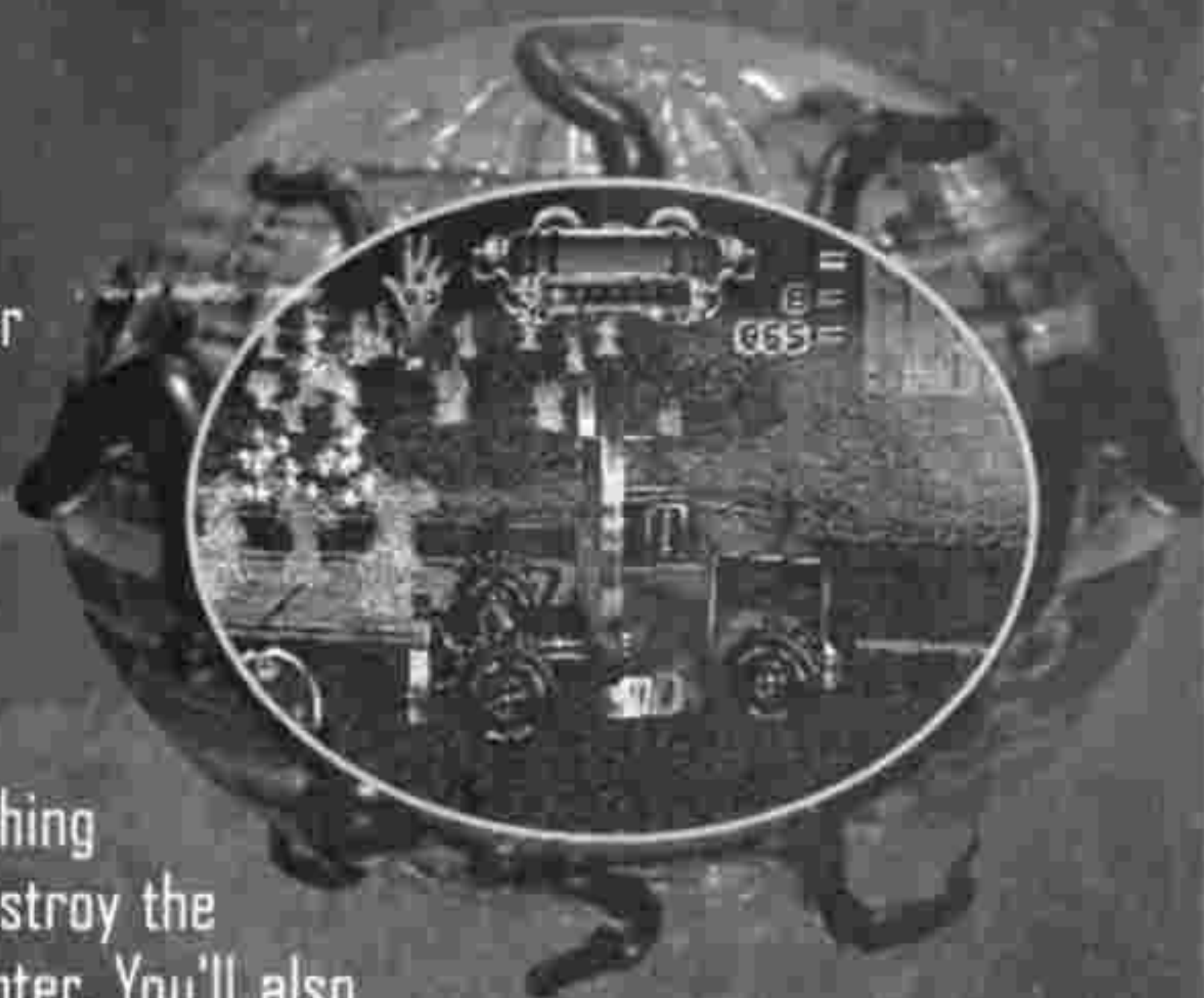
Cape Canaveral

Dodge fire-breathing reptiles and destroy the conversion center. You'll also need to find a series of keys and use them sequentially to open the correct doors. Find the Launch Control Manual and launch the missile to destroy the satellite. Destroy all enemies, save any humans you find, accumulate Teleport Credits and teleport out when ready!

Once you've accomplished your objective in Cape Canaveral, you'll have to teleport to either Las Vegas or Los Angeles, whichever city you didn't secure from the alien conversion. Once you've accomplished this task, you'll need to teleport to Washington.

Washington

Find and restore power to the Power Plant, find the Gate Card to gain access to the Hoverdisc and use the Hoverdisc to cross the minefield. Use the tank to destroy enemies and secure the area. The tank will also come in handy when you confront the Giant Roach. Find and use the Net Node Card to activate the Net Node Center.



Arctic/Save Game/Continue

To SAVE your game, you'll need to find an Arctic Card, (cards are located on every level). With the Arctic Card you can teleport to the research base on the Arctic level. Inside one of the huts you will find the blue SAVE STATION. Use it to save your game to a memory card. Another hut contains the pink HEALTH STATION. Here you can regain full health and up to three continues.

Moon

Explore and secure the area, kill all forms of alien beings, find and retrieve the ultimate weapon, the Death Blossom.

Planetoid

Find and kill the alien leader and destroy the alien power plant. Destroy any alien pods you run across!

Shield

This special shield can help protect you when the alien attacks are getting out of control. Look for it in heavy action areas, but be careful because its protection power is limited to time and can be weakened by water and enemy fire.

Pass Cards

As you explore the forsaken wilds of major cities, you may find your access to buildings and other areas restricted. You'll have to find the pass cards to enter. Still other areas are protected by advanced identification systems where a fingerprint is necessary before entrance is permitted. You might want to look to the corpses to "give you a hand" on this one.

Teleport Cards/Telepads

In your travels you'll find Telepads that can transport you to different cities. And although the civilization that created this boon to mankind may be on the brink of extinction, the Telepads themselves are still slaves to the almighty dollar, or in this case, Teleport Credits. Each city has its own fare and separate teleporters to enter and exit from. Accumulate the credits until you have enough to travel to your chosen destination. Teleport Cards can be found anywhere including old buildings.

Node Activation Cards

Activating the Satellite Net is the only way to stop the pod invasions and laser attacks. In certain levels you'll need to secure the Net Node Center in order to teleport out to the next city. The Net Node Cards are located in the most heavily guarded areas of any city. Happy hunting!

S T R A N G E O B J E C T S

As you wander around, you'll come across shipping crates left behind during the melee. Blast the boxes to see what's inside. You can also look inside buildings, empty streets, wooded areas, just about anywhere you can go, and you'll find an assortment of powerful weapons to decimate the alien-infected soldiers. Sometimes you'll find weapons strewn among the scorched body parts of a blasted foe. You'll also be able to gain valuable health points by eating your fallen enemies or the poor souls who cross your blazing weaponry.

Plasma Rifle

Shoots beams of energy



Heat Missile Launcher

Shoots a Heat Seeking Missile at closest body



Flare Gun

Shoots a flare into the sky, briefly illuminating the surrounding area.



M-560X Machine Gun

Shoots round after round of armorpiercing bullets and tracers at opponent





"Icarus Beam"
A secret weapon Canada was
working on before the Invasion

GX-10 Grenade Launcher
Launches grenades at enemies



"Shockwave" Pulse Grenade
Detonates a circular pulse that
fries everything around you



Peterson Plasma Rifle
Like Plasma Rifle, only more
powerful

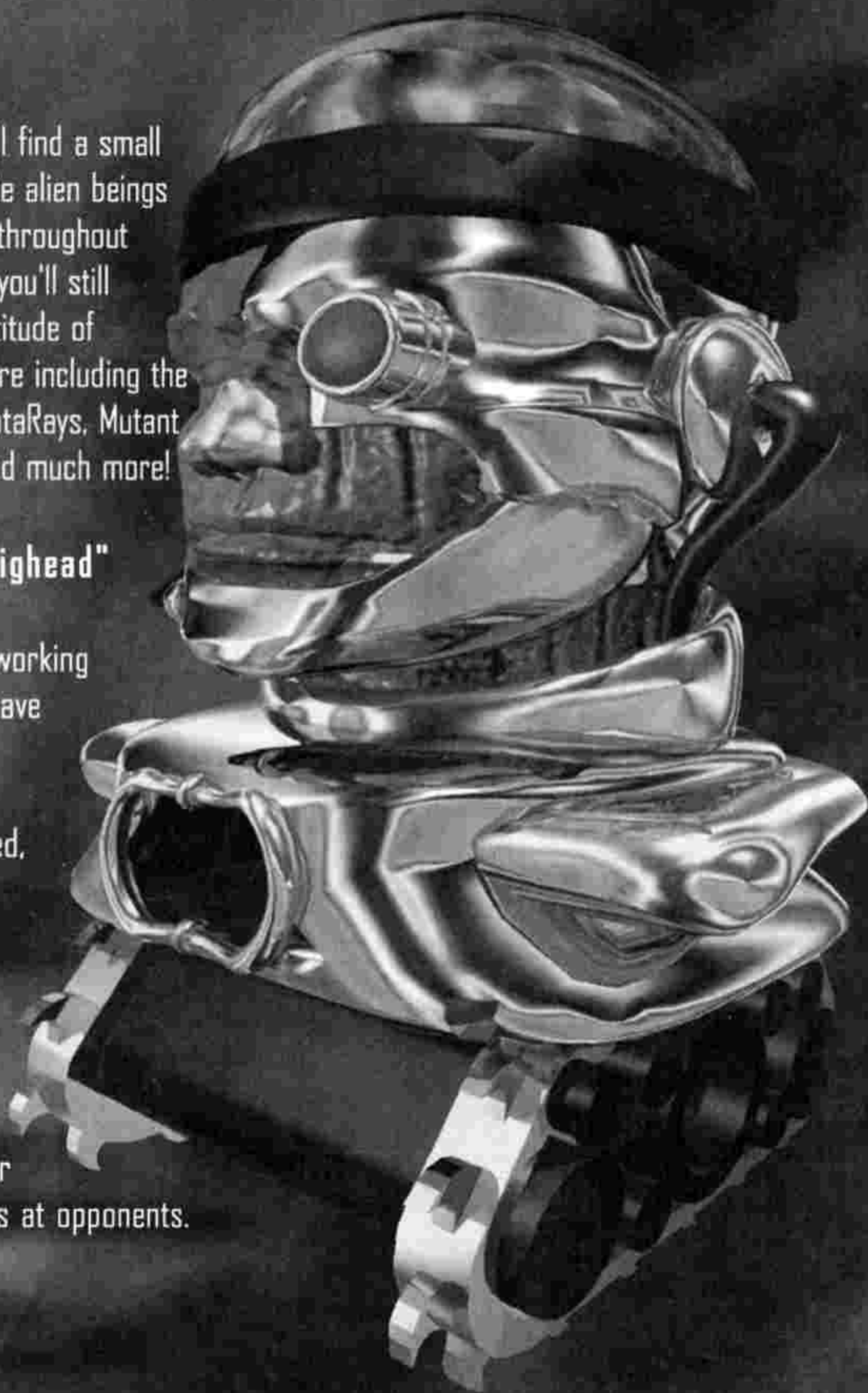


Rocket Launcher

On the following pages you'll find a small assortment of the despicable alien beings you'll come in contact with throughout Steel Harbinger. Of course, you'll still have to contend with a multitude of creatures not mentioned here including the Giant Roach, Centipede, MantaRays, Mutant Humans, Converted Dogs and much more!

Converted Scientist "Bighead"

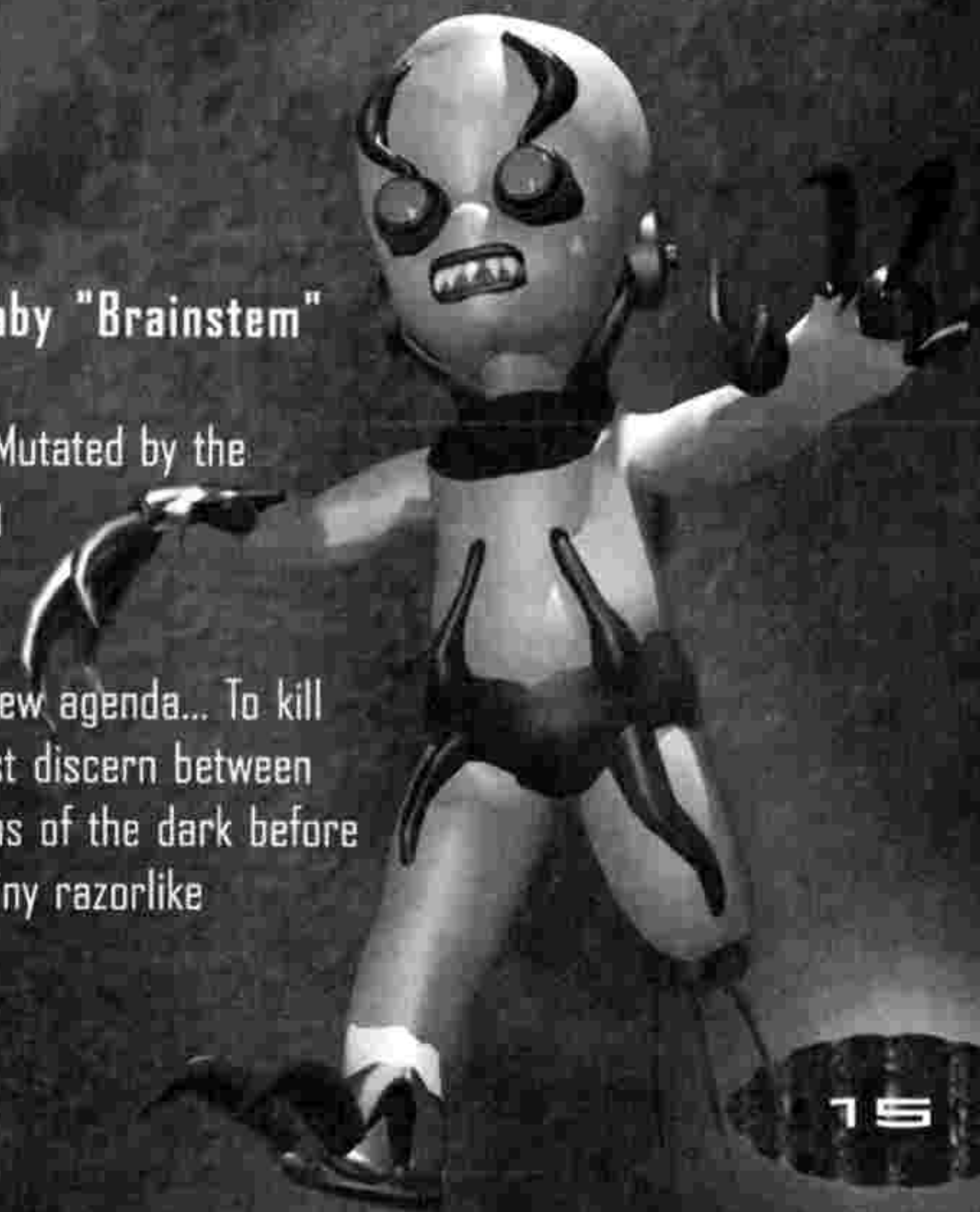
Once a team of scientists working to restore humanity, now have succumbed to the ultimate irony of being converted themselves. Horribly maimed, their ruptured craniums ride on mechanical treads while heatseeking missiles erupt from panels in their armless, legless bodies, shooting round after round of armor piercing bullets and tracers at opponents.





Converted Alligator "Fire Gator"

The creatures of the swamps of Florida are not immune to the effects of conversion as is evidenced with these upright, fire-belching behemoths. Powerful and ignorant of the effect their flames have on the surrounding swamp gas, these can prove truly fearsome enemies.



Converted Baby "Brainstem"

These are the true children of the apocalypse. Mutated by the Canadian nuke dropped on Washington D.C. long ago, these babies would probably have died in poverty under the glowing cloud of fallout had they not been refitted and given a new agenda... To kill and eat human beings. The Steel Harbinger must discern between rotting mutants and these glowing green demons of the dark before they rend the flesh from her bones with their tiny razorlike teeth and claws.



Planetoid Alien "Master"

The Aliens behind the invasion. The Masterminds. Unfortunately for them, they rely completely on their technology to prepare the way for their fragile, plump bodies. If attacked directly, they have no defense and will burst if removed from their protective chambers...



Converted Gangster

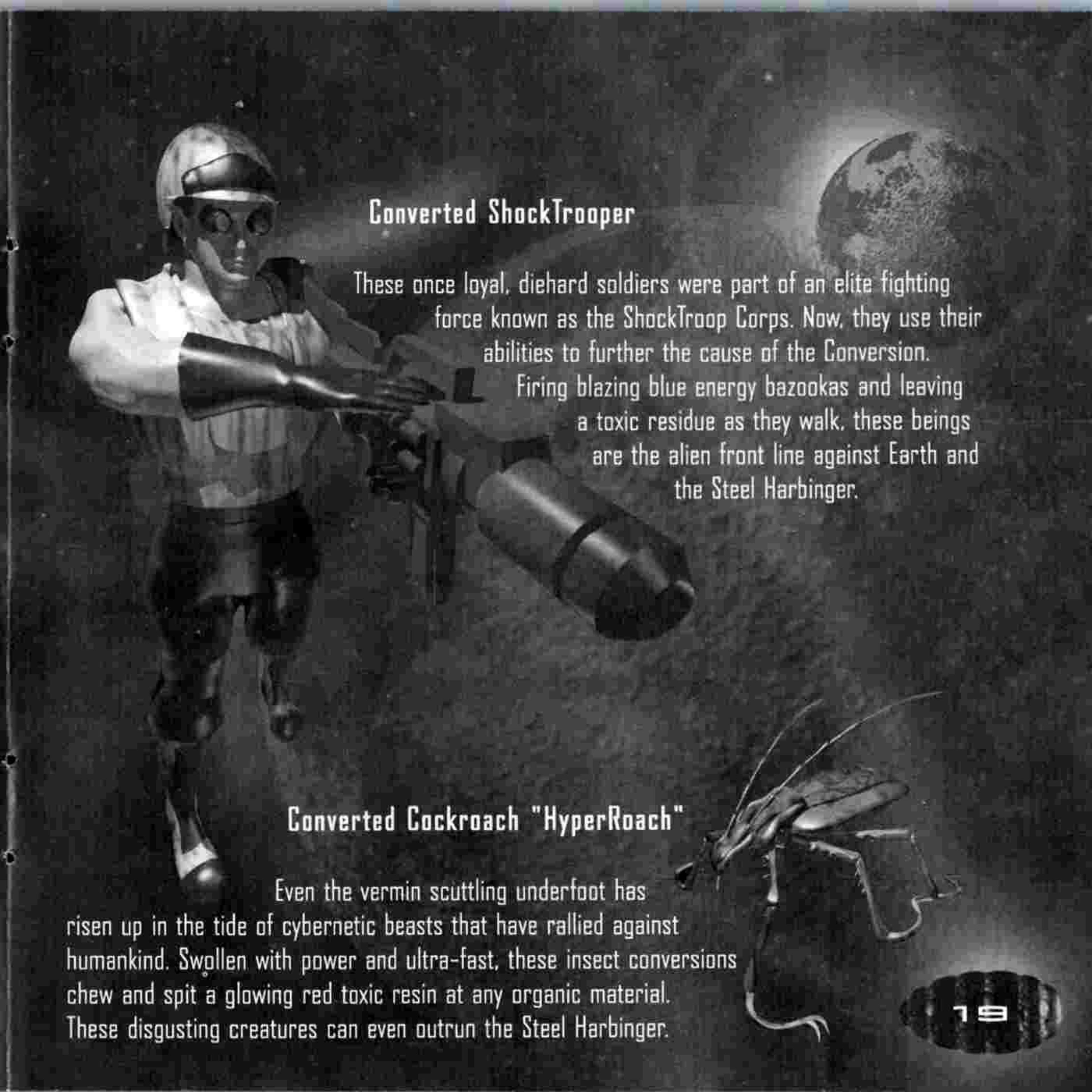
The scum of society was rampant before the Quake that launched LA into the Pacific Ocean, and became the sole inhabitants of these island buildings afterward.

The latest in weapons technology equipped these self-styled warriors as they squared off in their exclusive gangland battleground. Now, they have become instruments of the alien takeover and what little shreds of humanity they had are now gone. These entities hurl potent grenades and glide swiftly about, permanently attached to their modified Hoverdiscs.



Converted Grub "Web Maggot"

Weaving burning strands of energy as they creep across the landscape, these converted grubs wall in the remaining human stragglers for extermination or conversion. In packs, they pose a serious threat to anyone seeking escape as they can spin their electrified web from considerable distances. They are also heavily armored.



Converted ShockTrooper

These once loyal, diehard soldiers were part of an elite fighting force known as the ShockTroop Corps. Now, they use their abilities to further the cause of the Conversion.

Firing blazing blue energy bazookas and leaving a toxic residue as they walk, these beings are the alien front line against Earth and the Steel Harbinger.

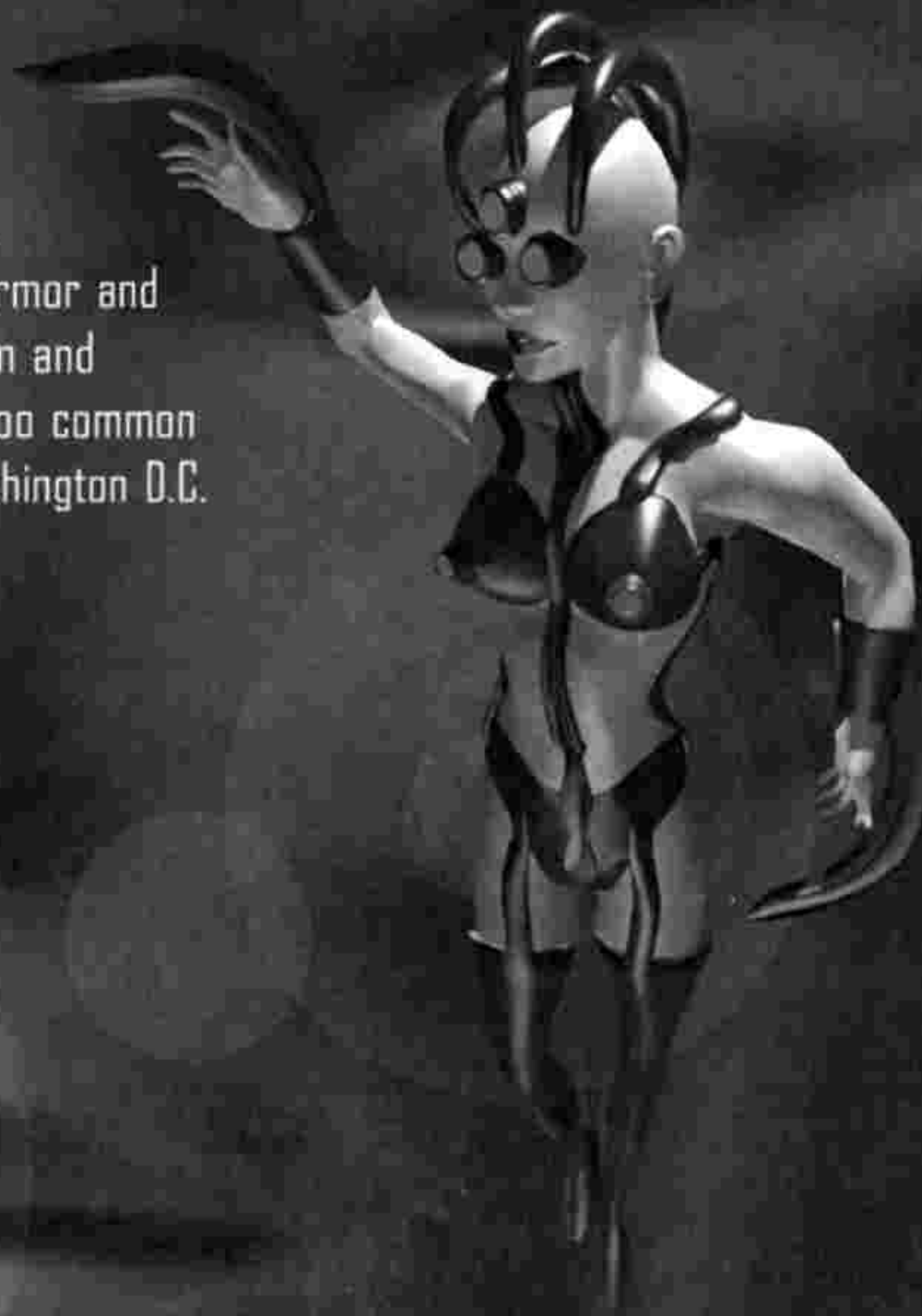
Converted Cockroach "HyperRoach"

Even the vermin scuttling underfoot has risen up in the tide of cybernetic beasts that have rallied against humankind. Swollen with power and ultra-fast, these insect conversions chew and spit a glowing red toxic resin at any organic material. These disgusting creatures can even outrun the Steel Harbinger.



Converted Females "Mother"

Like their offspring, these former mutations have been redesigned by the conversion Plague to attend to sinister tasks of death and mayhem. Endowed with a strange glistening armor and whistling blades which can be thrown and recovered, these "Mothers" are all too common in the toxic slums of devastated Washington D.C.





Laser Orbs

Purely fabricated by the alien conversion Plague, these strange devices float a few feet above the ground and allow converted laser satellites in orbit to train their fierce beams down onto targets on the surface of the planet. Very tough to damage and capable of unleashing the pure energy of orbital lasers without warning.

TEAM HARBINGER

Original Concept
Game Design

Programming
Art
Maps
Executive Producer
Associate Producer
Technical Producer
Director of Entertainment
Additional Art
Steel Harbinger Design
Storyboards

QA

CINEMATIC PRODUCTION

Visual Effects
Executive Producer
Producer
Director
Associate Producer
Modeling Animation
Digital Animation
Composites & Digital Effects

CAST

Miranda Bowen/Steel Harbinger
Dr. Bowen
Scientists

Perp a Goo Woman
Perp a Goo Narrator
Marines

Towns Person
Mexican Commando
Commander
Jeff Darling
Infantry Soldiers
Balding Man
Child at Mt. Rushmore
Townspersons
TV Educator
Dakota Write
Headworms Narrator

Bill Stanton
Ken Brose, Jeff Davies, Mark Flitman, Brian Greenstone,
Dean Lee, Colin Silverman, Peter Lipson, Scott Harper,
Duncan Knarr, Linda Norton, Bill Stanton
Brian Greenstone, Jeff Davies, Peter Lipson, Dave Rudolph
Ken Brose, Scott Harper, Duncan Knarr, Bill Stanton
Colin Silverman, Dean Lee, Scott Harper
Mark Flitman
Linda Norton
Colin Silverman
Peter Lipson
Dean Lee, Tara Packard
Dave Johnson, Bill Stanton
Quentin Westcott

Wayne Wilkinson, Judd Hollander, Scott Van Schoick,
Hugh Mason, Buck Irving, Daryl A. Bunting

Golden Gate Studios in conjunction with Omega Productions

Digital Phenomena

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Joe Matulich

Timothy Armstrong

Angela Ford

Yann Bertaud

Johah Loop, Peter Clay

Jamie Clay, Roger Clay, Jonah Loop, Michele Matossian,

Robert Prokopp, Karl Raade

Wendi Buboltz

Edward Laurence Albert

Bryan Adachi, Raymon Allen, Carolyn Bates,

Nino Degennaro, Constance Hammock, Michael Jones

Darlene Brock

James Cunningham

Steven Brown, Tom Dryden, Eversley Forte, Mitchell Garvin,

Michael Greggans, Boris Mackovic, Anthony Snow, Alvin Ziegler

Ron Cacas

George Castillo

Russ Christoff

James Cunningham

Michele Echols, Eversley Forte, Mitchell Garvin, Anthony Snow

Zack Edison

Lexi Fisher

Michael Greggans, Kate Hamon, Hyla Haydon, William Walls

Marcos Gutierrez

Corie Henninger

Corie Henninger

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Bespectacled Towns Person
Dr. Lamothe
Woman on Beach
Mouse in Lab
Father at Mt. Rushmore
Mother at Mt. Rushmore
Pod Proof Storage Salesman

CINEMA PRODUCTION CREW

Assistant Director
Director of Photography
Director of Visual Effects
Editor
Matte Engineer
Sound Engineer
Boom Operator
Gaffer
Key Grip
Best Boy
Grip
Interns to Grip and Lighting
Production Assistant
Script Supervisor
Second A.D.
Interns to A.D.
Teleprompter Operator
Costume Designers &
Wardrobe Stylist
Wardrobe Assistant
Makeup Artist
Makeup Assistant
Props
Contact Lenses
Eye Technician
Casting
Catering

MUSIC & SOUND

Music Composed and Performed by
Produced by
Audio Post & Sound Effects for Cinematic
Sound Effect Sample Editing

MINDSCAPE MARKETING

SPECIAL THANKS

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Mike Pummel
Rich Goldman
Mike Pummel
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Mike Lustenberger, Ruth Weston, Jeff Shirk

Sandra Shepard

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DARE DEVIL DERBY™

The totally slamming multi-player racing game. Drive yourself crazy in outrageous 3-D worlds. Sure it's good, clean racing fun. Just watch out for the dirty tricks.



Available Spring 1997 for your PlayStation™ Game Console

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More than 50 super-dudes and dudesses all in one place. Doom, Hulk 2099, Spider-Man 2099 – to name just a few. Select your team of shockin' mutants, then wage battle against super-villain Anthony Herod.



SECTION

26



NOTES



TECHNICAL SUPPORT

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Novato, CA 94945

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Automated 800 Service (800) 409-1497

This service can help you to find your own answers at no charge!

America Online Keyword: MINDSCAPE

CompuServe: GO MINDSCAPE

Internet: mscape@aol.com

For technical support in Europe, please contact:

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West Sussex, RH15 9PQ

England, United Kingdom

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When calling from inside the UK:

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Telephone: 01444 239600

(Monday - Friday, 09:30 - 13:00 hours and 14:00 - 16:30 hours)

For technical support in Australia and New Zealand, please contact:

Mindscape, Inc.

5/6 Gladstone Road

Castle Hill, New South Wales

Australia 2154

FAX: 02 8992348

Telephone: 02 8992277

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