

MIB



MEN IN BLACK™ THE GAME



MIB



MEN IN BLACK™
THE GAME

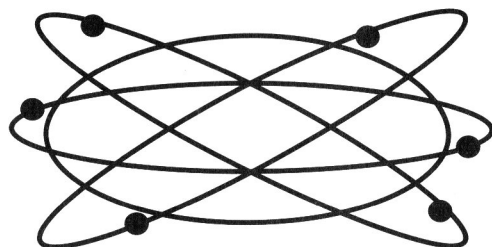
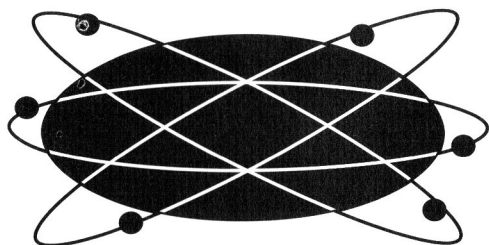
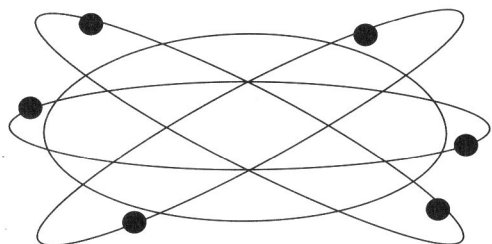


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SYSTEM REQUIREMENTS

PC CD-ROM
Pentium® 100 MHz or better
Windows® 95
16 MB minimum RAM
Quad-speed CD-ROM drive
2 MB Video memory
10 MB free disk space
Soundblaster-16 or comparable

INSTALLING MEN IN BLACK

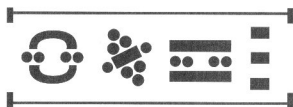
Windows 95 Installation

1. Start Windows 95
2. Insert Men In Black disk into your CD-ROM drive
3. Follow the on-screen instructions

If you do not have AutoPlay enabled

1. Go to the Start menu
2. Select Run
3. In the dialog box type D:\setup
4. Press Enter
5. Once it is installed you can access it from the start menu

TECHNICAL SUPPORT: 1-888-774-6918



MEN IN BLACK

Official Agent's Manual

You'll conform to the identity we give you.

You will have no identifying marks of any kind.

You will not stand out in any way.

Your entire image is crafted to leave no lasting memory.

You're a rumor, recognizable only as déjà vu.

You don't exist; you were never born.

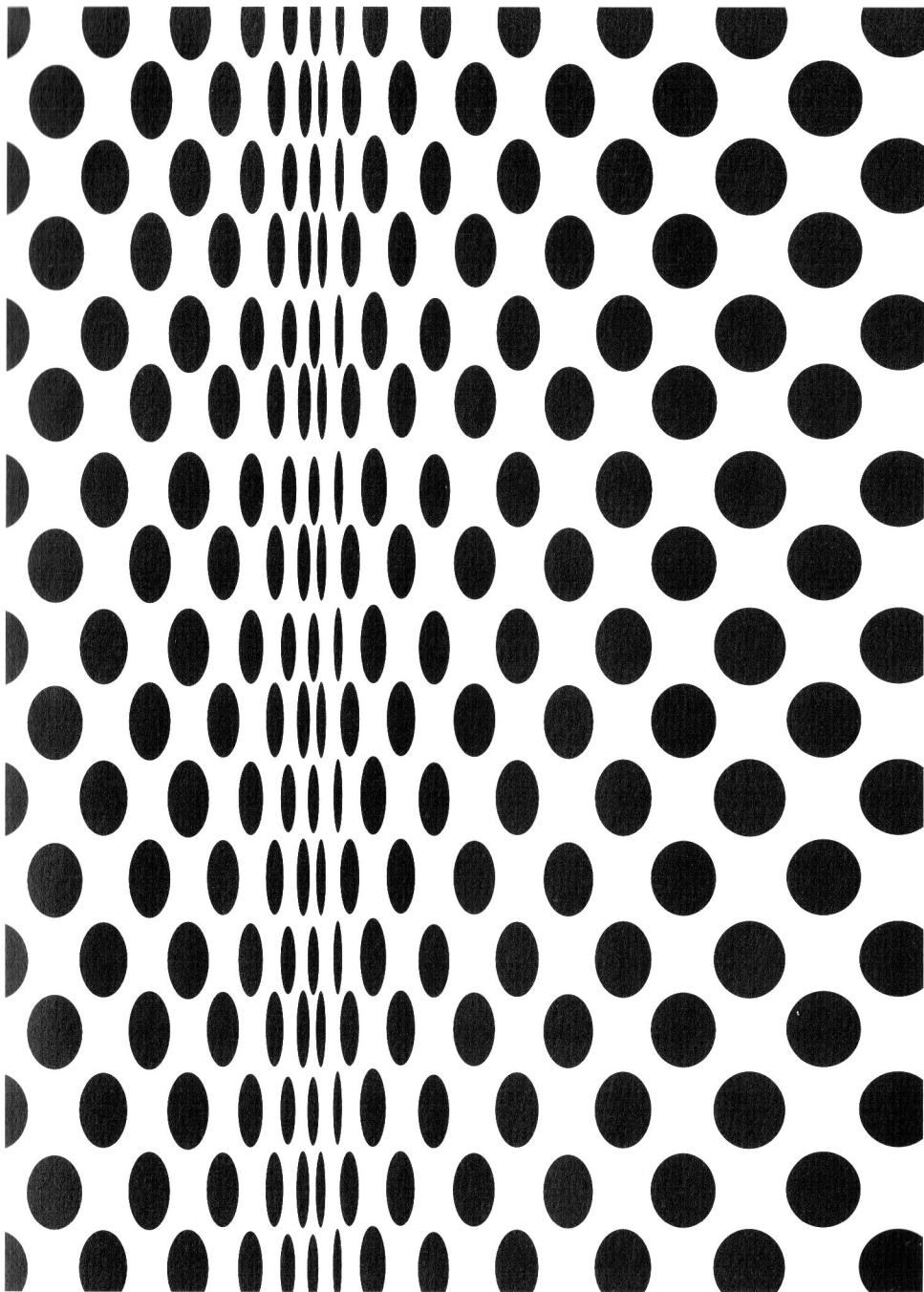
Anonymity is your name.

Silence is your native tongue.

You are no longer part of the system.

We're above the system. Over it. Beyond it.

We are the Men in Black.

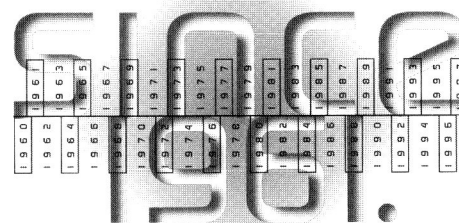


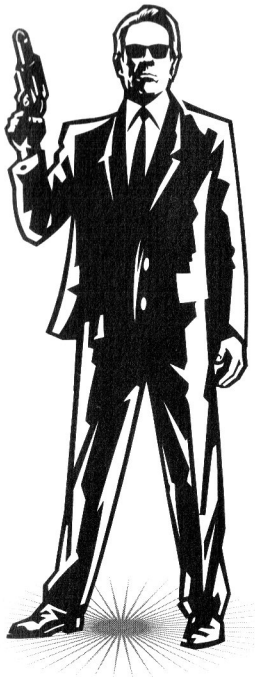
MIB BACKGROUND

In the mid-1950s, the American government began a small, underfunded agency, the purpose of which was to establish contact with races not of this Earth. The agency became known as the “Men in Black”, in reference to the simple dress code required of its agents. Only a handful of insiders knew of the agency’s existence, and of those, only a few took it seriously.

All this changed on March 2, 1961 when an alien race made contact with seven MiB agents, one amateur astronomer, and one bystander in a wooded area outside New York City. Operating wholly outside the jurisdiction or knowledge of any government, MiB had to find ways of funding itself. Over the years they established lucrative patents on benign alien innovations such as Velcro[™], cubic puzzle games, and sneaker phones.

Years later, they have become the stuff of urban legend, a sense of déjà vu, a whisper, and a rumor among people who are seldom believed. They are men and women without a past. They are intergalactic border patrolmen and immigration officers. They are our first and last line of defense against forces that defy our imagination. They are the Men in Black, and they have one job responsibility that eclipses all others: Protecting the Earth from the Scum of the Universe.





THE PLAYERS

As an agent of the Men in Black, you have the choice of playing any one of the three main protagonists from the film:

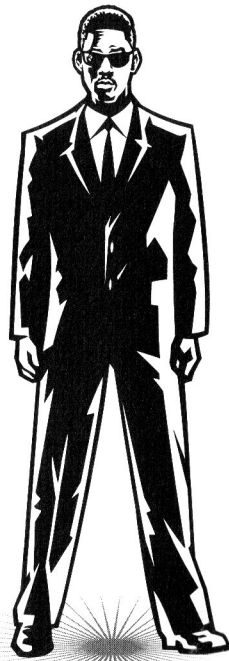
- **Agent K** (birth name: Kevin Cunningham), a career Man in Black who is also the organization's most experienced agent.
- **Agent J** (birth name: James Edwards), an ex-New York City cop.
- **Agent L** (birth name: Laurel Weaver), the former coroner who became the first female MiB agent. Second most neuralized human being of all time.

THE MISSIONS

In this game universe, your quick reflexes and street smarts are put to the test as you battle every variety of alien from the lowliest drone to the most sinister and monstrous kingpin. Yet, as your travels take you from the Arctic to the Amazon and around the world, your greatest challenge will be connecting the seemingly disparate elements in a grand scheme that only you can solve and stop.

New York City: The Initiation of James Edwards

You control James Edwards, a wisecracking



young New York City detective who has just been dispatched to investigate a possible burglary in progress at a tenement apartment building.

This is one weird burglary call, even for New York. And after it is over, James Edwards will have new clothes, new friends, and a brand new identity.

Men in Black Headquarters: Battery Park, New York City, USA

The thirty-year-old headquarters of the Men in Black is designed to look like an office of the future, but it seems that future was to extend no farther than 1975. Glistening surfaces and egg-recliners give this place a decidedly dated feel.

You will return to Headquarters between each Mission. HQ contains:

- **A Shooting Gallery:** Where you'll learn to use all the weapons in the MiB arsenal, and will be tested in your jumping and hand-to-hand combat skills.
- **A Briefing Room:** You'll select which agent you want to use and get advice from your MiB superior.
- **Transport Area:** Where you'll board different modes of transportation to get you around the world.



MISSION 1: At The Arctic Weather Station

This mission takes you to the top of the world, to a lonely weather station above the Arctic Circle where communications have recently gone down. A superior MiB officer has advised you that another MiB



agent was sent earlier and hasn't yet reported back. This is supposed to be a simple mission fit for a rookie. At least that's what the man said.

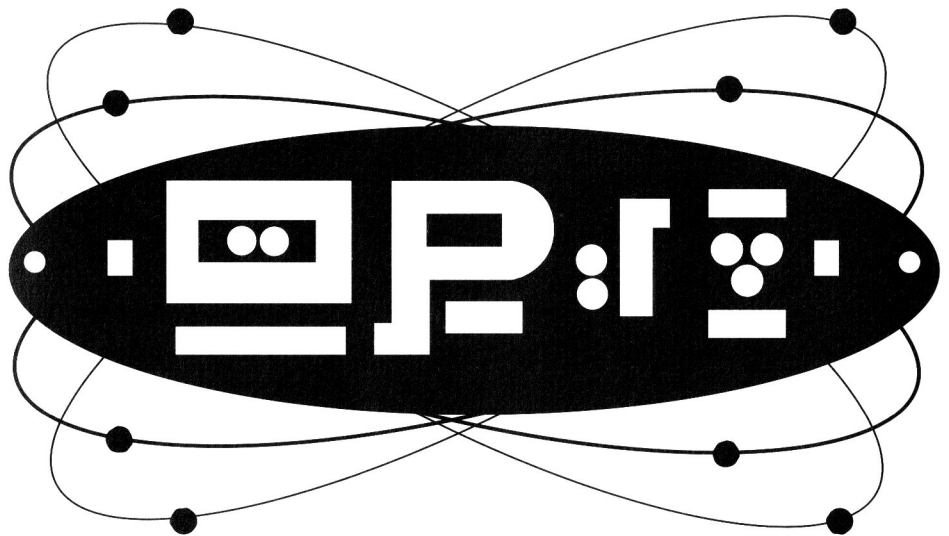
MISSION 2: Cara del Diablo: "A Company Town"

This time it's off to a slightly warmer destination, the dense jungles of the Amazon River valley. It seems the residents of this town believe a mythical creature called a Chupacabra is killing people in the mines. This is a town with many dark secrets, a place where bad sentiment runs high. And they don't like foreigners in nice black suits.

MISSION 3: The Estate of Skip Frales

Skip Frales is one of the richest men in the world. It seems that his technology is propelling the world into a dynamic new age of communications. Everyone marvels at how young Skip Frales was when he transformed a garage operation manufacturing personal computers into one of the world's biggest multinationals.

Some guys have all the luck, or is it, all the help?



CONTROLS

Familiarize yourself with the following keyboard controls before starting. If at any time during the game you need a refresher course, hit **[F1]** to see a guide to the controls.

KEYBOARD LAYOUT

↑

↓

←

→

WALK FORWARD

WALK BACKWARD

TURN LEFT

TURN RIGHT

SHIFT ↑

SHIFT ↓

SHIFT ←

SHIFT →

RUN FORWARD

RUN BACKWARD

QUICK TURN LEFT

QUICK TURN RIGHT

CTRL ↑

CTRL ←

CTRL →

JUMP FORWARD/UP

JUMP LEFT

JUMP RIGHT

ALT ↑

ALT ←

ALT →

ALT ↓

ATTACK KICK

ATTACK LEFT

ATTACK RIGHT

BLOCK

CTRL ALT ←

CTRL ALT →

DODGE LEFT

DODGE RIGHT

CAPS

INS

DEL

HOME & END

PG UP & PG DWN

1 - 0

SPACE

INVENTORY SCREEN

TOGGLE ICONS

DROP ITEM

CYCLE WEAPONS

CYCLE ITEMS

SELECT WEAPON

USE/PICKUP

ESC MAIN

F1 CONTROLS

F2 OPTIONS

F9 LOAD

F10 SAVE

The Inventory Screen is accessed using the **[Caps Lock]** key. To turn it off, hit **[Esc]** key. Note the use of the **[Insert]** key for seeing inventory items without using the inventory screen, useful for easily knowing what is in your hand, what type of weapon you are using, and how many rounds of ammo are left in that weapon. Simply hit the **[Insert]** key to see an icon representing your weapon type in the lower left corner of the screen; in the lower right corner of the screen is the icon telling you what you have in your other hand (keys, slide cards, etc.) Use the **[Page Up]** and **[Page Down]** keys to scroll through these inventory items.

Walking

The arrow keys will allow you to move in the desired direction

Running

The **[Shift]** key will put you in run mode. While holding the **[Shift]** key:

- Press the up arrow to run forward
- Press the left or right arrows to turn quickly

Jumping

The **[Ctrl]** key will put you in jump mode. While holding the **[Ctrl]** key:

- Press the up arrow to jump forward
- Press the right and left arrows to jump sideways

Combat

The **[Alt]** key will put you into attack mode. While holding the **[Alt]** key:

No weapon in hand

- Press the up arrow to kick
- Press the left and right arrows to punch
- Press the down arrow to block
- Pressing the **[Ctrl]** key along with the left and right arrow keys will cause your character to dodge left and right

With a weapon in hand

- Press the up arrow to fire your weapon
- Press the left and right arrows to turn and aim

Take note

- You cannot kick or punch if you are holding a weapon.
- You may hold a weapon in one hand and an inventory item in the other hand.



Selecting Weapon

- To cycle through your weapons, use the **[Home]** and **[End]** keys
- To select a particular weapon, use the number keys 1-9.

Inventory

- To cycle through your inventory, use the **[Page Up]** and **[Page Down]** keys.
- To use an inventory item press the space bar while holding the item. To drop an inventory item press the **[Delete]** key.

Navigation

- To open doors, press the space bar while facing the door. If the door is locked, you may need to use a key on it.
- To use a key, cycle through your inventory until you are holding the correct key, then face the door and press the space bar.

Examine Items

- To examine things in the room (where available), face the item and press the space bar.
- Sometimes you will be able to manipulate the item you are examining by using the mouse.
- To pick up an item, press the space bar while you are near the item.



nothing is what it seems

TIPS

TIP - Smell the roses and rob the bodies: A good agent always takes the time to investigate closely, so look around. If you vanquish a foe go ahead and search that body for anything that might be useful. Weapons, ammunition, keys — all of these items can be found on defeated bad guys.

TIP - Your health is all that matters: Watch your health bar, and your enemy's health bar. Yours is the red one in the upper left corner of the screen, and the **[Insert Key]** toggles it on and off. Your enemy's health bar will appear in blue in the upper right corner of the screen when you inflict damage on him, or her (or it?). Health Objects (shaped like first aid kits) are crucial, so always stop to pick one up. Also, Health can only be used via the Inventory Screen. To "power up" hit **[Caps Lock]** then click on the icon for the Health Object.

TIP - Reading is fun, reading is good: Tabloid newspapers, love letters, notes, and memos are a window into the mystery that is unfolding, and necessary for you to complete your mission.

TIP - Be a good listener: Even in the ramblings of a crazy man you may find something of value: information, warnings, clues to the conspiracy. And listen to your agent, as he or she will have insight into what is happening around you.

TIP - Eat your vegetables: Vegetable matter is a fundamental component of a healthy, balanced human diet. Though there are no

vegetables in this game, the developers and publishers would like to encourage you gamers to eat right. We recommend Asparagus. Asparagus: It's Green and Good.

WEAPON DESCRIPTIONS

Standard Side Arm

This is the standard sidearm presented to all MiB agents and is the first weapon new agents are permitted to carry. Like all MiB weapons, the Standard is powered by a removable energy cell which fits into its handle like a normal ammo clip. These guns are much faster than the six-shot revolving barrel blasters formerly used by MiB agents, and is still carried by some old timers.



With the introduction of advanced alien weaponry in the mid-1980's it became apparent that the Men in Black were outgunned by many of the unregistered whom they were trying to apprehend. After much internal debate, it was argued that agents should be able to carry an automatic blaster, hence the upgrade to the Standard Side Arm. In 1989, because of pressure from agents in the Los Angeles bureau, it was determined that agents could carry all classes of weaponry up to and including the Pulse series.

Noisy Cricket

The Cricket was introduced because of the desire of some MiB agents to have a concealable weapon which was not going to be noticed by potential enemies, or normal Earth citizenry. Crickets are small, but powerful.

Some MiB initiates have underestimated the power of the Cricket. The weapon produces a kick that can propel a person several feet backward. For this reason, cranked-up Crickets were sometimes given to new MiB agents and older agents would take bets on how far the “newbie” would fly. This “ritual” has since been discouraged.

Series 4 De-Atomizer

The Series 4 De-Atomizer is the logical extension of the Standard Issue Sidearm. The De-Atomizer fires several energy bursts with each pull of the trigger, and is the fastest blasting pistol yet devised. For many years it was believed that hand-held blasters could never fire multiple shots per second because of overheating and the threat of catastrophic explosion. Internal cooling systems have helped reduce the chances for such an occurrence, and MiB agents now compliment the De-Atomizer on its usability and its stylish look.

Pulsar Blaster

The single-barrel Pulsar was the first weapon in the pulse class to be introduced to MiB. Pulse weapons emit powerful blasts of compressed energy, and thus cause substantially more damage than most known weapons. Pulse weaponry has been used in various interstellar combat theaters to shoot down low flying space vehicles. Though the guns in this weapon class are not typically used against single persons or aliens, they have at times been deployed in emergency situations involving certain hostile non-Terran species, most notably those of the “Bug” class.



Pulsar Arm Cannon

This three-barreled member of the pulse family is the most destructive infantry weapon ever to find its way to Earth. Only the most experienced MiB weapon handlers are permitted to carry or operate the Arm Cannon. Though it has never been proven, it is suspected within the department that an errant blast from one of these weapons brought down the first SkyLab in the late 1970s.

The Reverberating Carbonizer

The Reverberating Carbonizer is a common weapon in the galaxy because of its adaptability and ease of use. Carbonizers contain a core of organic, semi-intelligent matter, which modifies the energy of the power cell into several forms. The Carbonizer emits toxic fumes that can vaporize human flesh in less than 12 seconds.

MiB agents have carried Carbonizers in the past, but their use is discouraged within the organization because of fatal flaws in the design of some earlier Carbonizer models. In 1981, a batch of faulty Carbonizers became sentient and rebelled against their owners. A different batch proved to be non-confrontational and would do nothing but emit calming music. The newest Carbonizers have none of these bugs, but the unpredictability of the line has soured the weapon's reputation within MiB.

Neuralizers

Neuralizers are used by MiB agents to erase the memories of human citizens who have witnessed illicit alien activity. Neuralizers block memory impulses in the human brain, rendering human subjects motionless and confused for several moments. Due to budget cuts, Neuralizers are now being issued to agents with a limited power cell. Agents are urged to use them sparingly. Neuralizers have no effect on non-Terran species.





THE ALIENS

Manitobas

The support personnel to the Milky Way, these lithium-based life forms are common throughout the galaxy in part because of their willingness to work in almost any field, often in the service industry and in clerical positions. Though normally a law-abiding and punctual race, they can be lured into criminal enterprises when offered a competitive salary and the chance for advancement. Once a part of such factions, they are usually relegated to entry-level positions, most often as guards or junior-grade technicians. Manitobas were initially attracted to Earth because of the abundance of caffeine, a drug that is illegal but extremely popular on their home planet.

Chubbies

This derisive term for one of the most common resident alien races was at first discouraged within the department. Still, because “Chubby” accurately describes the girth and appearance of the species in question, the designation has stuck and its use is now tolerated, except in official memoranda.

Chubbies are intelligent creatures, if unrefined by our standards. They are often employed as crewmen aboard merchant space freighters and often come to Earth on shore leave. On such occasions, these interstellar sailors have caused problems, getting into brawls with each other while consuming huge quantities of food and often ignoring MiB guidelines by not keeping a low profile around humans. In 1981, a group of vacationing Chubbies invaded an “All-U-Can-Eat” buffet in Akron, Ohio and became indignant when the owner accused them of “flaunting the rules”.

Coyames

Coyames are a samarium-based alien species often engaged in nefarious enterprises, though there are exceptions. Large and brutish, these creatures are possessed of great strength and have the uncanny ability to fold themselves into smaller shapes, and thus can disguise themselves as human beings.



Because of their penchant for camouflage, this species is good at infiltrating other planets, including Earth. Coyames have been known to impersonate migrant workers, politicians and even photocopier salesmen.

Roswells

Sometimes called Grays, this osmium-based life form was apparently one of the first to visit Earth, and is the one most often seen and reported by civilians, despite the vigilance of the Men in Black.

The majority of Roswells are kind, sharing creatures, but there are notable exceptions to this rule. A sub-group of Roswells, known within the department as Probers for reasons which have received much publicity in the tabloid press and need not be elaborated upon, have often abducted and studied members of less advanced races. Probers are suspected of conducting countless experiments on human beings, some small in scale, others with a much larger scope. Though it has not been proven, Roswells are suspected of engineering the bizarre rise to power of Gerald R. Ford, the 38th President of the United States, simply to see if it could be done.

Bugs

Bugs are the scourge of the galaxy, feeding off war and chaos and promoting the same as a means of self-preservation. Bugs are intelligent, though they are possessed of an overwhelming inferiority complex. They are enormous, heavily armored, and exceedingly dangerous. They most often work alone, but will be part of a larger team provided the end result of the endeavor is to wreak havoc, and thus increase their place in the world.

Like Coyames, Bugs have the ability to fold themselves into smaller shapes and have sometimes impersonated human beings. Bugs do not often use weapons since their whole body is essentially a weapon.

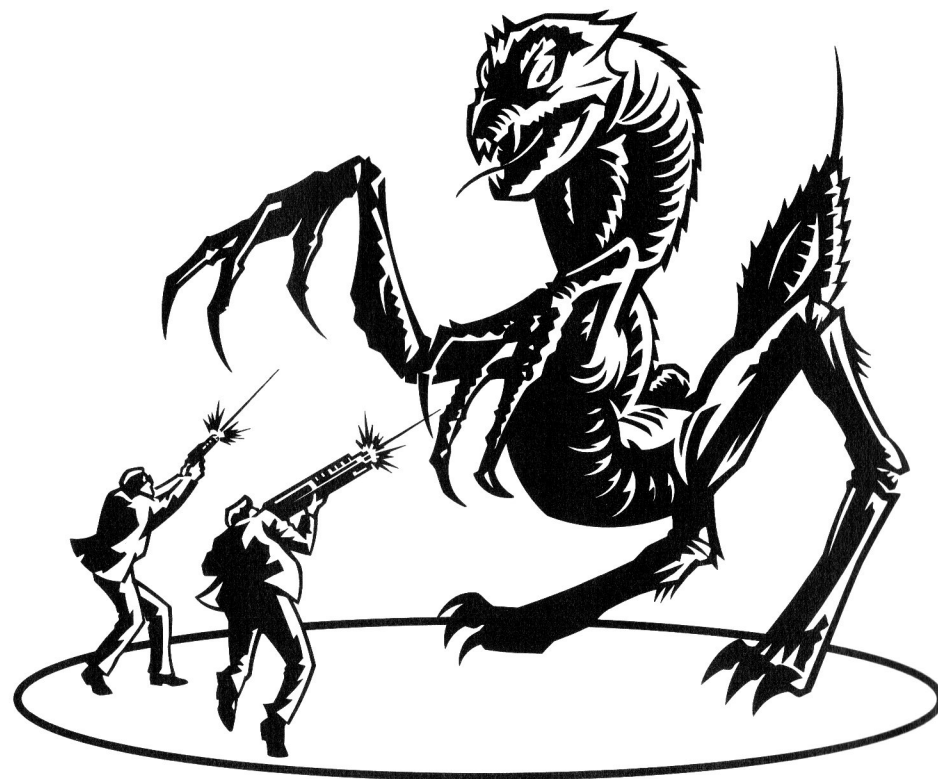


Swiping claws, a stinger, and snapping fangs are enough to render most opponents thoroughly dead in a matter of seconds.

Sentinels

Only recently discovered, Sentinels are semi-organic machines which are sometimes used as guards in illegal alien bases. Though made from an alien material, evidence suggests they may have been manufactured here on Earth. Sentinels are rumored to be cheap to make, and loyal, if unintelligent.

Only one model type of Sentinels has to this date been observed by MiB agents, but upgraded versions with enhanced capabilities may exist.



MEN IN BLACK: THE GAME CREDITS

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