HEXPLORE ™

HEXPLORE

Minimum System Requirements

- IBM PC Pentium 100 MHz or 100 % compatible
  - 5 MB free space on hard disk
  - 16 MB RAM
  - CD-ROM Drive 4x
  - SoundBlaster Sound Card 16 bits or compatible
- SVGA Video Card
- Windows® 95/98

ALWAYS TAKE THE FOLLOWING PRECAUTIONS WHEN PLAYING COMPUTER GAMES.

Play as far back from the screen as possible. Use a screen as small as possible.

Avoid playing when you are tired or when you have not had enough sleep. Make sure that the room you are playing in is well lit.

When playing, always take a 10-15 minute break for every hour you play.

Game Installation

Put the CD in your CD-ROM drive. Wait for the installation window to appear. To install HEXPLORE, follow the instructions on the screen.

NOTE: If the instruction window does not appear on the screen after you insert the HEXPLORE CD-ROM in the drive, double click on the hard drive icon on your desktop and then double click the HEXPLORE icon to reach the installation menu.

After installation, you will be asked to install the program DirectX. If this program is already installed on your computer, it is not necessary to reinstall, unless you are not sure which version you have, in which case reinstallation is recommended.

Starting the Game

When installation is completed, a program group (normally HEXPLORE) will have been created; it contains 6 icons:

- Click on the "Play Hexplore" icon to start a 1-player game.
- Click on the "Play Hexplore Multiplayer" icon to start the game in multiplayer mode.
- Click on the "Uninstall Hexplore" icon to uninstall the game.
- Click on "Heat," "Engage" or "Zone."
- Click on the "ReadMe" icon to read the last minute changes.

Attention: You must leave the CD-ROM in the drive while you play the game.

NOTE: If your CD-ROM drive is configured for "AutoRun," the game will start automatically the next time you insert the CD.

Frequently Asked Questions

Do I need a 3-D accelerators or MMX CPU?
No, the game is built on our special 3-D engine, and does not require any hardware acceleration.

Does Hexplore support multiplayer?
Yes. Hexplore is a totally cooperative multiplayer game. The multiplayer and single player games are based on exactly the same story, and you will be able to play in the multiplayer mode from 2 to 4 players with a direct link.

What is a direct link?
Play in direct link means that you use a direct connection between 2 to 4 players. The player who starts the game will host the game and other players can join it. This applies to when playing through IP address, modem or IPX.

What does IPX mean?
IPX is a connection allowing you to play (using "direct link") on a local area network.

What about TCP/IP?
TCP/IP is an Internet protocol which provides an individual computer a separately and unique address on the Internet.

How does the Multiplayer actually work?
Up to 4 people can play Hexplore. Each must have a copy of the full game. If the players start the game together, each of them would generate a new character.
You will not be able to enter the game if it is already underway even with fewer than four players. You will have to start the game together.

How is the gameplay while in the Mltiplayer mode?
The gameplay is essentially the same as in the single player mode. The difference is that you play with other people. Each character will have special assignments related to his/her personal skills to finish the quest.

How is the gameplay while in the single player mode?
You will have a lot of fun playing as a single player. Hexplore offers you hundreds of maps to explore, 70 hours of minimum gameplay, 120 evolutive weapons, 7,000 monsters including more than 15 bosses, and more! Although, the single player mode may be more challenging to play at the beginning because you have to manage 4 characters at the same time.

Can I play Hexplore online?
Absolutely. Hexplore is one of the first real OFF- and ONLINE Role-Playing Game.
You have three choices of the mode to play Hexplore:
- Single player mode
- Multiplayer mode via Internet with a TCP/IP
- Multiplayer mode via IPX online connection

You will be able to play on the multiplayer mode on any of the three major Internet matchmaking service sites with which Infogrames has agreements:

HEAT.NET
www.heat.net

ENGAGE games online
www.gamesonline.com

INTERNET GAMING ZONE
www.zone.com

You will be able to play directly on Heat.net and Internet Gaming Zone while Engage Games Online offers you selections of providers to play on.

Do you have Hexplore web site?
Yes, please visit:
www.hexplore.net

Playing Hexplore on the Internet

You can play Hexplore in the Multiplayer mode on the Internet with any of the following top multiplayer gaming sites:

www.heat.net   www.gamesonline.com   www.zone.com

By clicking on Start — Programs — Hexplore, you will see three different ways to play multiplayer on the Internet:

By clicking on "Engage Games Online"

- You will reach an Infogrames web page.
- You will see a list of gaming site providers where you can play in the multiplayer mode.
- Select one by clicking on your selection, sign up (if necessary) and play.

By clicking on "Heat.net"

- You will reach an Infogrames web page.
- Sign up if you are not a member yet.
- Download the "Katalyst" (Heat Software is needed for gameplay over the Internet on Heat).
- Play...

By clicking on "Internet Gaming Zone"

- You will reach an Infogrames web page.
- Sign up if you are not a member yet.
- Play...

Please refer to page 27 for $5.00 Rebate!

Playing Hexplore Online

Hexplore gives you the option of playing in multiplayer mode (from 2 to 4 players) by serial connection, modem, local network (IPX) or on the Internet (TCP/IP). To start Hexplore in multiplayer mode, select the "Play Hexplore Multiplayer" icon in the Hexplore program group.

When you see the first dialogue box, choose the type of connection that you want (serial, modem, IPX or TCP/IP) then click OK. Next, enter your name or the nickname that you want to use and click on:

- "Join" if you want to join a game in progress.

  (In TCP/IP connections, when you select "Join," the program will ask you to enter the IP address of the person who started the game that you wish to join.)

- "Start" if you want to start a new game.

WAITING ROOM

After selecting your type of connection, you will enter a waiting room where the game creator can start the game as soon as at least one person joins.

FORMING THE TEAM

Only the game creator (player 1) can modify the assignment of the characters (adventurer, archer, warrior and magician) to each on-line player as well as the starting level of the game (the Book and the Chapter).

Note: You can communicate at all times with the other players by typing your message and pressing the Enter key to send your message.

CHOICE OF CHARACTERS

According to the character(s) that you'll manage, choose (using the arrows) the hero that you want to integrate into the team and then confirm your selection. The game starts when all the players have validated.

NOTES ON SAVING AN ON-LINE GAME:
With on-line games, you can save the characteristics of your hero(es) at any time. If you wish to use the same hero for your next on-line game, his characteristics (life gauge, skills, weapons and inventory) will be loaded automatically.

It is the year 1000, in a world of magic, of secret brotherhoods, lost treasures, and forgotten kingdoms, and the incredible epic of Mac Bride, the hero of Hexplore, begins.

Full of ardour and ambition, this young adventurer, accompanied by a troop of Templar Knights, leaves for the Crusades in the distant lands of the Middle East.

But this voyage is to be interrupted in the heart of the barbaric and savage Carpathian region. It is in this hostile land where a great number of travellers will be slaughtered by a horde of bloody monsters, their loathsome

violence crushing one of the most legendary orders in the whole history of Chivalry. This shadowy army, descending directly from the mountains, has been sent by a dark and evil lord, the mere mention of whose name is enough to terrify the entire population of the neighbouring lands.

Garkham is his name and black magic his speciality. Renowned as a powerful wizard who communicates directly with the dead, he lives in a gigantic fortress bound to the side of a barren snow-topped mountain, overhanging a village whose inhabitants he holds in thrall.

Many see him as the Devil, others as the head of a secret guild of powerful practitioners of the black arts. All recognise the supreme power of his magic.

Having been knocked unconscious at the beginning of the combat, Mac Bride wakes up several hours later to find himself at the perimeter of his encampment, just as the last monsters are plundering the victims of this grizzly massacre. The few who survive are being taken off to Garkham's castle.

Mac Bride now has the task of rescuing them, together with the companions he is to find on the way.
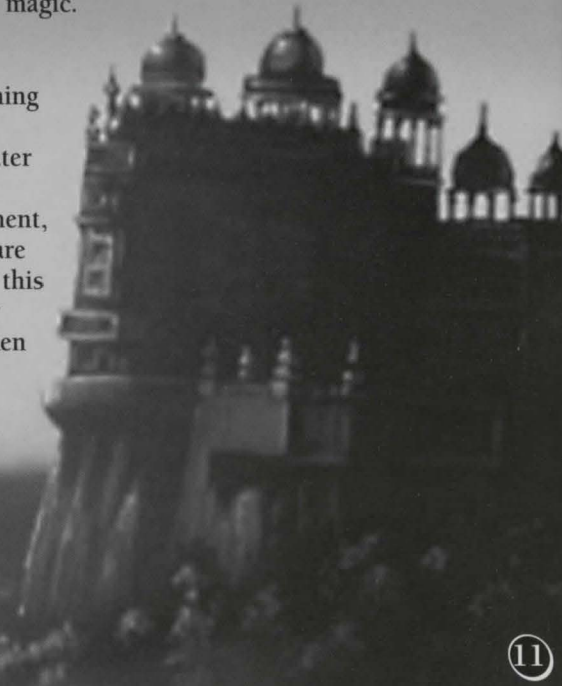
Game Screen

A: MINI-MAP
This permits you to have an overall view of the area that you are exploring.

B: CHARACTER SELECTION BAR
The four people in your team are represented here. Of course, at the beginning of the adventure only the adventurer Mac Bride will be available.


The red number in the upper left corner indicates the life level of the character. The blue number in the upper right corner indicates his experience level.

The actions of a hero are symbolised on the bottom left of the box:

1: the hero is waiting.
2: the hero is moving.
3: the hero is fighting.
4: the hero is conversing.

When the option "Stand-Ground" is selected, the character attacks without moving any of the enemies who come within range of his weapon.
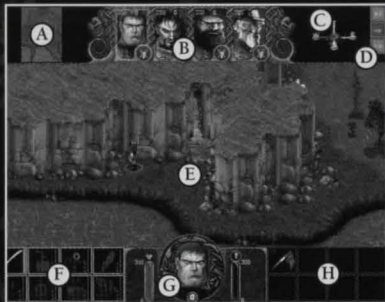
C: THE COMPASS
It helps you to keep your orientation when rotating the landscape.

D: SPEED OF MOVEMENT
Three speeds are possible: slow, normal and rapid. You can change speeds at any time during the game.
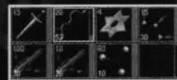
E: GAME SCREEN
This is where the heroes will face their most dangerous obstacles in order to find the Book of Hexplore.

F: WEAPONS INVENTORY
The weapons that the heroes already possess when you recruit them (plus those which you find on the way) are kept here. For more details, consult "Weapons and Objects."
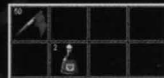
G: SELECTED CHARACTER
Life and experience indicators of the person selected or of the leader. For more details, consult "Life and Experience of the Characters."

H: OBJECTS INVENTORY
The objects that the heroes already possess when you recruit them (plus those which you find on the way) are kept here. For more details, consult "Weapons and Objects."

Command your Heroes

HEXPLORE is played for the most part with the mouse, however certain commands are also possible with the keyboard.

MOUSE COMMANDS

GAME SCREEN

Left click: movement of the person(s) selected.

Right click with mouse movement: rotation of the map.

Left click on enemy: movement and attack enemy (with selected weapon).

Right click on enemy: attack without moving.

MINI-MAP

Left click: zoom in / zoom out

Right Click: the camera is automatically focused on this spot

CHARACTER BAR

Left click on a person: selects the person leading the team.

Left click on a person already selected (leader): selects other people in addition to leader.

Right click on leader: the camera is automatically focused on this person.

Right click on a non-leader: selects this character as a follower.

Left click on shield (it starts shining): the character defends a position without moving.

INVENTORY

Left click on a weapon: the weapon is selected for combat.

Right click on a weapon: the weapon is placed on the ground.

Left click on an object: the object is selected and can be used, thrown, or given to another person.

Right click on a potion: the person drinks the potion.

KEYBOARD COMMANDS

F2 : Save Game menu.

F3 : Load Game menu.

F11 : low/high resolution mode toggle.

Shift + left click : the person attacks from where he is.

CTRL : the person attacks from where he is.

Tab : zoom in/zoom out.

Enter : dialogue mode (multiplayer).

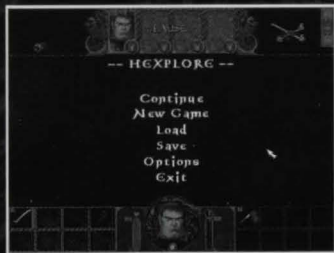1 , 2 , 3 , 4 : rapid selection of a person.

Spacebar : the selected persons drink a life potion (if they have one in their inventory).

Esc : return to main menu.

Arrows : map scrolling.

Page Up and Insert : map rotation.

Menus

You can access this menu by pressing the "Esc" key at any time in the game.

Continue: continue current game.

New Game: to start or restart a game from the beginning.

Load: play a saved game.

Save: save current game.

Options: display options menu.

**Exit:** exit the game.

OPTIONS MENU

Movements:

Sound of voices: heroes confirm your actions by different exclamations.

Sound of steps: heroes are silent so you can hear the music better.

Music Volume: change the music volume while playing.

Scrolling Speed: increase or decrease the landscape scrolling speed.

Brightness: permits you to have better visibility of game screen.

Low/High Resolution: adjust according to your computer's specification.
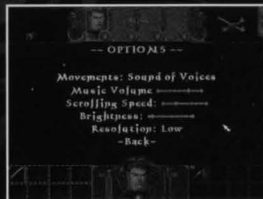
Weapons and Objects

Each character possesses his/her own personal weapons. At the beginning of the adventure the characters have one or two weapons; the others have to be discovered during the game.
Each weapon has different characteristics. Certain weapons are unlimited (like the adventurer's Katana); other weapons need ammunition (such as an archer's bow).

- The blue number shown on the upper left of a weapon represents the power of the weapon which varies with the skill level of the character

- The white number on the lower left of a weapon indicates the supply of ammunition that the character possesses. Ammunitions can be found during the game.

- To the right of a weapon, the stars represent the development level of the weapon. It can go from zero to three. The power of weapons increases with the hero's skill level.

- The red gauge symbolises the time it takes to recharge a weapon between each use.
Note: certain weapons recharge themselves instantaneously, others need more time.

When you find an object, click on it with the left mouse button and the hero that you command (or the leader of the group) will pick it up. This object will then be found in his inventory. In order to give an object to another character, select the object from your inventory (with the left mouse click) and then click (left again) on the character to whom you wish to give the object.
NB: A hero is able to carry weapons or ammunition that he cannot use himself (these will be stored in his object inventory). So if one of your heroes turns into a phantom, have another hero pick up these weapons and objects until you find a resurrection stone.

At the beginning of the adventure, the heroes only possess one object: the Tom Thumb Guide Mark. These flags will be very useful to mark out your route and important places (that will appear on your mini-map).

Characters

At the beginning of the game you control only one hero: Mac Bride, the adventurer who you will keep for the duration of the adventure. Later, you will form your team by recruiting an archer, a warrior and a magician from among the many characters you will meet during the first chapter of the game. It's up to you to choose your heroes based on their personal characteristics. Once your team is formed, you can still change it by exchanging one of your heroes for a character that you meet in the game, as long as he is part of the same class (you can't change a magician for an archer for example).

CHARACTERISTICS OF THE DIFFERENT CHARACTERS

The four classes of characters (adventurer, archer, warrior, magician) have distinct characteristics that help you to resolve the problems you are presented with in the game.

ADVENTURER: intelligent and works well with his hands - can fix any mechanism.

MAC BRIDE	Sex: Male	Age: 25	Origin: Scotland

Young and adventurous, he travelled south from the Scottish Highlands to join the Crusades. He became squire to the King of England's most famous knight who schooled him in the art of armed combat. A naturally intelligent fellow, he also developed technical talents, mastering almost all the mechanical systems known in the Western World.

ARCHERS: Both agile and skilful, they are able to make their way into the most inaccessible places.

DRULAK	Sex: Male	Age: 25	Origin: Celtic

Young and spirited, Drulak is a man who used to live in the great, deep Celtic forests. There, he grew to know the Elves who taught him the timeless skills of archery. He became a master archer and in his twentieth year, vowed to see the world, leaving for the Crusades in the company of the Crusaders.

KHAT	Sex: Female	Age: 20	Origin: American Indian

Brought up in the great forests of North America, Khat is a young, though practiced archer. She trained herself for many years by hunting fearsome predatory animals. Despite her young age, she possesses a broad experience of weapons and combat. After bidding farewell to her native tribe she set off to discover the world, leaving North America to cross into Northern Asia, from where destiny led her to the Carpathians.

TUEK	Sex: Male	Age: 30	Origin: Egyptian

Tuek is one of the most skilful archers in the whole of the southern continent. Having extensive experience of tracking prey in the challenging desert climate, he studied combat techniques to become a most effective fighter. Upon reaching maturity, he left his sandy origins to take part in the prestigious northern tournaments, where he won numerous contests, ranking him among the greatest fighters of his age.

YESDI	Sex: Female	Age: 25	Origin: Indian

From a lost and forgotten faraway land, Yesdi lived for a long time in the heart of a dense jungle. There she learned the art of hunting and became an expert in archery and hurling weapons. Victimised by an evil sect that appeared in her region, she left her native lands to voyage to the west.

WARRIORS : brave and daring, their great strength can open any portal...

VIGRAD	Sex: Male	Age: 35	Origin: Goth

Vigrad is an accomplished warrior who developed strong muscular arms in numerous legendary adventures across the land of Europe. After long years of wandering, he came back to his country of origin to find his land terrorised by the actions of an evil wizard named Garkham. For many years he has searched for other heroes to join him in order to drive this evil tyrant from his land.

DARKOR	Sex: Male	Age: 30	Origin: Pict

Darkor is one of the ancient Picts, native to the barbaric regions where war and upheaval are never-ending. At a very young age, he learned the art of survival by developing his combat skills, but growing tired of the barbarism of his compatriots, he left to find more civilised lands. His travels led him into new adventures and he discovered new ideas and values different from those of his native region: honesty and trust. Called on by one of his friends to go to Carpathians, he arrived just after his friend was killed by the tyrannical Garkham, lord of the region. He therefore decided to avenge the death of his friend by swearing to rid the world of the evil wizard.

TURGARRA	Sex: Female	Age: 30	Origin: Cimmerian

Daughter of the most legendary warrior of Cimmeria, Turgarra inherited the talents of a fighter from her father and these attributes combined with her other myriad skills and suppleness make her a formidable combatant. An avid adventuress, she left the land of her birth to travel the world in search of new adventures.

KÖRNAGEN	Sex: Female	Age: 20	Origin: Viking

Körnagen has travelled from the faraway northlands aboard the Drakkar ships of her Viking ancestors. She learned the art of armed combat from her companions, the Viking invaders. Tired of the ravaging and plundering of foreign lands, she abandoned her companions to continue her journey alone.

MAGICIANS: their knowledge lets you decipher all writings.

URAEUS	Sex: Male	Age: 70	Origin: Persia

Uraeus is an old man whose wisdom goes beyond knowledge of magic. His adventures have been numerous and his exploits over vast continents illustrious. Few people know his true Persian origins. At present living in the Carpathians, he is already struggling against Garkham to protect the village of Zarko from the armies of the evil sorcerer.

OXALIS

| Sex: Female | Age: 30 | Origin: Chinese |

Oxalis is a young magician, an adept of the timeless Chinese tradition. An orphan, she was raised on the banks of the Yangtse Kiang by her mentor, a grand Master Sorcerer. An extremely gifted student, she very quickly learned the secrets of this magic. After the death of her master, she travelled to the western world to study the magic of the Celts.

DEMAGOS

| Sex: Male | Age: 40 | Origin: Aborigine |

Demagos comes from the vast deserts of a faraway continent. It was by the study of ancient beliefs that he learned the secrets of a strange and powerful magic. A lover of knowledge, he left his hot native land to discover the great world and go in search of a strange book mentioned in old scriptures.

AVALONIA

| Sex: Female | Age: 20 | Origin: Gypsy |

A descendant of an ancient Gypsy lineage, Avalonia inherited the gifts of this culture. She has incredible acuity and great powers as a medium. When she was forced against her will to visit the realm of the dead, she discovered the real extent of her magic powers, however, at the same time being unable to really control them. She therefore left her land in search of a mentor who could help her to master her powers.

Life and Skills of the Characters
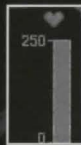
The life gauge is very important because when it is completely empty, the character turns into a phantom and everything that he possesses will be left on the ground. You can make a phantom live again by having him walk on one of the resurrection stones you will find in the game.

You can also raise the life gauge level by having a hero drink a life vial.

Throughout the adventure, the characters will confront enemies and obtain experience points by collecting stars left on the ground after the death of certain monsters. At the beginning of the adventure, the characters begin with a zero skill level. It is up to you to collect experience points so that the heroes will develop.

Be careful! In order to resolve certain quests in the game, your characters will need to have a minimum level of skill.

Every time a character increases his skill level, his life gauge doubles (this means that if his life gauge is calibrated from 0 to 300 with zero skill, it will then be calibrated from 0 to 600 with a skill level of 1, etc.).

Hints and Tips

- The great warrior VIGRAD once said: "however strong your arm, without the brain 'tis weak." During combat, try to use all the resources of your heroes rather than charging the enemy without thinking. By using a mixture of hurling weapons and close combat weapons, you can create effective ambushes which will conserve the precious life of your heroes.

- To impede your progress in caves and other dungeons, Garkham has asked his evil familiars to place traps which at first will seem to you to be insurmountable. However, the knowledge and agility of your heroes will permit you to deactivate most of them by finding special hidden switches.

- At the end of each level, you will find a blue chest which will only open if you have activated the four blue paving stones on the level. These blue chests are important because they contain potions which you will find nowhere else. Go and take a look in the river to the south of the village of Zarko!
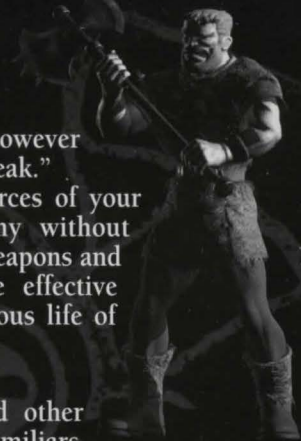
- During your long adventure, you will meet many different characters. Heed well what they tell you because you will often find valuable clues hidden in even their most commonplace utterances.

- With the right mouse button you will be able to rotate the landscape. Use this technique wisely and you will easily discover hidden passages. Having a problem entering the fortress of the Stone Men? Look around carefully and you'll no longer be afraid to get wet - you'll find another entrance!

Technical Support

If you experience problems when installing the game or at any other time, you can contact our Helpline Service, making sure you have information (make, model, etc.) on the following items:

- Type of Computer
- Microprocessor
- Amount of RAM
- CD-ROM drive
- Graphics card
- Sound card

Infogrames Helpline: Phone: (408) 289-1411
     E-mail: support@hexplore.net

Contact us at: Infogrames Entertainment, Inc.
     333 West Santa Clara Street
     Suite 820
     San Jose, CA 95113

To facilitate the work of the Helpline, you should preferably be close to your computer when you make the call.

For additional information, visit our web sites:

www.hexplore.net   www.infogrames.net

HOW TO GET YOUR $5.00 REBATE PLAYING IN THE MULTIPLAYER MODE!

To get a $5 check from Infogrames Entertainment, Inc., send the following items to our rebate offer mailing address:

- This original manual back page (You must tear it off). You must fill the form completely to be eligible.
- The printed copy of the e-mail you will receive when signing-up to any of the following multiplayer gaming sites:

HEAT.NET   ENGAGE games online   INTERNET GAMING ZONE

www.heat.net   www.gamesonline.com   www.zone.com

To learn how to play multiplayer on the Internet, please read the "Playing Hexplore on the Internet" section in this manual.

Rebate Offer Mailing Address: Infogrames Hexplore $5 Rebate
     P.O. Box 6217
     Stacy, MN 55078-6217

* Offer expires on November 31, 1998

I accept the rules of the promotion and I want the $5 check sent to me at the following address: Yes ☐

(Applicable to U.S. and Canadian residends only. Rebate will be made in U.S. dollars.)

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