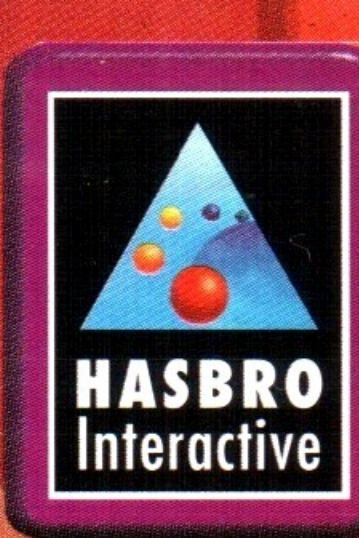




HEDZ
HEAD EXTREME DESTRUCTION ZONE

ABILITIES



SWARM

Hold fire to build up a swarm and release when targeted. Can be deadly in the right hands.



PET ATTACK

Pets will hunt down their quarry with bouncy determination.



MISSILE

A deadly homing attack. Target, fire, reap the benefits.



CURVER

Throws a projectile in a curved path towards the target.



BOUNCER

These THROWN objects bounce towards the target if they miss first time around.



THROWN

Throws strange objects in a graceful arc towards the target. Less useful underground!



SPRAY

Directs a spray over an area in front of the player. Short range and powerful.



FLAMER

Press fire to direct a jet of flames towards the enemy.



DROPPED

Unleash a hail of bombs on the Heads of unwary opponents.



POWER JUMP

Leap over walls and boxes with a single bound. Great for puzzles and secrets.



LASER

Lasers are fast and accurate, and will ricochet off walls until they hit something soft.



ARROW

Short ranged, fast, direct weapon. Good for taking out annoying vehicles.



MINE

Drops mines shaped like deadheads. Mines will explode when a Hed runs over them, although minelayers won't trigger their own mines.



CELL

Pins the hapless opponent to the spot. Swap to an attack Head and let them have it!

HEDZ

HEAD EXTREME DESTRUCTION ZONE



VEHICLES



AUTOMOBILE

Cover ground at speed and ram other heads with these four-wheeled vehicles.



MOTORBIKE

Motorbikes are fast, maneuverable, and very cool.



PLANE

Constant aerial movement. Try some aerobatics for extra style.



HOVER

Take to the air to wreak havoc on the heads below.



GLIDER

Grace the skies in style. Glide across chasms and precipices with your new wings.



BOAT

Boats can travel through water much faster than any other heads.



THRUSTER

Upwards and onwards. Make your way up to out of reach ledges and platforms, but beware - your time is limited.

ENVIRONMENTS



Alien



Occult



City



Science



Industry



War



Kiddie

PICK-UPS



Zedz (cash)



Health (network only)



Keyz

ABILITIES



SPROUTER

Freezes opponents by mercilessly bobbing them above the ground. Fight or flee while they're captured but watch out, they can still fire back!



QUAKE

Damages all opponents too close to the epicenter. This move is very useful when being attacked by more than one opponent.



GUN

Sends out a short, quick volley of bullets.



MEDIC

Medic donates health to any needy heads in your current line-up.



SHIELD

Use shield to protect yourself against incoming attacks and damaging surfaces.



POWER SHIELD

Protects you from harm you delivering a nasty shock to anyone who comes in contact with you.



AIRSTRIKE

Pop from above! Excellent long range/covert weapon.



AA GUN

Use AA Guns to bring flying heads down to earth.



GUIDED MISSILE

Use your controls to steer your weapon straight to the target.



INVISIBILITY

Now you see me, now you don't. Excellent covert mode.



FAR SIGHT

Far Sight can be used to view a wide area of the arena from a safe position. You may be attacked whilst in 'view mode' so watch your back!



TELEPORT

Use Teleport to access strange locations and deadly vantage points.



TURBO

Cover distance with amazing speed. Great for solving time based puzzles.

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