IMPORTANT NOTICE

LICENSE AGREEMENT

Contents

I Hype's Kingdom

1) The legend of Hype

- A legend transported through the ages

In a distant time forgotten by Man, the kingdoms were beset by his most wicked creation: War. The young Lyzothe lived in one of these kingdoms. Battles had raged in her land for so long that a cloud of hatred hung over it, as if the dust from the endless combat refused to settle. And one day, inevitably, the kingdom fell. Sensing that the end was near, Lyzothe's father the king ordered his daughter to flee to the kingdom of the young king Taskan IV. Lyzothe left her family with a heavy heart. And the land of her birth was destroyed, as her father had foretold. She went into exile with great sadness. Before entering the forest, Lyzothe crossed a battlefield. She looked with bitterness at the trails of destruction, then, on the point of collapse, she sank against a solitary tree that still lived. She lowered her eyes. Her heart skipped a beat: at the foot of the tree an abandoned child lay asleep. Out of pure love and goodness, Lyzothe lifted him up. She named him Hype.

After several tiring days on foot, Lyzothe and Hype arrived in Torras, a town dominated by the majestic fortress of Taskan IV. The young king promised them protection, despite the civil war tearing his kingdom apart. Lyzothe immediately fell in love with this generous king whose ultimate goal was peace. Taskan, for his part, was touched by her courage and her fervent desire for peace. They were soon married,

hoping that their love would inspire peace amongst the people. Unfortunately, it did not. The civil war raged on, relentlessly.

The years passed. Hype grew up in the midst of this war and had no other choice but to take part in it. Lyzothe thought of him as a son and was sad to see him now fighting a war. She had endured enough. Lyzothe remembered only too well her fallen kingdom. Fearing that history would repeat itself, she set out in search of a magic weapon, the only thing that could put an end to this violence.

The legends tell that a dragon gave her the Sword of Peace because she was of pure and noble heart. Lyzothe returned to Torras to give the Sword to her husband who was amazed by its magical power and immediately set about establishing peace. At their side, Hype surpassed all the knights in the kingdom. He inspired peace among the people through his strength and his nobility. The people sang his praises. Hype and his betrothed, Vibe, together became the personification of peace. Whilst Hype protected the people during the bitterest fighting, Vibe was generous in caring for the wounded on both sides.

The magic Sword enabled Taskan IV to sow the desire for peace in the hearts of his people. When the war finally ended, Hype climbed to the topmost turret of the fortress and raised the first standard of a united people. In everyone's eyes, Hype, Vibe, Taskan IV and Lyzothe were liberators, the symbols of a better life.

The royal couple arranged a feast to celebrate the peace. Taskan IV offered the Sword of Peace to Hype, the

beloved champion of the people. It was right that the Sword should rest in the hands of the purest, noblest knight. Just that moment, a guard burst in. He announced that a powerful black knight, mounted on the back of a flying dragon was spreading terror through the town. But there was no time to react. This mysterious black knight had landed in front of the royal rostrum. The noise of the feast subsided. A bewildered silence reigned in the gardens of the fortress, as if Fear itself had just descended.

A powerful light flashed from the eyes of the black knight and his armour emanated a deadly energy. The uneasy silence of the assembly seemed to magnify his presence. The stranger spoke. His deep, booming voice froze the blood of the guests. Menacingly, he pointed his sword towards the king and claimed the throne. His courage enhanced by his new sword, Hype launched an attack. Hype struck the first blows, but only because the black knight was enjoying the sport. When he had had enough of the game, the black knight humiliated Hype in front of the astonished eyes of Taskan, Lyzothe and Vibe. With a blinding flash of magic, the stranger transformed Hype into a statue. Then, to remove Hype from his path, he struck him with an incredible whirlwind, an amazing occult force. The people of Torras thought that all of the forces of evil had descended on Hype. By the power of this whirlwind, Hype, a prisoner of the rock, was cast far, far away... INTO THE PAST.

Hype reappeared, still petrified, in the courtyard of an old manor.

Will Hype be able to escape from his stone prison and return to his own era? Who knows what atrocities the black knight is subjecting the people to, now that Hype is not there to protect them! The fate of Vibe, Taskan IV, Lyzothe and all the town's people lies in Hype's hands... And Hype's fate is now...

...IN YOUR HANDS!

Hype and his entourage

Hype, the Valiant:

Age: In the Middle Ages, the age of a person was only approximate. Hype is about 22 years old.

Family: Born to unknown parents, Hype was rescued at an early age by the young princess Lyzothe, from a battlefield where he lay at the foot of the only surviving tree. Popular belief would have him born of this strong and tenacious tree...

Hype: The incarnation of nobility, Hype is more than worthy of the title "Champion" bestowed on him by his king Taskan IV. He is courageous and handles his weapons with majesty. The sword is an extension of his strength and the crossbow an extension of his prodigious eyesight. It is claimed that Hype has never been beaten as the causes that he defends are just.

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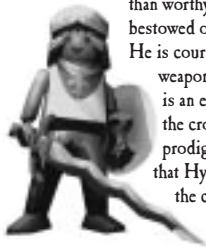
Hype dreams of a simple, happy life with Vibe, his betrothed. He lives in complete harmony with nature, as if he himself were the perfect symbiosis between the elements, plants, animals, men and women. Just like Mother Nature when challenged, Hype is capable of destructive rages which the legends will one day describe as "more powerful than an earthquake".

Strengths: Noble and courageous. He is also powerful, swift and agile. Hype has an innate gift for the wielding of magic.

Weaknesses: Hype is a little inexperienced for such a perilous quest and one so crucial for his kingdom. And he doesn't know enough about the history of his kingdom...

Vibe, the Passionate:

Age: Approximately 18 years old.

Family: Vibe is the niece of Taskan IV and Hype's betrothed. Her mother is the king's younger sister, and her father the military strategist of the fortress.

Vibe: Vibe loves Hype with all her heart, even though she thinks she would be Champion is she were a knight!! Determined, frank and direct,
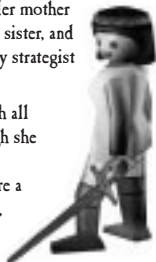
Vibe makes decisions at lightning speed and is never wrong.

Vibe is a passionate woman who would walk through the flames of hell to join Hype, her betrothed! No-one would dare say it, but many knights would flee rather than cross her...

Strengths: Intelligent. She commands respect without ruffling the feathers of others.

Weaknesses: Just a touch oversensitive!

Lyzothe, the Majestic:

Age: Approximately 37 years old.

Family: Lyzothe was born in the kingdom of Liore, which was destroyed by war. Her father Lekler was king. Lyzothe rescued Hype when he was a princess and loved him as a son. Because of the war she was forced to go into exile with Hype, to the kingdom of Taskan IV. She later married the king and thus became Queen of Torras.

Lyzothe: Lyzothe is goodness incarnate and Torras owes the founding of all its noble estates to her. A determined woman, Lyzothe would not hesitate to stand in the middle of a battlefield to put an end to the hostilities.

Strengths: Goodness and unfailing strength of character. The more difficult the situation, the more courage she shows.

Weaknesses: Perhaps a little naïve in her view of human nature.

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Taskan IV, the Great:

Age: Approximately 42 years old.

Family: Son of Taskan III and queen Thibodo. He married Lyzothe when he was about 23 years old.

Taskan IV: Taskan IV is a just and good king and a lover of peace. Aided by Hype, he ended the civil war, fulfilling a dream instilled in him by his father. Taskan III never knew peace. Taskan IV wished to grant him peace posthumously, in honor of a king and father who would always be his role model.

Taskan IV welcomed Lyzothe and Hype with open arms. He adopted Hype straightaway and promised to rear him surrounded by love, as his father had with him. He already knew Lyzothe, having met her over dinner with Lekler, the king of Liore. Their love was born out of this encounter.

Strengths: Brilliant orator. He has the courage of his convictions.

Weaknesses: Not a great swordsman and certainly not an archer!

Gogoud, the Gullible:

Age: Indeterminate.

Family: A magician eternal, Gogoud is the son of magic. He was born of a strange combination of molecules, a combination generated by the legendary storm which created the sea in olden times. Gogoud set up home in a ruined manor as an adolescent and he eats a lot of fruit.
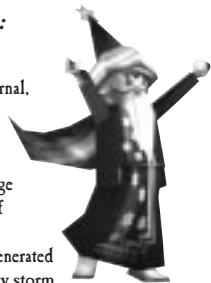
Gogoud: Gogoud is gullible. A lack of human contact in his youth has made him dislike meeting other men and women, which explains why he lives as a hermit. He is always deeply embarrassed when he meets strangers. Gogoud works only for himself, for magic and for nature.

Gogoud recognises in Hype a knight on a noble quest, closer to nature than to war.

Strengths: Untiring and skilled researcher, and a formidable magician.

Weaknesses: Formidable magician, but only when it suits him!! Shy.

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Barnak, The Black Knight:

Age: Unknown.

Family: Unknown.

Barnak: A fearsome warrior, Barnak is extremely violent. His enemies are forced to admit that he handles his weapons and magical powers with panache, power and majesty. Barnak is a mean fighter, an unbeatable magician and a terrifying orator. He can hurt as much with his vicious tongue as he can by his weapons. Before him, even the bravest challengers must admit defeat.
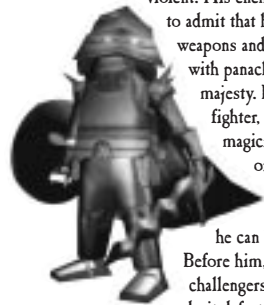
Always accompanied by Voydh, his ebony black dragon, Barnak drapes his blackness over others, as though his shadow bespeaks his very essence. The scarlet light that flashes from his eyes sows doubt amongst his adversaries as to his true nature.

Strengths: Merciless combat skills.

Weaknesses: No known weaknesses.

2) The knight's code of honor:

* "A Great Knight listens to people. Their words are often a source of help."

* "A Great Knight knows his kingdom. Nothing in its evolution escapes him."

* "A Great Knight masters all the different kinds of magic in his kingdom to keep the enemies of peace at bay."

* "A Great Knight seeks out the necessary clues to help him achieve his quest. He leaves no stone unturned."

* "A Great Knight is financially astute. He spends money only to improve himself and increase his chances of success."

* "A Great Knight scrutinises his adversaries. He recognises their strengths and is mindful of them, and knows their weaknesses in order to exploit them."

* "A Great Knight will always conclude his combat when the cause is just. Knowing that he will be rewarded, either morally or physically."

* "A Great Knight ensures that his armour is always in perfect condition. Without armour, the end is never far away."

* "A Great Knight knows when to use his magical powers. He uses his skills to surprise his enemies."

* "A Great Knight does not try to fly faster than the wind when he is astride the dragon. He knows how to handle his steed to achieve his goal."

3) Glossary

Magia Glacia: . . . . Ice Magic

Electricus Magicum: . . . . Electrical Magic

Focus Magicum: . . . . Fire Magic

Res historicae: . . . . History

Monitum Publicum: . . . . Public Notice

Quaesitus: . . . . Wanted

Cognitiones: . . . . Information

Notae: . . . . Note

Energeia Prisma: . . . . Prisms of energy

II Operation and Game Options

1) Installation, starting the game and uninstalling

A. Technical specifications

CD-ROM PC - Windows 95, 98 and NT compatible

CD-ROM drive 12x minimum

16 million color screen

Sound card: 16 bit minimum, Direct X 6.1 compatible

Video card: 16 bits minimum

Keyboard or gamepad

Glide 3 compatible 3D card (Voodoo 1,2, or 3, or any other 3dfx card) or DirectX 6.1 or higher compatible with 4 MB of memory minimum

120 MB of free memory space on your hard drive

<u>Minimum configuration:</u>

Pentium 200 MMX, 32 MB RAM, 3D card

<u>Recommended configuration:</u>

Pentium 233 MMX or more, 64 MB Ram, 3D card

B. Installation

Place the CD Hype - The Time Quest in the CD-ROM drive of your computer.

1- The following menu will appear on screen.

Install . . . . Choose this option to install the game on your hard disk.

Uninstall . . If the game is already installed, selecting this option will erase it from your hard disk. Note: you will lose all previously saved adventures.

Play . . . . . This option allows you to start the game and to access the Main Menu. The game must already be installed on your hard disk.

Quit . . . . . This option will take you back to Windows 95 or 98.

Only the options Install and Quit are available if you are installing the game for the first time.

*2- Choose the type of installation.
The best size of installation will
be suggested:*

Possible choices:

Full installation

Medium installation

Minimum installation

For more info please refer to the readme.txt
on the root of the CD.

3- Install path

You must then choose whereabouts on the hard
disk you want to install the game. The installation
program defaults to "c:\Ubi Soft\ Hype - The
Time Quest".

4- Shortcut

You must then decide which program group
is to contain the shortcut to the game.
The default group is "Ubi Soft".

5- UBI Assistant:

The UBI ASSISTANT will be launched the
first time you start the game. It will help to
choose the best type of configuration for your
computer according to your 3D graphics card.

"Hype - The Time Quest" is optimized to
function with two types of 3D card drivers:
DirectX 6.1 and Glide 3.01.

In all cases the UBI Assistant will choose the
best type of configuration for your computer.

If you have a 3dfx graphics card, we recommend
that you select the 3dfx configuration.

The UBI Assistant will detect if there is
Glide 3.01 on your System. If not, you will
have to install it separately from the game.
For more details consult the document Glide 3
installation.txt which is on the root of the CD.
Once installation of Glide 3.01 is complete,
start installing Hype - The Time Quest
from the beginning.

The second choice is the
DirectX (D3D) installation.

If your card is not 3dfx then choose the D3D
version. You can then choose the graphics card that
will be used by the game in the second selection
box. This will only be available if you have more
than one graphics card.

If UBI Assistant detects an outdated version of
the DirectX "drivers" on your computer, it will
prompt you for the installation of DirectX 6.1.

C. Starting and ending the game

Once the game is installed you simply start it from the Windows "Start" menu.

The default path is "Start\Programs\Ubi Soft Games\Hype - The Time Quest\1- play Hype - The Time Quest".

The CD-ROM must be in the CD drive to load the game.

Once the game has been loaded, you go directly to the main menu (refer to the "Menus" section).

To quit the game

From the game, the <Esc> key takes you to the game menu. Choose "Main menu". Make sure that you've saved your game.

Select "Quit" from the main menu.

D. Uninstalling

There are two ways of removing the game from your hard disk.

1- In Windows, choose the "Uninstall" option in Start\Programs\Ubi Soft Games\Hype - The Time Quest\2- Uninstall Hype - The Time Quest.

2- Insert the Hype - The Time Quest CD, start the game and select the "Uninstall" option from the installation menu.

In both cases you will lose all the game data and all previously saved adventures.

2) Menus

You can get help from the menus at any time by pressing the F1 key.

Menu commands

In all the menus, the ARROW keys on the keyboard move the cursor and highlight the various options.

The <SPACE BAR> or <ENTER> keys confirm your choice and allow you to access another menu or select an object.

The <ESC> key returns you to the previous menu at any time.

Main menu

This is the first menu of the game.

New Game	Allows you to start a new game or re-read the introduction.
Existing Game	Allows you to load an adventure which is already started.
Configuration	Gives access to the configuration and game options menus.
Credits	Accesses the game credits.
Internet	Accesses the Playmobil® Interactive websites.
Quit	Allows you to quit the game and return to Windows®.

Configuration

The "Configuration" menu allows you to alter the picture display and sound settings and to personalise the configuration of the controls.

Select the option you want, then press <ENTER> or <SPACE BAR> to go to the adjustment cursors at the right of the screen.

Move the cursors up or down using the <UP> and <DOWN> arrows on the keyboard.

Move from one cursor to the other using the <RIGHT> and <LEFT> arrows.

Press <ESC> to return to the options list.

Image

Graphic quality	This option allows you to control the quality of several graphical aspects of the game, such as shadows.
	Reducing the graphic quality improves the display speed of the game.
Texture quality	This option allows you to control the visual quality of the game.
	Reducing the texture quality improves the display speed of the game.
Screen size	Allows you to change the screen size.
	The smaller the screen, the more smoothly the game will be displayed.

Sound

Music	Changes the volume of the music.
Sound effects	Changes the volume of the sound effects.
Voices	Allows you to control the volume of the voices.
Test Stereo	Allows you to check whether the speakers are correctly positioned.
Change stereo	Allows you to transpose the left/right speaker outputs.

Controls

You can choose the method of play (keyboard or gamepad), and modify the default configuration of the control keys.

In the right hand section of the screen, select the control method you want: gamepad or keyboard. Then press <ENTER>.

Then assign the keys of your choice to Hype's actions.

To change the configuration of the keys:

- First select the key that you wish to change by highlighting it with the <UP> or <DOWN> arrows.

- Then press <ENTER>.

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- On the keyboard or the gamepad, press the key to which you want to assign the chosen action.

- Choose a new key to modify and repeat the process.

- Press <ESC> when you have finished.

If you change the default controls, you may find that some text in
the dialogue boxes no longer applies to your new choice of keys.

You can reactivate the default configuration of the controls by selecting "Reset".

Then press <ESC> twice to return to the main menu.

Loading an existing game

From the main menu select "Existing Games"
and you will access the following interface:

Choose the desired adventure using the <ARROW> keys,
then press <SPACE BAR> or <ENTER>.

Saving a game

Several times in the course of the game, Hype will pass a lectern and a
quill. These two tools <they represent limits which> will allow you to
save your adventure. In the game, press <SPACE BAR> when Hype
is in front of the lectern. The save screen will then appear.

- Select one of the ten save spaces using the <ARROW> keys.

- Press <ENTER> then choose a name for the adventure.

- If you want to save an adventure whose name is already logged,
  select this adventure then press <ENTER> again.

- If you try to save your game over an existing adventure,
  you will be asked for confirmation.

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You can stop the adventure at any time during the game

< It is also possible to stop the adventure at any time during gameplay pressing < ESC>

You will then access the following interface:

Return to the adventure	Allows you to return to the adventure.
Load another adventure	Quits the current adventure and allows you to load another one.
Configuration	Gives access to the configuration menu.
Return to main menu	Quits the adventure and returns to the Main Menu.

III How to Become a Knight

1) Control of the character and handling of weapons.

A) Control of Hype.

Hype - The Time Quest can be played using a keyboard or a gamepad.

These are the actions that Hype can perform according to the default control configuration. This configuration can be changed before and during the adventure by selecting the "Configuration" option from the Main Menu and then the "Controls" option. (See "Menus", page to be added).

N.B.: The keys specified here relate to an AZERTY keyboard. There will therefore be some discrepancies if you are using a QWERTY keyboard. However these discrepancies will only affect the "letters" and not the keys relating to the computer controls.

Any action can be performed using the <SPACE BAR>. Therefore, with this key, Hype can:

* Talk to people
* Read the boards
  books, etc.
* Take objects

* Use objects
* Give objects
* Open doors
  and boxes

* Manipulate levers
* Push buttons
* Hold onto ladders

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* Hype can WALK directed by the <ARROW> keys.

* Hype can RUN when the
  <SHIFT> key is held down.

* Hype can JUMP using the left <CTRL> key.

* Hype can STEP to the left using the <Q>
  (Qwerty = <A>) and to the right using the <S>.

* Hype can have CIRCULAR VISION by pressing
  the <0 - INS> key and using the <ARROWS>.

* Hype can un-sheathe or re-sheathe
  his SWORD by pressing <X>.

* Hype can load or put away his CROSSBOW
  by pressing the <W> (Qwerty = Z).

* Hype can go to his INVENTORY
  using the <TAB> key.

* Hype can consult the MAP of the
  kingdom by pressing <END>.

* Hype can climb up or down ladders using
  the up and down <ARROW> keys, after having got
  onto the ladder using the <SPACE BAR>.

* Hype can also fly!...
  Refer to the section "flight of the dragon".

* With the sword or the crossbow in his hand, Hype
  can FIGHT his enemies or DESTROY barrels
  using the <SPACE BAR>.

* Using the <DEL> key, Hype ACTIVATES
  the MAGIC SPELL of his choice.

* Using <ENTER>, Hype CASTS
  THE MAGIC SPELL activated.

* Using the <0 - INS> key and the <ARROWS>,
  Hype can CONTROL THE AIM of the crossbow
  horizontally and vertically.

* With the keys <0 - INS> + <ARROWS> +
  <SHIFT>, Hype can CONTROL THE AIM
  with greater PRECISION.

B) *Information shown on screen*

1. The sword represents Hype's life level. The blows that he receives reduce the length of the blade and indicate that his life level is deteriorating. When only the shaft of the sword remains, Hype becomes a statue again and the adventure is over.

2. The shield represents Hype's level of protection. When the shield has been destroyed, any blows received will injure Hype more severely.

3. When Hype has the crossbow in his hand, the type of missiles activated (red or blue crossbow bolts) and the number of bolts remaining are shown on screen.

4. During his quest Hype can collect 12 different magic spells. He can carry them all in his inventory but only 3 can be activated during combat. Only these three spells are represented on screen.

   The 3 activated spells are shown on screen by icons encircled in a ring. The ring represents Hype's level of magic power. When the ring has completely disappeared this means that the magic power has been depleted.

   With a weapon in his hand, Hype selects the magic spell he wants to cast by pressing the <DEL> key. He then casts the spell by pressing <ENTER>.

   If Hype wants to activate other magic spells, he changes them by accessing his inventory (See "Inventory").

   (For more information on the magic spells, see "The Magic of the Kingdom").

5. When Hype engages in combat, his enemies also have a life level indicator, which appears in the top right hand corner of the screen. Each time Hype strikes a blow, their life level goes down.

6. Beehive game. This icone appears whenever Hype arrives in a new environment. It shows the score of the bonus beehive game.

7. When Hype collects items by passing over them, they appear momentarily in the top left hand corner of the screen.

8. The map of the kingdom:

   The map of the kingdom is the first invention of Gogoud the magician. It can be activated using the <End> key. It has magical powers and is characterised as follows:

   * The map of the kingdom is personalised. Whoever owns it will always find his own symbol at the place where he is currently. A red cross indicates the place he must go to.

   * The map of the kingdom can evolve. It transforms itself as time passes, each time a change occurs in the kingdom.

   * A new page is added to the map when the kingdom undergoes a major transformation. These new pages can be consulted using the <LEFT AND RIGHT DIRECTIONAL ARROWS>.

9. The object selected from Hypes inventory in which the user wants to use next.
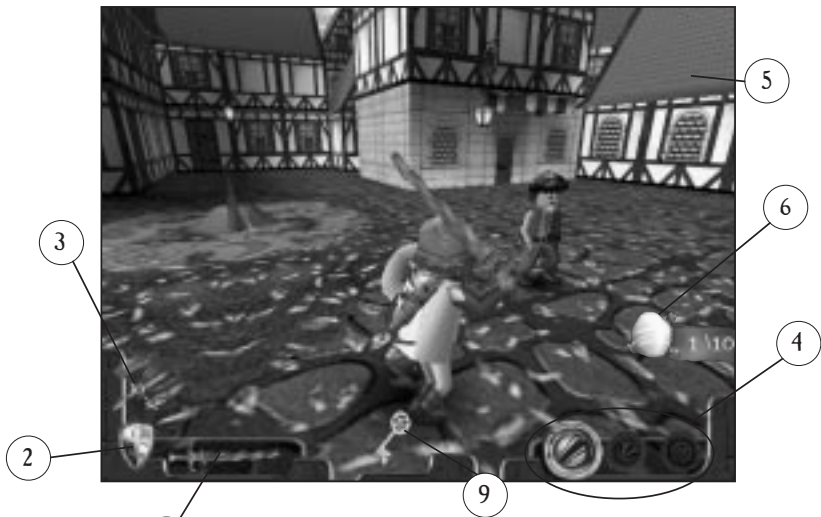
C) *Inventory*

Press <TAB> to go to the Inventory.

1) The commands:

To select items from the inventory:

* Select the required section (left hand column) using the up and down <ARROWS>. The chosen section will be highlighted.

* Go into the chosen section by pressing the right <ARROW>.

* Choose the item you want using the <ARROW> keys.

* Activate the chosen item by pressing the <SPACE BAR>.

* Press <TAB> to quit the inventory.

  An item remains activated until it is deactivated in the inventory or replaced by another item.

(Sections)

(The control tablet)

2) The five leather satchels:

Hype's inventory is divided into 5 leather satchels represented in the left hand column.

A) Ordinary objects:

Throughout his quest Hype will find potions to increase his life level and herbs to increase his magic power.
Hype can select and use them from the "ordinary objects" leather satchel.

Blue energy potions   Red energy potions   Violet energy potions   Yellow magic herbs   Green magic herbs

B) Quest objects:

This leather satchel contains all the important items that Hype will discover during his quest.

C) Keys:

This leather satchel incorporates all the keys that Hype will obtain to enable
him to unlock certain doors in the kingdom. Each key opens a specific door.

D) Crossbow bolts (arrows):

During his quest, Hype can use different kinds of bolts for his crossbow.
In this satchel Hype can choose the type of bolt he wants to use.

Gogoud the Great Magician describes the magic that he has recorded in the kingdom over the years:

"There are 3 great families of magic in the kingdom:
MAGIA GLACIA, FOCUS MAGICUM and ELECTRICUS MAGICUM."

Magia Glacia:

This "ice magic" has been in herited from nature, from the great ice age which preceded the coming of Man.

Javelin: Particularly effective in crushing certain walls of fire.

Ring: Perfect for "freezing" several enemies at a time.

Trinity: Ideal for opening up a path blocked by his enemies.

Dragon: The most impressive magic. It has a very long range.

Focus Magicum:

This "fire magic" was created by Man as a tribute to the first element mastered by him: fire.

Javelin: The least powerful but most rapid magic. Use without reservation.

Ring: Of all the magic in the kingdom, this has the widest range.

Trinity: This requires a certain dexterity, but is nevertheless very effective in eliminating several enemies in one go.

Dragon: The most powerful magic in the kingdom, it was lost to Man a long time ago...

Electricus Magicum:

This "electrical magic" developed out of the powerful storm which created the sea in olden times; Man later learnt to master it.

Javelin: The fastest magic. It takes the enemy by surprise.

Ring: This magic has a limited range, but offers excellent protection when the knight is under attack from all sides.

Trinity: The most difficult magic to use. Only for an expert magician.

Dragon: The only magic that can hit the enemy twice. Ideal when the enemy is attacking in droves.

Here is how the knight uses magics to fight:

* There are 12 magic spells that the knight can carry in his inventory. Hype must obtain
  them during his quest, using his courage and skill. But he can only use 3 during combat.

* From his inventory, the knight selects the 3 magic spells that he wants
  to activate for his combat, choosing one from each family of spells.

* During combat, the knight has 3 active spells. He selects the one that he wants to cast by pressing <DEL>.

* The knight then casts the spell by pressing <ENTER>.

3) The control tablet:

Access cannot be gained to this section. It is represented by a tablet of stone.

* The sword represents Hype's life level. When only the shaft of the sword remains,
  Hype becomes a statue again and the adventure is over.

* The shield represents the level of protection afforded by Hype's armour.
  The more damage done to the shield, the less Hype is protected.

* The ring represents Hype's magic power. A complete ring indicates
  full power. The smaller the ring section, the less magic power Hype has.

* The money bag shows the quantity of plastyks that Hype has.
  The "plastyk" is the monetary unit of the kingdom.

* The hourglass indicates the time elapsed since the start of the quest.

* The jewels of the kingdom will be inserted into the four empty spaces...

2) Flight of the dragon:

When flying on Zatila's back, Hype can collect "Energia Prisma"
from the sky, which will give the royal jewel it's magic powers.

To control Zatila's flight:

* The <DOWN ARROW> makes the dragon soar upwards.

* The <UP ARROW> makes the dragon swoop down.

* The <LEFT AND RIGHT ARROWS> make the dragon turn.

* The <CAPS> key increases the speed of the dragon.

* The <CTRL> key stops the dragon.

* The <SPACE BAR> enables the dragon to emit balls of fire.

On screen:

* The luminescent and circled triangles are Energeia Prisma.

* When the jewel is charged, the Energeia Prisma turn into balls of energy.

* The sword shows the dragon's energy level. When only the shaft remains, the flight is over.

* The numbers indicate the number of Energeia Prisma already collected and the number still to be obtained.

* The compass (at the top of the screen) shows the direction of flight in relation to the start and end point.
  The tree represents the start and end point (the forest).

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IV Credits

Original idea and producer: Alain Tascan

Project manager: Benoit Galarneau

Lead game designers: Patrice Désilets and Martin Raymond

Scriptwriter: Philippe Debay

Lead technical designer: François Masse

Artistic director: Jean-François Malouin

Set art director: Hugo Dallaire

GAME DESIGN AND AI PROGRAMMING:

Marc-André "MAD cinematics" De Blois
Steve Boudreau
Sébastien Lafitte
Kyle Malette
Patrick Bilodeau
Anouphab Lysakoune
Karl Boissy
Bilal Jamous
Benoit Rhéaume
Patrick Ouelette
Patrick Melanson
Réal Blanchet
Francis Boivin
Frédéric Désy

Dialogue:
Philippe Debay, Guillaume Lemée

PROGRAMMING:

Development direction:
Bertrand Hélias

Programming managers:
Fabien Sennerron and Jean-Sébastien Pelletier and Jean-François Prévost

Programmers:
David Lapointe
Stéphane Morichère Matte
Joël Tremblay
Raynald Bouchard
Martin Sévigny
Jean-François Lussier
Eric Allard
Rima Brek
Mathieu Laforce
Christian Desautels
Sean Skelton
David Genest
Dann Cohen
Jeffrey Rainy
Frédéric Blais
Vladimir Élie
Guillaume Borgia
Éric Bouchard
Martin Boucher

Programming assistants:
David Lassonde, Martin Roy, Marc-Olivier Riel, Stéphane Ronse, Pascal Lalancette

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SOUND AND MUSIC:

Global production director: Didier Lord

Assistant artistic director and producer: Martin H. Klein

Sound and music design: Simon Ashby

Production executive: Jérémi Valiquette

Production coordination: Noémie Dupuy

Publishing: Julie Lachance

MUSIC:

Composition: Robbi Finkel

Produced by: Robbi Finkel

Sound and mixing engineer (music): Mario Brillo and Terry Brown

Recorded and mixed at Marko Studios and Studio Piccolo, Montreal

SOUND EFFECTS:

Sound effects designer: Jocelyn Caron

Sound effects engineer: Tchae Measroch

Sound engineer: Daniel Bisson Benoit Leduc

Studio: Studios Modulations

Background sound design: Josué Beaucage

Sound design: Daniel Lussier and Etienne Boivin for Urban Tribe

VOICES:

Production executive (voices): Marie-élène Grégoire

Casting: Marie-élène Grégoire and Kathleen Fee

Set direction: Kathleen Fee

Sound engineer: Benoit Gauvin and Stéphane Morency,

Studio Karisma: Vic Pyle assisted by Sheila Walter

McClear Digital studio

Voices:
A.J. Henderson
Adam Bramble
Alex Poch Golden
Arthur Holden
Barry Baldaro
Brian Tree
Colin Fox
David Hemblen
Dean Fleming
Edward Glenn
Eric Davis
Harry Hill
Holly G. Frankel
John Davies
John Stockers
Julie Lemieux
Kathleen McAuliffe
Laura Teasdale

Lianne Picard Poirier
Lyon Smith
Michael Fawkes
Noel Burton
Paul Haddad
Paul Rainville
Richard Fitzpatrick
Shawn Lawrence
Simon Bradbury
Stephanie Baptis
Terrence Scammell
Thelma Farmer
Thor Bishopric
Victor Knight

POST-PRODUCTION:

Olivier Germain
Mathieu Jeanson
Nicholas Grimwood
Josué Beaucage

INTEGRATION:

Supervision: Simon Ashby

Sound integration: Michel Marsan &
Olivier Lambert

Music and background sound integration:
Jonathan Pilon & Sébastien Maari

MARKETING:

International Marketing Managers:
Laurence Buisson
Helene Juguet

Product Manager:
Erica Mason

Graphic Designers:
Patrick Emond
Patrick Sirois

Localisation manager: Coralie Martin

Assistant localisation manager: Chadi Lebbos

TESTING:

Management:
Christophe Derennes
Vincent Paquet

Project manager:
Éric Arsenault

Testers:
Ahmad Jamous
Alexandre Boutin
Alexandre Martel
Benjamin Le Bouthiller
Carl Massé
Christine Blondeau
Daniel Deschênes
Daniel Latulippe
Daniel Sarrazin

David Deschênes
Éric Armstrong
Éric Lalumière
Éric Millaire
Frédéric Jean
Janick Neveu
Jason Alleyne
Jean-Françis Tétreault
Jean-Francois Dupuis
Joseph Bourbaki
Karl Robert
Martin Côté
Martin Marcoux
Massime Belhadj
Mathieu Huet
Maxime Béland
Nicholas Taylor
Patrick Giguère
Peter Zsurka
Philippe Bélanger
Philippe Anctil
Philippe Dion
Philippe Ivanovic
Pierre-Olivier Pellemans
Sébastien Grefford
Steve Bourgoin
Sylvain Doucet

PRODUCTION:
Ludimedia - Gérard Guillemot

DEVELOPMENT:
Ubi Studios - Michel Guillemot
Ubi Animation
Ubi Game Design
Ubi Pictures
Ubi Sound Studio

EDITING:
Ubi Soft - Yves Guillemot
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For information on Hype - The Time Quest or any other Ubi Soft product Customer Service policies please call our Customer Service toll-free line at 1-800-UBI-SOFT (1-800-824-7638) or (514) 490-0887.

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