

www.cryo-interactive.com

HELLBOY

www.hellboy-game.com

HLB-MULTIM

© 2000 CRYO-based on the original character created by Mike Mignola, published by Dark Horse in the USA.

HELLBOY

USER'S GUIDE



PLEASE READ THIS WARNING BEFORE YOU OR YOUR CHILD USES THE VIDEO GAME

WARNING TO OWNERS OF LARGE DISPLAY SCREEN TELEVISIONS

Fixed or stationary images may cause irreversible damage to your television's cathode ray tube by leaving a permanent trace on the tube's fluorescent screen. For this reason, the repeated or prolonged use of video games on large display screen television sets is not recommended.

WARNING ABOUT EPILEPSY

Some people are liable to experience epileptic fits or blackouts when exposed to certain kinds of flashing lights or other light sources in their everyday environment. These people risk having a fit when they watch certain televised images or when they play certain video games. This can occur even when a person has no prior medical condition or has never previously suffered an epileptic fit.

If you or a member of your family have already shown symptoms connected with epilepsy (fits or blackouts) when exposed to certain kinds of light stimuli, please consult your doctor before using the game.

We recommend that parents monitor their children when they are playing video games. If you or your child experience any of the following symptoms – dizziness, disturbed vision, eye or muscle strain, loss of consciousness, loss of orientation, involuntary spasms or convulsions – stop playing immediately and consult your doctor.

PRECAUTIONS TO BE TAKEN BY ALL PLAYERS OF VIDEO GAMES

Do not sit too close to the television screen. Keep at a sensible distance, sitting as far back from the screen as the power cord allows you. A small-screen television is preferable for playing video games.

Make sure the room in which you are sitting is well lit.

During play, take a break of between ten and fifteen minutes every hour.

UK : TECH SUPPORT



CRYO UK
186A Stratford Road
Shirley, Solihull Birmingham
B903 BQ
Fax : (+44) 121 250 50 77

tech.support@cryo-interactive.com
game.support@cryo-interactive.com



HOMESOF
Kenaupark 9
2011 MP Haarlem
Holland
www.Homesoft.nl

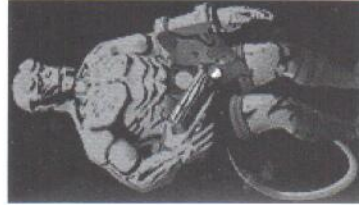


TABLE OF CONTENTS

01 STORY

02 INSTALLATION

03 CONTROLS

04 MENUS

05 FIGHTING

06 CHARACTERS

THE STORY THUS FAR...

JANUARY 23, 1962.

ENGLAND'S BUREAU FOR PARANORMAL RESEARCH AND DEFENSE RETAINS MANY FIELD AGENTS TO INVESTIGATE AND ROOT OUT SUPERNATURAL DEALINGS WHICH THREATEN NATIONAL SECURITY. ONE OF THE BUREAU'S INFORMANTS RECENTLY SUFFERED FROM A SUDDEN DEBILITATING ILLNESS, WHICH HE CLAIMED WAS BROUGHT ON BY THE EVIL MACHINATIONS OF THE NOHOX KANIS. NEARLY 700 YEARS AGO THE NOHOX KANIS ATTEMPTED TO ENTER OUR WORLD AND BRING ABOUT ETERNAL NIGHT. AT THAT TIME THEY WERE DEFEATED BY A MONK NAMED MITRI. NOW, AN IMMINENT ECLIPSE OF THE MOON WILL OFFER THE NOHOX KANIS ANOTHER CHANCE TO ENTER OUR WORLD. PETER JOHNSON, ONE OF THE BUREAU'S BEST RECONNAISSANCE AGENTS, WAS DISPATCHED TO AN ASYLUM IN CZECHOSLOVAKIA WHICH HAD LONG BEEN THE SOURCE OF UNSETTLING RUMORS, AND NOW SEEMED TO BE CONNECTED WITH THE RETURN OF THE NOHOX KANIS. PETER DISAPPEARED. NOW THE BUREAU IS SENDING ITS TOP INVESTIGATOR, HELLBOY, TO FIND OUT WHAT HAPPENED TO PETER.

INSTALLATION

MINIMUM SYSTEM REQUIREMENTS

SYSTEM: PENTIUM 233 PC RUNNING WINDOWS™ 95 OR BETTER.
DIRECTX™: DIRECTX™ 7.0A OR HIGHER.

RAM: 32 MB

HARD DRIVE SPACE: 400 MB

VIDEO: 100% DX7A COMPATIBLE 3D CARD

SOUND: 100% DX7A COMPATIBLE SOUND CARD

INSTALL DIRECTIONS

THE FIRST TIME YOU INSERT THE HELLBOY DISC INTO YOUR CD DRIVE, THE AUTOPLAY WILL AUTOMATICALLY LAUNCH THE HELLBOY SETUP PROGRAM. IF YOU HAVE AUTOPLAY DISABLED, SIMPLY OPEN THE CD IN EXPLORER AND LAUNCH SETUP.EXE.

DIRECTX™ 7.0A

HELLBOY REQUIRES THAT YOU HAVE THE LATEST DIRECTX DRIVERS FOR YOUR SOUND AND VIDEO CARD. IF NEEDED, YOU CAN RUN THE DIRECTX™ SETUP PROGRAM PROVIDED ON THE HELLBOY DISC.

CONTROLS

MENU

YOU CAN ENTER THE MAIN MENU AT ANY TIME BY SIMPLY HITTING THE ESC KEY. FROM THIS MENU YOU CAN ADJUST YOUR AUDIO AND VIDEO OPTIONS, CUSTOMIZE YOUR CONTROLS, OR EXIT THE GAME.

SAVE/RESTORE

IN HIS ADVENTURES HELLBOY WILL PERIODICALLY DISCOVER ENCHANTED HOURGLASSES. BY WALKING UP TO THESE AND HITTING 'ACTION' (S BY DEFAULT) HELLBOY WILL SAVE HIS PROGRESS. EACH SAVE CREATES A NEW SAVE SLOT, SO THERE IS NO REASON NOT TO SAVE AS OFTEN AS YOU LIKE. SAVE EARLY, SAVE OFTEN! TO RESTORE A SAVED GAME, SIMPLY SELECT "LOAD" FROM THE MAIN MENU.

ACTION

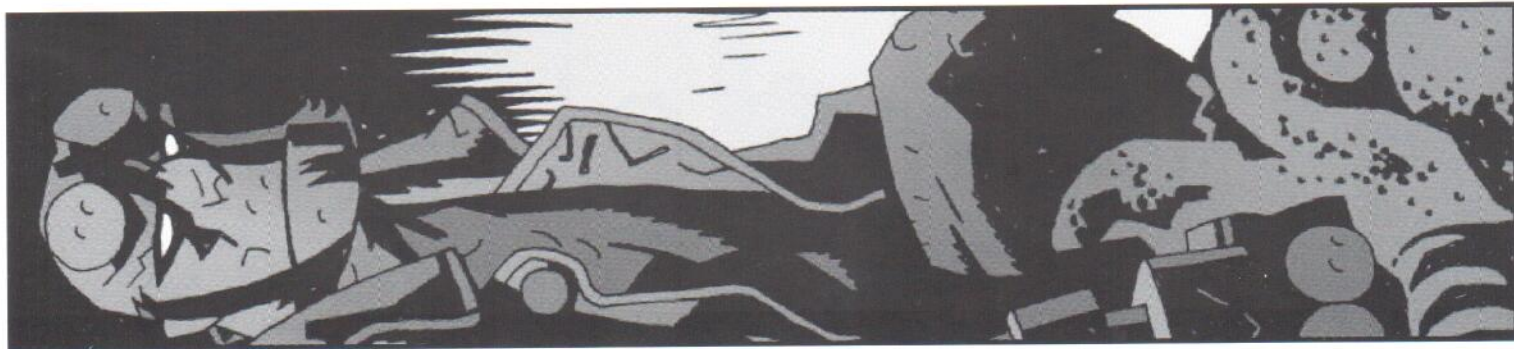
THE ACTION BUTTON ALLOWS HELLBOY TO INTERACT WITH OBJECTS AND PEOPLE IN THE WORLD. ACTION INITIATES CONVERSATIONS, OPENS DOORS AND GATES, PICKS UP ITEMS, CLIMBS OR DESCENDS STAIRS/LADDERS, EXAMINES ITEMS, AND MANIPULATES OBJECTS. TO MASTER HELLBOY YOU WILL NEED TO USE THE ACTION BUTTON ON VIRTUALLY EVERYTHING YOU ENCOUNTER. REMEMBER: OBSERVATION IS THE BEST TOOL YOU HAVE. DEFAULT KEY: S.

CYCLE WEAPONS/ITEMS

AS HELLBOY'S INVENTORY AND WEAPON SELECTION GROWS, YOU WILL NEED TO CYCLE THROUGH HIS AVAILABLE ITEMS AND WEAPONS. THE A AND Z KEYS CYCLE THROUGH HIS ITEMS, AND THE C KEY SWITCHES THE CURRENT WEAPON.

USE

WHEN YOU HIT Y HELLBOY WILL ATTEMPT TO USE HIS CURRENTLY SELECTED ITEM IN A LOGICAL WAY. ALMOST EVERY OBJECT HAS A PURPOSE, SO TRY TO USE YOUR ITEMS FREQUENTLY. WHEN AN ITEM IS NO LONGER USEFUL (SUCH AS A KEY, ONCE YOU UNLOCK THE DOOR IT BELONGS TO), IT WILL DISAPPEAR FROM YOUR INVENTORY.



MENUS

START/RESTORE/LOAD

IF YOU HAVE NOT YET BEGUN A GAME, YOU CAN START A NEW GAME FROM THE MAIN MENU. IF THERE IS ALREADY A GAME IN PROGRESS, YOU CAN RESUME THE CURRENT GAME OR LOAD A PREVIOUSLY SAVED GAME.

VIDEO

THIS SCREEN ALLOWS YOU TO SELECT YOUR VIDEO DRIVER, ADJUST YOUR SCREEN'S RESOLUTION, AND TOGGLE OTHER ADVANCED VIDEO OPTIONS.

AUDIO

THIS SCREEN ALLOWS YOU TO ADJUST THE VOLUME OF YOUR MUSIC AND SOUND EFFECTS, AND TOGGLE BETWEEN 3D SOUND AND NORMAL SOUND. CAUTION : USE 3D SOUND ONLY IF YOUR HARDWARE SUPPORTS IT!

CONTROLS

THIS ALLOWS YOU TO CUSTOMIZE YOUR HELLBOY CONTROLS, FOR BOTH THE KEYBOARD AND JOYSTICK. TO CHANGE A CONTROL, SIMPLY HIGHLIGHT IT AND PRESS THE NEW KEY YOU WISH TO BIND IT TO. NOTE THAT THE JOYSTICK DIRECTIONS (UP, DOWN, LEFT, RIGHT) CANNOT BE REMAPPED. YOU MAY USE ANY COMBINATION OF JOYSTICK AND/OR KEYBOARD COMMANDS.

FIGHTING

ALL TOO OFTEN, HELLBOY WILL BE FACED WITH ENEMIES WHO WILL BLOCK HIS PROGRESS. WHEN THAT HAPPENS, HELLBOY WILL BE FORCED TO FIGHT HIS WAY THROUGH. CERTAIN ENEMIES ARE VULNERABLE TO CERTAIN WEAPONS. TRY EVERY VARIATION.

HELLBOY'S RIGHT HAND

HELLBOY IS NEVER WITHOUT HIS STONE RIGHT HAND, WHICH DELIVERS POWERFUL BLOWS TO THE ENEMY. IF HELLBOY PUNCHES SEVERAL TIMES IN SUCCESSION, HE WILL SWING HIS STONE HAND FOR MASSIVE DAMAGE!

HELLBOY'S GUN

HELLBOY USES A SPECIALLY MODIFIED GUN WITH AN EXPANDED MAGAZINE AND REDUCED RECOIL. UNFORTUNATELY, IT IS NOT VERY RELIABLE AGAINST SUPERNATURAL CREATURES. HELLBOY MAY FIND ADDITIONAL BULLETS THROUGHOUT THE GAME, WHICH ARE AUTOMATICALLY ADDED TO HIS AMMO COUNT UNDER THE GUN.

HEALTHBOXES

THROUGHOUT HIS QUEST, HELLBOY WILL FIND HEALTHBOXES WHICH CAN RESTORE HIS LOST HEALTH. EACH BOX RESTORES HELLBOY COMPLETELY, SO SAVE THEM FOR AS LONG AS POSSIBLE. YOU CAN EVEN USE THEM IN THE MIDDLE OF A FIGHT IF NEED BE.

CHARACTERS

HELLBOY

HELLBOY'S ORIGINS ARE UNCERTAIN, BUT HE HAS PROVED HIMSELF TIME AND AGAIN TO BE A RESOURCEFUL, INSIGHTFUL INVESTIGATOR, AS WELL AS BEING RESISTANT TO ENCHANTMENT AND JUST HARD AS HELL TO KILL. HE'LL NEED ALL OF HIS TALENTS IF HE HOPES TO UNEARTH THE ASYLUMS SECRETS AND LIVE TO REPORT THEM. IN 1944, HELLBOY WAS A BABY DEMON SUMMONED TO EARTH AS THE RESULT OF A NAZI EXPERIMENT. RAISED BY THE BUREAU OF PARANORMAL RESEARCH AND DEFENSE IN THE US, HELLBOY BECAME THEIR FINEST INVESTIGATOR. THROUGHOUT ALL THESE YEARS, HELLBOY SAW A LOT OF MONSTERS, WIZARDS AND OTHER WEIRDOS. NONE OF THEM COULD EXPLAIN WHO HE IS OR WHERE HE REALLY COMES FROM AND NONE OF THEM COULD DEFEAT HIM EITHER. HELLBOY IS TOUGHER THAN ANY MAN, STRONG TEMPERED, NOT EASILY IMPRESSED, AND JUST AS HARD AS HELL TO KILL. AND ALTHOUGH HE COULD NOT BE MISTAKEN WITH YOUR AVERAGE NEIGHBOR, WITH HIS RED SKIN, HIS TAIL, TWO BROKEN HORNS AND A STONE HAND, HELLBOY ALWAYS TRY TO ACT LIKE ANY OF US AND BLEND IN SOCIETY AS MUCH AS HE CAN.

SARA COURTEVILLE

ONE OF THE BPRD'S FINEST AGENTS, SARA HAS PROVEN HERSELF TO BE A VERSATILE, COMPETENT INVESTIGATOR AND COMBATANT. SHE ACCOMPANIES HELLBOY TO THE GRAVEYARD IN SEARCH OF PETER.

PETER JOHNSON

A FRIEND TO HELLBOY, PETER DISAPPEARED 3 DAYS AGO WHILE INVESTIGATING REPORTS OF UNUSUAL GONGS-ON AT A MENTAL INSTITUTION IN CZECHOSLOVAKIA.

MITRI

THE ELDER OF TWIN BROTHERS BORN NEARLY 750 YEARS AGO AND ABANDONED ON THE STEPS OF A MONASTERY. MITRI BECAME AN ACCOMPLISHED SCHOLAR, BUT HIS KIND HEART PREVENTED HIM FROM TAPPING INTO THE DARK POWERS EMPLOYED BY KALIN.

KALIN

MITRI'S BROTHER KALIN EMBRACED THE ANCIENT EVIL OF THE NOHOX KANIS, AND HAS ALLIED HIMSELF WITH THEM TO CREATE A PORTAL BETWEEN HELL AND EARTH. HIS BROTHER MITRI CLOSED THE PORTAL NEARLY 700 YEARS AGO, BUT NOW IT SEEMS THAT SOMEONE IS ATTEMPTING TO OPEN THE PORTAL AGAIN..



NOHOX KANIS

THESE ANCIENT DEMONS ARE SAID TO BE "OLDER THAN GOD" AND WAIT AT THE EDGE OF OUR REALITY, WAITING FOR EVIL TO OVERTURN THE PRESENT ORDER. PHYSICALLY, THEY RESEMBLE LARGE DOGS, WITH FEROCIOUS CLAWS AND TEETH. THEY ASSUME MANY FORMS, BUT ARE UNIVERSALLY REGARDED AS ONE OF THE GREAT LURKING THREATS TO HUMANITY.

NURSES

ONCE NORMAL ORDERLIES, SOME OF THE NURSES HAVE BEEN CORRUPTED BY THE EVIL FORCES UNLEASHED BY THE PORTAL, AND TURNED INTO MINDLESS SERVANTS. BEWARE THEIR TRUNCHEONS AND FIREARMS.

MONKS

IN THE PAST, WHEN THIS EVIL THREATENED US BEFORE, IT STRUCK AT A MONASTERY. MANY OF THE MONKS BECAME EVIL, TWISTED REFLECTIONS OF THEIR FORMER HOLY SELVES.

INQUISITOR

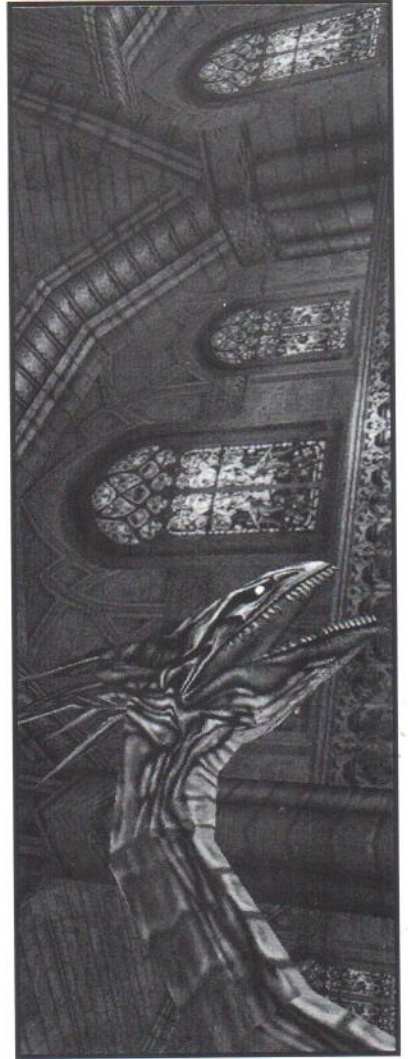
A GUEST AT THE MONASTERY, THE INQUISITOR KEPT TO HIMSELF MOST OF THE TIME. IT IS WHISPERED THAT HE WAS A POWERFUL ALLY TO THOSE IN NEED, BUT THAT HE WAS ALSO EASILY INSULTED BY THE UNINITIATED.

IGORS

THESE HUNCHED SERVANTS SERVE THE ASYLUM'S HEADMASTER FAITHFULLY IN THEIR GARDEN LAB. SOME INMATES CLAIM TO FEAR THEM, THOUGH THE REASONS FOR THIS ARE UNCLEAR.

OTHER CREATURES...

IN THESE DARK TIMES, THERE ARE MANY PLACES WHICH ARE NOT ENTIRELY SAFE AFTER DARK. IN PARTICULAR, THE GRAVEYARD WHICH LIES SOUTH OF THE ASYLUM IS A DESOLATE SPOT, AND THERE ARE RUMORS OF SOME SORT OF INFESTATION IN THE SEWERS BENEATH THE ASYLUM.



CRYO STUDIOS
NORTH AMERICA

DEVELOPED BY CRYO
STUDIOS NORTH AMERICA

EXECUTIVE PRODUCER
OLIVIER LEBOURG

DESIGN

GAME DESIGN

JASON BECK
BRIAN BLAIR
DAN HAMEL

OLIVIER LEBOURG
DMITRI SALCEDO
JOSHUA SCURRAN
GARRETT SMITH
SIMON STRANGE
MARK THURLOW

STORY AND DIALOGUE

OLIVIER LEBOURG
MIKE MIGNOLA

ORIGINAL CONCEPT

YANNICK BACHELART
BRUNO GALET
OLIVIER LEBOURG
LAURENT LEDRU
BENOÎT MUNOZ

LEVEL DESIGN

JASON BECK
BRIAN BLAIR
DAN HAMEL
DMITRI SALCEDO
JOSHUA SCURRAN
SIMON STRANGE
MARK THURLOW

ORIGINAL DESIGN

GARRETT SMITH

MODELS AND TEXTURES

JASON CHAPPELL
SCOTT MAYHEW
GARRETT SMITH