



Hero X Game Manual

The Story



You have been assigned to protect Smalltown (a small Middle American town) by the A.S.H.A. (American Super Heroes Association). As a recently promoted former sidekick on probationary assignment, you are charged with protecting the citizens of Smalltown from a current rash of troublesome junior college fraternity hoodlums, junior supervillains, and enemies far worse in nature. As you successfully defeat each challenge, you will earn new powers and eventually a permanent position within the A.S.H.A. The challenge is made even more demanding on your skills, as A.S.H.A. will not accept any casualties in your use of Super Powers. You must constrain and incarcerate evildoers, but you must also preserve the life of the citizens and even of the criminals.

Smalltown isn't quite the restful little haven it appears on the surface. A very unusual level of criminal and supervillain activity has erupted lately, and A.S.H.A. has good reason to suspect that a nefarious new mastermind is using this as a rallying point for an unknown plot of potentially national proportions.

An agent of A.S.H.A. had been sent into Smalltown to perform a preliminary analysis. The agent began acting very unusually and became completely unreliable. Someone with "special skills and powers" is clearly needed to uncover the truth of this mystery. This is your chance to step up and show everyone what you are made of, and what you can do as "the" super hero or heroine on the scene. This is your time to shine.

Getting Started

Interactive Comic Book

Hero X is essentially an interactive comic book. You are in charge of the actions of your player character, and your success with each challenge all rests on you.

However, the plotting and scheming of the key enemies will bring events into play to guide you to the grand confrontation and your big chance to save the world.

At various times you will see comic panels or other interfaces displayed that help advance the story and move events along.

Comic Pages

The game opens with two full-screen comic pages that set the initial story into motion. As you finish major events in the game then additional full-screen comic pages will also be presented.

Comic Pop-Ups

You will occasionally see comic panels pop up and display over the game screen. These draw your attention to an event, show something that may be happening off-screen, alert you to some important change in the circumstances that warrant your attention, or otherwise just help keep you informed. Many of these will remain on the screen until you click your mouse to acknowledge that you have seen them, others will just clear themselves after a short time.

Cinematic Events

During these events, you will temporarily lose control of the game as you are allowed to watch other characters engaged in some activity. These may just be short little scenarios where your attention is drawn to some crime or other occurrence that you need to notice, while other Cinematic Events will show you major happenings elsewhere in the game. As soon as you start the game, the very first encounter you have after the two opening Comic Pages is a Cinematic Event showing who is threatening the Professor so that you clearly know your very first game objective.

Dialog Balloons

Yep, it is a comic book all right. Right down to the little text balloons that pop up over the heads of characters showing what they are saying, or even what they are thinking if you have the ESP Super Power. While some useful information can be conveyed to you through these Dialog Balloons, they are mostly provided to add "life" to the population of Smalltown. The most important Dialog Balloons, the ones you really should read, are the ones used within Cinematic Events. Clicking on almost any non-enemy character (those who highlight in yellow) will start a short exchange of dialog, though most may quickly lose interest in talking to you.

Conversation Interface

Dialog Balloons result in very one-sided discussions. Some characters are far more vital to you, so they will engage in conversations through a Conversation Interface.

This consists of two "windows" on the screen. The upper window shows what the game character is saying to you, and the lower window allows you to select from a small assortment of possible replies, questions, or comments. The most critical conversations in the game are with the Professor. He provides the most information about available missions, what challenges you will face, and what resources can be available to you. Simply click on a character, as you would to see a Dialog Balloon, and if the character has enough information to pass along then the Conversation Interface will appear.

Installing the Game

Inserting the CD may automatically prompt you to install the game. If your game does not automatically start the installation procedure then you can manually start the installation by double-clicking on the installer program in your Windows Explorer display. This program will be located on your CD-ROM drive. This game uses a standard Windows SETUP program. Whether or not your game automatically installs, remember these points:

- Before installing any sizable game, it is a very good idea to run ScanDisk to check the hard drive for errors and Disk Defragmenter to organize it so that the game receives the best starting environment. These are Microsoft Windows utility programs. Help for these programs can be found in the Help tab of the Start Menu.
- Be sure other programs are not running while the setup is active.

If your game does not automatically install then follow these instructions for manual installation.

1. Double-click the My Computer icon on the desktop.
2. Find the CD-ROM drive letter and double-click on it (the letter of your CD-ROM is usually D: and/or indicated by a CD-ROM icon).
3. Run the installation.
4. Follow the on-screen instructions.

Launching the game

To play, close all other applications and then click the Windows **Start** button. Click **Programs**, then **Infogrames** (this is the game's Program Group.), and then **Hero X**.

Be sure to disable any other programs (email, chat, etc.) that may attempt to pop up messages or otherwise try to assume control of the computer while you are playing the game.

Load Game



If you have already been playing the game, then instead of selecting a character you can select a Saved Game. In addition to the games you name and save, the game makes an "Autosave" as you enter each game map, and there is a "quicksave" made if you pressed the F2 key while playing. Just select the game you wish to resume in the left panel, and then click "Load."

How To Fight

You are a keeper of the peace, a helping hand for the duly elected police and other officials of SmallTown. You are not a lawless vigilante, or someone whose claim of "doing good" is just an excuse for conduct as evil as those you seek to apprehend. You must never kill or permanently harm, nor through your inaction allow anyone else to kill or permanently harm, anyone in SmallTown. You are fighting some very dangerous foes, have no doubt. But at every moment your ultimate duty is to protect the innocent, and to capture those performing crimes. You use your amazing array of powers to capture criminals, knocking them out if necessary but without doing any lasting damage, so that the police and the courts can perform their proper role in bringing justice to all. This code of conduct is so deep in your nature, that you could not even slap a civilian if you wanted to.

Your player character can battle foes in two main ways: up close with hand-to-hand combat, or from a distance with ranged attacks. The left mouse button controls the hand-to-hand attacks, while the right button fires your ranged powers.

Targeting

You must actually click on an enemy to attack them. The mouse cursor must be positioned so that the targeted enemy is currently highlighted in red (see "Highlight Colors" below). If multiple enemies are close together then only the one currently highlighted is targeted for your attack.

Melee

For hand-to-hand, or melee, combat the player must be within arm's reach of the

enemy. Usually no barriers or obstacles are allowed between the player and the targeted enemy.

Once you have encountered a criminal you are expected to stand firm and earn your victory. However, if your strength is failing too fast then you can click in an open area behind you in order to back away and withdraw from combat or otherwise make a strategic change in your position. You cannot just walk around an attacker; if they can reach you then they will block your passage until you knock them down.

If you knock an enemy into another enemy then both may receive damage.

Ranged

Firing super power projectiles allows the player to attack from a distance for "ranged" combat. Such ranged powers can provide an initial "sneak attack," but most enemies will immediately turn and retaliate against you if they are still able to move.

Some super power attacks, like Super Fireball, can damage multiple targets at the same time if the targets are close enough together, or if the flight or path of the super power passes through multiple enemies.

If you right-click to fire a super power effect without actually targeting an enemy, the projectile or force may still hit a viable target if you are lucky. For best aiming always target an enemy so that they highlight before you fire.

Throwable items highlight Purple (see "Highlight Colors" below) and can be used as weapons. These items are not very accurate, and are easily detoured from the desired target if any other obstacle is encountered before reaching the target, but some are sufficiently heavy that if you currently have enough strength to lift them then they can make for effective weapons.

Ctrl, Alt, and Shift

While engaging an evildoer in melee combat, you can control your type of attack by holding down the Ctrl, Shift, or Alt key. The Shift key enables a quick punch. The Ctrl key throws a more powerful, yet slower, punch. The Alt key will cause the player character to kick enemies back and off their feet. Be sure the player is close enough to an enemy to actually engage in a fight before pressing these keys.

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Highlight Colors

As you move your mouse cursor over various elements in the game screen you will notice that some characters and items are displayed with a colored highlight outline. This highlight provides you with important information about your environment.

Green Highlight

A green highlight indicates a character that will fight beside you against crime, namely your duplicates if you select the Multiply power. Do not attack this person, and do not fear approaching them or their following you.

Yellow Highlight

A yellow highlight indicates a character that is neutral towards you. In Smalltown, nearly everyone is neutral. As innocent civilians, you cannot attack these people and it is part of your expected duty to intervene on their behalf if any criminal is threatening them with any harm.

Red Highlight

This is an enemy of justice, whom you may freely subdue so that they do no more harm and will not escape before the arrival of the police to take them into proper custody. Placing your cursor over a criminal will also display a moving indicator bar

image over their head representing their health, much like the meter that indicates yours. Observing this indicator bar will enable you to discern how effective your attacks are, or, if you prefer, how resilient is your opponent.

Purple Highlight

This indicates objects such as doors, switches, and throwable items with which you can interact. To open a door or throw a switch move close to it then just click on it when the mouse cursor is at a location that causes the item to highlight. To throw an object at a criminal, first click on it to pick it up. Then click again when you move the mouse cursor in the desired direction of the throw, or click on a target at which you wish to throw.

Game Screen Icons

Four icons appear on the play screen, and three can be repositioned by selecting them with the cursor. By left-clicking and dragging them, they can be moved to suit an individual player's taste. The "I" key (unless you have reprogrammed this Hot Key) will toggle these icons between visible and hidden.

Power/Health Meter



This represents your available health and super power.

The blue meter represents the power you have available for your super-abilities. Some abilities will drain this meter, while others will slow or halt the meter's rate of replenishment as long as they are active. To replenish your meter more quickly, turn off active super powers until they are needed.

The red meter represents the player's health level. Successful attacks upon the player will drain this ability, which will regenerate over time. Note: The Power Meter is limited by the Health Meter - i.e. the more health you have, the more power you can store.

By right-clicking on this meter, you can change its orientation from vertical to horizontal.

Watch Icon



This gives you quick access to the watch interface, with all its functions. These are detailed later in the "Watch Interface" section. To open the watch interface: right-click once, or left-click twice, on this icon while the game is active. The "W" key (unless you have reprogrammed this Hot Key) will also open the watch interface.

Map Icon



The Map icon opens the Town Map, allowing quick navigation around the city via the Professor's network of connected telephone booths. To open the map interface, right-click once or left-click twice, on this icon. The "M" key (unless you have reprogrammed this Hot Key) will also open the map.

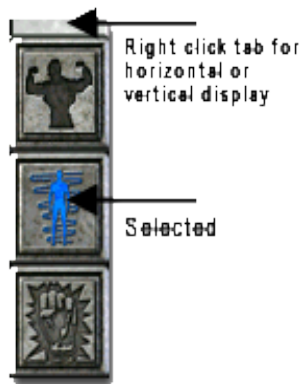
Temporary labels are often placed on the Town Map to designate proper locations for finding a crime in progress. As the mouse cursor is moved about over this map a highlight indicates the part of the map you can visit, and a pop-up description lists some of the main locations in this segment of the map.

Cheese Icon



The "slice of cheese" icon on the game screen indicates the status of "Cheese" mode. In its "On" setting, comical action blurbs will appear as the player attacks or suffers an attack. Some other elements of the game also become more "humorous" depending on the setting of this mode. This is an affectionate tribute to classic comics. When engaged through the options menu of the watch interface, attacks will be followed by action blurbs, such as "Pow," "Bam," and "Zap." This icon cannot be moved.

Super Powers Icon



This is an iconic list of the player character's currently available super powers. To activate or deactivate a power, left-click on the desired power. The orientation of this icon can be switched from vertical to horizontal by right-clicking on it. Note: The powers can also be turned on and off by the corresponding numeric keys, from left to right. Thus, the "1" key will toggle the state of the first (top most on a vertical bar, or left-most on a horizontal bar) displayed super power. The "2" key will toggle the state of the second displayed super power, and so on. When you rest the mouse cursor over any of these super power icons for a moment, a little "hint" text pop-up will show you the name of the super power.

Watch Interface



Throughout the game, you will receive messages and other information, and you may also want to control game options. Your character is wearing a very sophisticated watch that is linked to the Professor's Crime Computer. When you right-click on the watch icon in the game screen, or press the "W" key (unless you have reprogrammed this Hot Key), or press the Escape key, and then this interface will be displayed. Pressing the Escape key while in the watch screen will return you to the game screen.

The five buttons at the bottom-center of the watch, know as the "Navigation," will scroll and navigate the biography and message displays. The two alert windows on the sides of the watch will highlight when new biographies or messages arrive. If the watch icon in the game screen was flashing but neither alert window is lighted then check the Mission Objectives.

Main Watch Icons

Messages



Usually messages sent to you from the Professor. This display contains information relevant to the current emergency needing your attention.

Villain Bio



The Professor's Crime Computer can access biographical data on criminals and super-villains, and will make that available for you here.

Mission Objective



A Super-hero has so many things to remember. This display helps remind you of the current main goals.

Load Game



Choosing this option will display the load screen, where you can resume a previous game from any of the points where you saved it. To load a game, select the desired game name and click the Load button.

Save Game



Choosing this option will save your current game. This allows you to quit playing the game and come back to the same place later. To save your game, use the Backspace key to remove the "Create New" name and type in the name for your Saved Game. Then click the Save button at the bottom. The names of other Saved Games are displayed so that you can avoid accidentally overwriting other games.

Note: this Save command is distinct from a Quick Save, which is performed when you press the F2 key while actually playing the game. Quick Save only saves a single snapshot of your current game (titled "quicksave" in the list of saved games) as a precaution before you engage in some action that you may wish to quickly undo (this makes it easier to explore "trial" decisions without having to restart from the location of the last formal saved game).

Options



This displays the options screen, where you can customize some of the settings of the game. Note: the total/maximum volume of music and sound effects is set by your computer's normal audio volume controls.

- Music - Moving this slider to the right will increase the volume at which background music is played during the game.
- Sound Effect - Moving this slider to the right will increase the volume at which sound effects are played during the game.
- Gamma Control - The half-way (50%) setting is "normal." If your monitor is too bright or dark then you should adjust the monitor itself, but in extreme cases you can also use this to change the game display at the risk of lowered graphical image quality. Note: not all video cards support the Direct-X Gamma calls used by the game, so on some cards this setting (and the fade-to-black effect between game maps) will have no visual effect.
- Cheese Mode - "Cheese" mode can be toggled on and off here.
- Hot Keys - To set up keyboard shortcuts for the player, select the function you wish to program, then press the key you want as the shortcut. Note: shortcuts for other functions, such as pause, are preset and cannot be changed here. The

default Hot Keys are:

Escape - **ESC**

ShowVillainBio - **B**

ToggleInterfaces - **I**

Show Map - **M**

Pause Game - **P**

Show WristLink - **W**

ToggleXRay - **X**

ScreenShot - - (the minus key on the numeric keypad)

QuickSave - **F2**

QuickLoad - **F3** (load the last QuickSave game)

Resume Game



Choosing this option will return you to the game currently in progress.

Quit Game



Choosing this option will display a confirmation dialogue. Choosing Yes will exit the game. This action does not make a Saved Game for you. However, whenever you enter a new game map an "Autosave" is made for you, so you could load that to resume at the point when you last entered the current game map.

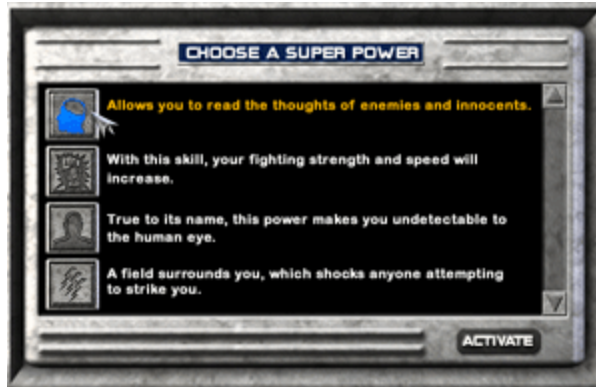
Telephone Booths



The Telephone Booths, located throughout the city, provide a quick route to the Professor's hideout. Simply enter and left-click on these booths, and you will arrive automatically at the Professor's underground lab.

The Professor's Powermaker

The Professor will provide you with additional powers throughout the game.



When the Professor sends you into his Powermaker, you are asked to select a new power to add to your hero's arsenal of justice. The scroll bar along the right allows you to view all the currently available powers. Left-click on the power you want, and then press the "activate" button to gain the power. The new power will be added to your super power list icons on the game screen. You may want to talk to the

Professor immediately after receiving your first few super powers.

Super Powers List

This list details all the Super Powers you or the super villains might acquire throughout the entire game. Only a small portion of these are available to you at the start of the game. Some of these are never available to the player.



Awareness: Quickly identifies objects you can interact with; pick up, open, etc.



Bullet Shield: This shield protects the user against small high-velocity projectiles.



Confusion: Confused opponents wander aimlessly, forgetting the fight temporarily.



Copy Superpower: Allows you to use another's randomly selected superpower temporarily.



Danger Sense: With this skill, you will know what direction threats lie in.



Earthquake: Knocks everyone off their feet, stunning them temporarily.



Electric Bolt: Connects you rather shockingly to a target for heavy damage.



Electric Shock: An electric arc emits from you, striking an enemy for light damage.



Energy Drain: Lessens the power of a target who possesses super abilities.



Entanglement: Employs flora, dead or alive, to hinder your enemy's movement.



ESP: Allows you to read the thoughts of enemies and innocents alike.



Fireball: Fires a flaming ball that concentrates on its target for heavy damage.



Flame Shield: A flaming aura will surround you, lessening damage inflicted to you.



Flamethrower: Flames shoot forth in a stream, inflicting moderate damage.



Flaming Body: Flames will surround your body, burning all who strike you.



Force Field: Forms a barrier of force around you, absorbing all damage inflicted.



Force Hand: Use this mentally generated hand to dispense justice at a distance.



Freeze Ray: Shoots a ball of extreme cold at a target, freezing him in his tracks.



Frenzy: With this skill, your fighting strength and speed will increase.



Ice Shield: An aura of cold surrounding you that lessens damage inflicted to you.



Ice Slide: A pathway of ice beneath you allows you to slide around VERY quickly.



Illusion Decoy: Creates an identical copy of yourself and renders you invisible.



Immobilize (Ice): Instantly immobilizes opponents in an encasement of ice.



Infravision: See heat, and your foes can no longer hide in darkness.



Invisibility: True to its name, this power makes you undetectable to the human eye.



Knock Back: Produces a field that forces away anyone you strike.



Knockout Gas: Produce noxious fumes to overwhelm stubborn villains without struggle.



Mimic: With a simple touch, absorb the appearance and abilities of another.



Mind Control: With this ability, most anyone can be made into an ally.



Multiply: Create three independent duplicates of yourself for instant allies.



Psychic Blast: Harnesses the power of the mind to damage a single target.



Psychic Hold: Using advanced psychic skills, a target can be rendered immobile.



Repulse: Force away anyone who tries to crowd you with a telekinetic shove.



Shapeshift: Assume a metallic or rock form.



Shock Field: A field surrounds you, which shocks anyone attempting to strike you.



Smoke Screen: Generate a cloud to confuse and slow evildoers.



Sonic Boom: Render criminals helpless with a devastating blast of sound.



Sonic Stun: Render criminals helpless with a devastating blast of sound.



Stasis Field: A field of energy that can be sent at a target to render it immobile.



Super Healing: Recover from any injuries at a greatly accelerated rate.



Super Speed: Run circles around evildoers with the speed of a cheetah.



Super Strength 1: With your enhanced muscles, lift up to one ton.



Super Strength 2: With further muscle enhancements, lift up to 3 tons.



Telekinesis: Move objects from a distance with this mental discipline.



Teleport: Transform yourself from matter to energy, and back again elsewhere.



Time Slow: Slows the flow of time in your immediate area.



Time Stop: Bring the march of time to a grinding halt for all those around you.



Whirl Wind: Unleash the fury of a miniature tornado upon your foes.



Wind Blast: Use this solid air attack to knock down even the most unyielding foes.



Wind Slide: Harness the forces of air to glide at the speed of a gale.



X-ray Vision: Walls of wood and stone cannot conceal foes from the eyes of justice.

Uninstalling the Game

Should you ever need to remove Hero X from your computer, just follow these steps.

Note: Use caution when performing these instructions.

1. Select Uninstall Hero X from the Programs / Infogrames / Hero X tab of the Start Menu and follow the on-screen instructions. If you do not wish to preserve your Saved Games then proceed with the remaining steps.
2. Double-click the My Computer icon on the desktop.
3. Find the letter of the drive where the game has been installed (usually C:) and double-click on it.
4. Find the Program Files directory and double-click on it.
5. Find the Infogrames directory and double-click on it.
6. Find the Hero X directory and right-click on it.
7. Select Delete from the menu and follow the on-screen instructions.