

HYPE

THE *Time Quest*



playmobil®

interactive

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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 Lyzothé 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, Lyzothé's father the king ordered his daughter to flee to the kingdom of the young king Taskan IV. Lyzothé 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, Lyzothé 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, Lyzothé lifted him up. She named him Hype.

After several tiring days on foot, Lyzothé 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. Lyzothé 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. Lyzothé thought of him as a son and was sad to see him now fighting a war. She had endured enough. Lyzothé 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. Lyzothé 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 Lyzothé 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 soldier 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, Lyzothé 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.

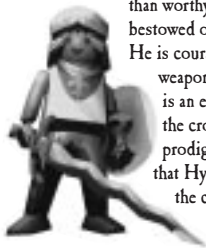
Will Hype be able to escape from his stone prison and return to his own era? Who knows what atrocities the black knight is subjecting the people to, now that Hype is not there to protect them! The fate of Vibe, Taskan IV, Lyzothé and all the town's people lies in Hype's hands... And Hype's fate is now...

...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 Lyzothé, 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.



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.

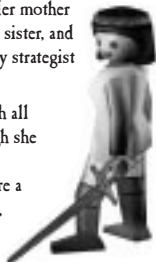
Weaknesses: Hype is a little inexperienced for such a perilous quest and one so crucial for his kingdom. And he doesn't know enough about the history of his kingdom...

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 if 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 she 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.

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.

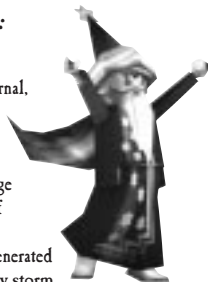
Their love was born out of this encounter.

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.

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.

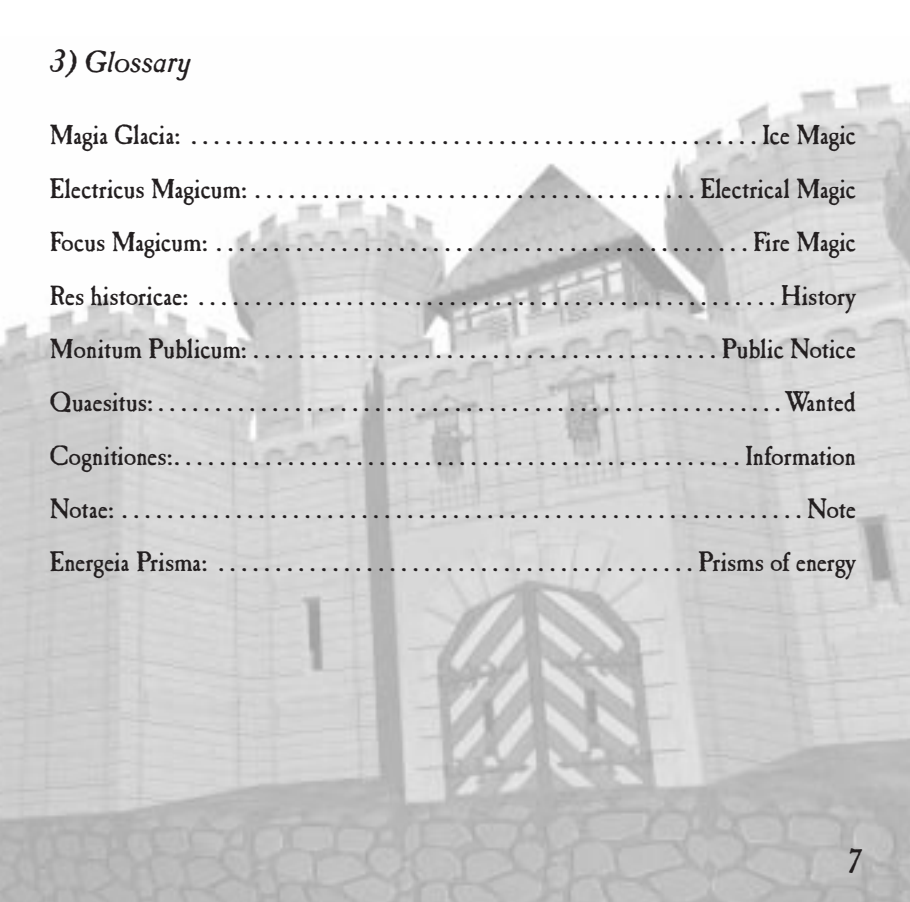
Strengths: Merciless combat skills.

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

Minimum configuration:

Pentium 200 MMX, 32 MB RAM, 3D card

Recommended configuration:

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.

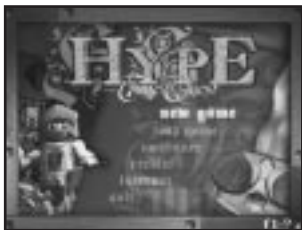
Menu commands

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.

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

- 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.

Menu during the game

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:

<i>Return to the adventure</i>	Allows you to return to the adventure.
<i>Load another adventure</i>	Quits the current adventure and allows you to load another one.
<i>Configuration</i>	Gives access to the configuration menu.
<i>Return to main menu</i>	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 | * Use objects | * Manipulate levers |
| * Read the boards
books, etc. | * Give objects | * Push buttons |
| * Take objects | * Open doors
and boxes | * Hold onto ladders |

Basic actions:

- * 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".

In combat:

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

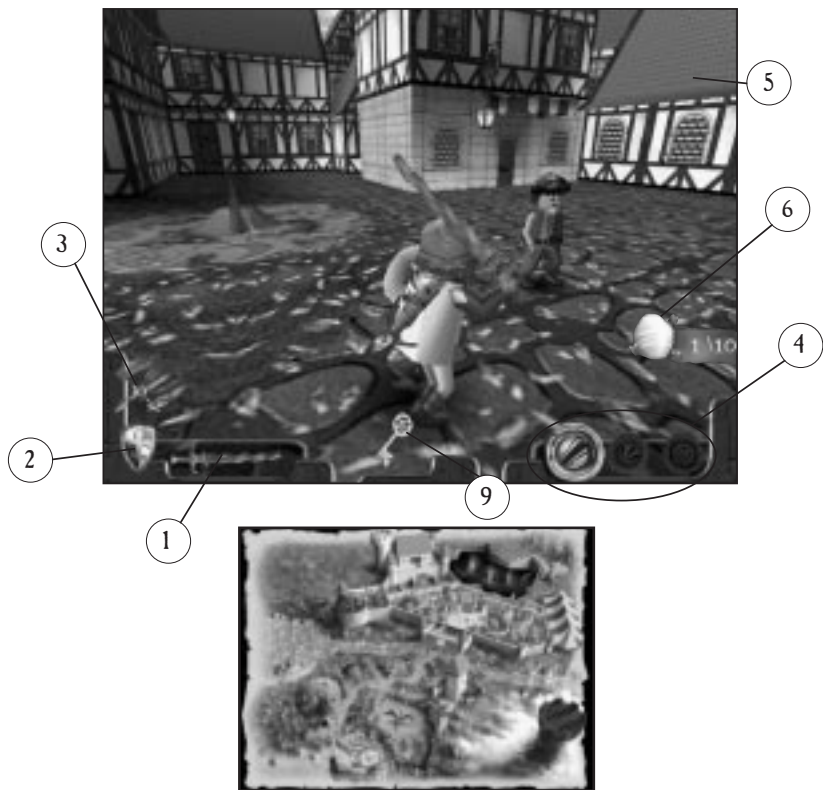
9. The object selected from Hype's inventory in which the user wants to use next.

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 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").



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.



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.

E) The magic of the kingdom:

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 inherited 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 .
- * 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 Zabila's back, Hype can collect "Energeia Prisma" from the sky, which will give the royal jewel it's magic powers.

To control Zabila'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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