

of human society: the Legion, the Arcanum, and the Church. In an uneasy balance often threatened by petty squabbles and escalating power struggles, these three organizations share absolute dominion over all humanity. The Legion represents human military strength, using brute force backed by magical weapons to impose a strict and inflexible order upon the populace. The Arcanum is the center of learning for all magical studies, and as such it determines who will or will not have access to its wealth of arcane secrets. The Church acts as a bridge and buffer between the Legion and Arcanum, using a mixture of magic and military training to maintain the balance of power while secretly furthering its own interests. Together or separately, these three groups control every aspect of human life.

Each organization is led by a single man: Zedek, Marshal of the Legion; Traductus, Grand Patriarch of the Church; and Menelkir, Arch-Mage of the Arcanum. These men are the ultimate embodiment of power on Cronos. Cold, calculating and devoid of concern for anything but the advancement of their own status, these leaders were the first to fall under the sway of Korax, the second of the three Serpent Riders. In return for their allegiance, Zedek, Traductus, and Menelkir were rewarded by Korax with the dark gift of Unlife. Using the powers granted them by Korax, as well as the relics already in their possession, all of humanity quickly fell under their spell.

Only three humans escaped the aegis of the leaders' new powers: Baratus, a Warrior of the Legion; Daedolon, a Mage of the Arcanum; and Parias, a Cleric of the Church. Now these three have sworn to destroy the leaders they once followed, and anything else that gets in the way as they execute their task. Entering the mystical portal used by Korax to reach their world, the three become hopelessly separated, forcing each of them to attempt on their own that which they had little hope of doing together; find Korax's stronghold, defeat his legions of grotesque minions, and finally destroy the Serpent Rider himself.

Their task will be a different one indeed. It is well known that Korax's special powers stem from his control of the Chaos Sphere, which he uses to warp and corrupt everyone and everything he touches. Though not the mightiest of the Serpent Riders, his hatred for all living things not under his control. Can he be vanquished?

Only time will tell.

THE CONTROLS

Run	X
Jump	Square
Use	Shift (R2) + Circle

Fire	Triangle
Open	Circle
Shift	R2
Strafe Left	L1
Strafe Right	R1
Map Mode	Select
Inventory Select	L2 + D-Pad Left, Right
Weapon Select	Shift + Triangle
Look Up & Down	Shift + X + D-Pad Up, Down

Map Mode:

Map Scroll	Shift + X + D-Pad Up, Down, Left, Right
Zoom In	Shift + X + L1
Zoom Out	Shift + X + R1

Flight Mode:

Up & Down	Shift + Square + D-Pad Up, Down
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The Object of Hexen

Whether you choose to play as Baratus the Warrior, Daedolon the Mage, or Parias the Cleric, the ultimate goal of Hexen is the same. You must defeat Korax, the second of the three deadly Serpent Riders. The task is not an easy one, however. Along the way you must destroy hundreds of Korax's vile minions and learn the secrets of his stronghold if you wish to progress to the final confrontation.

Hub Play: Korax's fortress is built upon a series of central cores known as Hubs. Each Hub provides access to several sub-levels. In order to progress through the game, you will need to revisit each Hub several times and explore the numerous sub-levels that branch off from it, often recovering important items and bringing them back to the Hub. Only then will you be able to progress to the next Hub and the next challenge.

Character Classes: When you start a new game of Hexen, you will have the opportunity to choose your character class: Warrior, Mage or Cleric. Once you have chosen, you may not change your class (although you may start as many new games as you wish and use different characters in all of them, then save them in different save game slots).

Strategies for Each Class: Several things are affected by the character class you choose. For example, each class uses different weapons, and certain artifacts work differently in the hands of different characters. Most importantly, however, each class has its own fighting style and its own unique abilities and limitations, so you'll

have to bear those abilities in mind when you fight or try to solve a problem. In general, the character's abilities are as follows:

Baratus

Trained by the Legion, Baratus is a master of the weapons and the mystical artifacts of his order. He is the fastest and strongest of the characters. His excellent speed makes him formidable in combat, and his ability to jump great distances allows him to easily reach areas that are difficult for the other characters to access by normal means. He starts the game with strong armor, and he can build his Armor Class to a higher level than either Daedolon or Parias. He needs the extra protection because his weapons emphasize close-range fighting. This is Baratus' primary weakness: unlike the other characters, he often cannot hang back and dispatch his enemies from a distance. He must charge in to bring the power of his melee weapons to bear.

Daedolon

Physically weak but strong in spirit, Daedolon weaves the very fabric of reality with his powerful spells. He is an expert at destroying his foes from afar, eliminating creatures with magical attacks before they can get close enough to injure him. However, this useful ability is counterbalanced by his poor speed and strength, and the weakness of his armor. If you choose Daedolon, you must choose your battles carefully, maximizing the effectiveness of your ranged attacks and finding some way to compensate for your lack of speed and jumping power.

Parias

Half warrior and half Mage, Parias melds the two disciplines into a lethal composite. His skills and abilities lie somewhere between those of Baratus and Daedolon. He is fairly fast and strong, and some of his weapons can kill from a distance. Some might think of Parias as a weak half-caste or a mere jack-of-all-trades, but his mixture of martial and mystical training makes him a formidable opponent indeed.

Main Menu and Game Options

Starting Out: When you start Hexen, you have a choice of starting a new game or going to the Options screen for more choices. Use the D-pad to highlight your choice, and press X to activate it. Any time you're in a sub-menu, you can press Start to return to the Title Screen.

New Game: To begin a game of Hexen, select New Game. You'll be asked to choose a skill level and a character class. If you're new to the game, it's recommended that you use the default skill level, or perhaps an easier one.

Options: The Options screen gives you these additional choices:

Messages On/Off: With this option turned on, messages are displayed on the screen as you play. Messages keep you informed of events as they happen, letting you know, for example, that you have picked up a flechette or gained extra health points. You can turn this option off for a "cleaner" look on the screen.

Pad Config: Cycle through 21 different control configurations (A-V) using the D-pad. The default configuration is A.

Sound: Select this option to adjust the sound volume.

SFX Volume - Adjusts the volume of the sound effects.

Music Volume - Adjusts the volume of the music.

You can press Start at any time during a game to access the Options menu.

Game Files (usable only if memory card is present): Displays the following game file options:

Load Game: Loads a previously saved game. To load a game, insert a memory card and press X.

Save Game: Allows you to save a game in progress. To save a game, press Start at any time during the game to display the Main Menu, select Options, select Game Files, and select Save Game. Choose a memory card you don't mind overwriting and press X. Your game will be saved.

Note: A saved game uses up an entire memory card, so you'll only be able to save one game per card.

Your Status

The Status Bar at the bottom of the screen displays vital information about your condition. Here's a look at what the status bar tells you (from left to right).

Life Counter: The number in this box tells you how healthy you are. Your health is rated as a percentage, so a health of 100 means you're in perfect shape, while a health of 1 indicates that you're nearly dead.

Mana Counters: This area shows you how much mana you have collected. The number beneath the blue mana symbol on the left tells you how much blue mana you've accumulated, and the vertical blue bar gives you the same information graphically. The number beneath the green mana symbol on the right shows you how much green mana you've got, while a vertical green bar shows that same information graphically. If you are currently using a weapon that requires mana to function, then either the blue or green mana icon will be highlighted, depending on which sort of mana that weapon uses.

Ready Item: This box shows which item from your inventory is currently selected (ready to use).

Weapon Pieces: Each character can use a special weapon: The runesword known as Quietus belongs to the warrior, the holy symbol called Wraithverge is used by the priest, and the staff named Bloodscourge can be wielded by the mage. These weapons have been broken into pieces, which you must collect. The outline of your character's special weapon (sword, symbol, or staff) and any pieces you have collected will appear in this part of the screen.

Armor Class: The Armor Class box on the far right gives you a numerical indicator of your armor level. An adventurer with no armor whatsoever has an Armor Class of 1, while a character armored like a Colossus would have an Armor Class of 20.

Life Chain: At the bottom of the screen is a chain. This chain represents your life: a sliding indicator rests on the right of the chain while you're healthy, and slides to the left when you are damaged.

Using the Inventory: When you walk over most items, they will be placed in your inventory. Pressing L2 and D-pad scrolls through your inventory items. When the item you want to use is displayed, press Shift + Circle to use it.

Movement and Game Environment

Picking Up Items: You pick up an item by walking over it. If you walk over an item but do not pick it up, you probably can't use it right now. For example, if you are at 100% health and you walk over a Vial (which provides +10 health), you won't pick it up.

Flight: When you're using Inhilicon's Wings of Wrath, you can fly. Press Shift + Square + D-pad Up to float upward, and Shift + Square + D-pad Down to float down.

Automap: Press Select to look at the map. Pressing X + L1 and R1 will zoom in and out. The Automap screen is also where you will see any keys and armor that you have accumulated. All other items are placed in your Inventory.

Doors: Most doors in Hexen will open if you walk up to them and press Circle. Some doors are locked, and you'll need to be holding the proper key to open them. Other doors are opened by switches on nearby walls. And still other doors remain sealed until you perform a special action, like walk into a certain room or kill a specific monster.

Teleporters: There are two types of teleporters in Hexen: short-range teleporters and inter-level teleporters. The short-range

teleporters move you around but do not transport you to the next level. They can be identified by a symbol on the floor that emits a sparkling flow of energy into the sky. To use a short-range teleporter, you just walk over it. Not that teleporters with a red floor panel will actually teleport you, while the ones with a blue floor panel are merely end-points for other teleporters. They won't move you anywhere: they just mark the place where you'll be dropped off after using a red teleporter. The other type of teleporter is the inter-level teleporter. This device moves you from one level to the next. These teleporters are always mounted upon walls. They look like a full-length mirror with a swirl of color inside. Just walk up to it and you'll be teleported.

Platforms: Often you will encounter platforms that raise and lower. They are activated in a variety of ways. Some raise or lower when you walk up to them and press Triangle, while others move when you throw a switch or walk across a certain section of floor. Still others are continually in motion.

Damaging Environments: While battling your way through Korax's fortress, you'll often encounter environmental threats such as poisonous clouds, lava-covered floors, or ceilings that drop to crush the unwary traveler. Other hazards include dangerous water currents and falling bridges that can throw you to your death. Note that you can be killed if you fall a great distance.

Completing an Area: Hexen is structured around several large Hubs. You'll spend a lot of time in each Hub, going back and forth between the many sub-levels that branch off of the main area. You'll know you've finally conquered a Hub when you reach an intermission sequence.

Dying: When you die you restart at either the entrance to the level, or at the point where you last saved your game.

Weapons

Except for the weapon that a character starts out with, every weapon in Hexen uses mana. You can tell which sort of mana a weapon uses because the appropriate mana icon will be highlighted on the Status Bar.

Fighter Weapons

Spiked Gauntlets: The fighter starts the game with these Gauntlets and always has them "at hand" as a last resort. Each punch wears down your enemy's defense and every third punch delivers a Mighty Blow!

Timonis Axe: The Axe makes you want to really jump in there and hack away at your enemies as it deals out much more damage than the

Gauntlets. This is also a close-range-only weapon, so be careful not to get carried away!

Hammer of Retribution: Now you can really start dealing some death! The Hammer can be thrown straight out in a skull-spitting attack or you can get up-close and personal for that special bludgeoning that only you can provide.

Quietus: This multi-part runesword is called Quietus because it's the ultimate way to silence your foes. After one slice from this steel companion, most monsters willingly surrender their souls.

Cleric Weapons

Mace of Contrition: The Mace will only cause contrition in an enemy after numerous beatings. This weapon should only be used as a last resort because of its short range!

Serpent Staff: The essence of the sacred Kalrath serpent is contained within this staff. Feed it with the blue mana and it will serve you faithfully by spitting twin venom spheres at your enemies. Using this staff up close will drain your enemy's life and give some of it to you!

Firestorm: The Firestorm spell lets you summon a gout of fire from the earth. The flames appear at your enemy's feet and roar upward to engulf his entire body, roasting him alive. All things considered, Firestorm is the ultimate barbecue.

Wraithverge: A very powerful multi-part weapon, this staff will summon the forces of the grave to feed upon your enemy's soul, tearing and knashing away at the lifeforce like hungry dogs!

Mage Weapons

Sapphire Wand: Useful for killing enemies, eventually, this wand will fire quick magical blue darts at your target. There is no limit to the amount of charges in this wand and it requires no mana.

Frost Shards: This spell lets you shoot frozen shards from your hands. These ice bolts are significantly stronger than the Sapphire Wand's small darts, so use Frost Shards whenever possible to freeze your enemies where they stand.

Arc of Death: The Arc of Death spell fires vertical columns of supercharged electrical energy from your hands, blasting your foes with devastating impunity. Once it hits a creature, it will stay near them and continue to do damage before finally disappearing.

Bloodscourge: This mighty multi-part staff fires multiple tracking spheres that will seek and destroy anything in their path. Mages who prefer not to aim will appreciate Bloodscourge, the humans' first successful attempt at a fire-and-forget weapon.

Items & Artifacts

Items with an asterisk before their name can be picked up and placed into inventory, then used later. Items without the asterisk are used immediately when you walk over them.

*Torch: Makes it much easier to see in dark areas.

Vial: Instantly gives +10 to your health when you walk over it.

*Quartz Flask: Gives +25 to your health.

*Mystic Urn: Gives you full health.

*Krater of Might: Gives you full mana of both colors.

Mesh Armor: This light armor is most useful to the Fighter and least useful to the Mage.

Falcon Shield: The Falcon Shield helps all characters, but it adds to the Cleric's Armor Class most of all.

Amulet of Warding: This amulet adds to your armor class and varies its benefit depending on your character class. The Mage benefits most, while the Fighter gets the least results.

Platinum Helm: The Platinum Helm boosts your armor class an equal amount for all character classes.

Note that all armor is added to your Armor Class the moment you walk over it. The armor then sticks around until it has absorbed a certain amount of damage, then it disappears.

*Dragonskin Bracers: These Bracers give you a temporary (time-based) boost of 4 points to your Armor Class.

*Boots of Speed: These give you a temporary burst of speed, making you reasonably fast if you're the Mage, and insanely quick if you're the Warrior.

*Wings of Wrath: An old favorite, the Wings of Wrath allow you to fly through the air with the greatest of ease. The Wings allow you to fly all you want until you go to a new Hub.

*Disc of Repulsion: When you use this artifact, everything within a certain radius of your body is deflected away. This includes monsters, projectiles, and even spells!

*Chaos Device: Teleports you back to the beginning of the level. Useful if things are getting out of hand.

*Banishment Device: Teleports your target back to the beginning of the level. Even better than the Chaos Device: why teleport when you can make the bad guys go away instead?

*Flechette: This strange item performs differently in the hands of different characters. When the Mage throws it, it explodes like a bomb. A fighter who throws the Flechette produces an effect more like a grenade. And a Cleric who uses it produces a poison gas cloud, lethal to any who venture near.

*Icon of the Defender: This artifact makes you virtually invulnerable. It produces slightly different effects, however, depending on who uses it. For a fighter it produces a field of invulnerability; for the Mage, it creates a zone of reflection that deflects incoming attacks. And the Cleric who uses this artifact appears to blink in and out of existence.

*The Porkelator: The Porkelator is without question the most dreaded artifact of all. By firing it at your target, you can transform legions of proud warriors and powerful mages into herds of milling swine. In human society it is forbidden to even mention the Porkelator, much less use it.

The Bestiary

Afrits: These larger, nastier cousins of the gargoyles found in Heretic are more than happy to douse you in flames. The only nice thing about them is the satisfying splat they make when you shoot 'em from the sky.

Stalkers: Stalkers are aquatic reptiles with huge talons designed to rend their prey into bite-sized morsels. They can't leave the water, so once you're on dry land you might feel safe. But beware, some Stalkers can fire slime projectiles.

Wendigo: This fierce tundra beast fires shards of damaging ice, turning all who fall prey to its icy grip into frozen statues.

Reivers: Although they retain only half of their bodies, these Undead creatures have lost none of their powers. They fly through the air with hypnotic grace, but don't just sit there and watch or they'll pelt you with devastating fireballs.

Death Wyvern: Like the Reivers, these creatures are Undead, and their thirst for the blood of living creatures is surpassed only by their hatred of anything but themselves. The Death Wyvern is a formidable opponent, and should be dispatched immediately - if not sooner.

Dark Bishop: Many of the more powerful leaders within the Church have been warped into mindless servants of the Serpent Riders, and their magical powers have been multiplied tenfold. These vile creatures are known as Dark Bishops, and though they are frail of limb, they are extremely powerful. They fire circling projectiles of magical jade

that track your position, and the Bishop phases in and out of existence as they travel from place to place. A dangerous opponent by itself, a nightmare when encountered in groups.

Heresiarch: As far beyond the Bishops as the Bishops are above common men, these blasphemous beings control forces capable of sending mere mortals screaming in terror. The Heresiarch knows several spells, including a strong reflective spell, two types of magical attack, and a summoning spell that gates in Dark Bishops to aid the Heresiarch. Only a superb warrior can defeat a Heresiarch without sustaining serious injury.

Centaur: Named after a mythical being, these monsters bear none of the pleasant traits attributed to them in legends: vicious, brutal, and extremely hard to kill. Centaurs serve in the front ranks of many of the Serpent Riders' armies. They are capable of deflecting missiles with their shields, so use caution when attacking them.

Ettin: These horrid creatures are all that remains of the once proud Legionnaires. Less than human, they retain just enough of their memory to hate what they have become, and to hate you even more for what you still are. Fortunately for you, they are not particularly skillful foes.

Chaos Serpent: D'Sparil once had a Chaos Serpent for a mount. On this world the Serpents run loose, uncontrolled by any higher intelligence. One breed of Chaos Serpent will scorch you with fiery blasts, while a second variant of his creature belches poisonous green gas.

Zedek: Once the leader of the Legion, Zedek is now little more than a pawn in the hands of the Serpent Riders. Still, he retains all his old martial skills, and defeating him will be one of your greatest challenges.

Traductus: From lowly monk to Grand Patriarch in 30 short years, Traductus' destiny seemed to be eternal greatness. But somewhere along the way he lost direction, and now he blocks your path to fulfilling your own shadowed fate.

Menelkir: The greatest Mage to occupy the Crystal Dais in centuries, it seems unlikely that Menelkir can be destroyed by any conventional force. Fighting him will be one of the greatest challenges of your life.

Korax: You have seen inhuman shapes before this, but surely even

hell would never spawn such a being as Korax; his very presence fills you with horror, and you cannot begin to imagine what powers are contained within his twisted frame.

Credits

Artists: Shane Gurno, Brian Pelletier, Brian Raffel

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Executive Producer: John Romero

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