

# Hexplore

## Installation

Classic: Installing and patching, which is cracking at the same time. The game was originally written for Win 95, but goes up to XP. It's supposed to work with the patch as well, but I couldn't reproduce it with Windows Vista or Win 7. Under XP it may be necessary to use the compatibility mode for Win 98/ME. It can also happen that the game crashes without CD/Image despite patched \*.exe. It won't work with Windows versions newer than XP.

## Cheats

Press Enter before entering, then press Enter again to finish. The effect is always on the currently marked character, unless something completely different is done. For the cheat codes the case is important.

Effect	Cheatcode
Increase weapon speed	Satisfaction
Double weapon damage	Think Positive
Speed boost	What A Difference
Full weaponry	My Drug #, mit # = Number of ammunition of current weapon
God Mode	Mister White
Kill all enemies	Talking To Me
Recharge your health	Rat Race
Lifting the fog of war	Glory Day
Change level	I'll Take You There # mit # = number of levels
Show map coordinates	Show

## Hex Editor Info

Value	Offset
Health Hero	4425C8
Experience Hero	4425BC
Poison Hero	442734
Gunpowder Hero	4426F4
Health viol Hero	442744
Health Archer	442D68
Experience Archer	442D5C
Arrows Archer	442AE4
Poison slingshot Archer	442B14
Crossbow Archer	442AF4
Health Warrior	442998
Health Wizard	443138

Value	Offset
Experience Warrior	44298C
Shock wave Warrior	442ED4
Experience Wizard	44312C

## Walk trough

Must still be edited. <spoiler> Hexplore is an extremely hectic and nerve-racking game. Moreover, the controls are extremely hooked, so that it is sometimes a pure game of patience. If you don't mind, you'll get a fine role-playing game, above all it's very fair - you can't do anything wrong, just overlook something. Somehow it always goes on, there are always places where one can heal oneself in peace. Despite real-time action, there is no time pressure. It's also pleasantly stable, i. e. I haven't experienced a single crash or error. And you can die as often as you want; as long as one is still alive, the game is not over. In total, the game consists of three episodes, with the first two each comprising three levels, the last two. And then there's the final level.

### The Party

#### The Adventurer MacBride

It's the only one you can't choose, so to speak it's you. Has an excellent view and range and is the fastest of all. Can operate equipment. The most effective weapons are the black powder at first, later the blade. The latter unfortunately has a low hit rate, but he can handle the Katana just as well when in doubt. The special healing potion is also not bad.

#### The Archer

Like the adventurer he has a very good view and range. He is the only one who can crawl through narrow gaps into secret rooms. The weapon is of course the bow or crossbow, with his explosive arrows he can also kill resilient enemies.

#### The Warrior

Its look and range is extremely poor, which is why he must get quite close to the enemy even with throw-axes. But he has a thick fur. He can press keys of power. Preferred weapon is the axe, later the morning star. With a protection or invisibility spell he is able to free a whole wall from the worst enemies. Its extreme slowness can be improved at least temporarily by means of potions.

#### The Wizard

Has medium range and is also not very fast. Can press spell buttons. The most important spells are: Healing, protection, invisibility. By means of fire rain he extinguishes whole armies in fractions of a second, otherwise his fireballs are not to bad.

### Hints and Tips

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#### General information

Don't get distracted. The areas are often twisted and connected with each other, so that you can

often make progress in other ways if you think you simply can't do it anymore. Also the experience stars should not be distributed randomly, but evenly - even if it does not express itself immediately in high hitpoints, each star brings improved abilities. And even if the Skull flashes on your faces - the higher your level, the higher the pain threshold, so you can even remove a whole pack of monsters with a seemingly dead. There are three potions in each of the blue boxes, which unfortunately only last a short time. Actually only useful to press special keys that exceed your level at the moment, or for the warrior in hard battles (especially bosses). The constant turning and flipping of the map is an absolute must. This is the only way to find all switches, plates, etc. You can also see through walls, as long as they are not locked by closed doors. Thus lurking monsters are to be recognized already early.

Keep an eye on your people, they often don't do what they're supposed to. Especially on longer trips they often get stuck, especially when you have to jump. Dying is not pleasant, but often useful. Especially in higher levels you save a lot of healing potions because you get one third of your hit points back. Just make sure that you can also recover your stuff. In addition, "life" as a spirit has something for itself: You can explore the area in peace with it. Take the time to heal yourself thoroughly at the end of a level. Usually you need it badly... And try to collect everything useful in each level, there is no going back.

## Healing

- Healing Potion - heals just 100 points. At the beginning quite useful, later only usable in masses. But there are also better ones, recognizable by the fact that they are better filled. Only you can see this in the inventory.
- The adventurer's healing potion - already better, heals 200 points at the beginning. But hardly applicable in battle.
- Fountain of youth - see below.

## The most important spells

- Invisibility - The best way to eliminate unpleasant opponents (especially high-ranking or masses or those appearing by traps or, or ...). The ultimate means if you can't get any further. Unfortunately much too rare and recharging takes a long time.
- Protection - see above. Besides you can run through traps to deactivate them on the other side via plate. Just as rare to find.
- Healing - initially only brings a few points, but you can leave the wizard with the patient and explore the area ahead with the other two.
- Rain of fire - can wipe out an entire army. It is particularly effective against ghost trees and their inhabitants.
- Fireballs - the standard spell, should always be activated.

## Special features

- Resurrection Stelae - brings a dead ghost (what else) back to life and even gives it a third of the hit points. But all its items are gone, you'll have to recover them first.
- Fountain of youth - heals you completely. But they are rare to find, in many levels there are none at all.
- Teleporter - you should use it to quickly switch between maps. These are activated by simply exploring the area and clearing monsters. In dungeons there are sometimes monsters, which are activated when you complete a task.
- Chests - Each of your characters can open them. Often, however, unpleasant events are also triggered by it...
- Movable stones, shelves etc. - open secret rooms, other entrances or caves. Sometimes you

have to stand properly to push them away. There are also stones that want to be pushed onto certain panels.

- Pressure plates - There are two different ones: On the one hand one of your people has to stop, on the other it is enough if you step on them briefly. With the latter, however, you should take care: Sometimes two to four people have to enter at the same time to open a door or the like. I.e. the plates return to their original state after a certain time, even if there is still one person on them. But once the doors are open, they usually remain open even if you leave the plates.
- Ghost trees - pretty much the most unpleasant thing you can encounter. They spit out new ghosts every second (in higher levels even up to eight per second, so that you can't get there anymore) until you've eliminated them (the trees). An invisibility spell would be helpful to advance there. Usually the paths are swarming with monsters and traps. If you encounter a ghost, there is also such a tree nearby, so be careful. Fortunately, they only react when you see them.
- Buttons, switches, devices and gaps - only an experienced hero can operate them. It is always stated what is required. For example, spell 2 means that this key can only be pressed by a magician of at least level 2. Mechanisms can only be operated by the adventurer (your alter ego) and gaps can only be passed by the archer. However, some switches can also be operated by anyone.
- Doors, gates, magic gates etc. - can be opened with the above controls. The magic ones usually show how many switches, plates or levers are to be operated, you just have to find the right ones. Doors and gates require the appropriate key (e. g. iron key for iron door - somehow logical). In addition, there are also special entrances and exits, which are opened by special actions.
- Traps - an issue in itself. You trigger a trap with almost every movement. The obvious ones (fire, arrows etc.) can mostly be deactivated by means of plates, but you have to go through them first (again invisibility or protection helps here). Sometimes, however, you can enter the walls through another entrance and switch off the traps there. But far too often it says: close your eyes and go through. Door sills are definitely such a trap. If you see something like that, you just have to survive. There's no way out.
- Secret rooms - Generally easy to recognise by cracks, slightly different looking walls, etc. The cracks through which your archer can crawl also count as such. But some are really well camouflaged, so the only way to do that is to move the mouse over all the walls at the bottom until a yellow circle appears. Caves are behind waterfalls or under rocks. Such rooms can also house other secret rooms.
- Barrels, crates, etc., - should be shot from a distance. Especially barrels are highly explosive, but they hide some healing potions or stand in front of secret rooms.

## About the fight

First of all: Due to the hectic pace of the action and the strange controls, it is almost impossible to perform directed actions during a fight. Only hope helps... Before you go into battle, get your people together, because they've never heard of stying in position. Especially the warrior tends to advance all the time. It often makes sense to stand still for a while and wait for enemies. Your people shoot on sight if they have long-range weapons. Many monsters react when one of their "buddies" is attacked next door. This can lead to unpleasant clashes.

Forget the manual, lure me in and stuff. The monsters almost all have very limited running ranges from which they do not deviate. You can also take advantage of that by tactically retreating from time to time, they don't follow you too far. Especially in dungeons, it's almost always better to send only one of your people in front, especially the warrior. This saves you a lot of trouble, especially since you can control one person much better than the whole bunch.

You can forget armor, you'll get rid of it faster than you picked it up. With every hit the strength goes down, with zero they are completely gone. I actually wanted to add a list of monsters, but it's pointless, because the monsters become stronger in every level just like you and also have better attack abilities and spells. So don't underestimate the enemies. Use the spells and potions, they won't help you if you just carry them around with you. Even in the very last fight you need a maximum of 3-4 of each, and the healing potions are generously distributed. And don't forget the space bar...

## Episode 1 - At Home

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### The village of Zarko

Eliminate the weak enemies and open the first chest. Go to the bridge and recruit your first colleague. Continue your way to the village, take the warrior with you and clean the area in front of the village. There is a fountain of youth in the east, so you shouldn't have too many difficulties. Talk to the farmer in front of the village, he wants a hammer. Now go to the village, talk to all the people and recruit the people you want (has no influence worth mentioning). In the barn you will find the said hammer in a chest, give it to the farmer. Go south and jump into the swirl. In the cave you will find the four blue plates.

Buy the axe from the merchant and also the health potion. Now go east to the magicians and take one with you. Continue through the forest to the Stone Fortress. The key can be found on the previous map in the northeast, but you can also enter it through the waterfall in the west. The exit won't be far then.

### The way through the rocks

Sorry, no concrete solution. Due to the huge amount of keys, objects and traps, the overview is quickly lost. You also have to take a lot of things from the killed enemies, I can't remember who dropped what for the life of me. Especially the leaders carry the important things with them, but the spells fire all over the map. Before you even see them, you're already dead. Invisibility helps again. At every important intersection or tower there are real armies, commanded by 2-4 captains. And there we are with the task: You have to conquer three of the four towers, get two legendary items to get a magic powder and get to the next level. And of course - take over the last tower and destroy the main army.

Here it is particularly important to find all the caves in order to find the things you are looking for. On the first map there are only regular armies, i.e. Glören. The southern tower isn't much of a challenge. At the middle rocks further north the infamous leaders are already present. First occupy the watchtower in the east and then go on to the hermit lake in the east. The hermit wants something to eat, you can find it in one of the towers or caves. When you bring him the food, he becomes really cooperative - he tells you how to get through the canyon, gives you one of the two legendary items and the key to the golden gate. There you will also find the second one. But to get to the temples in the north, you first have to pass or enter the moat tower. Go back to the middle rock and kill the army there in the north. In the basement of the tower you'll meet prisoners, one of whom will give you a coin. You throw this coin into the well in the southwest and the cave next to it opens. Inside there are various rebels who almost all want something: Gold, medicinal herbs, etc. If you have thoroughly searched everything before, you should have the things with you. One of them opens a teleporter into a secret room, where you will find the first two blue plates with the chest. The other two, however, are behind a magic door. Now go north.

Here you put both legendary items into the columns in the temples (to the left and right of the starting point), and both temples merge into one. Now it's time to use lots of switches to turn off the traps, destroy ghost trees and kill enemies - as usual. Last but not least, you'll reach the secret stairway to the northern tower. Work your way up to the second floor, where you'll find the mentioned magic powder. There's also a teleporter to the exit. Make your warrior invisible, let him go out and kill the evil captains (at least 4 are present). The same procedure again, and the proud army is history. The remaining enemies at the north exit shouldn't be a problem anymore, and with the powder you can open the exit to the next level. But first you should visit the cave in the northwest, where there is a teleporter to the other two blue plates.

## The village of Troon

The main task here is to get into the fortress of Garkham. For this purpose you have to master a secret crypt. The crypt has lots of entrances and traps. Fortunately almost all of the latter can be turned off. Once again there are countless switches to be pressed, secret rooms to be found (watch out for gaps or suspicious walls) and at the magic doors to step onto the plates on both sides to open them. It takes a lot of running to see where another door is open or a trap is switched off. In most cases, these are on a different map, but over time you can change maps by crypt, as the locks gradually open. But before you enter, make sure that you can leave afterwards as well. Especially at the beginning it is usually not possible, and the game has an error here: In one of the crypts on the graveyard all exits lead into a secret room, which only the archer can leave.

Entrances are: In a house west of the village entrance, almost all crypts in the cemetery and the secret room of the ferryman west of the village. Most of the time there are even several entrances per level. But one step at a time: Free the village. You can expect lots of Glören with more than double hitpoints. There are also two cannons in the south and two in the north, but your archer can easily turn them off with the crossbow. Southwest of the village there is a pack of wolves. I would recommend this way first by wolves, since you find a cave (moveable stone) with a fountain of youth west of the village. Otherwise you can also walk into the village and often die a hero's death, stelaes can be found everywhere. As I said, you should go to the forest west first. Besides the Fountain of Youth you can climb into the underground room of the ferryman in the north. Here you have to be more careful again, because every second chest has two ghost trees. There are several entrances to the crypt, but not recommended at the moment, and traps are also there. First create a bridge to the west and visit the wolf clearing. Behind it the "real" rebels are hiding, but you won't get in, yet. So free the village Troon.

Unfortunately the rebels are not much help; if you meet and talk to anxious villagers, you might be prepared for an unpleasant visit. The chief may refer you to the cemetery keeper, but that's just another trap. At least you can enter the cemetery through the back exit, where zombies are constantly awakening, that's just annoying. But you should still take a tour, after all you have to press four buttons to open a crypt. Of the four crypts there is only one useful to be entered at the moment, and it's full of traps as well. But you'll need the key from the chest. On the upper floor of the cemetery keeper's house you'll find another key that opens another crypt. When all your people have reached level 3, you can dare to go to the secret crypt, because there some switches can only be operated that way.

Due to the many entrances no concrete description is possible. Anyway, you will meet the real graveyard keeper in the south, who will give you a key for the recognition ring. He will open the door to the mill in the northwest of the village. Unfortunately nobody is there, so you have to clear your way to the cellar in the usual way. There the miller will give you a lead cube. You lay the same on the flat stone in the wolf clearing and reach the rebel chief. He in turn will give you a ruby for the ferryman to the swamps. Return to the ferryman's underground cave and put the ruby in the stone

altar, you will reach the swamp island by boat. The necromancer turns out to be another deception (how many up to now?). Search his house, especially the basement. In the engine room a machine must be switched on to activate the switches in the swamp. These allow bridges to be built everywhere. Cross the island labyrinth, where you should shoot the Batrazides from a distance, in close combat they do a lot of damage. In the east there are two exits to the castle and one to the forest. Storm the castle, you have to take the key from a leader. Inside there are only two leaders and an enchanted temple lord left.

## Garkhams Castle

You'll find a lot of leaders and stuff here. Your wizard should have mastered the healing spell by now, so take a break from fighting often. You will be informed about the tasks to be solved when you enter and after completing a task. First clean the ground floor and then press the switches, plates and the like. Usually this triggers a trap that manifests itself in the appearance of a horde of Gloren. Then enter the cellar of fear, the entrance is in the east. At first only the eastern side is accessible. Fight your way north, where you will find two amphorae. These have to be lit almost simultaneously by torches found, but the time limit is very tight. Behind it hides the required machine. After activating the machine, new rooms will be open in which the switches for the doors are located. If you have activated one, the door switches flash in the corresponding colour and you can open them. However, several doors usually open at once, including hordes of monsters. Now work your way west and search every room. The hidden rooms are generally recognizable by cracks. If all necessary switches are pressed, you will get the message that the door to the 1st floor is open. But first search the locked rooms on the ground floor and then go up, the stairs are back to the east.

First of all you clean the eastern part again, open all accessible doors and do the same in the west. Here again monsters appear at the touch of a button, but this time they are leaders. In each of the two long inner walls there is a secret door that leads to the ground floor. With the golden key you reach the roofs. Here the many crossbows are particularly annoying, they have an unheard-of firing frequency. You have to find 4 movable stones and get into the secret rooms below to press more keys. Now you can enter the northern part of the roof via the 1st floor and kill the crusaders waiting there. The stairs will take you to the last map. What follows is carnage after carnage, countless switches and secret rooms, and so on. The only remarkable place is in the west, in the room with the two stones, where it apparently doesn't go any further. Here you have to place the archer or adventurer at the edge of the water, so that the switch is visible at the back of the corner, and then trigger it with a shock wave (I didn't find another possibility). Last but not least you stand in front of the machine, which has to be activated by a switch and then destroyed. Unfortunately, at the same time also some cursed crusaders appear. After winning the battle you only have to press the four usual keys, then you get into the tower, where besides the real summoner in chains is also the exit to the next level.

Note: On the 1st floor there is an open area in the western part that cannot be entered, as well as a black room in the south. Unfortunately I did not find out what this is all about.

## Episode 2 - The Saracen Desert

Preliminary remark: Somehow I wasn't really happy, it seems as if the programmers had forgotten a few things. This concerns, on the one hand, the stones of power, which should be placed in different stands to deactivate traps. I haven't found nearly as many stones as stands, hardly any. On the other hand, the red pressure plates should also deactivate traps, but they hardly did. All in all: Neither plates nor stones had any noteworthy effects, so prepare yourself to be constantly shot at. With the healing spells of the magician or the potions of the adventurer this is quite feasible.

One more preliminary remark: Every now and then you will find camels that line up when you touch them and give a heart of their own, marked as a life bonus. Unfortunately it also had no effect (maybe they heal).

## The port city of Istarun

First you should free the three accessible areas (harbour, market, garden) from loitering bandits and soldiers. They don't bring any experience, but you can devote yourself to your task undisturbed. Talk to the fisherman at the harbour and bring the herb he sells you to the snake charmer Khanzi in the middle of the harbour. This in turn directs you to a guy named Drys who roams the northwest of the big market. For one bag of gold you will have a bracelet with which you can take part in the competitions. You enter the tavern next to Khanzi and give this bracelet to the bartender. In the cellar you can now enter the first arena. In the arenas it's all about getting through to the other end, opening the box there and destroying the appearing monsters until the teleporter is activated.

The first arena isn't very difficult, return to the barman with the found chain and go to the second arena. It's much harder, Golems over and over. There are also four secret rooms. But you will find a cup, which you hand over to the bodyguard next to the tavern and you will be allowed to go to Khan. He gives you two more tasks: a) get a potion from Erlik's house (located in the northeast of the market) and b) get a miracle lamp from Erlik's headquarters. This is located in the gardens in the southeast corner, speak to the bodyguard in front of it and you can get in. The lamp is in a box in the back garden, unfortunately Erlik won't let you get away so easily, so kill him. Khan leaves you the key to the warehouses on the south side of the market.

Fight your way to the southwest corner, there's access to the sewers. Inside, teamwork is once again the order of the day: press keys, pull levers, etc. In the northwest is the access to the cellar under the palace. Cross it, then the ground floor and the 1st floor. Here you will meet the king, who will direct you to the military quarters in the gardens. They are now open and you can go in.

As usual, guards, lieutenants and leaders stand in the way all the time, but not for long. Just pay attention to the jugs that stand on the walls of the house, they explode when approached. In the middle you will find the entrance to the king's headquarters. There are the famous four switches to press, and the equally famous bosses in the form of crusaders and similar filth await you. If you haven't opened all the chests yet, search the open houses on the various maps. Otherwise it's from there to the next level.

Note: At the end I still had a stone key in my inventory, but I did not find such a door, at least not a locked one.

## To the front

As usual, the first step is to establish order. In the general's hut right at the beginning you will find hints to stones of power and a temple. Search for the caves distributed in the rocks and you will find three of them. Next you'll have to go into battle, whether you like it or not. Although both sides have done nothing to you (and neither have you), nothing will help you. So leave the map to the east, where you will meet real western armies on all sides. But against a fire rain spell the chance of survival is below zero, in principle your wizard can kill the enemies all by himself, but you have to wait until the spell has recharged. More caves are waiting to be explored, one also contains the fourth stone. Armed in this way, you enter the temple in the north and place the stones in the mounts. Here there are two passages, whenever you have pressed a button or lever in one of them, a door opens in the other. Finally you come out in the north, on the other side of the front. What was to be expected now also takes place - the infidels have set up their armies here. No problem, search a few caves



again and continue to the Saracens in the east. Apart from a few guards there is only another temple under a stone to visit, much more important is the exit to the Saracen camp in the southeast (actually it's another temple).

Traps over traps, and more traps. The northern and largest area can only be reached by a teleporter. First send your warrior through the teleporter and the corridors to explore the area and enter various plates. Over time everything clears up and you can send your other people to the different buttons and levers. Finally, you get the doors open in the northwest, where a pharaoh lurks - really a formidable opponent. Behind it is the exit to the next level.

Remark: There are several catapults in the desert, which can be fired once. I just don't know what this is supposed to accomplish...

### The search for the temple

Apart from a cave and the nomad camp in the northwest, there's not much here, so continue your journey to the east. There's just as little going on here, only the cave in the middle of the desert is guarded by a host of Saracens - because there's a Fountain of Youth inside. Even further east you can finally enter the first wall worth mentioning, again a temple (the northeastern one). With the two found so far as well as another Stone of Might you can disable at least some of the traps, but there are still enough left. You have to find many secret rooms and use switches or the like. Usually you get a message "A bridge in the desert has appeared". Find as many switches as possible. If you missed something, you can do it later. You can't open two doors anyway, so leave this unfriendly area and go back west and south. You are now in the center of the desert, here again there's only one lumpy cave to visit, so continue your way south. You come to the camp of the occidentals, meaning several crusaders together with the Gloren entourage. But with a little fire rain there shouldn't be any survivors anymore. From here you can get to the two temples in the east and west. (If you can't get there because the bridges are missing, there's a teleporter in each of the two areas that takes you back to the northeastern temple, behind the magic doors). First do the one in the east, that's the worst. Go carefully ahead, first of all seek shelter to the right of the entrance where the fireballs can't reach you. Or just stay outside and send only one of your colleagues in to kill one monster at a time. In the southeast you'll meet another Pharaoh, but he shouldn't be a problem. In any case, the altar is there. Worse is the area south of it, there's a swarm of golems and ghosts. At least there's a secret room where you can heal yourself. If you make it to the end, you can capture a sluice wheel.

Next up is the temple in the west, not quite as bad as the previous one, but there are still some monsters to assassinate. The altar is in the southeast. Once you've done everything, you can start looking for the temple itself. To get there, go south from the western temple. There is nothing but a cave, so go to the temple, in reality you will arrive in a desert again. Cross the next three maps, in each one there is a cave where you have to enter a plate to build bridges to the chests. Finally you get to the temple, but it is heavily guarded, four golems and four giant insects each. Pour your warrior a good dose of each potion, one more protection spell on top, and that's it. Continue in the temple.

### The Temple of Pal-Du-Dan

Once again traps, once again there are tons of secret rooms. To top it all off, there are also so-called sentinels buzzing around, which can hardly be caught. Only one hit point, but they explode on approach. With a bit of luck your adventurer can defuse the things with black powder. First look for the two stones of power (you should already have one). All three are placed in front of the big hall and the worst traps are out of order. Unfortunately not for long, because you have to push at least one stone from a trap plate to get ahead. Make your way east and enter the chamber of the 6 locks. Now you also know why you have been dragging the lock wheel around with you all this time, but you need

5 more. You will find four of them here, the last one you have to get from the locked room of the previous level, the key is also here.

First open the different doors with the help of plates and then operate the switches again, the best way is to start with the southern side. You have to find all hidden rooms here, otherwise you can't continue. In the big room in the middle (can be opened with two plates near the entrance) there is a plate with which all doors in the west remain open. Further east the wheels have to be put on the apparatus. Some pharaohs are waiting for you, then you go into the hall of the guards.

Here it is necessary to master a spiral path. Not very difficult, just stay away from the lava at the beginning. On the way there are some secret rooms to visit. At the end you will land on a platform where three evil temple guards will try to destroy you. But nobody could do something about three treatments with fire rain. Push the three stones onto the plates and return to the previous floor. In the meantime the door to the holy chamber has opened. If you equip the four stones with your people, the book Hexplore is tangible - but only for seconds. The evil Garkham appears with his entourage and forces you into prison. You should do that as soon as possible, i.e. level exit, you simply can't fight.

### Episode 3 - The end is near

Preliminary remark: Normally you should find the best equipment here (three asterisks). This is actually the case, but for the archer there was no short sword, but the magic wand was available twice. Doesn't matter, just a thought... It could also be that I lost the thing.

### In the Himalayas

When you wake up in the temple, first visit the prisoner in the next (secret) room. He tells you something about a secret passage. But before that you should enter all plates, assassinate all monsters and search all rooms for keys. If you continue your way through the secret passage (the first one is right at the starting point, turn around), you will notice that the four square guard rooms are around a central one in the middle. There's also a door, but it's closed. So look for the white sorcerer in the east of the area. He'll give you more clues and open the door. Inside there are only four leaders, but there's a whole bunch coming through the door. No problem, and you're free again.

The other maps ridicule every description, typical clichés (Yetis), ridiculous monsters and some caves. The caves are populated by wolves, but they are only food for experienced adventurers. The best equipment is available here. In addition, you can only get through the caves, as the paths are usually blocked. The last cave is in the northeast slope in the southeast. There you just have to walk through, find all the secret rooms and change to the next level in the north.

### The way to the Garden of Eden

I had imagined something else under a paradise. In any case no hellhounds at all corners and edges, later cannibals will be added. Most caves and so-called temples can be found under stones. The most important thing here is the distribution of the experience points, which are very sparse. You have to check all caves, temples etc.. Pay attention also to the different stars (10/20/50 points), there are only exactly 3000 for each. Right at the beginning you'll find such caves, but there's not much there. You better jump over the islands to the east, on the other side there are two more such caves, but they are wrongly marked. First you have to press the buttons in the "sunken temple" to climb north of it into the cave and capture an amulet of water there. Your way leads you north into the pile village. Here the leader is dying, the medicine can be found in the hole directly at the starting point. He will open the entrance to the water temple in the south for you. Here you have to enter two plates to

open the different grids. Send your magician in front, behind each bar lurk ghosts and trees, but by fire rain the nightmare is quickly over. Finally you can use the amulet and the first temple is activated.

Then we continue northeast. Don't stay here any longer than necessary, but try island hopping again until you reach the cave dwellers' village in the east. Actually it is cannibals again, but sometimes they appear here in masses. Search all the caves, one of them is the entrance to the Temple of Fire, but you need two statues. No wonder, in the adjacent caves you will also find these. Unfortunately you need level 10 here, come back when you are ready. In the southwest you continue to the main temple, which is heavily guarded by temple lords. Enter it and destroy everything. Many well hidden secret doors have to be found, but you will only get there with level 10. There are two more entrances, one right next to the temple, the other next to the exit of the previous map. Search the cave in the northeast of the map, there you will find the amulet of the earth. The corresponding temple is at the holy lake in the southeast (the temple of the air is exactly opposite by the way). But stay away from the piers in the south, there you will be shot at massively and the way is blocked at the moment. In the temple of the earth the usual flat kicking and ghost killing is on again, then the second temple is activated. Now go into all accessible temples, caves etc. until your squad has completely reached level 10. Visit the main temple again, in the northern area you will find the other two amulets. These will of course be immediately put into the air and fire temple, which opens the way over the footbridges in the holy lake. Send your archer there by invisibility, an octopus lurks in the very south. Until this is removed, the ghost tree grows again and again. The dead octopus now acts as a bridge to the next level - the end.

### The last fight

Turn east immediately, through the secret rooms. In the last one you will find useful things in the chests for each of your people, then continue south. Rest in front of the pole trap and let your warrior take all the potions, cast protection on him and send him into the big room. Garkham appears, summons several Black Sorcerers and off you go. Let your warrior romp around, within half a minute nothing moves anymore. The exit to the west is now open, proceed with your warrior as before and go there. Hmm, looks like a computer room. At the back there is a god, who after a long speech calls his brothers and blows to attack. They all have about 100000 hitpoints, so practice the all-around attack again and drink new potions regularly. With a little timing the problem is solved after one minute and the exit is open. A short credits - something with spaceships and planets - and that's it. </spoiler>

## Network

The game basically has a co-op mode, which hasn't been tested yet. According to some websites, however, it is said to have worked relatively well.

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