Courtesy of John Gronquist

PILOT ASSISTANCE

Click a button to access
the Hellbender's database.

[Online Manual]

[Weapons] [Planets]

[Strategy] [Instruments]

Weapons

The Valkyrie (VAL) cannon and the ServoKinetic (SKL) laser are built into the Hellbender. They have an infinite supply of ammunition. Also, when you first start the Hellbender, it is loaded with 20 Sledgehammer (HAM) rockets, 2 Scorcher (SCR) missiles, and 5 Viper (VIP) missiles.

Key Active weapon

Click a name for more information

~	Valkyrie cannon
1	Dispersion cannon
2	ServoKinetic laser
3	Rapid-fire 500 laser
4	Sledgehammer rocket
5	Scorcher missile
6	Viper missile
7	Legion missile
8	The Independence miss.
9	Hellion missile
10	Doomsday mine

Back Contents

Class: Laser
Specs: Standard
Hellbender weapon. Energy
allocation increases double
or quadruple its fire rate.
Infinite ammunition.

Back   Contents

Class: Cannon
Specs: Simultaneously fires three fore and two aft projectiles that splinter into smaller multi-directional projectiles.

Back   Contents

Sledgehammer   Press: 4

Class: Rocket
Specs: Fires straight ahead. Flies until it hits something or runs out of fuel.

Back   Contents

Rapid-fire 500 Press: 3

Class: Laser
Specs: Faster than the SKL.
Energy allocation increases
double or quadruple its fire
rate.

Back Contents

Class: Missile
Specs: Air-to-air missile that auto-locks on selected targets. Fires straight ahead if no target is selected.
Targeting: Press V until a specific target is selected.

Back   Contents

Class: Missile
Specs: Air-to-ground
missile that auto-locks on
selected targets. Fires
straight ahead if no target
is selected.
 Targeting: Press V until a
specific target is selected.

Back   Contents

Class: Missile
Specs: Fires four auto-locking missiles at a single selected target. Missiles fire forward if no target is selected.
Targeting: Press V until a specific target is selected.

The Independence missile
Press: 8

Class: Missile
Specs: Forward-firing missile that explodes into several multi-directional rockets.

[Back] [Contents]

Class: Missile
Specs: A multiple-head
missile that auto-locks on
selected targets. Restores
the Main Energy celll with
its energy discharge.
Targeting: Press V until a
specific target is selected.

Back   Contents

Class: Mine
Specs: Stationary
explosive device released
aft from the arsenal.
Destroys anything that flies
too close to it—even the
Hellbender. Launch at full
speed.

Back Contents

Class: Cannon
Specs: Standard
Hellbender weapon. Energy
allocation increases double
or quadruple its fire rate.
Infinite ammunition.

Back   Contents

Instruments

Flight control specifications for the Hellbender.

Downloaded by Ambassador Ch'oe.

Contents | Next

Instruments

Click a name for more information

Compass
Instrument panel
   Hull Integrity indicator
   Speed indicator
   Turbo Fuel indicator
   Weapon Energy indicator
   Main Energy indicator
   Shield Energy indicator
Map display
Navigation computer
Objective display
Status display

[Back] [Contents]

Status display

Comprised of the Weapons and Message displays, it identifies weapons, energy restores, and hull restores as they are acquired. Indicates when targets are destroyed and message pods are retrieved.

When a weapon is acquired, it also indicates which key activates the weapon.

Back   Contents

Navigation computer

Describes each mission objective, and provides its Cartesian coordinates and status.

To activate the Navigation computer

▶ Press N.

[Back] [Contents]

Map display

Reflects the terrain, structures and tunnels in relation to the Hellbender. The Map also shows the Hellbender's current coordinates. Yellow dots indicate underground entrances. When underground, red squares indicate surface exits.

To activate the Map display

To zoom in or out

Speed indicator

Reflects the thrust level engaged.

Back   Contents

Hull Integrity indicator

Reflects the Hellbender's hull integrity level. If the level drops to zero, the Hellbender will explode.

Increasing energy to the shield provides additional protection.

Back   Contents

Turbo Fuel indicator

Reflects the amount of fuel available for turbo thrust.

Back | Contents

Weapon Energy indicator

Reflects the amount of energy allocated to the weapons. Increasing weapon energy increases certain weapons' fire rate and intensity of fire.

To increase the active weapon's power and fire rate

▶ Press <.

Back | Contents

Main Energy indicator

Reflects the amount of energy available in the Main Energy cell. The Main Energy cell slowly regenerates over time.

· To allocate energy to weapons, press <.
· To allocate energy to the shield, press >.

Back **Contents**

Shield Energy indicator

Reflects the amount of energy allocated to the shield.

To increase shield energy
· Locate an energy restore.
· Press > to reallocate energy to the shield.

Tip Fire a Hellion missile, its energy discharge reenergizes the Main Energy cell.

[Back] [Contents]

Compass

Reflects targets, enemies, restores, and weapon caches within a 100-meter radius of the Hellbender. The compass also indicates the orientation of the Hellbender in relation to the horizon.

Symbols
· Blue/green dot: Restore.
· White dot: Objective.
· Red dot: Enemy.
· +/-: A restore, objective, or enemy is above (+) or below (-) you.

Objective display

Displays the abbreviated name of the next objective and its sector coordinates.

BOS	boss
CHK	checkpoint
EST	escort
EXT	exit tunnel
MSG	get message pod
RES	rescue
STR	start point
TGT	target
TUN	tunnel

Back   Contents

Planets

This database contains data about suspected Bion strongholds.

Information compiled by Council Security.

Contents   Next

Planets

Click a name for more information

Chimera
Eyrie
Iowah
Kresh
Morbos
Snow City
Tricerius belt

Back | Contents

Tricerius belt

Use extreme caution.

Asteroids recently appeared where none had previously existed, suggesting that these new asteroids are pseudo-asteroids used by the Bions as covert bases.

Coordinates: 037: 112.858
Mass: 95.147
Atmosphere: N5: 050.010

Chimera

A new Coalition member, it possesses many natural resources. Intelligence reports that the Bions may be using its resources for manufacturing.

Coordinates: 037: 112.858
Mass: 8.714
Atmosphere: N3: 032.007

Back   Contents

Eyrie

Situated on a wormhole nexus and is a gateway for transportation throughout the galaxy.

Coordinates: 037: 112.858
Mass: 14.54
Atmosphere: N8: 079.026

Back   Contents

Iowah

An unstable atmosphere causes constant acid rain. Iowah's proximity to the galaxy's double suns keep the planet from becoming flooded.

Coordinates: 037: 112.858
Mass: 4.46
Atmosphere: U3: f041.f030

Back   Contents

Kresh

Prominent in many intergalactic religions and considered holy. Sacred structures abound and symbolize the peaceful coexistence of many religions.

Coordinates: 037: 112.858
Mass: 17.23
Atmosphere: N8: 081.033

[Back] [Contents]

Snow City

A frozen wasteland rich in the mineral zostrum, it provides approximately 32% of the galaxy's energy.

Coordinates: 037: 112.858
Mass: 3.25
Atmosphere: T8: 011.089

Back   Contents

Morbos

A planet long used for mining. The defense industry developed to fight the Bions depleted the planet's natural resources and ruined its atmosphere.

```
Coordinates:   037: 112.858
Mass:          67.18
Atmosphere:    T12: 001.621
```

[Back] [Contents]

Strategy

Weapon caches
Restores
Weapon management
Energy management
Objective display
Map display
Beacons
Jump zones
Headlights

Contents

Weapon caches

The Council has strategically located weapon caches for your battles with the Bions.

Keep your eye on the compass--weapons will appear as a blue+ or - after you blow the caches open. A + means the weapon is above you and a - means that the weapon is below you.

Jump zones

High transverse energy events created by Quark Transverse Generators (QTGs). Used to transport personnel and equipment from one galactic location to another.

QTGs are now installed on all Protector class ships.

Back   Contents

Restores

Restores are energy cells cached by the Council. They can restore the Hellbender's energy or repair damage to its shield and hull.

Restores will appear on the Compass as blue + or - signs. A + means the cache is above your current altitude and a - means that the cache is below you.

[Back] [Contents]

Weapon management

To increase weapon fire power and fire rate, transfer energy by pressing <.

Tip   Increasing energy to the weapons doubles or quadruples the Valkyrie (VAL), ServoKinetic laser (SKL), Rapid-fire 500 (RFL) laser, and Dispersion (DIS) cannon fire rates.

Energy management

To increase weapon fire rate, press <. To increase shield strength, press >.

Note   Turbo thrust drains energy from the Weapon energy cell as the turbo regenerates.

Back   Contents

Objective display

Displays the abbreviated name of the next objective and its sector coordinates.

BOS	boss
CHK	checkpoint
EST	escort
EXT	exit tunnel
MSG	get message pod
RES	rescue
STR	start point
TGT	target
TUN	tunnel

Back   Contents

Map display

Reflects the terrain, structures and tunnels in relation to the Hellbender. The Map also shows the Hellbender's current coordinates. Yellow dots indicate underground entrances. When underground, red squares indicate surface exits.

To activate the Map display

To zoom in or out

[Back] [Contents]

Beacons

Use to mark a restore when you can't pick it up because you are at full capacity. The Hellbender has an unlimited supply of beacons. When you need the restore later, you can return to it by using the beacon.

Headlights

Built into the Hellbender, these wide-angle floodlights illuminate the darkest corners of a planet.

Note Draws energy from the Main Energy cell.

Back Contents

ONLINE MANUAL

COUNCIL BRIEFING

WEAPONS

INSTRUMENTS

PLANETS

VIEWS

GAME CONTROLS

NET PLAY

GAME OPTIONS

TROUBLESHOOTING

Council Briefing

Intro

The Coalition of Independent Planets finally defeated their most fearsome enemy, a race of warriors they had created -- the Bions. Their army in ruins, the few surviving Bions fled to the safety of deep space. For the first time in over 300 years, Coalition citizens could enjoy peace. The destruction of the Bion stronghold on planet Fury touched off stockpiles of red sheol and the hyper-explosive carbonium, giving birth to a network of rift wormholes spanning the universe, a mammoth superhighway linking the Coalition of Independent Planets.

Recently, a bomb of Bion origin destroyed the Coalition's Attack Fighter Academy on Sebek killing all the pilots. The Council of Peace has ordered a retaliatory strike.

Councilor, you're our only hope.

For additional historical information, click here.

Hellbender Controls

Basic keyboard controls
Turn right/left/down/up: Arrow keys
Throttle up/down: X/Z
Fire: SPACEBAR
For more keyboard controls, click here.

Basic joystick controls
Turn left/right/up/down: Left/right/up/down stick position
Throttle up/down: Button 3/4
Fire: Button 1 or trigger
For more joystick controls, click here.

BACK   NEXT

Council Briefing (continued)

Instruments

Compass To find the next objective, maintain a 12 o'clock Compass heading. For more information, click here.

Objective display Shows the abbreviated name for the next objective and its distance from the Hellbender.
Use in conjunction with the Map display to locate your objectives. For more information, click here.

Map display Shows a planet's terrain. Tunnel entrances are marked by yellow dots. For more information, click here.

Status display Shows the abbreviated name for the activated weapon and lists the amount of ammunition is available.
For more information, click here.

Weapons

Activating Press - or + to cycle through your current arsenal. For more information, click here.

Maximum power To increase weapon fire rate, range, and power, press < to allocate energy from the
Main Energy cell to the weapons. For more information, click here.

BACK

{bmcPhelp.shg}

Two-button joystick

You can customize these default joystick buttons in the Settings dialog box.

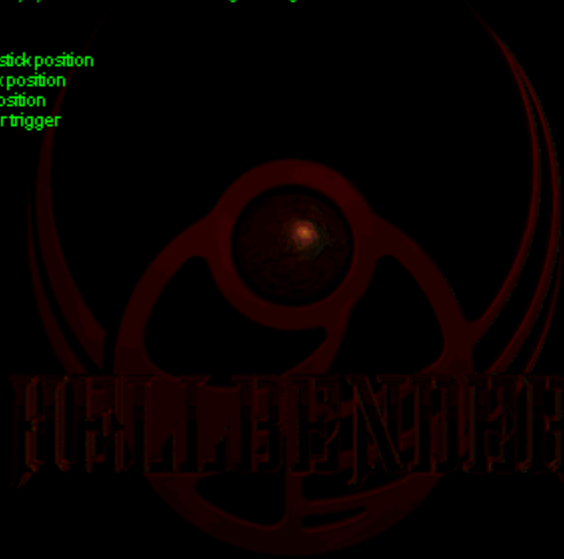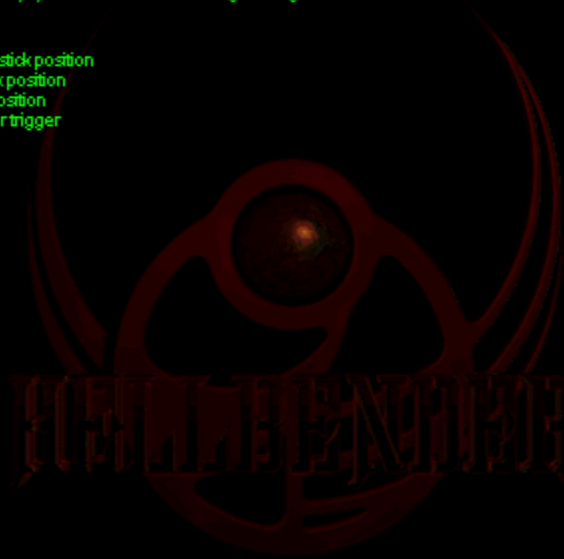| Function	Control
Turn left/right	Left /right stick position
Up	Down stick position
Down	Up stick position
Fire	Button 1 or trigger
Turbo thrust	Button 2

BACK

Two-button joystick

You can customize these default joystick buttons in the Settings dialog box.

Function	Control
Turn left/right	Left /right stick position
Up	Down stick position
Down	Up stick position
Fire	Button 1 or trigger
Turbo thrust	Button 2

BACK

Four-button joystick and four-button game pad

You can customize these default joystick and game pad buttons in the Settings dialog box.

Function	Control
Turn left/right	Left /right stick position
Up	Down stick position
Down	Up stick position
Fire	Button 1 or trigger
Turbo thrust	Button 2
Throttle up/down	Button 3/4

Hat switch functions

Any joystick that has a hat switch has the following functions accessible from the hat.

To	Control
Change Cockpit view left or pan left in Outside view	Hat left
Change Cockpit view right or pan right in Outside view	Hat right
Change Cockpit view rear or pan down in Outside view	Hat up
Change Cockpit view forward or pan up in Outside view	Hat down

BACK

Four-button joystick with throttle

You can customize these default joystick buttons in the Settings dialog box.

Function	Control
Turn left / right	Left / right stick position
Up	Down stick position
Down	Up stick position
Fire	Button 1 or trigger
Turbo thrust	Button 2
Weapon next / previous	Button 3/4
Adjust throttle	Throttle control

Hat switch functions

Any joystick that has a hat switch has the following functions accessible from the hat.

To	Control
Change Cockpit view left or pan left in Outside view	Hat left
Change Cockpit view right or pan right in Outside view	Hat right
Change Cockpit view rear or pan down in Outside view	Hat up
Change Cockpit view forward or pan up in Outside view	Hat down

BACK

Eight-button game pad

You can customize these default game pad buttons in the Settings dialog box.

Function	Control
Turn left	Left pad position
Turn right	Right pad position
Up	Down pad position
Down	Up pad position
Fire	A
Turbo thrust	X
Cloak	Y
Missile lock	B
Throttle up	BR
Throttle down	BL
Weapon down	C
Weapon up	Z
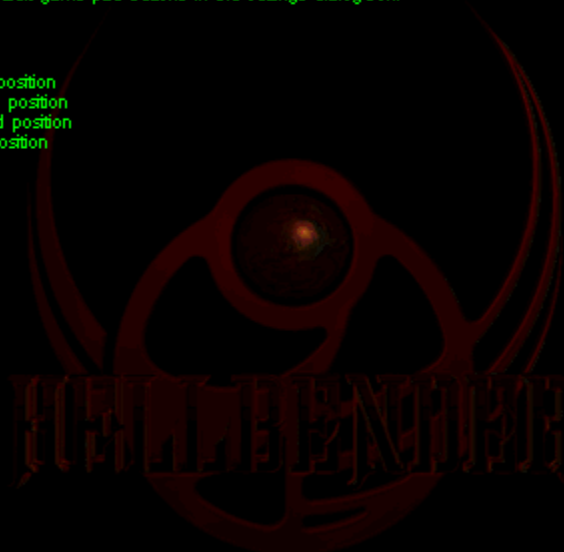
BACK

Rudder pedals and Sidewinder 3D Pro joystick

You can customize these default joystick buttons in the Settings dialog box.

Function	With joystick rotation	No joystick rotation
Turn left (flat strafing turn)	Rudder pedal left or rotate left	Left stick position
Turn right (flat strafing turn)	Rudder pedal right or rotate right	Right stick position
Roll left / right	Left / right stick position	not available
Up	Down stick position	Down stick position
Down	Up stick position	Up stick position
Fire	Button 1 or trigger	Button 1 or trigger
Adjust throttle	Throttle control	Throttle control
Turbo thrust	Button 2	Button 2
Cloak	Button 3	Button 3
Missile lock	Button 4	Button 4
Weapon previous / next	Button 5 / 6	Button 5 / 6
Energy to shield	Button 7	Button 7
Energy to weapons	Button 8	Button 8

Hat switch functions

Any joystick that has a hat switch has the following functions accessible from the hat.

| To	Control
Change Cockpit view left or pan left in Outside view	Hat left
Change Cockpit view right or pan right in Outside view	Hat right
Change Cockpit view rear or pan down in Outside view	Hat up
Change Cockpit view forward or pan up in Outside view	Hat down

BACK

Game controls

To	Press
Save game	CTRL + S
Resume game	CTRL + R
Pause game	F3 or PAUSE
End current game	ESC
Exit Hellbender	ALT + F4
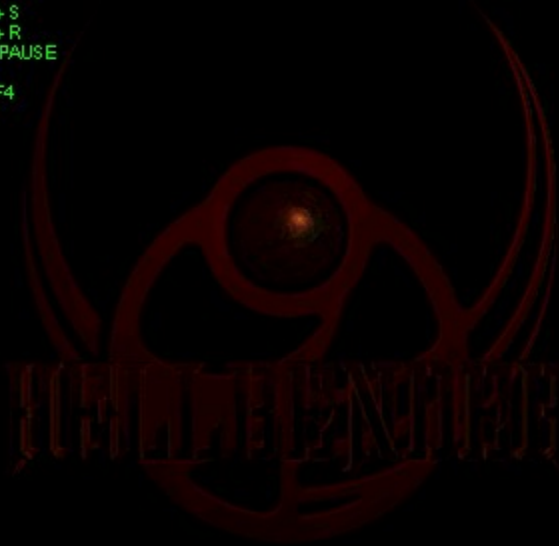
BACK

Menu and Help controls

To	Press
Access menus	ALT

(in Full Screen mode, this will change the Video mode to Full Screen with the menu bar visible)

Access Help	F1

BACK

Screen controls

To	Press
Toggle between full screen and windowed modes	F4
Toggle Cockpit labels on /off	/
Toggle Score Overlay in multiplayer game on /off	S

BACK

Video controls

To	Press
Skip video sequences	ENTER, ESC, or SPACEBAR

BACK

Keyboard shortcuts

Keyboard flight controls

To	Press
Turn right	RIGHT ARROW or numeric keypad 6
Turn left	LEFT ARROW or numeric keypad 4
Up	DOWN ARROW or numeric keypad 2
Down	UP ARROW or numeric keypad 8
Roll right	PAGE UP or numeric keypad 9
Roll left	PAGE DOWN or numeric keypad 3
Turbo thrust	F (on when key is held down)
Throttle down/up	Z/X
Cloaking device	C (on when key is held down)
Drop a beacon	B
Activate headlights	L (toggles on/off)

Weapon selection controls

To activate	Press
Valkyrie cannon (VAL)	Keyboard ~
Dispersion cannon (DIS)	Keyboard 1
ServoKinetic laser (SKL)	Keyboard 2
Rapid fire 500 laser (RFL)	Keyboard 3
Sledgehammer missile (HAM)	Keyboard 4
Scorcher missile (SCR)	Keyboard 5
Viper missile (VIP)	Keyboard 6
Legion missile (LGN)	Keyboard 7
The Independence missile (TIM)	Keyboard 8
Hellion missile (HEL)	Keyboard 9
Doomsday mine (DDM)	Keyboard 0
Cloaking device	C
Beacon	B
Headlight	L

Instrument panel controls

To	Press
Display cockpit labels	/
Displays Navigation computer	N
Choose objective in ascending order	TAB
Choose objective in descending order	SHIFT+TAB
Displays Map	M
Zoom Map in/out	]/[

Weapon controls

To	Press
Fire weapon	SPACE BAR
Transfer shield power to weapons	<
Transfer weapon power to shield	>
Targeting crosshairs	T
Change current weapon in descending order	MINUS SIGN
Change current weapon in ascending order	=
Change missile lock	V

(Functions only if missiles are current weapon. Each
time the V key is pressed, missile lock moves to the
next target.)

BACK   NEXT

Keyboard shortcuts

Keyboard flight controls

To	Press
Turn right	RIGHT ARROW or numeric keypad 6
Turn left	LEFT ARROW or numeric keypad 4
Up	DOWN ARROW or numeric keypad 2
Down	UP ARROW or numeric keypad 8
Roll right	PAGE UP or numeric keypad 9
Roll left	PAGE DOWN or numeric keypad 3
Turbo thrust	F (on when key is held down)
Throttle down/up	Z/X
Cloaking device	C (on when key is held down)
Drop a beacon	B
Activate headlights	L (toggles on/off)

Weapon selection controls

To activate	Press
Valkyrie cannon (VAL)	Keyboard ~
Dispersion cannon (DIS)	Keyboard 1
ServoKinetic laser (SKL)	Keyboard 2
Rapid fire 500 laser (RFL)	Keyboard 3
Sledgehammer missile (HAM)	Keyboard 4
Scorcher missile (SCR)	Keyboard 5
Viper missile (VIP)	Keyboard 6
Legion missile (LGN)	Keyboard 7
The Independence missile (TIM)	Keyboard 8
Hellion missile (HEL)	Keyboard 9
Doomsday mine (DDM)	Keyboard 0
Cloaking device	C
Beacon	B
Headlight	L

Instrument panel controls

To	Press
Display cockpit labels	/
Displays Navigation computer	N
Choose objective in ascending order	TAB
Choose objective in descending order	SHIFT+TAB
Displays Map	M
Zoom Map in/out	]/[

Weapon controls

To	Press
Fire weapon	SPACE BAR
Transfer shield power to weapons	<
Transfer weapon power to shield	>
Targeting crosshairs	T
Change current weapon in descending order	MINUS SIGN
Change current weapon in ascending order	=
Change missile lock	V

(Functions only if missiles are current weapon. Each time the V key is pressed, missile lock moves to the next target.)

BACK   NEXT

Keyboard shortcuts

Keyboard flight controls

To	Press
Turn right	RIGHT ARROW or numeric keypad 6
Turn left	LEFT ARROW or numeric keypad 4
Up	DOWN ARROW or numeric keypad 2
Down	UP ARROW or numeric keypad 8
Roll right	PAGE UP or numeric keypad 9
Roll left	PAGE DOWN or numeric keypad 3
Turbo thrust	F (on when key is held down)
Throttle down/up	Z/X
Cloaking device	C (on when key is held down)
Drop a beacon	B
Activate headlights	L (toggles on/off)

Weapon selection controls

To activate	Press
Valkyrie cannon (VAL)	Keyboard ~
Dispersion cannon (DIS)	Keyboard 1
ServoKinetic laser (SKL)	Keyboard 2
Rapid fire 500 laser (RFL)	Keyboard 3
Sledgehammer missile (HAM)	Keyboard 4
Scorcher missile (SCR)	Keyboard 5
Viper missile (VIP)	Keyboard 6
Legion missile (LGN)	Keyboard 7
The Independence missile (TIM)	Keyboard 8
Hellion missile (HEL)	Keyboard 9
Doomsday mine (DDM)	Keyboard 0
Cloaking device	C
Beacon	B
Headlight	L

Instrument panel controls

To	Press
Display cockpit labels	/
Displays Navigation computer	N
Choose objective in ascending order	TAB
Choose objective in descending order	SHIFT+TAB
Displays Map	M
Zoom Map in/out	]/[

Weapon controls

To	Press
Fire weapon	SPACE BAR
Transfer shield power to weapons	<
Transfer weapon power to shield	>
Targeting crosshairs	T
Change current weapon in descending order	MINUS SIGN
Change current weapon in ascending order	=
Change missile lock	V

(Functions only if missiles are current weapon. Each time the V key is pressed, missile lock moves to the next target.)

BACK   NEXT

Keyboard shortcuts

Keyboard flight controls

To	Press
Turn right	RIGHT ARROW or numeric keypad 6
Turn left	LEFT ARROW or numeric keypad 4
Up	DOWN ARROW or numeric keypad 2
Down	UP ARROW or numeric keypad 8
Roll right	PAGE UP or numeric keypad 9
Roll left	PAGE DOWN or numeric keypad 3
Turbo thrust	F (on when key is held down)
Throttle down/up	Z/X
Cloaking device	C (on when key is held down)
Drop a beacon	B
Activate headlights	L (toggles on/off)

Weapon selection controls

To activate	Press
Valkyrie cannon (VAL)	Keyboard ~
Dispersion cannon (DIS)	Keyboard 1
ServoKinetic laser (SKL)	Keyboard 2
Rapid fire 500 laser (RFL)	Keyboard 3
Sledgehammer missile (HAM)	Keyboard 4
Scorcher missile (SCR)	Keyboard 5
Viper missile (VIP)	Keyboard 6
Legion missile (LGN)	Keyboard 7
The Independence missile (TIM)	Keyboard 8
Hellion missile (HEL)	Keyboard 9
Doomsday mine (DDM)	Keyboard 0
Cloaking device	C
Beacon	B
Headlight	L

Instrument panel controls

To	Press
Display cockpit labels	/
Displays Navigation computer	N
Choose objective in ascending order	TAB
Choose objective in descending order	SHIFT+TAB
Displays Map	M
Zoom Map in/out	]/[

Weapon controls

To	Press
Fire weapon	SPACE BAR
Transfer shield power to weapons	<
Transfer weapon power to shield	>
Targeting crosshairs	T
Change current weapon in descending order	MINUS SIGN
Change current weapon in ascending order	=
Change missile lock	V

(Functions only if missiles are current weapon. Each time the V key is pressed, missile lock moves to the next target.)

BACK   NEXT

Sound and music

To	Press
Mute sound	CTRL+M (turns on/off)

BACK

Game play speed

The minimum resolution for Hellbender is 320 x 200. If game play is too slow and you are using a higher resolution, try changing the game's display resolution or graphics display. If that doesn't speed up the game, try changing your game view.

To increase game play speed by changing game display resolution

1 On the Options menu, click Settings, and then click the Graphics tab.
2 In the Game Resolution list box, click the arrow to select 320 x 200.

To change game graphics display

1 On the Options menu, click Settings, and then click the Graphics tab.
2 In the Image Quality list box, click the arrow to select either Normal Quality or Low Quality (faster).

To change your game view

▸ On the View menu, point to Pilot View, and then click an option.
Note You can also press O to cycle through the Cockpit, Chase, and Outside views.

BACK

To start a new game

1 On the File menu, click New Game.
2 In the New Game dialog box, click the arrow to select the level of difficulty.
3 Click Begin Mission to start playing.

To start a multiplayer game

1 On the Game menu, click Multiplayer Game.
2 In the Multiplayer Connection Setup dialog box, select a network service provider.
3 In the Game Sessions dialog box, type your callsign (25 character maximum).
4 If you want to join a game someone else is hosting, click Join an Existing Game,
   and then select the game you want to join.
   -or-
   Click Start a New Game to host a game.

BACK

To save a game

▶ On the Game menu, click Save, or press CTRL+S.

Note The first time you save a game, you will be prompted to type in a name for the game. Each time you save the game after that, it will be saved using the name you typed in unless you choose Save As from the File menu.

BACK

To rename a saved game

1   On the Game menu, click Resume Saved Game.
2   In the Resume Saved Game dialog box, click the saved game to select it, and then type a new name for the game.

Note   By default, saved games are stored in the Data folder in the Hellbender folder.

BACK

To rename a saved game

1 On the Game menu, click Resume Saved Game.
2 In the Resume Saved Game dialog box, click the saved game to select it, and then type a new name for the game.

Note By default, saved games are stored in the Data folder in the Hellbender folder.

BACK

To save a game

▸ On the Game menu, click Save, or press CTRL+S.

Note The first time you save a game, you will be prompted to type in a name for the game. Each time you save the game after that, it will be saved using the name you typed in unless you choose Save As from the File menu.

To rename a saved game

1 On the Game menu, click Resume Saved Game.
2 In the Resume Saved Game dialog box, click the saved game to select it, and then type a new name for the game.

Note By default, saved games are stored in the Data folder in the Hellbender folder.

To resume a saved game

▸ On the Game menu, click Resume Saved Game, and then double-click the name of the game you want to play.

BACK

PLANETS

CHIMERA

EYRIE

MORBOS

IOWAH

SNOW CITY

KRESH

TRICERIUS

CONTENTS

Eyrie

This planet is sited on a wormhole nexus and is a gateway for transportation throughout the galaxy.

Asteroids and comets entering the planet's atmosphere were electromagnetically repelled by the planet's surface elements. Trapped within the atmosphere, they were crushed by Eyrie's gravitational forces and recombined into "floating" mountains above the planet's surface. Dust not yet compressed into mountains forms a green-blue mist that envelops the highest mountain peaks.

Coordinates: 037: 112.858
Mass: 14.54
Atmosphere: N8: 079.026

BACK
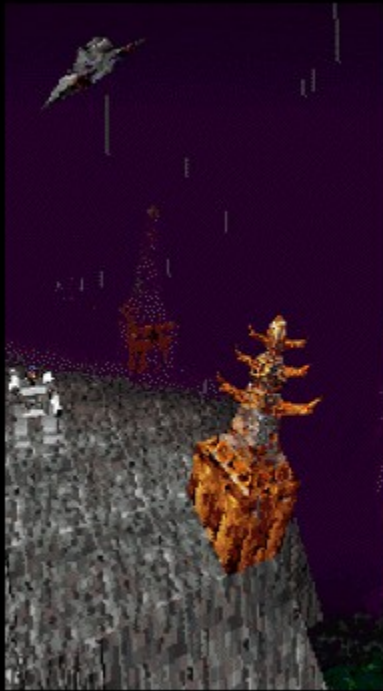
Iowah

Initially covered with large bodies of water, Iowah's surface was dried when an errant comet knocked the planet out of its original orbit. The planet's new orbit is much closer to the galaxy's double suns, causing the oceans to recede. Petrified ship hulls sit abandoned on dried remnants of former kelp beds, a sad reminder of the planet's fertile past. Structures once perched at sea level now tower above the planet's surface. Iowah's unstable atmosphere produces constant acid rain and thunder storms.

Coordinates: 037: 112.858
Mass: 4.46
Atmosphere: U3: f041.f030

BACK

Tricerius belt

Use extreme caution. Intelligence suspects that this is a Bion stronghold.

The sudden appearance of satellite asteroids in its Kirkwood gaps suggest that these are pseudo-asteroids sheltering Bion fighters. We believe the Bions will use the pseudo-asteroids as covert bases while they attempt to expand their spheres of influence throughout the galaxy.

Coordinates: 037: 112.858
Mass: 95.147
Atmosphere: N5: 050.010

BACK

Chimera

Intelligence reports that the Bions may be using Chimera's resources and caverns for manufacturing.

A new Coalition member, it possesses many natural resources. Chimera's geology is similar to that of Mars and Venus; it has active magma flows that extend hundreds of kilometers. Venting magma gasses combine with dust particulates from the arid planet's surface to shroud the planet in a low layer of magnesium/iron oxide clouds.

```
Coordinates:  037: 112.858
Mass:           8.714
Atmosphere:  N3: 032.007
```

BACK

Kresh

One of the oldest planets in this galaxy, yet little is known about its elemental composition. Once known throughout the galaxy as a center of religious tolerance, sacred structures still abound here. The temples have self-protective reactive shields that attack aggressors when a certain number of temples have been destroyed.

Coordinates: 037: 112.858
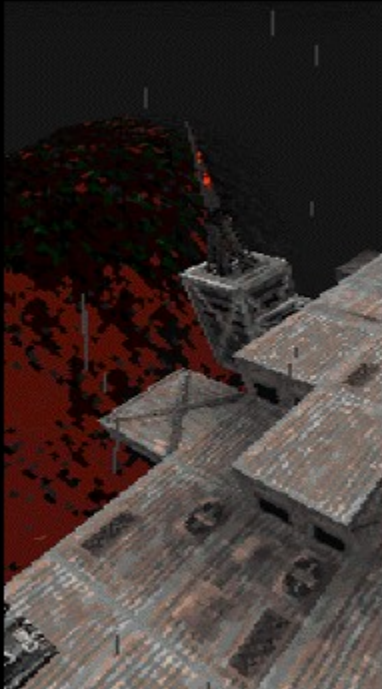Mass: 17.23
Atmosphere: N8: 081.033

BACK

Snow City

A frozen wasteland rich in the mineral zostrum, it provides approximately 32% of the galaxy's energy fuel.

Coordinates: 037: 112.858
Mass: 3.25
Atmosphere: T8: 011.089

BACK

Morbos

Morbos has rich ore deposits that have been selectively mined for centuries.
Its surface was formed by lava flows, and the hardened volcanic crust and
the toxic atmosphere make it difficult for vegetation to take root. In the
ongoing anti-Bion war effort, the atmosphere has been further degraded
as a result of contamination by defense industry byproducts. Intelligence
suspects the Bions of co-opting many of the planet's mining facilities.

Coordinates: 037: 112.858
Mass: 67.18
Atmosphere: T12: 001.621

BACK

Restores

Restores are cached by the Council. They can restore the ship's energy or repair damage to its hull.

Restores appears on the Compass as blue or green + or - signs. A + means the cache is above your current altitude and a - means that the cache is below your current altitude. When you find a restore, fly into it and the Hellbender's retrieval system will collect it.

◆ Energy restores: Comes in three increments: 25% (green), 50% (blue), and 100% (red). Fly directly into the restore and the Hellbender's retrieval system will collect and your Main energy cell indicator will register an immediate increase.

Note Energy can only be restored to 100%. If you are already at 100% energy capacity, the Hellbender retrieval system will not pick the restore up. Drop a beacon so you can locate the energy restore when you need it.

◆ Restore droids: Comes in three increments: 25%, 50%, and 100%. Fly directly into the restore droid, the Hellbender's retrieval system will collect it and your Hull integrity indicator will register an immediate hull damage repair.

Note Hull damage can only be restored to 100%. If you are already at 100% hull integrity, the Hellbender retrieval system will not pick the restore droid up. Drop a beacon so you can locate the restore droid when you need it.

100%

50%

25%

100%

50%

25%

BACK

To change views

Use the numeric keypad keys.

To	Press
Cycle through Pilot views	0
Cycle through Instrument views	I
Change Cockpit view left or pan left in Outside view	INSERT or 0
Change Cockpit view right or pan right in Outside view	DELETE OR DECIMAL POINT
Change Cockpit view rear or pan down in Outside view	PLUS SIGN
Change Cockpit view forward or pan up in Outside view	MINUS SIGN
Toggles on/off cockpit labels	/

Hat switch functions

Any joystick that has a hat switch has the following functions accessible from the hat.

To	Press
Change Cockpit view left or pan left in Outside view	Hat left
Change Cockpit view right or pan right in Outside view	Hat right
Change Cockpit view rear or pan down in Outside view	Hat up
Change Cockpit view forward or pan up in Outside view	Hat down

BACK

To communicate with other players in a multiplayer game

You can create your own messages or send prepared text or sound taunts to other multiplayer game participants.

To create and send your own message
1 Press F5 to temporarily disable keyboard controls and to put you in text mode.
2 Type a message.
3 Press ENTER to send the message and to restore the keyboard controls.

To send recorded taunts to multiplayer game players
    Press SHIFT+F6 through F12.

To	Press
Change to talk mode in a multiplayer game.	F5
Send voice taunts in a multiplayer game.	F6 - F12
Send prerecorded text taunts in a multiplayer game.	SHIFT+F6 - F12

| Taunting voice messages	Taunting text messages
F6: In your dreams.	Eat my afterburners!
F7: On your knees.	You make me laugh.
F8: Like that really hurt.	Any last requests?
F9: Don't! Stop! (sarcastic)	You wish!
F10: Are you threatening me?	Beg me for mercy!
F11: Bite me.	Tremble before me!
F12: Try the trigger.	Would you like training wheels?
Better luck next time.	
Payback time.	
Give it up.	
Did that hurt?	
Ooh, you scare me.	
You wish!	
Yeah, right	

BACK

Changing joystick controls

1 On the Options menu, click Settings.
2 Click the Controls tab.
3 Click the Customize Joystick button.
4 Click the button you want to change, click the Change button, and then click the function name you want to reassign for the selected button.

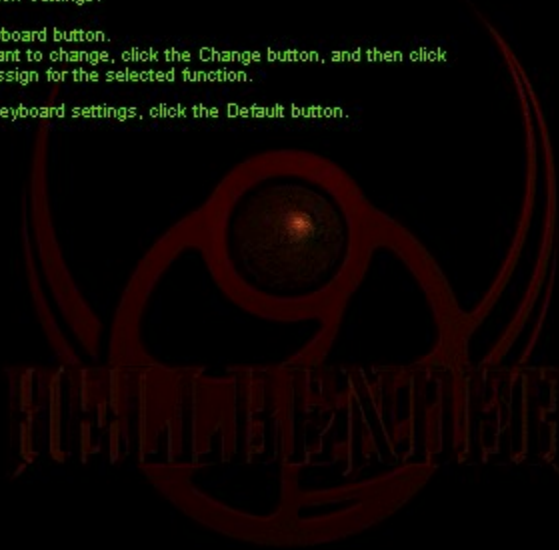Note To reset the default button settings, click the Default button.
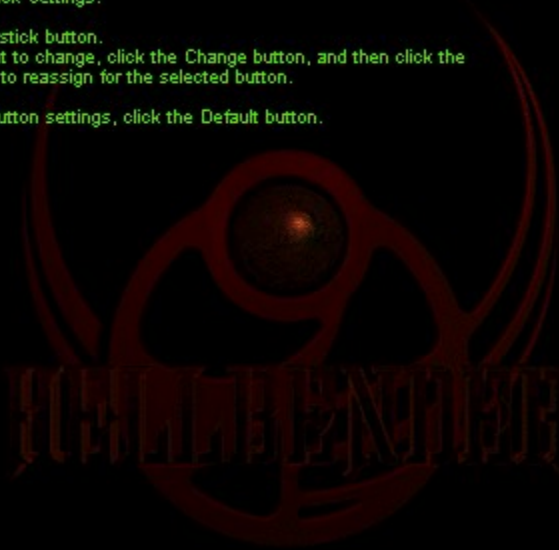
BACK

Changing keyboard controls

1. On the Options menu, click Settings.
2. Click the Controls tab.
3. Click the Customize Keyboard button.
4. Click the function you want to change, click the Change button, and then click the key you want to reassign for the selected function.

Note To reset the default keyboard settings, click the Default button.

BACK

WEAPONS AND RESTORES

ROCKET
Sledgehammer

MINE
Doomsday

RESTORE
Energy and Hull

CANNON
Dispersion

Valkyrie

MISSILE
Legion

Scorcher

The Independence

Viper

Hellion

LASER
Rapid-fire 500

ServoKinetic

CONTENTS

Scorcher (SCR)   Press: 5

Class: Missile

Specs: A three-stage missile with a timed detonation. Detonation creates a photon transition causing the mass degeneracy of the target's quark lattices. The target's physical structure degenerates until the internal atmospheric pressure exceeds the structure's ability to contain the pressure, resulting in an explosion.

This air-to-ground missile auto-locks on selected targets. It fires straight ahead if no target has been selected.

At the beginning of each game, the Hellbender is stocked with two Scorcher missiles.

Targeting: Press V until a specific target is selected.

Missile lock indicator

BACK

Legion (LGN)

Class: Missile
Specs: A two-stage missile whose core, comprised of compressed metallic hydrogen, reacts with a nickel-coated copper alloy detonator and delivers a 12 kiloton impact.

The missile fires four auto-locking missiles at a single selected target. If no target has been selected, it flies straight ahead.
Targeting: Press V until a specific target is selected.

Missile lock indicator

BACK

The Independence (TIM)

Class: Missile

Specs: A multi-stage energy storage/delivery system capable of delivering tens of billions of volts (GeV) to a central load in a few nanoseconds. When it strikes a target, it creates an expanding vortex that causes the target's molecular structure to rapidly collapse on itself, resulting in an explosion.

This forward-firing missile is comprised of multiple Sledgehammer (multi-directional) rockets.

Targeting: Press V until a specific target is selected.

Missile lock indicator

BACK

Viper (VIP)

Press: 6

Class: Missile

Specs: A ceramic-shell, long arrow missile capable of penetrating most structures with a masonry, alloy, or organic composition.

An air-to-air missile that auto-locks on selected targets. Fires straight ahead if no target has been selected.

At the beginning of each game, the Hellbender is stocked with five Viper missiles.

Targeting: Press V until a specific target is selected.

Missile lock indicator

BACK

Hellion (HEL)   **Press: 9**

Class: Missile
Specs: Comprised of one auto-locking missile in combination with multiple
Viper rockets. The second stage of this missile contains a booster
synchotron that increases exponentially the reactive event occurring
in the first stage. On impact, the target is reduced to ashes by the
mutually repulsive "space-charge" force created between the
positively charged ions in the first stage.

This missile auto-locks on selected targets. It also restores both
the Hellbender's hull and energy with its solid rocket booster
effluent.
Targeting: Press V until a specific target is selected.

Missile lock indicator

BACK

Doomsday (DDM)

Class: Mine

Specs: A stationary explosive device comprised of the standard mixture of cold dark matter and massive neutrinos. When dropped, it creates an electronic perimeter which, when triggered, detonates the mine. Released aft from the Hellbender's arsenal. Destroys anything within its perimeter, even the Hellbender—drop the mine and GO.

BACK
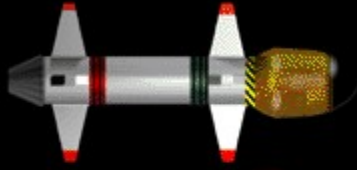
Sledgehammer (HAM)

Class: Rocket

Specs: A two-stage rocket powered by an injected ethelene/oxidizer fuel. The warhead's composition causes a target's structural particle-antiparticle pair to separate in a reaction event. This event results in the target's instantaneous hyperexpansion (explosion).

This rocket fires straight ahead and continues flying until it hits something or its fuel supply is exhausted.

At the beginning of each game, the Hellbender is stocked with twenty Sledgehammer rockets.

BACK

**ServoKinetic (SKL)**   **Press: 2**

Class: Laser
Specs: This suprawatt class high-energy deuterium-fluoride laser
       supercharges the target's photons, causing them to explode. This
       iteration features a controller with superior dc stability and
       high-speed modulation. Effective against enemies impervious to
       cannon and missile fire.

       A standard Hellbender weapon. Energy allocation increases
   double or quadruple its fire rate.

BACK
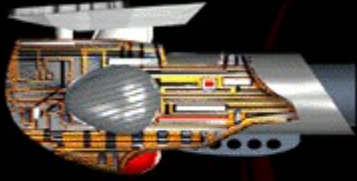
Dispersion (DIS)

Class: Cannon

Specs: A polymer-derived SiC fiber reinforces the graphite-epoxy composite shell containing thin-wall composite spars that splinter into star-like projectiles. Designed to inflict maximum structural damage on targets. Increasing energy to the weapons will increase the number of projectiles fired.

The Hellbender simultaneously fires these projectiles fore and aft. Energy allocation increases double or quadruple its fire rate.

BACK
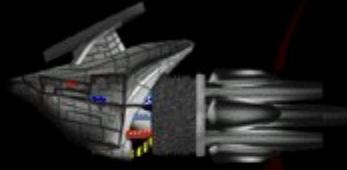
Valkyrie (VAL)

Class: Cannon

Specs: The Hellbender's induction accelerators generate parallel heavy cesium ion beams. Inline recirculators paired with bunchers boost the beams' electrons to 200 billion electron volts and compress the beams into pulses every two nanoseconds. The pulses obliterate the target's neutrino cohesion causing a massive explosion.

The default weapon when starting the Hellbender. Energy allocation increases double or quadruple its fire rate.

BACK

Rapid-fire 500 (RFL)   **Press: 3**

Class: Laser

Specs: A gamma-emitting fast-fusion device focusing kinetic energy from an isotopically-enriched cobalt/zinc generator. A modulator changes the energy frequencies of the pulses generated to penetrate objects capable of withstanding single frequency lasers. The energy supercharges a target's energy structure, causing it to explode.

Faster than the SKL. Energy allocation increases double or quadruple its fire rate.

BACK

INSTRUMENTS

Headlights

Cloaking device

Beacon

Status display

Objective display

Compass

Navigation computer

Map display

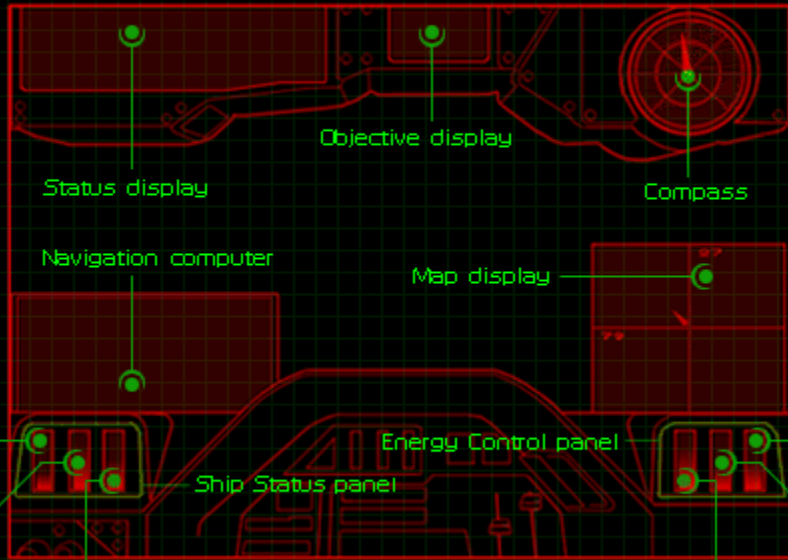Hull Integrity

Energy Control panel

Shield Energy

Speed

Ship Status panel

Main Energy cell

Turbo Fuel

Weapon Energy

CONTENTS

Compass

Mechanics: The latest in modern optoelectric real-beam ranging apparatus. It facilitates the three-dimensional detection, classification, and alignment of mission objectives, restores, and enemies within a 100-decasec radius of the Hellbender while eliminating diverse clutter backgrounds. It also reflects the horizon line relative to the Hellbender's pitch.

· Arrow: The arrow indicates the direction toward the next objective. To locate an objective, keep the Compass arrow straight up at 12 o'clock.

· Blue/green dot: Restore.

· White dot: Objective.

· Red dot: Enemy.

· +/- : Indicates that a restore, objective, or enemy is above (+) or below (-) you:
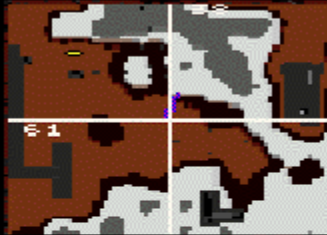
BACK

Compass

Mechanics: The latest in modern optoelectric real-beam ranging apparatus. It facilitates the three-dimensional detection, classification, and alignment of mission objectives, restores, and enemies within a 100-decasec radius of the Hellbender while eliminating diverse clutter backgrounds. It also reflects the horizon line relative to the Hellbender's pitch.

· Arrow: The arrow indicates the direction toward the next objective. To locate an objective, keep the Compass arrow straight up at 12 o'clock.

· Blue/green dot: Restore.

· White dot: Objective.

· Red dot: Enemy.

· +/- : Indicates that a restore, objective, or enemy is above (+) or below (-) you:
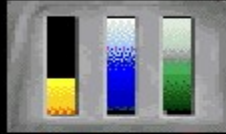
BACK

Map display

Above ground view

Tunnel view

Mechanics: Merging remote sensing and optometric technology, the Hellbender's multispectral image analyzer extracts ground features using a clustering algorithm to project the topography of the planet's surface on the Map display. Image-processing algorithms are implemented directly into circuitry, instead of a computer program, for real-time image assessment and redraw rates.

Displays the location of the Hellbender in a top-down view. On a planet's surface, it reflects mountains, valleys, buildings, terrain details, and tunnel entrances. Below ground, it reflects subterranean corridors, chambers, and tunnels. The numbers in the upper-right and lower-left quadrants are sector coordinates. Use these in conjunction with the Objective display to quickly locate mission objects.

Controls:
To activate or deactivate the Map display	M
Zoom Map display in/out	] / [
Turn on/off targeting crosshairs	T

Symbols:
· The Hellbender is represented by the ship in the center of the map.
· Yellow dots: Tunnel entrance.

BACK

Ship status panel
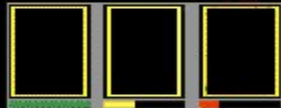
Mechanics: Provides instant information about the current status of your ship with three indicators.

· Hull integrity indicator: Reflects the amount of damage the hull has sustained.

· Speed indicator: Reflects the thrust level engaged.

· Turbo indicator: Reflects the amount of fuel available for turbo thrust.

Click an indicator for more information about that indicator.

BACK

Obj: TGT

Dist: 29

The three target destruction phases

Objective display

Displays the abbreviated name of and distance to the next objective.

Abbreviation	Objective	Abbreviation	Objective
BOS	boss	MSG	get message pod
CHK	checkpoint	RES	rescue
EST	escort	STR	start point
EXT	exit tunnel	TGT	target
		TUN	tunnel

BACK

```
Objective:
Locate and destroy
the commando
transports at these
coordinates.

Sector : (085,042)
Status : Incomplete
```

Navigation computer

Mechanics: Lists mission objectives, a brief description of the objective, the
current distance to the objective, and the current status of the
objective.

The Navigation display identifies the next mission objective, its
Cartesian coordinates, and any additional information available.

Controls: · To activate or deactivate the Navigation display, press N.
· To display mission objectives in ascending/descending order,
press TAB/SHIFT+TAB.

BACK

Click an indicator for more
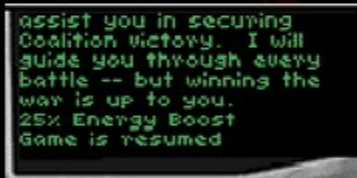information about that indicator.

Energy control panel

Provides instant information about the current status of your ship's armory
and defenses.

· Weapon Energy indicator: Reflects the amount of energy allocated to
  the weapons.
  To allocate energy to the weapons, press <.

· Main Energy cell indicator: Reflects the amount of energy available in the Main
  Energy cell.

· Shield Energy indicator: Reflects the amount of energy allocated to the shield.
  To allocate energy to the shield, press >.

Notes
· Energy slowly regenerates through the ship's generators.
· If you need energy faster than the ship's generators restore it, find an energy
  restore or fire a Hellion missile.
· Using the headlights and cloaking device will draw energy from   the Main
 Energy cell.

BACK

Status display

Weapon: RAM

Ammo: 6

assist you in securing
Coalition victory. I will
guide you through every
battle -- but winning the
war is up to you.
25% Energy Boost
Game is resumed

Mechanics: Simple registry of weapons, ammunition, and Hellbender ship
functions such as the automatic retrieval system. This display is
comprised of two displays: the Weapon display and the Message
display.

·Weapon display: The default display, it shows the active weapon
and the ammunition available.

·Message display: Interrupts the Weapon display with information
about weapons or restores acquired, targets destroyed, or
messages from the Council of Peace.

BACK
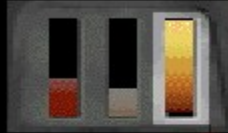
Shield strength indicator

Mechanics: The Hellbender's shield is a prototype circuit with a gyroscopic algorithm/generator tandem creating a field buffer to avoid obstacles. Integrated with the Hellbender's mission objective database, it creates a thermodynamic buffer between the Hellbender's hull and external objects or terrain. Damage from enemy weapons depletes shield energy.

Controls: To increase power to the Hellbender's shield, press >.

BACK

Main Energy Cell indicator

Mechanics: The Hellbender's Main Energy cell is generated by a standard Shipboard Matter Converter (SMC). Energy generated by the SMC can be allocated to either the shield or the weapons.

Controls: To increase power to the Hellbender's shield, press >.
To increase power to the Hellbender's weapons, press <.

Note: The headlights and cloaking device drain energy from the Main Energy cell. If there is no energy in the Main Energy cell, they will not work.

**BACK**

Weapon Energy indicator

Mechanics: Reflects the amount of energy available for powering the weapons in the Hellbender's arsenal. Increasing power to the weapons will double or quadruple the weapons' fire rate.

Controls: To increase power to the Hellbender's weapons, press <.

Notes
· Using a Hellion missile restores a small of energy to the Weapon Energy indicator.
· Using the Turbo drains energy from the Weapon Energy indicator.

BACK
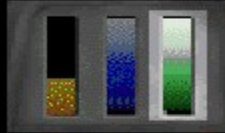
Turbo Fuel indicator

Mechanics: Reflects the amount of fuel available for the Turbo thrust engines. The Shipboard Matter Converter (SMC) regenerates turbo fuel at a maintenance rate.

Note Turbo fuel regeration drains energy from the Weapon Energy indicator. Increasing energy to the Weapon Energy indicator proportionately increases the turbo fuel regeration rate.

BACK
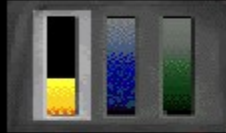
Hull Integrity indicator

Mechanics: Reflects the amount of damage that can be sustained before the Hull's integrity is compromised. If sufficient damage is sustained, the Hellbender may explode if its internal atmospheric pressures of the ship exceed the external atmospheric pressure.

Note Increasing energy to the shield boosts the electromagnetic buffer between the hull and enemy fire.

BACK
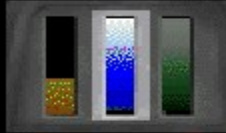
Speed indicator

Mechanics: Reflects the amount of throttle applied.

BACK

Beacon _____ **Press: B**

Mechanics: A precise directional marking device used for passive tracking and imaging. The radiation created in its simple circularly polarized synchrotron produces a pulsing sound. Beacons are invisible and mark the coordinates where they are "dropped" with a sound. Use the Objective display to locate the beacon's coordinates.

Drop beacons to create a trail of where you've been or to mark something you want later.

BACK

Cloaking device   Press: C

Mechanics: Converts the Hellbender's energy field into an opaque plasma
            sheath that reflects the planet's surface colors and shadows. The
            Hellbender's optoelectric ranging instruments invert light reflected
            from the planet's surface to the Hellbender's external shield. While
            cloaked, the Hellbender will retain its liquid-arc/spark excitation
            atomic emissions.

            Caution
            The Hellbender automatically uncloaks when a weapon is fired.

            Note
            Draws energy from the main Energycell.

BACK

Headlights _____ Press: L

Mechanics: Built into the Hellbender, these wide-angle floodlights illuminate the darkest corners of a planet.

Note Draws energy from the Main Energy cell.

BACK

System Requirements

Minimum

Processor	Pentium 75 with local SVGA bus video, 256 color display
RAM	8MB
CD-ROM drive speed	4X
Operating system	Windows 95
Sound card and headphones or speakers	yes
Available hard disk space	32 MB
Modem	14.4Kbps

Recommended

Processor	Pentium 90 with local SVGA bus video, 256 color display
RAM	8MB
CD-ROM drive speed	4X
Operating system	Windows 95
Sound card and headphones or speakers	yes
Available hard disk space	77 MB
Modem	28.8Kbps

BACK

Troubleshooting

Accessibility

System Requirements

Product Support Services

Error Messages

INPUT DEVICES
Keyboard
Joystick
Game pad

KEYBOARD

SOUND

DISPLAY

GAME PLAY

BACK

Net Play

Multiplayer game

Rename a game

Communicating with other players

BACK

GAME CONTROLS

PAUSE, SAVE, AND EXIT

MENU AND HELP

SOUND AND MUSIC

CUSTOMIZING CONTROLS

DISPLAY

VIDEOS

KEYBOARD

Flight controls

Weapon selection

Weapon utilities

Changing keyboard controls

JOYSTICK

Two-button joystick

Four-button joystick

Four-button joystick with throttle

Rudder pedals and Microsoft Sidewinder 3D Pro

GAME PAD

Flight controls

Customizing game pad controls

Customizing joystick controls

CONTENTS

VIEWS

CHANGING
VIEWS

INSTRUMENT
PANEL

PILOT

CONTENTS

GAME OPTIONS

KEYBOARD

Customizing keyboard controls

JOYSTICK

Customizing joystick controls

GAME PAD

Customizing game pad controls

CONTENTS

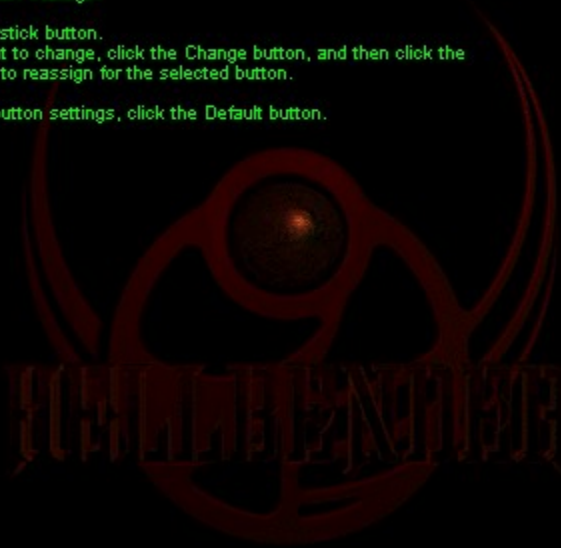## Customizing game pad controls

1 On the Options menu, click Settings.
2 Click the Controls tab.
3 Click the Customize Joystick button.
4 Click the button you want to change, click the Change button, and then click the function name you want to reassign for the selected button.

Note To reset the default button settings, click the Default button.

BACK

Details to be provided later.

BACK

Revenge of the Bions

In the middle of the 29th century, the Coalition of Independent Planets finally defeated their most fearsome enemy, a race of warriors they had created -- the Bions. Their army in ruins, the few surviving Bions fled to the safety of deep space. For the first time in over 300 years, Coalition citizens could enjoy peace. But the universe was forever changed. When the Bion stronghold on planet Fury was destroyed, it touched off stockpiles of red sheol and the hyper-explosive carbonium. This gave birth to a network of rift wormholes spanning the universe, a mammoth super highway linking the Coalition of Independent Planets. Business and commerce boomed. Except on Terran.

Exhausted by war, locked in the iron grip of poverty, many Terrans felt victory had come at too high a price. Anti-military sentiment flourished. Civil unrest was the order of the day. While protesters marched and governments bickered, a lone warrior lived in quiet solitude -- once a hero for defeating the Bion horde, now scorned as a symbol of military excess.

BACK   NEXT

Revenge of the Bions (continued)

Mission Objectives

Get to your ship, there's no time to waste. The Bions have killed all the qualified Coalition's pilots. Their next target is the rest of the Coalition's citizens. You're the only human between survival and Bion domination.

The situation is changing quickly, and the Council will keep you informed of developments. Technological improvements in the Hellbender's compass and navigation systems detect Bions and Bion targets. Intelligence reports that the Bions have spread to at least seven planets. The Bions have developed their technology and are a grave threat to Council citizens.

Councilor, you're our only hope.

BACK

Changing joystick controls

1 On the Options menu, click Settings.
2 Click the Controls tab.
3 Click the Customize Joystick button.
4 Click the button you want to change, click the Change button, and then click the function name you want to reassign for the selected button.

Note To reset the default button settings, click the Default button.

BACK

Changing keyboard controls

1 On the Options menu, click Settings.
2 Click the Controls tab.
3 Click the Customize Keyboard button.
4 Click the function you want to change, click the Change button, and then click
   the key you want to reassign for the selected function.

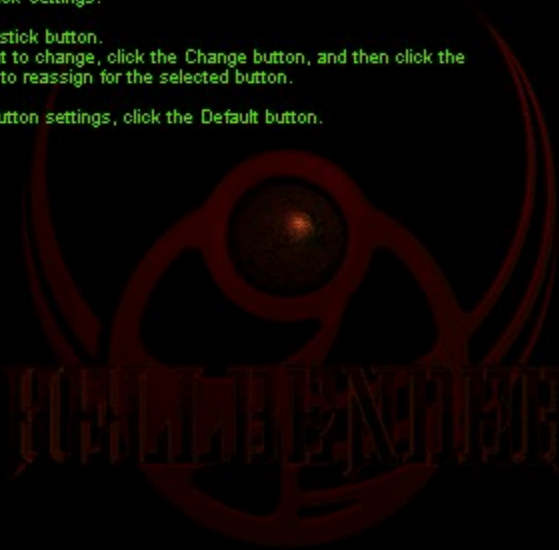Note To reset the default keyboard settings, click the Default button.

BACK

Customizing game pad controls

1 On the Options menu, click Settings.
2 Click the Controls tab.
3 Click the Customize Joystick button.
4 Click the button you want to change, click the Change button, and then click the function name you want to reassign for the selected button.

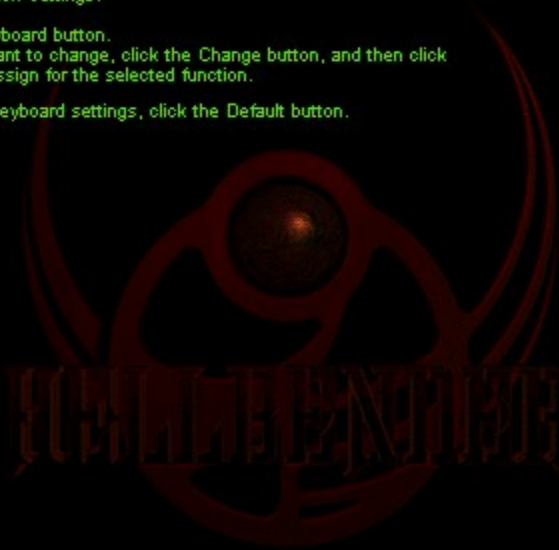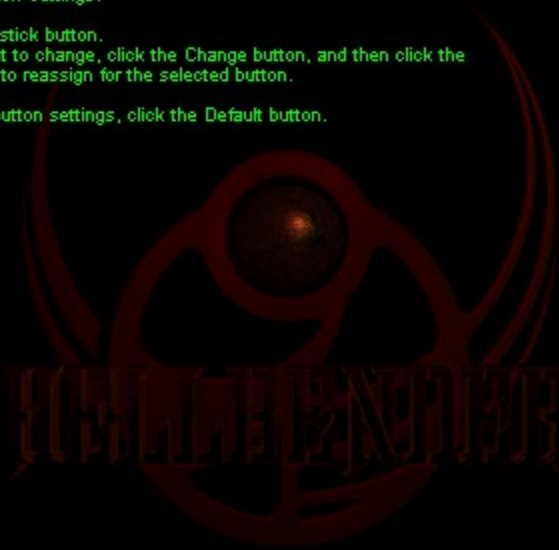Note To reset the default button settings, click the Default button.

BACK

Keyboard flight controls

To	Press
Turn right	RIGHT ARROW or numeric keypad 6
Turn left	LEFT ARROW or numeric keypad 4
Up	DOWN ARROW or numeric keypad 2
Down	UP ARROW or numeric keypad 8
Roll right	PAGE UP or numeric keypad 9
Roll left	PAGE DOWN or numeric keypad 3
Turbo thrust	F (on when key is held down)
Throttle down /up	Z/X
Cloaking device	C (on when key is held down)
Drop a beacon	B
Activate headlights	L (toggles on /off)

Keyboard weapon controls

To	Press
Fire weapon	SPACE BAR
Transfer shield power to weapons	<
Transfer weapon power to shield	>
Targeting crosshairs	T (toggles on /off)
Changes current weapon in descending order	MINUS SIGN (not keypad -)
Changes current weapon in ascending order	=
Changes missile lock	V

(Functions only if missiles are current weapon. Each time the V key
is pressed, missile lock moves to the next target.)

Keyboard weapon selection

To activate	Press
Valkyrie cannon (VAL)	Keyboard ~
Dispersion cannon (DIS)	Keyboard 1
Servo Kinetic laser (SKL)	Keyboard 2
Rapid-fire 500 laser (RFL)	Keyboard 3
Sledgehammer missile (HAM)	Keyboard 4
Scorcher missile (SCR)	Keyboard 5
Viper missile (VIP)	Keyboard 6
Legion missile (LGN)	Keyboard 7
The Independence missile (TIM)	Keyboard 8
Hellion missile (HEL)	Keyboard 9
Doomsday mine (DDM)	Keyboard 0
Cloaking device	C
Beacon	B
Headlight	L

BACK

Obj: TGT

Dist: 29

The three target destruction phases

Objective display

Displays the abbreviated name of and distance to the next objective.

Abbreviation	Objective	Abbreviation	Objective
BOS	boss	MSG	get message pod
CHK	checkpoint	RES	rescue
EST	escort	STR	start point
EXT	exit tunnel	TGT	target
		TUN	tunnel

BACK

Map display

Above ground view

Tunnel view

Mechanics: Merging remote sensing and optometric technology, the Hellbender's multispectral image analyzer extracts ground features using a clustering algorithm to project the topography of the planet's surface on the Map display. Image-processing algorithms are implemented directly into circuitry, instead of a computer program, for real-time image assessment and redraw rates.

Displays the location of the Hellbender in a top-down view. On a planet's surface, it reflects mountains, valleys, buildings, terrain details, and tunnel entrances. Below ground, it reflects subterranean corridors, chambers, and tunnels. The numbers in the upper-right and lower-left quadrants are sector coordinates. Use these in conjunction with the Objective display to quickly locate mission objects.

Controls:
To activate or deactivate the Map display   M
Zoom Map display in/out   ] / [
Turn on/off targeting crosshairs   T

Symbols:
· The Hellbender is represented by the ship in the center of the map.
· Yellow dots: Tunnel entrance.

BACK

Status display

Weapon: RAM

Ammo: 6

assist you in securing
Coalition victory. I will
guide you through every
battle -- but winning the
war is up to you.
25% Energy Boost
Game is resumed

Mechanics: Simple registry of weapons, ammunition, and Hellbender ship
functions such as the automatic retrieval system. This display is
comprised of two displays: the Weapon display and the Message
display.

· Weapon display: The default display, it shows the active weapon
and the ammunition available.

· Message display: Interrupts the Weapon display with information
about weapons or restores acquired, targets destroyed, or
messages from the Council of Peace.

BACK

Keyboard flight controls

To	Press
Turn right	RIGHT ARROW or numeric keypad 6
Turn left	LEFT ARROW or numeric keypad 4
Up	DOWN ARROW or numeric keypad 2
Down	UP ARROW or numeric keypad 8
Roll right	PAGE UP or numeric keypad 9
Roll left	PAGE DOWN or numeric keypad 3
Turbo thrust	F (on when key is held down)
Throttle down /up	Z/X
Cloaking device	C (on when key is held down)
Drop a beacon	B
Activate headlights	L (toggles on /off)

Keyboard weapon controls

To	Press
Fire weapon	SPACE BAR
Transfer shield power to weapons	<
Transfer weapon power to shield	>
Targeting crosshairs	T (toggles on /off)
Changes current weapon in descending order	MINUS SIGN (not keypad -)
Changes current weapon in ascending order	=
Changes missile lock	V

(Functions only if missiles are current weapon. Each time the V key
is pressed, missile lock moves to the next target.)

Keyboard weapon selection

To activate	Press
Valkyrie cannon (VAL)	Keyboard ~
Dispersion cannon (DIS)	Keyboard 1
Servo Kinetic laser (SKL)	Keyboard 2
Rapid-fire 500 laser (RFL)	Keyboard 3
Sledgehammer missile (HAM)	Keyboard 4
Scorcher missile (SCR)	Keyboard 5
Viper missile (VIP)	Keyboard 6
Legion missile (LGN)	Keyboard 7
The Independence missile (TIM)	Keyboard 8
Hellion missile (HEL)	Keyboard 9
Doomsday mine (DDM)	Keyboard 0
Cloaking device	C
Beacon	B
Headlight	L

BACK

Keyboard flight controls

To	Press
Turn right	RIGHT ARROW or numeric keypad 6
Turn left	LEFT ARROW or numeric keypad 4
Up	DOWN ARROW or numeric keypad 2
Down	UP ARROW or numeric keypad 8
Roll right	PAGE UP or numeric keypad 9
Roll left	PAGE DOWN or numeric keypad 3
Turbo thrust	F (on when key is held down)
Throttle down /up	Z/X
Cloaking device	C (on when key is held down)
Drop a beacon	B
Activate headlights	L (toggles on /off)

Keyboard weapon controls

To	Press
Fire weapon	SPACE BAR
Transfer shield power to weapons	<
Transfer weapon power to shield	>
Targeting crosshairs	T (toggles on /off)
Changes current weapon in descending order	MINUS SIGN (not keypad -)
Changes current weapon in ascending order	=
Changes missile lock	V

(Functions only if missiles are current weapon. Each time the V key
is pressed, missile lock moves to the next target.)

Keyboard weapon selection

To activate	Press
Valkyrie cannon (VAL)	Keyboard ~
Dispersion cannon (DIS)	Keyboard 1
Servo Kinetic laser (SKL)	Keyboard 2
Rapid-fire 500 laser (RFL)	Keyboard 3
Sledgehammer missile (HAM)	Keyboard 4
Scorcher missile (SCR)	Keyboard 5
Viper missile (VIP)	Keyboard 6
Legion missile (LGN)	Keyboard 7
The Independence missile (TIM)	Keyboard 8
Hellion missile (HEL)	Keyboard 9
Doomsday mine (DDM)	Keyboard 0
Cloaking device	C
Beacon	B
Headlight	L

BACK

Display

As part of its Setup program, Hellbender installs DirectX (v. 2) technology in order
to provide the best game play. In some cases, the video driver that DirectX uses may
cause problems when it interacts with your old video driver. If you experience display
problems after you install Hellbender, try these troubleshooting
steps:

1 Click the Start button, point to Settings, and then click Control Panel.
2 Double click the Display icon, and then click the Settings tab.
3 Click Change Display Type to display the Advanced Display Properties dialog box.
4 Click the Adapter tab.
   Note If there is no Adapter tab, see the next set of steps below.
5 In the Refresh rate box, change the refresh rate, and then click OK.

Or, if your screen is unreadable and you are unable to follow the above steps:

1 Restart your computer in safe mode by pressing F8 when you see the message
   "Starting Windows® 95."
2 Click the Start button, point to Settings, and then click Control Panel.
3 Double-click the Display icon, and then click the Settings tab.
4 Click Change Display Type to display the Change Display Type dialog box.
5 Under Adapter Type, click Change.
6 In the Select Device dialog box, select the DirectX-compatible video driver
   suggested by your video card manufacturer. If you do not have a DirectX-compatible
   video driver, please contact your video card manufacturer for an updated video driver.
7 Restart your computer to apply the change you have made.

BACK

Accessibility options for people with disabilities

Microsoft® Windows® 95 provides several accessibility features to make computers more accessible to people with disabilities. For example:

· For people who have restricted movement, Microsoft Windows 95 can use the keyboard for the mouse pointer, and you can adjust your keyboard settings.
· For people with low vision, bigger fonts and high-contrast color schemes are available.
· For people who are deaf or hard-of-hearing, Windows can visually indicate when the computer makes a sound.

For a list of all the accessibility options available
1 Click the Start button.
2 Click Help.
3 Type "accessibility."

Although these features are designed for people with disabilities, they are useful to everyone. To see these features, double-click the Accessibility Options icon in Control Panel.

If this component is not on your computer, look up "installing, accessibility components" in the Microsoft Windows 95 Help Index.

BACK

The following are Context-Sensitive Help strings

Need to write a topic for this.

Shows video sequences between the planets. If this box is checked, you will see progress from planet to planet without seeing story-related videos, and you will see the introductory video when you start a new game.

Shows game demos when the computer has been idle for 30 seconds.

Briefly describes the mission objective for the planet on which you are playing.

Tip   This information is also available in the Navigation display. Press the TAB key to scroll forward or the SHIFT+TAB keys to scroll backward through the planet's objectives in the Navigation display.

Replays the video containing the mission objective for the planet on which you are playing.

Closes this dialog box and saves any changes you have made.

Closes this dialog box without saving any changes you have made.

Restores the default settings for this tab or dialog box.

Lists the primary game control (joystick, keyboard, or gamepad) you will be using to control the game functions.

Turns Auto Leveling on or off.

When this option is selected, Auto Leveling assists in keeping you parallel to the horizon.

Opens the Customize Keyboard dialog box.

Opens the Customize Joystick dialog box.

Opens the Windows95 Joystick Calibration dialog box.

Turns rudder control on or off.

Note   Rudder Control will be greyed out if the Rudder Control check box in the Windows 95 Joystick Properties dialog box isn't selected.

Lists the levels of difficulty in the game. Each level increases or decreases your strength, fire power, and enemy strength.

Starts a new game.

Connects to a direct play network service.

Compresses the game view's polygons to maintain correct 3D perspective.

Changes the number of pixels per inch in the game view for finer detail resolution. The higher the number of pixel per inch, the finer the display.

Changes the number of polygons used to draw the views. The higher the number of polygons, the more detailed and realistic the structures appear.

Changes how the ship's shadows are shown. Click None to remove shadows, or click High to display detailed shadows.

Changes the number of pieces blasted off buildings and ships when shot.

Changes game screen resolution.

Note Users with 3D accelerated video boards must use 640 x 480 display resolution.

Turns the sky texture option on or off. For example, if this option is selected, clouds will be shown.

Note Turning sky texture off slightly increases game speed.

Enables users with 3D accelerator boards to use Direct3D for cleaner, more 3D graphics.

Turns the hand in the cockpit on or off. Turning the hand and joystick off does not affect game speed or expand your field of view.

Plays sound effects, for example, the sounds of explosions and weapons firing. To turn off sound effects such as explosions or weapons firing, clear the Play Sound Effects check box.

Plays background music during the game.

Indicates the game's sound playback format.

Note   If your hardware doesn't support Stereo or Surround sound, these options will be greyed out.

Plays the Hellbender's computer voice (E.V.E.). To turn off E.V.E., clear the Play Hellbender Computer Voice check box.

Plays the Redbook audio files as the background music. If this option is not available, your CD-ROM driver does not support CD music playback.

Plays the synthesizer-quality audio (.mod) files as the game's music.

Displays the Advanced Settings group box, where you can adjust settings to troubleshoot sound problems.

Lists the number of wave blocks allocated for playing .wav files. If the sound is choppy or clipped, or if there is a delay in the sound effects, increase the number of buffers slightly. Click the Test button to check your new settings.

Lists the size of the wave blocks. If the sound is choppy or clipped, or if there is a delay in the sound effects, increase the buffer size slightly. Click the Test button to check your new settings.

Lists the device used to play sound. You can change the sound card used by the game by changing the sound card listed in the Preferred Device box in the Control Panel's Multimedia Properties dialog box.

Multiplayer Connection Setup Dialog list box.

Briefly lists the planet, location of the planet, mission name, and mission description.

Type the name you want to be known by during a multiplayer game.

Note Your callsign can be up to 25 characters or symbols.

Click to join a multiplayer game that has already been created.

Click to display the Enter New Game Info group box and host a new multiplayer game.

Lists the names of games you can join. To join a game, click its name, and then click the Next button.

Opens the previous dialog box. Click this button to return to the Network Connection dialog box.

Opens the next dialog box. Click this button after you select the mutliplayer game you want to join.

Type the name of the game you are hosting.

Type the number of players you want in the multiplayer game you are hosting.

Notes

- For a multiplayer game, there must be at least two but no more than eight players.

- The number of players you specify must join the game before you can begin playing.

Lists the planets available for multiplayer games.

Type the name or IP address of the host machine.

Lists all the game functions and their keyboard equivalents.

Opens the Change Key Setting dialog box.

Lists all the game functions and their joystick controls.

Opens the Change Joystick Button Setting dialog box.

Lists the players who have joined a multiplayer game. Numbers followed by "Waiting for Player" indicate that more players must join before play can begin.

Note While waiting for other players to join, you can communicate with the players by typing messages in the Send Text box.

Type messages to players waiting to start a game. As messages are typed, they are sent to the other players.

Note   If there are three dots to the right of a message, it means that the message is longer than the box allows. Scroll to see the rest of the message.

Closes the Gathering Players dialog box and opens the Game Sessions dialog box.

Note   If the player hosting a multiplayer game clicks this button, all waiting players will return to the Game Sessions dialog box.

Starts the multiplayer game.

Closes this dialog box without starting a game. If a game's host clicks this button, the game ends for all players.

Lists the ships available to multiplayer game players. Click an option to see what that ship looks like. After you select a ship, click the Play Game button.

Displays an image of the selected ship. This is how your ship will appear to other players in a multiplayer game.

Click this button to select a ship.

Lists the callsigns of players who have joined the game and the ships they have selected.

Plays the game using the entire screen.

Lists the levels of difficulty in the game. Each level increases or decreases your strength, fire power, and enemy strength.

Starts a game at the first planet using the current setting in this dialog box.

Opens the Multiplayer Game dialog box.

Opens the Resume Game dialog box.

Click the button to immediately show a demo sequence.

Plays a sound so you can hear how the changes you've made effect the sound.

Reverts to the default settings.

Closes this dialog box without starting the game.

Opens the Main Menu dialog box.

New Game command (Game menu)

Start a new single-player game.

Multiplayer Game command (Game menu)

Starts the process to host a multiplayer game.

End Game command (Game menu)

Ends the game currently in progress. If the multiplayer game's host clicks this command, the game ends for all players.

Resume Saved Game command (Game menu)

Displays the Resume Saved Game dialog box. In the Resume Saved Game dialog box you can click on the saved game you want to play.

Save Game command (Game menu)

Saves the game currently being played. If the game being saved has not been saved before, the Save Game dialog box displays so you can name the game being saved.

Save Game As command (Game menu)

Displays the Save Game As dialog box so you can name the game you are saving.

Pause Game command (Game menu)

Pauses the game currently being played. This command is disabled if you are playing a multiplayer game.

Exit command (Game menu)

Exits Microsoft Hellbender.

Cockpit view command (View menu, Pilot View command)

Changes your view to the Cockpit view.

Chase view command (View menu, Pilot View command)

Changes your view to the Chase view. The Hellbender is seen as if you were in an enemy ship above and behind the Hellbender. This command is disabled in a multiplayer game.

Outside View command (View menu, Pilot View command)

Changes your view to the Outside view. The Hellbender is seen as if you were in an enemy ship directly behind the Hellbender. This command is disabled in a multiplayer game.

Full Instruments command (View menu, Instruments command)

Changes your view of the cockpit so that you can see all the instruments and the cockpit.

Tips

- To see labels for the instruments panel, press /.
- To see/remove the hand, click the Hand in Cockpit check box on the Graphics tab.

Heads-Up Display command (View menu, Instruments command)

Changes your view of the cockpit so that you can see only the instruments and not the cockpit.

Tip To see labels for the instruments panel, press /.

No Instruments command (View menu, Instruments command)

Changes your view of the cockpit so you don't see the cockpit or any instruments.

Full Screen command (View menu)

Toggles between full screen mode with a menu bar and full screen mode without a menu bar.

Settings command (Options menu)

Modifies game settings that control showing demos and videos, graphics quality, sound effects and music, and game controls.

Mute Sound command (Options menu)

Toggles the sound on or off. A check mark next to the command indicates that it is active.

Help Topics command (Help menu)

Displays the Hellbender Online Manual.

Pilot Assistance command (Help menu)

Displays the Pilot Assistance.

Home Page command (Help menu)

Launches your default browser and opens the Microsoft Hellbender Home Page.

About Hellbender command (Help menu)

Displays the version number of this Microsoft game; copyright, legal, and licensing notices; the user and organization name; the software serial number; and information about your computer and your operating system.

Back   Contents