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Microsoft

Designed for



Microsoft
Windows 95

Requires
Windows 95



CD-ROM

HELLBENDER™

Shoot to Kill. Think to Win.



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Setting up Hellbender

1. Turn on your computer and start Microsoft® Windows® 95.
2. Place the Hellbender™ disc in the disc holder (if required), and then insert it in the CD-ROM drive.
3. Follow the directions on your screen.

Troubleshooting

For troubleshooting information, look under Troubleshooting in the Hellbender Online Manual, and then check the Readme file on the Hellbender disc.

Starting Hellbender

In Microsoft Windows 95, click the Start button, point to Programs, point to Microsoft Games, and then click Hellbender.



Councilor

Six years ago, the Coalition of Independent Planets 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. Thanks to your efforts, Coalition citizens could finally enjoy peace. But the universe was forever changed.

Destruction of the Bion stronghold on planet Fury 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 superhighway linking the Coalition of Independent Planets. Business and commerce boomed everywhere—except on Terran.

Exhausted by war and locked in the iron grip of poverty, many Terrans felt victory had come at too high a price. Anti-military sentiment flourished and civil unrest abounded. The Bions are at the root of this turmoil.

Two days ago, the Bions killed all the Coalition's qualified pilots on Sebek. Their next target is the rest of the Coalition's citizens. You are the only person between survival and Bion domination.



Mission objectives

Get to your ship—there's no time to waste. The situation is changing quickly and the Council will keep you informed of developments. Your new ship is called the Hellbender. Technological innovations in the Hellbender's Compass and navigation systems detect Bions and Bion targets.

Intelligence reports that Bions have infiltrated at least six planets. The Bions have advanced technology and are a dire threat to Coalition citizens.

Councilor, you're our only hope.





Playing the game

Locating objectives and identifying enemies

Compass: Indicates the location and altitude of objectives, enemies, restores, and weapon caches.

To locate an objective, keep your Compass arrow pointed straight up at 12 o'clock.

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

Navigation computer: Lists each mission objective, a brief description of the objective, its coordinates, and current mission status. Press N to toggle on and off.

Map display: Displays the location of the Hellbender in a top-down view and shows interior chambers and tunnels. Press M to toggle on and off.

Customizing the game

The Hellbender is a prototype ship. Use the Options menu to customize it with your own flight control, sound, and graphics choices.



Four-button joystick without throttle control

Turn left/right	Left/right stick position
Move up/down	Down/up stick position
Fire	Button 1 or trigger
Turbo thrust	Button 2
Next/previous weapon	Button 3/4
Look out windows in Cockpit view, or pan around ship in Outside view	Hat switch

Note With the Microsoft SideWinder™ 3D Pro rotation feature, you can make strafing turns or barrel rolls to the right or left.

Pausing, saving, and exiting the game

Pause	F3 or PAUSE
Save	CTRL+S
Exit	ALT+F4

See the back of this booklet for keyboard controls and the Hellbender Online Manual for more joystick and game pad controls.



Weapons

Valkyrie cannon
Press ~



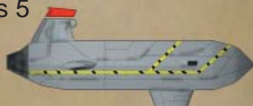
Sledgehammer rocket
Press 4



Dispersion cannon
Press 1



Scorcher missile
Press 5



ServoKinetic laser
Press 2



Viper missile
Press 6



Rapid-fire 500 laser
Press 3



Legion missile
Press 7





Weapons and restores

Independence missile
Press 8



Hellion missile
Press 9



Doomsday mine
Press 0



Restores

Energy



Repair droid



Defense

Cloaking
Press C

Beacon
Press B

Headlight
Press L

Energy to weapons, press <

Energy to shield, press >

INSTRUMENTS

Status display

Objective

Navigation computer

Ship Status panel

Hull Integrity

Speed

Turbo Fuel

MENTS

e display

Map display

Compass

Energy Control panel

Shield Energy

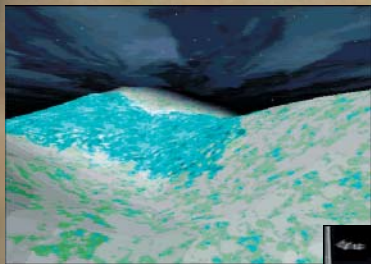
Main Energy cell

Weapon Energy

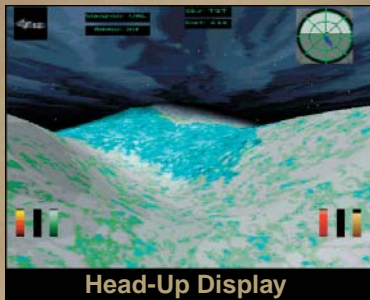


Instrument displays

Press I to change views



No Instruments



Head-Up Display

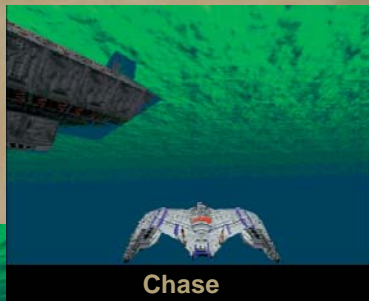


Full Instruments



Pilot views

Press O to change views





Multiplayer/Internet games

Up to eight people can play Hellbender together across a local area network (LAN). Four people can play across the Internet, and head-to-head play is possible via modem.

To start a multiplayer game, click Multiplayer Game on the Game menu and follow the directions.





Terminal Reality development team

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Joseph Selinske

Biz

Brett Combs

Programming

Mark Randel
Richard Harvey
Scott Johnson
Paul Russell

Art Director

Terry Simmons

Lead Artist

Andrew Haworth

Art

Mark Humphrey
Ray Rodriguez

Cinematic Production

Coordinator

Karl Hagood

Cinematic Production

Karl Hagood
Chea O'Neill

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Terry Simmons
Michael Porter
Chuck Carson

Music and Sound Effects

Kyle Richards

Level Design

Joseph Selinske
Michael Porter
David Glasscock

Hellbender Story Concept

Geof Miller
Joseph Selinske
Karl Hagood
Andrew Haworth



Microsoft team

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Edward Ventura - Planner
Chris Di Cesare - Product Manager
Alexandra Shapiro - Cinematic Producer
Geof Miller - Screenwriter
Nancy Mutzel - Casting Director
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Rick Lockyear, Harold Ryan
Ryan Steffen - Beta Coordinator
Andy Wood - Beta Sysop

Management

Stuart Moulder, Robert Gallup
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Kathleen Billington



Contacting Microsoft product support

Microsoft AnswerPoint

If you cannot install Microsoft Hellbender, please refer to the following support offerings. Microsoft's support offerings range from no-cost and low-cost online information services (available 24 hours a day, 7 days a week) to annual support plans. For detailed information, please check the Technical Support section in online Help.

Microsoft support services are subject to Microsoft's then-current prices, terms, and conditions, which are subject to change without notice.

Information Services

AnswerPoint Information Services provides you with easy access to the latest technical and support information for Microsoft products. You can access a variety of no-cost and low-cost information services 24 hours a day, 365 days a year.

Internet Services (World Wide Web and FTP Sites): Access Microsoft Frequently Asked Questions, Software Library, Knowledge Base, customer-to-customer newsgroups, and other technical information on our Internet sites.

- The World Wide Web site is located at <http://www.microsoft.com>
- The FTP site is located at <ftp.microsoft.com>



MSN™ (The Microsoft Network) and Other Online Services: Access Microsoft Frequently Asked Questions, Software Library, Knowledge Base, customer-to-customer bulletin board services, and other technical information on MSN and other online services. To access Microsoft services on MSN, click Go To Other Location on the Edit menu, and then type **mssupport**

Microsoft Download Service (MSDL): Direct modem access to a variety of technical information is available on MSDL by dialing (206) 936-6735. Connect information is 1200, 2400, 9600, or 14400 baud, no parity, 8 data bits, and 1 stop bit.

Microsoft FastTips: This automated service provides quick answers to common technical questions via an automated toll-free telephone number, fax, or mail. To access FastTips or to receive a map and catalog, call the following FastTips number: (800) 936-4100 (Microsoft Hellbender).

Standard Support

No-charge support from Microsoft support engineers is available via a toll call at (206) 637-9308 between 6:00 A.M. and 6:00 P.M. Pacific time, Monday through Friday, excluding holidays. In Canada, call (905) 568-3503 between 8:00 A.M. and 8:00 P.M. Eastern time, Monday through Friday, excluding holidays.

Text Telephone

Microsoft text telephone (TT/TDD) services are available for the deaf or hard-of-hearing. In the United States, using a TT/TDD modem, dial (206) 635-4948. In Canada, using a TT/TDD modem, dial (905) 568-9641.



Hardware and system requirements

To run Hellbender, you will need:

- Pentium® 75 with local SVGA bus video, 256-color display.
- Microsoft Windows 95.
- 4X CD-ROM drive.
- 8 MB of memory (RAM).
- 32 MB available hard disk space.
- Sound board plus speakers or headphones to hear audio.
- 14.4 Kbps modem for head-to-head play.

Recommended:

- Pentium 90 with local SVGA bus video, 256-color display.
- 16+ MB of memory (RAM).
- 77 MB available hard disk space.
- 3D accelerated video card.
- Microsoft SideWinder 3D Pro joystick or other flight control.
- Microsoft Mouse or compatible pointing device.
- 28.8 Kbps modem for head-to-head play.