

INSTRUCTION BOOKLET

HERCULES™

THE LEGENDARY JOURNEYS



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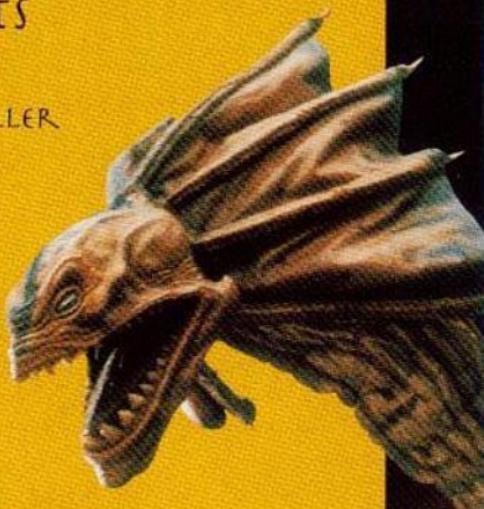
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TABLE OF CONTENTS

- 2 NINTENDO® 64 CONTROLLER
- 3 STORY & GOAL
- 3 STARTING THE GAME
- 4 CONTROLS
- 5 GAME PLAY SCREEN
- 6 QUEST PROFILE SCREEN
- 6 INVENTORY SCREEN
- 6 WORLD MAP SCREEN
- 6 SAVING GAMES
- 6 MAGIC
- 6 MONEY & FOOD
- 7 CHARACTERS
- 8 TECHNICAL SUPPORT
- 9 WARRANTY



NINTENDO 64 CONTROLLER

The Nintendo[®] 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

N64[®] Controller



Back of Controller



For more advanced moves and detailed explanation for each character, please see page 4.

STORY

This is the story of a time, long ago, a time of myth and legend, when the ancient gods were petty and cruel, and plagued mankind with suffering.

Only one man dared to challenge their power — Hercules! Hercules possessed a strength the world had never seen, a strength surpassed only by the power of his heart. Wherever there was evil, wherever an innocent would suffer, there would be Hercules!

Drinking an elixir poisoned by Hera, Zeus, the almighty king of the gods, fell ill. This gave Ares, son of Zeus and brother to Hercules, an opportunity to seize the throne. These events transpired unnoticed by the rest of the gods, who merely sensed an imbalance in the godly plane of existence. Most fled the mortal plane to investigate the cause of this disturbance, causing turmoil among the mortals on Gaen. As most of the gods were either too busy or petty to care about the mortals, it would be up to Hercules, and you, to save them. Are you up to the challenge?

GOAL

It is up to you, as Hercules and his friends, faithful Lalaus and cunning Serena, to free Zeus and restore order in the kingdom. Be careful, as Ares has teamed up with Hera to unleash hordes of evil minions and deadly monsters to keep you from completing your quest. You will also encounter several monster bosses on your way to Ares' Shrine on Mount Olympus, each deadlier than the last. The future of the entire world is at stake — don't let the good people of Gaen down!

STARTING THE GAME

Correctly insert the "Hercules: The Legendary Journeys™" Game Pak into your Nintendo 64 system and move the POWER switch to the ON position. When the title screen appears, press START to access the File Select screen. Use the Control Stick to select from one of three save files. Press the A Button to advance into the game.

WHAT IS A FILE?

Your game progress is stored in a file. This includes items you have acquired, number of dinars you have collected and number of places you have visited. If you quit while playing, you will be able to continue where you left off.

You can also increase/decrease the volume level for the sound effects and music on this screen.



CONTROLS

CONTROL STICK:

Use this to move Hercules, Iolaus, or Serena.

They walk or run depending on how far you move the Control Stick from the center. If you are in a dangerous area, move the Control Stick slightly so that your character walks slowly. If you are in the water, your character will start to swim.

B BUTTON

Hercules and Iolaus attack their enemies by swinging their fists or their staff at them. Repeatedly press the B Button to activate attack combinations. If you control Hercules, you can execute a super-power punch by pressing and holding the B Button. Serena attacks them with her bow and arrows. While holding the B Button, move the Control Stick to match the height of the arrow (indicated by the green bar on the targeting indicator) to the height of the enemy (indicated by the red bar on the targeting indicator). Release the B Button to shoot the arrow.

A BUTTON

Activate the Action Icon, which allows you to perform many actions. The text appearing on the blue icon located on the right bottom corner tells you what action Hercules, Iolaus, or Serena can execute if you press the A Button. The text changes depending on where your character is standing. Be sure to talk to all of the friendly villagers along the way, as they have important information to tell you!

R BUTTON

Move the Control Stick in the desired direction and press the R Button to jump gaps or climb uneven ground. Be careful! If the distance to jump is too great, you may fall and die!

C RIGHT BUTTON

Change your viewpoint to first-person view. Press the C right Button again to return to the standard view. While playing as Serena, if you press twice, you will enter the Sniper mode that zooms in on the enemy to target it better. If you press a third time, you will return to the standard view.

C DOWN BUTTON

Block your enemies' attacks, when you are Hercules or Iolaus.

C LEFT BUTTON

Activate a rearward attack when you are Hercules or Iolaus.

C UP BUTTON

Activate the Magic Menu when you are Hercules (See Magic Menu next page).

Z BUTTON

Center the camera behind your character. Holding the Z Button moves the camera upward, so that you can see what is below you. When you are controlling Serena, tapping the Z Button while an enemy is nearby will lock her sights onto that enemy, so that she can shoot arrows at him.

If you press the START button while playing, you will access the Quest Profile screen. You can press the Z or R Buttons to switch to the Map or Inventory Screen (See page 6).

GAME PLAY SCREEN

LIFE ENERGY

The length of the green meter indicates your current health. If the bar is fully emptied, you will perish and your quest will be over. Be sure to collect food and drinks to replenish your health!



ENEMY ENERGY

The length of the red meter indicates the current enemy's health. This bar will appear only after you first hit an enemy.

ACTION ICON

Shows what action you can perform by pressing the A Button. For example, if you stand next to a friendly person, the TALK command will appear. If you stand next to an item that can be examined, the LOOK command will appear.

MAGIC MENU

When you press the C-Up Button during the game, you can activate the Magic Menu. When you have purchased Magic Potions (See Magic - next page), you will see a number over the Magical Power that you can activate. Then, press the corresponding C Button to activate that Magical Power. The buttons will gray out if you have recently used a Magical Power or if you have no potions in your inventory. Pressing either the A or B Buttons will cancel Magical Power selection.
Note: Only Hercules has Magical powers.



DINARS

Indicates how many dinars (Gaea's money) you have in your inventory.

CURRENT INVENTORY ITEM

Indicates the inventory item that you currently have selected (Please see Inventory Screen - next page).



STRENGTH/TARGETING

INDICATOR

When you are lifting heavy objects while being Hercules, or targeting enemies while playing Sereno, an indicator will appear on the right of the screen indicating how much strength is required to lift the object or how high you need to aim the arrow to hit your target.



QUEST PROFILE SCREEN

The Quest Profile Screen indicates which character you are currently playing, how many of the Monsters' hearts you've collected (every time you kill a boss, you get a heart), how many of the godly medallions you've collected (every time you make a donation, you receive a medallion), how much money you have and how your health is.

INVENTORY SCREEN

This screen indicates which items you have in your inventory. To change your current selected item, move the cursor to the item you want to use and press the A Button. This item will also be shown as the current inventory item on the screen during game play. When you start the game, you only have the map in your inventory. You will keep it during your whole journey. Some items will disappear from the inventory after being used.



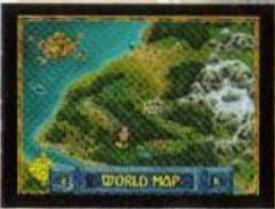
WORLD MAP SCREEN

This screen will indicate where your character is currently located in Gaea.



SAVING GAMES

Throughout your journey, you will encounter the Scribe, a mystical being who possesses the ability to accurately chronicle your various anecdotes and experiences. Be sure to talk to her whenever you can to save your progress.



MAGIC

To use magic, visit Salmoneus in the local taverns and buy any of the four magic potions that he offers: Fire, Earth, Lightning, and Frost. You can buy as many of these potions as you can afford. Each potion has a different effect on enemies.

MONEY & FOOD

Kill enemies and take the money they owned. Destroy wooden barrels and get food to restore your health.

CHARACTERS

MAIN CHARACTERS

Hercules is a tower of strength. He can fight the evil minions of Hera by bashing them with his fists and throwing objects at them, such as rocks and even stunned enemies. Iolaus beats Hera's evil forces back with his trusty wooden staff, and Serena uses her deadly archery skills to fell her enemies from afar. Hercules will encounter his friends along various portions of his quest and, by accepting their help, he can rest while you play the other character (Serena or Iolaus).

NON-PLAYER CHARACTERS

During your journeys, you will meet several people who will give you help and clues. Some villagers require your aid, so be sure to talk to everyone you can!

ENEMIES

There are dozens of enemies for Hercules and his friends to fight, each with a different level of difficulty:

Hera's minions: Various foot soldiers will attack you wielding swords. Be careful, as they usually attack in small, well-organized groups.

Wolves: You will encounter vicious wolves from time to time. Although weak, they attack in large packs.

Skeletal Soldiers and Wolves: These are the remains of minions and wolves, brought back to life by the evil Hera. Infused with evil magic, these are harder to defeat than their former incarnations.

Satyrs: Goat-like men, these evil beings wield bows, firing arrows at you.

Minotaurs: Ares has brought three menacing Minotaurs back to life. Hercules will have to defeat these in order to attack the Titan.

Mnemosyne the Titan: Freed from her prison, Mnemosyne is helping Ares in taking over Goea. She guards Ares' Shrine.

Ares: You'll encounter Ares in his shrine on Mount Olympus. Be wary, as he has gathered a lot of strength on his way to ruling the Godly Kingdom.

TECHNICAL SUPPORT

The technical support on Titus products is being provided by Interplay Entertainment Corp.

TECHNICAL SUPPORT

TROUBLESHOOTING DOCUMENTS ONLINE!

Interplay Entertainment Corp. Technical Support now offers troubleshooting guides with complete installation and setup instructions as well as information that will help you overcome the most common difficulties. If you have questions about the program, our Technical Support Department can help. Our web site contains up-to-date information on the most common difficulties with our products, and this information is the same as that used by our product support technicians. We keep the product support pages updated on a regular basis, so please check here first for no-wait solutions. If you have access to the World Wide Web, you can find these at www.interplay.com/support/

If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, fax, or letter. Please be sure to include the following information in your e-mail message, fax, or letter:

- Title of Game
- Platform
- A description of the problem you're having

If you need to talk to someone immediately, call us at (949) 553-6678 Monday through Friday between 8:00AM - 5:45PM, Pacific Standard Time with 24 hours, 7 days a week support available through the use of our automated wizard. Please have the above information ready when you call. This will help us answer your question in the shortest possible time. When you call you will initially be connected with our automated wizard. For information pertaining to your specific title, press "1" on the main menu and listen carefully to all prompts. All titles are listed alphabetically. After you have selected your title, the most common difficulties will be listed. If the difficulty you are having is not listed or you need additional assistance, you may press "0" on your games main menu, and you will be transferred to a Technical Support Representative. No hints or codes are available from this line.

Interplay Entertainment Corp. Support Fax: (949) 252-2820

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