PlayStation™

NTSC U/C

PlayStation

Disney's HERCULES

Action Game



KIDS TO ADULTS

CONTENT RATED BY ESRB

SLUS-00529

Disney INTERACTIVE

Virgin INTERactive

WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation™ game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation™ game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

GET A CLUE!

For only $.95 cents a minute, you can get the clues you need to get this hero stuff wired. Just call 1-900-288-4744. You must have a touch-tone phone and be at least 18 years old or have parental or guardian permission before calling.

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TABLE OF CONTENTS

2 Setting Up

3 Controlling Hercules

6 Getting Started

6 Choosing Options

7 Using Passwords

7 Saving and Loading Games

8 Screen Indicators

8 Special Items

9 Gifts of the Gods (Power-ups)

11 Introduction

12 The World of Hercules

14 Product Support

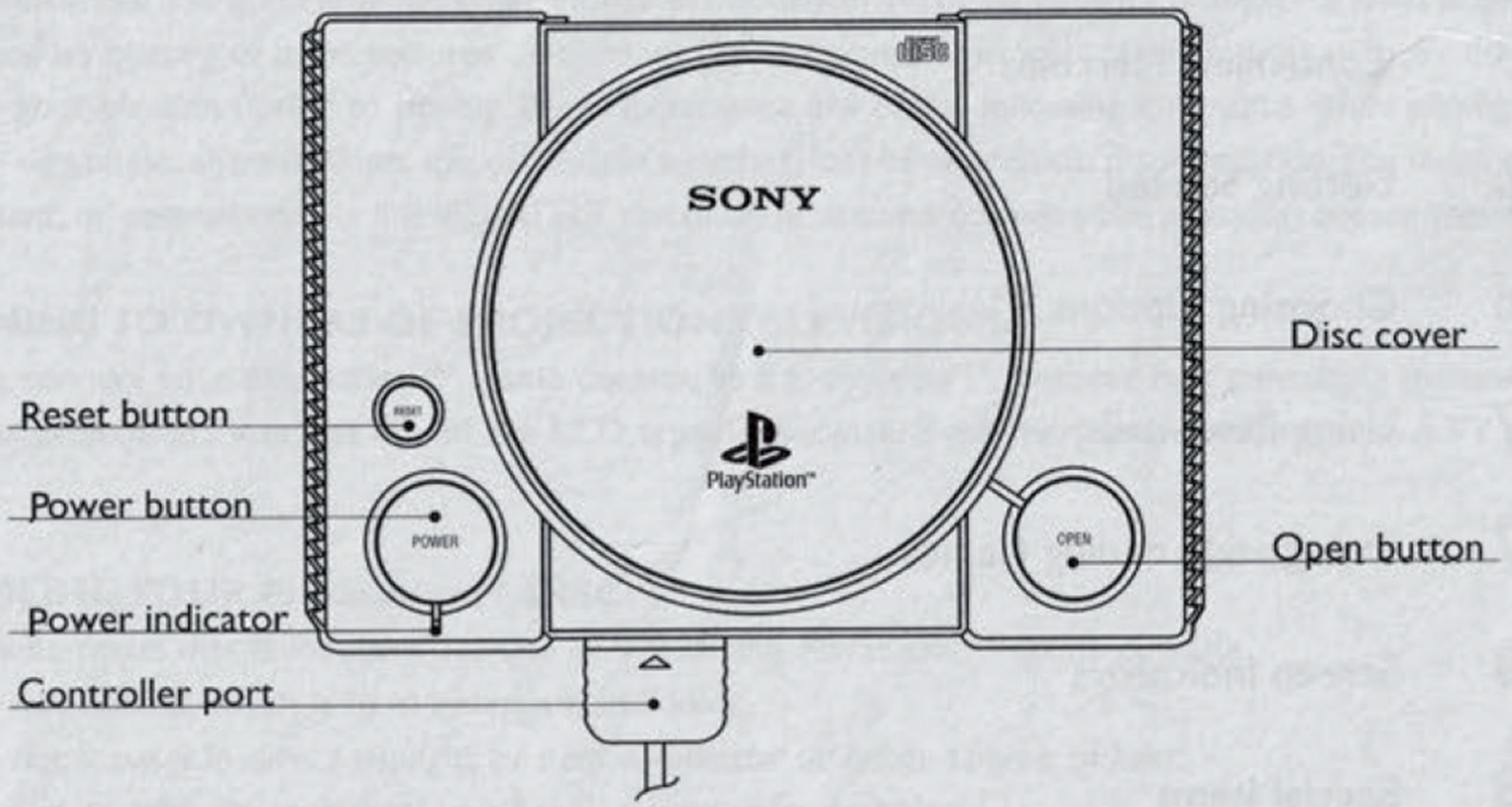
17 Credits

25 Warranty Information

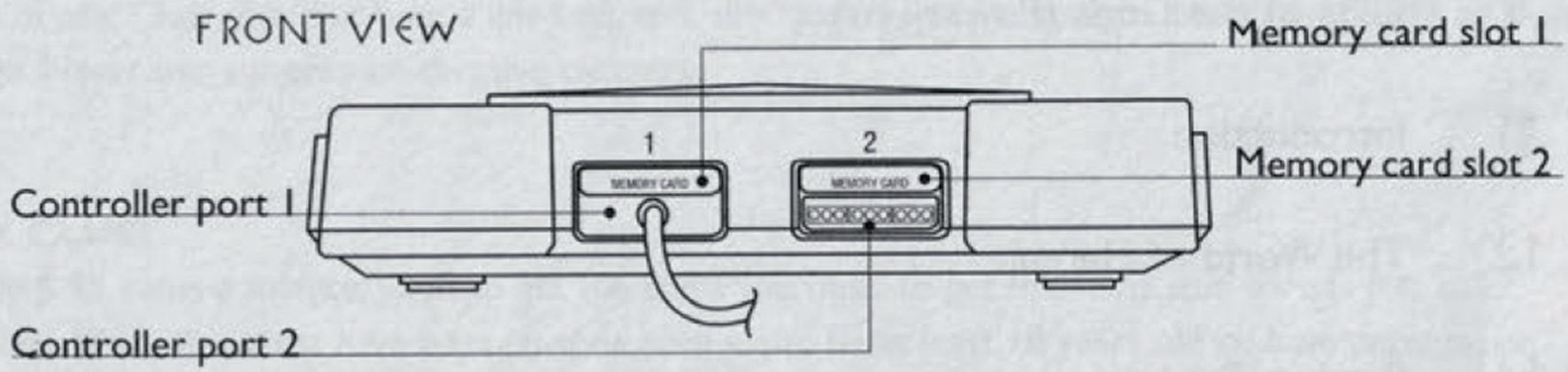
SETTING UP

CONSOLE

TOP VIEW



FRONT VIEW

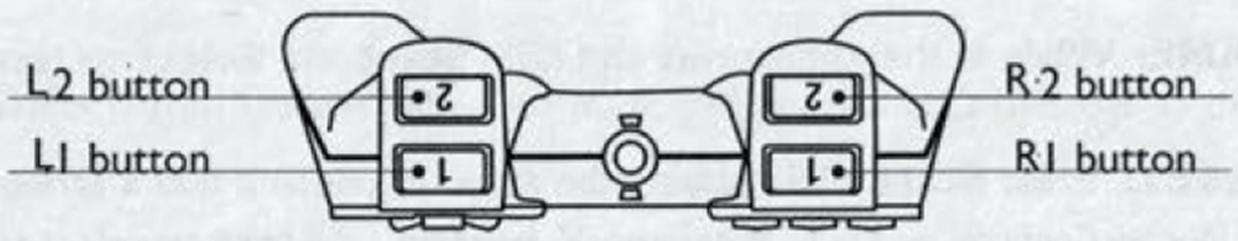


Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Hercules Action Game disc and close the Disc cover. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

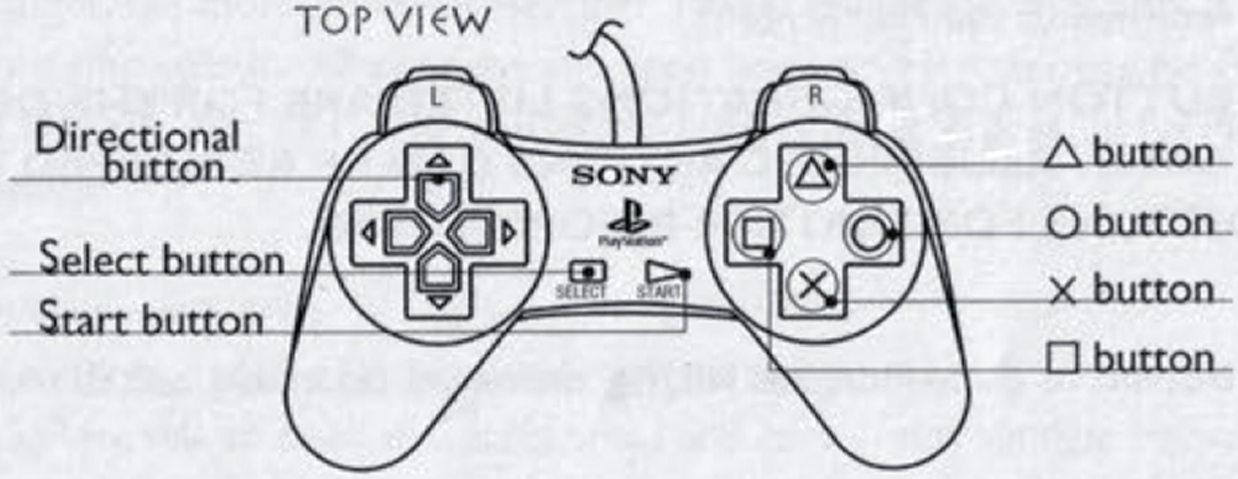
CONTROLLING HERCULES

CONTROLLER

FRONT VIEW



TOP VIEW



Directional button

left	=	move left
right	=	move right
up	=	move into background
down	=	move into foreground/duck

Button Presses

□ button	=	sword/throw
✕ button	=	jump
○ button	=	punch
△ button	=	power punch
L1 button	=	toggle between Gifts of the Gods
R1 button	=	toggle between Gifts of the Gods

As you might expect, things in Hercules' world are not always as they might appear. For example, during the side-scrolling levels certain portions of your pathway lead into, or out of the background. Watch the goats and citizens of Thebes as they will reveal paths and stairways that allow Herc to move into the background (to move into the background press and hold the **Directional button** up). So, don't be afraid to explore. In fact, you have to be adventurous if you want Hercules to be a TRUE HERO!

NOTE:

TO RESET THE GAME: While in the game, press and hold **Start** and **Select** to reset the game.

TO DO A SOFT RESET: Press **Start** while playing the game to pause it and a screen will appear which asks you if you would like to *Continue* or *Quit*. Press the **X button** or **Start** to select the option you would like. If you select *Continue*, you will be returned to the game at the point you paused it. If you select *Quit*, you will be asked "*Are you sure? No, Yes.*" If you select *No*, you'll be returned to the paused screen. If you select *Yes*, you will be returned to the Title Screen.

IMPORTANT: ALL BUTTON CONFIGURATIONS LISTED ARE FOR THE DEFAULT SETTING OF THE GAME. ALL SPECIFIC ACTIONS CAN BE RE-MAPPED TO OTHER BUTTONS (SEE OPTIONS FOR FURTHER INFORMATION).

Movement

Use the **Directional button** to guide Hercules left, right, forward, backward, and to move him in the air.

Jump

Press the **X button** to Jump. Press and Hold the **X button** to increase the height of Hercules' jump in order to reach high ledges.

Running Jump

Press and hold the **Directional button** right or left, and press the **X button** to perform a running jump.

Sword Action

Press the **□ button** to combat enemies.

Jumping Sword Attack

Press the **X button** to jump, and while in the air press and hold down the **□ button** to attack your enemies with your sword.

Punch

Tap the **O button** to quickly throw a double punch.

Combo Punch
Press and hold the **O button** to throw a series of combo punches at your enemies.

Jumping Punch
Press the **X button** to jump, and while in the air press the **O button** to land a jumping punch on your enemies.

Uppercut Punch
Press and hold the **Directional button** down to duck, and press the **O button** to throw an uppercut punch at your foe.

Power Punch
Press and hold the **△ button** for Hercules to begin winding up for his Power Punch. The longer the "powerbolt" icon charges, the more powerful Hercules' Power Punch becomes until it reaches MAXIMUM FORCE (indicated by a ringing bell). Only at the strongest level can Hercules use his Power Punch to smash through obstacles in his path. But be careful, the longer Herc takes to charge up his Power Punch, the more vulnerable he is to attack!

M.A.G.S. (Mid-Air Ground Slam)
Press the **X button** to jump, and the **Directional button** down while Herc is in the air to create an earthshaking M.A.G.S. Use this to open up secret areas and loosen surrounding objects.

Swinging
Press and hold the **Directional button** right or left, and press the **X button** to perform a running jump when a "pole" is spotted. Once you grab onto the pole you will begin swinging. Jump for a swing pole while standing still by hitting the **X button** and pressing the **Directional button** left or right to grab the pole. Press the **Directional button** left or right in the opposite direction of Herc's swing while on a swing pole to change direction.

Picking Up and Carrying an Object
When Herc finds an object that he can pick up and carry press and hold the **Directional button** right or left to pick up the object. While carrying the object you can move Herc by pressing and holding the **Directional button** right or left, but remember with all that weight he can't move very fast, and becomes an easy target for his attackers.

Throwing an Object

Once Hercules has picked up an object, move him into position to throw the object by pressing and holding the **Directional button** right or left. Now press the **Directional button** right, left, or up (for the background) to aim where you wish to throw the object. Next, press and hold the **□ button** to throw the object.

Grabbing a Ledge

Press and hold down the **Directional button** right or left, and press the **X button** to jump up and grab onto a ledge.

Selecting Power-Ups

On some levels, Gifts of the Gods (see section below) can be selected by pressing **L1** or **R1**. The rotating icon in the upper right corner (depending on the level) reflects the current Gift of the Gods being used by Hercules, and indicates how much energy is left in the meter on the right of the icon.

Power Swords

Special Power Swords (see Gifts of the Gods below) can be used by pressing **L1** or **R1** to select the desired weapon followed by pushing and holding the **□ button** to fire. Note: Each Gift of the Gods sword icon you can find increases its amount of energy and results in additional time Hercules can use the weapon against his enemies.

GETTING STARTED

Use the **Directional button** to highlight START GAME, PASSWORDS, LOAD GAME, or OPTIONS from the Main Menu on the Title Screen, and then press the **X button** on the controller to select.

START GAME

This selection starts Herc at the beginning of the game in the training grounds where Phil will help Hercules learn the various skills required of all great heroes.

OPTIONS

This choice brings up the Options Screen where you can change the game settings.

CHOOSING OPTIONS

Be sure you make your choices from the Options menu BEFORE you start to play:

Use the **Directional button** to highlight CONTROLLER, SOUND, GAMEPLAY, or QUIT from the Options Menu, and press the **X button** to select.

CONTROLLER

Use the **Directional button** right, or left to select the controller options you desire. Press the **△ button** to save and back up one screen.

SOUND

Use the **Directional button** to highlight Music, Sound Effects, or Stereo and move the directional pad right or left to adjust the volumes or change the game from Stereo to Mono sound. Press the **△ button** to save and back up one screen.

GAMEPLAY

Use the **Directional button** up or down to highlight the Number of Lives or the Difficulty level (Beginner, Medium or Herculean), and the **Directional button** right or left to change the values. Press the **△ button** to save and back up one screen. NOTE: Beginning players might want to start on the Beginner difficulty setting to practice, but just be aware that you will not be able to finish the game on the Beginner setting.

QUIT

Exits out of the Options Screen to the Main Menu.

USING PASSWORDS

If Hercules is able to find all four Mystery Password Vases in selected levels, then a password (in the form of a series of four pictures on vases) will be offered upon the completion of the level. To rejoin your adventure at a later time, use the **□ and O buttons** to turn the vases, and then press the **X button** to select. Meg will assist you by turning the vases. Select the correct picture on each vase, and be sure they are in proper order, so they match the password you received. Once the correct pictures are chosen, and they are in the proper order, press the **Start button** to take up your adventure at the beginning of the next level.

SAVING AND LOADING GAMES

NOTE: You must have a PLAYSTATION™ Memory card inserted into Memory card slot 1 for this feature to become available.

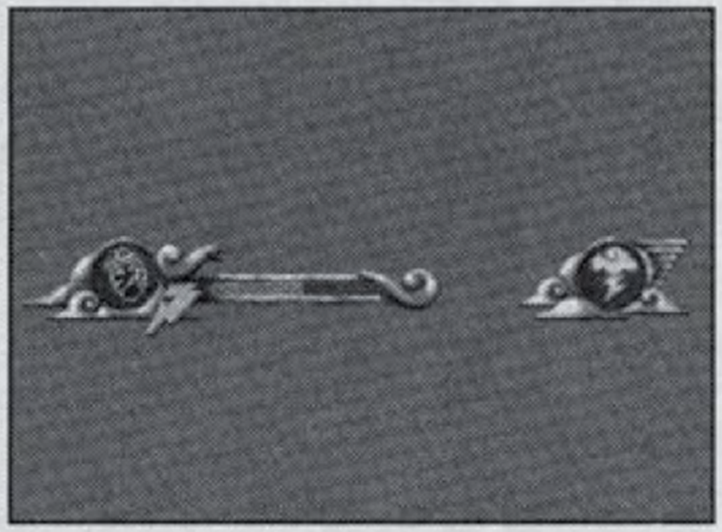
SAVING GAMES

Be sure you have your Memory card inserted into Memory card slot 1 and that you have space available on the Memory card *before* you begin playing the game. After finding all four Mystery Password Vases, and completing the level you will be presented with the option to SAVE your game. The level title of the game you are about to save will appear automatically. Press the **Start button** to save the game.

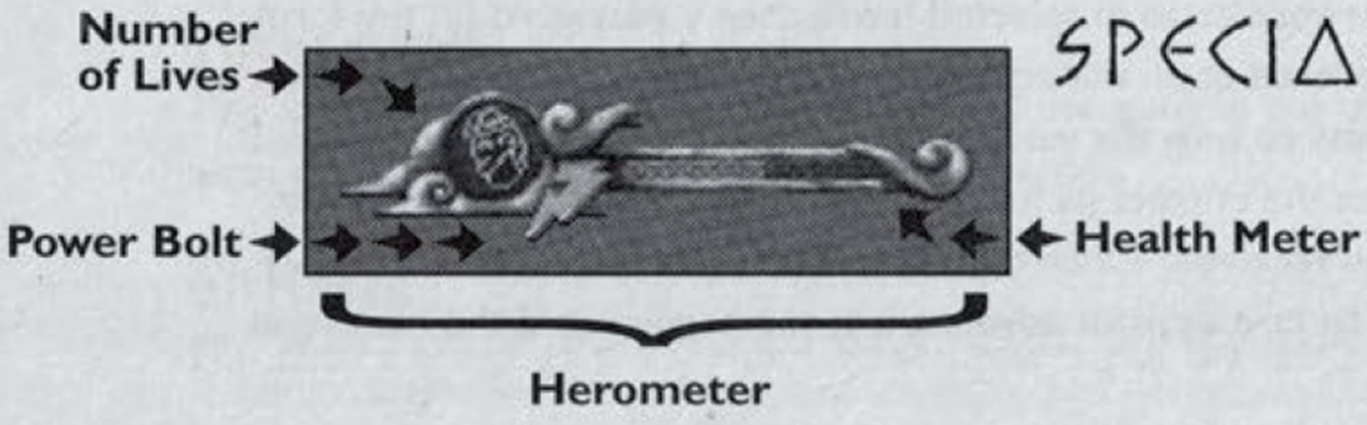
LOADING GAMES

Be sure you have your Memory card inserted into Memory card slot 1 *before* starting the game, and that you have previously saved a game on the Memory card you intend to use. To rejoin your adventure press the **Directional button** up or down to highlight LOAD GAME from the Main Menu on the Title Screen, and then press the **X button** to select. The level title of the game you are about to load will appear automatically. Press the **Start button** to load the game.

SCREEN INDICATORS



SPECIAL ITEMS





Small Coins (silver): Collect for bonus points awarded at the end of the levels.



Large Coins (gold): Collect for bonus points awarded at the end of the levels.



Herculade Bottles: Collect to restore health.



Hercules Action Figure: Collect to increase the Herometer.



H-E-R-C-U-L-E-S Letters: In selected levels of the game, a Continue can be earned by collecting *all* the letters, and spelling HERCULES.



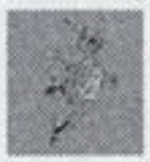
Hercules Vase (Small Vase): Collect to earn an extra life.



Mystery Password Vase (Large Vase): If Hercules finds ALL FOUR Mystery Password Vases in a level, after finishing the level a PASSWORD SEQUENCE will be revealed that can be used either with Meg in the Password area (see Passwords above) or saved onto a Memory card (see Saving and Restoring Games above).



Hermes Sandals: Instantly increase Hercules' speed allowing him to smash through certain rocks and boulders. A word of caution: Hercules can't smash through *everything*.



"Hermes" Level Marker: When Hercules meets Hermes within a level, his progress is saved and each new try will be started from the last Hermes point Herc was able to reach.



Damsel Dummies: Rescue Damsel Dummies on the Isle of Idra to prove to Phil you're ready to be a hero (in addition to earning a few bonus points in the process).

GIFTS OF THE GODS (POWER-UPS)



Power available for Selected Gifts of the Gods

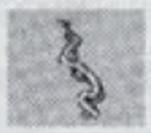
Selected Gifts of the Gods



Helmet of Invincibility: Causes temporary invincibility when selected.



Sonic Sword: Affects enemy targets at close range with a circular sonic blast when selected and fired.



Lightning Sword: Shoots lightning any direction Hercules aims when selected and fired.



Fireball Sword: Shoots fireballs that seek out onscreen enemies when selected and fired.

INTRODUCTION

Get ready for the Epic Adventure of a lifetime. You are Hercules, battling through a series of action-packed levels in order to prove yourself a True Hero on Earth and take your rightful place as a god on Mount Olympus!

However, before you can face your first monster, you'll have to convince Phil, Herc's temperamental trainer, that you've got what it takes to be a True Hero.

Once you've sharpened your skills, rescued a few "Damsels in Distress," and shown Phil you've got what it takes, you'll be ready to set off for some REAL adventure! If you're able to make your way through the deadly Centaur Forest, survive the chaotic "Big Olive," and defeat the fearsome Hydra you'll think you've got this hero stuff wired!

But that's just the beginning.

Hades, dark lord of the Underworld, is carrying out his evil plan. He's enlisted the Titans - elemental creatures of Ice, Wind, Lava and Rock - as well as a monstrous brood of fire-breathing Griffins, razor-beaked Harpies, and a whole army of Skeleton Warriors to help him.

To foil Hades' plan Hercules is going to have to use every bit of his training, strength and skill. So guzzle some Herculade, sharpen you sword, and see if you have what it takes to go the distance, and become a TRUE HERO!

THE WORLD OF HERCULES

Your Basic D.I.D.* (*Damsel in Distress):

On the mythical Isle of Idra, Hercules receives instructions from his trainer Phil in order to develop the skills necessary to become a True Hero. Acquire power-ups or the "Gifts of the Gods" as you progress through the level. Experiment with the different types of Power Swords to defeat the various mechanical training dummies you must face in Phil's home-made training ground. Phil will monitor your progress, give you hero hints, and allow you to advance through the level once your skills have been sufficiently developed.

Climb ledges, swing on poles, and stomp around to fully explore the world Phil has created. Watch out for the mechanical Stymphalian Birds, Drop-in Dummies, and Jumping Sharks that may appear without warning!

The Hero's Gauntlet:

Phil has designed the ultimate training gauntlet, forcing Hercules to successfully navigate a treacherous path of mayhem and danger. Execute expertly and you're ready to take your show on the road to the Big Olive. But one misstep, and you go from Hero to ZERO! Remember - save those Damsel Dummies to maximize your results!

The Centaur's Forest:

On his way to Thebes, Herc and Phil hear cries from a REAL Damsel in Distress and find themselves in a most unfriendly forest. Collect and use all the weapons at your disposal including your Power Punch (remember it needs to be at MAXIMUM power to have any effect) and M.A.G.S. to reveal new or hidden areas. Don't be afraid to follow the paths into the background where you will discover power-ups, "Gifts of the Gods," and more enemies for you to defeat. Get safely through the forest and Nessus will be waiting for you as a final, formidable challenge.

The Big Olive:

Welcome to Thebes, A.K.A. The Big Olive. This is a city in serious need of a hero. Work your way through the city by beating down Thebian Thugs, Skeleton Warriors, and the mighty Minotaur (remember, Herc's pretty good at throwing things into the *background* as well as side to side!). Protect the Thebians from being carried away by the Harpies, giant winged warriors of doom. Climb the stairs into the background, use your M.A.G.S. (Mid-Air Ground Slam) to reveal hidden areas, but watch out for the falling debris. After all, Thebes wasn't built with earthquake safety in mind!

The Hydra Canyon:
The Hydra Canyon is named after, well, the Hydra. And with the whole city of Thebes watching, it's time to show the world just what kind of a hero you are!

Medusa's Lair:
She has a stare that turns living things into stone and flaming Venom Spit that comes flying out of her head (sounds like the perfect blind date for Hades!). Medusa is all monster as Hercules tries to avoid her stare and the Skeleton Warriors that protect her. To solve this challenge you may need to find a way for her to take a good look at herself in some sort of mirror! Good luck, Hero hopeful!

Future Levels:
Cyclops Attack
Titan Flight
Passageways of Eternal Torment
Vortex of Souls
What, you think we're going to tell you *everything?* Good Luck on becoming a TRUE HERO!

PRODUCT SUPPORT

Thank you for purchasing this Virgin Interactive product. To get the most out of your game, take advantage of the following product support:

VIRGIN INTERACTIVE'S AUTOMATED SUPPORT SYSTEM

V.I. has continued to improve upon its Automated Support System, available 24 hours a day, 7 days a week. Customer service information and answers to common technical problems are available on this system. Simply dial (714) 833-1999 for assistance at any time. A touch-tone phone is required outside of normal business hours. Many solutions can be obtained in less than four minutes with no waiting necessary.

TECHNICAL SUPPORT

If you need assistance, our technical support team is available to help you. If the answer is not available in our Automated Support System, live technical support representatives are available Monday through Friday from 8 a.m. to 6 p.m. Pacific Standard time at (714) 833-1999. Please do not attempt walk-in technical support services as we're not equipped (or staffed) to provide such services. In fact, we need you at your PlayStation game console to help! Other support service options are listed below.

FAX SUPPORT

If you have access to a FAX machine, many technical support documents are available for FAX-back through our Automated Support System.

You can also FAX requests for technical support to (714) 833-2001. Please include a complete description of the problem you are having. Also, please include a phone number in case we need to contact you for further information.

INTERNET ACCESS

If you have access to the Internet, Virgin offers 24 hour, 7 days a week support through our web site address at http://www.vie.com. Customer Service information and answers to common technical problems are available on this system.

ORDER LINE

The latest V.I. products can be ordered over the phone using your credit card! The toll-free number is (800) 874-4607. This toll-free number is for orders only. If you are unable to call 800 numbers, you can also reach our Order Line by calling (619) 693-1200. The order line FAX number is (619) 530-2225. The International phone order line number is (619) 490-9234.

Please note that the V.I. Order Line and Retail Center is not equipped to handle your technical support requests or inquiries. It is a separate, independent facility that is located in another county from the Virgin Interactive headquarters. Calling the order line will not expedite your problem handling, and may result in even further delays.

HINT INFORMATION

There are many ways to receive hints for V.I. games. Clue Books are available for most major games, and can be found at many software stores or ordered from our direct order line at (800) 874-4607. See above for more details. V.I. also has two automated hint lines, available 24 hours a day. The cost is only $.95 cents per minute. You must have a touch-tone phone, and be at least 18 years old or have parental or guardian permission before calling. Please be advised that not all V.I. products/titles are supported on the hint lines. In the U.S.A., please call (900) 288-4744. We also have a hint line available for our Canadian customers. The cost is only $1.25/Canadian per minute. The Canada Hint Line is available at (900) 451-4422. If at any time you have a problem with either hint line, please call (800) 548-4468. If not answered by a live person, you will be allowed to leave a voice mail message. Follow the directions given. Please do not ask our technical support specialists for hints as they will be unable to provide them.

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If you have a defective disc, we will replace it without charge within 90 days of purchase. Simply mail in the defective disc(s) with a copy of your receipt in a regular envelope with a letter explaining the problem(s) you encountered, a return address, and the name of your system. Please remember to include your phone number in all correspondence in case we must contact you. If you do not have the receipt, or if 90 days have passed, please enclose a check or money order for $10.00, made payable to Virgin Interactive. Sorry, we do not accept cash or credit cards. Please do not mail your entire game box. If you require a refund for a product, you must return the product to the original place of purchase under any refund and/or exchange policy the store has. Please return the disc(s) to:

Virgin Interactive
18061 Fitch Ave.
Irvine, CA 92614
Attn: Customer Service

V.I. HIGHLY RECOMMENDS CALLING THE CUSTOMER SERVICE/TECHNICAL SUPPORT DEPARTMENTS BEFORE SENDING YOUR DISC(S) BACK FOR REPLACEMENT. YOUR PROBLEM CAN OFTEN BE SOLVED RIGHT OVER THE PHONE. SEE PAGE 14 FOR PHONE NUMBERS AND DETAILS.

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Ink and Paint Staff	HOWARD ROGERS,BRANDON BLOCH, CHERYL HILLS, ERNIE NAVARRE, GUILLERMO MEJIAS, JON FULLER, AMIE HAWES, ROB SHERLIN, JOSETTE FRANKLIN, HOLLY DU RIVAGE, JOHN VOORS, CHAD KATONA, MICHIKO FREEMOND, MATT SCHIAVONE, JOSH COHEN, DEBRA MOSELY, SCOTT ROSSMAN, SERENA REID, RICK MOSER
WALT DISNEY FEATURE ANIMATION HERCULES, THE GAME Color Consultant	TOM CARDONE
Animation Consultant	DAVE PRUIKSMA
Music Consultant	TODD COOPER
Production Supervisor for Feature Animation	STEVE FICKINGER
Creative Supervisor	TODD NIELSEN
HERCULES, THE MOTION PICTURE Music by	ALAN MENKEN

Lyrics by	DAVID ZIPPEL
Original Score by	ALAN MENKEN
Screenplay by	RON CLEMENTS & JOHN MUSKER, BOB SHAW & DONALD McENERY and IRENE MECCHI
Produced by	ALICE DEWEY and JOHN MUSKER & RON CLEMENTS
Directed by	JOHN MUSKER & RON CLEMENTS

ORIGINAL SONGS FROM THE HERCULES MOTION PICTURE

" Zero to hero "
" A Star Is Born "
" The Gospel Truth"
" One Last Hope "
" I Won't Say (I'm in Love) "
" Go The Distance "

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Music for Game Arranged and Recorded by Rob Mounsey

CAST

Hades	JAMES WOODS
Phil	DANNY DeVITO
Hercules	TATE DONOVAN
Meg	SUSAN EGAN
Pain	BOBCAT GOLDTHWAIT
Panic	MATT FREWER
Hermes	PAUL SHAFFER
Zeus	RIP TORN
Muses	LILLIAS WHITE (CALLIOPE), ROZ RYAN (THALIA), VANEESE THOMAS (CLIO), LACHANZE (TERPSICHORE), CHERYL FREEMAN (MELPOMENE), AND TAWATHA AGEE

Atroopos	PADDI EDWARDS
Clotho	AMANDA PLUMMER
Lachesis	CAROLE SHELLEY
End of the World Man / Cab Driver / Rock Titan	COREY BURTON
Black Marketeer / Rock Titan / Cyclops	PATRICK PINNEY
Nessus / Lava Titan	JIM CUMMINGS
DISNEY STUDIO A/V Cinematic Clips Editor	VALORIE WIGGINS
Project Coordinator	ANDY HENRY
FLYING MONKEY, INC. Composer	ROB MOUNSEY
Production Manager	FELICIA MICHAEL
VIRGIN INTERACTIVE ENTERTAINMENT Executive Producer	TIM PAGE
Producer	HARVARD BONIN
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Officlal Mascot IKE C.B. THE DOG

Special Thanks to: MARTIN ALPER, TINA KOWALEWSKI, SCOTT HUNTER, SIMON JEFFERY, GLORIA AND HARVARD BONIN SR., ELISA MATHEZ, HEATHER KUHNE, CANDICE UYLOAN, ROBB HART, LOU CHAGARIS, KEVIN POTTER, DENNI AND BRANDON TYRRELL

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