
HAZEN

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Installing the game

To install Hazen "The Dark Whispers":

1. Close all open programs and background tasks.
2. Insert the game disk into your DVD drive. The autorun menu appears.
3. Click "INSTALL" button on the Autorun Menu, then follow the on-screen instructions to complete the installation.
4. When the installation is complete, start the game.
5. The game starting icon will be placed in your "GAMES" menu as well on the Desktop (Windows Vista) or in you Start Menu -> Programs and on the Desktop (Windows XP).

Tip: Be sure you have administrator privileges when installing the game.

Troubleshooting

Autorun doesn't appear:

- Start Windows Explorer, browse to your DVD drive where you inserted the game disk and double click Setup.exe

The game doesn't start:

- Be sure you have installed latest DirectX redistributable files. Latest version can be downloaded from www.micosoft.com . Also they are included in the game disk.
- Be sure you have proper privileges to run programs on your computer.
- Close all other programs running in the moment.

The game crashes on start:

- Be sure you have Service Pack 1 installed for Windows Vista and Service Pack 2 installed for Windows XP.
- Check your hardware drivers or download and install the latest drivers from the support sites of your hardware manufacturer.

The game has no audio:

- Be sure you properly installed your sound card driver.
- Be sure your sound card is DirectX compatible.
- Be sure your audio is not turned off, your sound volume is not set to zero or your sound device isn't disabled.

Starting the game

1. Close all open programs and background tasks.
2. Games on Windows Vista are located in the Start -> Games menu and on earlier versions of Windows in the Start -> Programs (or All Programs) menu.
3. Double click the game icon in Windows Vista Games directory or start within Start -> Programs on earlier versions of Windows.

System Requirements

Minimum Requirements:

Windows Vista or Windows XP SP2.

CPU Intel Pentium 4 2.0 GHz or AMD Athlon with SSE2 instruction support.

1 GB RAM (1.5 GB for Vista).

Videocard with hardware PS 2.0 support and 128 MB video memory.

3 GB free HDD space.

DVD compatible device.

DirectX compatible audio device.

Recommended:

Windows Vista or Windows XP SP2.

CPU Intel Core 2 Duo family or AMD Athlon X2 family.

2 GB RAM (3 GB for Vista).

NVIDIA 8800 or Ati 3850 with 512 MB video memory.

4 GB free HDD space.

DVD compatible device.

DirectX compatible audio device.

Getting started

As traveling adventurer you come across the borderland village of Darkvale. Suddenly you become involved in the local troubles. A dark menace is rising it is up to you to face and struggle it with sword, bow and magic.

When you begin the game you can choose a skill path you can master - warrior, ranger or mage. You will need these skills to fight the hordes of monsters that are lurking around.

> Tip: You are not restricted what skills you must learn. Feel free to explore different combinations to adapt the in-game skills to your play stile.

User interface

Travel

You adventure leads you through different areas full or monsters, fearsome creatures and treasures. Once you unlock new area you can freely come back to the previous.

To move around use the right mouse button by clicking the terrain. To interact with objects and NPCs you use the left mouse button. Entering new zone is usually by clicking a portal at the exit of the map.

> Tip: You can sprint while you move with the SHIFT button pressed. However sprinting will drain your Power.

Each zone will have safe areas where you can relax or trade valuable items and potions.

> Tip: Be sure to spend some money on healing potions as you will use them often.

There are also various dungeons to explore in each zone. Prepare yourself and enter them for intense battle and spicy loot!

Tip: You can replay dungeons indefinitely. Replaying will help you reach next level, increase you money and upgrade your equipment.

Combat

Rarely will be an opportunity of peaceful solution in Hazen. Most of the time you will have to fight your way through numerous monsters that have no greater desire than spilling your blood.

When you spot a monster or are attacked by one, click him with the left mouse button to hit him once or hold down the button keeping hitting him.

Tip: You can attack a target within your vicinity by pressing the "A" key.

You should use your special skills also whenever they are available to cast (not on cooldown).

Tip: You should drag your skills from the Skill Panel down to the Quick Bar and use the shortkeys 1-0 on the keyboard to execute them instantly.

Also don't forget defending yourself by equipping the best armor, switching to shield or using block. While you block you cannot attack and it costs small amount of Power for each hit you block.

Tip: Block will also make you immune to knockdown effects.

You can switch between weapons you have equipped with the "W" key on the keyboard.

Skills and abilities

Your hero has three major abilities which determine its potency in certain area of combat (melee, ranged, magic) as well as determine the type of armor and weapons you can equip.

Strength:

Increases you hit points and the damage you deal with all weapons.

Dexterity:

Increases you chance to hit and critical strike chance with all weapons.

Intelligence:

Increases your amount of your maximum Power and the chance to critical hit with magic.

Warrior skills

Lacerate

Increases your Strength for 8 seconds. If cast again within 8 seconds renews the duration. Stacks up to five times.

Bleeding Cut

Rends the target making him bleed for 15 seconds.

Blade Dancer

Furious attack that hits all enemies within melee range with increased damage.

Frenzy

Recklessly attacks a single enemy hitting him very fast several times.

Deathbringer

Unleashes your rage in a wave of unholy energy damaging every enemy in front of you.

Ranger skills

Poison Arrow

Shoots poisonous arrow dealing damage to a single enemy for 6 seconds.

Stunning Shot

Aimed shot that stuns a single enemy upon impact for a short duration.

Multi shot

Fires multiple arrows that can hit adjacent targets.

Confusing Arrow

Tricky shot that misdirects a targeted enemy making him to ally with you and fight at your side for short period of time.

Enflaming Shot

Shoots arrow that ignites the targeted enemy dealing fire damage and burning him and every adjacent enemies for 5 seconds.

Mage skills

Frost Shards

Creates bolt of ice that damages a targeted enemy with cold damage and chills him slowing his movement speed by 50% for short duration.

Restoration

Transform magical energies into healing power healing you for a short period of time.

Doom

Deals unholy damage in area damaging all enemies inside and set 50% chance to miss you.

Fear

Create horrific visage that makes the targeted enemy to flee in horror.

Fire Ring

Sets the ground in flames. Every enemy who enters the area suffers fire damage as long as he stays within.

Evoke Guardian

Evokes guardian to fight by your side.

Quests

To advance in the game you will have to complete various quests. These are tasks that are given to you by NPCs. They can be found in the villages or the wilderness.

The current and the completed quests appear in the Quest Panel (shortkey "J"). In the upper side of the window you can select a quest and the bottom side will update describing the current statement of the quest and goals you have to accomplish.

Tip: In the Quest Panel you can also reread your dialogs with the NPCs.

Inventory management

The Inventory Panel (shortkey "I") is divided by two. The upper part represents the slots where you can put corresponding weapons and armor. The lower part is where all your items are stored.

The lower part is divided in three sub tabs - Armor, Weapon and miscellaneous.

In the Armor tab are stored the armor pieces that you can put on to protect the different zones of your body.

In the Weapons tab are stored all the weapons you find. Equip the weapon you desire in the main hand and the offhand if the weapon doesn't require both hands to use.

In the Miscellaneous tab are stored the rings and the amulets as well as potions, scrolls and quest items.

Tip: Always keep potions on your Quick Bar. You can also put there weapons and even armor.

To equip an item you can either drag it to the corresponding slot or click with the right mouse button to equip it instantly.

Weapons

One hander melee weapons:

These are various swords, axes and hammers. They require one hand to use. All can be dual wielded by putting any one handed weapon in the offhand.

Each one handed weapon can be used in combination with a shield.

Two handed melee weapons:

These are various great swords, great axes and war hammers. They require both hands to use. Using them you sacrifice defense by not using shield in order to inflict heavy damage upon your foes.

Staves:

The staves are the tool you will need to channel magic to the mortal world. Although you have learned magic spells you won't be able to use them unless you have staff equipped. Staves can also be used for melee combat but you cannot perform combos.

Bows:

Bow is the choice of the true master of ranged combat. They deal respectable damage from afar and combined with perception and agile movement they can be really deadly to your enemies.

Armor

Body armor:

There are various armor pieces that will protect the different zones of your body. The armor can be light - most suitable for mages, medium offering good protection to rangers without sacrificing speed and heavy which is best for the tough melee fighters.

Every armor type has body armor, helm, leggings, boots, shoulders and bracers.

Miscellaneous items

Jewelry:

There are many imbued with magical powers jewelry you can find while fighting monsters or exploring dungeons. You can wear one necklace and two rings. These are fine addition building up both your offense and defense.

Potions:

There are various potions in the game. Most important are these that restore Life and Power but there are others that boost your defense, experience, strength etc.

Scrolls:

These are magical single use items. They contain powerful spell that you can unleash in time of need even if are not trained in the arcane ways of magic.

Buying and selling

Each zone has a trader. He can sell you items and potions as well as buy all the items you don't need. When speaking with the trader your Inventory Panel will appear along with his available items to sell.

Buy and sell by dragging items from one panel to the other.

Be sure to visit the trader often.

Tip: You can quick sell items by clicking with the right mouse button while holding CTRL down.

Gambling

Eventually you can come across a gambler. Speaking with him is a game of chance. He will give you special item but for large sum of gold. The item may be excellent for its price or fairy useless. It is your choice to use this option or not.

Tip: Through gambling you could obtain rare and powerful items for your level. Go gamble whenever you have spare gold.

Zones

In each zone you will face different challenges. You will have to fight monsters with special skills, explore dungeons or even find hidden treasures.

Darkvalle

It is where you begin. The small village of Darkvale has troubles with recently appeared undead monsters lurking the entire area. The villagers are frightened and hide themselves behind palisades and don't dare to travel at night. They have formed crude fortifications and militia squads.

Spider Forest

You adventure will lead you to Spider Forest when you begin to unravel the mystery of the undead bane in Darkvale. You will have to fight your way to find Oberius – old man who can help you with his deep knowledge of the past. The forest is hideout to bandits and aggressive animals. The mighty Spider Queen has recently unleashed her spider spawns to infest the scattered farms in the area.

Arcanar

You will have to travel to the great city of the mages and help them repelling the forces of Malestos. They have taken the town and are burning it down. Your ultimate goal here will be to stop the summoning of abominable creature of great power and defeat it afterwards.

Pineville

Pineville is small village near the mountains. The arcanar mages will send you with letter to Oberius who has travelled already there and has been waiting you. He will help you find the way to Frostwind Bastion. A legendary, forbidden place where Malestos is building his sanctuary.

Frostwind Bastion

It is a frozen wasteland high in the mountains. There you find unexpected help. Group of guardian mages are on their crusade against evil. You will have to crush all Malestos' lieutenants and face him in the end in ultimate battle.

Dungeons

Each zone will have dungeons to explore. They are dens of evil creatures guiding dark secrets and lost treasures.

Monsters

There are a lot of monsters that you will encounter during your adventures. Always be prepared to be ambushed and surrounded. Your blade, arrow and magic are your tools of survival against the hordes of evil.

Hellhound

Agile beast with teeths that tear flesh and bone.

Sourceress

Merciless mistress of magical arts. She can burn you down in a blink of an eye.

Berserker

Elemental creature which has great speed, toughness and strength.

Bosses

Aracna is the spider queen. Her existence has been only rumor that no one actually believed until her mindless spawns swarmed the farmlands. Aracna is insidious creature that attacks with poison that puts her victims in deep sleep eating them alive afterwards.

Searing Abomination

When Malestos attacked the city of Arcanar his plan was to use the Altar of Eternal Fire to summon invulnerable being of great power. You will have to interrupt the summoning ritual and destroy the creature before it reaches its full power.

Malestos

Once ingenious herbalist who lived near the village of Darkvale he has become mighty lich who begun to terrorize the surrounding lands. Eventually he began to draw immense demonic powers. It will be up to you to stop his vile plans.