THE ONLY AUTHORISED **Diablo** EXPANSION PACK

NEW LEVELS
NEW ITEMS
NEW CHARACTERS
NEW QUESTS

HELLFIRE

THE ONLY AUTHORISED DIABLO™ EXPANSION PACK

REQUIRES REGISTERED VERSION OF DIABLO™

SIERRA®

HELLFIRE

System Requirements

The following software and hardware are the minimum requirements to run *Hellfire*:

- An IBM-compatible computer with a Pentium 60 MHz processor.
- Sixteen megabytes (16 MB) of RAM.
- *Diablo*™ inserted in the CD-ROM drive.
- 150 megabytes free hard drive space.
- DirectX® 3 installed.
- Windows®95.
- An SVGA graphics card and SVGA colour monitor.
- A 2x CD-ROM drive.
- Windows® compatible sound card with DAC.
- A mouse.

The following hardware and software are strongly recommended:

- Pentium 90 MHz or better processor.
- Thirty-two megabytes (32 MB) or more of RAM.
- A 4x CD-ROM drive.

DirectX® 3

Hellfire supports the DirectX 3 drivers that are found on the *Diablo* CD. Other versions of DirectX may lock up, cause a crash, or give you strange flickers on the screen. To reinstall DirectX 3, consult the documentation that came with *Diablo*.

Installing *Hellfire*

To install *Hellfire*, you must use the game's installation program. That program automatically determines the graphics and sound capabilities of your computer system, then takes you step-by-step through the process of installing *Hellfire* on your hard drive. (Installation of *Hellfire* requires 150 megabytes of hard drive space.)

These instructions assume that you are using CD drive D: and hard drive C. If not, please substitute the appropriate drive letters for D and C.

Installation for Windows 95 with Autoplay activated:

1. Start Windows 95.
2. Insert the *Hellfire* CD into your CD-ROM drive.
3. When the *Hellfire Install* screen appears, click on the **Install** button.
4. Follow the on-screen instructions.

Installation for Windows 95 without Autoplay activated:

1. Insert the *Hellfire* CD into your CD-ROM drive.
2. Select **Run** from the Windows START menu.
3. In the file text box, type **D:\SETUP.EXE.** Click **OK**.
4. Follow the on-screen instructions.

Please refer to the information about DirectX on the previous page.

Running *Hellfire*

1. Start your computer, and insert the *Diablo* CD.
2. If the autorun menu appears, click the **Cancel** button since there is no autorun method to start *Hellfire*.
3. Select PROGRAMS ➤ SIERRA ➤ *Hellfire* ➤ *Hellfire* from the Windows START menu.

The Dark Mage

Not long ago, before the betrayal of Arch-Bishop Lazarus and the freeing of Diablo, a Dark Mage was seen on the outskirts of Tristram. Many claimed that he often lurked near the cemetery at night. As this skulking figure did not appear to harm the graves, the townspeople left him alone. One evening smoke came drifting from the soil, as from a smouldering fire. An orange glow from below lit up the tombstones, and someone saw the Dark Mage descend into the earth itself. The smoke dissipated, the glow faded, and the cemetery was still. Whispers of evil sorcery and necromancy filled the tavern's gossip for a while, but were soon forgotten as King Leoric grew madder and other troubles plagued the town.

Shortly before the Hero came and descended into the depths below the Monastery, the ground began smouldering again in the cemetery. A passing traveller told of spying a cloaked figure fleeing from the smoky site. Splattered with a thick, glowing substance, the Dark Mage ran to the river and crossed the bridge, where he collapsed. To the traveller's unbelieving eyes, the stained, glowing body of the mage seemed to dissolve and melt into the earth, the soil greedily soaking up the remains.

Alarmed, some of the townspeople investigated the area by the river. To their dismay, they found an unclean, alien growth near the spot where the Dark Mage fell. A hard, dome-like shell, impenetrable and bizarre, sat in the centre of the large atrocity. Since a small meteorite had fallen and exploded at this same location years earlier, it was now a place not only to be avoided, but also to be feared. The people pitied the poor Farmer whose land was affected, and many were concerned for his sanity, as he had taken to talking to his cattle for hours.

Disturbed and filled with dread, the people of Tristram have lately had many tragedies befall them. Signs of evil and chaos are everywhere, and the odd events by the river and in the graveyard are only a few of the many horrors that they have to contemplate. It is their hope that the Hero can unravel these mysteries, as well as defeat the Lord of Terror, Diablo.

The Monk

Monks of the Brotherhood of the Bough are a rare sight. It is said that they come from a desolate wilderness, where their people were forced to flee after being conquered by an invading horde. Because of their great defeat, these people vowed to master the arts of combat. Lacking resources such as iron, they learned to use their bare hands and simple wooden staves as deadly weapons, and do not depend on metal armour to provide protection in battle. Instead, they rely upon speed and concentration. In their harsh native clime, they have been forced to find food and other essentials in the most unlikely of places. Over time, this careful searching has honed their visual perception to an almost supernatural level.
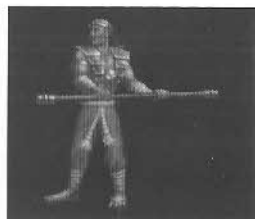
It is rumoured that a dark sickness has fallen upon the homeland of the Monks, and many of their people have died. The Brotherhood of the Bough has sought to unearth the foulness, to no avail. Desperate for answers, lone Monks have ventured to distant lands, searching for regions suffering a similar affliction. Tales of the evils besetting Tristram will have already attracted the attention of the Brotherhood.

The Monk is extremely skilled in hand-to-hand combat, and is a master of the staff, which he can use to strike many opponents with a single blow. However, he is not well trained with bladed or projectile weapons, and is unused to wearing heavy armour. Foes of weak or moderate ability tend to fall easily before him, but tougher enemies may provide him with a considerable challenge. All Monks have the ability to find items easily because of their exceptional eyesight.

Spells

As the eternal struggle between the forces of Light and Darkness rages on, all of the powers in the universe bend and twist in the storm of their conflict. The realms of the physical plane warp and merge with the planes of the ethereal, and chaos grows stronger while magical essence seeps into every corner of reality. In the past, those who studied the arts of magic and wielded the forces of the arcane were capable of learning and retaining only four pages of spells, and this only through tremendous difficulty and long hours of study. Now, as more spells and sources of Mana are created or unearthed from ancient places of power, many magic users have found that they can obtain and remember a fifth page.

Warp

In ancient times the Horadrim built many magical gateways, and though the secret of their construction is long lost, many uses and manipulations of these portals have evolved over the centuries. Akin to the spell of Town Portal is the spell of Warp, though far less versatile as a means of exact teleportation between two specific destinations. Rather, Warp sends the caster on a one way trip to the nearest exit from a place. Immediately thereafter, the portal is closed and dissipated, leaving the traveller with only conventional means with which to return to the point of casting. Limited as a means of travel, this spell can, however, prove to be extremely useful in finding an exit when the caster is lost or besieged in a dark and dangerous place such as a dungeon or cave. Unfortunately, the forces drawn upon by the Warp spell make no distinction between types of exits, since they merely focus their energies on the nearest at hand. As often as not, the caster is sent to an exit downward, which almost always leads to even greater perils.

Search

Over the ages, many mystical cultures have delved into the nature of matter and energy while exploring the manifestations of magic. Out of this research came the ability to attain heightened perceptions, and, for those individuals of appropriate mental and spiritual discipline, this ability has proved to be a tremendous asset. For instance, the Monks of the Brotherhood of the Bough learned to focus their perceptions and concentration to such an extent that they could clearly see almost any visible object, no matter how distant, camouflaged or obscured. The Vizjerei studied and learned from these people, and managed to bend the arcane forces into spells that could mimic their fine mental disciplines. Thus, magic users can include in their arcane arsenal the spell of Search, which, when invoked, makes clear to the caster all items and objects lying about. This spell has often proved to be invaluable to the adventurer wandering through dark, cluttered places seeking treasures.

Reflect

By nature, magic users are usually not gifted in physical skills such as hand-to-hand combat, focusing rather on mental discipline in order to further their understanding and control of mystic powers. However, even the most adept of mages often find themselves in great physical danger while exploring savage places searching for arcane knowledge.

To compensate for this vulnerability, the Vizjerei developed a form of telekinetic magic that bends the force of a physical attack back onto the attacker. Aided by this reflective spell, even the meager melee combat skills of a mage can prove to be quite effective. An aggressive creature becomes the victim of not only the mage's blows, but also of its own.

Berserk

The use and control of the magical forces of Mana have many manifestations, almost all of which involve channelling this ethereal energy into concentrated and focused forms, such as the many spells related to Fire or Lightning. However, as the Horadrim experimented and mastered the arcane powers, they discovered that nearly any force could be controlled and reshaped or re-oriented, including mental and bodily energy.

With this understanding, they soon created spells to influence the thoughts and actions of other creatures. The most aggressive of these magics caused a target creature to gain a burst of great strength and go mad with rage. Frenzied with blood lust, the creature willingly attacks any nearby living being, whether friend or foe. Entities with natural evil intent and weak minds tended to fall under the influence of this spell easily, and the Horadrim had great success using this maddening incantation to incite Demons and other foul creatures of blackness to blindly attack one another during the heat of combat. A warning to novices seeking to use this dangerous spell: the fury of an affected creature knows no bounds, and if not careful or safely distant, the caster of this spell may very well end up being the target of the berserk creature's rage.

Wall of Lightning

The electrical energy of Lightning, when channelled by an able magic user, is a deadly and powerful weapon. Shaping this dramatic force of nature into the form of a barrier wall requires great concentration, but can be used as an extremely effective defense against an onslaught of murderous foes. As understanding and control of this spell grows, the endurance of the wall can be increased, providing the caster with longer periods of protection.

Immolation

Harnessing the forces of Mana and converting their energy into the form of Fire has been a skill long practiced by even the most inexperienced of magic users. Absolute control and manipulation of magical Fire is another matter entirely, and only the most learned of the great mages have attained such ability. Of the many spells that channel flame into the form of a weapon, the most effective, perhaps, is Immolation. Radiating outward from the the caster, multitudes of Fireballs tear through the air, forming a circular swath of destruction as they explode on impact and burn any creatures in their paths.
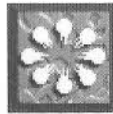
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Thanks to Everyone at Blizzard

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