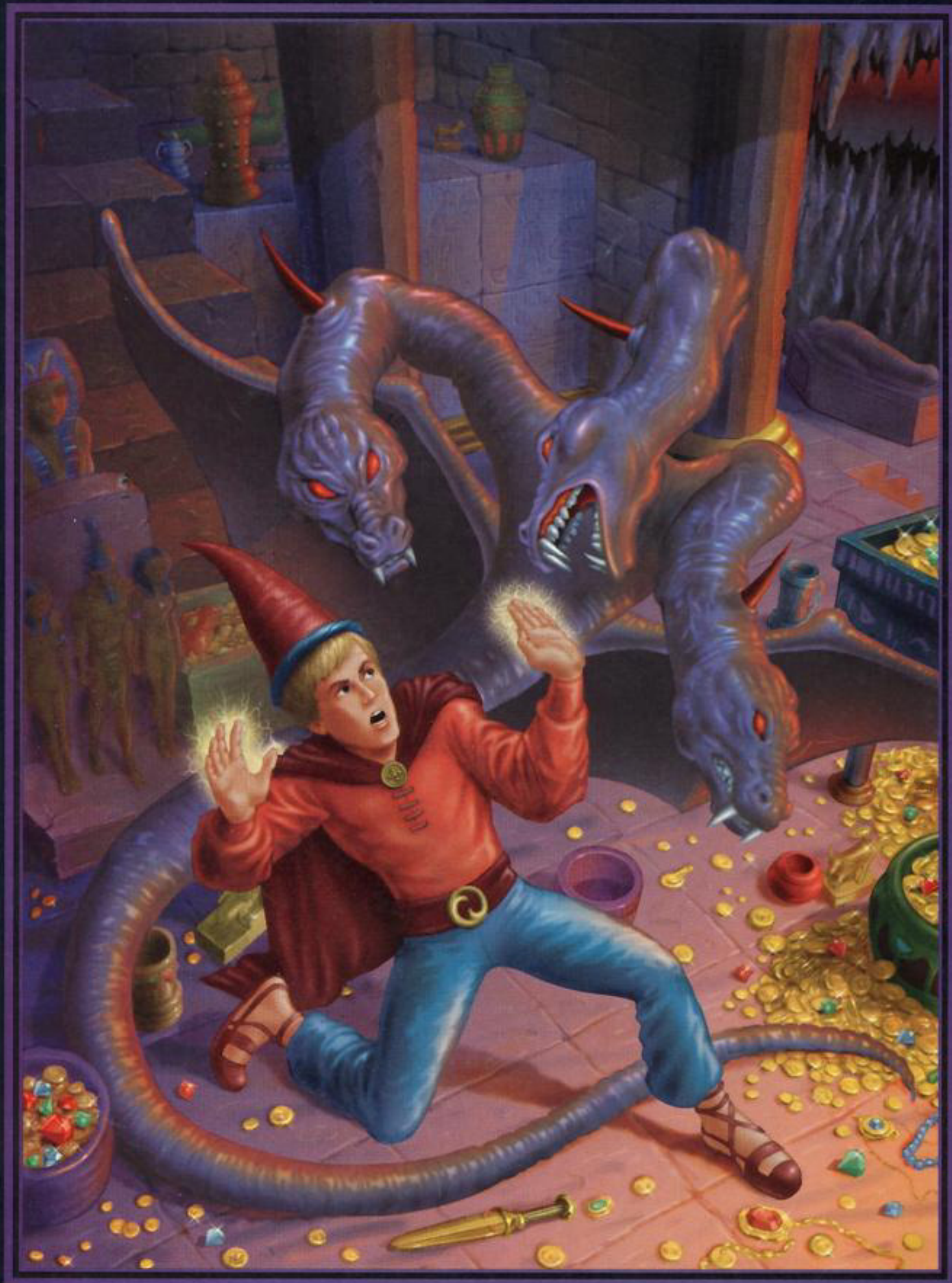


# HOCUS POCUS



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## nce upon a time...

(Hey, cut me some slack, it's a tradition!)

Any way ... Once upon a time in the Land of Lattice there lived a young man named Hocus Pocus.

Digina and Slow Pocus had great dreams for their son and great plans for his future. Airline pilot? Computer game designer? Insurance salesman? (Of course these being the Dark Ages, airplanes, computers, and insurance did not yet exist. Well...his parents did have the best of intentions.)

Hocus had other dreams. His plan to become a Powerful & Omnipotent Magician was the initial step in the young sorcerer's career to an eventual seat on The Council of Wizards. Surely, as a council member, Hocus could catch the eye and win the hand (as well as other vital body parts) of the fair Popopa. However, to become a Powerful & Omnipotent Magician, one had to first become a magician's apprentice. (Sorry...union rules apply—even in Fairy Tales.)

Hocus studied. Hocus sacrificed. Hocus refused any immediate pleasures in an effort to keep his 'eyes on the prize'. But alas, hard work was not enough. Terexin, head of The Council of Wizards, believed Hocus must prove his worthiness and readiness for a seat on The Council. Terexin gave Hocus four tests.

Armed with rudimentary sorcery skills, he set off on his arduous quest. Hocus was determined to succeed; he knew he would marry Popopa, but ahead lay realms as dark and dangerous as any Hocus could imagine.

(Whew! What some people will do for love! Go figure?)

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## SYSTEM REQUIREMENTS

*Hocus Pocus* requires an IBM™ or 100% compatible 386 with 585K of free conventional memory, a 256K VGA graphics card and 6.9 Mb of free space on a hard disk drive. A joystick is optional. A wide range of sound cards are also optionally supported such as: Adlib, Sound Blaster, Sound Blaster Pro/16, Pro Audio Spectrum 16, Gravis UltraSound, Wave Blaster, Roland Sound Canvas, and any MIDI device (for music only). The Disney and Tandy Sound Sources are also supported for sound effects only: they do not play music.

## INSTALLATION

To play *Hocus Pocus*, you must first install the game. The program's installation utility will place all the necessary files on your hard disk drive. To install the game, follow these simple instructions.

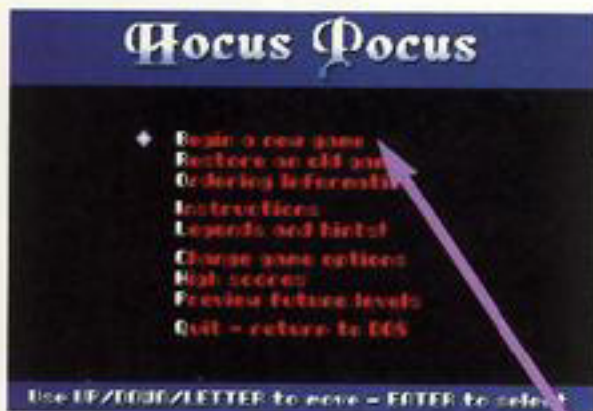
Place Disk 1 of *Hocus Pocus* in the appropriate disk drive. Select that drive from the DOS prompt. Type "INSTALL" and press the ENTER key. The install program will prompt for the drive and then for the directory into which the software will be copied. Press ENTER to accept the defaults or type the destination of your choice. The installation program will prompt for additional disks as needed.

## GETTING STARTED

After installation is complete, type SETUP to configure the game to match your system's configuration. Once setup is complete, type HOCUS to play the game. If you have a Gravis UltraSound card, your startup procedure will be slightly different. The HP-HELP.EXE file has detailed information on various setup options.

## MAIN MENU

After the title sequence, the Main Menu screen will display. Use the up and down arrow keys to move the *diamond strobe* beside your choice, then press ENTER to activate your selection. To use the keyboard to make your selection, type the highlighted letter of the desired option. **Pressing F1 on any screen in the game will bring up the *Hocus Pocus* Help screens.** The ESC key will exit Help and return to the game.



## Begin a new game

Select this option if this is the first time you have played *Hocus Pocus*. Next, select the episode you wish to play. There are four episodes in *Hocus Pocus*. These are listed below:

**Time Tripping**

**Shattered Worlds**

**Warped and Weary**

**Destination Home**

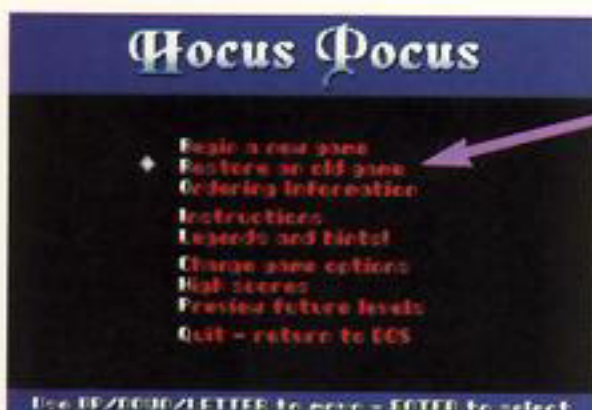
Okay, so now you selected a new game and the episode; how difficult do you want the action? The next option screen will allow you to set the difficulty level. The options are as follows:

**Easy game**—just right for beginners

**Moderate**—a reasonable challenge

**Hard**—the ultimate battle!

Now...you have accepted the challenge. Hold on to your hat, tighten your cloak—you could be in for a bumpy ride!



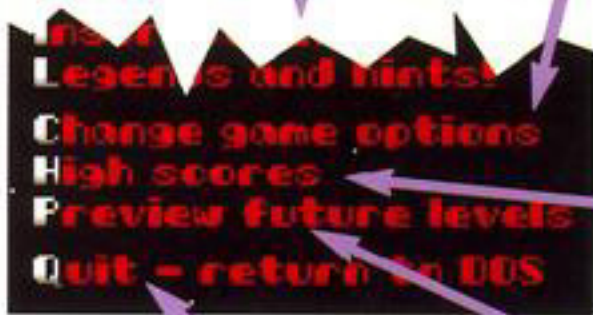
## Restore an old game

If you've previously played (and saved) the game, this option allows you to re-enter at the start of the level where you ended. The RESTORE screen will display. Arrow up or down, press enter.

# HOCUS POCUS



DETAIL  
OF  
MAIN  
MENU



**F E E L G O O D**

*Full Health*

**B L A K E**

*Both Keys*

**B A N A N A**

*Laser Shots*

**Q U A R K**

*Rapid Fire*

## Ordering Information

Apogee has more great games waiting for you. This option lets you know how to order *Hocus Pocus* and other games like it! Or...call 1-800-GAME-123 and ask for a free Apogee Software catalog.

## Instructions

Everyone needs a bit of help from time to time; this option displays the Help screens. You can also press F1 to display the Help information.

## Legends and Hints

This option gives you the background of our hero, and some hints for each episode in the game. Press the ENTER key, then use the up and down arrows or the PgUp and PgDn keys to move through this information.

## Change game options

Feel the need to change something in *Hocus Pocus*? You can affect the status of the music, joystick and game playing speed, or define keyboard input controls as well. The ESC key exits this screen and places you back at the Main Menu.

## High Scores

View the high scores. Pretty straightforward, isn't it?

## Preview future levels

If you've purchased the shareware version, you'll want to check out the remaining episodes in *Hocus Pocus*. This option gives you a glimpse into the future.

## Quit—Return to DOS

Well...you never know. You might want to feed the dog or something. This option will return you to the DOS prompt and your regularly scheduled life!

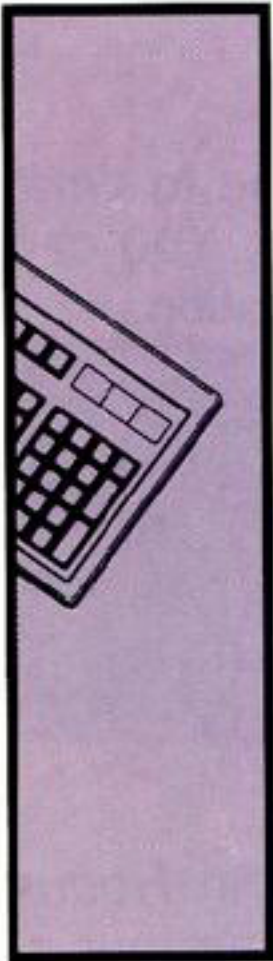
## Survival isn't Magic—IF YOU CHEAT!

Okay...so you say you can't conjure up the basic magical, mystical powers to keep you alive—here's help. *The cheat codes!!!* These codes and their functions are listed at the left. Type them during the game if you wanna cheat! *Hey...there are dark forces at work in the universe; and everyone needs help to defeat them.*

# HOCUS POCUS

## CONTROLLING THE ACTION

*Hocus Pocus* is compatible with a variety of input devices. If you prefer, you can play the game by using a keyboard or a joystick. The following outlines the player input actions and the functions they control:



KEYBOARD

### CONTROL KEYS

**Left or Right Arrow Keys**

Moves Hocus left or right

**Up or Down Arrow Keys**

Moves elevators or looks up and down

**Up Arrow**

Talk to the Wizard, operate switches

**Ctrl (Fire)**

Unleashes Hocus' magic

**Alt (Jump)**

Hocus jumps up

### QUICK KEYS

**Esc**

Exit to the playing menu

**F1**

Help

**F2**

Saves the game in progress

**F3**

Restores a previously saved game

**F10**

Quits and exits to the Main Menu

**M**

Toggles music on and off

**S**

Toggles sound on and off

**C**

Allows calibration of the joystick



JOYSTICK

**Movement**



Moves Hocus left or right

Moves elevators or looks up and down

**Up Only**

Talk to the Wizard, operate switches

**Button 1**

Unleashes Hocus' magic

**Button 2**

Hocus jumps up

## POINTS, POTIONS, SPELLS, SWITCHES...ALL THAT STUFF

								
RUBY 100 POINTS	GOBLET 500 POINTS	DIAMOND 250 POINTS	CROWN 1000 POINTS	HEALING	LASER SHOTS	RAPID FIRE	SUPER JUMP	TELEPORT
								
SOME BRICKS CAN BE DESTROYED!	COLLECT ALL THE CRYSTALS TO FINISH A LEVEL	TO UNLOCK DOORS	EXTRA FIREPOWER	SWITCH (UP ARROW KEY TO FLIP)	WIZARD (UP ARROW KEY TO TALK)	ELEVATOR (UP OR DOWN ARROW KEYS)		

# HOCUS POCUS

## DO YOU REQUIRE FURTHER TECHNICAL ASSISTANCE?

As a registered user of *Hocus Pocus*, you are welcome to contact our Technical Support and Hints Department for any assistance required. Technical support and hints may be received by calling **(214) 278-5655**, Monday through Friday, between 8:00 a.m. and 6:00 p.m., Central Standard Time. Or fax us at **(214) 278-4670**, 24 hours a day. If you prefer to write, send correspondence to:

**Apogee Software, Ltd.  
Technical Support / Game Hints Department  
P.O. Box 496389  
Garland, TX 75049-6389**

To assist us in providing you with faster service, please have your order number ready and be at your computer system when you make the call. Written inquiries should include your order number, system type and accessories, and printed copies of your CONFIG.SYS and AUTOEXEC.BAT files.

Please do not call the 800 number for technical support or game hints as this information will not be provided on this line.

There is a file included with the *Hocus Pocus* game disks which contains some basic technical support information. This file is named HP-HELP.EXE. If you are having difficulty executing *Hocus Pocus* once it has been installed, or if you need assistance in using this software with a Gravis UltraSound, please consult this file before you call Apogee. The file contains solutions to the most commonly encountered problems of our customers.

## THANKS FROM APOGEE!

All of us at Apogee would like to express our sincere appreciation for your purchase of this software package. Much time and effort goes into the development of our software, and your support ensures that we can continue to offer quality software entertainment.

## APOGEE SOFTWARE

Apogee Software, Ltd. is the publisher of *Hocus Pocus* and other games and educational software for IBM and compatibles. For information about all the products available from Apogee call **1-800-GAME-123**—ask for a catalog.

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SPECIAL THANKS TO  
"THE APOGEE BETA TESTERS"

