

575

30 YEARS OF



Hugo

0050

500

Manual

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Preface

31 years ago, a Danish primetime program *Eleva2ren* introduced a new attraction: A video game that viewer who called to the studio could play from his home with the phone buttons. The game went by name *Skærmtrolden Hugo*. It was so successful, that more minigames were made for it, and eventually, Hugo was separated into its own game show.

This innovative format invoked interest in other countries as well, and it was spread all over the Europe, and in few locations outside Europe. Over 40 countries, to be exact. The format was a massive success.

While countries started to cancel Hugo one by one, the minigames were ported to several home platforms like PC, Amiga and PlayStation, and Hugo continued as a video game franchise trying several genres and formulas: Edutainment, platformer, Frogger, racing...until franchise's creator and owner, Interactive Television Entertainment (a.k.a. Silverrock Productions) sold Hugo's rights to Krea Medie, and got shut down.

Krea Medie failed to live up to the franchise, but new company, Hugo Games A/S (currently 5th Planet Games), was founded to keep Hugo in right hands. This company has expertise of the franchise, but so far they only produced dull smart phone apps and online slot machines. And currently, judging to their recent filmography, they don't seem to even care about Hugo as much as they used to.

So, to celebrate this Nordic one-of-the-kind masterpiece in his 30th anniversary, we at GWKTM recreated some of the best minigames in original TV-game with resources we had, and live in hope that 5th Planet Games could endorse us to make decent Hugo-games for physical PC release, and that other video game companies could make similar, authentic and accurate reminders of their IPs' origins instead of tarnishing them with photorealistic 4K-graphics, mtX and other futile bulls·t.

In any case, after you read through this manual and launched *30 Years of Hugo*, we hope you enjoy your time with this unique folklore troll and get the appropriate knowledge about him, his franchise and franchise's origins.

- Guyus the raptor -

System requirements and installation

Thank you for choosing 30 years of Hugo. Before launching the installer you downloaded, make sure your PC fulfills following minimum requirements:

- Microsoft Windows 7 or 10, 32 bit or 64 bit
- Display driver that supports screen resolutions 320x240 or 640x480
- Keyboard with function keys and NumPad-keys
- Mouse
- USB Joystick or USB DualShock (optional)
- Possible AVI and WMV compatible codecs
- Stereo speakers
- 3 GB free disk space

After launching the installer, follow its directions.

USB DualShock

This gamepad has USB-port, allowing you to play PC games with it as well. The official model looks like this:



30 years of Hugo uses only eight of this pad's buttons: Directional buttons on the left side and symbol buttons on the right. You can also use other gamepad similar to this, but symbol buttons may have numbers or letters instead of symbols:

- 1 = X
- 2 = Circle
- 3 = Triangle
- 4 = Square

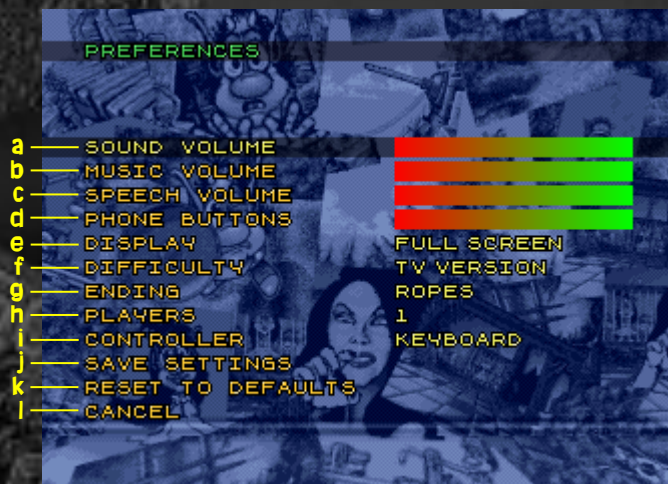
Gee, where shall we be going?

After you installed this application, launch it by clicking the *30 years of Hugo* desktop icon, searching *30 years of Hugo* from *Start* menu, or browsing *30 years of Hugo.exe* from folder you installed it into (usually *C:\Program files\30 years of Hugo*). After game is launched, you'll come to the main menu.



Scroll between options by arrow keys and select by Enter. There are 12 minigames to choose from and following options:

Preferences



- Adjust sound volume with left and right arrow keys
- Adjust music volume with left and right arrow keys
- Adjust speech volume with left and right arrow keys
- Adjust phone tone volume with left and right arrow keys
- Switch display to window with left arrow key and to full screen with right arrow key

- f) Set difficulty to tv-version with left arrow key and to arcade version with right arrow key
- g) Game has three different endings ([see page 19 for further details](#)). Toggle between options by pressing Enter.
- h) Toggle between number of players by pressing Enter
- i) By pressing Enter while this option is highlighted, you can choose whether you play common keyboard keys, number pad keys, joystick or Dual Shock game pad.
- j) This saves changes and returns you to main menu
- k) This'll revert all settings into factory state.
- l) Return to main menu without saving the settings.

Highscore

If you get higher amount of points than pre-listed attendees, you'll get your own name and score listed here. Each game has its own Highscore list. Use left and right arrow keys to switch between them. You can reset the list by pressing Backspace-key and return to meny by pressing ESC.

Credits

Display game's credits

Quit

Return to Windows

General

You can pause the game by pressing ESC, and skip some of the scenes and dialogue by pressing any key.

Labyrinth

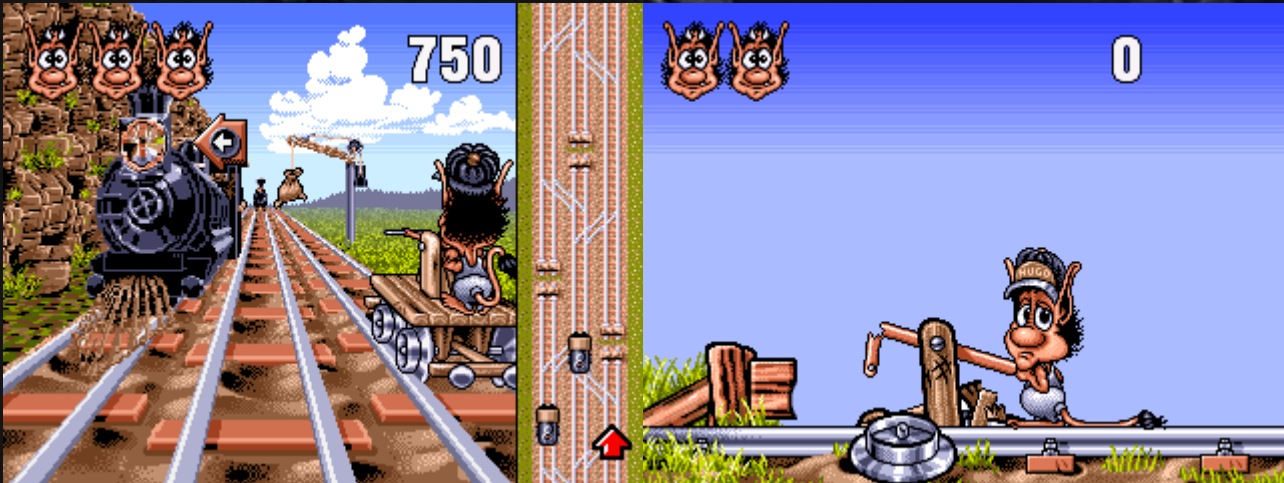


Hugo must make it through the other side of maze before explosion of big TNT-box. Along his way he must avoid dynamites and mining wagons while collecting golden nuggets in order to check the map. After Hugo makes it out from the maze, he must accross the hazardous bridge and open one of the doors to win the prize.

Controls

Keyboard	Numpad	Joystick	Game pad	Function
Left arrow	4	Stick left	Left	Left
Right arrow	6	Stick right	Right	Right
Up arrow	8	Stick forward	Up	Forward
0	0	Trigger (1)	X	View the map
Up arrow	5	Trigger (1)	X	Jump over the bridge's hole
1-3	1-3	Trigger (1), 2 or 3	Square, X or circle	Select the door

Handcart



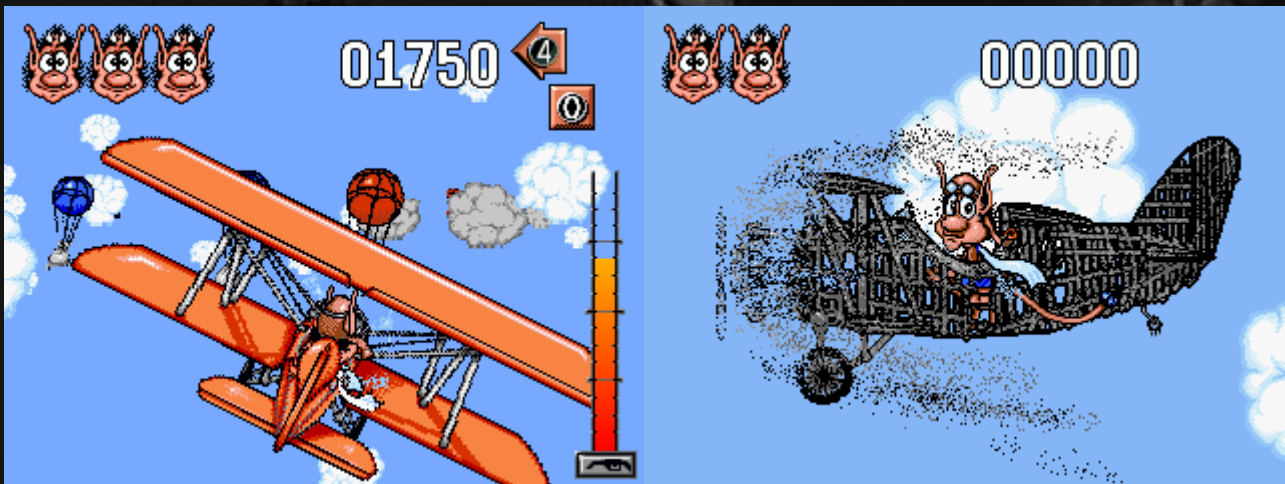
Hugo tries travelling to Scylla's cave with a handcart. Follow the map on right to avoid incoming trains and deadends, as well as to find crossroads to switch tracks in time.

Controls

Keyboard	Numpad	Joystick	Game pad	Function
Left arrow	4	Stick left	Left	Left
Right arrow	6	Stick right	Right	Right

You can only press these keys when arrows appear on screen.

Plane



This time Hugo finds himself controlling his faithful biplane. While flying towards Scylla's cave, he must steer clear from thunder clouds and explosive red balloons. Blue balloons are worthwhile to collect, as they contain gold bags.

Try to fly as short and straight path as possible, and keep an eye on fuel gauge on the right.

Controls

Keyboard	Numpad	Joystick	Game pad	Function
Left arrow	4	Stick left	Left	Left
Right arrow	6	Stick right	Right	Right
0	0	Trigger (1)	X	View the map

Ice cave



Hugo has found a secret entrance to Scylla's cave, but in order to get in, he must jump from ice pole to ice pole and collect three Vases. Each Vase contains a symbol you must remember in order to open the gate. If Hugo stays still too long, any of Scylla's traps may trigger.

Controls

Keyboard	Numpad	Joystick	Game pad	Function
Left arrow	4	Stick left	Left	Left
Right arrow	6	Stick right	Right	Right
Up arrow	8	Stick forward	Up	Up
Down arrow	2	Stick backwards	Down	Down
1-3	1-3	Trigger (1), 2 or 3	Square, X or circle	Select the symbol at the gate

Skateboard



While rolling down the dry river in the forest, Hugo must avoid rocks, beaver dams and holes on the bridge. He may also try to grab gold bags from the branches.

Controls

Keyboard	Numpad	Joystick	Game pad	Function
Left arrow	4	Stick left	Left	Left
Right arrow	6	Stick right	Right	Right

Snowboard



Hugo swings on his snowboard while being chased by the avalanche summoned by Scylla, and must be careful with beaver houses, huge snowballs and dead ends. Hugo will also face the creepy snowman, which can be defeated by the snowball.

Controls

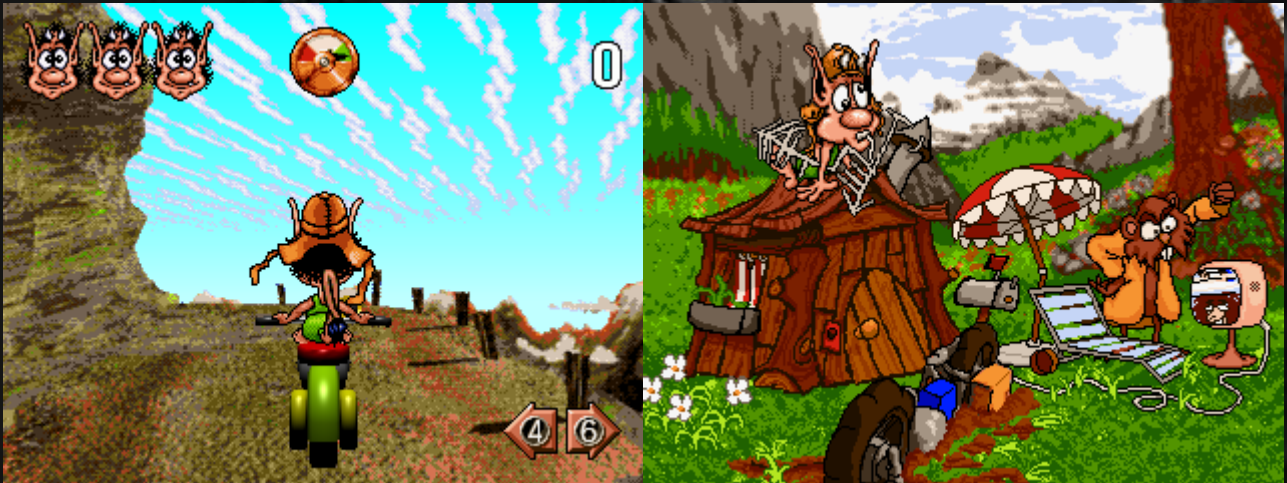
Keyboard	Numpad	Joystick	Game pad	Function
Left arrow	4	Stick left	Left	Left/aim left
Right arrow	6	Stick right	Right	Right/aim right
0	0	Trigger (1)	X	View the map/throw a snowball



Use the ramp to cross the beaver house.

Red tracks on map warn about snowman (TV version) or slow paths (Arcade version).

Motorcycle



Hugo navigates an old mountain road with his motorcycle dodging thieving goats, potholes and rocks. Even deadends and limited fuel may end the trip quickly.

Controls

Keyboard	Numpad	Joystick	Game pad	Function
Left arrow	4	Stick left	Left	Left
Right arrow	6	Stick right	Right	Right
0	0	Trigger (1)	X	Honk the horn to exile the goat



Remember to stop at an incoming map



Keep an eye on fuel gauge. If you're running out of fuel, try to find a fuel canister to get more.



Use ramp to cross the pothole.

Parachute

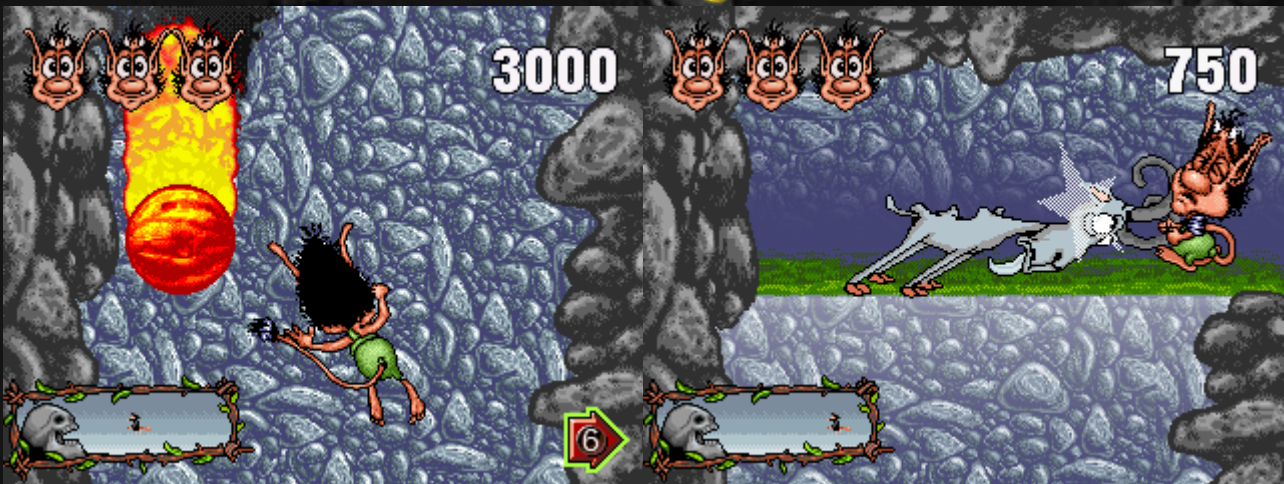


Hugo has prepared as parachutist, that tries to approach Scylla's cave from sky. But Scylla has set a nasty surprise or two on Hugo's way...

Controls

Keyboard	Numpad	Joystick	Game pad	Function
Left arrow	4	Stick left	Left	Left
Right arrow	6	Stick right	Right	Right
Up arrow	5	Trigger (1)	X	Swing to dodge seagull
0	0	2	Circle	View the map (Arcade version only)

Cliffhanger



Hugo climbs a steep mountain wall towards Scylla's cave, but mountain is full of gargoyles, dynamites and other hazards. Hugo must also get to the cave before Scylla.

Once the game begins, or each time you fail, you'll see the mountain's map. Try to stay in right path, cause you don't have too many chances to see this map again.

Controls

Keyboard	Numpad	Joystick	Game pad	Function
Left arrow	4	Stick left	Left	Left
Right arrow	6	Stick right	Right	Right
Up arrow	0	Trigger (1)	X	Jump/start climbing again

Wild river



Hugo rides a barrel downstream in order to save Hugolina and the kids. Avoid dams and whirlpools on the river, and remember to shut barrel's lid at the intersections.

Controls

Keyboard	Numpad	Joystick	Game pad	Function
Left arrow	4	Stick left	Left	Left
Right arrow	6	Stick right	Right	Right
0	0	2	Circle	View the map
5	5	Trigger (1)	X	Shut the barrel

Boulders



Hugo must reach the bridge leading to Scylla's cave, before a barrel set to its end blows up. Scylla keeps shooting Hugo with huge boulders that'll chase him, and has set other hazards on Hugo's way to make his trip even tougher, including tree roots, lava pits and some "delights".

Hugo will also come across an owl, that shows him symbols he must remember at the bridge.

Controls

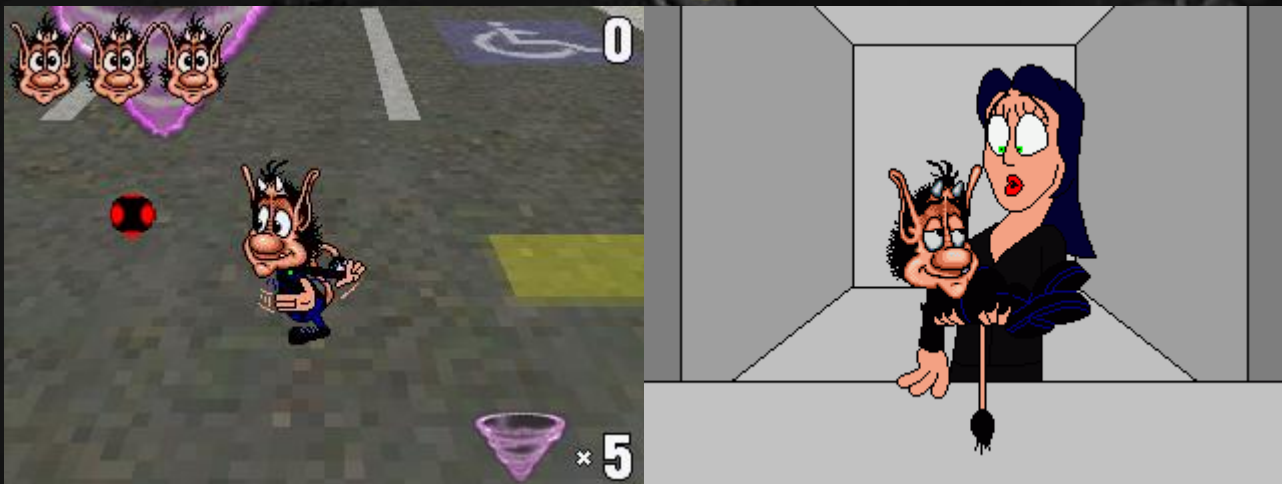
Keyboard	Numpad	Joystick	Game pad	Function
Left arrow	4	Stick left	Left	Left/scroll symbols to left at the bridge
Right arrow	6	Stick right	Right	Right/scroll symbols right at the bridge
Space	0	Trigger (1)	X	Select symbol



Remember to grab a map along the way

If you're walking towards deadend, step on the spring board. This'll help you out from the deadend.

Trombs



With the use of molecule bombs, must Agent Hugo vaporize all the trombs summoned by Scylla. Grab the bomb from the edge and throw it towards the tromb, before it blows up. Remember to keep distance from the trombs as well.

Controls

Keyboard	Numpad	Joystick	Game pad	Function
Left arrow	4	Stick left	Left	Left
Right arrow	6	Stick right	Right	Right
Up arrow	8	Stick forward	Up	Up
Down arrow	2	Stick backwards	Down	Down
Space	5	Trigger (1)	X	Throw the bomb

Endings

After you've accomplished the chosen minigame, you'll get to play for bonus points in any of following extra scenarios:



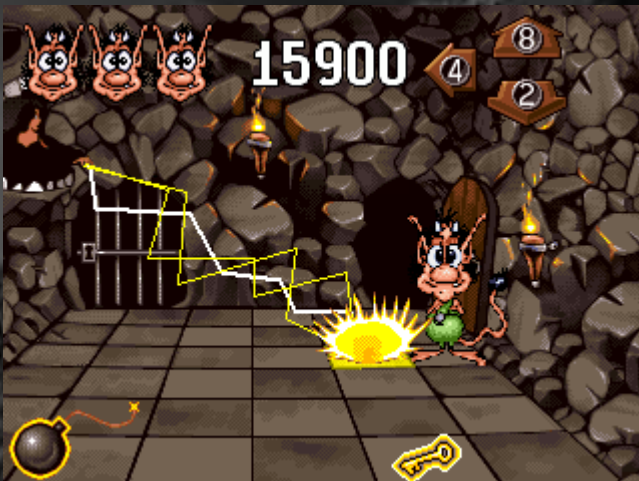
Ropes

Hugon has to choose the right rope in order to free Hugolina and the kids.



Keys

Hugo has to choose the key that matches the lock on the treasure box. Correct choice will reward Hugo with jewelry.



Lightning

Hugo has to jump carefully from square to square avoiding ones blasted on by Scylla. By grabbing the key Hugo can open the gate and escape. Hugo must grab the key and get out before the hidden bomb blows up the whole cave.

In games preferences ([see page 5](#)) you can choose which ending you want to play.

Support

Problems with the game? Here are solutions for the most frequent problems. Some of them are already fixed, but just in case they occur regardless.

Labyrinth

- **Labyrinth minigame sticks in place after I hit the mining wagon, and I can't pause the game, nor return to main menu. Only fuse keeps running.**
- **Hugo sticks on his walking animation after being hit by dynamite.** Press the End-key on your keyboard. It'll return you to main menu and resets your score and lives. End key can only be pressed when the error occurs.
- **Nothing happens after minecraft crashed at Hugo.** Press Insert-key to continue the game. Insert-key can only be pressed when this error occurs.

Ice cave

- **Vase ain't visible, but I hear its sound.** You may have to return to main menu and restart the ice cave minigame.

Motorcycle

- **I turned at intersection too late and Hugo got stuck. I can't exit the game.** Press the End-key on your keyboard. It'll return you to main menu and resets your score and lives. End key can only be pressed when the error occurs.

Parachute

- **Hugo's animation or arrows stuck in place, and I can't move Hugo anymore.** Press End-key. It fixes Hugo on the fly, so you can continue playing.

Boulders

- **I stumbled on a root before boulder landed. Background freezes and obstacles keep coming.** Simply avoid roots before boulder lands and Hugo looks behind himself. Other solution is hitting one of the upcoming obstacles.

If you experience an issue not told in this page, or you got other questions about the game, leave a comment on GWKTM's YouTube channel: <http://www.youtube.com/gwktm>

Or contact the *Guy Who Knew Too Much* himself via email: gwktmplus@gmail.com

Credits

Original design

Ivan Solvason
Niels Krogh Mortensen

Producer and programmer

Guyus

Additional programming

Novabrain
Paul Boland
Chris Burrows

Original graphics and animation

Niels Krogh Mortensen
Lars Krogh Mortensen
Torben Bakager
Martin Larsen
Rene Bidstrup
Anders Morgenthaler
Laust Palbo Nielsen
Thomas Skellund
Martin De Thurah
Jakob Steffensen
Tom "Ghost Aps." Westermann
Esben Toft Jacobsen
Jesper Eskildsen

Additional graphics and animation

Guyus
Gabechhe

Original sound effects

Morten Hansen
Thomas Engell
Jørgen Traun
Mads Kristensen
Nicolai Thilo
Christian Steen Jensen
Epic Sound A/S

Additional sound effects

Guyus
Clickteam
TheHannaWoodpecker
Sound Effects Wiki
iteachVader
Cooper B. Chance

Original music

Thomas Engell
Nicolai Thilo
David "Epic Sound" Filskov
Asbjørn Andersen
Klaus Mulvad Nielsen

Additional music

Epic Sound A/S
Guyus

"Hugo er en skærmtrold"

Written by George Keller & Michael Brochdorf
Arranged by Guyus
Original song courtesy of Mega Records and ELAP Music

Testers

CAJH
CH51
BitBen – SQUIDS
Ravdnar
Tai Astrofengia

Special thanks to

something987654321
themrphantom100
COOLPRO195
staeltek
nostalgikeren
macintoshrepository
macintoshgarden
Laust Palbo Nielsen
foxwarrior
Suomikassu
Nicolaj Folkmann Larsen
ali1234
Andreas Feuerstein

This fangame would not have been possible without inspiration from the original tv-game and its dedicated creators at Interactive Television Entertainment (1990–2010)

Hugo™, Skærmtrolden Hugo™ and related content courtesy of 5th Planet Games

30 years of Hugo uses Clickteam Fusion
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