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## About This Game

While you were battling the evil forces of D'Sparil, the other Serpent Riders were busy sowing the seeds of destruction in other dimensions. One such dimension is the decaying world where Hexen takes place. A world littered with the mangled corpses of nonbelievers and inhabited by the undead followers that executed them. Only three humans &ndash; a warrior, a mage and a cleric &ndash; have escaped the leaders' vicious spell. Now these brave souls have sworn to crush the evil regime that threatens to destroy the world forever. Separated upon entering the mystical portal, the three are forced to attempt on their own what they had hoped to do together: find Korax's stronghold, destroy him and restore order in the physical world.

- Become one of 3 heroes. Wield superhuman powers and lethal weapons.
- Walk. Run. Fly. Look all around. Inflict serious pain.
- Pillage your way through earthquakes, crumbling bridges and fog.
- Track down powerful artifacts and cast wicked spells.
- Four sick individuals can wreak havoc via network, two by modem.

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Title: HeXen: Beyond Heretic  
Genre: Action  
Developer:  
Raven Software  
Publisher:  
id Software  
Release Date: 1 Oct, 1995

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English







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Switch hunting goes way overboard. Levels are interconnected by portals unlike Heretic. When pulling a switch in a particular area god knows what door has been opened up. You will need to travel back to maps which have been explored already and re-explore those to see what door has been unlocked. There are multiple doors for each key. These doors are scattered across these interconnected levels. Once you got a key you already forgot where each of the related doors are located and the backtraveling begins again.

I never managed to beat this game as a kid and I'm still unable to beat it without the help of youtube. There are just too many doors, keys and switches in this game. If you enjoy exploring every nook and cranny of a map multiple times, then this might be right up in your alley, it's definitely not for me. Strife, which also made use of a hubworld, did a better job at streamlining switch hunting. The atmosphere, weapons and graphical details are better than Heretic but the lack of streamlining of puzzles and switch hunting kills it for me.. Holy cow this is some seriously incredible level design. What have happened to modern FPS? Never played this game back in the day and I'm blown away how fantastic and clever the levels are.



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