



AGENTTM

HUGO

LOS ANGELES

Manual

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SCREENTROLL GOES LA

Once upon a time there were five former fugitives, Michael, Linc, Sucre, Bellick and agent Alex, who are soon brought together by Homeland Security agent, Don Self in an operation to bring down the nameless company. Key to this plan is company's little black book, codenamed "Scylla Jr.", which contains information on all the Company's agents and operations. Unfortunately first try failed due to wicked witch, Scylla, who is surprisingly protecting company's treasure, so Self decides to hire some very special guy to help these fugitives. That's Hugo, Agent Hugo, the...troll?? You heard it right! After all, Hugo has outwitted Scylla earlier. You play as Hugo, as he helps fugitives in their operation by exploring his way through mazes, opening doors to fugitives, escaping guards and of course, entertaining anyone who can stand his humor. Soon enough, Hugo also finds out, what this "black spell book" is supposed to be anyway.

CHARACTERZ



HUGO:

Hugo has got lots of hobbies; handcar traveler, pilot, diver, miner, explorer, R.I.S.K. agent, family father etc. In this big mission he needs most of his hobbies to help fugitives. He may have trouble with understanding Los Angelesians and their culture, but regardless of his abstraction, he overcomes any problem ahead.

Special agent of Homeland Security and a boss of fugitives. He chose Hugo after he knew about all Hugo's skills and what has he done. Self is the person who needs Scylla Jr., cause James Whistler supposed to make a copy of it.



DONALD SELF:



MICHAEL SCOFIELD:

One of the fugitives. He took himself to jail in attempt to free his brother, Linc. Then they both had to break out first from Fox River prison and then Panamanian prison. Now they're both in Los Angeles and they'll not feel quite free...especially if they get imprisoned by company. Michael feels quite impatient about Self and can't understand Hugo's advantage at first time.

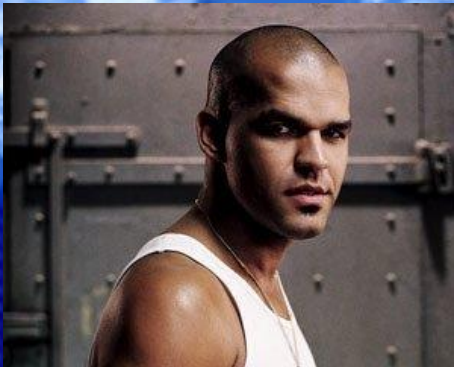
LINCOLN “LINC” SCOFIELD BURROWS:

Michael’s brother whose criminal life has moved him to jails, jail breaks and eventually to Los Angeles. Strong but calm, often exhausted when something doesn’t go right.



FERNANDO SUCRÉ:

Puerto Rican Fernando Sucre is one of Michael's good friends since they were cellmates in Fox River.



ROLAND GLENN:

Roland is a computer hacker, identity thief and a reluctant member of Self's gang to track down Scylla Jr. He invents useful gadgets to help Hugo and fugitives.



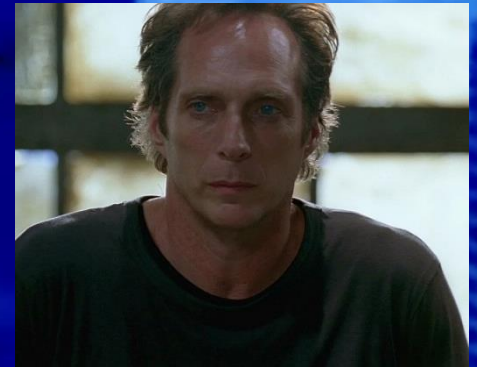


BRAD BELLICK:

Brad Bellick, a former prisoner guard of Fox River, got recruited to be part of Self's gang. He has much sense of humor too, but he's quite impatient about ultimate freedom. He still gets along Hugo well.

ALEXANDER "ALEX" MAHONE:

FBI-agent Alex Mahone was taken to Los Angeles from Colorado prison. He's a gang's "memory chip" and knows possible plans to reach Scylla Jr. To be sure, he's been lately thinking of his son, that has been murdered for no reason.



SARA TANCREDI:

Former prison doctor of Fox River and Michael's love interest - as well as his emotional support.



GRETCHEN "SCYLLA" MORGAN:

Hugo's arch enemy, that often tried to imprison Hugo's family. In fact, she dislikes any troll interfering with business of her new employer and soon gets mad about Hugo arriving to same town. So yet again, must Scylla ensure that Hugo won't succeed in his mission.



T-BAG:

Panamian gangster, who went to Los Angeles in order to get employed by this nameless company and gets soon asked to protect Scylla Jr.



JONATHAN KRANTZ:

General of his company – indeed. He must have been in military before.



SYSTEM REQUIREMENTS AND **INSTALLATION**

Thank you for choosing Agent Hugo LA. Before launching the installer, make sure your operating system fulfills following minimum requirements:

- **32 bit or 64 bit Microsoft Windows 7 or 10**
- **Display or graphics driver, which tolerates screen resolutions 320x240 or 640x480**
- **Keyboard with Function keys and NumPad-keys**
- **Mouse**
- **Joystick (optional)**
- **Possible AVI and WMV compatible video codecs**
- **Stereo speakers**
- **MIDI-synthesizer**
- **About 9,7 GB free disk space**

After launching installer, follow its instructions.

JOYSTICK CALIBRATION

Windows 7

- 1) **Open Start menu and choose Hardware and printers**
- 2) **Double-click the icon of your Joystick.**
- 3) **Click Calibrate under Settings-tab and follow the instructions of calibration wizard**

Windows 10

- 1) **Browse Start menu → Settings → Devices → Printers and scanners**
- 2) **Right-click the icon of your Joystick and choose Game Controller Settings.**
- 3) **Click Properties**
- 4) **Click Calibrate under Settings-tab and follow the instructions of calibration wizard**

ENOUGH ALREADY! HOW DO I GET STARTED?

After you installed this application and its fonts, launch it by clicking the Agent Hugo LA desktop icon, choosing Agent Hugo LA from Agent Hugo LA folder in Start menu or browsing AHLA.exe from folder you installed it into (usually C: Program files Agent Hugo LA).

After the title sequence you'll come to the main menu. Scroll between options by arrow keys and select by Enter. You can also use first five function keys (F1 to F5)



New game

Strangely enough, this is where you begin a new game.

Load game

If you have previously saved your current progress, you'll be able to recommence at the point you left off.

See page 15 for details

OPTIONS

| | |
|------------------|-------------|
| F1 Volume | |
| F2 Music | On |
| F3 Phone tones | On |
| F4 Audience | On |
| F5 Censoring | On |
| F6 Display | Full screen |
| F7 Try Joystick | |
| F8 Reset Default | |
| F9 Accept | |
| F11 Decline | |

Preferences

- a) Adjust game volume by **Left and Right arrow keys** (Warning! This may also take effect to computers main volume)
- b) Turn music on by **Left arrow key** and off by **Right arrow key** (Warning! This may also take effect to computers MIDI-settings)
- c) Turn phone tones on by **Left arrow key** and off by **Right arrow key**. Once enabled, you'll hear the phone sounds as you press the key
- d) Turn audience on by **Left arrow key** and off by **Right arrow key**
- e) This game contains coarse language. If you can stand it, press **Right arrow key** to turn censoring off. You can turn it back on by **Left arrow key**.
- f) Switch display to windowed mode by **Right arrow key** and to Full screen mode by **Left arrow key**
- g) Here you can test your Joystick. If it doesn't work, you may need to calibrate your Joystick. See page 9 for details
- h) This reverts settings to the factory state
- i) This saves the changes you made
- j) This forgets the changes you made

Highscore

If you beat or fail the game with bigger score value than chums in this list, you'll be written into it as well. Revert list to factory state by pressing C or return to menu by ESC.

Quit

Simply returns to Windows.

And before we forget

You can play this game by keyboard or Joystick. When you press ESC during in-game, it asks you, will you resume or exit the level.

Gold bags you collect during Hugo's journey, are either normal gold bags, which allow you a value of points, empty witch's fakes or bonus bags, which allow you a doubled value of points (this doesn't happen in all minigames though).

On Arcade mode (we point out soon) you need specific amount of scores in order to see map (Motorcycle and Mine track levels are exceptions).

A SNOWY WELCOME

There has snowed somewhere outside Los Angeles. This allows Hugo to sled down to the town's limit. During your way down a hill, you must look out the snowmen, dynamites, insane seagulls and beaver's snowballs and gather as many gold bags as possible. When you fall to chasm, you must throw snowballs into beavers and signs before going on. Follow the arrows that appear to screen. They give you a right moment to jump or crouch down.



CONTROLS

| Keyboard | Numpad | Joystick | Action |
|------------|--------|--------------------|-------------|
| Up arrow | 8 | Trigger (button 1) | Jump |
| Down arrow | 2 | Button 2 | Crouch down |

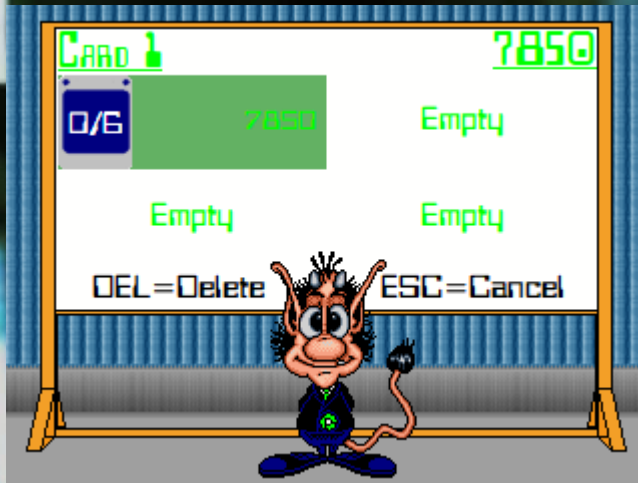
Top throw snowballs, use number keys 1, 2 and 3 on a keyboard or numpad, or buttons 4, 5 and 6 in Joystick.

LEVEL LIST

Hugo has found his way to a harbor warehouse, where Self and fugitives explain what's going on in Los Angeles at the moment. Then you'll be brought to the list of locked levels. One of them is open though. Scroll between options by Arrow keys and choose by Enter.



- Enter the unlocked level. You must beat the level in order to unlock next one.
- This tells what minigame the level represents
- After every third level, you get a code which you can discover GWKTM's other surprises with. If you remember the code, choose this option, enter the code and press Enter.



- d) **Agent Hugo LA** allows you to save up to four games. Scroll between save slots by **Arrow keys** and press **Enter** to save. You can also rewrite over the game you saved earlier. To delete the saved game, press **Delete-key** on a full save slot. Press **ESC** to return to level list.
- e) If you have saved your progress and goofed up in game after that, you can load the saved game here too. Scroll between save slots by **Arrow keys** and press **Enter** to load. Press **ESC** to return to level list/main menu.
- f) Return to main menu (you'll lose the unsaved progress)

After you choose the level (or after you choose **New game** at main menu), there are couple of settings left to set:

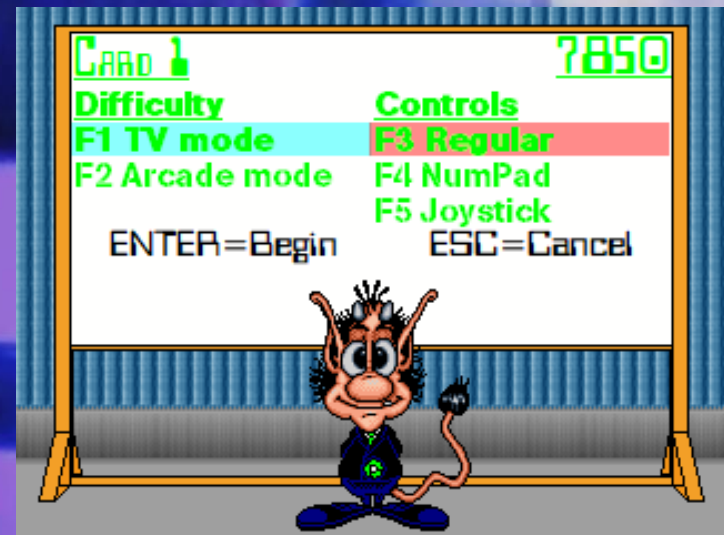
Difficulty

Highlight **TV mode** (easier) by **F1** or **Arcade mode** (harder) by **F2**

Controls

Highlight **Regular keys** by **F3**, **NumPad** by **F4** or **Joystick** by **F5**

Ready to get it on? Hit **Enter** to begin the level. You can also return to level list by pressing **ESC**.



MOTOCYCLE



Hugo uses his motorcycle to help fugitives to reach their destination safely by dodging many random obstacles. Unfortunately the insane goat, running out of fuel and deep pits will end the trip quickly. Press Enter to begin.

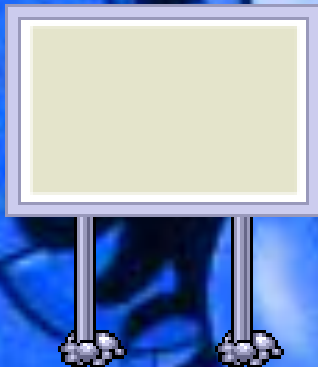
CONTROLS

| <u>Keyboard</u> | <u>Numpad</u> | <u>Joystick</u> | <u>Action</u> |
|-----------------|---------------|-----------------|---------------|
| Left arrow | 4 | Stick left | Left |
| Right arrow | 6 | Stick right | Right |



When goat surprises you, press number 5 on keyboard or numpad, or pull trigger (button 1) of your Joystick to honk the horn.

Check the fuel gauge every now and then. If you run out of fuel, grab diesel canister from ground.



Remember to stop and check the map. Red paths warn about goat (TV-mode only)

Use ramp to across the pit



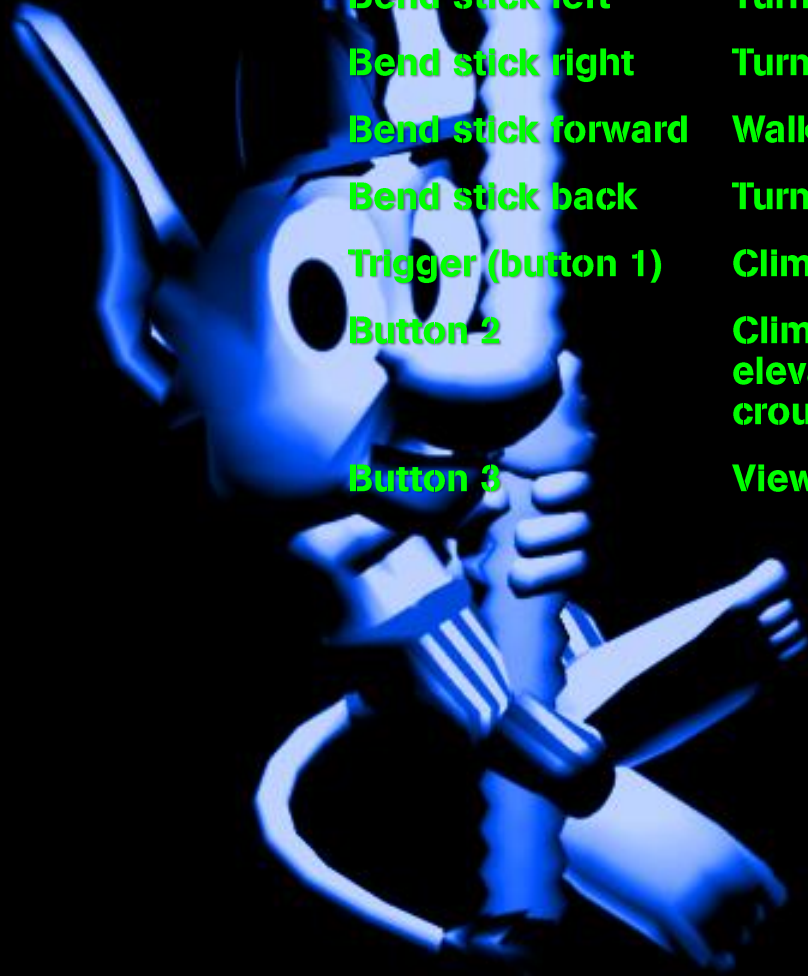
SEWER

Hugo attempts to crawl through the underground plumbing to reach the keycard of Scylla Jr.. Scylla herself floods all tunnels in an attempt to drown Hugo, so he needs to find the right path fast while avoiding jumping skulls and gathering the golden nuggets. Elevators and ropes in plumbing allow moving to higher and lower tunnels.



CONTROLS

| <u>Keyboard</u> | <u>Numpad</u> | <u>Joystick</u> | <u>Action</u> |
|-----------------|---------------|--------------------|--|
| Left arrow | 4 | Bend stick left | Turn left |
| Right arrow | 6 | Bend stick right | Turn right |
| Up arrow | 8 | Bend stick forward | Walk forward |
| Down arrow | 2 | Bend stick back | Turn back |
| Shift | 7 | Trigger (button 1) | Climb up/elevator up |
| Ctrl | 1 | Button 2 | Climb down/ elevator down/ crouch down |
| 0 | 0 | Button 3 | View the map |



TROMBS



We bet you've never seen this minigame before! Hugo must defeat all Scylla's "magitrombs" to let fugitives park their car. There Hugo needs Roland's molecule bombs, which should break trombs into molecules. Some of the trombs may shoot gold bags or split into two trombs, so act wisely.

CONTROLS

| <u>Keyboard</u> | <u>Numpad</u> | <u>Joystick</u> | <u>Action</u> |
|-----------------|---------------|-----------------|---------------|
| Left arrow | 4 | Stick left | Left |
| Right arrow | 6 | Stick right | Right |
| Up arrow | 8 | Stick forward | Up |
| Down arrow | 2 | Stick backward | Down |

Grab molecule bomb from parking lot's edge and throw it with **SPACE**, **Numpad 5** or **Joystick's trigger (1)**. Don't delay your throw, or you'll regret it.

SKATEBOARD

Hugo must roll by the long gutter by his skateboard dodging incoming rocks, beaver dams and bridge holes, as well as gathering possible gold bags. Press Enter to begin.



CONTROLS

| <u>Keyboard</u> | <u>Numpad</u> | <u>Joystick</u> | <u>Action</u> |
|-----------------|---------------|-----------------|---------------|
| Left arrow | 4 | Stick left | Left |
| Right arrow | 6 | Stick right | Right |

SCUBA



Diving sure is good way to move quietly, but canals are also full of obstacles, such as octopuses, fishes and crabs. Hugo must also go up to take air and turn aside at intersections to avoid big waterfalls. Press Enter to begin.

CONTROLS

| <u>Keyboard</u> | <u>Numpad</u> | <u>Joystick</u> | <u>Action</u> |
|-----------------|---------------|--------------------|-----------------|
| Left arrow | 4 | Stick left | Left |
| Right arrow | 6 | Stick right | Right |
| Up arrow | 8 | Trigger (button 1) | Rise to surface |
| Down arrow | 2 | Button 2 | Dive back |

WILD RAFTIN'

Hugo paddles in wacky canals by his barrel. During his rafting, he must avoid buoys and Scylla's vortexes and remember to close his barrel at intersections. Press Enter to begin.



CONTROLS

| Keyboard | Numpad | Joystick | Action |
|-------------|--------|--------------------|-----------------|
| Left arrow | 4 | Stick left | Left |
| Right arrow | 6 | Stick right | Right |
| 0 | 0 | Button 2 | View the map |
| 5 | 5 | Trigger (button 1) | Lock the barrel |

PARACHUTE



Hugo has prepared to parachute down to his destination. Yet again he must avoid thunderstorms and bombs, but also a seagull. Blue and green balloons are worth to collect. Press Enter to begin.

CONTROLS

| <u>Keyboard</u> | <u>Numpad</u> | <u>Joystick</u> | <u>Action</u> |
|-----------------|---------------|--------------------|---|
| Left arrow | 4 | Stick left | Left |
| Right arrow | 6 | Stick right | Right |
| Up arrow | 5 | Trigger (button 1) | Swing backwards (to avoid the seagull) |

SNOWBOARD

Hugo swings on his snowboard while being cased 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

| <u>Keyboard</u> | <u>Numpad</u> | <u>Joystick</u> | <u>Action</u> |
|-----------------|---------------|--------------------|---------------------------------|
| Left arrow | 4 | Stick left | Left |
| Right arrow | 6 | Stick right | Right |
| 0 | 0 | Trigger (button 1) | View the map/ throw snowball |

Use ramp to across the beaver house.



Red paths on a map warn about slow paths (Arcade-mode) or snowman's appearance (TV-mode)



ROLLERCOASTER



Moving at high speed in a mining wagon by the mine shafts, Hugo must find the right exit. To avoid incoming obstacles, Hugo can crouch down or tilt his wagon to two wheels. When the game begins or each time you fail, you'll see the map of the mine track. Try to keep on a right way, cause you don't have much chances to see this map again. Press Enter to begin.

CONTROLS

| <u>Keyboard</u> | <u>Numpad</u> | <u>Joystick</u> | <u>Action</u> |
|-----------------|---------------|--------------------|---------------------|
| Left arrow | 4 | Stick left | Tilt wagon to left |
| Right arrow | 6 | Stick right | Tilt wagon to right |
| Down arrow | 2 | Trigger (button 1) | Crouch down |

When you reach the intersection, you must quickly decide which way you're going.

AND LAST, BUT NOT LEAST

A little hint about the final challenge

You hop around the checkerboard by arrow keys, Numpad 2, 4, 6 and 8, or Joystick's stick avoiding electrocuted squares and must not stand still for long. Find a key and hurry to the exit.

Results

At the end of each level, the amount of gathered points gets added into total score. From that, points get subtracted by each lost life. You get bonus scores from amount of fuel (motorcycle) or air (scuba) you had left.

SHOOTIN' THE TROUBLE

a) The game is frozen. How do I close it?

- 1) Press **ALT+TAB**.
- 2) Open *Task manager* by **Ctrl+Alt+Del** or **Shift+ESC**
- 3) Right-click *AHLA.exe* and choose *View process*
- 4) Click *End process*

If this won't solve the problem, you may have to log off you computer.

b) I can't reach the task manager after I opened it.

Go to *Switch user* or *Lock user* and relog back to your user. It'll mess up the game little more, but the point is that you can terminate the frozen process

c) How do I know, when game freezes and when not?

R.I.S.K.-badge, that appears to screen's corner, lets you know that the next sequence is loading, so it shouldn't be "stuck" for long. Otherwise, if game is stuck over five minutes, see the answer of question A.

d) The message splashed on screen: *320x240 isn't an ideal resolution, or the screen doesn't fill up the display.*

It's definitely because of your monitor or graphics driver. They don't support resolutions 320x240 and 427x240. You can switch the display to window mode ([page 11](#)).

See page 8 for further system requirements.

d) The resolution is cropped, misplaced or deformed badly

Use the buttons on your display to choose *Auto adjust*. You can also adjust the pan and deformation manually, if *auto adjust* doesn't help. Otherwise, go to game's preferences and switch display to window ([page 11](#)).

e) Fonts are messed up/pause menu not working

- Installer failed to install fonts that *Agent Hugo LA* requires. Search for the *Font Installer* from Start Menu and run it.

f) Lipsync works poorly or doesn't work at all

Lipsync can sometimes be slightly unstable in 50fps, cause it's built to work in 60fps. Game isn't frozen though. Just wait till Hugo finishes his line and game should go on. If game doesn't go on, you may have to restart the level.

Following problems may occur only in first run, but are gone for next ones:

- **Level's resolution gets messed up**

Following problems occur rarely and can be solved by exiting the level and returning it:

- **In rafting-levels, after loosing the life and seeing the map, the game freezes and there isn't Hugo visible. Instead there's map's cross.**

If there's a problem not told in these pages, or if you have other questions about this game, send the comment in GWKTM's YouTube channel (<http://www.youtube.com/gwktm>) or in Agent Hugo LA's GameJolt page.

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

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Tutorials for Blender 3D

Sound effects

GWKTM

ArcSoft

ClickTeam

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OddishThing13

SoundIdeasCanada

TheHannaWoodpecker42

Audio Productions

Universal-Soundbank

Audio Productions

Nosferatu

ParadoxMirror

Music and arrangements

GWKTM

ClickTeam

Featured songs

Prison Break theme

Written by Ramin Djawadi

Arranged by GWKTM

Courtesy of Disney

"Hugo rap"

Written by Michael Brochdorf

Arranged by GWKTM

Courtesy of MEGA Records

"Gotcha"

Written and performed by

M. Funemyr and E. Gotthard (B-Boys)

Vocals recorded by Peter Mar

Published by Good Song Publishing

Produced by 12Bit Productions

Courtesy of Universal Music Denmark
A/S

"Dilemma"

Written by Cornell Haynes Jr, Antoine
Macon,

Kenneth Gamble and Bunny Sigler

Performed by Nelly and Kelly Rowland

Produced by BAM & Ryan

(C) 2002 Universal Motown Records,
a division of UMG Recordings, Inc.

"Reclaim the city"

Written and performed by Looptroop

Produced by Embee

Courtesy of Burning Heart Records

***Law and Order* theme song**

Written and composed by Mike Post

"Mr. Vain"

**Written by Steven Lewis, Nosie
Katzmann, Jay Supreme**

Performed by Culture Beat

Produced by Torsten Fenslau

**Courtesy of Bertelsmann Music
Group**

"Breathe again"

Written by Kenneth Edmonds

Performed by Toni Braxton

Courtesy of LaFace Records LLC

***Prison Break* soundtrack courtesy of
Disney**

**Musical score of Hugo™-franchise
courtesy of 5th Planet Games**

***Need for Speed Hot Pursuit*
soundtrack courtesy of Electronic
Arts**

**All other unauthorized music belong
to their respective copyright holders**

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StaelTek

**Also thanks to everyone who looked
forward this project – despite not
speeding up the process.**

**No people dead and nothing
damaged during development.**

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