Diablo: The Hell

Diablo Hellfire mod/expansion

by Mordor & TH Team

For versions 1.81+

STUDY THIS GUIDE THOROUGHLY

IT PROVIDES CRUCIAL INFORMATION ABOUT THE GAME

IF YOU SKIP READING, YOU CAN RUN INTO TROUBLE

YOU'VE BEEN WARNED

About the game

I've been playing Diablo since September 25, 1998 (my birth date), on a regular basis. I have always loved this game for its original taste: dark atmosphere, cold steel and blood. In July 1999 I came across Hellfire, which had more features. Yet, it kept me wanting to fix 'this and that'. I didn't know how to modify game data at those times, and simply enjoyed the game and kept playing from time to time...

Only in March 2006 did I start searching Internet for the data about Hellfire. So, there it began. This modification was started on April 14, 2006. It is based on vanilla Hellfire 1.01 and is regularly updated.

This game has the purpose of raising challenge to the maximum, giving more variety (monster types, items, spells, bosses, unique items), providing more randomness (monster generation on levels, monster stats, varying mob sizes and bosses, AC on items, level colouring, drops, uniques with greatly varying stats, etc.) and making the Multiplayer experience fully functional. And, most importantly, this game has one main goal: to give maximum pleasure from playing the game.

I encourage you to visit TheHell's forums at http://DiabloTheHell.freeforums.org

Make sure to register on The Hell forum. You will find TONS of useful information there!

And also you can make friends with other players and create parties for cooperative playing.

Remarks

Koven, France:

The experience of The Hell is really what I was expecting from Diablo. I think I can say without exaggeration that this mod is really a brand new game, it's not just some modification to improve the game. It sets up a whole new environment with a gloomy and dreadful atmosphere. You can't be overconfident in running in the dungeons without dwelling on monsters. You have to be patient, tenacious and not make mistakes if you want to survive and progress. It makes you feel you've accomplished something big after each level explored. No wonder I'm still enjoying this mod after many months of intensive playing, it has a great replay value. Last but not least, the mod is regularly updated and keeps on improving. Highly recommended for all Diablo players.

Archer, Hungary:

I came across this mod after the Diablo 3 announcement was made. It is nearly unbelievable to see this 12 years old game still in development. It tells something about Blizzard's quality work and the enthusiasm of the mod creators. I was especially pleased to see that it is concentrated on expanding and polishing the game world near perfection. Diablo deserves this mod very much and it makes the game complete. The Hell presents the player with a mighty real challenge. It suits my cautious playing style extremely well. Highly recommended for any veterans of this elderly game, it will keep you occupied for a very long time. Prepare yourself: even starting the game feels awesome!

adriaan_s, The Netherlands:

This mod transforms Diablo from an old hack and slash fest into a brand-new challenging tactical game. The game's fantastic atmosphere seems even darker because death is always close by, lurking just behind the next door, waiting for you to slip up just a couple of seconds. Add to that a load of new content and a lot of fixes to small problems - it has a stash, it lets you run in town, it has item highlighting on the minimap, etc - and you have a mod that grabs your attention and doesn't let go.

MuRRe:

You can't live with it, you can't live without it. The amazement I felt when I found my first item with -DFE and how I went down to the same dlvl feeling untouchable, it's priceless. The first time I heard, "I can't carry this crap" just made my day. But the best has to be the available music tracks (which in itself is amazing) which makes this game even more scary. If you haven't tried it, even if you never played Diablo before you just HAVE TO TRY IT cause with dedication put into The Hell the reward is amazing. Thanks for making an "old" game new.

D.K. aka Sduibek, USA:

I first played Diablo in 1997, shortly after it was released. Back then this game was wicked cool... dark atmosphere, gripping gameplay and storyline, and the addictive urge to continually find better equipment and spells. The sound effects and music were not only good but added to the gameplay perfectly. I have played vanilla D1 off and on over the years, and when I burned out on Diablo II and got bored of it, I went back to Diablo 1 -- eventually stumbling upon (and playing) various mods -- Abysmal, Hellfire Fixed, The Dark, Sin Wars, and others.

Some of these mods were very good, but in my opinion none of them really "got it". An exception could possibly be Sin Wars or Abysmal, but they were based on D1 v1.07 and so miss out on many D1 bug fixes and HF additions. Anyway, the only way to really improve upon the original game would be to add more dark, gothic, gruesome atmosphere, and more of the randomized features that made/make Diablo so addictively replayable. Also, a high priority in my book is making SinglePlayer more fun to play -- as a modder you can't just assume that everyone is going to play MP.

The Hell does exactly that. Monsters have been modified to have different sounds, animations, and color palettes - all of which are really cool and most of which give things a darker feel as well. Forget about the ridiculous squeaks and squeals of Hellfire. You will meet Unique ("boss") monsters on almost every Dlvl, sometimes even 3 or more per Dlvl. This is something that made Diablo II really fun for me to play and it's simply awesome to have that feature in D1/HF. As with the Hellfire mod The Dark, all character classes have been revamped and received major changes. However, unlike that mod, duel-wielding classes actually display both weapons. Seeing your Gladiator wielding his two massive clubs or your Assassin wielding dual swords is very satisfying indeed.

Scrolls, potions, spells and runes have been completely redesigned -- no longer will you be able to learn Town Portal for merely 1000 gold or easily cast spells when playing a melee class. Player statistics' functionality has also changed... think hard before you invest points into Strength, Magic, Dexterity or Vitality - as each has a vital role and you may regret making hasty decisions. Even Paladins and Barbarians need Magic- to be able to use Town Portal, Identify, Rage and other necessary spells or abilities. Magic is also required if you want to use powerful Rings and/or Amulets. SinglePlayer quest areas are larger and/or redesigned, more difficult, and some even vary based on Difficulty level! There are literally hundreds of "Boss" monsters, unique items, color palettes, and base item types, making each game very different from the next -- when Blizzard was envisioning this kind of constantly changing, unique and endless gameplay; this is no doubt exactly what they had in mind, if not better.

All of this and much, much more is what The Hell offers. Whether you've never played any game in the Diablo series, or you're a hardcore Diablo or Diablo II veteran, you've got to check out this mod. You won't be disappointed!

Xeratyl, Germany:

I started to play Diablo when it was released in 1997. At that time it was my first RPG and soon it was one of my favourite games. I liked especially the dark atmosphere, the ability to build characters and of course the long term playability. I played it until Diablo 2 came it. Then I switched because I wanted a new experience. At first I was a bit disappointed of Diablo 2 because it lacks the atmosphere Diablo 1 had and it is also a little less violent. Despite that I played it several years until I got bored of Diablo and

continued playing RP Games with Ultima Online. Later I quit ultima online and didn't play any RPG for several years.

Some months ago I decided to start playing old games again, including Diablo. I wanted a fresh new challenge and started to look for some difficult mods. Then I have found The Hell. I think it was just the right mod I was looking for! Many new monsters with improved AI, new items both pre- and suffixes, a lot of bugfixes including the content of Hellfire, more balanced classes and at the same time keeping the original gameplay features of vanilla Diablo. I think it is certainly one of the best mods for Diablo Hellfire, which are still in development. Thank you Mordor for your hard work. I like it very much and you need decent tactics to survive which fits my playing style. This mod makes the game look in a fresh new way.

I play MP only because sometimes I play with a friend over LAN. I have 2 characters: a Gladiator and a Mage. When I had entered Purgatory mode it was first very hard to survive. But then I've used different equipment combinations, stayed longer in the lower levels and it worked. So it's even more important which equipment someone uses, and not always it's not the biggest armor that's the best one. Especially with Mage it is now a lot more difficult, and quick dungeon runs are hardly possible at higher difficulty levels. With my Gladiator I'm now ready to enter Doom mode. Despite my good equipment and high level, if several monsters surround me I die quickly after losing attention. That keeps the tension. So for everybody who wants to play Diablo with an improved challenge again, try out this Mod and you won't be disappointed!

Installation

Get the newest version of The Hell at http://www.thehell.narod.ru

When downloading the game, be sure to check the comments under the link. It gives crucial information about its requirements. Sometimes a full release is THE new version and patch is old. And sometimes a patch *requires* full release pre-installed. Watch release dates and you won't get lost.

Before installing, make a backup of the following files (if you install into your Diablo/Hellfire folder):

- Standard.snp

- Storm.dll

- SmackW32.dll

Unpack ALL the contents to your Hellfire* directory (or more preferrably, into a copy of your Hellfire folder) and start the executable (TheHell.exe);

Don't worry - it won't replace/or overwrite any of your Hellfire savegames;

* Note: it is recommended to have Hellfire pre-installed, however TH should be able to operate if installed over Diablo (any version) as well;

For 'The Hell' to work properly, these files are needed:

 DIABDAT.MPQ

Yes, only one file required. And it should have a size of approximately 493MB.

Without this file in The Hell folder the game will NOT work.

The contents of TH Full release are these (check if all of them are present):

Diablo_TheHell_Readme.pdf   <-   the one you're reading now

TH.exe

TH.dll

THdata.mor

HellMSG.ini

PlugUlmo.dll

PlugUlmo.ini

StashTH.dll

Storm.dll

SmackW32.dll

Standard.snp

TheHell.exe (the executable file)

To be able to use Gillian's services (Stash) you must run 'TheHell.exe' (not 'TH.exe'), get it? Do NOT use this program to import equipment from original Hellfire (or from other mods). I guarantee you will encounter severe bugs and/or crashes (because data won't match). I recommend that you use it only if you play The Hell in its separate directory (e.g., D:\Games\TheHell).

To enjoy expanded music theme of The Hell place the following file in your The Hell directory:

THmusic.mor (~1GB)

I realize it's quite big, so I made downloading it optional. Running TH without this MPQ file will make the game use Hellfire original music.

In case you don't like the updated music theme, you can simply rename this file to something else, and the game will again use original Hellfire music.

To make the game use additional GFX for Gladiator and Assassin place the following files in your The Hell directory:

 thglad.mor

 thassa.mor

I realize they're quite big, too. Thus, they're made optional also. Running TH without these files will make the game use Hellfire default settings for these classes.

When you download and install new TH release, in order to not to run into glitches and/or game crashes, you will have to start new Singleplayer game. Remember this, as this game is frequently updated.

Single-Player Savegame files are stored in your TheHell directory under names 'hellsp_#.hsv'. Multiplayer Savegame files are stored in your TheHell directory under names 'hellmp_#.drv' (they have 'hidden' attribute). I advise making backups of your save files from time to time. Be aware that trying to import savegame files from Hellfire (or other mods) can cause the game to lock up or become unable to start with crashing from the game after entering character selection menu. In case you're changing your PC, you'll have to set your new PC network name to what your previous had, this is required to let the transferred multiplayer savegame files become functional on your new PC.

Where to check your PC network name? Here's how (for WinXP):

1. Go to 'My computer'

2. Right click, select 'Properties'

3. Hit 'Computer name' tab

4. There you'll see the name in a small window..

5. Also, click 'change' button and it will open another window with the PC name.

I don't remember which one *exactly* influences multiplayer savegame functionality, but I know for sure that setting both names to what they were on the previous PC brings the desired result.

Warning: if you don't want to lose all your stash items when you're doing backup/reinstalling OS/formatting harddrive, copy the following files from your TheHell directory to a safe place (along with your character savefiles):

Hell_MP.hst (multiplayer stash savefile)

Hell_SP.hst (single-player stash savefile)

Note: if you're playing only one specific mode, you'll only have stash save file for it. E.g., if you play only Single-Player, you will only find 'Hell_SP.hst' in the game folder.

There is no longer need for a 'command.txt' file, and any parameters in such a file will not be used.

Known problems with installation and startup:

Q: the game starts, but after creating the character and trying to enter the game it crashes with the Data file error. What's wrong?

A: make sure you have copied the following MPQ file from your Diablo CD to your TheHell directory: DIABDAT.MPQ

Q: I cannot setup my system settings correctly to play online. What to do?

A: Download and follow the steps in Hamachi Setup Guide (you can download it from The Hell's homepage, Downloads section)

If there are other problems, ask your question on TH forum (http://diablothehell.freeforums.org). By the way, we have some sort of F.A.Q. on our board, you might want to check it as well.

Warning section

I recommend playing all 3 difficulty levels one by one. Don't start playing at next difficulty level unless you have finished previous one: not only this will prove way too challenging (or, most likely, impossible) but also will spoil your pleasure from playing. Forget all you've learnt in previous Diablo/Hellfire games. This one is different. Don't make the mistake of playing on Horror difficulty and then stop. Horror difficulty is basically to get you started with this game and give you a taste of it. Real game begins on Purgatory. The game is balanced to reach most fun on 'Doom' mode, so don't quit after beating the game on Horror difficulty (it's only the beginning). Actually, playing on Doom mode will never be dull or easy, because no matter how high your level is or how good your equipment is, you'll always die quickly if you lose attention.

Again, I'm going to repeat it: this game IS hard. Don't overestimate yourself as you venture deeper into the dungeons. Some of those monsters are VERY unforgiving. While Single-Player allows you to take enemies by one and reload in case of failure, Multi-Player mode almost REQUIRES cooperation. Playing TH in MP alone will be almost impossible sometimes. You've been warned.

Friendly Fire between players is always active for ranged attacks (this is meant to be fixed ASAP). Until fixed, avoid spamming these AoE spells and use tactics when coop'ing. Just try not to hit your teammates.

The game has a flawed networking and quite often it results in bad synchronization between players. TH team will fix this issue in future.

Recommendations

Study 'The Hell Guide' at http://www.TheHell.narod.ru (the latest versions of the Guide can be found on Forum only)

If you read nothing else, read the Guide. It will make the difference.

There are quite a number of things you should know before starting the game.

Just read the Guide.

Changes made

See 'TH Changes Log.txt'

On Multiplayer

This game has full support for multiplayer. With its key features, like restriction to Horror difficulty for clvl 30+ characters and Purgatory difficulty for clvl 45+ players, not losing your gear upon dying, etc.

There is a multiplayer network for The Hell in Internet. We use Hamachi program (it's free).

You need version 1.0.1.5. You can get it straight on TH site, in [Downloads](#) section.

Warning: if you use any other version of Hamachi other than 1.0.1.5, you will NOT be able to play with others.

Check 'The Hell over Hamachi Setup Guide.pdf' file for details on setting up for multiplayer game over Internet.

When in Hamachi you can join the existing network:

Login to network: thehell##*

Password: mordor*

*type in exactly, Hamachi is case-sensitive.

Note that ## stands for numbers: 00, 01, 02, 03, etc. Keep trying until you find a network with some room for you.

There are other networks, of course. Make sure to check threads on our forum about playing online. If you've run into complications, this will probably help you.

Yes, you can play on Kali (..another program of that sort..), but since I don't play on it myself yet, I can't tell you how to set up the game for playing on it. I'd appreciate any info on this though...

Note: you can assign F9-F12 hotkeys to your desired quick commands by editing 'HellMSG.ini' file.

Of course, if you want to play with a friend of yours, you can play by directly connecting your PCs to each other. Direct connection works, too.

Hotkeys

Most of the (useful) spells are hotkeyed to allow switching between them instantly when playing. You don't even need the speedbook anymore.

Here is the list of all these spells:

F1 - Fury

F2 - Healing

F3 - Aegis

F4 - Mana Shield

Q - Teleport

W - Fire Wall

E - Lightning Wall

R - Fire Nova

T - Lightning Nova

Y - Arcane Nova

U - Holy Nova

O - Town portal

A - Fiery blast

S - Lightning ball

D - Arcane Star

F - Stone Curse

G - Golem

H - Holy Bolt

J - Flash

K - Inferno

L - Lightning

X - Hellfire

B - Bone Spirit

N - Flame Ring

M - Lightning Ring

CTRL - Hydra

Note: if you want to hotkey a spell/relict/staff on F5-F8 as before, you can do it

Credits

Of course, there are many people who help me (either personally or by making use of their programs/utilities) in creating this game. Here they are (in no particular order):

Zakarun <- I started out with his ModMaker;

Varaya & Khan, Charlie Bevels <- mod workshop, very helpful;

Jarulf <- Diablo & Hellfire Guide (by the way, you can download it from TH website);

Ulmo <- Stash possibility and some dungeon modding;

Arthurdent <- countless gfx and dungeon architecture elements modified with his TDG utility;

Uhologa <- I also use his program CelMaker 1.7 sometimes;

Illusion <- the one who started TH2 project. TH team member;

Desert Dragon <- a lot of bugfixes and complex game improvements. TH team member;

Wad <- TH2 development participant, many interesting commits;

San40 <- helping out with game design (visuals), moderating TH Forums, launching 2nd generation TH website, creating TH Autorun and providing torrent mirrors of TheHell Download section (mirror #2);

Sh4rk, Gladoo <- creating additional Gladiator GFX and various other help with the game;

Unexpect3D <- various help with the game, 'TH.dll' file bug fix, english language support patch (for those who have Hellfire preinstalled on a different language);

ychiju <- this guy has given me advice on how to add more bosses to the game, if you're overwhelmed by endless stream of bosses in TH, blame him! ;P

Alex Prusikov <- for helping with launching The Hell mod website;

My ex-girlfriend <- she played a lot of The Hell mod back then when the process was awfully imbalanced, item and affix morphing occured in every new release and nobody else played my mod (some girl, huh? :));

Ted Powell, Noktis, Labiri, Zamal, Zenda <- I took some nice ideas from these guys' mods;

Archer <- moderation of the mod's english forum, various translations and promotion;

CableCat <- creator of TH wiki;

All participants of The Hell forum;

I've also witnessed people spreading word about TH on various boards - thank you guys. It's a pleasure to stumble on such things.

And, of course, special thanks to the Diablo creators - to the guys who actually created original Diablo.

All others not mentioned here, who help the development of this game. Don't be upset if you're not in the list. Maybe I forgot about you? Remind me!

See also credits in-game.

Links

Official website:	http://thehell.narod.ru
My YouTube page:	http://www.youtube.com/MordorTheModmaker
Russian fansite:	http://thehell.ucoz.com
English forums:	http://diablothehell.freeforums.org
Russian forums:	http://thehellmod.ucoz.ru/forum/10
Russian forums #2:	http://thehell.ucoz.com/forum
Mod DataBase page:	http://www.moddb.com/mods/diablo-the-hell
TH wiki	http://thehell.cablecat.dk/wiki/index.php/Main_Page

If you like this game, give us bug reports and suggestions. It helps to keep making this game better. If you do it, though, please keep it short and to the point. Explain what happened (if it's a bug report), or what you didn't like and what you suggest instead. If you find something odd about the game, report it, too. Such feedback is very helpful in getting rid of small problems.

You want to help me mod this game? Contact me then! You can always find me on TH forum. Those who are willing to help, are always welcome.

We're looking for C/C++ programmers, artists and composers for TheHell-2 development. Contact me if you're willing to become one of the crew.

Contacts:

mailto:diablothehell@gmail.com

ICQ#302563839

Feel free to contact me, it's a game in development.

Have fun! ...and check for updates regularly!

    - Rustam Bankurov, a.k.a. "Mordor"