HELL

A CYBERPUNK THRILLER

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HELL



MANUAL

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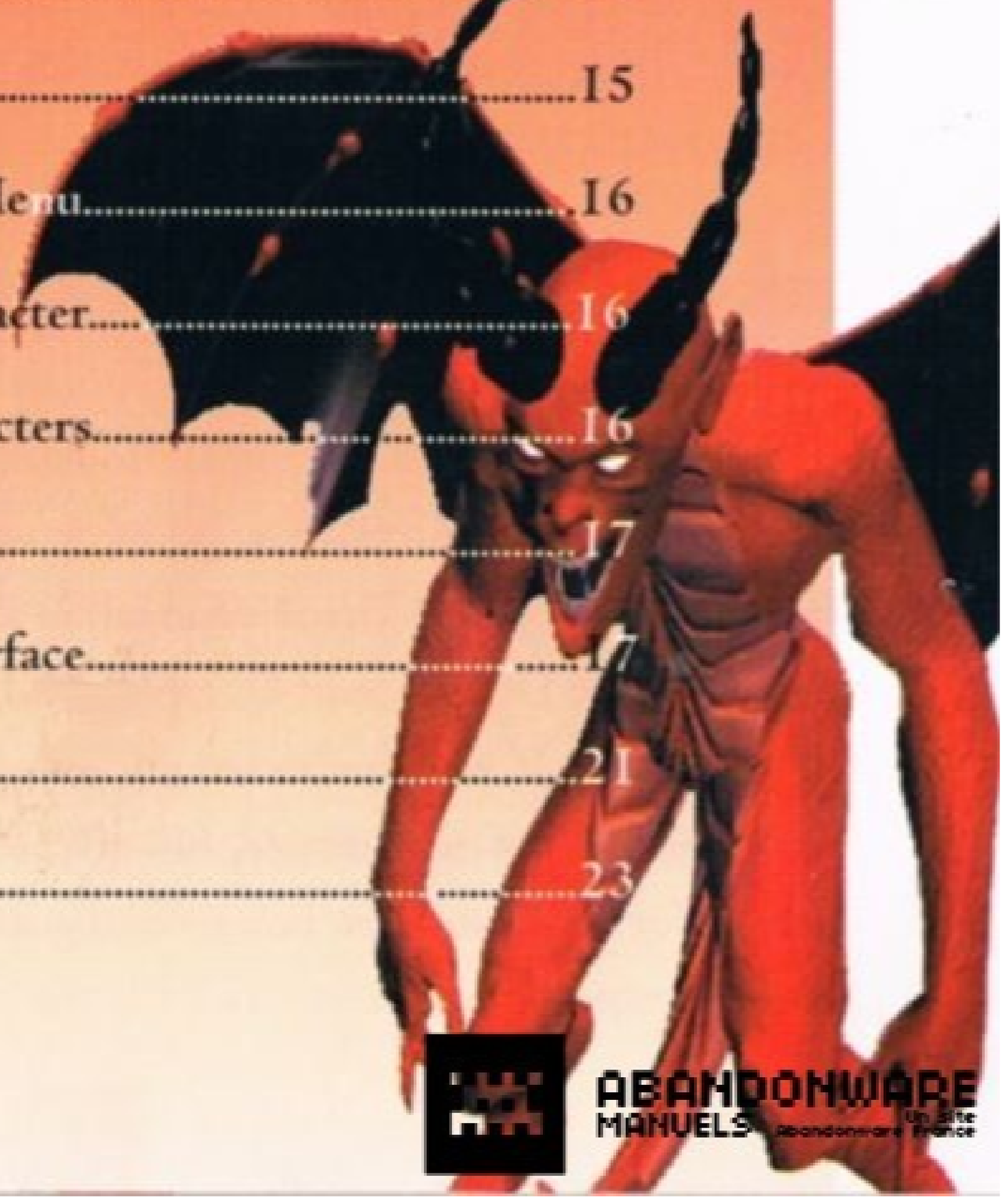
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WELCOME TO HELL



. . . stay cool and enjoy the experience. *Heli* is designed to appeal to the hard core gamer and to the relative newcomer. We've tried to take the subject matter seriously—thus when salty language is appropriate, we don't shy away—but we've also tried to keep our sense of humor about us, too. We've loaded this CD with art, story, programming, acting, music, and sound. We hope you enjoy it. Please let us know what you think. Write to us at 575 Broadway, 6th Floor, New York, NY 10012.

BEFORE YOU INSTALL

Hell requires 560K of conventional (core) memory and 2.5Mb of free expanded memory (EMS). If you have questions, consult the README file on the *Hell* disk for addtional information about expanded memory requirements. At the DOS prompt C:, type MEM to see how much memory you have available. If your free memory is lower than required, or you don't have any expanded memory available, *Hell* will not run. Please refer to your DOS manual for information on how to configure your system to meet *Hell*'s memory requirements.

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INSTALLATION

- Place the *Hell* disk into your CD-ROM drive.
- Type D: (the letter of your CD-ROM drive) <enter>
- Type INSTALL <enter>
- The install program will now install a few files to your hard drive. Follow the instructions that appear on the screen. This is a good time to fill out your registration card. We'd like to hear from you so please send it in. When *Hell* finishes installing the setup program will start.
- The setup program will need your help configuring *Hell* to run on your system. The up and down arrows move through the menus, the **Enter** key or **Spacebar** will select the highlighted item. The **F10** key will save and exit, the **Escape** key will exit without saving. If you need help, use the **F1** key.
- If you are not sure what kind of sound card you have or what the IRQ and DMA settings are, use the Autodetect feature of the setup program.
- You will need to rerun the setup program if you change sound cards or system configuration. To run the setup program type SETUP from the *Hell* directory.
- To start *Hell* type "hell" (or "heck" if you prefer) <enter> from the *Hell* directory.

TROUBLE SHOOTING

You receive an error message "Error allocating memory" when you first run *Hell*.

1. Type MEM at the DOS prompt. Is there any expanded memory

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available? *Hell* requires that your computer has an expanded memory manager running.

2. Refer to your DOS manual for instructions on loading the EMM386 memory manager.

Your computer crashes to DOS when you attempt to play *Hell* from Windows or Desqview.

Multitasking environments like Windows and Desqview can conflict with *Hell* in the way they use your computer's memory. To play *Hell* you must exit any multitasking programs and start the game from the DOS prompt.

You receive an error message "Not enough memory."

1. Are you running *Hell* from Windows or from a DOSshell? You must start the game directly from the DOS prompt. Exit Windows or the DOSshell, type "CD Take2\Hell" at the C: to enter the game directory, and then type "hell" to start the game.

2. *Hell* requires at least 560K of free core memory. That means the largest executable program size must be at least 560K. Type MEM to learn what your largest executable program size is.

3. If your largest executable program size is less than 560K then you must load some of your programs high or make a boot disk. If you are using DOS 6.0 you can type MEMMAKER to generate more memory. If you are using another memory manager, run that program's memory maximizing program. Please refer to your DOS manual for help with Memmaker or with making a boot disk.

You receive an error message "Not enough expanded memory."

1. Are you running *Hell* from Windows or from a DOSshell? You must start the game directly from the DOS prompt. Exit Windows or the

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DOSshell, type "Take2\Hell" at the C: to enter the game directory, and then type "hell" to start the game.

2. *Hell* requires 2.5MB of free expanded memory for optimal performance. That means free EMS must be at least 2,560K. Type MEM at the DOS prompt to learn how much free EMS your machine has.

3. If your free EMS is less than 2.5Mb then you must reconfigure your system to obtain more EMS. If your computer uses Smartdrive disk cache you might disable it to get more EMS. Please refer to your DOS manual for help disabling Smartdrive and for other ways to obtain more EMS.

The game runs without sound

1. Check the installation of your sound card. Does it work with other games? If not, reinstall the sound card software.

2. Run the *Hell* setup program. Type "setup" from the Take 2\Hell directory. Is the correct sound card enabled? Use the Autodetect feature to determine your computer's sound configuration. The Autodetect routine may cause some systems to lock. If your computer does not respond to the mouse or keyboard, please reboot your computer. You will have to set your sound card manually in the setup program.

3. Check the settings in the setup program against those for your card. Do the IO port, DMA channel, and IRQ channels match?

You receive an error message "VESA driver not installed" or "VESA video test failed."

1. *Hell* uses a high resolution SVGA format. Do your video card and monitor support SVGA graphics? SVGA support is required.

2. Does your video card have 1Mb of video memory? *Hell* requires 1Mb of video memory to run. Refer to the VESA driver listing on the setup screen to check your video card's memory.

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3. If your video card and monitor support SVGA graphics and you **have** IMb of video memory, your VESA driver might not be loaded.

4. If you don't know what kind of VESA driver you need, use the universal VESA driver on the CD.

A.) Type D: <enter> (or whatever letter denotes your CD drive)

B.) Type CD VESA and press <enter> to move to the VESA directory.

C.) Type INSTALL and press <enter>

D.) The VESA driver that matches your video card will be installed. Follow the directions on screen.

E.) Reboot your computer, then return to the *Hell* directory and type "hell" to start the game.

You receive the error message "Mouse driver not installed."

Does your computer have a mouse? You must have a mouse driver loaded to play *Hell*. Please refer to your DOS manual about loading your mouse driver.

Game performance is poor.

1. Are you running a disk caching program? *Hell*'s performance will be greatly increased if a disk cache is loaded. A disk cache program saves information that is retrieved frequently from the hard drive into system memory.

2. Install Smartdrive. Refer to your DOS manual for information on installing Smartdrive.

3. Toggle off the shadows option under the options menu located at the game icon on the interface tool bar. See page 21.

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TECHNICAL ASSISTANCE

You can reach Take 2 by:

PHONE Please review the **Trouble Shooting** section before you call. For customer service and technical support, you can call Take 2 at (412) 539-6407 between 9:00 a.m. and 5:00 p.m. Eastern Standard Time. We hope you can begin play as fast as possible, so for greatest speed and efficiency, please be at your computer when you call. If you can't be at your computer, then please write down the following information about your computer: brand name and type, sound card type, largest executable program size, and mouse type.

FAX You can reach Technical Support by fax at (412) 539-3195. On your fax please include your phone and fax number, your computer information (see above), and as many details as possible about the problem you are having with the game.

MAIL If you would like to contact us by mail, write to:

Take 2 Interactive Software, Technical Support

1004 Ligonier St., Fl. 3, Latrobe, PA 15650

Please include your return address, your computer information (see above), and as many details as possible about the problem you are having with the game.

For Game Play Strategies and Hints (Live & Recorded), Call:

1-900-28-Take2

Ninety-five cents per minute for recorded hints; $1.25 per minute for live hints. Must be 18 or have parents' permission. Touch tone phone required.

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ENTERING HELL: A CYBERPUNK THRILLER

WASHINGTON D.C., 2095

Hell occurs one hundred years in the future, and Washington D.C. is no longer just the nation's capital: it's also the place where hell meets earth. In the midnight hours, lurking amidst the bone-white monuments, hellspawn stalk the streets, looking for sinners to drag back to Hades.



The United States is ruled by a political party, the Hand of God, and its leader, the Imperator Solene Solux. Swept to power by a populace overwhelmed by violence, the seeping control of new technologies, and rampant immorality, the androgynous Solux has lived up to his/her awesome campaign promise: To sit in judgment of sinners and condemn the offenders to Hell. Solux's substitute Bible—the *Sententia*—has practically replaced the constitution, and the government has become a repressive regime.

New computer technologies, the exploration of cyberspace, artificial intelligence, robotics, medical health enhancers (such as body-morphing surgery and birthing assistance units) and even developments in cyber-entertainment have all been outlawed.

Some of these decisions were rooted in popular demand. The interactive Acti-Deck virtual reality home entertainment system, for example, horrified the populace when it was discovered that the device had gradually altered the users' genetic codes and led to a strain of humans with frightening psionic capabilities.

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But the Hand also outlawed free speech, books, rival political parties, alcohol and drugs, gambling, and a host of other freedoms. This crackdown on liberties has bred widespread discontent. Hiding in the back alleys and the speakeasies of this urban dystopia, underground rebel cells have formed, including the Citizens Freedom Front led by former U.S. Senator Erin Burr.

But opposition is fledgling since people live in constant fear of being condemned to hell's dark fires. The streets of D.C. are littered with the walking dead who've been there and back, and they can testify to the terrifying nature of the place—if they're able to talk at all, that is. Demons prowl the streets adding to the terror—monsters that resemble humans, horned beasts with pointed tails, and other creatures sprung from fallen angels.

GIDEON ESHANTI AND RACHEL BRAQUE



You play the game as either Gideon Eshanti or Rachel Braque. Regardless of which character you choose, both will appear together throughout the game. For Rachel Braque and Gideon Eshanti, the brutal truth about the Hand of God comes in the form of a kicked-in door and singing bullets. Gideon and Rachel are field agents for Artificial Reality Containment (ARC), a division of the Hand's police apparatus. As ARC agents they were responsible for gathering information on illegal technologies. While they aren't armed police officers, they aren't exactly civil servants.

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When the Hand of God betrays them, they begin their journey through the streets of Washington, a veering, bone-jarring scramble to learn why they've been targetted by the government they once served.

Your challenge is to learn why the Hand wants Gideon and Rachel dead. Can you solve the mystery before Gideon and Rachel feel the flames of hell?

HOW TO PLAY

MOUSE CURSOR ICONS

Moving your mouse about the screen will reveal a good deal of information about possible actions at a given location. The mouse cursor will change shape whenever it passes over objects or characters with which you can interact. The icon shapes and what they signify are listed below:



Pitchfork: The mouse cursor will appear as a pitch fork in its default state. When the cursor is in this form, it can be used to move Gideon and Rachel across a map. Place the pitchfork where you desire Gideon and Rachel to move and left click.
Left click to move Gideon or Rachel
Right click for map description



Door icon: The mouse cursor will appear as a door when the mouse is positioned over a link point to another location. Left click on the link point to walk Gideon or Rachel to it. If unlocked, the link point will connect you to another game location.

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Talking head icon: The mouse cursor will appear as a head when the mouse cursor is placed over a nonplayer character or computer with which you can interact.

Left click to interact

Right click to obtain a description



Hand with palm down icon: The mouse cursor will appear as a skeletal hand with its palm facing down when it is placed over an object icon.

Left click to pick up icon

Right click to obtain icon description



Inventory computer icon: The mouse cursor will appear as a small computer icon when the mouse is placed over either Gideon or Rachel's characters. Left clicking on the character will grant you access to the player's inventories without leaving the game map.

Left click access Rachel and Gideon's inventory

Right click for player description



Hand Using and Giving icon: The mouse cursor will appear as the back of a skeletal hand whenever you hold an object as the cursor and move the cursor over a player or NPC.

Left click to attempt to give an object

Right click to attempt to use an object



Arrow pointer icon: The mouse will appear as an arrow when you are moving an object around with the mouse cursor.

Left click to set icon down

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Right click to use object on an area in the room



Finger pointing icon: The mouse cursor will appear as a skeletal hand with its finger pointing whenever the cursor passes over artwork that can be manipulated as an object (see below for the two ways objects appear in the game).

Left click to pick up object if that object can be taken.

Right click to obtain description

Right click when holding object at the cursor to use that object on room art marked by the pointing finger.

MOVING/INTERACTING

CHARACTERS

Your party's movement is represented by Gideon's and Rachel's figures, both of which appear at all times regardless of which character you choose to be. To move Gideon and Rachel in the game, move the mouse cursor to the desired location and left click the mouse cursor. The characters will move to that location.

A talking head illustration will appear at the mouse cursor whenever it passes over a nonplayer character (NPC) or an object that can be manipulated in a special fashion. NPC interaction is initiated by left clicking the mouse whenever the head cursor appears.

When conversing with an NPC, the NPC and Gideon and Rachel are represented by animated close-up graphics. The options selection in the game interface tool bar allows you to play the game with speech only, speech and text, or text only (see Game Interface section).

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Striking the escape key during an interaction will terminate the interaction. When you return to the character, interaction will begin where the previous interaction was interrupted.

Right clicking with the cursor positioned over a character will display that character's description.

During NPC interaction with both speech and text active, right clicking will scroll the text on screen until an entry of dialogue is completed. When an entry of dialogue is completed, right clicking will advance to the next entry. When playing with *text only* activated, right clicking will preempt the current dialogue entry and advance to the next dialogue entry.

MULTI-RESPONSE MESSAGES

A significant feature of NPC interaction is the multi-response message option. Frequently during interaction with an NPC, you will be presented with a menu of topics you can discuss with the character. This feature is designed to give you more control over NPC interaction.

Left click on a topic to discuss it with the NPC. If you would rather not continue, press the escape key to exit the interaction. When you return to the character, you will again be presented with the multi-response message.

OBJECTS

Objects in *Hell* are represented in two ways. Objects that are first encountered as part of the game art will appear in scale with the rest of the art. That is, a chair will look like a chair. Once you elect to take that object, it will appear in your inventory as an object icon. Likewise, whenever it is returned to a game location, it will appear as an object icon. Any objects given to you by an NPC will appear solely as object icons.

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Object Icons:

The palm down hand will appear at the cursor whenever it is passed over an icon that can be picked up. Left clicking on an object icon will allow you to pick up that object. Left clicking a second time with the object as the mouse cursor will drop the object at the current game location. Right clicking on an object will produce a description of the object. Object descriptions often contain clues to an object's uses.

After left clicking on an object, the object becomes the mouse cursor. You can then left click on the Gideon or Rachel figure or any NPC to insert that object into their inventory. Be careful about giving objects to NPCs. You may not be able to get them back. If you wish to place the object into the inventory of another member of your party, you must deposit it directly into his or her inventory by accessing the inventory screen.

You can use an object on a character or on another object by holding the object as the mouse cursor and right clicking on the character or object on which you choose to use the object.

You can give an object to a character by holding the object as the mouse cursor and left clicking over a character. Be careful giving objects away, because you may never get them back.

LOCATIONS

The mouse cursor will take the shape of a door whenever it passes over a link point to another location. However, some doors in the game are locked. In these instances, the cursor will still appear as a door, but you will not be able to move through it until you unlock it. Right clicking the mouse when the cursor is not over a character or an object will produce a location description. These descriptions sometimes contain valuable clues to your course of action.

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GAME OPTIONS MENU

After viewing the opening video, you will encounter *Hell*'s options menu, which allows you to customize the game to your tastes, and to choose which of the two lead character roles you will assume. The options are as follows:

Music: Toggles music on and off

Sound: Toggles sound on and off

Speech: Toggles speech on and off

Restore Game: Allows you to restore a previously saved game

Start New Game: Allows you to begin a new game

Quit: Returns you to the DOS prompt

CHOOSING A CHARACTER

Each time you begin a new game, you must select which character—Gideon or Rachel—you will be. Click on the picture of Gideon Eshanti to the left of the screen or Rachel Braque to the right of the screen to choose the character you wish to be. Don't worry, though—this choice won't break up the team. Whichever character you choose, the other will still accompany you on the journey through *Hell*.

When you restore a previous game, you will play with the same character you had originally used in that game.

RECRUITING CHARACTERS

You can recruit some NPCs to travel with Gideon and Rachel and assist in the adventure. Recruitable NPCs play limited, but strategically important roles in *Hell*. Each recruitable comes with a separate inventory and proprietary

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objects which they will take with them whenever they are dismissed from the party. When a character is dismissed, it will return to the location from which it was recruited and will be available to be recruited. Recruitable characters do not follow you into hell. Gideon and Rachel are on their own in the dark depths.

GAME INTERFACES

MAIN GAME INTERFACE



To provide full-screen play, the game interface is displayed only when needed. To access the game interface, move the cursor to the top of the screen. A tool bar with seven icons will appear. Beneath the icons, a status bar showing the game date, number of days passed in the game, and Rachel and Gideon's amount of money will appear. The status bar updates automatically.

When selected, the seven icons have the following functions:

D.C. MAP

Travel in Washington D.C. is via the city's subway system. The subway system is represented by an image of the electronic subway map that Gideon and Rachel carry. Subway stops are indicated by red and white markers. Whenever locations at a stop become activated during the game, the stop indicator will flash when the mouse cursor is placed over it. Move when the mouse cursor is over one of the flashing circles, and the subway stop name will appear in the text box at the top of the interface.

Left click on a stop to zoom-in on that location. From the zoom-in perspective the names of the locations accessible at that stop will appear in the text box at the top of the interface. Left click on the location you wish to travel to, and Gideon and Rachel will appear there. Additional locations will appear at each stop as you learn about them through interaction with characters.

Right clicking or clicking on the escape icon while zoomed-in on a subway stop will return you to the zoomed-out view of the subway map. Right clicking or clicking the escape icon from the zoomed-out view will return you to the game location from which you accessed the map.

REPLAY

Clicking on the replay icon pulls down a menu that allows you to replay the dialogue (text only) of any interaction you've been involved in up to that point. You can access your past interactions in one of three ways:



Time: This option lists the characters by the order in which you have spoken with them, with the most recent first. Select the dialogue by left clicking on the character name you desire.

ABC:. This option lists the characters you've spoken to, in alphabetical order. Left click on a name to replay that interaction.

Location: This option lists the locations you've visited and allows you to access characters according to where they appear in the game. Left

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click on a desired location name. A list of the NPCs you have interacted with at that location will appear. Click on the NPC whose interaction you wish to replay.

Once you've selected an interaction for replay, the text of the interaction appears next to the menu in a pop-up screen. To advance the text, use the up and down arrows to the right of the text, or right click. Note that you can only replay that portion of the scene that you originally played. In other words, if you quit out of a scene before it has ended, the replay option only allows you to replay up to the point where the interaction ended.

To exit the replay function, left click on the done icon to close the menu box, or right click.

USE

When the cursor appears as an object (when you've selected an object by left-clicking upon it within the game) left clicking on this icon brings up a menu of characters and items you can use that object upon.

GIVE

When the cursor appears as an object (when you've selected an object by left-clicking upon it within the game), left click on this icon and a menu pops up telling you who you can give this object to.

EXAMINE

When the cursor appears as an object, clicking on this icon summons up a description of the object you've chosen.

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INVENTORY



Selecting this option displays the inventory page. Objects gathered during the game are stored in the individual character's inventories. Gideon and Rachel share a joint inventory. It can be viewed by left clicking on either characters' likeness on the inventory sheet. Recruitable characters have separate inventories, and these can be accessed by clicking on the character's likeness.

Recruitable characters possess proprietary objects which they will take with them whenever they are dismissed from the party. To obtain an object description while on the inventory page, left click on an object, position it over the examine icon, and left click.

To drop an object, left click on the object, position it over the drop icon, and left click a second time. Another option is to return to the game screen with the object still held as the mouse cursor, and left click to drop the object.

Right click the mouse to escape from the inventory screen, or strike the ESC key on your keyboard.

GAME



Left clicking on this icon brings up a menu of six options:

Save allows you to stop play and save the current game. Selecting this item from the menu produces a screen where you may save up to twenty games. The screen displays twenty thumbnail screens, depicting your location when each game was saved. The name of each location appears below the picture. At the top of the screen is space to enter the save game name. You may enter up to twenty characters. You can use your mouse to high light the border of any given location, and the name of the saved game file

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will appear at the top of the screen.

Restore displays the same screen as the save option on this menu. The screen shows the room locations of the last scene of each game you've saved. Pass the mouse cursor over a picture and the name of the saved game file will appear at the top of the screen. Left click on a picture to restore that particular saved game file.

New Game starts the game from the beginning.

Options allows you to customize the game as you play. You can toggle on or off the sound, music, speech, and text. You can also adjust your mouse sensitivity, speeding it up or slowing it down. (In case you lose track of the starting point, the default setting for mouse speed is 050.)

Credits will allow you to see the cast and production credits for *Hell*. You can also listen to the *Hell* credits song, "In the Depths (of Hell)" by The Heavy Skies.

Quit will end your current session of *Hell*.

COMBAT

Combat in *Hell* is, with the exception of your first encounter, puzzle driven. That is, your success in combat depends upon solving a puzzle. Combat consists of a series of lavishly animated self-running fights between

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Gideon, Rachel, and various demons. You must analyze the tactics of your opponent and the events of unsuccessful combat sequences, discover the means to defeat your foe, take some action prior to beginning combat, and then click on the character to begin the fight.

Like any other puzzle in the game, you will probably fail several times before you succeed, so be certain to save the game before entering combat. Be certain to carry any weapons you discover with you for use in combat. You'll find that you need them.



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THE HELL TEAM

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	Mark Seremet
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HELL LOGO:	Anne Marie Arbutiski
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GAMETEK PRODUCERS:	PAX
CREDITS SONG:	"In the Depths (of Hell)" performed by The Heavy Skies. Michael Bross, vocals, keyboard, drum and synthesizer. Stephen Burkholder, guitar and backing vocals. Jeff Stringer, noise guitar track. Stacey Dillon, moans and sighs. Contact at Sound Planet 3746 E. Rural Court Pittsburgh, PA 15221. E-mail 72162.1076@ compuserve.com.
SPECIAL THANKS TO:	Peter Brant

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THE HELL CAST

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Buster Maxwell	Gideon Eshanti
Natalie Baker	Rachel Braque
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Jonas Cheny	Nick Cannon, Derek Literati, Chet, Cyberpanther, Admiral Pike
Charles Altman	Deepthroat, Townson Ellers, Professor Coronary
Audrey Castracane	Senator Erin Burr, Mr. Maledictum, Cora Bora
Streeter Nelson	Katarina Goertz, Christy Abraxis
Ken Roberts	Dean Sterling, Gack, Mephisto, Chamo
Gary Burton	Hump, Dingo Tucker, Blood McGrath, Languo, Guard eating ribs
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Laura Gray	Suzy Toast, Chastity Bene
Amanda Cohen	Dr. Clean, Barbara Bacchus, Krystal Getty, Fecund 5088, Pentagon Receptionist, Anna Mae
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Tracy Turner	Phyllis Dancing-till-Daybreak, Kween Chaos, Electric Sex
David Hadinger	Massimo Eddy, Charles Multi-Server, Milwaukee Jack, Stefan Benevolus, Mindrunner, Clap, Captain Jersey
Larry O'Brien	Malbolge, Ben Brewer, Wickersham Dodge, General Tantlinger
Winky O'Brien	Brett Carew, Deirdre, Vivid
Ken Vehec	Ged Dandy, Wicked Stick
Jack Skelly	Cy Barnes, Pap Pap, Dispatcher
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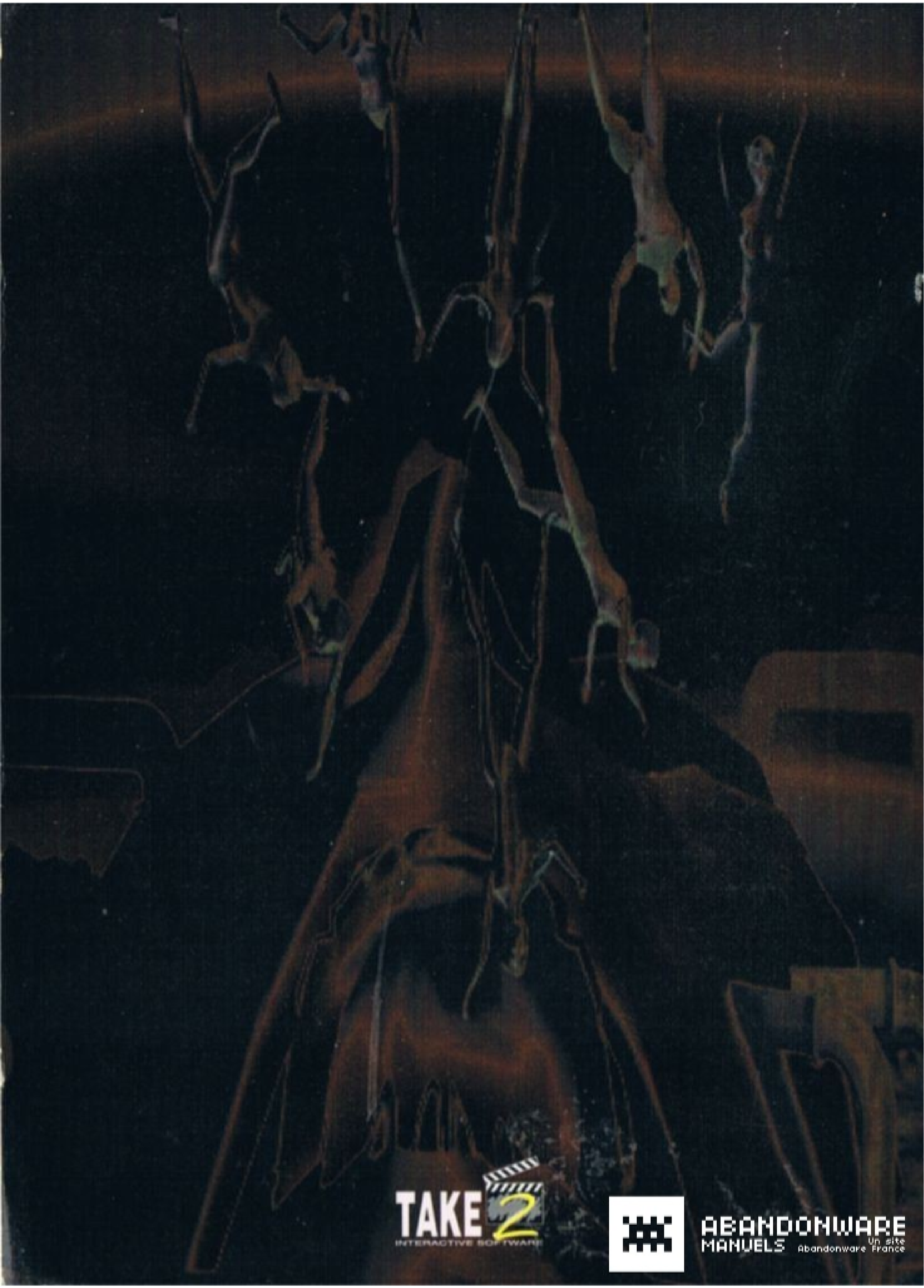
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