

ABANDON HOPE, ALL YE WHO ENTER HERE...

Dante's Inferno

(Or: WELCOME TO MY NIGHTMARE)

You ought to watch your temper. You shouldn't have argued with your best friend, and told him to go to hell. Even though you didn't know that Judgment Day was nigh...

He's there now, suffering the torments of the damned. And you damned him. But life is just: You are offered the chance of redemption for your conscience, and your friend's soul. All you have to do is go and save him. You have to Go To Hell...

No mortal can prevail unaided against the wiles of Satan. Heavenly help has been provided in the form of seven sacred crosses, scattered throughout the dark realm. Dropped into the very centre of Hell's maze, you must explore the passages, find and collect the power in the six crosses, then search out the seventh cross in Beelzebub's own lair and confront him with the power of good.

Satan isn't going to give up your friend without a fight, though. His maze offers death at every turn. Demonic pitchforks writhe, eager to impale your flesh. Living walls throb in anticipation, hoping to drain your soul's energy. Molten rivers await a chance misstep. All around you, the damned are being stretched on racks; sawn apart; having their skulls crushed for eternity. Rows of bells sound the death knell, dragons' teeth seek to rend you.

But that's only the start. The Devil's minions have been turned loose to chase and kill. Spiders lay a silken trail of death. Gravestones, gallows and guillotines pursue you. Axes and pitchforks fly around. Mad monks and disembodied heads and eyes seek you out. Clouds of spirits, torn from the dead, float after you. All of them are hurling daggers at you in your travels. Only the skilful throwing of crucifixes can destroy them and their weapons. Touching them drains your energy.

Satan permits you three attempts. Fail, and you join your friend in Hell - forever...

LOADING INSTRUCTIONS

1. Make sure that the EAR socket on the cassette player is connected to the EAR socket on the back of the Spectrum.
2. Rewind the cassette to the beginning of the tape.
3. Turn on the Spectrum and type
LOAD ""
(Press the **J** key to get LOAD, then hold down the **SYMBOL SHIFT** key and press **P** twice for the "").
4. Press the **ENTER** key.
5. Press **PLAY** on the cassette recorder.
6. After a short while, the program title should appear. A minute or so later, the title screen will appear, surrounded by a moving, blue-and-yellow static-like background. After approximately 3 minutes, the screen should clear and the game begin. If this loading sequence does not occur, adjust the volume control on the cassette recorder and repeat the entire procedure.

CONTROLS

Press any key when Beelzebub's face appears, and a menu screen will offer you a choice of keyboard or joystick control. Make your selection by pressing the corresponding key. The keyboard controls are as follows:

UP.....Q DOWN.....A
LEFT.....O RIGHT.....P
FIRE.....Any key on bottom row from B to SPACE
HOLD GAME.....H START GAME.....S

PLAYING

The maze has more than fifty different screens. It wraps around from top to bottom and left to right: that is, if you walk off the top screen you reappear in the corresponding bottom screen, and so on.

Status information is displayed in a panel on the left of the screen. Your score is shown at the top, and increases when you find sacred crosses or kill the Devil's minions. Below this is your spiritual energy level: when this drops to zero, you lose a life.



The number of lives left is indicated by the background colour under your score: purple, red and blue for three, two and one lives.

Spiritual energy can be increased by destroying enemies or touching the special energy crosses (the ones which flash red/cyan). When you reach a sacred cross, your energy is completely replenished. Energy decreases when you touch anything other than the black background and the crosses.

The six sacred crosses are scattered through the maze and flash coloured/black. Each is a different colour, and when you have absorbed the energy from a cross it appears in the status panel. You can visit the crosses in any order, but you must have all six before visiting the seventh and final cross in Beelzebub's lair.

You can throw crucifixes by pressing **[FIRE]** - this shoots in the direction you are travelling. You can pause the game at any point by pressing **[H]**, and restart by pressing **[S]**.

When spiders start spinning, you can only clear the webs by leaving the screen in any direction and then returning. So you must be sure not to let the webs cut you off from the exits!

SCORING

Target	Points	Energy Gain
Pitchforks	0	2
Clouds	0	2
Spiders	10	4
Gravestones	10	4
Gallows	20	4
Guillotines	20	4
Axes	30	4
Monks	30	4
Faces	40	4
Eyes	40	4
Sacred Crosses	250	40

We're praying for you...

Go to hell

TRIPLE
666
S · I · X