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HELL

A CYBERPUNK THRILLER



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HELL



MANUAL

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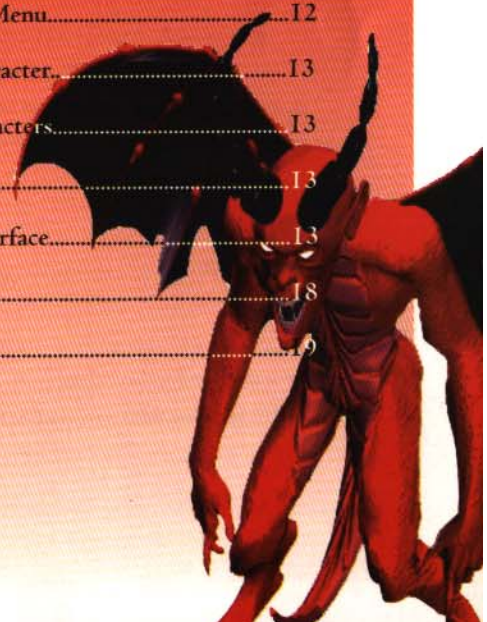
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... stay cool and enjoy the experience. *Hell* is designed to appeal to the hard core gamer and to the relative newcomer. We've tried to take the subject matter seriously—thus when salty language is appropriate, we don't shy away—but we've also tried 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.

TECHNICAL ASSISTANCE

You can reach *Take 2* by:

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FAX

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

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

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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 Emperor 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.

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.

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



CONTROLLER & KEYS

- 1 **Left Shift** Toggles through map locations (on D.C. map) or through objects in a room
- 2 **Right Shift** Accelerates the movement of the cursor
- 3 **Control Pad** Move cursor or selection highlight; advance text
- 4 **X Button** Skip cinematics; end interactions
- 5 **Pause** N/A
- 6 **A Button** Pick-up and drop objects; give object; talk to character; make selection; advance text; access character inventory
- 7 **B Button** Room description; use object; character description; advance interaction
- 8 **C Button** Access main game interface; escape

CURSOR ICONS

Moving your cursor about the screen will reveal a good deal of information about possible actions at a given location. The 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 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 press A.

Press A to move Gideon or Rachel

Press B for map description



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



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

Press A to interact

Press B to obtain a description



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

Press A to pick up icon
Press B to obtain icon description



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

Press A to access Rachel and Gideon's inventory
Press B for player description



Hand Using and Giving icon: The 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 a nonplayer character.

Press A to attempt to give an object
Press B to attempt to use an object



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

Press A to set icon down
Press B to use object on an area in the room



Finger pointing icon: The 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).

Press A to pick up object if that object can be taken.
Press B to obtain description
Press B 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 cursor to the desired location and Press A. The characters will move to that location.

A talking head illustration will appear at the 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 pressing A 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).

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

Pressing B with the cursor positioned over a character will display that character's description.

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

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.

Press A on a topic to discuss it with the NPC. If you would rather not continue, Press C 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.

Object Icons:

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

After Pressing A on an object, the object becomes the cursor. You can then Press A on the Gideon or Rachel figure or any NPC to insert that object into their inventory. 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 cursor and Pressing B 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 cursor and Pressing A over a character.

LOCATIONS

The 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. Pressing B 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.

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

Restore Game: Allows you to restore a previously saved game

Start New Game: Allows you to begin a new game

CHOOSING A CHARACTER

Each time you begin a new game, you must select which character—Gideon or Rachel—you will be. Use the control pad to highlight the picture of Gideon Eshanti to the left of the screen or Rachel Braque to the right of the screen and press A 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. Recrutable NPCs play limited, but strategically important roles in *Hell*. Each recrutable comes with a separate inventory and proprietary objects which they will take with them whenever they are dismissed from the party. When a character is dismissed, they will return to the location from which they were recruited and will be available to be recruited again. Recrutable 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 or press C. 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: Right or left moves selection highlight on the menu. Press A to pick the item.

TRAVEL VIA THE 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 cursor is placed over it. Move when the 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. Use the left shift to toggle through the subway stops.

Press A 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. Press A 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.

Pressing C while zoomed-in will return to a zoomed-out view. Pressing C from the zoomed-out view will return to the game location or press A on the escape icon.

REPLAY

Pressing A 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 pressing A on the character name you desire.

ABC: This option lists the characters you've spoken to, in alphabetical order. Press A 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. Press B or C to escape out of the list and use the control pad to highlight the option you wish to use and press A to select. Press A on the done option to escape out of the replay function. Press A 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 press B. 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, press A on the done icon to close the menu box.

USE

When the cursor appears as an object (when you've selected an object by pressing A upon it within the game) pressing A 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 pressing A upon it within the game), pressing A 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, pressing A on this icon summons up a description of the object you've chosen.

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 pressing A on either characters' likeness on the inventory sheet. Recruitable characters have separate inventories, and these can be accessed by pressing A 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 descrip-

tion while on the inventory page, press A on an object, position it over the examine icon, and press A.

To drop an object, press A on the object, position it over the drop icon, and press A a second time. Another option is to return to the game screen by pressing C with the object still held as the cursor, and press A to drop the object.

Press C to escape from the inventory screen.

GAME

Pressing A 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 four games. The screen displays four thumbnail screens, depicting your location when each game was saved. The name of each saved game (as chosen by the player) appears next to the picture to the right. You may enter up to twenty characters. Press A to save a game into the storage slot.

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. Highlight a picture and the name of the saved games then press A 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. Pause conversations to

allow conversations to pause after the characters say their lines.

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 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 press A 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.



THE HELL TEAM

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performed by The Heavy Skies.
Michael Bross, vocals, keyboard, drum
and synthesizer. Stephen Burkholder,
guitar and backing vocals. Jeff
Stringer, noise guitar track. Stacey
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