# HELL

## A CYBERPUNK THRILLER

TAKE 2

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# WELCOME TO HELL

. . . 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, New York, 10012.

## BEFORE YOU INSTALL

*Hell* requires a 13" or larger monitor that can display 256 colors, System 7 or higher, 5.5Mb of free RAM, a CD-ROM drive (dual speed very strongly recommended), and the *Chicago* and *Geneva* TrueType fonts.

## INSTALLATION

To install *Hell*, double click the *Hell* CD icon to open it, then double click on the *Hell Installer* icon to run the installer. The *Hell Installer* will copy *Hell* and as many libraries as you select to your hard drive. You should select as many libraries as you can in order to run *Hell* as fast as possible.

You can run *Hell* directly from the CD without installing it on your hard drive, but it will run abominably slowly, especially when changing locations.

## TROUBLE SHOOTING

**The text in the menus is unreadable during the game:**
   You are missing the *Chicago* TrueType font. There is a copy of this on the "Printing & Fonts" system disk that came with your computer. Drag the file onto your Sytem Folder, and click OK when it asks whether it should put the file in the Fonts folder.

**Icon names in the Finder are unreadable after playing the game:**
   You are missing the *Geneva* TrueType font. There is a copy of this on the "Printing & Fonts" system disk that came with your computer. Drag the file onto your System Folder, and click OK when it asks whether it should put the file in the Fonts folder.

***Hell* runs extremely slowly:**
   Make sure you're running the copy of *Hell* on the hard drive, not the one on the CD. You can speed *Hell* up by giving it more memory and copying as many libraries as possible to your hard drive. Also try making sure that you don't have the shadows option turned on through the options menu located at the game icon on the interface bar tool.

**You get an error message that says "General Failure reading Drive E. Abort, Retry, Fail?"**
   Although *Hell* is available for the Mac, PC and 3DO, the CDs are not interchangeable. Make sure that your version of *Hell* is compatible with your system.

**You may need to turn off the Modern Memory Manager, RamDoubler, and/or Virtual Memory for *Hell* to run without problems.**

## 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: Macintosh model, System software version, amount of installed RAM, and CD-ROM drive speed.
**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.*

# 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.

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 targeted 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:
(Note: Option-click means the player should hold down the option key as they click the mouse button.)

**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 click.
**Click** to move Gideon or Rachel.
**Option-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. Click 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 mouse cursor will appear as a head when the mouse cursor is placed over a nonplayer character or computer with which you can interact.
**Click** to interact.
**Option-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.
**Click** to pick up icon.
**Option-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. Clicking on the character will grant you access to the player's inventories without leaving the game map.
**Click** to access Rachel and Gideon's inventory.
**Option-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.
**Click** to attempt to give an object.
**Option-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.
**Click** to set icon down.
**Option-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).
**Click** to pick up object if that object can be taken.
**Option-click** to obtain description.
**Option-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 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 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).

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.

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

During NPC interaction with text active, clicking will scroll the text on screen until an entry of dialogue is completed. Clicking again will then advance to the next 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.

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.

### Object Icons:

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

After clicking on an object, the object becomes the mouse cursor. You can then 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 option-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 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. Option-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.

## 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 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.

Click on a stop to zoom in on that location. From the zoomed-in perspective the names of the locations accessible at that stop will appear in

the text box at the top of the interface. 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.

Clicking on the escape icon while zoomed-in on a subway stop will return you to the zoomed-out view of the subway map. 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 clicking on the character name you desire.

ABC: This option lists the characters you've spoken to, in alphabetical order. 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. 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. Click outside the text box to advance the text. Use the arrows to scroll the currently displayed text. 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, click on the done icon to close the menu box.

## USE

When the cursor appears as an object (when you've selected an object by clicking upon it within the game) 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 clicking upon it within the game), 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.



## 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 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, click on an object, position it over the examine icon, and click.

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

Click the mouse at the edge of the screen to escape from the inventory screen, or strike the ESC key on your keyboard.

## GAME
Clicking on this icon brings up a menu of six options:

**Save** allows you to stop play and save the current game.

**Restore** allows you to open a saved game.

**New Game** restarts the game from the beginning.

**Options** allows you to customize the game as you play. You can toggle on or off the sound, speech, text, and background moaning in *Hell*. You can also configure the auto-save delay, which is the number of minutes between prompts to save your game. To turn off the reminders, set the auto-save delay to 0.

**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 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.

# THE HELL TEAM

| | |
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| **GAME DESIGN:** | John Antinori |
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| **PRODUCER:** | John Antinori |
| **EXECUTIVE PRODUCERS:** | F.J. Lennon |
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| | Jeffrey Styers |
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**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

## THE HELL CAST

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| **Dennis Hopper** | Mr. Beautiful |
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| **Charles Altman** | Deepthroat, Townson Ellers, Professor Coronary |
| **Audrey Castracane** | Senator Erin Burr, Mr. Maledictum, Cora Bora |
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| **Nancy Janda** | Jute, Carla Prince |
| **Greg Brown** | General Mangini |
| **John Grayson** | Open Soar |
| **Rick Hall** | Thug, Solux's assistant |

LIMITED WARRANTY

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