

Credits

Design: A DENTONS DESIGNS GAME

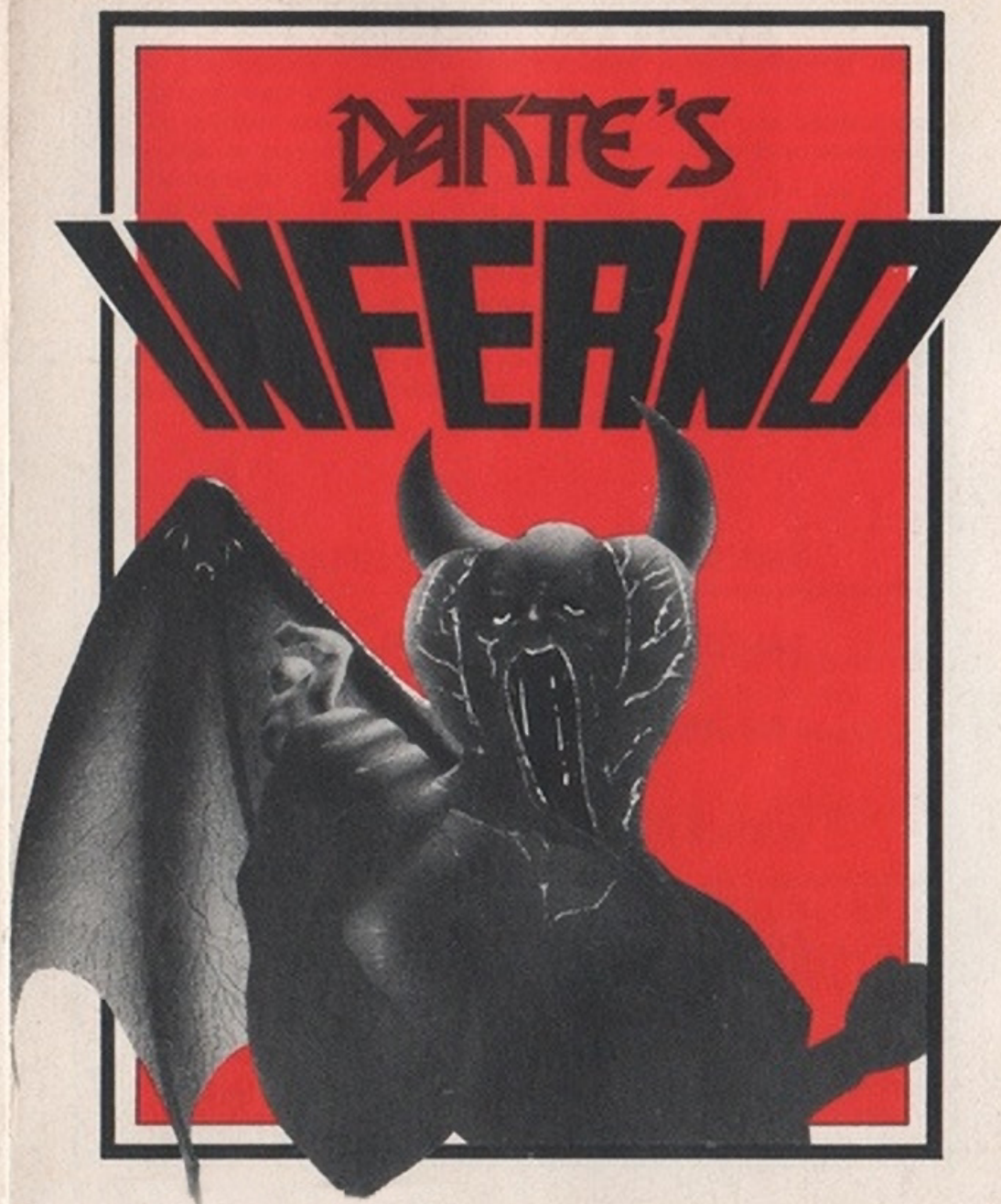
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DANTE'S INFERNO

Introduction

This game is based on Dante Alighieri's classic medieval adventure INFERNO which describes the journey of the "pilgrim" descending through the many circles of Hell to reach Mount Purgatory on the other side of the world. This perilous journey leads to many conflicts with the evil monsters and sinners that inhabit Hell, culminating in an epic confrontation with Lucifer himself.

I AM THE WAY INTO THE DOLEFUL CITY,

I AM THE WAY INTO ETERNAL GRIEF,

I AM THE WAY TO A FORSAKEN RACE.

JUSTICE IT WAS THAT MOVED MY GREAT
CREATOR:

DIVINE OMNIPOTENCE CREATED ME,
AND HIGHEST WISDOM JOINED WITH PRIMAL
LOVE.

BEFORE ME NOTHING BUT ETERNAL THINGS
WERE MADE, AND I SHALL LAST ETERNALLY,
ABANDON EVERY HOPE, ALL YOU WHO ENTER.

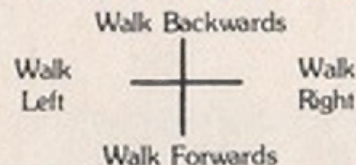
Loading Instructions

(standard loading instructions - depends on loader - tape/disk)

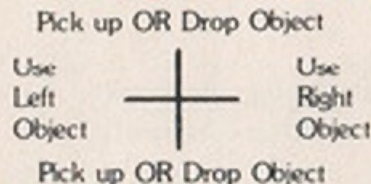
Controls

The game can be controlled by the keyboard or by a joystick plugged into port 2. No action is needed to select which mode to use.

JOYSTICK CONTROL (WITHOUT FIRE)



JOYSTICK CONTROL WITH FIRE



Keyboard Controls

Walk Backwards	—	second row keys
Walk forwards	—	third row keys
Walk Left	—	Z and alternate keys on fourth row
Walk Right	—	X and alternate keys on fourth row
Pick up OR Drop	—	F1
Use Left Object	—	F3
Use Right Object	—	F5

(Note the top row of the keyboard also performs the same function as the joystick fire button)

TO RESTART THE GAME:	—	press F1
TO PAUSE THE GAME:	—	press RUN/STOP
TO QUIT A GAME:	—	press RESTORE

Game Play

You control the "PILGRIM".

The pilgrim can walk in four directions, pick up, carry and use objects. Your task is to descend into Circle IX of Hell in order to reach Purgatory.

You must complete the journey within seven days.

The score achieved reflects your level of success.

You will find various objects strewn about the desolate landscape of Hell.

Although their use will not be immediately apparent you should collect these objects and experiment with their use.

To complete your task you will need to react quickly and develop strategies to pass various obstacles.

Should you fail on your mission you will be damned to the same fate as the other sinners in whichever region of Hell you were unlucky enough to have reached.

Press fire (JOYSTICK) or press F1 (KEYBOARD) to start a new game.

Objects

The pilgrim can carry two objects at a time (one in each hand).

Any objects being carried are displayed at the bottom of the screen in either the left-hand or right-hand position.

Pressing fire and pushing the joystick up or down (JOYSTICK CONTROL) or pressing F1 (KEYBOARD CONTROL) performs several functions at once:

1. Drop right-hand object if any.
2. Put left-hand object if any in right-hand.
3. Pick up left-hand object if any.

This may seem strange at first but enables you to deal quickly with up to three objects at a time.

To use an object that you are carrying press fire and move the joystick left or right to use the left or right-hand object (JOYSTICK CONTROL) or press F3 to use left-hand and F5 to use right-hand object (KEYBOARD CONTROL).

Hints and Suggestions

On first playing the game practice basic movements and object manipulations while still in the woods.

The damned and the demons will conspire against you, but you may be able to persuade a few corrupt or repentant souls to assist you. The horn may indirectly help you tackle Medusa.

You will need to back-track at some point.

The Locations

LIMBO

If you linger too long here before passing into Hell you will be attacked by hornets.

Circle I

At the foot of the first cliff is the first Circle of Hell. This is where virtuous non-Christians are sent.

Circle II

Here the lustful are blown round and round in a terrible hurricane.

Circle III

The gluttons are punished here by drowning in a horrible marsh.

Circle IV

The horders and spendthrifts are condemned to pushing giant rolling weights around in this circle.

Circle V

Here the wrathful tear and mangle each other while the slothful gurge beneath the surface of the marsh, occasionally reaching up to grab the pilgrim.

Circle VI

The Pilgrim must pass through the gates of Dis to enter the Sixth Circle. The gates are defended by the gorgon, Medusa.

The heretics are found here in open graves.

DANTE'S

INFERNO



Circle VII This circle is for violent sinners and is divided into three sections.

The River Phlegethon - is a river of boiling blood.

The wood of suicides - the Pilgrim must find a way through the woods avoiding the packs of black dogs.

The Burning Sand - this section of the Seventh Circle is a burning desert containing the violent against God or Nature.

Circle VIII The Eight Circle is called Malebolge (evil pockets) and consists of ten stone ravines. Demons with whips patrol this area. Different types of sinners inhabit each Bolgia.

Circle IX The Ninth and last Circle of Hell is a lake of ice, containing Lucifer.