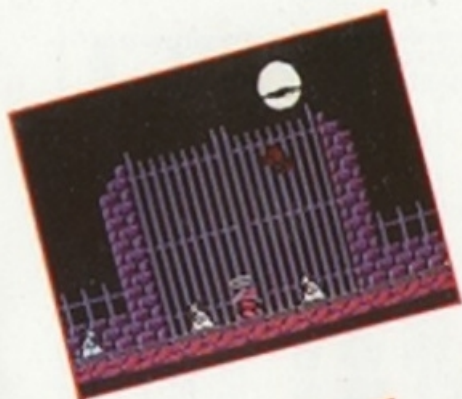




Life in general
was pretty quiet in Heaven
— that is until the other day when Mephisto sneaked in
through the Pearly Gates in disguise and took it upon him-
self to steal the Ten Commandments, which he then proceeded
to hand out to his minions to do with as they pleased. Heaven
was in uproar! But then to make matters worse, it was
discovered that Archangel Bertram's horn had also been
taken. There was only one thing for it. Archangel Bertram
would have to journey down to Hell himself and retrieve
his horn and the commandments.



CRL Group PLC, 7 Kings Yard, Carpenters Road, London E15 2HD
If this software is defective in any way please return it to CRL for an immediate replacement.
This software is sold subject to the following conditions: Unauthorised copying, hiring, lending, exchanging,
public performance and broadcasting of the software is strictly prohibited. Made in the UK.

TO HELL AND BACK

TO HELL



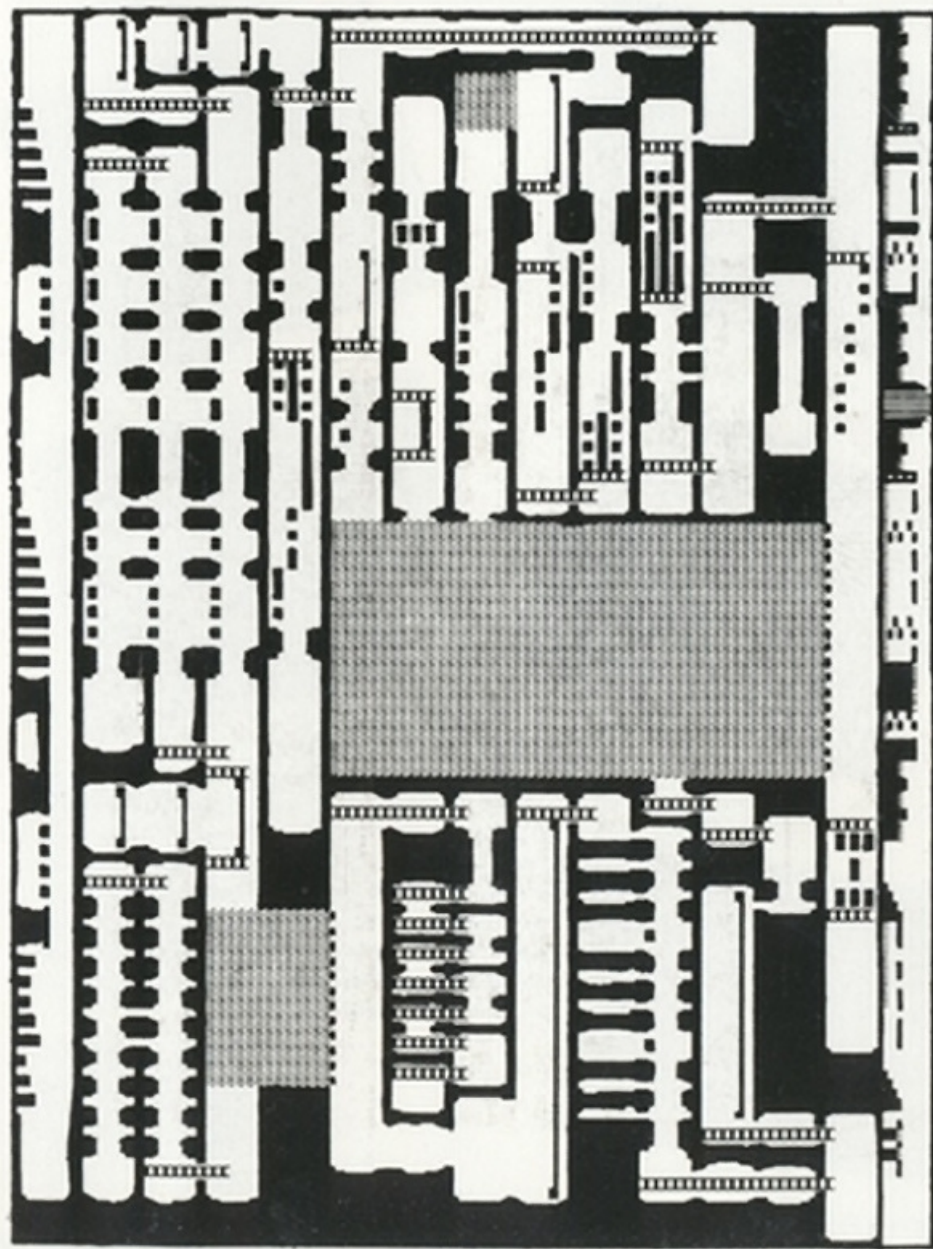
And Back

TOUGH GAMES FOR A TOUGH WORLD
CBM 64

TO HELL AND BACK

You are Archangel Bertram. Try to gain access into the Underworld by travelling around the Netherworld - that land between Earth and Hell - retrieving the Ten Commandments. Throughout the graveyard and Netherworld levels you will be challenged by ghosts, zombies and skeletons. When you finally arrive in Hell to fight it out with Mephisto. Your way is not only barred by giant wolves and snakes, but also Mephisto's gophers! But don't despair, you have your own secret weapon with you - your halo!

In this semi-maze, two way scrolling game with over 500 screens, no-one is killed - you only stun your attackers and they are transformed into angels and sent back to Heaven.



TO HELL AND BACK MAP BY M. J. EVANS