

ESCAPE FROM HELL™



ELECTRONIC ARTS®

Paving the Road with Good Intentions

This is a story about Dick, and how Dick went bad without even knowing it.

As Dick was growing up, his parents tried to teach Dick to share. If they gave Dick some candy while his friends were around, they would say "Dick, be sure to share with your friends." As a child, Dick didn't like sharing; sharing meant that he had less for himself. But eventually Dick learned to enjoy making his friends happy by sharing with them. He would have less, but they would be happy, and he liked to see his friends happy.

So Dick grew up to be a generous person. He would share everything he owned. Eventually, like all good, smart people, Dick bought a computer and some really cool software. He made many copies of his cool software and gave the copies to his friends, because this made his friends happy. The software companies that made the cool software Dick copied had to raise their prices to cover their costs, because they weren't selling enough software. As a result, all of the people who were not Dick's friends had to pay more for their cool software. Within a couple of years, Dick's generosity put several small software companies out of business.

Don't be like Dick. *Escape From Hell* was produced through the efforts of many people. The costs of developing the program can only be recovered through software sales. If you duplicate *Escape From Hell* without authorization, you raise the cost to all legitimate users.

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GETTING STARTED

About This Manual

This manual was written for IBM or IBM-compatible computers. If you're using another type of computer, some commands and features described in this manual may be different or unavailable on your computer system. If you're using any computer *other than* an IBM or IBM compatible computer, please read the Command Summary Card for information specific to your computer.

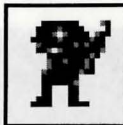
Hardware Requirements

To play *Escape From Hell* you need an IBM compatible or Tandy personal computer with

- a minimum of 512K random access memory (640K if using MCGA graphics or a Tandy personal computer with 16 color graphics)
- a graphics adapter (Hercules, CGA, EGA, VGA, or MCGA)
- at least one disk drive.
- MS-DOS (Any version from 2.1 to 4.0. The program may perform correctly with later versions; these are the versions the program was tested with.)

Installing *Escape From Hell*

Before playing *Escape From Hell*, you must install the original disks



Name: Sitting bull
Place of Torment: Hex-As
Sin: Indian Giver
Profession: Medicine Man
Favorite Torment: Eating Custard
Date of Death: 1890

by using the Install program on Disk 1. You can install the original disks to:

- a hard drive
- four 5.25 inch 360K floppy disks
- two 3.5 inch 720K floppy disks
- one 5.25 inch 1.2 megabyte high density floppy disk
- one 3.5 inch 1.44 megabyte high density floppy disk

Note to Floppy Disk Users

Format the disk(s) you will install to first. (See your DOS manual for information on formatting disks. Make sure that the formatted disks do not have any bad sectors by using the CHKDSK command or you may not have enough space on the disks to install Escape From Hell.) Label the disks Disk 1, Disk 2, etc. up to the number of disks you will need.

Note to Hard Disk Users

The game will be installed in a directory of your choice. If you don't enter a directory name, Escape From Hell will be installed to a directory called Escape.

To Install Escape From Hell

1. Insert the original program Disk 1 into drive A or B, type **A:** or **B:**, whichever drive you put the disk in, and press **Enter**.
2. Type **INSTALL**, and press **Enter**.
3. Follow the on-screen prompts to install your disks. (If you are installing to floppy disks, follow the prompts carefully; you may be asked to insert the same disk more than once; you must insert the disk requested by the screen prompt.)



Playing From a Hard Disk

1. Type **C:** and press **Enter** (we're assuming your hard drive is C; if it isn't, type the appropriate letter).
2. Type **CD \ESCAPE** and press **Enter**. Note: ESCAPE was the default directory when you installed the game. If you used another directory name, type that in place of ESCAPE.
3. Type **ESCAPE** and press **Enter**.
4. When the title screen appears, press the spacebar to step through the successive screens. (Note: you can press the Esc key to skip the opening screens entirely.)
5. When you reach the last of the start-up screens, you'll be shown a character and asked to identify something about it. Find the matching character in the manual, type the correct response exactly as shown, and press **Enter**.

Playing From Floppy Disks

Note: You can't play the game with the original disks. You must first install the game.

1. Put your installed Disk 1 in a drive and make sure you are at that drive's prompt. For example, if you put the disk in drive A, type **A:** and press **Enter**.
2. Type **ESCAPE** and press **Enter**.
3. When the title screen appears, press the spacebar to step through the successive screens. (Note: you can press the Esc key to skip the opening screens entirely.)
4. When you reach the last of the start-up screens, you'll be shown



Name: Sisyphus
Place of Torment: Boulder, Colorado
Sin: Manipulation
Profession: Rock and Roller
Favorite Torment: Stones Concert
Date of Death: 554

a character and asked to identify something about it. Find the matching character in the corner of the manual, type the correct response exactly as shown, and press **Enter**.

Starting Features

When you start *Escape From Hell*, the program automatically detects the best graphics mode for your computer and starts the game in that mode. However, if you want to start the game in a different graphics mode, you can do so by adding a character (called arguments) to the start command. Be sure you have one space between **Escape** and the letter for the graphics mode you want. You must type the argument letter in lower case.

EXAMPLE: Let's say you want to load the game with EGA graphics mode. You'd type **Escape e** and press **Enter**.

These are the arguments you can use:

- c** Loads game in CGA mode.
- e** Loads game in EGA mode.
- h** Loads the game in Hercules graphics mode
- m** Loads the game in MCGA mode
- t** Loads the game in Tandy graphics mode



HELL IS NOT A PICNIC

You thought hell would be a cool setting for an adventure game. You would romp across the unforgiving terrain of the underworld and meet some of the nastiest characters in history. Sort of like Dante, only with UZI's. You imagined ghouls and demons tending the flames of eternal damnation. You imagined politicians and lawyers begging for mercy at the hands of devils and taxpayers. You would sprinkle in facts about Lucifer himself to give the game realism. Alan would do the art and the research, you would do the programming. This would be a fun project, and you looked forward to your design meetings.

But Alan disappears, and your girlfriend vanished almost before your very eyes. If you can believe that voice on the telephone, Alan is in hell, your girlfriend is in hell, and this dreadful place you are in right now is hell.

It's hot. But what did you expect? The telephone receiver becomes slippery in your hand as you sweat the cold sweat of fear. It's almost refreshing, but it warms quickly. You stand for a moment to gather your wits. If you aren't lucky, you'll feel the hot sweat of panic. Hell no longer seems like the place for an adventure. You resolve to be virtuous for the rest of your life, and you hope that it doesn't end here.

You look for a way to protect yourself, and you find some help in a chest nearby. A parting gift from your guardian angel. Now you know you really are alone in this. Is there anyone down here you can trust? You'll have to choose the best of the bad and work with them. You have to find Alan and Alison without getting killed in the process.

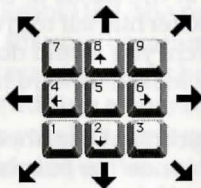
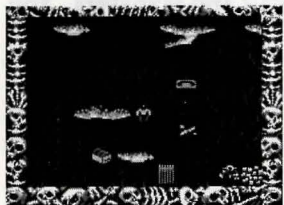
You can see that you'll have to go deeper before you'll get out, so you gather your wits and head for the gate. Your guts say you'll be meeting the Big Man of Hades before this is all over. You hope all those horror films you've been watching lately have prepared you for this.



Name: Joe Clown
 Place of Torment: Unholywood
 Sin: Abandoning Bonzo
 Profession: Cannot Remember
 Favorite Torment: Banging Bones
 Date of Death: 1984

POCKET GUIDE TO HELL

You're in Hell, and you can't phone home. This pocket guide tells you basic information on how to get around. Getting out is *your* problem.



You wander about and find stuff.

Use either the cursor keys or the keypad to move your character. The keypad is best, since it lets you move diagonally. Some places you can get to only by moving diagonally.



You meet interesting people to talk to.

When you bump into someone, you sometimes have an interaction with them. Choose an option on the Interaction screen by pressing the first letter of the option.

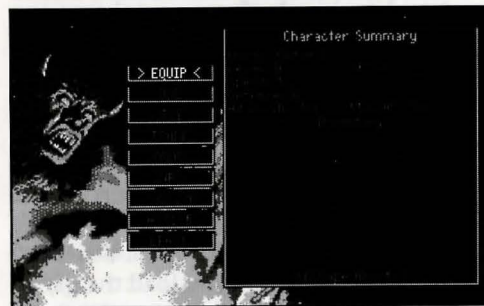


Name: Al Bino
 Place of Torment: A Hot Place
 Sin: Rivals Casper
 Profession: Surf Nazi
 Favorite Torment: Shake And Baking
 Date of Death: 1975



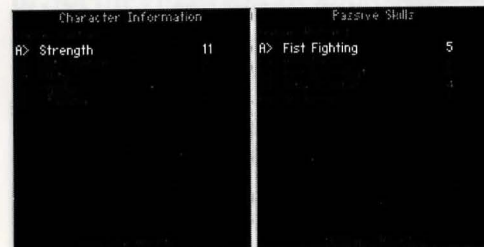
If you're smart you'll get someone to join you.

When a Non-Player Character (NPC) joins your party, his name is added to the list below Richard. Some will offer to join you without prompting. Others require a more significant interaction first.



Know thyself. Check the Character Summary now and then. It tells you how you and your NPCs are doing.

Press F1, F2, or F3 to display the Character Summary for each of the three possible characters. To activate one of the options on the left, press the first letter of the option. For example, press *e* to activate the Equip option.



Character Information lets you know how you are taking the heat.

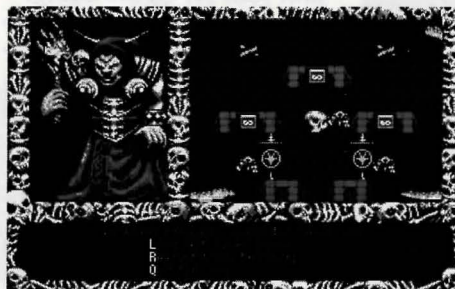
Info and Passive skills tell you what you and your friends are good at. Be sure to check the skills of your NPC's. Not all characters are created equal.



Name: Lisa Takit
 Place of Torment: New Pork
 Sin: Prostitution
 Profession: Entertainer
 Favorite Torment: Celibacy
 Date of Death: 1979



(Short, Medium, Long). If you want, you can initiate combat by pressing C on the keyboard. This gives you a chance to see whether or not the person you are approaching is hostile, and if they are, you can sometimes attack before you are within range of their weapons.



reload your saved game, you would have to fight all of those monsters again.) Remember, save when you are healthy and in a safe place.

Restarting the Game: The "Restart from beginning" option works just like the "Load last saved game" option except that it loads your party's last saved state and places the party at the gates of hell, where the game began. Use the Restart option if you find yourself overpowered and just can't escape any other way. If you want to start a completely new game, you need to reinstall the program to restore all of the original conditions of the landscape (contents of chests, etc.).



REFERENCE GUIDE TO HELL

Choosing Options

Throughout the game, you choose options by pressing the key for the first letter of the option. For example, if you want to talk to someone at the Interaction screen, you press t.

Press Esc to back out of a command without completing it.

Press any key to continue from a More or Done prompt in the text area.

Special Commands

Initiate Combat: C. If you are close enough to another group, you can enter the Combat Screen by pressing C. This lets you see whether or not the group you are approaching is friendly, and if they are not, you can sometimes attack them before you are within range of their weapons.

Save game: Control-S. Saving the game saves only the status of your characters and their inventory of items.

Load last saved game: Control-L. Loading your last saved game will restore the condition of your characters and their inventory, but may not restore the contents of chests or other item on the landscape. The



Name: Attila The Hun
 Place of Torment: Central Europe
 Sin: Waging War
 Profession: Scourge of Hell
 Favorite Torment: Bubble Baths
 Date of Death: 453

status of the landscape is not saved when you save the game, instead it is saved and updated every time you leave a location (enter or leave a city or building).

Buffering (keyboard) turn on or off: Control-B. The default setting is for buffering to be off.

Sound on or off: Control-O. The default is for sound to be on.

Quit: Control-Q

Increase or decrease delay of combat text: Press the + key on the keypad to increase the delay between text lines in combat. Press the - (minus) key on the keypad to decrease the delay between lines of text. Note that you must use these keys when you are *not* in combat for them to have any effect.

Interaction Screen



The interaction screen appears when you bump into another character or group. (If the other group is hostile, you may be thrown directly into combat without stopping at the Interaction screen.) The Interaction screen gives you four options:

Talk: Choose Talk to talk to the individual or group. Not everyone will talk to you.



Attack: Choosing this option displays the Combat Screen.

Status: Choosing this option displays the Character Summary for Richard. You can then move to another character's summary by pressing the appropriate key (F2 or F3), or choose an option from the Character Summary screen.

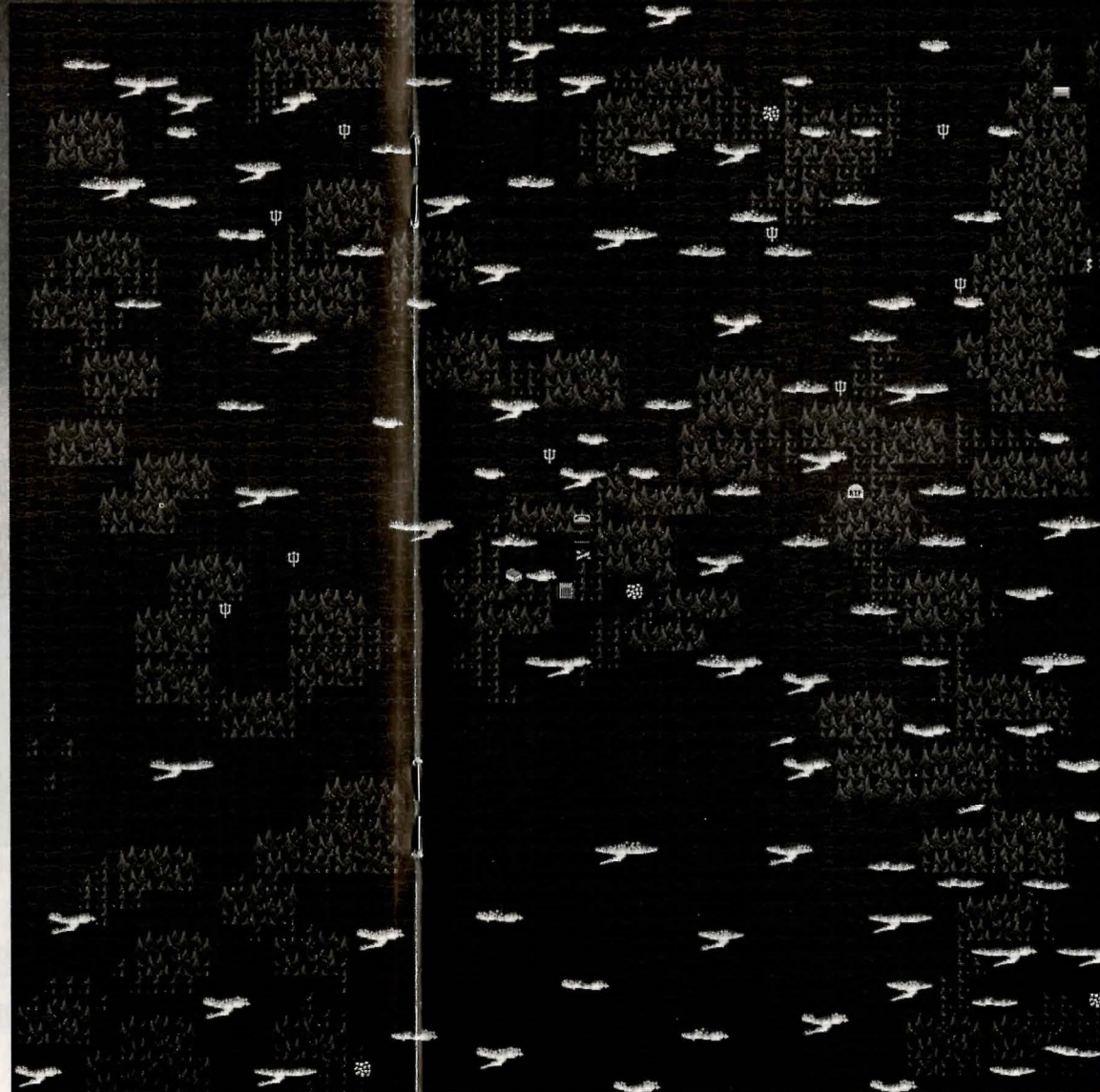
Leave: Exits the Interaction screen without interacting with the individual or group.

Combat Screen

The combat screen will appear whenever you are attacked or choose to attack a group. You can choose to attack a group at the Interaction Screen or by pressing C on the keyboard when you are within range for an attack. At the Combat Screen, you choose how each character will respond to a hostile encounter you've just engaged in. The screen lists all groups that are close enough to you for an encounter and:

- how many individuals are in the group,
- who is in the group (Guards, Moaners, etc.),
- whether the group is friendly or hostile, and
- the distance to the group (Short, Medium, Long)







Name: Ann Oresia
Place of Torment: Hungary
Sin: Self Denial
Profession: Diet Consultant
Favorite Torment: Starvation
Date of Death: 1986

The names of the characters in your party appear one at a time above a list of options for their response. To choose an option, press the first letter of the option you want.

To exit the Combat Screen choose Run. If you are facing hostile groups, you may be pursued, see Run below.

Attack: Choose attack to attack. (Duh.) If there is more than one group within range of your party, also press the letter for the group you want to attack. You attack with your currently equipped weapon. Note that grenades or bombs (such as sleep grenades) with a special characteristic must be Used in combat for their special characteristic to take effect.

Defend: Choosing Defend reduces the amount of damage the character will receive from a hit. The damage will always be reduced somewhat, but Defend works as a random percentage—sometimes the damage is greatly reduced, other times it is barely reduced at all. If your opponent packs a real wallop, you probably should Hide instead of Defend, since any percentage of a big hit is still significant.

Status: Displays the Character Summary for the character and lets you choose one option. If you need to equip a different weapon or use an item, choose Status.

Hide: Choosing Hide reduces the chance that you will be hit by your opponent. If you are attacking a group at long distance and some characters don't have long range weapons, those characters would be wise to hide.

Run: If you choose run as the option for any member of your party, the whole party runs. You can't split your party up. To run, choose

the Run option and then hold down the cursor key for the direction you want to run in. Your party won't move until the first opportunity for an action. In the mean time, you'll be pummelled by the bad guys. Also, it is likely that guards will chase you when you run, so you may be running for a while to get away.



- ⊗ **Note:** If you are in the combat screen and have defeated all of the hostile groups, choose Run to exit the Combat screen, unless you want to go beating up on friendly souls.

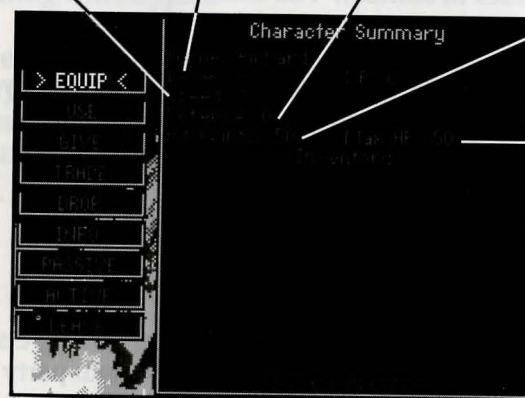
Affects speed with weapons
and order of attack

Overall ability to hit

Amount of damage that can
be absorbed from a hit

Current vitality

Maximum vitality



Character Summary (F1, F2, F3 or 1,2,3)

Pressing the function keys F1, F2, or F3 (or the number keys 1, 2, or 3) displays the Character Summary for the respective character.



Name: Prof. Katz
Place of Torment: Dog House
Sin: Kitty Abuse
Profession: Immigrant
Favorite Torment: Greasing Kitty
Date of Death: 2010

Richard is character one, and you display his summary with F1. When this summary is displayed, the game is paused, so nothing moves on the landscape. The Character Summary displays several types of information as shown in the figure.

Name: The name of the character whose summary you are looking at.

Level: The character's level. Level affects the character's overall abilities, and most importantly the character's ability to hit. The higher the level, the more effective the character will be in combat in general.

Speed: This affects the character's speed with weapons and thus the order in which they attack in combat. The character with the highest speed rating will strike first.

Defense: The amount of damage that can be absorbed by the character's defensive armor.

Hit Points: The character's current vitality

Max HP: The character's maximum vitality.

Inventory: The number of items you can carry is limited. If your inventory list is full (ten items) you can't pick up anything else. If Richard's list is full, but you have another character in your party with space on their list, that character will receive any items found. Get used to dropping stuff, but make sure you aren't going to need the item again; once you drop an item, it is gone from hell forever. (Sort of makes you wish you could pick yourself up and drop yourself.)



Character Summary Options

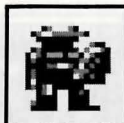
Equip: Equip or Unequip an item. Press E, then press the letter of the item that you want to equip (unequip). Note that grenades or bombs (such as sleep grenades) with a special characteristic must be Used in combat for their special characteristic to take effect.

Use: This command applies to items (like potions) or weapons with a special characteristic. To use an item, press U to activate the Use command, then press the letter for the item you want to use. If using an item has had any significant effect, a prompt will tell you what happened. If you use an item that has no special characteristics, nothing will happen.

Give: Use this option to give an item to a character that is not in your party. To give an item, press G to activate the Give command, then press the letter for the item you want to give. If the character accepted the item, a new text message will appear.

- ⊗ **Warning:** Regardless of whether or not a character accepts the item you give them, the item is removed from your list and disappears from the game completely. Don't just go handing over things on a whim; you can't get them back.
- ⊗ **Hint:** If a character wants something, they will imply it in what they say to you. If someone tells you to put an item on a table, you use the Give command to do it. Make sure you are standing next to the person or table when you use the command, or they won't get the item.

Trade: Use this option to give an item to a character in your party. Press T to activate the Trade option, then press the letter for the item



Name: Pepe Lepsy
Place of Torment: Braindead Cafe
Sin: Taking Drugs
Profession: Search & Seizure
Favorite Torment: Twitch & Shoutin
Date of Death: 1973

you want to trade. The program will ask which character you want to give the item to. Press the function key (F1, F2, or F3) for the character you want to give the item to.

Drop: Use this option to remove an item from your inventory.

- ⊗ **Warning:** When you drop an item, it is gone forever, so be careful about what you drop.

Info: Displays a list of your personal attributes. The following personal attributes might apply to a character:

Strength: enhances attacks using weapons that require strength.

Intelligence: Adds to overall ability to use long range weapons and ability to hide.

Piety: enhances all capabilities.

Agility: enhances ability to hit with close range weapons and ability to defend

Stamina: enhances potential Hit Point increase for each increase in level.

Stealth: enhances ability to hide.

Evasion: enhances ability to defend.

Comprehension, Perception, and Psychic Force: enhance magic item effectiveness.

Passive (skills): Displays a list of passive skills. A character either has these skills to begin with or develops them during the game. You don't need to "use" these skills. They are all combat skills that will enhance the character's effectiveness with a particular weapon or type of combat.



Dueling: ability to use swords.

Marksmanship: enhances character's ability to use long range weapons in general.

Fist Fighting: effectiveness with no weapon.

Martial Arts: this skill enhances melee combat and medium range combat effectiveness.

Acrobatics: enhances melee combat in general.

Melee Weapon: enhances melee combat with hand-held weapons.

Pistol Combat: enhances ability to hit with a pistol.

Rifle Combat: enhances rifle combat.

Automatic/SMG: enhances automatic weapon and submachine gun combat.

Rocket Lncher (rocket launcher).

Active Skills: A character either has an active skill or learns it in the course of the game. These skills are necessary in a particular situation. You'll know when; trust me. The following active skills appear in the game.

Swimming	Electrical
Hacking	Bluffing
Bureaucracy	Parachuting
Pick Lock	Chemistry
Explosives	Steal

To use an active skill, press A to display the list, press the letter that corresponds to the skill, and press Return.

Leave: Exits the Character Summary screen.



Name: Hecate
 Place of Torment: Salem
 Sin: Seduction
 Profession: TV Spokes Model
 Favorite Torment: Dating the Dead
 Date of Death: 1692

Hell Guard's Guide to Weapons of Hell

[Obtained from a disgruntled Hell Guard who wishes to remain anonymous.]

The following section lists the weapons you are likely to encounter in hell. Where appropriate, additional information is provided. The following definitions apply:

Damage: The normal upper limit of damage a weapon can inflict in one attack.

Defense: The normal upper limit of defensive protection the weapon will provide.

Attacks: The normal upper limit for the number of attacks you can make before the opponent strikes back.

Range: The range of the weapon. If no range is indicated, the weapon affects only one individual at short range. Note that some weapons are effective against an entire group or all groups of opponents.

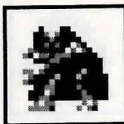
Uses: The normal number of times you can use a weapon before it is used up or breaks down.

Dr. Faustus' Quick Cure: If your party has just taken a severe licking from some overzealous Hell Guards, you probably would like to be able to heal those wounds a little faster. Dr. Faustus' Quick Cure can do the trick. By holding down the spacebar on your keyboard, you can make time pass more quickly, and thus heal faster. If your party is close to death and needs to heal over one hundred hit points, put something heavy on the spacebar key and come back later. Of course, you'll want to do this in a safe place, otherwise you're just standing around waiting to be attacked.

Name: Napoleon
 Place of Torment: The Black House
 Sin: Entered Politics
 Profession: Test Underwear
 Favorite Torment: Shelling Peanuts
 Date of Death: 2001



	Damage	Defense	Attacks	Range	Uses
AntiTank Rifle	100		2	long	12
Assault Rifle	50		2	long	20
Auto Pistol	15		4	long	40
Automatic Rifle	20		4	long	40
Baseball Bat	6				
Battle Axe	8				
Bomb	100			all	1
Bomb, Mark II	100		2	all	2
Bow	6			long	60
Bowling Ball	9				
Bowling Pin	8				
Broad Sword	10				
Chain	6				
Chainsaw	20		2		30
Cleaver	10				
Club	9				
Crossbow	8			long	60
Crowbar	5				
Dark Axe	30		2		
Dark Pistol	35		4	long	40
Dark Rifle	70		4	long	40
Demon Bow	15		2	long	60
Devil Crossbow	20		2	long	60
Dueling Sword	6	8	2		
Dynamite	30			group	1
Elephant Gun	95			long	1
Evil Axe	20				
Fire Hose	4				
Fists	4				
Flail	18		2		
Flame Thrower	30			group	10
Flaming Fork	10			group	30
Frying Pan	4				



Name: Jill Lowkey
 Place of Torment: Gothim City
 Sin: Weeks of Lust
 Profession: Actress
 Favorite Torment: Getting Old
 Date of Death: 1983

	Damage	Defense	Attacks	Range	Uses
Grenade	25			group	1
Heavy Bone	7				
Hell Sabre	15	8	2		
Hoe	5				
J-Mart Hose	2				
Knife	4				
Mac 10	12		10	group	40
Mace	12				
Metal Bat	8				
Nail Gun	10		2	medium	60
Nasty Cleaver	20				
Pick	9				
Pistol	9		2	long	20
Pitch Fork	7				
Police Special	50			group	6
Power Sword	25				
Reload Shotgun	30		2	long	20
Rifle	12			long	40
Rocket Launcher	75			all groups	14
Sacrifice Blade	15		3		
Shot Gun	20		2	long	2
Shovel	7				
Sledge Hammer	12				
Sleep Grenade	25			long	6
Spear	8			medium	
Spiked Bat	9				
Throwing Axe	6				
Throwing Star	4		2		
Tommy Gun	20		14	group	70
Unholy Mace	25		2		
Unholy Sword	20		2		
UZI SMG	10		10	group	50
Vapor Grenade	45			group	1
Wrist Rocket	8			long	30

Name: Ben Jammin
 Place of Torment: On The Green
 Sin: Necrophelia
 Profession: Being Grateful
 Favorite Torment: Tripping
 Date of Death: 1968



Minor Demon's Guide to the Armor of Hell

[Obtained from a Minor Demon with insufficient armor.]

The following is a list of defensive armor. The Defense number indicates the the maximum amount of protection each item can provide against a blow. Unfortunately, Minor Demons are not permitted to wear some of the more specialized armor of hell, so this list is incomplete. Items not on this list may provide special protection, then again, they may not.

	Defense		Defense
Asbestos Suit	5	Hockey Mask	2
Battle Jacket	6	Leather Jacket	5
Bullet Proof Suit	13	Metal Gloves	2
Bullet Proof Vest	9	Motor Cycle Helmet	4
Construction Helmet	3	Police Shield	3
Demonic Shield	5	Spiked Shield	3
Dry Suit	4	Super Sombrero	3
Flak Jacket	6	Superiors Cloak	11
Garbage Can Lid	2	Trench Coat	8
Heavy RainCoat	2	Welding Visor	3

A Word About Fairy Dust: You were warned when you picked this stuff up; use it only in dire need. It's great for escaping a tight situation, but if you use it indoors, you might wind up in an undeveloped section of hell. Worse yet, you might materialize in stone—which means instant bye, bye. If you find yourself in an undeveloped section of hell, try a few things to get out. Things like walking around to find a door back to where you came from, or using the Fairy Dust again. If none of this works, it's time to reload your saved game.



Name: Tantalus
Place of Torment: Unknown
Sin: Over Indulgence
Profession: Doorman
Favorite Torment: Being Buried
Date of Death: 1972

Technical Support

If you have questions about the program, our Technical Support Department can help. If your question isn't urgent, please write to us at:

Electronic Arts Technical Support
P.O. Box 7578
San Mateo, CA 94403-7578

Please be sure to include the following information in your letter:

- Product name
- Type of computer you own
- Any additional system information (like type and make of monitor, video card, printer, modem etc.)
- Type of operating system or DOS version number
- Description of the problem you're having

If you need to talk to someone immediately, call us at (415) 572-ARTS Monday through Friday between 8:30 am and 4:30 pm, Pacific Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.

If you live outside of the United States, you can contact one of our other offices.

In the United Kingdom, contact: Electronic Arts Limited, P.O. Box 835, Slough SL3 8XU, UK. Phone +44 (753) 46465.

In Australia, contact: ECP/EA, 4/18 Lawrence Drive, Nerang, Gold Coast, QLD 4211. Phone: (75) 963-488.

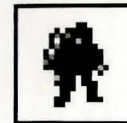
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Name: Tommy Sin
Place of Torment: The Black House
Sin: Flunked SAT
Profession: Ignorant Advisor
Favorite Torment: Evading Truth
Date of Death: 1992



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