

SPECTRUM

48K



Melbourne
House



HELLFIRE



The gods have set you a number of tasks which you must complete to prove your worthiness.

FIRST TASK

Climb the ledges to get to the cave entrance. Jump from ledge to ledge but, one slip could be fatal. Watch out for falling boulders which can knock you off a ledge. Use your shield against the Gorgon's deadly stare.

SECOND TASK

You are in a sacred temple inside the mountain. There are a number of minotuars on guard past whom you must sneak. Running from pillar to pillar will transport you to another part of the temple.

THIRD TASK

Find your way through the maze and attempt to locate the exit. Use your mace to kill the monsters and break exits open. Extra maces can be found in the chests scattered throughout the maze.

LOADING THE GAME

1. Place cassette in recorder and rewind to start.
2. Plug lead into EAR socket on Spectrum and EAR socket on recorder.

3. Type in LOAD"" <ENTER>. Press key <J> for LOAD, and <SYMBOL SHIFT> and <P> keys for quote marks; there is no space between the quotes. Press the <ENTER> key.
4. Press PLAY on the recorder.
5. The border will flash and then a title screen will appear.

PLAYING THE GAME

To control your movements use the following keys:

Q	Up
S A	Down
Z X C V	Raise Shield
B N M SYM SPACE	Jump/Throw
I O K L	Left
P ENTER	Right

All hi-res graphics in this game were developed by Russell Comte using Melbourne House's program Melbourne Draw – available from your local software retailer.

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