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.

Copying Escape From Hell for any reason other than making backup copies for your personal use is a violation of federal copyright law. Electronic Arts as a member of the Software Publishers Association supports the industry's effort to fight the illegal copying of personal computer software. Thank you for joining us in this effort.

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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-A-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
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.
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.

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.
Not everyone is friendly; eventually you'll have to fight. Press the first letter of the action you want to take. If you encounter more than one group and attack, also press the letter for the group you want to attack. The letter to the right of the monster group (S, M, or L) indicates their distance from you (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.

Try to avoid this. It's not pretty. Get in the healthy habit of saving your game when you are in good shape and in a safe place. (Press Control-S to save.) Every time you load the game, all of the monsters are restored to life, so you don't want to save the game immediately after killing them. (If you needed to 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 items on the landscape.
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 charac-
ter 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 an-
other 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)
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.
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.
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.

**Marksman:** 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 Launcher (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.
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: Jill Lowkey
Place of Torment: Gotham City
Sin: Weeks of Lust
Profession: Actress
Favorite Torment: Getting Old
Date of Death: 1983

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

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

**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 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.

<table>
<thead>
<tr>
<th>Defense</th>
<th>Defense</th>
</tr>
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<tbody>
<tr>
<td>Asbestos Suit</td>
<td>5</td>
</tr>
<tr>
<td>Battle Jacket</td>
<td>6</td>
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<tr>
<td>Bullet Proof Suit</td>
<td>13</td>
</tr>
<tr>
<td>Bullet Proof Vest</td>
<td>9</td>
</tr>
<tr>
<td>Construction Helmet</td>
<td>3</td>
</tr>
<tr>
<td>Demonic Shield</td>
<td>5</td>
</tr>
<tr>
<td>Dry Suit</td>
<td>4</td>
</tr>
<tr>
<td>Flak Jacket</td>
<td>6</td>
</tr>
<tr>
<td>Garbage Can Lid</td>
<td>2</td>
</tr>
<tr>
<td>Heavy Rain Coat</td>
<td>2</td>
</tr>
</tbody>
</table>

*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 though 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.
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