

the Inferno

A Fantasy Adventure

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Inferno

HOW TO GET STARTED

Thank you for purchasing 'Inferno'. We believe it is one of the finest adventure games on the market, and after you have played the game a few times, we hope you will agree with us.

You are probably anxious to get started, but if you can get through a short instruction course, the game will be a lot easier for you to use. For now, just do the following:

(1) Insert the disk in the Apple II disk drive. (Remember, you must have a 48K machine)

(2) Turn on the computer. If you don't have auto-start, manually boot the disk.

(3) Answer the questions as they are presented on the screen. A simple 'Y' for yes, or 'N' for no will answer most of the questions.

Don't be unhappy if it seems to take a long time to get started. 'Inferno' is a very large program and it just takes a little while to load, so have patience.

When the first room pops up on the screen, 'Inferno' is ready for you.

'Inferno' offers multi-command parsing. In other words, a sentence can have more than one instruction for the computer. In many cases, abbreviations may be used in place of long commands. Here are some examples:

(1) GO NORTH may be abbreviated to N. (The same with the other directions, including UP and DOWN.

(2) INVENTORY or I, will tell you what is in your possession...and your current life points.

(3) A command should include both a verb and a noun. (Except for the previous examples) Such as TAKE SHOE.

(4) Abbreviated multi-commands work well in 'Inferno'. E N E U GET SHOE D would translate to - EAST, NORTH, EAST, UP, GET SHOE, DOWN. As you learn your way around, this feature will help speed the game play. However, the multi commands may result in non-critical messages being flashed on the screen very rapidly.

(5) If the little critter that we have hired to follow your instructions doesn't understand you, you will get the equivalent of 'huh?' on the screen. Don't be discouraged. As he isn't too bright, simply try another command. 'Inferno' is a non-union adventure, so

we hired the cheapest creature we could find. And remember, he is very literal!

(6) Should the room description scroll off the screen, you can issue the command LOOK ROOM at any time to get a new full room description.

ERRORS

O.K. Now as to bugs. We sincerely hope you don't find one. We have had 'Inferno' out on extensive field trials before we ever released it to the public, and believe it is relatively bug-free. If a bug does crop up, the game will usually quit, and flash an error code on the screen. These are the Emporium's error codes, by the way, and don't correspond to the Apple error codes. If this happens, simply jot down the error number, as many facts of what happened as you can, and mail that information and the disk back to the Software Emporium. We will attempt to fix the bug and return the disk within 48 hours.

REPLACEMENT AND BACK-UP COPIES

What happens if you damage the disk? Well, if little Orville upsets his root beer on your floppies, or your dog thinks it is a black waffle and attempts to eat

it, just mail the sticky, tooth-marked disk back to us with a clean \$5.00 U.S. bill, and we will send you back a new copy. However, if we find that you have attempted to copy our disk, or list our programs, and that caused the damage, make that six \$5.00 U.S. bills. We strongly recommend that you just play the game fairly. For those that insist on listing or copying others programs, we won't claim it is impossible to do that to 'Inferno', but you may lose everything on the disk. Please don't copy our game as it took us over a year to write, and we hate to unleash our oily lawyer with the thin moustache.

THE INFERNO ORACLE

What happens if you get stumped? We've tried many adventures ourselves, and most of the time we have been left high and dry when we couldn't figure out what to do. We have established an INFERNO ORACLE to answer your questions. Send \$1.00 and a stamped self-addressed envelope to THE ORACLE at the Emporium address, and you will get sort of an answer. We really won't make money doing this, but the \$1.00 will help pay for our time. The clearer and more concise the question, the better the chance of getting an understandable answer! As with most oracles, our delights in being vague and confusing.

STANDARD GAME DEFAULTS

There are four options offered to the 'Inferno' player. These are:

- * Graphics. Several animated sequences to enhance the game.

- * Instructions. Detailed game rules.

- * History. A historical narrative of the 'Inferno'.

- * Message Delay. A timer for how long certain messages are flashed on the screen.

The standard defaults are: Graphics, Instructions and History are on. Message Delay is set to 100. If you wish to modify any of these, answer "Y" to the question "Do you wish to modify any of the standard game defaults?(Y/N)" that appears when the game is first booted. The game will then display all current values for the various options and allow you to modify each one. We suggest you leave the options set as they are for at least the first attempt at the 'Inferno'. When reading the history of the 'Inferno', you may stop the scrolling of the text at any time by holding down the CTRL button, and pressing the letter 'S' at the same time. Pressing any other key will resume the scrolling action.

BURIED TREASURE

If you have sent in the registration card, and win the game, we will give you a 50% discount on the retail price of your next Software Emporium game purchase. To win, you must achieve the highest rank possible. That rank is secret, and is not mentioned in the listing. Should you manage to list our program, and send us the wrong rank, we will disqualify you from any prizes and send Bruno (a very large friend) to visit you.

WARRANTY

The Software Emporium guarantees your 'Inferno' disk to be free from all material defects for a thirty day period from date of purchase. The Software Emporium makes no other warranties, implied or explicit. If for some unexplainable reason, your computer is damaged while playing our game and you wish to sue us, you may contact us through our agents in Caracas, Venezuela.

ADVERTISING

We at The Software Emporium believe in apple pie, motherhood, and making an honest buck! If you have a program which you feel has market potential, please

contact us about the possibility of The Software Emporium being your distributor.

THANX TO:

Rainbow Computing, Inc. and the author of SUPER SOUND. Will Crowther and Don Woods for inventing the first adventure. Our wives for their help and patience. (They made us put this in!!!)

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from

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