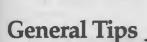# ESCAPE FROM HELL

Type: Weird Role-Playing
Difficulty: Intermediate
Systems: MSDOS (640K required for VGA/
    MCGA and Tandy, 512K for Hercules,
    CGA, EGA; no sound board support)
Company: Electronic Arts

This offbeat quest casts you as a game designer with a great excuse for missing the deadline on your current project: while programming a quest about Hell, your partner Alan and your girlfriend Alison were mysteriously zapped into the game, so you have to go to Hell and rescue them from the Devil. It's an aerial view game that takes place on several levels representing regions of Hell. When you touch one of the yellow pitchforks on the main map, the hellscape is transformed, different monster types appear and even the laws of science are altered (sometimes guns work, sometimes they don't).

Your party of up to three characters includes notorious historical and fictional people such as Genghis Khan and Dr. Jekyll. Graphics are sharp and imaginative when displayed as first-person pictures during an encounter. They're spiced up with a little spot animation, but no music or sophisticated sound effects. Puzzles are object-oriented, and the interface is keyboard- and function key-controlled. T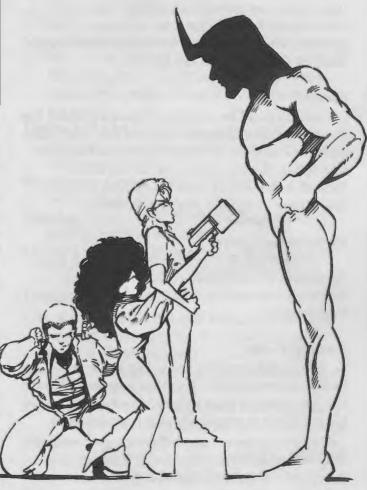he warped, wacky sense of *Wasteland* is evident in the types of weapons and armor, such as the Super Sombrero, and assorted monsters. There are not a lot of magic spells to figure out, and combat is easily mastered. Though it isn't the best-looking or best-sounding quest of the year, *Escape from Hell* still presents an engaging and amusing way to spend a few weeks.

General Tips

Strategy

At the outset, open the chest, take the contents, and save your game. The cross is needed to defeat Satan at the end, so don't lose it. Your strategy is to recruit two NPCs on the first level, go to Level 2 and replace one NPC with Alan, go to Level 3 and replace the last NPC with Alison, defeat Satan and leave Hell through the gate. Do not fight with any creature that is not hostile, or you may not be al-lowed to use the gate! Save the game before making any critical decisions, as the NPCs may desert you, taking useful items. Before replacing one NPC with another, trade all the outgoing character's useful gear to someone else. Other than combat skills, only one person in the party needs the critical skills for specific situations.

Walkthrough _____

Level 1

City of Eternity

Recruit Stalin and Khan. Get mirrored shades from prisoner in the Fire Pit, trade them to singer for trench coat. Get garbage can lid from rear of Minos court (repeat for each character). Get items from chest in side room of court. Get gun in exchange for matches. Get lead forks. Get laptop.

Limbo

Recruit Ach-Chu in place of Khan (optional). Get Tudes tape from dispenser. Get pistol in toilet, wrist rocket under bed. Don't take Burr's sketches. Give **l218 f47k** to Burr for police special and shield. Richard learns *archery* from Thucydides in library, others learn *melee* from Anthony in library.

Recruitment Center

Use *bluff* skill to get badge from sergeant, and use *picklock* to reach examination room where Richard learns *pistol* skill. May get demon shield in treasure room.

Training Camp

Dante and Booth willing to join (optional). Richard learns *picklock*, others learn *dueling*. All learn *rifle*. The statue in front will give free healing, so this is a good area to gain levels with repeated fights.

Sergeant at Table

Trade Tudes tape for parachute.

Hamlet

Give Yorick's skull to Hamlet, and he will join quest (optional).

Lucifer's Landing

Trade **ph3n2** to Sergeant in southern end for a demon shield. Find Flicka in northern end. Richard learns *machine gun*. Get care bracelet.

City of Eternity

Give care bracelet to Juliet in Minos Court. Receive angelic powers.

Lucifer's Landing

Use **p171ch5t2** to decend to Level 2. Stalin sometimes deserts.

Level 2

City of Devils

Replace Stalin with Wild Bill, who has dark rifle and dark pistol. Wyatt Earp teaches *rifle*. Statue in rear of city gives free healing. Visit Al's to recharge guns, rifles and machine guns.

Satan's Halo

Get automatic weapons that are stored in crates in **729t1571nt**. Find random items outside Club Miranda. Khan may desert before entering city.

Prison of the Damned

Abdul teaches Richard about *explosives*. Get dark rifle and dark pistol at his house.

Gangster City

Use dark weapons. Ed teaches Richard *electrical* skill. Get gallon of blood from Bonny and Clyde. Get weapons from Capone's vacation home.

City of Devils

Give blood at bank and get bulletproof suit.

Capone's City

Use dark weapons. Fight tough Hell captains in cafe. Eat food on table in lower right corner for free healing. Attack Capone's mansion. Get dark pistol, tommy gun, suit. After you kill Capone, Ceasar will give you the database. Destroy mind magnifier.

Gangster's City

Alan can now join the party, replacing an NPC.

Prison of Damned

Use Alan's **9l28g2h1mm27** to break glass cage. Richard learns *bluff*, gets asbestos suit.

Satan's Halo

Use *electrical* skill to fix speakers, and Mozart will be willing to join you.

Capone's City

Use lower transporter to reach Level 1. Give database to receptionist in Minos Court in City of Eternity. Get consultant's badge from her sister. When ready, use the phone booth to go to Level 3, or use upper transporter in Capone's City.

Level 3

Dismal Land
Learn *swimming* from the teacher, or practice in the pool. Dr. Jekyll is willing to join. Get freaker box.

Dachau
Use *swimming* skill to swim E. Field Marshal teaches *rifle*. Get Hitler's diary, give it to him and get access to armory. Rommel teaches *rocket* to Alan.

Beelzebub's
Get magic pyramid. Allow Code-warrior to replace NPC. (Keep Alan!) Visit clerk. Use the transporter to Level 2 to replace ammunition.

Death Alley
Cross bridge. You can get free healing at the halfway point. Code-warrior can use phone booth to tap into Devil's Fortress, transporting the party there.

Devil's Fortress
Find Alison in lower right corner room. Allow her to replace Code-warrior. Party now consists of Richard, Alan and Alison. Go S to Satan's Room. Fight Satan, using **h4l6 c7499**. Go through rooms to gate. If "good," the party is allowed to escape from Hell.

Location of Items

Because the levels are so few and so easy to get around in, maps are not provided here. Locations of key objects and characters are listed by level and general area.

Level 1
City of Eternity. Stalin, Khan, mirrored shades, trench coat, garbage can lid, gun, chest, matches, lead forks, laptop computer, angelic powers, consultant's badge (Minos Court), phone booth to Level 3

Limbo. Ach-Chu, Tudes tape, pistol, wrist rocket, Burr's sketches, police special, shield, archery and melee training

Recruitment Center. Badge, pistol shield, demon shield

Training Camp. Dante, Booth, picklock, rifle and dueling training, free healing

Lucifer's Landing. Demon shield, Flicka, machine gun training, care bracelet, exit to Level 2

Level 2
City of Devils. Wild Bill, rifle training, statue (free healing), recharge guns, rifles, machine guns (at Al's), bulletproof suit

Satan's Halo. Automatic weapons, random items at Club Miranda, speakers, Mozart

Prison of the Damned. Explosives training, dark rifle and pistol (both at Abdul's)

Gangster City. Alan (sledgehammer), electrical skill, gallon of blood, weapons (Capone's home), bluffing skill, asbestos suit

Capone's City. Free healing, dark pistol, tommy gun, suit, database, mind magnifier, transporter to Level 1 (lower), transporter to Level 3 (upper)

Level 3
Dismal Land. Dr. Jekyll, swimming training, freaker box

Dachau. Rifle and rocket training, Hitler's diary

Beelzebub's. Magic pyramid, Code-warrior, transporter to Level 2

Death Alley. Free healing, transporter to Devil's Fortress

Devil's Fortress. Alison, Satan

Some boldface words appear to be gibberish. They are key words hidden in the QuestBusters code so that you can't read them just by glancing at them (and find out something you don't want to know). A new, easier code was devised for this book. Instead of having to decode every letter in a boldfaced word, you need only decode the vowels and several of the consonants by using the following code chart:

1	=	a	6	=	y
2	=	e	7	=	r
3	=	i	8	=	d
4	=	o	9	=	s
5	=	u			