

NETHERWORLD  
BEYOND TIME I STAND

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# USER MANUAL

## **EPILEPSY WARNING:**

**Please read carefully before using this game or allowing your children to use it.**

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experiences any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

## **PRECAUTIONS TO TAKE DURING USE**

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as possible.
- Preferably play the game on a small screen
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

## **SYSTEM REQUIREMENTS**

It is essential that your PC meets the minimum requirements as detailed on the game's packaging. If you are experiencing poor performance, check to make sure your system hardware supports those requirements and that your video/sound card drivers are up-to-date.



## **INSTALLING/UNINSTALLING THE GAME**

To install the game, insert the disc into your disc drive and wait for the Auto Run menu to appear. Click INSTALL and then click NEXT; and follow the on-screen instructions to install the game.

*Note:* If the Auto Run menu does not automatically appear, double-click the My Computer icon on the desktop, and then double-click on the disk drive in which the game disc is inserted. Double-click on the 'AutoRun.exe' file and then click on INSTALL to begin installation.

If you are having problems or the game did not install correctly the first time, we recommend uninstalling and re-installing the game. To uninstall the game, click the Windows Start button, select Programs (or All Programs), find the game's parent folder (usually FXLabs), locate the game and click Uninstall to remove it.



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## **ENTERING NETHERWORLD**

Beatrice was my light. In a frantic world of double shifts and constant worry, she alone made me feel peace. Then, she was taken from me. For the first time in my life, I felt truly lost. When grief came, I folded in on myself and let it sink its teeth into my soul.

Midnight, high on a train trestle with death in my heart. Who dreams that anyone or anything could intervene in such a place, and at just the right time? He came from nowhere, and called himself Virgil. His eyes looked...into me. I know how that sounds, but there's no other way to describe it. Somehow, he knew the one thing that would keep me from jumping, and he offered it to me without blinking: Passage to the nine circles of the afterlife, where my daughter lingers.

I willingly crossed the threshold into the Netherworld.

I didn't consider the price for seeking life beyond the grave. This place is frightening and incredible at the same time. Astonishing beings lurk everywhere, but not all are bad. The Damned are vapor-like essences, for lack of a better word. Despite their name, they don't hurt me at all. They just pass through me with a little chill. And there are the benevolent Lost Souls. I feel better when I meet them. I know that they're lending their strength to me. I wonder if the Lost Souls were parents at one time....

Virgil is here, too, and he appears to be in a power struggle with someone – or something – named Baal. I don't know what they're fighting for, or who to trust, and I don't really care how their battle ends. Beatrice is the only answer for me in this hellish place. Because of her, I'll keep going no matter what the cost.

Virgil tells me that I am a "vessel". Whether by design or luck, I don't know, but I have the ability to carry some entities through this world toward possible redemption. In return, they lend me their powers to fight the countless creatures that stand between me and Beatrice. It's unbelievably draining to channel and control these abilities that are so foreign from my usual ways of being. Yet carrying these entities is the best way to fight my way through this terrifying place and continue moving toward Beatrice.

I already know that this path is fraught with strange and powerful forces. Humans don't really belong here, but I have something now that I haven't felt since before Beatrice was taken from me, something that may prove my most powerful asset in this world of torture and despair. I now have hope.

## GETTING STARTED

To install the game, insert the *NetherWorld Beyond Time I Stand DVD* into your DVD drive. The Autorun should start automatically. Otherwise, you can activate the setup process by opening My Computer or Windows Explorer and double-clicking on the DVD disc icon. Then, double-click on AutoRun.exe and click on INSTALL to start the wizard. Make sure you have administrator privileges on your system. Follow the prompts through the entire setup process. You will be asked to verify the location for the installation (default location is C:\Program Files\FXLabs\NetherWorldBeyondTimeIStand).

After installation, access The game by double-clicking the new shortcut on your desktop, or by selecting "NetherWorldBeyondTimeIStand" from the FXLabs section of your Programs menu. You will be prompted to enter information about your video card and display preferences; this prompt occurs only on first run.

At the game Main Menu, you can choose to start a new game, load a saved game, continue a paused game, or change your in-game options.

## OPTIONS

From the Main Menu, select Options to adjust your Video, Audio and Control preferences.

### VIDEO:

<b>GRAPHICS</b>	Adjust the basic graphics options.
Resolution	Adjust screen resolution. Lowering the resolution will result in better game performance at the cost of display quality.
Gamma	Increasing the gamma settings will increase the overall ambient light.
Full Screen	Toggles the full screen mode.
<b>ADVANCED</b>	
Shadows	Toggle shadows. Switching off player shadow gives better game performance.
Dynamic Lighting	Toggle Dynamic Lighting. Switching off player dynamic lighting gives better game performance.
Trilinear Filtering	Adjust Trilinear Filtering. For better game performance, switch off Trilinear Filtering.
Post Processing	Toggle Post Processing effects. Switching off post processing effects gives better game performance.
FSAA	Adjust FSAA. For better game performance, switch off FSAA.

**AUDIO:**

<b>SOUND</b>	Select the volumes of the Music and Sound Effects.
Sound Volume	Adjust the volume of in-game ambient sounds.
Music Volume	Adjust the in-game effect and music volume.

**CONTROLS:**

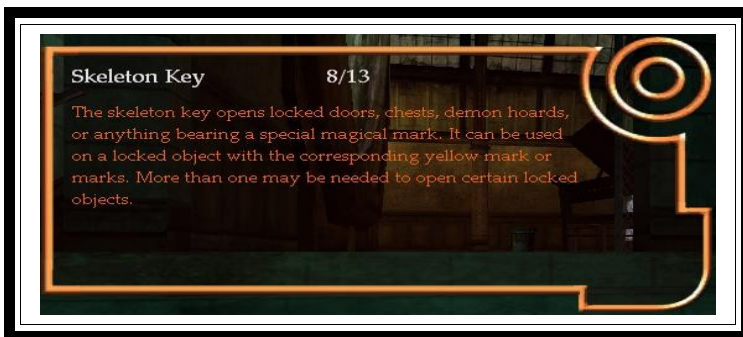
<b>MOUSE</b>	
Mouse sensitivity	Adjust Mouse Sensitivity
<b>CONFIGURE</b>	
W	Forward
S	Backward
A	Strafe Left
D	Strafe Right
Space	Jump
Left Mouse	Primary Fire
Right Mouse	Secondary Fire
Ctrl + Left Mouse	Alternate Primary Fire
Ctrl + Right Mouse	Alternate Secondary Fire
F	Use
E	Switch form
Q	Orb Screen
Z	Quest Screen
Middle mouse (scroll)	Free Look Mode (Disengages camera)
<b>HUD</b>	
Subtitles	Toggle display of In-game Subtitles
Show HUD	Toggle display of In-game HUD
Show ORB Information	Toggle display of Information on Orbs in Orb Screen

## IN-GAME DISPLAYS

Amanda's journey through the Netherworld involves complex quests, dangerous battles and occasionally baffling liaisons. The information gained from these encounters is tracked on the Quests Screen, which can be activated at any time by pressing the 'Z' key.

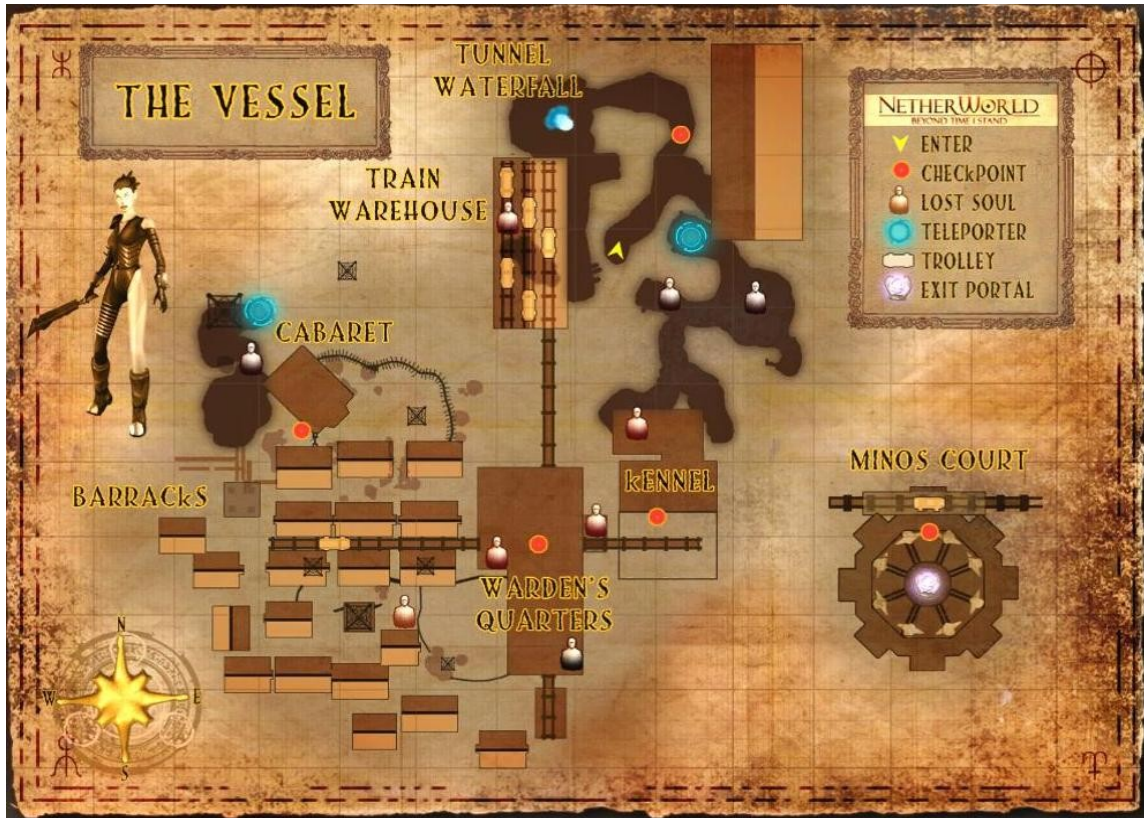


Amanda's well-being in the Netherworld often depends on the items she's collected on her quests. Orbs, which are outlined in detail in the Orbs section, are kept in an inventory that can be accessed at any time by pressing the 'Q' key.





## MAP DISPLAY



Pressing ("M") opens the Map with icons indicating the spawn point along with various other objectives. The compass on the bottom left of the screen indicates North. The Legend at the top right describes the various icons on the map. For example the yellow icon represents the spawn point, the red circle indicates checkpoints, and the blue circle shows the location of the Teleporter.

## OBJECTS AND NAVIGATION

Many objects in the Netherworld are usable by Amanda, and they may aid her quest to find her daughter. Usable objects are designated by a highlighted hand symbol, and are manipulated by walking toward them and then pressing 'F' to select the item.

During gameplay, a **white target** is visible at all times just in front of the player character. This symbol acts as a navigational device only.

When the character engages in combat, the white target turns **red** and **indicates the aim of the character's attack**. The outer ring on the red target represents the health of the enemy being attacked, and will fade as their health is drained.

**Free Look Mode**, which is activated by pressing the middle mouse (scroll) button, detaches the in-game camera from the character and allows you to visually explore the environment. When Free Look Mode is engaged, the white navigational target turns to a blue eye.

## EXIT PORTALS

The only way to move from one circle of the afterlife to the next is via an Exit Portal. A Portal opens only when Amanda has completed all of the quests on that particular circle, or level.

Progression to higher levels depends on the minimum number of souls collected (6) per level. To use an Exit Portal, Amanda need only walk into it, and she will emerge on the next level with the portal directly behind her. Passage through the nine circles is a one-way route! Amanda cannot go back through a portal once it's been used to access the next level.



## CHARACTERS

### AMANDA WRIGHT

Amanda is the main character in this story, and the mother of Beatrice. She is called The Vessel, because of her unique ability to carry other souls inside her through the Netherworld. Amanda can switch forms at will and use the other characters' abilities to suit her needs.

#### Amanda's weapons:

Amanda is the only character who can use Orbs, which are outlined in detail in this manual.



#### Amanda's controls:

<b>Action</b>	<b>Default Key(s)</b>
Basic movement	W, A, S, D (see basic controls)
Select Orbs	Q
Switch Forms	E
Attack with blade	Left mouse
Throw selected orb	Right mouse

## **INSTINCT**

Instinct is the first entity that Amanda encounters on her journey. She is a master of close combat, and utilizes several devastating offensive and defensive moves that serve well in melee situations. However, she can be vulnerable to long-range attacks.

*Note:* Second & Third level weapons for all characters are applied only if you collect the first level weapons in the initial levels.



### **Instinct's controls:**

<b>Action</b>	<b>Default Key(s)</b>
Basic movement	W, A, S, D (see basic controls)
Sword Strike	Left mouse
Power Sword Smash	Right mouse
Kick	CTRL + Left mouse
Repel Projectiles	CTRL + Right mouse

**Instinct's basic weapons and armor:**

**The Blade of Contempt** delivers minimal damage.

**The Roaring Cyclone** creates a shockwave from the point of impact.

**Hobnailed Boots** cause minimal damage to enemies.

**Slaves Bracers** block all melee and ranged attacks, and fires projectiles in random directions.

**Night Armor** provides medium protection against melee attacks, and poor protection against ranged attacks.



**Instinct's first series of Upgrades:**

**The Blade of Malice** delivers a medium amount of damage.

**The Force of Caliburn** creates a shockwave which knocks back nearby enemies, causing brief stunning and a small amount of damage.

**Steel Toed Boots** cause medium damage with a chance of brief stunning.

**Spiked Bracers** block all melee and ranged attacks, and fires projectiles in direction of enemy. Over time, knocks back melee attackers.

**Blood Armor** provides maximum protection against melee attacks, and medium protection against ranged attacks.



**Instinct's second series of upgrades:**

**The Blade of Rage** delivers maximum of damage.

**The Vengeance of the Phoenix** shockwave knocks back nearby enemies, causing brief stunning and medium damage.

**Battle Boots** cause a high amount of damage with a chance of stunning.

**Fire Bracers** block all melee and ranged attacks and aims projectiles toward enemy. Also knocks back melee attackers after third attack.

**Battle Armor** provides maximum protection against melee attacks, and medium protection against ranged attacks.

## SHADOW

Shadow is the second entity that Amanda meets. Shadow is a self-proclaimed sneak and assassin. He cannot provide valuable assistance in combat situations, but he proves deadly against unaware foe. Thanks to his grappling ability, Shadow is instrumental in moving through seemingly impassable areas. He also can unlock certain doors and turn off security devices.

### Shadow's controls:

<b>Action</b>	<b>Default Key(s)</b>
Basic movement	W, A, S, D (see basic controls)
Claw	Left mouse
Grapple	Right mouse
Place turret	CTRL + Left mouse
Invisibility	CTRL + Right mouse

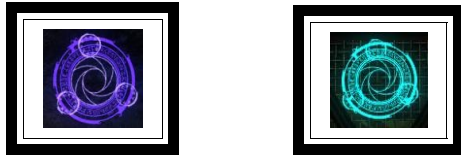


### Shadow's basic weapons and armor:

**The Gouging Claw** causes minimal damage versus aware enemies, but kills unaware enemies instantly when used to backstab.

### Shadow's grappling tools:

One of Shadow's most useful skills is the ability to deploy a grappling device that can attach itself to special points in the world and pull Shadow toward them. The grapple also is useful for attaching to objects and pulling them down to serve as bridges or new pathways.



To use the grapple, point the small white targetting circle toward the grapple point and click the right mouse button to throw/extend the grapple hook. Keep a sharp eye out for grapple points, because they sometimes represent the only way to proceed through a level!

A particularly unique attribute on Shadow's grapple is the ability to steer it toward its target, even in an arc. To steer the grapple, click on the right mouse button; while the grapple is extending, move the mouse left, right, up or down to cause the grapple to turn and bend in that direction. Grapple points can be far off in the distance, but as long as the you can see the point and there are no physical obstructions to block its path, Shadow's grapple can take hold.

**The Bone Grapple** pulls Shadow to first-level grapple points.

**The Rifle Turret** redirects enemies to attack the turret instead of Shadow, and fires projectiles that cause minimum damage.

**The Thief Mask** renders Shadow invisible to enemies who are still some distance away.

**The Apprentice Tool Belt** turns off all guard boxes.





**Shadow's first series of upgrades:**

**The Searing Claw** causes minimal damage to aware enemies, but kills when used to backstab.

**The Steel Grapple** pulls Shadow to first-level grapple points.

**The Machine Gun Turret** redirects enemies to attack the turret instead of Shadow, and fires projectiles at enemies.

**The Ghost Mask** renders Shadow invisible to all enemies in close proximity.

**The Journeyman Tool Belt** turns off all guard boxes and opens any item requiring a Skeleton Key.



**Shadow's second series of upgrades:**

**The Killing Claw** causes minimal damage to aware enemies, but kills instantly when used to backstab.

**The Fang Grapple** pulls Shadow to any grapple point.

**The Rocket Turret** redirects enemies to attack the turret instead of Shadow, and fires projectiles at enemies.

**The Assassin Mask** renders Shadow invisible to all enemies in extremely close proximity (almost touching).

**The Master Tool Belt** turns Turrets & Shriekers against other enemies and opens items locked by either Skeleton or Thorn Keys.

## **CORRUPTION**

Corruption is the third entity that Amanda encounters in her search for Beatrice. Corruption is a long-range expert possessing some interesting abilities that make him a formidable foe. However, he can be vulnerable to melee attacks.

### **Corruption's controls:**

<b>Action</b>	<b>Default Key(s)</b>
Basic movement	W, A, S, D (see basic controls)
Primary ranged attack	Left mouse
Ranged attack	Right mouse
Eye Beam (stun enemies)	CTRL + Left mouse
Mana Bleed (steal energy)	CTRL + Right mouse



**Corruption's basic weapons:**

**The Fist of Disdain** fires a projectile toward an enemy target for minimum damage.

**The Hand of Flies** fires a swarm of flies that locks on to target and causes continuous minimum damage over a three second period.

**The Mana Bleed** steals a small amount of mana from one nearby enemy. Mana Bleed is represented by Corruption's arm tattoo.

**Bone Armor** provides minimum protection to melee attacks, medium protection from ranged attacks.



**Corruption's first series of upgrades:**

**The Claw of Fury** fires two projectiles toward an enemy target, causing a medium amount of damage.

**The Hand of Wasps** fires a swarm of wasps that locks on to target and causes medium damage over a three second period.

**The Vampiric Drain** steals a small amount of mana from two nearby enemies. Vampiric Drain is represented by Corruption's arm tattoo.

**Jade Armor** provides medium protection from melee attacks, high protection from ranged attacks.



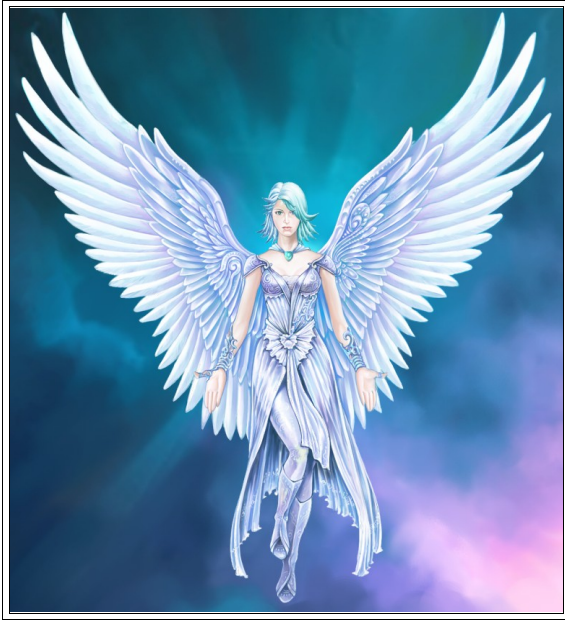
**Corruption's second series of upgrades:**

**The Hand of Hate** fires a volley of three homing projectiles toward an enemy target for maximum damage.

**The Hand of the Plague** fires a swarm of locusts that locks on to target and causes maximum damage over a three second period.

**The Leach of Corruption** steals mana from all nearby enemies, and is represented by Corruption's arm tattoo.

**Onyx Armor** provides medium protection from melee attacks and maximum protection from ranged attacks.



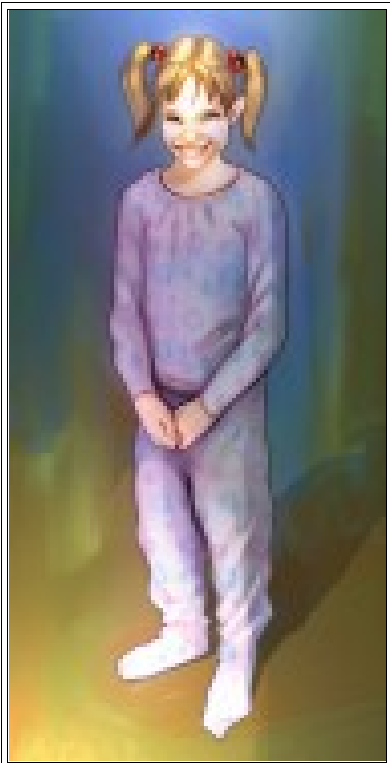
### **LIGHT**

Light is a mute angel that Amanda must free from Baal's imprisonment. Although she is not a playable character, Light's presence affects the other characters' levels of mana and orb capacity. Pay close attention to Light's reactions to other characters; she is a being of truth in a world of deception!



### **VIRGIL**

Virgil has appointed himself Amanda's guide through the Netherworld. He often provides words of advice to help her through tough situations, or creates tutorials to help her learn new skills.



### **BEATRICE**

Beatrice is Amanda's sole reason for embarking on this harrowing journey. Can she really bring her daughter back from the afterlife? In the Netherworld, anything is possible, and nothing is as it seems....

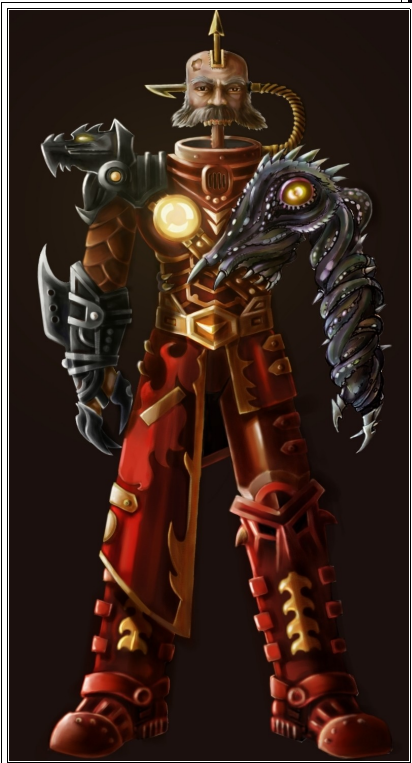


## **BAAL**

Baal is a powerful denizen of Hell, who has tricked and entrapped the true master, Lucifer. With Lucifer out of the picture, Baal is wrongfully imprisoning innocent souls in Hell. He also kidnaps Amanda's daughter Beatrice.

## **LUCIFER**

Lucifer is the true Lord of Hell, but his body has been trapped and frozen beneath the bottommost layer of the Abyss. Only a tiny spark of his consciousness is free, and this inhabits the body of a snake named Virgil.



## **WARDEN**

Warden initiates the first Boss battle between the Cerberus Mother and Amanda.

## MANAGING HEALTH AND MANA

When you are in the form of Amanda, her mana acts as a health shield. As she takes damage, her mana reduces until it reaches zero, and then her health begins to dissipate. When her health reaches zero, she disappears and is spawned at the last save checkpoint.

Note: Only mana regenerates on its own! If health is damaged, then you must replenish it through health orbs or health pick-ups.



**Health**



**Mana**

When Amanda switches to any of the special form characters—Instinct, Shadow, or Corruption—her mana is utilized to hold the form. You must either switch back to Amanda to slowly regenerate the mana store, or find additional mana through orbs or pick-ups.

Health and mana are found in the Netherworld in other ways besides pick-ups. For example, you receive a small mana boost for every defeated enemy, so mana levels can be maintained during successful combat scenarios. When defeated, some enemies drop special pick-ups in the form of additional mana, health, or other helpful elements.



## ORBS

Numerous objects that contain special attributes and capabilities are scattered throughout the Netherworld. Some of these objects are the Orbs that serve as Amanda's weapons in combat. Below are the names and descriptions of each type of Orb.

### WEAPON ORBS



**Hex of Earth** creates a short-range magical circle that works like a land mine.



**Hex of Fire** creates a mid-range ball of fire in Amanda's hand which can be thrown at an enemy to cause direct damage, or near them to cause a small amount of radial damage.



**Hex of Lightning** creates a long-range lightning projectile that can be aimed and fired at any target for large amounts of damage.

### KEY ORBS



**Skeleton Keys** open locked doors, chests, demon hoards, or anything bearing magical yellow marks; the same number of Skeleton Key orbs as yellow marks are required to open the object. If Amanda attempts to open an object without having the required number of orbs in her possession, then the orbs she does have will be destroyed, and the object will remain locked.



**Thorn Keys** remove natural barriers bearing natural magic's green marks. As with the Skeleton Key, the same number of Thorn Key orbs as green marks on the barrier are required in order to remove the barrier. If she does not have enough orbs, then Amanda will lose those that she attempted to use, and the barrier will remain intact.

## POTION ORBS



**Joy** restores a large amount of health.



**Spirit** restores a large amount of mana.



**Bliss** restores all of the Amanda's health.



**Free Will** restores all of Amanda's mana.

## DEFENSIVE ORBS



**Seal of Vigor** creates a protective field around Amanda that prevents mana loss. While this shield is active, Amanda can switch to any other form, and the shield will continue to prevent mana loss until it dissipates.



**Purging Seal** creates a brief burst of energy that flows through Amanda and removes any adverse states such as poison, paralysis, daze, etc. While the shield is active, it shields against poison attacks.



**Seal of Illusion** creates a ghost-like apparition that serves as a tactical diversion for enemies; they will follow the apparition instead of Amanda.

*Remember:* Orbs can be manipulated only by Amanda, so she must be in her own form before accessing their special capabilities!

## DANGEROUS ENCOUNTERS

The nine circles of hell are riddled with creatures that do not want a human in their midst, and they will harm Amanda at their first opportunity.

During a fight, icons that indicate a State of Being may appear above both player characters and their enemy opponents. The States represent a spell or other condition in which the character finds them self. For example, if a character is hit with a poison spell, the “Poison” icon appears above their head, and they will sustain poison damage for the duration of the spell. It’s important to note that some states affect only player characters, while others affect only enemies.

The State of Being icons are:



**Curse**



**Daze**



**Slow**



**Paralyze**



**Poison**



**Stun**

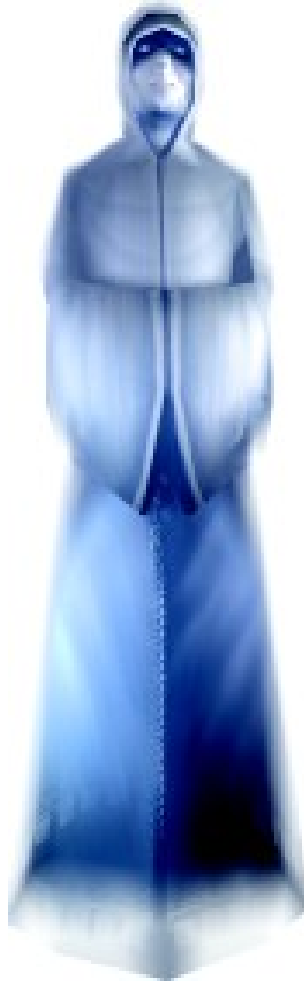


**Unpopular**

## LOST SOULS

The nine circles contain hordes of Lost Souls. Some can help Amanda on her quests, although she may need to do something for them in return. Those souls that she frees can increase her health and mana in the following ways:

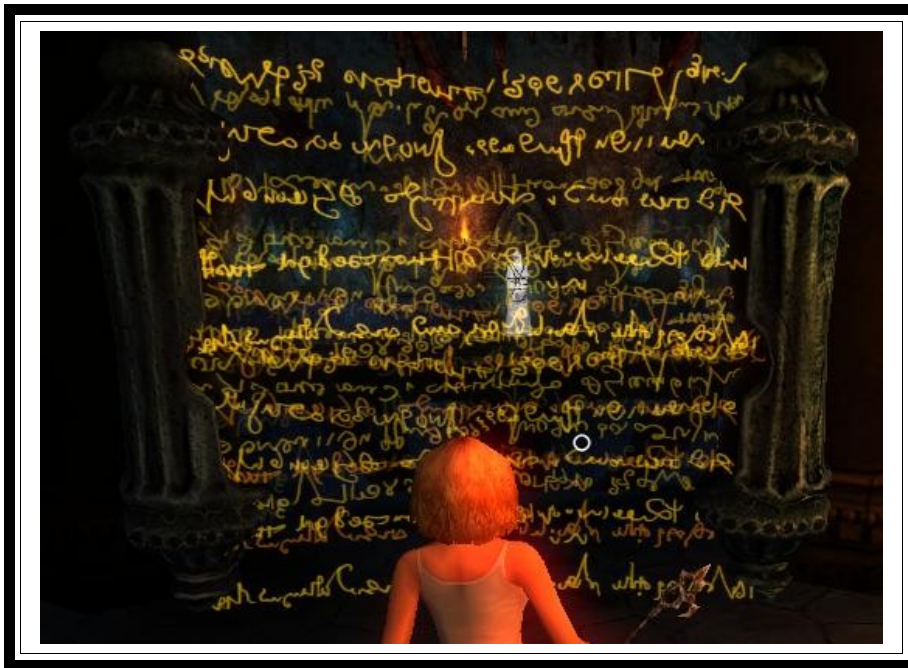
<u>Soul Color</u>	<u>Affect on character</u>
Red	Health increase +5
Blue	Mana increase +5
Yellow	Orb capacity +2
Green	Increases critical hit
White	Quest information



## OTHER USEFUL OBJECTS

### RUNES & SCROLLS

Runes and Scrolls represent a discrete lock-and-key system used throughout the levels of Netherworld. Each Circle has Runes which are generally found with lost souls. You have to collect souls, to collect scrolls to open rune walls in each circle. You have to therefore collect all the souls with scrolls to proceed further in the game. Scrolls are not Agnostic Items; they will be noted on Quest screen



## BREAKABLE OBJECTS

At various locations in the game, there are urns placed for the user to break and collect mana / health from within.

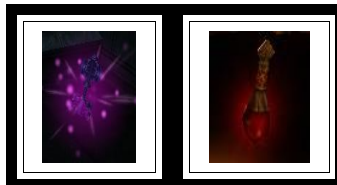


## BUTTONS AND ACTIVATED ITEMS

Button or lever will be used to activate certain items, such as lifts and locked “doors” (which may be any sort of object that prevents egress.) These buttons will send activation messages to the respective objects.



The “Purple key” and “Drop of Knowledge” are important pick-up items.



## ENEMY CHARACTERS

NAME	DESCRIPTION
Shrieker	A half body suspended in a gibbet, the Shrieker is the security camera of Hell. It does not fight, but if it detects the PC, it will let out a piercing shriek. Soon after, monsters will be teleported in to the vicinity to attack the PC.
Turret	The Turret is simple, non-moving AI that fires fast and slow projectiles at the PC. There are four flavors of turret (for four levels of difficulty).
Storm trooper Guard Whip	A large military demon armed with a long whip. It has glowing eyes. This AI uses the "once-grunt" of Netherworld; it is used in most of the basic combat situations of the early levels.
Storm trooper Guard Electric Whip	As above, but with a glowing whip that has a slightly longer range, does more damage, and trails a particle effect.
Storm trooper Guard Rifle	As Storm trooper Guard Whip above, but instead of a Whip, this demon uses a rifle. It fires one shot at a time, and requires a fairly long reload time between shots. It has no melee attack, but will fire the rifle even at point-blank range.
Storm trooper Guard Machine Gun	As Storm trooper Guard Rifle above, but with a machine gun instead of a rifle. Its ranged attack is rapid and more deadly, and requires less reload time between bursts.
Cerberi pup	A monstrous three headed dog. The heads have huge jaws full of sharp teeth; the creature attacks by lunging forward and biting with the heads.
Cerberus Boss	A larger version of the Cerberi pup; it guards the Warden's Quarter in Level 1.
Minos	Minos is basically a tougher Storm trooper Demon with new art. After conversing with him, Minos will place Amanda in the second level of Hell.
Ignoramus	The Ignoramus is a general demon which It attacks with a non-ballistic projectile attack of supernatural snake-heads trailing particle effects. When this attack is made, the body is wrenched shamanistically, as the snake-head erupts from its mouth. It should convey a sense of being taken over by a greater power. Also it attacks the character using hand (Melee)

Ignoramus "Green"	It's a type of ignoramus but with a green colored body. It also attacks just like Ignoramus but damage will be more powerful than the one encounter in the lower level.
Succubus	Beautiful women with non-functional bat wings and faces that are deformed in some way. The Succubus has a ranged attack, which is a screeching (PC and AI) attack. (This is a projectile that will burst in a radius on impact.) A Succubus can only use the daze attack once every 20 seconds.
Spider Demon	This is a creature with a spider body. It attacks with a melee bite that has a chance of inflicting the PC with poison, and a ranged attack that covers the PC with slowing webs. The slowing effect lasts for 10 seconds, and the Spiders can only use the web attack once every minute.
Medusa	The Medusa is a humanoid creature, with a snake's body, when her projectiles strike the PC, there will be some percentage chance that the PC will become cursed for 30 seconds.
Queen Medusa	The Queen Medusa is a larger, more menacing version of the Medusa. It shoots slow-projectiles (small blue spheres, as a possibility) that will freeze the PC for a few seconds if they hit. Each Queen Medusa can only use this attack once every 30 seconds. Between freezing shots, they can move forward and attack with a hand-to-hand melee attack.
Auto bomb Demon	The Auto bomb Demon has no true melee or ranged attack. Rather, when it detects the PC, it begins a short countdown to self-explosion. When it dies, it will explode wherever it happens to be, damaging everything in a radius around it.
Doughboy Rifle	A demon with glowing eyes, armed with bayonets, and will attempt to either shoot or stab the PC.
Doughboy Grenade	A demon with glowing eyes, armed with deadly grenades that do area-of-effect damage. They are immune to their own grenade damage, and so will use them even at close range.
Harpy	A harpy is a large, disgusting bird with a woman's head and human arms. It can rake with its bird claws, and shoot with a longbow.
Harpy Queen	This is a large, even more disgusting bird with a woman's head and human arms. It can shoot with plasma eggs. The plasma eggs from this AI explode (area of effect) on impact, doing more damage and making them harder to dodge.
Giant	Giants are big enough that, at first sight, they could be mistaken for architecture. They are immobile, being trapped from the waist down, sunk into huge pits. They attack with fists or huge hand-held



	weapons, smashing them down on the PC if she comes within range. The Giant will actually attack anything that comes within range, including other AI's.
Spider Monster	This is a creature with a spider body that is larger than the Spider Daemon. It attacks with a melee bite that has a chance of inflicting the PC with poison, and a ranged attack that covers the PC with slowing webs. The slowing effect lasts for 10 seconds, and the Spiders can only use the web attack once every minute.
Gargoyles	Gargoyles are typically depicted as (generally) winged characters with demonic features: generally horns, a tail, and talons. These fictional gargoyles can generally use their wings to fly and attack.

## SAVING AND LOADING

You can load games through the Main menu and save game through the check points in In-Game. In normal game play mode, your game is automatically saved after crossing each check point.

- The game will be saved automatically after crossing the checkpoints in In-Game with "Check point saved" message.
- To load a saved game, click on Load Game option in the Main menu, then click on the profile and select the exact check point then select Load button in the profile menu.
- At any time during the game play, to play the previous check points, press "Esc" to open the pause menu then click on the Load game from the In-Game pause menu and select the checkpoint.

## **TROUBLESHOOTING**

### **VIDEO & SOUND CARD DRIVERS**

An outdated video or sound card driver can lead to slow and choppy gameplay or in some cases can prevent the game from running entirely. To ensure an enjoyable experience with your game, make sure that you have the most recent video and sound card drivers installed. These drivers are typically available for download from your system or manufacturer's website. If you are not sure what type of video or sound card you have or you do not know how to update the drivers on your system, please refer to the documentation that came with your system or peripheral.

### **PROBLEMS INSTALLING THE GAME/DETECTING THE DISC**

If the game does not install correctly or if your disc drive cannot detect the disc you may need to update the firmware for your disc drive. These updates are typically available for download from your system or hardware manufacturer's website. If you are not sure what type of disc drive you have or you do not know how to update the firmware, please refer to the documentation that came with your system or disc drive.

Warning: FXLabs recommends that Firmware updates are carried out by an experienced PC user as improper installation can damage your disc drive. If you are unsure about upgrading the firmware, please contact your system or drive manufacturer for further assistance.

### **BACKGROUND APPLICATIONS & ANTI-VIRUS SOFTWARE**

To achieve optimum performance when running this game we recommend that you end all unnecessary background applications prior to playing. In some cases closing down background applications can help solve any crash or lockup issues.

If your system is running anti-virus software you are advised to close or disable it before running this game. To do this, find the icon for the Anti-virus software in your windows system tray. Right click the icon and select Close, Disable or the relevant option.

## **NOTICE**

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Please visit [www.FXLabs.com](http://www.FXLabs.com) for the updated game and FAQ.

## **WARRANTY**

### **LIMITED WARRANTY**

FXLabs warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from objects in materials and workmanship for 12 months from the date of purchase. During such period defective media will be replaced if the original product is returned to FXLabs address, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address. This warranty is in addition to and does not affect your statutory rights in any way. This warranty does not apply to the software program themselves, which are neither provided "as is", nor does it apply to the media which has been subject to misuse, damage of excessive wear.

## **CUSTOMER SUPPORT IS HERE TO HELP YOU!**

Please contact [netherworldsupport@fxlabs.com](mailto:netherworldsupport@fxlabs.com) for any help to solve any problems you may be having. The Support team would provide solutions to any difficulties that can arise when installing or playing the game.

Before contacting FXLab's Technical Support Department, please browse through our FAQ listings at our website.

Also please make sure that your computer meets the minimum system requirements, as our support representatives will be unable to assist customers whose computers do not meet these criteria.

Whenever you contact the Technical Support Department, please include the following information in the e-mail:

**Error Information:**

- Complete product title
- Exact error message reported (if applicable) and a brief description of the problem you're encountering

**Hardware Information:**

Attach Dxdiag.txt file to the e-mail.

To start the DirectX Diagnostic Tool please perform the following steps:

- 1) From your Windows "Start" button, select "Run"
- 2) Type DXDIAG in the "Open:" field and hit Enter.
- 3) DXDIAG will start, and may display a prompt that begins "Do you want to allow Dxdiag to check if your drivers are digitally signed..." Answer "Yes" to this query if it appears.
- 4) A window entitled "DirectX Diagnostic Tool" appears, and in the lower left corner, a progress meter begins to advance towards the right as DXDIAG collects information relating to the system's hardware and Windows component configuration.
- 5) When the progress indicator disappears, hit the "Save All Information" button. Save this file as DXDIAG.TXT where it can be easily located. By default, DXDIAG will place this file on the Desktop.
- 6) Send this text file as an attachment.

Or provide the following hardware information:

- Processor speed and manufacturer
- Amount of RAM
- Operating system
- Video card that you are using and amount of RAM it has
- Maker and speed of your DVD-ROM drive
- Type of sound card you are using



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## **BASED ON THE BOOK**

Dante's Inferno by Dante Alighieri

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