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| - BY DAVID WALTERS ----- "88888" ----- |
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THE STORY SO FAR...

It is the year 2196. You are a special operative based on the planet Neptune which was terra-formed almost twenty years ago. Your current mission is to investigate the recent increase in crime in Neptune's largest city, Metroville. All clues point to the large warehouse complex on the edge of the city. You set off at once to investigate....

THE OBJECT OF THE GAME

Welcome to HELLGATE, a fully 3D, first-person perspective, action packed shoot-em 'up where you are the toughest special agent ever to fight crime. Your mission is to blast your way through the first episode of a robot-infested Neptune colony in hopes of saving humanity from evil criminal forces.

USING THE HELLGATE MENUS

When you start HELLGATE, a title screen will appear asking you to enter your name. This is your user name and it will be what HELLGATE uses to distinguish you from the other users. If HELLGATE has no record of your name then it will ask you if you are sure you want to create a new user file (if you are playing from disk, make sure that it is write-enabled)

When you have entered your name, you are presented with a view of your special-issue wrist computer with its menu system. Simply select an option by clicking on it with the mouse pointer.

If you're already playing a game then pressing the <ESC> key will bring you back to this menu. Many of the functions can also be activated in game by pressing a function key, thus by-passing the menu altogether. To return to your game again press the <ESC> key once more.

NEW GAME

If you want to begin a new game from the beginning, select this option. A sub-menu will then appear asking you to select a difficulty level. Each difficulty level differs in the speed and toughness of the enemies you'll encounter.

Dead Easy:	This is meant for little children, and your grandma.
Well 'ard:	We at SmartSOFT play this skill level and you should too, once you have had some experience.
SUICIDE:	Beware the SUICIDE level of difficulty, it is definitely not suitable for inexperienced game players.

LOADING AND SAVING YOUR GAME (F2 and F3)

You can save your game at any time during play. To save the game, choose the option from the menu or press F2 in game. Your game is then saved so that you can return to exactly the same point at another time. NOTE: only ONE save game is available to each user.

To load a game, simply select the option from the menu or press F3 during the game. The game is then restored to the place where you saved last. This option isn't visible if you haven't yet saved a game.

MUSIC

This option toggles the in-game music on or off.

TITLE SCREEN

If this option is chosen, you are asked if you are sure, if you answer YES then the current game is aborted and you are taken back to the title screen where a new player can then type in their name.

QUITTING HELLGATE

The 'QUIT' option enables you to quit HELLGATE and return to the desktop. You are asked if you are sure though, just in case.

CONTROLLING THE ACTION

The only way you can move around the levels of HELLGATE is with the mouse, however the keyboard does have it's uses, you can select between your weapons, and use some of the menu options without having to leave the game. Don't worry if, at first, you tend to find yourself bumping into walls while the monsters put the hurt on you.

MOUSE CONTROLS

	WALK FORWARD	
	↑	
TURN LEFT	← ⇒	TURN RIGHT
	↓	
	WALK BACKWARDS	

LEFT MOUSE BUTTON

Fire Selected Weapon

RIGHT MOUSE BUTTON

Hold to Side-step

KEYBOARD COMMANDS AND SHORTCUTS

<SPACE>...OPEN / UNLOCK DOOR	<ESC>.....MENU
<F2>.....SAVE GAME	<F3>.....LOAD GAME
<P>.....PAUSE	

WEAPON SELECTION (Main keyboard only)

<1>.....PISTOL	<2>.....SHOTGUN
<3>.....CHAINGUN	<4>.....RIFLE
<5>.....ROCKET LAUNCHER (Registered only)	

ON SCREEN STATUS INFORMATION

During the game, HELLGATE will display a bar at the bottom of the screen, showing information about your current status. Ignore it at your own risk! From left to right it reads:

AMMO: In nice big numbers, this shows you the number of shots you've got left in your current weapon.

HEALTH: You start out at 100%, but it won't stay there for long. At 0% it's time to start over. Try a bit harder next time.

FACE: This is your mug. If you are injured, then you will begin to look like a raw steak. Use it to quickly gauge how you are doing.

KEY: If you have collected a keycard, then it will be shown on the status bar to the bottom right of your face. If you open a locked door, then your key will be removed and you will need to find another one. **NOTE:** you can only carry one key at a time.

ARMOUR: Your armour helps you out for as long as it lasts by reducing the strength of incoming shots. Keep an eye on it though, because when it's gone, you might be too.

POWER UPS

There are many power-ups lying around the levels of HELLGATE, they are all pretty handy, and will often help to save your skin. To pick up an object, just walk into it, It's as simple as that. You're a smart agent and you won't pick it up unless you need it.

MEDI-PACKS

These boxes of bandages, antitoxins and booster enzymes all help to make you feel much better.
[+15% Health]

ARMOUR

Once you have collected this lightweight body armour, the force of all incoming attacks are reduced - until it runs out! [+50% Armour]

INVULNERABILITY -- -- -- REGISTERED VERSION ONLY

While it lasts, this artefact of unknown origin will render you immune to all damage. Pretty useful, except that your screen will turn white as a punishment for being so tough! [Duration 15 Seconds]

WEAPONS

You are blessed with five means of carnage in HELLGATE and each one has it's place in your arsenal of destruction. See below for their descriptions.

FIREPOWER AND AMMUNITION

PISTOL

This is the standard issue sidearm given to all agents. As you would expect from anything as basic as this, it isn't very powerful. The pistol comes equipped with fifty rounds of ammunition and it should buy you some time to find a better weapon.

SHOTGUN

This is more like it, a decent gun! This smoothbore combat shotgun fires a massive low-velocity shell, which fragments in flight into a hail of sharp metal. The shotgun comes loaded with sixteen caseless shells.

CHAINGUN

This is a self-loading chain fed machine-gun. It has six separate barrels, which are rotated by a motor, allowing the weapon to spit out a hail of bullets that can easily tear a man-sized target apart and throw it several metres. The chaingun comes with thirty rounds of ammo.

RIFLE

This high-velocity rifle was designed for long-distance sniping, but that doesn't mean it isn't any good at point-blank though! The rifle comes loaded with ten armour piercing rounds.

ROCKET LAUNCHER -- -- -- REGISTERED VERSION ONLY

This is a small hand-held rocket launcher that fires individual self-propelled missiles with devastating effect. Although you can only carry a few, each one is deadly. The rocket launcher comes equipped with two missiles.

AMMUNITION

Ammunition is gained by collecting a weapon that you already have, so don't ignore them. Unfortunately though, each of the different weapons uses different types of ammunition. When you run out of ammo for a gun, HELLGATE will automatically switch to the next best one for you.

SECRET PLACES

Throughout the levels of HELLGATE, there are many secret areas. Most of them are indicated by clues, so don't waste your time pressing space on every wall -- the best players know where to look. Finding secret areas is not essential to complete a level, but it helps!

AN ETERNITY OF CRIME FIGHTING

If you are killed, then you can choose to load your last saved game or to restart the current level at the beginning again with only your pistol and some bullets. You have no "lives" limit so you can keep restarting the level as many times as you are killed. The entire level is restarted from scratch though, any enemies that you had killed previously all return again in the same place, just like you did. So SAVE REGULARLY!

COMPLETING AN AREA

At the end of each level in HELLGATE there is an exit. When you reach it, press <SPACE> and you will be whisked away to an achievements screen which tallies your ratio of kills and rooms visited, along with your completion time.

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EPISODE MAP

Between levels you are shown a map of the episode you are currently playing in. Your position is marked on the map by a big arrow. The current skill level is also displayed at the bottom of the screen.
The last level of each episode contains a boss. Be warned, it will take all of your skill and courage to defeat it...

THE SmartSOFT TEAM

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