

# Gates of Hell

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**Elisa**, **Mark**'s and **Janice**'s sister is tempted by a demon and taken to hell. Mark and Janice descend into the underworld. They will have to surmount many obstacles to open the gates, but, first of all, arrive there.

The game is a single-player shooter.

## MENU

The player is allowed to choose in the menu whether they'll play with **Mark**, the boy avatar, or **Janice**, the girl avatar.

Then the player can choose the game mode: **Beginner**, **Intermediate**, **Hard**, or **Hellfire** (higher difficulty holds increased number of NPC enemies).

## CHARACTER APPEARANCES

**Mark** is a tall, blond young man with green eyes, wearing a green sleeveless shirt, green trousers with black spots, and brown boots. He has a muscular body.

**Janice** is Mark's and Elisa's half-sister, a mulatto, black-haired, black-eyed girl, dressed in black sleeveless shirt, black leather jacket, green trousers and black leather boots. She has her hair tied in a ponytail.

## LEVEL ONE: RIVER OF STYX

Brown background is shown, as if the player is in a brown cavern under the ground. They see a pistol lying on the floor. Player is instructed to pick it up (White letters show up and point the player to the pistol: **"Pick up the weapons to defend yourself"**). It's already loaded. They step forward and see that a crawling, skinless demon with red jaws and blood all over its body comes up to them. The player is instructed to kill it with a pistol, but gets hurt themselves after they kill the enemy, as the enemy spits fire. The player is instructed to take the green bag lying on the ground (Same white letters: **"Take the medical kit to heal your wounds"**), and get healed.

After this they also see some black bullets on the ground. They're instructed to pick it up (**"Pick up the new load"**). The pistol loads up.

And now the real game begins. The bloody letters appear on the screen: **"Will you survive in this great battle against demons, to open the gates of hell?"**

The player can now walk through the brown corridor, where they see three demons - a big, brown-furred big-footed monster with large fangs, a human-faced demon, white-haired, red-eyed, who straightly dashes at the player and bites them - the vampire, and the same crawling skinless demon spitting fire.

The player kills them with pistol. Then they walk through another corridor which is empty, and arrive at a great hall, where there are demons - the vampires, bigfoots, and crawling monsters. Also, there is a large skeleton with red eyes, which can cause the earthquake and hurt the player.

Once these monsters see the player, they all dash at him or spit fire. The player should be hiding in the corridor and shooting from there, if not, their character will die and they will have to start the game anew.

Once they kill all the demons, the player can proceed and arrive at the black river - the river of Styx. But the level doesn't end here - where's Charon's boat? Oh yes, they need a golden coin to pay to him, for him to appear!

(White letters appear on the whole screen as the game pauses:

**"Good job on getting this far! Now it is time to call the boatman. Go to the corridor instructed (the corridor is shown with a white arrow) and get the golden coin to pay the travel price"**.

The player is instructed to go through another corridor, and they arrive at a small room where there are three earthquake skeletons! If the player enters that room, they will get killed, so they need to use a strategy - make the demons come out of the room one by one. For that, they need to see the player and follow them. After this is done, player can freely kill the demons with a pistol.

After this they will enter the room and see there the golden coin lying on the floor. They must pick it up (The golden coin **glows** to alert the player that it must be picked) and go back to the river of Styx. The player is instructed to throw the coin into the river ("**Throw the coin in Styx, let the boatman come**"). After they do it, an ominous, foggy, old boat with a black torn-clothed, hooded old man on it arrives at the shore. The hooded, black-clothed man, **Charon**, doesn't hurt the player. They must get on the boat, and then the level 2 starts.

## LEVEL TWO: CHARON'S BOAT

Charon's Boat, level two, is all about survival. There is the green health bag lying exactly beside Charon, which player should pick up to get healed from the previous level injuries (as any necessary item, this bag is glowing too). After this is done, they can find a shotgun lying on the floor. They pick it up too.

Player enters a dark door which leads into a dark cabin, where there are a wooden table, a wooden chair and some maps. Player can walk to the table, sit on the chair and explore the map - it tells which demons are in which corridors. The player is instructed to pick up the map ("**Pick the map to guide you**"). After they do it, it will serve for the whole game.

The player sees wooden stairs leading to the depth of the ship. They must follow it, and they will arrive at a lighted wooden dining room, where there are wooden tables, and at each of them there are dead men's souls sitting! But they don't hurt the player, no matter how strange it may seem. They just sit at the tables, motionless and silent.

The player goes to the kitchen, where there is a green monster with eight feet - the **cook**, standing and cooking. He doesn't hurt the player either. The player enters the kitchen, where they find a **key** from the **refrigerator**. They open the refrigerator and see **blue special bullets** lying on the floor. They pick them up and a horrible shriek is heard, although nothing happens in the refrigerator. After they come out of the refrigerator, they see the cook standing in front of them, who is frowning. He spits out green hot slime hurting the player. The player should kill it with **blue bullets** in the **shotgun**.

After they kill the cook and come out of the kitchen, the whole army of dead men's souls dashes at them, and they have to kill each of them with blue bullets.

After this is done, the player can proceed through the black stairs and arrive at a big hall where there are dead men's souls sleeping. The minute the player steps on the floor they wake up and attack them. The player should kill them all with the same blue bullets.

They see the green health bag lying in the hall. They take it and get healed. Now they have to proceed through the wooden, old door and enter a dark room where there are vampires' red eyes shining. They should kill all the vampires with normal bullets (not to waste the special blue ones) in the darkness.

And there in the dark room they see a glowing, grey coat. They put it on and become a ghost. They return back on the deck of the boat, and see that it is full of various demons - bigfoots, vampires, and crawling skinless fire-spitting monsters! Here the real slaughter begins.

After this is done, they hear Charon's voice: **"You arrived, luckless soul, in the hellfire shall you go"**.

These words mean that the boat has arrived on the other side of the underworld river. The player is instructed to get out of the boat from the other side of it (**"Get off the boat, the real hell awaits you"**). They get on the land, and level three starts.

### LEVEL THREE: THE KEY TO PHILOSOPHY

The player enters a dark cove, where there are some old, white-bearded men sitting, wearing togas. These are the philosophers. The player is instructed to talk to one of them (white arrow points on the oldest philosopher. The letters say: "**Talk to the eldest**"). They approach him and he starts:

**PHILOSOPHER:**

'Hello, my friend. My name is **Socrates**. I am a Greek philosopher. Why did you come?'

**PLAYER:**

'I need to find my sister.'

**SOCRATES:**

'Your sister is in the depth of the underworld. To arrive that deep, you need to unleash a three-headed **devi**<sup>1</sup>, and kill it. To unleash it, you need three **keys** - **golden**, **silver** and **bronze** ones. I will help you to get the **golden** one. My friend, also a philosopher, **Plato**, will help you to get the **silver** one, and our friend **Aristotle** will help you to get the **bronze** one.'

**PLAYER:**

'Thank you, Socrates. What should I do?'

**SOCRATES:**

'First you should go deep into this cave. There you will find **three** doors. Choose the one where **my saying** is imprinted, but choose wisely, if not, you will have to kill more demons than expected.

After you enter the door, you will find demons there. When you kill them, a wall will open and you will find the key. If you don't find it, it means you entered the wrong door, so you will have to return to the crossroad.'

**PLAYER:**

'Thank you very much, great Socrates. I will do as you advised.'

The player proceeds through the dark cave and indeed finds the crossroad with three doors. On each of them there is a letter.

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<sup>1</sup> Devi – a horned giant in Georgian mythology.

**LEFT DOOR: (Socrates)**

*'The only true wisdom is in knowing you know nothing'.*

**MIDDLE DOOR: (Aristotle)**

*'Knowing yourself is the beginning of all wisdom'.*

**RIGHT DOOR: (Plato)**

*'Wisdom alone is the science of other sciences'.*

The player chooses one of the doors, kills demons and finds the keys. In each door there are three earthquake skeletons, two bigfoots, a crawling demon and two tchinkas, little imp-like creatures who blow dark purple rays from their hands.

If the player chooses the wrong door, they have to kill the demons inside, find the right door, and kill the demons there too. After they arrive at the 'wrong' door for the second time sent there by another philosopher, the demons there resurrect, so the player has to kill way more demons if he chooses the doors wrongly.

After they get all keys, the three philosophers meet the player in the cave, telling them:

**PHILOSOPHERS:**

*'You did a good job, human. You found the great essence of philosophy - that the wisdom is just a key to the grand deeds... Go, and let your name shine through many generations... Let you become a hero!'*

They hear a terrible growl. The ceiling of the cave ruins and a huge three-headed, horned giant in fur clothes, the **devi**, jumps in front of the player. It growls and hits the floor with a big fist, making the whole cave shake. The player loses their health. They take the shotgun and fight with the devi. (**WARNING:** The player's health should be full, if not, they won't survive).

After the devi is killed, a big hole opens in the cave, which leads deeper into the underworld. The player jumps in there, and level four begins.