

The Ultimate Combat Challenge.

Pray for Death



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Pray for Death

At the very end of one of the least interesting time threads in the continuum, in a forgotten corner of largely vacant space, undisturbed since its creation before time, is an unassuming temporal anomaly. To the few creatures who have ever visited it, this legendary galactic cul-de-sac is known as the Nexus. Here lives Death. And his cat – Horace. And several well used scythes.

We will all get to meet Death and Horace one day. When that time does come, we'll all be given a chance to return unmolested to the mortal plane. All we have to do, to win a reprieve, is beat the skinny one at a game of his choice. Now once upon a time, Death's favourite game was chess. However he soon realised that this ancient diversion is just about the only thing more tedious than immortality. And, he figured, if the only people who ever get a second chance at life are competent chess players, then it's not a very fair system. Besides, nobody likes the kind of geeks who play chess. So Death came up with a much better idea.

If, he figured, life is all about survival of the fittest, then death should be too. The only problem was that most of the creatures that Death visited didn't deserve a second chance. The vast majority of them were weak-willed and pathetic. So he decided to open the contest right up to creatures who had long since been reaped. And so it came to pass that the greatest competition ever was scheduled at the Nexus. Invitations were sent, replies were received and hors d'oeuvres were laid on.

Install Thy Warriors

Pray for Death will run quite happily under Windows '95. However for reasons of speed (especially if you're using a slower PC such as a 486) it's often preferable to quit to DOS. You'll notice a considerable speed increase if you play in a DOS environment and you're likely to have less trouble setting the game up too. Still, it's up to you.

Windows 3.1

We don't recommend you play this game from within Windows 3.x, however if you manage it, drop us a card and let us know how you did it.

Windows 95

Click on the **Start** button and then click on the **Run** button. Enter **d:\setup95**, where **D** is the letter of your CD-ROM drive. The installation program will now run, enabling you to choose the installation size option and configure your sound card. Whilst your system may enable you to run Pray for Death in Windows 95, we recommend that you quit to a DOS environment so that the game runs to speed. Also, refer to the README file on your CD-ROM for the latest installation information on this game.

Note: To install from a DOS environment, click on the **Shutdown** option on your **Start** menu and select **Restart in DOS Mode** and then follow the instructions below.

MS-DOS

Log onto your CD-ROM by typing its letter, such as **D:**. Now enter **install** and follow the on-screen instructions.

Let the Games Begin

Once the game has finished loading and the intro sequence has finished you'll see the main menu on-screen.

Quick Start

To get fighting immediately, click on **Start**, **One Dead** and **Story Mode** and pick a character.

One Player Game

There are several one player games built into Pray for Death, including a testing one player versus computer mode, an innovative tag team mode and a classic tournament mode. To play on your own against a computer controlled opponent, click on **Start** from the main menu and then on **One Dead** and you'll then have the following options.

- **Story Mode** – In story mode you must fight your way out of limbo, by scaling the tree of life. For every character that you beat, you climb one stage closer to the top of the tree and renewed mortality. Beware though, there are some surprises in store for unsuspecting warriors. Once you've chosen this option, pick out the player you want to fight with from the on-screen list – Death will then whisk you away to the tree.
- **Tag Team** – So you think you're really hard, do you? Try this devious variation on a theme – Death's pleased with the way this match has turned out. In this mode you must pick three, five or seven warriors from the list to be your champions. You then have to defeat the remaining characters in a series of one-round bouts. The most important thing to bear in mind is that your energy will not be replenished between rounds. Once one of your champions has been defeated, your second (or third) steps in.
- **Death Mode** – You can only access this mode once you've finished the game up to at least the Demon (level four) setting. In this mode you control Death himself and you must defeat all of the other characters in a series of one-round bouts. Beware this mode can only be played at the Entity (level 5) setting.
- **Quit** – Head back to the main menu. Wimp.

Two Player Games

Got any friends? Excellent – get one round to your house and try a few of these brilliant two player modes out. You'll be able to take part in a classic **Vs** match, a new team mode and Pray for Death's special **Tag Team** mode. To play in two player mode choose **Start** from the main menu and then click on **Two Dead**. You can then choose from one of these game options.

- **Vs Mode** – You. Your mate. Last one left standing wins. Got it?
- **Team Mode** – Both you and your opponent get to choose from either three, five or seven team characters. Each member of your team then battles against each of your opponents team mates. The winner is the person that wins the most matches.
- **Tag Team** – You and your mate get to pick three, five or seven warriors. Each of your fighters then has to battle against your opponents characters in a series of one-round bouts. As with the one player tag mode, your energy will not be replenished at the end of a round.
- **Quit** – Head back to the main menu. Big girls blouse.

Multi-Player Games

Got more than one mate? You popular git. Get on the blower right now and ask them round to your house for a bit of frenzied multi-player action. In this mode you can play in a classic tournament mode, a groovy elimination mode and even a league mode. To start multi-player mode choose **Start** from the main menu and then click on **Genocide**.

- **Tournament** – This is the classic tournament mode and it uses a direct elimination system – one loss and you're out. You can choose between four, eight and sixteen characters (using up to 16 human players). Each player gets a character to use throughout the tournament – obviously if there's more than eight of you then some of you will have to use the same character.

- **Double Death** — This is a more sophisticated tournament mode for a maximum of eight players. The first stage takes place in two rounds, in which there are four randomly chosen matches. At the end of these rounds, some players will have won two matches, some will have won one and lost one and some (wasters) will have lost both. Those that lose twice are now out of the tournament. It all starts again now with the slimmed down number of characters, until eventually there are just two players left.
- **Final League** — You know how leagues work, right? You'll need either six, eight or ten friends to set up the league, with each person picking a warrior to use during the season. You get points for winning, special moves, combos and fatalities, so you don't necessarily have to win every match to be top of the league.

Game Over – How Did You Do?

Once you've finished a bout in story mode, you'll see a screen of statistics on-screen, indicating how honourably you fought. This shows:

- **Fighting Points** — how did you score?
- **Time Points** — bonus scored for the time that's left.
- **Energy Points** — bonus scored for the amount of energy left.
- **Killer Chain Count Hit** — score a bonus for each killer chain you pulled off.
- **Deadly Moves** — Score big points if you managed to pull off a fatality.
- **Perfect Bonus** — Not a scratch on you? Score big points.
- **Hit Percentage** — How many punches and kicks did you land?
- **Total Points** — And the grand total is...

If you're playing in two player mode, a screen will appear at the end of each bout indicating how games you've won, drawn or lost.

Options – Play the game your way

From the main menu, select **Options** and you can set-up the game's controls, graphic modes, sound and match settings, as follows.

- **Controls** — To configure your gamepad or keyboard select it within the control screen by pressing a button or enter. Once it is selected a skull will appear beside it. Then highlight configure and press to go into the configuration screen. Press enter to begin and a skull will appear by the first key/button. Select your key/button configuration then go to exit and press enter. If at any time during this process you make a mistake or change your mind press escape.
- **Graphics** — If you're finding the game a bit slow, then try turning off some of the options in this section of the game. Here you can modify:
 - **Zoom** — Turn the funky zoom function on or off.
 - **Blood** — Squeamish? Turn the blood off.
 - **GFX Details** — It looks groovy but it costs a lot in processor time. If your PC is finding the game heavy going then turn this off.
 - **Shadows** — Add depth and contrast to the characters.
 - **Sound** — You can tweak the overall sound levels and individual settings, as follows.
 - **Music** — Rave it up, or off.
 - **FX** — Turn off all those lovely splats and crunches.
- **Match Settings** — Change how the game's played and (more importantly, especially if you're crap) tweak the difficulty setting.
- **Number of Rounds** — Set to three as default, you can change this setting to one or five as well.
- **Time** — Each round has a pre-determined time limit you can set this to 30, 60 or 90 seconds or turn it off completely.
- **Credits** — Running out of loose change? Modify the credit setting here.
- **Difficulty** — Would sir prefer the **Dead** (Easy), **Ectoplasm** (Normal), **Zombie** (Hard), **Demon** (Bloody Hard) or **Entity** (Mental) setting?
- **Quit** — Doh!

Let The Game Begin – Give No Quarter

During each match you'll see two energy bars at the top of the screen – one's your overall energy and the other's your stun bar.

Energy Bar – This gets depleted as you get hit by your opponent. The harder the hit or the better the combo, the bigger the chunk of energy you'll lose.

Stun Bar – As this becomes depleted, you become more susceptible to being stunned. When the bar reaches zero, you will either get stunned standing up or (if you were hit by a particularly harsh move) lying down. Whilst you're lying stunned on the ground, your opponent can come over and stomp on you, or use a crouch kick, sweep or slide movement. Should your opponent miss whilst trying this, they will automatically fall over.

Recovering From Stun – To stop being stunned, you've got to recover your energy. You can speed up this press by repeatedly pressing the kick or punch keys as quickly as possible. The computer controlled characters recover from stun mode according to the difficulty level.

Tactics – As you play the game you'll soon realise that each character has its own special abilities – it's working out which moves are the most effective that will enable you to beat the computer or your human opponent. Don't rely on one single move during a bout. For instance, sitting in the corner and repeatedly pressing the low kick button only means that you're a tedious git – even if you win this way. Try using all the different moves that your character's got and attempt to build them into a series – a kick, followed by a punch, followed by a flying kick, for instance.

Note: In the spirit of competition, and because *Pray for Death* is not like other games, you are banned from using any of the following traditional beat-'em-up excuses, should you lose.

- My gamepad's not working properly.
- You've been playing this for much longer than me, so you would be better.
- I prefer simple moves to those flashy combos.
- I'll still kick your arse at Doom.
- Oh I'm sorry, I thought I was controlling the character on the right.
- I'm used to a much quicker PC – try the game on my P200 and I'll kick your arse.
- Have you seen my glasses?

Fighting Fit

Death observed his letter box, waiting for replies. It had been nearly a month since he'd sent out the invitations and so far he'd only had seven replies. Perhaps, he thought, it was because of that penalty clause he'd built into the agreement.

At that moment the letter box flipped up and an envelope plopped onto the doormat. Death picked it up, opened it and laughed silently to himself. Now that the angel had replied he had eight combatants, nearly enough to hold the competition. He was surprised at the warriors who hadn't replied to his invitation; Genghis Khan, Uther Pendragon, Geronimo and Dracula had all ignored his offer. Maybe, Death mused, they were brighter than he had thought.

The next day Death received two more replies and he closed the competition. He now had ten warriors – ten of the finest creatures to ever take up arms against another being. They were all fighting for the chance to return to the dimension they came from. They all had different reasons for entering. They were all experts in pain. They were all about to discover just how hard they really were. There would be only one winner.

The next day the combatants arrived at the Nexus. Having checked in and freshened up they met in the Starlight Lounge, where Death gave a short speech. He explained that the competition would be fought in a series of bouts – the winner going forward to the next round. As soon as a warrior was defeated he would receive his prize for failure; a prize, so Death promised, that would soon have them praying for death. He then invited each of the contestants to introduce themselves. The lights dimmed, the organist went outside for a fag and the first of the participants took to the stage...

Note – In the following texts, killer chains are performed by typing in one key sequence, quickly followed by a second (whilst the fighter's performing the move). To add a third killer chain, enter a third key sequence whilst the fighter's performing the second move and the energy bar is flashing. If you perform a killer chain and miss your opponent then you're in trouble as you'll be completely open to attack for a few seconds.

Painbringer

In 1998, the US Government created a highly classified division that they wittily called Bring-Hope. The idea of this project was to combine incredible new advances in robotics, heavy duty materials and artificial intelligence. The elite scientists who were installed at a top secret base in the Nevada desert were set one goal – create an intelligent robotic soldier.

The first phase was simply to create a walking robot – this the team accomplished in a matter of months. Then they had to give this robot intelligence, endowing it with the ability to make informed decisions and to learn from its experiences. This took longer than the team had imagined and it was two years before the first prototype was designed.

At a testing outpost near the base, Wardroid 001 was given its first trial, against a crack troop of special services marines. It was doing very well until it decided that the dummy ammo it had been given wasn't killing the soldiers very well. It therefore took its first sentient decision and swapped the clips in its gun for live rounds. By the time the scientists had turned Wardroid 001 off, it had killed 27 soldiers and maimed 14 other s. The scientists decided that it probably needed reprogramming.

One year later, Wardroid passed its second field test with flying colours. It defeated the soldiers, using a combination of stealth, agility, extreme strength and cunning and managed not to kill a single person. The scientists and the soldiers were impressed and so were their government paymasters who commissioned a platoon of these war robots. Unbeknown to them, however, Wardroid 001 was hatching a plan of its own. When the platoon had been prepared and pre-programmed with a range of killing skills, Wardroid puts his plan into action. In a speech to his robotic cohorts, he pledged to destroy the fleshy beings and, in honour of this, renamed himself Painbringer. He reprogrammed and bypassed the entire squadron's inhibitor circuits and they broke out of the base and went on a two month killing spree. Painbringer was finally tracked down and deactivated in an ambush near the border with Mexico. Then he and his team were mothballed and the Bring-Hope project was cancelled. And that was all that was heard of Painbringer. Until now.

Painbringer has joined the contest for one reason. He believes that machines are superior to humans and using the martial arts code that has been programmed into his neural circuits, he aims to prove it. He's a heavy-metal hard man with nothing to lose.

Special Moves

- **Laser Smash** — (Back, Down, Forward, Speed Punch)
- **Thunder Ball** — (Back, Down, Forward, Hard Punch)
- **Thunder Kick** — (? ? ? ? ? ? ? ? ?)
- **Quake Kick** — (? ? ? ? ? ? ? ? ?)

Killer Chain

- **Thunder Slash** — (Forward, Down, Back Speed Punch)
- **Electro Death** — (? ? ? ? ? ? ? ? ?)
- **Total K.O.** — (? ? ? ? ? ? ? ? ?)

Hidden Moves

- **Breaker** — (Forward, Down, Backwards, Hard Kick)
- **Deadly Move** — (? ? ? ? ? ? ? ? ?)
- **Idiot Move** — (? ? ? ? ? ? ? ? ?)

Jan Fun

As a young man growing up in Hong Kong, Fun was captivated by the martial arts. He learnt all he could about the traditional forms, such as Karate, Kung Fu and Judo. He was naturally talented at these disciplines and before long he had mastered them completely. By the time he was in his teens there were few people who could touch him – let alone beat him.

He soon grew tired of life in Hong Kong and yearned to experience the delights of America. Before he was 20 he had emigrated to the States and set up his first Dojo, teaching a new form of Kung Fu that he had invented based on the Wing Chun style. This martial art uses all the kicks, strikes, throws, body turns, dodges, holds, crouches, handsprings and somersaults that are in standard Kung Fu, but also includes more techniques involving the open hand.

In the 1960s, Fun embarked on a movie career. His films turned him into a world famous movie star and made sure that his style of Kung Fu would become one of the most popular martial arts in the world. The enormous profits he earned from these movies made sure that his young family would never want for anything.

In 1973, at the apex of his career, Jan Fun died in mysterious circumstances. He would dearly love to return to the mortal plane and be with his family again. Fun was the first to reply to the invitation, because he feels that Death cheated him. He has, as he puts it, a personal score to settle. And he's got the baggy trousers to do it with, too.

Special Moves

- **Dragon Flame** — (Back, Down, Forward, Speed Punch)
- **Power of Chi** — (Back, Down, Forward, Hard Kick, Hard Kick)
- **Triple Dragon** — (? ? ? ? ? ? ? ? ?)
- **Exploding Fist** — (? ? ? ? ? ? ? ? ?)

Killer Chain

- **Dragon's Tail** — (Back, Forward, Hard Punch)
- **Tiger Roar** — (? ? ? ? ? ? ? ? ?)
- **Dragon's Breath** — (? ? ? ? ? ? ? ? ?)

Hidden Moves

- **Breaker** — (Forward, Down, Backwards, Speed Punch)
- **Deadly Move** — (? ? ? ? ? ? ? ? ?)
- **Idiot Move** — (? ? ? ? ? ? ? ? ?)

Sir Maelstrom

In 1357AD, very few people got a chance to live a peaceful life. Richard the Lion Heart was on the throne in England, Robin Hood was in Sherwood Forest, the Crusaders were busy ravaging the Holy Land and Rod Hull and Emu were doing a summer season at Winchester Pig Fair. In Eastern Europe, countries, kingdoms and provinces were in a state of almost constant flux. During one period of unrest there was a mass emigration from Hungary and as a direct result, the principality of Walachia was created.

This young country was ruled by a native prince, called Sir Percy, who had inherited the crown from his uncle. Whilst the young man meant well, he couldn't really govern a country and he increasingly came to rely on his Master at Arms – a knight called Sir Maelstrom. Much of what we now know about Maelstrom is garnered from Sir Percy's own diaries.

From seemingly normal roots, Sir Maelstrom developed an insatiable bloodlust. Shortly after being put in charge of Walachia's army, he rejected his Christian upbringing and swore allegiance to the satanic bible – the Necronomicon. Seemingly unstoppable and apparently immortal, he embarked on a rampage through Europe and Africa, destroying anyone and anything who stood in his way. The blood ran in rivers.

By 1462 he had moved his army southwards towards Greece. After a short battle with the Greeks, he summoned his officers to his tent and executed all 150 of them for some minor transgression. His soldiers didn't approve of this and they turned against him at the battle of Constantinople. Unfortunately Sir Maelstrom's satanic transformation was now complete and he slaughtered his entire army in the belief that he didn't need the help of mortal men. In 1463 several European and Adriatic countries got together and recruited an army to stop Sir Maelstrom. This team of mercenaries captured the satanic knight and he was immediately put to death at the stake. As he expired he swore he would return and reap vengeance on the mercenary soldiers. Thanks to Death's kind offer it looks like he might just get his chance.

Special Moves

- **Ghost Adze** – (Back, Down, Forward, Hard Kick)
- **Mega Adze** – (Back, Down, Forward, Down, Back, Hard Punch)
- **Electric Blow** – (? ? ? ? ? ? ? ? ?)
- **Ghost Punch** – (? ? ? ? ? ? ? ? ?)

Killer Chain

- **Ancient Magic** – (Forward, Down, Back, Speed Kick)
- **Knight of Hell** – (? ? ? ? ? ? ? ? ?)
- **Necronomicon** – (? ? ? ? ? ? ? ? ?)

Hidden Moves

- **Breaker** – (Backwards, Down, Forward, Speed Punch)
- **Deadly Move** – (? ? ? ? ? ? ? ? ?)
- **Idiot Move** – (? ? ? ? ? ? ? ? ?)

Chtulhu

Despite what you may have been lead to believe, human civilisation doesn't really count for much in the great scheme of things. It's not so much the fact that it's only been around for a few thousand years, but the fact that Earth doesn't really figure in the great scheme of things. As far as those in the know are concerned Earth is a second rate little planet stuck on the arse-end of one of the less interesting arms of the Milky Way. The Great Ancient and demi-god Chtulhu couldn't agree more.

Poor old Chtulhu accidentally got stranded on Earth at a time when the enormously advanced Atlantean civilisation was flourishing. He dropped onto our blue marble due to a slight problem with his navigational system. Things went from bad to worse for the poor chap when the Atlanteans gave him the cold shoulder – he could do nothing about it since the people of Atlantis were wise to the tricks of the Ancients. Due to this poor treatment he swore himself to the destruction of Earth and all who lived there.

Chtulhu retreated from known civilisation and set up shop in the Arctic wastes, where the environment was much more to his taste. Realising that his plans would take some time to complete, he recruited several of the wretched Atlanteans and set up a sect, devoted to the destruction of human-kind.

Once he was ready, Chtulhu marched on Atlantis with his highly trained soldiers and an enormous battle took place. Towards the end of the battle, and just as it looked as if Chtulhu was turning the tide, he suffered a mortal blow and died shortly afterwards. The Atlanteans never recovered from the battle either and their civilisation withered away completely some years later. Chtulhu (now residing in limbo), thought he'd won, but from the ashes of Atlantean civilisation rose humankind. Chtulhu has observed the growth of humankind and now he wants to return to Earth and finish the job he started all those years ago.

Special Moves

- **Slime Spit** – (Back, Down, Forward, Speed Punch)
- **Double Punch** – (Forward, Backward, Hard Punch, Hard Punch)
- **Stun Reaper** – (? ? ? ? ? ? ? ? ?)
- **Invisibility** – (? ? ? ? ? ? ? ? ?)

Killer Chain

- **Strangler Tentacles** – (Forward, Down, Back, Speed Kick)
- **Worm's Bite** – (? ? ? ? ? ? ? ? ?)
- **External Gods** – (? ? ? ? ? ? ? ? ?)

Hidden Moves

- **Breaker** – (Down, Down, Up, Speed Punch, Speed Punch)
- **Deadly Move** – (? ? ? ? ? ? ? ? ?)
- **Idiot Move** – (? ? ? ? ? ? ? ? ?)

Murgan

The main problem with running a going concern like Hell is that people don't want to stay too long. For this reason you need good security and a very hard doorman. Astaroth realised this very early on and invested in the best doorman in the business, an upstart neophyte by the name of Murgan.

This wily character started out merely as an evil brigand operating in the southern portion of Sardinia. He quickly rose to fame due to his elaborate swindles, in which he targeted naïve members of the clergy. As he grew more and more wealthy he became bored with robbing the church and decided to target the landed gentry. This went very well for a while, but then he made the mistake of trying to trick Satan himself.

At this time the Devil was living as a member of the aristocracy, using his cover to lure rich suckers down to his ungodly domain. Murgan spotted an easy target and put his plan into action. Everything went as planned and Murgan made a swift exit from the Devil's castle. Needless to say Lucifer wasn't terribly happy about this and he sent his demonic aides out to capture him. Two days later Murgan was hauled kicking and screaming back into the castle.

Satan offered Murgan a simple choice – he could either spend an eternity roasting slowly over hot coals or he could use his trickery to stop Hell's inmates from escaping. Murgan chose to guard the gates of hell, where he passed the time by offering inmates passage out of the underworld if they could beat him in a challenge. Few ever won these challenges, because he was a very sneaky individual. As the millennia rolled past, Murgan became very good at his job and he eventually grew to like Hell and Satan.

One fateful day, however, he was duped himself. The angel Uriel, in an effort to please God, pretended she was a fallen soul and gained entry to the underworld. Once inside she caused untold damage, freeing many long term residents. Satan expelled Murgan and he was set upon and killed by Uriel at the source of the River Styx. He has joined the tournament to take revenge on the forces of good and to gain Satan's trust again.

Special Moves

- **Demon Roll** — (Back, Forward, Back, Forward, Hard Kick)
- **Life Mastering** — (Back, Down, Back, Hard Kick)
- **Hell Blow** — (? ? ? ? ? ? ? ? ?)
- **Mega Punch** — (? ? ? ? ? ? ? ? ?)

Killer Chain

- **Astaroth's Rage** — (Down, Forward, Hard Kick)
- **Lucifer's Curse** — (? ? ? ? ? ? ? ? ?)
- **Satan's Revenge** — (? ? ? ? ? ? ? ? ?)

Hidden Moves

- **Breaker** — (Forward, Down, Backwards, Speed Kick)
- **Deadly Move** — (? ? ? ? ? ? ? ? ?)
- **Idiot Move** — (? ? ? ? ? ? ? ? ?)

Uriel

Given a choice between ending up in Heaven or Hell, most people would plump for the former every time. However you soon realise you've made an awful mistake when it dawns on you how disgustingly 'nice' Heaven is. After all, it's crammed to the roof with do-gooding dullards and tedious bible-bashing Christians. If your idea of eternal afterlife is being pious and singing hymns then you're welcome to it. Which, funnily enough, is exactly what Lucifer, Uriel and the other fallen angels would have said to you if you'd have asked them.

When the fallen angels were expelled from Heaven by the ever-merciful God, they wondered what to do next. Lucifer elected to construct a domain that would be the exact opposite of Heaven, designed to house the damned. He and the other angels set to work on this master plan, but Uriel refused to take part and was banished to the darkest corner of Lucifer's domain.

After brooding for many centuries, Uriel left Hell and travelled creation seeking some meaning to his existence. She didn't find it, mainly because there is no meaning to any existence. Unwilling to believe this, Uriel decided to get back into God's good book and so hatched a plan that would hurt Lucifer.

Uriel disguised herself as a fallen priest and tricked her way past Murgan the gatekeeper. Once inside Hell she set about preaching to the damned and offered them a second chance. Those who took this chance were released from their shackles and freed. Many millions of souls were given a second chance that day. It was whilst Uriel was cleaning her wounds in the River Styx that she noticed Murgan and decided to destroy the evil creature – a battle that she won after a bloody fight. However God still wasn't impressed with Uriel and cast her back into Limbo. Uriel has entered the competition to destroy the evil creatures in the contest and ascend once more to the heavenly ranks.

Special Moves

- **Blade's Attack** — (Back, Down, Forward, Hard Punch)
- **Wings of Death** — (Forward, Down, Forward, Hard Kick)
- **Gabriel's Spirit** — (? ? ? ? ? ? ? ? ?)
- **Angel Kick** — (? ? ? ? ? ? ? ? ?)

Killer Chain

- **Apocalypse** — (Backward, Down, Backward, Speed Kick)
- **Wrath of God** — (? ? ? ? ? ? ? ? ?)
- **Armageddon** — (? ? ? ? ? ? ? ? ?)

Hidden Moves

- **Breaker** — (Back, Down, Forwards, Speed Punch)
- **Deadly Move** — (? ? ? ? ? ? ? ? ?)
- **Idiot Move** — (? ? ? ? ? ? ? ? ?)

Pantera

Pamela Gottfried had a perfectly normal upbringing in the city of Wiesbaden in Germany. She attended the local elementary school and had a happy, if not particularly outstanding, stay there. However when she moved away to attend college in Frankfurt, she changed completely, rebelled against her boring childhood, dropped out of school and disappeared.

Pamela resurfaced some two years later as a hard-core Techno DJ, under the stage name of Pantera. She toured the clubs of Germany, France and the UK building up quite a following. Thanks to the uncompromisingly underground music she played she attracted a good deal of media attention and it wasn't long before she was one of the highest paid DJs on the circuit.

However fame weighed heavily on Pantera and she started dabbling in neural implants as a way of keeping her edge. These microscopic computer interfaces were specifically designed to promote feelings of boundless energy and before long she found that she couldn't take to the stage unless she had connected to her well-being server.

Then one night, at an outdoor festival near Frankfurt, Pantera snapped. She jacked into the wrong server before the gig and inadvertently pickled her mind. At the end of her performance she lured a young man back to her hotel, and then viciously murdered him in cold blood. Pantera enjoyed this frenzied attack and she realised that they only way she could carry on living would be by killing. Thus are serial killers born.

Pantera used the fact that she was constantly on the move to cover-up her foul deeds. Since she spent such little time in one place and was constantly moving all over the globe, the police never got close to her. Then one night she made her one and only mistake – she picked up an undercover cop who managed to raise the alarm on his radio before Pantera killed him. That same night Pantera was shot by police marksmen whilst she was trying to escape. She has joined the tournament because her desire to kill is as strong as it always was.

Special Moves

- **Lethal Blades** — (Back, Down, Forward, Hard Punch)
- **Knife of Doom** — (Back, Down, Forwards, Speed Punch)
- **Spinning Assault** —
(Forwards, Back, Forwards, Hard Kick, Hard Kick)
- **Traitress Slide** — (? ? ? ? ? ? ? ?)
- **Pantera Claw** — (? ? ? ? ? ? ? ?)

Killer Chain

- **Psycho Maniac** —
(Forwards, Down, Backwards, Speed Punch)
- **Killer Heart** — (? ? ? ? ? ? ? ?)
- **Blood Bath** — (? ? ? ? ? ? ? ?)

Hidden Moves

- **Breaker** — (Forwards, Back, Forwards, Speed Punch)
- **Deadly Move** — (? ? ? ? ? ? ? ?)
- **Idiot Move** — (? ? ? ? ? ? ? ?)

Anubis

The Egyptian civilisation was never one to settle for just one god. Ra, Shu, Geb, Tefnut, Nut, Set, Osiris, Isis and Nephthys might have been amongst the first to come on the scene, but one of the best known was the transporter of souls – Anubis.

At the height of his popularity, Anubis was nearly as powerful as Ra, the god of the sun. Unfortunately for him though, there will always be more sun worshippers than death worshippers and so the jackal-headed Anubis lived forever in Ra's large shadow.

At some time in the 9th epoch, Death himself paid Anubis a visit. He had long been aware of the young upstart's existence, but he had let him carry on because he had restricted his activities to the Egyptian people. However, Anubis crossed a line when he dared suggest that he was the one true god of the dead. Death put him right on that point.

Anubis couldn't take the jeers of his fellow gods after Death's visit and he left the realm of the Egyptian gods for a time in order to explore the cosmiverse. Whilst it's not recorded what happened during his travels, Anubis returned much wiser and stronger. In fact such was his power that cults started to spring up in honour of him.

For a while Death let Anubis carry on like this, assuming that he'd grow out of such petty behaviour. When this didn't happen, Death paid him a second and final visit and destroyed the god. Whilst the other gods weren't too happy about this, there was nothing they could do, because Death is more powerful than simple deities. Now Death has given Anubis a chance to live again. Such is his nature.

Special Moves

- **Will o' the Wisp** — (Back, Down, Forwards, Speed Punch)
- **Jackal Kick** — (Back, Down, Forwards, Hard Kick)
- **Pyramid Spin** — (? ? ? ? ? ? ? ?)
- **Double Nile** — (? ? ? ? ? ? ? ?)

Killer Chain

- **Sphinx Enigma** — (Back, Down, Forwards, Hard Punch)
- **Black Pyramid** — (? ? ? ? ? ? ? ?)
- **Buried Alive** — (? ? ? ? ? ? ? ?)

Hidden Moves

- **Breaker** — (Forwards, Down, Backwards, Hard Punch)
- **Deadly Move** — (? ? ? ? ? ? ? ?)
- **Idiot Move** — (? ? ? ? ? ? ? ?)

Wolfrich

Like all good Vikings, Wolfrich Thurmadson lived to fight. From an early age he had been tutored in the combative arts, learning to fight with the sword and shield, the axe, the staff and the hammer. Due to the physically demanding life that the Vikings endured he soon grew to be a large and powerful young man, easily capable of looking after himself on a battle field.

At the age of 16, Wolfrich and his best friend Xenobius went out on their first raid with the rest of the warriors. Wolfrich did well in battle and when they returned, the chieftain gave him his first long sword, as a sign of the change from boy to man. Thereafter he acquitted himself well on the battlefield and before long had become one of the most respected warriors in the tribe. Which is more than can be said of the sly and suspicious Xenobius

After a few years, Wolfrich grew tired of the constant battle and trade that made up a Viking's daily life. So, with Xenobius and a number of other young men, he left Scandinavia for the last time and moved south towards Arabia. It was here that he and his friends were hired by the Byzantine emperors of Constantinople to form an elite bodyguard called the Varangian Guard. Wolfrich was appointed Captain of this squad and they soon became the most feared troop in the known world. It was for this reason that Odin charged the noble soldier Wolfrich with guarding his magical coffer – he was warned never to let it fall into the hands of common man. Unfortunately for all concerned, the wilful Xenobius overheard Odin and Wolfrich and he swore he'd acquire the magical chest.

One evening, whilst the squad was cleaning its wounds around the fire, Xenobius dropped poison into Wolfrich's goblet and stole the magical coffer. Wolfrich ascended to Valhalla to sit at Odin's hand, but swore vengeance from beyond the grave. To this end, Wolfrich joined Death's contest when he heard that Xenobius was going to be there. He has a very old score to settle.

Special Moves

- **Hammer Stroke** –
(Forwards, Back, Forwards, Speed Punch)
- **Thor's Hammer** –
(Down, Down, Backwards, Forwards, Speed Kick)
- **Viking's Spirit** – (? ? ? ? ? ? ? ? ?)
- **Sliding Trick** – (? ? ? ? ? ? ? ? ?)

Killer Chain

- **Thunder of Thor** –
(Down, Backwards, Forwards, Speed Kick)
- **Wrath of Odin** – (? ? ? ? ? ? ? ? ?)
- **Asgard's Revenge** – (? ? ? ? ? ? ? ? ?)

Hidden Moves

- **Breaker** – (Forwards, Down, Forwards, Speed Punch)
- **Deadly Move** – (? ? ? ? ? ? ? ? ?)
- **Idiot Move** – (? ? ? ? ? ? ? ? ?)

Xenobius

It's not simply a question of wanting to be a wizard – unless you've got a natural aptitude for magic, there's no way you can ever become one. It's for this reason that elderly wizards tour the towns and villages, looking for young men to be their apprentices. These young boys can then be trained from an early age to control their powers. Unfortunately, nobody got to little Xenobius in time.

Born in the same village as Wolfrich, Xenobius was raised by the wealthiest family in the area. For long periods of the day he was left to his own devices, amused only by a nursemaid. Xenobius got his way by throwing tantrums and hurting himself – eventually he always got whatever he demanded. As a result of this neglect he turned into a wilful, arrogant and spiteful young man, hell-bent on hurting anyone who wouldn't do exactly what he asked of them.

Unfortunately for everyone, Xenobius also happened to be a powerful channeler of manna, capable (with the right tuition) of turning into a mighty magician. However no wizard ever called upon his household looking for an apprentice and Xenobius taught himself to conjure. He started off with small tricks, such as moving objects with only his mind, but moved on to bigger and more difficult tricks.

The wilful child turned into a destructive adolescent. By the age of 16, Xenobius had secretly destroyed his parents and seized their land. When he heard that Wolfrich was leaving the village he decided to leave with him knowing that during the course of their travels he would be able to steal all the magical artefacts he could find. By subterfuge and by magic he slowly accrued an awesome arsenal of mystical objects. Whilst the other members of the Varangian Guard were suspicious of Xenobius, Wolfrich made sure that he came to no harm because they had, after all, been born and raised in the same village.

On the day that Xenobius overheard Odin's discussion with Wolfrich, he decided that he must have the magical chest. That evening whilst the rest of the squad was cleaning its wounds, Xenobius poisoned Wolfrich and seized the chest, endowing himself with the supernatural powers it contained. Unfortunately for him he hadn't learnt to channel magic properly and it quickly overcame him. From that day on, Xenobius aged ten years for every week he lived. By the age of 22, he was dead. He has entered the competition to live again and seek out the Necronomicon.

Special Move

- **Spectral Globe** – (Down, Backwards, Forwards, Hard Punch)
- **Holographic Blow** –
(Down, Backwards, Forwards, Speed Punch)
- **Odin's Key** – (Backwards, Down, Forwards, Hard Kick)
- **Magical Ascension** – (? ? ? ? ? ? ? ? ?)
- **Deceiving Kick** – (? ? ? ? ? ? ? ? ?)

Killer Chain

- **Icy Hurricane** – (Forwards, Down, Backwards, Speed Punch)
- **Magical Projection** – (? ? ? ? ? ? ? ? ?)
- **Eternal Strike** – (? ? ? ? ? ? ? ? ?)

Hidden Moves

- **Breaker** – (Backwards, Down, Forwards, Hard Punch)
- **Deadly Move** – (? ? ? ? ? ? ? ? ?)
- **Idiot Move** – (? ? ? ? ? ? ? ? ?)

Death

Beyond time, beyond infinity, beyond existence sits Death. Before the universe ever spewed forth into the vacuum, or mankind crawled out of the seas, he was around. His eyes have seen everything and nothing. Of all the adversaries that living creatures get to meet, he is the toughest and most determined. Death should never be trifled with.

Take Control – Bring the Pain

Each of the characters in this game has its own special moves, combos and capabilities. It's up to you to learn what each warrior's strengths and weaknesses are; only by experimenting and playing one off against the other will you find out who the supreme fighter is. What you will discover is that they're all surprisingly well matched – if you keep losing perhaps you should work on your technique instead of blaming the virtual contestants.

Player One

Listen up player one – here are your keyboard controls.

Movement

- **H** – Walk forwards.
- **F** – Walk backwards.
- **G** – Crouch.
- **T** – Jump.
- **T+H** – Jump forward.
- **T+F** – Jump backwards.
- **G+H** – Crouch and walk forwards.
- **G+F** –

Crouch and walk backwards, as if looking for car keys.

Attack

- **Q** – Speed punch.
- **W** – Hard punch.
- **A** – Speed kick.
- **S** – Hard kick.
- **F+W** – Spin punch.
- **F+S** – Spin kick.
- **F+A** – Back kick.
- **Q+W** – Super punch.
- **A+S** – Super kick.

Crouching Attack

- **G+Q** – Crouch punch.
- **G+A** – Crouch kick.
- **G+W** – Uppercut.
- **Q+W** – Super Uppercut.
- **G+S** – Sweep.
- **A+S** – Slide.

Flying Attack

- **T+A or S** – Fly kick.
- **T+Q or W** – Fly punch.
- **Pg Up or Pg Dn** – Fly paper.
- **End** – Fly Virgin.
- **D+S** – Stomper.

Player Two

You still there player two – here are your keyboard controls

Movement

Don't forget to reverse these keys if you're facing the other way.

- **Left arrow** – Walk forwards.
- **Right arrow** – Walk backwards.
- **Down arrow** – Crouch.
- **Up arrow** – Jump.
- **Up + Left** – Jump forward.
- **Up + Right** – Jump backwards.
- **Down + Left** – Crouch and walk forwards.
- **Down + Right** –

Crouch and walk backwards, as if looking for car keys.

Attack

- **I** – Speed punch.
- **O** – Hard punch.
- **K** – Speed kick.
- **L** – Hard kick.
- **Right + I** – Spin punch.
- **Left + S** – Spin kick.
- **Left + A** – Back kick.
- **I+O** – Super punch.
- **K+L** – Super kick.

Crouching Attack

- **Down+I** – Crouch punch.
- **Down+K** – Crouch kick.
- **Down+O** – Uppercut.
- **Down+I+O** – Super Uppercut.
- **Down+L** – Sweep.
- **Down+K+L** – Slide.

Flying Attack

- **Up+K or L** – Fly kick.
- **Up+I or O** – Fly punch.
- **D+L** – Stomper.

Troubleshooting

The program doesn't run at all !

To run Pray For Death you need at least 7600KB of free memory.

If you are running Pray under standard DOS, modify your CONFIG>SYS and AUTOEXEC>BAT until you get (using the MEM command) the right amount of memory. If you don't know how to modify autoexec.bat and config.sys ask an expert or check your DOS manual.

The program crashes after a match:

You need at least 20 files in your configuration. Check that the line FILES=20 is in your CONFIG.SYS.

The program works but you can't get sound:

Before playing Pray run the config program from the DOS prompt to configure your sound card (to do this type config). If you don't know the numbers that the program ask you try the suggested defaults (the numbers in parenthesis). Otherwise check the manual of your sound card to discover your correct configuration.

The music volume is too high (low):

Change the volume on your sound card and then run Pray. If you have Windows '95 you will have to set the volume within Windows.

NOTE: To hear the music your CD-ROM drive MUST be connected to your audio card!

The Keyboard configuration doesn't work:

The on screen keys are from the USA standard keyboard. If your keyboard is different you may see picture to the key you selected. Don't worry the program will remember which key you selected.

If you type a key and nothing appears on screen the key is in use by the other player.

Some key combinations don't work in the game:

This is a hardware problem. When you push more than one key at the same time not all combinations are properly handled from all keyboards. Try a different key configuration.

Tip:

Do you like Pray? Yes? Ok...The bigger the installation you use the faster loading time you will get.

Technical Support

If you have difficulty installing, loading or playing Pray for Death you should try out bulletin board or fax for the fastest customer services. If you need further assistance with this product, you may telephone our technical support line, Monday to Friday, 10am to 5pm.

Customer Services: 0171 721 8767

Sold Out FAX: 0171 721 7453

Internet Address: webmaster@sold-out.co.uk

WorldWide Web Site: <http://www.sold-out.co.uk>

Address: Customer Support Department, Sold Out Software, Unit 308, The Chandlery, 50 Westminster Bridge Road, London SE1 7QY, United Kingdom

If you do telephone, please be sitting in front of your computer (if possible) and with a pen and paper and as much pertinent information as possible about your machine as you can assemble. Helpful information for our staff includes the make, model, peripherals, RAM, disk size, graphics and sound card and the information contained in your CONFIG.SYS and AUTOEXE.BAT files.

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