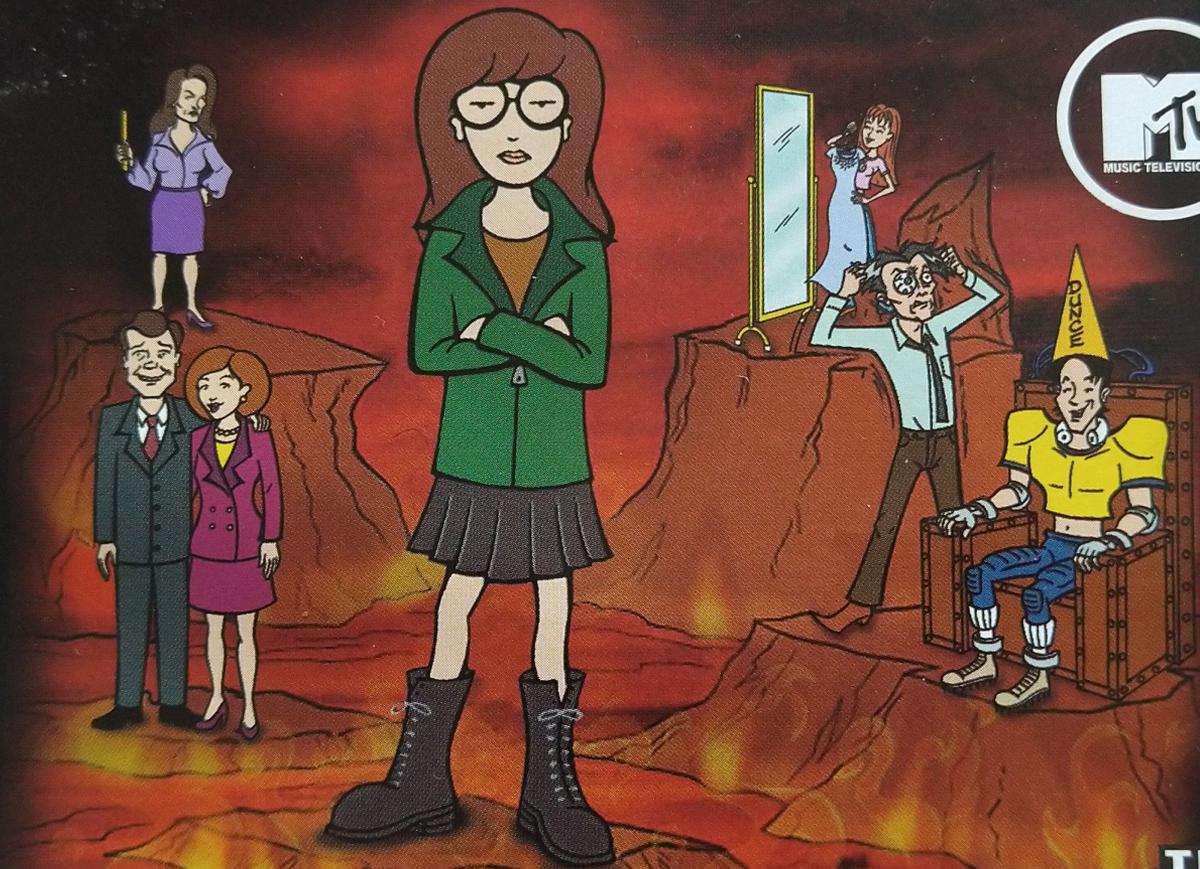


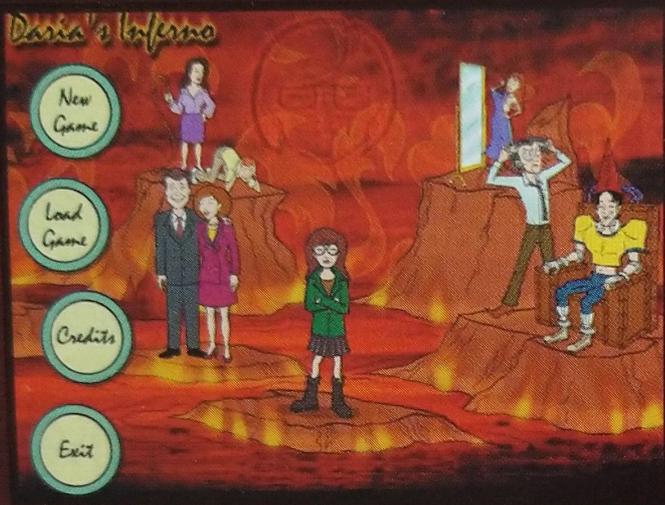
daria's inferno

Oh rapture, oh ecstasy - another scintillating computer game



From MTV's hit television series... *Daria*[™]





daria's™ inferno

user guide

Welcome to the **Daria's Inferno** CD-ROM. This user guide is designed for people who never look at the manual and skip straight to the game. **BUT WAIT!!!!!!!!!!!!**

This booklet guides you through Installation and Setup, starting a new game, loading a saved game, and gives you some helpful pointers for playing the game. All the solutions Daria needs to complete her adventure can be found just by playing the game. There's no need for Online hint sites or 1-900 Hint Hotlines that cost your parents \$100 per minute. So just enjoy playing the game, exploring Daria's World.

the story

It's a day like any other in Lawndale High. All is silence, except for the peaceful drone of Mr. O'Neill teaching and the snores of his students. Yes, all is quiet—perhaps a little too quiet...

Ms. Li shatters this impromptu nap-time with the announcement of felonious doings at Lawndale High! Five pieces of school property are missing and must be found, or else!!!

As Ms. Li leaves the classroom, Mr. O'Neill resumes his teaching of Dante's timeless, endless classic, *The Divine Comedy*, sending Daria Morgendorffer off to sleep, out of Dante's Inferno and into **Daria's Inferno** and the greatest adventure of all time!...sort of.

your goal

Starting from outside Lawndale High School, Daria must make her way through Hell (a.k.a. Lawndale) in order to get the Five Crucial Instruments of Institutional Education (a.k.a. Ms. Li's stuff). If these five items can be obtained, Daria has a chance at extinguishing the burning fires of Principal Li's rage and making it out of the Inferno alive!

getting started

INSTALLING THE PROGRAM—Windows® 98/95

- * Insert the CD-ROM into your CD-ROM drive. Setup will begin automatically for systems that have AutoPlay enabled. Click Next and follow the instructions.
- * If AutoPlay is not enabled, select Start and then Run from the Windows® 98/95 taskbar. Type D:\setup and press Enter. If your CD-ROM drive is not D, type the appropriate letter.

RUNNING THE PROGRAM—Windows® 98/95

- * Insert the CD-ROM into your CD-ROM drive.
If AutoPlay is enabled, click Launch **Daria's Inferno**.
- * If AutoPlay is not enabled, click the **Daria's Inferno** icon on the desktop or in your Start menu.

INSTALLING THE PROGRAM—Power Macintosh, iMac

- * Insert the CD-ROM into your CD-ROM drive.
- * Double-click the *Daria's Inferno* icon to open the program window.
- * Double-click on the *Daria's Inferno* installer icon
- * Follow the on-screen instructions.

RUNNING THE PROGRAM—Power Macintosh, iMac

- * After setup is complete, double-click on the *Daria's Inferno* icon in the *Daria's Inferno* folder on your hard drive.
- * To quit the program at any time, press Command +Q.

sign in

- * **New Game:** Start a new *Daria* adventure from the beginning of the game. Each time you begin a new game, you will have to enter a new name.
- * **Load Game:** Load or delete a saved game. Games are saved automatically at certain points throughout the game.
- * **Credits:** Gives credit where credit is due. You of course will never click on this, ingrate.
- * **Exit:** Exit the program, as if that wasn't as obvious as the last three items.

game interface bar (See back cover for illustration)

- 1) Irritation Meter—Indicates the amount of energy Daria has. When things or people get too irritating, Daria goes back to the Level Selection Screen.
- 2) Sick, Sad World—Like a hint button. Click to hear an excerpt of Sick, Sad World, which gives you some insight as to what to do in the current level.
- 3) Selected Object Display—Indicates which object Daria currently has selected from her inventory. Use the arrows to scroll through items in the inventory.
- 4) Inventory Button—Click here to see and examine all of the items in the inventory.
- 5) Options Button—Use this and exit to the Main Menu or the Level Selection Screen.

game controls

- * Use either the directional arrows or the mouse cursor to move Daria around the levels.
- * Cursors—If the cursor is placed on an object/person/item that requires interaction, the cursor changes to indicate the type of action available. For example, the cursor becomes a mouth if you encounter someone who speaks to Daria. If you have an Inventory item that you can use on that person, and it is selected, the cursor changes to that Inventory item.
- * To enter a doorway, walk up to it. When the red arrow appears, click and you will go to the next screen.

helpful hints

- ★ **DARIA THE EXPLORER!**—You never know if you're missing something useful unless you check every inch of the level. You might be able to get through the game without some items, but exploring the levels makes the game more enjoyable, interesting, fulfilling and rewarding. You do believe that, don't you?
- ★ **IF AT FIRST YOU DON'T SUCCEED**—Believe it or not, this game can be finished! Of course, it takes courage, stamina and determination, but no matter what evils you face, just remember that you are in control of Daria's Destiny!
- ★ **THE EYE!!! THE EYE!!!**—When you need a hint, just hit the "Sick, Sad World" button. It should help.
- ★ **PICK UP EVERY ITEM!**—What may not seem important to you in the beginning may be the difference between winning and losing. Pick up every item you see—you never know when it might come in handy.
- ★ **TALK TO EVERYONE!**—Whenever the mouse cursor turns into a mouth, click to talk to a character. They might give you valuable information.
- ★ **OPTIONS BUTTON**—Takes you to the Level Selection Screen at any time during the game. This lets you go to any level you have already entered.

the five circles of hell

1. LAWNDALE HIGH SCHOOL

ABANDON HOPE, ALL YE WHO ENTER HERE! Walk through various torture-chambers (classrooms) in search of the disciplinarian award. This Circle of Hell consists of the Road to Lawndale High, The School Hallway, Mr. DeMartino's Dungeon, Mr. O'Neill's Class, Ms. Barch's Courtroom, The Boiler Room and Mr. DeMartino's Tower. Survive all of these terrors and make your way to.....

2. THE FASHION MALL FROM HELL

OH NO!!! NOT FASHION!!! Yes, sadly it's true. Fashion is everywhere you turn in this hellhole. Shoes, Makeup, Clothing, Perfume: All of the essentials for the perfect torment of Daria. Make your way through three different floors of mayhem and trendy stores, find Quinn and then find your way out onto.....

3. DEGAS STREET

HOW CAN THESE PEOPLE PUT UP WITH THEMSELVES??? The people on Degas Street are so cutting-edge that they're always slipping in their own blood and falling. Degas Street plays host to such establishments as the Zon Mosh Pit, and a piercing parlor. Find the #2 pencil and gain access to...

4. THE MORGENDORFFER RESIDENCE

HOME IS WHERE THE HELL IS!!! This household is no place to kick back and relax. You must stay on your toes while going through the house where it all started. Go through the living room, Quinn's room, Daria's room and the kitchen looking for items to annoy Daria's high-strung father, Jake Morgendorffer. Good luck! Jake is not an easy man to anger, so be careful what items you give to him. If you get Jake to explode, you go straight down to.....

5. MS. LI'S UNDERSCHOOL LABYRINTH

THE TWISTING!!! THE TURNING!!! THE BURNING!!! Try to keep your head on straight in the last diabolical Circle of Hell. This time, Daria has to face all of her past enemies in order to get the hall pass and see Principal Li. See Ms. Li and maybe, just maybe, you'll make it out of the INFERNO ALIVE!!!

Troubleshooting and Technical Support

- * If you receive a message telling you that the CD is unreadable, make sure that the CD is clean and dust-free and that there are no scratches.
- * If your computer locks up or crashes while running the game, check that you have no other applications or screen-savers running in the background.
- * If you need to call technical support, please make sure you are at your computer and that you have the following information readily available:

For Windows® 95/98

1. The product name and version number.
2. The processor and clock speed of your computer (e.g. Pentium 266).
3. Your operating system's version number (e.g. Windows 98) and the amount of free memory and system resources you have available. (Open Windows Explorer and select "About Windows 95/98" from the Help Menu.)
4. The brand name of the sound device and video card.
5. The complete and exact error message (if any) reported by the program.

For Macintosh®

1. The product name.
2. The model name of your Mac.
3. The system version number and available memory. On the Apple menu, select "About This Macintosh" or "About This Computer."

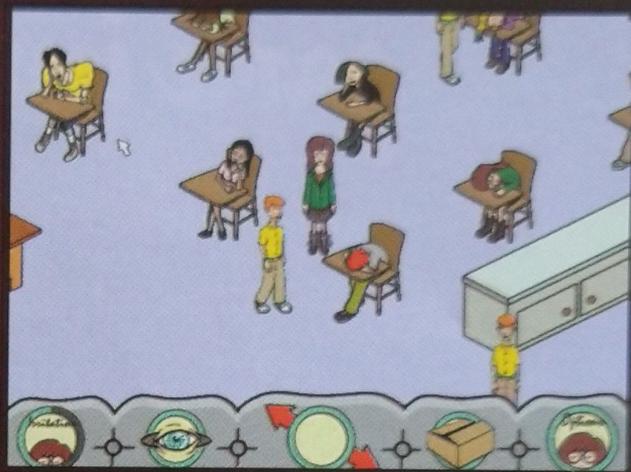
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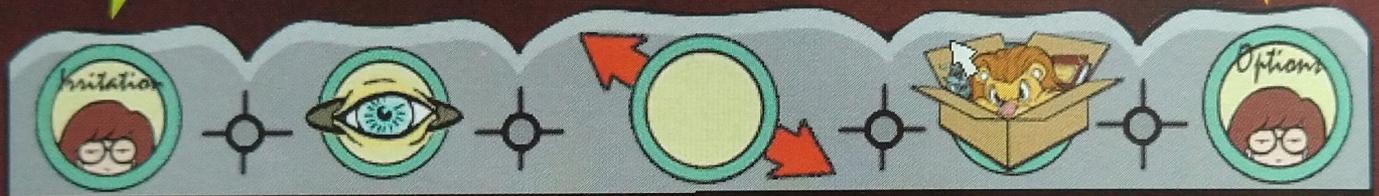


game interface bar

Irritation Meter

Selected Object
Display

Options Button



Sick, Sad World

Inventory

Use the arrows or the mouse to move
Daria around the game.