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PRESENTS

LITIL DIVIL

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Litil Divil PC
Installation Notes

Required Equipment

PC compatible machine with a 80386 or 80486 processor.
Hard Disk drive.
4 Megabytes of memory, (3 Megs of EMS)
VGA Monitor and video card with 256K RAM
580K free of base memory
Must have the lines
FILES=20 and
BUFFERS=20 in the CONFIG.SYS

Installing

Insert disk 1 in the internal disk drive. Change to the drive name (e.g. A:, or B:). Then type 'INSTALL'
When the install screen appears follow the on screen instructions to configure the game to suit your requirements.
If you require any help during installation setup press F1 and a help message will appear.
At any stage press 'ESCAPE' to exit the install program.

Setup

After Litil Divil has finished installing, this could take 15-20 mins depending on the speed of your computer, another program will automatically load called SETUP. From this program you can configure Litil Divil to suit your machine. When loaded you will be presented on screen with the options you can change.
If you require any help during setup press F1 and a help message will appear.

Audio

Litil Divil supports Soundblaster/Adlib/Roland cards or 100% compatibles.
When this option is selected you will be presented with a list of different cards with various setup options. Using the cursor keys select the option you require and press return. If you select the correct option you should now hear either a Sound Effect or a small tune played through your soundcard. When prompted type Y/N if you heard the sound from your card. If you didn't hear a sound then re-select again. If you have further problems please refer to the AUDIO PROBLEMS??? section in the Trouble Shooting guide, over the page.

Controls

You now can select the control method you wish to play Litil Divil with. Your choice is either Joystick or Keyboard. If Joystick is selected then the program will ask you to calibrate your joystick. Follow on screen instruction to do this.

If you want to play on keyboard select keyboard. You can, from here, use either the default keyboard controls or redefine your own, by selecting redefine keys and following on screen instructions. The default keyboard controls can be found in the main game manual.

Please note

During the game while Mutt is standing still in the tunnels you may re-calibrate your joystick by pressing CTRL and J together or change to keyboard by pressing CTRL and K

Save Setup

When you are happy with all the other options, selecting this and pressing return will save all the other information out to your hard drive and will automatically load this information in every time you play Litil Divil.

If at any stage in the future you wish to change any of the setup information then simply reload the setup program by entering the Litil Divil directory and typing ' SETUP ' . From here follow the setup instructions again to re-configure the game to your requirements.

Exit

Selecting this option and pressing return will quit out of the SETUP program and exit to DOS.

Starting the game

After completing the installation and Setup, you are now ready to start playing. Change to the Litil Divil directory and type 'DIVIL' .

If you created a batch file then type in the name you called the file to run the game.

Trouble shooting

Memory Management

Error message - NOT ENOUGH BASE MEMORY

Litil Divil requires at least 580K of base memory to run properly. If your machine hasn't enough base memory, when you try to run the game the following error message will appear on screen. NOT ENOUGH BASE MEMORY YOU NEED 580K TO RUN LITIL DIVIL.

If you are unsure as to the amount of BASE MEMORY you have, simply make sure you PC is at the DOS prompt and type 'MEM'.

This will present you with a list of different memory locations. The important one is 'LARGEST EXECUTABLE PROGRAM SIZE' (in other words BASE MEMORY). If this is less than 580k then you will need to free up some more memory to play Litil Divil. Consult your DOS manual for more information on base memory and how to make more available, or follow the guide to make a DOS BOOT DISK.

Error message - NOT ENOUGH FREE EXPANDED MEMORY

Litil Divil requires 3 Megabytes of Expanded Memory (EMS) not Extended memory. You can use EMM386.EXE or other such drivers to emulate Expanded Memory using Extended Memory.

You can do this by adding the line,

DEVICE=C:\DOS\EMM386.EXE 3072

into you CONFIG.SYS.

If you have configured your PC to have 3 Megs of EMS and are still experiencing the error message, then ensure that either programs like 'Smartdrive' are not taking up your EMS memory; or simply enter more than 3megs on your EMM386 line in your CONFIG.SYS

e.g.. DEVICE=C:\DOS\EMM386.EXE 4096

DOS Boot Disk

Do not use the DOS Boot Disk section of the manual if you have any sort of disk compaction software on your hard disk drive. Consult your disk compaction software manual to create a DOS boot disk.

If you do have problems with the above sections, then making a DOS Boot Disk could cure these problems. To create a DOS Boot Disk follow these easy steps exactly as shown.

Please Note:

All examples of code assume that your DOS directory is on the 'C' drive and that the directory name is 'DOS';

ie. C:\DOS

If your DOS directory is on 'D', for example, and the directory name is MS-DOS, then replace C:\DOS with whatever your needs are;

eg. D:\MS-DOS

1.) Insert a blank floppy disk into your A: drive of your computer.

2.) Make sure your machine is on and at the DOS prompt.

3.) Type 'FORMAT A:/S' and then press return or enter

4.) Wait while the disk is formatted and the system data has been transferred onto the disk.

5.) You will now be asked to name the disk. Type' LD-BOOT' and then press return or enter.

6.) If asked ' FORMAT ANOTHER DISK' answer 'N' and press return

7.) You should now be at the DOS prompt.

8.) Type 'EDIT' and press return or enter

9.) Select 'NEW' from the file menu, and press return or enter.

10.) Type in the following information.

DEVICE=C:\DOS\HIMEM.SYS
DEVICE=C:\DOS\EMM386.EXE 3072
FILES=20
BUFFERS=20
DOS=HIGH

11.) Select "SAVE' from the file menu and save as ' A:CONFIG.SYS' ensuring that the LD BOOT disk is in drive A.

12.) DO NOT SAVE THIS FILE TO YOUR HARD DISK.

13.) Select 'NEW' from the file menu, and press return or enter.
14.) Type in the following information.

PROMPT=PG
PATH=C:\DOS

15.) Select "SAVE' from the file menu and save as ' A:AUTOEXEC.BAT' ensuring that the LD BOOT disk is in drive A.
16.) DO NOT SAVE THESE FILES TO YOUR HARD DISK.
17.) After completing sections 1-16 you are now ready to play the game. Reset your computer leaving the LD-BOOT disk in the internal floppy drive. When the computer has 'booted up' and is at the DOS prompt, change to the Litil Divil directory and type 'DIVIL' to play the game.

Audio Problems???
If you experience any problems with the sound in Litil divil then check through the following.
1.) Does the card work with other products?
2.) Have you used and installed the software that came with the card, if any did?
3.) Is your card 100% compatible with the sound cards listed?
4.) Have you installed the game to use the desired soundcard?
5.) Have you configured the card properly. Check the interrupt settings?
6.) Have you been through the SETUP program?

Extra Extra
If there are any other notes or alterations to this installation guide then a text file will appear when you run the INSTALL program. Please read these notes before proceeding with the installation.

LITIL DIVIL

So You Think You've Had A Bad Day?

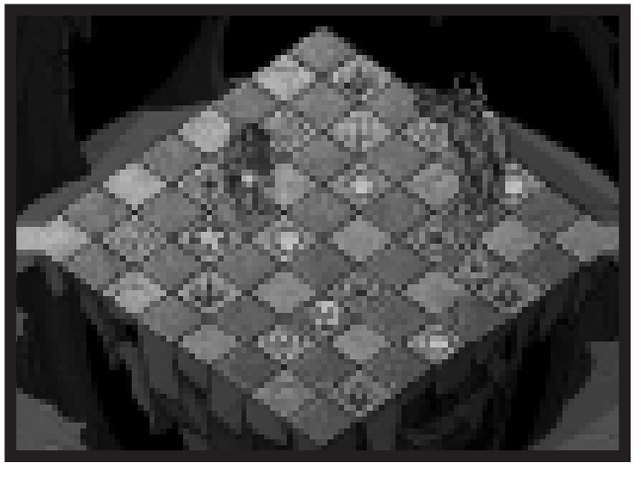
Mutt's been selected to enter the Labyrinth of Chaos and embark on the greatest adventure of his uneventful life. He's not happy about it. Why should he have to go and get the pizza?

Like most of us he just can't be bothered going himself. He'll have some if you're making it anyway, or indeed, if there's some going spare; he'll even go if someone goes with him, but don't ask him to do it by himself he just can't be bothered and anyway it's just not fair!

The world is against him as well!

It's like you've parked your car in the same space in the office car park for the last five years. You've had the same car all that time and you're on first name terms with the attendant 'George' who always salutes you with a 'Morning sir' as you pass through the gate 8.48 am sharp day in, day out. Then one day you forget your pass. George won't let you in, claiming you could be anyone and that, of course it's 'morethanmyjobsworth!'

You get the picture?



The Solitare Room

OBJECT OF THE GAME

You must take Mutt through the five levels of the Labyrinth to the Overworld. Work your way through troublesome tunnels and over forty rooms of conundrums and challenges. Watch out for The Entity, he's watching your every move, waiting for an opportunity to whisk you off to the torture chamber. So, keep an eye on your health bar and don't take too long!

Oh yeah, I nearly forgot, he's going to get a pizza. Strange that really, but never mind. (As the game unfolds you'll see just what a great simulation of take-away food acquisition this game really is - not!)

On your way to the Overworld you'll have to release the lost souls of unfortunate Divils (who have no doubt been unsuccessful on previous pizza missions) which will also allow you to progress to the next level.

You'll need three artefacts to help you do this that you can find ... somewhere in the game!

Good luck and enjoy that pizza when you get it. To be honest, I'd have just had one delivered.

PLAYING LITIL DIVIL

Use a joystick or keyboard to play the game. You can configure the keyboard at the start of each game, but the defaults are: 2, 4, 6 and8 on the numeric keypad for the directions and the X and Z keys for the fire buttons. F3 will allow you to bring up the 'Quit/Play Again/Load Options Screen', when you are in the tunnels. F4 will allow you to turn the music on/off. F5 will allow you to turn the Sound FX on/off.

Litil Divil is made up of two main playing areas: Tunnels and Rooms

TUNNELS

Operating Mutt in the tunnels is straightforward, using the joystick to go forwards, backwards, left and right and the Fire button to jump. You will find a number of items scattered throughout the tunnels that will be of assistance to you, as well as a number of pits and traps that won't!

When you come to a door, push the joystick towards it and press the fire button to enable Mutt to kick it open. Each part of the Labyrinth you have visited will appear on the automapping display in the top left hand corner of the screen.

To see an inventory of all the items you are currently carrying, press both the fire buttons at once, whilst standing still, in the tunnels. When you have completed your inspection, double click again to return to the game.

THE SPIDER ROOM

ROOMS

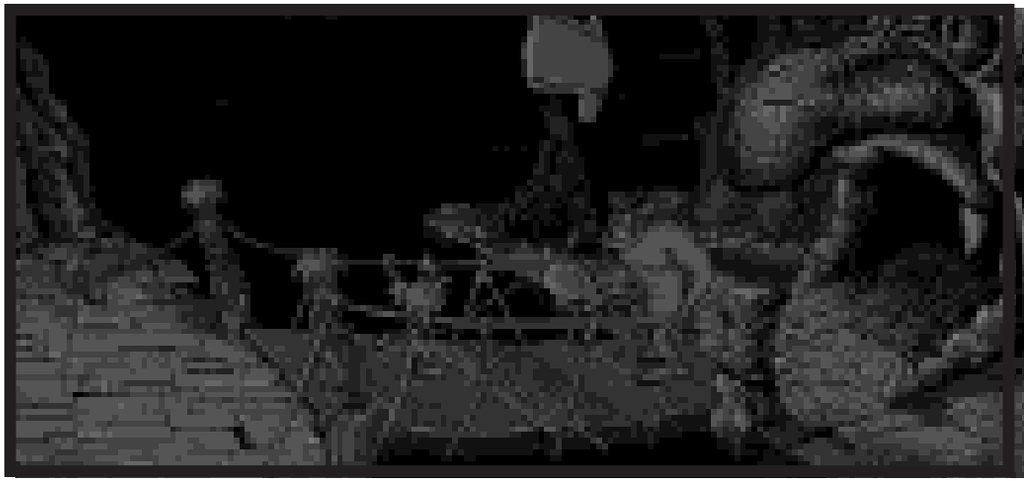
This is where the real game play takes place. Upon opening a door Mutt will find himself in a room faced with either a puzzle to solve or some terrifying adversary to overcome.

In each room every joystick option will activate a different movement or action. You must work out for yourself what the objective is in each room and how to achieve this. The key word here is experiment.

You may find some rooms impossible. Could it be that Mutt needs some item to help him complete the challenge, or are you just hopeless? If you have an item, Mutt will instinctively know when to use it!

It may be a good idea to work out what all the moves on the joystick are as soon as you enter the room, but some may not work until Mutt has completed a task.

All rooms, except the Goodies and Save rooms, will magically disappear upon their completion.



MORE GOODIES ROOMS

These are situated near the beginning of each level. When you enter, a selection of goodies on offer will appear. Toggle between them using the joystick ,or keyboard and press fire when the item you wish to buy is highlighted. When you have finished shopping, toggle onto the 'Door' icon and press fire to return to the corridor.

GOODIES ROOM

SAVE ROOMS

SAVE ROOMS

Again, there is one situated on each level. If you wish to save the game at this point, move Mutt onto the bed using 'Down' on the joystick or keyboard. He will now take a well-earned nap and you will be taken to the Load/Save screen (see later). If you do not wish to save a game, press up on the joystick and Mutt will leave the room.

QUIT / PLAY AGAIN / LOAD OPTIONS SCREEN

This screen will provide you with three options, which are explained below. The screen can be accessed in a number of ways:

Firstly, if you press F3 when you are in the tunnels, you will be taken to this screen.

Secondly, should you be unsuccessful in your quest (perish the thought!) or should you be nabbed by the entity, you will be taken to this screen.

Finally, once you actually have 'Saved Games', this screen will appear immediately after you have successfully completed the protection screen, allowing you the option to load a saved game.

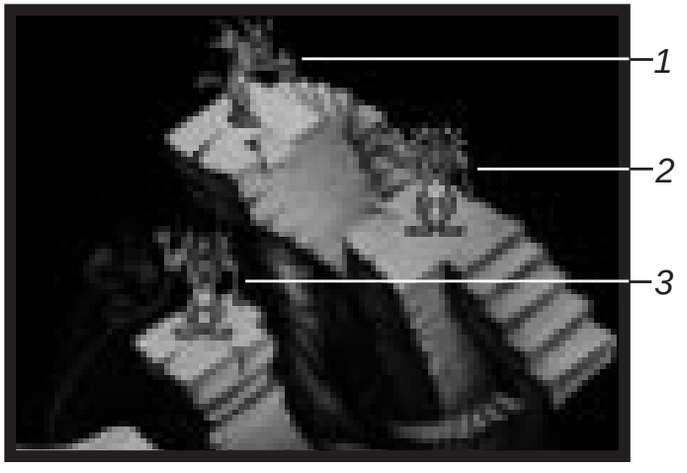
The options are

1. Play again - selecting this will allow you to return to the game from the point you left it (unless you have been dragged off by the entity then, I'm afraid, it's back to the start). Please note, this is not a 'Save Game' option, if you have quit, your last game will not be saved here. You can only save games in the Save Room.

2. Load a saved game - This will take you to the Load/Save Options screen. (see next page)

3. Quit - Will allow you to quit the game.

Select an option by using the joystick to toggle between them and then press fire



LOAD/SAVE SCREEN

Click on one of the four slots (1) to save the game at that point (there are four for each level).

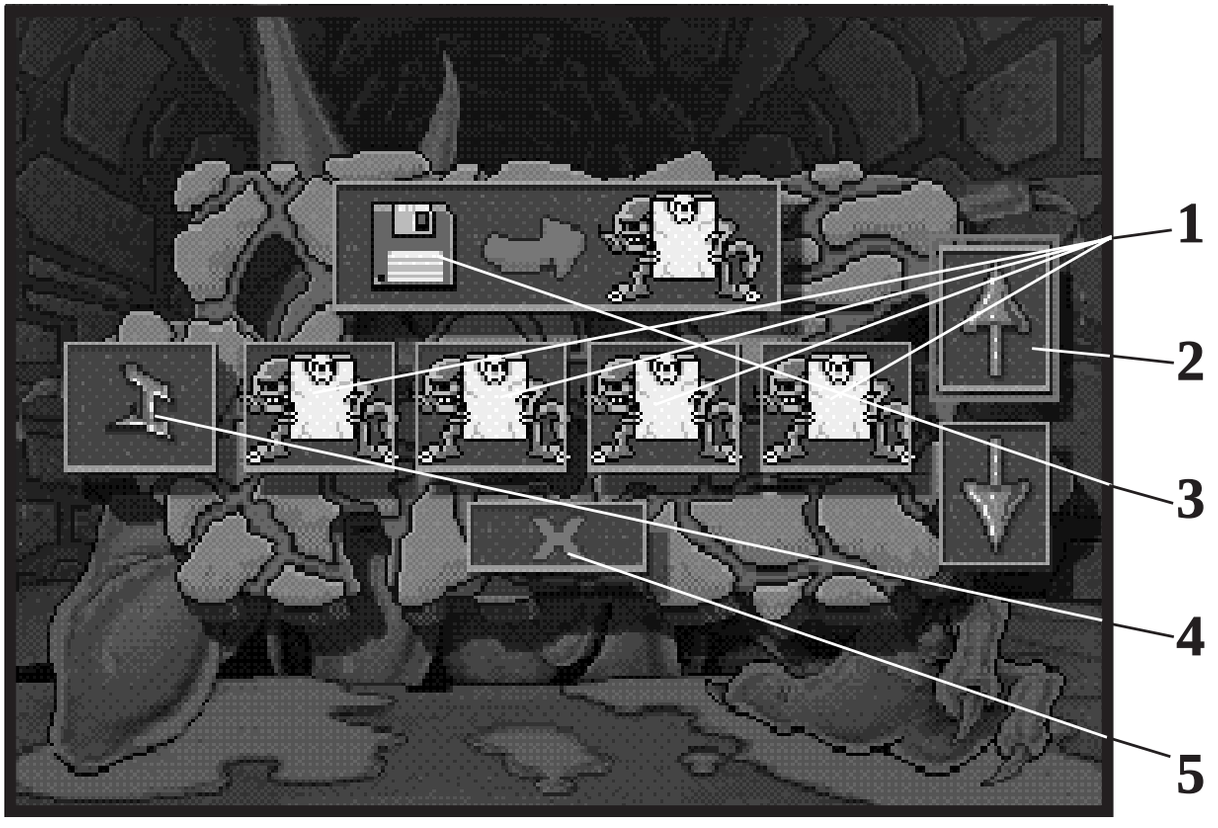
To change levels, use the arrows on the right hand side of the screen (2) to toggle through them.

To load a game select the 'LOAD' (3) icon and select one of the saved games from its appropriate slot. You will now wake up in the Save Room. Walk out of the exit to resume the game.

If you wish to begin the game at the start of a particular level, select the first icon in the line (4) and, using the arrows (2) on the right of the screen toggle up and down between the available levels.

You can only begin the game from a level you have already started. For example if you have saved a game in the Save Room on level 2 you can choose to either start the game from the beginning, start the game from the beginning of Level 2 or start the game from the save room. You cannot start the game from level 3, 4, or 5.

To Exit at any time, click the X (5) below the slots.



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