Lord Of The Hell

This was the second adventure game getting out of my hands, in 1988 (right after the *Brekk!*), becoming ready nearly in a month or two. My programming skill was under a very quick evolvement during those months; here already only the main program was written in BASIC; the much more counting- and speed-demanding parts were made in Assembly. (The interpreter routine seeking in the dictionary, and the raster interrupt needed for the graphical screen division.) Therefore considering at these base-properties this game were already nearly on the same level as the *Időrégész* by Istvan Ratkai appearing about one year earlier. (But the latter-mentioned game had got some nicer pictures, and a longer plot.)

However, in many respects I was simply too lazy to be demanding care: so thus for example I still had not made up the text, nor divided at the end of lines… I threw the illustrations together only very helterskelter, too; such, and some similar other „roughnesses" unfortunately significantly worsened the overall aspect, and showed that I had not taken the job seriously at all. (Really not; but afterwards the decision was born to take it so.) Basically I hadn't got any kind of intention with the whole thing except any local creativity for temporary entertainment, but my teacher of mathematics – after having seen that per chance – infatuated me with the idea that it would be worth to try again with some version meant to be released, too… This game was not suitable for such. (But at least I had got a starting point in this way.)

Notwithstanding that a Hungarian game, its English entitling I gave was originated from my usual sharing part at the so-called „copy parties" at the legendary *Csokonai Cultural Centre* of Rakospalota, since I thought it would be easier to be smuggled onto another ones'

floppy disks unobserved this way. Another further noteworthy characteristic of the game was that its most sympathetic persons had to be simply shot without offering any certain explanation. (Already the story begins by the death of the protagonist suddenly in hell.)

The article on the internet: **http://istennyila.hu/eng/game/0003/0000.htm**

Games: **http://istennyila.hu/eng/game/**

The author's website: **http://istennyila.hu/**

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