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ROCHESTER INSTITUTE OF TECHNOLOGY

# HELL VISION

A THESIS SUBMITTED TO THE FACULTY OF  
THE COLLEGE OF IMAGING ARTS AND SCIENCE  
IN CANDIDACY FOR THE DEGREE OF  
MASTER OF FINE ARTS

DEPARTMENT OF COMPUTER GRAPHICS DESIGN

BY

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ROCHESTER, NEW YORK  
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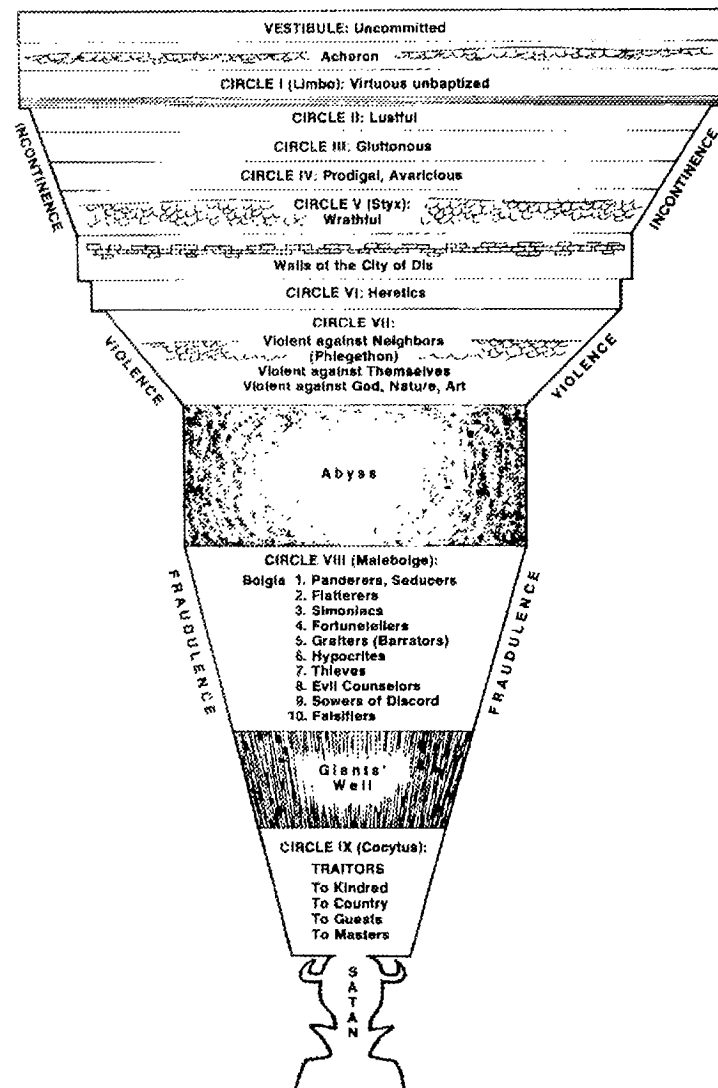
# HELL VISION

Ever since the showing of the movie "Silence of the Lambs," "Pulp Fiction," and "Seven", I am in awe of how much my feelings were affected by those movies. So, instead of just creating an interactive piece that the users just click and click everywhere, I want to create a piece that can affect the users emotions as much as the movies.

# HELL VISION

This thesis is a guided tour of my version of HELL. HELL consist of nine levels and each level has its own storyline. The reason for choosing this subject is because there are no real concrete ideas of HELL and therefore, it is an area that I can truly explore and use my imagination to create an environment that will appeal to the emotions of the users. The overall goal of this thesis is to try to bring out the emotions of fear, frustration, madness, and humor from the users. The secondary goal is to explore the limit of user interface design. The target audiences will be for anyone above the age of 14 and the final product will be on a CD.

In starting with the research, I tried to gather all the available information on HELL. Still, there were only a few sources available. First, I surfed the web to see if anybody had the latest information on HELL. I came across four articles (which I have included in appendix A), "Buddhist Wisdom", "The Shocking Truth About HELL!", "The Terrors of HELL", and "HELL." Next, I checked out a book which was very useful in my thesis, "Dante's Inferno." This book helped me to start visualize what HELL might look like and the specifics of each of its levels. In Dante's Hell, it consists of nine levels (figure 1). Level one is for people who led blameless lives, but were not baptized. In this level, there is only silence because those who are confined to Limbo are not being punished, and the silence is a silence of dignity. Level two is reserved for people who were lustful. Throughout this level, Dante can hear the sound of shrieking, moaning, and lamenting and also seeing sinners being tossed, whirled and swept by an unceasing storm.



PLAN OF DANTE'S INFERNO

Figure.1

The third level is for the gluttonous. "The glutton is one of uncontrolled appetite, one who deliberately, in his own solitary way, converted natural foods into a sort of god, or at least an object of worship. So now his punishment is a reversal, and instead of eating the fine delicate foods and wines of the world, he is forced to eat filth and mud. Instead of sitting in his comfortable house relishing all of the sensual aspects of good food and good wine and good surroundings, he lies in the foul rain (Vergani, 1969)." Level four is for the spend-thrifts and the misers. They are pitted against each other in HELL because they are so opposite each other. A miser could not understand someone who spends money wildly and vice versa. Level five is for people who were wrathful. In Dante's *Inferno*, the wrathful people are divided into two categories. "First is the open and violent hatred, and the punishment is that they strike out at each other in almost any fashion; the second type

of hatred is the slow, sullen hatred. The punishment for this type is that they are choking on their own rage, unable to express themselves as they become choked on their own malevolent hatred (Vergani, 1969)." Level six is for the heretics. They are people who choose their own opinion rather than following the judgment of the church. In HELL, their tombs are forever torched by the red hot flames. In Dante's *Inferno*, level seven contains three major categories of crimes: violence against neighbors, violence against themselves, and violence against God, nature, art. First, violent against neighbors. These are the murderers, assailants, and robbers. They are immersed to different depth in the river of boiling blood according to their crime. Second, violence against themselves. These are the people who committed suicide. They are turned into trees in HELL and will eventually be called to the last judgment. They will reclaim the mortal bodies, but they will never regain the

immortal souls which they took from themselves and will remain in the woods forever. Third, violence against God, nature, art. These are the people who defy God. They are being put on a desert and while lying down, crouching, or wandering restlessly, flakes of fires would fall upon them, making it burn and increase the pains of these tortured souls. In the eighth level, people who are confined here committed fraudulence of one sort or another. They are panderers, flatterers, simoniacs, fortunetellers, grafters, hypocrites, thieves, evil counselors, sowers of discord, and falsifiers. Each of those people is subjected to a different type of punishment. Some have to wear a thick cloak of lead, some have their heads turned around so that they are forced to walk backward, some are bitten by the devil and scorched by the fire and some have their hands cut off. The last level, level nine, is reserved for the traitors. There are four rounds in this circle: treacherous to kin, treacherous to country, betraying of guests and betraying of



masters. In this part of HELL, man becomes beast. This is the place where man has lost all of the qualities which ever distinguished him as being a man. Lastly, after talking with my colleagues, they gave me quite a few ideas on artists that have painted or drawn images of HELL. The two artists that were most useful in composing my background for HELL were Pieter Bruegel and Hieronymous Bosch. Some were not images of HELL, but the style and the atmosphere of it gave it a eerie effect which was appropriate to the subject matter (figure 2 and 3).



*Figure 2*



*Figure 3*

## concept

---

After reading all the articles and Dante's *Inferno*, I came up with my own nine levels of HELL. In Dante's *Inferno*, some levels dealt with Christian belief and the result of not believing in God or disobeying God. I tried to avoid getting too indepth with religion and therefore, I took out the levels that dealt with not believing or disobeying God. The nine levels that I came up with are: 1) lust, 2) gluttony & sloth, 3) prodigal & avarice, 4) wrath, 5) backbiters, 6) suicide, 7) robbery & thieves, 8) murder, and 9) traitors. The punishment I came up for each level after reading the articles and looking at the paintings are: 1) solitary confinement, 2) force fed filth and mud, 3) pitted against each other, 4) being struck at, choking on its own rage, 5) tongue chopped off and fed back into them, 6) deprived of body form, 7) hand chopped off and heart punched out, 8) getting killed over and over, and 9) turned into hideous beast. Next, I had to decide what occurs in each level. I wanted each story to be different yet all

relate by a single object, idea, or event. After thinking it over carefully, I chose to relate them all by an event. The event that linked them all together is that all the characters died at the same place. Once I reached that conclusion, I came up with the story. The story occurred at a diner in a less upscaled part of a city. Outside of the diner, there stood a person, Brian, smoking. All of a sudden, gunshots fired within the diner and a guy, Jon, holding a gun came running out. Soon, cops came by and Brian and Jon started running. While running, Jon turned around and tried to shoot the cops, but was quickly taken down by the police. Brian got away. After hiding out for three days, Brian decided to go home. While in the elevator going back to his apartment on the sixth floor, the elevator stopped and the light went out. Because the killing in the diner stayed on his conscience, in this total darkness, he began to see images of HELL. This could be imagination or it could be real, who knows. In

each level, there are sinners that are being punished. Each sinner has their story to tell and each story ends up in the diner. Slowly, the users are able to see what occurred in the diner and how each sinner gets to HELL by visiting each level. After visiting all the levels, Brian is sent back to reality. He is now all flustered and confused and doesn't know if what he just saw was real or imaginary. The elevator came back to order and reached his floor. As soon as the door opens, the cops were there to apprehend him. Brian tries to get away but he is surrounded. Finally, he kills himself in the elevator. Now, the whole scene switches to HELL once again. It goes directly to level six, suicide and this will be the end. For each level, the background is a collage of images from the Bruegel and Bosch paintings. The background uses a scrolling movement that is under the user's control. The scrolling is continuous. Besides the scrolling background, I also used light and darkness, flatness and 3D, and texture to

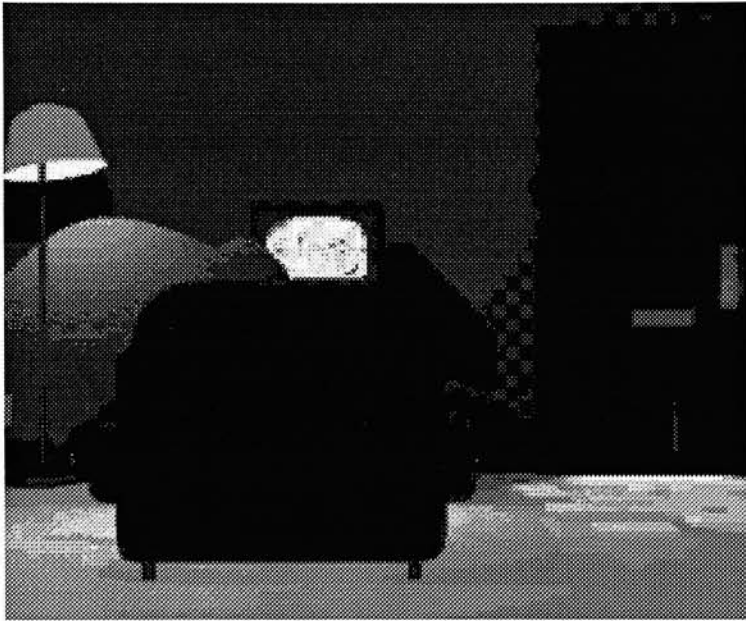


Figure 4



Figure 5

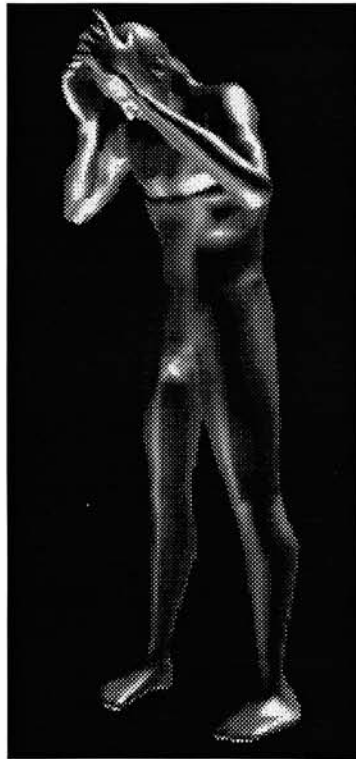
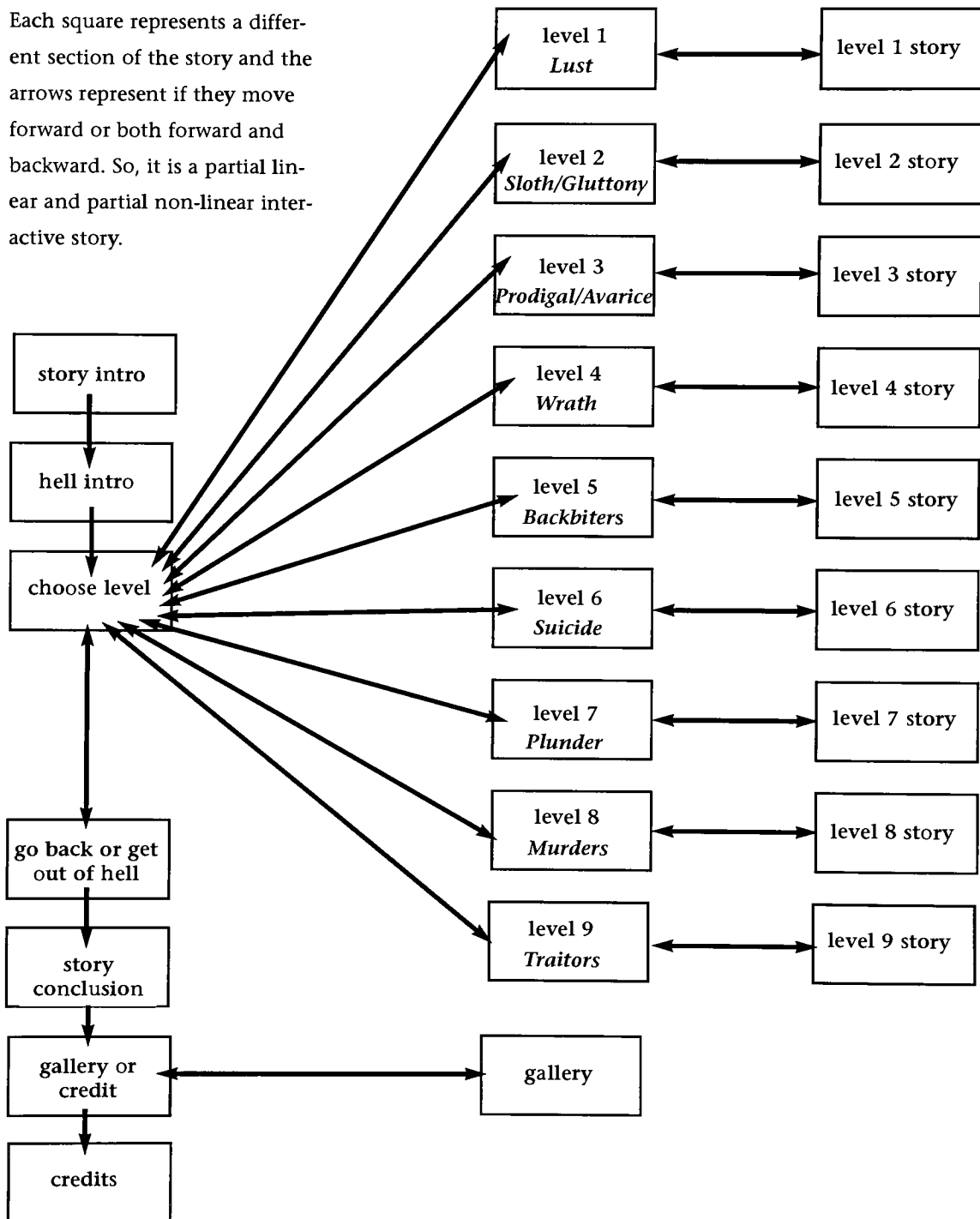


Figure 6

create an environment that give the illusion of depth. The color for HELL is basically red and black to try and give a dark and eerie feeling. The color for the above-ground is more colorful and light to give a more cheerful mood. Most of the piece will be illustration (figure 4) mixed with photographs of an environment or people (figure 5) to give it a more realistic feel that will affect the users emotions more. The story for each sinner uses either animation, illustration, or video to convey their life. The sinners in HELL are of an ambiguous sex because in HELL everyone is the same on the outside (figure 6). It does not make a difference if you are a man or a woman. Lastly, I tried to create an environment that is not so stereotypical, for example, the devil with the fork and the tail, the signs of the devil or fire throughout my thesis.

## navigation

Each square represents a different section of the story and the arrows represent if they move forward or both forward and backward. So, it is a partial linear and partial non-linear interactive story.



## process

Since the story will take place in a diner, I went and got all the pictures that I could find on diners. I found one that would be suitable to my story, but the color was too cheerful (figure 7). So, I proceeded to Photoshop and manipulated the color to suit my needs (figure 8).



Figure 7

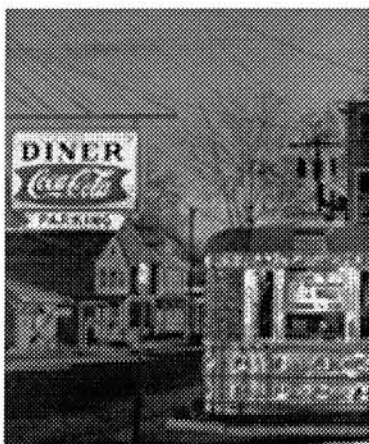


Figure 8

Once I had the diner, I proceeded to create characters.

First, the robber. I wanted a guy that is rough, mean and a little bit unstable. After some sketches, I settled on the one shown at the right (figure 9).



Figure 9

Next, the lookout. The lookout will be more shrewd and not as big and strong as the robber (figure 10).



Figure 10

Next, the sinners of the first level, adultery. The woman will be a young, bodacious, naive lady (figure 11) and the man will be mature, strong jawed, handsome playboy (figure 12).



Figure 11



Figure 12

Next, Gluttony and Sloth. I wanted to create a guy that is rather huge and would constantly eat and eat (figure 13). I thought the hair on the preliminary sketch made the character young looking, so I took the hair out in the final version (figure 14).



Figure 13



Figure 14

Next, I had to create characters for prodigal and avarice. I wanted someone that might

## process

---

have just won the lottery or was born into a rich family. She wouldn't have a care in the world and all she has to do is to spend money throughout their lives (figure 15). I also wanted a guy in about his sixtys' or seventys' who has been through some tough times, so he won't give anybody a single penny or charity (figure 16).



Figure 15



Figure 16

Next, the backbiters. I decided to go with some stereotypical ideas of the person that is a backbiter. I chose a woman. This woman is not very well educated, has low self-esteem, is not very pretty, and does not have a very strong personality. Basically, she has to talk down about other people to make herself feel better (figure 17).



Figure 17

Then I created the three people for wrath. I tried to give an angry feel to each of these people (figure 18).



Figure 18

Next, I also decided to go with three role dynamics for the robber and thieves (figure 19). One will be the boss and be levelheaded, the other will be less patient and the last will be a



Figure 19



Figure 20



Figure 21

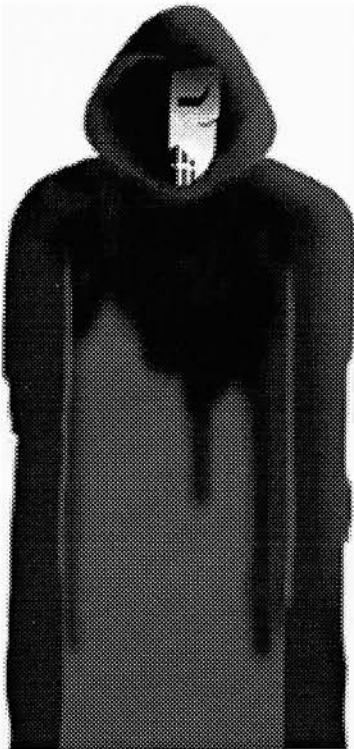


Figure 22

middle person to settle disputes between those two.

Now, the last but not the least, the Devil. I didn't want to go with the typical image most people recognize, I wanted something that is mysterious and with a gentleman's quality. I came up with some preliminary devils (figure 20 and 21).

I wasn't satisfied with the devils I came up with, so after more sketches, I settled on the one at the bottom left (figure 22).

When all the characters were drawn and colored in, I went ahead and sketched out the position of each sinner that is being punished (figure 23, 24 and 25).



Figure 23

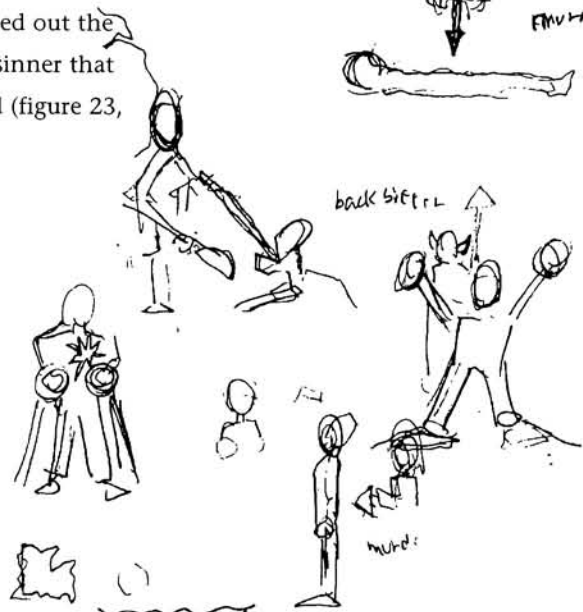


Figure 24

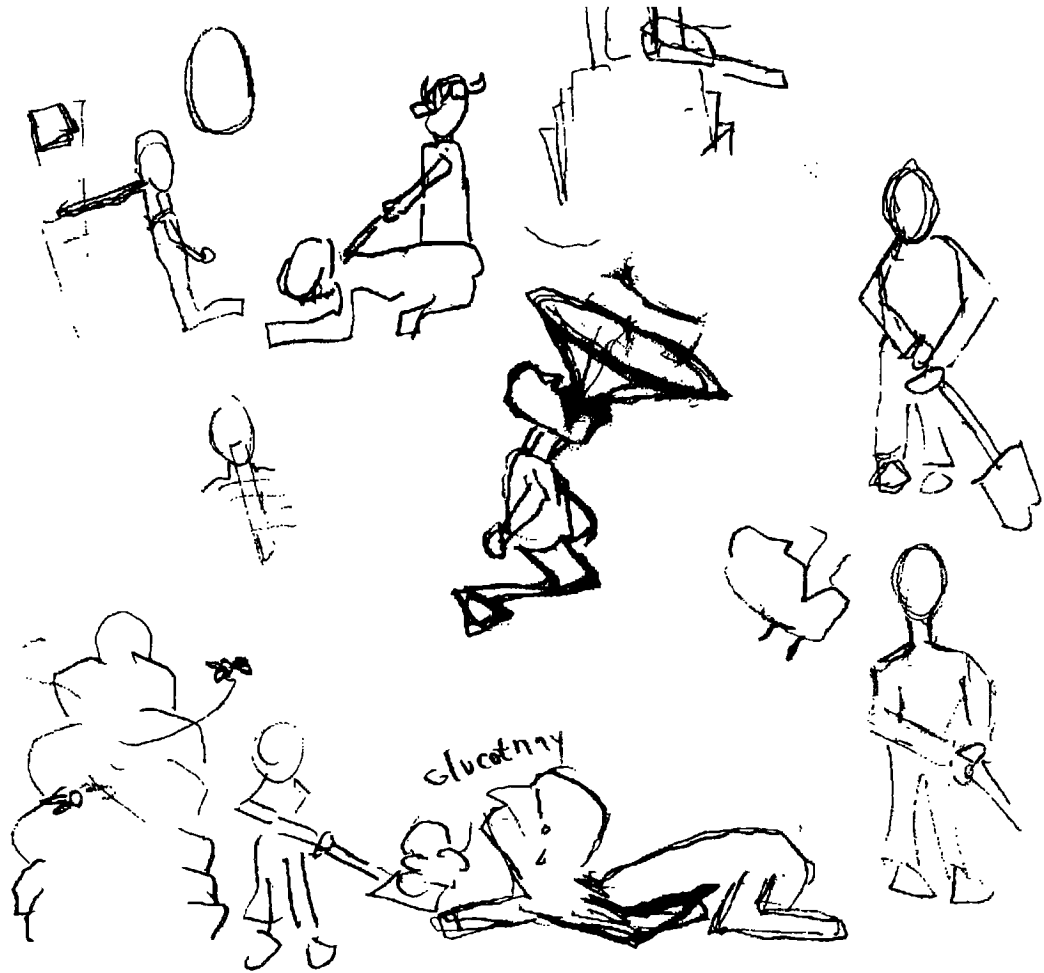


Figure 25



## process

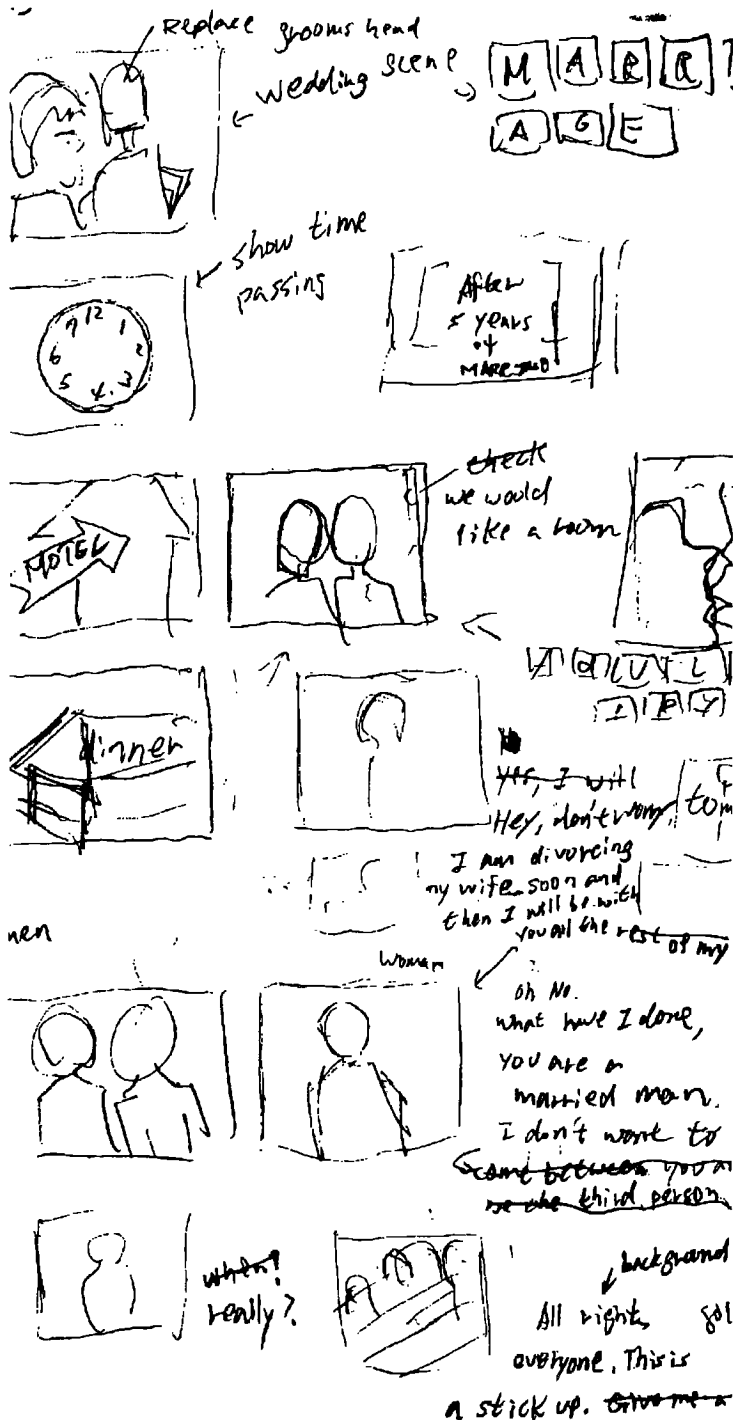


Figure 26

I sketched out the story and layout for each level (figure 26). I also wrote down some rough dialogues, which I will go into detail a little later.

Then I took the video camera and shot myself doing the possible movement of the robber and the lookout. After the video was shot, I snapshot a couple of keyframes and took it to Photoshop. Once in Photoshop, I rotoscoped over the video to try and get a smooth animation for my illustration.

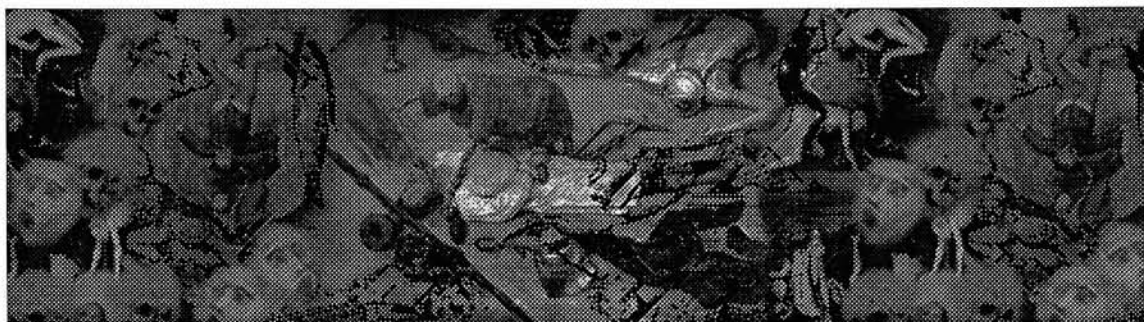
To create Hell, I went and looked for pictures of underground caverns. I used those pictures as a reference to create the stone and the stalagmite of the foreground. I also went into Photoshop to darken the edges and used a filter that gave it more texture to separate it from the background.

For the sinners, and the devil's helper in HELL, I used the software Poser to give it a more realistic, 3D rendered body.

## process

---

Last, I scanned the paintings of Bruegel and Boesch to compose the background for each of my levels (figure 27,28 and 29).



*Figure 27*



*Figure 28*



*Figure 29*

## story and dialogue



Figure 30

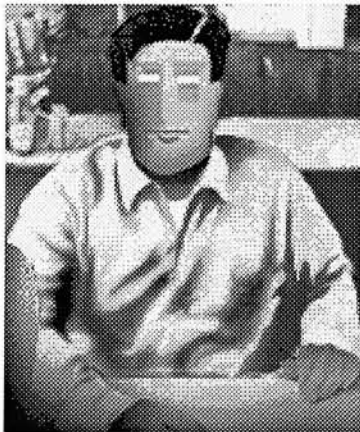


Figure 31



Figure 32

Each level has its own unique story. The following is the story and dialogue of each level.

**Level 1** This is the level of the adulterers. It will begin with showing a man and a woman getting married (figure 30) on one side of the stage and a woman working till late night on the other side of the stage. Five years after the marriage, the man had an affair with the lonely woman. First it was only a mental affair, then one day, it happened. The mental affair became a physical affair. After the wild passion, they went into the diner to grab a bite to eat and to talk about what happened (figure 31).

*woman:* Oh, no. What have I done? You are a married man. I don't want to come between you and your wife (figure 32).

*man:* Hey, don't worry. I am divorcing my wife soon, and then I will be with you all the rest of my life.

*woman:* Really?

*man:* Yeah, rea.....

Before the man could finish the sentence, the robber shouted.

*robber:* All right everyone. This is a stick up. Put all of your money on the table and no one gets hurt.

Now, everyone is tense and nervous. Out by the corner, a waitress tried to sneak out, but the door made a creaky noise. The robber shouted stop, but the waitress didn't stop. Then the gun went off and the place went into chaos.

*woman:* Ahhh.....

*woman:* Ahhh.....

The robber then start shooting everywhere to try and quiet things down. In the process, he killed everyone in the diner.

**Level 2** - This is the level reserved for people who committed sloth or gluttony. It begins with a 3D animation of a guy sitting in front of a TV

## story and dialogue

done by Dominic Amatore. This scene will continue from day to night and night to day and so on and so on (figure 33). The scene repeats three times and then he gets up one night to go to the diner to get his dinner. The whole scene switches to the diner and shows him having a feast (figure 34). He eats and eats until the robber appears:

*robber:* All right everyone. This is a stick up. Put all of your money on the table and no one gets hurt.

The story will conclude in the same way as the first level. A waitress tried to escape and instead of getting away, she is gunned down. This event sets off a chain reaction of everyone screaming and panicking and eventually all get killed by the robber.

Level 3 - This level is for the prodigal and avarice. It will contain two stories. One will show the life of the miser from childhood to the present and the other will show the spend-

thrift winning the lottery. While in the diner, the miser will be by himself drinking water and eating the cheapest thing on the menu and spend-thrift gloating with her money in front of everyone. Due to the time constraint, this level will not be done and will be replaced with the devil standing in front of a closed gate with the following dialogue:

*devil:* I am sorry. Level three, four, five and nine are closed for renovation to provide a better and more comfortable living environment for the sinners. Please come back September 1, 1996 (figure 35).

Level 4 - This level is for the people who committed wrath. The three people who are in this story are related. They grew up in a dysfunctional family and because of their upbringing, they are full of hate and violence. While in the diner, they will be arguing with each other over some silly little things. Also, due to the time constraint, this level

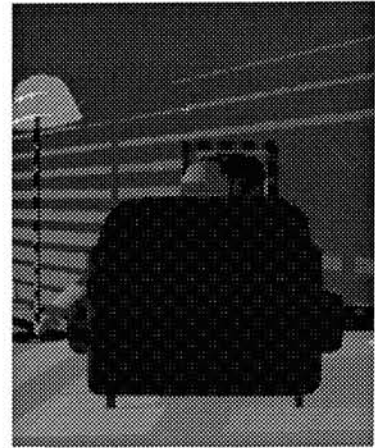


Figure 33

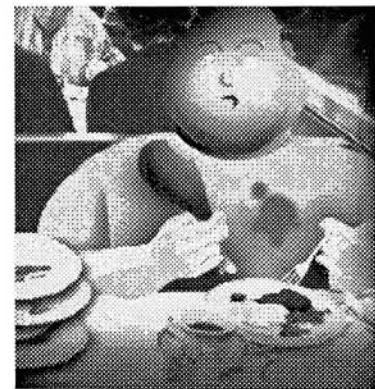


Figure 34



Figure 35

will be substituted with the same screen as level 3.

Level 5 - This level is for the backbiters. It is a story of a woman who does nothing except gossip all day long. She will talk about everyone she knows from her relatives to her neighbors. Most of all, she will not have anything nice to say about each of the people. Again, due to the time constraint, this level will be substituted with the same closed gate screen and the devil.

Level 6 - this is the level for the suicide. Because there is really no way to relate someone killing him or herself in the diner, this level will serve as a foreshadowing of what will happen to the lookout. Instead of going to the story of what will happen to the lookout right now, it will show the devil again in front of the closed gate:

*devil:* this level is temporarily closed for expansion, but I am sure I will definitely see you



Figure 36



Figure 37

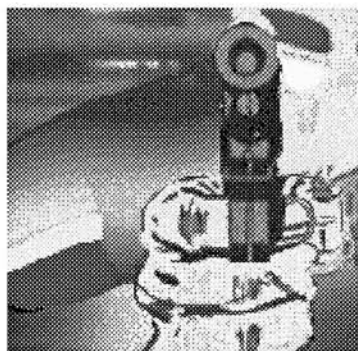


Figure 38

again soon.

Level 7 - This level is for the thieves and robbers. It will begin with video clips of three thieves burglarizing an art museum. After dodging the security and the alarm, they steal the jewels from the exhibition. A couple of days passed, they went to the diner to discuss if there are any buyers who will pay a large sum of money for the jewels:

*thieves one:* So, have you been able to locate a buyer yet (figure 36)?

*thieves two:* Yeah, but we are still negotiating the price (figure 37).

*thieves one:* When are you going to settle it?

*thieves two:* I don't know. When the price is right, I'll settle it. Stop bugging me about it.

*thieves three: (woman)* Hey boys, stop acting like children, as long as we got a buyer.....What the.....



## story and dialogue

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Figure 39

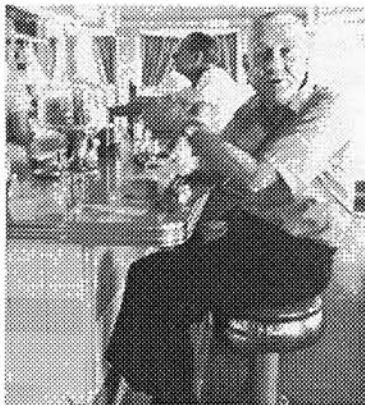


Figure 40



Figure 41

*thieves one:* What.....

This is where the robber interrupts the conversation (figure 38) and the story concludes in the same way as level one and two.

Level 8 - This level is for the murderers. It is the story of the robber and begins with the interior of the diner. This level is mixed with photographs and the illustrations of people of previous levels. This is the level that ties up the event that occurred inside the diner. The robber steps inside and looks around and sees all these people:

*woman at the cash register:*  
Hello, someone will be right with you (figure 39).

*patron at the counter:* Hey, buddy, you ought to try some of this stuff. It is great (figure 40).

*two teen girls:* Hi (figure 41).

*waitress:* Hi, what can I get for you.

He then pulls out the gun and shouts to all the people that this is a robbery.

*waitress:* Oh, my god.

He kills all the people in the diner and slowly, in a dazed stare, walks out. Next, a couple of quick cuts of what occurred in the introduction of him coming out of the diner, running with the lookout, and finally gets gunned down by the police reminds the user and ties up the whole story.

Level 9 - this is the level for the traitors. It is a story of an employee who betrayed his company and sold top company secrets to a rival company for a large sum of money. He too, came to the diner this night just for a little relaxation after work. This level will conclude in the same way as the other levels, but again, due to the time constraint, this level is substituted with the closed gate and the devil.

Quit out of hell - The devil will be standing in front of the

## story and dialogue

---

closed HELL gate with the following words:

*devil:* I am sorry you have to leave so soon, but to get a better understanding of the whole story, I suggest you stay and visit each level.

Toward the bottom of the screen, the user will be given two choices of either go to HELL or leave HELL.

**Conclusion** The lookout will be back in the elevator and breathing heavily (figure 42). The elevator finally reaches his floor and as soon as the door opens, the cops are there.

*head cop:* Look who just came home boys (figure 43).

The cop pulls out the warrant (figure 44). Meanwhile, the lookout is pushing the close door button in the elevator all this time. Finally, the door closes and he pushes the first floor button to try and escape. When the elevator reaches the first floor, cops are there, too.

*cops:* Freeze!!! Put your hands up and step out of the elevator.

He closes the elevator door and pushes level nine button to try to escape from the roof. As soon as he reaches level nine, more cops are there to try to apprehend him.

*cops:* Hold it right there. Freeze!!!

He closes the door again, but he realizes that he is surrounded and there is no way out. The scene then flashes between him and the cops for a couple times and finally, a gunshot goes off inside the elevator. When the elevator opens, the lookout is laying lifeless inside the elevator (figure 45). Now, the whole scene switches back into HELL.

**Level 6** - This level is now open and the user can see the condensed version of his suicide or just get out of HELL.

**End** This is the ending to the whole piece. The devil will be standing on the side



Figure 42



Figure 43



Figure 44



Figure 45

## story and dialogue

---

of the screen to give his final thought:

*devil:* I hope you enjoyed the tour and had one HELL of a good time. Just remember, don't do anything I would do, or I will see you here eternally. Eternally, my friend. Ha, Ha, Ha, Ha, Ha.

Through all the levels, there is a surprise that will bring a little laughter from the users. When the user clicks and holds down the mouse button on the devil while he is facing the sinners (figure 46), he will give a random comment from the following.

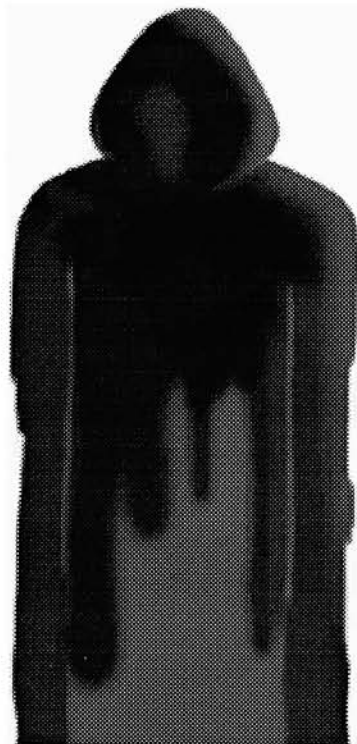
*devil:* Shhhhhh.....

*devil:* Pay attention.

*devil:* Not now, I am enjoying this.

*devil:* You mean you're not enjoying this?

*devil:* Don't bother me, I'm busy.



*Figure 46*



## Level Description

---

### Level one - Lust

This level is reserved for sinners who committed adultery or lechery. Their punishment is solitary confinement for eternity. No bitterness is greater than this, to remember happiness when one is in a state of wretchedness, so that remembering causes bitter torment.

[go to the left or the right to see the entire level and when you are ready, look and listen to the stories of the sinners]

### Level two - Gluttony/Sloth

This level is reserved for sinners who are wasteful or lazy. Instead of eating the foods and drinks of the world, their punishment is to be force fed garbage and filth for eternity while bound in a position like a stuffed turkey. [go the left or the right to see the entire level and when you are ready, look and listen to the stories of the sinners]

### Level six - suicide

This level is reserved for sinners who committed suicide. Their punishment is to be deprived of a human form

since they deprived themselves of their bodies on earth. They are also exposed to the pain and sorrow their friends and family felt. [go to the left or the right to see the entire level and when you are ready, look and listen to the stories of the sinners]

### Level seven - Plunder

This level is reserved for sinners who steal or rob. Their punishment is to feel the heartache of losing something of a personal value while at the same time having their hands chopped off for the crime they committed. [go to the left or the right to see the entire level and when you are ready, look and listen to the stories of the sinners]

### Level eight - Murders

This level is reserved for sinners who committed murder. Their punishment is to feel the pain and sadness of one's life slowly being taken away without any hope of ever living again. [go to the left or the right to see the entire level and when you are ready,

look and listen to the stories of the sinners]

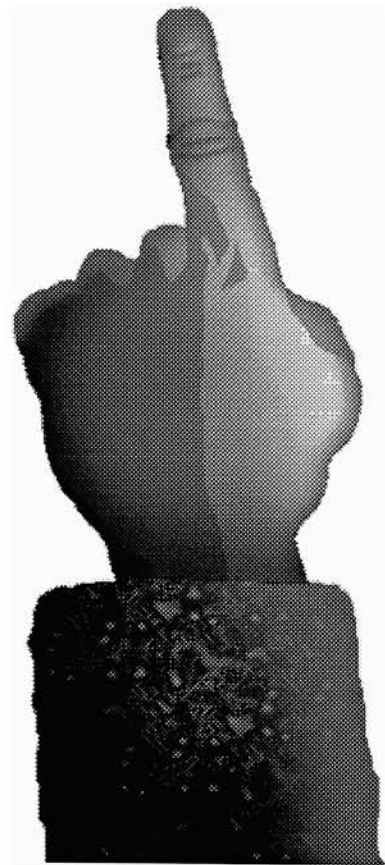
Because level 3, 4, 5, and 9 was not implemented at this time, their level descriptions weren't going to be developed until a later time.

## Hell buttons

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Besides all the images and stories of Hell, I wanted the user to experience the Hell of their own. Throughout my studies on user interface design, it has always been told that a designer should always create an interface system that is easy to understand and be user friendly. Well, for my buttons in HELL I decided to experiment with how far I can go to frustrate the users yet not lose them and have them give up on trying to navigate through the story. First, I used a elevator metaphor since I had 9 different levels. So, I thought this metaphor would be easy to understand for the users. Next, I drew a hand (figure 47) to replace the cursor and to give the user a first person perspective. Then I played with the ideas that buttons might disappear when the user rolls over them, buttons that look like they are doing something when it is not, buttons that run away from the users, and many identical buttons that fill the same screen, but only one works. After careful consideration, I decided to go with the

buttons that will run away from the users when rolling over them because it is not very predictable and the frustration level can be controlled. I started by creating just one button for testing and it worked out pretty well. I had about 5 people testing it, ranging in age between 20 to 60 with computer experience, and each gave a different response. Some liked it and thought it was rather fun and challenging to try and get the buttons, but some were very frustrated because they just weren't able to click on it. It seems that I reached my goals of frustrating the user and having them experiencing Hell in user interface design. Next, I slowed down the running away rate so it will be easier to click on them than previously. This made the frustrated user happier and I was able to have them not lose interest because the frustration was too much. Next, I created nine buttons for the nine levels and gave them the same script. Problems arose when they would overlap each other and made it impossible



*Figure 47*

## Hell buttons

-----important part of button script-----

```
set the locv of sprite 15 to the mousev
set the loch of sprite 15 to the mouseh

set s=word random(2) of "+ -"
set x=s & word random(5) of "20 30 40
50 60"
set y=s & word random(5) of "20 30 40
50 60"
set z=s & word random(3) of "50 60 70"
set z1=s & word random(3) of "50 60 70"
set r= random(11)
set d=r+2
if sprite 15 intersects d then
  set the locv of sprite d to the locv of
  sprite d + x
  set the loch of sprite d to the loch of
  sprite d + y
else
  check
end if
end

on check
global d,z,z1
repeat with a = 3 to 13
  if a = d and sprite d intersects a then
    nothing
  else
    if sprite d intersects a then
      set the locv of sprite d to the locv of
      sprite d + z
      set the loch of sprite d to the loch of
      sprite d + z1
    end if
  end if
  set the constraint of sprite d to 16
  set the constraint of sprite a to 16
end repeat
end
```

-----important part of volume script -----

```
global bsound, x
if x=1 then
  put (bsound-1) into bsound
else
  if x=0 then
    put (bsound+1) into bsound
  end if
end if

if (bsound+1) > 7 then
  put 1 into x
else
  if (bsound-1) < 0 then
    put 0 into x
  end if
end if
```

to click on the ones that were underneath the other buttons. Then I had to script (figure 48) each button so that when they overlap each other, they will bounce off and find an empty space to stay. By doing so, the buttons went haywire. They would keep moving nonstop because the available space to move is so limited with all the buttons that clicking on the right button would be impossible to accomplish. After all the thinking and rethinking and rewriting the script, I finally came up with a final solution. I made the buttons that will be running away on rollover randomly chosen buttons.

So, when the buttons ran away once, it might or might not runaway the second consecutive time. This increased the odds of the user being able to click on the buttons tremendously. After succeeding at the buttons, I had to give feedback to the users that they clicked on the button. Here, I gave two feedbacks. One, the buttons change from regular to a skull button and two, the floor number on the elevator

changes and eventually reaches the floor number the user pushed. When the buttons were done, I had to create another button for the volume control. At first, I thought about making the volume control act very radically like having a random volume set each time the user clicks on it, making the volume seven being the lowest and one being the highest, and quite possibly, no way to adjust volume. Because the volume control button is on the same elevator control panel as the rest of the level, I decided to make it a normal volume control since it is hard enough to try and click on the right buttons. Each time when the user clicks on the sound button, it will go up or down based on if the volume has reached 7 or 0. If it reaches 7, it will go down and if it reaches 0, it will go up. Also, each time the user clicks on the button, the level number on the control panel will change from the number to a screaming face with the volume that is set to inside of the face.

*Figure 48*

The whole process of creating this interactive story went pretty smoothly overall. I worked on a Power Macintosh 7100 with 32mb of Ram, which was enough for what I am doing. Therefore, there weren't any hardware constraints. I encountered some problems in the construction of the thesis, but were able to fix them mostly. The first problem that I encountered was the creation of HELL buttons that need to both run away from the rollover and from each other. I tried to use a parent and child script to give each button its own individual behavior, but wasn't successful. So, I gave all the buttons a set of numbers that is randomly selected and added to the x and y coordinates each time the buttons move. That worked out well, but the buttons would only stay on the positive side. So, I made a random positive and negative sign that will be added to the coordinates to give both sides of the coordinates. Now, each button will run to different places all according to their current posi-

---Script for randomly generated coordinates for the buttons to run to when rolled over---

```
set s=word random(2) of "+ -"
set x=s & word random(5) of "20 30 40 50 60"
set y=s & word random(5) of "20 30 40 50 60"
set z=s & word random(3) of "50 60 70"
set z1=s & word random(3) of "50 60 70"
set r= random(11)
set d=r+2
```

```
if sprite 15 intersects d then
  set the locv of sprite d to the locv of
  sprite d + x
  set the loch of sprite d to the loch of
  sprite d + y
```

--Script for the scrolling of the background--

```
on enterframe
  if the loch of sprite 1 + 320 < the left of
  sprite 7 then
    set the loch of sprite 1 to 935
  else
    if the loch of sprite 1 - 320 > the right of
    sprite 7 then
      set the loch of sprite 1 to -290
    else
      if the mouseh > 600 then
        CURSOR [985,987]
        set the loch of sprite 1 to the loch of
        sprite 1 15
      else
        if the mouseh < 30 then
          CURSOR [986,988]
          set the loch of sprite 1 to the loch of
          sprite 1 + 15
        else
          if rollover(8) then
            cursor [991,992]
          else
            if rollover(9) then
              cursor [991,992]
            ELSE
              if rollover(12) then
                set the castnum of sprite 12 to
                31
                puppetsprite 12, true
                updatestage
              else
                puppetsprite 12, false
                CURSOR [989,990]
              end if
            end if
          end if
        end if
      end if
    end if
  end if
end if
```

tion in the coordinate (figure 49). The second problem that I encountered was how to get the background on each level to scroll seamlessly. In the beginning, I only had it scrolling to the end of the image and it stopped or the user had to go in the opposite direction. It didn't work out well. The effect was not the same with continuous scroll. I knew how to make the background scroll continuously from an exercise I did while enrolled in a computer graphics design course, but I was only using a checkerboard pattern instead of an image. It is easier to make a pattern look seamless than an image. Basically, I had the script. I just needed to do some calculation and create a background image that is large enough to scroll. I went into Photoshop and created a background that repeats itself twice. So, instead of having a 640 x 480 pixel background to scroll in a 640 x 480 stage, it is a 1600 x 480 pixel background. When the middle of the background reaches the left edge of the stage, the front

Figure 49

## Technical issues

---

of the background will swing around and connect with the end of the background and making it seamless. This is vice versa if the user scrolls towards the right. The third problem I encountered was changing Dominc Amatore's animation from thousands of color to 256 colors. For some reason, Director doesn't import a video palette. So, when the movie is played the animation becomes very posterized and was not pleasing to the eye. I had to go into Debabelizer and open up the palette for the video. I took a screen shot of that and brought it into Photoshop to get a palette. Then I went into Director and imported the palette and set my video to the palette. This would seem to work on paper, but it didn't. Director didn't read the palette and the video looked poor. Next, I set the video direct to stage and then it worked. The fourth problem I encountered was synchronizing the sound to a Director Quicktime of devil's helper. Because the frames were looped over a couple of frames, it doesn't read

the time of the video tick by ticks. In otherword, it doesn't read 1, 2, 3, 4, 5, 6, 7....., it jumps. It reads 1, 5, 7, 10, 13, 18..., and so on. The jumps between the numbers weren't consistent because it all depends on how many things are happening on the screen. So, I had to estimate the time. Also, because there are other puppetsounds, I had to turn one off and turn on another all within a range of time. Sometimes it would work, sometimes it wouldn't. Again, it all depended on how many things were happening on the screen (figure 50). This was a problem that wasn't totally solved. The final problem was the sarcastic remark of the devil when the user clicks on him. Because of the puppet-sound that is synced to the Quicktime, a lot of time the dialogue would be chopped off (figure 49). This problem was not fully solved also, but for the level without the Quicktime of devil's helper, it works fine.

-----Script for puppetsound with QT-----

```
on enterframe
  put the movietime of sprite 12
  set the movierate of sprite 12 to 1
  if the movietime of sprite 12 < 20 then
    puppetsound "Shovel Sand.S "

on exitframe
  if the movietime of sprite 16 > 10 then
    puppetsound "explosion 8bits"

on enterframe
  if the movietime of sprite 12 > 10 then
    checkqtime1
  end if

  if the movietime of sprite 12 > 50 then
    checkqtime
  end if

on exitframe
  if the movietime of sprite 12 > 167 then
    go (the frame + 1)

else
  if the movietime of sprite 12 > 90 then
    checkqtime
  else

    go the frame
  end if
end if

on checkqtime
  if the movietime of sprite 12 < 80 then
    puppetsound "cutter for level 7"
    go the frame
  end if
end

on checkqtime1
  if the movietime of sprite 12 < 30 then
    puppetsound "punch through heart"
    go the frame
  end if
end
```

-----Script for devil's voice over-----

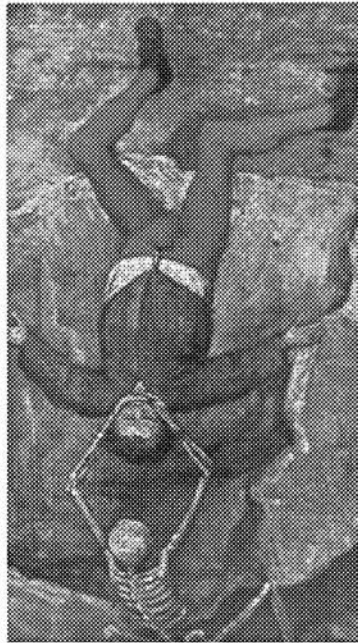
```
on mousedown
  puppetsound word random(6) of "a b c d e f"
end
```

each letter correspond to the name of the sound. When the Quicktime of devil's helper played and there are sounds, the voice over of the devil gets chopped off.

*Figure 50*



*Figure 51*



*Figure 52*

I thought it would be very nice to let the user browse the original works by Bruegel and Bosch. I created a gallery at the end of the program to let them see the the original images that were used to compose the HELL background. Each is identified by the artist and the title. I kept it very simple and just let the user have full control of the interaction of going back and forth between each painting. The gallery contains 19 works by these two artists (figure 51 thru 58).



*Figure 53*





Figure 54

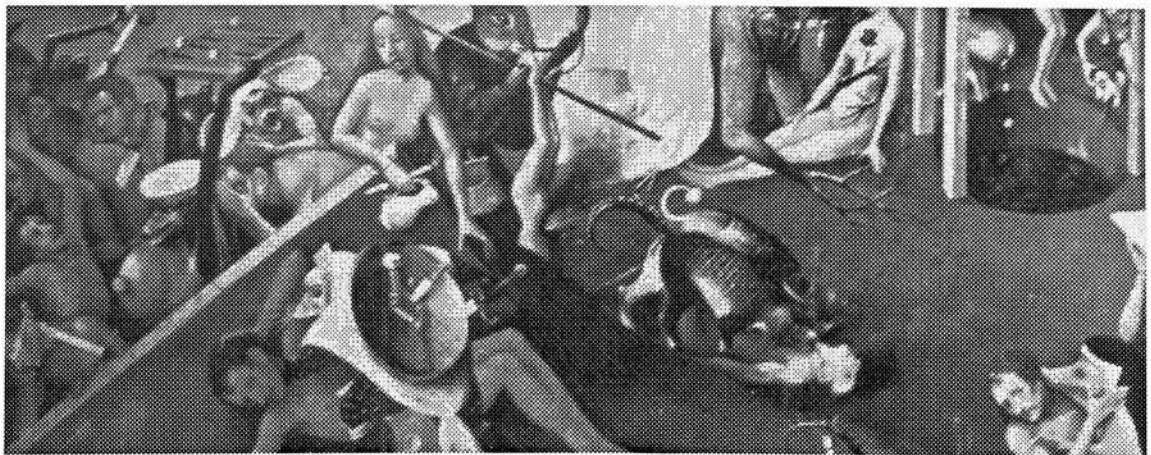


Figure 55

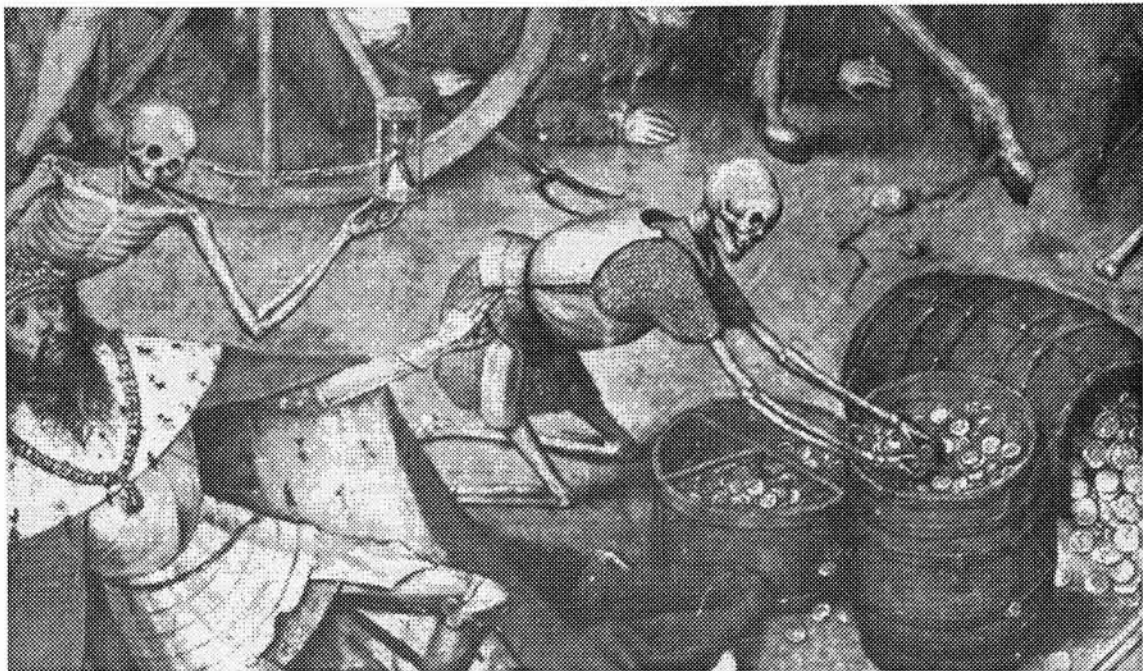


Figure 56

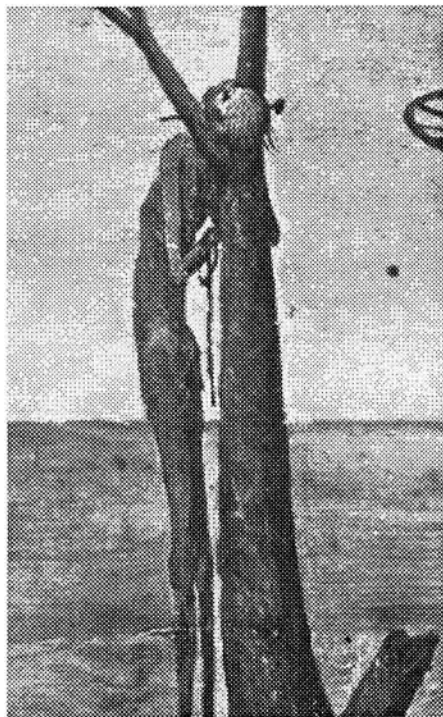


Figure 57

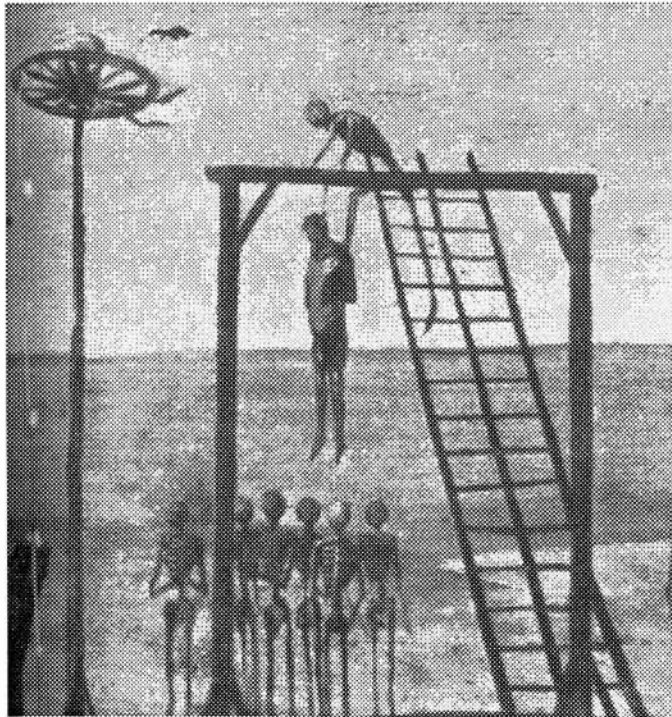


Figure 58



## Conclusion

---

# HELL VISION

The goals that I set to achieve were rather successful. I was able to induce the emotions of fear, humor, and frustration in the user. There were approximately 10 testers throughout the whole process. They were between the ages of 19 to 28. The original plan was to have an evaluation sheet for the user, but because I thought the users wouldn't be able to reach the full emotional understanding until the whole project is finished, I didn't make an evaluation sheet. It might be a mistake on my part not having it written down to back up my goal, but non the less, I took down notes and oral feedback from each after talking to the users about the finished and unfinished part. They were helpful. One user said the images of the suffering and the sound of the screaming and wailing makes you scared. This definitely made her think and keep it in back of her mind. Another one thought the moving buttons were amusing at first, but as time went on, it became frustrating to click on the buttons. One thought the

sarcastic remark breaks the dark mood of this piece and brings a little laughter. Another one thought I had a bad childhood or just hate life. One thing I find is that most users don't have the patience to wait for the elevator to reach the level they click on. They want instant reaction. Overall, each user enjoyed it to a different degree. Lastly, it was quite a experience to manage, direct, and make the whole project come together. I am satisfied with the outcome and hope to improve on it with more advanced equipment in the future.

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## BUDDHIST WISDOM

Once again, as with shinjin in the preceding chapter, to understand what Buddhist wisdom is can best be approached by explaining what it is not. At this point, it is fruitful to examine in terms of human experience the three kinds of "knowing" which the English word "wisdom" can represent.

The first of these, "knowledge," is based on what is usually called objectivity, the "knowing" of an object which stands outside of oneself and which, upon analyzing, we can understand. This is the scientific approach, in which we are all trained to view objects standing in relation to ourselves. In scientific knowledge, the subject-which is myself- is not the focus of attention. Even in psychology the mind is viewed as an object to be analyzed quite apart from the whole mind-heart-body of which the mind is but one aspect. Indeed, scientific knowledge so objectifies the world around us, including ourselves, that in this kind of "knowing," we become an "it."

The other two kinds of "knowing " are quite different. One is a common-sense "knowing" that emerges from our daily experience, a "knowing" that we expect everyone to have. It is a wisdom based not on scientific analysis but on human experience. There is a Japanese proverb that says, "Those who lose really win. Those who fail are victorious. " This kind of wisdom infers it's not good to win just to be winning. When we lose, we sometimes become winners. This is a worldly wisdom , based on "give and take. " In the context of daily human affairs, this kind of wisdom takes into account the feelings. It is a wisdom born of many experiences in life, a wisdom not immediately graspable by children. It is not fully subjective, for this wisdom born of experience is always in relation to the object as well.

It is the third, quite different kind of wisdom that is what we mean when we talk about Buddhist wisdom, the wisdom that, in Shinran's view, is the dynamic through which shinjin is established. This is a "knowing" that stands in sharp contrast to the "knowing" of science and the "knowing" of common-sense. The focus is "deeply" rooted in the subject, a "depth" referring to the dimension of our human potential for evil, a potential unlimited in our life. This existential depth is expressed in Japanese by bonno, another word which it would be well to transpose as is into the English vocabulary.

In his perception of bonno as the profound depths of the self, Shinran is not speaking from a scientific nor from a common-sense point of view. Neither is his a psychological perception. Rather, he speaks from the dimension of Buddhist wisdom, which is acutely aware of this aspect of

existence. The important difference in the emphasis of Buddhist wisdom is that it is neither subjective nor objective. The total self, freed from any split of subject-object differentiation, is involved.

in Chapter Two of Tannisho, the slim volume that is the great religious classic written by Shinran's follower Yuienbo, Shinran is quoted as saying "Hell is my only home." This is a statement of the workings of Buddhist wisdom, the wisdom of "deep" heart and mind, with "deep" here referring to existential depth. This wisdom does not simply look outwardly to see things objectively. In "Hell is my only home," Shinran looks inward to the limitless inner depths of his bonno in order to come to truly know himself. When he says "hell is my only home," he is talking about the deep mind that undergirds the existential reality of the way we all live. His shinjin, which we too can experience, is based on this kind of wisdom, an awakening in which one comes to know totally what one is.

For example, the world in which we live is the world in which we die- This is reality. Yet, in the everyday world we seldom see this essential condition in which our subconscious depths are rooted. In Buddhism, it is not in spite of our constantly "falling into hell" but because of this condition that we are surrounded, sustained, embraced in the boundless compassion of Amida Buddha. Buddhism does not have the reward or punishment judgmentalism of the Christian religion. In Buddhism, the end of life does not necessarily mean going to hell or to Pure Land. In fact, our "falling into hell" is crucial to 2n appreciation of the Buddhist world of awakening in this life, here and now, at this very moment. This critical awareness, developed and taught by Shinran at a profound existential level, is succinctly expressed in his "Hell is my only home."

Shinran's twenty years of monastic practice on Mt. Hiei were mainly at Yogawa, the place where Genshin, an eleventh century religious teacher and writer, has also once studied and practiced. Genshin's writings made such a strong impression on Shinran that in the Kyo-Gyo-Shin-Sho he named Genshin as one of the seven patriarchs through whom he traces the spiritual lineage of the nembutsu teaching, back to Sakyamuni Buddha.

Genshin's major work was Ojoyoshu-Essentials for Birth, the story of a man falling into hell. It has been compared to that later western work, Dante's Inferno. As Dante did, Genshin gives a vivid description of the various levels of hell. For Genshin however, the phrase "bound for hell" expresses symbolically the experience of one who has awakened to the realization of continuously creating karmic evil, and who perceives the bottomless depths of his own potential for evil. In the sutras, the statement : "hell is at

the bottom of this great earth" symbolizes the hell we create in the depths of our conscious and unconscious minds. It is this reality which Genshin depicts in his classic work.

Genshin's masterpiece portrays a man who, in his extreme suffering, pleads forgiveness of a demon whose recurrent answer is, "To plead with me is no use. I can't do a thing about it now. Why didn't you state your situation truly while you were still a human being?" This theme of question and reply, "There's no use asking me now," and "you created your own hell while you were still alive," runs throughout the work. The first part is a detailed description of hell in which, according to Genshin, there are eight levels. One works from the first level and descends down into the eighth level-which he describes as the hell of unlimited suffering.

The first level is the one resulting from committing the slightest evil, such as the killing of fish or chickens. In this life, according to Genshin, we kill animals and then, when we die, the devils in hell come after us and chop us up until a cool wind comes across and makes us whole again. This process happens over and over. The depth of this first stage of hell is described as being 1000 yojanas (one yojana being the distance of about nine miles or as far as an ox can travel between sunrise and sunset).

From this, the various levels descend to the eighth hell of unlimited suffering, that of persons who have killed their mother and father or, as Genshin phrased it, "taken life away from father and mother." Among those who fall into this hell are those who vainly live on the donations from people. Here, Genshin is talking about himself and through this he tries to clarify the direction into which he sees himself as falling. The depth of this eighth level is described as falling headfirst for 2,000 years to arrive completely into this unlimited suffering which, to Genshin, is his own karmic state. This use of the term "falling" into hell does not refer to a physical fall, but rather to an awareness of the absolute depth of the hell we are all falling into the unlimited depths of our unconscious or deep mind. Thus what Genshin was writing about was the awakening to one's own limitless falling into hell as being the very condition essential for birth in the Buddha Land.

This extraordinary Buddhist view is likewise concisely expressed by Shinran in Tannisho, Chapter Three (Taitetsu Unno translation) : "Even the good person attains birth in the Buddha Land, how much more so the evil person. But the people of the world constantly say, 'Even the evil person attains birth how much more so the good person.' Although this appears to be sound at first glance, it goes against the will of the Primal Vow of Other Power.

The reason is that since the person of self-power, being conscious of doing good, lacks the thought of entrusting himself completely to OtherPower, he is not the focus of the Primal Vow of Amida. But when he turns over` self-power and entrusts himself to Other Power, he attains birth in the land of true fulfillment."

Shinran then goes on to say, "The Primal Vow was established out of deep compassion for us who cannot become freed from the bondage of birth-and-death through any religious practice, due to the abundance of blind passion. Since its basic intention is to effect the enlightenment of such an evil one, the evil person who entrusts himself to Other Power is truly the one who attains birth in the Buddha Land. Therefore, even the good person attains birth, how much more the evil person ! "

In the Buddhist world of awakening, those who have the confidence to fall into hell-that is, to see the existential reality of their bonno-are thus able to experience the very joy that they are going to the "Pure Land,"that spiritual realm of reality itself from which the workings of compassion are manifested. Again, translation is acutely important. "Pure Land" does not have any connotation of geographical place or location. It is a spiritual realm, the world of the Buddha, which manifests the great wisdom and compassion of Amida (prajna and karuna).

Those who do not really see hell interwoven into their lives do not really see the Pure Land. In other words, those who do not see hell in the depths of their own minds are really falling into it. Genshin had this full consciousness of his own evil, and Shinran likewise. So too did an old man in my village temple who used to say, "Do-sun! Do-sun!" over and over, an exhortation reminding himself and all those inside and outside the temple of this existential reality.

Do-sun is not translatable. It is one of those onomato poetic Japanese words whose sounds convey the meaning. I wonder. Is there a like word in English whose sound and meaning are that of falling into hell?

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# The Shocking Truth About HELL!

by Terry Watkins

"And in hell he lift up his eyes, being in torments. . ." Luke 16:23

What you're about to read is hard to believe. . .

We're going to examine the place the Bible calls hell. We'll present documented evidence for a place called hell. Don't take what you're going to read lightly. If what you're about to read is true - **YOU COULD BE IN SERIOUS DANGER!**

Several years ago a book was published, entitled *Beyond Death's Door* by Dr. Maurice Rawlings. Dr. Rawlings, a specialist in Internal Medicine and Cardiovascular Disease, resuscitated many people who had been clinically dead. Dr. Rawlings, a devout atheist, "considered all religion "hocus-pocus" and death nothing more than a painless extinction". But something happened in 1977 that brought a dramatic change in the life of Dr. Rawlings! He was resuscitating a man, terrified and screaming - actually descending down into the flames of hell:

Each time he regained heartbeat and respiration, the patient screamed, "I am in hell!" He was terrified and pleaded with me to help him. I was scared to death. . . Then I noticed a genuinely alarmed look on his face. He had a terrified look worse than the expression seen in death! This patient had a grotesque grimace expressing sheer horror! His pupils were dilated, and he was perspiring and trembling - he looked as if his hair was "on end." Then still another strange thing happened. He said, "Don't you understand? I am in hell. . . Don't let me go back to hell!" . . .the man was serious, and it finally occurred to me that he was indeed in trouble. He was in a panic like I had never seen before. (Maurice Rawlings, *Beyond Death's Door*, p. 3).

Dr. Rawlings said, no one, who could have heard his screams and saw the look of terror on his face could doubt for a single minute that he was actually in a place called hell!

The Bible continually warns of a place called hell. There are over 162 references in the New Testament alone which warns of hell. And over 70 of these references were uttered by the Lord Jesus Christ!

## THE BIBLE EVEN GIVES THE LOCATION OF HELL!

When Jesus Christ died on the cross, He descended into hell. In Acts 2, Peter is speaking, verse 31, " . . . seeing this before spake of the resurrection of Christ, that his soul was not left in HELL"

And Jesus says in Matthew 12:40, "For as Jonas was three days and three nights in the whale's belly: so shall the Son of man be three days and three nights in the HEART OF THE EARTH."

Hell is inside the earth! Ephesians 4:9, referring to Jesus Christ says, "Now that he ascended, what is it but that he also descended first into the LOWER PARTS OF THE EARTH."

On page 85 of Beyond Death's Door, Dr. Rawlings said, patients who descended into hell said, "In most cases, this place seems to be UNDERGROUND or WITHIN THE EARTH in some way."

The Birmingham News, April 10, 1987 had an article entitled "Earth's Center Hotter Than Sun's Surface, Scientists Say". The article stated that scientists have recently discovered, "THE EARTH'S INNER CORE HAS A TEMPERATURE OF OVER 12,000 DEGREES FAHRENHEIT!" Have you seen pictures of a volcano erupting, spewing a lake of fire from inside the earth - consuming everything within miles just from the heat? When Mount St. Helens erupted in May 18, 1980, it was described by reporters, "when HELL surfaced upon the earth." The book, Volcanoes, Earth's Awakening (p.91) describes an erupting volcano as "descent into HELL".

Thousands of years ago, the Bible described a place called hell in the heart of the earth that matches exactly what science is discovering.

## YES! THERE IS A PLACE CALLED HELL!

In Numbers 16, the Bible gives the account of people falling into hell alive! Numbers 16:32-33 says, "And THE EARTH OPENED HER MOUTH, and swallowed them up, and their houses, and all the men that appertained unto Korah, and all their goods. They, and all that appertained to them, went down alive INTO THE PIT, and the EARTH CLOSED UPON THEM:"

Inside this earth, this very moment, there are millions of lost, tormented souls - burning, weeping, wailing - without any hope whatsoever!



Revelation 14:10 says, " . . . and he shall be tormented with fire and BRIMSTONE . . ." And Job 18 describes the " . . . PLACE of him that knoweth not God" (vs 21), in verse 15 as, " . . . BRIMSTONE shall be scattered upon his habitation." Do you know what brimstone is? It's sulfur. And do you know where sulfur or brimstone is found? INSIDE THIS EARTH! According to the book Volcanoes by Pierre Kohler (p. 43), when Mt. St Helens erupted in 1980 - 150,000 tons of sulfurous gas was ejected! Job is the oldest book in the Bible, written over 3,000 years ago, and yet Job knew what science wouldn't know for years - inside this earth is brimstone! Yes, friend! You'd better believe there's a place called hell!

### THE HORRORS OF HELL!

In Luke 16, Jesus Christ describes the horrors of hell, "And it came to pass, that the beggar died, and was carried by the angels into Abraham's bosom: the rich man also died, and was buried; AND IN HELL he lift up his eyes, BEING IN TORMENTS. . . And he cried and said, Father Abraham, have mercy on me, and send Lazarus, that he may dip the tip of his finger in water, and cool my tongue; for I AM TORMENTED IN THIS FLAME."

Jesus Christ said plainly that man was in TORMENTS, in FLAMES, and in HELL!

It is humanly impossible to comprehend the Bible description of hell. Nothing on earth can compare with it. No nightmare could produce a terror to match that of hell. No horror movie ever made could describe it's fright. No crime scene with all it's blood and gore could begin to match it's horror.

First, it's a place of great physical pain. The rich man's initial remark concludes with his most pressing concern: "I am in agony in this flame" (Luke 16:24). We have all experienced pain to some degree. We know it can make a mockery of all life's goals and beauties. Yet we do not seem to know pain as a hint of hell, a searing foretaste of what will befall those who do not know Christ.

God does not leave us with simply the mute fact of hell's physical pain. He tells us how real people will react to that pain. The Lord is not being macabre; He is simply telling us the truth.

First, there will be "weeping" (Luke 13:28). Weeping is not something we get a grip on; it is something that grips us. Recall how you were affected when you last heard someone weep. Remember how you were moved with compassion to want to protect and restore that person?

Another response will be "wailing" (Matthew 13:42). While weeping attracts

our sympathy, wailing frightens and offends us. It is the pitiable bawl of a soul seeking escape, hurt beyond repair, eternally damaged. A wail is sound gone grotesque because of conclusions we can't live with.

A third response will be "gnashing of teeth" (Luke 13:28). Why? Perhaps because of anger or frustration. It may be a defense against crying out or an intense pause when one is too weary to cry any longer.

Hell has two other aspects, rarely considered, which are both curious and frightening. On earth we take for granted two physical properties that keep us physically, mentally, and emotionally stable. The first is light; the second is solid, fixed surfaces. Oddly, these two dependables will not accommodate those in hell.

Hell is a place of darkness (Matthew 8:12). Imagine the person who has just entered hell. After a roar of physical pain blasts him, he spends his first few moments wailing and gnashing his teeth. But after a season, he grows accustomed to the pain, not that it's become tolerable, but that his capacity for it has enlarged to comprehend it, yet not be consumed by it. Though he hurts, he is now able to think, and he instinctively looks about him. But as he looks, he sees only blackness.

In his past life he learned that if he looked long enough, a glow of light somewhere would yield definition to his surroundings. So he blinks and strains to focus his eyes, but his efforts yield only blackness. He turns and strains his eyes in another direction. He waits. He sees nothing but unyielding black ink. It clings to him, smothering and oppressing him.

Realizing that the darkness is not going to give way, he nervously begins to feel for something solid to get his bearings. He reaches for walls or rocks or trees or chairs; he stretches his legs to feel the ground and touches nothing.

Hell is a "bottomless pit" (Revelation 20:1-2, KJV); however, the new occupant is slow to learn. In growing pain, he kicks his feet and waves his arms. He stretches and lunges. But he finds nothing. After more feverish tries, he pauses from exhaustion, suspended in black. Suddenly, with a scream he kicks, twists, and lunges until he is again too exhausted to move.

He hangs there, alone with his pain. Unable to touch a solid object or see a solitary thing, he begins to weep. His sobs choke through the darkness. They become weak, lost in hell's roar.

As time passes, he begins to do what the rich man did - he again starts to think. His first thoughts are of hope. You see, he still thinks as he did on earth, where he kept himself alive with hope. When things got bad, he always found a way out. If he felt pain, he took medicine. If he were hungry, he ate food. If he lost love, there was always more love to be found.

So he casts about his mind for a plan to apply to the hope building in his chest. "Of course," he thinks. "Jesus, the God of love, can get me out of this." He cries out with a surge, "Jesus! Jesus! I believe now! Save me from this!" Again the darkness smothers his words.

This person is not unique. Everyone in hell believes (James 2:19).

When he wearies of appeals, he does next what anyone would do - assess his situation and attempts to adapt. But then it hits him - This is forever. Jesus made it very clear. He used the same words for "forever" to describe both heaven and hell.

"Forever," he thinks, and his mind labors through the blackness until he aches. "Forever!" he whispers in wonder. The idea deepens, widens, and towers over him.

The awful truth spreads before him like endless, overlapping slats: "When I put in ten thousands centuries of time here, I will not have accomplished one thing. I will not have one second less to spend here."

As the rich man pleaded for a drop of water, so, too, our new occupant entertains a similar ambition. In life he learned that even bad things could be tolerated if one could find temporary relief. Perhaps even hell, if one could rest from time to time, would be tolerable.

He learns, though, that "the smoke of [his] torment goes up for ever and ever; and [he has] no rest, day or night" (Revelation 14:11).

No rest day and night - think of that.

Thoughts of this happening are too terrifying to entertain for long. The idea of someone enduring such torture for eternity violates the sensibilities of even the most severe judge among us. We simply cannot bear it. But our thoughts of hell will never be as unmanageable as its reality.

It'll be beyond anything humanly imaginable!

The Bible describes it as weeping (Matt 8:12), wailing (Matt 13:42), gnashing of teeth (Matt 13:50), darkness (Matt 25:30), flames (Luke 16:24), burning (Isa 33:14), torments (Luke 16:23), everlasting punishment! Jesus Christ says in Matthew 25:41, "Depart from me, ye cursed, into EVERLASTING FIRE, prepared for the devil and his angels."

Jesus Christ took hell very serious. To Him, hell was no laughing matter. Jesus Christ says in Matthew 5:29, "If thy right eye offend thee, pluck it out, and cast it from thee: for it is profitable for thee that one of thy members should perish, and not that thy whole body should be cast into hell."

Jesus Christ took hell so serious - He could say without the slightest hesitation - to remove your eye, cut off your hand or foot if that would keep you out of hell!

### FRIEND, WHAT IF JESUS CHRIST IS RIGHT?

If hell is not real, Jesus Christ was the most deceived man that ever lived! I'll challenge anyone to read the words of Jesus Christ and tell me they are the words of a deceived man! No, Friend! Jesus Christ knew exactly what He was talking about!

Dr. Rawlings has watched as thousands of people depart into eternity. Most people think they'll somehow "sneak" into heaven, but Dr. Rawlings claims most people descend into the flames of hell! Jesus Christ gave a solemn warning in Matthew 7:21-23, "Not every one that saith unto me, Lord, Lord, shall enter into the kingdom of heaven. . . MANY will say to me in that day, Lord, Lord, have we not prophesied in thy name? and in thy name have cast out devils? and in thy name done many wonderful works? And then will I profess unto them, I never knew you: depart from me, ye that work iniquity."

If it was for a few days, a few months, a few years or even a million years, but to be tormented - FOREVER! You will despair of ever having any deliverance! You will beg for death itself to come and take you away! You will curse the day you were born! Revelation 14:11 says, "The smoke of their TORMENT ascendeth up for EVER AND EVER: and they have NO REST DAY NOR NIGHT."

What could possibly be worth eternity in hell?

No wonder Jesus Christ said in Mark 8:36, "For what shall it profit a man, if he shall gain the whole world, and lose his own soul? Or what shall a man

give in exchange for his soul?"

You ask, why would God send me to hell? Friend, God does not want you to go to hell. Matthew 25:41 says that hell was prepared for the devil and his angels - not for YOU! God loved you so much He gave His own Son, Jesus Christ, to die in YOUR place, to pay for YOUR sin, and to keep YOU out of hell!

John 3:16 says, "For God so loved the world, that He gave his only begotten Son, that whosoever believeth in him should not perish, but have everlasting life."

God has something far better than words can describe for those who love Him. I Corinthians 2:9 says, ". . . Eye hath not seen, nor ear heard, neither have entered into the heart of man, the things which God hath prepared for them that love Him."

The facts are clear! There is a place called hell! And, friend, if you continually refuse God's gift of eternal life through Jesus Christ - just as sure as you live and breath - ONE DAY YOU WILL WAKE UP IN HELL!

Don't wait until you die to find out the truth about Hell! Tomorrow may be too late! Proverbs 27:1 says, "Boast not thyself of tomorrow: for thou KNOWEST NOT what a day may bring forth."

**FRIEND, DON'T BE CAUGHT DEAD WITHOUT JESUS!**

You may have made some terrible mistakes in your life. There may be some things in your life you would give anything to be able to change. But friend, I assure you - if you die without Jesus Christ - it'll be the worst mistake you could possibly make!

Friend, has there ever come a time in your life, when you received Jesus Christ as your personal Savior?

If not, you are on the way to hell!

Don't let anyone convince you that when you die it will be all over! The Bible says in Hebrews 9:27, "And as it is appointed unto men once to die, but after this THE JUDGMENT." Revelation 20:15 says, "And whosoever was not found written in the book of life was cast into the LAKE OF FIRE."

If you've never received Jesus Christ as your Savior, bow your head this

minute and ask Jesus Christ to save you. Don't put it off another minute!

## NOTHING'S WORTH TAKING THE CHANCE!

Pray this simple prayer, and mean it with all your heart. Lord Jesus, I know that I am a sinner, and unless you save me I am lost forever. I come to you now, the best way I know how, and ask you to save me. I now receive you as my Savior, and give you control of my life. In Jesus Name, Amen.

If you've just now prayed this prayer I'd like to send you some information to help you in your New Life in Jesus Christ. If you just now prayed this prayer - [click here](#).

Ignore this warning and die without receiving Jesus Christ and Friend, one day you will wake up in hell!

"How shall we escape, if we neglect so great salvation; Hebrews 2:3

If you would like more information about salvation - [click here](#).

To visit a web site with the full text of the Bible online - [click here](#)

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If you would like prayer for a problem or situation you are facing, or if there is anything else I can help you with, please contact me at  
[ie@westvirginia.com](mailto:ie@westvirginia.com)

Finally, and most importantly, I would like to thank my Lord Jesus Christ for everything.

Jon J. McClain, Internet Entrepreneur.

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# The Terrors of HELL

"So it will be at the end of the age; the angels shall come forth, and take out the wicked from among the righteous, and will cast them into the furnace of fire; there shall be weeping and gnashing of teeth" (Matthew 13:49-50).

The doctrine of hell is one of the most neglected doctrines in all of Scripture. When hell is mentioned today, it is generally ridiculed, as if the whole idea of hell were so old-fashioned that only the naive and ignorant would really believe that such a place actually exists. This is not hard to understand. Natural men hate the idea of being held accountable for their lives to a holy God, because they love sin and do not wish to part with it. The carnal mind throws up objection after objection to the idea of hell because it does not want to face the reality of it. Men live their lives thinking that maybe if they ignore a difficulty long enough, it will go away. Even conservative religious leaders are now attacking hell. Let men do what they will, the frivolous objections of the foolish will not do away with hell.

Amid the clamour to annihilate hell, those who believe the Bible to be true must stand and speak. Your consideration of the terrors of hell may be one of the most important things you can do in this life. "Then he who hears the sound of the trumpet, and does not take warning, and a sword comes and takes him away, his blood will be on his own head" (Ezekiel 33:4). Please, I implore you, invest the time it takes to read this chapter and book to the end.

Why should we be so concerned about hell? Why should we spend time reading about hell? There are several reasons why it is profitable to do so:

- 1) Hearing about the terrors of hell may shock your conscience and awaken you out of your false security.
- 2) Hearing about hell helps to deter men from committing sin. Both the godly and the ungodly are persuaded not to sin as much when they are regularly reminded of the terrors of hell.
- 3) Hearing about the terrors of hell may help to awaken those among us who may think they are saved because they believe in Christ or the facts of the gospel, but who are not really saved and are on their way to hell, but don't know it.
- 4) Preaching the doctrine of hell is profitable to both the godly and the ungodly alike, as will be demonstrated. Why aren't people fearful of hell? There seems to be a real lack of fear today of the reality of hell. This applies to both those who are in the church and those who are in the world. People are not afraid of hell. Why? You would not be afraid of a lion when it is only painted in a picture upon a wall. Why is this? Because it is only a picture. You know that it is not real. But if you were left alone in a jungle and came face to face with a real lion that growled ferociously at you, you would be terrified. The consciences of men are much like the man who only views the painted lion. We hear of hell in the Bible. We know that the Lord Jesus spoke of hell.

In fact, Christ spoke more of hell than anyone else in the Scriptures. Why do men not believe hell is real? Because they do not hear enough about it. We don't study what the Scriptures say about hell. It is not just what we hear which makes up what we believe, it is what we don't hear as well which helps to form our belief system. Only the Spirit of God can present the terrors of hell to our hearts in such a way as to see them alive before us. The doctrine of hell has been used by God more often to the conversion of sinners than any other doctrine in the Scriptures. Pray now that as you read this chapter the Holy Spirit will set hell before you as real indeed.

## THE NECESSITY OF HELL

Most who scoff at hell today probably do so for several reasons. Primary among them is a desire to pursue their own paths of sin without having their consciences troubled about the consequences of their actions. They do not want to hear that what they are doing is wrong. They do not want to hear that their sin will be punished. I can hear someone say, "But isn't eternal torment in hell inconsistent with a merciful and loving God? How could a good God punish people in hell forever?" A misunderstanding of the character of God and the nature of sin can easily lead to such questions. Why is hell necessary? Let us examine several reasons for the necessity of hell.

1) The Great Evil in Sin and the Holiness of God. The difficulty most people have in understanding the necessity of hell is related to an incomplete and inadequate understanding of both how awful sin is and how glorious God is. We do not see what a great evil is in the least sin, nor do we understand God's holiness, His justice, and His wrath. If we saw sin as the greatest evil in the world and realized that every sin is a rejection of God's rule over us, a sneering at Him, a shaking of our fist in His face, and a hurling of dung at Him, we would begin to understand a small bit of what our sin is like to God. Every time we sin, we either set ourselves, or a pet lust, up in our hearts as a rival god. Sin rejects the Creator as God and sets up the creature in His place.

If we could comprehend God's holiness and what it means to be holy, pure, perfect, upright, and untainted by the least sin, we would have a better idea of why God hates sin so much. Absolute holiness cannot tolerate the least sin, "Thine eyes are too pure to approve evil, and Thou canst not look on wickedness with favor" (Habakkuk 1:13). If we could understand the glorious holiness and purity of God and also the abominable nature of sin more, then we would have no problem with the absolute necessity of hell.

"The heart is more deceitful than all else and is desperately sick; who can understand it?" (Jeremiah 17:9). The human heart is sick. The human heart is wicked. The human heart is deceitful. The corruption in the heart causes us to be deceived about the awfulness of sin as well as many other things.

2) God's Infinite Nature. In understanding what our sin is really like, we must view it through the eyes of God. God is an infinite, eternal being. Every act of sin is committed against an infinite, holy God. In every act of sin we dethrone God and set ourselves above God. In every sin this question is the issue, "Whose will shall be done, God's will or man's? Now, man by sin sets his own will above the Lord's, and so kicks God as filth under his feet."<sup>1</sup> A single act of sin committed against a holy, infinite God deserves infinite punishment. It is an infinite evil to offend an infinite God even once.

3) Divine Justice. Even one sin against God calls for God to vindicate His name and His justice by punishing it as fully as it deserves. God can and will vindicate His justice. He promises to do so in Romans 12:19 where it says, "leave room for the wrath of God, for it is written, 'Vengeance is mine, I will repay, says the Lord.'" One of the greatest preachers that ever lived, Jonathan Edwards, wrote, "The glory of God is the greatest good; it is that which is the chief end of creation; it is of greater importance than anything else. But this is one way wherein God will glorify Himself, as in the eternal destruction of ungodly men He will glorify His justice. Therein He will appear as a just governor of the world. The vindictive justice of God will appear strict, exact, awful, and terrible, and therefore glorious."<sup>2</sup>

## A DESCRIPTION OF HELL

Hell is a furnace of unquenchable fire, a place of everlasting punishment, where its victims are tormented in both their bodies and their minds in accordance with their sinful natures, their actual sins committed, and the amount of spiritual light given to them, which they rejected. Hell is a place from which God's mercy and



goodness have been withdrawn, where God's wrath is revealed as a terrifying, consuming fire, and men live with unfulfilled lusts and desires in torment forever and ever.

In Matthew 13:47-50 the Lord Jesus tells a parable relating to the judgment. In verses 49-50, the Lord describes the fate of the wicked: "So it will be at the end of the age; the angels shall come forth, and take out the wicked from among the righteous, and will cast them into the furnace of fire; there shall be weeping and gnashing of teeth."

In examining these words of the Lord Jesus we should first notice that hell is described as being a furnace of fire. Nebuchadnezzar's furnace was heated seven times hotter than normal and is described as "a furnace of blazing fire" (Daniel 3:23). John the Baptist spoke of "unquenchable fire" and Revelation describes hell as "a lake of fire burning with brimstone" (Revelation 19:20). Can we really imagine the horror of which these words speak? Imagine every part of your body on fire at the same time, so that every fiber of your being felt the intense torment of being burned. How long could you endure such punishment? Christ tells us that "there shall be wailing and gnashing of teeth." The lost will wail and gnash their teeth from having to endure the most intense pain and suffering they have ever felt as the flames consume them and constantly burn every part of their bodies. And there will be no relief.

Jonathan Edwards describes in graphic language what the fires of hell will be like: "Some of you have seen buildings on fire; imagine therefore with yourselves, what a poor hand you would make at fighting with the flames, if you were in the midst of so great and fierce a fire. You have often seen a spider or some other noisome insect, when thrown into the midst of a fierce fire, and have observed how immediately it yields to the force of the flames. There is no long struggle, no fighting against the fire, no strength exerted to oppose the heat, or to fly from it; but it immediately stretches forth and yields; and the fire takes possession of it, and at once it becomes full of fire. Here is a little image of what you will be in hell, except you repent and fly to Christ. To encourage yourselves that you will set yourselves to bear hell-torments as well as you can, is just as if a worm, that is about to be thrown into a glowing furnace, should swell and fortify itself, and prepare itself to fight the flames."<sup>3</sup>

Hell is also described as a place of darkness. The Lord tells us of the guest without wedding clothes who was cast "into outer darkness" (Matthew 22:13). Jude writes of those in hell "for whom the black darkness has been reserved forever" (Jude 13). Christopher Love says in his work *Hell's Terrors*: "darkness is terrible, and men are more apt to fear in the dark than light: hell is therefore set forth in so terrible an expression, to make the hearts of men tremble; not only darkness, but the blackness of darkness".<sup>4</sup>

Hell is compared to Tophet in Isaiah 30:33. Tophet was the place where the idolatrous Jews sacrificed their children to the heathen god Molech by casting them into the fire. Day and night shrieks and howls were heard in that place, as day and night shrieks, howls, and wailing are heard in hell.

Isaiah speaks of "the breath of the Lord, like a stream of brimstone" setting hell ablaze. There is good evidence from the Scriptures that God Himself will be the fire in hell. Hebrews 12:29 says, "Our God is a consuming fire." The ungodly on earth ignorantly dance for joy when they hear pastors speak about the love and mercy of God, but they will be the beneficiaries of neither, unless they repent. To them God will be an all consuming fire. Hebrews 10:30-31 warns: "For we know him who said, 'Vengeance is Mine, I will repay,' And again, 'The Lord will judge His people.' It is a terrifying thing to fall into the hands of the living God." It is a fearful thing, it is a terrible thing to fall into the hands of the living God! You shall not escape hell, sinner. God will be your hell and His wrath will consume you and be poured upon you as long as He exists. "Who understands the power of Thine anger?" (Psalm 90:11). It is because God Himself will be the fire in hell that words cannot possibly express the terrors of the damned in hell. "There is no reason to suspect that possibly ministers set forth this matter beyond what it really is, that possibly it is not so dreadful and terrible as it is pretended, and that ministers strain the description of it beyond just bounds...We have rather reason to suppose that after we have said our utmost, all that we have said or thought is but a faint shadow of reality."<sup>5</sup>

In Luke 16:19-26 Christ tells us of two men. One of them was rich (he has traditionally been called Dives); the other man was poor (his name was Lazarus). Both men died. The poor man was carried by angels to heaven and the rich man went to hell. The rich man did not go to hell because he was rich, nor did the poor man go to heaven simply because he was poor. The Lord shows us through this contrast that our circumstances may change drastically when we pass from time into eternity. We are not to be fooled that just because God may

not have dealt harshly with us here, that he will not do so after death. The eternal abiding place of both men resulted from the condition of their hearts before God, while they were on earth. Lazarus was a true follower of God. Dives was not. We want to carefully note what the Scriptures tell us about Dives and his condition, for from that we may learn much about hell. Verses 23-24 indicate to us that Dives is "in torment." What does it mean to be "in torment?" This torment refers to both torment in body and torment in soul as well. As we have seen, men's bodies will be tormented in a furnace of fire. Every part of the body will feel the pain of that fire. Men with severe stomach pains can be in great agony from that alone, but this pain will be far greater. Death from cancer is sometimes said to cause extreme pain in the body, but the pain of hell will be far worse. If your body were afflicted with many different and painful diseases all at the same time, you still would not begin to approach the pain of the damned in hell.

Men's consciences shall be in torment in hell as well. Conscience is the worm that will not die which the Scriptures speak of (Mark 9:48; Isaiah 66:24). Dives is told to "remember that during your life." Men will be tormented with extreme pain, but they will also be tormented by their own memories. They will remember hearing of hell and scoffing at it. They will remember being warned and told to repent or told that accepting the blessings of heaven without submitting to Christ as Lord falls short of salvation, but they took no heed to those warnings. They will be tormented by seeing at a distance the glories of heaven (as Dives was able to do), and knowing that for all eternity they will be damned. They will be tormented by unfulfilled desires and unfulfilled lusts (Dives is not able to receive even a drop of water to cool his tongue). They will be tormented by the knowledge that they will never escape from hell (Dives is told that "neither can you pass to us"). They will be tormented by the cries, shrieks, and curses of the damned around them. The most extreme torments a man can experience on earth will be like flea bites compared to the torments of hell.

Jonathan Edwards speaks of men unable to find even a moment of relief in hell in his sermon on The Future Punishment of the Wicked: "Nor will they ever be able to find anything to relieve them in hell. They will never find any resting place there; any secret corner, which will be cooler than the rest, where they may have a little respite, a small abatement of the extremity of their torment. They never will be able to find any cooling stream or fountain, in any part of that world of torment; no, nor so much as a drop of water to cool their tongues. They will find no company to give them any comfort, or do them the least good. They will find no place, where they can remain, and rest, and take breath for one minute: for they will be tormented with fire and brimstone; and they will have no rest day nor night forever and ever."6

## THE ETERNITY OF HELL

The most terrifying aspect of all about hell is its length or duration. Hell is eternal. Hell will last forever. Can you comprehend eternity? No mathematical equation or formula can explain it. Your mind cannot conceive of eternity, but it is none the less real. This aspect of hell alone should cause men to cry out in repentance. It is not surprising that skeptics of all ages have attacked the eternal nature of hell, substituting doctrines like the annihilation of the wicked in its place. Let us look at the Scriptures to verify the eternal nature of hell and to try and understand eternity better. Then we will explore why hell must be eternal.

"And the devil who deceived them was thrown into the lake of fire and brimstone, where the beast and the false prophet are also; and they will be tormented day and night forever and ever" (Revelation 20:10). This verse clearly gives us the duration of hell. Hell is forever and ever. How could a stronger, more certain expression be used? If the Spirit of God wanted to communicate the eternal nature of hell to men what could communicate it better than the expression "forever and ever?" The Scripture has no higher expression which is used to denote eternity than "forever and ever" for it is the very phrase used to tell us of the eternal existence of God Himself, as in Revelation 4:9: "to him who sits on the throne, to Him who lives forever and ever." Does anyone doubt that God will live to all eternity? How then can you doubt that hell will not last to all eternity when the same expression is used for both?

"We can conceive but little of the matter; but to help your conception, imagine yourself to be cast into a fiery oven, or a great furnace, where your pain would be as much greater than that occasioned by accidentally touching a coal of fire, as the heat is greater. Imagine also that your body were to lie there for a quarter of an hour, full of fire, and all the while full of quick sense; what horror would you feel at the entrance of such a furnace! and how long would that quarter of an hour seem to you! And after you had endured it for one

minute, how overbearing would it be to you to think that you had to endure the other fourteen! But what would be the effect on your soul, if you knew you must lie there enduring that torment to the full for twenty-four hours...for a whole year...for a thousand years! Oh, then, how would your hearts sink, if you knew, that you must bear it forever and ever! that there would be no end! that after millions of millions of ages, your torment would be no nearer to an end, and that you never, never should be delivered! But your torment in hell will be immensely greater than this illustration represents."<sup>7</sup>

Christ, describing the great day of judgment, tells of the separation of the wicked and the righteous using these words: "And these will go away into eternal punishment, but the righteous into eternal life" (Matthew 25:46). Is there anyone who would deny that heaven exists eternally? Will the lives of the blessed in heaven be brought to an end one day? Of course not. But the same Greek word is used here in this verse to speak of the eternal life of the righteous and the everlasting punishment of the wicked. Hell will last as long as heaven does. In hell there will be different degrees of torment appointed to men as indicated by a number of Scriptures. Luke 12:47-48 says: "And that slave who knew his master's will and die not get ready or act in accord with his will, shall receive many lashes, but the one who did not know it, and committed deeds worthy of a flogging, will receive but few." Christ says in Matthew 11:24: "Nevertheless I say to you that it shall be more tolerable for the land of Sodom in the day of judgment, than for you." The verses in Matthew indicate that the people in Capernaum will receive a greater punishment on judgment day than those who had lived in Sodom. The verses in Luke speak of a differentiation in judgment based on the amount of light received: some will receive many stripes and others will receive few.

Those who commit greater sins than others or more sins than others will receive greater punishment in hell (John 19:11). Religious hypocrites, those who profess Christianity but are not real Christians, will be punished more severely than others (Matthew 23:14-15). The Lord said of Judas Iscariot, "It would have been good for that man if he had not been born" (Matthew 26:24). How could any of these things be said to be true if annihilation were what awaited men after death? The presence of different degrees of punishment only makes sense in light of the ability to sensibly feel the torment. Could it be said that it would have been better for Judas if he had never been born if annihilation was all that awaited him? Annihilation is like no punishment at all. Each time the unbeliever sins he is adding to his torment in hell. The person who sins twice as much as another with similar light will receive twice as much punishment. Every day that sinners continue to live and breathe here on earth without repenting, they are adding to their torments in hell. Romans 2:5 tells us: "But because of your stubbornness and unrepentant heart you are storing up wrath for yourself in the day of wrath and revelation of the righteous judgment of God." The Lord Jesus encouraged the righteous to lay up treasures in heaven rather than on earth. The wicked are increasing their future wrath and torment in hell every day by their continued sinning. They add to their punishment daily. In hell men will wish that they had never been born.

Charles Haddon Spurgeon said: "In hell there is no hope. They have not even the hope of dying--the hope of being annihilated. They are forever--forever--forever lost! On every chain in hell, there is written "forever". In the fires there, blaze out the words, "forever". Above their heads, they read, "forever". Their eyes are galled and their hearts are pained with the thought that it is "forever". Oh, if I could tell you tonight that hell would one day be burned out, and that those who were lost might be saved, there would be a jubilee in hell at the very thought of it. But it cannot be--it is "forever" they are cast into the outer darkness."<sup>8</sup>

Christopher Love uses an illustration to try and help us understand what eternity means: "Suppose all the mountains of the earth were mountains of sand, and many more mountains still added thereto, till they reached up to heaven, and a little bird should once in every thousand years take one (grain of) sand of this mountain, there would be an innumerable company of years pass over before that mass of sand would be consumed and taken away, and yet this time would have an end; and it would be happy for man, if hell were no longer than this time; but this is man's misery in hell, he shall be in no more hope of coming out after he hath been there millions of years, then he was when he was first cast in there; for his torments shall be to eternity, without end, because the God that damns him is eternal."<sup>9</sup>

Earlier we looked at the necessity of hell or why there must be a place like hell. Now we will look at why hell must not only exist, but why it must exist eternally. Why is it necessary that hell be eternal? There are several answers to this which we shall explore briefly.

The first reason we will look at is the one mentioned by Christopher Love in the passage just quoted. The God who damns men is an eternal God. "Ultimately the eternality of hell is based upon the nature of God."10 Is God's Word eternal? Is God's nature eternal? The Scripture tells us: "Jesus Christ is the same yesterday and today, yes and forever" (Hebrews 13:8). "His righteousness endures forever" (Psalm 111:3). "The Word of the Lord abides forever" (I Peter 1:24). If God's Word is eternal, if God's righteousness is eternal, if God Himself is eternal, then why shouldn't His wrath be eternal as well? As eternally existent, all of God's attributes are eternal and immutable; therefore, hell, as an expression of God's wrath, must be eternal. Hell must be eternal because God's justice could never be satisfied by the punishment of sinners no matter how long it lasts. Christ makes this clear when He speaks about settling with your accuser before you get to court, otherwise you shall be cast into prison and "I tell thee, thou shalt not depart thence, till thou hast paid the very last mite" (Luke 12:59). Man can do nothing to pay for his sins. No amount of punishment in hell, no matter how long, can ever atone for sins. It is impossible; therefore, hell must be eternal. Thirdly, hell must be eternal because the Scriptures tell us that the worm which gnaws the conscience of men in hell never dies. "For their worm shall not die, and their fire shall not be quenched" (Isaiah 66:24). If the worm never dies, then those being tormented by the worm shall never die. Lastly, hell will be eternal because men continue to sin in hell. They increase and compound their guilt there. Hell is a place where tormented men curse God, curse themselves, and scream and wail with blasphemous language at their fellow men around them. Wicked men will increase each other's torments as they accuse, blame, and condemn one another. Men will not repent in hell because the character of sinners does not change. They remain sinners. Men will sin to eternity, therefore, God will punish them eternally.

#### APPLICATION TO BELIEVERS AND UNBELIEVERS

The Old Testament prophets warn us repeatedly of the dangers of hell: "Who among us can dwell with everlasting burnings?" (Isaiah 33:14, KJV). "Who can stand before His indignation? And who can endure the burning of His anger? His wrath is poured out like fire" (Nahum 1:6). Sinner, are you so arrogant as to think you can bear the wrath of God poured out in full measure upon you? You may think that hell is not so hot and that you will be able to bear it quite well. If you believe that you are more than a fool. The terrors of hell cause the devils to tremble and are you so foolish as to be unmoved by them or make light of them?

Do not think that simply because you go to church, or believe in God, or believe intellectually in the truths of Christianity that you will escape hell. The majority of those who regularly attend churches every week, all over the world, will go to hell. Thomas Shepard, pastor and founder of Harvard University, wrote: "Formal professors and carnal gospellers have a thing like faith, and like sorrow, and like true repentance, and like good desires, but yet they be but pictures; they deceive others and themselves too...most of them that live in the church shall perish."11

You who profess to be Christians, but do not read your Bible much and pray little: how shall you escape the damnation of hell? You who are not especially bothered by little sins or troubled by the vain and filthy thoughts which you have: are you ready to go to hell? You who think the kingdom of God consists in a verbal profession of Christ or intellectually believing that Jesus died for your sins, but who are not concerned with living a holy, godly life and give little or no thought to God during the week: are you prepared to endure the torments of hell, day and night, forever and ever? You had better be, because if these things are true of you, you are headed straight for hell, unless you repent. Do not delude yourself! Christianity does not consist in words, or pious statements, or mere intellectual belief, but in a new heart and a new life dedicated to not sinning and living for the glory of God. If your heart and life have not been changed by God, you are still in your sins. If you are living in known disobedience to the word of God and are unconcerned about it, you have no right to assume you are going to heaven: you are on your way to hell! Repent of all your sins and turn to Jesus Christ and surrender to Him as Lord. Listen to the words of Christ: "If your eye causes you to stumble, pluck it out, and throw it from you. It is better for you to enter life with one eye, than having two eyes, to be cast into the fiery hell" (Matthew 18:9). "Nothing short of the complete denying of self, the abandoning of the dearest idol, the forsaking of the most cherished sinful course--figuratively represented under the cutting off of a right hand and the plucking out of a right eye--is what He claims from every one who would have true communion with Him."12 But remember, the difficulty involved in forsaking all for Christ is nothing

compared to spending eternity in hell.

I do not believe anyone can be scared into heaven, but I do believe they can be scared away from hell, so that they might begin to seek God with all their hearts, and to beg Christ to have mercy on them. Men stand on the brink of the pit of hell and are ready to fall headlong into it and yet they are completely unaware they are in any danger. If hearing about hell can cause otherwise senseless men to consider eternal truths, then preaching about hell is valuable indeed. It is better to view hell now, while you are living, and be terrified by it, than to have to endure hell forever when you die.

I would not have you to be more afraid of hell than of sin. Sin is your real enemy. Sin is worse than hell because sin gave birth to hell. Would you be willing to go to hell for all eternity for the enjoyment of a little pleasure and lust here on earth? Flee from sin! Flee from living for self and self-pleasing to Jesus Christ. When you die it will be too late. All opportunity to repent ends at death.

This doctrine is useful to the godly as well as the ungodly. The doctrine of hell should stir up within the righteous a fear of God. A godly fear is useful in many ways. The one who has a fear of God in his heart has a greater respect for the commandments of God. He who truly fears God will not fear men and would rather displease men than God (Isaiah 8:12-13). This doctrine should increase your faithfulness and joy in Christ that you have been delivered from the torments of hell and should likewise increase your love for Christ who endured the wrath of God upon the cross for you.

The doctrine of hell should stir up within you a fear of sin. It should cause us to fear even little sins and be careful to confess and forsake sins of the heart and thought life also. Let the doctrine of hell keep you from the practice of sin.

The doctrine of hell should help the godly to be patient under all outward, temporary afflictions which come to them. No matter how great your afflictions are in this world, they are far less than the torments of hell from which the Lord has freed the godly. You may have to undergo lesser torments while on earth, but remember they are only temporary and you have been freed from the greatest of all torments so you may rejoice even in a time of affliction.

This doctrine is useful to motivate you to tell others of the message of Christ. Eryl Davies wrote in his book *The Wrath of God*: "The eternity of hell's sufferings should make us the more zealous and eager to tell people of the only One who is able to rescue them. Do we shrink from declaring these solemn truths? Does the thought of hell displease us? Remember that God will be glorified even through the eternal sufferings of unbelievers in hell. His injured majesty will be vindicated...What is supreme in the purpose of God in the election and reprobation of men is His own glory, and hell also will glorify the justice, power, and wrath of God throughout eternity. In the meantime it is our responsibility to pray and work for the salvation of sinners before such awful punishment overtakes them."<sup>13</sup>

I cannot leave without one final word to those who think they are converted, but are not; and also, to those who know themselves to be unconverted. Can you conceive of eternity? Stop now and try to imagine being tormented unceasingly, forever, without end. Does this not terrify you? Never a chance for a moment's rest. Never a drop of water to cool your parched throat. Think again of how long eternity is. Try to imagine it: day and night, forever and ever, burned with fire like a spider in a furnace of flames. Shrieking, howling, wailing, cursing the day you were born, and being cursed by the devils and damned souls around you eternally. Remembering, forever remembering, how you were warned on earth and how you ignored those warnings: self-satisfied and self-deceived that all was well with your soul. Job's wife told him to curse God and die. Unless you repent and flee to Jesus Christ, who is your only hope, you shall curse God eternally and be tormented by Him in His presence in the awful fullness of His wrath, and you shall never die. You shall never die. You shall never die! Eternity is forever!

1 Thomas Shepard, *The Works of Thomas Shepard*, Volume 1, (New York: AMS Press, 1967), p. 94.

2 Jonathan Edwards, *The Works of Jonathan Edwards*, Volume 2, (Edinburgh: Banner of Truth, 1974) p. 87.

3 Ibid, p. 82.

4 Christopher Love, *Hell's Terrors*, (London: T. M., 1653), p. 19.

5 Jonathan Edwards, *The Works of Jonathan Edwards*, Volume 2, (Edinburgh: Banner of Truth, 1974) p. 884.

6 Ibid, p.80.

7 Ibid, p. 81.

8 Charles Haddon Spurgeon, The New Park Street Pulpit, Volume 1, (Grand Rapids: Baker Book House, 1990), p. 308.

9 Christopher Love, Hell's Terrors, (London: T. M., 1653), pp. 54-55.

10 John Gerstner, Heaven and Hell, (Grand Rapids: Baker Book House, 1991), p. 77.

11 Thomas Shepard, The Works of Thomas Shepard, Volume 1, (New York: AMS Press, 1967), p. 58.

12 A. W. Pink, Studies in the Scriptures, January 1932, p. 18.

13 Eyrl Davies, The Wrath of God, (Mid Glamorgan, Wales: Evangelical Press of Wales, 1984), p. 59.

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## Does Hell Really Exist?

Yes, you better believe it does. Jesus spoke twice as much about Hell as He did about Heaven. He didn't want anyone to go there. A warning from God himself.

[LINE]

## Satan Is Alive And Well!

[DEVIL] The same level of truth concerning Hell can be applied to the topic of Satan (The Devil). Some people don't believe in him either. Guess what? If you don't believe in Satan then one of his little demons is whispering in your ear right now. Behind you! No, you can't see it. But believe me it's there. Here's a short outline of Satan's most powerful lies that he wants you to believe.

- I. Satan wants to convince you that he doesn't exist.
- II. Satan attacks the word of God, and tries to prove it is not true.
- III. Satan wants to convince you to put off being saved today.

Watch out for these lies and hold fast to the truth. Satan controls 80% of the world's religions and 100% of the world's politics. - Mark Twain And he created most of the world's religions as well. He has done everything in his power to muddy the waters of truth. What is truth? That Jesus is the son of God, the only son of God. And to be saved, and to go to heaven one must believe in him and him alone.

John 3:18 He that believeth on him is not condemned: but he that believeth not is condemned already, because he hath not believed in the name of the only begotten Son of God.

John 14:6 I am the way, the truth, and the life: no man cometh unto the Father, but by me.

[BELIEVE]

[LINE]

## Hell Isn't Party Time

Many people believe that Hell is party time for those who wanted to live their lives as they wanted without being obedient to God. These people also believe that all their friends will be in Hell and it will be one big party. Nothing could be further from the truth.

Interview with a denizen of Hell <18K>.

A young woman tells us what Hell is really like. <33K>

[LINE]

Who's Going To Hell?

If you happen to find one of the following characteristics describe you do not fret or get upset. All of these characteristics are sins. Jesus Christ will forgive you of these sins and then you can go to Heaven. Jesus Christ must be your savior and Lord, ask to be forgiven, repent of your sins and you will go to heaven. God loves you and he wants none to perish into eternal damnation. What are the characteristics of the people are going to hell:

Whoremongers	Liars	Backbiters
Thieves	Murderers	Adulterers
Haters Of God	False Accusers	The Unmerciful

2 Tim 3:2-6

The bible is very clear as to who is going into ever lasting fire:

Rev 20:12 And I saw the dead, small and great, stand before God; and the books were opened: and another book was opened, which is the book of life: and the dead were judged out of those things which were written in the books, according to their works.

Rev 20:13 And the sea gave up the dead which were in it; and death and hell delivered up the dead which were in them: and they were judged every man according to their works.

Rev 20:14 And death and hell were cast into the lake of fire. This is the second death.

Rev 20:15 And whosoever was not found written in the book of life was cast into the lake of fire.



It seems that anyone that isn't in the 'book of life' is going to the lake  
fo fire. When the only way to avoid hell is to become a Christian, why not  
make a decision to become one today? The Bible says all you must do is  
believe in Jesus Christ and you will be saved. Then once you are a Christian  
, God will write your name in the 'book of life' so you can go to Heaven. It  
is that easy.

[LINE]

Take a few minutes and fill out our questionnaire about the fiery pits of  
HELL

Your EMail:

Please fill this in.

Do you belive in Hell? YES NO

Do you think you're going there? YES NO

If NO, why?

Seasonal Temperature Of Hell

-----

I don't want to go to hell. But what do I have to do? Become a Christian  
today. Don't put it off any longer, your past sins will be forgiven, TODAY!  
Jesus Christ will accept you where you are right now. Avoid hell, avoid it  
today! YES, I want to become a Christian and be saved today.

[LINE]

Take a tour of:

[Visit Heaven] or [Visit Hell]

[LINE]

[Go To KOH]

-----

[Make your visit count, load this image.]

-----

[MAIL] For more personal inquiries, comments and prayer requests send e-mail to The Bible

---

---

Score Script6

```
on enterframe
  delay
  set the visible of sprite 5 to false
  updatestage
end

on exitFrame
  delay
  set the visible of sprite 5 to true
  updatestage
  GO THE FRAME
end
```

---

Movie Script11

```
on delay
  starttimer
  repeat while the timer < 30
    nothing
  end repeat
end

on signflash
  delay
  set the visible of sprite 5 to true
  updatestage
  delay
  set the visible of sprite 5 to false
  updatestage
  delay
end
```

## Score Script12

```
on enterFrame
    signflash
end
```

---

Score Script28

```
on enterFrame
    puppetsound "lookout word"
end
```

---

Score Script29

```
on exitFrame
    go the frame
end
```

---

Score Script32

```
on enterFrame
    set the visible of sprite 5 to true
end
```

---

Score Script52

```
on exitFrame
    play movie "HELL THESIS PART2"
end
```

## Movie Script55

```
on startmovie
  global monitor
  cursor 200
  put the colordepth into monitor
  put the soundlevel into oldsound
  if the colordepth <> 8 then
    set the colordepth = 8
  end if

  set the soundlevel = 6

end
```

---

Score Script66

```
on exitFrame
  sound fadein 1, 120
end
```

---

Score Script67

```
on exitFrame
  set the volume of sound 1 to 40
end
```

---

Score Script68

```
on exitFrame
  sound fadeout 1, 60
end
```

---

Score Script21

```
on enterframe
  global x
  put x + 1 into x
  put x
end
```

```
on exitFrame
  global x
  if x = 3 then
    go "opendoor"
  else
    GO "ELEVATOR"
  end if
end
```

---

Score Script24

```
on exitFrame
  go "CLOSEUP"
end
```

---

Score Script32

```
on exitFrame
  GO THE FRAME
end
```

---

Movie Script38

```
on startmovie
  global x
  put 0 into x
  cursor 200
end
```

## Score Script62

```
on exitFrame
    GO "INELEVATOR"
end
```

---

Score Script63

```
on exitFrame
    play movie "hellintro"
end
```

---

Movie Script64

```
on startmovie
    cursor 200
end
```

---

Score Script74

```
on exitFrame
    sound fadein 1, 120
end
```

---

Score Script16

```
on exitFrame
    go the frame
end
```

---

Score Script17

```
on mousedown
    puppetsound 0
    puppettransition 3, 4, 16,true
    go (the frame +1)
end
```

---

Score Script18

```
on mousedown
    puppetsound 0
    puppettransition 4, 4, 16,true
    go (the frame -3)
end
```

---

Score Script19

```
on mousedown
    sound fadeout 2, 120
    play movie "hellintro2"
end
```



---

Score Script25

```
on exitFrame
  global Level,userchoose,same
  put 0 into Level
  put 0 into userchoose
  put 0 into same
  play movie "hellchooselevel"
end
```

---

Score Script27

```
on enterframe
  puppetsound "HELL INTRO 1 11khz"
end
```

---

Score Script28

```
on enterFrame
  puppetsound "hell intro2 a 11khz"
end
```

---

Score Script32

```
on enterFrame
  puppetsound "HELL INTRO 2 & qu1 11khz"
end
```

---

Score Script33

```
on enterFrame
  puppetsound "HELL QUOTE TAKE1 11khz qu02&3a"
end
```

Score Script37

---

```
on enterFrame
  puppetsound "HELL INTRO3 11khz"
end
```

---

Score Script38

```
on enterFrame
  puppetsound "HELL INTRO4 11khz"
end
```

---

Score Script39

```
on enterFrame
  puppetsound "HELL INTRO5 11khz"
end
```

---

Movie Script40

```
on startmovie
  cursor [989,990]
end
```

---

Score Script42

```
on enterFrame
  set the volume of sound 2 to 60
end
```

---

Score Script13

```
on exitFrame
  global Level,userchoose,same
  put 0 into Level
  put 0 into userchoose
  put 0 into same
  play movie "hellchooselevel"
end
```

---

Movie Script14

```
on startmovie
  cursor [989,990]
end
```

---

Score Script16

```
on enterFrame
  set the volume of sound 2 to 255
end
```

---

Score Script28

```
on enterFrame
  cursor 200
  puppetsprite 48, true
  puppetsprite 3, true
  puppetsprite 4, true
  puppetsprite 5, true
  puppetsprite 6, true
  puppetsprite 7, true
  puppetsprite 8, true
  puppetsprite 9, true
  puppetsprite 10, true
  puppetsprite 11, true
  puppetsprite 12, true
  puppetsprite 13, true
  puppetsprite 15, true
end
```

Score Script29

---

```
on enterFrame
  global z,z1,d

  golevel

  set the loch of sprite 48 to the mouseh
  set the locv of sprite 48 to the mousev
  set the constraint of sprite 48 to 14

  set the locv of sprite 15 to the mousev
  set the loch of sprite 15 to the mouseh

  set s=word random(2) of "+ -"
  set x=s & word random(5) of "20 30 40 50 60"
  set y=s & word random(5) of "20 30 40 50 60"
  set z=s & word random(3) of "50 60 70"
  set z1=s & word random(3) of "50 60 70"
  set r= random(11)
  set d=r+2

  if sprite 15 intersects d then
    set the locv of sprite d to the locv of sprite d + x
    set the loch of sprite d to the loch of sprite d + y
  else
    check
  end if
end
```

Score Script30

---

```
on mousedown
  global userchoose, level, same
  -- repeat while the stilldown
  --   set the castnum of sprite 3 to 13
  --   updatestage
  -- end repeat

  put 1 into userchoose
  put 1 into same
  if userchoose < level then
    set the castnum of sprite 3 to 13
    updatestage
    delay
    go marker(-1)
  else
    if userchoose > level then
      set the castnum of sprite 3 to 13
      updatestage
      delay
      go marker (1)
    else
      if userchoose = level then
        set the castnum of sprite 3 to 13
        updatestage
        nothing
      end if
    end if
  end if
end
```

## Movie Script31

```
on check
  global d, z, z1

  repeat with a = 3 to 13
    if a = d and sprite d intersects a then
      nothing
    else
      if sprite d intersects a then
        set the locv of sprite d to the locv of sprite d + z
        set the loch of sprite d to the loch of sprite d + z1
      end if
    end if

    set the constraint of sprite d to 16
    set the constraint of sprite a to 16
  end repeat
end

on golevel
  global Level,
  if level = 0 then go to "zero"
  else
    if level = 1 then go to "one"
    else
      if level =2 then go to "two"
      else
        if level = 3 then go to "three"
        else
          if level =4 then go to "four"
          else
            if level = 5 then go to "five"
            else
              if level = 6 then go to "six"
              else
                if level = 7 then go to "seven"
                else
                  if level = 8 then go to "eight"
                  else
                    if level = 9 then go to "nine"
                    end if
                  end if
                end if
              end if
            end if
          end if
        end if
      end if
    end if
  end if
end

on delay
  starttimer
  repeat while the timer < 60
    nothing
  end repeat
end
```

```
--on stopmovie
--  global level, userchoose
--  clearglobals
--  put 2 into level
--  put 2 into userchoose
--end
```

---

## Score Script35

```
on enterFrame
  global userchoose, level
  if userchoose > level then
    go to (the frame +1)
  else
    if userchoose < level then
      go to (the frame - 1)
    end if
  end if
end if

end
```



## Score Script36

```
on enterFrame
  global z,z1,d, level

  put 1 into level

  set the loch of sprite 48 to the mouseh
  set the locv of sprite 48 to the mousev
  set the constraint of sprite 48 to 14

  set the locv of sprite 15 to the mousev
  set the loch of sprite 15 to the mouseh

  set s=word random(2) of "+ -"
  set x=s & word random(5) of "20 30 40 50 60"
  set y=s & word random(5) of "20 30 40 50 60"
  set z=s & word random(3) of "50 60 70"
  set z1=s & word random(3) of "50 60 70"
  set r= random(11)
  set d=r+2

  if sprite 15 intersects d then
    set the locv of sprite d to the locv of sprite d + x
    set the loch of sprite d to the loch of sprite d + y
  else
    check
  end if
end

on exitframe
  global level, userchoose, same
  if userchoose < level then
    go marker(-1)
  else
    if userchoose > level then
      go marker (1)
    else
      if userchoose = level and Same = 1 then
        put "level 1"
        sound fadeout 2, 120
        sound fadeout 1, 120
        play movie "levelone"
      else
        if userchoose = level and same = 0 then
          go the frame
        end if
      end if
    end if
  end if
end if
end if
end
```

## Score Script37

```
on enterFrame
  global z,z1,d,level

  put 0 into level

  set the loch of sprite 48 to the mouseh
  set the locv of sprite 48 to the mousev
  set the constraint of sprite 48 to 14

  set the locv of sprite 15 to the mousev
  set the loch of sprite 15 to the mouseh

  set s=word random(2) of "+ -"
  set x=s & word random(5) of "20 30 40 50 60"
  set y=s & word random(5) of "20 30 40 50 60"
  set z=s & word random(3) of "50 60 70"
  set z1=s & word random(3) of "50 60 70"
  set r= random(11)
  set d=r+2

  if sprite 15 intersects d then
    set the locv of sprite d to the locv of sprite d + x
    set the loch of sprite d to the loch of sprite d + y
  else
    check
  end if
end

on exitframe
  global level, userchoose, same
  if userchoose < level then
    go marker(-1)
  else
    if userchoose > level then
      go marker (1)
    else
      if userchoose = level and same = 1 then
        put "level 0"
        sound fadeout 2, 120
        sound fadeout 1, 120
        play movie "hellintro"
      else
        if userchoose = level and same = 0 then
          go the frame
        end if
      end if
    end if
  end if
end if

end
```

## Score Script38

```
on enterFrame
  global z,z1,d, level

  put 2 into level

  set the loch of sprite 48 to the mouseh
  set the locv of sprite 48 to the mousev
  set the constraint of sprite 48 to 14

  set the locv of sprite 15 to the mousev
  set the loch of sprite 15 to the mouseh

  set s=word random(2) of "+ -"
  set x=s & word random(5) of "20 30 40 50 60"
  set y=s & word random(5) of "20 30 40 50 60"
  set z=s & word random(3) of "50 60 70"
  set z1=s & word random(3) of "50 60 70"
  set r= random(11)
  set d=r+2

  if sprite 15 intersects d then
    set the locv of sprite d to the locv of sprite d + x
    set the loch of sprite d to the loch of sprite d + y
  else
    check
  end if
end

on exitframe
  global level, userchoose, same
  if userchoose < level then
    go marker(-1)
  else
    if userchoose > level then
      go marker (1)
    else
      if userchoose = level and Same = 1 then
        put "level 2"
        sound fadeout 2, 120
        sound fadeout 1, 120
        play movie "leveltwo"
      else
        if userchoose = level and same = 0 then
          go the frame
        end if
      end if
    end if
  end if
end if
end
```

Score Script39

---

```
on mousedown
  global userchoose, level, same
  -- repeat while the stilldown
  --   set the castnum of sprite 3 to 13
  --   updatestage
  -- end repeat

  put 2 into userchoose
  put 1 into same
  if userchoose < level then
    set the castnum of sprite 4 to 13
    updatestage
    go marker(-1)
  else
    if userchoose > level then
      set the castnum of sprite 4 to 13
      updatestage
      go marker (1)
    else
      if userchoose = level then
        set the castnum of sprite 4 to 13
        updatestage
        nothing
      end if
    end if
  end if
end if
end
```

---

Score Script40

```
on enterframe
  global z,z1,d
  set the loch of sprite 48 to the mouseh
  set the locv of sprite 48 to the mousev
  set the constraint of sprite 48 to 14

  set the locv of sprite 15 to the mousev
  set the loch of sprite 15 to the mouseh

  set s=word random(2) of "+ -"
  set x=s & word random(5) of "20 30 40 50 60"
  set y=s & word random(5) of "20 30 40 50 60"
  set z=s & word random(3) of "50 60 70"
  set z1=s & word random(3) of "50 60 70"
  set r= random(11)
  set d=r+2

  if sprite 15 intersects d then
    set the locv of sprite d to the locv of sprite d + x
    set the loch of sprite d to the loch of sprite d + y
  else
    check
  end if
end
```

Score Script41

---

```
on enterFrame
  global z,z1,d, level

  put 3 into level

  set the loch of sprite 48 to the mouseh
  set the locv of sprite 48 to the mousev
  set the constraint of sprite 48 to 14

  set the locv of sprite 15 to the mousev
  set the loch of sprite 15 to the mouseh

  set s=word random(2) of "+ -"
  set x=s & word random(5) of "20 30 40 50 60"
  set y=s & word random(5) of "20 30 40 50 60"
  set z=s & word random(3) of "50 60 70"
  set z1=s & word random(3) of "50 60 70"
  set r= random(11)
  set d=r+2

  if sprite 15 intersects d then
    set the locv of sprite d to the locv of sprite d + x
    set the loch of sprite d to the loch of sprite d + y
  else
    check
  end if
end

on exitframe
  global level, userchoose
  if userchoose < level then
    go marker(-1)
  else
    if userchoose > level then
      go marker (1)
    else
      if userchoose = level then
        put "level 3"
        go the frame
      end if
    end if
  end if
end

end
```

---

Score Script42

```
on mousedown
  global userchoose, level, same
  -- repeat while the stilldown
  --   set the castnum of sprite 3 to 13
  --   updatestage
  -- end repeat

  put 3 into userchoose
  put 1 into same
  if userchoose < level then
    set the castnum of sprite 5 to 13
    updatestage
    go marker(-1)
  else
    if userchoose > level then
      set the castnum of sprite 5 to 13
      updatestage
      go marker (1)
    else
      if userchoose = level then
        set the castnum of sprite 5 to 13
        updatestage
        nothing
      end if
    end if
  end if
end
```

---

Score Script43

```
on mousedown
  global userchoose, level, same
  -- repeat while the stilldown
  --   set the castnum of sprite 3 to 13
  --   updatestage
  -- end repeat

  put 4 into userchoose
  put 1 into same
  if userchoose < level then
    set the castnum of sprite 6 to 13
    updatestage
    go marker(-1)
  else
    if userchoose > level then
      set the castnum of sprite 6 to 13
      updatestage
      go marker (1)
    else
      if userchoose = level then
        set the castnum of sprite 6 to 13
        updatestage
        nothing
      end if
    end if
  end if
end if
end
```



Score Script44

---

```
on mousedown
  global userchoose, level, same
  -- repeat while the stilldown
  --   set the castnum of sprite 3 to 13
  --   updatestage
  -- end repeat

  put 5 into userchoose
  put 1 into same
  if userchoose < level then
    set the castnum of sprite 7 to 13
    updatestage
    go marker(-1)
  else
    if userchoose > level then
      set the castnum of sprite 7 to 13
      updatestage
      go marker (1)
    else
      if userchoose = level then
        set the castnum of sprite 7 to 13
        updatestage
        nothing
      end if
    end if
  end if
end
```

Score Script45

---

```
on mousedown
  global userchoose, level, same
  -- repeat while the stilldown
  --   set the castnum of sprite 3 to 13
  --   updatestage
  -- end repeat

  put 6 into userchoose
  put 1 into same
  if userchoose < level then
    set the castnum of sprite 8 to 13
    updatestage
    go marker(-1)
  else
    if userchoose > level then
      set the castnum of sprite 8 to 13
      updatestage
      go marker (1)
    else
      if userchoose = level then
        set the castnum of sprite 8 to 13
        updatestage
        nothing
      end if
    end if
  end if
end
```

---

Score Script46

```
on mousedown
  global userchoose, level, same
  -- repeat while the stilldown
  --   set the castnum of sprite 3 to 13
  --   updatestage
  -- end repeat

  put 7 into userchoose
  put 1 into same
  if userchoose < level then
    set the castnum of sprite 9 to 13
    updatestage
    go marker(-1)
  else
    if userchoose > level then
      set the castnum of sprite 9 to 13
      updatestage
      go marker (1)
    else
      if userchoose = level then
        set the castnum of sprite 9 to 13
        updatestage
        nothing
      end if
    end if
  end if
end
```

---

Score Script47

```
on mousedown
  global userchoose, level, same
  -- repeat while the stilldown
  --   set the castnum of sprite 3 to 13
  --   updatestage
  -- end repeat

  put 8 into userchoose
  put 1 into same
  if userchoose < level then
    set the castnum of sprite 10 to 13
    updatestage
    go marker(-1)
  else
    if userchoose > level then
      set the castnum of sprite 10 to 13
      updatestage
      go marker (1)
    else
      if userchoose = level then
        set the castnum of sprite 10 to 13
        updatestage
        nothing
      end if
    end if
  end if
end if
end
```

---

Score Script48

```
on mousedown
  global userchoose, level, same
  -- repeat while the stilldown
  --   set the castnum of sprite 3 to 13
  --   updatestage
  -- end repeat

  put 9 into userchoose
  put 1 into same
  if userchoose < level then
    set the castnum of sprite 11 to 13
    updatestage
    go marker(-1)
  else
    if userchoose > level then
      set the castnum of sprite 11 to 13
      updatestage
      go marker (1)
    else
      if userchoose = level then
        set the castnum of sprite 11 to 13
        updatestage
        nothing
      end if
    end if
  end if
end if
end
```

## Score Script49

```
on enterFrame
  global z,z1,d, level

  put 3 into level

  set the loch of sprite 48 to the mouseh
  set the locv of sprite 48 to the mousev
  set the constraint of sprite 48 to 14

  set the locv of sprite 15 to the mousev
  set the loch of sprite 15 to the mouseh

  set s=word random(2) of "+ -"
  set x=s & word random(5) of "20 30 40 50 60"
  set y=s & word random(5) of "20 30 40 50 60"
  set z=s & word random(3) of "50 60 70"
  set z1=s & word random(3) of "50 60 70"
  set r= random(11)
  set d=r+2

  if sprite 15 intersects d then
    set the locv of sprite d to the locv of sprite d + x
    set the loch of sprite d to the loch of sprite d + y
  else
    check
  end if
end

on exitframe
  global level, userchoose, same
  if userchoose < level then
    go marker(-1)
  else
    if userchoose > level then
      go marker (1)
    else
      if userchoose = level and Same = 1 then
        put "level 3"
        sound fadeout 2, 120
        sound fadeout 1, 120
        play movie "levelthree"
      else
        if userchoose = level and same = 0 then
          go the frame
        end if
      end if
    end if
  end if
end if

end
```

## Score Script50

```
on enterFrame
  global z,z1,d, level

  put 4 into level

  set the loch of sprite 48 to the mouseh
  set the locv of sprite 48 to the mousev
  set the constraint of sprite 48 to 14

  set the locv of sprite 15 to the mousev
  set the loch of sprite 15 to the mouseh

  set s=word random(2) of "+ -"
  set x=s & word random(5) of "20 30 40 50 60"
  set y=s & word random(5) of "20 30 40 50 60"
  set z=s & word random(3) of "50 60 70"
  set z1=s & word random(3) of "50 60 70"
  set r= random(11)
  set d=r+2

  if sprite 15 intersects d then
    set the locv of sprite d to the locv of sprite d + x
    set the loch of sprite d to the loch of sprite d + y
  else
    check
  end if
end

on exitframe
  global level, userchoose, same
  if userchoose < level then
    go marker(-1)
  else
    if userchoose > level then
      go marker (1)
    else
      if userchoose = level and Same = 1 then
        put "level 4"
        sound fadeout 2, 120
        sound fadeout 1, 120
        play movie "levelfour"
      else
        if userchoose = level and same = 0 then
          go the frame
        end if
      end if
    end if
  end if
end if
end
```

## Score Script51

```
on enterFrame
  global z,z1,d, level

  put 5 into level

  set the loch of sprite 48 to the mouseh
  set the locv of sprite 48 to the mousev
  set the constraint of sprite 48 to l4

  set the locv of sprite 15 to the mousev
  set the loch of sprite 15 to the mouseh

  set s=word random(2) of "+ -"
  set x=s & word random(5) of "20 30 40 50 60"
  set y=s & word random(5) of "20 30 40 50 60"
  set z=s & word random(3) of "50 60 70"
  set z1=s & word random(3) of "50 60 70"
  set r= random(11)
  set d=r+2

  if sprite 15 intersects d then
    set the locv of sprite d to the locv of sprite d + x
    set the loch of sprite d to the loch of sprite d + y
  else
    check
  end if
end

on exitframe
  global level, userchoose,same
  if userchoose < level then
    go marker(-1)
  else
    if userchoose > level then
      go marker (1)
    else
      if userchoose = level and Same = 1 then
        put "level 5"
        sound fadeout 2, 120
        sound fadeout 1, 120
        play movie "levelfive"
      else
        if userchoose = level and same = 0 then
          go the frame
        end if
      end if
    end if
  end if
end if
end
```



## Score Script52

```
on enterFrame
  global z,z1,d, level

  put 6 into level

  set the loch of sprite 48 to the mouseh
  set the locv of sprite 48 to the mousev
  set the constraint of sprite 48 to 14

  set the locv of sprite 15 to the mousev
  set the loch of sprite 15 to the mouseh

  set s=word random(2) of "+ -"
  set x=s & word random(5) of "20 30 40 50 60"
  set y=s & word random(5) of "20 30 40 50 60"
  set z=s & word random(3) of "50 60 70"
  set z1=s & word random(3) of "50 60 70"
  set r= random(11)
  set d=r+2

  if sprite 15 intersects d then
    set the locv of sprite d to the locv of sprite d + x
    set the loch of sprite d to the loch of sprite d + y
  else
    check
  end if
end

on exitframe
  global level, userchoose, same
  if userchoose < level then
    go marker(-1)
  else
    if userchoose > level then
      go marker (1)
    else
      if userchoose = level and Same = 1 then
        put "level 6"
        sound fadeout 2, 120
        sound fadeout 1, 120
        play movie "levelsix"
      else
        if userchoose = level and same = 0 then
          go the frame
        end if
      end if
    end if
  end if
end if
end
```

## Score Script53

```
on enterFrame
  global z,z1,d, level

  put 7 into level

  set the loch of sprite 48 to the mouseh
  set the locv of sprite 48 to the mousev
  set the constraint of sprite 48 to 14

  set the locv of sprite 15 to the mousev
  set the loch of sprite 15 to the mouseh

  set s=word random(2) of "+ -"
  set x=s & word random(5) of "20 30 40 50 60"
  set y=s & word random(5) of "20 30 40 50 60"
  set z=s & word random(3) of "50 60 70"
  set z1=s & word random(3) of "50 60 70"
  set r= random(11)
  set d=r+2

  if sprite 15 intersects d then
    set the locv of sprite d to the locv of sprite d + x
    set the loch of sprite d to the loch of sprite d + y
  else
    check
  end if
end

on exitframe
  global level, userchoose, same
  if userchoose < level then
    go marker(-1)
  else
    if userchoose > level then
      go marker (1)
    else
      if userchoose = level and Same = 1 then
        put "level 7"
        sound fadeout 2, 120
        sound fadeout 1, 120
        play movie "levelseven"
      else
        if userchoose = level and same = 0 then
          go the frame
        end if
      end if
    end if
  end if
end if

end
```

Score Script54

---

```
on enterFrame
  global z,z1,d, level

  put 8 into level

  set the loch of sprite 48 to the mouseh
  set the locv of sprite 48 to the mousev
  set the constraint of sprite 48 to 14

  set the locv of sprite 15 to the mousev
  set the loch of sprite 15 to the mouseh

  set s=word random(2) of "+ -"
  set x=s & word random(5) of "20 30 40 50 60"
  set y=s & word random(5) of "20 30 40 50 60"
  set z=s & word random(3) of "50 60 70"
  set z1=s & word random(3) of "50 60 70"
  set r= random(11)
  set d=r+2

  if sprite 15 intersects d then
    set the locv of sprite d to the locv of sprite d + x
    set the loch of sprite d to the loch of sprite d + y
  else
    check
  end if
end

on exitframe
  global level, userchoose, same
  if userchoose < level then
    go marker(-1)
  else
    if userchoose > level then
      go marker (1)
    else
      if userchoose = level and Same = 1 then
        put "level 8"
        sound fadeout 2, 120
        sound fadeout 1, 120
        play movie "leveleight"
      else
        if userchoose = level and same = 0 then
          go the frame
        end if
      end if
    end if
  end if
end if
end
```

Score Script55

---

```
on enterFrame
  global z,z1,d, level

  put 9 into level

  set the loch of sprite 48 to the mouseh
  set the locv of sprite 48 to the mousev
  set the constraint of sprite 48 to 14

  set the locv of sprite 15 to the mousev
  set the loch of sprite 15 to the mouseh

  set s=word random(2) of "+ -"
  set x=s & word random(5) of "20 30 40 50 60"
  set y=s & word random(5) of "20 30 40 50 60"
  set z=s & word random(3) of "50 60 70"
  set z1=s & word random(3) of "50 60 70"
  set r= random(11)
  set d=r+2

  if sprite 15 intersects d then
    set the locv of sprite d to the locv of sprite d + x
    set the loch of sprite d to the loch of sprite d + y
  else
    check
  end if
end

on exitframe
  global level, userchoose, same
  if userchoose < level then
    go marker(-1)
  else
    if userchoose > level then
      go marker (1)
    else
      if userchoose = level and Same = 1 then
        put "level 9"
        sound fadeout 2, 120
        sound fadeout 1, 120
        play movie "levelnine"
      else
        if userchoose = level and same = 0 then
          go the frame
        end if
      end if
    end if
  end if
end if
end
```

Score Script56

---

```
on mousedown
  global bsound, x
  if x=1 then
    put (bsound-1) into bsound
  else
    if x=0 then
      put (bsound+1) into bsound
    end if
  end if

  if (bsound+1) > 7 then
    put 1 into x
  else
    if (bsound-1) < 0 then
      put 0 into x
    end if
  end if

  put bsound

  --set the soundlevel to bsound
  repeat while the stilldown
    set the soundlevel to bsound

    set the castnum of sprite 21 to (bsound + 57)
    set the castnum of sprite 12 to 13
    updatestage
  end repeat

end

on mouseup
  set the castnum of sprite 12 to 12
  updatestage
end
```

---

Movie Script65

```
ON STARTMOVIE
  put the soundlevel into bsound
  if bsound = 7 then
    put 1
    put 1 into x
  else
    put 0
    put 0 into x
  end if

  set the volume of sound 1 to 40
end
```

---

Score Script66

```
on mousedown
  set the castnum of sprite 13 to 13
  updatestage
  sound fadeout 2, 120
  sound fadeout 1, 120
  play movie "hell quit"

end
```

---

Score Script2

```
on exitFrame
    global level, same, userchoose
    put 1 into level
    put 1 into userchoose
    put 0 into same
    play movie "hellchooselevel"
end
```

---

Score Script6

```
on enterFrame
    puppetsprite 1, true
end
```

Score Script7

---

```
on enterframe
  if the loch of sprite 1 + 320 < the left of sprite 7 then
    set the loch of sprite 1 to 935
  else
    if the loch of sprite 1 - 320 > the right of sprite 7 then
      set the loch of sprite 1 to -290
    else
      if the mouseh > 600 then
        CURSOR [985,987]
        set the loch of sprite 1 to the loch of sprite 1 - 15
      else
        if the mouseh < 30 then
          CURSOR [986,988]
          set the loch of sprite 1 to the loch of sprite 1 + 15
        else
          if rollover(8) then
            cursor [991,992]
          else
            if rollover(9) then
              cursor [991,992]
            ELSE
              if rollover(12) then
                set the castnum of sprite 12 to 31
                puppetsprite 12, true
                updatestage
              else
                puppetsprite 12, false
                CURSOR [989,990]
              end if
            end if
          end if
        end if
      end if
    end if
  end if
end

on exitFrame
  go the frame
end
```



## Score Script9

```
on mousedown
  puppetsprite 12, false
  puppetsprite 1, false
  sound fadeout 2, 120
  go "toelevator"
end
```

---

Score Script14

```
on mouseUp
  go "open"
end
```

---

Score Script15

```
on enterframe

  if rollover(12) then
    set the castnum of sprite 12 to 31
    puppetsprite 12, true
    updatestage
  else
    puppetsprite 12, false
    CURSOR [989,990]

  end if

end
```

---

Score Script16

```
on exitFrame
  go the frame
end
```

## Score Script19

```
on enterframe
    sound stop 2
end

on exitFrame
    play movie "LEVELONE MOVIE"
end
```

---

Score Script20

```
on enterFrame
    puppetsprite 1, false
end
```

---

Score Script29

```
on mouseUp
    puppetsound 0
    set the volume of sound 2 to 180
    set the volume of sound 1 to 255
    go "finishtext"
end
```

---

Movie Script30

```
on startmovie
    cursor [989,990]
    set the volume of sound 2 to 40
end

on delay
    starttimer
    repeat while the timer < 20
        nothing
    end repeat
end
```

## Score Script37

```
on enterframe
    set the volume of sound 2 to 180
end

on exitFrame
    puppettransition 51,2,true
    go "start"
end
```

---

Score Script42

```
on enterFrame
    puppetsound "real level1 voice"
end
```

---

Score Script43

```
on exitframe
    if soundbusy(1) then
        go the frame
    else
        delay
        set the volume of sound 1 to 100
        puppetsound "go to the left or the rig8bits"
    end if
end
```

---

Score Script44

```
on enterFrame
    set the volume of sound 2 to 30
end
```

---

Score Script45

```
on enterFrame
  sound fadeout 2, 120
end
```

---

Score Script48

```
on mousedown
  puppetsound word random(6) of "a b c d e f"
end

on mouseup
  puppetsound 0
end
```

---

Score Script48

```
on enterframe
    sound fadeout 2, 120
end

on exitFrame
    if soundbusy(2) then
        sound stop 2
    end if

    play "backfrom1mov" of movie "levelone"
end
```

---

Movie Script51

```
on startmovie
    cursor 200
end
```

---

Score Script57

```
on enterFrame
    sound fadein 1, 180
end
```

---

Score Script58

```
on enterframe
    set the volume of sound 1 to 60

end
```

## Score Script59

```
on exitFrame
  sound fadeout 1, 120
end
```

---

Score Script60

```
on exitFrame
  sound fadeout 2, 120
end
```

---

Score Script61

```
on exitFrame
  set the volume of sound 1 to 255
end
```

---

Score Script2

```
on enterframe
  cursor 4
end
```

```
on exitFrame
  global level, same, userchoose
  put 2 into level
  put 2 into userchoose
  put 0 into same
  play movie "hellchooselevel"
end
```

---

Score Script6

```
on enterFrame
  set the volume of sound 1 to 100
  puppetsprite 1, true
end
```

Score Script7

---

```
on enterframe
  if the loch of sprite 1 + 320 < the left of sprite 7 then
    set the loch of sprite 1 to 935
  else
    if the loch of sprite 1 - 320 > the right of sprite 7 then
      set the loch of sprite 1 to -290
    else
      if the mouseh > 600 then
        cursor [985,987]
        set the loch of sprite 1 to the loch of sprite 1 - 15
      else
        if the mouseh < 30 then
          cursor [986,988]
          set the loch of sprite 1 to the loch of sprite 1 + 15
        else
          if rollover(15) then
            cursor [991,992]
          else
            if rollover(20) then
              set the castnum of sprite 20 to 51
              puppetsprite 20, true
              updatestage

            else
              set the castnum of sprite 20 to 44
              puppetsprite 20, false

              updatestage

              cursor [989,990]
            end if
          end if
        end if
      end if
    end if
  end if

end

on exitframe
  set the movietime of sprite 12 to 0
  go "loop"
end
```



## Score Script9

```
on mouseUp
  go to frame 97
end
```

---

Score Script14

```
on mouseUp
  go "open"
end
```

## Score Script15

```
on enterframe
  put the movietime of sprite 12
  set the movierate of sprite 12 to 1
  if the movietime of sprite 12 < 20 then
    puppetsound "Shovel Sand.S "
  end if

  if the loch of sprite 1 + 320 < the left of sprite 7 then
    set the loch of sprite 1 to 935
  else
    if the loch of sprite 1 - 320 > the right of sprite 7 then
      set the loch of sprite 1 to -290
    else
      if the mouseh > 600 then
        cursor [985,987]
        set the loch of sprite 1 to the loch of sprite 1 - 15
      else
        if the mouseh < 30 then
          cursor [986,988]
          set the loch of sprite 1 to the loch of sprite 1 + 15
        else
          if rollover(15) then
            cursor [991,992]
          else
            if rollover(20) then
              set the castnum of sprite 20 to 51
              puppetsprite 20, true
              updatestage

            else

              set the castnum of sprite 20 to 44
              puppetsprite 20, false
              updatestage

              cursor [989,990]
            end if
          end if
        end if
      end if
    end if
  end if

end

end
```

## Score Script16

```
on exitFrame
    go the frame
end
```

---

Score Script19

```
on exitFrame
    play movie "LEVELONE MOVIE"
end
```

---

Score Script20

```
on enterFrame
    puppetsprite 1, false
end
```

---

Score Script24

```
on mouseUp
    go "blowup"
end
```

---

Score Script34

```
on exitFrame
    go the frame
end
```

## Score Script35

```
on enterFrame
    puppetsprite 1, false
    cursor 4
end

on exitFrame
    play movie "leveltwo movie"
end
```

---

Score Script36

```
on exitFrame
    sound fadeout 2, 120
    puppetsprite 1, false
end
```

---

Score Script41

```
on mouseUp
    puppetsound 0
    set the volume of sound 2 to 150
    set the volume of sound 1 to 255
    go "finishtext"
end
```

---

Movie Script42

```
on startmovie
  cursor [989,990]
  set the volume of sound 2 to 40
end

on delay
  starttimer
  repeat while the timer < 30
    nothing
  end repeat
end
```

---

Score Script43

```
on mousedown
  puppetsprite 1, false
  puppetsprite 20, false
  sound fadeout 2, 120
  go "toelevator"
end
```

---

Score Script45

```
on enterframe
  if rollover(20) then
    set the castnum of sprite 20 to 51
    updatestage
    puppetsprite 20, true
  else
    puppetsprite 20, false
    cursor [989,990]
  end if
end
```

## Score Script46

```
on enterframe
    set the volume of sound 2 to 150
end
```

```
on exitFrame
    puppettransition 51,2,true
    go "begin"
end
```

## Score Script52

```
on enterframe
  if the loch of sprite 1 + 320 < the left of sprite 7 then
    set the loch of sprite 1 to 935
  else
    if the loch of sprite 1 - 320 > the right of sprite 7 then
      set the loch of sprite 1 to -290
    else
      if the mouseh > 600 then
        cursor [985,987]
        set the loch of sprite 1 to the loch of sprite 1 - 15
      else
        if the mouseh < 30 then
          cursor [986,988]
          set the loch of sprite 1 to the loch of sprite 1 + 15
        else
          if rollover(20) then
            set the castnum of sprite 20 to 51
            updatestage
            puppetsprite 20, true
          else
            puppetsprite 20, false
            cursor [989,990]
          end if
        end if
      end if
    end if
  end if
end if
end if
end

end

on exitframe
  if the movietime of sprite 16 > 10 then
    puppetsound "explosion 8bits"
  else
    if the movietime of sprite 16 > 40 then
      go (the frame + 1)
    else
      go the frame
    end if
  end if
end if
end
```

## Score Script55

```
on enterFrame
  puppetsound "level two voiceover 8bits"
end
```

---

Score Script56

```
on exitframe
  if soundbusy(1) then
    go the frame
  else
    delay
    set the volume of sound 1 to 100
    puppetsound "go to the left or the rig8bits"
  end if
end
```

---

Score Script58

```
on exitFrame
  go the frame
end
```

---

Score Script59

```
on enterFrame
  set the volume of sound 2 to 40
end
```



## Score Script60

```
on enterframe
  if the loch of sprite 1 + 320 < the left of sprite 7 then
    set the loch of sprite 1 to 935
  else
    if the loch of sprite 1 - 320 > the right of sprite 7 then
      set the loch of sprite 1 to -290
    else
      if the mouseh > 600 then
        cursor [985,987]
        set the loch of sprite 1 to the loch of sprite 1 - 15
      else
        if the mouseh < 30 then
          cursor [986,988]
          set the loch of sprite 1 to the loch of sprite 1 + 15
        else
          if rollover(15) then
            cursor [991,992]
          else
            if rollover(20) then
              set the castnum of sprite 20 to 51
              puppetsprite 20, true
              updatestage

            else

              set the castnum of sprite 20 to 44
              puppetsprite 20, false
              updatestage

              cursor [989,990]
            end if
          end if
        end if
      end if
    end if
  end if
end

end
```

Score Script61

---

```
on enterframe
  put the movietime of sprite 12
  puppetsound "Shovel Sand.S "

  if the loch of sprite 1 + 320 < the left of sprite 7 then
    set the loch of sprite 1 to 935
  else
    if the loch of sprite 1 - 320 > the right of sprite 7 then
      set the loch of sprite 1 to -290
    else
      if the mouseh > 600 then
        cursor [985,987]
        set the loch of sprite 1 to the loch of sprite 1 - 15
      else
        if the mouseh < 30 then
          cursor [986,988]
          set the loch of sprite 1 to the loch of sprite 1 + 15
        else
          if rollover(15) then
            cursor [991,992]
          else
            if rollover(20) then
              set the castnum of sprite 20 to 51
              puppetsprite 20, true
              updatestage

            else

              set the castnum of sprite 20 to 44
              puppetsprite 20, false
              updatestage

              cursor [989,990]
            end if
          end if
        end if
      end if
    end if
  end if

end
```

Score Script62

---

```
on enterframe
  set the castnum of sprite 15 to 18
  updatestage
  puppetsound "swallow 1 8bits"
  if the loch of sprite 1 + 320 < the left of sprite 7 then
    set the loch of sprite 1 to 935
  else
    if the loch of sprite 1 - 320 > the right of sprite 7 then
      set the loch of sprite 1 to -290
    else
      if the mouseh > 600 then
        cursor [985,987]
        set the loch of sprite 1 to the loch of sprite 1 - 15
      else
        if the mouseh < 30 then
          cursor [986,988]
          set the loch of sprite 1 to the loch of sprite 1 + 15
        else
          if rollover(15) then
            cursor [991,992]
          else
            if rollover(20) then
              set the castnum of sprite 20 to 51
              puppetsprite 20, true
              updatestage

            else
              set the castnum of sprite 20 to 44
              puppetsprite 20, false

              updatestage

              cursor [989,990]
            end if
          end if
        end if
      end if
    end if
  end if
end if
```

```
end
```

---

Score Script64

```
on mousedown
  puppetsound word random(6) of "a b c d e f"
end

on mouseup
  puppetsound 0
end
```

---

Score Script7

```
on exitFrame
  go the frame
end
```

---

Score Script9

```
on exitFrame
  go the frame
end
```

---

Score Script28

```
on enterframe
  cursor 4
end

on exitFrame
  play "backfrommovie" of movie "leveltwo"
end
```

---

Movie Script29

```
on startmovie
  cursor 200
end
```

---

Score Script39

```
on enterFrame
  if the movietime of sprite 3 > 408 then
    nothing
  else
    if the movietime of sprite 3 > 400 then
      puppetsound "Big Belch.S"
    end if
  end if
end

on exitframe
  if the movietime of sprite 3 > 500 then
    go (the frame + 1)
  else
    go the frame
  end if
end
```

---

Score Script40

```
on enterFrame
  if the movietime of sprite 3 > 208 then
    nothing
  else
    if the movietime of sprite 3 > 200 then
      puppetsound "Big Belch.S"
    end if
  end if
end

on exitframe
  if the movietime of sprite 3 = 900 then
    go (the frame + 1)
  else
    go the frame
  end if
end
```

## Score Script41

```
on enterFrame
  if the movietime of sprite 3 > 70 then
    nothing
  else
    if the movietime of sprite 3 > 60 then
      puppetsound "snoring 8bits"

      end if
    end if
  end
end

on exitframe
  if the movietime of sprite 3 = 240 then
    go (the frame + 1)
  else
    go the frame
  end if
end
```

---

Score Script42

```
on exitFrame
  if the movietime of sprite 3 > 400 then
    go (the frame + 1)
  else
    go the frame
  end if
end
```

---

Score Script43

```
on exitFrame
  sound fadeout 2, 120
end
```

## Score Script44

```
on enterFrame
    sound fadein 1, 180
end
```

---

Score Script45

```
on exitFrame
    puppetsound 0
end
```

---

Score Script46

```
on exitFrame
    sound fadeout 1, 120
end
```

---

Score Script47

```
on exitFrame
    sound fadeout 1, 120
    sound fadeout 2, 120
end
```

---

Score Script48

```
on exitFrame
    set the volume of sound 1 to 70
end
```

---

Score Script50

```
on exitFrame
    sound fadein 1, 120
end
```



## Score Script52

```
on enterFrame
    set the volume of sound 1 to 80
end
```

---

## Score Script53

```
on exitFrame
    set the volume of sound 1 to 255
end
```

---

## Score Script55

```
on exitFrame
    set the volume of sound 1 to 255
end
```

---

## Score Script57

```
on exitFrame
    puppetsound 0
end
```

---

Score Script5

```
on enterframe
  if rollover(4) then
    set the castnum of sprite 4 to 6
    updatestage
    puppetsprite 4, true
  else
    puppetsprite 4, false
  end if
end

on exitFrame
  if soundbusy(1) then
    go the frame
  else
    set the volume of sound 2 to 200
    go the frame
  end if
end
```

---

Score Script8

```
on mousedown
  puppetsprite 4, false
  sound fadeout 2, 120
  go "toelevators"
end
```

---

Score Script9

```
on exitFrame
  global level, same, userchoose
  put 3 into level
  put 3 into userchoose
  put 0 into same
  play movie "hellchoosellevel"
end
```

---

Movie Script10

```
on startmovie
  cursor [989,990]
  set the volume of sound 2 to 60
end
```

---

Score Script15

```
on exitFrame
  set the volume of sound 2 to 60
end
```

---

Score Script5

```
on enterframe
  if rollover(4) then
    set the castnum of sprite 4 to 6
    updatestage
    puppetsprite 4, true
  else
    puppetsprite 4, false
  end if
end

on exitFrame
  if soundbusy(1) then
    go the frame
  else
    set the volume of sound 2 to 200
    go the frame
  end if
end
```

---

Score Script8

```
on mousedown
  puppetsprite 4, false
  sound fadeout 2, 120
  go "toelevators"
end
```

---

Score Script9

```
on exitFrame
  global level, same, userchoose
  put 4 into level
  put 4 into userchoose
  put 0 into same
  play movie "hellchoosellevel"
end
```

---

Movie Script10

```
on startmovie
  cursor [989,990]
  set the volume of sound 2 to 40
end
```

---

Score Script15

```
on exitFrame
  set the volume of sound 2 to 40
end
```

---

Score Script5

```
on enterframe
  if rollover(4) then
    set the castnum of sprite 4 to 6
    updatestage
    puppetsprite 4, true
  else
    puppetsprite 4, false
  end if
end

on exitFrame
  if soundbusy(1) then
    go the frame
  else
    set the volume of sound 2 to 200
    go the frame
  end if
end
```

---

Score Script8

```
on mouseUp
  puppetsprite 4, false
  go "toelevator"
end
```

---

Score Script9

```
on exitFrame
  global level, same, userchoose
  put 5 into level
  put 5 into userchoose
  put 0 into same
  play movie "hellchooselevel"
end
```

## Movie Script10

```
on startmovie
  cursor [989,990]
  set the volume of sound 2 to 40
end
```

---

Score Script12

```
on mousedown
  puppetsprite 4, false
  sound fadeout 2, 120
  go "toelevator"
end
```

---

Score Script16

```
on exitFrame
  set the volume of sound 2 to 40
end
```

---

Score Script5

```
on enterframe
  if rollover(5) then
    set the castnum of sprite 5 to 6
    updatestage
    puppetsprite 5, true
  else
    puppetsprite 5, false
  end if
end

on exitFrame
  if soundbusy(1) then
    go the frame
  else
    set the volume of sound 2 to 200
    go the frame
  end if
end
```

---

Score Script8

```
on mousedown
  puppetsprite 5, false
  sound fadeout 2, 120
  go "toelevators"
end
```

---

Score Script9

```
on exitFrame
  global level, same, userchoose
  put 6 into level
  put 6 into userchoose
  put 0 into same
  play movie "hellchoosellevel"
end
```



---

Movie Script10

```
on startmovie
  cursor [989,990]
  set the volume of sound 2 to 40
end
```

---

Score Script15

```
on enterFrame
  set the volume of sound 2 to 30
end
```

---

Score Script2

```
on exitFrame
  global level, same, userchoose
  put 7 into level
  put 7 into userchoose
  put 0 into same
  play movie "hellchooselevel"
end
```

---

Score Script5

```
on exitFrame
  go the frame
end
```

## Score Script7

```
on enterframe
  if the loch of sprite 1 + 320 < the left of sprite 15 then
    set the loch of sprite 1 to 935
  else
    if the loch of sprite 1 - 320 > the right of sprite 15 then
      set the loch of sprite 1 to -290
    else
      if the mouseh > 600 then
        set the loch of sprite 1 to the loch of sprite 1 - 15
      else
        if the mouseh < 30 then
          set the loch of sprite 1 to the loch of sprite 1 + 15
          cursor [986,988]
        else
          if rollover(10) then
            cursor [991,992]
          else
            if rollover(11) then
              cursor [991,992]
            else
              if rollover(12) then
                cursor [991,992]
              else
                if rollover(24) then
                  set the castnum of sprite 24 to 35
                  updatestage
                  --puppetsprite 24, true
                else
                  set the castnum of sprite 24 to 36
                  updatestage
                  --puppetsprite 24, false
                  cursor [989,990]
                end if
              end if
            end if
          end if
        end if
      end if
    end if
  end if
end if

end

on exitframe
  go "begin"
end
```

---

Score Script9

```
on exitFrame
  puppetsprite 1, true
end
```

end

## Score Script13

```
on enterframe
  if the movietime of sprite 12 > 10 then
    checkqtttime1
  end if

  if the movietime of sprite 12 > 50 then
    checkqtttime
  end if

  put the movietime of sprite 12
  if the loch of sprite 1 + 320 < the left of sprite 15 then
    set the loch of sprite 1 to 935
  else
    if the loch of sprite 1 - 320 > the right of sprite 15 then
      set the loch of sprite 1 to -290
    else
      if the mouseh > 600 then
        set the loch of sprite 1 to the loch of sprite 1 - 15
        cursor [985,987]
      else
        if the mouseh < 30 then
          set the loch of sprite 1 to the loch of sprite 1 + 15
          cursor [986,988]
        else
          if rollover(10) then
            cursor [991,992]
          else
            if rollover(11) then
              cursor [991,992]
            else
              if rollover(12) then
                cursor [991,992]
              else
                if rollover(24) then
                  set the castnum of sprite 24 to 35
                  updatestage
                  --puppetsprite 24, true
                else
                  set the castnum of sprite 24 to 36
                  updatestage
                  --puppetsprite 24, false
                  cursor [989,990]
                end if
              end if
            end if
          end if
        end if
      end if
    end if
  end if

  end if
end

on exitframe
  if the movietime of sprite 12 > 167 then
    go (the frame + 1)

  else
```

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```
    if the movietime of sprite 12 > 90 then
        checkqtime
    else

        go the frame
    end if
end if
```

end

---

Score Script25

```
on mouseUp
    puppetsound 0
    go to "story"
end
```

---

Score Script27

```
on exitFrame
    play movie "level7 story"
end
```

---

Movie Script33

```
on startmovie
  cursor [989,990]
  set the volume of sound 2 to 90
  set the volume of sprite 40 to 100
  set the volume of sprite 41 to 50
end

on delay
  starttimer
  repeat while the timer < 30
    nothing
  end repeat
end

on checkqtime
  if the movietime of sprite 12 < 80 then
    puppetsound "cutter for level 7"
    go the frame
  end if
end

on checkqtime1
  if the movietime of sprite 12 < 30 then
    puppetsound "punch through heart"
    go the frame
  end if
end
```

---

Score Script34

```
on mouseUp
  puppetsound 0
  set the volume of sound 2 to 255
  set the volume of sound 1 to 255
  go "endtext"
end
```



## Score Script37

```
on mousedown
  puppetsprite 24, false
  puppetsprite 1, false
  sound fadeout 2, 120
  go "toelevators"
end
```

---

Score Script38

```
on enterframe
  set the volume of sound 2 to 200
end

on exitFrame
  puppettransition 51,2,true
  go "start"
end
```

---

Score Script39

```
on enterframe
  if rollover(24) then
    set the castnum of sprite 24 to 35
    updatestage
    --puppetsprite 24, true
  else
    set the castnum of sprite 24 to 36
    updatestage
    --puppetsprite 24, false
    cursor [989,990]

  end if

end
```

---

Score Script44

```
on enterFrame
  puppetsound "level seven voiceover 8bits"
end
```

---

Score Script45

```
on exitFrame
  if soundbusy(1) then
    go the frame
  else
    delay
    set the volume of sound 1 to 80
    puppetsound "go to the left or the rig8bits"
  end if
end
```

## Score Script46

```
on exitFrame
  sound fadeout 2, 120
end
```

---

Score Script53

```
on mousedown
  puppetsound word random(6) of "a b c d e f"
end
```

---

Movie Script37

```
on startmovie
    cursor 200
end
```

---

Score Script39

```
on exitFrame
    play "backfrommovie" of movie "levelseven"
end
```

---

Score Script47

```
on exitFrame
    sound fadein 1, 130
end
```

---

Score Script48

```
on exitFrame
    set the volume of sound 1 to 100
end
```

---

Score Script49

```
on exitFrame
    sound fadeout 2, 180
end
```

---

Score Script50

```
on exitFrame
    sound fadein 2, 180
end
```

## Score Script51

```
on exitFrame
  sound fadeout 1, 120
end
```

---

Score Script52

```
on exitFrame
  set the volume of sound 2 to 160
end
```

---

Score Script53

```
on exitFrame
  set the volume of sound 1 to 255
end
```

---

Score Script54

```
on exitFrame
  sound fadeout 2, 120
end
```

---

Score Script2

```
on exitFrame
    global level, same, userchoose
    put 8 into level
    put 8 into userchoose
    put 0 into same
    play movie "hellchooselevel"
end
```

Score Script5

---

```
on enterframe
  if the loch of sprite 1 + 320 < the left of sprite 7 then
    set the loch of sprite 1 to 935
  else
    if the loch of sprite 1 - 320 > the right of sprite 7 then
      set the loch of sprite 1 to -290
    else
      if the mouseh > 600 then
        set the loch of sprite 1 to the loch of sprite 1 - 15
        cursor [985,987]
      else
        if the mouseh < 30 then
          set the loch of sprite 1 to the loch of sprite 1 + 15
          cursor [986,988]
        else
          if rollover(17) then
            cursor [991,992]
          else
            if rollover(14) then
              --put "rollover"
              set the castnum of sprite 14 to 54
              updatestage
              --puppetsprite 14, true
            else
              --put "false"
              set the castnum of sprite 14 to 55
              updatestage
              --puppetsprite 14, false

              cursor [989,990]
            end if
          end if
        end if
      end if
    end if
  end if
end
```

---

Score Script6

```
on enterframe
  puppetsprite 1, true
end
```





## Score Script28

```
on mousedown
  go "tostory"
end
```

---

Score Script46

```
on exitFrame
  sound stop 2
  play movie "level8story"
end
```

---

Score Script51

```
on exitFrame
  go the frame
end
```

---

Score Script52

```
on mouseUp
  puppetsound 0
  set the volume of sound 2 to 200
  set the volume of sound 1 to 255
  go "textdone"
end
```

---

Movie Script53

```
on startmovie
  cursor [989,990]
  set the volume of sound 2 to 30
  set the volume of sprite 31 to 50
end

on delay
  starttimer
  repeat while the timer < 30
    nothing
  end repeat
end
```

---

Score Script57

```
on mousedown
  puppetsprite 1, false
  puppetsprite 14, false
  sound fadeout 2, 120
  go "toelevators"
end
```

---

Score Script58

```
on enterframe
  if rollover(14) then
    --put "rollover"
    set the castnum of sprite 14 to 54
    updatestage
    --puppetsprite 14, true
  else
    --put "false"
    set the castnum of sprite 14 to 55
    updatestage
    --puppetsprite 14, false

    cursor [989,990]

  end if
end
```

---

Score Script59

```
on exitFrame
  puppetsprite 1,false
end
```

---

Score Script60

```
on exitFrame
  puppettransition 51,2,true
  set the volume of sound 2 to 200
  go "begin"
end
```

## Score Script65

```
on exitFrame
  puppetsound "level eight voiceover 8bits"
end
```

---

Score Script66

```
on exitFrame
  if soundbusy(1) then
    go the frame
  else
    delay
    set the volume of sound 1 to 100
    puppetsound "go to the left or the rig8bits"
  end if
end
```

---

Score Script67

```
on exitFrame
  sound fadeout 2, 120
end
```

---

Score Script68

```
on enterFrame
  set the volume of sound 2 to 30
end
```

## Score Script77

```
on mousedown
  puppetsound word random(6) of "a b c d e f"
end

on mouseup
  puppetsound 0
end
```

---

Score Script45

```
on exitFrame
    play "backfrommovie" of movie "leveleight"
end
```

---

Movie Script47

```
on startmovie
    cursor 200
end
```

---

Score Script52

```
on exitFrame
    sound fadein 1, 180
end
```

---

Score Script53

```
on exitFrame
    set the volume of sound 1 to 255
end
```

---

Score Script54

```
on exitFrame
    sound fadein 2, 120
    sound fadeout 1, 120
end
```

## Score Script55

```
on exitFrame
  sound fadeout 2, 120
end
```

---

## Score Script57

```
on exitFrame
  set the volume of sound 2 to 110
end
```

---

## Score Script58

```
on exitFrame
  set the volume of sound 1 to 100
end
```

---

## Score Script61

```
on exitFrame
  sound fadein 1, 120
end
```

---

## Score Script62

```
on exitFrame
  set the volume of sound 1 to 100
end
```



---

Score Script5

```
on enterframe
  if rollover(4) then
    set the castnum of sprite 4 to 6
    updatestage
    puppetsprite 4, true
  else
    puppetsprite 4, false
  end if
end

on exitFrame
  if soundbusy(1) then
    go the frame
  else
    set the volume of sound 2 to 200
    go the frame
  end if
end
```

---

Score Script8

```
on mousedown
  puppetsprite 4, false
  sound fadeout 2, 120
  go "toelevator"
end
```

---

Score Script9

```
on exitFrame
  global level, same, userchoose
  put 9 into level
  put 9 into userchoose
  put 0 into same
  play movie "hellchooselevel"
end
```

## Movie Script10

```
on startmovie
  cursor [989,990]
  set the volume of sound 2 to 40
end
```

---

Score Script15

```
on enterFrame
  set the volume of sound 2 to 30
end
```

---

Score Script5

```
on enterframe
  if the loch of sprite 1 + 320 < the left of sprite 7 then
    set the loch of sprite 1 to 935
  else
    if the loch of sprite 1 - 320 > the right of sprite 7 then
      set the loch of sprite 1 to -290
    else
      if the mouseh > 600 then
        set the loch of sprite 1 to the loch of sprite 1 - 15
        cursor [985,987]
      else
        if the mouseh < 30 then
          set the loch of sprite 1 to the loch of sprite 1 + 15
          cursor [986,988]
        else
          if rollover(13) then
            cursor [991,992]
          else
            if rollover(10) then
              set the castnum of sprite 10 to 41
              updatestage
            else
              set the castnum of sprite 10 to 40
              updatestage
            cursor [989,990]
          end if
        end if
      end if
    end if
  end if
end if
end if
end if
end if
end if
end if
end if
end
```

---

Score Script6

```
on exitFrame
  puppetsprite 1, true
  set the volume of sprite 30 to 60
end
```

```
on enterframe
```

```

if the loch of sprite 1 + 320 < the left of sprite 7 then
    set the loch of sprite 1 to 935
else
    if the loch of sprite 1 - 320 > the right of sprite 7 then
        set the loch of sprite 1 to -290
    else
        if the mouseh > 600 then
            set the loch of sprite 1 to the loch of sprite 1 - 15
            cursor [985,987]
        else
            if the mouseh < 30 then
                set the loch of sprite 1 to the loch of sprite 1 + 15
                cursor [986,988]
            else
                if rollover(13) then
                    cursor [991,992]
                else
                    if rollover(10) then
                        set the castnum of sprite 10 to 41
                        updatestage
                    else
                        set the castnum of sprite 10 to 40
                        updatestage
                        cursor [989,990]
                    end if
                end if
            end if
        end if
    end if
end if
end if
end if
end if
end if
end

on exitframe
    go "loop"
end

```

---

Score Script26

```
on mouseUp
    go "story"
end
```

---

Score Script29

```
on exitFrame
    play movie "level6story"
end
```

---

Score Script30

```
on exitFrame
    puppetsprite 1, false
end
```

---

Movie Script31

```
on startmovie
    cursor [989,990]
    set the volume of sound 2 to 40
    set the volume of sprite 30 to 50
end

on deay
    starttimer
    repeat while the timer < 30
        nothing
    end repeat
end
```

---

Score Script34

```
on exitFrame
    go the frame
end
```

## Score Script35

```
on mouseUp
  puppetsound 0
  set the volume of sound 2 to 200
  set the volume of sound 1 to 255
  go "textdone"
end
```

---

Score Script37

```
on mousedown
  go to "story"
end
```

---

Score Script38

```
on enterframe
  if rollover(10) then
    set the castnum of sprite 10 to 41
    updatestage

  else
    set the castnum of sprite 10 to 40
    updatestage

    cursor [989,990]

  end if
end
```

---

Score Script39

```
on exitFrame
  puppettransition 51,2,true
  set the volume of sound 2 to 200
  go "begin"
end
```

---

Score Script42

```
on mousedown
  sound fadeout 2, 120
  puppetsprite 1, false
  go "toend"
end
```

---

Score Script43

```
on exitFrame
  play movie "end"
end
```

---

Score Script46

```
on exitFrame
  puppetsound "level six voiceover 8bits"
end
```

---

Score Script48

```
on exitFrame
  if soundbusy(1) then
    go the frame
  else
    set the volume of sound 1 to 100
    puppetsound "go to the left or the rig8bits"
  end if
end
```



---

Score Script50

```
on exitFrame
  sound fadeout 2, 120
end
```

---

Score Script54

```
on mousedown
  puppetsound word random(6) of "a b c d e f"
end

on mouseup
  puppetsound 0
end
```

---

Movie Script40

```
on startmovie
    cursor 200
end
```

---

Score Script42

```
on exitFrame
    play "backfrommovie" of movie "6after"
end
```

---

Score Script45

```
on enterFrame
    set the volume of sound 2 to 90
end
```

---

Score Script46

```
on exitFrame
    sound fadein 2, 120
end
```

---

Score Script47

```
on exitFrame
    set the volume of sound 1 to 255
end
```

---

Movie Script7

```
on startmovie
  cursor [989,990]
  set the volume of sound 2 to 40
end
```

---

Score Script8

```
on exitFrame
  if soundbusy(1) then
    go the frame
  else
    set the volume of sound 2 to 200
    go the frame
  end if
end
```

---

Score Script9

```
on mouseUp
  play done
end
```

---

Score Script10

```
on exitFrame
  play movie "hellchooselevel"
end
```

---

Score Script11

```
on mousedown
  sound fadeout 2, 120
  go "toelevator"
end
```

## Score Script12

```
on mouseUp
    sound fadeout 2, 120
    go "toend"
end
```

---

Score Script13

```
on exitFrame
    play movie "conclusion/sucide"
end
```

---

Score Script16

```
on enterFrame
    set the volume of sound 2 to 30
end
```

---

Movie Script40

```
on startmovie
  cursor 200
end
```

---

Score Script42

```
on exitFrame
  play movie "6after"
end
```

---

Score Script45

```
on exitFrame
  sound fadeout 2, 120
end
```

---

Score Script46

```
on exitFrame
  puppetsound 0
end
```

---

Score Script48

```
on exitFrame
  sound fadein 1, 120
end
```

## Score Script49

```
on exitFrame
    sound fadein 2, 120
    sound fadeout 1, 60
end
```

---

## Score Script50

```
on exitFrame
    set the volume of sound 2 to 40
end
```

---

## Score Script51

```
on exitFrame
    set the volume of sound 1 to 255
end
```

---

## Score Script53

```
on exitFrame
    sound fadein 1, 20
end
```

---

## Score Script61

```
on exitFrame
    sound fadein 2, 360
end
```

---

## Score Script62

```
on exitFrame
    set the volume of sound 2 to 100
end
```

---

Score Script63

```
on exitFrame
    sound fadeout 2, 360
end
```

---

Score Script64

```
on exitFrame
    set the volume of sound 2 to 100
end
```

end

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---

Score Script5

```
on exitFrame
  go the frame
end
```

---

Movie Script6

```
on startmovie
  cursor [989,990]
  set the volume of sound 2 to 50
end
```

---

Score Script9

```
on enterFrame
  set the volume of sound 2 to 30
end
```

---

Score Script11

```
on exitFrame
  sound fadeout 2, 120
end
```

---

Score Script12

```
on exitFrame
  sound fadein 2, 120
end
```



end

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---

Score Script13

```
on exitFrame
  set the volume of sound 2 to 255
end
```

---

Score Script14

```
on exitFrame
  go the frame
end
```

---

Score Script42

```
on mousedown
  go "art"
end
```

---

Score Script44

```
on mousedown
  go (the frame + 1)
end
```

---

Score Script45

```
on mousedown
  go "beginart"
end
```

---

Score Script46

```
on mousedown
  go "endart"
end
```

end

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---

Score Script47

```
on mousedown
  go (the frame - 1)
end
```

---

Score Script48

```
on mousedown
  go "end"
end
```

---

Score Script53

```
on mousedown
  go "credit"
end
```

---

Score Script99

```
on mousedown
  sound fadeout 2, 360
  play movie "HELL THESIS"
end
```