

INFERNO

User's Manual

MSX2



ÆTHERBYTE

STAFF



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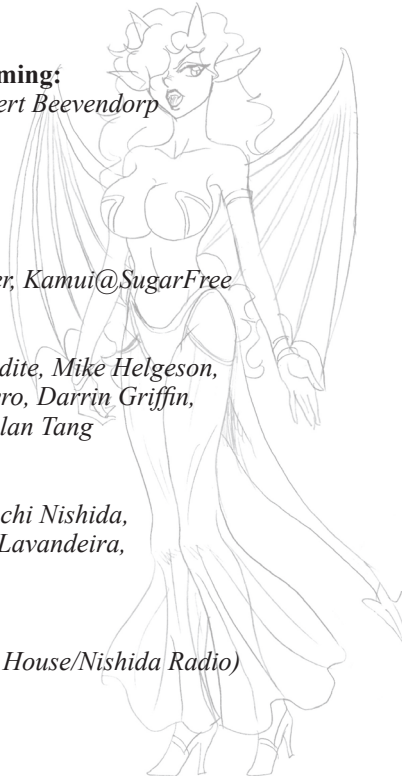
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Made In Nagoya

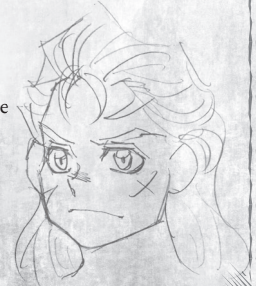


SCENARIO

You awaken to cries of agony all around you. As your vision recovers, you find yourself in a place only true evil could call home. Fire lashes out of the floor. Spikes dripping with the blood of countless victims line the walls. Bones litter the floor, and tiny beasts you've never seen pick at the remaining flesh. You hear the clanging of armor, the grinding of bones, and the maniacal screams of death approaching.

As you pull yourself to your feet, you notice that you're standing next to a dismembered corpse. His organs are spewed all over the surrounding area. You don't know where you are, or how you got here, but you do know two things: You're getting out, and you aren't going to end up like him.

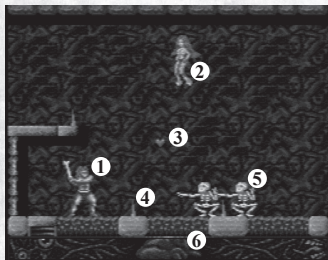
Destroy the demons, vanquish the undead, and escape the inferno... or become another bloodstain on the wall.



GAMEPLAY

THE SCREEN

1. Player.
2. Flying Enemy.
3. Enemy Shot.
4. Spikes.
5. Ground Enemy.
6. Life Heart.



FLESHY DOOR

Most doors are opened by hitting a switch with your weapon. However, some only let you pass when all enemies in the room are cleared.



Switch





The Life Heart at the bottom of the display beats faster and faster as you are hit by enemies or collide with spikes. If your heart beats too fast, it will explode and you will die.

You start with 20 health. After completing a level, you gain a 5 health bonus, decreasing your heart beat slightly.

If you die, you may continue. However, your heart beat will reset to how it was when you entered the level.

As you defeat some enemies, you manage to steal their weapons or tear off their limbs to use for yourself.

CONTROLS

Keyboard	Joystick	Action
	UP	Climb Ladder
	DOWN	Descend Ladder/Duck
	LEFT	Move Left
	RIGHT	Move Right
SPACE	A	Jump
GRAPH	B	Attack



ENEMIES

VOMANDER

In life, they used words and lies to deceive and control the masses. Now, they are decaying husks whose breath is rotten and who vomit a putrid mass of their own innards whenever they try to speak.



GRIMBONES

Sent into the depths of hell for crimes of passion, a crumbling skeleton is all that remains of these poor souls after the flesh has been burned from their bodies. Their minds twisted, they dance the dance of death.



SCARLETT

Tempresses who have sold their souls to pure evil, in hell they show their true forms with goat legs and cloven hooves. They hover in dark caverns and send whispers of sweet nothings to whomever comes near, then suck their bodies dry.

GONANAD

Stabbed by jealous lovers, all that remains of these poor souls is a deformed mass of blood and flesh, cursed to shuffle about with the blade that killed them still embedded in their bodies.



OXANDUME

Guardians of the underworld, these half-man, half-beasts strike fear in all that pass. Huge in stature, strong as twenty men, they swing their mighty weapons with ease.



MARGO

Unlucky in love, their bitterness has built up until it transformed them into half-snakes that patrol the lower depths. They draw unsuspecting travellers in with their beauty before their true ugliness is revealed.

ENEMIES



GLOBEYE

While they were living, these people witnessed many horrors, and now have become huge clusters of ever seeing lidless eyes, tortured by visions and unable to rest for all eternity as they relive events time after time.

GREEDLE
Mutated beyond reason, these creatures desperately search for peace from their suffering. As their skin rots and itches in unbearable agony, they lash out in anger with their tentacles.



BLANS

A foul smelling grotesque that slimly shuffles along, ejecting a spray of foetid poison when it feels threatened. Its two limp feelers are without purpose and easily breakable.



N'GTHUR'HYLAP

One of the most dreaded denizens of hell, this towering monstrosity burns with rage and violently attacks with its sharp beaks. An image of pure terror, it is all seeing and just looking at it is enough to send a man insane.



STONE EFFIGY

Those that once used other people to do their dirty work have been turned to stone and tasked to walk the halls of hell for all eternity. Their anger and despair manifests itself in a blaze of fire from their swords.



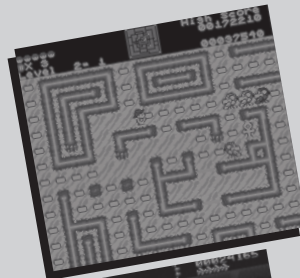
ARMINDER

Giant and heavily armored, these fearsome warriors wield an enormous mace and are quick to dispense their twisted form of justice on any who might dare to pass.



PYRAMID PLUNDER
Help Lootin' Larry on his quest to get rich from the pyramids of ancient Egypt.

SUPER CD-ROM



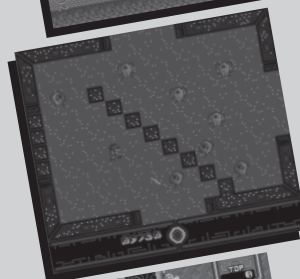
ATLANTEAN
Defend the planet Atlantis from the threat of a race of evil machines - the Aquanoids!

AbCARD



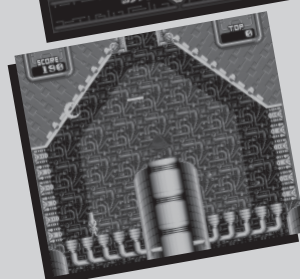
INSANITY
You've been imprisoned by robots and their evil master intent on destroying the humanoid!

SUPER CD-ROM



REFLECTRON
Can you stop the planet-destroying cannon from decimating another innocent world?

FREE ROM





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