

INFERNO RUNNER

Manual

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Story:

You are dead but you find yourself awake in hell.





Since you are a disgusting terrible human being, God does not have a place for you in his kingdom.

Even the devil himself is not so sure about you.

He wants you to prove that you are worth his attention by completing challenges in hell ~ to be welcomed in hell.

If you fail your soul is void.

Controls:

Forward : 
Backward : 
Left : 
Right : 

Look Around :



Jump : 

Show Map : 

Controls:



Gameplay: In order to please the Devil you need to complete challenges in hell. This challenges include reaching a goal — somehow.

At the beginning of each challenge you will be granted 3 lives which is the maximum amount of lives you can own.

You need to navigate your character through different levels, containing: movable and immovable platforms, enemies, traps, souls, coffins and shops.

You can move between different platforms or single blocks by jumping.



Soul



Block ??

Gameplay: If you fall into the endless abyss, get attacked by an enemy or be surprised by a trap one of your lives will be lost.

As well you will suffer from an injury and blood will be splattered on your field of view.

As long as you have at least one life remaining you will come back to life at the last coffin you visited.

If you have no lives left you're dead and doomed to attend infinite pain — forever!



Coffin

Gameplay: There are several souls rarely spread among various levels, which you can collect.

These souls can be used to regain lost lives or to heal your injuries if you spend them in a shop.

If you reach the goal of a level you will continue to the next level.

When you completed all challenges you proved yourself worthy and your soul can be taken to hell...



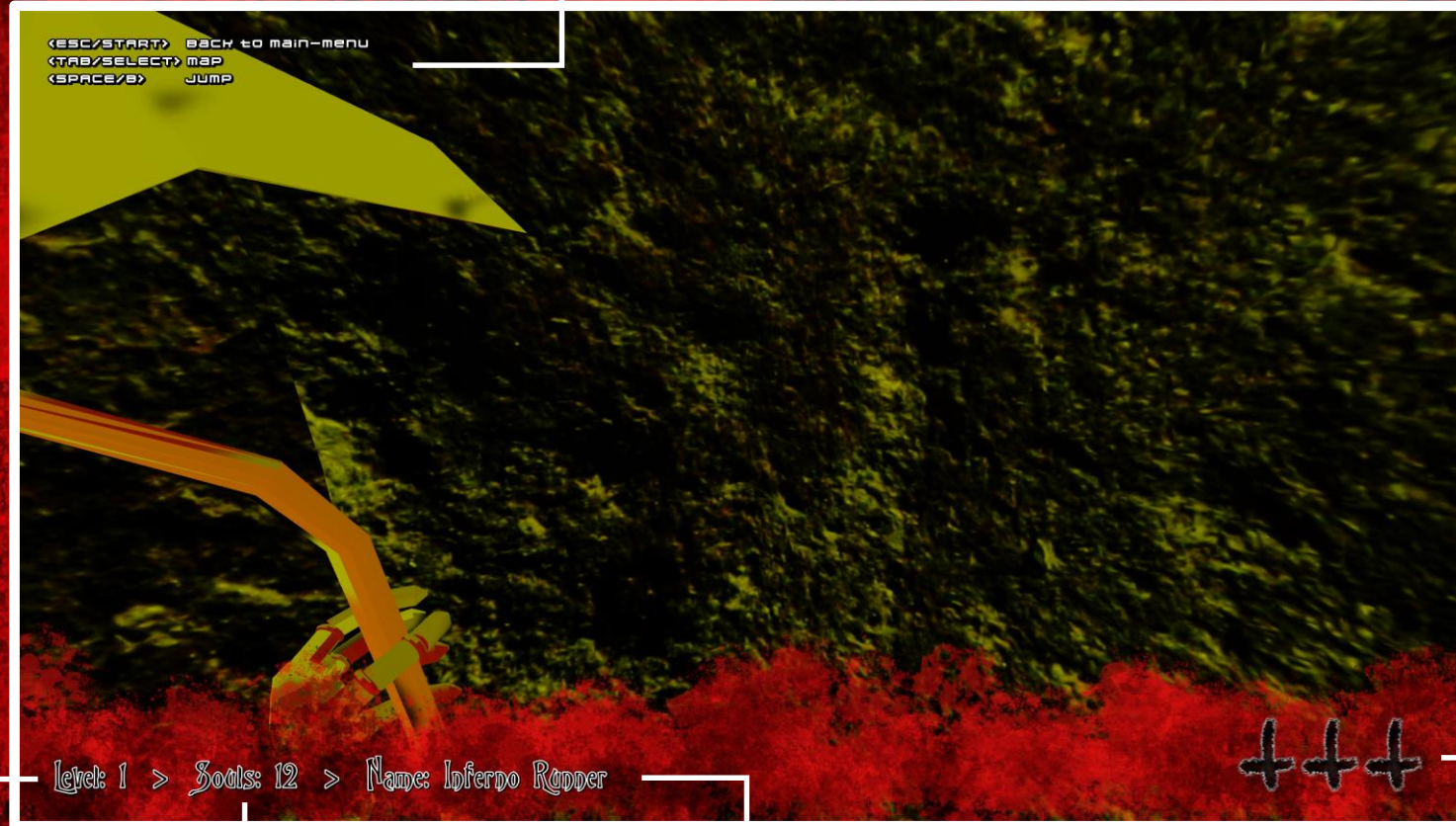
Shop



Goal

User Interface:

Control hints



Current
level

Livecount

Soulcount

Your name

Copyright:

Models:


- “Grim Reaper 1.0” by Eddie Balderas on: <https://poly.google.com/view/30ok4jHoRjW>

Textures:

- Cross wood texture based on: <https://freestocktextures.com/texture/old-wood-board,825.html>
- All other assets are self made and under create common non-commercial license.

Audio:

- lava.mp3: <http://www.freesfx.co.uk/info/eula/>
- door.mp3: <http://soundbible.com/1717-Creaking-Door-Spooky.html>
- walking.mp3: <http://soundbible.com/1432-Walking-On-Gravel.html>
- sigh.mp3: <http://soundbible.com/321-Heavy-Sigh.html>
- poke.mp3: <http://soundbible.com/2048-Eye-Poke.html>
- come-here.mp3: <http://soundbible.com/1037-Zombie-Come-Here.html>
- hell.mp3: <http://soundbible.com/1826-Hell.html>
- scream.mp3: <http://soundbible.com/1459-Psycho-Scream.html>
- creepy.mp3: <http://soundbible.com/2165-Creepy-Background.html>
- demon: <http://soundbible.com/162-Demons-Screaming-In-Hell.html>
- All other assets are self made and under create common non-commercial license.



DIES IRAE, DIES ILLA
SOLVET SAECLUM IN FAVILLA
TESTE SATAN CUM SIBYLLA.
QUANTOS TREMOR EST FUTURUS
QUANDO VINDEX EST VENTURUS
CUNCTA STRICTE DISCUSSURUS.
DIES IRAE, DIES ILLA!

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