Backyard Monsters Refitted

Inferno Maproom 2

What's different

The five tribes of the Inferno world.

Everything that's different from the Backyard Monsters Refitted you know
Updated 6 October 2026

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1. Welcome to the Inferno

Inferno Maproom 2 is a custom Backyard Monsters Refitted server where everyone lives in the Inferno. Your yard, your outposts and the whole world map are Inferno, from your first minute.

A main yard: lava ground, Inferno buildings, the four Inferno resources, the new buttons along the top and the quest dock at the bottom right.

Everyone is in the Inferno

- **Your main yard is your Inferno yard.** Lava ground, the Inferno buildings, bone / coal / sulfur / magma, the Inferno monsters and the stone-and-fire look, on your main yard and on every outpost. There is no separate Inferno yard to travel to.
- **The world map is an Inferno world.** Instead of the overworld tribes you meet devil tribes and Moloch's strongholds (see Tribes).
- **Coordinates are plain numbers.** The world map goes from 0, 0 to 399, 399, and the Depths of Hell from 0, 0 to 9, 9.

Starting out

- **No tutorial.** You start straight in the Inferno, with 5 workers (an outpost has 2).
- **A head start:** about 2,000 shiny, 60,000 bone, coal and sulfur and 55,000 magma (see Resources, timers and prices).
- **No Discord check** to log in.
- **A welcome message** each time you log in.

Your yard

- **The Flinger is back in the Inferno.** Your attack range on the world map comes from its level, so you build one in your main yard and in outposts.
- **Yard Planner and decorations** can be built in your main yard and outposts (a few that don't suit the Inferno are left out).

- **More bone blocks on your main yard:** 10 at Under Hall 1, 50 at 2, 90 at 3, 160 at 4, 260 at 5 and 300 at 6 (the stock game has 0, 30, 60, 120, 200 and 220), and they can be built from Under Hall 1.
- **A fourth Magma Tower:** at Under Hall 6 your main yard can build 4 Magma Towers (the stock game has 3). Outposts keep their 4.
- **Outposts have their own limits:** 4 of each harvester, 1 Flinger, 1 Yard Planner, 2 hatcheries, 200 blocks, 40 traps, 4 of each tower, 2 Cinder Coils, 2 Obsidian Mortars, 1 Compound, 1 Incubation Control Station and 1 Juicer.
- **Warts instead of mushrooms.** Crimson, lava-cracked warts grow back every day in your own yard. A worker picks them, and one in four is a golden wart worth 3 or 8 shiny.

Warts in the yard, and a golden wart's popup.

- **The Wart Bloom:** every weekend warts grow three times as fast (see Events and rewards).
- **Pets** can wander your main yard (see Pets).

Shiny

- **Shiny is never sold here.** You earn it: the Daily Reward, quests, golden warts, inviting friends, and Moloch's Gauntlet. When you are short, the game says where to get more instead of offering a shop.
- **No monthly 500 shiny;** the Daily Reward replaces it.

2. Resources, timers and prices

Everything moves faster than in the stock game.

	Stock game	Here
Starting resources	stock	60,000 bone, coal and sulfur; 55,000 magma
Resource production	x1	x2 (magma x4)
Building, upgrading, fortifying, repairing, Strongbox unlocks and Academy training	as listed	4 times faster
Hatching a monster	takes a while	1 second
Workers	stock	5 (outposts 2)
Storage each captured outpost adds	2,000,000	5,000,000 of each resource
Alliance power-up recharge	5-7 days	4 days
Chat message length	100 characters	200 characters

Prices

- **Shiny prices are the server's own:** packing, protection, more housing, tower overdrive, moving yards, capturing an outpost, alliance power-ups, kits, wall upgrades, resource top-ups, repair all, "finish now" and speed-ups.
- **Speeding up a building** (building, upgrading, fortifying or repairing it): free with 10 minutes or less left, as the stock game's last 5 minutes are. Under an hour: 1 shiny at 11 minutes left, one more every 6 minutes, up to 9 at 59 minutes. An hour or more: 10 shiny for the first hour and 7.5 for each hour after.
- **Moving your main yard** costs 150 shiny or 30 million of each resource.
- **Every shiny spend asks first** (see Interface).

3. The world map

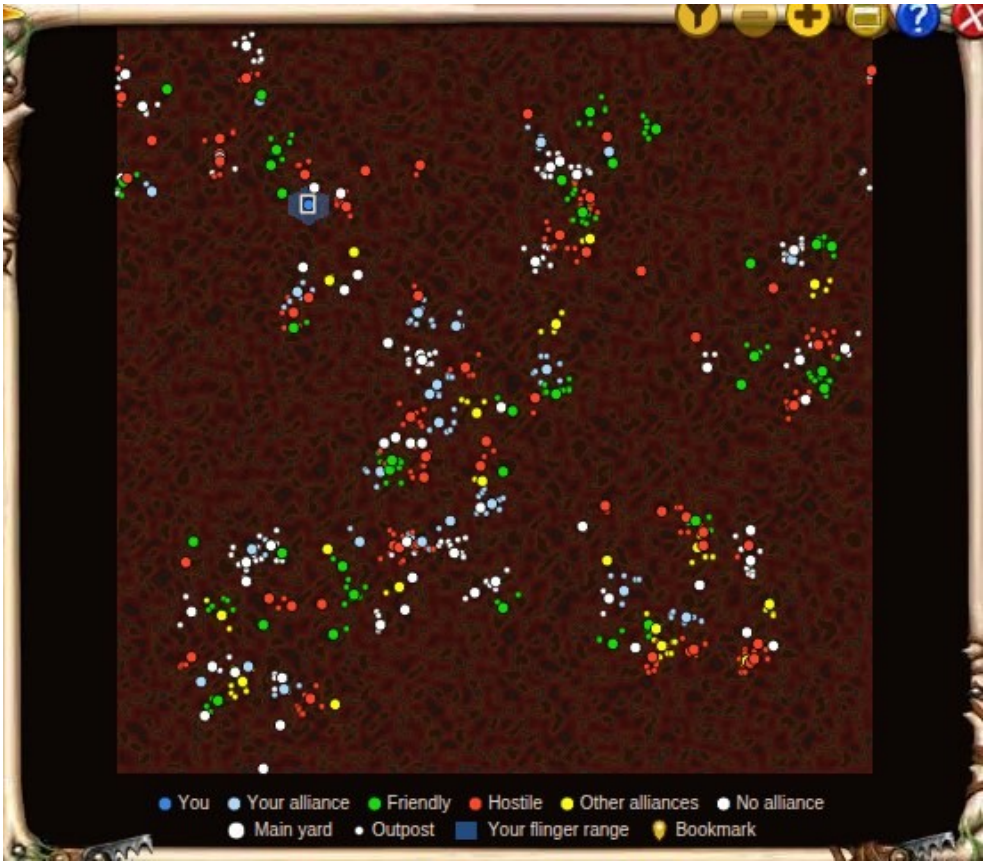
Worlds are 400 x 400 cells with up to 625 players. The map room window was rebuilt, and you can now see the whole world at once.

The map room: Home, Jump, Relocate, search and bookmarks on the left; the minimap and what's under the pointer on the right.

The map room window

- **Five zoom steps:** World, World 2x, World 4x, Far and Close. Use the - / + buttons, the mouse wheel or pinch. It reopens on the step you left it on.
- **Filters:** choose whose yards show (you, your alliance, friendly, hostile, other alliances, no alliance), main yards and outposts, your Flinger range and your bookmarks.
- **Sidebar:** Home, Jump and Relocate; Find a player (everyone on your world, with their main yard and outposts, each with Go); unlimited bookmarks you can rename and remove (it was 8); your alliance's members on the world.
- **Right panel:** a minimap of the whole world (click or drag to move), and everything about the place under your pointer: owner and level, what it is, alliance, standing, protection and location.
- **Share a place in chat:** from an empty place or a yard's popup, post it to Global or Alliance chat; anyone can click it to open the map there. Leaders and officers can pin it to the alliance board too.

The whole world at once



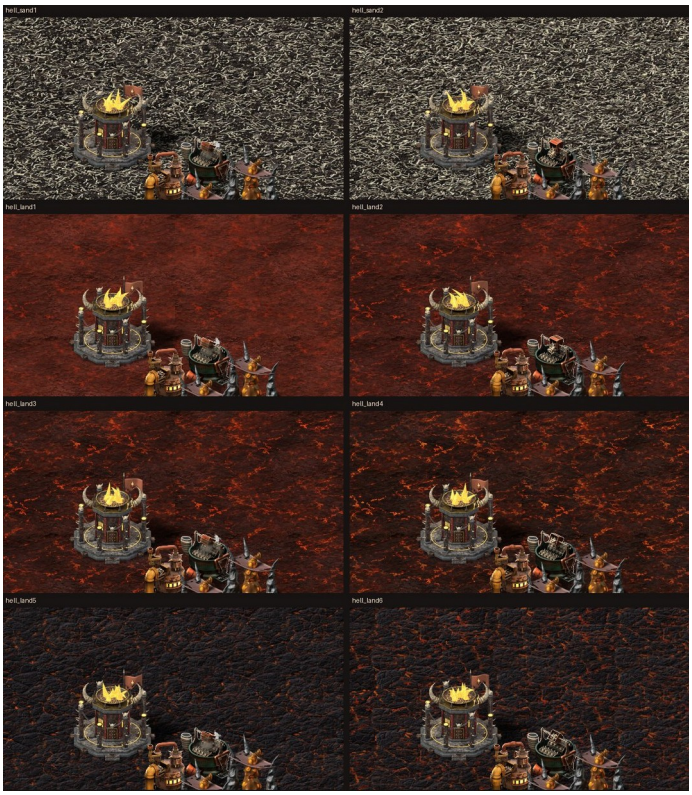
The world map: every main yard (big dots) and outpost (small dots) on the world.

- **The three widest zoom steps** show the whole world: every player's main yard and outposts as coloured dots. Hover a dot to see who it is, click to go there.
- **Loads quickly,** and keeps up to date every few minutes.
- **No truces.** There are none in the game: no truce requests, no truce icons on the map, and no yard is kept from attack by one.

Inferno ground

The map: Inferno ground by height, the tribes' yards, a Moloch stronghold and the lava sea.

- **The map is drawn as the Inferno:** lava seas, bone fields along the shores, netherrack darkening as it rises, and black rock with glowing magma at the peaks. Each kind of ground has four looks, so the map never looks tiled.
- **Yards on the map** are drawn as the Under Hall and the Inferno outpost hall, and free outposts have the Inferno worker beside them.



The eight yard grounds, from the bone fields (top) to black rock with magma (bottom).

- **Outposts and wild yards stand on their own ground,** matching the height of their place on the map: bone fields by the shore, darker rock higher up. Main yards stay on lava.

Moving your yard

Relocate: the warning before your main yard moves.

- **Where new players land:** within 20 cells of another player, but not right next to a main yard or a Moloch stronghold.

- **Relocate** moves your main yard like a new player's: your resources go to 0 and every outpost returns to the wild. Not possible while you are under attack.
- **Relocation invites:** from one of your outposts, invite an alliance member to move their main yard onto it (150 shiny or 30 million of each resource). Moving to another world warns you how many outposts you would lose.
- **Your bookmarks stay** when your main yard moves within the same world.

Outposts

The Outposts list, opened from the outpost arrows at the top, with Previous, Home and Next outpost.

- **The Outposts list:** every outpost with its position, value, bone / coal / sulfur / magma per hour, protection left and monsters. Sort by any column; View visits it, Map shows it. Smooth even with 1,500 outposts.
- **Previous, Home and Next outpost:** step through your outposts in the order you took them, round and round (Next from the last one goes to the first). Home takes you back to your main yard.
- **An outpost's two workers** show at the top, as in your main yard: it can build or upgrade two things at once. On the map an idle worker stands beside the outpost, and a second one behind it when both are idle.
- **Your own kits:** the kit popup's page 3 has three slots of your own. Save an outpost's layout, then build it in another outpost for resources (no shiny).
- **Kits are built at once,** at their full levels, whether you pay with resources or with shiny: nothing is left to build up.
- **Defenders remember the last attack:** Compound defenders and Monster Bunker losses stay as the last attack left them until you visit the outpost, which heals them.

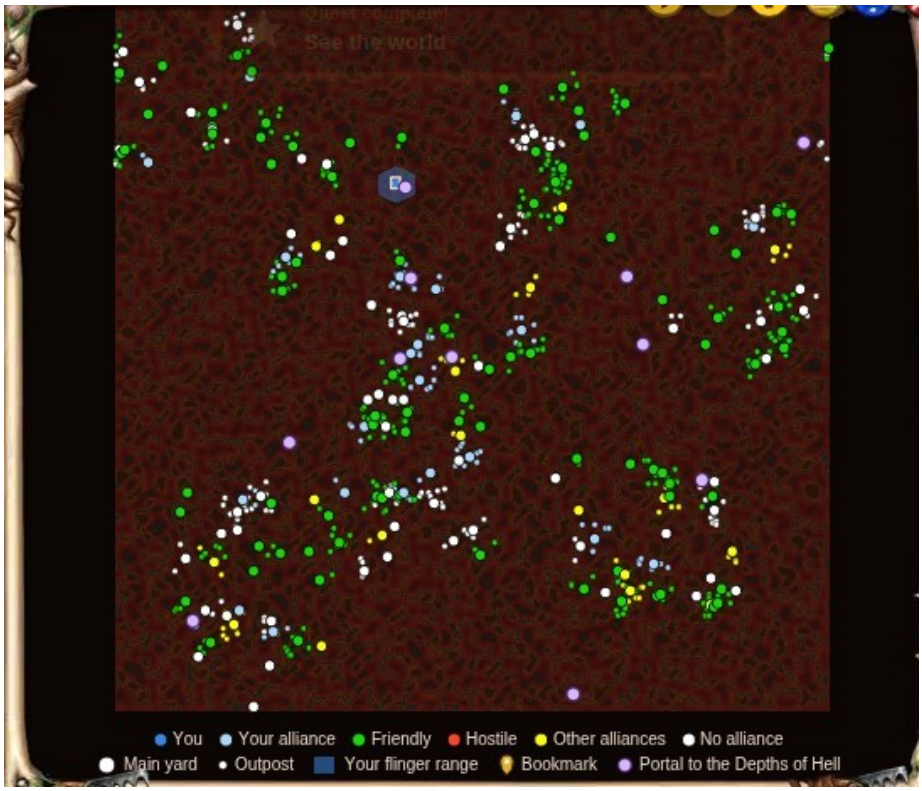
4. The Depths of Hell

Below the world map lie the Depths of Hell: a land of 10 x 10 cells, one per world and shared by everyone on it. Its portals join places far apart on the map, so it's mostly a way to travel.

The Depths of Hell: Moloch's strongholds by level, and portals going back up.

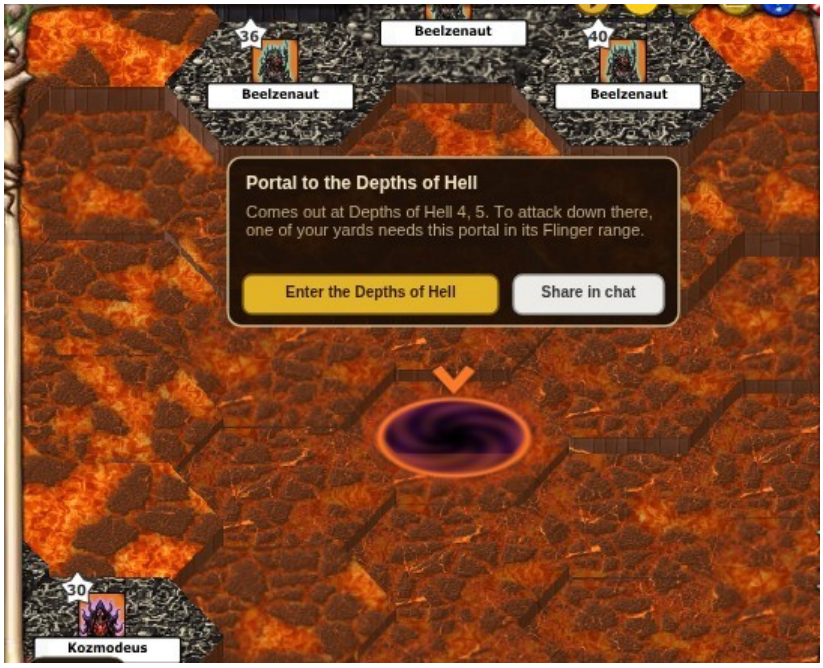
Portals

- **About ten portals on every world,** at the centres of the biggest lava pools. They never move, and nobody can attack or take them.
- **Each portal comes out below** at its place on the map divided by 40: a portal near 160, 100 comes out at Depths of Hell 4, 2. Places down there go from 0 to 9 each way, as the world above goes from 0 to 399.
- **Light purple dots** show every portal on the zoomed-out world map and on the minimap. Click one on the world map to go straight down through it.



The world map zoomed right out: portals are the light purple dots.

- **Click a portal** to see where it comes out. Anyone can press Enter the Depths of Hell to go down and look. To attack down there, one of your yards needs that portal in its Flinger range, or you need an outpost below already. Go up, on a portal below, always works.



A portal on the map, and where it comes out.

The land

- **An island in a lava sea:** every cell is a platform of black and red brimstone, standing apart from the others with lava between them and a wide wooden plank bridge to each neighbour. Down there the ground looks like nothing above: four kinds of platform (cracked crust over molten rock, red-hot brimstone cobbles, a burning seal, and fire vents). The lava sea round the island lies level with the lava between the platforms, and is drawn with all nine of the map's lava textures, mixed, so it never looks tiled.
- **Neutral ground:** every cell is +0% for resources and +0% for defence (the world above has more or less, by height).
- **Portals stand on a platform** like the other cells.

Moloch's Depths

- **Every cell is a Moloch stronghold** until a player takes it: levels 38, 42, 46 and 50, the bases of the old descent (6 to 13). The easiest are next to the portals, the hardest furthest away.
- **Taking one over costs twice as much,** in resources or in shiny. Kits cost the same as anywhere.
- **Strongholds heal** 12 hours after their last attack, like every tribe yard.

Range

- **Going down:** a yard of yours with a portal in its Flinger range can attack the cells next to where that portal comes out below.
- **In the Depths:** an outpost there has no Flinger. It always reaches the cells next to it (Declare War doesn't add to that), and flings as many monsters as your main yard's Flinger can.
- **Coming back up:** an outpost of yours next to a portal below can attack anything within 5 cells of where that portal comes out on the world map.
- **Free and instant:** going through a portal costs nothing and has no wait.

Rules

- **Outposts in the Depths work like any outpost:** resources, housing, protection and attacks. The Outposts list numbers them D0 to D9, and the Location boxes show them as, for example, D4 x D5.
- **Main yards can't move there,** and nobody can be invited to move onto an outpost in the Depths.
- **An outpost in the Depths goes back to Moloch** only if its owner leaves the world; otherwise another player can take it, like any outpost. It counts on the leaderboards like any outpost.
- **On the map,** a banner says you're in the Depths of Hell, the map doesn't zoom out past Far there, and Home brings you back up.

5. Tribes, Moloch and wild attacks

The four overworld tribes became devil tribes living in Inferno yards, and Moloch joined as a fifth.

The five tribes.

The tribes

Was	Now	Yard levels
Legionnaire	Hellionnaire	25, 29, 33, 37, 41
Kozu	Kozmodeus	30, 34, 38, 42
Abunakki	Abaddonakki	27, 31, 35, 39, 43
Dreadnaut	Beelzenaut	28, 32, 36, 40, 44
(new)	Moloch	46 and 50 (strongholds)

- **Territories.** Every piece of land belongs to a tribe, in territories around a seat where the levels are highest. A world's tribes never move.
- **Tribe yards are Inferno yards:** Compounds, bone walls, Blast, Quake and Magma Towers and booby traps instead of the overworld's buildings.
- **Tribe yards heal by themselves:** 12 hours after their last attack a tribe or Moloch yard is fresh again, on the map too.

Moloch

- **Strongholds:** about 310 per world, at level 46 or 50, never where a new player lands. Moloch also rules the Depths of Hell (see The Depths of Hell).
- **The loot:** a stronghold holds 60 million each of bone, coal and sulfur and 30 million magma at level 46, and twice that at level 50, but you carry off only a share. Its Under Hall gives 8% of what is left and each Resource Pod 4%, and magma pays half. Clearing a whole stronghold pays about 12-14 million each of bone, coal and sulfur and 3.5-4 million magma at level 46, and about 23 million each and 8 million magma at level 50.

Each tribe's pictures in the game: the map icon, the hover panel, the popup, viewing the yard and the attack warning.

- **New pictures for all five tribes,** on the map, in popups, at the top while you view or attack them, and in the attack warning.

Wild monster attacks

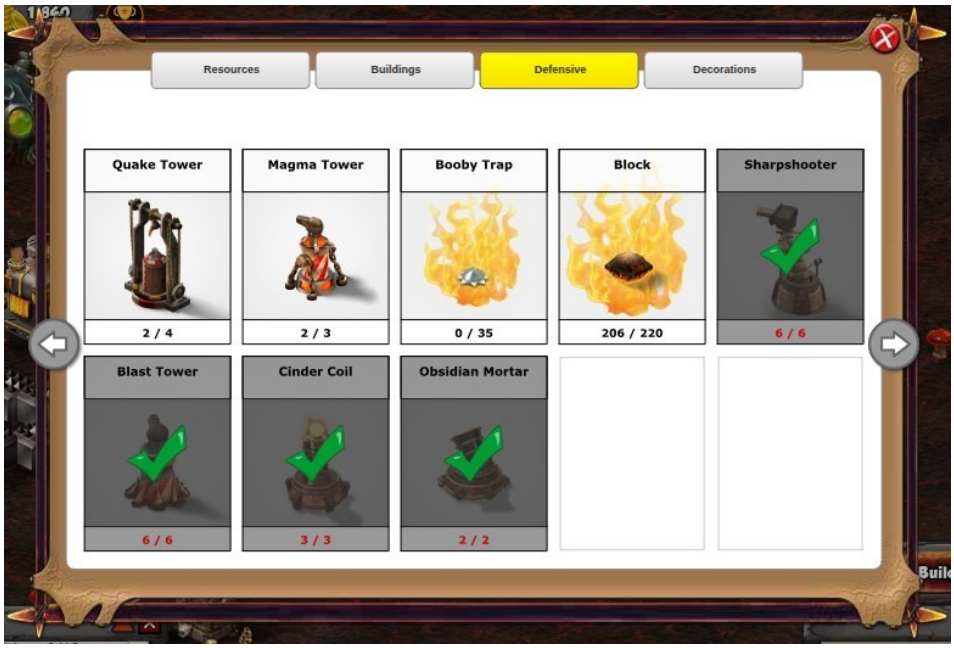
The Wild Monster Alert: the strongest three kinds of monster, then how many more kinds are coming.

- **At most one a day** (every 23 hours), on your main yard only, never in your first minute after logging in, from yard level 3.
- **Who comes:** any of the four tribes, or Moloch now and then (1 in 20). Each sends a set army for your level (1-10, 11-20, 21-30, 31-40, 41+).

- **The warning** shows the strongest three kinds of monster and "+N more".

6. Buildings and towers

Two towers and the Brimstone Pit were added, the Strongbox and Academy got a fifth level, and the buildings that still looked like the overworld got Inferno art.



The Defenses tab with the new Cinder Coil and Obsidian Mortar.

New towers

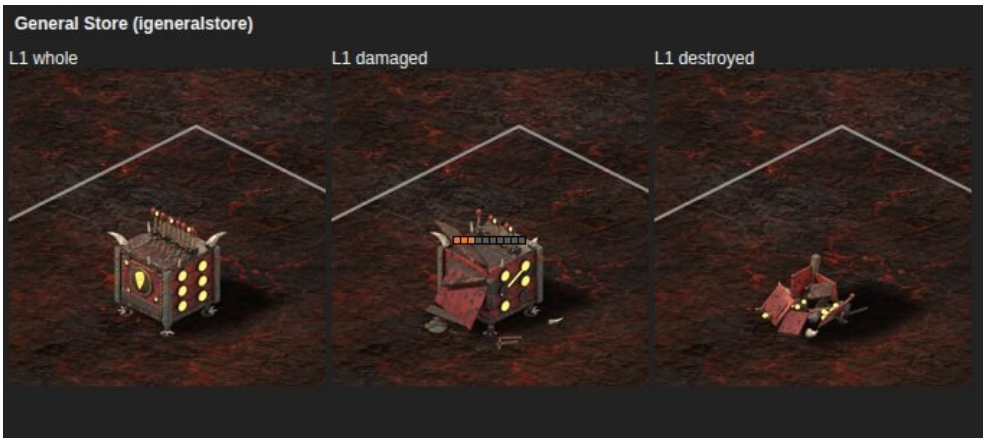
- **Cinder Coil.** From Under Hall 3, 6 levels. Every second it spins up and shocks a monster, and the arc leaps on to up to 6 more nearby, a little weaker each time. Hits ground and air.
- **Obsidian Mortar.** From Under Hall 3, 6 levels, long range. Lobs a shell to where its target stood: everything in the blast is hit, hardest in the middle. It can't hit monsters right next to it.

A Cinder Coil's arc leaping down a line of Spurtz.

New levels

- **Strongbox level 5** (needs Under Hall 5): opens page 5 with Korath, Drull and Ashkarr.
- **Infernal Academy level 5:** trains Korath, Drull, Ashkarr and Rezghul up to level 6.
- **The Brimstone Pit,** the casino, one per yard from Under Hall 1, up to level 6 (see The Brimstone Pit).
- **The Catapult** from Under Hall 3 in your main yard, with Inferno ammunition (see Battles).

Inferno art

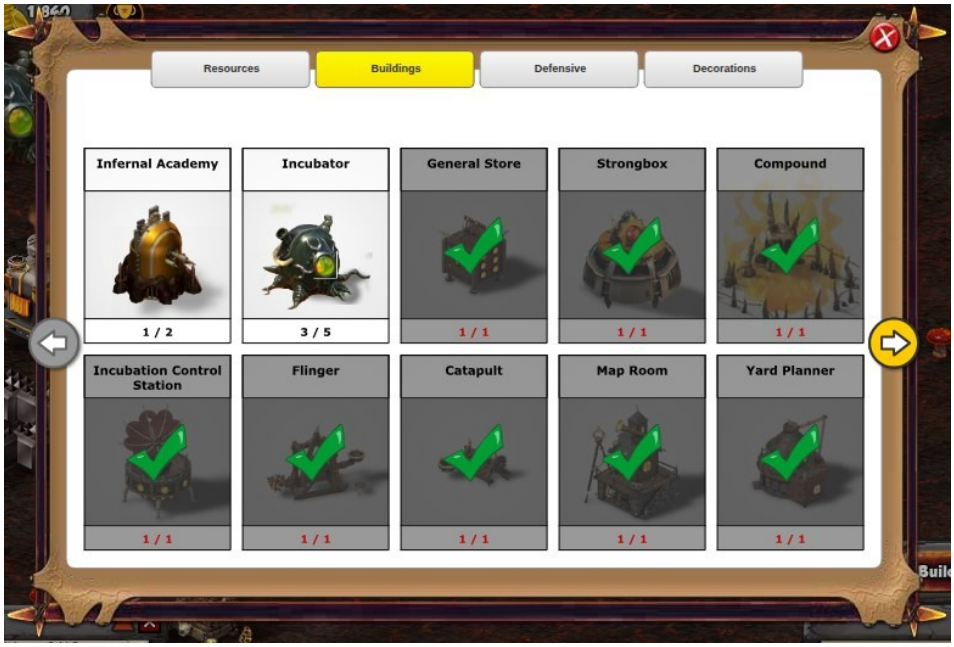


The General Store's new look: whole, damaged and destroyed.

- **Remade:** General Store, Incubation Control Station, Flinger, Catapult, Map Room, Monster Juicer, Yard Planner, the outpost hall, the Monster Locker and the Academy's training animations.
- **Resource buildings** change look as they level up, all the way to level 10.

The Infernal Academy, training.

Build menu and clicking



The build menu shows the buildings themselves.

- **The build menu shows each building as it stands in your yard;** towers turn towards your mouse and animated buildings move. Locked buildings are dark silhouettes.
- **Clicking matches what you see:** you click a building by its picture, and the one drawn on top gets the click. The building under your mouse glows.
- **Range circles** for every tower in the Yard Planner.
- **The Monster Juicer** turns Inferno monsters into magma (60 / 80 / 100% of their hatch cost by level).

Walls, traps and hatching

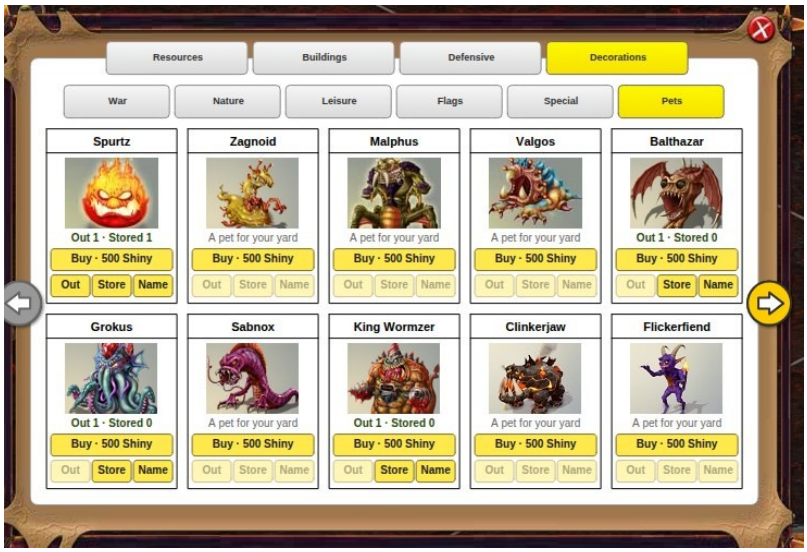
- **Upgrade All (Resources)** on a wall's menu: every wall goes up to the level you pick at once, for exactly what they still cost. The shiny Upgrade All is still there.
- **Traps that went off stay in your yard,** faded and disarmed. Re-arm All on a disarmed trap sets them all again, for their build costs.
- **Decorations** are built the moment you place them.
- **The Under Hall is 130 x 130,** the same size as the Town Hall.
- **The Incubator:** hold a monster down to keep adding it until the queue is full or the magma runs out.
- **The Incubation Control Station:** small arrows under the queue move a monster one place left or right.

Strongbox and Academy: one thing at a time

- **The Strongbox** unlocks one monster at a time and can't be upgraded while unlocking (or unlock while being upgraded). It always animates while it works, and an unlock that got stuck finishes by itself.
- **Each Academy** trains one monster at a time (two Academies, two trainings), and can't be upgraded while training. Double-clicking instant buttons no longer charges you twice.

7. Pets

Pets are small copies of the Inferno's monsters that wander your main yard. They're just for looks: nothing fights them and they fight nothing.



Buildings > Decorations > Pets: a card for each monster, with Buy, Out, Store and Name.

- **Every Inferno monster but the champions** (and Rezghul) can be a pet, for 500 shiny each. A few more are unlocked by an event.
- **Up to 5 out at once;** the others wait in storage. Out brings one into your yard, Store puts one away (no shiny back).
- **Up to 5 of one monster.**
- **Names:** Name gives each of them a name (up to 16 letters), shown over it in your yard. Leave it empty for no name.
- **Only in your main yard,** never in outposts. Visitors and attackers see your pets too.

Naming your pets.

Pets wandering a yard, with their names.

8. Monsters

The Inferno roster grew from eight monsters to sixteen.

New in the Inferno.

Champions and Rezghul

- **Korath and Drull are monsters you hatch,** not champions in a cage: unlock them on Strongbox page 5, hatch them with magma, house them in the Compound (600 each) and fling them like any other. Korath burns what he hits, throws fireballs at flyers from level 4 and stomps from level 5.
- **Rezghul in the Inferno:** Strongbox page 4 after King Wormzer, 500,000 magma to hatch, trained up to level 6. He raises your fallen monsters during a battle.
- **Unlocked the fair way.** Korath, Drull, Rezghul and Ashkarr have to be unlocked in the Strongbox like everyone else.
- **Every Inferno monster trains to level 6** in a level 5 Academy.

New monsters

Monster	Where	What it does
Fusebug	Strongbox page 1, housing 10	Runs at your defences, creeps into the building and explodes.
Clinkerjaw	Page 2, housing 40	When it dies it splits into 2-3 small Spurtz and leaves a magma pool that heals monsters nearby.
Flickerfiend	Page 3, housing 35	Every third strike it vanishes and reappears by another building. Doesn't set traps off.
Emberghoul	Page 4, housing 100	Heals itself with every hit it lands.

Monster	Where	What it does
Ashkarr	Page 5, housing 600	Her war-cry speeds up her side and roots the defenders in place for a few seconds.

Ashkarr's war-cry: her side glows pink (faster), the defenders white (rooted).

A Clinkerjaw's magma pool after it split into small Spurtz.

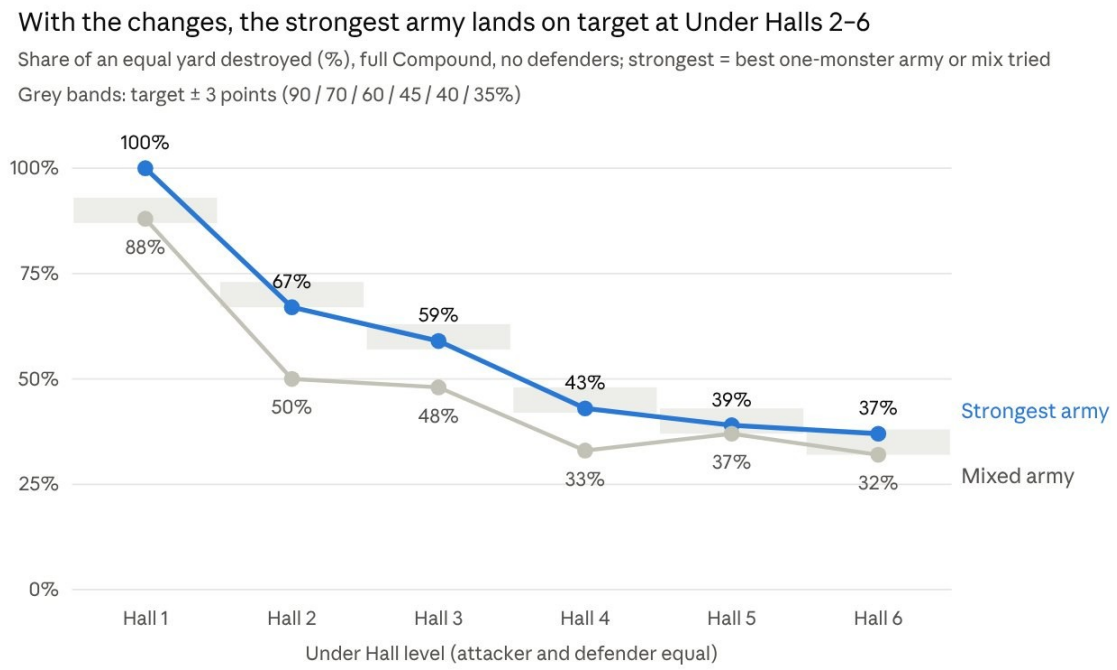
In the menus

The Strongbox: a padlock on a monster you haven't unlocked yet.

- **Padlocks** on monsters you haven't unlocked, in every monster menu.
- **The new monsters** stand still properly and always have their names, in every language.

9. Balance

On 30 September towers, yards and monsters were rebalanced so that an attack on a yard of your own strength goes about as far as it should: easy at Under Hall 1, a hard fight at Under Hall 6.



How much of an equal yard the strongest army destroys, by Under Hall level.

Tower damage per shot

Tower	L1	L2	L3	L4	L5	L6	L7
Sharpshooter	250	410	422	516	648	754	950
Blast Tower	65	101	103	125	156	181	228
Magma Tower	202	245	306	355	414	510	
Quake Tower	1,452	2,016	2,664	3,341	4,222	5,500	
Cinder Coil	198	252	336	406	499	650	
Obsidian Mortar	356	454	605	752	940	1,238	

- **Quake Tower:** still hits every ground monster in range, weaker towards the edge.
- **Obsidian Mortar** has a smaller blast; the Blast Tower reaches a little further.

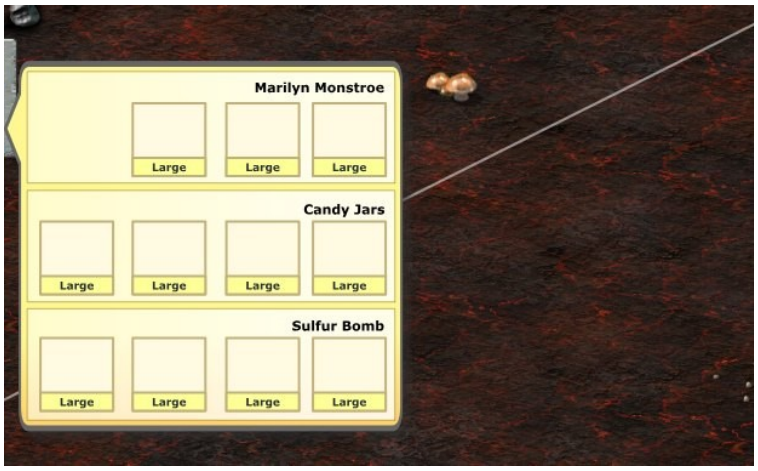
Your yard

- **Resource buildings** at levels 8-10 have less health (34,000 / 52,000 / 80,000), and the Resource Pod 40,000 / 60,000 / 90,000.
- **The Compound holds more** at the top levels: 200 / 300 / 520 / 1,000 / 1,800 / 2,000 by level.

Monsters

- **Small monsters grow stronger at levels 4-6:** Spurtz, Zagnoid, Fusebug, Malphus, Clinkerjaw and Flickerfiend.
- **Toned down:** King Wormzer, Valgos and Balthazar at low levels, and the Emberghoul's healing.
- **Sabnox** takes less room (80 to 65) and has more health; Ashkarr has more health.
- **Rezghul** takes less room (250 to 200). Monsters he raises come back with 75% of their health (champions 25%).

10. Battles and Catapult ammunition



The Catapult: Marilyn Monstroe, Candy Jars and the Sulfur Bomb.

Catapult ammunition

- **Four sizes of each;** size 2 needs Catapult level 2 and so on. One shot of each kind per attack.
- **Candy Jars:** every tower in range is trapped in a jar for 15 / 25 / 40 / 55 seconds and its shots hit the glass. The glass cracks, shakes, then breaks. Costs 100k / 500k / 2M / 5M bone and coal.
- **Sulfur Bomb** (was Putty Rage): your monsters are faster the whole time, can't be hurt at all for the first 0 / 4 / 8 / 12 seconds, then take much less damage until it wears off. They glow red, orange, then yellow. Costs 100k / 500k / 5M / 10M sulfur.

Battles that behave

- **Shielded monsters can die:** small hits add up properly, and Quake Towers hit through a shield as they should.
- **The Blast Tower** hits the Candy Jar like every other tower instead of firing through it.
- **Balthazar** doesn't set traps off, and Quake Towers ignore him.
- **Sulfur Bombs** reach burrowed monsters.
- **Rezghul** raises only his own side's fallen monsters, and an attack no longer gets stuck when he dies mid-shot.
- **Compound defenders** all come out at ground attackers, even while the Compound is being built.

11. Attack Logs and replays

The Attack Log bar at the top of the screen (the crossed swords) opens your Attack Logs.

The Attack Logs, with a replay's menu open.

Attack Logs

- **Two tabs:** My attacks and Attacks on me, the newest 60 of each: when, who (or which tribe), the yard, the damage and the loot.
- **Report** opens the details: when, the yard and where it is, the damage, the buildings knocked down, the loot taken or lost, and the battle log.
- **Jump** opens the map on the yard.

An attack's report.

Replays

- **Every attack between players is recorded,** on main yards and outposts. The attacker and the defender can both watch it: Replay in the Attack Logs, then Watch the replay.
- **What you see:** the yard as it was, the monsters moving and fighting, the buildings taking their damage, the Catapult's shots (Sulfur Bombs, Candy Jars and Marilyn) and the monsters' glows.
- **Controls:** Pause and Play, ¼x, ½x, 1x, 2x and 4x, Restart, Share, Save and Close.
- **Share it in chat,** Global or Alliance: anyone who clicks it can watch.
- **Download it** to watch later, even after it's gone from the server: Open a replay file, in the Attack Logs, plays it again.
- **Kept for 7 days;** each player keeps at least the 10 newest attacks on them, however old.

A replay at 4x speed: the attacker's monsters (one glowing from a power) at the end of the battle.

12. Events and rewards

The Daily Reward: two rows of seven days.

Daily Reward

- **10 shiny every day you log in;** 100 on every 7th day of a streak and 200 on every 14th. Keep collecting every day (UTC) and the streak keeps growing.
- **The Daily Reward button** at the top (where the gift button was) shows your streak day, and spins while today's reward is waiting.

Invite your friends

Invite Friends: your link and its Copy button.

- **Your invite link:** when a friend signs up with it, you both get 250 shiny (once per friend; not for accounts on the same connection).

The Wart Bloom

- **Every weekend,** from Friday 6 pm until Sunday midnight (US Central time), warts grow three times as fast in your main yard: one every 1.6 hours, up to 10. Never in outposts.
- **Offline time counts,** and while your yard is open new warts keep popping up.
- **Global chat says** when the bloom starts and when it ends.

Moloch's Gauntlet

Moloch's Gauntlet: 13 gates winding down into the chasm, the gate to fight and its prize.

- **Every month,** for the first 7 days (UTC): a ladder of 13 Moloch yards fought in order. Your progress is your own.
- **Win at 90% destroyed.** Damage stays between tries; you get 3 tries per gate, then the yard heals and that gate's reward is lost (you still have to beat it to go on).
- **Rewards:** 5 shiny per gate and 150 more for the last, plus resources rising to 30 million bone, coal and sulfur and 15 million magma at gate 13.
- **The Gauntlet button** is under your fifth worker and spins while the Gauntlet is open.
- **Catapult shots cost** their resources in the Gauntlet, as in any attack.

A Gauntlet attack with the destruction bar (90% breaks the gate).

Hell Freezes Over

[CLASSIFIED]

Something is wrong in the Inferno. [redacted] *the fires* [redacted] *three days* [redacted]

[redacted]

[redacted] *something waits* [redacted]

[redacted]

13. The Quest Book

The Quests button opens the Quest Book: 140 quests in ten categories, each drawn as a tree. Finish a quest, collect its reward, and the quests under it open.

The Quest Book: the Yard tree, the quest picked on the right, and the category's chest underneath.

How it works

- **Ten categories:** Start, Yard, Monsters, Battles, Map Room, Outposts, Alliances, Social, Events and the Brimstone Pit. Each shows how many quests you've collected and has a badge for the ones ready.
- **A tree of quests:** a quest opens once you collect the one above it. Drag or scroll to look around the tree; "Hide finished" folds away branches you've completed.
- **What you've already done counts.** Your building levels, the monsters you've unlocked, your outposts, your alliance and more are ready to collect straight away.
- **Go there** takes you where the quest is done: the building (or the build menu, opened at it), the map, the chat, the Leaderboards, the Gauntlet, the Brimstone Pit, your outposts or the right tab of the Alliances window.
- **Collect all** collects everything that's ready, keeps going down the trees, and opens any chests along the way.

Alliances: join one and the rest of its tree opens.

Rewards

- **Resources and shiny,** paid straight into your main yard. The whole book pays about 1,170 shiny: 585 from quests and 585 from chests.
- **A chest in every category** opens once you've collected all its quests (optional ones don't count). Open every chest for the book's own: 25 million each of bone, coal and sulfur, 12.5 million magma and 150 shiny.
- **Optional quests** are the ones not every player can do, or that come down to luck: recruiting and pinning a note (alliance leaders and officers), setting a relationship (the leader), helping a power-up, being in your world's top three alliances, bringing in friends, and the slots jackpot. They pay as usual but aren't needed for a chest.
- **The Brimstone Pit's quests** pay resources only, so playing for a quest never wins you shiny.

Daily quests

Today's three daily quests and the bonus for finishing all three.

- **Three a day,** different for every player and new at midnight (UTC), and always ones your yard can do (a new yard may get fewer until it has a Flinger, an Incubator and so on). Each pays resources and 1 shiny.
- **Finish them all** for a bonus of 500,000 each of bone, coal and sulfur, 250,000 magma and 2 shiny.

Keeping track

The quest dock: quests ready to collect, then the ones closest to done.

- **The quest dock** at the bottom right shows every quest ready to collect, each with its own Collect button, then the three closest to done. Click a row to open the book at that quest.
- **The Quests button** shows how many quests are ready.

A quest just finished.

- **A notice** slides in at the top when a quest is ready. Click it to go to the quest.
- **The old quest list** is still there: "Old quest list" at the bottom of the book.

14. The Brimstone Pit (casino)

Build the Brimstone Pit and play against the house for shiny. Every result is drawn by the server, every game pays back just under 100% on average, and shiny can never be bought, cashed out or traded.

The lobby, Magma Drop, Brimstone Scratchers and Wormzer Roulette.

Magma Slots, Bone Pile, Balthazar's Ascent and Magma Derby.

Korath's Fortune and its five lines, the Live tab, who's betting on a race, and a big win.

Game	Pit level	How it plays	Pays back
Magma Drop	1	A Spurtz bounces down 10 rows of pegs into a cup (low, medium or high risk).	99.98%
Brimstone Scratchers	1	Tickets of 5 / 25 / 100 shiny you scratch with the mouse.	99.99%
Wormzer Roulette	2	29 segments: monsters, Lava / Ash, King Wormzer.	99.86-99.97%
Bone Pile	2	25 piles hiding 1-20 Sabnox; cash out whenever you like.	99.99%
Magma Slots	3	Three reels; three King Wormzer win the jackpot.	up to 99.99%
Balthazar's Ascent	4	Everyone plays the same round: cash out before a Sharpshooter Tower shoots him down.	99.99%
Magma Derby	5	A race every five minutes; bet on six monsters.	99.5-99.99%
Korath's Fortune	6	Korath's machine: the champions on five lines (rows and diagonals), each a fifth of your bet; three Korath win the Slots' jackpot.	up to 99.99%

- **Fair, and you can check it.** Before you bet you see a code that locks in the results; afterwards the game shows the key to it, so you can prove nothing was changed. The Fairness tab explains how.
- **Magma Drop** lets you drop up to 20 Spurtz at once.
- **History** lists every bet you've made.
- **The jackpot** grows with every spin of either slot machine, and both pay it.
- **The Live tab** shows everyone's bets as they happen, today's 10 biggest wins and the last jackpots.
- **Moloch's Favor** is a free 10 shiny Magma Slots spin every day. It's a real spin and can win the jackpot; the lobby counts down to the next one.
- **On the slots,** click SPIN, the lever or the reels while they spin to stop on the result at once. AUTO plays 10, 25, 50 or 100 spins and stops on a jackpot, a big win or when you run short. When the first two reels show a pair on a line, it lights up and the last reel takes a little longer; the result was decided before the reels started.
- **Big wins** of 10 times your bet or more fill the window, BIG, MEGA (50x) and EPIC (200x) WIN; those paying more than 500 shiny are announced in chat.
- **In the Magma Derby** you see who's betting on the race and how much is on each runner.
- **A Bone Pile game left for a day** is cashed out or refunded for you.
- **Every jackpot** is announced in chat too.

15. Chat

The chat at the bottom has two tabs, Global and Alliance. Unread messages are counted on the tab you're not looking at.

Click a name for its menu; moderators also get Delete and Mute.

What's new

- **How long ago** each message was sent: now, 33s, 2m, 4h, 3d.
- **Click a player's name** to send them a message, ignore them, jump to their yard on the map, or find them on the leaderboards.
- **Mentions:** a message with your name in it is highlighted in gold, and the tab shows an @.

A mention in gold.

- **Commands:** /ignore Name, /unignore Name, /list (who you ignore), /clear and /help.
- **Announcements in chat:** news from the admins (gold), big casino wins and jackpots (purple), and milestones like conquering Moloch's Gauntlet (light blue).
- **Up to 200 characters,** in a box that grows so you can always see your whole message.
- **Alliance news in colour:** members joining, leaving or kicked, promotions, new pins on the board, power-ups and more each have their own colour.

Alliance news in its colours.

- **Smooth scrolling;** new messages don't pull you down while you read back.

Fixed

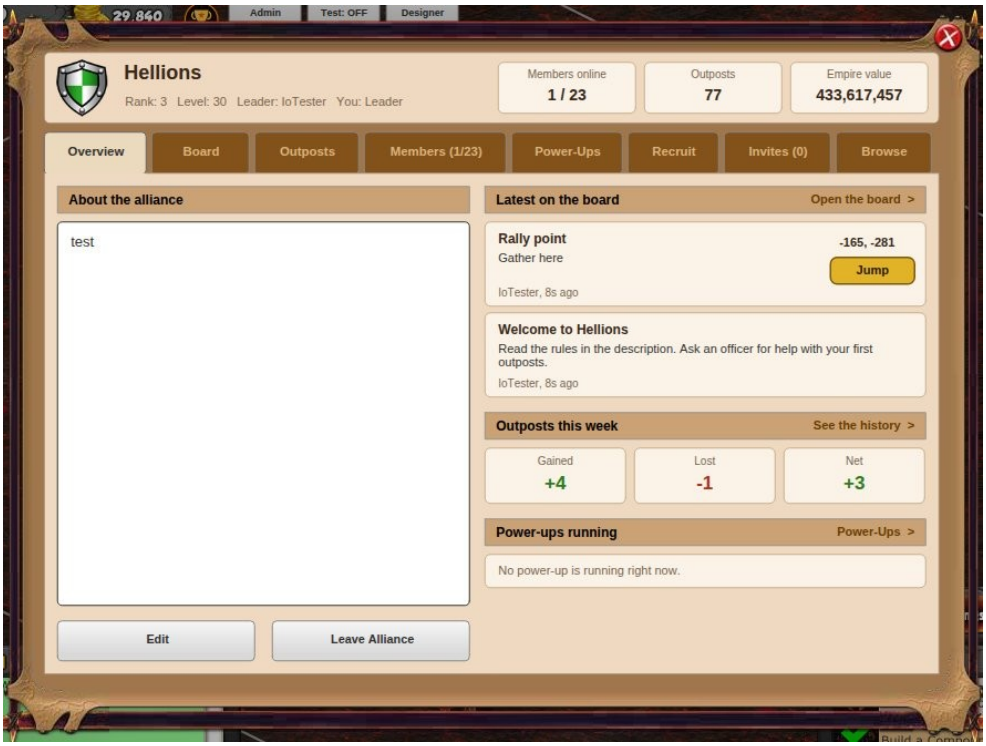
- **Your previous message no longer reappears** in front of the next one.
- **Alliance chat reconnects by itself** after a lost connection, and sends what you typed meanwhile.
- **Your ignore list is remembered** between sessions.
- **If a message can't be sent** (too fast, or muted) the chat tells you why and keeps your message.
- **Joining or leaving an alliance** switches the Alliance tab straight away.

Moderators

- **[Admin] and [Mod] badges** show who runs the chat. Nobody else can wear them.
- **Moderators can remove a message** and mute a player for a while. A muted player is told for how long.

16. Alliances

The Alliances window was redesigned in the game's familiar beige look. Your alliance's chat lives in the chat's Alliance tab.

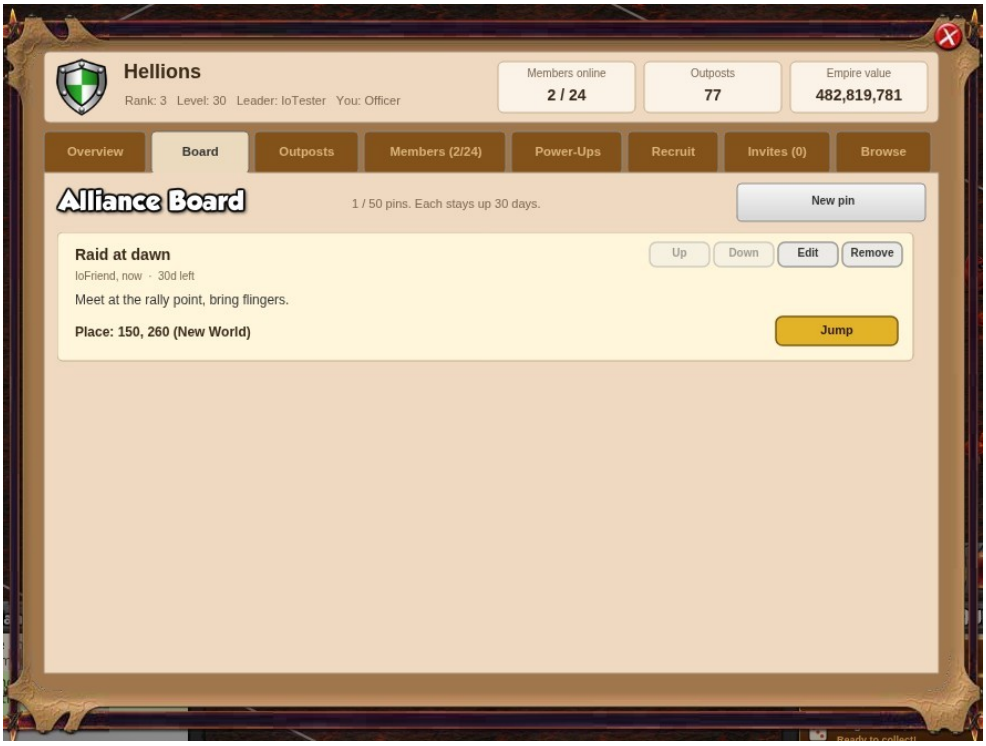


Overview: your alliance at a glance.

The window

- **Along the top:** your alliance's emblem, name, rank, level, leader, your role, members online, outposts and empire value.
- **Tabs:** Overview, Board, Outposts, Members, Power-Ups, Recruit (leader and officers), Invites and Browse. Without an alliance: Browse, Invites and Create.
- **Overview:** the description (the leader can edit it), Leave, the newest pins on the board, this week's outposts gained and lost, and the power-ups running with their time left.

The Board

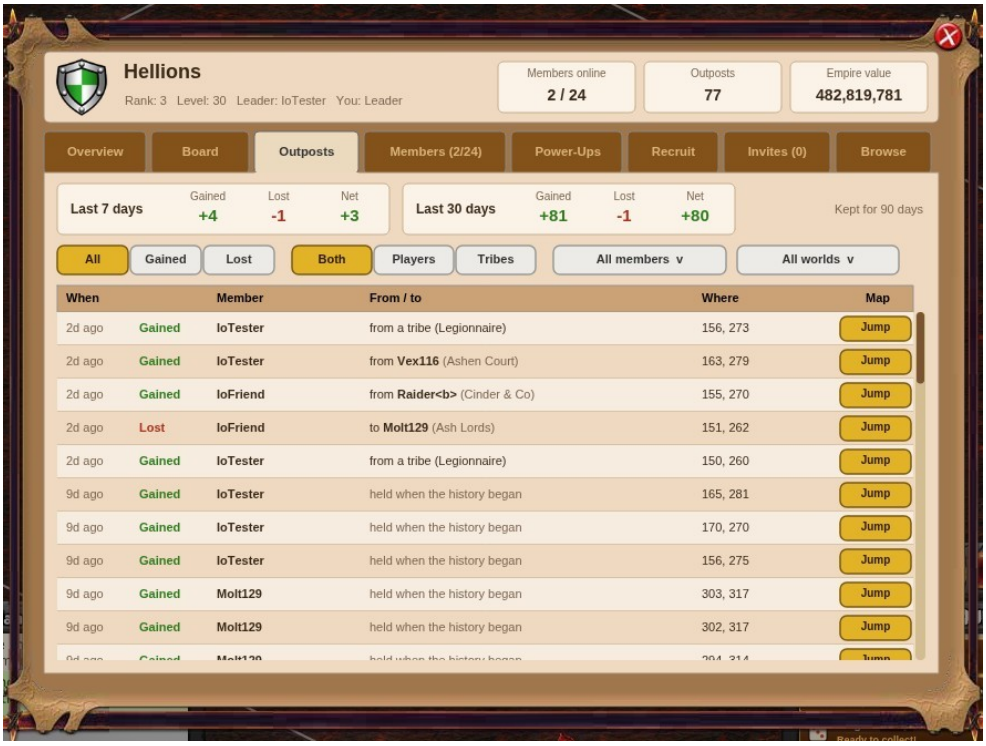


The Board: news, plans and places with Jump.

- **Pinned messages** with a title, a message and, if you like, a place on the map. Up to 50 at a time; each stays for 30 days.
- **The leader and officers** pin, edit, reorder and remove. A new pin is also posted in Alliance chat.
- **Jump** opens the map at the pinned place.
- **"Board (2)"** tells you how many new pins you haven't read yet.
- **From the map:** Share, then Pin to alliance board fills the place in for you.

Pinning a message.

Outposts history



Every outpost your alliance gained or lost, with Jump.

- **The last 90 days** of outposts your members took or lost: when, who, from or to whom (and their alliance) or which tribe, where, and Jump.
- **Filters:** gained or lost, players or tribes, one member, one world. Totals for the last 7 and 30 days. More rows appear as you scroll.

Members and officers

- **Members:** role, level, outposts, empire value, and online or last seen. Sort by any column.
- **Actions:** send a message or jump to a member's yard; the leader and officers can kick; the leader can make or remove officers and hand over the lead.
- **Officers** can pin to the board, invite and recruit, answer join requests and kick members (not the leader or other officers).

Ranked by empire value

Browse: alliances ranked by empire value.

- **Alliances are ranked by empire value** (every member's main yard and outposts on the map), the same as the leaderboards.
- **Power-ups** recharge in 4 days.

17. Leaderboards

The Leaderboard bar at the top of the screen (the gold trophy) opens the leaderboards.

The Alliances board, with an alliance opened to its members.

- **Outposts:** who holds the most outposts (ties go to the higher empire value).
- **Alliances:** the highest total empire value, with members and outposts; click an alliance to see its members.
- **Gamblers:** who has played the most shiny in the Brimstone Pit, with their bets and overall result.
- **Every world,** or pick one. Every player is listed, not just the top ten.
- **Find me** takes you to your own row; Jump opens the map on a player's yard on your world.
- **Updated every 5 minutes.**

18. Interface and quality of life

The login page, with "What's different?" in the corner.

Login

- **A new look** with saved accounts ("WHO'S PLAYING?"): up to 5 accounts remembered on your computer; click one to fill in its email. Passwords are never saved.
- **"What's different?"** opens this document.

Shortcuts at the top

Right of your shiny: Alliances, Attack Log, Leaderboard and Change Log.

- **Four shortcut bars** right of your shiny, drawn like the shiny counter: Alliances (your alliance's window), Attack Log, Leaderboard and Change Log. When their names don't fit (on a phone, where the menu button sits at the top centre, or a narrow window) they show as badges, just their pictures with no names; the shiny counter always keeps its number.

On a phone: the shortcuts as badges.

The Change Log: every day on the left, each day's changes on the right.

- **The Change Log** lists every change ever made to the Inferno, day by day, newest first. Click a day on the left to go to it.
- **Clear messages** for a wrong email or a short password.
- **Switch account** saves and takes you back to the login page.

Spending shiny

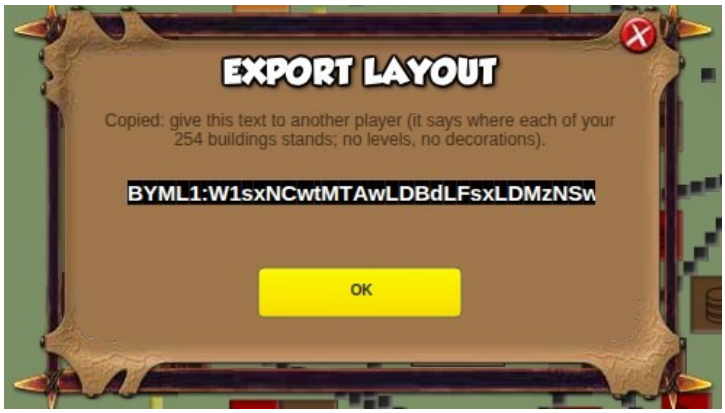
"Spend 12 Shiny to upgrade this instantly?"

- **The game always asks before spending shiny** anywhere: the store, speed-ups, finish now, instant builds and upgrades, unlocks, healing, kits, moves, takeovers and more.

Yard Planner

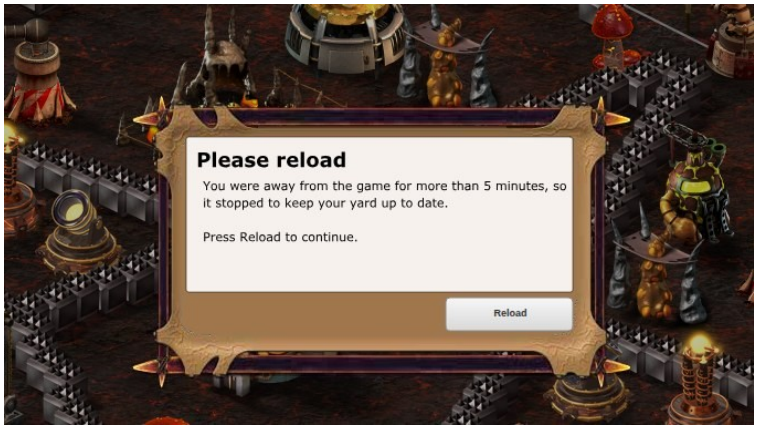
The Yard Planner's toolbar.

- **Tools:** Undo and Redo (100 steps), Move, Store (just what you selected), Select, Clear, Walls (drag a wall line at any angle), Flip left-right, Flip top-bottom, Rotate, Expand yard.
- **Each yard has its own layouts** (an outpost's no longer overwrites your main yard's).
- **Much faster,** and wall lines place every wall exactly once.
- **Export and Import:** Export copies your layout as a code to give to someone; Import puts your buildings where a code says. Buildings the code has no place for stay where they are. A code that would put buildings outside your yard, or on top of each other, is refused, and nothing changes.



A layout exported as a code.

When the game stops



"Please reload" after the game was left for over 5 minutes.

- **Every stop has a Reload button** that restarts the game still logged in: away too long, Connection Lost, "Anyone home?", errors, or a new version out.

Other

- **Pinch to zoom** in your yard and on the map.
- **The Incubation Control Station** (was the Hatchery Control Center) shows four monsters across, and says Magma instead of Goo.

The Incubation Control Station.

- **English, French, Spanish and Portuguese** are complete: no more stray codes or missing numbers in the text.
- **Music you switch off** stays off.

19. Play in your browser

The whole game runs in your browser, with nothing to install. It plays exactly like the Flash game.

The game in a browser, with full screen and settings at the top.

- **Open the site and play:** https://inferno.maproom2.com/ (the old address, https://inferno-mr2.maproom2.com/, still works too).
- **Settings:** resolution, frame rate, window size, volume and full screen.
- **Phones and tablets:** fills the screen, touch works as the mouse, pinch to zoom, the phone's keyboard for typing, and you can add it to your home screen.
- **Always up to date:** when a new version is out the game tells you to reload.

Smoother and faster

On a slow phone	Before	Now
Your yard, idle	8 frames a second	18-21
Moving a building	4	15-17
Placing a new building	6.5	14-18
Yard Planner open	4	23
Opening the Outposts list with 1,500 outposts	about 2 seconds	a third of a second

- **The map loads** in a fraction of the time it used to.