Escape From Inferno

User Manual

***Background:***

Keldar is an Elven prince prophesied to unite the warring Kingdoms of Capricia. After many years tirelessly working towards this end, the time for the Unification has almost come. Then on the eve of everything coming together, disaster strikes. Monsters from the Inferno abduct Keldar and bring him to the bottom levels of Hell. Trained from birth in the use of the bow and armed with magic arrows, Keldar is no easy meat though. You are Keldar. You must battle your way through each level of Inferno until you are free to unite the kingdoms of Capricia once again.

***Goal of the Game:***

Get the highest score with the highest percentage. Accuracy Percent = Shots Hit / Shots Missed

***Levels:***

There are two standard levels. To complete them, the player must kill twelve enemies each level. If the player complete level two with an accuracy rating of 50% or better, the player progress to a bonus 3rd round to get the chance for a higher score.

***Enemies:***

The monsters have 100 hit points. Every Arrow that hits them subtracts 10 hit points until they die.

***Player Death:***

If the player touches an enemy, he dies. If the player dies 5 times, the game ends. On the bonus round, the monsters shoot fireballs at the player. The player has a pool of 100 health against the fireballs. Every fireball takes away 10 health. At 0 health, the player dies.

***Strategy:***

Since the goal of the game is to get both the highest score and the highest accuracy percentage, the player must kill twelve enemies while making sure that as many as his arrows as possible do not miss. Additionally, the player must take into account the fact that each arrow fired will have a slight random angle change. With this in mind, the best way to guarantee a hit is to be as close as possible to the enemy prior to shooting an arrow. Additionally the ability to double jump will allow the player to hit higher up enemies.

***Controls:***

Directional Keyboard arrows “left” and “right” move the player left and right. The directional Keyboard arrow “up” makes the character jump. The character can perform a double jump by pressing the directional keyboard arrow “up” a second time mid jump. “Space Bar” fires an arrow in the direction the character is facing with a random slight angle change.

***Game Requirements:***

Keyboard, internet browser

***Game development:***

Game put together with Construct 2 software ([www.scirra.com](http://www.scirra.com)) release 239. Developers and contributors to the project are Ian Smeigh, Robert Underwood, Freddie Ingle, Dawn Harrison, and Timothy Ellis