
INFERNO

BEYOND THE 7TH CIRCLE

GAME MANUAL



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INTRODUCTION

In the last few centuries the world population has rapidly fallen.

No one knows how many human beings currently live on Earth, but it is assumed that they are less than 100,000.

The end of the human race isn't coming because of nuclear wars, pandemics or natural disasters...

...but because Hell has come to Earth.

At the end of the 20th century, thousands of demons began to invade our world. The Earth quickly became their hunting ground and the human civilization is now almost completely erased.

Few humans survived.

You are one of them.



CREATE YOUR CHARACTER

You can freely create your character choosing how to distribute *Stat Points* and *Skill Points*, selecting his *Personality* and his *Background*. If you prefer, you can choose an Archetype to automatically set Attributes and Skills; or, you can randomly generate a character and obtain +3 Stat Points.

ATTRIBUTES

Attributes are the basic stats of your character:

- **STRENGTH**

+5% Melee DMG, +50 Max STAMINA, +35 Max Carry per point.

- **INTELLIGENCE**

+10% Magic DMG, +2% chance of Surprise Attack per point. +1 round Duration for Spells every 2 points

- **BODY**

+200 HP, +2% Fitness Saving Throw per point

- **MIND**

+150 SP, +1 SP Regeneration, +2% Willpower Saving Throw per point

- **SPEED**

+50 Initiative, +2% Reflex Saving Throw per point

- **LUCK**

+0.3% Critical chance, +0.5% Loot chance, +0.2% Item rarity per point. +1% Willpower and Fitness Saving Throws every 5 points



Beside this main values, there are other dependent stats:

- **SAVING THROWS**

- **REFLEX**

The chance to avoid enemy blows. It's based on your *Speed* and equipment.

- **FITNESS**

The chance to avoid physical ailments (like *Poison* or *Bleeding*)

- **WILLPOWER**

The chance to avoid mental ailments (like *Confusion* or *Fear*)

- **INITIATIVE**

This value indicates how fast you are: the Round Order in battle depends on it. It's based on your *Speed* and on your equipment.

- **STAMINA**

Like *Initiative*, *Stamina* influences the Round Order in battle. Every time you move or swing your weapon, you lose Stamina based on the weight of your armour and your weapon. If it reaches zero, you'll be *Weak* for some rounds, dealing less damage to your enemy.

- **ITEM QUALITY MULTIPLIER**

Every time you find a weapon or a piece of armour, there is a chance to obtain a higher quality item. The Item Quality Multiplier, based on your Luck, increases this chance.

- **ADRENALINE**

This value is used in battle only. It can grant you a boost of stats if completely filled. If you beat an enemy with an *Adrenaline* value of 100%, you will enter in *Carnage Mode* to obtain more *Blood Drops* (see below). **NOTE:** Every time you rest or end a combat, your Adrenaline will decrease a little.



SKILLS

Every time you take an action you will slowly increase one of the 18 Skills of your character. If any skills reach a certain level, you will unlock a *Perk* that grants you a specific passive skill.

- **OFFENSIVE SKILLS**

Each Offensive skill determines how easy it is for your character to hit an enemy and the chance and the amount of damage dealt by critical hit. Every time you hit an enemy with a weapon (or unarmed), the correspondent skill will increase.

- **BLADED WEAPONS**
- **BLUNT WEAPONS**
- **POLE WEAPONS**
- **TWIN WEAPONS**
- **UNARMED**
- **THROWING WEAPONS**

- **DEFENSIVE SKILLS**

Defensive skills empower your Armour level and reduce the encumbrance of your equipment. Every time an enemy hits you, the defensive skills will increase.

- **LIGHT ARMOURS**
- **HEAVY ARMOURS**



- **UTILITY SKILLS**

Utility skills have different uses and determine how good your character is in different fields.

- **CRAFTING**
- **PHARMACOLOGY**
- **SURVIVALISM**
- **HUNTING**
- **LOCKPICKING**

- **MAGIC SKILLS**

Magic Skills are used to determine what spells you can actually cast. You can cast a spell if your skill level in that school is equal or above the spell level. You can try to cast higher level spells, but you have a +25% chance of failure for every level of difference between your skill and the spell level.

- **BLACK MAGIC**
- **WHITE MAGIC**
- **ELEMENTAL MAGIC**
- **CONJURATION**
- **NECROMANCY**



TRAITS

There are 26 Traits to choose from. You can pick one Trait when you create a character and one trait every 10 XP Levels (up to level 40). Every Trait grants you a special ability and you can increase the power of this ability during the adventure.

PERSONALITY, HEREDITARY POINTS AND BACKGROUND

To better refine your character, you can choose his *Personality*, his *Background* and, if you have already played the game, you can distribute some *Hereditary Points* to boost the new character.

The *Personality* of your character influences how fast or slow he obtains *XP*, *Skill XP*, *Adrenaline* or *Spell Points*. You can balance this value as you want according to your character build.

NOTE: once the game has started, you can't change the character *Personality*.

The *Background* establishes the starting equipment of your character and some bonuses to his *attributes*.

Hereditary Points are granted if, with a previous character, you reach certain goals like a specific amount of spells casted or enemies killed. To distribute *Hereditary Points* is optional, so you can always start over with an unmodified character. You can see how many *Hereditary Points* you have unlocked in the "Settings" -> "Stats" Menu.

OPTIONAL MODES

Once your character is ready to go, you can choose a couple of optional modes to increase the challenge level.



- **True Survivor:** if this mode is active some gameplay mechanics are more tough. For example you will not recover SP defending/resting in battle, you will recover less HP and SP resting without a campfire, you will find less resources in the wilderness and the cost for water and food is higher. **WARNING:** Once the game is started, this option can't be disabled.
- **Hardcore:** If the hardcore mode is enabled you will not be able to save and load your game when you want. The game will be automatically saved every few seconds and if you die the character will be lost forever (Permadeath). You can only have only one character with this option enabled, so starting a new game will erase any other Hardcore character in game.

NOTE: To unlock Hardcore mode you have to complete the game.

LEVEL UP

If your character obtains enough XP, he can level up in the *Stats Page*. For every new level, you obtain 3 *Stat Points* and the possibility to draw a card from the *Deck of Doom* (see below). At level 10, 20, 30 and 40 you are eligible to obtain a new *Trait* speaking to someone in the Shelter.

NOTE: To increase an *attribute* over 25 you will need more than a single *Stat Point*.

DECK OF DOOM

Beside the allocation of Stat Points, you can obtain a random enhancement picking a card from the *Deck of Doom*. You will find new powerful cards during your adventure, so remember to select what type of card you want in your deck.

In the *Deck of Doom* management screen you can select the 20 cards that compose the deck. Every time you find a new card, you can choose to swap one of these cards with the new one.



EXPLORING THE WORLD

Once your character is ready, you can start your adventure. The game is set in a land destroyed by demons; you can explore the world on the surface and enter the depths of the earth, in tunnels created over the centuries by humans to hide from demons.

MOVEMENTS

To move your character you can use different inputs: WASD + Q and E, the Numpad (from 4 to 9), the arrow keys or you can enable on-screen commands to move your character using the mouse.

NOTE: If you press and hold SHIFT your character will automatically move forward.

MENU AND COMMANDS

Click on the *Pentagram* in the bottom left corner to open up the *Exploration Menu*.





- **EQUIP** (Default shortcut: 'I')

Open up the inventory of your weapons and armours. You can upgrade or destroy your equipment.

- **CAST** (Default shortcut: 'C')

To cast a spell, click on this icon (or press 'C') and insert the magic formula for your spell.

- **CRAFT** (Default shortcut: 'F')

Open up the menu to create throwing weapons, armours and tools.

- **MIX** (Default shortcut: 'M')

Open up the menu to create medicines.

- **DECK**

Choose the card that will form your *Deck of Doom* (see above).

- **REST/CAMP** (Default shortcut: 'R')

You can Rest to recover HP and SP, but beware of the monsters that can attack you while helpless. If you have made a Campfire you can safely rest to fully recover your Health.

- **LOG**

Here you can find details for any tasks accepted in *The Shelter*. Furthermore, there is a log of the latest messages read.

- **SETTINGS**

Open up the options menu. You can Save or Load your game in the Setting Page.

- **SPELLBOOK**

Your complete spellbook with descriptions and magic formulas.

- **STATUS** (Default shortcut: 'L')

Open up the Status Page, where you can Level Up your character or check his attributes and skills.

- **BAG** (Default shortcut: 'B')

Open the Bag to check your Battle Items, Exploration Items, Resources, and Keys.



SAVE AND LOAD YOUR GAME

To save the game, you can open the *Settings Menu*, press “Save” and choose one of the 7 available slots. You can do the same thing to load a previous game.

To **quick save**, press F1 during the exploration; to **quick load** press F8.

COLLECT FOOD, WATER AND REST WHEN YOU CAN

During your exploration you have to pay attention to your **Food**, **Hydration** and **Fatigue** levels. You can eat food, drink water and rest to increase these levels. If they reach zero, you will suffer from different ailments.



Remember that you have to cook meat and purify water to avoid intoxications and food poisoning; every time you use a *campfire* every uncooked meat and every bottle of dirty water will be automatically cooked and boiled.



RESOURCES

You can find and collect different resources used to create medicines, weapons, armours and other tools.

- **Herbs (Green, Red, Blue)**

You can find herbs on the surface level. They will grow back every day.

- **Cloth Pieces**

You can find some rags on the floor scattered around the world. Collect them to obtain some useful piece of cloth.

- **Hide Strips**

Every time you kill an enemy you'll get some Hide Strips. The higher is your *Hunting Skill*, the higher will be the amount of Hide Strips collected. You can also obtain some Hide Strips by destroying some armours.

- **Metal Scraps**

You can find some scraps in chests or by destroying weapons and armours.

- **Flints**

Flint stones are used to light campfires. You can find Flints while mining minerals.

- **Wood Pieces**

Cut trees to obtain useful Wood Pieces.

- **Monsters organs (Brain, Eyes, Hearth, Bowels, Liver, Tongue)**

Every time you kill an enemy you have a chance to collect some organs (the chance depends on your *Hunting Skill*). Organs are used to mix medicines.

- **Shard of the Black Moon**

You can upgrade your weapons and your armours with the shards of a powerful artefact, the "Black Moon". Every time you hit an enemy with a weapon (or you are hit wearing an armour) upgraded with a shard, you will consume some of its power; weapons deal extra damage and armours activate a buff for some rounds. You can use a new shard to recharge your equipment when you want.



WEAPONS AND ARMOURS

Weapons and Armours have a different way to manage *levels* and *rarity*:

WEAPONS

- LEVELS: Every weapon you will find in the game will be a “Level 1” weapon. To increase the level of a weapon, you can use *Metal Scraps*. For every level your weapon will get a random upgrade.
- RARITY: The rarity of a weapon (the number of stars that you can see on the icon) determines the base damage.

ARMOURS

- LEVELS: You will find armours of different levels. You cannot upgrade a level of an armour, but you can forge higher level armours if you are skilled enough. The higher the level of an armour and the higher will be the *Damage Reduction* (but also its weight).
- RARITY: The rarity of an armour (the number of stars that you can see on the icon) determines special bonuses that it will give you, like increased attributes or better saving throws.



SPECIAL ITEMS

If you search carefully during your exploration, you may be able to find some special items that will give you permanent enhancements.

| | | |
|---|-------------------|--|
|  | Red Orb | +10% Max HP |
|  | Blue Orb | +10% Max SP |
|  | Lucky Charm | Increase the quality of equipment found |
|  | Bag | Increase the quantity of items that you can carry (potions, throwing weapons, unguents, Souls of the Damned) |
|  | Book of Knowledge | +1 Stat Point on Level up |



MIX AND CRAFT

If you have enough resources, you can mix some medicines and craft throwing weapons or armours. Some items require a certain level of *Crafting Skill* to be forged.

CAMPING AND RESTING

When there are no enemies around you (check your minimap), you can rest to recover HP and SP. If you choose to *Rest*, every round there is a chance to be attacked by an enemy; this chance can be reduced by your *Survivalism Skill*.

If you have a *Campfire* ready, you can safely rest to fully recover Health and Spell Points with no risks of being attacked. You can also use the *Campfire* to cook and boil water (see above) anche to recover from permanent ailments (like *food poisoning* or *infections*), at least if you have the right tool or item.

NOTE: to use a *Campfire* you simply have to *Rest* (default shortcut: 'R') on the square where you have built the Campfire.

NOTE: you can't use a *Campfire* if it's raining.

HUNTING

You can craft and use *Traps* to catch animals and gather raw meat. The chance of actually catching animals is based on the *Hunting Skill* level of your character.

NOTE: you can hunt with traps only on the surface level.

If you are exploring a dungeon, the only food that you will find will be snake's meat: when you see a snake, click on it to catch it.



PITS, TRAPS AND SECRETS

The minimap shows a lot of information but there are some things that are not shown there: traps on the floor, pits that will make you fall underground, hidden rooms and walls that can be destroyed if touched in the right spot. Pay attention to the surroundings and, if you need it, use a torch to light the area or a spell to enhance your vision.



THE SHELTER

Finding other survivors is your first task. You know that some humans have settled up an encampment somewhere. If you manage to reach *The Shelter* you will be granted with useful services and the possibility to improve your character...if you have something to barter with!

Talk to the Leader of the Shelter to get something to do; if you manage to complete a *task* you will increase your *trust level* and more facilities will be unlocked.



FACILITIES

- THE MERCHANT: He sells and buys resources for *Gold Pieces*.
- THE DEMONOLOGIST: You can offer unused *Blood Drops* to obtain *Gold Pieces* and some enhancements.
- THE MENTOR: He can unlock for you new *Traits* or improve the existing ones. You can unlock a new *Trait* every 10 XP Levels, up to Level 40.
- THE MAGICIAN: He can teach you new spells.



- THE GATEKEEPER (req. Trust level 5): She controls the gate between Earth and Hell. She can bring you in the *Limbo*, a randomly generated dungeon. Use the magic Formula “ESLI” to leave the *Limbo* and go back to the *Shelter*.
- THE FOOD STORAGE OVERSEER: She can sell you food and water.
- THE SECOND IN COMMAND (req. Trust level 3): Every time you rescue a prisoner from the demons, a new member will join the *Shelter*. You can assign survivors to different works and obtain useful resources every day.
- THE LEADER: He will give you new tasks to complete. Once a task is accepted, a new area of the wilderness will be unlocked.

TASKS

For every trust level there are 3 different kind of tasks to accomplish:

1. RESCUE: find and rescue humans that are being enslaved by demons. Once free, they will work in the *Shelter* (and they will help you if your trust level is high enough).
2. HUNT: kill some demons in a specific area.
3. BOUNTY: kill a powerful demon.

Once you have completed these 3 tasks, your level of trust will increase, another area will be opened and new tasks will be offered to you.

EVENTS AND SPECIAL OBJECTS

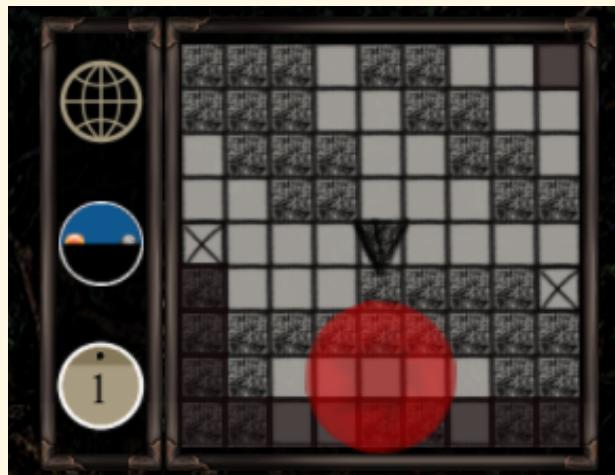
Other than resources and equipment, you will find different objects and events scattered in the world. Most of them are helpful items to collect, like special items that will increase your HP and SP, but you can also find some challenges, like the *Doppelganger*: it's a special demon that will not attack unless you don't interact with it and that has the same stats that you have, so the stronger you are, the stronger it is.



You will also find *Totems* that temporarily increase your stats, barricades that will block your path, traps to avoid or some puzzles to solve. Check your minimap and look carefully around you.

ENEMIES

There are demons everywhere in the world. To start a combat, you have to enter into their *Zone of Control*, the colored circle on the minimap.



There are different colors of *Zones of Control*, each one for a different type of enemy:

- The red one is for common enemies;
- The yellow one is for *Elite Demons*, a stronger kind of demon;
- The blue one is for demons that you have to hunt for a task;
- The purple one is for a demon that has a bounty on its head.

NOTE: common enemies sometimes hunt in groups, so you may have to kill 2 or 3 demons to clear a single *Zone of Control*.

COMBAT

COMMANDS AND INTERFACE IN BATTLE



1. Health Points, Spell Points, Stamina and Adrenaline values.
2. Round Order. The bigger icon on the left indicates the current turn.
3. Distances between your character and the enemy. You can also check the range of the attacks of both battlers.
4. Status icon. You can check buffs and debuffs of your character here.
5. Commands
 - a. **Back, Forward:** move your character (check the position of the battlers to see if you can actually move)
 - b. **Cast:** open up the cast menu
 - c. **Bag:** use items like throwing weapons or medicines



- d. **Rest/Defend:** Recover STAMINA and some SP. If the next turn is of the enemy, it activates the DEFENSIVE STANCE to get a REFLEX Saving Throw bonus
- e. **Flee:** try to leave the battle (chance based on your *Speed* and on the distances between you and the enemy)
- f. **Attack:** basic attack with your weapon
- g. **Charge:** Charge the next blow, guaranteeing a 35% damage bonus and the chance of causing the EXPOSED status on the enemy (-250 *Armor Value*). It also increases the charge value of the special attack more quickly (only if the Special Attack can be used).
- h. **Special Attack:** If the charge value of the special attack has reached 100% you can use this command to deliver a hit that deals maximum damage, has a *ToHit* bonus and can cause ailments on the enemy. **NOTE:** you need to have at least a skill level of 5 for the equipped weapon to use a special attack.

6. **Blood drops amount:** In battle, you can use Blood Drops to empower some spells by clicking on the "+" icon that will appear next to the "Cast" icon. You can empower a spell up to four times, dealing +25% damage for every increase.

STAMINA, EQUIPMENT AND ROUND ORDER

A number of factors must be taken into account when fighting; attacking the enemy without rest is rarely a working strategy in this game. Combat is divided into rounds and the order of rounds is decided by two main factors, INITIATIVE and STAMINA.

Initiative is a fixed value that depends on the *Speed* of the fighter and the total weight of your equipment (Armours and Weapons). The *Stamina* instead is constantly modified in combat: its maximum value depends on the *Strength* value of the fighter while its consumption depends on its equipment. After each action a part of *Stamina* is consumed: the greater the weight of weapons and armor equipped, the greater the amount of *Stamina* that is consumed to attack or move.



To recover *Stamina* use the *Rest/Defend* command. Attacking the enemy non-stop can in fact lead to a situation in which the opponent, if it survived our series of shots, can easily attack your character for numerous rounds, leaving him completely defenseless.

CARNAGE

If you kill your enemies with the *Adrenaline* level at 100%, you will enter in the *Carnage Mode*: you can strike your defenseless enemy to rage on his body and obtain more Blood Drops.

ENEMIES SPECIAL ATTACKS

Every enemy can cause one or more ailments to the player: Spiders can poison you and Wolves can make you bleed. Every ailment can be avoided thanks to your Saving Throws (*Fitness* and *Willpower*).

Some enemies can also use a special power called *Critical Defense*: when you score a critical hit on the enemy, there is a chance that it will gain a buff for some rounds in response to your blow.



BUFFS AND DEBUFFS

| | | |
|---|-----------------|--|
|  | BURNING | -2.5% Max HP every round |
|  | WARM | -50 Stamina every round |
|  | FROZEN | -15 Speed |
|  | CHILLED | -3 Speed |
|  | POISONED | Suffer damage every round (based on enemy's level) |
|  | SICK | -5 Strength, -5 Speed |
|  | WEAK | -8 Strength, -100 Armor |
|  | DUMB | -8 Intellect |
|  | CRIPPLED | -10 Speed, you lose Stamina if you move |
|  | BLEEDING | -2% Max HP and -100 Stamina if you move or attack |



| | | |
|---|-------------------|--|
|  | CONFUSED | -5 Speed, -5 Intellect, -20% To Hit |
|  | UNBALANCED | -20 Reflex |
|  | MUTE | Can't cast spells |
|  | CURSED | -40 Fitness, -40 Willpower, -10 Luck |
|  | BLIND | -50% To Hit |
|  | SCARED | Can't move forward, -10% To Hit |
|  | DRAINED | Nullify regeneration for SP and Special Charge |
|  | EXPOSED | -250 Armor |
|  | FEVER | -5 Strength, -10 Reflex |
|  | ENTANGLED | You can't move or flee |
|  | HASTED | +10 Speed |



| | | |
|---|------------------------|--|
|  | BLURRY | +20 Reflex |
|  | STONE SKIN | +250 Armor |
|  | BLESSED | +25% To Hit |
|  | FOCUSED | +10% To Hit, +10% Critical Chance |
|  | LUCKY | +10 Luck |
|  | FURIOUS | +25% Melee Damage, -50% Stamina consumption |
|  | BRIGHT | +10 Intellect |
|  | MIGHTY | +10 Strength |
|  | VAMPIRISM | Convert 2% of Damage inflicted to HP |
|  | ADRENALINE RUSH | +10% Melee Damage, +100 Armor, allows Carnage Mode |
|  | REGENERATION | 1% Max HP recovered every round |



MAGIC

HOW TO CAST A SPELL

To cast a spell in combat or during world exploration, open up the Cast Menu (default key: 'C') , insert the magic formula of your spell and press *Enter*. If the level of your magic skill (of the specific school) is high enough and if you have enough SP, you will successfully cast the spell.

NOTE: you have a 25% chance of failure when casting a spell that is 1 level above your current skill level in that specific magic school; this failure rate raises up to 50% for a spell that is 2 levels above your skill level and 75% for a spell that is 3 levels above your skill level. You will always fail to cast a spell that is 4 or more levels above your skill level.

To quickly cast a spell, you can open up the Cast Menu, insert the magic formula of a spell and, instead of pressing *Enter*, press a key from 1 to 9. Now every time you will press that key, you'll quickly launch the spell.

You can check every known spell in the Spellbook.

NOTE: if you start over your adventure with a new character you will not lose your Spellbook because it's shared between every character.

Remember that you don't need to unlock a spell to cast it. As long as you know the magic formula (because you have found it in the game, read it in this manual or it has been told to you by another player) you can use it to try to cast your spell.



EMPOWER A SPELL

Some spells may be empowered in battle by using *Blood Drops*. Usually you can empower spells that deal damage to the enemy or that cure your character.

To empower a spell, it has to be already written in your spellbook; this means that you can't empower a spell if it's the first time that you cast it.

After you have inserted the *Magic Formula* you will see a "plus" icon next to the *Cast* icon. This means that the spell is eligible to be empowered.



Every time you press the "plus" icon the spell will deal +25% DMG (or restore +25% HP). You can empower a spell 4 times, but every time the cost of *Blood Drops* will increase: you need 100 *Blood Drops* for the first step, 200 for the second, 300 for the third and 400 for the last, to increase the spell power to +100%. Once you are ready, press Enter to cast the empowered spell.

NOTE: empowered and standard spells consume the same amount of SP.

MAGIC MAP

There are a couple of spells that will show a magic map of the world. It's a more detailed map than the *Overall Map* that you can see in every moment by clicking on the World Icon in the top right corner, next to the minimap.

In the Magic Map screen, you can use arrow keys to move the map. Click on the *Current Coordinates* to reset the map on your current position.



RUNES

Use a *Rune Altar* to create a customized spell. You can choose its power and the ailments caused to the enemy. To cast a spell inscribed in a rune, use the magic formula 'RUNE' in battle.



To cast a spell inscribed in a rune you will use *Blood Drops* instead of SP: the stronger the magic, the bigger will be the amount of *Blood Drops* used to cast the spell inscribed in the rune.

NOTE: you can only have one Rune Spell but you can change it when you want using an altar.

NOTE: using the magic formula 'RUNE' during the exploration will show the details of the active spell inscribed in the Rune.



SUMMON A CREATURE

Characters skilled in Necromancy can summon a creature to help them in battle. Basically, it's a free extra attack on the enemy that occurs every once in a while during the combat. You can speed up the frequency of the summoned creature's attack with *Traits* or other spells. Different creatures will cause different ailments to the enemy. You can also use a *Soul of the Damned* to summon a basic creature to fight alongside you.



NOTE: if you summon an ally, you will see the *Summon Charge* level under the *Round Order* icons. When it's full, the summoned creature will enter the round queue.



BASIC SPELLBOOK

| SPELL NAME | FORMULA | SCHOOL | LEVEL |
|---------------------|---------|-----------------|-------|
| Magic Map | MAIN | Conjuration | 1 |
| Leave Limbo | ESLI | Conjuration | 2 |
| Magic Stone | PIMA | Elemental Magic | 1 |
| Fire Claw | LIFU | Elemental Magic | 2 |
| Antidote | ANVE | White Magic | 2 |
| Cure Light Wounds | CUFE | White Magic | 2 |
| Curse | MALE | Black Magic | 1 |
| Torment | ANTO | Black Magic | 3 |
| Summon Skeleton | EVSE | Necromancy | 3 |
| Anima Drain | ANPA | Necromancy | 4 |
| Custom Spell (Rune) | RUNE | Special | / |



HINTS AND TIPS

- You can hunt only on the surface level, not in dungeons. To hunt you need to craft a trap: use them to try to catch some animals (raw meat). So, it's a good idea to gather some meat before going underground.
- Every time it rains the wells refill with water.
- Every character can use magic, even if you have spent zero points on magic skill during the creation phase.
- If it's raining, you can't use a campfire.
- If you spend too much time on the surface level at night while it's raining you'll suffer from hypothermia.
- Use the "Rest/Defend" command in battle to recover SP.
- You don't have to think about "classes" or "jobs": there isn't a "Wizard" or a "Barbarian" in this game. Anyone can cast a spell if his skill level is high enough and anyone can become dangerous with an axe if he has spent enough time using it.
- While exploring the world you can *Rest* to recover your HP and SP, but it should be an extreme solution, because you will quickly empty your stomach and enemies will probably attack you if you rest for too long; instead you should use potions, cast White Magic spells and build campfires.
- Use campfires carefully and at the right moment, because they are really precious. Campfires are used to fully recover HP and SP, to purify water, cook food, recover from hypothermia and other ailments.
- Summoned creatures will last for the entire combat. So it's a good idea to use a *Soul of the Damned* or to cast a Necromancy spell when you are facing 2 or 3 enemies.
- Plants usually can regenerate HP, but they're also very weak to fire.
- Creating a *Rune* with a custom spell is free, so it is a good idea to always have a *Rune* ready even if your character is a powerful magic user.



Be prepared: the first few times you will probably die due to a wrong character build or to a wrong usage of your limited resources. This game is created for hardcore gamers, people who grew up with 80s and 90s cRPG, when you could actually fail and lose, and games didn't hold your hand from the beginning to the end.

So, don't expect a 15 minutes tutorial to learn how to move, pick up items, look around you and stuff like that. Read this manual and try yourself different builds to increase the chance of success. The idea is not to punish who will screw up his character, but to reward who can intelligently manage stat points, equipment and resources.

This is not the kind of game that offers you backup plans in every corner, games where in the end there is no wrong choice, because if you die you can retry over and over until you win.

Inferno - Beyond the 7th Circle is a love letter to a concept of gaming that is almost gone, but that - in my opinion - is still worth playing.

Hope you enjoy it.

Federico Fanelli



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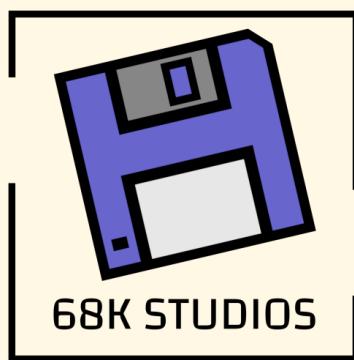
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