

INSTRUCTION MANUAL



kevin81



JollyShadow

Humbled



After saving the Herxodus kingdom from the evil Gemmyr's attack, our hero Lyndsia mentally descends into a path of egotism. Lyndsia's arrogance provokes the Deity of Herxodus to interfere and teach Lyndsia a lifeworthy lesson in humility.

When Lyndsia wakes up, she finds she has been stripped off all of the heroic qualities she used to possess, scattered throughout the kingdom in eight magic artefacts. Now Lyndsia is off on a quest, looking to revive her lost powers.



— Gameplay —

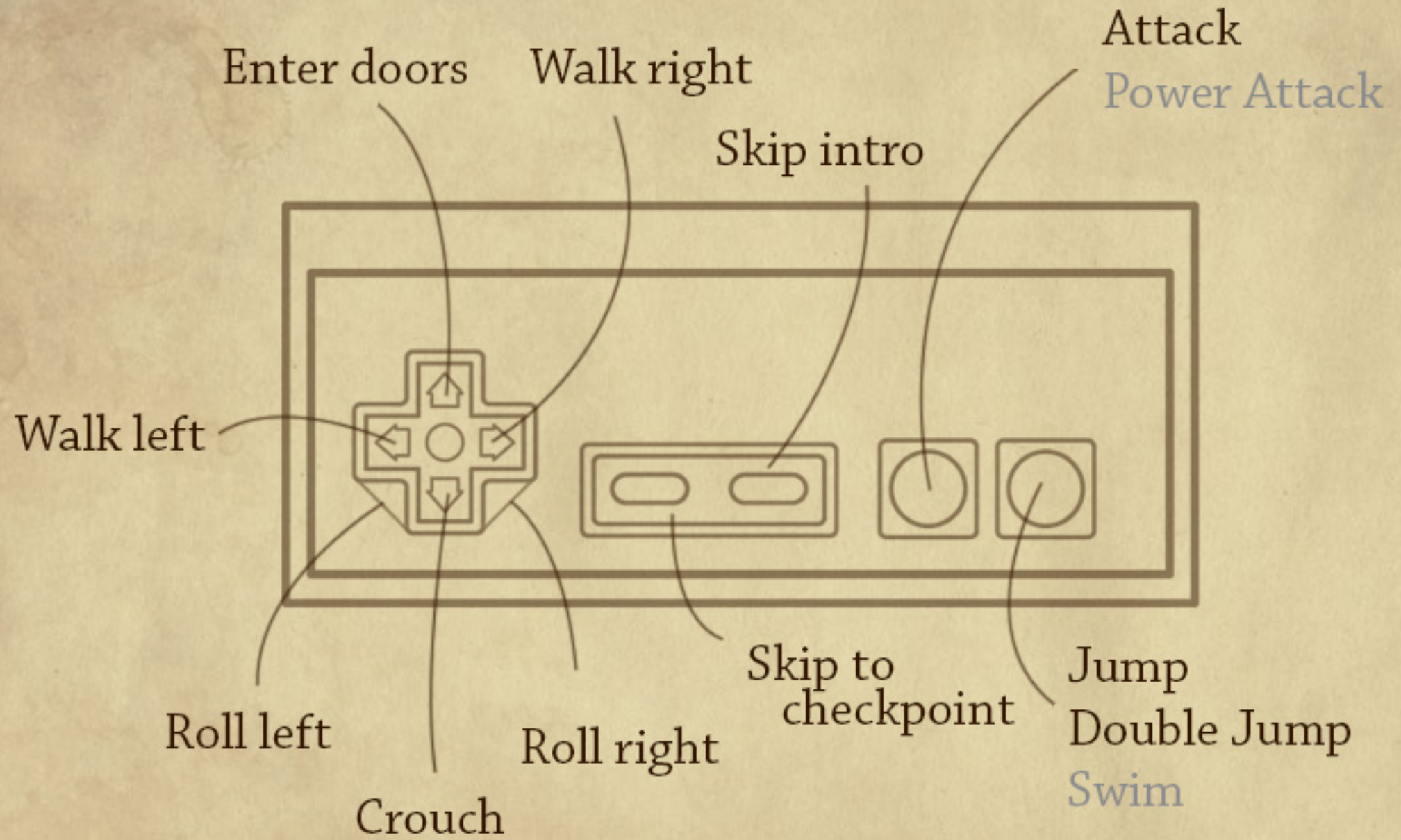
You are Lyndsia, heroine of Herxodus. Your capabilities are initially limited to walking. Each artefact you'll find will add an ability to your arsenal. Abilities include jumping, attacking and crouching, to name a few.

The goal of the game is to retrieve all eight artefacts to revive all your powers and abilities. Meanwhile, a mysterious figure is contemplating on taking over the Herxodus kingdom. Use all your abilities wisely to stop this person from executing their evil plan and save the kingdom once more.

DISCLAIMER

This game is a demo, created for Byte-Off III. There will be some quirks and bugs you encounter while you are playing the game. If you get stuck, press **SELECT** to return to the latest checkpoint.

— Controls —



— Controls —



Walk

Press left or right on the controller's D-pad to make Lyndsia walk left or right.



Enter door

Press up on the D-pad to enter doors across the kingdom.



Attack

Press the B button on your controller to fire magic beams across the kingdom.

Required artefact: 

— Controls —



Jump

Press the A button on the controller to make Lyndsia jump in the air.

Required artefact: 



Double Jump

While in the air, press the A button again to jump even higher.

Required artefacts:  

— Controls —



Crouch

Press down on the controller's D-pad to crouch.

Required artefact: 



Roll

While crouching, press left or right on the D-pad to roll left or right.

Required artefacts:  

— Controls —

Power Attack

Hold the B button on the controller to charge a power attack. When fully charged, release the B button to fire a power beam.

Required artefact:

Swim

While in the water, press the A button repeatedly to swim around.

Required artefacts:

— The Kingdom —



The overworld of Herxodus is an ancient city with a view over the massive castle. Many artefacts can be found here, although they may not be accessible at first. Upgrade your abilities and search for the lost abilities.

— The Kingdom —



Eternal Pit

Watch out for the many eternal pits of doom across the kingdom. Falling in a pit will definitely take you aback in your quest.



Cannon Ball

The castle's cannons are constantly firing cannon balls. Avoid those if you want to keep living.

— The Kingdom —



Ramhorn

These creatures will storm at you as soon as they see you. Dodge them, or attack them with your magic beam.



Boulder

Watch out for rolling boulders across the kingdom, these will take you out for sure. Luckily, these boulders are pretty soft, so you can take them out with your attack.

— The Castle —



The Castle of Herxodus is one booby-trapped place, riddled with hazards like spikes, lava pits and other dangerous traps. Tread with caution. You will find the most important artefact, the Eye of Herxodus, in this building.

— The Castle —



Lava Pit

These pits will burn you alive if you fall into them. Avoid them at all costs.



Lavaram

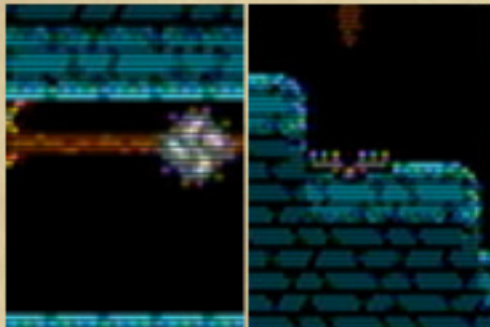
Some lava pits have fiery ram creatures living inside of them. They may jump at you unexpectedly. Legend says these rams have water based cousins as well.

— The Castle —



Spiked beam

Somewhere in the castle, a huge wooden spiked beam has protruded the walls. But there must be a way to get past this beam.



Spike traps

This castle really is booby-trapped to the brim! Avoid the various traps, like saw blades and wolf clips, scattered throughout the castle.

— The Temple —



This damp temple is about to be reclaimed by nature. That alone makes this a hazardous place to wander around, with pits and water all around. Legend says that the temple has been cursed, so enter on your own risk.

— The Temple —



Cursed Statue

These cursed statues will do anything to keep people from entering the temple. Avoid their water attacks if you want to stay alive.



Temple Spirit

These haunted creatures were mental healers once. Nowadays, they are here to protect the temple from unwanted visitors.

— Credits —

Humbled

A NES demo game for Byte-Off III, by

kevin81

Concept, programming,
music and sound effects

JollyShadow

Narrative and graphics

powered by



—Special Thanks—

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