



STORY

During the Day of the Dead, Mano visited the grave of Nano, his brother. It is said that during that night, the doors of the underworld open so that the dead can reunite with their living relatives.

But those same doors let hundreds of lost souls, monsters and demons out into the world of the living people. A demon took Mano to hell just when his brother was about to revive.





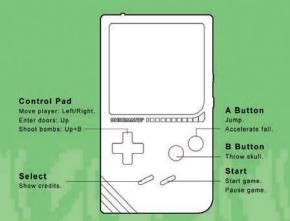
You are Nano the undead, and you will have to find the keys that open the doors which will take you to the path of hell, where you will rescue your Hermano!

HOW TO PLAY - CONTROLS

Hermano is a platform game in which you control Nano, an undead who must rescue his brother from hell.

To reach it, he must overcome 15 levels (divided into 5 zones). In many of these levels, Nano must find the key that opens the door to the next level.

Nano can walk, jump and throw his skull as a weapon to attack the numerous enemies he will encounter along the way.



SPECIAL ITEMS



Bombs: collect them to throw them at enemies. Some obstacles can only be broken with this item



Key: opens the doors to go from one stage to another.



Heart: if you take it you will recover one life point.



Skull: get one of these to win an extra life.



Hat: this item will teleport you to a special bonus stage.



Chili: they are exclusive to the bonuses, catch them all to complete the stage and get a prize!



CREDITS

Concept art & graphics

Enrique Ramírez, Carlos Pérez

Music

Carlos Pérez

Code

Antonio Pérez

Level design

Carlos Pérez, Antonio Pérez

Game concept

Pat Morita Team

Testing

Mr Rancio, Hicks, Ed verde, Carlos Pérezgrín

Special thanks

Grender, Marc Max, Aiguanachein, Javi Ortiz, Nekete, Manuel Luis Mena

Hermano © 2024 Pat Morita Team. All Rights Reserved. Published by MODRETRO. All Rights Reserved.

NOTES

	·· •
	.
	· · •
	••
	٠.
	٠.

.....

CAUTION DURING USE

- Take a 10 to 15 minute break every hour during extended play sessions.
- 2. This equipment is precisely crafted. Avoid extreme temperatures, rough handling. and do not disassemble the unit.
- 3. Keep connectors dry and avoid contact with water to prevent malfunction.
- 4. Avoid using volatile solvents like thinner, benzene, or alcohol to clean this equipment.
- 5. Store the game in its box when not in use.



WARNING - REPETITIVE MOTION INJURIES

Playing video games for extended periods can cause discomfort in your muscles, joints, or skin. To prevent issues like Tendonitis. Carpal Tunnel Syndrome, or skin irritation. follow these auidelines:

- Take a 10 to 15 minute break every hour, even if you don't feel the need.
- If your hands, wrists, or arms start to feel tired or sore, stop playing and rest them for several hours.
- If discomfort in your hands, wrists, or arms persists during or after play, stop playing and consult a doctor.



WARNING - SEIZURES

Some individuals (about 1 in 4000) may experience seizures or blackouts triggered by flashing lights, such as those in TV shows or video games, even if they've never had a seizure before. Anyone with a history of seizures, loss of consciousness, or symptoms related to epilepsy should consult a doctor before playing video games. Parents should monitor their children while they play. STOP IMMEDIATELY and seek medical advice if you or your child experience any of the following: convulsions, eye or muscle twitching. loss of awareness, altered vision, involuntary movements, or disorientation,

TO REDUCE THE RISK OF A SEIZURE WHILE PLAYING VIDEO GAMES:

- 1. Sit or stand as far from the screen as possible.
- 2. Use the smallest screen available.
- 3. Avoid playing when tired or in need of sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

