

Kid Icarus Erico

STORY

A few years have passed since Medusa was defeated by Pit. After the great event, he was acclaimed by everyone as a hero, and Palutena wanted him to take over the most important government issues. But humble Pit didn't find himself comfortable with that kind of life, and decided to move to a small village.

But one day Erico, Pit's younger brother, who was in charge of Angel Land army, woke up in a furious attack and took control of Myth's' Spring, the divine place where all the people's beliefs came from, built by the gods a long time ago, to avoid wars between Angel Land citizens, and keep peace. Erico had always been a loyal man, but before Medusa died, she cast a spell on him, so he would feel the need of betraying his people. Now that Myth's' Spring is under dark hands, Erico can control everyone in Angel Land, except a few wise men and women. Not willing to resign on himself, Erico also invaded the neighbour land of the Desert, in search of its Myth's Spring.

This news were not expected by anyone. Palutena had to run away from her falling kingdom, before all people became under Erico's influence. But she has a clever strategy in mind. Now, a wise man is in search of Pit, who is not in known of what happened, in his village, at the far end of Angel Land. And now Pit will start a new adventure, to save not only Angel Land, but the world that his brother wills to control, and give back the Myth's Springs to the right hands, so all can live in peace again. Now it's your turn.

HOW TO PLAY

Menu selection key: Use arrows and Z.

Jump: Press Z.

Shoot: Press X.

Entering rooms: Press space bar.

Inventory: Press Enter.

Choosing magic: Press A to open the menu. Select what you want with right and left arrows.



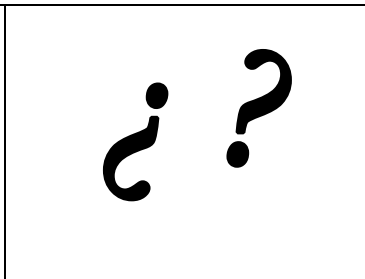
Making magic: Press S.

Move Pit: Use arrow keys.

Using the feather: Press the down arrow and jump (Z), then you will see the feather in the screen (up and right).

Using the angel dust: Press the down arrow and jump (Z), then you will see the angel dust in the screen (up and right).

MAP

<u>Angel Land</u>	<u>Ancient Land</u>	<u>??</u>
		

At this new adventure you have to pass through a great world full of dangers, entering the terrible fortress to go ahead and finding secret places...

CHARACTERS



Pit: He is only a child but he is brave. He lives at Angel Land with all his friends and is loved by them because he saved his world from Medusa years ago.



Erico: He is the secret brother of Pit. He is evil and is envious of Pit because he saved Angel Land. Now he is his brother's enemy and tries to kill him...

ENEMIES FROM ANGEL LAND:



Blue Shemun: Is the first snake which Pit had to face to in his previous adventure, but now it has grown. It slithers in the ground where Pit is.



Green Shemun: This snake can slither... But beware, because it can jump too!



Grey Shemun: This snake can jump from high places.



Squid: They are flying in the rooms which you can visit through the way.



Female Mick: She is a new enemy who will appear in caves and can chase Pit in the darkness.



Ghost Netler: This new enemy flies around platforms in the air, trying to hit Pit or distract him to make him fall.



Reaper: This classic enemy can't be killed while he is watching you. If his patience goes down (see the bar up his head), he will call the little repeats.



EolEye: This new enemy is an eye which is floating in the air, moving slightly and waiting for Pit.



Mick: The mouth-enemy of Pit has a new attack method. They fly in group chasing Pit.



McGoo: It go out from the ground and will shoot Pit. If you can see his flames, duck quickly, until his fire projectiles hits you.



Minotaur: He is slow but can bear a lot of arrow shoots.



Keron: The old jumping lizard will try to jump on Pit.



Little jellyfish: They jump very quickly to hit you!



Griffin: This flying creature can shoot you with fire balls, and they are very accurate!

ENEMIES FROM DESERT LAND:



Yellow Shemun: It lives in the desert, where it can camouflage with the sand perfectly. Keep your eyes open!



Monoeye: The classic enemy has come back with more experience. He will try to reach Pit by flying in little groups. He is wearing a turban!



Meteorite: This strange rock from the outer space is raining in the desert!



Netler: In the past, this enemy only can walk on the floor, but now, he has learned to walk on the roof.



Spartan warrior: He is little but brave. He can jump to avoid Pit's arrows.



Desert's spear: This spear looms up out of the sand when you are walking calm. Keep an eye on the ground and if you see some floating sand, move away until it hits you.



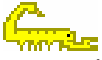
Cyclop: A new enemy that walk in the platforms. If you want to kill him, be careful, because he is invincible when is looking to Pit.



Ciclópeos: They are parasites which follow the Cyclop everywhere and they can jump high.



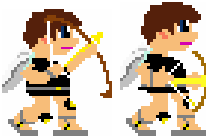
Mummy: This new enemy walk in the desert slowly, buy Pit can't kill it by shooting arrows. You must push it into a precipice.



Scorpion: This new enemy walks in the desert and he can shoot poisonous balls that Pit must dodge. You only can hit the scorpion when its tail is up.



Helmet Squid: They jump and have a helmet with a sharp spike.



Long bow and short bow angels: They are like Pit, but they obey Erico.



Sun: It tries to hinder Pit by floating in the platforms.



Breastplate: This is a walking breastplate. Nobody knows who is inside it, but people think there is nothing... Try to avoid it because is immortal.



Poverty god: He is not dangerous. He lives the treasure rooms.

ENEMIES FROM THE FORIRES AND DEMONS WORLD:



Ear man: It's a very dangerous flying creature.



Dark ear man: It's stronger than the Ear man.



Gorgo: One of the little sisters of the defeated Medusa.



Dark Gorgo: She is another Medusa's sister. Is stronger than her little sister, Gorgo.



Eggplant magician: The evil magician has come back. He tries to change Pit into an eggplant by shooting him with his magic stick.



Blade: A rare item that is moving up and down or side by side, trying to keep Pit stopped.



Spike: It moves quickly in circles.



Shield: This enemy is rotating in the air and tries to hit Pit.



Rockman: It's always jumping in the lava wells.

FRIENDS



Master Gurdjieff: He will guide you since the beginning of your adventure. He can tell secrets to Pit and know what to do always.



Centurions: At this new adventure, the centurions don't need to be liberated by Pit. They are in your long way to help you to follow the travel and pass through difficult places. You only need to speak them.



Hector: He is your personal squire. He is an experimented centurion who was saved by Pit in his last adventure and now he wants to help you.



God: He will speak to you when you find him. He conceals secrets that can tell you.



Shop man: He is the shop's owner that you will find through the travel. He sells useful items.



Nurse: She can cure you when you turn into an eggplant at the fortress.



Young unicorns: Save the little unicorns, there is one of them on each fortress!

ITEMS:



Heart: It gives you experience points. Kill as much enemies as you can!



Red calyx: It gives you health.



Green calyx: It allows you to go back.



Harp: It makes that all the enemies near it turn into angel dust.



Secret vase: Look inside!



Invert vase: Beware, there are enemies inside it!



Feather: You can use it when you fall into a precipice! It will make you fly a little time.



Bottle: Improves your health when you are almost death!



Angel dust: It helps you to make a double jump when you need it. Use it carefully.

Collect it by taking harps with enemies near it.



Antidote: It prevents you to turn into an eggplant at the fortress, but only once!