

Necroseed



Evil Warlords fought mankind for decades for their place in misty wastelands. Hell War I forced humans to move out of their habitats. Through the ages, the people learned how to defeat the demons, and for a time there was peace. A new era began when the ruler of the inferno opened the portal of Hell and released a new breed of creatures to crush the rebellion. Among the stalkers they were called Necroseed.

Description

After the two Hell Wars fought by mankind against the hordes of demons and vampires, only a few scattered enclaves of humans survive. These citadels are called Isles of Light and are their last defence. After several generations, people with special abilities were born to wage war against the creatures of the night...

You are one of the few remaining warriors, called stalkers by the inhabitants of the citadels. You must protect the remaining citadels from the intrusions of the evil hordes. Starting with a shotgun, you progress through the deserted and murky landscape filled with odd and dangerous creatures. Your mission is to find the three keys – three long-lost crystals of the precursors. With them you'll seal the rift in space and time, from which the endless hordes of Hell are pouring. Beware, however, that the demons are also after these crystals, so you must be prepared for a fierce battle with demon spawn.

Screenshots



User instructions

The game spans 15 levels, from the murky swamps, dark and cloudy lowlands, and hills of terror to the forgotten caves of the past. On your way through the game, you'll get help from the local residents. By picking up special bonuses, you'll gain more powerful weapons, more strength, and access to additional bonus levels.

Numerous creatures, which are now the main residents of the outside world, are against you:

- Zombies are now only rotten remnants of the human race. With well-known sharp claws and a slow pace, they stalk the dark swamps and are a dangerous adversary.
- Slime creatures lurk in shallow pits just under the surface waiting to grab their prey.
- Plants deserve their name just because they have roots, but they are insidious and poisonous creatures waiting for every opportunity to kill.
- Gargoyles and bats are flying terrors of the night, descending from above to sink their claws into you.

In the caves, however, guarding the crystals, wait even more nightmarish creatures.

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