

INSTRUCTION BOOKLET

MODRETRO CHROMATIC®



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this product, confirming it meets  
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PRODUCT

## 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.

### Control Pad

Move player: Left/Right  
Enter Start: Up  
Throw bombs: Down

### Select

Show credits



### A Button

Jump  
Activate ball

### B Button

Throw skull

### Start

Start game  
Pause game

## 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 Ramirez, 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

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

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## NOTES

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## CAUTION DURING USE

1. 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 guidelines:

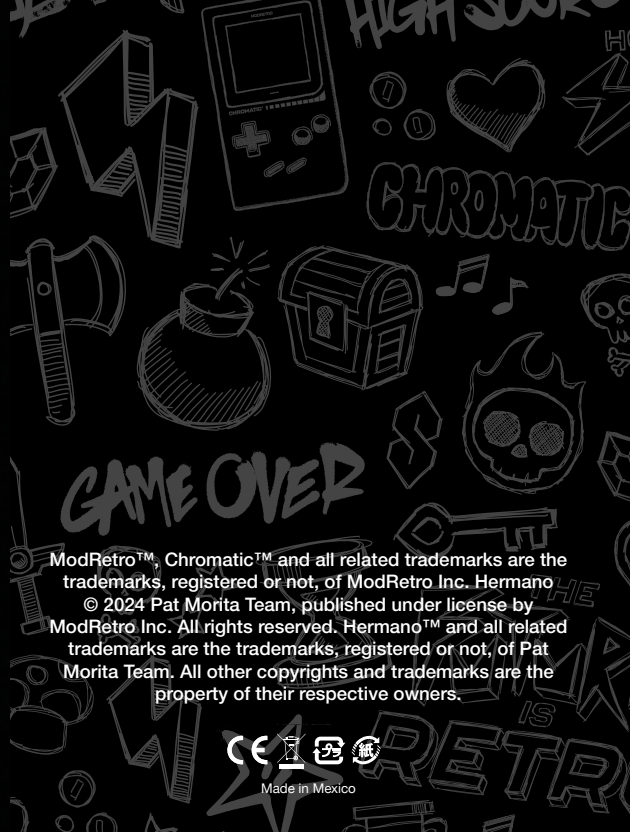
- Take a 10 to 15 minute break every hour, even if you don't feel the need.
- If your hands, wrists, or arms start to feel tired or sore, stop playing and rest them for several hours.
- If discomfort in your hands, wrists, or arms persists during or after play, stop playing and consult a doctor.

**⚠ 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.



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