



ISA BRAVE – Underworld keys - MSX

Introduction

Some say she came from the wild lands of Chilean Patagonia,
where the wind speaks in ancient tongues and the earth hides secrets that even time has
failed to uncover.

Others claim she arrived from a remote island in the Pacific...
a place where spirits still walk among the living and nature keeps its power untouched.

But the truth is that no one knows who she really is, where she came from, or even her real
name.

Only this is known about her:

Her will and courage are unbreakable.

When everyone else fell and even the strongest were defeated, she was the only one who kept
moving forward. Without stopping. Without looking back...

Those who last saw her vanish into the mist of the ruins could only say with awe and
reverence:

“She is a brave.”

And so her legend was born.

And that is how she is still remembered: **Isa Brave**.

This time, Isa must explore a forgotten temple...
a place where ancient evil forces still remain.

Hidden traps and dangers await in every corner.

If you decide to follow her on her descent into the Underworld, remember:
only determination and wit will allow you to escape unharmed.

Time is running.

Escape... before it runs out.

Enemies

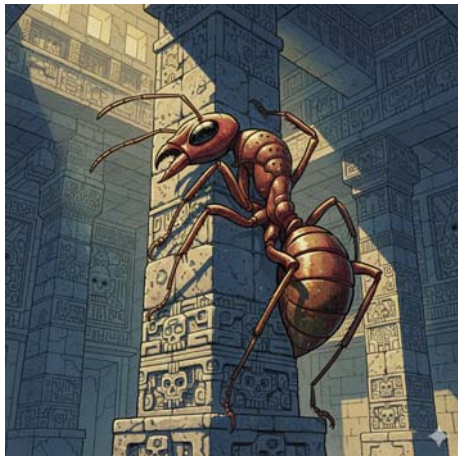
Fireball

A blazing sphere born from the temple's ancient power. It moves relentlessly through its path, burning anything in its way. Timing and quick reflexes are the only way to avoid its flames.



Giant Ant

It tirelessly patrols the room. If you enter its range, it attacks without hesitation. Destroying it does not guarantee safety: another will soon take its place.



Skeleton

Ancient guardians who never found eternal rest. They patrol their areas as if they still had orders to obey.



Giant Spider

It drops from its web in search of prey. If hit by a shot, it becomes stunned... and can be used as a platform.



Giant Hornet

Flies in a zig-zag across the room. Do not lose sight of it — it may attack when attracted by movement.



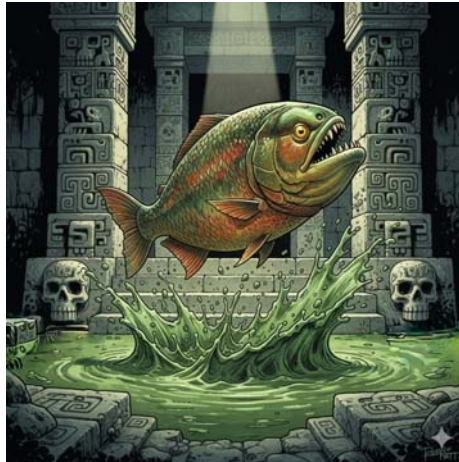
Jaguar Head Spirit

A sacred and fierce presence. Guardian of the Keys of the Underworld. Its reaction changes depending on the key it senses.



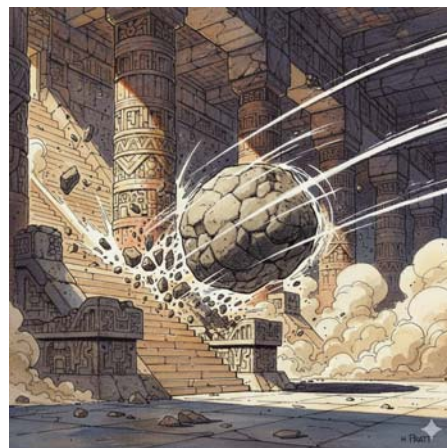
Piranha

Lurks in stagnant waters, waiting for prey daring enough to cross.



Other Dangers

The temple is filled with deadly traps such as spikes, poisoned darts and falling blocks. Fragile floors and giant rolling stones will also put you to the test.



Items

Ammo refill

Bullets feel more valuable than gold. Use them wisely.

During her journey through the temple, Isa may find mysterious keys. These keys not only open doors but also possess powers capable of altering reality as we know it.

These artifacts grant her extraordinary abilities that can make the difference in the most critical moments.

But beware... **their power comes at a price.**

