

Our story takes place in a futuristic reimagining of hell—a cyberpunk dystopia that is as advanced as it is malevolent. Long ago, as humanity’s technological achievements surged forward, Satan adapted his domain to reflect the times. Cyborg demons, robotic monstrosities, and digital torment now populate this infernal realm, where sinners are subjected to endless suffering in new and inventive ways. The result is a neon-soaked wasteland of gears, glitches, and fire, where power is absolute, and survival is a privilege.

In *Infernal Cycle*, players assume the role of a sinner who has been offered a rare and twisted opportunity: Satan himself presents a deal. “Escape hell, and freedom is yours,” he promises, just because he finds happiness in watching sinners suffer more through hell. Each sinner begins their journey stripped of their memories, aware only of the weight of their sins but not the specifics of how they arrived in this infernal prison. Their goal is simple yet monumental—climb through hell’s layers, defeat its guardians, and reclaim their freedom. Along the way, memory shards scattered across hell slowly unveil their past, forcing players to confront the actions that led to their damnation.

As players explore hell’s layers, they encounter three distinct regions. The first level is an industrial factory underworld. It is a molten, mechanical labyrinth where souls are harvested to power Satan’s machines. The first level is cyberpunk city. It is a sprawling neon metropolis plagued by rogue AI, hacking demons, and glitching pathways. The first level is traditional religious hell. It is a fiery, classical representation of hell filled with ancient architecture and rivers of lava. Each level presents its challenges, enemies, and environmental hazards, creating a world that is equal parts dynamic and oppressive.

After uncovering the character's background (the reason for their damnation), players are faced with a pivotal choice at the end of the game. That is, whether to allow the character to escape hell (to allow the character to flee and return to Earth, free from torment but still carrying the burden of their sins) or to let them remain in hell (to send the character back, choosing to atone for their actions or embrace their damnation). These choices, combined with the player’s decisions throughout the game, determine which of the multiple endings they unlock.