

# DEATH BRINGER™





Presents

# DEATH BRINGER™

Amiga Program  
**David Neale**

Atari ST Program  
**Steve Briggs**

Graphics  
**Robin Chapman**

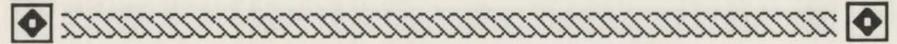
Title Screen  
**Jeff Godfrey**

Music  
**Mike Brown**

Original Storyline  
**Ray Edwards and Simon Daniels**

Manual  
**Kathi B. Somers**

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## THE STORY

Two hundred years ago, the evil wizard Azazael challenged Zator the Mighty to a duel for control of the land of Mezron.

Azazael was a very powerful sorcerer and was sure he had the upper hand. But there was a secret he didn't know: Zator had in his possession five magical gems. Each of these gems offered great power to whoever wielded it; but when brought together, the gems bestowed on their holder powers beyond all mortal comprehension.

Azazael found himself in the midst of the most ferocious and desperate battle of his wicked career. For three days they fought, both suffering grievous injuries. On the third day Zator, with a grim smile of triumph, called upon the power of the gems. Azazael screamed in fury and fear when he realized he had lost. The lightning bolts from the gems repelled all his magic and sapped all his strength until, with one blinding flash, the wizard lay dead.

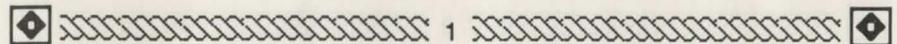
Once he had recovered from his wounds, Zator settled in the ancient royal palace in the fair city of Secnar. Under his rule, the entire realm of Mezron prospered and the people were happy.

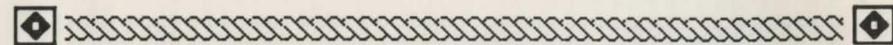
After many years, when Zator knew his life was nearing its end, he realized that the power of the gems he held was too great to fall into evil hands. So, he called for five of his most trusted warriors, speaking with each one in secret. He gave each man one of the wonderful gems and instructed him to hide it in the most inaccessible place he could find. The men were to tell no one (not even Zator) where they hid the gems. Four of the warriors travelled far and wide and had many adventures before they found hiding places for the precious gems they carried.

The fifth warrior believed that at least one gem should stay in the royal palace, as a sort of talisman for the kingdom. He braved the dank depths of the castle's dungeons to find a secret place for the gem until he came face-to-face with a hideous lich. The lich attacked and the ensuing battle was dreadful. For a time the warrior prevailed, as he still had possession of the magical gem. But as he fought, the gem fell out of his cloak and rolled across the moldy floor. The lich saw this and knew its chance had come. In a few seconds, the fearless warrior lay dead on the cold stone floor, and the gleeful lich took possession of the gem.

\* \* \* \* \*

The kings who rose up in the decades after Zator's death were not as wise or mighty as he, and Mezron eventually fell into a state of decay. Finally, King Rohan took over the throne and began efforts to restore the kingdom to its former glory. But there were evil forces at work in Mezron, and the worst of these was the cult of Azazael. These necromancers worshipped the memory of the wicked wizard and were constant in their efforts to revive their long-dead idol.





One dark day, King Rohan received news that Azazael had been re-animated and was waging a campaign of terror unequalled in the history of Mezron. The DeathBringer, as Azazael was now known, was searching the land for the five gems of Zator. Once he had the gems, the DeathBringer would be undefeatable!

Realizing that the only hope for the land of Mezron was to prevent Azazael from possessing the gems, Rohan sent out a decree offering great honor and reward for the hero who could find the gems and bring them to Secnar.

You, a barbarian warrior from the far north, arrive at the palace in Secnar to offer your services to King Rohan. Along the way, you were ambushed by bandits and have arrived weaponless and empty-handed, but full of determination to make a name for yourself in Mezron.

King Rohan grants you an audience and tells you that each of the five gems is held by a powerful creature. Azazael knows no more than you do about where these creatures can be found, so you do have a chance to get the gems before he does.

The king gives you a dagger, a lantern, a healing potion, and a loaf of bread and bids you to return to him with the five gems of Zator.

## THE GAME

You need a mouse and one disk drive to play *DeathBringer*. The game does not use a joystick or a second drive.

**Note:** Format a blank disk for saving games *before* loading *DeathBringer*.

### AMIGA LOADING INSTRUCTIONS

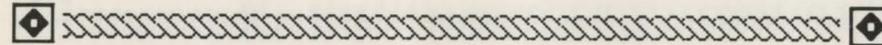
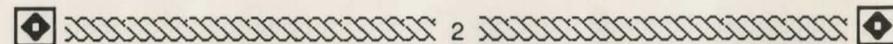
Turn on computer and monitor. Insert Disk 1 at the Workbench™ prompt and the game loads automatically. When prompted, remove Disk 1 and insert Disk 2.

### ATARI ST LOADING INSTRUCTIONS

Turn on monitor. Insert Disk 1 and turn on computer. The game loads automatically. When prompted, remove Disk 1 and insert Disk 2.

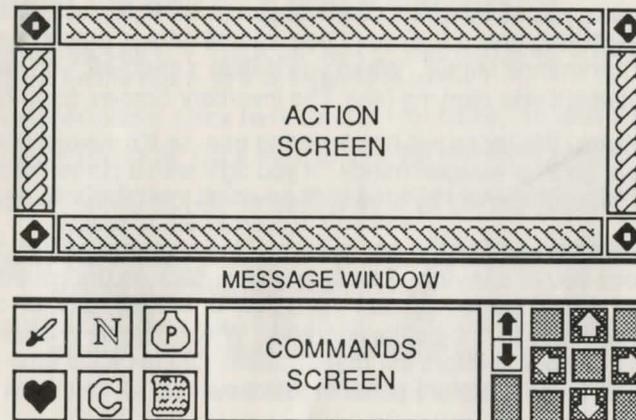
### STARTING THE GAME

You begin the game in the throne room of the Castle of Secnar. King Rohan himself gives you your quest. When he has finished speaking, you may begin your quest.



## MAIN GAME SCREEN

In these instructions, when you're told to "click," press once on the *left* mouse button (unless you are told specifically to click the *right* button).



The Action Screen displays the game's graphics.

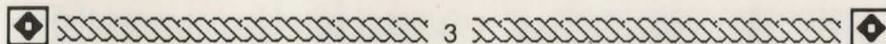
The Message Window shows any communications from characters you meet, and any other game messages.

The Commands Screen displays all the possible interactions you can have with the game. The up and down arrows directly to the right of the Commands Screen let you scroll the screen up and down when there is more text to see.

The four arrow icons at the far right of the Commands Screen are for moving around in the game. Click the up and down arrows to move forward and back. Click the left and right arrows to turn left or right (Amiga users can also move using the arrow keys on the computer's keyboard).

The six icons at the left of the Commands Screen are the Compass and the Menu Icons. In the center of the top row is the Compass (N), which lets you see which direction you're heading at all times. Click on the Menu Icons to select the menu you want to use. The menus are: Combat (sword); Potions (bottle); Fitness (heart); Commands (C); and Spells (scroll).

**Note:** Amiga users can use keyboard commands to access the menus:  
 Combat Menu F1    Potions Menu F2    Fitness Menu F3  
 Commands Menu F4    Spells Menu F5



**Combat Menu** — Click the sword icon. This presents a list of the weapons you have available. To do battle with a creature you see, click on the name of the weapon you want to use, then click on the picture of the creature you want to fight. Each time you click on the creature, you strike it with your weapon (it will fight back, of course). Keep clicking until it is dead (if you want to retreat, select RUN from the Commands Menu). When you defeat a creature, you can collect any items it was carrying (see *The Inventory Screen*, page 6).

**Caution:** Weapons will break during use, so it's always good to have a backup weapon handy. If you fight with a person or creature who is accompanied by others, they will all join the battle against you.

**Potions Menu** — Click the bottle icon. This presents a list of the potions you're carrying. To use a potion, click on the potion's name. Some potion bottles contain more than one dose; click on these several times to imbibe the contents. When a bottle is empty, its name disappears from the menu. Some potions have time-limited effects; those limits are noted in real time.

**Note to ST users:** If your potion bottles are in a bag or chest, they won't show on the Potions Menu. Go to the Inventory Screen (see page 6) to take the bottles out of the bag or chest.

**Healing** improves your health.

**Strength** improves your strength (for two minutes).

**Poison** decreases your health. Poison potions are often disguised as Healing potions. But poison comes in black bottles.

**Invulnerability** builds up your armor (for two minutes).

**Extra Healing** improves your health twice as much as regular Healing potions.

**Stamina** increases your stamina.

**Fitness Menu** — Click the heart icon. This brings up a display of your physical status: health, stamina, and strength.

**Health** shows how much "life" is in you; if it goes to zero, you die. Health decreases when you're attacked or drink poison. Drink a healing potion or buy healing from a cleric to restore your health.

**Stamina** reflects your reactions and ability to move (in other words, your "speed"). Stamina decreases over time, and can be increased by eating *fresh* food or drinking a stamina potion.

**Strength** determines how effective you are at wielding weapons in combat. Strength decreases as you wander around and when you do battle (even if you aren't hit). Increase strength by eating *fresh* food or drinking a strength potion.

The Fitness Menu also lets you see if there are objects or characters in your vicinity. Indicators light up next to the word OBJECTS or CHARACTERS, and point in the direction the objects or characters are located. For example, if there are objects or characters to your right, the indicator looks like » (Amiga) or ➔ (Atari ST).

**Commands Menu** — Click on the C. This brings up a list of commands. Click on the name of a command to use it.

**OPEN/CLOSE** Click here to open (or close) an unlocked door.

**LOCK/UNLOCK** Click here to lock (or unlock) a closed door.

**TALK** Click here, then on the character onscreen. Messages will appear in the Message Window.

**RUN** Click here to backtrack your last few steps (if you come up against a locked door, you'll stop).

**BUY ALE** When you're in an inn, click here to buy ale from the barman. This refreshes your stamina.

**HEALING** Click here to buy healing from a cleric; this restores health.

**TELEPORT** If you have the right item, click here to teleport to the safety of an inn from anywhere in Mezron.

**INFO** (ST version only) Click here to get information about the game's programmer.

**SAVE/LOAD** Click here to save a game or load a saved game (be sure to have a formatted disk ready for saving games). Follow the prompts. Atari ST users can save up to 6 games on a save-game disk. Amiga users can only save 1 game on a save-game disk.

**Spells Menu** — Click on the scroll (spells are written on parchment scrolls). This brings up a list of the spells you have available. To use a spell, click on its name. Once a spell has been used, its name disappears from the menu. Some spells have time-limited effects; those limits are noted in real time.

**Note to ST users:** Scrolls will appear in your Spells Menu when they are in the Magic Book.

**Fireball** causes damage to all creatures in your location.

**Poison Cloud** causes damage to all creatures in your location, including yourself!

**Shield** builds up your armor.

**Light** illuminates a dark room for two minutes.

**Strength** adds points to your strength for two minutes.

**Firestrike** causes heavy damage to all creatures in your location.

**Death** kills one creature in your location (selected randomly).

## THE INVENTORY SCREEN

Click the right mouse button to call up the Inventory Screen. This screen shows an illustration of a barbarian warrior (that's you). If you have previously selected a weapon to use from the Combat Menu, that weapon is displayed in the lower right corner of the screen.

The Inventory Screen has two bars at the top, titled YOU and HERE. Click on one of these titles (left button) to pull down an inventory window. The YOU window shows icons representing the items you are carrying. The HERE window shows icons representing items in your current location. Up and down arrows at the right of the windows let you scroll the screen up and down when there are more items to see. Click on the title again to close the window.

The name of any item you click on is shown at the bottom of the screen. Collect items by transferring them from HERE to YOU. Drop items by transferring them from YOU to HERE. Drag items to transfer them from one window to the other.

**Amiga** users, click on an item and hold down the mouse button to drag the item from window to window.

**Atari ST** users, click on an item once; when you move the mouse, the item you selected will also move. Click again to drop the item.

At the right side of the screen is an icon for gold. When you possess any gold, a number next to this icon shows how many pieces you have (each "bag" of gold you collect represents one gold piece).

When you collect *genuine* gems (other than Gems of Zator), their value is automatically converted to gold. As you collect Gems of Zator, icons representing those Gems appear beneath the gold icon.

To eat, drag the food icon over the mouth of the figure at the left of the screen. To wear an item of armor, drag the selected icon over the figure.

When you defeat a creature in battle, the HERE window will depict its dead body. To search the body for treasure, double-click on it. Anything that creature was carrying will then show up in the HERE window.

**Weights** — You can carry up to 40 units of weight. This is important when deciding which items to collect and which to leave behind.

Bags and chests make it possible for you to carry more weight. A bag can carry up to 3 units, but it still only weighs 1 unit! A chest (which weighs 10 units) can hold up to 10 units without increasing its weight. A magic spell book holds up to 7 scrolls and always weighs 1 unit.

Open these containers by double-clicking on them (the title above the window changes to BAG, CHEST, or SPELLS). Drag items to move them in or out of the containers. Click on the title to close a container.

**Exit the Inventory Screen** — Click the right mouse button to exit. If you are inside a building, forest, etc., this action takes you back to the Main Screen. If you are outdoors, you go directly to the Map Screen.

## TABLE OF WEIGHTS

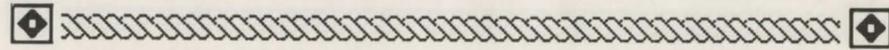
The chart below shows some of the items you can find and their weights. The weapons are listed in order of their effectiveness, from most powerful to least powerful.

Weapons	Other Items
Wand..... 1	Bag ..... 1
Magic Halberd..... 10	Chest..... 10
Magic Sword..... 4	Magic Book..... 1
Magic Longsword..... 6	Lantern..... 1
Longsword..... 6	Food..... 1
Halberd..... 10	Scrolls..... 1
Magic Mace..... 4	Gold..... 0
Magic Shortsword..... 5	Gems..... 0
Magic Rapier..... 6	Armor (if worn)..... 0
Mace..... 4	Potions..... 1, 2, or 3 (depends on how many doses)
Shortsword..... 5	
Rapier..... 6	
Ritual Dagger..... 1	
Magic Dagger..... 2	
Dagger..... 2	
Scimitar..... 10	

## THE MAP SCREEN

This screen shows you a map of Mezron. Your location is marked by a cross (+). You can't move around on this screen, but it's very useful for determining which direction you want to travel.

To exit the Map Screen, click the right mouse button. This takes you back to the Main Screen.



## LOCATIONS

To complete your quest, you must travel throughout the land of Mezron. All these locations appear on the game's Map Screen (except the Labyrinth, which is visible only when you approach it). You have to explore most of them to discover which is which, since their names are not announced when you enter.

**Palace of Secnar** — The royal palace, this is the residence of King Rohan and his courtiers, as well as of many dark and mysterious creatures.

**Inns** — These are friendly places where a weary traveler can find conversation and refreshment.

**Cottages** — Four little cottages house enemies of the DeathBringer.

**Caves of Doom** — A legendary race of dwarves lives and mines gold in the depths of these caverns. It is rumored that a hideous, violent rock monster, created by the DeathBringer, also lurks here.

**Forest of Light Elves** — This forest is the haven of the elven race. They, too, are at war with Azazael, and they may be able to help you in your quest for the gems. But be cautious, since their goals are not the same as yours.

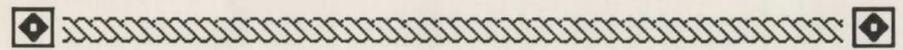
**Forest of Dark Elves** — Beware! The elves who live here are always on the alert, prepared to attack all who enter.

**Forest of Doom** — Residents of Mezron avoid this foreboding lair, since the gnome inhabitants engage in bizarre rituals that often include human sacrifice.

**Assassins' Lair** — This gloomy hideout is said to be in one of Mezron's cool, green forests. Members of this secret society are recognizable by their green clothing and poisoned weapons. They are in league with the DeathBringer himself.

**Assassins' Outpost** — Deep in this forest, a group of assassins is plotting to invade the Royal Palace and poison King Rohan and all who are with him.

**Labyrinth** — This dangerous maze is invisible on the Map Screen, but you'll see it if you approach its gates. The labyrinth is the lair of the evil Medusa; those who gaze upon her countenance turn to stone. Minotaurs stand guard to keep intruders from Medusa's main treasure room.



**Temple of Set** — The followers of the snake god, Set, practice their forbidden rituals here. They practice human sacrifice and are thoroughly evil. The high priestess can transform herself into a demon to devour her enemies.

**Tower of Lord Thull** — In days long past, Lord Thull was King Rohan's best knight; but he plotted to usurp the throne, and was banished to this dark tower.

**Tower of the Ghost** — A mysterious wraith dwells in this tower. He attempts to lure unwary travellers into a bizarre quest for his remains.

**Tower of the Demon Master** — The conjuror who lives here has the power to summon demons from the pits of Hell (or so the story goes).

**Tower of the Necromancer** — This is the dwelling place of the high priest of the cult of Azazael. Legend says that everytime this priest is killed, he rises again to take revenge on his enemies.

## HINTS FOR GAMEPLAY

Your goal is to find the gems of Zator and return them to King Rohan in the Palace at Secnar. This is the only way to defeat the forces of Azazael the DeathBringer.

Keep a map of the land of Mezron and the floorplans of each location you visit. The game's Map Screen gives you a good overview, but does not include details you need in order to complete your quest.

A great place to start your explorations is in the palace itself, since there are many people and creatures there who can give you extremely valuable information about your quest.

Don't attack anyone unless he has an item you need and won't give it to you any other way. Naturally, if someone starts attacking you, you won't gain anything by trying to engage him in conversation!

There are certain items you must possess in order to defeat each of the creatures that holds a gem.

**Note:** If you die, it is necessary to reload the game. Be sure to save often.



