

MANUAL

# DEMON STALKERS™



ELECTRONIC ARTS



### Death in Doomfane

Danger and death threaten your kingdom in the form of Calvrak, a vicious, hideously evil, and remarkably ugly entity. Calvrak was awakened from its stasis during the construction of the one hundred level dungeon it now inhabits. You drew the short straw—now it is your job to find Calvrak and destroy it. Use the many clues and hints you'll find in the dungeon to accomplish your task.

Each level is fraught with traps, treasures and, as you would expect, dangerous monsters. Explore the dungeon alone or with a partner. Each player is equipped with the latest in crossbow technology. Your weapons are always loaded and ready to fire a bolt. Now if you're ready to hack and slay, greedily collect treasure, and generally wreak some serious havoc—read on!

### Getting Started

Remove all peripherals; turn on the computer and the monitor and plug your joystick into port 2 to play a single player game or use both ports for a two player game. Insert the tape into your datasette, side 1 uppermost, and rewind fully. Hold down SHIFT and press the RUN/STOP key then press play on your datasette.

Once Demon Stalkers has loaded, select either a 1 or 2 player game, then at the prompt flip the tape to side 2, rewind fully and press play on your datasette. The first levels have loaded, the game will start.

### MAIN MENU OPTIONS

Use the function keys to choose the following options from the Main Menu:

- F 1 One player game.
- F 3 Two player game, in which both players are in the dungeon at the same time. The second player uses a joystick in port 1.

### GAME CONTROLS

**Commodore key** Magic spell key for player 1. Activates a death scroll held by the player.  
**CRSR up/down** Magic spell key for player 2. **Joystick** Controls player movement. Player one uses a joystick in port 2. Use another joystick in port 1 for two-player games.

**Joystick Button** Fires your crossbow.  
**S** Pauses game (press again to resume play) and provides the following options:  
**F 1** Surrender. The first time you choose this option on any level, all the doors on that level disappear. A second use of this option restarts the character at the beginning of that level. Using this option causes a decrease in strength, armour and magic points.

### ARTHUR'S MAGICAL CYPHER

You must use Arthur's Magical Cypher to find the password that will allow you access to lower levels. Line up the first word on the outer wheel with the second word on the inner wheel. Type in the password that appears in the third, innermost window on the wheel.



### Playing Demon Stalkers

The following sections describe the various game aspects:

#### HEALTH

This is the most important value in the game. Health indicates how much more damage you can sustain before dying. Unless you have a Staff of Life, you die and the game ends when your health reaches zero. (In a two-player game, the player who is left can continue playing.) Replenish your health by picking up food. Some foods increase your health more than others. Some food is poisoned, so eat cautiously. Being hit by any monster or by a mage's fireball decreases your health. Also beware of the deadly Slow Death curse, explained later.

#### ATTRIBUTES

Each player starts the game with four units of strength, armour and magic. The status of each attribute appears under its icon.



The helm symbolizes your armour attribute, the belt your strength attribute, and the wand your magic attribute.

These attributes decrease over time, and increase with the discovery of various relics. Strength determines how much damage you cause with each of your attacks. Your magic attribute determines how effective your death scrolls are. The armour attribute indicates how much protection your armour provides.

#### ITEMS

Each level contains many different objects. Each object has its own function. Move your character over an object to pick it up.

#### MONSTERS

There are five different types of monsters in Doomfane. Every monster behaves differently.

#### THE DUNGEON

There are over 80 levels in the dungeon, each progressively more difficult. You must find and defeat Calvrak to complete the game. Some levels have a goal which you must complete before you can descend to the next level.

**Hints for beginners:** On level one, if you wander around long enough you will find the stairs leading down; but to assist adventurers new to the dungeon, we have built the walls in the shape of arrows. Follow these arrows to find the down stairs. On level two, don't shoot the snappers.



## Icons



CHEST



RELICS



SCROLL



STAIRS



FOOD



AMULETS



KEY



CHUTE



BELL



VORTEX

## OBJECTS

**Keys** Opens doors and locked chests. All two-way doors require keys to open them, so carry as many keys as you can. (One-way doors do not require keys.) Once you use a key it disappears, so you must constantly replenish your supply of keys.

**Food** Increases (or decreases, in the case of poisoned food) health points. Available food types are banquet, elf cakes, bread and water, and poison.

**Sewer** The source of all rats.

**Vortex** The source of all the non-rat monsters. You can destroy vortexes with crossbow fire or a death spell.

**Relics** Helm of Defense Increases your Armour attribute.

Warrior's Belt Increases your Strength attribute.

Magician's Wand Increases your Magic attribute.

**Scrolls** Text Scrolls Displays text and have no magical properties. You may have 3 different text scrolls per level.

Death Scroll Destroys monsters and vortexes.

Slow Death Curse Continues to drain health points until you leave the level.

Score Bonus Doubles all scores you receive during the next thirty seconds of play.

Open all Doors Opens all two way doors on the level.



**Amulets** Note: an amulet's effect lasts less than thirty seconds.  
 Wall Walking Lets players pass through walls.  
 Invisibility Become invisible to all monsters.  
 Extra Speed Run faster.  
 Paralysis Paralyzes the player.

**Bells** Note: A bell's magical effect lasts less than thirty seconds.  
 Time Stop Stops all monsters and vortexes.  
 Confusion Makes all monsters wander around aimlessly.  
 Summoning Draws all monsters towards the bell.  
 Fear Causes all monsters to run away from you.  
 Enrage Causes all monsters to move faster.

**Chests**  
 Locked Requires a key to open.  
 Treasure Contains gold and jewels.  
 Scroll Contains the scroll you select.  
 Relics Contains the relic you select.  
 Key Contains a key.  
 Amulet Contains the amulet you select.  
 Food Contains the type of food you select.

**Artifacts** Sword of Slaying Adds two to your strength attribute and raises your minimum strength to six.  
 Magic Shield Adds two to your armour attribute and raises your minimum armour attribute to six.  
 Ring of Willpower Adds two points to your magical attribute and raises your minimum magic attribute to six. Protects you from being taken over by Calvrak's will on the 100th level. (If you are taken over, your joystick will not respond properly to your commands)  
 Staff of Life Resurrects any player once. The staff automatically resurrects the dead player and disappears. Only one Staff of Life can be carried by a player at a time.





### Tips for Advanced Demon Stalkers

#### PLAYING THE GAME

- Parts of Arthur's journal are found on some levels of the dungeon. This journal contains important clues about Doomfane. You can gain extra health points by correctly answering questions about Arthur's quest.
- Quickly pass by or over sewers. They cannot be destroyed by crossbow fire or death spells.
- In two player games, stand and shoot side by side whenever the corridors are wide enough.
- Don't wake snappers! Most levels can be completed without disturbing them.
- Kill monsters first. *Then* go for the treasure. If the treasure is trapped with an amulet of paralysis, you will be glad you did.
- Use your death scroll immediately when you see dervishes approaching. These monsters will steal it anyway... use it or lose it.
- In two-player games, each player should specialize. Let player one pick up all the belts and helms and do most of the fighting. Player two can grab all the wands and scrolls to become a powerful magic user.
- Slow Death scrolls drain your health until you exit the level. If you pick one up, get out of there *fast*.
- Some items keep ghosts imprisoned. Watch what you grab when ghosts are around.
- The darker the monster, the more damage it can do. Don't go wading into hordes of dark blue mages!

#### Demon Stalkers

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