

LORDS OF DEEM

The first owns the dark of the moors bleak and nightly, where an eerie wind
moans at the desolate sight.

The next owns the dark of the realm of Osiris, where waters of yonder restore
Isis' might.

The third owns the dark of the stairways and alleys, reached only by flickering
candlelight.

The fourth owns the dark of the graves that are mould'ring, with fog that
envelops the stone slabs at night.

Different though they may be - they all love the dark that matches the night of
their souls. And together they crave the crimson juice of life, that elixir granting
them power.

In old times they used to hunt by themselves. Later, however, their dark souls
conspired to form an unholy alliance. At that time, no-one any longer believed in
their existence.

Yet they came...

Something terrible is going on in little Vertic. Vertic, the hamlet on the edge of
the desert, hardly known by anyone. Things happened on a dark night as the moon
hid its pale countenance behind mighty clouds and the wind sighed in the trees.
Things so sinister, dangerous and dreadful that no human soul now dares to
approach this cursed place.

It was a night of horror and violence for those who consciously witnessed it. Most people were surprised during sleep though, and their death was merciful, for it came swiftly without anguish. Yet it was no death to give their souls peace. Whoever died became one of them, and that was worst of all...

They came with the irrepressible flood of their minions, with zombies, werewolves, mummies and vampires.

Now the town belongs to them. Silence rules over the streets and houses. The flowers in the gardens have withered. Whoever dares to enter the town will not see a soul nor hear a single child cry. Nobody will show themselves by the windows that stare at the streets like dead eyes. His footsteps will appear noisy and the surrounding silence like an ancient curse. And the shadow of the grave will fall upon him heavily...

The hamlet now belongs to them but they will not remain there. Before long, they will spread and sow the seeds of damnation in ever growing circles. Unless somebody recognizes the danger and begins to act, there will come countless nights with a moon wrapped in clouds and a wind moaning its death chant!

Few of those who experienced the horror have survived. Sharon McGillis and Charlie Jackson are two of them. They are the last human inhabitants of Vertic.

So far, they have been able to hide from the hordes of monsters, but their situation is desperate. Without a vehicle, they are cut off from the outside world. How can they possibly call for help and put an end to this dreadful nightmare?

Take over the two characters Sharon and Charlie in LORDS OF DOOM and lead them in their crucial fight against time and the Lords of Darkness. Try to keep them alive, find the hideouts of the four unholy Lords and solve a plethora of puzzles. Call your friends Susan Leicester and fearless vampire killer Abraham Van Halen for help. Guide these people too, through the dead endless night of Vertic.

The Screen

The screen is divided into five different parts. The biggest and most striking is the picture. Here you can find the locations where you are at the moment. Furthermore you can see the actions and objects. Underneath the picture there is a small line for the text. This line serves to issue texts. You can see a box which adapts automatically to the size of the text to be issued. In case the text should comprise of more lines that can be shown at the same time, the program stops for a short period to give you the opportunity to read it. You can end this pause at any time by pressing the mouse button or a key. Subsequently the following text is shown.

Below you can find the status information of all four heroes. Underneath the corresponding picture there are three coloured beams. The green one indicates how satiated your character is. The yellow beam shows you whether the character is thirsty and the red one indicates the character's health. In case this beam ever reaches zero, the character dies! Therefore pay attention to the fact that you give your characters a bit of rest and feed them as well.

You will find your score on the upper right part of the screen. It will give you the amount of points you have already scored in this game.

Below you can see four icons. Their meaning will be brought up later. They are needed for the interaction with the programme.

Beneath the icons you have got a detailed review of your presently active character. The active hero is the one whose part you play at the moment. In order to change the active character just go to one of the four small character pictures on the left bottom with the mouse control and press the mouse button. Now the chart of characters is being renewed and probably a new location is shown - depending on where the corresponding character is at present. The characters can also be selected with the help of the keyboard. Just press the keys 1-4 in order to activate the corresponding character. On the right hand side adjacent to the picture of the character you can see six item slots. All items the figure is carrying are deposited in these slots. From here all items are being used and examined. A bit further below you will once again see the three coloured status beams of the character, but this time a bit bigger.

Interaction with the program

The major part of the actions in LORDS OF DOOM is being executed via the four icons on the upper right of the screen. Below, please find a description of all four icons and their meaning. Many actions though, (e.g. the fights and the investigation of rooms) will be executed directly on the screen.

The disk symbol is needed for the loading and saving of scores. When clicking it with the mouse, a menu appears which offers you the opportunity to load and save. As LORDS OF DOOM uses its own recording format in order to save the scores, you should first format a disk for the data. You therefore need an empty or non-formated disk, as all data is being formatted from the disk! Then click the menu entry 'Format data disk' with the mouse. Various announcements and questions you have to follow conscientiously appear. Furthermore you have got a LORDS OF DOOM data disk on which you can save up to eight scores. Naturally you can leave the disk menu at any time with the help of the option 'rupture'.

Please click the menu on 'saving score' in order to save the game. After having inserted a data disk the present score is saved, so that you can continue at this position at any time.

In order to load a game saved beforehand, click the menu entry 'load game'. The game is now being continued at the position saved earlier.

The menu entry 'restart' serves to start the game once again. Should you wish to start again at the very beginning during a game, just select this option.

This icon serves to examine and inspect, as well as to read items. In order to examine an item more carefully, please select it first by directing the mouse to the appropriate item of your active character's inventory and click the left mouse button. The cursor should now have the form of the item you clicked on and a blue frame should appear around the chosen item slot. You have now selected the item. Go to the 'examining icon' with the mouse and click the left mouse button once again. The program will tell you now what it knows about this item.

The 'OPENING ICON' serves to open items. In case you want to know how many shots a weapon has still got it is necessary to 'open' the weapon. Therefore select the item as described earlier and press the 'opening icon'.

In order to take an item out of the container just select it and close the container by pressing the 'opening icon' once more. In order to put an item into the container, the item has to be inside a room. After opening the container just click the item in the room and it will be transferred straight into the container. Please take care though as weapons can only be loaded with ammunition, i.e. cartridges or something similar, as well as bottles can only be filled with liquids.

Pay attention though that this 'opening icon' should not be confounded with a function which could be used to open doors or even pick locks!

The 'USING ICON'. In order to use an item, you have to select it first as mentioned above and then click the 'using icon'. The crosshair cursor with which you have to select the item you want to use appears. Here a little example which makes the kind of action much clearer. Supposing you are in front of a locked door, but you have got the key fitting the lock of the door in your inventory then just select the key, activate afterwards the 'using icon' (a crosshair cursor will appear), and then click the door in approx. the height of the lock.

Perhaps that will seem a bit complicated now, but after several games you will get used to the user guide of LORDS OF DOOM.

Special commands

According to each computer, your LORDS OF DOOM contains special commands which are partly tailored to the particularities of the corresponding system. In this connection you have got a single-key command varying as mentioned before from computer to computer.

F9

With this function key you can suppress the playing of the digitized sound effects. This function was especially installed for those of you who only possess a memory of 512 KByte and do not have their own hard disk. As the loading of the sound effects is time consuming and often connected with a change of disks on the minimum configurations, you can suppress the loading and playing of these sounds. This might be an advantage for the course of the game, but you should not forget though that leaving the sound effects out, a substantial part of the game's atmosphere will be missing! Of course, these functions only work for those versions which support digitized sound effects.

F10

On the Atari ST this function key will help you change between an alternating picture frequency of 50 to 60 hertz. As not all current types of monitors, in particular television sets, can synchronize the higher frequency, this feature can be tagged. The program runs with an alternating frequency of 50 hertz as a default. In case you wish to have an improved quality of the picture in the shape of higher sharpness of the picture and less flickering, just press F10. Pressing the key, it switches between a frequency of 50 and 60 hertz, so that you can quickly test whether the monitor can synchronize the higher frequency.

P

By pressing key P the game is paused. If you press the key once more the game is continued. While the program is in pause mode nothing will happen in the game. You need not be afraid, not even during a longer pause, that your characters could starve or die of thirst in the meantime. In order to preserve your monitor it goes black and one line of the text will draw your attention to the fact that the program is in a waiting position.

The picture

In order to examine any of the details in the stereoscopic picture shown, just click on the mouse control direct in the picture on the item. In case you have clicked on an item which you would like to take with you, this one will be transfered directly to your inventory where you can examine it more carefully with the help of the 'EXAMINING ICON'. If all six item slots are already occupied, the item will be shown on the bottom of the stereoscopic picture so that you will have less difficulties in finding it next time. In order to deposit an object from your inventory into the room, it is sufficient to just activate the corresponding item slot, go to the picture gate with the mouse control and press the left mouse button. Please note that the items can only be deposed on the floor.

In case you are involved in a fight, which is much more devious in LORDS OF DOOM than you would think, the fight takes place in the picture almost exclusively. Please select as soon as possible a weapon and choose the 'using icon'. Now go to the picture gate, to the crosshair cursor, and click those parts of the monsters you want to strike. Very often you need a certain amount until the monster is finally killed. Especially at the beginning of the game , until a more effective weapon is found.

Progression

In order to go from one location to the other in LORDS OF DOOM, you click on arrows in the mask of the screen, all located around the picture. These directing arrows are either printed in yellow or white. The white arrows indicate that there is an exit in this direction, therefore you can head that way. In case you click on one of these white arrows, the presently active character starts moving and you will find yourself in the adjacent room. For all these movements you should always keep in mind that only the presently active character moves around. All other characters remain in their usual place. Therefore you have got the opportunity in LORDS OF DOOM to move around the four characters of the game completely independent from each other. The arrows can as well be activated through the four cursor keys on your keyboard.

The IBM PC Version

In order to play this version, you need an EGA graphics card with a minimum 128kB RAM or a VGA card as well as an EGA or VGA monitor!

You won't have any difficulty installing this LORDS OF DOOM version on hard disk. The installation of the programme on hard disk is explained on your LORDS OF DOOM disk 1. Just insert this disk into disk drive A and type the following command:

INSTALL

Now the programme sets up the file DOOM on the current partition of your hard disk and copies the content of the disks onto the file. Having installed the programme you can change to this file by typing:

CDDOOM

and can start the programme with DOOM.

It is, of course, sufficient to install the programme once. You don't have to repeat this procedure before every game. The programme is ready to play on your hard disk by typing INSTALL.

Loading instruction

In order to load the programme just insert your LORDS OF DOOM disk 1 into disk drive A and type DOOM.

Don't forget that all commands explained before have to be confirmed by pressing RETURN or ENTER!

Should you own a MultiSync monitor and not be satisfied with the colours of the programme, please check the DIP switch on the back of your monitor. Different tests have shown that very often the wrong set-up of the monitor is responsible for the insufficient colour reproduction.

After the programme has asked you for a password, a dialogue window appears where you can choose your graphics mode. The VGA card gives you the opportunity to choose between all three game modes whereas VGA is the most attractive one. The EGA card gives you the choice of the EGA and CGA mode, and the CGA card has no other choice than the CGA mode!

Next you are asked for an AdLib or compatible sound board. An AdLib compatible sound board is e.g. Sounblaster. After the intro (this only applies to EGA and VGA) you have to choose the input medium with the help of the next dialogue window. In case there's no mouse driver installed, or no mouse or joystick connected, you have to play LORDS OF DOOM via keyboard.

The mouse cursor is moved around the screen via the keys W, A, S and Y. RETURN has the same function as a mouse click.

The four keys move in the appropriate four directions.

I - 4 choose the appropriate character

ALT I-6 choose the appropriate object in the inventory of the presently active character

P pauses the game

F1 activates the "disk icon" in order to load and save a score

F2 activates the "examining icon"

F3 activates the "opening icon"

F4 activates the "using icon"

CTRL-S The "BOSS key". When pressing this key the programme ends immediately, not inquiring any further.

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