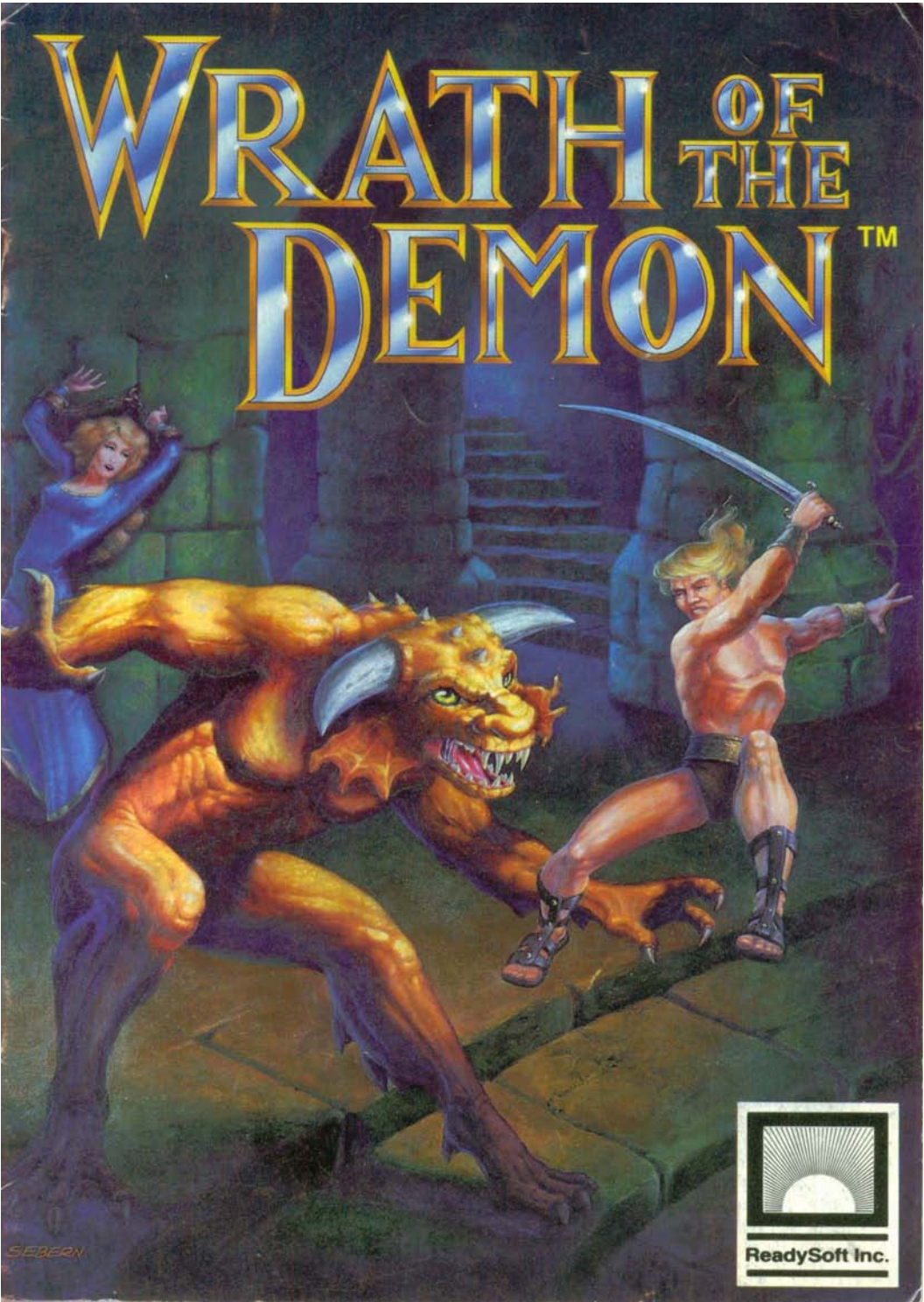
WRATH OF THE DEMON™



ReadySoft Inc.

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Credits

Game design by Abstrax
Amiga programming: Pierre Proulx
Amiga graphics: Claude Pelletier
Additional Amiga programming: Martin Ross
Music: David Whittaker
Atari ST programming: Ralf Doewich
Atari ST graphics conversion: Ulrich Doewich
Commodore 64 programming: Steven Douglas
Commodore 64 graphics conversion: Jorge Freitas
Additional programming on all versions: David Foster
Cover artwork: Brian Sebern
Introduction: Jorge Freitas
Manual editing: Pamela Raynor
Abstrax wish to thank Michel Cadorette

INTRODUCTION

The wizard, Anthrax, lit the last candle completing the circle around him. Thirteen flames burning above thirteen waxen heads flickered in an unfelt wind; a plume of colored smoke rising from each to form a churning cloud in mid-air. Anthrax lifted his arms into the cloud and began to mutter an ancient spell, causing the smoke to swirl wildly, spitting forth flashes of light that filled the room with an evil energy. As the wizard continued his incantation, an image began to materialize in the raging storm above, an evil twisted image, not that of a human but of a Demon long thought dead.

The Demon spoke like thunder booming loudly in the wizard's ears, "Who disturbs the Demon's sleep?! What creature thinks himself so powerful as to risk the Demon's fury?!"

Anthrax tried to scream over the torment building in the room, "It is I, Anthrax, court wizard to his Majesty the King, who summons you to perform my bidding!"

The words were almost lost in the rushing wind, "I command you to destroy the King and make his realm mine!"

The Demon laughed, the sound of thunder exploding over a mountain range, "Kill the King I shall and capture his domain i will, but not for you, insignificant worm!"

Lightning errupted from the circling cloud striking the Wizard and reducing his body to a smouldering pile of ash. The cloud began to grow, spilling from the tower's windows, flowing up into the sky. It spread its tendrils, blotting out the sun to make the land as dark as death. An evil rain poured down upon the earth and set the ground afire, spreading from dirt to rocks, rocks to trees, trees to man. The Demon's minions leapt from each flame, springing forth as hideous monsters to devastate the inhabitants of the doomed Kingdom. In an instant the entire realm, as far as the eye could see, was burning; the smoke from a hundred thousand dying souls rising up, lost on the blowing winds. As quickly as it had begun the deadly storm receeded into the castle that had witnessed its birth.

The once prosperous Kingdom lay ruined, nothing left alive but a single bird forgotten in the Demon's blind wrath. Months turned to years, years to decades and the memory of the ruined Kingdom was lost like dust on the wind. All that remained was a lone castle, the seat of power from where a King once ruled.

After a time, men wandered into the wasteland and a new Kingdom arose ruled by another King. All the while the Demon continued his sleep, waiting as he recovered the energy he had spent. The land was his now and the Demon kept a watchful eye on these new inhabitants as they populated the land. Within a few generations the Kingdom had grown as mighty as the one that had stood many years before. And as it grew, so did the uneasiness of the Demon's sleep until finally the evil one sensed the time had come to once again wreak destruction.

In the hollow of a tree, a good faery awoke from a terrible nightmare. In her dream she had seen a vast horde of pillaging monsters moving across the land

like an unstoppable plague. The face of a powerful Demon reached the recesses of her mind, lingering long after the nightmare was over. Fearing the dream a premonition of real danger, the faery began preparing magical potions and spells that might defend the realm against such an evil attack. The King must be warned, she thought, and someone must find the Demon and destroy it.

Even as the faery worked, the deadly hand of the Demon reached out from the castle delivering one of its minions to entrap the faery and keep her captive until the Demon could rise. As the faery was being captured she sent out a mental plee for help to the King, that some brave warrior might be sent to rescue her. The King received the message and did as the good faery requested, calling upon his most trusted messenger to relay a command to the honored knight the King had selected.

The messenger sped into town with only one thought in mind -- to deliver the Royal Scroll he carried. The Demon was watching though, and again released one of its monsters to kill the messenger before he could complete his mission. The flying monster appeared above the roofs of the town and found the messenger running along a road.

Nearby, a chance visitor strolled along the road in search of lodging for the night. Noticing a strange shadow pass along the ground, the stranger glanced up to see the Demon's minion fly past overhead.

"That thing had blood in its eyes and death in its heart," he thought, "I must see what evil it might do."

The stranger ran down an alley and stopped in the safety of the shadows at a corner between two buildings. He crept back as the messenger came running, chased by the flying monster. Too late to intervene, the would-be hero could only watch as the monster ripped at the other man's throat leaving him dead in the center of the road. In the messenger's hand the stranger found the Royal Scroll depicting the Kingdom's plight.

Here your quest begins. After travelling to the palace, the King instructs you to ride forth and defend the realm. The King promises you the hand of the Princess in marriage should you succeed in your mission. Even now the evil horde is crossing the land and will try to end your journey. The King calls out as you prepare to leave, "Only you can save my Kingdom from the horde! Only you can deliver us from the grasp of the Demon!" And so you gallop towards the horizon where a black, evil cloud has begun to spread across the darkening sky...

GAME INSTRUCTIONS

After you have opened the package you should find the game disks, a registration card and these instructions.

To Load Wrath Of The Demon

Always switch your machine off for at least 30 seconds before loading the game. Failure to do so could result in virus contamination of your Wrath of the Demon

disks. See the Warranty Notice in this manual for further information. Always be sure that your Wrath disks are write protected.

Amiga Owners

Switch the computer on. If prompted, insert a Kickstart disk. When the display prompts for a Workbench disk, insert Disk 1 of Wrath of the Demon into the internal disk drive. The game will then load.

Atari ST Owners

Insert the Wrath of the DemonDisk 1 into the disk drive and then turn on your computer. The game will then load. Note that owners of Atari ST computers with single sided drives are limited in the number of scenes they will be able to play.

Note for Amiga and Atari ST owners with external drives: External disk drives can be used when playing Wrath of the Demon. Owners of computers with an external disk drive(s) can insert disks ahead of time instead of inserting them one at a time when prompted to do so.

PC Owners

Before loading Wrath of the Demon, make a backup copy of each of the disks and put them aside in case anything should happen to your original disks.

To load Wrath of the Demon, insert Disk 1 into your computer's disk drive. Type in the disk drive letter followed by a colon (for example A: for the first floppy drive) then type WRATH and press RETURN. A number of options will be displayed.

First, select the Video Mode by entering C(CGA), E(EGA) or V(VGA).

Next, select the sound output by entering A(Adlib), S(Sound Blaster), R(Roland) or N(No Sound).

You will then be asked if you want to use a joystick. Enter either Y(Yes) or N(No). If you select Yes, please refer to the instructions listed below.

It is important to realize that you can still use the keyboard when you have selected joystick. If you are using the joystick and finding it impossible to make the correct moves (after verifying you are making the correct moves using the keyboard with the joystick not selected), it is possible that your joystick is improperly adjusted to your game controller card. You should adjust the joystick to a point where, when the joystick option is selected but the joystick is not being touched, it does not interfere with the moves made by the keyboard. This will enable you to use the joystick and make the correct moves.

The final question you will be asked is whether or not you would like to install Wrath of the Demon onto your hard disk. Once again, answer Y(Yes) or N(No). If you answer No, the game will begin.

If you answer Yes, you will be asked for your drive letter (typically C: -- your hard drive). Enter this letter and press RETURN. Wrath of the Demon will then start copying onto the hard disk from Disk 1. When Disk 1 is finished copying, Disk 2 will be requested. Insert Disk 2 and press any key. This process will repeat

until all of the disks are copied onto the hard disk. The program will then exit back to DOS.

In future, you will be able to load Wrath of the Demon by doing the following: enter your hard disk letter followed by a colon (typically C:) then press RETURN. Next, type CD\WRATH, RETURN then type WRATH and RETURN. You will now follow the same procedure as above, except when asked to install you should select N(No).

Commodore 64 Owners

Insert the WRATH OF THE DEMON Disk 1 into your computer's disk drive. Type LOAD "0:*",8,1 and press RETURN. The game will then begin loading.

Loading Tips

If the ReadySoft logo does not appear within 15 seconds of inserting disk 1 of WRATH OF THE DEMON, then there may be a problem with your computer system. Check your computer connections and make sure that the above instructions have been followed correctly. If you are sure that your computer is functioning (i.e. other software loads correctly) and you are still unable to load WRATH OF THE DEMON, then you may have a faulty disk. If so, see the Warranty Notice in this manual for more information.

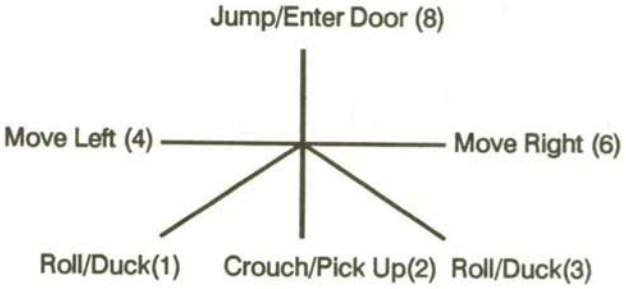
Starting The Game

After the game has loaded, the intro will automatically begin (Amiga). You can skip it (after you've admired it at least once...) by pressing the FIRE button at any time. You will then returned to the title page. Pressing the FIRE button again will skip the scrolling text and start the game right away.

Controlling The Hero

Use the joystick to control the Hero's movements. The controls of the Hero are divided into two parts: the Action Scenes and the Fighting Scenes. The numbers beside the movement descriptions are the keyboard controls for PC owners.

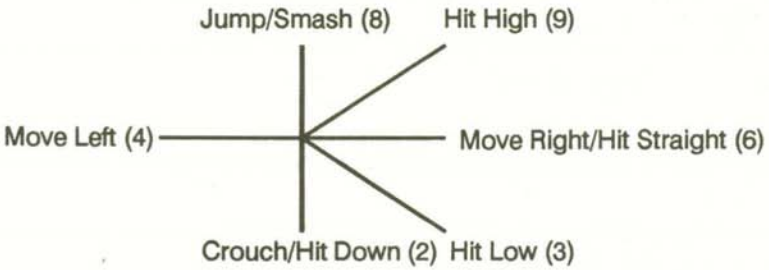
CONTROLS FOR THE ACTION SCENES



Pressing the FIRE button ('0' on the IBM keyboard) will PUNCH. If you have a special weapon in your possession, pressing FIRE will use the weapon rather than punching.

Moving the joystick up or down will normally cause the hero to jump or crouch. If you are standing in front or against a door, however, moving the joystick up or down will make the hero enter these doors.

CONTROLS FOR THE FIGHTING SCENES



You can use the joystick to jump or move the hero. Holding the FIRE button ('0' on the IBM keyboard) down will give you access to the sword movements.

Keyboard Functions

Press the F1 key to use a Shield potion; the F2 key to use a Zap potion; and the F3 key to use a Healing potion.

You can pause the game at any time by pressing the 'P' key on the keyboard. To continue to play, press the 'P' key again and the game will resume.

Energy Symbol And Potions

During the game you will notice a circular symbol around a face on the top left of the screen. This represents the energy of the hero. When the twelve circles around the face become empty, the hero will die.

On the bottom right hand side of the screen, there are three different symbols with numbers under each. The first one represents your Shield potions; the second one, your Zap potions; and the third one, your Healing potions. The numbers under them represent the number of potions that you are carrying. Please note that you can't carry more than three potions of each kind.

SHIELD POTIONS: The hero will become immortal for three seconds.

ZAP POTIONS: Every monster around the hero will die or lose some energy. Unfortunately some monsters won't be affected by these potions due to their constitutions.

HEALING POTIONS: The healing potions will cure all your wounds and restore your energy to its maximum.

Keys And Additional Weapons

At some points during the game, you will find keys and additional weapons. To use the keys, punch in the locks or push the joystick in the direction of the door. The door will automatically swing open. The additional weapons will become active only when needed. You can use them by pressing the FIRE button ('0' on the IBM keyboard).

Saving Your Position

To save your position press CTRL-S when there is scrolling text being displayed on the pictures between each of the scenes. You will then be prompted to insert a Save Disk.

Remove the Wrath Disk from the internal drive, insert the Save Disk and press RETURN. A menu will appear asking you to select a letter under which to save your position.

You can save up to ten different games on your Save Disk. If a save location is already used, the position where you saved will be shown, otherwise 'EMPTY' will be displayed. If all of your save locations are used, you can save over an existing one or use another Save Disk. After selecting your location, press RETURN. You will then be prompted to insert a Wrath disk. Insert any of the Wrath of the Demon disks and press RETURN. Pressing ESC when prompted for Save location will cancel the save process.

NOTE: Any data on your Save Disk will be ERASED. Be sure to use a blank disk or one that you will use only to save your positions onto. Also it is unnecessary to format the Save disk (Amiga/ST). For PC owners, it is necessary for the disks to be previously formatted. The save feature is not available on the Commodore 64 version.

Loading A Saved Game

To Load your position press CTRL-L while the text is scrolling on the King picture (the picture following the title screen).

Next, you will be prompted to insert your Save Disk. Remove the Wrath Disk from the internal drive, insert the Save Disk and press RETURN.

A menu will then appear showing you the name of your previously saved positions and asking you to select the letter corresponding to the position to Load from. If a save location is already used, the position from where you saved will be shown, otherwise 'EMPTY' will be shown.

Select a location and you will be prompted to insert a Wrath disk. Insert any Wrath of the Demon disk and press RETURN.

Note: By pressing ESC when prompted for a Load location, the loading process will be cancelled. The load feature is not available on the Commodore 64 version.

Restarting The Scene

If the hero dies in one of the scenes, you can restart the same scene by pressing the FIRE button ('0' on the IBM keyboard) when the text is scrolling on the Death picture. You will restart the scene with the same number of potions as you had when you originally began the scene. If you don't press the FIRE button, you will return to the beginning of the game.

Ending The Game

To stop playing the game simply reboot your Amiga by pressing the CTRL key and the two AMIGA keys (on some machines the COMMODORE Key and the AMIGA Key) at the same time. The screen will go blank and you may now eject the disk from the drive.

For Atari ST users, you can reset your computer by pressing the button on the back of the computer. You can now safely remove the disk from the drive.

PC owners should press CTRL-ALT-DEL at the same time and when the screen is blank, remove the disk from the drive.

Owners of the Commodore 64 can end the game by simply switching off the computer. It is then safe to remove the disk from the drive.

GENERAL HINTS ABOUT THE GAME

1. Try to keep your potions, you'll probably need them badly as you progress.
2. To defeat the various monsters, you will find that you must develop different strategies for each of them.
3. Try to stay as far away as possible from the monsters.
4. Never let a monster push you in a corner.
5. At certain points during the game, it is recommended that you make a map of the surroundings.
6. Some monsters carry potions that can be collected by killing them.
7. Sometimes it's better to try to avoid a monster rather than trying to kill it.
8. Most of the time, switches activates mechanisms.
9. Save between each of the scenes.
10. When in the castle, you always view the North and East walls.

About the Development Team

Abstrax is the team who programmed Wrath of the Demon for the Amiga and made all of the original graphics. Abstrax are Pierre Proulx, Claude Pelletier and Martin Ross who live and work in Quebec, Canada. Wrath of the Demon is their first game but probably not their last.

Wrath of the Demon is the result of over ten months of non-stop work. When Wrath was first started, Abstrax was determined to create a game that pushed the hardware to its limits and in doing so produce a game that set new standards. The idea was to create a game that not only included smooth parallax scrolling with more levels than any previous game, but also to include fight scenes with large, intelligent monters and exploration scenes that require more than just manual dexterity. Equally important to the game was to produce very smooth animations and highly detailed graphics. And finally, the game would not have been complete without the nine outstanding musical pieces from the reknown composer David Whittaker.

Since the original version takes advantage of all the sophisticated Amiga hardware features, converting Wrath to the Atari ST, IBM PC and Commodore 64 was no easy task. Needless to say, all these versions push their respective computers to their limits to create a game that might have previously been thought impossible.

The entire Wrath development team really enjoys writing computer games and looks forward to producing many more quality games in the future -- let's hope that piracy doesn't change their minds. Another game is already on the drawing boards, so look forward to a game that includes not only the techniques found in Wrath of the Demon but also many new ones.

FEATURES OF WRATH OF THE DEMON (AMIGA)

Total Size: 600 screens of action

Graphics Data: 3.5 Megabytes

Music & Sound Data: 600 kilobytes

Music Sample Rate: 20 kilohertz

Number of different sound tracks: 9

Screen Update: 60 times a second

No. of different monsters: 120

Maximum Sprite Size: 300 by 144 pixels

Project Duration: 10 months

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