

Death Flood

Dungeon of Doom

Manual



About

Welcome to **Deathflood—Dungeon of Doom**. In this game you will find yourself trapped deep in a dark dungeon full of evil creatures, traps and an ever-rising flood. Your main goal is simple: Get out of this hostile place ... alive.

At second glance, your quest may not be as simple as you thought. There are additional objectives, hidden secrets, some nasty traps and several decisions to be made.

This guide should give you all the information you need to master the game's challenges. And whenever you feel the game is unfair, think twice before trying to open a door by banging your head against it. There might be a key under the doormat.

Prolog

In a dark tavern, a drunken merchant told you about the legend of a nameless necromancer once terrorizing the land. Decades ago the necromancer died during a dark ritual that went horribly wrong. His lair was a stronghold hidden in the high mountains and people say that it is still full of riches, ready to be taken by anyone brave enough to enter. You became curious and decided to search for the stronghold ...

The Prophecy

... and the old fortune teller predicted to you ...

I can see six fates awaiting you in the cold darkness.

**Four from poor to rich,
one full of haste
and one for the merciless.**

Your deeds and gains will change your destiny.

Controls

The game supports a controller in port #2 or #1. There is special support for extra buttons on the Protovision Protopad. The Protovision Protopad is detected once when the game menu is displayed for the first time.

In the following, controls are referred to as **[Fire]** for any fire button, **[Left]/[Right]/[Up]** and **[Down]** for pressing the controller in those directions, **[B]** for the Protopad B button, and **[M]** for the Protopad menu button.

Walk		Push [Left] or [Right] .
Pick up Item		Walk over an item to pick it up.
Run		Push [Left] or [Right] for several seconds.
Jump		Push [Left]/[Right] and [Up] or [Left]/[Right] and [B] on Protopad.
Long Jump		Jump while running.
Attack		Press [Fire] .
Use ladders		While standing in front of a ladder, push [Up] to start climbing.
Leave Level		While standing before a staircase, push [Down] .
Use Doorways		While standing before a doorway, press [Down] .
Use Switch		Standing before a switch and press [Down] .
Use Stairs		Walk towards the stairs to start climbing them. Sometimes stairs can be passed by, then you have to jump onto the first step.
Pause Menu or Skip Intro		Press the [Fire] for 3 seconds or [M] on Protopad. The game pauses as long as the menu is active. Move [Left]/[Right] to choose and [Fire] to confirm an option.

The Heroes

The Barbarian



A fierce warrior wielding a deadly sword capable of inflicting great damage at long range. Due to his heavy musculature, his movements are rather sluggish.

The barbarian prefers to kick down doors and attack hordes of enemies head-on. Gravity is not his friend, so he is most efficient with both boots on the ground.

The Amazon



A swift fighter, she carries two sharp daggers. Her light weapons allow her to jump high and run fast. The short attack distance makes her more vulnerable to attacks.

The Amazon tends to avoid direct confrontation and outmaneuver her opponents. Her agility allows her to reach inaccessible places.

Menus

The **Main Menu** is visualised as a book with several pages. Your control options are displayed on the left. Use **[Up]** and **[Down]** to scroll through the pages.

Start Press **[Fire]** to start a new game.

Hero Press **[Left]** to change your hero and **[Right]** for skin color.

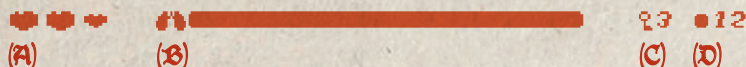
Audio-Settings Press **[Left]** to turn music on/off and **[Right]** to turn sound effects on/off.

Manual Press **[Fire]** to view and **[Fire]** to leave the manual.

In the **Pause Menu** you can quit or continue the current game. The third option is to restart the current level, which is useful if you are stuck somewhere. The level restarts with the number of hit points and coins you entered it. But there is a penalty of reducing your hitpoints by one. This might result in a game over when you have only one hit point left. See »Controls« how to enter this menu.

Statusbar

The status bar is displayed at the top of the game screen and has two modes: displaying the hero's health and inventory, or an in-game menu in pause mode.



(A) Hit Points

You have four hit points, which you can lose for various reasons. When your last hit point is gone, the game ends—unless you have enough gold to pay for a continue. You can restore your hit points by collecting magical potions. Each potion restores one hit point. When your hit points are full, you won't be able to collect more potions, so you'll have to collect them again later.

(B) Oxygen

On most levels, the flood is constantly rising. Whenever your head is below the water level, your oxygen reserve will decrease. When you run out of oxygen, you lose one hit point and regain some oxygen. If you run out of lifes, you will die instantly. Whenever your head is above the water, your lungs fill with fresh air and your oxygen reserves increase until they reach their maximum.

(C) Door Keys

The number of door keys you have collected so far. Whenever you touch a door while holding at least one key, the key will be used to open that door and will disappear from your inventory. Keys can't be carried over to the next level.

(D) Golden Coins

Each time you collect a coin, it's added to your coin balance. You can also collect jewels, which are worth three coins each.

Dungeon Creatures

Acolyte



The servants of the necromancer. Very fast but weak. Dangerous when they appear in large groups.

Beholder



You can't hide before their countless eyes. They can even see you through walls and floors.

Death Knight



Undead warriors resurrected by black magic. Death knights are very tough fighters and cannot be doged.

Mummy



When corpses are embalmed, the brain is removed. Mummies are slow and easily outwitted.

Skeleton



The foot soldier of evil. They are aggressive and pretty smart, but can't take much damage.

Slime



Creatures created from poisonous sewerage and dark magic. Very weak and no match for a real hero.

Stone Face



Ancient faces carved in stone that can spit reballs. They are indestructible.

Stone Golem



Giant creatures with a thick stone skin. Luckily they aren't very smart, but they are so huge that they can't be doged.

Rats



The children of the rat god. They populate dungeons in large numbers but are harmless.



Dungeon Survival Guide

Switches

A switch opens/closes at least one gate. However, a switch can also be connected to several gates and vice versa.

Secret Passage

A secret passage connects two doorways in a level and can be used in both directions.

Falling

When you fall from a certain height, you lose one hit point, unless you fall into water of a certain depth. Falling into the void will reset you to the beginning of the level.

Rescue Jump

When falling you have a very small window of time in which you can still trigger a jump.

Traps

There are different traps like spikes or acid pits. Falling into a pit or moving inside will damage your hero. Shallow acid traps are neutralized once they have been flooded.

Invincibility

Whenever you take damage, your hero is invincible for a short amount of time.

Water

Being underwater for too long will kill your hero, but also your foes.

The Flood

There are mechanisms that are activated by passing by a hidden switch. Activation causes the dungeon to tremble and changes the rate at which the flood rises. This does not necessarily have to be to your disadvantage.

Disk Version

To load the game type **LOAD"*",8,1** and press enter. The first file on disk is an autoloader that automatically starts and loads the other parts of the game.

When running the disk version of the game on the Vice-Emulator, ensure that «True Drive Emulation» is enabled or the game might get stuck during the loading screen.

Cartridge Version

A Magic Desk cartridge build, which is supported by the Vice-Emulator from at least version 2.4 upwards (File/Attach cartridge image/Crt image). In this version the loader is skipped and the game starts with a choice where you can choose to see the intro first or go straight to the game menu.

Technical Issues

The game was developed for PAL machines. A compatibility mode is activated on NTSC machines, but the experience will be slightly different on NTSC: Music sounds a little different, timings are not exactly the same and in some situations there is some flickering.



Credits

Friedrich Volmering

Concept, Code, Game Art and Manual Text

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Music and Sound Effects

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Testing

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Cover Art, Box and Manual Design

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