

# DIE FIEND: An Exciting RPG

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## *Instructions*

Welcome to the world of DIEFIEND, new adventurer! These instructions will tell you how to play DIE FIEND on your TI 83 or 84 Plus.

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## Setting up DIEFIEND

If you have a choice of calculator, I would strongly recommend using the TI 83 Plus. The speed of the game is tailored to this platform, and while it will work on the 84 Plus, the faster speed will make the game proportionally harder.

Unlike the previous version of DIEFIEND, this version has completely eradicated the external puzzle system. The entire game is in one program, DIEFIEND. In Doors CS 7, the program's icon is a two-edged sword.

Before running DIEFIEND, make sure that these files are unarchived, if they exist: GDB0, Str0, \_DFSAV, \_DFSCR, all the real numbers A-Z, and  $\theta$ .

Once all of that is set up, go ahead and run DIEFIEND. You will see the Title screen. Press ENTER, and the game will attempt to load your save game data, a list named DFSAV. If you do not have a save file, DIEFIEND will display "NO DATA FOUND" and will begin a new game, taking you through the opening storyline. Otherwise, you will be shown the level of your character, and you will be prompted to Continue, start a New Game, or quit DIEFIEND.

NOTE: You can quit DIEFIEND by pressing ON. However, if you do, your game will not be saved, and your graphing window will be messed up. So please don't do it.

IMPORTANT: The author of the game acknowledges that if the game is run too long, it will quit out with an ERR: MEMORY as if you had pressed the ON key. However, before this happens, the game will begin to slow down, an effect more pronounced on a faster calculator. When the game begins to slow down, take your first opportunity to save and quit so as to remove the ERR: MEMORY risk. You are then free to start playing again.

## The Story of DIEFIEND

You have been captured by a savage band of Fiends, demonic creatures who plague the countryside with warfare and plunder. As their prisoner, you have been forced to take part in their gladiatorial contest, facing Fiend after Fiend as the leaders of the clan stop at nothing to destroy you. However, you came prepared: as a trained swordsman and mage, you are more than ready to face the pack of monsters the leaders throw at you. Can you make it out alive?

## The Gameplay of DIEFIEND

DIEFIEND has nine Stages. Each stage has nine Standard Events and a Boss Event. Each Standard Event plays out as follows:

1. You will play the event or fight the Fiend decided by the leaders of the Arena. (NOTE: In Event 9 of every Stage, you get to select your event; in Event 10, you will fight the Boss)
2. If you succeed (which you most likely will) you will gain Experience, have the opportunity to view your stats, save and quit the game.

3. If you continue the game, play proceeds to the next Event.

The leaders of the Arena pick randomly from the following three Events:

1. Clinic, in which a prisoner tends to your wounds for a fee.
2. Elixir Pump, which gives you a chance to purchase Elixir, which can be used in battle to heal wounds.
3. Fiend, in which you battle a Fiend in a turn-based battle.

At the end of the Stage, you will fight a Boss Fiend, which is more powerful than the standard Fiend and boasts a new special ability. Once you kill the Boss Fiend, you will begin the next Stage. At the end of the last Stage, you will fight the Final Boss, and complete the game by killing it.

## Your Character

Your character in the game has several stats which can be upgraded as you fight Fiends and grow stronger. Whenever you view the Stats Screen (either at the end of a Stage or during a Battle), you will receive a report on the following Stats:

- HP: The amount of damage you can take before dying.
- Max HP: The maximum amount of HP you can have at once.
- Mana: The amount of magic power you have.
- Max Mana: The maximum amount of Mana you can hold.
- Attack: The amount of damage you can deliver.
- Defense: The amount of damage you can block off.
- Elixir: The amount of Elixir you are currently holding.
- Coin: The amount of Coin you're toting.
- Exp Left: The amount of Experience you need to reach the next Level. If this number is negative, then you have Leveled Up!

When you level up, you will be allowed to upgrade either your Max HP, Max Mana, Attack, or Defense. You can only upgrade one per level up, so be sure to upgrade according to what you actually use. Luckily, whenever you level up, both your Health and Mana fully restore to their maximum values.

## Battling Fiends

The leaders of the Arena will most often throw a Fiend at you for you to fight. The turn order for a Fiend battle goes like this:

1. You select an attack or action from the attack menu.
2. If you select an attack, follow the commands onscreen.
3. If you succeed, you will damage the Fiend. If your attack kills the Fiend, you will gain Experience and Coin, and clear the Event.

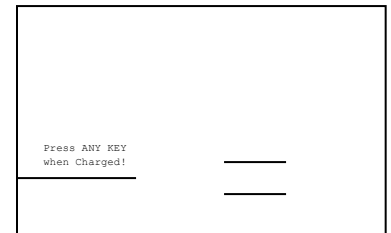
4. Otherwise, the Fiend gets a chance to attack you. Unlike your attack, you cannot block this attack unless you have a high enough Defense. If you run out of HP, you will die.
5. If the Fiend has a special ability that it can activate, it will most likely do so now.
6. In order to keep things interesting, all Fiends are capable of upgrading their Attack by 1 point, having a 1% of doing so at the end of every turn.
7. Play passes back to you.

## Action Commands

What makes this game cool and unconventional is the fact that you must follow an Action Command to land your Attack. After you select an Attack, you must follow the commands onscreen. Your Attack Power rests on how well you did.

Most Attacks follow the Standard Action Command (indicated by Standard in the attack description below):

1. Two bars, parallel to each other, will appear along the bottom of the screen.
2. Another bar will start to grow from the left side of the screen.
3. If you press a key while the end of the bar is in between the two stationary bars, the attack will be successful. Otherwise, the attack will miss.



## Your Attacks (Menu Commands)

In any one turn, you may choose from the following actions:

**CHECK STATS:** View a report of your stats, as to see if you have enough Mana or HP to continue onward, for example.

**NORMAL STRIKE:** Slash your sword at the enemy

- Attack Power: About double your Attack stat.
- Action Command: Standard Action Command (see above)
- Action Command Difficulty: Easy

**POWER STRIKE:** Unleash a powerful strike at your enemy

- Attack Power: About quadruple your Attack stat.
- Action Command: Standard Action Command
- Action Command Difficulty: Very Hard

**JUMP STRIKE:** Jump and crash down on your enemy

- Attack Power: About your Attack stat.
- Action Command: Similar to Standard, but you must hold the DOWN key to advance the bar, and release it when it is in the sweet spot.

- Action Command Difficulty: Easy

MAGIC: Each of the following Magic Powers exists in a separate submenu, under Magic. Mana cost is indicated in parentheses. If you do not have enough mana, you cannot fire the attack. The Magic Powers stand thus:

- SCAN: Learn your enemy's stats. When you use this Power, you will get a reading on the Fiend's HP, Attack, Defense, and Special Ability. Note that you only see the report for a little while, so to keep track of the Fiend's stats, you may have to use Scan multiple times. Luckily, Scan does not draw any Magic Power
- BLAST (2 Mana): Same as Power Strike, but with a much easier Action Command.
- FURY (5 Mana): Attack your enemy multiple times until you miss
  - Attack Power: A little less than your Attack Stat (per hit)
  - Action Command: Standard Action Command
  - Action Command Difficulty: Moderate, sweet spot gets smaller with every successful strike
- DISARM (8 Mana): Lower your foe's Attack Stat
  - Attack Power: Can lower up to 3 Attack
  - Action Command: Press LEFT and RIGHT alternately as fast as you can to "shave off" the Fiend's Attack.
  - Action Command Difficulty: Moderate
- DISARMOR (8 Mana): Lower your foe's Defense Stat
  - Attack Power: Can lower up to 3 Defense
  - Action Command: Wait until "NOW" appears, then press any key. The faster your reaction time, the more Defense you shave off.
  - Action Command Difficulty: Moderate
- SUPERNOVA (20 Mana): Unleash a super-powerful attack at the enemy
  - Attack Power: About 10 times your Attack
  - Action Command: You will be shown a code, and then asked to reenter it. If you get it right, you will do a Standard Action Command to land the attack.
  - Action Command Difficulty: Hard
- CANCEL: Return to the Main Attack screen

ELIXIR: Use Elixir to heal your Health or Mana. After viewing a Stat screen, you will be asked how much Elixir you want to drink, and what stat you will use it on. (NOTE that this consumes your turn.)

FLEE: Attempt to run away from the Fiend and restart the Event. Note that the Fiend might prevent you from escaping (costing your Turn), and that a Boss is unavoidable (not costing you your Turn).

### **The Fiends of DIEFIEND:**

As you progress, new Fiends will appear to battle you. Here are just the first few, as there are many more:

- Fiend: The only enemy you meet in Stage 1, this creature holds no special ability.
- Winged Fiend: Introduced in Stage 2, this creature can fly, and therefore avoid the Normal and Power Strikes.
- Bandit Fiend: Introduced in Stage 3, this creature robs you of your Coin and Elixir when it hits you.
- Buildup Fiend: Introduced in Stage 6, this creature is ten times more likely to upgrade its Attack at the end of its turn, and is also capable of upgrading its Defense.

Each Boss Fiend holds the special ability seen in the Fiends introduced in the next Stage. Therefore, when you fight a Boss, you will have to experience a new Special Ability.

## Clinics and Elixir

Because the leaders of the Arena want to keep up crowd participation and not let the festivities end quickly, they allow prisoners to tend to your wounds and sell you Elixir. A Clinic will appear when you are depleted in either Health or Mana, and offer to sell you the opportunity to restore all of your stats. An Elixir Pump allows you to purchase Elixir in order to heal during battle. Both cost money, however, and you have to use your judgment as to whether the prisoner poses a good deal or not.

### Clinics

A Clinic is an Event in which a Prisoner comes to heal you completely. If you do not need him, the leaders of the Arena will not send him out to help you. If you decline his services (or cannot afford them), the leaders of the Arena will call him back and reconsider your Event. You will only clear the event if you accept his services and allow him to heal you.

NOTE: A Clinic is not necessary to perform a full heal. Leveling up also restores your Health and Mana completely—and at no cost to you.

### Elixir

Elixir is purchased at an Elixir Pump. When you see it, you will see how much Coin and Elixir you have, and then how much money each drop of Elixir will cost. Then, press 1 or 0 to choose whether you wish to purchase Elixir or not, and then press Enter. If you choose not to purchase Elixir, the Elixir Pump will be called back and the leaders of the Arena will reconsider your Event.

Otherwise, you will be taken to the purchasing screen. You will see your Elixir and Coin amounts. Press 2nd to buy 1 drop, Alpha to buy 10, and Mode to stop buying Elixir. You will automatically stop buying Elixir if you don't have enough money to buy another drop of it.

You use Elixir in battle to heal your wounds and restore your Mana, so keep a lot of Elixir on hand. You can also use it to revive, should you die.

## GAME OVER

In the game of DIEFIEND, it is very, very likely that you will be killed by a Fiend. However, if you purchase Elixir, you can come back to life and continue your adventure.

When you die, you will be asked if you would like to continue by paying a certain amount of Elixir, which depends on how far in the game you have progressed and the amount of damage you took past 0 HP. If you choose to continue, you will use that Elixir and will be transported to the beginning of the Stage. However, if you do not have enough Elixir, or choose not to revive, you will receive a GAME OVER.

When you receive a GAME OVER, you will receive a score depending on how well you played, what level and stage you reached, and what supplies you had left. Once you receive your score, you are stuck with it until you delete your file and begin a new game.

In either case, after you die, you will restart at the beginning of the Stage, no matter how far you got beforehand. Once you get a GAME OVER, you no longer have to pay Elixir to do this.

When you reach the end of the game, you will receive your final score if you have not received it yet, and then it will be entered into a list of your top five scores, which you can send to your friends!

## Tips and Tricks

- Keep a lot of Elixir on hand. During really long Boss fights, you will find yourself taking many swigs of it.
- In the special choice event, if you reject the services of a Clinic or Elixir Pump, you will always get your choice of event again. Use this to get good deals on Elixir Pumps.
- Prices for Clinics go up as you play the game. When you see a Clinic, evaluate how much Elixir you would need to have the same effect, and use that to approximate the worth of the Clinic services. Also note that the price of a Clinic is not random at all, but depends on how far you are in the adventure.
- Use the Scan spell to learn the special abilities of Fiends, and to keep tabs on your progress in defeating the Fiend. Note, however, that a Fiend's HP and other stats do not depend on its ability.
- Better yet, learn the special abilities of Fiends simply by looking at their name.
- You start the game with no Defense, which means you are always vulnerable to Fiend attacks. Upgrading your Defense is good up to a point, because each point of Defense decreases 1 point of damage from each Fiend attack, making each point of HP last longer and thus reducing the cost of healing yourself. However, upgrading Max HP has a greater effect on your total endurance.
- Never underestimate Mana! Spells, especially Disarm and Disarmor, are quite effective in defeating Fiends that are not resistant to them. Upgrade your Mana as often as you can afford to in order to maintain a large Mana pool.
- Learn from the achievements and mistakes of others to develop your own strategy.