

Daemonsgate

for the Atari Lynx

- **Instructions**
- **Storyline**
- **Maps**
- **Hints**
- **Walkthrough (unfinished)**

Introduction

When you start the game, you are greeted with the message:

Welcome to Daemonsgate. You are in Tormis....

Besides that, you don't know anything else. You will soon discover that Daemons are running wild in the streets of many cities, and they aren't very friendly. It is your job to find out what has happened and ultimately send these Daemons back to where they came from.

You can gradually uncover what has happened by talking to people. People you can talk to generally have a white flashing circle around them. One person who is particularly helpful is the Amulet of Knowledge, who walks the streets in most cities.

Note: When you start the game, you are also greeted with the message:

A new day dawns.

However, time never actually seems to pass in the game (i.e. it never becomes night or the next day). Perhaps this message is a carry-over from the PC version that was never removed?

Controls

Options 1:

Brings up a contextual menu. Standard choices are:

- Magic Screen
- Inventory
- Exit

If you are talking to someone or in a store, other choices will appear as well such as:

- Conversation Screen
 - Who Are You
 - Ask About
 - People
 - Places
 - Objects
 - Temporary
- Gossip
- Exit

Shop

B + Option 1:

Brings up a map that you can zoom in and out of.

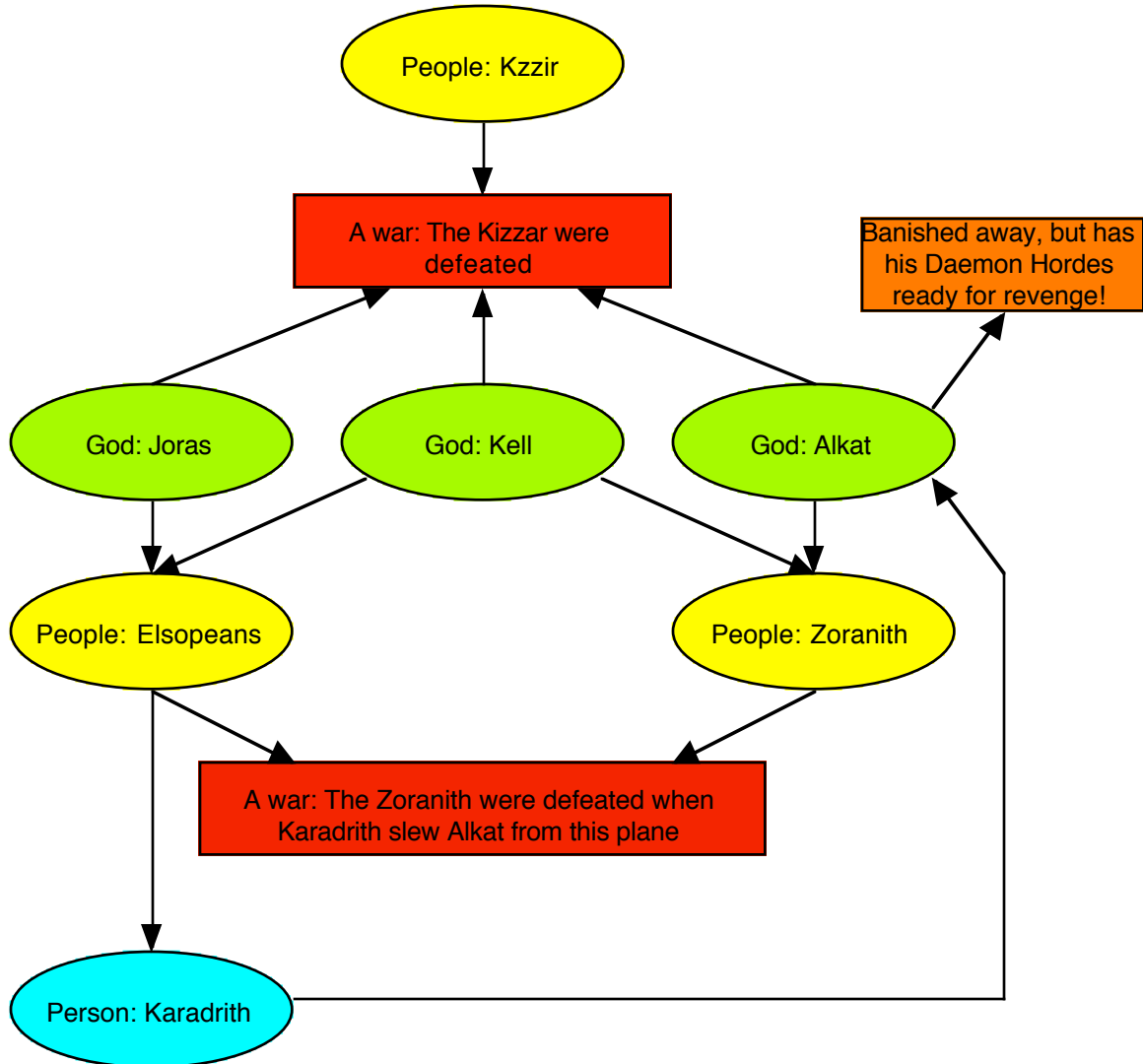
Story line

This section summarizes the story line of the game. If you would rather discover this on your own,

you will want to skip this section.

Ancient History

The diagram below shows what has happened up until the Daemons Hordes were released:



1) In the beginning, there were only the Kzzir -- a race of lizard-men.

2) Along came three Gods: Joras, Kell, and Alkat. They warred with and ultimately defeated the Kzzir to make room for their people: the Elsopeans and the Zoranith. It is not known if any Kzzir remain alive.

3) Eventually the Elsopeans and Zoranith also warred. The Zoranith were ultimately defeated when an Elsopean hero named Karadrith slew Alkat's from on this plane with a magical sword, banishing him from this world forever.

4) Alkat now is the lord of the Daemon Hordes, which he rules from his maze-palace on his own dimension. He cannot enter our world since he was killed, and the only way to slay him forever is

to kill him on his own dimension with the Sword of Venom. He hates all life, but the Elsopeans most of all.

Kzzir Empire

An empire that was ruled by lizard-men, the first inhabitants of this world.

Cities

Halak

The few Kzzir that remain are hidden away underground.

Elsopean Empire

An empire that was ruled by sorcerers. Their dabbling in unknown forces brought their empire down.

Cities

Tan Eldorith

Capital of the Elsopean Empire. Renowned for its wizards and scholars. Now destroyed by the Daemons.

Helladia

“City of the Dead”

Karadrith is buried here.

Zoranith Empire

Cities

Selakier

Civilized Lands

Encompasses the area between the Boarder Peaks in the south and the Northlands in the north.

The Border Peaks are a range of mountains that run from east to west across the known world, cutting off Elsopea from the rest of the continent.

The Northlands are a desolate place, home of little more than snow and barbarians clans. These clans are McDougal, McBride, and McMorn. They are constantly at war amongst themselves.

Cities

Tormis

Anchor

Atteia

Atteia

Jorvli Point

Essam

“City of Thieves”.

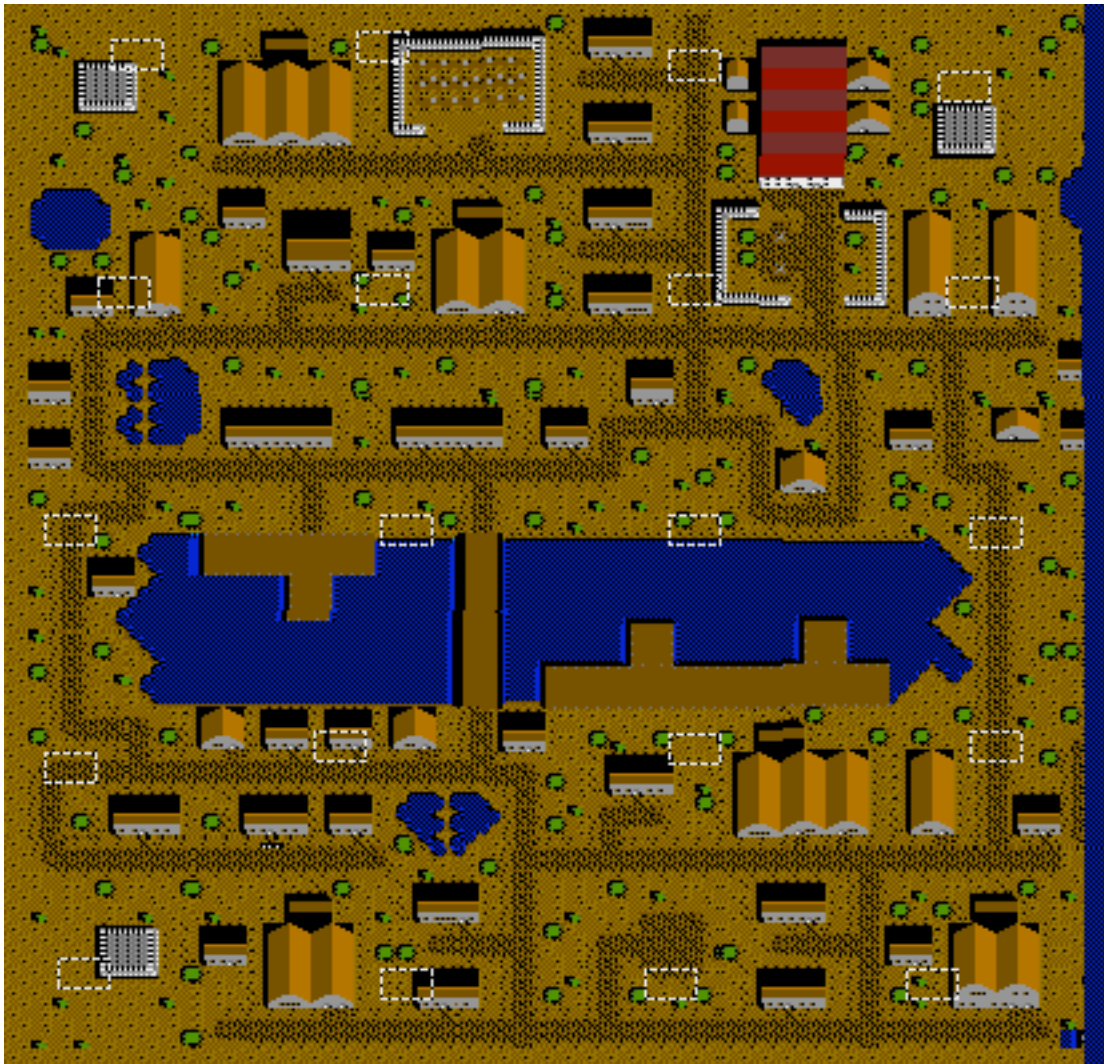
Ruler: No governor – instead ruled by two gangs of criminals.

Current Events

An Elsopean sorcerer named Alathon (also known as Dorovan) was dabbling in unknown forces and accidentally released Alkat's Daemon Hordes when a magical experiment failed. The Daemons have invaded the streets of the cities in the Civilized Lands. The only way to banish the Daemons forever is to catch up with the Elsopean and help him kill Alkat with the Sword of Venom!

Maps

Civilized Lands: Tormis



Greatest city in the Civilized Lands.

Ruler: Lord Tyriffin is ruler and protector.

Inns: Pig and Ball Run by Joseph Halleck (large building in lower right)

Shops:

Potion Shop:	Run by Yannick Ruger
Merchants Guild:	Run by Hovis Maelstrom
Weapon Shop:	Run by Uber Brogman

Guards: Klaus Brunner

Other: Smelly Elliot hauls dung.

Civilized Lands: Anchor



A port city on the east coast of the Civilized Lands.

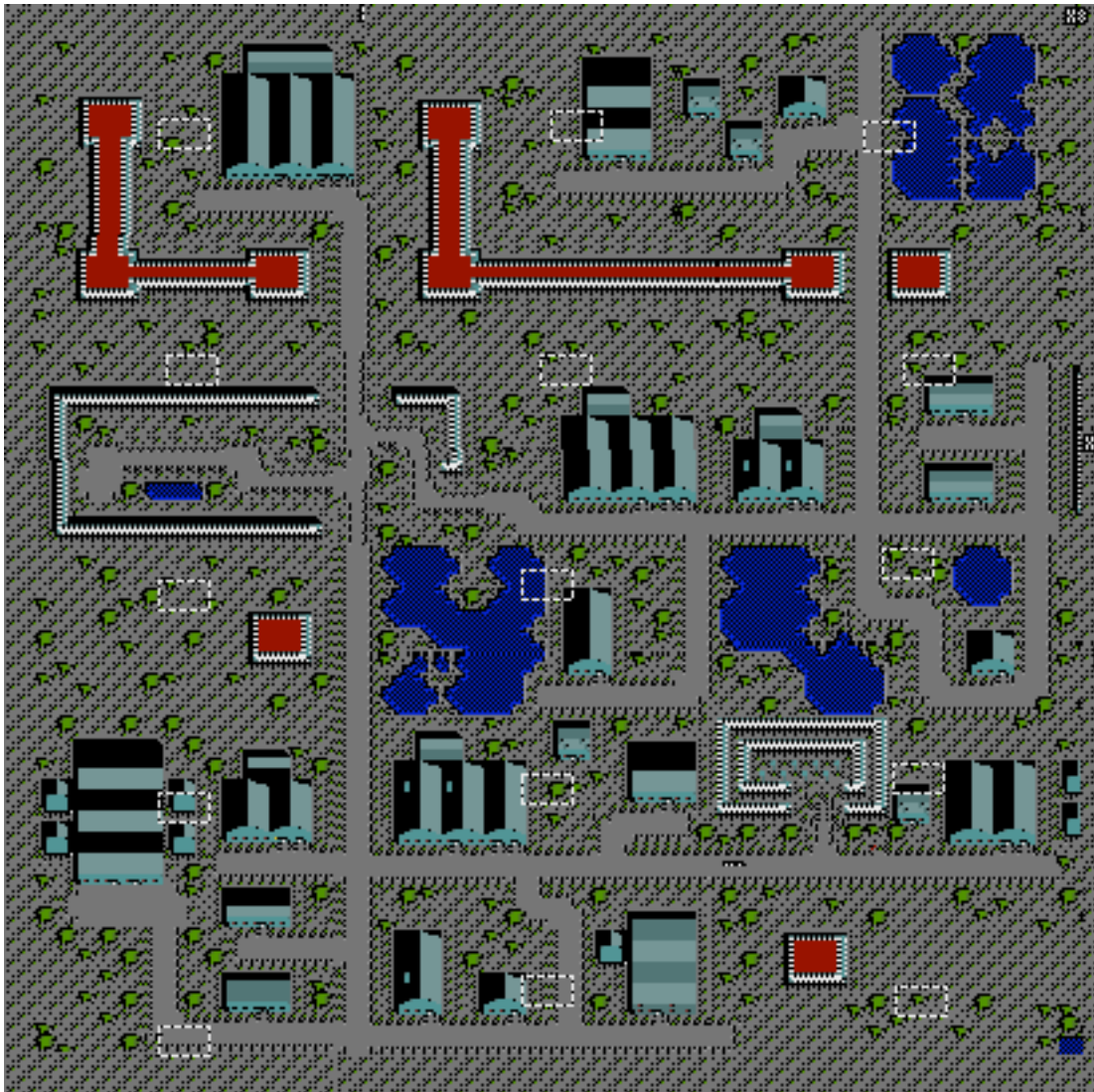
Ruler:

Inns: (double-building in upper left -- not the red one)

Shops:

Other: Corvis (in red building)

Civilized Lands: Atteia



Has the strictest laws of any city in the Civilized Lands.

Ruler: Hellast* (large building in lower left)

Inns:

Shops:

Potion Shop: Run by Vincenelli

Other:

Max the Knife

Captain Donar Schmitt, soldier and servant of Hellast.

Ysagraine

Lars Jurgens (in large middle building -- lots of good info!)

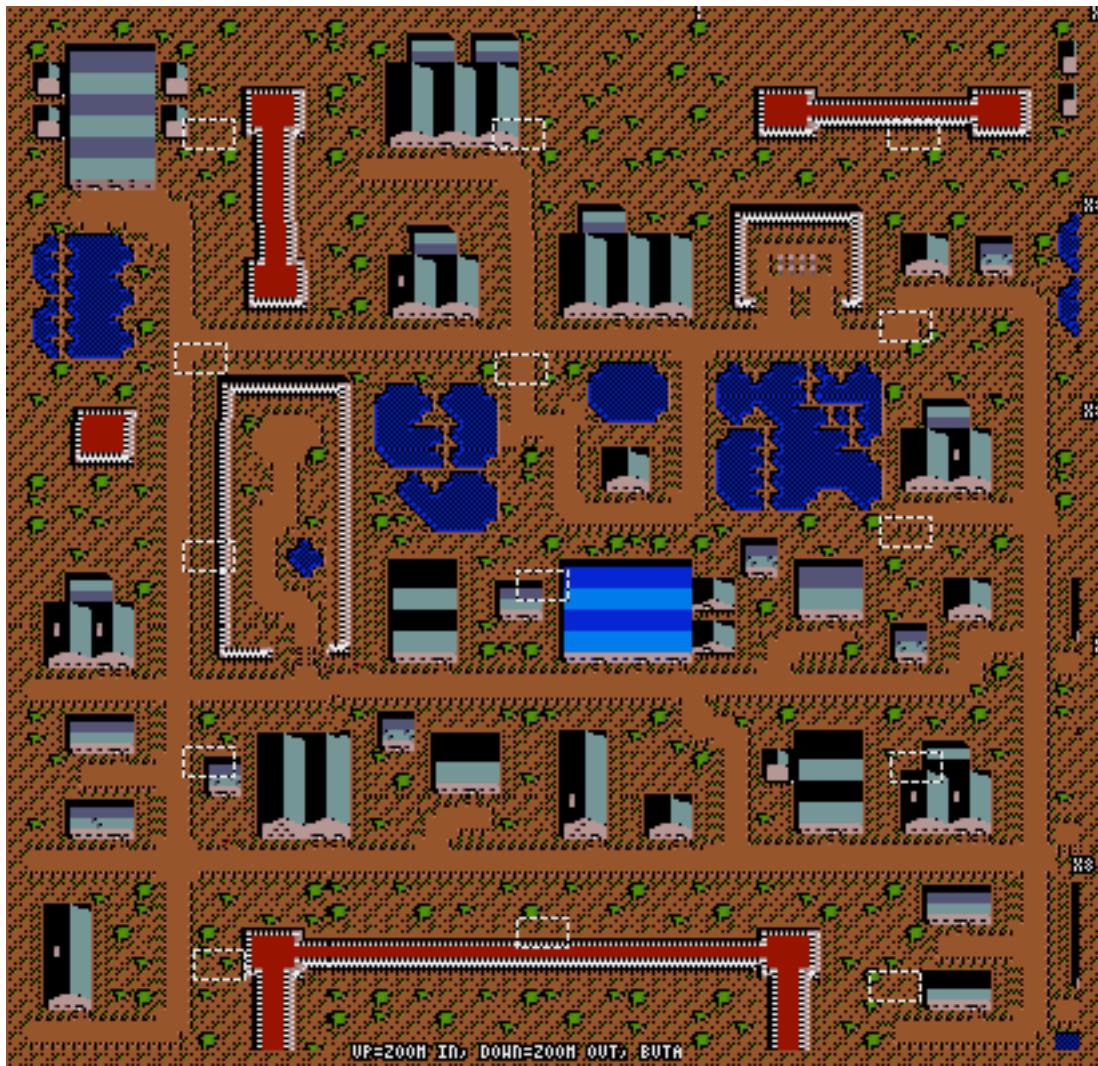
Cretia Jarrek

Kennis Borrdas
Brudda

*Hellast also led a cult known as the Black Hand which was secretly working for Alkat.

Before you leave, you can optionally go to see Lars Jurgens in the middle large building. Ask him about everything and he'll give you lots of good information. He will tell you that Wasgul is a snitch that spies on people for the black hand.

Civilized Lands: Jorvli Point



“City of Scholars”. Renowned library and Wizards Guild, greatest center of learning in the Civilized Lands.

North of Atteia, in the west of the Civilized Lands

Ruler:

Inns: Tinkers Respite Run by Perrin the Grey (lower right)

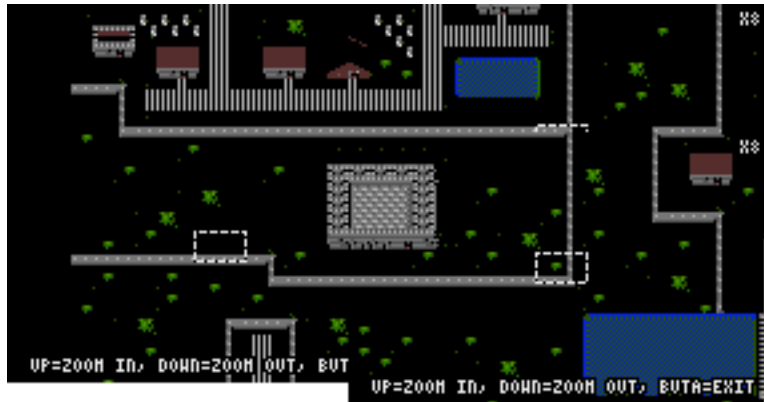
Shops:

Wizards Guild:	Run by Heironymus Vigo (blue building).
Potion Shop:	Run by Heinrich Katz.
Library:	Run by Lise Marik (upper left).
Weapon Shop:	Run by Leo Morrin.

Other: Private Frannek Willow

Jarvis Twelvesheep, a guard
Kirrin Brithos
Karolin Florin
Qventin Waylan, bricklayer and chair maker.
Analese Clowin

Zoranith Empire: Selakier



No one knows if any Zoranith people still survive here.

Hints

Invincibility:

- You will sometimes gain invincibility during gameplay. It is unknown what causes this. It may simply be due to a bug in the game -- but if it's a bug it sure is a nice one!

Buildings:

- Small houses are generally empty or locked. Either way, they're generally not worth your time exploring.

General:

- Innkeepers tend to be among the most knowledgeable people.

• Walkthrough

- You start the game in **Tormis**.
- Equip yourself with the Sword that you have. It's not very effective, but is better than your hands.
- (Optional) Start by asking questions around town and you will be told that you should go to the Inn to ask about the Elsopean.
- Go to the Inn and ask about the Elsopean. He'll tell you he has left for Anchor.
- Leave Tormis and **go to Anchor**.
- Go to the Inn and ask about the Elsopean. He'll tell you that he (Alathon) has left for Atteia and that you'll need a Permit to go there. Ask about a Permit and he'll give you one.
- Leave Anchor and **go to Atteia**.

Note: Atteia is buggy and you will occasionally experience crashes with the following message:

Message:
!!! Illegal TLC !!!

The likelihood of a crash seems to increase the longer you are in Atteia, so try to stay there as little as possible. For example, you can leave and come back frequently. If you are using an emulator to play you should save your progress.

- (Optional) Ask questions around town about Alathon and you will be told that Wasgul has been looking for him. Ask about Wasgul and you will be told to visit Donar Schmitt -- if he'll talk to you.
- (Optional?) Go to Donar Schmitt's place and ask about Alathon. He won't tell you anything.

--> You can kill Donar Schmitt, though I don't know if you're supposed to. If you do kill him you will receive the following message:

Message:
You finally defeat Donar Schmitt. On searching the body you find a black ring with a seal on it.

Additionally, you may want to kill Hellast first to get the Daemon Sword and then return to kill Donar Schmitt (see next step). You will be able to kill him much easier this way.

- Go to Hellast's place and ask about the Elsopean. He'll say he has left for Jorvli Point. Now ask about Alathon. He'll say you know too much and that you should prepare to die. You must now battle Hellast. Once you defeat him, you will receive the following message:

Message:

After a hard-fought battle you finally defeat the evil demonologist. When you search the body of your foe, you find a notebook, and a magical sword.

Notebook Contents:

Opening the book, you find a sheet of paper filled with writing in a spidery hand. It appears to be a letter from Alathon, and goes like this "Dear friend. By the time you read this I will be dead. I cannot hang on much longer, and I have much to tell you. My name is not really Alathon. I am Dorovan, the man responsible for the Daemon Gate, but I was ashamed to admit that the war was my fault. You must get the book translated by yourself and continue on your own. You should find an Amulet in this room. Use it, and ask it about Ancient Races. Good luck." The letter is signed Dorovan.

- Equip yourself with the Daemon Sword. This is a much more powerful sword, and you can now defeat the Daemons on the streets with only one or two hits.
- Do as the message says -- find the Amulet of Knowledge and ask him about Ancient Races, etc. He will give you lots of information.
- Leave Atteia and **go to Jorvli Point**.
- Go to the Library and ask about Selakier.
- Leave Jorvli Point and **go to Selakier**.
- Go in the only building you can. You will immediately receive the following message:

Message:

We know you need us to translate the book, but we cannot help you unless you prove to us that Edric plans to attack us directly. If you bring us the Battle Plans and it shows that Alkat's army has intentions towards us, then we will aid you. Until then do not return.

- Go find the Amulet again. Under temporary, you can ask him about Edric. He will tell you that Edric is the leader of Alkat's Daemon Hordes.

This is as far as I have got so far. It's not clear where the Battle Plans are, so you probably have to search all of the cities and ask a lot of questions. Perhaps Wasgul or Edric has them, though I have been unable to locate either of them. Perhaps they are even in one of the red treasure chests.

At this point I'm convinced that it is very likely that the game can be beaten.....someone just needs to spend a lot more time playing it!!!