



DEMONS OF ASTERBORG II

INSTRUCTIONS FOR USE

Please read these instructions before you or your child uses a video game.

I. - Precautions to take in all cases when using a video game

Avoid playing games if you are tired or sleep deprived.

Make sure you play in a well-lit room by moderating the brightness of your screen.

When using a video game that may be connected to a monitor, play away from the TV screen and as far away as the connecting cord will allow.

During use, take ten to fifteen minute breaks every hour.

II. - Epilepsy Warning

Some people are susceptible to epileptic seizures, which may include loss of consciousness at the sight of certain types of strong light stimuli: rapid succession of images or repetition of simple geometric figures, lightning or explosions. These people are at risk for seizures when they play certain video games with such stimuli, even though they have no medical history or history of seizures themselves.

If you or a family member has ever experienced epilepsy-related symptoms (seizures or loss of consciousness) with light stimulation, consult your physician before use.

Parents should also be especially careful with their children when they play video games. If you or your child experiences any of the following symptoms: dizziness, blurred vision, eye or muscle twitching, difficulty orienting, involuntary movement or seizure, or momentary loss of consciousness, stop playing immediately and seek medical attention.



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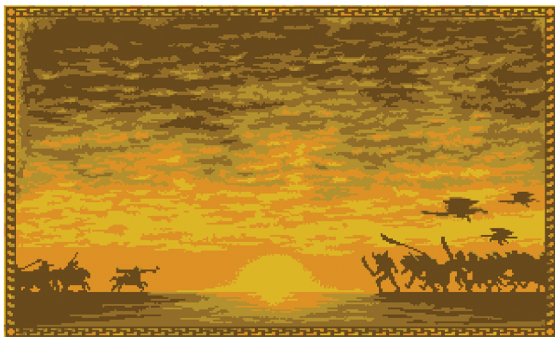
Introduction



Long ago, in search of a prosperous continent, Humans and Demons put aside their differences and joined forces to conquer the hostile lands of Asteborg.



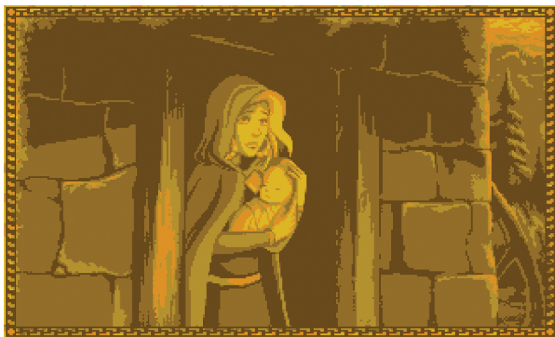
Unable to live together peacefully, they made rules and drew borders. They drew up a pact that should be respected at all costs.



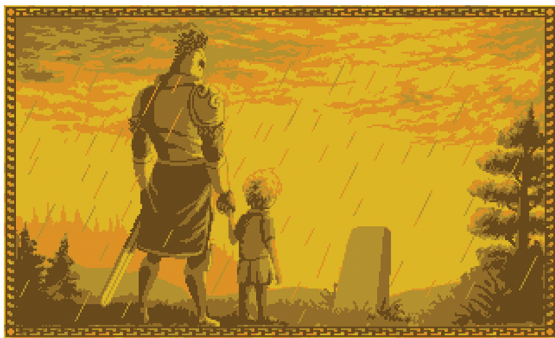
A few years later, rumors that the pact had been broken were amplified, and a war broke out. Zadimus, the leader of the demon army, launched the assault and took advantage of the humans.



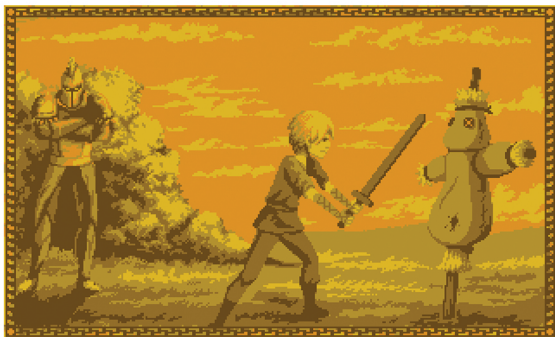
As the hope of the humans withered, two heroes appeared, a witch with extraordinary magical powers and a powerful warrior with mysterious origins. The powerful warrior managed to lock up the demons, at the cost of his own life.



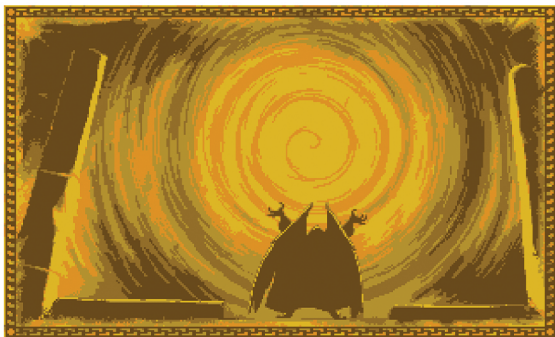
But Zadimus managed to escape and hid, waiting patiently for the day of his revenge. Shortly after that, a child was born. The witch, weakened by the war, lived in hiding for fear of reprisals from the powerful Demon.



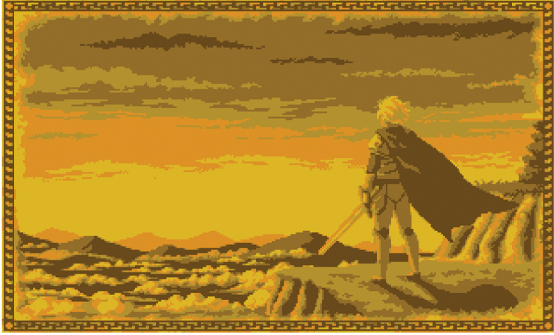
The witch was mysteriously murdered, and the chief of the royal guard, Bohort, took the child under his wing and treated him as his own son.



The boy, who seemed to possess incredible fighting skills, received intensive training and became, like his mentor, a powerful warrior.



Thirty years have passed since the war. Zadimus, having regained his strength, found a way to open the portal and free the Demons trapped in the lost dimension.



Gareth, the child of providence turned into an accomplished warrior, went into battle, in order to save his people.

Controls

3-button or 6-button controller



A button: Attack. Press multiple times to perform a combo.

B button: Press to jump. Press longer to jump higher.

C button: Use the current Ability

D-Pad: Use left and right to move your character. Use down to crouch.

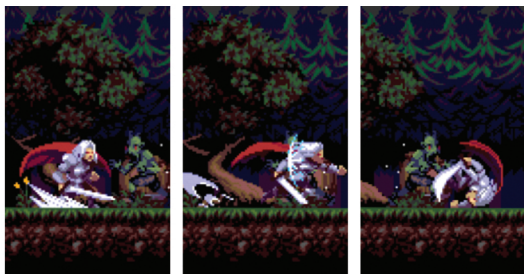
Start: Press to pause, press again to resume.



How to play

What is Demons of Asteborg

Demons of Asteborg is an action-platform game with Metroidvania elements. Play as Gareth, and stop the plague on Asteborg by scouring its different areas and eliminating the dangerous enemies that will rise against you.

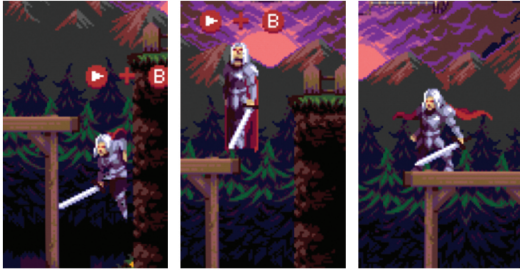
Roll



Rolling with  +  makes you invincible for a short time. Use it to get behind your enemies or avoid one of their attacks.

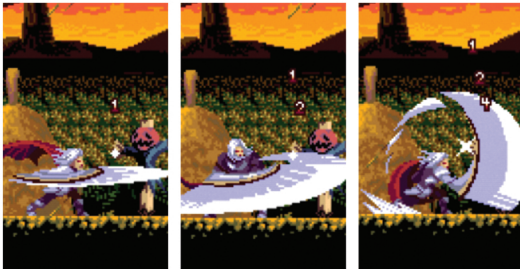
You can also use rolling to cross passages that are too narrow to stand in.

Wall Jump



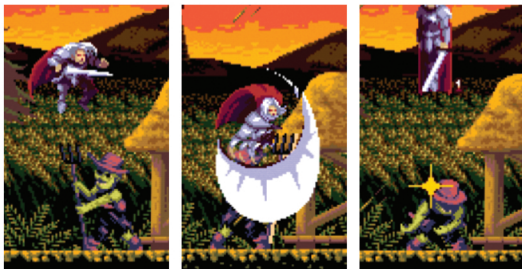
When you slide along a wall, you can perform a wall jump using **B** + the direction key towards the wall (**←** or **→**).



Combo



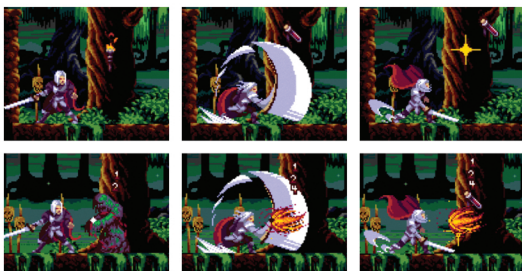
Pressing **A** quickly allows you to execute a series of increasingly powerful attacks.

Down air (only available when purchased in shop)



When jumping over an enemy, you can perform a downward attack using  +  , resulting in a weak but bouncy attack to reach high places.

Recover health



To recover health you can use the vials that are hidden in the torches.

You also have a chance to get these vials by killing an enemy without him touching you.

Characters

Gareth



He is a Royal Guard from the human part of Ateborg.

He was taken in by the royal orphanage after the death of his mother Maria, and was trained all this time by Bohort, his weapon master.

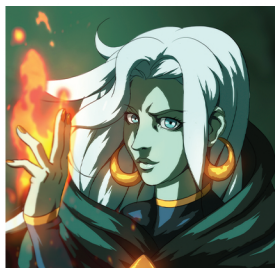
Bohort

He has spent his life trying to become the most powerful warrior.

He has a magical weapon that increases his performance in battle tenfold, making him almost invincible.

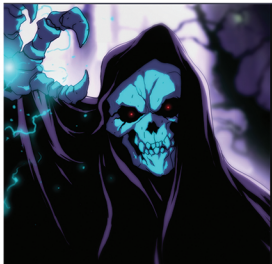


Maria



She is a witch who has spent a large part of her life with demons, which has allowed her to learn how to handle magic, just like demons. During the Great War she did a lot of research with Sagramor to try to stop it.

Uther



He is a wandering spirit of the ancient civilization. He serves as a guide to Gareth.

Zadimus has cast a spell on him, making him lose his memory. Gareth will have to help him to find his memories materialized by magic scrolls.

Sagramor

Sagramor is the first mixed blood between the demon and human races, making him a being with the appearance of a human and the power of a demon. Since interbreeding is forbidden, he was the cause of the outbreak of the War between humans and demons.



Zadimus



He is the adviser of the chief of the demons, and hates the humans.

So Zadimus decided to kill the chief in order to take control of the armed troops. He thus triggered the War between demons and humans.

Spells



Soul Spear: This spell allows you to throw real magic daggers! Aim at your enemies or annoying obstacles, it's up to you!



Barrier: This powerful defensive magic will allow you to send projectiles and even some enemies back to where they came from, provided you activate it at the right time!



Light Foot: This spell gives you the impression that you can walk on air! In fact it is the case, but it will only work for a limited time, and each jump from you will cancel the spell.



Flamethrower: What more can I say? Burn everything in your path!

Areas & Enemies

Village



The human village of Asteborg besieged by monsters.



The **Ghou Dropper** enters houses, prepares an extremely hot solution and throws it at those who dare to pass under its window.



The **Fatigue swordsman** mimics the behavior of swordsmen. His steel shell and impulsive movements make him a relatively powerful enemy.



The **Fatigue** is a monster that takes control of human corpses and moves them as it pleases.

Fields



The large fields of Asteborg can feed the whole territory without any problem.



The Charger lives up to its name, so be sure to dodge its charge and take advantage of its recovery to attack!



Some say these **Scarecrows** hold a grudge when you attack one of their own.



This old **Zombie Farmer** hates being disturbed during his daily nap.

Cemetery



The cemetery where the dead seem very much alive...



This **Wheel Skeleton** is likely crushed to death, doomed to try to do the same to you for eternity.

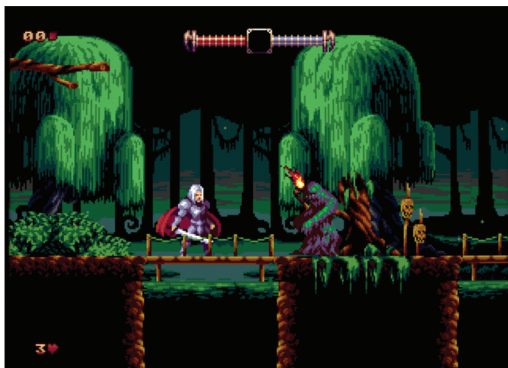


Beware, whoever was buried here will not hesitate to throw his **Tombstone** at your face!



This **Gravedigger** spent so much time with the dead that you don't really know which side he's on anymore, watch out for his pyromaniac tendencies!

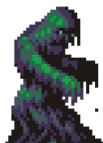
Swamp



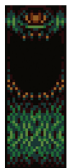
In these swampy lands, it is easy to get carried away by the rivers, so beware!



The Piquant is a small armed batrachian, it will not hesitate to defend its territory with a sharp trident.



The Thing can shape its body as it pleases, and even turn itself into a puddle to avoid being hit by swords




This **Door**, although disgusting, is completely harmless. However, it likes to amuse travelers and only lets through those who don't stare at it.

Shop & Money




As you travel through the world of Asteborg you will find chests containing more or less money. Enemies will also drop some when they die. Eliminate as many opponents as possible to maximize your earnings!



Ruby (5 )

A beautiful cut ruby ready to be sold for a few gold coins.



Crown (10 )

A highly coveted shiny crown.



Diamond (20 )

No need to present this rare stone.



Between each level you will have the possibility to buy new powers or extra lives. It's up to you to manage your purse and optimize your journey!

A sample of the items you can find in the store:

Super Attack: Summon a lightning bolt and strike down all the enemies on the screen!
(Usable once per purchase)

Magic Magnifier: You can now see the remaining life of your enemies!

Mana Staff: Your Mana now regenerates twice as fast!

NOTES

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