



The Dark Eye

DEMONICON

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BACKGROUND

Demonicon takes you to the darkest region of Aventuria, the world of The Dark Eye.

In the Dark Lands you will encounter living corpses and demons from the depths of the Nether Hells. Even in the city of Warunk, recently liberated from a necromantic reign of terror, people are bitter, selfish, and marked by years of slavery and oppression.

Bravely, the deonts of the Goddess of War Rondra try establish a balance of power in the city, but the corrupt city guard and a smuggling cartel are locked in a bitter struggle for supremacy. And in the midst of this conflict a mysterious plague rages, a plague that devours its victims' bodies from inside.

The Dark Lands long for a hero capable of momentous decisions and stemming the tide of horror. You are Cairon, the son of a mercenary. But can your mysterious gift make you that hero?

INSTALLATION

Please insert the DVD “The Dark Eye - Demonicon” into your DVD-ROM drive. Installation should start automatically with the Windows “Auto Play” feature enabled. If this is not the case, please **double-click the DVD drive icon** via My Computer. Afterwards, please follow the on-screen instructions which will guide you through the game installation and setup. You may be prompted to install additionally required software such as DirectX, please confirm this.

OPTIONS



The Options Menu lets you change various game settings.

GENERAL

Difficulty: Switches the level of difficulty. At higher difficulty levels enemies attack more often and do more damage. Some achievements can only be unlocked at higher difficulty levels.

Vibration: Enables or disables the vibration on any connected gamepad.

Subtitles: Enables or disables subtitles.



CONTROLS

Parry/Dodge: Changes trigger configuration for parry and dodge on the Microsoft XBOX 360 controller

Use Combat Move/Use Gift: Changes trigger configuration to use combat moves and gifts on the Microsoft XBOX 360 controller

Camera X-axis: Switches movement along the camera's X-axis between "Normal" and "Inverted".

Camera Y-axis: Switches movement along the camera's Y-axis between "Normal" and "Inverted".

Camera Speed: Determines the speed at which the camera can be moved.

Key Assignment: Here the individual actions can be assigned to different keys.

AUDIO

Here the volumes of the different sound sources can be adjusted.

VIDEO

The settings can be adjusted for video output. If DEMONICON is not running smoothly on your computer, it can help to reduce your settings here.

KEY ASSIGNMENT

Run forward:	W
Run to the left:	A
Run backwards:	S
Run to the right:	D
Potion quick change:	Shift (hold) + 1 / 2 / 3 / 4
Inventory:	I
Map:	M
Character Management:	C
Questlog:	L
Codex:	K
Alchemy:	B
Main Menu:	Esc

Exploration Mode

Interact:	Left Mouse Button
Skip Dialogue:	Right Mouse Button

Combat Mode

Attack:	Left Mouse Button
Ranged Attack:	E
Parry:	Q
Counter:	Left Mouse Button (during parry & chance to counter)
Evade:	Space (hold) + W / A / S / D
Quick Strike:	Left Mouse Button (during evade facing enemy, requires skill)
Combat Moves:	1 / 2 / 3 / 4
Gift Spells:	Right Mouse Button (hold) + 1 / 2 / 3 / 4

DISPLAY ELEMENTS

A variety of displays provide you with additional information in the game screen.

Exploration Mode

Quest Compass: The quest compass at the top of the screen indicates the direction in which your current mission is taking you. It shows the direction of the main quest and side quests.

main quest

side quest

Combat Mode

Item Quickslots: Use equipped items directly in combat by simply pressing a key.



Combat Move Slots



Gift Spell Slots



Combat Move & Gift Spell Slots: Use combat moves and gift spells in combat at the quick press of a key.



1. Vitality Bar (red): Your vitality. If it drops to zero, you die and the game ends. It regenerates after each fight and when you use healing potions.

2. Endurance Bar (green): Your endurance. It allows you to perform combat moves. It slowly regenerates during combat.

3. Essence Bar (blue): Available essence. Your gift transforms vitality you steal from enemies through normal attacks and combat moves into magic. You can use it to cast gift spells.



COMBAT

In the armed struggle against the horrors of the Dark Lands you can choose from a variety of actions.

Normal Attack: Normal attacks can be strung together into a fluid sequence by repeatedly pressing the attack button.

Chain of Blows: Each successful hit generates essence, with which spells can be cast. The longer the chain of blows, the more essence is stored up. The chain of blows is broken when you get hit, or when the attack button is pressed too often during a series of normal attacks (more than 1 time during an attack).

Dodge: You can avoid enemy attacks with a dodge roll.

Quick Strike: If you have learned a combat move from the Dodge category, you can perform a quick strike from a dodge roll towards your enemy. Just press the button displayed on the screen.

Block: You can ward off enemy attacks by holding the block button. But be careful: If an enemy begins to glow, they are preparing an attack which cannot be blocked. You have to use a combat move or spell to interrupt this kind of attack or avoid it with a dodge roll.

Counter: Whenever you block an enemy attack there is a chance that you may be able launch a counter. The counter is successful when you press the button displayed at the right moment. Your Counter probability is dependent upon your parry value and your agility. The Master Parry, Counterattack and Windmill combat moves improve your counter probability and the damage the counter does.

TYPES OF DAMAGE

Wounds: Certain abilities, such as Strike of Wrath or Mortal Blow, can cause wounds. A wound causes damage over time to either you or your opponent. Furthermore, wounds also reduce your attribute values, while wounds that you inflict upon opponents generate additional essence.

Poisoning: Poisoning causes damage over time. You can suffer it from traps and enemy attacks. Applying poisons to your weapons lets you also inflict painful additive effects on opponents in addition to poisoning them.

Burns: Same as wounds.

MENUS

The pause menu gives you access to different submenus.



Character Management: You can increase attributes and talents and learn new combat moves and gift spells. For the increase you used AP (Adventure Points) that you get on your travels through a variety of actions and Gift Points (GP) that you earn in battle by using your magical gift. See below.



Inventory: The inventory provides overview of your possessions. Here you can change equipment, view quest items, identify magical artifacts, assign potions to quickslots and apply poisons to weapons.



Potion Bag: Takes you directly to the Potion Bag tab in the inventory.



Quest Book: Here you will find an overview of current and completed quests, and the Codex contains details about people you meet on your journey, hints about your opponents and other information about Aventuria and the Dark Lands.



Alchemy: Here you can brew potions with learned recipes. You will learn recipes when you increase your “Plant Lore” and “Myths and Legends” talents.

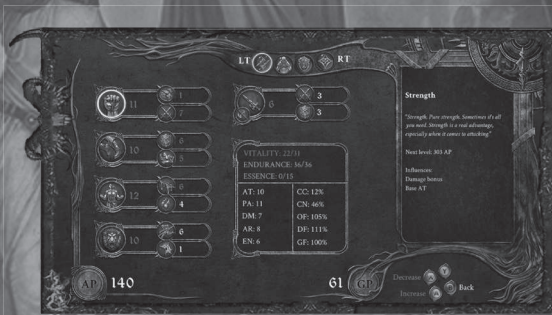


Map: Here you can see your current position, current quest goals and merchants.

CHARACTER MANAGEMENT

The Character Management has four tabs.

Combat Attributes



Combat Attributes increase your skill in combat. The attributes which can be increased are strength, agility, constitution and courage. In addition to your combat attributes, you can also increase your bladed and blunt weapons talents as well as your vitality, endurance and essence.

Each attribute has two associated sub-values. Most are influenced by changes in the combat attribute, but some you need to improve yourself. Detailed information about these values can be found in the game menu itself.



Adventure Attributes

Adventure attributes open you several possibilities for interaction outside of battle. The attributes which can be increased are cleverness, intuition, charisma and dexterity. They automatically improve your skills in different talents (see below).

Combat Moves

Combat moves are special abilities that you can use in battle to give yourself an advantage. Combat moves consume endurance. Increase your endurance value so you can use combat moves more often and regenerate endurance more quickly.

Combat moves must be learned individually and build on one another. Each combat move has two additional specs you can learn.



You can also assign combat moves to specific keys in the combat moves sub-menu.

Note that some combat moves can only be performed with blunt weapons, and others only with bladed weapons.

Gift Spells

You can use gifts spell in combat exactly the same way you would use combat moves. They consume essence that you steal from your opponents through normal attacks.



Each spell can be learned on four different levels, and just like combat moves each spell has two available specs.

You can also assign gift spells to specific keys in the gift spell sub-menu.

TALENTS

Various talents will prove helpful on your journey through the Dark Lands. Each is dependent upon an attribute. You can improve every talent and every adventure attribute using adventure points (AP). To gain mastery in a talent, but you have to increase both the talent value and the associated adventure attribute: talent value and attribute value both affect the rank, which is queried in the game whenever you use a talent.



Myths and Legends

Through Myths and Legends you can get more information about the Dark Lands and your opponents' weaknesses in particular. In addition, you can identify magic items, learn potion recipes and can flaunt your knowledge in dialogues.



Plant Lore

Plant Lore teaches you which plants are suitable for alchemical formulas and how to harvest them. In addition, you learn recipes for powerful healing potions and weapon poisons.



Treat Wounds

This talent allows you to improve the effectiveness of healing potions and even treat your own wounds. Treat wounds helps your vitality regenerate faster after combat. This talent also lets you help others who are injured.



Perception

Perception helps you discover hidden traps that would otherwise wound you severely. You can also find hidden treasures, which are spread throughout the dark Lands.



Fast Talk

Fast Talk lets you can turn conversations in your favor. You can sell people lies as truth, convince them of your good intentions and negotiate special rewards.



Haggling

Whoever haggles beats greedy merchants at their own game. This talent lets you buy items at lower prices and sell them at higher prices.



Pick Locks

Pick locks opens paths for you blocked for others. You can use it to open locked doors and locked chests.



Blacksmith

As a blacksmith you are a gifted artisan. You can disarm traps, improve your weapons and armor and use switches and levers that open new paths for you.



ITEMS

Different types of items will help you in your adventures.

Armor Sets: You can wear torso and leg armor, plus armor on your arm. Heavier armor provides better protection, but increases encumbrance and makes it harder to hit enemies.

Bladed Weapons: Bladed weapons do less damage than blunt weapons, but they have a higher chance of counterattack and facilitate essence generation.

Blunt Weapons: Blunt weapons are slower than swords and have a lower counterattack chance, but they do enormous damage.

Glyphs: Purchased from merchants, glyphs are applied to armor to improve its properties.

Potions: These alchemical compounds either temporarily increase your values or heal you. Potions regenerate your vitality, salves heal wounds and antidotes cure poisoning.

Weapon Poisons: Poisons can be applied to weapons and have additional effects on your enemies for a limited time. Magical beings such as undead or demons are resistant to most poisons.

Quest Items: These items serve a specific purpose in the plot and therefore cannot be sold.

MERCHANTS

You will often encounter merchants offering goods and services in the Dark Lands. Buy new equipment such as weapons, armor, or jewelry from them, refill your stocks of potions and poisons or sell looted items for thalers and ducats.

Merchants can also identify objects and improve weapons and armor for you. But take heed that you always invest enough money in one or more healing potions.

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CREDITS

KALYPSO MEDIA GROUP

MANAGING DIRECTORS

Simon Hellwig
Stefan Marcinek

HEAD OF FINANCE

Christoph Bentz

HEAD OF MARKETING

Anika Thun

HEAD OF PRODUCT MANAGEMENT

Timo Thomas

PRODUCT MANAGERS

Dennis Blumenthal
Marian Deneleh

SENIOR PRODUCER

Reinhard Döpfer

PRODUCER

Christian Schlütter

HEAD OF ART DEPARTMENT

Joachim Wegmann

ART DEPARTMENT

Simone-Desirée Rieß
Anna-Maria Heinrich
Thabani Sihwa
Anna Owtschinnikow

HEAD OF QA & SUBMISSION

Roman Eich

QA & SUBMISSION MANAGERS

Martin Tugendhat
Martin Tosta

VIDEO CUTTER

Michele Busiello

PR DEPARTMENT

Mark Allen
Ted Brockwood
Bernd Berheide

SOCIAL MEDIA MANAGER

Bettina Albert

SUPPORT & COMMUNITY MANAGEMENT

Tim Freund

MARKETING ASSISTANT

Jessica Immesberger

KALYPSO MEDIA UK

Andrew Johnson
Mark Allen
Gareth Bagg

KALYPSO MEDIA USA

Mario Kroll
Sherry Heller
Ted Brockwood
Theresa Merino
Lindsay Schneider

KALYPSO MEDIA DIGITAL

Jonathan Hales
Andrew McKerrow

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