

CONDOR



# *Diablo*



**GAME CONCEPT BY CONDOR, INC.**

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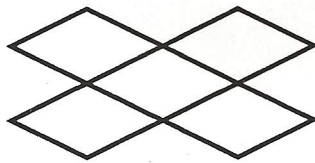


The following is Condor, Inc.'s proposal for a role-playing game, playable on PC-compatible computers. *Diablo* captures familiar fantasy elements within a unique structure designed for maximum replayability, expandability, and versatility. *Diablo* fills a neglected niche in the computer game market. As games today substitute gameplay with multimedia extravaganzas, and strive toward needless scale and complexity, we seek to reinvigorate the hack and slash, feel good gaming audience. Emphasis will be on exploration, conflict and character development in a dark quest for justice. We hope to produce both a stand-alone game and its expansion disks. This initial document will be expanded upon and modified when development is initiated.

## GAME DESIGN

### OVERVIEW:

*Diablo* is a role playing game wherein a player creates a single character and guides him through a dungeon in an attempt to find and destroy 'Diablo', the devil himself. All the action takes place in an isometric, three-quarter perspective, with diamond-shaped, 'square' floor spaces (see diagram).



The entire game operates on a turn-based system. Using a mouse, the player moves his character from space to space, exploring corridors and rooms and engaging in combat. The character faces challenges in the form of hostile monsters and traps in his quest to descend deeper into the dungeon. Many beneficial weapons and magical items can be acquired and used to help on this quest.

A player will have the choice of many races and classes for his character. The player's character will develop as he defeats monsters and descends to deeper dungeon levels. A character will acquire new skills, improve fighting and magic abilities, and wield more powerful equipment.

Forays into the dungeon will be broken up by trips to the town located above. In the town, a general store will provide standard equipment and repairs, and will also purchase extra equipment from the player. A temple will provide healing for injured and sick characters. Training and other facilities may also be available.

The heart of *Diablo* is the randomly created dungeon. A new dungeon level is generated each time a level is entered, using our Dynamic Random Level Generation (DRLG) System. Rooms, corridors, traps, treasures, monsters and stairways will be randomly placed, providing a new gaming experience every time *Diablo* is played. In addition to random halls and rooms, larger 'set piece' areas, like a maze or a crypt complex, will be pre-designed and appear intact in the levels. This system facilitates the inclusion of puzzles and traps, and helps the addition of thematic elements. Deeper levels will contain progressively more difficult creatures and hazards. A character's quest ends with the defeat of Diablo, located deep in the dungeon.





Expandability and replay value are key to *Diablo's* success. The randomly generated dungeon insures new opportunities for exploration as well as unique encounters and adventures; no two games will ever be the same. New magic items, creatures, traps, as well as complete scenarios can be added to the base game after the initial purchase and incorporated directly into the DRLG engine (see discussion of expansion packs later in this document). This expandability further adds to continued replay value.

*Diablo* will support 2-player and multi-player game sessions via modem or network. A special 'arena' dungeon will be available for opponents to pit their characters against each other. In two-player mode, a user-defined time limit forces players to move quickly; if they do not specify a move, they lose their opportunity during that turn. As soon as all players register an action, the game progresses, regardless of time limit. The ability to play against friends will add to the appeal of the expansion packs as players will seek the upper hand versus their friends.

#### **PLOT AND SETTING:**

*Diablo* is set in a fantastic, medieval world, where sword-and-sorcery-wielding heroes battle the forces of darkness. The player's character has just had his life thrown upside down when sinister raiders kill his family and destroy his home. Left with nothing but a desire for vengeance, the character traces the raiders steps to a crypt and an expansive labyrinth below. Gathering up his courage and initial weapons, he dives in with fury.



The world of *Diablo* will have a dark, evil tone. Initial levels will be set in an abandoned Gothic church. A marble mausoleum and progressively darker, dingier crypts and catacombs follow. Deeper, natural cave formations lead to supernatural, demonic halls, and finally to the opulent chambers of *Diablo*.

Creatures to be encountered will also follow this sinister theme. The undead will predominate in the form of skeletons, zombies, ghosts and the like. Deeper levels will be populated with lesser demons and chaos-spawn. A sprinkling of 'natural' creatures, such as spiders and snakes will add variety.

Magic items will reflect a religious/demonic theme. For example, a 'Mephistopheles Cloak' might allow limited control over lesser evil creatures, while a 'Holy Mace' may be just the thing to shatter pesky skeletons.

An open ending will allow for different themes in future sequels, where goblin caves or a living fungus world will have to be explored and conquered. The player will simply have to purchase an expansion disk to have access to these new worlds.



## GAMEPLAY:

A walk-through of an example game session follows:

After starting up the game, the opening cinematic sequence segues into the main menu screen. The three options provided are: **New Character**, **Load Character**, and **Options**. **New Character** allows the player to develop a character and start at the beginning. **Load Character** picks up where an existing character last left the game, or allows a player to select a pre-generated character to 'quick-start' the game. The **Options** selection gives access to sound and configuration options.

A player generating a new character is first presented with a choice of race. We plan to offer five or six human races (hill people, forest people, etc.) each with advantages and disadvantages. After race, the player will select his desired class; choosing either a fighter, thief or magician, or possibly subclasses of these. Although all characters will be able to use most weapons, and cast some spells, different classes will provide special advantages. Fighters will gain extra attacks, thieves will move faster and with greater stealth, and magicians will have more spells and cast them more powerfully. After making these choices, the computer will provide basic statistics for the character in the categories of strength, magical aptitude, dexterity and vitality. The player will then be given some discretionary points to distribute as he sees fit. Magician characters will pick from approximately four 'schools' of magic. There will also be a general school, the spells of which are available to all characters. A character will be provided with some initial equipment and gold and then placed in town, where play begins.

If a player had instead chosen **Load Character** from the main menu and then picked one of the pre-generated characters, all of the preceding would be skipped and the 'quick-start' character would start in town, already equipped.

The town is presented in our isometric view with a main road, a town square, and a dozen or so buildings. The player will move his character around by placing the mouse-controlled cursor on the 'square' he wishes to walk to and left-clicking. Left-clicking on a square will cause the character to move to the selected square by the shortest route possible. Left-clicking on an item or creature will cause the character to move next to it. If already adjacent to an item or creature, a left-click causes the character to interact in the appropriate way (trade with a shopkeeper, attack a creature, open a chest, etc.). Right-clicking will cast the readied spell in the indicated location. The arrow keys will scroll the map independently of the character. Moving about the town, the character can visit various shops to purchase further equipment, a temple for healing, and his home to rest and store extraneous items and gold.

