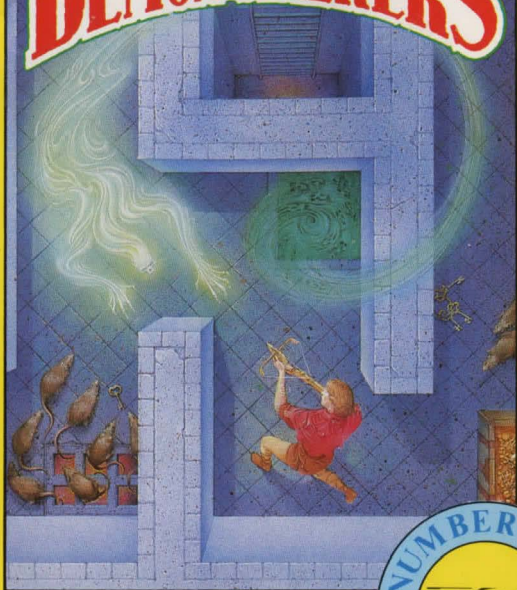


C64/128



# DEMON STALKERS



by MICRO FORTÉ

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## THE HISTORY OF DOOMFANE

In the old days the land was green and bountiful. The realm was ruled by a powerful order of mages who lived in the Marble Vaults. Led by the venerable archmage, Arthur, they created a prosperous and peaceful kingdom, and magicians came from far and wide to learn their secrets. As the order grew, the mages expanded their magnificent catacombs, until their domain reached down 99 levels beneath the surface.

Arthur designed the Marble Vaults as intricate mazes, with many wondrous and magical features, and each new vault was more mysterious and complex than any before. The final vault, level 100, was conceived to be the crowning achievement of Arthur's mages. But one fateful day as a mage struck his pick into the cold marble the stone gave way. A huge, dark cavern lay beyond, and an ancient, brooding evil presence cast a chill over the mages.

The mages had unwittingly unleashed a horrible demon who would become Arthur's bane. "I am Calvrak," he cried "You have trespassed in my abode and will suffer!" The demon summoned his minions out from swirling vortexes and war began between Calvrak and Arthur's mages.

It was a war not even the great magic lore of the mages could win. In the end Calvrak and his hordes of rats, snappers, dervishes, and ghosts conquered the Marble Vaults, and a dark spell fell upon the land. Beaten back to the gilded gates of their ruined home, Arthur and his remaining companions: Furrowfoot, Grindelwald, Imelda, & Bloodaxe, made one last desperate attempt to reclaim the vaults. They never returned, though legend tells of Arthur's final work of magic: four awesome weapons hidden among the many treasure chests throughout the vaults.


No one ventured near the decaying gates of "Doomfane," as the Marble Vaults are now called. Until now. The next chapter of the legend belongs to you, for you are part of that courageous band of Demon Stalkers - destined to defeat Calvrak and his hordes, restore the Marble Vaults to their former glory, and claim the many treasures as your own. Good luck and godspeed.



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Home Computer Software

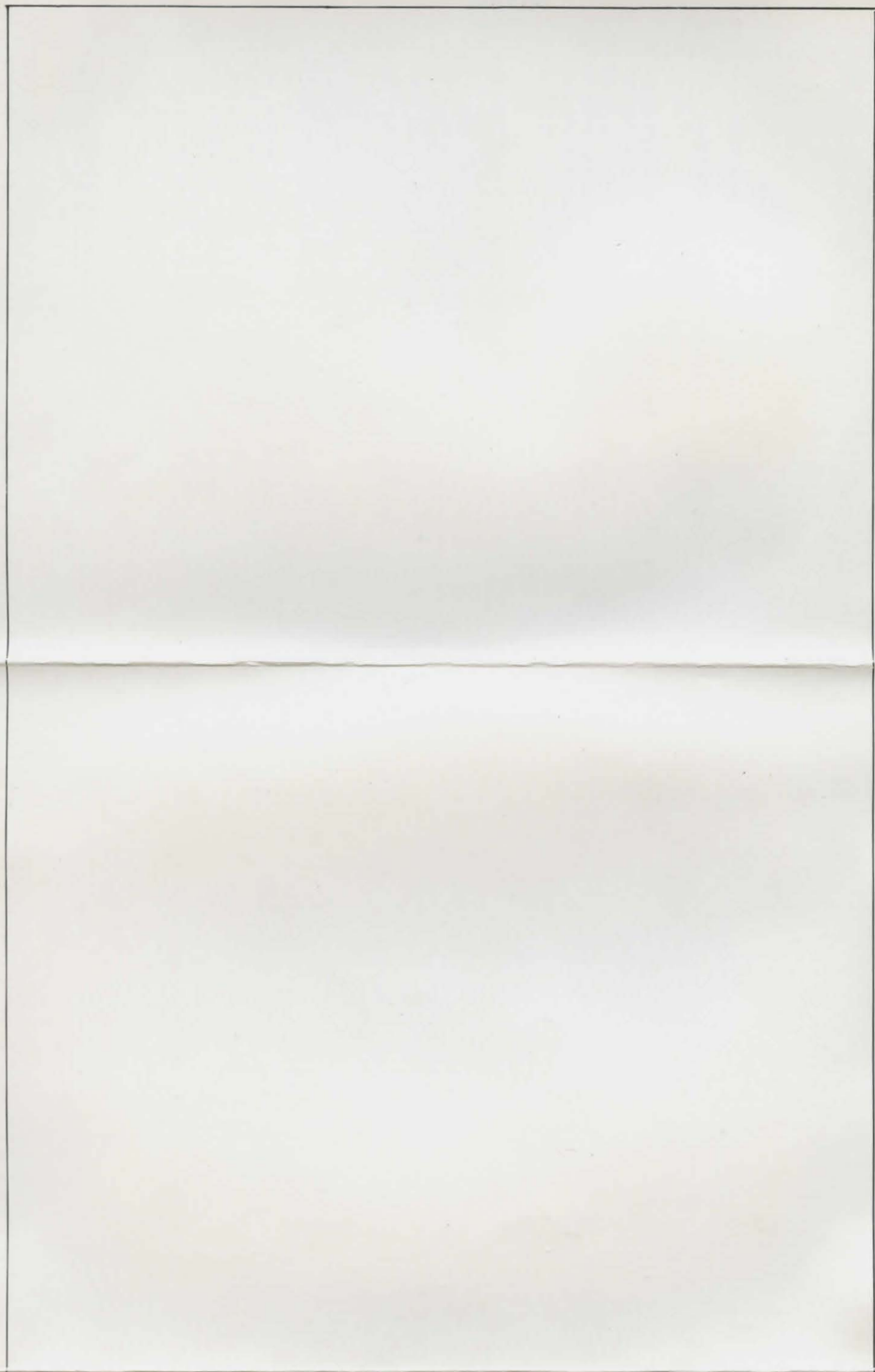
### ABOUT OUR COMPANY:

We're an association of electronic artists who share a common goal. We want to fulfill the potential of personal computing. That's a tall order, but with enough imagination and enthusiasm, we think there's a good chance for success. Our products, like this one, are evidence of our intent. If you'd like a product brochure, send a stamped SAE to: Electronic Arts, 11/49 Station Road, Langley, Slough, Berks, England.



Micro Forté is four guys from "Down Under", Australia. They previously designed The Official America's Cup Simulation, published by Electronic Arts. Although Australia lost the finals, Micro Forté has lost none of their enthusiasm for creating great software. Their favourite programs are Archon I & II, and bug-free compilers.

(From left to right) Stephen Wang, John Reidy, John De Margheriti & Stephen Lewis.



Game Design & Programming: Micro Forté  
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EuroPackage Design: Grapplegroup Ltd.  
Package Illustrations: Mitchell Heinze  
Screen Shots: Jeff Reinking  
Artist Photo: Robin Ford  
"Doomfane" by Micro Forté & Sara Reeder

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# WELCOME WARRIOR

Fight through 99 mazes of non-stop action to get to the Demon on Level 100.



## Two players cooperate

Protect your buddy's rear from the sharp teeth of the snappers. Or play alone if you've got the guts.



## Exciting Graphics and Action

Plunge into 3D top down scrolling mazes that pull you into the action. Blast through walls. Charge down narrow hallways after Treasure, Keys, Scrolls & Magic. Graphics so clear you can see the ghosts' shadows.

These screen shots represent C64 version. Other versions may differ.

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