

DEATHLORD™

AL ESCUDERO AND DAVID WONG



APPLE II+, IIe, IIc, IIgs*

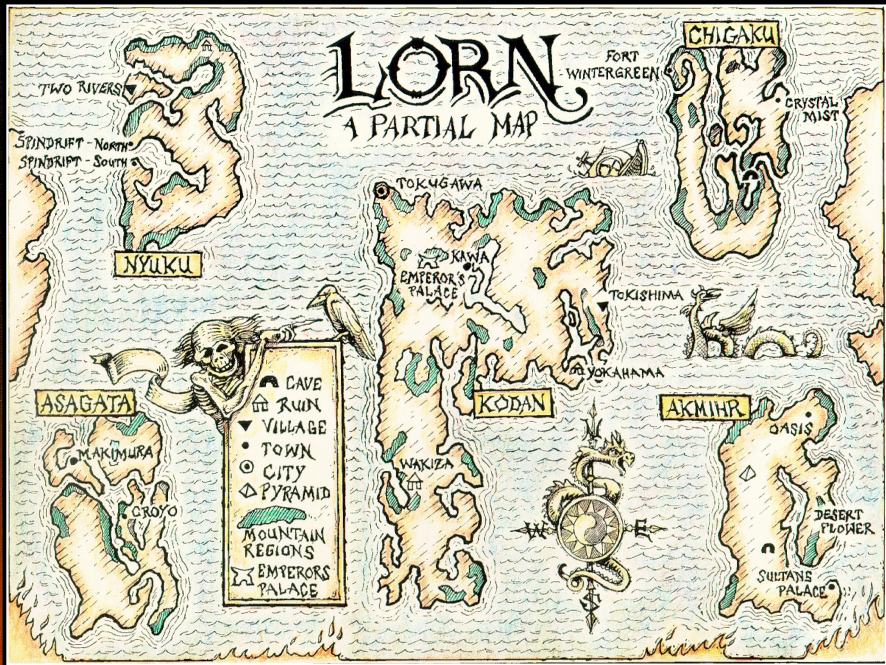
*in IIe emulation mode; 64K

5 1/4" disk drive required

2 blank disks required

DEATHLORD


ELECTRONIC ARTS™



**Postcard
from a Land No One
Visits on Purpose.**

Weird-acting people. Monsters.
Samurais and Ninjas. Evil. Folks so
nasty no one calls them quaint.
Dungeons everywhere—dungeons,
dungeons, more dungeons. And con-
tinents—too many for map. A world
that never stops and comes fast.

And I, a mortal with a hurting head,
a keyboard, and few hundred hours
to give, am bound by duty more
venerable than time to save life of
Emperor. Must save him from a
Deathlord out of a mind past
Byzantine. Next time, take harm-
less Niagara Falls tour instead.

Software Design and Programming:

Al Escudero and David Wong

Dungeon Design:

Dirk Bester and Al Escudero

Producer:

Shelly Safr

Assistant Producer:

Roland Kippenhan, Mike Kawahara

Testing Assistance:

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Technical Support:

Steve Shaw

Software Title and Final Screens:

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Documentation:

Zina Yee

Art Director:

Nancy Fong

Package Design and Lettering:

Lance Anderson/Triad

Package Illustration:

David McMacken

Package Copy:

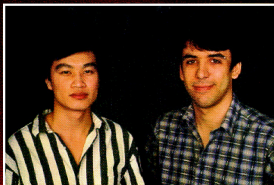
Steve Emerson

Screen Photography:

Frank Wing

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 \$1.00 and a self-addressed stamped envelope to: Electronic Arts Catalog Request, 1820 Gateway Drive, San Mateo, CA 94404.

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About the artists: David Wong and Al Escudero are men of imagination. They sit in dark rooms. They think about nasty places. They have keen minds for detail, and they can make it stick. Al plays games avidly when not writing code. David is a code demon of alarming wherewithal. They spend time together. They think alike. They picked out the shirt ensemble shown here on purpose.

The Jade Cities of the Emperor Are Falling.

The Deathlord stands revealed. Reeking of pestilence. Master of a technology called magic. Spewing hordes of monsters. Exploiting every power there is . . . and some there shouldn't be.

Life in Lorn was always horrific. But it just got worse. The fiercest Samurai haven't been lucky. They're dead. The Emperor fears for his life.

And the Deathlord seems to have all the time in the world.

To vanquish him, you'll need every magic item you can win. And a few skills you didn't know existed.

It's either that or lose face. Your face.



A Kosaku in Your Path — You Do Combat.

Then face monsters—128 kinds. Mangle them with Kobito hammer. Or chain commands for macro massacre.



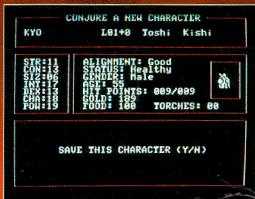
This Dungeon's Not Your Last.

Escape one, there's another. Up to 16 levels. Inside: acid pits, fire, invisible doors, magic curtains. Find special crystals, cross unscathed.



A Gigantic World with 16 Continents.

Lifelike, but worse. Arid deserts. Ice caves. In between, seas with ocean-going monsters. Whorls and worse.



Characters of Alarming Complexity.

Good and evil. 16 classes. Four kinds of magic users. Seven attributes. 84 different spells. Master them to survive.



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