

The Orb of Dilaaria



A Wolfenstein 3-D mod by Adam Biser
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STORY

The land of the Seven Kingdoms was once the peaceful creation of Eilior, the Great Being. There were nine lesser beings who served as council to Eilior called the Nonacyclus. Among them was Wersin, the Deceiver, who left the council to descend upon the world thus shattering its peace.

For protection, Eilior gave man the gift of the Orb, which strengthens the weapons of the Seven Kingdoms. However, as a weapon becomes further from the Orb, its power wanes. The elders of the Seven Kingdoms met and declared that the Orb be kept within the castle of Dilaaria, since it was nearest the center of all the lands. However, this left the southernmost land, Drami-on, without the power of the Orb.

The dark clouds of war covered the land as Wersin's henchmen swarmed the countryside. For many years the Seven Kingdoms have kept the lands safe, but recent sightings suggest that a great army is rising against them from the south. According to scouts, Wersin has ravaged the lands of Drami-on and stolen their enchanted weapons to equip a massive army.

As a royal guard for King Hylorn, ruler of Dilaaria, you have been ordered to guard the Orb's chamber. From deep within the castle, you only hear muffled sounds as they echo down the hallways toward you. One voice cuts through the

jumbled mess: "The enemy approaches!" You listen as the soft murmur rises to the panicked chatter of war. The Dark Army of Wersin has arrived.

Torches dot the fields around the castle. Soon arrows are loosed from all directions. Ladders spring from the ground and the twisted deformities of the Dark Army have soon breached the wall. The knights of the Seven Kingdoms fight valiantly but to no avail. You prepare for battle as you hear the main gates burst open.

Thirty or more demonic beings charge down the hallway toward you and the other royal guards. You are soon surrounded by them. The ten of you are no match for the constant flow of demons and the other guards soon fall dead at your side. A sharp blow to the back of your head sends you sprawling to the ground. As your vision begins to dim, you see the demons smash the door leading to the Orb's chamber...

You awake surprised to see that you're still alive. You look around and discover that you are in a small dungeon cell littered with bones and fleshy debris. This can only mean that you are trapped deep within Zaehylos' dungeon, the vile prison of the ancient stories. Many heroes have been held inside its walls, but none have escaped.

You try to stand, but your head is still spinning with pain and

you fall upon a pile of bones. A strange snort echoes outside the door to your cell. Ignoring the pain, you stand again and grab a broken bone from the floor. Within seconds there is a snarl right outside the door and you hide in a darkened corner of your cell. The door slides open and a foot soldier enters the room. You lunge at it, knocking it to the ground. A surprised scream pierces your ears as you shove the shattered end of the bone into its body.

Convinced that it is dead, you grab its mace and prepare for what lies ahead. If you can't escape, at least you'll leave the mark of your presence in the hearts of your enemies...



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PLEASE FEEL FREE TO SHARE THIS GAME

This game is to be distributed free of charge. Share it with your friends!

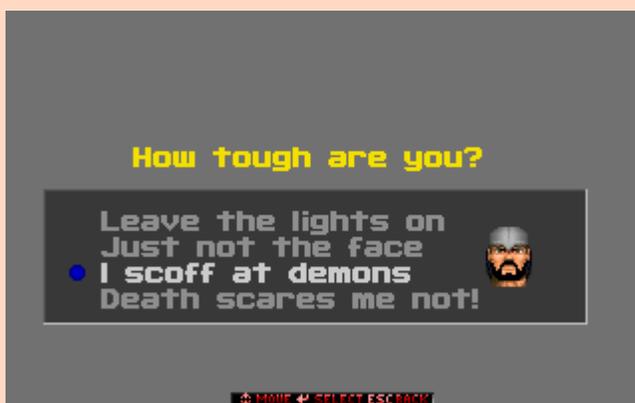
SYSTEM REQUIREMENTS

This game should run on almost any Windows system. Starting with Windows XP, DOSBox is required to hear sounds correctly and on a 64-bit OS, DOSBox is required to run the program at all, but don't worry, the installation process sets everything up for you.



NAVIGATING THE MENUS

The game's menu system mimics that of Wolfenstein 3-D. When you start the game, you are presented with the main menu. From it you can change game play options, read the in-game manual, or start a new game.



NEW GAME

Of course since you've installed the game, you probably want to play it. Before you do, you have to pick your difficulty level. "Leave the lights on" is the easiest and "Death scares me not!" is the most difficult.



SOUND

On this menu you can change the sound effects, the digitized sounds, and toggle the music. For best sound results, use the Sound Blaster settings as shown in the image to the right.



CONTROL

From this menu you can set up your mouse, joystick, and keyboard settings. This is where you set up which button or key press does which action in the game. Mouse sensitivity determines how quickly your mouse causes you to move.

LOAD/SAVE GAME

You are allowed to have up to 60 saved games. This allows you to save as many times as you want in case you want to back track to a previous scene to take a different path.



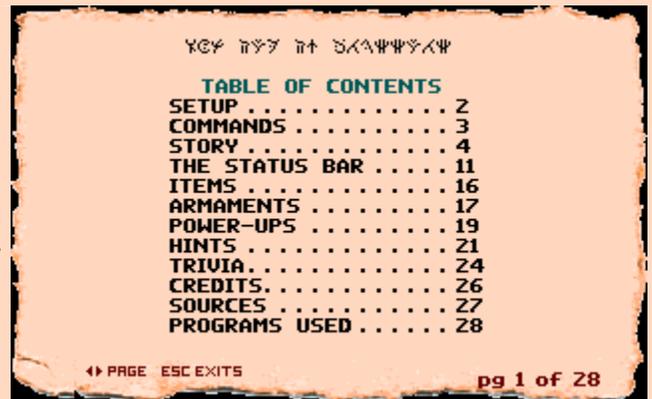
OPTIONS

By default, all graphical enhancements are enabled, but if you find that the game runs slowly on your computer, try disabling some of them.



READ THIS!

This is the in-game manual and the information that can be found in it can also be found in this manual. However, the in-game manual provides easier access when you're.... in a game.



HIGH SCORES

You have to battle your way through many levels and defeat Wersin to make it on this list. Are you ready for the challenge?



QUIT

When you're ready to quit the game and do something boring, pick this.



THE GAME SCREEN

The game screen in this game is just like that of Wolfenstein 3-D and most other first-person shooters. The top portion of the screen is where the action takes place and the bottom is the status bar.

THE STATUS BAR

You'll want to keep a close eye on what the status bar tells you.



1. This is the act and scene you are currently playing in the game. Orb of Dilaaria consists of six acts with each act containing five scenes.
2. It's you! Your face will change depending on the amount of damage you have sustained or the type of death you have died.
3. Your current and maximum health points. Though the maximum amount never changes, some items can temporarily boost your health points above the maximum.
4. This is your score. You get points by collecting treasure and wiping out enemies.
5. Your life scrolls. You start with 3 life scrolls and use one each time you die. When a life scroll is used, a mystical force heals you and takes you back to the beginning of the scene. The only drawback is that you lose all of your items and magic points in the process.

6. Your current weapon. Use it wisely.
7. Your current and maximum magic points. Skull packs will increase your maximum to 200. It would be good to find one quickly.
8. Keys to doors in the scene.
9. Indicates that you are able to go under water without drowning. This is a temporary effect, so watch out when it starts to flash!
10. Indicates that you are invincible to all damage, including the effects of lava and slime. This is a temporary effect.
11. Indicates that you are invisible to enemies. They can, however, still hear you. This is a temporary effect.
12. Indicates that you are poisoned and will lost 1 health point per second until you health yourself somehow (or die, whichever happens first).
13. Indicates that you are paralyzed. You can no longer move, but you can still attack. This is a temporary effect.
14. Indicates that you have been “slugged”, which means that your movement has been slowed down considerably. You can still attack at the same speed, though. This is a temporary effect.
15. Indicates that you have the Orb! Congratulations! Now to get home!
16. The number of soul crystals you have.
17. Indicates which weapons you have. The highlighted numbers show which keyboard keys to press to switch weapons.

ITEMS IN THE GAME

The environment inside Orb of Dilaaria is rich with a variety of different items. Some are useful, some are harmful.

HEALTH

Even Wersin's armies need some nourishment. Grab some for yourself to help you on your quest. In addition to granting health points, all of these items cure poison.



Bread

Healing: 4

Useful when you only need to top your hit points or if you're in desperate need.



Mutton

Healing: 10

Pretty tasty and filling!



Health Sphere

Healing: 25

Blessings from Eilior? Maybe, because these are great to find.

ARTEFACTS

Those who have fallen before you have dropped several useful artefacts. Use them wisely or you'll find yourself in a desperate situation.

Life Scroll

Summary: +1 life (up to 9), +99 hp (up to 200), +25 mp (up to current limit), also considered a treasure item

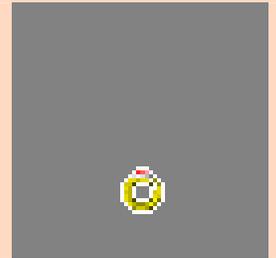
These scrolls take you to the beginning of a scene when you die. Also grant a temporary health boost and heal poison.



Invisibility Ring

Summary: Invisible for 30 seconds (cumulative)

Provides temporary protection from being seen. However, you can still be heard and once they know you are nearby, the beasts will attack relentlessly.



Skull Pack

Summary: Sets max mp to 200, +25 mp, +50 hp (up to 200)

These demonic looking packs will help your magic last longer. Grab them when possible.



Heroic Brew

Summary: Invincible for 30 seconds (cumulative), mace causes 4 times more damage

This bitter drink temporarily makes you invincible and your attacks stronger. The catch? You can only use your mace!



Mermaid Artefact

Summary: Can breath under water for 30 seconds (cumulative)

Provides a temporary air supply under water.

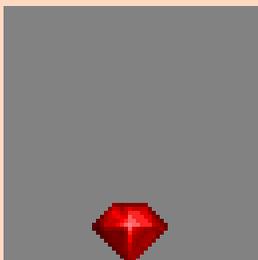


TREASURE

Wersin has accumulated quite a collection of treasures. You might as well take some back to the kingdoms from which they were stolen.



Coin
Points: 100



Gem
Points: 500



Pendant
Points: 1000



Ruby Encrusted Skull
Points: 5000

WEAPONS

You're going to need something to help you fight against Wersin's armies!

Mana Pouch

These enable you to use the magical weapons you find. If your magic runs out, you still have your mace.



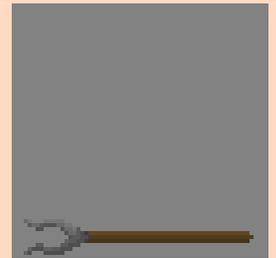
Soul Crystal

These are used to power the Unsummoner.



Boom Staff

Your average lightweight magic wand. Packs a punch, but is not so great against stronger beasts.



The Inflictor

A rapid fire magic crossbow always makes things interesting.



Death Wand

Nothing takes down large amounts of enemies faster than this!



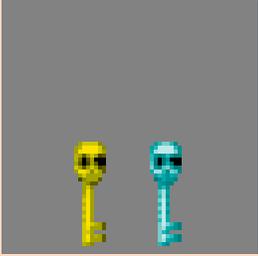
The Unsummoner

Mystery surrounds this weapon. No one knows exactly what it does. All that is known is that it wields a power so great that Wersin keeps it hidden within his land so that no one can find it.



OTHER ITEMS

These will help you find your way to the Orb and out of Wersin's domain.



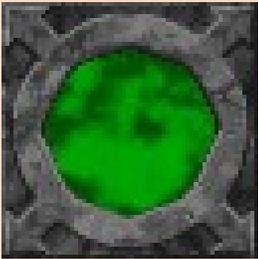
Keys

Keys are used to unlock doors.



Tomes of Knowledge

Anytime you see a book, read it! Surely Wersin and his beasts have left behind some information as to where they can be found. You need to learn what he and his armies are planning, so read as much as you can. Who knows? They might even help you find your way out!



Green Portal

Green portals take you to another area within the map.



Red Portal

Red portals take you to the next scene.

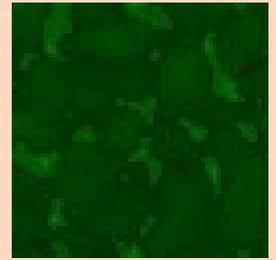
HAZARDS

Wersin has created a variety of foul nuisances. Tread with caution!

Slime

Special: Takes 1 hp per second

Wersin has devised a liquid that is harmful to touch. It's unlike anything you've ever seen. You must warn your people about this treacherous sludge before he can release it upon the world.



Possessed Walls

Special: Shoots fireballs

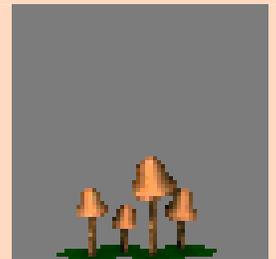
Trapped in stone, these tormented souls attack anything that gets in their path. Watch yourself or you'll be toast.



Poison Mushrooms

Special: Once infected, takes 1 hp per second.

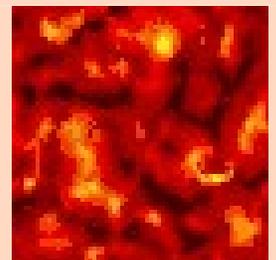
Be careful when running around outside or you might trample these mushrooms and release their poisonous spores into the air. If you do become infected, never fear, just find something with which you can heal yourself.



Lava

Special: Takes 5 hp per second

A wise person would stay away from this flesh-burning substance. A fast runner might be able to cross short patches of lava unharmed, but beware: some lava can engulf you.



BESTIARY

MINIONS

Wersin's army features a wide variety of foul beasts, many of which have special abilities. This information can also be found in the game after you play the scene that introduces the beast.



Sentry

Points: 200

Special: None

You're lucky if you catch one alone because they like to overwhelm their enemies with sheer numbers. Approach a group with caution because they can back you into a corner.



Warrior

Points: 100

Special: None

Wersin's warriors are dedicated to doing his bidding. They stop at nothing to complete his vile tasks. Be sure to grab the staff when you kill one.



Guardian

Points: 500

Special: Throws fireballs

This foul brute really packs a punch and if you want to survive, you'd best steer clear of it. It summons powers from the Void and channels them into a torrent of fireballs.



Kirapter

Points: 200

Special: Poisonous bite

Don't let these flying menaces get close to you because one bite has enough poison to grant you a slow, painful death.

Serpa

Points: 700

Special: None

These slithering foes are fast and deadly. You had better act the same way toward them or you will soon fall.



Araknemon

Points: 200

Special: Throws webbing and has a poisonous bite

Wersin awakened the araknemons from their sleep deep within the heart of the earth. Beware should one come at you from a distance because their webbing will temporarily entangle you so they can come closer to poison you with one bite of their deadly fangs.



Karkass

Points: 400

Special: Throws fireballs

For a rotten pile of flesh and bones, Karkass is a worthy opponent. Eternally damned to live a tormented life after death, Karkass roams the lands hunting the living.



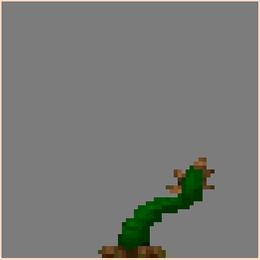
Flamus

Points: 200

Special: Silent and throws fireballs

A wretched union of plant and animal, Flamus attacks anything that gets close to it. How it manages to hurl fireballs at its victims, we may never know. One thing is for sure, caution must be used when near these silent attackers.





Wippen

Points: 200

Special: Silent

Wippen hides away below the ground waiting to attack. No amount of running can help you escape them for their reach is fast and their hold is strong. Always watch the ground!

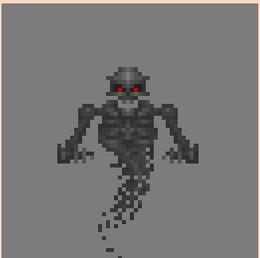


Nekrodaemon

Points: 2000

Special: Throws fireballs

High priests for Wersin, nekrodaemons are among his most trusted servants. He has given them the ability to focus his anger into a fiery sphere to strike down his foes.



Wraith

Points: 300

Special: Invisible until active

These lost souls are forever cursed to roam the world. Called upon by Wersin, they lay in hiding to watch his enemies with unseen eyes. What you don't see can kill you. Nowhere is safe from their presence.



Slug

Points: 300

Special: Throws axes that cause temporary slowness

So called not due to being slow to act, but due to being powerful. When he's too far away to strike you with his axe, he throws it in hopes of slowing you down.

Paishkyn

Points: 500

Special: Throws fireballs

Possibly an incantation gone wrong, this humanoid fish lurks in the shadowy depths. Some strange magic has given them the ability to produce a flame beneath water, so watch out!



Web Lord

Points: 200

Special: Throws webbing and fireballs

When the araknemons were awakened, so was their master. He directs their actions through his antennae. Destroying him should send them into disarray. Right?!?



Wyvern

Points: 300

Special: Throws fireballs

Wyverns have plagued mankind's existence for centuries. With a heart filled with the desire to inflict pain and suffering, they hunt their prey with a vigilance that is astounding.



Reccah

Points: 500

Special: Shoots twin fireballs

An apparition of peculiar circumstances, the reccah are beings who glide through the air using an unknown force. Be wary of them, however, because looks can kill.





Orcus

Points: 15000

Special: Almost invincible and brutally strong, but does not count toward kills

Though extremely slow, this brute should not be taken lightly because he's unbelievably strong. His step might be slow, but he's quick to smash out your innards if you get too close. It's best not to worry about killing him. More thought should be given to escaping him!

BOSSES

Wersin has selected five top commanders to help him organize his assault on humanity.



Zaehylos

Points: 5000

Special: Throws crushing hammers

This colossus guards the entrance (and exit) to the dungeon and torture chambers found below Wersin's demonic cathedral.



Mallus

Points: 5000

Special: Shoots fireballs

The ancient myths mention a demonic being known as Mallus, the visage of Wersin in the overworld. These myths also mention many live sacrifices performed in his name.



Dreko

Points: 5000

Special: Shoots fireballs and electricity

Dreko commands of Wersin's army in the overworld.

Yserbnira

Points: 5000

Special: Shoots fireballs

Known as the Watcher of the Forest, Yserbnira resides in one of the fortresses of the underworld.



Somondre

Points: 5000

Special: Shoots fireballs

Somondre is the guardian of the forest who calls upon the spirits of fallen demons to rise for service in Wersin's armies.



Wersin

Points: 10000

Special: Unknown

Not much is known about Wersin's physical manifestation because nobody has survived his presence.



OTHER CHARACTERS

You'll also find these characters in Wersin's domain.

Note: Killing these creatures is ***not*** beneficial in any way. It can even be detrimental to do so.

Rats

Though they may be annoying and they might get in the way at times, they are simply rats. They hold no allegiance to Wersin, so you have no need to fear them.





Monks

These beings care nothing about war and try to keep their minds focused on the worship of Wersin and his demons. Just because they won't attack you, doesn't mean you should bother them very much.



Ferox

Some monks have been blessed by Mallus and granted life after death. The ferox believes in one thing: vengeance. Woe unto those who have to battle these foul beasts.

HINTS

It is wise to use the mace to take out enemies as much as possible. Some scenes lack mana to replace your magic points.

Avoid the orcus! You cannot kill him with your might or magic.

Avoid killing monks. They can block your path, but killing them sometimes unleashes the ferox!

When going under water, You should grab any mermaid artefacts you see. Some scenes, however, require you to enter the water several times, so it might be good to leave some if you can.

Being invincible, invisible, or able to breath under water are temporary effects. However, these effects are also cumulative. If you have 10 seconds of invisibility remaining when you grab an invisibility ring, 30 seconds are added to the 10 you already have.

Learn how to use the inflictor for long distance shots. Unlike your other weapons, the damage it causes does not lessen due to the distance.

Save your game before ending a scene. Some scenes have more than one exit, each leading to a different scene. Some scenes are harder than others so if you are stuck in one scene, you might try going back and choosing a different exit.

If you are lost and can't find the way out, retrace your steps. Wersin's domain is ever-changing and the area you just left can be very different when you return.

SPECIAL FEATURES

Orb of Dilaaria includes many changes and improvements to the original Wolfenstein 3-D code.

- Multi-textured floors and ceilings.
- Pain-inflicting slime and lava floors.
- Projectile weapons.
- Teleportation within a map.
- Multiple game paths.
- Doors that open in the middle.
- Guard reinforcements.
- Morphing maps.
- Sounds that are triggered depending on the player's progress.
- Readable books and tombstones.
- Several bug fixes to the original engine.
- Distance shading.
- Underwater/under lava effects.
- Over 20 different character types, each with its own special abilities.
- Outdoor and indoor areas in the same scene.
- Earthquakes.

CHEAT CODES

To use the cheat, or debug, codes, you'll have to make a small change to the dosboxOrbOfDilaaria.conf file in the game's install folder. Open the file in a text editor, scroll down to the [autoexec] section at the bottom, and type... HEY! WAIT A MINUTE! I'M NOT GOING TO TELL YOU HOW TO CHEAT!

TRIVIA

The building in the title screen is from a picture Adam took of the Biserica Neagra (Black Church) in Brasov, Romania. The church received its name due to a great fire in 1689 that blackened its outer walls.

Orb of Dilaaria started as a total conversion with no code changes, but that soon changed.

The Death Wand was originally a sword that could shoot magic in rapid succession and the mace was a jagged bone shard.

The original idea for the game was written down on June 11, 2003 under the title of "Dungeon of Destiny". The game was also called "Orb of Madjik" for a short time.

The game was envisioned, written, rewritten, tested, and released in exactly three years.

At one point during development, the game had six additional guard types and the bosses were directional (not just front-facing).

The monks are speaking Romanian.

ODDS 'N ENDS

Touchplates

Wersin has cast strange spells over his possessions. Some to bring death upon his enemies, others to confuse them.

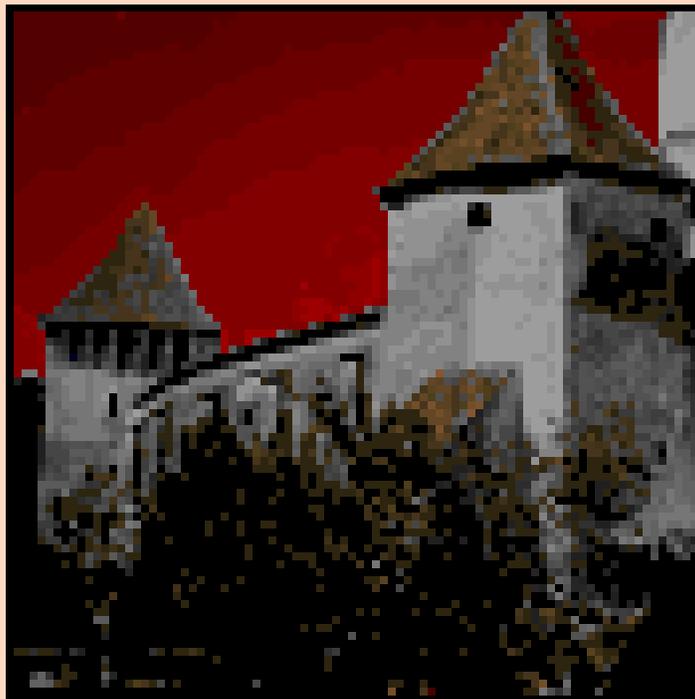


Beware of what evil may be unlocked by stepping on a touchplate.

Special Floor Colors

If you have textured flats disabled, you will notice that there are some special floor colors to help you know what is happening.

Red	.	.	.	Lava
Green	.	.	.	Slime
Blue	.	.	.	Touchplate



TROUBLESHOOTING

This section pertains to running the game in DOSBox.

Sound is choppy OR game play is not smooth.

Be sure that all other Windows applications are closed. DOSBox can be resource-intensive. If no other applications are open, try lowering or increasing the DOSBox CPU cycles.

Inflictor bolts do not appear when firing at something nearby.

If the game is running at a low frame rate, the bolts might move too quickly to appear on the screen when firing at something very close to you. Even though they might not appear, they will still damage enemies.

There's no sound (the Sound Blaster was not detected).

Occasionally DOSBox seems to cause the game to not detect the Sound Blaster. Exit and restart until the game detects it and turn on the sound again.

Note

A Game Setup application is available in the game's start menu and installation folder. This application provides easy access to some of DOSBox's settings. If you are familiar with editing DOSBox CONF files, feel free to try changing other settings in the dosboxOrbOfDilaaria.conf file in game's install folder.

THANKS

Initial thanks go to id Software for creating Wolfenstein 3-D and many other great games as well as releasing the source code and allowing others to modify it.

The Team

Adam Biser – concept, story, coding, music composition, and a few maps

Majik Monkee – tweaking boss and guard graphics

Ringman – most of the wall, floor, ceiling, and object graphics

Ack – map maker extraordinaire plus some graphic and sound offerings

Arielus – testing, perspective, and suggestions

AReyeP – testing, perspective, and suggestions

Liza Walley – testing, perspective, and suggestions

Mirela – providing the text and voice for the monks

Everyone was a tremendous help. I could not have hoped for a better team!

Additional graphic, sound, and inspirational sources:

- The ZDoom Monster Resource WAD
- Doom, Doom II, Quake by id Software
- Heretic, Hexen by Ravensoft
- Blood by Monolith
- Witchaven by Capstone
- PowerSlave by Lobotomy Software
- Arthur's Quest by ValuSoft

COMMAND KEY QUICK REFERENCE

F1	Help
F2	Save game
F3	Load game
F4	Sound menu
F5	Resize view window
F6	Controls menu
F7	End the current game
F8	Quick save
F9	Quick load
F10	Exit the program
F11	Display the current map's name
F12	Take a screenshot

CONTACT

Questions or comments? Email them to winwolf3d@gmail.com.

Websites: <http://winwolf3d.dugtrio17.com>

<http://orb.moddb.com>

<https://www.facebook.com/OrbOfDilaaria>



VERSION HISTORY

- **Version 1.00** **June 11, 2006**
- **Version 1.01** **June 12, 2006**
 - Games saved while a pushwall is in motion will load correctly.
- **Version 1.02** **July 7, 2006**
 - Fixed a few levels that would have a "Hall of Mirrors" effect when parallaxing skies were disabled.
 - The player can no longer escape the sentries by staying in corners.
 - Tweaked shading a bit.
 - Changed Paishkyn's unshaded attack frame.
 - Fixed upper bound for map amount for various checks.
 - Should no longer crash if the message text doesn't load correctly.
 - Destroyed walls receive a floor code when loading a saved game.
 - 200B errors now report the map x and y of the error.
- **Version 1.03** **July 10, 2006**
 - Added dot beside 's' in score on high score screen.
 - Fixed maps 33 and 63.
 - Enhanced Wersin's graphics.
- **Version 1.04** **June 16, 2011**
 - Added this PDF manual.
 - Bundled with DOSBox 0.74.
 - Shortcuts are set up making it easier to play on newer systems.
 - Fixed the DOSBox/Inflictor bolt problem.
- **Version 1.05** **June 5, 2017**
 - Fixed upper bound for map amount for various checks. This bug allowed the player to exit "Subterfuge" and go to "Looking Glass" instead of "The Unholy" as it should. Probably broken since v1.02.
 - Fixed a reinforcement tag so a guard spawns correctly in "Devil's Library" allowing the player to get 100% kills.
 - Changed a few ceiling tiles to open sky in "The Unholy".
 - Corrected some book text.
 - Reworded the bestiary text for the Warrior.
- **Version 1.06** **November 14, 2017**
 - Fixed potential DestroyWall error in "The Roaring Silence".

