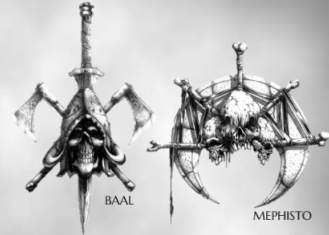




DIABLO

DIABLO



BAAL

MEPHISTO

MECHANICS

ACTION ROLE PLAYING GAME, PRIMARILY CONTROLLED BY THE MOUSE, WITH SOME OPTIONAL KEYBOARD CONTROLS FOR SPELLS

THE PURPOSE OF THE GAME IS DEFINED BY THE OVERALL GOAL. TO DEFEAT DIABLO. IN ORDER TO DO THIS, THE PLAYER MUST BATTLE THEIR WAY THROUGH THE SIXTEEN LEVELS PRESENTED: THE CATHEDRAL, THE CATACOMBS, THE CAVES, AND THEN, FINALLY, HELL. TO BATTLE, THE CONTROLS ABOVE MUST BE UTILIZED TO FIGHT, SHOOT, AND CAST SPELLS AGAINST THE VARIOUS ENEMIES FOUND IN THE GAME.

USER EXPERIENCE

THE WORLD OF SANCTUARY PRESENTS AN IMMERSIVE ROLE PLAYING EXPERIENCE, AIDED BY THE QUESTS AND ENEMIES FOUND IN THE GAME.

QUESTS

WHILE MANY OF THE QUESTS IN THE GAME ARE NOT ESSENTIAL TO ACHIEVE THE ULTIMATE GOAL OF DEFEATING DIABLO, THEY PROVIDE A GREAT DEPTH TO THE UNIVERSE OF THE GAME AND AID THE DEVELOPMENT OF THE SET OF MORALS WHICH CHARACTERIZE THE GAME. BELOW, THEY ARE SHOWN WITH THE AREA OF THE GAME IN WHICH THEY APPEAR.

ENEMIES

ADDING TO THE IMMERSIVE QUALITIES OF THE GAME, THE ENEMIES ENCOUNTERED ARE LED BY ONE OF THREE "LORDS": DIABLO, LORD OF TERROR, LEADER OF DEMONS; BAAL, LORD OF DESTRUCTION, LEADER OF ANIMALS; MEPHISTO, LORD OF HATRED, LEADER OF UNDEAD

WARRIOR

ORIGIN: FROM THE LAND OF KHANDURAS, TRAINED FOR ENTIRE LIVES TO FIGHT WHAT AWAITS BENEATH THE EARTH

DESCRIPTION: STRONGEST AND TOUGHEST CLASS, POWERFUL MELEE FIGHTER, ADEPT WITH ALL WEAPONS OF WAR, CANONICAL HERO WHO DEFEATS DIABLO

SKILL: ABILITY TO DO QUICK FIELD REPAIRS ON WEAPONS AND ARMOR



ROGUE

ORIGIN: HAIRS FROM THE SISTERHOOD OF THE SIGHTLESS EYE, A MYSTERIOUS ORDER OF WOMEN WHO WORSHIP THE "GREAT EYE"

DESCRIPTION: BEST ARCHERS IN ALL OF SANCTUARY, WITH GREAT DEXTERITY AND MODERATE MAGIC SKILLS, STARTS WEAKER BUT CAN GROW TO BE MUCH STRONGER

SKILL: ABILITY TO DISARM TRAPS



SORCERER

ORIGIN: COMES FROM THE BROTHERHOOD OF THE VIZIEREI MAGE CLAN, WHERE FIGHTING AGAINST EVILS IN THE CATHEDRAL IS SOMEWHAT OF A PILGRIMAGE

DESCRIPTION: POWER COMES FROM ABILITY TO CAST POTENT SPELLS, CAN PLAY EITHER LESS TANKY WITH MORE SPELL LEVEL BONUSES, OR WITH HIGH ARMOR AND FEW MAGIC ITEMS

SKILL: RECHARGE STAVES AT NO COST



CHARACTER INFORMATION SCREEN

COMBAT STATISTICS: PROTECTION AGAINST PHYSICAL ATTACKS, LIKELIHOOD OF DOING DAMAGE, HOW MUCH DAMAGE

ATTRIBUTES: DETERMINE HOW POWERFUL CHARACTER IS

RESISTANCES: CHARACTER'S ABILITY TO RESIST DAMAGE FROM MAGICAL ATTACKS



THE CATHEDRAL



LEVELS 1-4: STONE WALLS, DECORATED WITH ARCHES, BROWN STONE FLOOR

QUESTS: THE BUTCHER POISONED WATER SUPPLY THE CURSE OF KING LEORIC GHARBAD THE WEAK OGDEN'S SIGN

THE CATACOMBS



LEVELS 5-8: MORE ANCIENT FEEL THAN THE CATHEDRAL, VERY DARK

QUESTS: THE MAGIC ROCK VALOR THE CHAMBER OF BONE HALLS OF THE BLIND ZHAR THE MAD

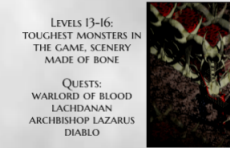
THE CAVES



LEVELS 9-12: MORE NATURAL LANDSCAPE, OPEN ROCK AND STREAMS OF LAVA

QUESTS: BLACK MUSHROOM ANVIL OF FURY

HELL



LEVELS 13-16: TOUGHEST MONSTERS IN THE GAME, SCENERY MADE OF BONE

QUESTS: WARLORD OF BLOOD LACHDANAN ARCHBISHOP LAZARUS DIABLO

ARGUMENT

"DIABLO" IS AN IMMERSIVE ACTION ROLE PLAYING GAME THAT REVOLUTIONIZED THE GAMING INDUSTRY THROUGH ITS USE OF THE REAL TIME GAMEPLAY, IN PLACE OF THE TURN-BASED STYLE WHICH DOMINATED THE INDUSTRY PRIOR TO ITS RELEASE.

THE IMMENSE AMOUNT OF LORE SURROUNDING THE GAME ALSO CONTRIBUTES TO ITS IMMERSIVE QUALITIES. BY CREATING AN ADDITIONAL LINK WITH THE PLAYER THROUGH THE EXTREMELY WELL-DEVELOPED BACKSTORY NOT ONLY FOR THE TOWN OF TRISTRAM, BUT ALSO THE KINGDOM OF KHANDURAS AND THE ENTIRE WORLD OF SANCTUARY, PLAYERS ARE FULLY INTERESTED IN THE STORY. THIS ASPECT OF THE GAME HELPS IT TO CONVEY THE SET OF MORAL VALUES, "GOOD" VS. "EVIL", THAT CHARACTERIZES THE GAME. ADDITIONALLY, THIS LORE IS A FACTOR THAT CONTRIBUTES TO THE GAME'S LARGE CULT FOLLOWING EVEN TODAY.

INFLUENCES

- + DANTE'S "INFERNO"
- + HEBREW TRADITION - BIBLICAL CONNECTIONS
- + "TELENGARD"; 1982 GAME BY AVALON HILL

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DEVELOPMENT STAGES

- + INITIAL DESIGN: ERICH SCHAEFER AND DAVID BREVIK (PART OF "CONDOR") CREATED SINGLE PLAYER TURN-BASED VERSION
- + BLIZZARD ENTERTAINMENT DEMANDED GAME TO BE IN REAL TIME
- + AFTER A SERIOUS DEBATE BETWEEN BLIZZARD AND CONDOR, A MAJORITY VOTE LED DEVELOPERS TO GO WITH A REAL TIME GAMING STYLE
- + BREVIK SPENT A FULL 24 HOURS RE-CODING THE GAME, "I KNEW... 'DIABLO' WAS GOING TO BE MASSIVE."

1996
"DIABLO" RELEASED BY BLIZZARD



2011
OFFICIAL "DIABLO" SOUNDTRACK RELEASED



2015
EARLY PLANNING FOR "DIABLO IV"



2000
"DIABLO II" RELEASED



2012
"DIABLO III" RELEASED

