
PlayStation
NTSC U/C
PlayStation
2 PLAYER
PLAYSTATION EDITION
DIABLO
MATURE
M
AGES 17+
CONTENT RATED BY ESRB
SLUS-00619
ELECTRONIC ARTS
In association with
BLIZZARD ENTERTAINMENT

CONTENTS

COMMAND SUMMARY 3

ENTERING THE REALM OF DIABLO™ 6

- OBJECTIVES 7
- GAME SETUP 8
- GAME SCREEN 9

CHARACTERS 10

- CLASS DESCRIPTIONS 11

IN THE TOWN 13

- INTERACTING WITH THE TOWNSFOLK 14

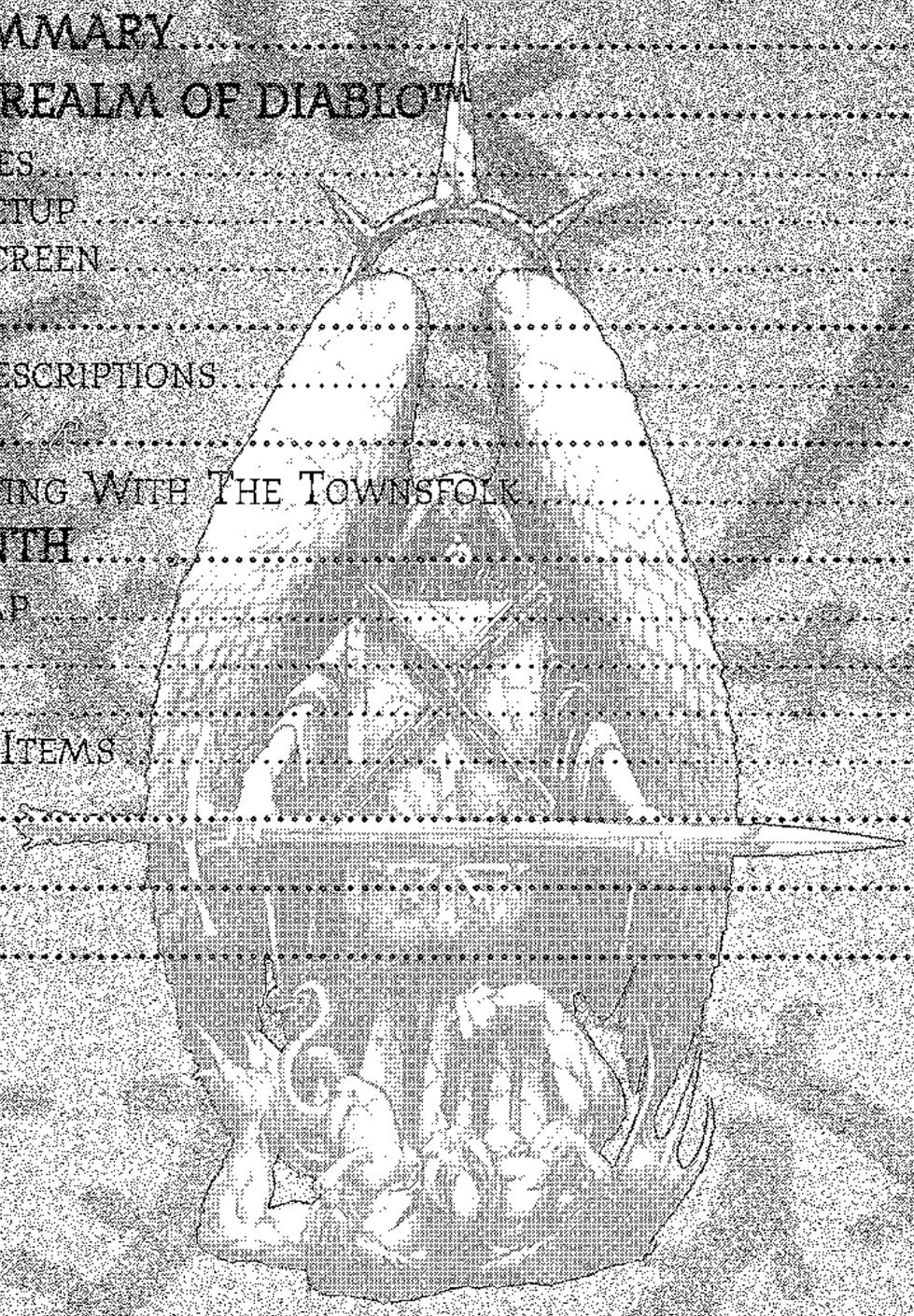
IN THE LABYRINTH 16

- AUTOMAP 17
- COMBAT 17
- MAGIC 18
- COLLECT ITEMS 20

OPTIONS 24

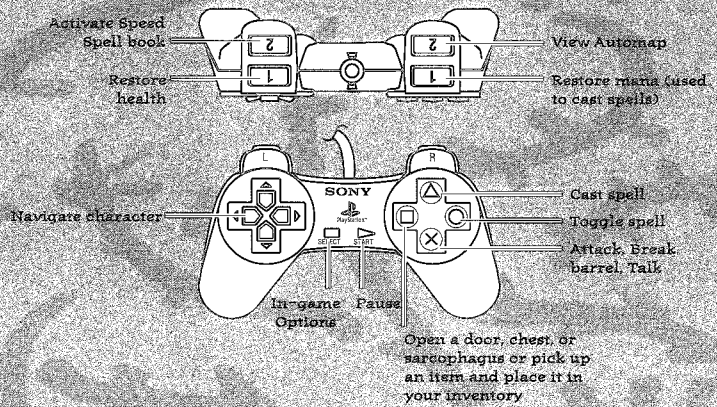
SAVE/LOAD 26

CREDITS 27



Beginner Settings

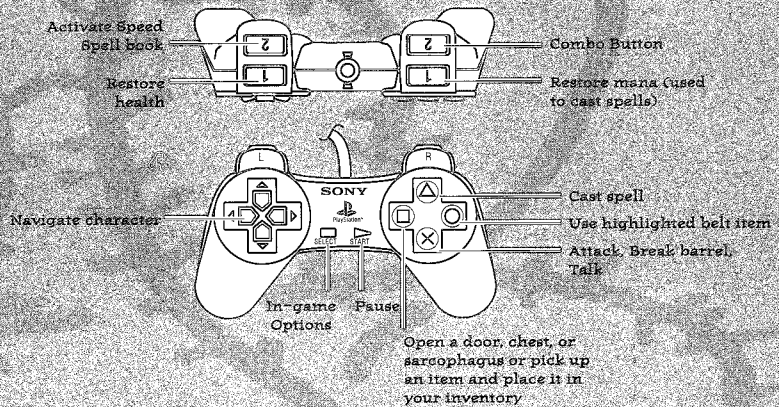
Following are the default controls for *Diablo*.



* To view a Status screen (Inventory, Character Info, Quest Log, or Full Spell Book), press **SELECT** to access the Options menu, then select the appropriate screen.

Advanced Settings

The Advanced Settings configuration utilizes Combo Buttons to gain more function from your controller.



COMBO BUTTONS

R2 + ■	Inventory	R2 + R1	Quest Log
R2 + ✕	Character Info	R2 + L1	Full Spell Book
R2 + ●	Belt Item menu	R2 + L2	View AutoMap
R2 + ▲	Toggle spell		

ENTERING THE REALM OF DIABLO

Never could you have anticipated the horror that awaited your return to Tristram—the carnage reeks of an underworld invasion. Survivors tell of a murderous beast called Diablo, who resides in a labyrinthine dungeon beneath the church. Burning with vengeance, you have but one goal:

Destroy Diablo



OBJECTIVES

Battle through Diablo's labyrinth, gaining experience and developing your character along the way (see *Characters* on p. 10). Eventually, when you face the Lord of Darkness, you must be powerful enough to defeat him.

IN THE TOWN

You begin in your hometown of Tristram. Reacquaint yourself with the town and its people before venturing into the labyrinth.

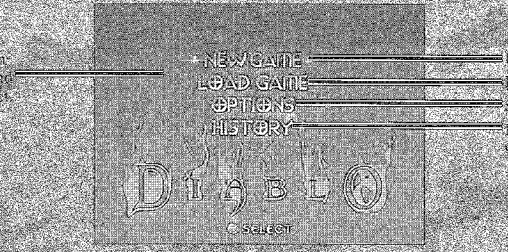
- When you are low on health or in need of a special item, return to town. Tristram's artisans and merchants have various skills and gossip to assist you. (See *In the Town* on p. 13.)

IN THE LABYRINTH

Find the desecrated church and enter it. The labyrinth is below.

- Over 100 different species of evil stand between you and Diablo. Use brute force and magic to slay these beasts. (See *In the Labyrinth* on p. 16.)

Game Setup



✳ To return to a previous screen, press ▲.

Note: Use these controls to navigate menus throughout *Diablo*.

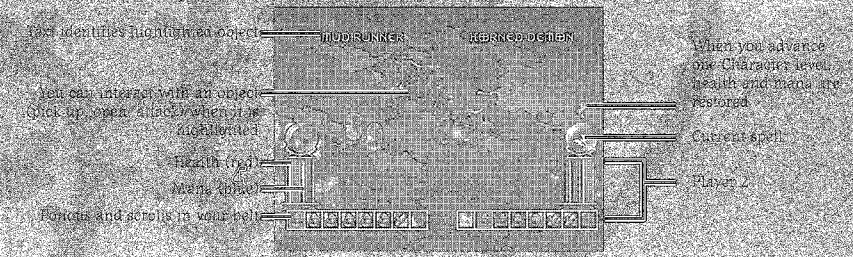
⊕ Default options appear in **bold** in this manual.

To begin a new game:

1. **Select NEW GAME** from the Main menu. The setup sequence begins.
2. **Select the number of players:** Select **ONE** to begin a One Player game or TWO to begin a Two Player game. The Choose Class overlay appears.
   Note: In a multiplayer game, players are restricted to the same screen, and if your weapon strikes your ally, it inflicts damage.
3. **Select a character class**. Select **WARRIOR**, ROGUE, or SORCERER. (For descriptions, see *Characters* on p. 10.) The Enter Name overlay appears.
4. **Enter a name**. D-Button to highlight symbols and press ✖ to select. When the name is complete, press **START** to continue. The Choose Difficulty overlay appears.
5. **Select a difficulty level**. Select **NORMAL**—only high-level saved characters can enter NIGHTMARE (Character level 20) and HELL (Character level 30).The game loads and your character appears in the town of Tristram.

Game Screen

The game screen displays items stashed in your belt and your level of mana (used to cast spells) and health.



† For a quick boost, you can press **L1** to consume one health potion or **R1** to consume one mana potion. You must have potions in your pack or belt.

✳ To use a belt item, press **SELECT**, then access your Inventory from the Options menu. (See *Inventory* on p. 21.)

✳ To access the AutoMap (Labyrinth only), press **R2**.

⊕ When your armor durability is low, a symbol of the armor appears onscreen to warn you that it needs repair.

CHARACTERS

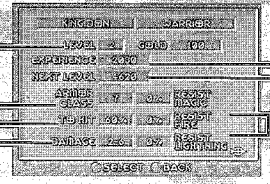
To defeat Diablo, develop your character to its highest potential.

- Slay the denizens of the labyrinth to gain experience—the amount of experience gained is based on the creature defeated and your current Character level.



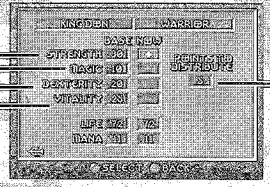
When you gain enough experience, the Ankh appears onscreen, and your character advances one level. Access the Character Info screen to distribute points among attributes and view new stats.

- To access Character Info, select CHARACTER INFO from the Options menu.



Current Character level
Experience gained
Experience points needed to advance one Character level
Protection provided by current armor
Likelihood of a successful hit
Level of damage you can inflict
Resistance to spells is granted by magical items such as rings, swords, etc.

- To toggle between screens, D-Button ↔.



Physical power
Ability to manipulate magic
Agility and accuracy
Level of endurance
To distribute points among attributes, D-Button ↕ to highlight an attribute and press ✖. One point is transferred.

- Each class has limits on how high certain attributes can be raised.

CLASS DESCRIPTIONS

Each class begins with a special skill and particular abilities and shortcomings.

To use a special skill:

1. Prepare and use a skill as you would cast a spell (*see Casting a Spell* on p. 19).
2. **Sorcerer and Warrior only:** Your pack appears with a flashing icon. D-Button to highlight an item, and press ✖. The skill is used on the highlighted item.

WARRIOR



The Warrior excels at the art of close combat, but his extensive physical training left him little time to study magic.



Forever on the run, the Warrior learned to repair his own weapons. However, his craftsmanship does not equal that of a blacksmith.

- Select the Warrior if you intend to muscle your way through the labyrinth.

Save/Load Character

When you save a character at the Save/Load menu (*see Save/Load* on p. 26), you save your current attributes, skills, and possessions. Later, you can begin a new game as your saved character.

- To load a saved Character, select LOAD CHARACTER from the Class screen in the opening setup sequence.

ROGUE



The Rogue is the undisputed mistress of the bow. With her unique ability to see great distances, she takes aim and fires upon demons without suffering the damage of close combat. Her understanding of magic is fair, but not nearly as developed as the Sorcerer's.



The Rogue has an unrivaled ability to detect and disarm traps.

† Unexplored rooms often contain unseen enemies. Shoot first and ask questions later.

SORCERER



Sorcerers spend much time devoted to the craft of magic. Thus, every sorcerer has a deep understanding of spellcasting. An inexperienced sorcerer knows the simplest spells to start and grows in power as he discovers new incantations. His physical power leaves much to be desired, but his most powerful spells provide a weapon more dangerous than the Warrior's blade.



The first craft learned by all sorcerers is to recharge one's staff.

* To cast the spell of a magical staff, prepare it and cast it as you would a normal spell (*see Casting a Spell* on p. 19). The staff uses its own charges rather than mana.

IN THE TOWN

Tristram is your safe haven. Return when you need information or items and when your health is low.



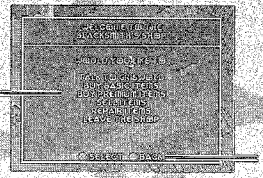
* To return to town, retrace your steps to the temple entrance or search for shortcuts.

† To open a convenient portal between your location in the labyrinth and Tristram, learn or buy the Town Portal spell, then cast it wisely. The portal closes behind you when you return to the labyrinth.

Interacting with the Townsfolk

Talk with the townsfolk to learn their individual trades. They can oblige you with gossip, quests, or merchandise.

✳ To initiate a conversation, press ✖ when a character is highlighted. The Conversation menu appears.



D-Button ↕ to highlight an option, then press ✖ to select.

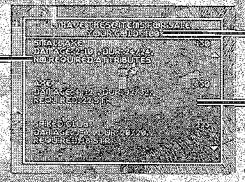
To return to the game screen, press ▲.

Artisans and Merchants

If one merchant can't meet your needs, seek another. All merchants do business similarly to Griswold the Blacksmith.

To purchase a basic item from Griswold the Blacksmith:

1. Press ✖ when Griswold is highlighted. The Conversation menu appears.
2. Select BUY BASIC ITEMS. A second menu displays items and prices.



D-Button ↕ to scroll items in his shop and press ✖ to select.

Gold is automatically subtracted from your total amount.

If an item is highlighted red, you can purchase it but cannot use it until you meet its requirements. (If an item is highlighted blue, it has been magically enhanced.)

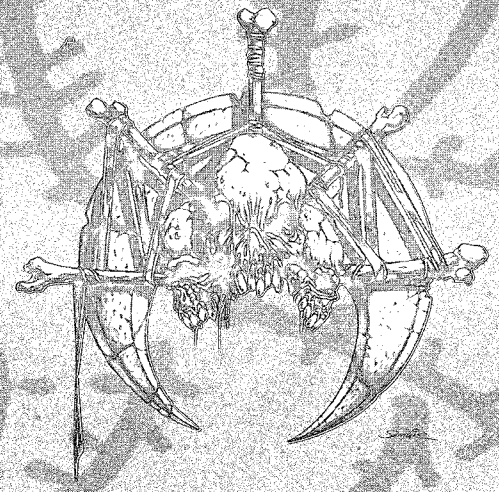
● You must be able to afford the purchase, and your pack must have space for the new item (*see Inventory* on p. 20).

Quests

Townsfolk sometimes request a favor of you in the form of a quest. Completing a quest often provides a reward as well as experience.

Access your quest log to review unfinished quests:

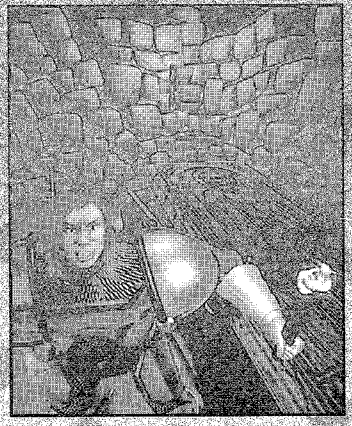
1. Select the QUEST LOG from the Options menu. Quest names are displayed.
2. D-Button ↕ to highlight a quest, and press ✖ to review the details.



IN THE LABYRINTH

As you progress deep into the labyrinth, you encounter hordes of creatures. Collect crucial items, learn magic, and fight to destroy these dark beasts.

* To fight, press ✖. (To learn more about fighting, *see Combat* on p. 17.)

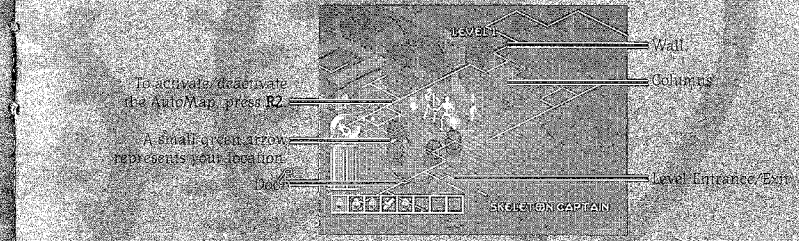


* To pick up an item and place it in your pack or open a door, chest or sarcophagus, press ■. (To learn more about items in the labyrinth, *see Collect Items* on p. 20.)

* To cast a prepared spell, press ▲. (To learn more about sorcery, *see Magic* on p. 18.)

AutoMap

Use the AutoMap to guide you through the dark, intricate halls of the labyrinth.



* To scroll explored areas of the AutoMap, press R2 + D-Button.

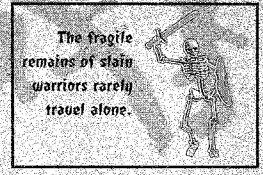
Combat

Every monster you slay brings you one step closer to Diablo.

Attack

Your effectiveness in combat depends on factors such as strength and dexterity. Understand your attributes before charging into combat. (*See Characters* on p. 10.)

* To attack the nearest creature with the weapon in your hands, press ✖ when the creature is highlighted.



MAGIC

Magic is a powerful force. Invoke magic when brute force is not enough.

⊕ Some creatures are immune to certain spells. Do not use magic indiscriminately.

A spell consumes mana when cast—more powerful spells require more mana. Consume a potion to replenish your supply.

SPELLS

Learn spells from books or scrolls you find in the labyrinth or buy them from Adria the Witch. Three classifications determine the manner in which a spell is cast:

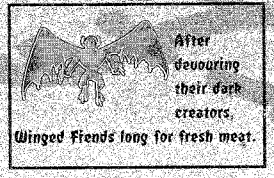
AREA — Spell originates from caster and radiates outward (e.g., Flash spell).

DIRECTIONAL — Spell is cast directly at a targeted creature. If no target appears, spell is cast in the direction caster is facing (e.g., Firebolt spell).

⊕ When you prepare a Directional spell, a round highlight marks potential targets.

TARGETING — Spell is cast in a predetermined location (e.g., Town Portal spell).

† MULTIPLAYER TIP: Both players should find or buy the Resurrect spell to bring an ally back to life.

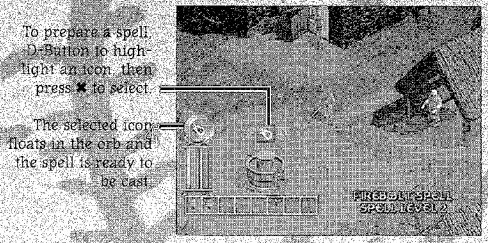


After devouring their dark creators, Winged Fiends long for fresh meat.

CASTING A SPELL

For the fastest way to prepare and cast a spell, access the Speed Spell book.

✳ To access the Speed Spell book, press **L2**. (To close the book without making a selection, press ▲ or L2.)



To cast a spell:

1. Press ▲ to cast the prepared spell. Area and Directional spells are cast.
2. **Targeting spells only**: A target cursor appears. (To cancel, press ✖.) D-Button any direction to set a location, then press ▲ a second time. The spell is cast on that spot.

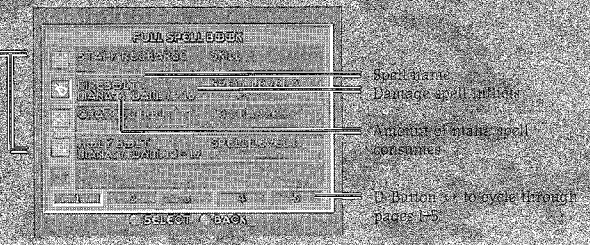
⊕ Press ●, then **L2** and prepare a second spell. You can then press ● to toggle between two prepared spells.



Swift but cowardly Fallen Ones linger in dark corners, listening for footsteps.

Full Spell Book

* To review and prepare spells you've learned, select FULL SPELL BOOK from the Options menu.



Shrines

Worship at a shrine and you are sure to gain—though it may come at a price.

* To worship at a shrine, press ■ when it is highlighted.

Collect Items

As you explore Diablo's realm, you discover items that aid your expedition (weapons, potions, etc.).

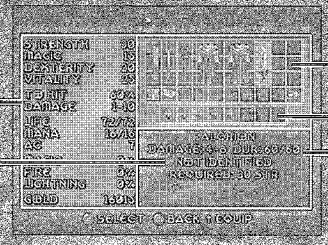
* To pick up an item, press ■ when it is highlighted. The item is stowed in your pack. (If two or more items are near, the Multiple Item overlay appears. D-Button ↕ to highlight an item, and press ✱ to select or ▲ to exit.)

  Note: You must have room in your pack or belt for a new item.

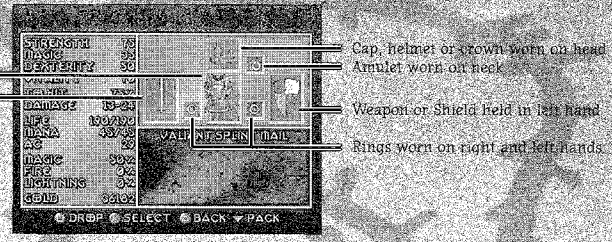
* Treasures are often hidden. Press ■ to open a door, chest, or sarcophagus when it is highlighted.

Inventory

* To examine and equip items stowed in your pack, select INVENTORY from the Options menu.



* To toggle between your pack and the equip screen, D-Button ↕.



⊕ Descriptions displayed in blue indicate magical items, and descriptions in red indicate that you are not yet qualified to use the item.

To use a new weapon or piece of armor:

1. Highlight the item in your pack and press ✖ to select.
2. D-Button ↑. The item appears in the appropriate window.
3. Press ✖ to accept. If you replace an item, return the original item to your pack.

Your pack has limited space. To create room, shuffle items or drop or sell an item in town. (To sell an item, *see Artisans and Merchants* on p. 14.)

- **To shuffle items:** Highlight an item and press ✖. D-Button to a slot, then press ✖. The item slips into place.
- **To drop an item:** Select the item, then press ■ or ▲. When you return to the game screen, your character drops the item on the ground.

Items

Collect weapons, armor, gold pieces, and magical items and temporarily stow them in your pack.

WEAPONS Weapons range in durability and potential damage inflicted. To learn exact values, examine the weapon in your inventory.

- ⊕ Equip your character with the weapon best suited to its class (e.g., The Warrior excels in close combat, the Rogue is the mistress of the bow.)
- ⊕ Most weapons require minimum attribute ratings to wield. If you currently don't meet the requirements, you can sell the weapon to Griswold or drop it for your ally in a Multiplayer game.

ARMOR Any armor is better than nothing. Combine armor for the highest possible Armor Class (AC). To learn your current AC view the General Character Info screen. (*See Characters* on p. 10.)

- ⊕ Heavier armor requires more Strength to equip.
- ⊕ Add a shield and helmet as soon as you find or purchase them.

JEWELRY Magical rings, crowns, and amulets can increase (and at times reduce) specific attributes.

POTIONS Potions cure what ails you: red potions restore health, blue potions restore mana, and gold potions restore both.

ELIXIRS Elixirs increase specific attributes.

SCROLLS Scrolls contain spells that do not require mana. Once you cast the spell, the scroll disintegrates.

- ✱ To cast a spell from a scroll, select the scroll from your belt or pack or prepare it as any other spell. (*See Casting a Spell* on p. 19.)
- ⊕ BEWARE. If you read a scroll, then press ✖ (cancel), the parchment disintegrates without casting the spell.

BOOKS Books contain clues to quests, spells, or other wisdom. To read a book of magic:

1. Pick up a book and stow it in your pack. (Certain tomes immediately become scrolls.)
2. Select INVENTORY from the Options menu, then D-Button to highlight the book.

Note: If the book is red, you do not yet meet the requirements to read its contents.

3. Press ● to read the book. The spell is recorded, and you can prepare it any time. (*See Casting a Spell* on p. 19.)

- ⊕ If you already know a spell, any subsequent book on that spell can increase its power.

GOLD Demons hoard gold. Collect these pieces and use them to buy items from the merchants in town.

The corpses of executed men are slow but persistent.



OPTIONS

Main menu Options allow you to alter your default controls and the game's appearance before you begin. In-Game Options offer similar selections plus the opportunity to save or load.

Main Menu Options

VOLUME ADJUSTMENT — Adjust the sound effects, speech, and music volume and the stereo and mono settings.

CONTROLLER SETUP — BEGINNER SETTINGS
Highlight, then press ✖ to select the default controls recommended for a beginner.

ADVANCED SETTINGS
Highlight, then press ✖ to select a more advanced controller configuration.

MOVEMENT
Toggle between ABSOLUTE (D-Button to move relative to your screen) and RELATIVE (D-Button to move relative to the scenery).

COMBO BUTTON MENU
ENABLE onscreen Combo Button help text.

COMBO BUTTON
Assign a Combo Button to gain more function from your controller.

To customize controls:

1. D-Button ↑ to highlight an action, then D-Button → to highlight its assigned button.
2. Press any button. The action is assigned the new button.

Note: When reconfiguring your controller, you must assign a button to ACTION, ATTACK, and CAST SPELL.

SCREEN ADJUSTMENT — Center the game screen.

CHOOSE LANGUAGE — Select a language for audio and text information.

CREDITS — View a list of the demented souls who created Diablo.

HELP — View the command summary and miscellaneous tips.

In-Game Options

✳ To access the in-game Options menu, press SELECT.

INVENTORY — Examine and equip collected items. (See *Inventory* on p. 21.)

CHARACTER INFO — Distribute points among attributes and view general Character information. (See *Character* on p. 10.)

QUEST LOG — View your current quest. (See *Quests* on p. 15.)

FULL SPELL BOOK — Examine your spells. (See *Full Spell Book* on p. 20.)

SAVE/LOAD — Load a saved game or save your current game, character, or options. (See *Save/Load* on p. 26.)

GAME SPEED — Adjust the pace of the game. Toggle between NORMAL and FAST.

QUIT — Exit the game and return to the title screen.

● In-Game Options also allow you to adjust volume, screen, and controller setup.

SAVE/LOAD

From the Save/Load menu, you can save your current game, character, and options or load a saved game or options.

Note Never insert or remove a Memory card when loading or saving files.

SAVE GAME Save a game in progress. To save your game:

1. Press **SELECT** to access the Options menu.
2. Select SAVE/LOAD. The Save/Load menu appears.
3. Select SAVE GAME. Diablo reads your Memory card.
4. Select a Memory card slot. The game saves.

LOAD GAME Load a saved game. (You can also load a saved game from the Main menu.)

SAVE CHARACTER Save up to six characters on your Memory card. When you save a character, you save your current attributes, skills, and possessions. (Load a saved character from the Class screen during setup.)

SAVE OPTIONS If you adjust your options, you can save them as the default.

LOAD OPTIONS Load your saved options.