



INSTRUCTION BOOKLET

DEVOLVER DIGITAL
MEGA HYPER DEVICE

WARNING: CAREFULLY READ THIS INSTRUCTION BOOKLET AND DON'T JUST THROW IT IN THE TRASH OR USE IT AS A COASTER OR WHATEVER. YOU'LL REGRET IT WHEN THIS GAME BECOMES A RARE COLLECTOR'S ITEM.

INTRODUCTION



The official Seal of Volvy is a solid gold-plated assurance from your friends at Devolver Digital that this game absolutely rocks the house. If you see this badge, you know you're in for a good time. Don't even think about buying a game without it, because it'll make Volvy mad, and no one wants that. Seriously.

If for any reason this Devolver Digital Mega Hyper Device video game cartridge stops working, then, uhhhh... blow on it, I guess?

To discover more about Dark Scrolls and other quality Devolver Digital video game products, 'web surf' to devolverdigital.com. Or don't. It's up to you.

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Thank you for playing Dark Scrolls.

When Britt and I first started working together, we often had local multiplayer nights where we'd download some indie titles or play some old console games together. Playing games together is a wholly different experience than playing them by yourself. Nowadays, we don't live in the same city and don't get to see each other as often, which is what inspired Dark Scroll's online multiplayer. Frequently we will hold meetings while playing the game, and at times along the way, we wasted more work time than we should have, rapidly crouching at one another in the lobby, or after finishing testing whatever it was we were testing, going for another run just for fun.

In the spirit of its inception, we hope that you will enjoy playing, particularly online with a colleague or a friend, as much as we enjoyed slacking on the job while making it.

Whether you are comfortable with action platformers or not, we recommend starting out by playing Grizz, who is a strong all-rounder and sort of the 'template' character. Each hero holds to fire and can strafe with different patterns, has a unique 'double jump input' ability (in Grizz's case, a ground-pound), and a character specific special. Of the starting three characters, most people find Pigeon the most difficult, but her super ability of a stealth and critical strike may outweigh her general complexity if you find yourself stuck at a particularly difficult boss.

Again, thank you so much for playing. We're sorry we keep making platformers, but if you don't forgive us, who will?

– Cullen, gameplay director, Doinksoft

CHARACTERS

GRIZZ

THE BARBARIAN

A big, beefy, bearded berserker who loves axe-lobbing and ground-pounding.

SPECIAL ABILITY

Axe Nova - Creates a circle of bouncing axes that fly across the screen.



BISCUIT

THE DOG

Adorable fluffball with enemy-piercing barks and bouncy double-jumping

SPECIAL ABILITY

Scary Bark - So amazingly fearsome that it stuns every enemy on the screen.



EMERYS

THE MAGE

A mysterious mage who flings bouncy fireballs and can blink-dash in a flash.

SPECIAL ABILITY

Orbitals - Summons magical orbs that damage enemies and destroy projectiles.



QUINN

THE CUPID

Can shift between walking and flying as she slings love-infused arrows.

SPECIAL ABILITY

Aura - Creates a healing ring that also grants a temporary fire rate increase.

PIGEON

THE THIEF

A dual dagger-hurling scoundrel who can perform a sick double jump.

SPECIAL ABILITY

Stealth - Becomes temporarily invincible and attacks deal critical hits.



CONFIT

THE CHEF

This culinary combatant flips steaks with deadly precision. Meat is murder.

SPECIAL ABILITY

Cook - Fires up a pot that sends damaging food flying or creates hearts.



CHARACTERS

IRONBEARD

THE DWARF

Can launch pickaxes and create temporary platforms by double-jumping.

SPECIAL ABILITY

Tinker - Can build a mighty cannon and launch cannonballs at enemies.



Here's how to unlock every character. Don't read this bit if you wanna figure it out yourself!

SATURN

THE ALIEN

An otherworldly entity who flies through the air firing an alien machine-gun.

SPECIAL ABILITY

Abduct - Uses a tractor beam to suck up enemies, coins, and more to level up.



GRIZZ, PIGEON, AND EMERYS

Unlocked by default.

BISCUIT THE DOG

Free from a cage during the first boss.

QUINN THE CUPID

Donate the maximum amount of gold to the wishing well in the Camp screen. This is accumulative.

CONFIT THE CHEF

Receive the quest from the cowboy computer in the Mountain to find the Dwarf. A key will now be carried in the Perk Shop. Purchase the key during a run and free Confit from his cell in the Castle.

IRONBEARD THE DWARF

After freeing Confit, lob a piece of meat at him in the Cave.

SATURN THE ALIEN

Complete the Moon level.

NEZUMI THE BARD

Purchase from the meta-shop.

NEZUMI

THE BARD

A rousing rat who uses an unusual saxophone-based magic system.

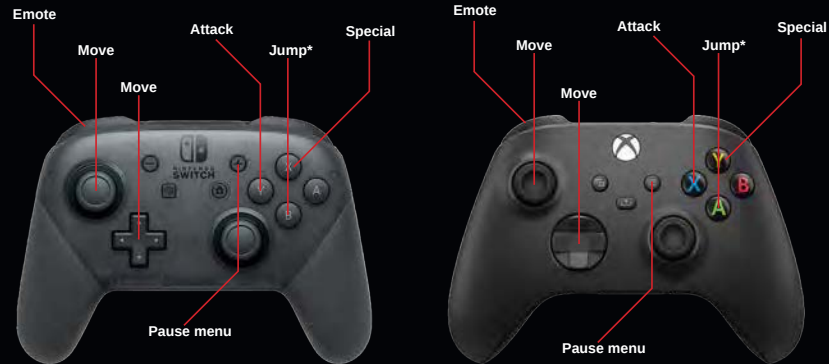
SPECIAL ABILITY

Perform - See page 13 for more information about Nezumi's special.



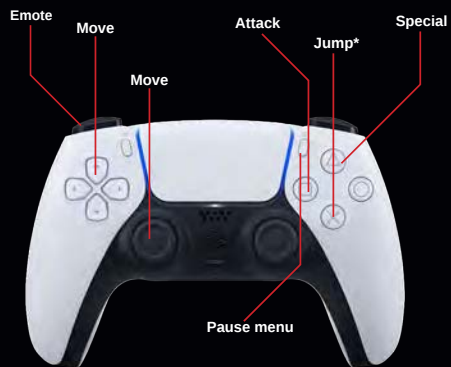
CONTROLS

Nintendo Switch / Xbox



*Press twice to double-jump

PlayStation / Keyboard



*Press twice to double-jump



LEVELS



To the Moon or into
the depths of Heck?
You can take a bunch
of different routes
through the world...

Routes

FOREST → BRIDGE → MOUNTAIN → MOON

FOREST → RIVER → CAVE → CASTLE

FOREST → RIVER → CAVE → HECK



PERKS



Perks grant your characters strange and unusual powers that will help you through a tricky run.

During a run you'll collect **Coins** which can be spent at the mid-level **Perk Shop**. A **Perk** is assigned to the chosen **Star Level** when bought, and triggers when your **Star Meter** reaches that level.

The **Star Meter** can be reset to zero by using your selected character's special move, which is only available when the **Star Meter** is full, allowing you to cycle through your **Perks**. The **Star Meter** is charged by dealing damage to enemies.

Perks have a variety of effects, from imbuing attacks with elemental powers such as fire, electricity, or poison, giving you a rocket jump which deals damage at your feet, summoning allies, increasing movement speed, and a whole lot more cool stuff.

And get this: if you have multiple **Perks** equipped on different **Star Levels**, by dealing damage quickly enough you can create situations where they all activate at once, vastly increasing your power!

PERK LIST

FIRE

Augments every second shot with a fire variant.

POISON

Augments every second shot with a poison variant.

ELECTRIC

Augments every second shot with a poison variant.

HASTE

Increases your movement speed.

RAPID

Increases your fire rate.

SPLIT

Shoots two projectiles instead of one. (Stacks with Behind.)

BEHIND

Shoots a projectile behind the player as well. (Stacks with Split.)

BOMB

Occasionally lob a bomb while firing.

VAMP

Create blood when hitting an enemy. Blood is attracted towards the player. When blood is collected you heal 1hp.

HEART FAIRY

Summons a fairy who drops healing hearts until despawning.

PERKS

COMBAT FAIRY

Summons a fairy who shoots enemies until despawning.

COIN FAIRY

Summons a fairy who collects coins on your behalf. After reaching either 25 coins or the end of a timer, fires an amount of bullets equal to the amount of coins collected.

MIDAS

Hitting an enemy creates a gold coin.

PAYWALL

Taking damage deals damage to your collected money instead of your health, unless your money has been depleted.

THORNS

Taking damage deals damage to your money instead of to your health, unless your money has been depleted.

SUDS

Hitting an enemy creates damaging bubbles at the point of impact.

SOAP SHIELD

Creates a bubble shield around the player that blocks one hit and explodes with a soapy burst of damaging bubbles.

ROCKET JUMP

Jumping (and some double-jumps) creates explosions at your feet.

DOUBLE TROUBLE

Deal double damage, but take double damage too.

FAT STACK

Increases damage by 1x number of active perks, including this one.

GHOST BLADE

Taking damage spawns a homing ghost blade.

HOT FEET

Creates fire at the player's feet.

KOI PLOY

Summons a school of fish.

SHURIKEN

Shooting spawns a shuriken that bounces around the screen.

KARATE CARROT

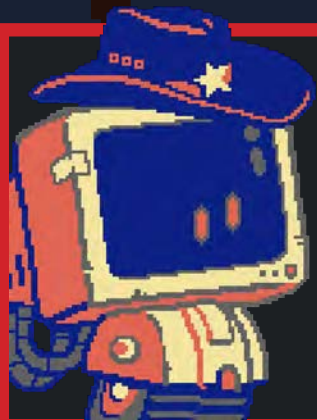
Summons karate carrots to fight enemies alongside you.

THE POWER OF PERKS

New Perks can be unlocked inbetween runs by speaking to a special shopkeeper in the town and exchanging Meta Crystals, which are rewarded after completing or dying during a run. Unlocking more Perks increases the possibility space for the player to make unique builds.

Although the game can be beaten without purchasing any Perks, you'll soon realise that learning how to master the Perk system will greatly increase your survivability and DPS, which will help you as the difficulty begins to heat up.

TRINKETS



Trinkets are amazing equippable doohickeys that can boost your character in some seriously useful ways.

Each character has a set of three **Side Objectives** to complete in order. Completing the first one awards that character with a **Trinket Slot** (the ability to use equip Trinkets). The second rewards a sum of Meta Crystals. The third unlocks a new Trinket. By default, one Trinket is unlocked – the **Heart Pin**, which increases player starting HP.

When selecting a character, if the character has their Trinket slot unlocked, the player can select any of the Trinkets they have unlocked as a starting bonus for that character. These include effects such as making the Star Meter charge while the player is ducking or adding an auxiliary effect to the character's double-jump ability.



TRINKET LIST

HEART PIN

Increases starting HP by 2.

COUPON

25% shop discount.

GOLD STAR

Increases Perk duration.

SLOT MACHINE

Start with a random Perk.

ENERGY DRINK

Heal HP when Star Meter is filled.

DUCKY DUCKY

Charge Star Meter while crouching.

WINGED SHOES

Improves double-jump ability.

ROLLERSKATES

No movement penalty while shooting.

PERIL PERKS

Triggers a random Perk when in peril.

PEACE SIGN

Gain an attack buff after not attacking for a while.

SONGS



Nezumi is a unique character with a special music-based magic system. Here's how it works.

INPUTS

1 = UP / 0 = FORWARD / 2 = DOWN

	Fire
	Split
	Electric
	Poison
	Behind

	Bomb
	Friendly Fairy
	Heart Fairy
	Rocket Jump
	Coin Fairy
	Midas
	Paywall
	Thorns

Shooting and holding forward or neutral shoots a middle note, holding up shoots a high note, and shooting down shoots a low note. Every note shot is added to the sax, which rolls over after five notes. Double jumping sends all of the notes from the sax out as homing projectiles and clears the sax.

The special move button will attempt to perform the song held in the sax. If the song isn't valid, it simply clears the sax. If it is, it clears the sax and then triggers the associated perk on both players for a short time.

	Speed
	Rapid Fire
	Fat Stack
	Suds

CONCEPT ART



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