



NTSC U/C

PlayStation™



SLUS-00619



2
PLAYER
PLAYSTATION
EDITION

DIABLO™



DIABLO™

warning: read before using your playstation™ game console.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

warning to owners of projection televisions:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

handling your playstation disc:

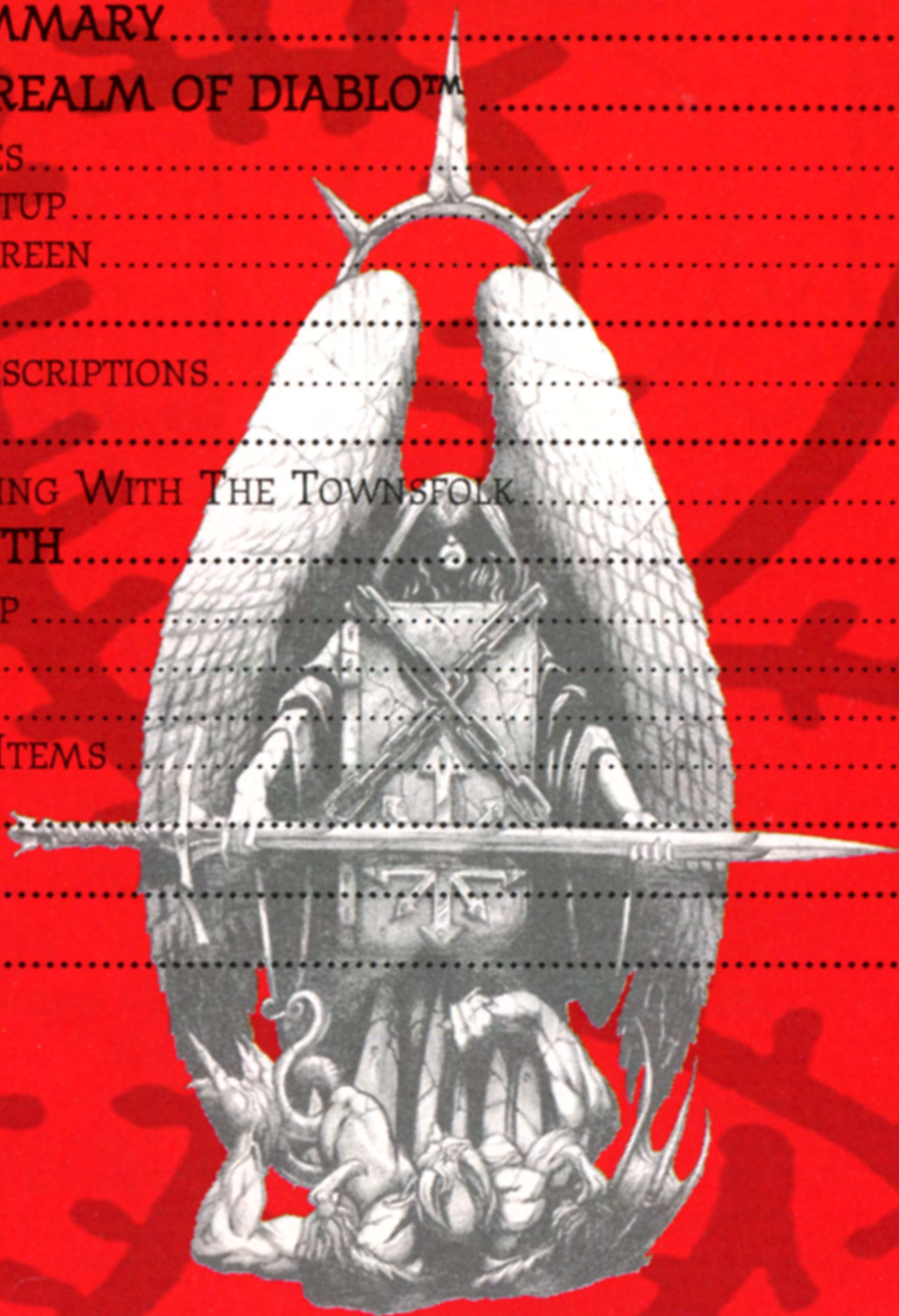
This compact disc is intended for use only with the PlayStation game console. Do not bend it, crush it, or submerge it in liquids. Do not leave it in direct sunlight or near a radiator or other source of heat. Be sure to take an occasional rest break during extended play. Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners. This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

FOR MORE INFO about this and other titles, check out
Electronic Arts™ on the web at www.ea.com.

DIABLO™

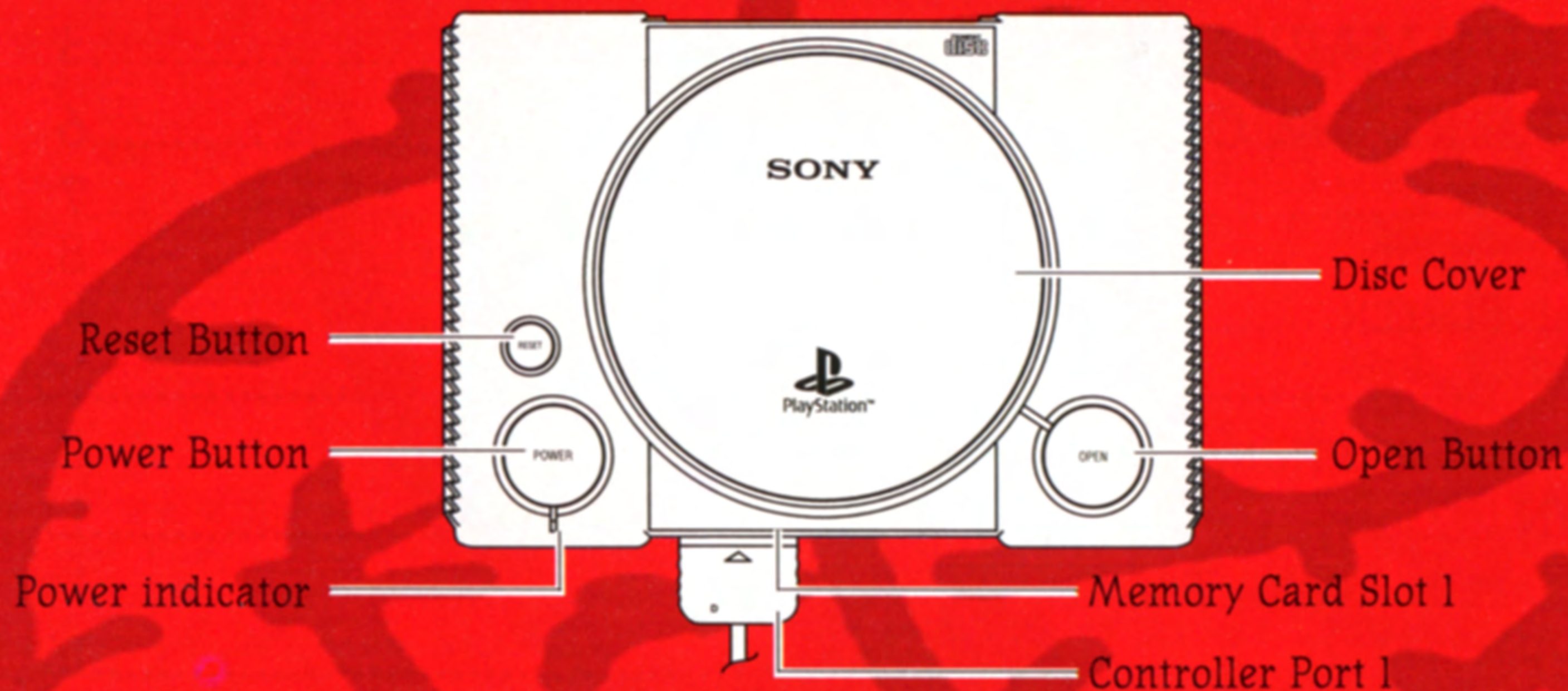
CONTENTS

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



DIABLO™

STARTING THE GAME

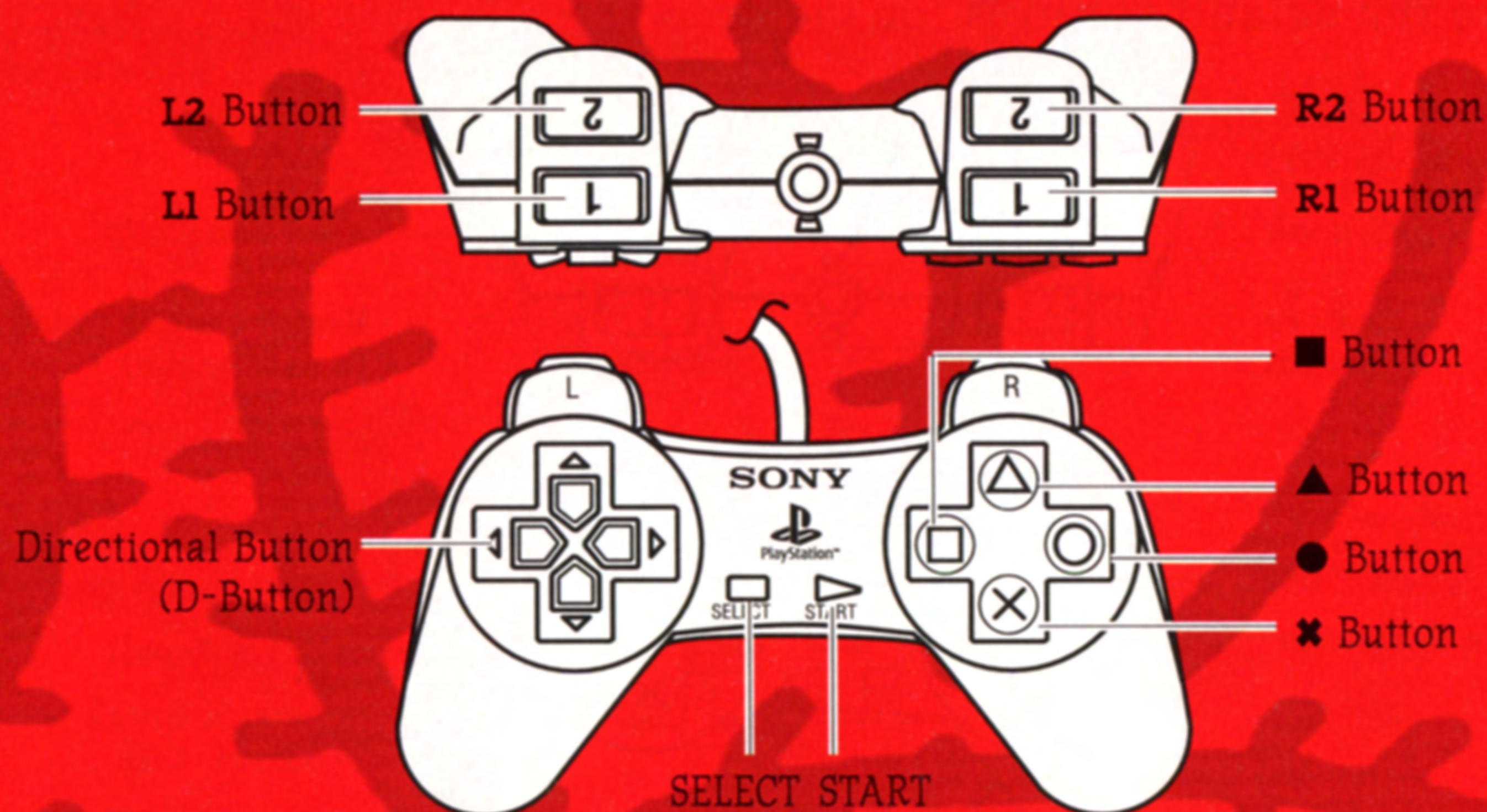


1. Set up your PlayStation™ game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
 2. Insert the *Diablo* disc and close the Disc cover.
 3. Insert game Controllers and turn on the PlayStation game console.
- * To bypass the opening video, press **START**. The *Diablo* title screen appears.
4. Press **START** to access the Main menu. (To begin a game, see *Game Setup* on p. 8.)
- * To exit the demo, press **START**.

Note: Your Memory card must have room for saved information: One game requires 10 memory blocks. Saved options require 1 memory block. And saved characters require 1 memory block for up to six characters.

DIABLO™

COMMAND SUMMARY



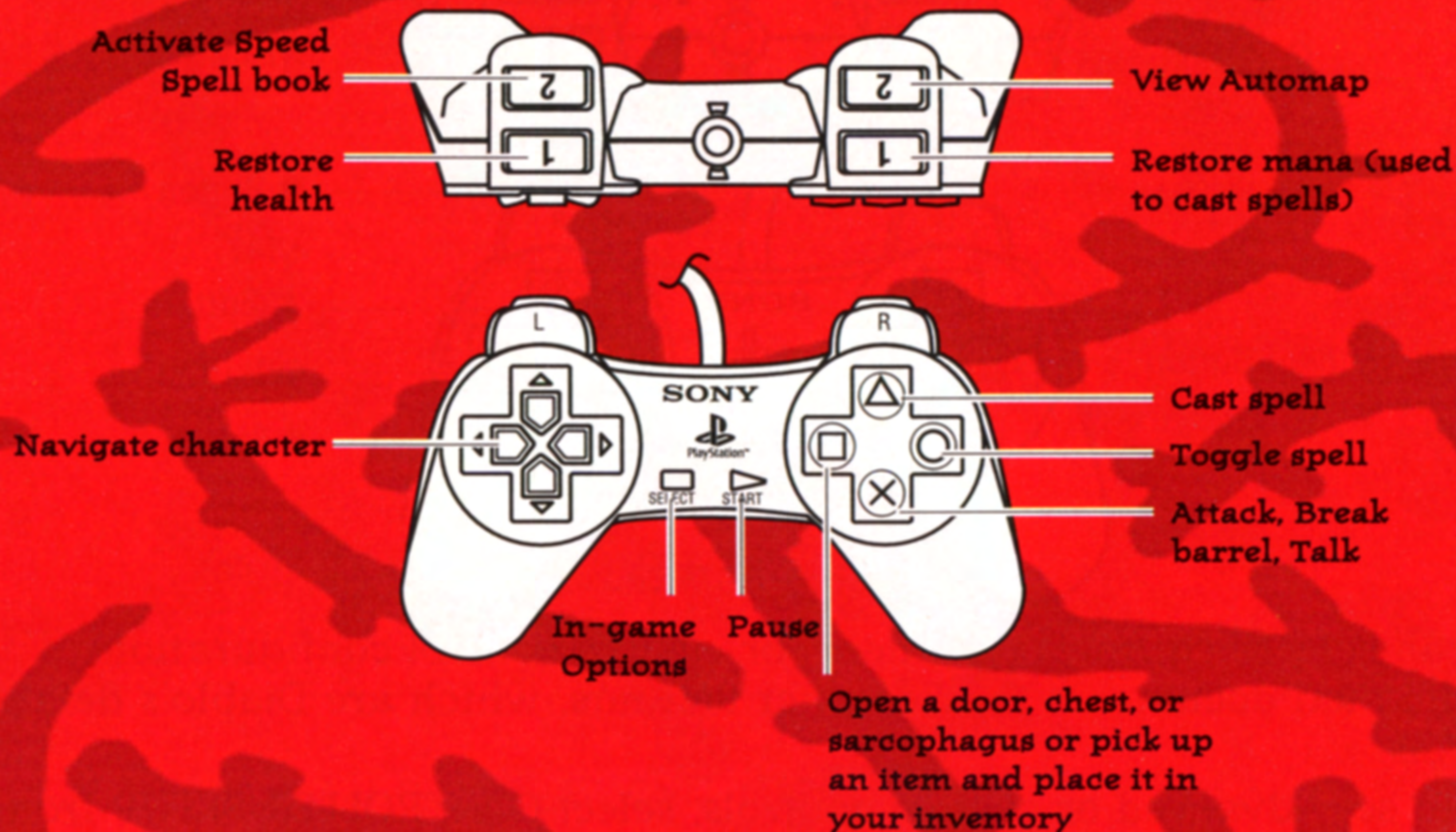
You can select Beginner, Advanced, or custom control configurations. This manual documents the Beginner Settings, which are Diablo's default controls.

* To set Advanced or custom controls, select CONTROLLER SETUP from the Options menu. (See *Options* on p. 24.)

DIABLO™

BEGINNER SETTINGS

Following are the default controls for *Diablo*.

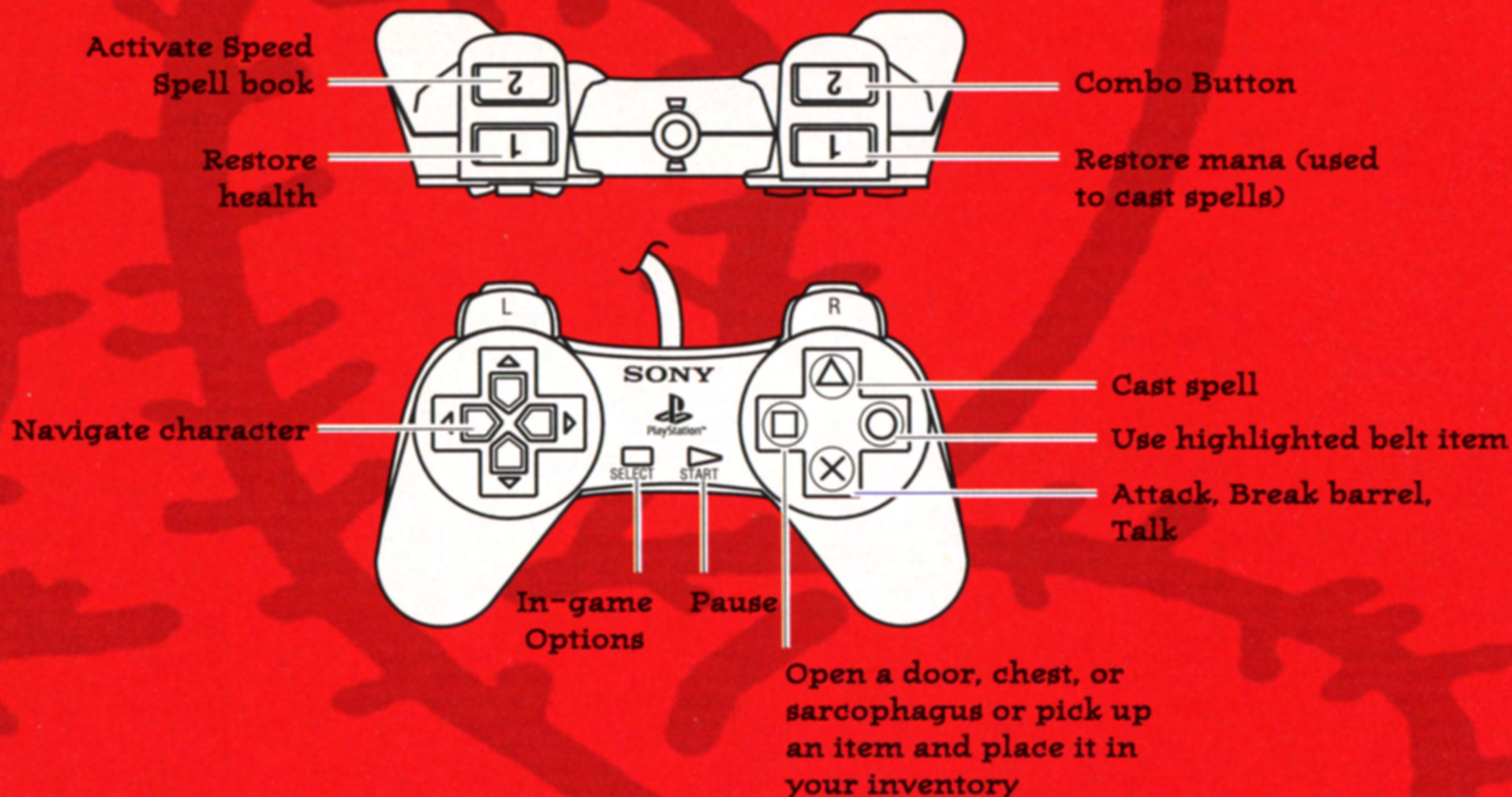


* To view a Status screen (Inventory, Character Info, Quest Log, or Full Spell Book), press **SELECT** to access the Options menu, then select the appropriate screen.

DIABLO™

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		

DIABLO™

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.



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.)

DIABLO™

GAME SETUP

D-Button ↓ to highlight an option and press * to select.



Begin a new game
Load a saved game
See Options on p. 24
Review the chronicles of Diablo

* 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.

DIABLO™

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.

DIABLO™

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.

KING DORN		WARRIOR	
LEVEL	2	GPID	100
EXPERIENCE	2030		
NEXT LEVEL	4620		
ARMOR CLASS	7	0%	RESIST MAGIC
TB HIT	60%	0%	RESIST FIRE
DAMAGE	2-6	0%	RESIST LIGHTNING

SELECT BACK

- * 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.

KING DORN		WARRIOR	
BASE NUM			
STRENGTH	30	+	POINTS TO DISTRIBUTE
MAGIC	10	+	
DEXTERITY	20	+	
VITALITY	25	+	
LIFE	72	72	
MANA	11	11	

SELECT BACK

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

DIABLO™

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 **X**. 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.

DIABLO™

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.

DIABLO™

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.

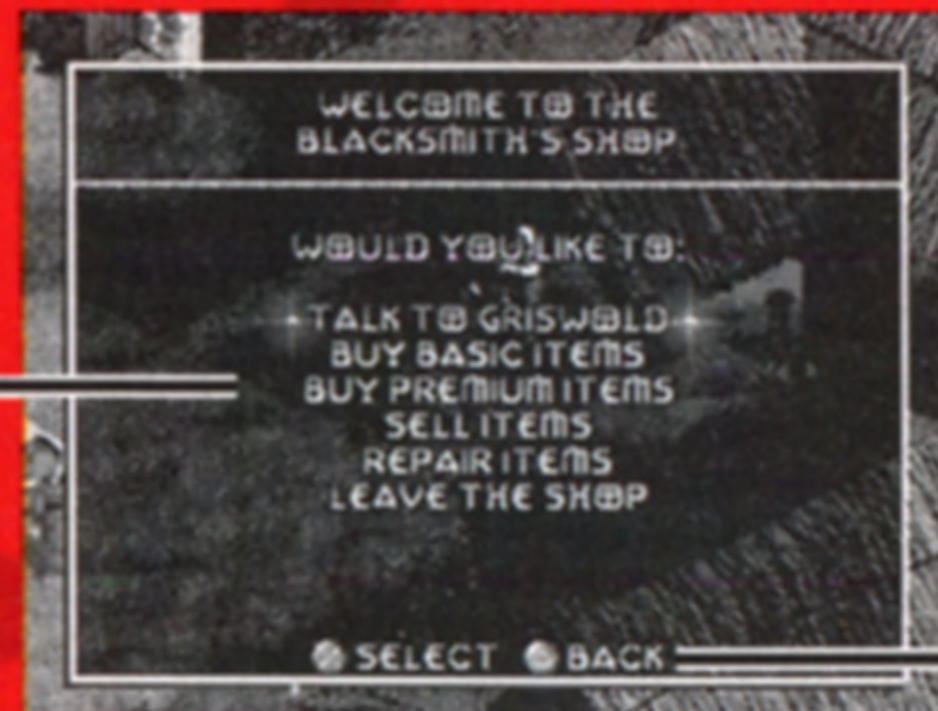
DIABLO™

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 **X** when a character is highlighted. The Conversation menu appears.

D-Button ↓ to highlight an option, then press **X** to select.



To return to the game screen, press **▲**.

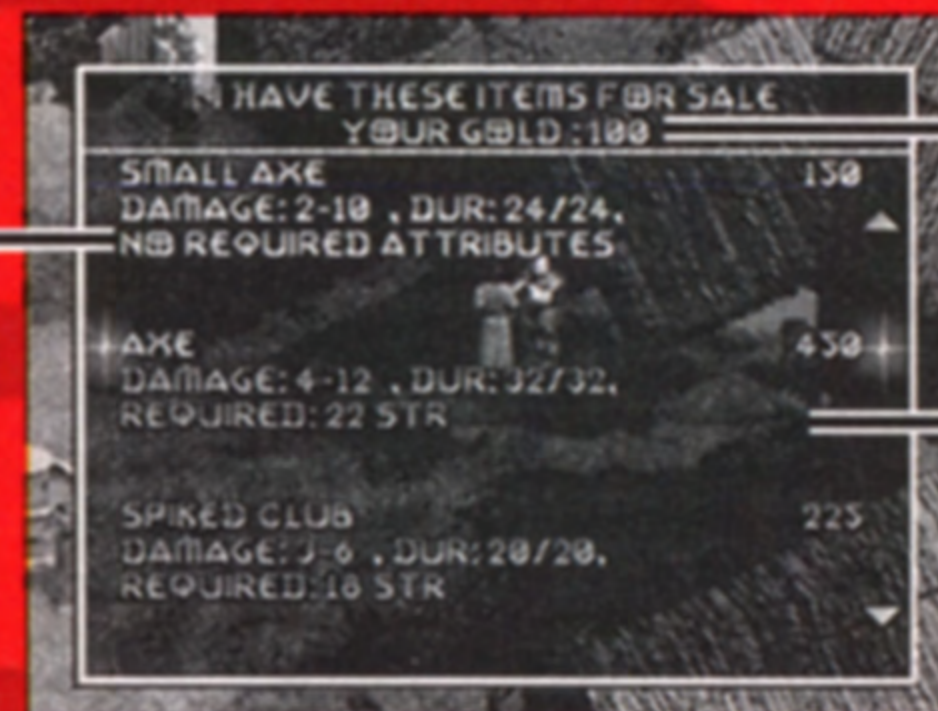
ARTISANS AND MERCHANTS

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 **X** 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 **X** 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. 21).

DIABLO™

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.

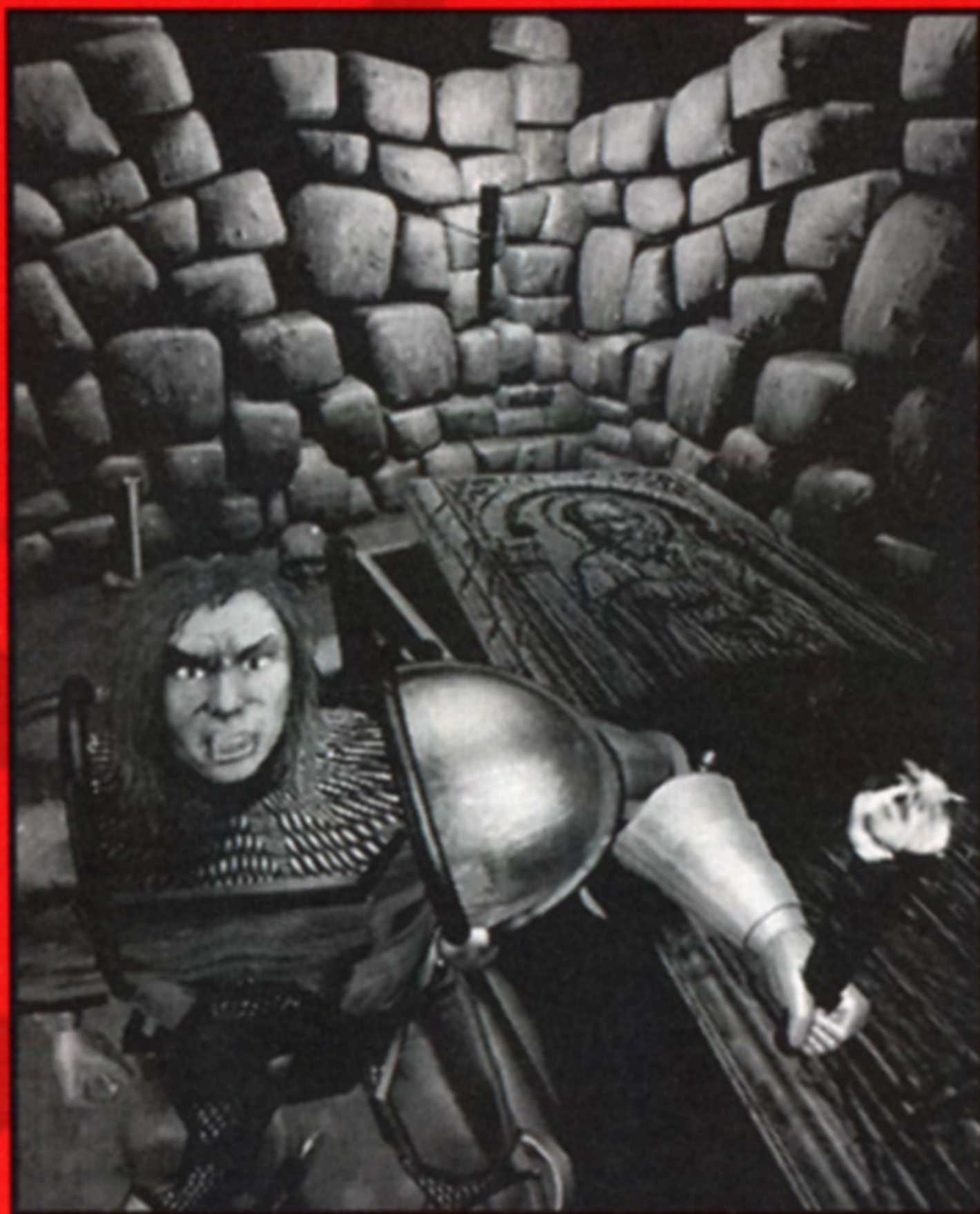


DIABLO™

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.)

DIABLO™

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.

The fragile remains of slain warriors rarely travel alone.



DIABLO™

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.

DIABLO™

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 prepare a spell, D-Button to highlight an icon, then press ✖ to select.

The selected icon floats in the orb and the spell is ready to be cast.



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.

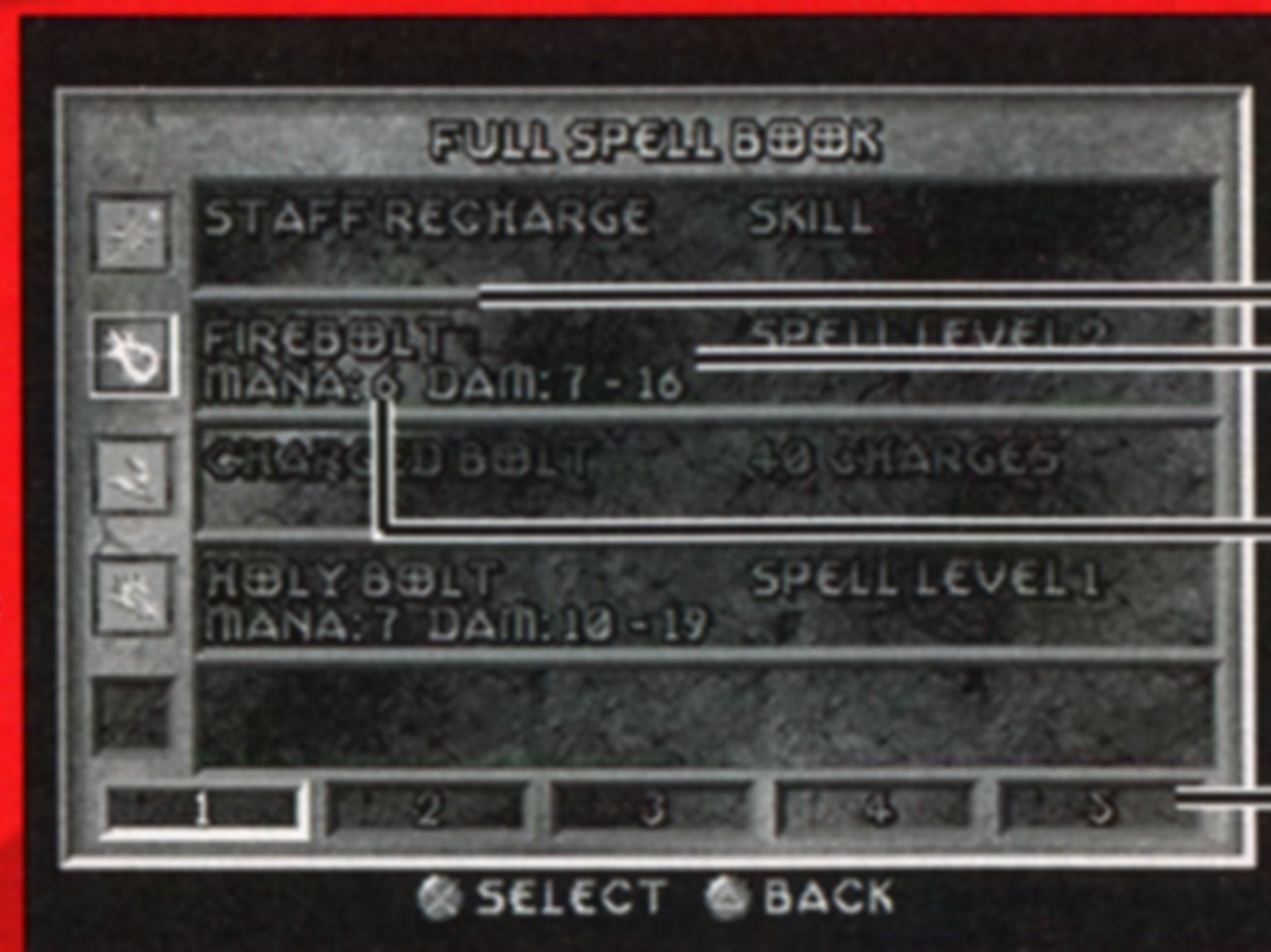


DIABLO™

FULL SPELL BOOK

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

To prepare a spell,
D-Button ↓ and press
* to select.



Spell name
Damage spell inflicts

Amount of mana spell
consumes

D-Button ↔ to cycle through
pages 1-5.

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.

DIABLO™

INVENTORY

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

Character Info

Seek Cain to identify this magical item.

STRENGTH	30
MAGIC	15
DEXTERITY	20
VITALITY	25
TO HIT	60%
DAMAGE	1-10
LIFE	72/72
MANA	16/16
AC	7
FIRE	0%
LIGHTNING	0%
GOLD	16015

PACK

Store potions and scrolls in your belt.

The lower the number the less durable the item. When durability drops to 0, the item is damaged beyond repair.

FALCHION
DAMAGE: 4-8 DUR: 60/60
NOT IDENTIFIED
REQUIRED: 30 STR

SELECT BACK EQUIP

- * To toggle between your pack and the equip screen, D-Button ↑↓

Armor worn on torso

Weapon held in right hand

STRENGTH	75
MAGIC	35
DEXTERITY	50
VITALITY	70
TO HIT	75%
DAMAGE	13-24
LIFE	190/190
MANA	45/45
AC	29
MAGIC	50%
FIRE	0%
LIGHTNING	0%
GOLD	36182

Cap, helmet or crown worn on head

Amulet worn on neck

Weapon or Shield held in left hand

Rings worn on right and left hands

VALIANT SPLINT MAIL

DRÖP SELECT BACK PACK

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

DIABLO™

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.

DIABLO™

- 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.



DIABLO™

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 BEGINNER SETTINGS SETUP

Highlight, then press **X** to select the default controls recommended for a beginner.

ADVANCED SETTINGS

Highlight, then press **X** 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.

DIABLO™

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 <i>Inventory</i> on p. 21.)
CHARACTER INFO	Distribute points among attributes and view general Character information. (See <i>Character</i> on p. 10.)
QUEST LOG	View your current quest. (See <i>Quests</i> on p. 15.)
FULL SPELL BOOK	Examine your spells. (See <i>Full Spell Book</i> on p. 20.)
SAVE/LOAD	Load a saved game or save your current game, character, or options. (See <i>Save/Load</i> 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.

DIABLO™

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.

DIABLO™

CREDITS

ORIGINAL DIABLO GAME DESIGN

Blizzard Entertainment

Blizzard North

CLIMAX DEVELOPMENT TEAM

President: Karl Jeffery

Vice President: Chris Bergstresser

Executive Producer: Tim May

Producer: Christopher Hadley

Lead Programmers: Gary Liddon,
Tim Swann

Programmers: Dave Owens, Steve
Lamb, Dave Looker, Leigh Bird, Tony Mack

Art Director: Thor Hayton

Artists: Andy Oakley, Alan Weaver,
Doug Townsley, Mike Green, Adrian
Cummings, Caroline Miller,
Agust Fridriksson

Audio Lead: Matt Simmonds

QA Project Coordinator: George Buggins

Testers: James Parham, Ian Oates

ELECTRONIC ARTS CANADA

Executive Producer: Steve Rechtschaffner

Producer: Dennis Hirsch

Development Director: Larry LaPierre

Assistant Producer: Kevin Loh

Senior Development Director: Pauline
Moller

Production Assistants: Wendell Harlow,
Adrienne Travica

Technical Director: Rob White

Product Manager: Peter Royea,
Albert Penello

Documentation: Andrea Engstrom

Documentation Layout: James Hanley

Package Design: EA Creative Services

Package Artwork: Hamagami/Carroll
Associates

Public Relations Manager: Jeane Wong

QA Project Coordinator: Steve Livaja

QA Lead Tester: Peter Dodson

Assistant Leads: Matt Kernachan,
Martin Katzenmeier

Testers: Brady Burgess, Cam Mackinnon,
Chris Roy, Cindy Currie, Duane
Wadman, Edward Chiu, Jason Dong,
Ken Boutilier, Martin Wasiel, Mike Lee,
Richard Seto, Ryan Santos, Sean Walsh,
Tarek Grymaloski

Mastering: Peter Petkov, Cary Chao,
Jeff Hutchinson

QA Database Support Guru: Bob Purewal

QA Tech: Bill Kim, Colin Cox, Chris
Wallace, Jason Feser, D'arcy Gog,
Zech Prinz, Paul Breland

EASM QA: Brian Kingsley, Rico Soblen,
Simon Hall

THANKS TO THE GANG AT BLIZZARD:

Shane Dabiri, Bill Roper, Matt
Householder, Erich Schaefer, Mike
Morhaime, Joeyray Hall, Patrick Wyatt,
Duane Stinnett, Matt Uelmen, Paul
Sams, David Brevik, Kenneth Williams
SPECIAL THANKS: Don Mattrick, Paulette
Doudell, Steve Fitton, Chris Capell,
Dominique Goy, Bianca Norman, Sue
Garfield, Leland Madren, Dominick
Humphrey, Mark Gipson, Rob Hylands,
Gil Jaysmith, Tom Charlesworth,
Debi Maxwell

DIABLO™

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this Electronic Arts software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electronic Arts software program is sold "as is," without express or implied warranty of any kind, and Electronic Arts is not liable for any losses or damages of any kind resulting from use of this program. Electronic Arts agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electronic Arts software product, postage paid, with proof of purchase, at the Electronic Arts Warranty Department. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electronic Arts software product has arisen through abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS—This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this software product, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts software product. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations

of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

NOTICE—Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice. This manual and the software described in this manual are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of Electronic Arts, P. O. Box 7578, San Mateo, California 94403-7578, Attn: Customer Support.

RETURNS WITHIN 90 DAY WARRANTY PERIOD—To replace defective media within the 90-day warranty period, send the defective media, a copy of the original sales receipt, a return address, and a small note describing the difficulties you are experiencing to Electronic Arts' address below. If the software media was damaged through misuse or accident, you will need to follow the returns after warranty policy detailed below.

RETURNS AFTER WARRANTY—To replace defective media after the ninety (90) day warranty period has expired, send the original CD to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for \$15.00.

ELECTRONIC ARTS CUSTOMER WARRANTY, P.O. Box 7578, San Mateo, CA 94403-7578

DIABLO™

IF YOU HAVE WARRANTY QUESTIONS, you can also contact Customer Warranty via e-mail at cswarranty@ea.com or by phone at (650) 572-2352.

TECHNICAL SUPPORT—If you need technical assistance with this product, call us at (650) 578-0316 Monday through Friday between 8:30–11:45 AM or 1:00–4:30 PM, Pacific Standard Time. No hints or codes are available from (650) 578-0316. You must call EA's HINTS & INFORMATION HOTLINE for hints, tips, or codes.

EA Tech Support Fax: (650) 286-5080

HOW TO REACH US ONLINE

Internet E-mail: support@ea.com

World Wide Web: Access our Web Site at <http://www.ea.com>

FTP: Access our FTP Site at [ftp.ea.com](ftp://ea.com)

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:

Electronic Arts Pty. Ltd.

P.O. Box 432

Southport Qld 4215, Australia

In the **United Kingdom**, contact:

Electronic Arts Ltd.

P.O. Box 835

Slough SL3 8XU, UK

Phone (753) 546465.

In **Australia**: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM–8 PM. If you are under 18 years of age parental consent required.

Need Help? Call EA's HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week!

In the US, dial 900-288-HINT (4468). 75c per minute (95c for first minute).

In CANADA, dial 900-451-4873. \$1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

The characters and events in this product are fictional. Any similarities between these and real persons or events is purely coincidental.

Electronic Arts and the Electronic Arts logo are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. Diablo is a trademark and Blizzard Entertainment is a trademark or registered trademark of Davidson & Associates, Inc., in the U.S. and/or other countries. Software © 1998 Electronic Arts, portions © 1996 Blizzard Entertainment. All rights reserved. Documentation © 1998 Electronic Arts. All rights reserved.



Diablo™ Software ©1998 Electronic Arts. Portions ©1996 Blizzard Entertainment. All rights reserved. Electronic Arts and the Electronic Arts logo are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. Diablo, The Dark Saga, Tides of Darkness and Beyond the Dark Portal are trademarks and Warcraft and Blizzard are trademarks or registered trademarks of Davidson & Associates, Inc. in the U.S. and/or other countries. All rights reserved. 788205

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

