

DEMONIC LOOP

Health recommendations:

- Try to rest for about 15 minutes for every hour of play.
- Do not play if you are very tired or have had little sleep.
- Always play in well-lit rooms and stay as far away from the screen as possible. Under normal conditions, some people may experience epileptic seizures when exposed to flashing lights or shapes, making them susceptible to seizures while watching TV or playing video games.
- Even gamers who have never suffered from epileptic seizures may suffer from epilepsy without knowing it. Consult your doctor before using a video game if you suffer from epilepsy or if you experience dizziness, blurred vision, muscle spasms or other involuntary movements, disorientation, confusion, or seizures.

INDEX

SYNOPSIS 3

OBJECTIVE 3

CONTROLS 3

CHARACTERS 4

TYPES 4

ROLES 5

ATTACKS..... 5

TEAMS..... 5

ROOMS 5

SHOPS 6

GAME CURRENCIES 6

ITEMS 6

SAVE SYSTEM..... 6

GENERAL TIPS..... 6

SYNOPSIS

The world has been invaded by demons. The protagonist, fused with a rebellious demon and with some amnesia, tries to eliminate Lucifer, but he is too weak and loses.

Lucifer takes away practically all his power and leaves him in a loop, to suffer for an eternity.

The protagonist must do everything in his power and improve his skills to be able to confront and eliminate Lucifer and thus save the Earth and recover his past.

OBJECTIVE

In Demonic Loop, the objective is to overcome all the rooms until defeating the final boss, Lucifer.

As it belongs to a roguelike, the game is designed to be played several times, as you can keep the **Mara** (game currency) and the **Refined Mara** (special game currency) to be better prepared for the next games.

CONTROLS

Attention: Demonic Loop only works with keyboard and mouse.

Action	Command
Player movement.	AWSD
Run.	Shift + movement command.
Jump.	Space bar.
Team menu.	E
Inventory menu.	ESC
Charge special attack (in combat).	N
Interact with an element.	Left Mouse Click.

CHARACTERS






The characters that the player can use when fighting have the following characteristics that will make a difference when creating strategies:

- **Level:** The character's level will indicate the amount of power that character has. You can level up when you finish a fight. This level returns to 1 when a game is lost or ended.
- **Health:** Indicates the amount of life a character has. If this reaches 0, the character is defeated.
- **Mana:** Indicates the amount of mana a character has. This is used to launch certain attacks. If the mana is less than the cost of the attack, it cannot be executed.
- **SP:** Special Points is a small indicator that fills up during a battle. It is individual for each character. Allows you to launch a powerful special attack.
 - ***Attention:** Not all characters have this ability.*
- **Strength:** Primary stat used for physical attacks.
- **Physical Defense:** Stat used to calculate defense against physical attacks.
- **Magic Attack:** Stat used for magic attacks.
- **Magic Defense:** Stat used to calculate defense against magical attacks.
- **Critical Chance:** Statistic used to indicate the probability of launching a critical attack.
 - ***Attention:** The damage will be multiplied x2.*

TYPES

Each character has an associated type. This can be exploited to attack the enemy type's weakness.

Additionally, if a character performs an attack of the same type, the damage will be multiplied by 2.5.

Name	Icon	Neutral against...	Effective against...	Weak against...
Light		Light, Plant, Water, Fire.	Darkness.	-
Darkness		Darkness, Plant, Water, Fire.	Light.	-
Plant		Light, Darkness, Plant.	Water.	Fire.
Water		Light, Darkness, Water.	Fire.	Plant.
Fire		Light, Darkness, Fire.	Plant.	Water.

ROLES

Each character has an associated role, this is used to consider which statistics will be prioritized when levelling up.

- **Tank:** Class in charge of protecting the team with various defensive techniques.
 - The following characteristics are prioritized: Health, Physical Defense and Magical Defense.



- **Priest:** Class in charge of supporting the team, increasing defense, attack or recovering the life of allies.
 - The following characteristics are prioritized: Health, Mana, and Magical Defense.



- **Wizard:** Class responsible for dealing magical damage.
 - The following characteristics are prioritized: Mana, Magical Defense and Magical Attack.



- **Knight:** Class responsible for dealing physical damage.
 - The following characteristics are prioritized: Health, Strength, and Physical Defense.



ATTACKS

Each character can have up to a maximum of 4 attacks + a possible special attack.

These can be learned by levelling up. If a character wants to learn a new attack and the maximum has been reached, the player can choose an old attack to forget or not learn the new attack.

TEAMS

The player will have two teams:

- **Active Team:** This will be the team used to combat.
- **Dimensional Pocket:** This will be the team used to keep units stored that do not fit into the active team.

Attention: The dimensional pocket team can only be accessed if the player is in a Shop room.

ROOMS

The player must advance through the different randomly generated rooms until facing the three final bosses of Demonic Loop.

Attention: The objective of passing through the room and unlocking the portal is to eliminate all enemies.

SHOPS

The Shop room will always appear first in each game, and after each final boss.

- **Slaves Shop:** In this shop you can buy units for your team using the standard in-game currency. (**Mara**)
- **Item Shop:** In this shop you can buy items to use both in exploration and in combat. Standard in-game currency is required. (**Mara**)
- **Permanent improvements store:** In this store you can buy a series of improvements to enhance the main character. Special in-game currency is required. (**Mara Refined**)

GAME CURRENCIES

- **Mara:** This is obtained by defeating enemies and opening chests.
- **Refined Mara:** This is only achieved by defeating the final bosses.

Attention: Both currencies are kept between games.

ITEMS

Items can be used both in exploration and in combat.

You can recover health, mana, heal statuses, cast them on enemies (during combat only), and revive defeated characters.

SAVE SYSTEM

The player will be able to save the game whenever he is in a Shop room or a Safe room (available every three random rooms after defeating the first boss).

GENERAL TIPS

- Some chests may be mimics and you will have to fight them.
- Take advantage of the battle modifiers that some attacks to turn the tables of a battle. These allow, for example, to lower an enemy's strength for a few turns. Or raise an ally's defense.
- Some attacks have the Berserker modifier, they are stronger attacks than normal, but when used they take away a certain amount of health from the attacker.
- Beware of traps during an exploration. If you touch one, the entire team loses a certain amount of Health.
- Use items whenever you can! These don't carry over if you lose the game and can make a big difference.
- There are hidden walls.