



# DEATH MERCHANT

# WELCOME TO THE APOCALYPSE

What happened to everyone? How did I get here? What do I do now?  
There must have been a war, and It looks like nobody won.

Death Merchant is set in a post-apocalyptic world. You will fight to survive for a month in the harshest of environments. kill or be killed, survival of the fittest, and almost everyone you'll encounter is out to get you. The object of the game is to survive for 31 days and earn as much money as you can in the process by buying and selling survival gear and obtaining money from fights along the way.

You set out for your month in the abyss with 7,500 in cash and 35,000 in debt, looking to earn as much money as you can while surviving your journey. You will encounter random events that occur when travelling that can help or hinder your progress.

## GETTING STARTED

### *Game Menu*

When the game starts, you are presented with a main menu of options at the bottom of the screen, as seen in the image below. You can freely move between the menu options with the left joystick, the red arrow indicator will highlight the option you've selected. Press the left fire button to select that option. There is more detail on all of these options later in this manual.



### *Your Location*

When you travel you will see the map. Travelling to different cities enables different in-game options, also discussed in more detail later in this manual.

The name of the city you are located in is displayed directly below the Game Menu. You start the game in New Vegas.

## Game Stats

The top half of the screen is divided into left and right sections. On the left are your current stats and your cash, bank, and debt info. On the right are all of the items available for purchase in the marketplace and the quantity of each that you currently own.

30 Days Remaining		Item	Cost	Own
Credits	\$007400	Matches	\$0090	00
Bank	\$000000	First Aid	\$1440	00
Debt	\$036000	Shovel	\$0853	00
Knives	25/99	Rope	\$4657	00
Health	50/99	Compass	\$0430	00
Backpack	01/50	GPS	\$3689	00
Food	47/99	Flare	\$0577	00
Stamina	97/99	Fuse	\$1077	00
Charisma	11/99	Clothes	\$1212	00
Dexterity	10/99	Canteen	\$0161	01
		Tobacco	\$0196	00

## How to Play

You can choose any of the options in the bottom menu, however progressing in the game requires that you travel and is what triggers the start of the next day. Certain options are only available in certain cities so you'll need to travel to specific destinations based on your current needs in the game.

There are some gameplay hints at the end of this guide, but here are a few scenarios of a typical day in the apocalypse to get you started.

1. Just starting out? Pick a few fights for some quick cash, buy a few things from the marketplace, and travel to see the doctor.
2. Scored big and have a lot of cash? Travel to the lender to pay off your debt, or to the bank to safely stash some cash away.
3. Out of backpack space? Look over the prices to sell, or travel to another city and hope the prices are better.
4. Low on stamina or food? Head to Bedford falls to replenish your sleep and rations. Maybe you'll see the death merchant on the way to buy some extra food.
5. Not sure what to do next? Check your inventory and reference your logs, maybe you're holding on to something you got at a low price to sell. Still haven't seen the death merchant? Travel a few days and maybe you'll run into him. Pick a city that has a service you might need.
6. Losing fights more often than you win, and have a lot of cash? Consider travelling to New Salem for some training.

## STATISTICS AND CONSUMABLE ITEMS

Pay attention and look at everything before you make a move. You need stamina to fight, you need food to maintain your stamina, and you need your health to survive! Your charisma and dexterity can help you keep more of your money and win more fights.

### *Knives*

Knives are needed when you get attacked and are forced to fight when travelling or when you start a fight yourself. If you don't have any knives, you will not be able to continue fighting or initiate a fight. Knives are not available for purchase in the marketplace at any of the cities, so pay attention to how many you have left when you're picking fights. Knives can only be acquired by purchasing them from the Death Merchant (who appears randomly and rarely when you travel) or by randomly finding them on the road when you travel. You may break or drop a knife when fighting, at which point you'll see your inventory of knives deplete. You start the game with 25 and you can carry up to 99.

### *Health*

Your health, or hit points, must remain positive or the game will end. You can lose health in two ways: by travelling when your Stamina has reached zero (-2 per day), or when you are attacked and hit by an enemy (-1 per hit). The only method to increase your health is to visit the Doctor in the city of New Vegas. You will be charged a random fee for your visit. You start the game with 50 health points, and the max value is 99. The game will warn you when your health is getting low.

### *Backpack*

Your backpack is an extremely important item in the game, managing the amount of space you have is critical to success. You start out with a small backpack with enough space to hold 50 tradeable items. The backpack inventory item represents consumed space. "Backpack 30/50" means you own 30 items and your maximum number is 50.

Your knives and food have their own inventory limitations and do not affect the amount of backpack space you have. When travelling, you may have an encounter with the Merchant, who will sell you a larger backpack that increases your usable space from 50 to 99. You may only buy the larger backpack one time per game, 99 is the maximum number of items you'll ever be able to carry at once. As the ability to store items is key to success in this game, it's recommended to upgrade your backpack at the first opportunity.



## *Food*

Food is necessary to maintain your Stamina level, and is reduced by 3 every time you travel. Food can be acquired by either Resting at the safe house in Bedford, purchasing it from the Merchant (who appears randomly when you're travelling), or by randomly finding rations when travelling. If your food supply falls to zero, you have an additional daily stamina drop of -1 in addition to the normal drop of -3.

## *Stamina*

Stamina reflects your overall energy level. It affects your ability to fight, and also your health when it reaches zero. You cannot start or continue to fight if it reaches zero. You will lose 2 stamina for every day that you travel. The only way to replenish your Stamina is to rest in the safe house for one day, which is located in the city of Bedford. You start the game with full stamina at 99.

## *Charisma*

Making purchases from the Merchant increases your Charisma. Higher Charisma levels will reduce the interest payments on the debt you owe to the lender.

## *Dexterity*

The higher your dexterity, the more likely you are to win a fight. You start out with a Dexterity value of 10, and will earn 1 dexterity point for every criminal gang you defeat, and 5 dexterity points every time you purchase professional training.

## VISITING THE MARKETPLACE

There are 11 items available to purchase or sell in each city. Prices vary as you travel based on supply and demand, and on random in-game events. You may see a caravan get raided, sending prices on a certain item skyrocketing. The prices on certain items will vary much more than others, as a result some are much more risky to purchase to avoid a big loss.

The items for sale in the marketplace are not actually used during the game, they are simply items you can buy and sell to make money on your journey.

What can I buy?

Below are the items available at the marketplace.

- ✚ Matches: What good survivalist would venture out without matches? They're cheap and plentiful, and prices typically remain fairly steady.
- ✚ First Aid: First aid kits are key to survival when you're on the road and nowhere near a good doctor.
- ✚ Shovel: Building shelters, foraging, and burying the dead are all common in the wilderness.
- ✚ Rope: An essential survival tool with many uses, it is typically in high demand.
- 🧭 Compass: You can follow the sun, but any good survivalist needs to know what direction he's going.
- 📶 GPS: For the wealthy traveler, nothing beats pinpointing your exact location. Let's hope the satellites put up before the war keep functioning.
- 🔦 Flare: The perfect tool to signal for help, but you may find yourself attracting unwanted attention.
- 💣 Fuse: You can always find a reason to blow something up, right?
- 👕 Clothes: Protect yourself from the elements. It gets cold out there at night!
- 💧 Canteen: There's no better way to travel with water.
- 🚬 Tobacco: While it's not key to survival, the wanderers of the wasteland keep this fine plant in very high demand.

## BUYING AND SELLING AT THE MARKETPLACE

You can select items to buy or sell only one item at a time. Move the joystick up and down to select the item you're interested in, then move the joystick left and right to change the quantity of the item you'd like to buy or sell. You will not be allowed to buy more of an item than you can afford, and you will not be able to sell more of an item than you possess. The space available in your backpack is also verified, you will not be able to purchase more items than you can carry. After an item has been bought or sold, you are taken back to the main screen. The Buy and Sell screens can of course be accessed from any city in the game.

The prices are the same for buying and selling on the same day. There is no penalty for selling on the same day. The "Max" number will vary based on the vendor's inventory available, maximum limits on certain items, and the maximum amount of backpack space you have. The Max number is a guideline, in some cases it may represent the max amount you can afford, even if you don't have enough backpack space. You'll still be correctly limited when you attempt to purchase anything.

Some items have limited availability; you may be able to afford more of an item than it actually available to purchase. Certain items also fluctuate much more in price than others.

## MENU OPTIONS

So many choices... what's a wanderer to do? Below is a more detailed explanation of every menu option and how they affect your journey.

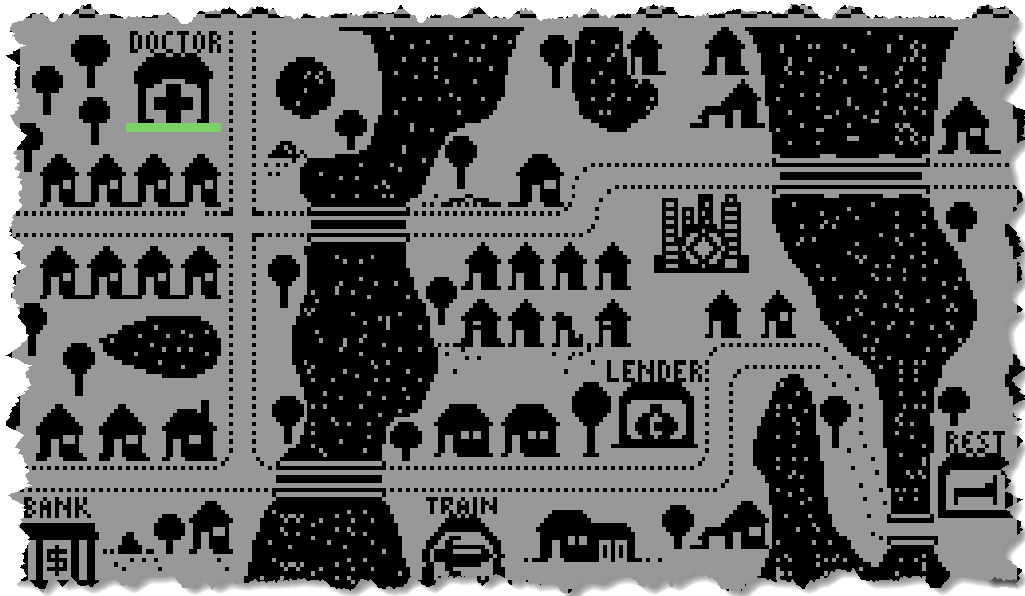
### *Fight*

You may be ambushed and be forced to fight when you're travelling to a new city, or you can choose to pick a fight to try and steal some cash from your victims.

When entering a fight, you will encounter a random number of criminals in a gang. During the fight, additional criminals may enter the fight, prolonging the battle, and in some cases you may not be able to escape and must complete the fight until you've exhausted your Stamina or knives, your Health is depleted, or you kill all of the gang members. Hits and misses are determined randomly, however the more often you fight the more likely you are to win (as your Dexterity stat increases). When you defeat an entire gang of criminals, you will gain a dexterity bonus as well as a random amount of cash and some extra knives.

## *Travel*

Your map is a survival tool. Travelling is a requirement in the game in order to make progress. Travelling to a new city offers fluctuations in the price of goods, allowing you to make some big profits if you're lucky. It will also result in many different random events occurring. Random price events may occur on some goods, resulting in dramatic price increases or price drops, you may find some money, food or knives, you may be attacked by a gang, or you may be stopped by the Merchant.



## *Lender*

The Lender is the antagonist of the game, you start off owing him \$35,000 in debt. It's a one-time loan, you cannot borrow any more money during the game, you can only pay him off. Interest is charged daily, but the amount of interest he charges is modified by your Charisma and the number of days remaining in the game. Once Debt is paid down to zero, no additional interest is accrued and you are done with the lender for the remainder of the game.

## *Bank*

Money can be deposited to prevent it being taken from you in a robbery when travelling, and also to accrue interest. If you have any amount of money in the bank, you'll earn \$500 a day in interest. If you have more than \$10,000, you'll earn \$1,500 a day in interest. Free Money! As a bonus, you might receive a bank loyalty bonus while travelling, and interest is gained on that same day. You cannot spend money that's in the bank, it must be withdrawn first and you may only visit the bank when in the city of Lost Angeles. There is no fee for Bank transactions. Going to



the Bank will auto-fill the deposit/withdrawal numbers to the maximum allowed, and can be adjusted by increments of 100.

If you have a VERY large amount of money in the bank, there is a risk of the bank being looted and destroyed. You've been warned.

### *Rest*

Resting in the safe house in the city of Bedford is the only way to replenish your Stamina, and is also a way to increase the amount your food rations. Resting is free, but it does cost you one day of game time.

### *Train*

No, this isn't public transportation, it's learning how to survive. Knife training is offered in the city of New Salem. For a fee, an expert will instruct you in the ways of knife fighting, which results in a +5 Dexterity bonus every time you train. Training costs a random amount of credits. You can train as many times as you want up to your Dexterity limit, at which point the trainer is no longer available.

### *Stats*

The stats screen is informational and does not affect the outcome of the game. It will display some additional in-game statistics: the number of times you've trained, your total Dexterity bonus, your total Charisma Bonus, the number of gangs you've killed, the number of days you've rested, and the number of bank transactions you've completed. You can freely go back and forth from this screen with no penalty, and it can be accessed when in any city. The stats screen is also the "Game Over" screen when you die or run out of days, which you can use to track your scores and stats to try and do better the next time around.

### *Doctor*

The doctor can only be visited in the city of New Vegas and is the only way you can replenish your health. The doctor charges a random fee, and will restore your health to the full amount (99). The doctor is only available if your health is below 99 and you have enough credits to pay him.

## THE DEATH MERCHANT

The Death Merchant randomly appears throughout the game, generally just one or two times, but it's random and it is possible to play an entire game without running into him. The items he offers are the same every time and the prices are static throughout the game. He will generally offer items at a better price than in the open marketplace.

The Merchant is the only way to purchase a bigger backpack and also the only way to purchase Knives and food. You gain Charisma with every purchase you make from the merchant. As your Charisma increases, the amount of interest you pay on your debt to the Lender decreases.

## FINISHING THE GAME AND YOUR FINAL RANKING

The game ends when you have played all 31 days or your health reaches 0. Time expiring or death does not affect your final rank, it's based on your score when the game ends. If you earn and have over 999,999 credits in your pocket you will automatically win the game with the highest ranking. Your final rank It is based on the amount of money you have or the amount of money you have in your pockets at the end of the game. You *\*must\** pay off your debt to get a good ranking.



## HINTS AND TIPS

You'll have to visit the doctor early as you start with only 50 health. Since you start the game in the same city as the doctor, you may want to start some fights to earn a little extra cash and heal up right away.

Fighting is a great way to make some quick cash if the prices are right on the current day, that's the time to take some risks.

You can camp out in Bedford to fight and easily regain stamina, but remember that resting costs you a day. Fighting also reduces health and the Doctor is in a different city, but stamina drops much faster than health.

Don't forget to transfer your money from the bank to your pocket before the game ends! It's a good idea to travel to Lost Angeles on your last day for that reason. You'll get a higher ranking. Leaving some money in the bank during the game is a good idea as you'll gain interest.

Always try and keep at least \$9500 in cash on you before you travel, as you never know when the Death Merchant will appear and give you the opportunity to buy a larger backpack. Getting it early on can really increase your score. The merchant will also sell you rope and canteens at reasonable prices. Start a few fights before you travel if you have enough stamina and health.

I'd leave additional training until I have a large reserve of cash, as you have to balance the cost with the reward. You'll have to fight more to recoup that money, but training can increase your chances.

Buy and Sell often! You won't make much money if you don't! For smaller items you might get lucky but can absorb those losses, larger items might be worth hanging on to for more than one day to get the right price. You'll get a feel for prices once you've put some time into the game.

Don't forget that inventory is limited! The marketplace has limits on all items, and the merchant may run out of inventory on some items. Choose your purchases wisely!

Looking to maximize your score? Keeping a record of item prices as you go along can prove to be very helpful for both your current game session and future games.