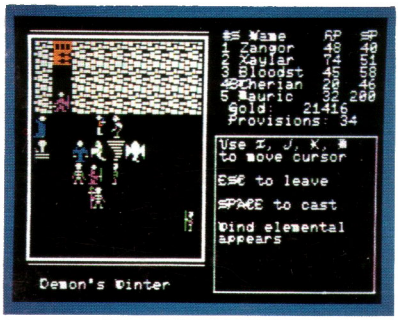
DEMON'S WINTER™

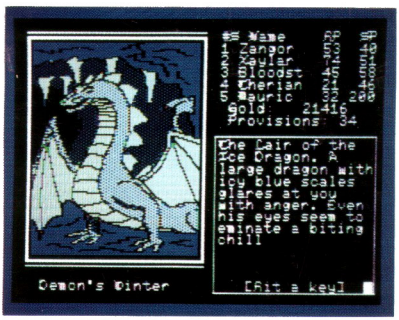
SSI™

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When all land is covered by snow and the oceans have turned to blood, it is the coming of Demon's Winter!



Combat with the undead in a dungeon corridor.



The Ice Dragon prepares to attack!



Traveling the waterways between continents.

DEMON'S WINTER is a fantasy role-playing game set in an immense, highly-detailed world that promises days of discovery, adventure and excitement.

The five characters that make up your party can be Humans, Dwarves, Elves or Dark Elves, each rated for speed, strength, intellect, endurance and skill. As the game progresses and they gain in experience, these attributes will increase. They can belong to any of ten classes, ranging from Barbarian and Thief to Wizard and Scholar.

When the game begins, the heroes are merely concerned with Kobolds, small, sharp-toothed humanoids led by goblins. Soon, they learn of a much greater threat — the demon-god Malifon!

Although Malifon is trapped inside a volcano, he is far from powerless. Gathering all his mystical energy, he cast a spell so mighty that the entire world was thrown into a deep, frigid winter and the oceans turned into crimson blood! In this desolate setting, his minions thrive to carry out their duty: Free Malifon so he can rule the world!

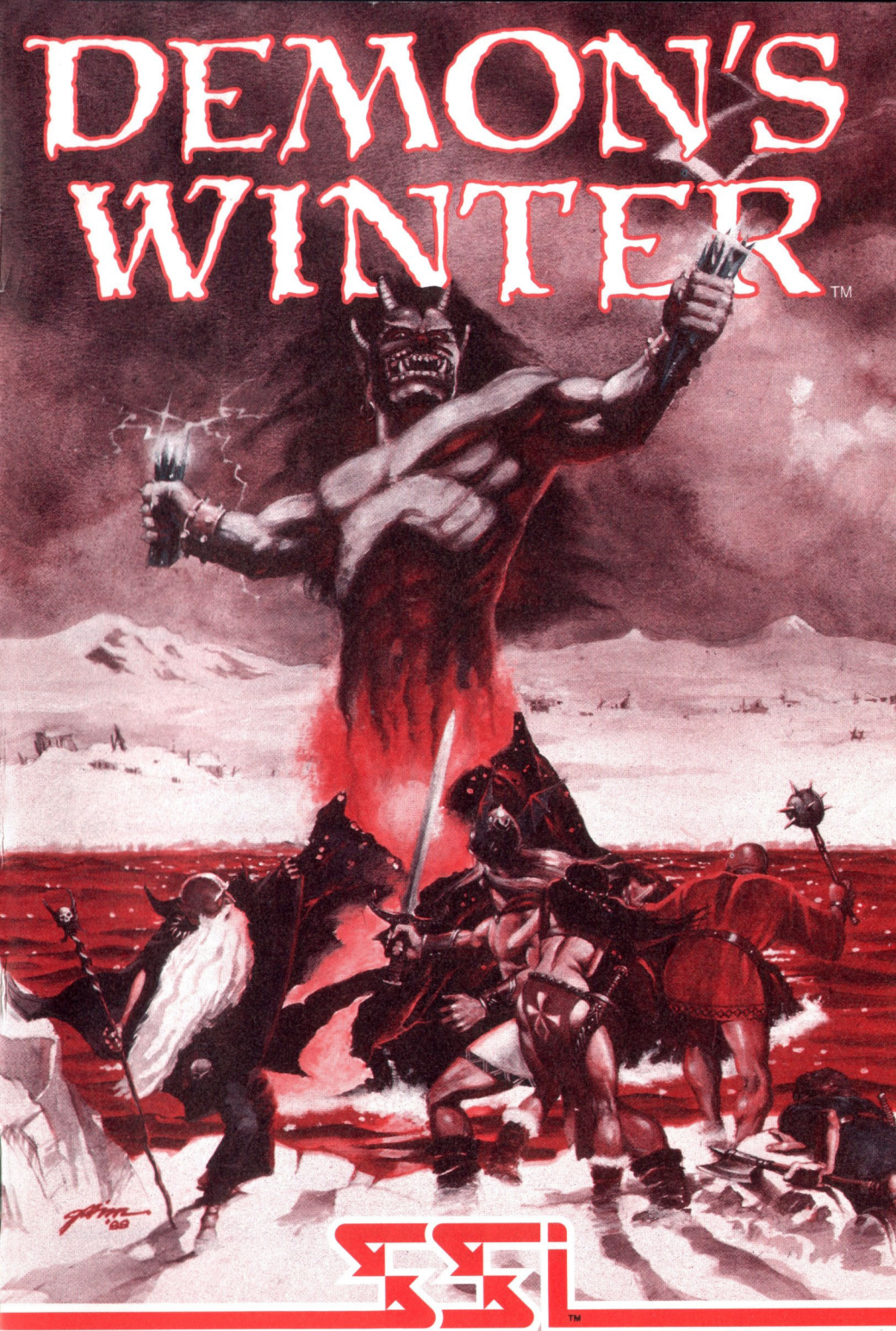
Your mission is clear: Search the lands and seas of this vast world for the spells needed to trap Malifon forever and undo his wintry curse.

Though the Demon's Winter may chill your bodies, may courage, honor and perseverance warm your souls!

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DEMON'S WINTER™



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Should you have a defective disk, please return the disk only (keep all other parts of the game) to our Customer Support Department, along with a note describing the problem you have encountered. A replacement disk will be provided upon our receipt of the defective disk.

Should you uncover an error in the program, return both your game disk and any "save game" disks to our Customer Support Department. Please enclose a description of what was taking place in the game when the error occurred. Upon correction of the program error, we will return an updated disk to you.

Always make sure to include your name, address, and daytime telephone number with any correspondence. We will do our best to see that any problems are corrected as soon as possible.

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INTRODUCTION

'Twas the seventh day in the month of the Ruby when the battle horns cried out above the setting sun. Beneath the peaceful arc of the orange and violet hues of dusk, the small village of Ildryn lay in terror. Brave men, blacksmith and barkeep, father and grandfather, stood shivering at the southern entrance of the village, hatchets and simple swords held in white-knuckled hands. Long, lonely shadows lent unnatural grandeur to a makeshift army that sought to defend its town from destruction. Three and twenty pairs of eyes scanned the dark horizon for the first sign of the invaders.

As the sun sank behind the hills, the sound of hooves was heard, a low rumble at first, growing louder until it rumbled light thunder in the cool autumn air. The inhuman army's blood-red banners flickered in the dying light like candle flames guttering out. As they rode closer, their forms became clearer: hideous, inhuman faces. Kobolds, mostly, the small, sharp-toothed humanoids carrying axes, their numbers twice as great as the villagers. The kobolds were led by goblins, who rallied them with cries of "Glory be to Xeres!" and "Praised be our master Xeres!"

Swords flashed in the dim light of dusk and crimson blood stained the ground. The kobolds were driven back at first by the fury of the villagers, but then their numbers took their toll. One by one, the villagers fell, outnumbered and inexperienced in fighting. Blood gave way to flame as the kobolds set fire to the wooden houses and tore the stone buildings to the ground.

As the last rays of the sun swept the plains, the battle was over. The sound of hooves faded into the distance, and only the crackling of fire was heard. Night enveloped the village and a cold breeze fanned the embers of Ildryn.

Less than a league away, the women and children of Ildryn watched the flames of their homes through tearful eyes. As the sun set, the weary villagers turned their backs on the tomb that was once their home and set off north for the village of Seaside. The last words of their fathers' voices still rang in the ears of the sons and daughters of Ildryn: "If I die this day, avenge me...avenge me...avenge me..."

How To Use This Manual

This manual gives you all of the background information you need to play *Demon's Winter*. If you've already played other role-playing games (especially *Shard Of Spring*), many of the game mechanics will be familiar. If you want to start playing right away, read the "Getting Started" section. As you adventure in different areas, read the particular sections in the manual on those areas to learn what commands are available. Finally, read the "Hints On Gameplay" section for some tips on more successful adventuring.

The best way to succeed at *Demon's Winter* is to read through the entire manual before you begin, for there are many things to know about this strange and mysterious world. The canny adventurer arms himself with information before ven- turing forth into the dangerous reaches of Ymros. A few minutes spent browsing through the rest of the manual before you start playing will give you a little better idea of what to look for in *Demon's Winter*. May your swords stay sharp...

GETTING STARTED

Loading Instructions
Apple II Series:

Put the *Demon's Winter* starter disk (side A) into the drive and turn on the computer (or reboot). The title screen will appear, giving you five options: Go Adventuring, Character Utilities, Disk Drives, Make Disks, and Alternate Character Set. Press the CAPS LOCK key before choosing any of these options; the game recognizes capital letters only. Pressing the first letter of each option brings up that option.

The first thing you will have to do is select the Make Disks option. This option will assist you in making a full set of backup disks. It is these backup disks that will be used to play the game. You will not be able to play on your master disks, so this procedure must be followed before play can begin. For this procedure, you will need four blank disks. They need not be formatted as the program will take care of this. After getting the four blank disks out, select this option and just follow the screen prompts to make a set of game disks to play on.

Character Utilities brings up the character creation section of the game which allows you to create, remove, or list the characters on the disk. Note that as there is no party of characters on the game disk after it is created, you must create a new party of five characters before selecting the Go Adventuring option that will take you into the game.

Disk Drives sets *Demon's Winter* to use two disk drives, reducing the amount of disk swapping you need to do. Follow the directions to use a second drive, or press ESC to return to the four options. Alternate Character Set brings up a different set of screen text, which may be easier to read on some monitors.

Go Adventuring is the option that takes you into the game itself, and into a new world of adventure...

C-64:

Put the *Demon's Winter* disk (side A) into the drive and turn on the computer. When the computer prompts you with the READY response, type LOAD"*",8,1 and hit the RETURN key. The disk drive will then run for a moment and the game will load. The title screen will appear, giving the same options as the Apple II, listed above.

Commands

The set of commands at the top of the next column are shown when you enter the game.

RETURN	MOVE FORWARD
<—	Turn left
—>	Turn right
/	Turn around
P	Party information (displays party order and the time)
S	Save game (saves the characters and their position on disk)
C	Set up camp (puts the party in camp, where you can equip characters, see their statistics, etc. [see the Camp section for details])
L	Look for traps (examine the area for traps)
T	Take (pick up an item)
D	Drop (drop an item)
M	Move (change the position of the characters in the party)
E	Examine (a character or the area)
U	Use (an item)
I	Inspect Surroundings (for items)

When you visit different areas in the game, options may become available to you. Each menu lists the options and the letter to press to activate the option; it's usually the first letter of the word. Most of the time, pressing the letter is sufficient to activate the option, but sometimes you'll need to follow the keystroke by pressing RETURN. The ESC key may be used to get out of a menu in most cases. This option may be available even if it's not noted on the screen or elsewhere in this manual.

Movement in *Demon's Winter* is quite simple. On the screen, the character that represents the entire party is seen facing away from you (north), towards you (south), to the left (west) or to the right (east). The character holds his sword in his right hand, and the collar of his coat can be seen from the front.

When you enter combat, you should read through the "Combat" section to understand all of the options available to you.

CREATING CHARACTERS

The Character Utilities are used to create individual characters and to form parties of one to five of these characters. Only a party of characters can adventure in the land of Ymros. The Character Utilities are brought up from the title screen by pressing "C." Four options appear: Create, Remove, List, and Initialize Party. Pressing the key corresponding to the first letter of these options activates that option. Create allows you to create a new character; Remove allows you to remove an existing character from the party; List shows you all the characters in the party; and Initialize Party removes all of the characters in the party. Pressing ESC brings you back to the title screen.

Race

Press "C" to bring up the Character Creation utility. The first choice you have in character creation is choosing the race of your character. Press the corresponding number to choose the character's race. Characters can be one of five races: Human, Elf, Dwarf, Dark Elf, or Troll. Each race has its advantages and disadvantages, as shown on the following table.

RACE	BONUS SKILL	RACIAL MODIFIERS
Human	—none—	—none—
Elf	Sense magic	-2 Str, +2 Int, -1 End
Dwarf	See in dark	-1 Spd, +1 Str, -2 Int
Dark Elf	Power Leech	-2 Str, +2 Int, -1 End, -1 Skill
Troll	Regeneration	-1 Str, -3 Int, +2 End

Traits

After you choose the character's race, you will generate your traits for your character. Each character, regardless of race, is defined by nine traits: speed, strength, intellect, endurance, skill in attack, level of toughness, hit points, and spell points. Each trait is given a numerical value.

Speed: Determines how fast the character moves, how many times per combat round the character can attack, and who gets to attack first.

Strength: High strength values add more damage to attacks, while low strength values reduce the damage done. Weapons have a certain minimum strength requirement.

Intellect: Determines the number and complexity of skills that the character can choose and determines the number of spell points the character gets.

Endurance: Determines how much damage the character can take and how many hit points are gained when the character gains a level.

Skill: Determines the character's ability with weapons.

Level: Determines the character's toughness. Each character starts at Level 1, and gains levels as the character adventures and gets experience. Gaining a level adds to hit points, spell points, and traits.

Hit Points: Determines how much damage a character can take before death. Hit points may be regained by magic or by sleeping. When Hit Points are 0, the character is dead.

Spell Points: Each spell costs Spell Points to cast. Spell Points may be regained by sleeping.

Experience: Determines when a level is gained. Experience is acquired by killing monsters.

The first five traits are determined randomly by the computer. You'll see the five traits listed in the upper left hand corner of the screen; the values are listed to the right of the traits. In a box the far right are the average values of the traits for that race.

You have three chances to affect the values. If a trait has a low value, press the number of the trait (or traits) and then press ESC to generate new numbers, replacing the values you selected. This can only be done twice; the last numbers are used, no matter what they are. You should "reroll" any value under 6.

Class

Now that you know the race and the traits of the character, it's time to choose the character's Class. The class is the character's profession, which determines what skills the character can have. There are 10 classes, which are available to characters of all races.

Ranger: A fighter specially trained in outdoor survival. They are skilled with all types of weapons and are experts at recognizing monsters and hunting. Most magic is difficult for them, but they can learn to understand Wind Runes, which can be a powerful advantage.

Paladin: The classic knight in shining armor — a faithful do-gooder and expert swordsman. Almost all are religious, preferring the civilized Priestly gods. Their natural charisma makes them persuasive, which is especially helpful while bargaining. They can learn the Visionary's ability to view a merchant's mind and tell if he is lying. Magic is evil to a Paladin, and therefore abhorrent, except for the Spirit Runes containing the arts of healing and resurrection.

Barbarian: Powerful fighters with a tendency to go berserk in combat, making them a deadly opponent. Barbarians prefer axes and maces, though occasionally an intelligent Barbarian will learn to use the sword. The only magic they will use are Ice Runes. They rarely worship Priestly gods; some do worship the more barbaric gods.

Monk: The violet-robed monks are experts at unarmed combat and skilled with ancient books of lore. Their religious devotion is strong. Many monks have left on long quests to learn kung-fu from the last surviving master.

Cleric: A priest of one of the many gods of Ymros (see the section on Religion). The cleric never uses a bladed weapon, except for a small dagger, often protecting themselves with maces or karate. Like the paladin, clerics have natural charisma and are good at bargaining and detecting lies.

Thief: These shady characters are very handy while adventuring, being proficient at detecting and disarming traps as well as being competent fighters. They will not wear heavy armor that might interfere with the use of their skills.

Wizard: A wielder of magic, specializing in the variety called Rune Magic (see the section on Magic). They are masters of fire, metal, wind, ice, and spirit. They are also good at identifying potions and can learn to use a weapon (though at the cost of giving up some magical power). Wizards are forbidden the use of all but the lightest armor. Wizards tend to be down-to-earth folk, and are therefore more respected than Sorcerers and have an easier time learning to hunt.

Sorcerer: A master of the dark arts of Summoning and Illusion. A sorcerer is more violent than a wizard, and more apt to use weapons. The sorcerer is the only class to have easy access to the art of Possession.

Visionary: The visionary is a strange character, able to learn the unusual set of skills View Land, View Mind, View Room, and View Item. They are also fighters who can wear armor as heavy as chain mail, and they can learn the arts of the Sorcerer, including Possession.

Scholar: A character specializing in knowledge, particularly of potions, items, and monsters; such knowledge often comes in handy while adventuring. They are expert tacticians, always knowing what a monster will do next. With a little training, they can learn to use smaller weapons or karate.

Press the key corresponding to the number next to the class you want for your character. Next, you'll be shown a list of skills that your character can learn.

Skills

Each skill allows the character to do something; without the sword skill, for instance, a character cannot use a sword. Each skill has an intellect point cost. Characters may choose skills as long as the total Intellect point cost of the skills doesn't exceed the character's intellect value. For example, a cleric with an intellect of 11 could learn Priesthood (3), Mace (2), View Mind (4) and Persuasiveness (2). Each class has its own point cost for each skill; for instance, Disarm Trap costs a thief 3 points while it costs a wizard 9 points.

When characters are first created, you can only choose two skills from a shortened skill list (skills commonly practiced by that class). Later on, while adventuring, you may find colleges where you can learn additional skills (this is discussed in the section on Colleges). All classes can learn all skills, but the costs will differ depending on the class of the character.

Left over Intellect points can be used later when you visit Colleges to buy new skills. See Appendix A for a list of the Intellect point costs for each skill, by class.

Weapon Skills

Each of these skills represents the training required to use a weapon of that type. Characters without the appropriate skill for a weapon may not use it. Daggers require no skill. See Appendix F for a complete weapon list.

Axe: Use of the small axe and the dreaded battle axe.

Karate: Use of the hands as a weapon. When a character has this skill and "equips" (see the section on Camp) with his hands, he does damage dependent on his Skill Trait. A skillful warrior with karate can do as much damage as the mightiest sword.

Mace: Use of the mace and morningstar.

Sword: Use of the short sword, broadsword, or the mighty two-handed sword.

Other Combat Skills

Armored Skin: This skill will give you the tough skin of a veteran warrior, adding the protection of leather armor to whatever armor you may be wearing.

Berserking: The ability to go berserk in combat, giving the character a 25% chance of doing critical damage instead of the normal 10% chance.

Fencing: Advanced swordplay that gives the character an additional 10% bonus to hit and an additional 8% chance to do critical damage.

Kung Fu: Advanced karate that gives the character a chance of stunning his opponent when attacking with his hands. The stunned foe is motionless for one round for each critical hit. In this state the foe is easier to hit. Karate is not necessary to learn kung fu, but it is helpful.

Tactics: Allows the character to know who each monster is planning to attack before it does, which is helpful in deciding what to do.

Rune Magic

Fire Runes: Six spells dealing with fire, an element of destruction.

Metal Runes: Seven spells dealing with metal, an element of weapons and binding.

Wind Runes: Seven spells dealing with the wind, an element of speed, movement, and subtle power.

Ice Runes: Six spells dealing with ice, an element of confinement and damage.

Spirit Runes: Nine spells dealing with the spirit, an element of life forces, mental powers, and resurrection.

Chants

Illusion: Allows the caster to conjure an illusionary ally who will fight until killed or is disbelieved.

Summon: Allows the caster to conjure a true summoned being who will follow the summoner's orders until killed. Costs twice as much as an illusion.

Possession: A very powerful chant that allows the caster to take control of one of his foes and command him. See "Possession."

Visionary Skills

View Land: Allows the user to get a bird's eye view of his surroundings outdoors, even at night.

View Room: Allows the user to look forward into a room or passage and see what's there without danger.

View Items: Handy for beginning adventurers, this tells what an item may be used for in the future.

View Mind: Used to detect if a merchant is lying about an item for sale.

Lore

Weapon Lore: Knowledge of various weapons and armaments.

Potion Lore: Knowledge of vials and salves.

Item Lore: Knowledge of miscellaneous magic items.

Monster Lore: Knowledge of wandering monsters and their abilities.

Miscellaneous Skills

Detect Traps: The ability to check the passage in front of you for traps.

Disarm Traps: Allows you to disarm traps found with Detect Traps.

Hunting: The ability to hunt for food while outdoors; if the party is on a ship, this skill applies to fishing.

Persuasiveness: Improves the party's ability to haggle with merchants for a decent price.

Priesthood: Allows the character to choose a deity from the Priestly gods. See "Religion."

Shaman: Allows the character to choose a deity from the Shaman gods. See "Religion."

Experience

The table at the top of the next column shows the amount of experience needed to gain levels.

Level	Experience
1	300
2	700
3	1,100
4	1,800
5	2,800
6	4,600
7	7,500
8	12,600
9	21,600
10	37,700
11	66,400
12	118,000
13	210,800
14	377,600
15	677,600
16	1,217,500
17	2,189,300
18	3,938,200
19	7,086,100
20	12,752,200

EXPLORING

Your party will start their adventure near the ruined village of Ildryn. From there your party is free to wander wherever they like, for most of the game will be spent exploring the land of Ymros and its surrounding territory. Those who have played *Shard of Spring* may recognize their initial surroundings, though much has changed in the 5,000 years since the events of *Shard of Spring* took place. Some of the towns still remain, but the landscape has been subjected to subtle changes over the long years.

Once you acquire a ship (see "Exploring the Seas"), you may go beyond Ymros and explore new territories. The world of *Demon's Winter* is 32 times larger than *Shard of Spring*, so take your time and try to draw a rough map as you go along.

Overview

The world of Ymros has various terrain types where you can expect different encounters and conditions. This section will describe the various terrains and places in the world of Ymros, and explain any special commands that may apply.

Terrains

While you are wandering around, there are seven different types of terrain that you will encounter:

Plains: The most common terrain on Ymros. Expect to find all sorts of humanoids, adventurers, and thieves here, as well as wild dogs (coyotes), snakes, and maybe dragons.

Forest: Many kinds of forests exist, from light scrub to dense forests. Forests are home to animals such as bears and timber wolves, as well as humanoids. Undead also wander the woods along with snakes, insects, and the mysterious stalkers. These dwellers of remote forests are like a floating balloon with one eye on a stalk and have the power to summon up illusions and actual monsters to do their fighting.

Swamp: Swamps are rather nasty places to be. The humanoids, such as kobolds, do not wander into the swamps, and neither should weak adventurers. Insects and snakes are common, while undead are rare. Beware of two special swamp dwellers: the Shambling Mounds and the Will o' the Wisp. The Shamblers are large humanoids made of animated vegetable matter that attack with ferocity. The Will o' the Wisps are seen as a number of glowing, floating spheres and are creatures of great magical power.

Hills: Hills are the home of many giants and, in more remote areas, the dreaded Cave Bear. Walking through hills is quite tiring; double the normal movement time passes while walking in the hills. Dragons also make their lairs in the hills, and adventurers often come there to slay the dragons and get their treasure.

Tundra: This icy wasteland is mostly inhabited by arctic bears and winter wolves. An occasional Yeti (abominable snowman) has been seen there. Undead also wander the icelands, immune to the cold. In tougher areas, snow giants, ice dragons, ice demons, and even ice elementals may be found.

Kudzu: A kudzu is a purple groundvine that spreads rapidly. It covers the ground like a carpet but doesn't hamper movement. Its large expanses of purple ground have inspired both awe and laughter. Humanoids and adventurers are found there, along with insects and dragons.

Desert: The desert is a lonely place. Humans, except for some thieves, do not go there. Mostly dervishes and salamanders live there. Dervishes appear as a kind of whirlstorm that attacks fiercely, while salamanders appear as flaming snakes who can cast spells dealing with fire. Dragons and snakes are occasionally found.

Light and Time

Each day on Ymros is 26 hours long and each month on Ymros is 34 days long. While you are wandering about, you will notice that the area you can see grows smaller as the day wears on, telling you that darkness is approaching and soon it will be too dark to see. If you don't set up camp at this point, you will be forced into camp when darkness falls. Note that torches and light spells do not help against night in the wilderness.

If you press "P" while wandering, the time and other useful information will appear.

Hunting

You may find it helpful (not to mention cost effective) to have a hunter in your party. Any time you are outside (or on a ship), each hunter has a chance to go out and look for food once per day. The amount he finds every day depends on luck. Having a hunter saves you money, since you don't have to buy food in a pub unless food is scarce in the area. Being less dependent on towns allows you to wander farther.

Religion

Throughout the petty quests, trials, and tribulations of mortals, Ymros is

always watched over by two pantheons of gods. The civilized people worship the Priestly gods, while the barbarians who live in the wilderness find comfort in their Shaman deities. Each god presides over its own realm of power, and its worshippers can call on their god in times of great need. Each character may worship only one deity.

Priest Gods

Balmur: The God of Time. Balmur is often pictured as a large golden eagle with stars for eyes. His power can cause his foes to wither with age. His temples are often in secluded, peaceful places. The town of Iris has long been the location of his largest following.

Vemarkn: The Goddess of Magic. Vemarkn, a remarkably tall woman garbed in prismatic silk, presides over the magical arts of Runes and Chants. If wizards or sorcerers are religious, they usually worship Vemarkn. In times of dire need Vemarkn endows her priests with great amounts of magical power.

Maldorath: The God of Death. Seen only in nightmares as a genderless skeleton garbed in tattered cloaks of black and gold. His temples are few and hidden and no town claims him as its patron deity. A fiery death awaits his foes.

Illo: The God of Life. A young child holding a wine glass filled with water, Illo is the patron deity of many towns on Ymros. He shuns combat, but praying to him in camp may persuade him to bring life back to a deceased character.

Camear: The God of Peace. Camear has many temples both in the wilderness and in towns. A young man with a dove, Camear can lift his worshippers out of combat and into safety.

Shaman Gods

Omizeh: The God of Life. Like Illo, Omizeh can bring dead characters back to life. She takes the form of a young woman, a swan, or a great white bird. A few towns are known to contain temples to her.

Gamur: The God of Death. A great feathered beast, Gamur is a sickening eater of carrion. His worshippers stay away from towns. Unlike Maldorath, Gamur kills from within by torturing the very souls of his victims before carrying them away to his lair.

Acisc: The God of Combat. Appearing as either an enormous lion or tiger, Acisc is the most common of the Shaman gods. He is often worshipped in towns where weapon skills are taught. When he decides to intervene, he endows mortals with heroic fighting skill for the duration of the combat.

Volobews: The God of Air. Volobews travels with the wind, appearing as a winged male. When prayed to in combat, he endows his worshippers with godlike speed. His temples lie on cliffs or wide open spaces that he can get to easily.

Theryni: The God of Magic. Like Vemarkn, Theryni can bestow great magical power upon his worshippers. Ynoth, a remote town in the kudzu, is the last town to worship him. He often appears as a black raven with violet eyes.

Deity Calls

A character with Priesthood or Shaman Skill may call upon his deity for aid. Some gods may only be called upon while the character is in combat or in camp; see the individual descriptions of the gods for details. The first time a deity call is attempted, there is a 20% chance of being heard. If the call is successful, the god comes to your aid as described in the description of each god. After a successful call, the chance of being heard the next time goes down 5%, until finally the god will ignore all your calls. To restore your standing with your god, you must pray at one of the god's temples (see "Temples" and "Churches," below).

Turning Undead

Besides an occasional deity call, priests and shaman have the power to dispel undead creatures such as zombies, skeletons, ghosts, spectres, and wraiths. Turning undead may be attempted once per encounter. The chance for success depends on the power of the undead creature and the priest or shaman's intellect.

TEMPLES AND CHURCHES

While wandering around Ymros you will find many temples to the gods. Churches can be found in towns, if the town has a patron deity. Temples and churches serve many functions.

When a worshipper wants to restore his chance of summoning his god, he must find a temple or church of his god and pray. The temple requires a fee based on the power of the character. After paying the required amount of gold and praying, the character again has a 20% chance of a successful deity call.

If a character is not a priest or a shaman but wants to become one, a temple or church is the place to do it. Simply inform the priests or shaman that you wish to convert to their deity and they will be happy to do it free of charge. Note that the priesthood or shaman skill still requires intellect points; having everyone in your party be a priest or shaman is a waste of intellect points that could be used on other skills.

All temples and churches accept donations, regardless of your faith. For every gold piece you donate, the patron deity of that church will reward you with one experience point for your kindness.

COLLEGES

Along with temples, colleges may also be found while wandering. Many towns also have colleges in them, often more than one.

Colleges are run by masters who will teach your characters a given skill (for a fee, of course). Each college teaches only one skill, and the fee depends on how difficult the skill is to learn for the character. A Ranger, for example, will learn hunting quite easily, but a Sorcerer will have a difficult time.

Common skills such as Sword and Disarm Traps may have many colleges, both inside and outside of towns, but others may have only one college in the world. Each Rune and Chant have only one college. Possession, Fencing, and Kung fu all have unique colleges.

TOWNS

The first place you should visit when you go adventuring is a town so that you can buy weapons and armor for your adventurers. Don't go anywhere without weapons and armor, or the characters will have a very short life.

Each town has different items for sale. While most carry simple items such as short swords and torches, towns have a little bit of the exotic, too. The more exotic the town, the more exotic the merchandise. Looking at the location, the patron deity and the colleges in a town will give you a hint as to what it has to offer. A few words about the towns of Ymros:

Patron Deity

Many towns have a patron deity, which means that most of the people in that town worship that deity. The option "C" for "Church of xxx" will appear on the town menu. See "Religion" for an explanation of Temples and Churches.

MARKETPLACES

All items for sale are found under the "Go to Marketplace" option. All towns have a central marketplace where merchants attempt to sell their wares. When you select "G" the main screen will clear and present you with the first item for sale in the marketplace. The asking price in gold is in a box below the item. The following commands may be used while in the marketplace:

C Continue walking through the market place.

B Go back to the last item you looked at.

H Haggle with the merchant for a lower price. The merchant may reduce the price, or may stand firm. If you continue to haggle and the merchant feels he is already giving you a fair price, he may be insulted and refuse to sell you the item at any price. If your party has a character with Persuasiveness, this will automatically be taken into account when haggling.

P Purchase the item. You are then asked what character to give the item to. Remember that you must go to camp after leaving the town to equip the items.

S After buying new equipment you may go back to town and sell your old equipment or you may sell other items found while adventuring. You will be asked which character wishes to sell something (enter 1-5). An item may not be sold if it is currently equipped. When selling an unidentified item you are only paid for what the merchant can see: for a mace you will get about half the price of a new mace, for a silver mace about half the price of a silver mace. If that silver mace actually had a Firestorm spell you didn't know about, you won't be paid for it since the merchant didn't know about it either.

I Identifies an item for a set price of about 75 gold per item, regardless of what the item is. You may also try to identify an item if you have the proper Lore skill.

Entering a number from 1 to 5 will let you inspect a character without having to leave the marketplace.

Healers

Some towns have healers in them who can cure you of poison, wounds, binding, or even death. Note that Spirit Runes allow you to do these things for yourself, but you may want to use a town healer if your wizard dies (or just to save spell points).

Healing cost depends on the character's injuries and usually isn't too expensive. Curing poisoning is a flat fee. Unbinding, which removes the effects of a Chain, Freeze, or Still Air spell, has a cost that depends on the level of the binding spell. Resurrection cost is dependent on the level of the character being resurrected. Unlike the spell, resurrection in town automatically works and restores 1 hit point to the character.

Inns

Provides a comfortable place to sleep after a long day of slaying dragons. While you can also sleep by going into camp, sleeping in the inn is more agreeable, giving characters twice the recovery rate of sleeping outside (10 spell points and 2 hit points per night). At an inn, characters may sleep for many days in a row (helpful for fast healing). Meals are included in the price.

Guilds

Some towns have a guild where characters can gain levels. Gaining a level is the process of awarding characters extra hit points, spell points, and increasing their traits. Gaining a level can only be done when the character has enough experience points (see "Character Creation"). Entering the guild tells you how much experience each character needs to get to the next level, or, if the character has earned it, the new level is awarded.

Spell points and hit points gained are random, but based on your Intellect and Endurance, respectively. A total of three points are distributed to the character's traits, though none of the traits can exceed the maximum for the race. If you wish to buy new skills with your Intellect points, you must find the appropriate college to teach you the skill. Guilds are free of charge.

Colleges

Towns often have as many as three colleges in them. Typing the number of the college you wish to enter will put you there. These colleges work the same way as outdoor colleges (see "Colleges").

Taverns

A good place to buy provisions and pick up some gossip. Note that provisions are for one person for one day. If you have five characters you will use five provisions every night the characters sleep in camp.

Docks

A ship can be purchased at the docks in most coastal towns. Ship costs will differ from town to town. Damaged ships can also be repaired at the docks.

CAMP

Camp is a place to heal, regain spell points, change equipment, and other useful tasks. You can set up camp any time the characters are wandering outside, in a dungeon, or sailing, merely by pressing "C." You cannot camp in town or in combat. If the party is out in the wilderness and it gets dark, the party will be forced into camp automatically. The following commands are available in camp:

Typing the number of a character will let you examine the character in detail. First you'll see a page showing the character's attributes. If a plus sign and a number appear after an attribute, it means that a magic item is magically increasing that trait. The number shown INCLUDES the plus already added in. Press any key to go to the next page, or press ESC to return to the menu.

The next page lists the character's skills. Press any key to go to the next page, or press ESC to return to the menu.

The last page lists the items the character is carrying. The following list of symbols may precede any item name:

/ Dungeon item
$ Valuable content (gold, jewels, well made)
***** Magic
? Unknown (not yet identified)
-> Equipped

Once you have the list of items, you may press ESC to return to the menu or type the letter of an item to see it in detail. If you see "C) $*Short sword," you know the item is valuable and magical; typing "C" will tell you more about it (for instance, "Jade short sword +3"). Press any key to return to the item listing. Of course, unidentified items will not have their abilities listed.

C **Cast.** Used to cast a spell in camp, such as Heal, Cure Poison, or Resurrect.

D **Drop.** Used to drop an item. Dungeon items must be dropped while walking around, since they can be picked up later. Items dropped from camp can not be retrieved. You can't drop armor or a weapon if it is equipped.

E **Equip.** You will be given a list of that character's items and asked what weapon you want to use. Type the letter of the weapon to use or press Return to equip with hands. Note that you cannot use a weapon if your Strength is less than the minimum required or you don't have the appropriate skill. Then you are asked what armor to wear. This must be done every time you buy new armor or weapons. If your character is using a cursed weapon or armor, he will not be able to equip a different weapon or armor. Then you know you're in trouble.

H **Hunt.** In camp, each character with the Hunting skill may attempt to find food. At sea, this is called Fishing, but you still use the "H" key. If successful, some food will be added to your provisions. Hunting may only be tried once per day per character with the skill.

I **Identify.** Used to reveal the properties of an item you found. The character with the proper Lore must have the item to be identified. Check under "Skills" to see which Lore (Weapon, Item, or Potion) applies. The chance of successful identification is dependent on the user's Intellect. A character may use one Lore skill per day.

P **Print.** If you have a printer, it is often handy to have a printout of your characters in front of you. To get a printout, turn on the printer, put it on line, press "P" for print, and then enter the slot number your printer card is in. Then enter the number of the character you wish to print, or press "A" to print them all. Also, you may press "E" to get an extended character print.

R **Reorder.** When you are attacked, your characters are placed in the order you have specified. Use Reorder to change this formation. You may want to put weaker characters in the center, since the party can be attacked from any side. The computer will go through each character in your party and ask where to place them on a 3 x 3 grid lettered from A to I. As you place them, their numbers appear on the grid.

S **Sleep.** At night you may sleep in order to regain hit points and spell points. If it is too early in the day you will be informed that your party is restless and not able to sleep yet. Sleeping restores 1 hit point and 5 spell points per day and consumes 1 provision per character.

T **Trade.** When moving weapons around or identifying items you may wish to trade items from one character to another. You cannot be equipped with the armor or weapon you wish to trade.

U **Use.** To use an item such as a ring with a Heal spell, a potion, a salve, etc., use this command.

V **View Land.** The Visionary skill. You will always see your surroundings in bright daylight. Press I, J, K, and M to move around and view your surroundings. You can only see a given distance from your body's position. This is very handy for finding nearby towns or where you left your ship. View Land is usable once per day. Press ESC to return to camp.

W **Worship.** Used to perform a deity call in camp. The only gods worth calling in camp are the gods of Magic and Life.

X **Exorcise.** A character with priest or shaman skill can attempt to exorcise a cursed item that a character has equipped. If successful, the item will be unequipped (it's wise to drop it at this point). Exorcism may be attempted once per day.

L **Leave camp.** When you are ready to leave camp, press ESC.

MERCHANTS

Many travelling merchants wander the countryside selling their wares to adventurers. Merchants can often offer good bargains or exotic items that you cannot find in towns. Some items are overpriced and some are great buys, so be a good shopper. Some items, such as empty vials or rods with no spells on them, can be purchased only from merchants and can later be enchanted (see "Enchantment"). When a group of merchants approaches you, you may immediately ignore them and continue adventuring, or greet them, in which case they set up shop.

Level of Merchants

The level of the merchant reflects the quality of the merchandise (or the quality he pretends to have). The level of merchants depends on your location; initially you'll find poor and ragged merchants, but as you travel you may find wealthier ones.

Caveat Emptor

While most merchants are respectable businessmen, some are outright crooks. When you buy a staff with a 22 point Flame Strike on it, you have only the merchant's word that it actually does that. Something like the content of the item (jade, gold) can be seen and you can't be ripped off for that. A merchant who lies about one item will be more likely to lie about another.

Your only recourse is the View Mind skill used by many Visionaries and Paladins. This skill is usable only once per group of merchants, regardless of how many characters have the talent. Pressing "V" for View Mind will automatically scan the merchant's mind about all the items for sale and detect which he is lying about. The skill is not infallible and may not detect all lies. Items that were lied about will be marked "LIE" when you look at them in the gold box.

UNDERGROUND

Twisting catacombs, dark tunnels, and fabulous tombs are but a few of the places you will encounter in your adventures. The wise adventurer should know the special rules of the underworld — there's more to dungeons than slaying a wizard and leaving.

Light

While the light on the surface changes as the sun rises and sets, the underground is always shrouded in darkness, concealing many tricks, traps, and hideous monsters. Light can be provided in a number of ways. The simplest and most inexpensive method is the torch. To light a torch, set up camp and Use a torch. It will provide a little bit of light. Sleeping puts it out. Lanterns cost a bit more, but the extra light is comforting. Use a lantern the same way as a torch.

The underground is a natural setting for dwarves, who have the skill of Dark Vision. Dwarves see in total darkness as if they had a torch, and if they do have a torch their vision is even better. The best you can see is with Dark Vision and a lantern.

Magical light can be created with Fire or Ice Runes. The spells Magic Torch and Crystalight give off a magical light. The more spell points you put into a spell, the farther you can see. The Crystalight spell is the more powerful of the two.

Traps

With few exceptions, you are wandering the underground as an intruder, and the designers of these dungeons have established many ingenious devices to rid themselves of unwanted guests. While monsters must be fed and cannot stay in one place forever, a trap is always ready for a careless adventurer. This is why thieves are handy to have in your party: they are experts at detecting and disarming traps. Types of traps known to seasoned adventurers are:

Poison needle: Shoots out from the wall striking one character doing 1-4 damage (armor doesn't help) and has a slight chance of poisoning the victim.

Punji pit: A pit with spikes of sharpened wood at the bottom. These traps are often covered with rotting wood or other weak material and then covered with dirt. Each character has a 50% chance of falling in the pit, in which case they will take 1-6 points of damage. In more dangerous areas the spikes are sometimes poisoned.

Darts: A common trap consisting of 2-6 darts that shoot out at the party when they hit a tripwire. Each dart has a chance of hitting a character and doing 1-3 points of damage.

Spears: A nastier version of the dart trap that does 2-7 points of damage.

Pool: Either a pit filled with water or a natural pool hidden like a punji pit. One character falls into the pool, and that character has a 33% chance to escape each round. Every round the character doesn't escape, there's a chance he'll take some damage from water inhalation.

Acid pool: A very dangerous version of the pool trap that does 2 points of damage per round.

Alarm: A tripwire which sets off a buzzer or gong, alerting a party of monsters to come and see what's going on.

Detecting and Disarming Traps

Traps are placed only in straight passages; press "L" while walking to scan

for traps. This will check all spaces in the walls or floor directly in front of you, as far as your light allows. The chance of finding a trap is 25%, so if you're very suspicious, look twice. If your party has a character with Detect Traps skill, the chance is 100%, but you still have to press "L." A white box will indicate where each trap lies; if no traps are found, a message will appear to that effect.

Once a trap is found, it will automatically be disarmed if you have Disarm Traps skill. If you don't have this skill, the trap will be "noticed" and it may not go off as you go past. Such traps are remembered as long as the characters are alive, so if you leave the dungeon and come back, the trap will still be "noticed."

Traps can also be spotted with View Room skill, but they will not be marked as "noticed."

View Room

Press "V" to use this Visionary skill while walking to allow the character with this skill to see through doors into the next room. This skill may be used once per day.

ITEMS

Dungeon items such as candles, fireplaces, altars, etc. may be manipulated by these commands: Inspect Surroundings, Examine, Take, Drop, Move, and Use. Dungeon items are different from normal items in several ways. While normal items tend to be generic (swords, chain mail, torches), dungeon items are singular and have a specific purpose (anvil, flower, gold key). All dungeon items are preceded by a "/" in a character listing. If you drop a normal item (such as a ring), it cannot be retrieved again. If you drop a dungeon item, it may always be picked up again exactly where you dropped it (in the forest, desert, dungeon, or anywhere). Dungeon items have no value of their own and cannot be sold. Finally, while normal items must be used in camp, dungeon items must be used while moving around.

I Inspect Surroundings. Pressing "I" automatically scans all spaces you can see for dungeon items. Normally a fireplace or something wouldn't be seen while you are walking around, but pressing "I" will display the dungeon item icon wherever one or more items of interest are located.

E Examine item. Press "E" to examine an item a character is holding or an item in the room on the spot you are standing.

T Take item. Press "T" and select the item from the menu to take it with you. Of course, items such as a fire place or fountain can't be carried.

D Drop item. All items dropped by pressing "D" may be picked up later. No more than 10 items will fit on one space. Items may be dropped anywhere, including outside.

M Move item. This allows you to move a dungeon item to see what is behind or beneath it.

U Use item. Use an item you are hold ing on another item. Select each item from the menu and see what happens. Experimentation cannot hurt you.

Secret Doors and Passages

Many important rooms and passages are hidden by ingenious and magical devices. Hidden passages and doors appear exactly like walls, but you will be able to step through them like nothing is there. If you suspect a secret door is somewhere, try walking into the walls.

Saving the Game

Saving the game in the underground works just as it does outdoors: press "S" to save the current status of the game. You will be asked to switch disks since the game must be saved onto side B.

SEAS

While much adventure can be found on the island where Ildryn is located, that island accounts for less than one-

twentieth of the explorable world. Only by sailing can you find exotic places such as deserts, tundra, and sweeping expanses of kudzu.

Buying a Ship

Ships can be bought in any town with a dock. Expect to pay around 600 gold pieces for a ship and its crew. When your ship has been purchased it will be placed outside of town in the dock. Some larger towns have two docks, each of which can hold one ship. If the dock is full you will not be able to purchase a ship yet; first, move one of the ships out of the dock.

A new ship has 75 hit points of its own and comes complete with crew. You may own up to 10 ships.

Ship Repairs

As your ship gets damaged by sea creatures and pirates, you will need to repair it. Repairs can be performed in the dock; the cost depends on the amount of damage. Remember that if your ship is destroyed, you go down with it!

Boarding/Unboarding

When you get outside you'll see your ship along the coastline somewhere. If you just purchased it, it will be in the dock outside the town. To board the ship, simply step on to it; to leave it, just step off onto the shore and your ship will be moored there until you return. A ship may only be anchored in deep water, so you may not be able to leave the ship on a curve of land. Find a straight section of coastline to dock your ship. You may also go directly from a ship into a town, college, or temple, all of which are assumed to have docks if they're on the coast.

Sea Combat

While sailing, you are generally safer than travelling on land, but there are a few sea monsters and pirates. Ship combat is much like normal combat (see "Combat"), with the following differences.

Movement Points: Since it's easier to keep going in one direction on a ship than to turn, the following adjustments are made:

KEY	ACTION	MOVEMENT POINTS
Return	Move forward	1
->	Turn clockwise	2
<-	Turn counter-clockwise	2
/	Turn around	3
I,J,K,M	Fire cannonball	3

Attacking: To fire a cannonball, use the I, J, K, or M keys to fire up, left, right, and down, respectively. You will see the cannonball fired and whether it veers off its path. Cannonballs inflict 1-10 points of damage. If you miss, it's possible you'll hit something you didn't intend to. Some smart ship captains try staying off target and hope their shots will veer into the target. The closer you are, the better the chance of hitting your target. Pirates fire cannonballs just like you do, but sea monsters get next to your ship and try to tear it to shreds.

Damage: When your ship is hit, it loses hit points. The "?" command tells you how many hit points your ship has remaining. If your ship is reduced to zero hit points it sinks, and your party dies along with it.

Running: Running is accomplished by touching any of the exit dots at the border of the map. You may not dock on land during combat.

Treasure: Any treasure a ship is carrying sinks along with it, but you do get a good amount of experience for destroying pirate ships or killing sea monsters.

COMBAT

Combat is an essential part of *Demon's Winter*, and to be successful you should understand combat quite well. This section will describe the combat screen and the various commands available to you in combat.

How Encounters Are Chosen

Encounters are chosen by the area you're in; each area has its own difficulty level and each terrain type has its own

variety of monsters as described in "Exploring." If you find yourself in combats too deadly for your party, go back to an easier area.

The Battlefield

When your party is attacked, the party is placed on a magnified map of the area. This battlefield is bordered by "exit dots," where your characters can leave the battle. Your party is placed in the center of the battlefield in the formation you set using the Reorder command. The formation can be changed after the combat is over by going into camp and using Reorder again.

Demon's Winter keeps track of the direction each character and monster is facing. When it is a character's turn, an arrow is displayed in the upper right corner of the information box to help you see the direction you are facing. You can also tell the facing direction by looking at the character icons on the battlefield.

Movement

Characters and monsters move in an order determined by their speed ratings, from highest to lowest. Each character has movement points equal to their speed, which they can spend on the following actions:

KEY	ACTION	MOVEMENT POINTS
Return	Move forward	2
->	Turn clockwise	1
<-	Turn counter-clockwise	1
/	Turn around	1
A	Attack	3
C	Cast a spell	3*
U	Use an item	3*
T	Turn undead	3*
D	Dodge	special
?	Examine	0
S	Sound	0
P	Pray (deity call)	3*
L	Power leech	3*
ESC	End turn	*

* Ends character's turn

In order to run, touch an exit dot or a door. After you have touched the exit dot or the door it turns into an exit icon (four opposing arrows). From then on, all remaining characters must run through the same icon to escape.

? This command is used to examine all characters and monsters on the battlefield. It helps you find out who is who, which mage is 8th level, and so on. After pressing "?" the cursor will inverse video your character and the text window will tell you the charac ter's name, strength, skill, speed, armor, and weapon. If you are bound or poisoned, it will tell you. Press "->" or "<-" to move forward or backward through the characters and monsters or press ESC to return to combat.

When you look at the monsters, you will not be told a monster's attributes unless someone in the party has monster lore. If a character in the party has Tactics, beneath each monster it will tell you who the monster is likely to attack. If the monster you are looking at is a summoned being or illusion controlled by you, you will be told its remaining hit points and spell points.

Attacking

Pressing "A" will attack the monster directly in front of you with your equipped weapon. Your chance of hitting depends on your skill. You will be told if you hit or missed. If you hit, you will be told how much damage you did (if any). On occasion the word "hits" will be replaced with "hacks" to indicate an unusually good blow that does double damage.

Modifiers to your chance to hit and damage are:

Position: A +3 bonus is awarded for attacking from behind.

Strength: Bonus damage is awarded for strong characters and damage is subtracted from unusually weak characters (Strength 6 or less).

Karate: Used automatically if the character has this skill and is equipped with his hands. Damage depends on the character's skill and strength.

Kung-fu: Like karate, kung fu requires that you attack with your hands. When a critical hit is scored, the victim is stunned for a round. The effects are cumulative.

Stunned: Monsters can be stunned by kung fu; the more stunned it is, the easier it is to hit. Stunned characters cannot do anything for a round.

Fencing: A character with fencing skill using a sword has a 10% bonus to hit and an 8% better chance to score a critical hit ("hack").

Berserking: Characters with berserking skill have a greatly increased chance of hacking for double damage. When combined with fencing, they make a deadly combination.

Armor: Armor absorbs damage, instead of affecting the chance to hit. Thus, if a fighter in plate mail is hit for 7 points of damage, he only takes 2 points because the armor absorbs 5. Therefore, it's possible to hit someone and do no damage. Monsters often have natural armor in the form of thick hide or scales.

Plus Weapons: Weapons such as an axe +1 add to the chance to hit and the damage done.

Flaming Weapons: Flaming weapons add only to the damage done, and against ice creatures the damage is doubled. Ice elementals and ice demons are not subject to this double damage.

Dormant powers: This is one kind of magical power that can be found in a weapon. These powers only work on rare occasions when you hit a monster. Such powers can wither a monster, hack it in two, freeze it to death, or other things. Such weapons are naturally in great demand.

Dodging

Pressing "D" at any time will automatically end the character's turn and apply all remaining movement points to dodging. For every 3 movement points, all attackers are at a -1 to hit you. You may attack and dodge in the same round — in fact, it's a smart thing to do. A player with 12 movement points could attack twice and then dodge, being at -2 to be hit. This is very handy for weak characters who are better off staying out of trouble until help arrives. Even strong characters should dodge a little bit each turn to help them out. Only when you're going for the kill should you attack with every movement point you have. Combinations of attacking and dodging determine how aggressive or defensive the character is fighting.

Casting a Spell

Press "C" to cast a spell. The Runes and Chants your character knows are displayed at the bottom of the screen. Some spells (such as Resurrection and Magic Torch) cannot be cast in combat. After typing the name of the spell, you are asked how many spell points you wish to put into the spell, then you are presented with a cursor. Use I, J, K, or M to move the cursor over the monster, character or space you wish to cast the spell and press the space bar to cast the spell. For a listing of spells see "Magic."

Turning Undead

A character with Priest or Shaman skill may attempt to turn undead once per combat, during his turn. Each character with the skill may try once. Each undead monster will be checked; if the turning is successful, the undead monster will be eliminated. The chance of successful turning depends on the level of the monster and the intellect of the Priest or Shaman.

Deity Call

If your party needs help, your Priest or Shaman can attempt to summon the help of his god by pressing "P" for Pray. See "Religion" for a listing of the powers of the different gods.

Power Leech

Dark elves may attempt to Power Leech one monster each turn at a cost of 3 movement points. Press "L" to use Power Leech and then move the resulting cursor over the target monster using the I, J, K, or M keys and press the space bar to activate the Power Leech. If suc-

cessful, the victim will be drained of some spell points. The chance of Power Leech succeeding depends on the dark Elf's intellect.

Sound

To turn the sound on or off, press "S."

End Turn

Press ESC to end a character's turn at any time.

AFTER COMBAT

After the combat is over, each character is awarded experience and the party gets a certain amount of gold, depending on the difficulty of the encounter. Dead or bound characters do not get experience. If any items are found, they are then printed at the bottom of the screen. You are asked which character will take the item; press the number of the character to take the item or press ESC to leave the item. If anyone in your party is an elf with Detect Aura, you may be told if an item is magical by the words "aura detected" below the item. Detect Aura does not always work.

Monster List

Here is an abridged list of monsters:

Kobold: Small, annoying creatures with 7 hit points, a small axe, and a nasty disposition.

Skeleton: The weakest form of undead.

Cobra: Very fast snakes, but one hit usually kills them. They may have speeds up to 14, and their fangs are poisonous.

Bugem: Large bipedal bugs that carry small axes. Their carapace acts as a thin layer of armor and they often have 10 hit points or more.

Timber Wolf: Often found in the forest. They have been known to kill a brown bear on occasion.

Swarm: A mass of insects that acts as a unit. Instead of hit points, *Demon's Winter* keeps track of how many insects are left in the swarm. When all the insects are gone, the swarm is dead. Swarms consist of 20 to 30 large insects.

Dragons: Come in many sizes, from babies to the Great Dragon. Dragons have the ability to use a breath weapon as well as striking with their claws. Baby and small dragons have not yet developed a breath weapon. Breath weapons move outward in a cone striking anything in their path, so don't all stay on the same side of a dragon. Fire dragons, the classic dragon, can breathe a cone of fire. Wind dragons breathe a torrent of wind that can blow a party away. Ice dragons breathe freezing hail. Great dragons can breathe any of these three weapons.

Elementals: Elementals are creatures made entirely of one of the five elements: fire, metal, wind, ice, or spirit. Each is incredibly powerful and they are favorite objects of summoning by Sorcerers.

Thieves: Thieves roam the countryside in many forms, from simple thugs to deadly assassins.

Demons: Demons are very strict, hierarchical creatures. The lowest form of demons are manes, which are the soulless bodies of dead men who have been put to work by more powerful demons. Slavers are demons with morningstars who boss the manes around. Gargoyles are much more powerful and have great amounts of natural armor. Fire and ice demons are even more powerful than gargoyles, and the only thing more powerful than they are devils and demon lords.

MAGIC

Ymros is a magical place, and magic takes many forms. This section will explain how the different spells are cast, and the effects of each spell. Magic items are also discussed in this section.

Runes

Runes are most often used by Wizards, but are highly prized by other classes as well. The Runes give the Wizard power over the five elements of nature: fire, metal, wind, ice, and spirit. Knowing a Rune allows you to cast all the spells associated with that Rune.

All Runic spells are of variable power. After casting the spell you are asked how many spell points you wish to put into the spell; the more spell points, the more powerful the spell.

In combat, spells can be cast anywhere on the battlefield. After casting the spell, a cursor appears. Move this cursor over the character, monster, or spot on the board where you want the spell to take effect using I, J, K, or M, then press the space bar to activate the spell. Make sure you don't cast a Heal spell on a monster by accident!

All spells which change traits such as skill, speed, or strength, only last for the duration of the combat. Binding spells are permanent and must be removed by the appropriate unbinding spell. A summary of these spells and their point costs is given in Appendix D.

Fire Runes

Column of Fire: Causes the victim to be engulfed in a column of scorching fire. Anywhere from 1 to all of your spell points may be put into it. Only one creature is affected by this spell. The spell will always do a minimum of 1 point of damage for every spell point you put into it. Armor does NOT help against this spell.

Fire Storm: A mass damage spell that affects a 5 x 5 square area. All monsters AND characters in this area will take damage. Place the cursor on the spot you want to be the center of the fire storm. This spell (and all mass damage spells) cannot be cast on the first round of combat.

Flame Shield: Protects the recipient of the spell with magical flames which do not burn the character they protect, but keep foes at bay. The more power in the spell, the hotter the flames.

Flame Strike: Attempts to conjure up a flaming bolt that will kill the target outright. The spell is very costly and difficult to cast successfully without great amounts of power. Of all death spells, this is the most powerful.

Magic Torch: A Camp spell used to provide light. The minimum cost of 3 will provide as much light as a torch for one day; more spell points will make the light brighter.

Melt: Reverses the effects of a Freeze spell. Put 11 spell points into the spell for each level of binding.

Metal Runes

Armor: The person or monster this is cast on is clothed in magical armor that protects from all physical attacks. The more power put into the spell, the thicker the armor. The minimum 2 spell points will yield the protection of cloth armor.

Break Bonds: Breaks the effects of a Chain spell. Automatically works with the proper power (11 points per level of binding).

Chains: A binding spell. Attempts to create magical chains and bindings around the victim, making the victim immobile. Every 10 spell points yields one level of binding. While 1 level of binding does as good a job as 5, the higher the level, the greater the chance the spell will work. The Chains can only be broken by a Break Bonds spell.

Death Blade: A magical sword appears and attempts to slice the victim to death. If unsuccessful, no damage is done. The chance of it working is not very great unless a very powerful Death Blade is cast.

Rust Armor: Rusts the victim's armor or deteriorates his skin, making him more vulnerable to taking damage. If the victim already has no armor, its skin will become sensitive and actually increase the damage inflicted.

Strength: Gives its recipient improved Strength for the duration of the combat. This results in increased damage with each attack.

Sword: A damage spell similar to Column of Fire. An invisible blade slices the victim, even through any armor they may be wearing. It is powerful, but not as cost effective as Column of Fire.

Wind Runes

Breath of Life: A healing spell, not nearly as powerful as Healing, but useful in emergencies.

Freedom: Negates the effects of a Still Air spell (13 points per level of binding must be put into this spell).

Still Air: Puts the victim in a state of suspended animation, like the Chains spell. This spell can be broken by Freedom.

Tempest: A mass damage spell with a 5 x 5 area of effect. A powerful storm does damage to all in the storm area. While not as powerful as the Fire Storm, it requires only a minimum of 6 spell points.

Wind Walk: A spell that can magically teleport the caster and the entire party to a place of safety. Can be used anywhere in camp.

Wings: Makes the recipient move with increased speed. Rather expensive, but each 3 speed points equals 1 extra attack per round, so such spells are most useful when cast at the beginning of a battle. The increased speed does not take effect until the next round.

Wings of Victory: Provides the recipient with magical courage and greater skill in combat. Any amount of spell points can be put into it.

Ice Runes

Chill: Chills its victims, decreasing their fighting abilities. A very useful spell to cast on powerful fighters or monsters who use physical attacks.

Crystalight: An eerie blue light appears and lights the way for the party.

Freeze: The most powerful binding spell, this attempts to freeze its victim in a block of ice, rendering him immobile until a Melt spell is cast. The cost of 9 spell points per binding level is the lowest of any binding spell.

Hail Storm: A mass damage spell that has a 5 x 5 area of effect. Freezing hail rains down and strikes the victims.

Ice Shield: A layer of ice, flexible enough to move, but non-yielding to weapons, surrounds the recipient. Three spell points adds the protection of cloth armor, and more points yield more protection.

Slow: Slows down the victim. Every 3 speed the victim is slowed, he loses one attack per round. This spell does not take effect until the next round of combat.

Spirit Runes

Clumsiness: Decreases the victim's skill, making it harder for him to strike his opponents.

Cure Poison: Halts the effects of poison from venomous bites and poison needles. The damage a poison has done up to the time this spell is cast is not affected. This spell usually works, but to be sure, put a few more spell points into it. When a character is poisoned he will continue to lose hit points at a constant rate while walking around until he is cured or dies. Sleeping gives the poison many hours to do its work and usually kills the poisoned character.

Heal: Heals damage done to the character. Any number of spell points may be used; at least as many hit points will be healed as spell points used in the spell. The subject may not be healed over his maximum hit points. This spell may be used in combat or in camp.

Resurrect: Used to bring a dead character to life. This spell is only usable in camp. The minimum cost of 25 spell points will only give a 25% chance of a successful casting. To be sure of success,

find a healer in town to cast this spell. If the spell fails it has no adverse effects (other than wasting 25 spell points!). If the character is raised, all ailments such as poison or binding are cured and the character will have 1 hit point.

Sanctuary: A spirit of peace surrounds the recipient of this spell, taking some of the power out of attacks aimed at him.

Spirit Wrack: Attempts to torment the very soul of the victim and bring about a horrible death. It is very costly, but quite powerful.

Transference: With this spell, the caster can transfer some of his magical energy (at least 3 spell points) to another character. Often, some of this magical energy is lost in transit. The recipient of the spell points can be "supercharged" and possess spell points ABOVE his normal maximum capability. At night, any spell points above maximum wear off. The spell is handy to channel a great amount of energy into one spell caster for a big spell such as Resurrection or a big Fire Storm.

Weaken: Weakens the victim, decreasing the damage he can do with a weapon.

Wither Strike: A dangerous spell that causes the victim to wither with age. Strength, skill, and speed are reduced. The effect lasts for the duration of the combat. The more spell points used, the greater the chance the spell will work.

Chants

Chants are most often used by sorcerers. Two of the spells deal with conjuring, and the third is perhaps the most powerful spell of all: Possession.

Illusion: Both Illusion and Summon allow the Sorcerers to conjure up beings to fight for the party. Illusory beings have two disadvantages: they are temporary and they have no magical power. Illusions can disappear at any time and, since conjured beings don't get to act until the next round of combat, they can even disappear before they get to do anything. They also have no spell points. Simple creatures like coyotes don't have any magic to begin with, so this restriction doesn't matter, but when summoning an Evil Spirit or an Elemental, this is a disadvantage. Of course, Illusions are much easier to summon, costing half the spell points a similar Summoned being would cost.

Illusion may only be cast in combat and the creature only lasts for the duration of the combat (sometimes not even that long). When casting Illusion you are presented with a menu of the creatures you can summon. Enter the letter next to the creature to be summoned, place the cursor where you want the monster to appear (using the I, J, K, and M keys), and press the space bar. You control the Illusion as though it were one of your characters. Illusions have hit points and other traits of their own.

No more than three conjured beings can be in any one combat. Conjured beings continue to exist even after their summoner has been killed, but if everyone in the party has been killed, they disappear too. Remember: conjured beings don't need to be killed to end the combat. No experience is given for killing conjured beings.

Summon: Summoning is a more sophisticated and more costly version of Illusion. Summoned beings last until the end of the combat or until they are killed. They also possess one half the spell points of their real-life counterparts, so they can cast spells. True Summoned Demons and Elementals are very powerful.

Possession: This powerful spell, if successful, places the victim under the caster's control. The caster can make the victim cast any spells desired or attack his friends. Warning: this spell can also be cast on characters by powerful monsters who know Chants. It can be removed by Possessing the victim back, waiting for him to snap out of it, or waiting until combat ends.

Lore

Lore is special knowledge usually studied by scholars. Lore, except for Monster Lore, can be used once per day in camp to attempt to identify an unknown item. The chance of this working depends on the intellect of the user. This knowledge can be used for many purposes:

Weapon Lore: Required to identify weapons and armor.

Potion Lore: Required to identify vials and salves.

Item Lore: Identify miscellaneous items such as staves, rings, and amulets.

Monster Lore: Constantly in effect, this allows the party to see a monster's traits during combat by pressing "?".

Visionary

View Land: Allows the user to see great distances in order to find the nearest town, find a ship, etc. Usable only in camp (see "View Land" in the "Camp" section).

View Room: Allows the user to see what lies on the other side of a door or what lies a few spaces ahead of him in a corridor. Used while walking around (see "Underground").

View Item: Lets you determine how one item could be used with another. It works better on stationary objects such as statues than on easily mobile ones such as keys.

View Mind: Used to determine if a merchant is lying to you. Usable once per group of merchants (see "Merchants").

Items

There are many kinds of magical items on Ymros, and there are a very large variety possible. See Appendix C for a list of the items that can have spells on them.

Plus: The simplest form of magic item are "plus" armor or weapons. A "+1" weapon has +1 chance to hit and +1 damage, while "+1" armor protects a little better.

Invoked Powers: Invoked powers are called up by the Use command. These are spells such as Column of Fire or Weakness that are cast by the item instead of you. If an item has an Invoked Power, it will be shown like this when you list the item:

Ring
Invoked:
12 pt.
Flame Shield
Usable 1x per day

Once a day you may Use the ring in combat and it will be just as if you had cast a 12 pt. Flame Shield spell. Besides items that are usable 1, 2, or 3 times a day, some items (such as wands, staves, and rods) have charges. For example, a wand my have 10 uses before it runs out of power. Charges may not be restored, and the price of an item goes down as the charges are used.

Some items are also breakable and have a certain chance each time they are used that the object will break. The item will have a listing of "Breakable (%)" with a percentage chance after it. Any percentage is possible.

Constant Powers: These powers can only be put on weapons or armor. These include skills an item gives you (berserking, hunting, etc.) or an increased attribute (+2 Speed) or flaming. Unlike Invoked Powers, these powers are constantly in effect as long as you are equipped with that weapon or armor.

Dormant Powers: The most powerful kind of magic found on weapons are spells that the weapon occasionally casts on its own. The power to cast the spell is taken from the life force of the creature you are attacking. For example, a dagger with a dormant 6 pt. Weaken spell on it will (at random times) cast a 6 pt. Weaken spell on the monster you just hit, weakening it. Some dormant powers cast a spell on you instead of on the target; such weapons are marked with an asterisk.

There are nine common kinds of dormant powers, although many others are possible:

Mithril: These weapons, a favorite of the ancient dwarves, cover you in an ever-thickening layer of magical protection.

Unholy: Often used by Paladins of the Death Gods, these dark weapons have the power to torment the soul of the creature they hit, bringing automatic death. These weapons are rare, powerful, and expensive.

Life Stealing: The favorite weapon of wizards and sorcerers, a weapon of Life Stealing will take the enemy's life force and transfer it to the wielder in the form of Spell Points.

Vorpal: Very rare and powerful weapons that appear as incredibly shiny metal, gold, or jade. The weapon on rare occasions will slice through a foe and kill it with a single blow.

Dwarven: Another weapon of the dwarven smiths, these weapons tend to increase the wielder's courage, thereby increasing his Skill.

Sharpness: Appearing as very sharp weapons, they occasionally do more damage due to their sharp edges.

Bloodstone: This fearsome weapon causes the victims blood to flame on contact.

Berserker: These weapons increase the wielder's strength during battle for the duration of the combat.

Stasis: These weapons occasionally put their victims in a state of suspended animation with the Still Air spell.

Note that these powers do not take effect every time a foe is hit, but about 1 in 10 times damage is done. Items such as vorpal or stasis weapons may attempt to slay or freeze their victims, but fail.

Cursed: It is a good idea to identify any weapon or armor before you put it on because it may be cursed. Cursed weapons and armor may have any number of ill effects, like decreasing your traits, lowering your chance to hit, or even have dormant powers that affect you instead of your target. The worst thing about cursed weapons and armor is that once you equip with them, you cannot get rid of them unless a Priest or Shaman can exorcise it.

Enchantment: Legend tells of the workshop of Brolor, where the dwarves still work on fabulous weapons. It is rumored to be somewhere in the vast expanse of kudzu. Here, for a price, weapons can be custom made and enchanted to your specifications. Enchantment is by no means cheap, but you will find it cheaper if your weapon is better made or made of precious materials like gold or jade.

HINTS ON GAMEPLAY

A few things to remember when starting out:

Creating characters: Make sure you create at least one wizard and give him Spirit Runes. Otherwise you won't be able to heal people at first.

Don't accept a speed of less than 5. It will slow down the party.

Characters start with only two skills, and even then you must have enough intellect for them. The skills you can start with depend on your class. If you can, be sure to pick at least one Weapon skill.

Buying equipment: Haggle once, maybe twice, before buying anything. Why pay more than you have to?

Look at the strength requirements for the weapons you are about to buy (Appendix E). If you only have a 10 strength and try equipping with a morning star, you won't succeed.

Go to camp and equip immediately after buying equipment.

During adventuring, write down ALL clues and save the game often. This will help you complete the game.

APPENDICES

Appendix A: Skill Costs by Class

SKILL POINT COSTS BY CLASS

Skill	1	2	3	4	5	6	7	8	9	10
Axe	3	5	1	6	10	3	9	8	8	8
Armored Skin	5	6	4	6	10	10	10	10	10	10
Berserking	4	6	2	4	5	4	9	9	8	8
Detect Traps	3	4	3	3	4	1	6	6	5	6
Disarm Traps	6	7	7	7	8	3	9	9	9	8
Fencing	4	3	5	10	8	6	10	10	7	7
Fire Runes	10	10	10	9	8	10	5	10	10	9
Hunting	1	4	2	4	5	4	7	9	7	6
Ice Runes	10	10	6	9	8	10	4	10	9	9
Illusion	9	9	10	8	7	8	10	3	5	9
Item Lore	9	10	10	6	10	10	6	7	7	4
Karate	3	6	5	1	3	2	6	6	4	4
Kung Fu	6	8	8	3	5	5	8	8	7	7
Mace	2	4	1	4	2	1	6	6	5	5
Metal Runes	10	10	10	9	8	10	4	10	9	9
Monster Lore	2	4	5	4	5	5	5	5	4	2
Persuasiveness	4	2	7	5	2	4	5	7	6	7
Possession	10	10	10	9	8	10	10	5	7	10
Potion Lore	8	10	10	4	8	10	3	4	8	2
Priesthood	5	2	9	4	3	9	5	7	4	8
Shaman	5	8	5	4	3	9	7	5	4	8
Spirit Runes	10	7	10	9	6	10	4	10	7	9
Summoning	10	10	10	10	9	10	10	5	8	10
Sword	3	2	4	6	10	3	8	7	6	6
Tactics	3	2	5	4	4	4	6	6	4	1
View Items	10	10	10	10	8	10	10	10	2	8
View Land	10	10	10	10	10	10	10	10	3	7
View Mind	9	2	10	8	4	5	8	8	2	10
View Room	10	10	10	9	10	9	10	10	4	10
Weapon Lore	7	7	7	8	10	7	9	9	8	3
Wind Runes	6	10	10	9	8	8	5	10	10	9

1 = Ranger, 2 = Paladin, 3 = Barbarian, 4 = Monk, 5 = Cleric, 6 = Thief, 7 = Wizard, 8 = Sorcerer, 9 = Visionary, 10 = Scholar.

Appendix B: Racial Trait Maxima

Trait	Human	Elf	Dwarf	Dark Elf	Troll
Speed	20	20	15	22	14
Strength	24	15	30	14	24
Intellect	32	40	24	40	20
Endurance	22	15	25	15	30
Skill	21	20	22	17	18

Appendix C: Magic Items

Weapons: May be enchanted with Invoked, Dormant, and Constant Powers. For Invoked powers, they may have a wide variety of spells such as damage spells, storm spells, healing, light spells, death spells, and chants. Invoked spells must be of the "usable x times per day" type; no charges or breakable weapons.

Armor: May contain Invoked or Constant powers. The only invoked powers found on armor are such spells as Flame Shield and Ice Shield. Like weapons, Invoked spells must be of the "usable x times per day" type; no charges or breakable weapons.

Crown: Not found in breakable form or with charges. Crowns possess powers dealing with death, summoning, illusions, magic power transference, and armor spells such as sanctuary.

Vial: All vials are breakable (100% chance), yielding only one use. They contain useful spells like Heal, Wings, Strength, Cure Poison, or Transference. Don't drink them without knowing their contents, because vials of Weakness, Slow, Clumsiness, and Withering exist.

Ring: Can have any form of power (breakable, charges, etc.). They can cast just about any spell except Resurrection and Wind Walking.

Wand: All wands work on the charge system. They can possess spells for increasing and decreasing traits (Strength, Slow) and conjuring.

Staff: Also has charges. Staves are much more powerful than wands, and possess death spells, damage spells, armor spells, and occasionally healing spells.

Rod: Rods possess freezing and unfreezing spells, damage, healing spells, and Cure Poison. They also use charges.

Gem: Magical gems can use charges, be usable x times per day, or be breakable. Different gems are used to gain strength, magical power, light, and conjuring.

Amulet: Amulets may have any type of power, including armor spells, cure poison, and rarely Resurrection.

Medallion: Medallions only exist in the "x times per day" form. They can contain damage and mass damage spells as well as Heal, Wings of Victory, Chill, and Clumsiness.

Talisman: A talisman will always work on the charge system. They are very powerful and often contain spells such as Flame Strike, Spirit Wrack, Freeze, Strength, Weaken, and Possession.

Figurine: Figurines may be of any form of power (charges, breakable, etc.). They appear in the shape of an animal or creature, and this is the creature they conjure. They are only used for summoning or illusions.

Salve: Salves are like vials, but have more than one use. They work with charges. While salves can heal, be careful to identify them first, for they may also Wither, Flame, or even slice up the victim.

Appendix D: Spell Listing

RUNES

Minimum Spell Point Costs

Fire Runes:

Column of Fire	1
Fire Storm	10
Flame Shield	4
Flame Strike	16
Magic Torch	3
Melt	11

Metal Runes:

Armor	2
Break Bonds	11
Chains	10
Death Blade	15
Rust Armor	3
Strength	1
Sword	2

Ice Runes:

Chill	1
Crystalight	2
Freeze	9
Hail Storm	7
Ice Shield	3
Slow	3

Spirit Runes:

Clumsiness	2
Cure Poison	9
Heal	1
Resurrect	25
Sanctuary	3
Spirit Wrack	20
Transference	3
Weaken	1
Wither Strike	15

Wind Runes:

Breath of Life	5
Freedom	13
Still Air	11
Tempest	6
Wind Walk	10
Wings	4
Wings of Victory	1

CHANTS

Creature	Illusion SP Cost	Summoned SP Cost
Coyote	2	4
Zombie	4	8
Brown Bear	6	12
Small Dragon	8	16
Ogre	10	20
Evil Spirit	14	28
Fire Demon	18	36
Fire Elemental	20	40
Metal Elemental	20	40
Wind Elemental	20	40
Ice Elemental	20	40
Spirit Elemental	20	40

Appendix E: Standard Equipment List

WEAPONS:

Weapon	Minimum Damage	Strength	Skill
Dagger	1-3	N/A	N/A
Small axe	1-4	N/A	Axe
Short Sword	1-6	6	Sword
Mace	1-6	7	Mace
Morning star	1-7	11	Mace
Broad sword	1-8	13	Sword
Battle axe	1-10	16	Axe
2-handed sword	1-12	18	Sword

ARMOR:

Armor	Protection	Ran	Pal	Bar	Mon	Cle	Thf	Wiz	Sor	Vis	Sch
Cloth	1	X	X	X	X	X	X	X	X	X	X
Leather	2	X	X	X	X	X	X			X	X
Chain	3	X	X	X		X	X			X	
Scale	4	X	X	X							
Plate	5		X	X							

CREDITS

Game Programming & Design
Craig Roth
David Stark

Game Development
Graeme Bayless
David Shelley

Rules
Craig Roth
Steve Peterson

Playtesters
Mike Gray, Russ Smith, Jordan Roth, Becky Willis, Graeme Bayless, James Kucera, Cyrus Harris, Rachel Pevtzow, David Shelley, Zane Wolters

Art & Graphic Design
Louis Saekow Design

Desktop Publishing
Kathryn Lee, Peter Gascoyne

Printer
A&a Printers and Lithographers

QUESTIONS OR PROBLEMS?

Our main business telephone number is (415) 964-1353. We also have a Technical Support Hotline number: (415) 964-1200, which you can call if you have problems with your disk or need a clarification of the game and/or rules. Both numbers can be called every workday, 9 to 5 Pacific Time.

APPLE II COMPATIBLE COMPUTER INFORMATION:

Many of our games will work on Apple II compatible computers. Most of our games will work on an Apple II GS in the Apple II emulation mode.

If you own an Apple II GS or Apple compatible computer we suggest that you consult with our Technical Hotline at (415) 964-1200 any workday between the hours of 9 a.m. and 5 p.m., Pacific Time, to see if an SSI game you're considering purchasing is compatible with your computer. If we have insufficient data to determine compatibility, you may wish to purchase the game and test for compatibility yourself. If the game proves to be incompatible, you may return it within 14 days with your dated receipt and we will refund your money. Or, if you return the game within 30 days, you may exchange the game for another.

Spell Listing

Minimum Spell Point Costs

RUNES

Fire Runes:

Column of Fire	1
Fire Storm	10
Flame Shield	4
Flame Strike	16
Magic Torch	3
Melt	11

Metal Runes:

Armor	2
Break Bonds	11
Chains	10
Death Blade	15
Rust Armor	3
Strength	1
Sword	2

Ice Runes:

Chill	1
Crystalight	2
Freeze	9
Hail Storm	7
Ice Shield	3
Slow	3

Spirit Runes:

Clumsiness	2
Cure Poison	9
Heal	1
Resurrect	25
Sanctuary	3
Spirit Wrack	20
Transference	3
Weaken	1
Wither Strike	15

Wind Runes:

Breath of Life	5
Freedom	13
Still Air	11
Tempest	6
Wind Walk	10
Wings	4
Wings of Victory	1



CHANTS

Creature	Illusion SP Cost	Summoned SP Cost
Coyote	2	4
Zombie	4	8
Brown Bear	6	12
Small Dragon	8	16
Ogre	10	20
Evil Spirit	14	28
Fire Demon	18	36
Fire Elemental	20	40
Metal Elemental	20	40
Wind Elemental	20	40
Ice Elemental	20	40
Spirit Elemental	20	40

DEMON'S WINTER

DATA CARD FOR VERSIONS ATARI ST, IBM PC, AMIGA, C-64

ATARI ST VERSION

Loading Instructions: Before beginning play, please make a backup copy of the disks for play use. The disks have no physical protection so you may use the normal TOS copy program for making these backups. Once the copies have been made, simply put your master disks away and use the copies for play.

To load your game of Demon's Winter, turn on your computer and insert your backup copy of the Game Disk. Double-click on the disk A icon and a normal TOS window will appear. Double-click on the DEMON.PRG icon that appears in the that window and the game will load. The next menu that you will see offers three options:

Go Adventuring
Character Utilities
Alternate Character Set

These options are explained on pg. 2 of your manual.

Commands: The keyboard commands are keyed to the first letter of the item being activated. For instance, in order to enter the "Marketplace" within a city, you use the "M" key. However, due to the availability of a mouse on your system, you may use the mouse to select any movement or menu option. In order to use the mouse instead of the keyboard commands, simply click on the desired menu option shown on the right of the screen during play.

Movements: Movement in dungeons and in the wilderness may be accomplished by moving the mouse in the direction that you wish to move and clicking on the mouse button. As you move the mouse, a movement arrow will appear on the screen showing you which way you are going to move. If you are in tactical combat and an enemy is adjacent to you in the direction you are trying to move, you will attack it by moving that direction.

IBM PC VERSION

Loading Instructions: Before beginning play, please make a backup copy of the disks for play use. The disks have no physical protection so you may use the normal DOS copy utilities for making these backups. Once the copies have been made, simply put your master disks away and use the copies for play.

To load your game of Demon's Winter, turn on your computer and boot to DOS version 2.1 or higher. Insert your backup copy of the Game Disk, type "Demon" and the game will load. The next menu that you will see offers three options:

Go Adventuring
Character Utilities
Alternate Character Set

These options are explained on pg. 2 of your manual.

The keyboard commands are keyed to the first letter of the item being activated. For instance, in order to enter the "Marketplace" within a city, you use the "M" key. This is true throughout the game.

AMIGA VERSION

Loading Instructions: Before beginning play, please make a backup copy of the disks for play use. The disks have no physical protection so you may use the normal Workbench copy program for making these backups. Once the copies have been made, simply put your master disks away and use the copies for play.

To load your game of Demon's Winter, turn on your computer and boot to Kickstart v1.2 or later. Insert your backup copy of the Game Disk and the game will load automatically. The next menu that you will see offers three options:

Go Adventuring
Character Utilities
Alternate Character Set

These options are explained on pg. 2 of your manual.

Commands: The keyboard commands are keyed to the first letter of the item being activated. For instance, in order to enter the "Marketplace" within a city, you use the "M" key. However, due to the availability of a mouse on your system, you may use the mouse to select any movement or menu option. In order to use the mouse instead of the keyboard commands, simply click on the desired menu option shown on the right of the screen during play.

Movement: Movement in dungeons and in the wilderness may be accomplished by moving the mouse in the direction that you wish to move and clicking on the mouse button. As you move the mouse, a movement arrow will appear on the screen showing you which way you are going to move. If you are in tactical combat and an enemy is adjacent to you in the direction you are trying to move, you will attack it by moving that direction.

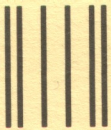
C-64 VERSION

Movement: The C-64 has a joystick interface and supports all movement functions with the joystick. In order to use the joystick, simply attach the joystick to port #1 before turning on your computer and then use the joystick for all movement in the game. Attacking in tactical combat may also be accomplished using the fire button.



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1. What game is this card from? _____

_____

2. What computer version was purchased?

_____

3. Which disk format was used?
☐ 3½" ☐ 5¼"

4. Please rate the following aspects of the game (9 = excellent, 1 = poor):

Playability	9	8	7	6	5	4	3	2	1
Realism	9	8	7	6	5	4	3	2	1
Excitement	9	8	7	6	5	4	3	2	1

5. Please comment on this game. Include games you would like to see in the future.

_____

_____

_____

6. How many other SSI games do you own? _____

7. Where did you learn about this game?

1) ☐ friend
2) ☐ retail store
3) ☐ SSI catalog
4) ☐ magazine ad
5) ☐ magazine review
6) ☐ other _____

If magazine ad, which magazine?

_____

8. Where did you purchase this game?

1) ☐ computer store
2) ☐ software store
3) ☐ toy/hobby store
4) ☐ bookstore
5) ☐ department store
6) ☐ SSI direct
7) ☐ other mail order
8) ☐ other _____

Name, city, and state of store where game was purchased: _____

_____

9. Name and address of a store where you would like to see SSI products sold:

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10. If you wish to be placed on our mailing list *and have never completed this section before*, please write your name, address and phone number:

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11. Date the game was purchased: _____