



IF YOU'RE LOOKING FOR AN ADVENTURE

If you like real time action,
If you like exploration and discovery,
If you like dark, damp, dangerous dungeons,
If you like magic and the power it brings you,
If you like RPGs that keep you riveted to your
computer - hour after hour, day after day,
week after week, month after month,
If you want a game that makes contact with
others and your job seem less important... then



Demise is a 3D Role-Playing game with the best of everything experienced role playing gamers want... balanced play, rich content, diverse environments, a vast dungeon with Dwarf kings, Dragons' lairs, underwater realms, volcanoes, forests, swamps, a massive graveyard, and much more.

Add races, guilds, magic spells, magic items, hundreds of distinct foes, and a continuous story line and you have Demise... the game that will keep you thinking, searching, and playing, single or multi player mode, for hundreds of hours.

The full version of Demise comes with free game server software, so you can host your own multiplayer world of Demise and explore the dungeon with a party of your friends - or complete strangers - via a LAN or over the INTERNET.

Caution: Demise is addictive... it will become your all time favorite RPG.

Operating System: Windows 95, Windows 98, Windows 2000

CPU Type & Speed: Intel 166MHz or faster

Hard Drive Space: 300MB plus space for saved games and DirectX Installation Memory: 32MB RAM

Graphics: High Color 2MB PCI or AGP video card with DirectDraw support. A 3D Accelerator card is not required (Demise can run in software rendering mode)

CD ROM: 4x CD-ROM (600K-second transfer rate) using 32-bit Windows driver Other: DirectX 7 (provided on CD), Sound Card w/ DirectSound Support; Keyboard, Mouse Required for Optional Multiplayer Game Play (2-16 Players): 1 original Demise CD per Player/PC

INTERNET: TCP/IP Internet connection via ISP with 28.8Kbps (56K recommended) connection speed or better, or LAN:

Recommended System

300MHz +; 64MB RAM; 16x CD-ROM drive, 3D Accelerator card supporting
OpenGL or Direct3D, 3D Accelerators below.

Supported Accelerator brands: 3Dfx, 3DLabs (permedia), ATI Technologoes,

