

# DRUID™

Dæmons Of The Mind



**SIRTECH**

**PLAYER'S GUIDE**

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*Druid: Daemons of the Mind* application software

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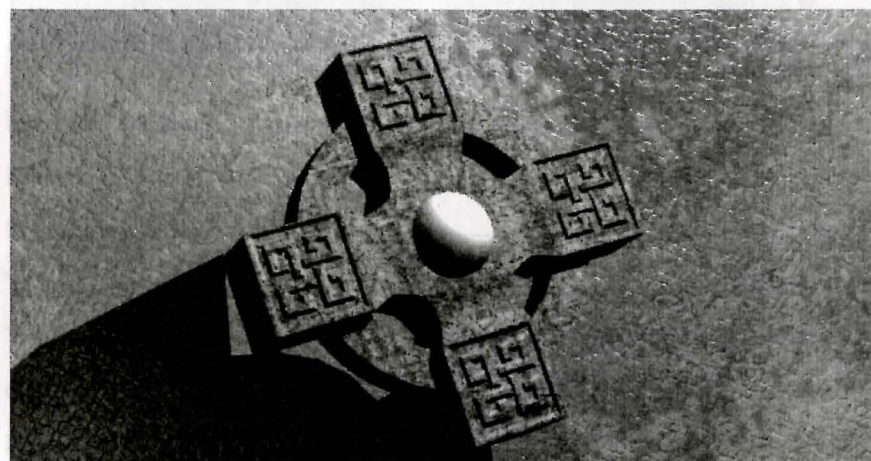
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You know, if you keep on reading this small type, you'll go blind.



**A fantasy role-playing adventure**



## Credits

Managing Director and Design Realization ..... Kevin Bulmer  
Visual Concepts and Lead Designer ..... Matt Stott  
Additional Graphics ..... Mark Sheridan, Kate Copestake, Nigel Bunegar,  
Ben Clark, Manoj Patel  
Programming ..... John Wildsmith  
Project Management ..... Craig Foster  
Game Concept ..... Kevin Bulmer and Robin Matthews  
Story Concept, Writing ..... Brenda Garno  
Additional Material ..... Kevin Bulmer, Craig Foster,  
Robin Matthews, Charles Miles, Matt Stott  
Executive Producer ..... Robin Matthews  
Music ..... Ben Daglish  
Sound Effects ..... P.C. Music Limited  
Voice Characterizations by ..... Dave Finchett  
Vocals Recorded at ..... Media Forge, Wolverhampton, U.K.  
Game Manual ..... Charles Miles  
Playtesters ..... Joseph Alessi, Nathan Bruyere,  
Robert Costello, Bill Dedi, Pamela Dreizen,  
Brenda "Ornithopter's Revenge" Garno,  
Barry Gelfand, Steven Al Hartzell,  
Megan Hartzell, Dan Hosmer,  
Barry "One Shot" Kiah,  
Ted Kingsbury, Jason Lewis,  
Phil "Axe Man" Lewis,  
Phil "Off By One" Mitchell,  
Joan McKeown, Mike Montgomery,  
Lisa Moore, Moon Mulligan,  
Michael Percell, Clancy Shaffer,  
Dan "Freak" Sherry, John Williams





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## Welcome to *Druid*

*Druid: Dæmons of the Mind* is a fantasy role-playing adventure. In a role-playing game, you become another character—a heroic warrior, a treacherous spy, an alien mutant—and guide that character through exploits and adventures.

The first role-playing games were played using just pen, paper, and dice. They were a lot of fun! The only problem was that you spent as much time rolling dice, making calculations, and dealing with paperwork as you did exploring or vanquishing foes. Sometimes you felt more like an accountant than an adventurer.

Then, someone got the bright idea of putting role-playing games onto computers. The player could concentrate on having fun, while letting the computer handle all the details. The only problem was that it could take a lot of time to learn to play before you got to the fun stuff.

With *Druid*, we've kept the fun parts of role-playing, like battling strange creatures, casting powerful spells, and exploring new worlds. The statistics and number crunching of a role-playing game are there in the background, but you won't have to worry about them. The game interface is simple, so you won't have to spend hours paging through the manual, either. You can do just about everything in the game, from casting spells to talking to other characters, with a mouse click or two.

You should be able to jump right into the game without having to read the whole manual. There are a few things we recommend you read first, though:

- To get the game up and running, read the quick reference card. The reference card also gives a short summary of the game commands.
- If you're new to games, or are just stuck at the beginning, check out Appendix Two: Starter Hints.

Now get ready. You're about to become a sorcerer, an adventurer, an explorer... a **Druid**.

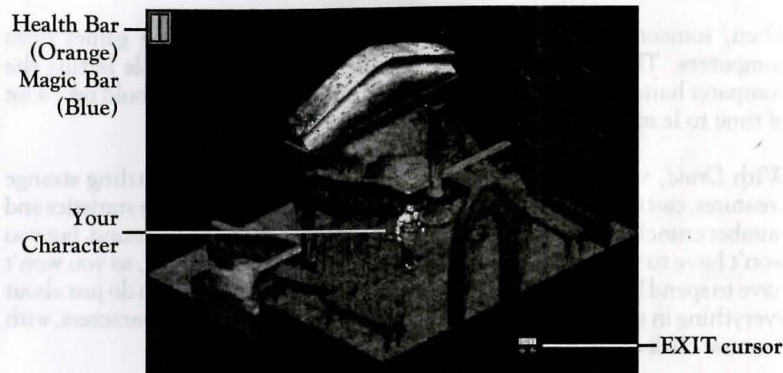




## Exploration

When the game begins, you'll find yourself in a place you've only seen in your dreams. You'll have to take a look around to discover who brought you here, and why.

The Adventure Screen shows your character as he forges his way through his adventure. The Adventure Screen is also where you do all your exploring, fighting, and interacting with other characters.



The Adventure Screen

Exploring the world of *Druid* is easy. To move your character, point the mouse cursor at where you want to go. Then, left click. Your character will start walking towards that point. If you click on an obstacle, such as a wall or a pit of burning lava, your character will stop before colliding with it (he may be musclebound, but he's not stupid).

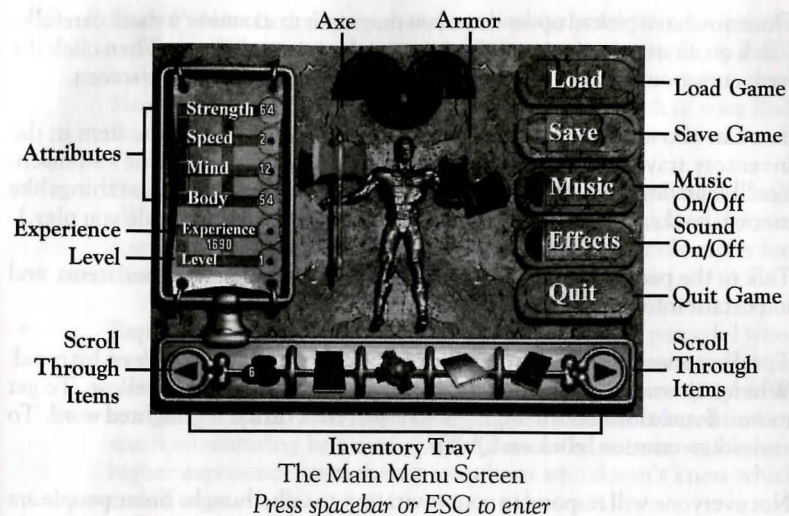
To leave the room you're in, move the mouse cursor around until it turns into an EXIT sign. If you left click with an EXIT cursor, your character will walk out the exit and into a new room. **Hint:** in the beginning of the game, you'll be in a locked room, so you won't see an EXIT cursor until you figure out a way to unlock the door. See Appendix Two: Starter Hints.

Your character will find all sorts of useful items during his travels. To look for items, move the cursor over the screen. If the cursor turns orange, there's something there. To find out what an object is, left click on it. You'll get a description of what you've found. To pick the item up, left click on it again.

- Click on an item once to find out what it is.
- Click on the item again to try to pick it up.

If your character is able to pick the object up, you'll be taken to the Main Menu Screen. The item will appear in the inventory tray at the bottom of the screen.

## Exploration



From the Main Menu Screen, you can select and use items, load and save the game, change game options, and look at your character's statistics. To bring up the Main Menu Screen from the Adventure Screen, press ESC or the spacebar. To return to the Adventure Screen from the Main Menu, hit the spacebar or the ESC key.

Once you've picked up an item, you can use it on other items. Before using an object, you first have to put it in your character's hands. Bring up the Main Menu Screen by pressing the spacebar. Pick up the item you want to use in the inventory tray by clicking on it. (If you can't find the item you're looking for, click on the inventory tray arrows to scroll through your inventory.) You can now use the item in your character's hands by clicking the item where you want to use it. Here are some examples:

- To unlock a door with a key you've found, click on the key in the Main Menu Screen. Exit the Main Menu Screen and click the key on the door. If the key fits, the door will open.
- To buy something from another character, click on the coins in the Main Menu Screen, exit the Main Menu Screen, and click the coins on the character you're trying to strike a bargain with.

Some items can't be picked up because they're too large (a boulder the size of a small dragon, say) or because the item isn't useful in your adventures (such as a ten volume encyclopedia on worm breeding). You may still be able to use the item, though. To try to use an item that you can't pick up:

- Click on the item once to get a description of it.
- Click on it again to try to use it.



## Exploration

### Looking at Objects

Once you have picked up an item, you may want to examine it more carefully. Click on an item in the inventory tray to turn it into a cursor. Then click the item cursor on the eyes of the gold figurine in the middle of the screen.

### Eating Things

You can also eat certain items, if you get the urge. Click on the item in the inventory tray that you want to eat. Then, click on the figurine's stomach. You'll snarf down the item if it's edible. (The game won't let you eat things like money, books, or rocks. We don't want you getting queasy while you play.)

### Talking to Characters

Talk to the people you meet in your adventures. They have clues, items, and important information for you.

To talk to another character, left click on him. He'll tell you what's on his mind. When a character speaks, certain topics will be highlighted in yellow. To get more information about a highlighted topic, click on the highlighted word. To end a conversation, click on QUIT.

Not everyone will respond to your invitation to talk, though. Some people are just too busy to chat. Others won't reply because what they really want to do is lop off your head and serve it on a platter. (The **Combat** section of the manual explains how to deal with these louts.)

### Character Attributes

Keep a close eye on your character as you guide him through his adventures. You should keep him in top fighting form. There's nothing worse than picking a fight with a couple of twisted green monstrosities, only to discover your character is only a Body Point or two away from death.

To see how your character is doing, take a look at the left side of the Main Menu screen. Here, you'll find your character's attributes. Like anyone else, your character has his own strengths and weaknesses. In *Druid*, those strengths and weaknesses are summed up by the character's **attributes**. These attributes are:

- **Strength:** Strength measures the physical power of your character. It's most important in combat. Stronger characters do more damage to their enemies and stand a better chance of breaking through their enemies' defenses.
- **Speed:** Speed indicates how fast your character can move and react. It plays a major role in combat. The faster a character is, the easier it is for him to attack and defend successfully.
- **Mind Points:** Mind Points measure your character's current mental power. Mind Points are used up as you cast spells, so it's always a good idea to monitor how many your character has left. Certain items can be used to restore Mind Points.

## Exploration

- **Body Points:** Body Points show how healthy your character is at the moment. When your character is hit by a monster, his Body Points may fall. If his Body Points fall to zero, your character is dead. Needless to say, it's extremely important to keep track of your Body Points! The Heal spell can restore Body Points, as can certain items.
- **Experience Points:** Your character earns experience points for doing all sorts of things, from slaying monsters, to finding hidden items, to completing quests. The more experience points your character has, the higher his experience level.
- **Experience Level:** Your character will become more powerful when he reaches higher experience levels. The higher a character's experience level, the better he is at all sorts of things, from swinging his axe to casting a spell. Your character's experience level is based on how much adventuring he's done. A battle-scarred veteran will have a higher experience level than a greenhorn who doesn't know which end of an axe is up.

You can also keep an eye on your character's Body Points and Mind Points by monitoring the two bars in the upper-left hand corner of the Adventure Screen. The blue bar represents Body Points, while the orange bar measures Mind Points.

You can save your progress in the game by going to the Main Menu Screen and clicking on **Save**. Be sure to save whenever you're trying new, dangerous, or silly things. If the experiment doesn't work, no problem—just load the saved game. (If only real life were so simple! "No, Mr. Taxman, I didn't pay my income taxes, but if you'll just allow me to load my April 14th saved game . . .")

If you've just ended up on the losing side of an axe fight, select Load from the Main Menu screen and you can go back to a game you had saved previously.

If you prefer your own off-key humming to *Druid*'s soundtrack, just click on Music to turn off the game's music.

To keep your neighbors from asking about the strange noises they hear at four in the morning, click on Sound on the Main Menu Screen. This will turn off *Druid*'s sound effects.

To quit the game so that you can snooze, grab some food, or even work, click on Quit on the Main Menu Screen.

Here are some general hints to remember during your travels. Try all the exits from a location. Search each location carefully. If you find something, click on it twice—once to see what the item is, once more to see if you can take or use the item. Combine items in your inventory to see if you can make something new out of them.

Save

Load

Music

Sound

Quit

Exploring  
Tips



## Magic

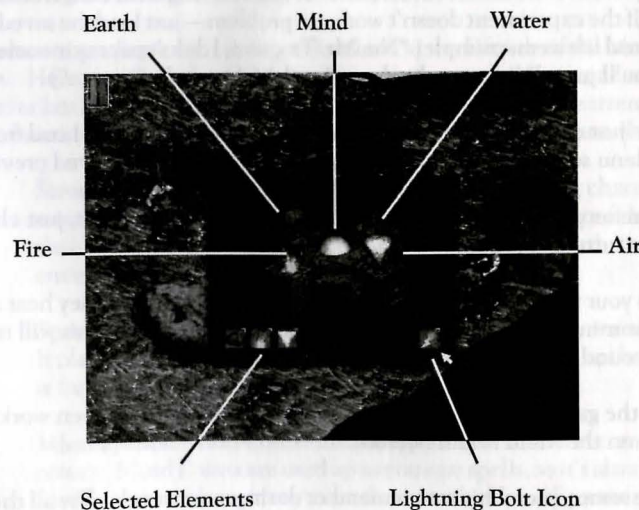
Magic is an essential part of a Druid's life, the thing that makes him different and more powerful than mere humans. As your character explores the dangerous world of Navan, he'll gradually uncover the hidden secrets of the Druids' magic. Magic is particularly useful against monsters—a well-aimed fireball will save your tattooed hide in many situations.

### Casting Spells

To cast a spell, click the right mouse button. Your character's amulet appears in the center of the screen. At the four corners of the amulet, you'll see the four elements. The drop symbolizes water, the whirlwind symbolizes air, the rock symbolizes earth, and the fire symbolizes, uh, fire. In the center of the amulet is a gemstone, representing the Mind.

You can mix these different elements together to form a spell. To create a spell, click on each element you want to include in it. For example, a fireball consists of fire (naturally), earth (the stuff that burns), and air (to make the burning ball of stuff fly through space). So, to create a fireball, click on the rock, the fire, and the whirlwind, in that order. The elements you have selected will appear as a row of icons.

After you've selected the elements in your spell, click on the lightning bolt icon in the lower right corner. Your amulet disappears from the screen, and the mouse cursor turns into a lightning bolt. You're now ready to cast your spell.

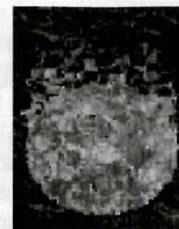


The Spellcasting Screen  
Click on right mouse button to enter

## Magic



Position the lightning cursor on the item you'd like to zap, typically a monster or other foe. Click the left mouse button, and the fireball will leap to its target.



Spellcasting temporarily drains your character's mental energy, burning up some of his Mind Points. If you don't have enough Mind Points to cast a spell, it will just fizzle harmlessly, and you'll see a whitish explosion over the creature. Keep a close eye on the blue bar representing your Mind Points. You'll find it in the upper left corner of the Adventure Screen.

If you do run out of Mind Points, you'll have to find a way to restore them. There are various ways to restore Mind Points in the game. You'll discover those methods by exploration and experimentation. Until you do find a method, make sure you use your Mind Points wisely!

The higher your experience level, the higher your maximum number of Mind Points. When you achieve higher levels, you'll be able to cast more spells. Early on in the game, don't cast spells just for the heck of it, or use a high-power spell when a lower-powered one would do. Otherwise, you'll just waste Mind Points on a spell that fizzles (indicated by a whitish explosion over the target), and your character will quickly turn into a Druid-flavored snack for some passing creature.

Magic is an intricate art that requires one hundred percent of your character's attention. He can't just zip off a spell while he's jogging around, or reading a book, or tripping over his bootlaces. Make sure your character has the time and freedom to weave his magic.

Obviously, your character can't concentrate while he's being hacked at ("Let's see: fire, earth—OOF!"). Be sure to cast your spells before the enemy attacks. One good method is to soften the opponent up with a spell or two, then to close in and finish him off with your battleaxe.

### Targeting Spells

### Magic and Mind Points

### Magic Tips



## Magic

### The Magic of the Druids

The Druids' magic is based on the four elements they held sacred: Earth, Air, Fire, and Water. Earth provides massive strength and solidity. Air supplies motion. The vital liquid, Water, supports life itself, while Fire furnishes heat, power, and destructive force. These four components, combined in millions of different ways, make up everything in the material world, from the mightiest mountain range to the most delicate spider web.

As the Druids studied the four elements, they discovered ways to make the elements do their bidding. To the elements, the Druids added the power of the Mind. By using the Mind's strength and discipline, the Druids harnessed the raw magic of the elements. To channel this magic into spells, Druids used the amulets they wear around their necks.

All knowledge of magic is kept a closely guarded secret. Magic is too powerful, the Druids say, to fall into the hands of the untrained. Despite their best efforts, information about a few of the Druids' spells has leaked out. The following are the known spells; a brave soul who searched the land carefully could doubtless discover many more.

**Note:** A spell's cost is the number of Mind Points (M.P.) needed to cast it successfully. In addition to Mind Points, casting spells requires certain magical items—the more powerful the spell, the more powerful the item required. It is rumored that there are ways to make each spell even more powerful.

Spell Name	Elements	Cost
<b>Rock Storm</b> <i>A hail of stones surrounds and stings the target creature.</i>	Earth, Earth, Air	2 M.P.
<b>Fireball</b> <i>A burst of flame flies to the target and singes its skin.</i>	Earth, Fire, Air	4 M.P.
<b>Minor Heal</b> <i>A soothing aura partially heals you.</i>	Earth, Air, Fire, Water	7 M.P.

## Combat

Sooner or later, you will come across hostile forces that you can't ignore or outrun. A Druid's best friend is his battleaxe in such cases. Fighting is easy in *Druid*, but we recommend you read this section carefully before trying your hand with a blade.

Combat begins when you come within weapon range of a creature. To attack in combat, left click on the part of the opponent you want to strike. You can customize your attack to hit your foe where he's weakest. Click on your opponent's head or shoulders, and you'll deliver a high overhead chop that will knock the dandruff out of him. Click on your opponent's body, and you'll deliver a lower swing that will split your opponent's sides (literally).

You can protect yourself from the enemy's attacks by using defensive moves. During combat, click on your character's body and he'll try to block the attack. The enemy can do the same, so don't assume all of your attacks will hit!

Even the bravest hero may have occasion to flee from a fight. Right click during combat to have your character attempt a tactical retreat. Your opponent may come after you, though, so watch your back.

Patience and cunning work better in battle than just clicking away frantically. You'll find that you'll do better if you time your blows carefully. The higher your character's Speed, the faster he'll be able to attack.

You will have to use different tactics for different enemies. Some creatures can be easily done in with high attacks, while others are vulnerable to low ones. Some are slow and stupid; others are quick and deadly. It's up to you to spot your enemy's weakness—if he has one!

Defensive moves are good for breaking up your opponent's attacks. Remember, though, that no one ever won a battle just by dodging. Your enemy may break through your defenses if you try to defend for too long.

If you want to wipe out the bad guys with magic, do it before they get into combat range. Your character won't be able to concentrate on his spells while he's engaged in hand-to-hand combat. Using magic first will make close-up combat easier, but also uses up Mind Points.

Don't forget, discretion is the better part of valor. If you're down to your last few Mind Points and Body Points, don't try to tackle a mob of monsters. When your character's Body Points are low, he is weak and is unlikely to land any hits. Try to stay out of the monsters' way until you've restored your health and magic.

Attacking

Defending

Fleeing

Combat Tips



## Appendix One: Ogham

### Ogham: Language of the Elders

B	M	EA, CH, KH
L	G	OI, TH
F, V	NG	UI, P, PE
S	ST, Z, SS	PH, IO
N	R	
H	A	
D	O	
T	U, W	AE, X, XI
C, K	E	
Q	I, J, Y	

## Appendix Two: Starter Hints

This mini-walkthrough will introduce you to *Druid's* commands and tell you how to escape from the locked room at the start of the game. Don't read any further unless you want hints!

You begin the game in a small room. The first thing to catch your eye is that large book on the table. Put the mouse cursor over the book and click the left mouse button. Your character walks over to the book. *Welcome to the Common Ground.* How nice—it must have been left by the Welcome Wagon!

Click on the book again. Your character picks up the book, and you're taken to the Main Menu Screen. The book your character just picked up is now in the inventory tray at the bottom of the screen, along with some coins and an amulet.

Click on the book in the inventory tray. Notice that the cursor has changed shape—it now looks like the book. Move the book cursor up to the eyes of the gold figurine and left click. Your character reads the book.

After you're done reading, click the book icon on the figure's stomach. Nope, you can't have the book as a snack.

To turn the book cursor back into an arrow cursor, click the book cursor on any part of the figurine (except for the eyes and stomach—you've already read the book, and you don't want to eat it). The book will return to the inventory tray. To return to the Adventure Screen, right click or hit the spacebar.

Now try to leave the room. Click the door frame on the right side of the screen. Uh-oh! You're locked in.

Perhaps you should take a closer look at the bookshelf. You can search the bookshelf by running the arrow cursor over the shelves. When the cursor turns orange, you've found a book you can read.

As informative as the books are, most of them won't help you with that locked door. In the middle of the bookshelf, though, you'll find a book entitled *A Celtic Miscellany*. Instead of words, this book contains a gemstone!

Now what use could that be? Take a look at your amulet. Something about the shape of that circle in the middle . . . Aha! Click on the gemstone to pick it up. Now click the gemstone cursor on the amulet. A perfect fit! And what was that click?

The door is no longer locked. Return to the Adventure Screen, and move the cursor over the door frame. Instead of an arrow, you should now see an EXIT sign, indicating you can now leave by that door. Left click, and your character will walk out the door and into the many adventures of *Druid*.



## Appendix Three: Help!

### In the United States and Canada

See inside front cover for phone numbers and hours of operation

If your game isn't working as you expect it to, feel free to call us at (315) 393-6644 (sorry, we don't give game hints on this number... tech support people don't play the game, so they'd just have to make it up anyway). Technical Support lines are open Monday through Friday, 9 a.m. to noon and 1 p.m. to 5 p.m. Eastern (except holidays, when they're open from noon to 4 p.m. Eastern). You may also fax us at (315) 393-1525 or write to us at:

Technical Support  
Sir-tech Software, Inc.  
P.O. Box 245  
Ogdensburg, NY 13669

If your disk has become unreadable within 30 days of purchase, return it with a dated, original receipt to Sir-tech Software, Inc. for a free replacement. After 30 days, enclose \$10.00 to cover costs of media restoration or replacement plus \$2.50 to cover shipping and handling. (NY residents, please add 7% sales tax to the total of repair and shipping.) Prices are subject to change without notice. Please include the following information in your package. Failure to do so could delay processing time:

- Original CD or diskettes
- Warranty card (if not already sent to us)
- Letter explaining problem and computer configuration
- For free replacements within 30 days, original and dated sales receipt (it will be returned to you)
- For replacements after 30 days, \$10.00 repair charge plus \$2.50 shipping handling fee and tax if applicable

When you contact us, please have ready your computer make, operating system, total amount of memory, and amounts of extended and expanded memory. Also, please tell us if your computer has any special start-up programs or memory resident programs. For the fastest service, be at your computer and have your computer on.

Please return your warranty registration card. Doing so will guarantee you the fastest possible repair or replacement of a damaged diskette. We'll also be able to let you know about upcoming and newly released Sir-tech products so you can share in the fun.

## Appendix Three: Help!

From time to time, Sir-tech issues program updates. If you're having trouble with the game, please contact our Technical Support staff. We may have an update that solves your problem. Updates are frequently available on CompuServe as well.

For on-line support of *Druid* and other Sir-tech products via CompuServe, contact us in the Game Publishers B Forum (GOGAMBUPUB). Our CompuServe ID number is 76711.33. You may also get hints from your fellow gamers in the Gamers Forum (GO GAMERS). By joining CompuServe and the Game Publishers Forums, you can get the latest product updates, read new product announcements and download demos of upcoming Sir-tech games. If you are not already a member of CompuServe, call (800) 524-3388 and ask for representative 451 to get your free introductory membership and an on-line usage credit. Sir-tech neither endorses nor implies an endorsement of any on-line information service.

To contact us from the Internet, send e-mail to 76711.33@compuserve.com.

Getting a busy signal on the hints hotline when you dial us? When a game is first released, that's not uncommon—lots of people are trying to get through. Remember, you can still fax us. Our phone lines are typically less busy on the weekend. If you can save your call 'til then, you might want to consider it. Weekend hotline hours are 12 noon to 4:00 p.m. Eastern. You may also write to us. We have someone waiting to answer your letter.

Hints Hotline  
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As you play *Druid* and read its manual, you may think of ways we can improve our products. If you do, we want to hear from you. Send your comments, compliments, criticisms and suggestions to:

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Updates

Contacting  
Us  
On-Line

Busy  
Signal?

We  
Want  
Your  
Input!

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Support

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Return  
Your  
Warranty  
Card



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Drinking Items .....	4	Worms, Breeding .....	3
Eating Items .....	4		
Elvis .....	has left the building		
Examining Items .....	3		
EXIT Cursor .....	2		
Experience Level .....	5		
Experience Points .....	5		
Fireball Spell .....	8		
Fleeing .....	9		
Health Bar .....	2		
Heal Spell .....	8		
Hints, Starter .....	11		
Help! .....	12		
Installation .....	See Ref. Card		
Items, Drinking .....	4		
Items, Eating .....	4		
Items, Examining .....	3		
Items, Taking .....	2-3		
Items, Using .....	3		
Level, Experience .....	5		
Load .....	5		
Magic .....	6		
Magic Bar .....	2		
Magic Tips .....	7		
Mind Points .....	4		
Moving Around .....	2		
Music .....	5		
Ogham .....	10		
Pumpkin Man .....	is in Duluth		
Quit .....	5		
Rock Storm Spell .....	8		
Save .....	5		



# Coming Spring 1996!



## Shadows Over Riva

*Third in the award-winning  
Realms of Arkania series*

Something sinister is happening in the seaside city of Riva. As the war with the Orcs drags on, a sinister force infiltrates the town. *Shadows Over Riva* lets your party of adventurers explore the streets and alleyways of Riva in search of its terrible secret. You'll have to muster all of your courage and daring to uncover the truth in this intricate, all-new story.

### Features:

- Experience the rich, detailed fantasy world of the series that has already won more than a dozen awards. "The game system is incredible"—*PC Gamer*, Nov. 1995.
- Enhanced, smooth-scrolling graphics with realistic terrain.
- Incredible CD soundtrack.
- New combat options. Tell the computer your combat style, and let it plan your attack.
- Based on *Das Schwarze Auge*, Germany's best-selling role-playing system.

# Coming Soon!



## Nemesis

A ~~Wizardry~~ Adventure

Breathtaking adventure and inviting role-playing meet in this intriguing world of fantasy and imagination. A true blend of adventure and role-playing, *Nemesis* upholds the essence of quality entertainment.

### Features:

- An epic story line filled with intrigue and mystery
- Thousands of frames of gorgeous, SVGA, 3D graphics
- Intuitive Interface
- Single-Player Perspective
- Responsive Real-time Combat
- Spectacular Sound Effects and Complete Digitized Speech

The puzzles of adventure join the magic of role-playing  
—a new twist— created in the tradition of *Wizardry*.



(P.S. Look for the next Classic Wizardry Scenario in 1997!)



# Coming Spring 1996!

## JAGGED ALLIANCE<sup>®</sup> HEAD TO HEAD

*Head to Head* creates a new dimension in tactical combat by adding the most exciting challenge of all: other people who want to kill you! Wipe out your friends and enemies with new modem, network, and serial connection play. It's intensely and immensely entertaining, with all the mercenary interaction that *Jagged Alliance* made famous.

### Features:

- New mercenaries, *plus* all the original *Jagged Alliance* mercs with brand new dialogue.
- Single Player Campaign play, where missions become increasingly more difficult. Battle up to 32 enemies, all with superb computer AI.
- Up to four players can go head-to-head via a network, while two players can battle it out over a network, modem, or serial link.
- Choose fast and furious Quick Conflicts, or the intense competition of Campaign Play.
- New weapons to help you blaze your way to victory.
- Customize your missions with the included scenario editor.
- Original *Jagged Alliance* not required!

## This Time It's Personal!

# Coming Spring 1996!

## Wizardry Gold

*Wizardry: Crusaders of the Dark Savant* is one of the most popular fantasy games ever created. Now, for the first time, all of the excitement of the original award-winning game is available to users of Windows, Windows NT, Windows '95, and the Macintosh! We've added enhanced graphics, new animations, new sounds, and fun desktop accessories to make *Wizardry Gold* a whole new experience.

### Features:

- The intricate plot, thrilling combat and sophisticated role-playing of the original game.
- The same CD runs on the Macintosh, Windows, Windows NT, and Windows '95.
- Bring the world of *Wizardry* to your desktop! The full game, **plus** sound samples, screensavers and other cool stuff. Terrify your co-workers with a T'Rang screensaver, or astonish them with a Umpani sound bite.
- Hear the characters talk for the first time! Full digitized game narration and character speech.
- Completely new soundtrack and effects for added excitement.
- New animated 3D sequences bring a new dimension to the opening and closing sequences.
- Lost? Confused? Help is only a keypress away. *Wizardry Gold* includes a built-in hint guide, plus strategy hints and secrets.
- Comes on a handy CD-ROM.

## Coming Soon! DRUID II

Your adventures in the strange world of the Druids continue. *Druid II* features the eye-popping graphics and user-friendly interface of the original game, plus new features and enhancements. More foes to defeat, spells to learn, and mysteries to unravel.



# Available Now

## Wizardry The League of the Crimson Crescent

A Novel  
by James E. Reagen

While spelunking in the Adirondacks, Bill Evans mysteriously loses consciousness. When he awakens, he finds himself in a bizarre land of orcs, felpurs, dragons, rawulfs, and lizardmen. With the help of a magical sword and newfound friends, former accountant Bill Evans is soon dubbed Bill the Just, champion of the downtrodden, hero of the oppressed!

Good King Liam is dead and the Unnamed One rules, enslaving humans, imprisoning all who oppose him, and murdering any who dare mention the peaceful days long since past. When Bill deftly decapitates a ruthless dracon slaveowner and liberates the human chattel, rumors race through Trilius. Does the rebellion still exist? Could it be that the League of the Crimson Crescent lives?

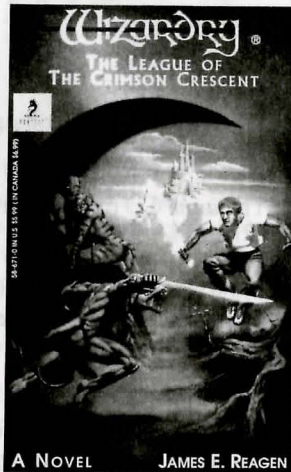
Find out in the first *Wizardry* novel from Prima Publishing. Enter the exciting world of *Wizardry*, and experience adventure in the grand tradition of heroic fantasy!

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# Available Now

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**Realms of Arkania: Star Trail.** Winner of four 1994 RPG of the Year awards! Rifts between the Elves and Dwarves deepen as the Orc menace looms. Features dozens of spells, diary, automapping, animated isometric combat, print character option, and digitized speech on the CD-ROM version. VGA, Hard Drive. Supports popular sound cards. Specify medium: 3.5" diskette or CD-ROM ..... \$59.95

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