I. Introduction

The sun is setting in the east as the shadows descend upon the land of HanOth. The racial hatred between the races of HanOth has escalated to the point of war. Not just war between two races, or three, but war between all races.

It was not always this way. At one time the creatures of this land lived together as one. Then, a new race stormed down from the Mountains of Mayhem in the west. They became known as "Borcks." Much like humans, they came in all shapes and sizes. They all posessed different skills. They had two features which separated them from humans, though. They had flaming orange skin, and black eyes. Eyes as black as the darkest night. It is said that they can inspire fear in a man with a single glance.

They attacked swiftly with full force. First they devasted the port cities of the Minotaurs, moving on to the trading towns of the humans, and even the mountain home of the dwarves. The races blamed each other for the attacks. Hatred grew to new heights. Councils of Peace were held. Repeatedly, angry diplomats from each race left. Fields and crops were left unattended as men and beasts departed to fight each other.

The whole continent is being torn apart. Soon the economy will crash and the food supplies will run out.

The wind blowing from the west catches a sickening smell of death, destruction, and war. It is the last smell that makes you shiver. You realize that this last nauseating stench is the Scent of War.

II. Requirements

The Scent of War I. - Damn Those Demons works with the following minimum requirements.

> Windows 95
> Mouse
> 4 MB RAM (8 MB reccomended)
> Approximately 11 MB available hard disk space
> Soundblaster or a compatible sound card

III. Installation Instructions

1. Go to the "MS-DOS Prompt" in the "Programs" section of the taskbar OR go to the Windows Explorer.
2. Go to the directory that contains the Scent of War I. Setup File
3. Run SETUP.EXE
4. Follow all of the onscreen instructions.

IV. Game Files

After installing The Scent of War I. - Damn Those Demons, a directory will be created that contains the files that are necessary for the game to operate. If any of these files are missing, the game will not operate correctly.

The files in your directories should include:

SWI.EXE	- The Scent of War I. Executable File
CHARACES.DAT	- character race data
SWI.DOC	- instructions/documentation
ORDER.FRM	- an order form for registering The Scent of War I.
*.MAP	- maze files
*.WAV	- sound effects

V. Lets Begin!

Now that the program has been installed, you are ready to play. Simply click on the Scent of War icon and the game will begin to load. A small green dialog box will appear, displaying the message "INITIALIZING The Scent of War I. - Damn Those Demons." At this time, all of the game's graphics are being loaded into your computer's memory. This could take a little while. The blue bar on the dialog box shows how much of the data has been loaded.

When the data has finally been loaded, a title screen will be displayed. Clicking the BEGIN button will bring you to the Main Menu.

VI. The Main Menu

The Main Menu gives you the initial options:

INTRODUCTION
BEGIN ADVENTURING
LOAD A SAVED GAME
CREATE A NEW CHARACTER
ADD CHARACTER TO PARTY
VIEW CHARACTERS
EXIT

INTRODUCTION is used to view the game's introduction. Here you will receive background   information about the game.

BEGIN ADVENTURING allows you to start playing the game. This option will not be available   until you have loaded a saved game or added characters to your party.

LOAD A SAVED GAME brings you to a menu where you can resume a game that has been   previously saved.

CREATE A NEW CHARACTER is used to make a new character. Instructions on creating   characters can be found in Section VII.

ADD CHARACTER TO PARTY allows you to add previously created characters to the party.   The party is a group composed of up to five characters. When you play, you will be leading this   group on many adventures and into many battles.

VIEW CHARACTERS displays a list of the characters currently loaded into the party. Here you   can choose a character to view. You will be able to see a summary of the character's name, race,   class, and statistics. You will also see a picture of the selected character.

EXIT will allow you to quit playing The Scent of War I. - Damn Those Demons.

VII. Creating a New Character

In order to create a new character, you will be presented with an option screen that will allow you to choose the character's race, sex, class, name, and statistics.
The first option that you will be presented with is the race of your character. There are ten races from which you may choose. Each race has its advantages and disadvantages, as well as restrictions on the classes it may choose from. You will be able to choose from the following races.

Dwarf   - Dwarves are short, stocky humanoids. They are usually about
                4.5 to 5 feet tall, weighing 150-200 lbs. Most of this
                  weight is from their large muscle mass. They are extremely
                strong, but aren't too friendly. They can't be Knights,
                        Rangers, Mages, or Assassins.

Elf   - Elves are a fairly tall race of intelligent humanoids. They
                stand between 5 and 5.5 feet tall, and weigh 110-150 lbs.
                        They are noted for their brown hair and brilliant green
                eyes. Intelligence is their main asset. They can be
                 any class except Knight.

Gnome   - Gnomes are a funny, likable race that are distant cousins
                to Dwarves. They stand between 4 and 4.5 feet tall, and
                    weigh about 75 lbs. They are quite charismatic. They
                can't be Knights or Assassins.

Halfling - Halflings are a very diminutive race of humanoids.
            They are usually between 3.5 to 4.5 feet tall, and
            weigh from 50 to 80 lbs. They have high dexterity
            and charisma, but aren't very smart or strong. They
            can't be Knights, Mages, Clerics, Barbarians, or
            Gladiators. They have an innate ability to create
            illusions to hide the whole party.

Sprite   - Sprites are a tiny race of winged humanoids. They
            stand between 1.5 and 2 feet tall, and weigh between
             25-40 lbs. They are very weak, but are highly
            intelligent, and excel in magic. They can't be
             Warriors, Barbarians, Assassins, Gladiators, Knights,
            Merchants, or Rangers. Sprites have the ability to
             use telekinetic powers to hold the enemy and perform
            some minor healing to their party simultaneously.

Tigris   - Tigris are a race of tiger-like female humanoids. They
            stand between 5 and 5.5 feet tall, and weigh 100-140 lbs.
             They are very agile and intelligent, but aren't well
            liked. They can't be Barbarians, Clerics, Knights,
             Gladiators, or Merchants.

Human   - Humans are a tall, but otherwise average race of humanoids.
            They stand 5.5 to 6.5 feet tall, and weigh 140-230 lbs.
             They have no special qualities or powers, but have
             the ability to be any class.

Minotaur - Minotaurs are a race of Bull/Humans. They are very
            large, standing between 6.5 and 7.5 feet tall, and
             weighing roughly 275 lbs. Minotaurs are always male.
            They are very strong, but lack in intelligence and
             charisma. They can't be Knights, Mages, Clerics,
             Thieves, Merchants, or Assassins. Minotaurs can ram
             their opponents with their large horns.

Reptillian - Reptillians are basically Lizard/Humans. They are
              fairly large, standing 6 to 7 feet tall, and weigh
               140-210 lbs. They are fairly strong, but aren't
              very smart or likable. They can't be Knights, Clerics,
               Rangers, or Merchants. Reptillians have acidic saliva
               that they can spit at their opponents.

Undead   - Undead are corpses of humans that were reanimated
             instead of being buried or raised from the dead. They
             are the size and weight of normal humans. Because of
             their stench, they have virtually no charisma. They
             make up for their lack of charisma with their great strength.
            They can't be Clerics, Merchants, or Assassins.

        Next, you will be presented with the option to select the sex of your character. Gender in no way will effect your character's choices of classes or your character's statistics. It has no bearing on the game play whatsoever. Gender is an option in this game only to allow a larger number of different characters to be created. There are two races, however, that are restricted on what race they can be.
        Minotaurs are not allowed to be female. In the land of HanOth, all minotaurs are born male. They are the offspring of a minotaur and a female human. When a minotaur and a female human mate, the offspring is invariably a minotaur.

Tigris are not allowed to be male. Because tigris are so reclusive, and tend to live deep in the forests of HanOth, it is unknown at this time exactly how they reproduce. It is suspected that they mate with male elves or possibly tigers.

After choosing your character's sex, you will then be allowed to choose your character's class. Your character's class is his or her occupation. In total, there are ten classes from which you can choose. Some of these classes may not be available, depending on your character's race. The classes from which you may choose are as follows.

Assassins - Assassins are trained killers. They know how to
               sneak up on a person or creature, and kill it with
               one blow. They can use light armor and weapons.
               Their special power is the ability to assassinate an
               enemy, or kill it with one blow.

Barbarians - Barbarians are powerful, wild fighters. They will
               attack with disregard to their own bodily harm.
                 They wear light armor, but use any weapon available.
               Their special power is the ability to go berserk and
               hit an enemy for an extremely high amount of damage.

Clerics   - Clerics are quiet priests. They learn clerical spells
               such healing and blessing. They use any armor*
                and blunt, or bashing weapons. They have no special
               powers.

Gladiators - Gladiators are highly trained fighters. They are
               They are efficient, calm warriors. They learn
                to use all bladed weapons and all armor types.*
               Their special power is the ability to decapitate an
               enemy with one swing of the blade.

Knights   - Knights are extremely well conditioned fighters.
                 They can use all weapons and armor, including the
                infamous Knight's Mail. Also, high level Knights
               have been known to be able to use Clerical Spells.
               They are so well known for their fighting skill that
               their special power is the ability to scare enemies
                  away from a battle.

Mages   - Mages are highly trained in magic. They can cast
                 magical spells, but they are poor fighters. They
               can use daggers or staffs, and robes, cloaks, or
                 specially made armor. They have no special powers.

Merchants - Merchants are traders. They can sell goods at a
                higher price than other classes, and buy at lower
                  prices. They can use light armor and weapons.
               They have no special powers.

Rangers   - Rangers are close with nature. They are excellent
               fighters, and can summon animals to help them. They
               can use all types of weapons and armor.* High level
               Rangers can cast a few spells. Their special power is
               their ability to call animals to help them.

Thieves   - Thieves are robbers and burglars. They are decent
                 fighters, and are great at stealing items and money.
                 They can use light weapons and armor. Their special
               power is their ability to pick their opponents' pockets.

Warriors - Warriors are great fighters with no magical ability.
They can use any weapons and armor.* They have no
special powers.

    * Knight's Mail is excluded.

    After selecting your character's class, you are now ready to choose your character's name. Your character's name may be up to ten letters long. It may only contain letters and spaces. If you attempt to type a name longer than ten letters long, a warning screen will pop up and you will be asked to enter a different name.
    A character's name is a very important aspect of this game, and it should not be overlooked. If you think that the name you choose for your character will have no bearing on the amount of fun you will have playing the game, you might be wrong. Your characters' names will appear many times throughout the game. Do not choose a name that will annoy you every time you see it. Names like "Geeko" and
"The Dork" may inspire a laugh at first, but will probably annoy you when you see it on the screen for the fifteen-hundredth time.
    Now that you have finally finished the painstaking process of choosing a name for your character, it is time to deal with the most important aspect of the game: statistics. There are five basic statistics in The Scent of War I. - Damn Those Demons. They are listed below.

    Strength - Strength is a measure of the absolute brute force
that your character can produce. It is essential in
fighter class characters, such as Knights, Rangers,
Warriors, and Gladiators. It will determine the
amount of damage your character can do in combat.
Strength is rated from 1 - 22, with 22 being the strongest.

    Dexterity - Your character's manual skill is his or her dexterity.
Dexterity is essential in Thieves and Assassins, and
is quite useful in all character classes. Dexterity helps
determine how often a character will hit in combat, as
well as how easily a Thief or Assassin can pick a lock.
Dexterity is rated from 1 - 22, with 22 being the best.

    Intelligence - Intelligence describes how smart a character is. It is
essential for a powerful Mage or Cleric. Intelligence
determines how often a character's spell casting
attempts will be successful. Intelligence is rated from
1 - 22, with 22 being the most intelligent.

    Charisma - Charisma is a measure of how other people you
encounter in the game will react to your character.
Charisma is not a measure of how good-looking your
character is, but is an overall judge of your character's
personality and how your character carries him or herself.
Charisma is useful mainly by Merchants, but is
a good trait to have. Charisma is rated from 1 - 22, with
 22 being the most well-liked.

    Hit Points - Hit Points symbolize the amount of damage a character
can withstand. Hit Points are necessary for all classes.
If your character's Hit Points drop below one during a
battle, your character will be knocked unconcius. If
all of your characters' hit points drop below one, your
party will be killed. Hit Points have no limit as to how
high they can be.

VIII. Frequently Used Screens

Throughout The Scent of War I. - Damn Those Demons, you will be using the Windows 95 point-and-click interface. Each area that you enter will have different buttons on the screen that will allow you to perform different actions. For example, on the