

## 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 possessed different skills. They had two features which separated them from humans, though. They had flaming orange skin, and black eyes. Their eyes were 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 devastated 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 recommended)  
Approximately XX MB available hard disk space  
Soundblaster or a compatible sound card

## III. Installation Instructions

INSTALLATION INSTRUCTION WILL BE FILLED IN LATER.

## 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.
README.1ST	- information regarding the game
*.MID	- music 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 from which it may choose. 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 are not very 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 affect 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 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 their blade.

**Knights** - Knights are extremely well conditioned fighters. They can use all weapons and armor, including the illustrious 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 staves, 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.

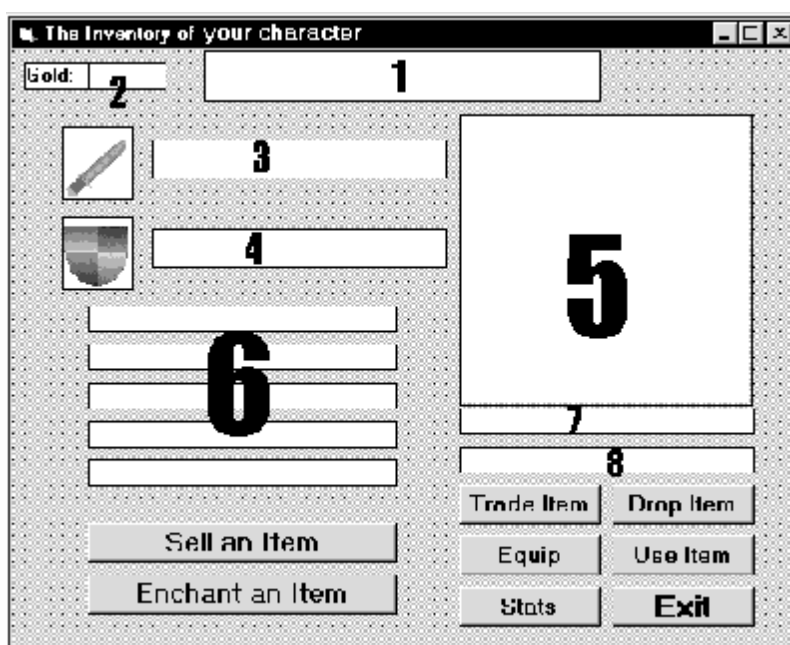
Hit Points - Hit Points symbolize the amount of damage a character can withstand. Hit Points are necessary for all classes. If your character's Hit Points drop below one during a battle, your character will be knocked unconscious. If all of your characters' hit points drop below one, your party will 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, when you begin your quest in the town of Tohanter, there are buttons that allow you to go to the War Blade Weapon Shop, the Town Hall, the Enchantress, and other places. All of the buttons in this game are labeled with exactly what they will do. The War Blade Weapon Shop button will, of course, bring you to the War Blade Weapon Shop. All of the options in this game are self-explanatory.

Although the buttons are very easy to understand, it may be a good idea to read the following section if you are unfamiliar with D&D style games on the computer. The next section deals with the buttons on some of the more frequently used screens in the game.

### A. Inventory Screen



1. Name	2. Gold	3. Weapon	4. Armor
5. Picture	6. Items	7. Race	8. Class

The Inventory Screen is where you organize your character's weapons, armor, and other items. You may also see the amount of gold your party has, your character's name, your character's picture, your character's race, and your character's class. There are also options for trading, dropping, equipping, using, selling, and enchanting items. Here you can also view your character's current statistics.

All of the buttons on the Inventory Screen are marked with exactly what purpose they serve. For example, if you click on the "Drop Item" button, you will then see a message box telling you to click on the item that you wish to drop. You would then click on the name of whichever item you wish to drop. You can also trade an item to another character in your party (if there is more than one character in your party!), equip, or ready, an item (that means to use an item as your weapon or armor), use an item that contains magic spells, such as a scroll, check your character's statistics, or exit from the inventory screen. The other two buttons, "Sell an Item" and "Enchant an Item," will only appear when your character is in certain areas, such as the weapon shop.

### B. The Map of HanOth

The Map of HanOth is the screen that is used for all of your traveling throughout the entire game. This is an overhead map of the entire continent of HanOth. There is only one actual button on this screen: the question mark.

The question mark button in the bottom right corner of the map screen is a help button. By clicking on it, you will be given some hints on how to use the map screen. This is the only screen that has a help button.

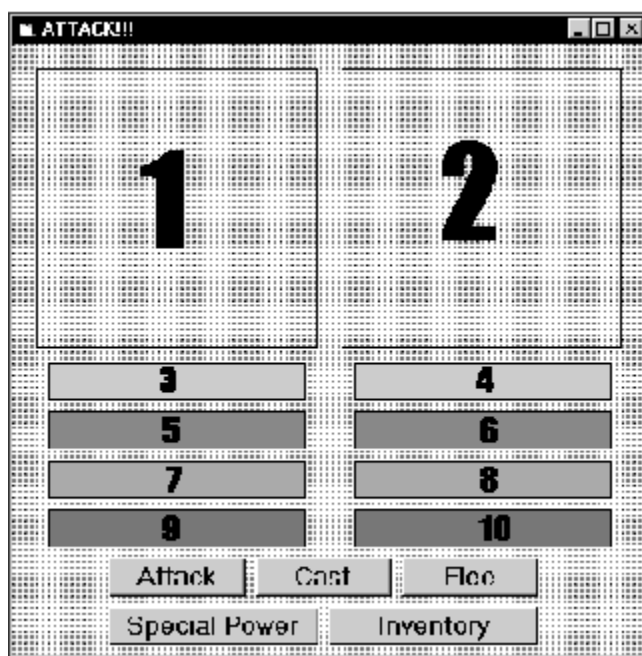
In order to travel from town to town on this map, all you must do is click on the town to which you want to move. Your current position on the map is symbolized by a large red dot. Towns are marked by dark brown dots. You may only move to towns that are adjacent to this red dot. All the towns that you can reach from your current position will have a gold circle around them.

Also, if you right click on a town, a small screen displaying information such as the town's name and population will pop up.

### C. 3D Maze Screen

The 3D Maze Screen is used to move around in underground dungeons and caves. There is a compass in the top left corner of the picture that will help you find your way around. The buttons "Move Forward," "Turn Left," and "Turn Right" do exactly what they say. The button labeled "Inventory" will allow you to view your characters' inventories.

### D. Combat



1. Your Picture	2. Enemy Picture	3. Your Name	4. Enemy Name	5. Your Weapon
6. Hit Points / Enemy	7. Your Class	8. Number of Enemies	9. Your Hit Points	10. Enemy Hit Points

Every time you enter a battle with an enemy, you will be presented with the Combat Screen. This screen displays your picture, your enemy's picture, your name, your enemy's name, and a few statistics. You will also see up to five different buttons, which include "Attack," "Cast," "Flee," "Special Power," and "Inventory."

ATTACK will allow you to attack your enemy with your hands or any weapon that you are currently using.

CAST allows a Mage, Cleric, High Level Ranger, or High Level Knight to cast a spell. When you click on this button, you will be presented with a list of spells from which you may choose.

FLEE has your entire party attempt to run away. You will not always be able to run from a battle, but it may be a good strategy if your enemy is much more powerful than you.

SPECIAL POWER will appear only if your character has any special powers. This will allow you to use that power against your enemy.

INVENTORY will allow you to view the inventory of your character.

### *E. The Town*

Whenever you enter a town in The Scent of War I. - Damn Those Demons, you will see what is referred to as the "Town Screen." Not every "Town Screen" is exactly the same. Although most of the towns contain the same shops, some towns will have different stores that you can visit. Most of the towns will contain options to visit the War Blade Weapon Shop, the Town Hall, the Training Hall, the local Inn, the Scroll Shop, and the Enchantress. There is also an "Out of the Town" option.

WAR BLADE WEAPON SHOP will bring you to the shop where you can purchase weapons and armor. This should be your first stop in the entire game.

TOWN HALL will bring you to the town's center of information. Here you can find out about local jobs that need to be done, quests, and other bits of information.

TRAINING HALL is where you can go to train your character. Here you can pay a fee to increase your characters' strength, dexterity, or hit points. YOU MAY TRAIN EACH CHARACTER ONLY FIVE TIMES. You can also fight mock battles where you can hone your fighting skills. The battles are not to the death.

INN is the place where your party can rest. Here you can regain lost hit points, the ability to use your special powers, and magic ability. You must pay a small fee to rest here.

SCROLL SHOP brings you to the store where you can purchase and sell magic scrolls. These scrolls are very useful in battle.

ENCHANTRESS will allow you to give certain weapons and armor magical bonuses. It costs a lot of gold to enchant your weapons and armor, but it is well worth it. Your weapons and armor will increase in power greatly.

OUT OF THE TOWN lets you leave the town you are in.

In the bottom right corner of the screen, you will see a box marked "Options." This is how you can save, load, or exit your game. You should save your game frequently.

## **IX. Spells**

Spells are divided up into three categories: Magic User, Clerical, and Ranger spells. These spells are used in battle to either harm the enemy or help your party. Mages, Clerics, Rangers, and some Knights have the ability to use spells. There are ten spells in each category.

### *A. Magic User Spells*

MAGIC MISSILE hits the enemy with a magical flaming dart.

GLITTER causes the enemy to glow, making it easier to attack.

LIGHTNING BOLT sends a huge bolt of lightning at the enemy, causing great damage.

FROST TOUCH attempts to give the enemy hypothermia or frost bite.

NAUSEA causes the enemy to become nauseous and vomit. The enemy loses some strength.

DEATH WISH is a magical incantation that summons Death from his home. Death will come and take the life of an enemy.

BLOCK MAGIC makes the enemy unable to cast spells.

INSANITY causes the enemy to go insane. The enemy will then attack itself or another enemy that it is traveling with.

SCARE makes the enemy have such terrible hallucinations that it becomes scared and runs away.

DISINTEGRATE will turn one to three enemies into a pile of dust.

### *B. Clerical Spells*

MINOR HEALING repairs one to five hit points of damage.

CHANT casts an incantation on the enemy that makes it easier to hit.

SPARK causes the enemy's hair, fur, or clothing to be hit with a small spark of fire. This will cause the enemy to burn.

HEALING will repair five to fifteen hit points of damage.

DIVINE AXE summons a magical axe that can be thrown at the enemy.

CURSE causes the enemy to lose some strength.

BLOCK MAGIC makes the enemy unable to cast spells.

MINOR CHARM causes the enemy to be under your control. The enemy will then attack itself or another enemy that it is traveling with.

HOLD freezes the enemy, stopping it from attacking.

WORD OF DEATH summons the power of Death to kill one to three enemies.

### *C. Ranger Spells*

HERBALIST lets your character use any herb, grass, or moss that is in the area to help heal the party.

SUMMON INSECT calls a swarm of insects to attack your enemy.

MAGIC MISSILE hits the enemy with a magical flaming dart.

PLANT POWER summons plants to attack the enemy, causing ten hit points of damage.

GLITTER causes the enemy to glow, making it easier to attack.

STORM summons the nearest storm front, inflicting damage on the enemy.

BLOCK MAGIC makes the enemy unable to cast spells.

LIGHTNING BOLT sends a huge bolt of lightning at the enemy, causing great damage.

TREE turns one of your enemies into a tree, effectively removing it from battle.

DRAGON CALL requests the help of the nearest good dragon.

## **X. Items**



There are many different items that your characters can find, purchase, or win in the land of HanOth. Below are partial lists of the weapons, armor, and special items that you can find.

Weapons	Armor	Special Items
Dagger	Robe	Glitter Scroll
Club	Cloak	Healing Scroll
Quarter Staff	Leather Armor	Storm Scroll
Short Sword	Padded Armor	Mystery Scroll
Long Sword	Banded Mail	Hold Scroll
Mace	Chain Mail	Call Scroll
Morningstar	Scale Mail	
War Hammer	Plate Mail	
Nunchucks		
Axe		
Two-Handed Sword		

There are many more types of weapons, armor, and special items in the land of HanOth. They are not listed because we would not want to ruin any of the many surprises that await you in this magical world.

## XI. Enemies

In the land of HanOth, you will face many adversaries. There are dozens of different kinds of creatures living in the forests, mountains, and caves of HanOth. Below is a list of the known creatures you may run into.

Creature	Description
Borcks	Borcks are an odd race of orange barbaric people. They are roughly the size of humans and have many human-like traits. They are highly volatile and will usually attack unprovoked. They are often found as warriors, shamans, or witches.
Cloaker	Cloakers are a mysterious race of beings. They have bodies like that of humans, but have no head. All they have are two floating orbs that look like eyes. They often dress like humans, wearing large cloaks (hence their name) to conceal the fact that they have no head. They are most often found in caves and other dark areas.
Dark Sprite	Dark Sprites are an evil form of Sprite that tend to live in the deep forests of Elvania. They are easily distinguished from regular Sprites because of their dark skin, green wings, and flaming red eyes. They have the ability to cast Magic User Spells.
Death Knight	Death Knights are the reincarnation of evil knights who have died. They are extremely powerful warriors, and should not be messed with. They have the ability to cast some spells.
Dragon	Dragons are huge, fire-breathing monsters. They are much like giant, flying lizards, but are extremely intelligent. Dragons are known for their greed, great intelligence, and power. They often know Magic User Spells, as well as a few spells not known to even the most intelligent Elven sage.
Ettin	Ettins are large, bicephalous creatures. They are well known for their foul smell and brute strength. They are so extremely stupid that they are known for staring at the sky during rain storms with their mouths open, effectively drowning themselves.
Goblin	Goblins are a race of semi-intelligent humanoids. They have green skin and are often found with crude tattoos on their arms and legs. They are just civilized enough to wear untreated furs as clothing and to use simple weapons such as clubs and knives. They are often found in large numbers.
Moblin	Moblins are close cousins of Goblins. They are much more intelligent, and often have the ability to cast spells. They have a strong liking for silver and will often be seen wearing it as jewelry.
Mutar	Mutars are former Elven rangers who violated their sacred oath by killing an animal. As a punishment, they are forced to live out the rest of their lives with half their body replaced with the body of a frog. They are found in secluded areas away from normal people.
Ugh	Ughs are an extremely ugly race of creatures. They are probably cousins to the human

	race, but no human would ever admit to that. Although Ughs tend to be nomadic hunters, there are rumors of hidden underground Ugh cities that are even more advanced than the most advanced human cities.
--	---

## **XII. Registering the Game**

You may fully register The Scent of War I. - Damn Those Demons by sending a check or money order to:

Jeff Hanson  
C/O Completely Insane Software  
2 Underhill St.  
Gorham, NH 03581

\* Make Checks Payable to JEFF HANSON.

Registration Includes:

- Complete Access to All Features in the Game
- Hints and Tricks Sheet
- Secret Codes to Play as Jeff Hanson or Mike Toth

## **XIII. Legal Information**

Completely Insane Software

LICENSING AGREEMENT

This section describes the only terms by which Completely Insane Software permits the Commercial Distribution of this program throughout the world.

"Commercially distribute" means to distribute for money or other consideration. It includes copying onto magnetic disks, CD-Roms or any other tangible medium now or subsequently known, and distribution by retail rack, direct mail, catalog, advertisement, or trade show. It does *\*not\** include distribution by any not-for-profit organization, by any hobby, user or computer interest group to its members, or electronically by any BBS.

"Program" means this Version and its related files (including this one) distributed by us under the marks "THE SCENT OF WAR" and "COMPLETELY INSANE SOFTWARE" (collectively, the "Trademark"), as it may be upgraded or otherwise modified from time to time.

A. OWNERSHIP: Except to the extent expressly licensed by us, we have and reserve the exclusive copyright and other right, title and interest to distribute the Program and all earlier versions of it, and the right to use the Trademark in connection with them.

B. YOUR RESPONSIBILITIES: You may Commercially Distribute the Program under this License so long as you:

[1] Market it as shareware using "try before you buy" or similar words, to assure that your customers clearly understand the shareware concept.

[2] Sell only the most current version of it.

[3] Distribute the complete Program including all of its related files.

You may \*not\* modify or remove any files, including all program and data files, and all documentation, including SWI.DOC, ORDER.DOC, and README.1ST.

[4] Include the name "Completely Insane Software" in every description of the Program used in your catalog or other promotional material.

[5] IF YOU DISTRIBUTE BY "RACK" or otherwise allow the Program to be sold in a retail establishment:

[a] The word SHAREWARE and the full Shareware Concept must be prominently displayed on the exterior of each Racked Package.

[b] You must inform the Retailer that he will be distributing Shareware Products and \*NOT\* "Low Cost Software". You must also inform the Retailer of the full Shareware Concept.

[c] Under NO circumstances can this program be added to another to form part of a disk, or be used to form any Compendium Pack or any other "Special Offer Package" without written permission being first obtained from Completely Insane Software.

[d] We require that you pay us a royalty of 5 cents per copy sold after the first 50 (which may be sold royalty-free). This royalty is payable quarterly.

[e] We reserve the right, in our discretion, to waive or reduce the royalty in the cases of rack vendors who voluntarily:

[i] Report customer comments regarding the Program, including compliments, reports of bugs, and feature requests; or

[ii] Promote the Program by advertisements or prominent displays; or

[iii] Provide other proper services.

C. Your right to distribute under this license is personal, and does not include any right to [1] sublicense or otherwise cause any copying or distribution of the Program by anyone else without our consent in writing, or [2] rent or lease the Program.

D. THE PROGRAM IS PROVIDED "AS-IS". NO WARRANTIES OF ANY KIND, EXPRESS OR IMPLIED, ARE MADE AS TO IT OR ANY MEDIUM IT MAY BE ON. WE WILL PROVIDE NO REMEDY FOR INDIRECT, CONSEQUENTIAL, PUNITIVE OR INCIDENTAL DAMAGES ARISING FROM IT, INCLUDING SUCH FROM NEGLIGENCE, STRICT LIABILITY, OR BREACH OF WARRANTY OR CONTRACT, EVEN AFTER NOTICE OF THE POSSIBILITY OF SUCH DAMAGES.

E. TERM: This License terminates upon 30 days prior written notice by either us to the other. If terminated by us by such notice, you may distribute the Program until the earlier of 30 days

after the termination date in the notice, or completion of the distribution of the copies you have in stock. Sections A, C and E will survive the termination of this License.

#### F. MISCELLANY

[1] Since we would be irreparably damaged if Section A or B[1]-B[6] of this License were not specifically enforced, we will be entitled without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of such sections, in addition to such other remedies as we may have.

[2] You will hold us, our partners, contractors, employees and agents harmless from damage, loss and expense arising directly or indirectly from your acts and omissions in copying and distributing the Program.

#### **XIV. For Further Information...**

Completely Insane Software can be contacted at:

Jeff Hanson  
C/O Completely Insane Software  
2 Underhill St.  
Gorham, NH 03581  
e-mail: [j\\_hanson@moose.ncia.net](mailto:j_hanson@moose.ncia.net)