

DEMON'S WINTER™ HINT SHEETS
Copyright 1988 by Strategic Simulations, Inc. All rights reserved

Dungeon #1: Kobold Camp.

Location: Just south of Elbarat.

Directive Clue: Clue given at a pub in Elbarat (near Ildryn).

Entry Barred: No.

Purpose:

- 1) Find the code word to enter the Catacombs.
- 2) Learn that other towns have been attacked.

Solution (in any order):

- 1) Tent #3: Cult-Xeres-Catacombs-X.
- 2) Tent #4: Kill Uffuspgot.
- 3) Tent #6: Woman held captive.
- 4) Tent #8: Towns other than Ildryn attacked.

Additional Information:

- Tent #1: Quarters.
- Tent #2: Food.
- Tent #3: Burnt Scroll.
- Tent #4: Maps.
- Tent #5: Quarters.
- Tent #6: Woman held captive.
- Tent #7: Quarters.
- Tent #8: Uffuspgot (the Kobold captain).

Dungeon #2: Catacombs of the Death God.

Location: In the Temple of Gamur, in the swamp north of Alynhawk.

Directive Clue: Tent #3 in the Kobold Camp.

Entry Barred: Yes. A codeword is required.

Purpose:

- 1) Told the location of Qoorik.
- 2) Get magical weapons and armor.

Solution:

- 1) Enter "X" in the Temple of Gamur.
- 2) Get the Iron Key in the room with the guards.
- 3) Get the Blue Serum from the Poison Lab.
- 4) Use the Iron Key on the Cage to find the secret door.
- 5) Get the Mallet from the Workshop.
- 6) Move the bookcase in the Library.
- 7) Use the Mallet on the man in the case.
- 8) Use the Blue Serum on the man in the trance to get a clue.
- 9) Go through the secret maze.
- 10) Get the clue used in the Crushing Room.
- 11) Go back to the temple to find Xeres. Move Altar.
- 12) Go forward two and right one in the Crushing Room.
- 13) Kill Remondadin.

Dungeon #3: Qoorik.

Location: In the woods northwest of Idlewood.

Directive Clue: The man in the trance at the Catacombs gives the location.

Entry Barred: Yes. Need to know location of the secret entrance.

Purpose:

- 1) Kill Xeres.
- 2) Learn Cyphertext.
- 3) Told where the Temple of the Ancients is located.
- 4) Use the Spectacles to read the Ancient Tome.
- 5) Move the Bookcase.
- 6) Get the key to decypher messages.
- 7) Go back to level one and get the Black Wand.
- 8) Do not equip with the Morningstar from the Blacksmith because it is cursed. (A clue later tells you this.)
- 9) Use the Black Wand on the Black Archway to enter the temple and go down to level two.
- 10) Get the bag.
- 11) Kill the Priest and get the Skeleton Key.
- 12) Use the Bag to pick up the Red Dust.
- 13) Move the Altar.
- 14) Use the Bag of Red Dust on the censer and find out that the Demon Crystal is useful.
- 15) Get the Black Wand.
- 16) In the northwest corner of level two, walk (moving left to right) and get the Gypsy.
- 17) Use the Scryer on the Ouiji Board to learn about the Ferryman.
- 18) Get the Unicorn Blood.
- 19) Go back to the temple and take the stairs down to level three.
- 20) Go to the end of the passage to hear about the secret door.
- 21) Go through the secret door in the east wall of the Silver Palace.
- 22) Get the Jade Torch.
- 23) Use the Jade Torch on the Serpent Pillar.
- 24) Get the Silver Pen.
- 25) Use the Unicorn Blood on the Silver Pen.
- 26) Use the Glowing Pen on Papyrus to find out Asaht is the holy city of the Ancients.
- 27) Get the Tiny Scroll.
- 28) Go back to level two and use the Tiny Scroll on the Microscope.
- 29) Go down to level three and use the Skeleton Key on the Tomb Door in the Graveyard.
- 30) The tombstone maze is random. Keep stepping on spaces that randomize the maze until a favorable path is found.
- 31) Use the Black Coins on the Ferryman to cross the river.
- 32) Kill the Grave Keeper and go down to level five.
- 33) Find the secret door leading to the Amber Vault and decypher the message (the secret entrance to the Ice Cathedral).
- 34) Kill Xeres and return to the surface.

Dungeon #4: Brolor.

Location: In the middle of the Kudzu, at the end of the path that starts at Ynoth.

Directive Clue: On the path from Ynoth.

Entry Barred: No. Accessable at any time.

Purpose:

- 1) To allow the enchantment of items. This is an important function, but it is not necessary in winning the game.

Solution:

- 1) Many paths will lead to Brolor, but a quick route can be found without pits. Try to enter with 9,000 to 10,000 gold so that you will receive a better than normal weapon (well made, jade, or better).

Additional Hints:

Brolor is not necessarily to be completed after Qoorik, or at any specific time. It can be found at any time during the game and is very helpful. The level of the encounters is quite tough and meant to keep beginning adventurers out.

Dungeon #5: The Crystal Cave.

Location: In the tundra on the northern tip of the largest island.

Directive Clue: None. It is meant to be found while adventuring.

Entry Barred: No, however, the Ice Dragon may be too tough for weaker characters to defeat.

Purpose:

- 1) Find the College of the Ice Runes.
- 2) Get the Icicle.

Solution:

- 1) This is a very simple dungeon with only two paths, one to the Icicle and one to the College.

Dungeon #6: Ruined Ice Temple of the Ancients.

Location: In the Tundra on the northwest island.

Directive Clue: Tiny Scroll in Qoorik.

Entry Barred: Yes. The Icicle from the Crystal Cave is needed for the Altar Room. A clue in the Amber Vault tells of the secret entrance.

Purpose:

- 1) Told of the location of the Vault of the White Knights.
- 2) Told about the ancient battle between the Ancient One and Malifon.
- 3) To learn whether the Ancient One is still alive.
- 4) To get the Demon Crystal.
- 5) To become a god (God Runes).

Solution:

- 1) Get the Prayer Scroll from the Library.
- 2) Go through the secret entrance to the Ice Cathedral and get the Demon Crystal.
- 3) Use the Icicle on the Ice door.
- 4) Use the Prayer Scroll on the Ice Altar to speak to the Ancient One. (Told to get the Orb of Evertime.)
- 5) Go through the Vault of the White Knights and return.

Dungeon #7: Vault of the White Knights.

Location: The northernmost island in the desert.

Directive Clue: The Ancient one tells you to go here and retrieve Orb of Evertime from Kelek-Zin.

Purpose:

- 1) To get the Orb of Evertime.
- 2) Trigger corruption (the first night slept holding the Orb) and kill the gods (the second night).

Solution:

- 1) Have each character prove himself in single combat. Make sure each character is up to maximum power before entering his Proving Room.
- 2) When you have gone through all ten Proving Rooms, return to Kalek-Zin and get the Orb.
- 3) Return to the Temple of the Ancients.

Dungeon #8: Ruined Ice Temple of the Ancients (revisited).

Location: (see Dungeon #6)

Directive Clue: Told by the Ancient One to return with the Orb of Evertime.

Entry Barred: No.

Purpose:

- 1) To become a god.

Solution:

- 1) Use Icicle on Ice Door.
- 2) Use Prayer Scroll on Ice Altar.
- 3) When you become a god you will get the God Runes, which will let you cast Uncurse and Imprison, you will get 200 spell points, and you will be given a lot of experience points (so make a character who can use these things the god).

Dungeon #9: The High Temple of Malifon

Location: On its own island directly east of the island you start on.

Directive Clue: None.

Entry Barred:

- 1) The Temple is only accessible at midnight, which requires sleeping in the Old Lady's Hut.
- 2) The Bell can only be rung at midnight and you need to be able to translate cyphers to know this.
- 3) Jesric's name must be known.
- 4) Jesric's Heavy Amulet is needed for the second half of the Temple.

Purpose:

- 1) To get Facet Mirror.
- 2) To get rid of Eregore.
- 3) To trigger the Winter; this follows when Eregore dies.
- 4) To learn how Malifon was released.

Solution:

- 1) Go to the Old Lady in the Hut, on the same island as the High Temple, but not in the dungeon. Sleep there until just before midnight.
- 2) Go to the the Bellkeeper's house at the High Temple and ring the bell at midnight to open the gate.
- 3) Enter "Jesric" as your name.
- 4) Take any path of room teleporters desired.
- 5) Use Heavy Amulet on the Crystal Eye.
- 6) Talk to Eregore:
 - A) Answer #2
 - B) Answer #1
 - C) Answer #2

Dungeon #10: The Dark Chapel (Mist Chapel and Stone Chapel).

Location: On the island just south of Malifon's volcano.

Directive Clue: Told by Ancient One about the Crimson Glyphs, other than this, you must find it yourself.

Entry Barred:

- 1) Very tough encounters around and in it.
- 2) Without the God Runes to destroy the Crimson Glyphs you will die or take great damage walking on the cursed ground around it.
- 3) Without destroying the glyphs you cannot enter the Circle of Light.
- 4) Without the Facet Mirror you cannot go back in time to the Stone Chapel.
- 5) You must understand cyphertext to figure out what the carvings say.

Purpose:

- 1) To get the inside of Malifon's volcano.

Solution:

- 1) Destroy the three Crimson Glyphs, one on each point of the volcanic island. Camp on the Glyph and cast the Destroy Spell (God Runes).
- 2) Enter the center of the Mist Chapel and use the Facet Mirror on the Circle Light.
- 3) Go to all four carvings and decypher them.
- 4) Go to the top of the Stone Chapel and say "Void".

