

Demons

The Game of Evil Spirits

RULES OF PLAY

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[1.0] Introduction

Demons is a game of demonic conjuration and treasure hunting for one to four Players based on the medieval and ancient manuscripts comprising the "Lamegeton." The players take the roles of magicians questing after treasure in medieval Armenia. The "mortal powers" of Armenia automatically pursue the magicians whose major defense is their ability to conjure fearsome demons.

[2.0] Game Components

GENERAL RULE:

The game equipment consists of the map (with displays), rules which include charts and tables, and 100 playing pieces.

CASES:

[2.1] The game map represents the terrain of medieval Armenia.

A hexagonal grid is superimposed on this terrain to regulate movement and positioning of playing pieces. Each hexagon (hex) has its own four digit identity number.

[2.2] The charts and tables are used to assist in calculating movement, initiating and resolving combat, and conjuring demons.

They include the Terrain Effects Chart, Discovery Table, Combat Results Table and Conjunction Table.

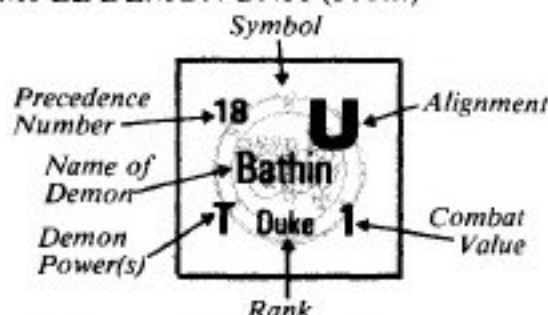
[2.3] The displays printed on the map are used to keep track of the number and type of demons controlled by each magician, the type of shield carried and the location of treasure discovered by treasure-hunting demons.

The displays include the Demons Controlled Display, the Magician's Shield Display and the Treasure Discovery Grid.

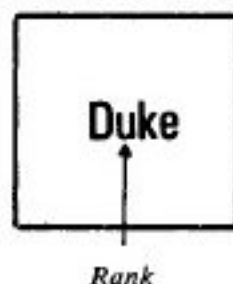
[2.4] The playing pieces represent magicians, demons and mortal units.

These counters are maneuvered across the map or occupy the displays. The shield indicator markers are not units. They are moved along the Magician's Shield Display to indicate the current level of each magician's shield.

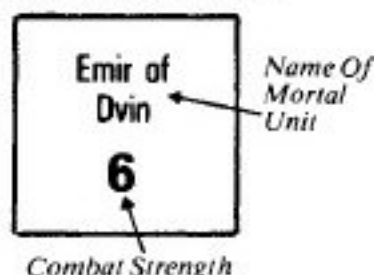
SAMPLE DEMON UNIT (Front)



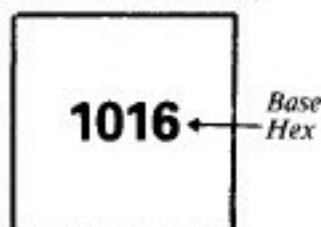
SAMPLE DEMON UNIT (Back)



SAMPLE MORTAL UNIT (Front)



SAMPLE MORTAL UNIT (Back)

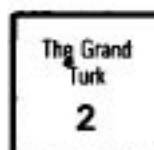


[2.5] Summary of Unit Types

Front

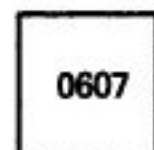
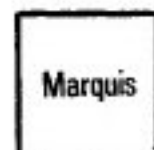


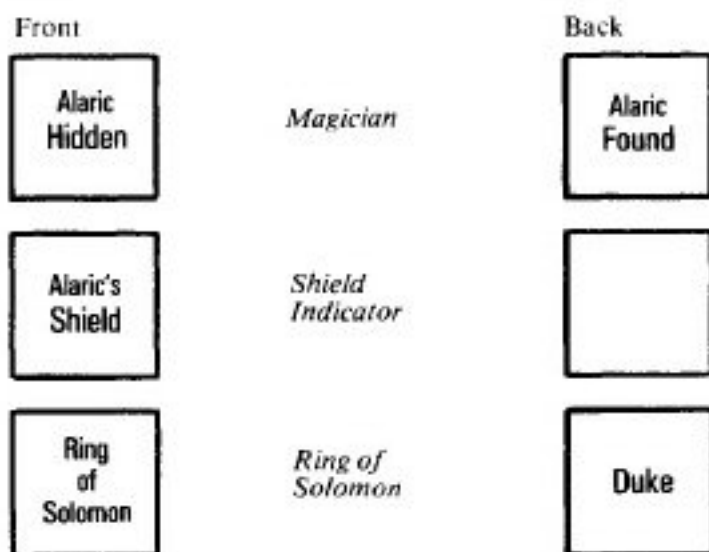
Demon



Mortal Unit

Back





Step Four: Magician Demon Use Phase

The First Player's magician attacks or uses Demon Powers. Magicians have "0" Combat Strength and may not attack alone. They may use the Combat Strength of one or more demons to attack Enemy units according to Sections 7.0 and 8.0. Magicians may use the special powers of their demons as described in Sections 12.0, 13.0 and 14.0 instead. Magicians may not attack and use Demon Powers in the same Phase (but see 16.7).

Steps Three and Four are repeated in sequence until all magicians have had an opportunity to conjure and use demons. The Game-Turn is then over. This sequence is repeated until all magicians have died or exited the map. Victory is then determined according to Section 4.0

[3.0] Basic Procedure

The Sequence of Play

The Players take turns moving or conjuring and attacking or using Demon Powers. Mortal units move and attack automatically under the provisions of Sections 5.0, 7.0 and 8.0. These activities are executed in order as described in the Sequence of Play outline. One completion of the Sequence of Play is called a Game-Turn. Each Game-Turn consists of one Mortal Units Turn and one to four individual Player-Turns (one per magician).

MORTAL UNITS TURN

Step One: Mortal Units Movement Phase

The mortal units may move. The die is rolled once for each mortal unit within six hexes of a magician. If the die roll is equal to or greater than the number of hexes separating the mortal unit from the nearest magician, the mortal unit is activated. Otherwise, the unit remains inactive during the Mortal Units Turn. Activated units move within the limits of Section 5.0 at a rate of 4 Movement Points toward the nearest magician. Units remain activated for the duration of the Mortal Units Turn.

Step Two: Mortal Units Discovery/Combat Phase

Mortal units automatically attempt to discover all adjacent magicians according to Section 6.0. Mortal units attack adjacent discovered magicians according to Sections 7.0 and 8.0.

FIRST MAGICIAN PLAYER-TURN:

Step Three: Magician Movement/Conjuration Phase

The First Player's magician may either move or conjure demons. Movement is conducted according to Section 5.0. Conjuration is conducted according to Section 9.0.

[4.0] Setting Up and Winning the Game

GENERAL RULE:

The map is backfolded against the machine folds and laid out flat between the Players along with the charts and tables. Each mortal unit is placed face up in its base hex (printed on the back of the counter). Demon counters are thoroughly mixed and placed face down off the map. The Players then determine the order of movement and choose shields. Play may commence.

PROCEDURE:

Each Player rolls a die. The high roller goes first. Players then choose their shields according to the order of movement and place their shield markers in the appropriate boxes on the Magician Shield Display. There is no Mortal Unit Turn on Game-Turn One. Players place their magicians on the map in the 01xx hexrow at the beginning of their individual Movement Phase. Magicians may move and attack normally on the first Game-Turn.

CASES:

[4.1] Players may begin the game with any shield.

More than one Player may choose the same type of shield. The type of shield affects the chances of survival and victory.

[4.2] The game ends when there are no more magicians on the map.

[4.3] Magicians win by gathering treasure and leaving the map alive.

Magicians may exit the edge of the map at no additional Movement Point cost. Exited magicians may not return. When all magicians have either died or exited the map, victory is assessed.

[4.4] If the game is being played by more than one person, the Player with the highest net total of ducats wins.

Total the amount of treasure possessed by each surviving magician. Subtract 15,000 ducats for each level of shield carried above copper. The resulting total is the magician's net gain.

[4.5] A magician may win with a negative ducat total in a multi-Player game.

[4.6] In a solitaire game, the magician Player wins if his net ducat total is a positive number.

Repeat the procedure described in Case 4.4, but subtract 20,000 ducats for each level of shield carried, *including copper*.

[4.7] Dead magicians cannot win.

[5.0] The Movement of Units

GENERAL RULE:

Activated mortal units move automatically during the Mortal Units Movement Phase. Magicians may move in any desired direction(s) during their Movement/Conjunction Phase. Mortal units have a Movement Allowance of 4; magicians of 5. Each unit's Movement Allowance is expressed in Movement Points. A unit expends one or more Movement Points to enter a hex, depending on terrain.

PROCEDURE:

Each unit may move hex by hex as far as desired so long as it has Movement Points remaining. Magicians may expend all or part of their Movement Points during a Movement Phase. Activated Mortal Units expend all of their Movement Points if possible. Upon moving adjacent to a magician, Mortal Units cease moving and do not move again while adjacent to a magician except as a result of "flight" (see Case 5.7). Units may not lend or accumulate unused Movement Points.

CASES:

[5.1] Units expend Movement Points to move hex by hex.

It costs one Movement Point to enter an open hex. The movement cost to enter other terrain is given on the Terrain Effects Chart (see 5.8).

[5.2] A unit may not exceed its Movement Allowance.

A unit may not enter a hex unless it can pay the Movement Point cost to enter.

[5.3] Mortal units move automatically toward magicians.

Magicians are never forced to move. Activated mortal units, however, move automatically by the most direct route (in Movement Points) toward the nearest magician (in hexes), unless in flight. If two or more routes are of equal movement cost, roll a die to determine the route taken. The high number determines the route taken. Fleeing mortal units move directly toward their base hex. Only activated mortal units move.

[5.4] A unit may never enter an Enemy-occupied hex.

All magicians are Enemies of all other magicians and of all mortal units. Mortal units are Enemies of magicians, but not of each other. Demons do not move across the map. There is no limit to the number of Friendly units which can occupy the same hex.

[5.5] A unit must stop when it moves next to an Enemy unit.

It may move no further that Phase. Units which begin a Phase next to an Enemy unit may move only as a result of combat, by employing Demon Powers or as a consequence of an "E" result on the Discovery Table.

[5.6] Mortal units may not exit the map.

Only magicians may exit the map. They may not return and have no further effect on play.

[5.7] Flight is a special type of mortal unit movement.

Mortal units which suffer an AF or DF result in combat flee toward their base hex. They are flipped over to show their "in flight" side. Fleeing units move directly to their base hex (printed on their "in flight" side), ignoring magicians. A fleeing mortal unit does not pursue or attack magicians. It may enter its base hex if it is unoccupied, in which case it is flipped over and becomes an inactive unit until activated as described in the Sequence of Play. If the base hex is occupied by another mortal unit, the fleeing unit stops next to its base hex until that hex is vacated. It may then enter the hex normally. If the base hex is occupied by a magician, the mortal unit is flipped over and again becomes an activated unit. It automatically discovers the magician(s) in its base hex and attacks without the necessity of search.

[5.8] Terrain Effects Chart
(see charts and tables)

[6.0] Mortal Unit Search and Discovery

GENERAL RULE:

Mortal units stop upon moving next to a magician. During the Discovery/Combat Phase mortal units automatically search for adjacent magi-

cians. Only those adjacent magicians which have been discovered may be attacked.

PROCEDURE:

A die is rolled once for each magician which is adjacent to one or more mortal units at the beginning of the Discovery/Combat Phase. The die roll is adjusted for terrain as noted on the Terrain Effects Chart (5.8). The resulting number is indexed with the total Combat Strength of all mortal units adjacent to the magician and a result found on the Discovery Table (6.3). The intersection of the die-roll line with the Combat Strength column on this table produces a result of "—" (no effect), "E" (the magician evades) or "D" (the magician is discovered). Discovered magicians are flipped over to their "found" side. Undiscovered magicians remain face up and may not be attacked. Magicians which receive an "E" result may choose to remain in place or to immediately move one hex in any direction.

CASES:

[6.1] **A discovered magician remains discovered as long as he is adjacent to a mortal unit.**

[6.2] **Magicians need not be discovered to be attacked by other magicians.**

[6.3] **Discovery Table**
(see charts and tables)

[7.0] Combat Pre-Conditions

GENERAL RULE:

Each mortal unit has a Combat Strength printed on it which represents its power to attack and defend. During the Discovery/Combat Phase each mortal unit *must* attack one adjacent Enemy-occupied hex. Magicians *may* attack Enemy-occupied hexes at their option. They may only attack one hex per Phase. The Combat Strength of all units in a hex is totalled into one combined total for purposes of defense. A magician has "0" Combat Strength and may not attack alone. Magicians may use the Combat Strength of controlled demons to attack Enemy units.

PROCEDURE:

The Players determine which units are adjacent to Enemy units. Only these units may be involved in combat.

CASES:

[7.1] **A magician is never forced to attack.**

[7.2] **A mortal unit must always attack one adjacent Enemy unit.**

[7.3] **Only one Enemy-occupied hex may be attacked per Phase.**

All Enemy units in a hex must be attacked as a single unified Combat Strength. **Exception:** A magician who controls more than one demon may defend with as few as one demon if attacked.

[7.4] **No unit may attack more than once per Phase.**

[7.5] **No unit may be attacked more than once per Phase.**

[7.6] **A magician must defend with at least one demon when attacked, if possible.**

[7.7] **More than one unit may participate in a given attack.**

As many units as are adjacent to an Enemy-occupied hex may attack that hex in a single combat. The combat strength of all attacking units is totalled. Two or more magicians must attack the same Enemy-occupied hex separately.

King of Armenia 7	Danton Found	Beatrice Found
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[7.8] **Mortal units may randomly attack adjacent magicians.**

When a mortal unit is adjacent to more than one discovered magician, the die is rolled to determine which magician is attacked. The high roller becomes the defender.

[8.0] Combat Resolution

GENERAL RULE:

An attack is the comparison of the strength of a specific attacking force with that of a specific defending force resolved by the throw of the die in connection with a Combat Results Table. The results may affect either or both the attacker or defender.

PROCEDURE:

The attacking Player totals up the combat strength of all attacking units and subtracts from that total the strength of the defending units. The resulting number is the combat differential. The Player locates the column heading on the Combat Results Table that corresponds to the Combat Differential. He rolls the die and cross-indexes the number with the Combat Differential column and reads the result. The indicated result is applied immediately.

CASES:

[8.1] **The calculated Combat Differential is always a specific column of results on the Combat Results Table.**

If the combat differential in an attack is higher (or lower) than the highest (lowest) shown on the table, it is simply treated as the highest (lowest) column available.

[8.2] The abbreviations on the Combat Results Table indicate that units either flee, are destroyed, or are captured and lose demons.

Df = Defender Flees: Magicians lose all demons employed in their defense, but are otherwise unaffected. Mortal units enter a state of flight (see 5.7). Units need not stop upon moving next to fleeing units. They may ignore the presence of such a unit, except that they cannot enter a hex occupied by a fleeing unit. The fleeing unit automatically moves toward its base hex.

Af = Attacker Flees: Identical to "Df", but results apply to the attacker.

Dx = Defender Destroyed or Captured: Mortal units are immediately destroyed and removed permanently from play. Magicians are captured. Their counters are removed from the map and they are considered to be moving with the magician or mortal unit which captured them. All demons used in the defense are lost.

Mortal units which capture magicians move during their Movement Phase directly toward their base hex. Captured magicians may be tortured on succeeding turns. If more than one mortal unit was involved in an attack, roll to see which unit captured the magician.

Ax = Attacker Destroyed or Captured: Identical to "Dx" except results apply to the attacker.

[8.3] Combat Results Table (see charts and tables)

[9.0] Conjuring Demons and Curses

GENERAL RULE:

Demons may only enter the game as a result of being conjured. During the Movement/Conjuration Phase a magician may attempt to conjure instead of move. Demons are controlled by the magician who conjured them. A magician may attempt to conjure only one rank of demon per Phase.

PROCEDURE:

The die is rolled and the resulting number is added to the number on the Conjuration Table found by cross-referencing the level of the magician's shield with the rank of demon being conjured. If the net result is positive, that number of demons of the appropriate rank are conjured. That number of demons may be chosen at random from the unconjured demons of that rank remain-

ing. A net result of "+4" would, for example, allow the Player to pick any four demons of the appropriate rank from those still face-down off the map. A negative number means that the magician is cursed in a similar manner (e.g., "-2" equals two curses, etc.) See Case 9.5. Curses may be prevented from taking effect by releasing friendly demons already held. One curse fails to take effect for each friendly demon released.

CASES:

[9.1] Earls may only be conjured in wood hexes.

[9.2] Dukes may only be conjured in open hexes.

[9.3] Magicians may only conjure as many demons of each rank as are available in the counter mix.

[9.4] Conjuring demons may result in the magician being cursed.

Any combination of four or more wounds (See Section 16.0) and/or curses instantly kills the magician.

[9.5] Conjuration Table
(see charts and tables)

[10.0] Friendly and Unfriendly Demons

GENERAL RULE:

Demons are either friendly, unfriendly or neutral. Friendly demons are indicated by an "F" on the counter; unfriendly demons by a "U." Friendly demons may remove curses. One curse is removed for each friendly demon released. Friendly demons may also be used to obtain a shield of greater power (see Section 14.0). They are not lost when used in combat except as a consequence of an adverse combat result. Unfriendly demons may only be intentionally conjured by a magician possessing the magic ring of Solomon. Unfriendly demons conjured by a magician not in possession of the ring are immediately released from the game and count against the number of demons of their rank conjured.

[11.0] The Magic Ring of Solomon

GENERAL RULE:

The magic ring of Solomon allows the magician possessing it to conjure unfriendly demons successfully. The ring is kept face-down among the demons of Duke rank. A magician who acquires

(continued on page 7)

the ring while conjuring Dukes keeps it for the rest of the game. The ring is kept off map. It may be transferred or lost like any treasure. At any time after a mortal unit acquires the ring as a result of torture (See Section 16.0), any magician may write down the treasure in his possession that he will bid for it. Any bids are revealed simultaneously, and the winner relinquishes the treasure bid and takes possession of the ring. In case of ties, the procedure may be repeated during the next Player-Turn.

[12.0] Use of Demon Powers

GENERAL RULE:

During his Demon Use Phase a magician may employ the special powers of demons under his control. Each demon may have one or more powers. Demons are immediately released when a power of theirs is used. A released demon may never be conjured again.

CASES:

[12.1] **The magician may use one power per demon per Demon Use Phase.**

[12.2] **Demon powers take effect immediately.**

They remain in effect until the beginning of the Player's next Demon Use Phase. Demon Powers take precedence over other rules. The magician using a demon power resolves how that power may be used.

[12.3] Demon Powers Chart POWERS OF DEMONS

Demon powers are used during the Demon Use Phase. An alphabetical code indicates which demons possess which powers.

B = Cause Battles: All mortal units adjacent to the magician will immediately attack each other if possible. All battles are resolved simultaneously (i.e., results are not applied until all attacks are resolved).

C = Cure Affliction: Removes one wound or curse.

D = Discover Treasure: See Section 13.0

E = Cause Earthquakes: All mortal units within three hexes flee.

F = Cause To Follow: Allows the magician to control any one mortal unit or other magician's demon for one Turn. The Demon Powers of a controlled demon may be used in the current Phase.

G = Grab Treasure: The magician may gain any treasure on the map or may steal one from another magician.

I = Cause Invisibility: The magician may pass through a mortal-occupied hex unimpeded. He need not stop upon moving next to an Enemy unit. He may not be discovered. He may not be attacked by other magicians.

N = Cause Women to Show Themselves Naked: When employed against another magician in or adjacent to a town hex causes that magician to be smitten and lose his next Player-Turn.

P = Procure Love: Excites women to distraction. Mortal units adjacent to any one designated town enter flight (see Section 5.8).

R = Reconcile Antagonists: Allows magicians to exit a hex adjacent to any one mortal unit or to escape captivity by moving to any adjacent hex. Prevents other magicians from using a demon against the employing magician while in effect.

S = Cause Storms: Mortal units within three hexes of the magician are disoriented. Enemy units may move next to them for one Turn without stopping.

T = Rapid Transit: Magician may move into any hex not occupied by an Enemy unit or off map without moving hex by hex.

X = Destroy Town: Mortal units in or next to one town flee. Players should note that the town no longer exists; the hex is treated as an open hex thereafter. A mortal unit is immediately removed from play if its base hex is destroyed.

W = Wound Enemy: Magician may choose either to inflict one wound on *any* other magician or he may inflict an adjacent mortal unit with ghastly lesions causing him to flee (see 8.2).

[13.0] Discovery and Seizure of Treasure

GENERAL RULE:

Demons are used during the Demon Use Phase to discover and seize treasure. One demon may either discover or seize treasure during a Demon Use Phase.

PROCEDURE:

A magician may designate any demon(s) with a "D" power to seek treasure during the Demon Use Phase. Two dice are rolled for each demon. By indexing the result of the dice rolls, a square is found on the Treasure Discovery Grid. The demon is placed on that square. The treasure in that square is now discovered by that demon.

To seize the treasure a magician must occupy the hex in which the treasure is located and release a demon of higher precedence. A die is rolled. If the result is equal to or less than the first number at the top of the appropriate square of the Treasure Discovery Grid (see 18.0 on map), the treasure is captured. Otherwise, the attempt fails and a new attempt may be made next turn. The value of the treasure in thousands of ducats is indicated by the

second number in the boxes on the Treasure Discovery Grid.

CASES:

[13.1] The release of a demon of higher precedence than the discovering demon allows the magician to seize a discovered treasure.

A magician may release another demon of higher precedence (i.e., one with a lower precedence number) at any time that he occupies the hex represented by a "discovered" square on the Treasure Discovery Grid. The released demon's counter is left on the square to indicate control of the treasure.

[13.2] Once a square on the Treasure Discovery Grid is discovered, that square may not be used again.

If the square is discovered again, roll the dice until an undiscovered square results.

[14.0] Raising the Power of a Magician's Shield

GENERAL RULE:

A magician may use conjuration to raise the power of his shield. During the Conjuration Phase a magician may, in lieu of conjuration, attempt to raise the power of his shield one level (e.g., from silver to gold).

PROCEDURE:

The magician attempting to raise the level of his shield counts the number of Friendly demons under his control, and adds this number to the number of separate treasures he chooses to use in this process. The die is rolled. If the result is equal to or less than the number of friendly Demons and treasures used, the magician's shield level is raised by one.

CASES:

[14.1] Demons controlling treasures used in this process are removed from the Treasure Discovery Grid and are permanently out of play, and the treasure is lost.

[14.2] Friendly demons used in an attempt to raise a magician's shield level are retained by that magician.

Cases 14.1 and 14.2 apply regardless of the result of the attempt.

[15.0] Control of Demons

GENERAL RULE:

A magician may control an unlimited number of demons during the Demon Use Phase. During all other Phases the number of demons controlled is limited by the rank of the highest ranking demon controlled.

CASES:

[15.1] A magician must always designate a controlling demon.

The controlling demon is placed face-down in the lowest box corresponding to its rank in the owning magician's column on the Demons Controlled Display. The number of boxes above the controlling demon is equal to the number of demons of equal or lesser rank which may be controlled by that demon.

[15.2] All demons controlled by a magician during Phases other than the Demon Use Phase must occupy a box on the Demons Controlled Display.

When all boxes above a controlling demon are occupied by face-down demon counters, no more demons may be controlled. **Example:** If Asmoday were Alaric's controlling demon, he would occupy the lower "Duke" box and could control one other Duke.

[15.3] A magician may conjure a demon even if he has no available box for it on the Demons Controlled Display.

The demon is immediately released from the game.

[15.4] Once a demon ceases to be controlled, it is permanently removed from play.

[15.5] A new controlling demon may be designated at any time.

[16.0] Capture and Torture of Magicians

GENERAL RULE:

Magicians may be killed and/or relieved of treasure through torture performed by mortal units or by other magicians. Torture is performed during the Combat Phase by mortal units and during the Demon Use Phase by other magicians.

PROCEDURE:

Whenever torture is performed, the die is rolled. A roll of 1 inflicts two wounds, a roll of 2

through 4 inflicts one wound, and a roll of 5 or 6 inflicts no wounds.

CASES:

[16.1] A magician may not be tortured in the phase in which he is captured.

[16.2] A mortal unit which holds a captured magician in its base hex automatically tortures the magician each turn.

The magician may avoid torture for one Game-Turn by surrendering any one treasure. The magician may attempt to avoid torture in this manner for as long as his treasure holds out, **Exception:** The Metropolitan, Bishop, Abbot and Mullah cannot be bought off with treasure.

[16.3] A magician may not torture another magician to death.

A magician already suffering more than one curse and/or wound may not be tortured by another magician. If the magician has one or no curses and/or wounds, he may be tortured at the capturing magician's discretion. An open record is kept of wounds and curses suffered by each magician.

[16.4] A magician may use Demon Powers in the same Phase that he tortures another magician.

[16.5] Mortal units which have captured a magician do not pursue or attack other magicians until the magician already captured escapes or dies.

[16.6] If a magician is killed under torture, the torturing mortal unit retains only that treasure on his person.

Any demons the deceased magician controlled (whether on the Demons Controlled Display or the Treasure Discovery Grid) are released immediately.

[16.7] Treasure obtained by a mortal unit never leaves the mortal unit's base hex.

If the mortal unit is destroyed by a magician that magician may send a demon to the mortal unit's base hex to claim the treasure. The demon is released at the conclusion of combat and the magician takes immediate possession of the treasure.

[16.8] Magicians may conjure and use demons while captured.

If a magician conjures while captured, *one* is subtracted from the die-roll *and one* is also subtracted from the die-roll for *each* wound or curse the magician is currently suffering.

[16.9] When a magician loses treasure due to torture, the owning Player must record the loss on a separate sheet of paper.

A record of treasure ownership must be kept throughout a multi-Player game.

DISPLAYS

The Demons Controlled Display (17.0), Treasure Discovery Grid (18.0) and Magician's Shield Display (19.0) are shown on map.

DESIGN CREDITS

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The counter images for this game have been provided here to aid players in reproducing damaged or lost counters.

Demons Counter Section Nr. 1 (100 pieces): Front

Quantity of Sections of this identical type: 1. Total quantity of Sections (all types) in game: 1.

67 Amdusias - Duke 1	2 Agares E Duke 1	23 Aim X Duke 1	52 Alloes - Duke 1	29 Astoth D Duke 1	26 Bune D Duke 1	18 Bathin T Duke 1	28 Berith D Duke 1	8 Barbato DR Duke 1	49 Crocell S Duke 2
71 Dantalion P Duke 1	15 Eligos DP Duke 2	41 Focalor - Duke 1	50 Furcas - Duke 1	56 Gremory DP Duke 1	11 Gusionn DR Duke 1	64 Haures DX Duke 1	54 Murmur - Duke 1	19 Sallos P Duke 1	47 Uvall PR Duke 0

6 Valefor G Duke 1	42 Vepar SW Duke 1	60 Vapulai - Duke 1	16 Zepar P Duke 1	32 Asmoday DI Duke 1	1 Bael I King 2	13 Beleth P King 3	68 Belial R King 3	51 Balam ID King 1	9 Palmon F King 7
20 Purson D King 1	45 Vine DX King 1	61 Zagan R King 1	22 Ipos D Pmc 1	55 Orobos DR Pmc 1	12 Sitri PN Pmc 1	70 Seere TD Pmc 1	36 Stolas - Pmc 1	3 Vassago D Pmc 1	65 Andriffs - Marq 1

DEMONS

7 Amon R Marq 1	63 Andras B Marq 1	66 Cimejes D Marq 1	69 Dcarabia - Marq 1	30 Forneus R Marq 1	14 Leraje BW Marq 1	35 Mrchsias - Marq 1	24 Naberius - Marq 1	59 Orias R Marq 1	37 Phenex - Marq 1
27 Renove - Marq 1	4 Samigina - Marq 1	43 Sabnock W Marq 2	44 Shan DF Marq 1	72 Andrmls D Marq 1	46 Bifrons - Earl 0	34 Furfur PS Earl 1	21 Marax - Earl 0	38 Malthus - Earl 0	39 Malphas - Earl 0

58 Avnas D Pres 1	17 Botis DR Pres 2	53 Camio - Pres 1	10 Buer C Pres 2	31 Foras ID Pres 1	25 Glasya DR Pres 1	Ring of Solomon
33 Gaap PT Pres 2	48 Haagenti - Pres 1	5 Marbas CW Pres 1	40 Raum DR Pres 1	57 Ose DI Pres 1	62 Volacc D Pres 1	

Alaric Hidden
Beatrice Hidden

Danton Hidden
Bronwyn Hidden

MAGICIANS

Alaric's Shield
Beatrice's Shield

Danton's Shield
Bronwyn's Shield

Emir of Dvin 6	Captain of Shorak 5	Mullah of Mirzd 4	The Grand Turk 2	King of Armenia 7	Admiral of Servan 6	Lord of Yerevan 6
Prince of Artiz 4	Bastard of Atarbekyn 1	Avatar of Argevan 7	Metropoln of Armenia 4	Bishop of Nor-Aresh 3	Abbot of Norashen 2	

MORTAL POWERS

Demons Counter Section Nr. 1 (100 pieces): Back

Duke	Duke	Duke	Duke	Duke	Duke	Duke	Duke	Duke	Duke
Duke	Duke	Duke	Duke	Duke	Duke	Duke	Duke	Duke	Duke
King	King	King	King	King	Duke	Duke	Duke	Duke	Duke
Marquis	Prince	Prince	Prince	Prince	Prince	Prince	King	King	King
Marquis	Marquis	Marquis	Marquis	Marquis	Marquis	Marquis	Marquis	Marquis	Marquis
Earl	Earl	Earl	Earl	Earl	Marquis	Marquis	Marquis	Marquis	Marquis

Beatrice
Found

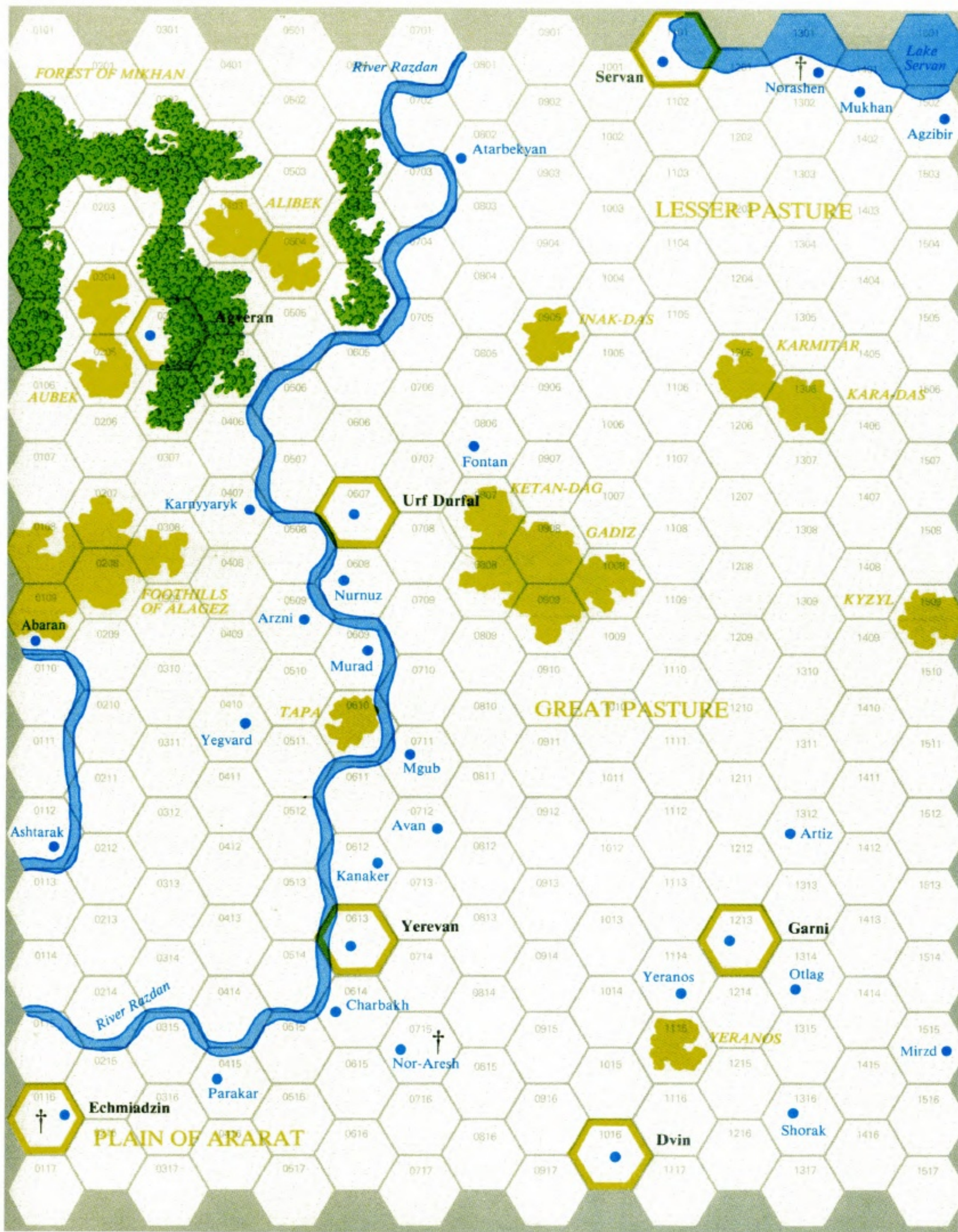
Alaric
Found

Bronwyn
Found

Danton
Found

Duke	Presdnt	Presdnt	Presdnt	Presdnt	Presdnt	Presdnt
	Presdnt	Presdnt	Presdnt	Presdnt	Presdnt	Presdnt

0613	1101	1213	0607	1515	1316	1016
	1301	0715	0116	0305	0802	1312



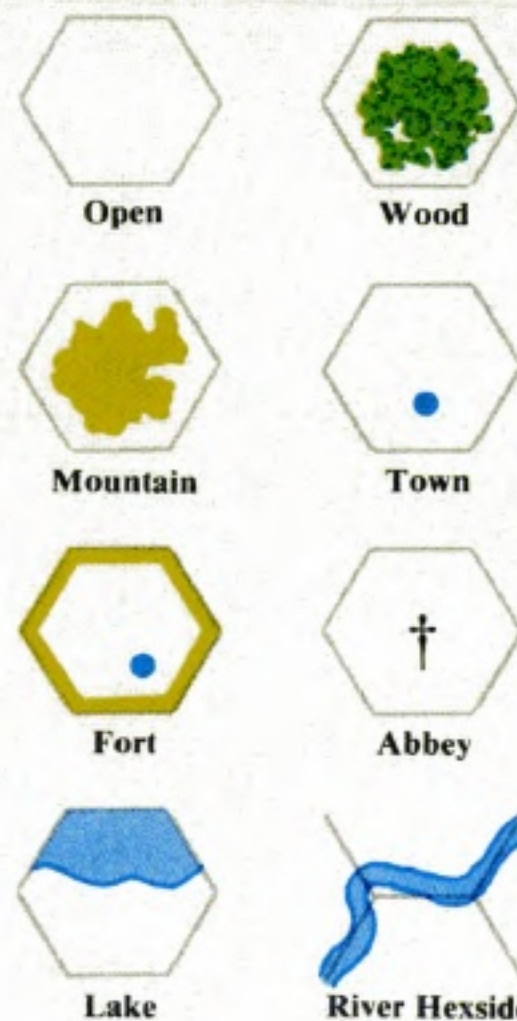
[18.0] TREASURE DISCOVERY GRID

First Die	1	2	3	4	5	6
SECOND DIE						
1	5-7 Echmiadzin 0116	2-4 Karmyaryk 0407	3-6 Kanakar 0612	3-5 Avan 0712	5-6 Gadiz 0908	5-9 Garni 1213
2	2-2 Alibek 0504	3-1 Yegvard 0410	2-9 Tapa 0610	5-7 Nor-Aresh 0715	5-7 Dvin 1016	3-6 Shorak 1316
3	5-8 Agveran 0305	3-2 Parakar 0415	2-8 Murad 0609	2-7 Ketan-Dag 0807	5-1 Yeranos 1115	1-6 Otlag 1314
4	1-3 Alibek 0403	3-6 Arzni 0509	4-3 Nurnuz 0608	1-9 Fontan 0806	4-2 Yeranos 1114	5-5 Artiz 1312
5	4-2 Abaran 0108	4-6 Charbakh 0614	2-9 Urf Durtal 0607	5-1 Atarbekyan 0802	4-8 Servan 1101	5-9 Norashen 1301
6	3-1 Ashtarak 0112	5-7 Yerevan 0613	1-9 Mgub 0711	1-1 Inak-Das 0905	2-6 Karmitar 1205	3-7 Agzibir 1502

[17.0] DEMONS CONTROLLED DISPLAY

	Alaric	Danton	Bronwyn	Beatrice
CONTROLLING DEMON				
Duke (max of 2)				
Prince (max of 3)				
President (max of 4)				
Earl (max of 5)				
Marquis (max of 6)				
King (max of 7)				

TERRAIN KEY



[19.0] Magician's Shield Display

Gold	Silver	Copper/Silver	Quick-silver	Tin	Copper
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Demons

[5.8] Terrain Effects Chart

Terrain	Movement Cost	Discovery Modifier
Open	1	-
Mountain	2	+1
Wood	3	+2
River	+2	-
Town	2	-1
Fort	2	-3
Abbey	2	Same as other terrain in hex

Movement Point costs to cross a river are in addition to the other costs to enter the hex. All terrain effects on movement are cumulative. The discovery modifier is added to the discovery die roll.

[8.3] Combat Results Table

DIE	Combat Differential (Attacker minus Defender)							
	0	+1	+2	+3	+4	+5	+6	+7
1	Df	Df	Df	Dx	Dx	Dx	Dx	Dx
2	Df	Df	Df	Df	Dx	Dx	Dx	Dx
3	Af	Df	Df	Df	Df	Dx	Dx	Dx
4	Af	Af	Df	Df	Df	Df	Dx	Dx
5	Ax	Ax	Af	Af	Df	Df	Df	Df
6	-	-	-	-	-	-	-	-

Df = Defender Flees; **Af** = Attacker Flees; **Dx** = Defender Destroyed or Captured; **Ax** = Attacker Destroyed or Captured; **-** = No Effect. See 8.2 for details.

[6.3] Discovery Table

DIE	Combined Mortal Combat Strength					
	1-3	4-6	7-9	10-12	13-15	16+
1	D	D	D	D	D	D
2	-	-	D	D	D	D
3	-	-	-	D	D	D
4	E	-	-	-	D	D
5	E	E	-	-	-	D
6	E	E	E	-	-	-

E = magician evades; **D** = magician is discovered; **-** = no effect. See 6.0 for details.

[9.5] Conjunction Table

Shield of Magician	Rank of Demons Conjured					
	King	Marq	Earl	Pres	Prince	Duke
Gold	0	+1	+2	+3	+4	+5
Silver	-1	0	+1	+2	+3	+4
Cop/Sil	-2	-1	0	+1	+2	+3
Quicksilver	-3	-2	-1	0	+1	+2
Tin	-4	-3	-2	-1	0	+1
Copper	-5	-4	-3	-2	-1	0

See 9.0 for details.

[5.8] Terrain Effects Chart

Terrain	Movement Cost	Discovery Modifier
Open	1	-
Mountain	2	+1
Wood	3	+2
River	+2	-
Town	2	-1
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Movement Point costs to cross a river are in addition to the other costs to enter the hex. All terrain effects on movement are cumulative. The discovery modifier is added to the discovery die roll.

[8.3] Combat Results Table

DIE	Combat Differential (Attacker minus Defender)							
	0	+1	+2	+3	+4	+5	+6	+7
1	Df	Df	Df	Dx	Dx	Dx	Dx	Dx
2	Df	Df	Df	Df	Dx	Dx	Dx	Dx
3	Af	Df	Df	Df	Df	Dx	Dx	Dx
4	Af	Af	Df	Df	Df	Df	Dx	Dx
5	Ax	Ax	Af	Af	Df	Df	Df	Df
6	-	-	-	-	-	-	-	-

Df = Defender Flees; **Af** = Attacker Flees; **Dx** = Defender Destroyed or Captured; **Ax** = Attacker Destroyed or Captured; **-** = No Effect. See 8.2 for details.

[6.3] Discovery Table

DIE	Combined Mortal Combat Strength					
	1-3	4-6	7-9	10-12	13-15	16+
1	D	D	D	D	D	D
2	-	-	D	D	D	D
3	-	-	-	D	D	D
4	E	-	-	-	D	D
5	E	E	-	-	-	D
6	E	E	E	-	-	-

E = magician evades; **D** = magician is discovered; **-** = no effect. See 6.0 for details.

[9.5] Conjunction Table

Shield of Magician	Rank of Demons Conjured					
	King	Marq	Earl	Pres	Prince	Duke
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Silver	-1	0	+1	+2	+3	+4
Cop/Sil	-2	-1	0	+1	+2	+3
Quicksilver	-3	-2	-1	0	+1	+2
Tin	-4	-3	-2	-1	0	+1
Copper	-5	-4	-3	-2	-1	0

See 9.0 for details.

HISTORICAL NOTES

The Lesser Key of Solomon, upon which the game *Demons* is based, has its origins in manuscripts published in the 17th century. Allegedly, the sources of these manuscripts can be traced back to Greek, Latin and pre-Roman manuscripts. The originals are said to have been in Hebrew and much of the symbology included in the manuscript is rendered in Hebrew. There is some evidence of this magical system being known to the Arabs. This can be traced to manuscripts of pre-fifteenth century Arab Spain.

The basic story of the key of Solomon holds that when Solomon was building the first temple in Jerusalem, one of his workers was seized by an evil spirit. The victim appealed to King Solomon, who went into the unfinished temple to pray for divine help. Shortly thereafter, the archangel Michael appeared and delivered to Solomon a magical ring which gave him the power to command all spirits. Solomon proceeded to command the spirits to appear before him, ordered them into a brass vessel, which he sealed with a marble plug and his own seal, and then cast it into a lake in Babylonia. Not long afterwards, some Babylonians recovered the vessel and, after much debate, opened it. This, of course, liberated all of the demons who went back to their previous locations. One demon, however, Belial, remained and the Babylonians began to worship him.

Solomon, however, had foreseen the possibility of the demons being released again and had supposedly prepared a testament detailing the various rituals and instruments that could be prepared by any person to command the spirits once more.

Originally, this power to command the spirits was to have been used for curing disease and preventing demons from causing harm to the faithful. When printed examples appeared again in the seventeenth century (some allegedly appeared earlier), the emphasis had switched to the finding of treasure and personal gain by the magician in general.

Demons postulates that a limited number of manuscripts of Solomon's testament were available to selected magicians. One such magician

fled to medieval Armenia as much to avoid the lethal attentions of Moslem, Orthodox and Catholic clergy in the rest of the known world as to practice the system of Solomonic magic for the purpose of obtaining treasure.

Armenia, although one of the first national groups to become Christian, was constantly being traded back and forth by more powerful neighbors. In the 11th century, the situation was even more chaotic because of the recent schism between the Orthodox and Catholic churches. This fact, added to the continued peripheral presence of fanatical Islam, placed Armenia in a vortex of religious intolerance.

Thus, sometime in the Spring of 1091 does our magician wander into the hills of Armenia.

THE CONJURATION

The "lesser Key of Solomon" prescribed a sequence of conjurations to bring a demon under the "operator's" (magician's) power. The sequence included: the First Conjuration, the Second Conjuration, the Constraint, the Invocation, the General Curse, the Conjuration of Fire, the Great Curse, the Address to the Spirit on his coming, the Welcome to the Spirit and, after the demon has served you, the License to Depart. If you are lucky, the First Conjuration should get control of the demon. If that fails, everything else up to the Great Curse must be invoked. The Address greets the demon once you have it controlled.

If any players would like copies of the text of the conjurations, send a stamped, self addressed envelope to *Demons Conjurations*, SPI, 257 Park Ave So, NY 10010.

Some of the Demons names on the counters have been abbreviated. Here are their full names:

Andrealphus (65)

Decarabia (69)

Marchosias (35)

Andromalius (72)

One final note to players. There are only 72 demons. Once used they are out of the game. Conjure carefully or you'll run out of Demons before you run out of enemies.

JFD