



Adventure / Role Playing Game created in Visual Basic. Control your hero, gain levels, fight monsters, buy items and weapons, and find treasures on a top down map similar to Dragon Warrior. Different difficulties of play, cut scenes, quests, great storyline, and hours of play. Map editor, save editor, and help guide is included! Battle your way and customize your player's stats and spells to find the reason why the Demons have attacked, with the help of the Rogues, and Zephyrs. (*Games: The Demon's Mantra, The Demon's Mantra II*) It is recommended you play the first

The Demon's Mantra II

The Story

Its been 24 hours since Ryu found his father and defeated the Demon Lord. However, little did he know After warning the Rogues of what happened with the Demon Lord, Ryu returns to his hometown to discuss. Meanwhile, a wandering orphan, Nina, and her best friend, Sofi, visit the town of Doma looking for work.

Features

- Customization on several levels including controls, wallpaper, and conversation colors
- Over thirty minutes of text based cutscenes to advance the story
- Three difficulty modes for all types of players.
- Support hero that fights at your side, eight total.
- Online diary to write notes in, and a minimap of the overworld.
- Over forty kinds of monsters to fight on your quest.
- Hint guide, walkthrough, save and map editor included.
- Unique spell system allows you to choose the type of hero you want.
- Over thirty kinds of equipment to find or buy on your quest.
- Full midi and wave support.
- Over twice as big as the original including over ten times as much story.
- Side quests such as the hot air balloon, rebuilding of the orphanage, and the arena.
- Over 30 hours of gameplay!

The Demon's Mantra I

The Story

Before Man was created by the heavens, creatures known as the Demons ruled the Earth. At first Man a Almost a thousand years have passed since the last Demon was seen. Only old legends and rumors sta

A young hero, half Man and half Demon is now the target of the Demons. While searching for answers h

Features

If you've played Dragon Warrior then you know how the game works. Battles are dynamic in the sense t As far as your character is concerned, its up to you to create the type of character you want. You decide You can also change the background border of the map by selecting from several styles in the options m Throughout the game you can purchase healing potions, equipment such as shields/armor/weapons, an