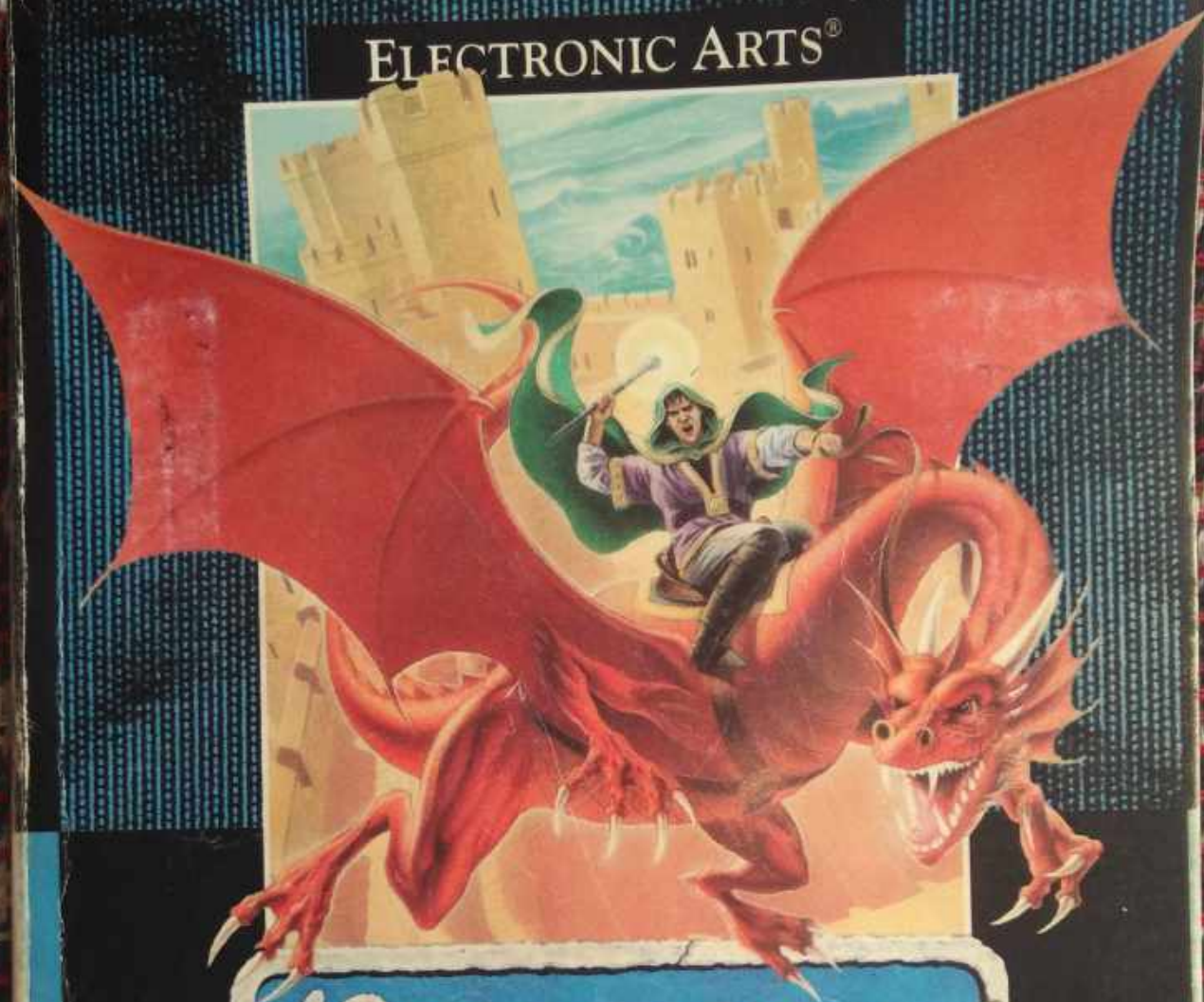


ELECTRONIC ARTS®



RINGS OF POWER™

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WARNING TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of video games on large-screen projection televisions.

Getting Started

1. Turn your Sega™ Genesis™ OFF, then insert the Rings of Power cartridge in the cartridge slot.

IMPORTANT: Always make sure your Sega Genesis is OFF before removing or inserting cartridges.

2. Turn the power switch to ON. The Rings of Power title screen appears.

3. Press START to play (if nothing appears on your screen, repeat Step 1).

4. When the options menu appears, D-Pad **DOWN** to highlight an option.



Continue Load a previously saved game

Start Start a new game

Intro Watch the Rings of Power introduction (press any button to return to the title screen)

Citizens See pictures and descriptions of Rings of Power characters

Credits See a list of the people who worked on the game

5. Press **B** to select the highlighted option.

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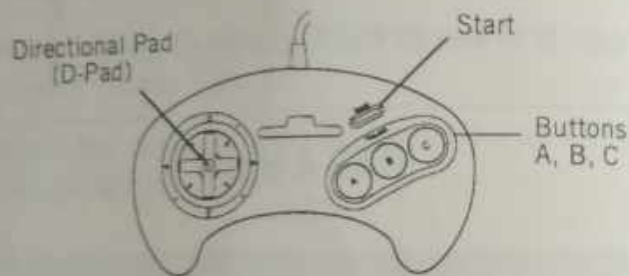
If you're under 18 years old,
ask a parent's permission before you call.

Controls

There are two sets of controls in Rings of Power:
Outside Mode and **Inside Mode**

Outside Mode

"Outside" means you are *outside*, not inside a building or in a "Zoom" view of your location.



Directional Pad (D-Pad)

Move your character and select options from menus

Button A: AUTO MODE/FIRE

Travel forward automatically (foot or boat travel). Fire cannons (on ship) or breath fire (on Dino or Dragon)

Button B: ZOOM/ENTER

Zoom in on your current location, or enter a building or vehicle. **NOTE:** Zooming is not possible if you are standing next to the door of a building and a description of the building is on-screen.

Button C: STOP/EXIT

Stop Auto Mode, or exit a vehicle

Start

Access the Main Menu

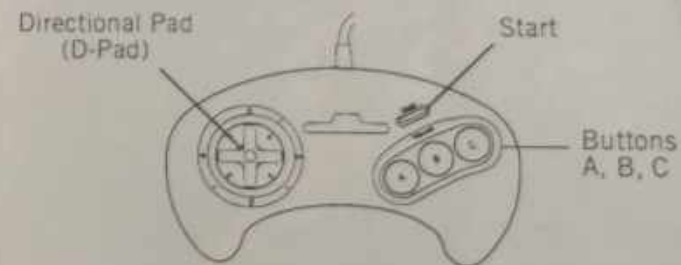
A + START = Inven (inventory) menu

B + START = Map (must have a map)

C + START = Search

For more information on these options, see *Getting Around*, page 9; *Travel*, page 29; and *Using Menus*, page 11.

Inside Mode



"Inside" means you are inside a building or in a "Zoom" view of your location.

Directional Pad (D-Pad)

Move your character or party and select options from menus

Button A: MORE
Scroll through text messages

Button B: ACT
To look at/take/open/climb objects: D-Pad to face the object and press B.

Button C: TALK
Talk to characters

Start

Access the Main Menu.

A + START = Inven (Inventory) menu

B + START = FIGHT (in TALK mode)

C + START = Search function

For more information on these options, see *Using Menus*, page 11; *Talking to Characters*, page 16; and *Combat*, page 18.

NOTE: Rings of Power features a handy HELP option which displays a picture of the Sega controller on-screen (see *Help*, page 11). You may want to use the HELP option until you are comfortable with the controls.

A History of the Rings of Power



From the Book of Nexus

"Before Nexus, we lived in darkness; the sun shone as brightly as ever, but ours was a darkness of the soul. At last, in a flash of divine light, Nexus appeared, bringing with him the Golden Age.

Nexus used the Rod of Creation to restore our world; the desolate planet of Ushka Bau became a paradise. He bestowed upon each man, woman and child the gift of one of the Six Arts. For many years we prospered.

The demon Void brought an end to the Golden Age. The new world Nexus had created was one of great beauty and the love we felt for him was powerful. Seeing this, the demon's foul heart was filled with envy. He stole the precious Rod of Creation, and created an age of chaos. Thus began the Cataclysm; a reign of terror lasting 66 years.

At last Nexus confronted Void and the two fought a titanic battle for the Rod of Creation. In the end their might split the Rod in two, and each fled with half. Each then divided his half into rings and hid them to keep the other from reassembling the Rod and taking power again. Many have quested to recover the Rings and restore the Rod of Creation to Nexus. All have failed."

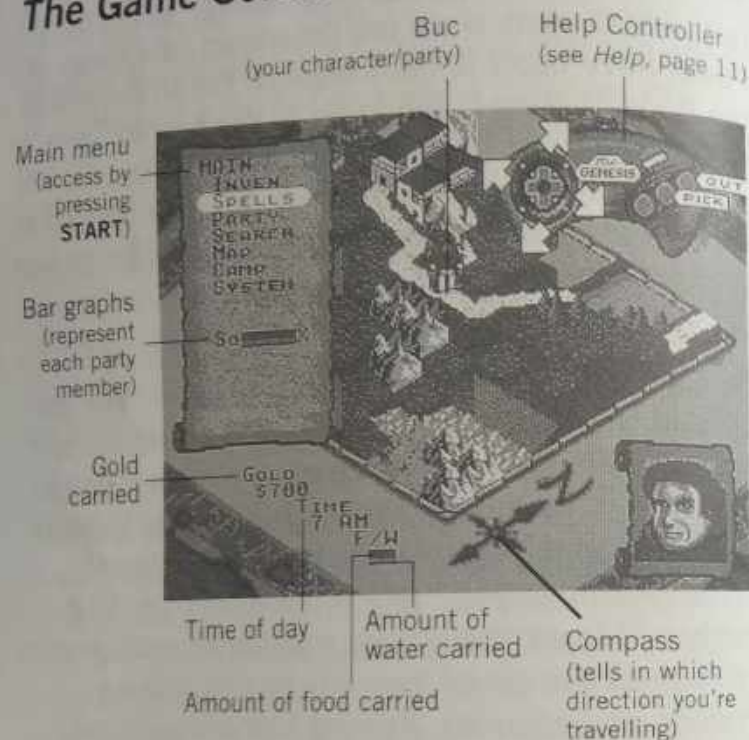
The Quest for the Rings

In the 500 years since the Cataclysm, the Rings of Power have become but a legend. Yet all have read the Book of Nexus, and know of the Sacred Quest to find the Rings and restore the Rod of Creation to Nexus. Only the noblest of men might be trusted to carry out this quest, resisting the temptation to use the Rod's power to his own ends.

You are Buc, a top student at the Academy of Sorcery, and you will be the next to undertake the Sacred Quest. You'll form a team of adventurers; a Knight, a Conjurer, an Enchanter, a Necromancer, and an Archer; and together you'll journey to every corner of your world, Ushka Bau, in search of information leading to each precious Ring. Your party will learn spells, gain experience and advance in rank as you travel from city to city, making friends and enemies, fighting battle after bloody battle. If you are successful — if you win back the Rings and return the Rod of Creation to Nexus — the rewards will be greater than a young Sorcerer can imagine.

Good luck to you and your team, and may Nexus walk with you.

The Game Screen



Getting Around

Your party is represented by Buc. Use the D-Pad to move him. The compass at the bottom of your screen tells you which direction you are travelling in.

Walking

Press and hold the D-Pad arrow in the direction you want Buc to go.

Boats, Ships, Dragons and Dinos

Press and hold the D-Pad arrow in the direction you want to move in. For more information on these vehicles, see *Travel*, page 29.

Auto Mode

While walking on a foot path (between cities), Auto Mode lets you walk forward automatically (without holding down the D-Pad arrow): D-Pad in the direction you want to go, then press **A**. You'll continue moving until you reach a city or an intersection of paths. While sailing a boat on a stream, activate Auto Mode by pressing **A**; your boat will follow the stream automatically until it hits land, or until you press **C** to stop it.

Buildings

To enter buildings, D-Pad toward the door (a picture and description of the building appears) and press **B**. To exit, walk out the way you came in.

Ladders

To climb a ladder, use the D-Pad to face it and press **B**.

Vehicles

To board a vehicle, D-Pad toward it (a picture and

description of the vehicle appears) and press **B**. To exit, press **C**. **Note:** To board or exit a dragon, you must be on or above clear, flat land.

NOTE: If you find that the D-Pad is too sensitive, you may want to turn the Diagonal controls OFF from the System menu (see *System*, page 15.)

Help

When you play *Rings of Power* for the first time, a picture of the Sega controller (with controls clearly marked) is present in the upper right corner of your screen. Use the **HELP** option until you feel comfortable with the controls, then select **HELP** from the System menu to remove it. Select **HELP** from the System menu at any time during the game to reactivate **HELP**.



Using Menus

1. Press **START** to see the Main Menu of options.
2. D-Pad **UP** or **DOWN** to highlight a menu item, and press **B** to select.

3. Press **C** to see the previous menu, and to exit the menus.

Main Menu

Inven (Inventory)

Inventory is anything your party has acquired and is carrying. During play, press **A+START** to access the **INVEN** menu, or select it from the Main Menu. The **INVEN** menu keeps you informed of what your party is carrying.

- Goods** Lists all trade-goods your party is carrying
- Items** Lists miscellaneous items
- Papers** Lists notes and other documents
- Keys** Lists which keys your party has found
- Rings** Lists which Rings your party has acquired

To use an item in your inventory, D-Pad **UP** or **DOWN** to highlight the item, and press **B** to select it. To read an item in **Papers**, just highlight the item.

Spells

To find out what spells are available to each member of your party:

1. Select **SPELLS** from the Main Menu.
2. D-Pad **UP** or **DOWN** to highlight a party mem-

ber, and press **B** to select. A list of the party member's available spells appears.

For a list of spells and their descriptions, see *The Spells of the Six Arts*, page 39.

Party

To find out about a character in your party:

1. Select PARTY from the Main Menu. A list of party members appears, each with a bar graph measuring strength (red) and magic (blue).
2. D-Pad **UP** or **DOWN** to highlight a party member, and press **B** to select. A message appears telling you the party member's current status and level of experience.

Search

Choose SEARCH from the Main Menu (or press **C+START**) while inside a building to get a full report on your location, including number of people, doors, ladders, chests and other items in the building. If you have the Sextant, your current longitude and latitude are reported as well.

Map

NOTE: you must be outside and have a map for this option to work!

Select MAP from the Main Menu (or press **B+START**) to access a full screen map of the world. D-Pad **UP**, **DOWN**, **RIGHT** or **LEFT** to scroll the map in any direction. When you have the Sextant, crosshairs will appear in the center of your screen. The longitude and latitude of the position of the crosshairs are displayed in the lower-left corner of the screen.

Camp



Sometimes you may want to speed up the clock (there are some things you can only accomplish during the day, others only at night), or just let

your party take a rest to regain strength and magic points. Select CAMP from the Main Menu to make camp until the time is right.

NOTE: Your party will use 100 food rations and 100 water rations, but will regain half of its lost strength and magic points each time you Camp.

System

In addition to PAUSING the game, the SYSTEM menu contains many useful options:

- Load** Loads the previously saved game.
- Save** Saves your game in progress (limit: 1 at a time). **Save often!**
- Combat** Switches Combat modes between Manual and Auto (see *Combat*, page 18).
- Direct** Switches D-Pad between two directional modes — try it both ways and decide which is right for you.
- Diags** Turns diagonals (D-Pad) on and off (see *Getting Around*, page 9.)
- Music** Lets you listen to each song on the soundtrack.

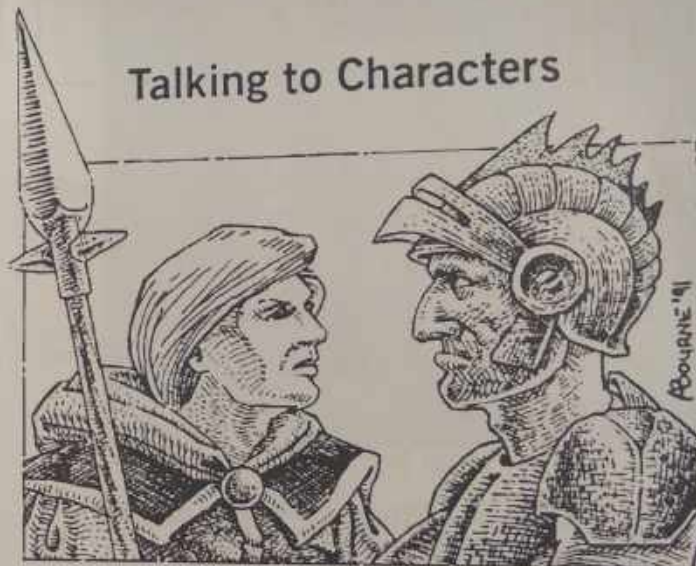
Help

Activates or deactivates an on-screen picture of the Sega controller (see *Help*, page 11).

Quit

Exits to opening screen.

Talking to Characters



1. Face the character you wish to talk to and hold down **C** (if you are not facing the character, hold down **C**, then D-Pad toward the character). The TALK menu appears, offering a list of topics.
2. D-Pad **UP** or **DOWN** to highlight a topic, and press **B** to select it.
3. Press **A** (when the MORE balloon appears) to see the next message.

4. Press **C** to end the conversation.

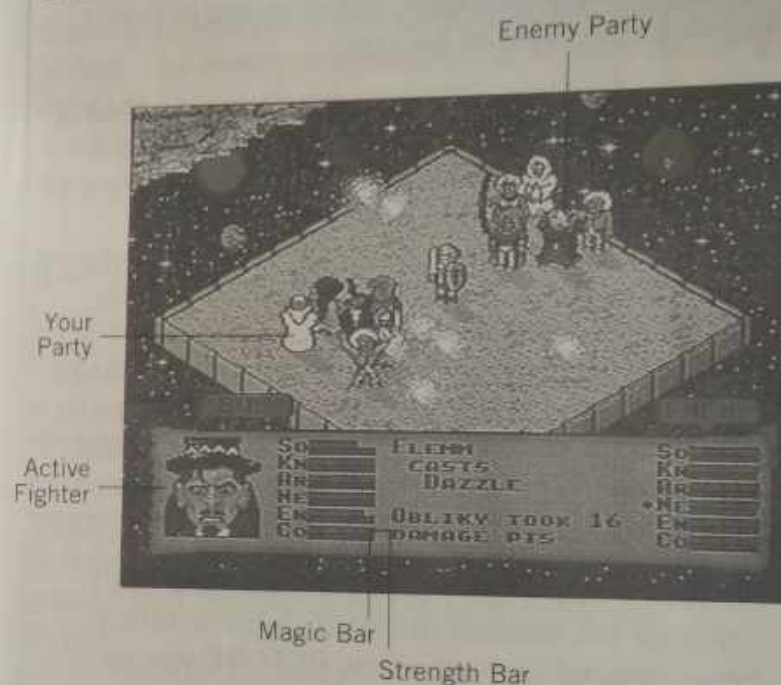
NOTE: If the MORE balloon is **white**, you must press **A** to continue the message. If the MORE balloon is **yellow**, you may end the conversation by pressing **C**.

Topics

When you choose a conversational topic, Buc asks a question relating to that topic. The available topics are:

- | | |
|--------------|---|
| Job | Ask about the character's profession |
| Class | Ask which of the Arts the character practices |
| City | Ask about local trade and leaders |
| Quest | Ask about the Rings of Power, or your current quest |
| Buy | Buy an object |
| Sell | Sell trade-goods you are carrying |
| Show | Show or give an item to the character |
| Bribe | Slip the character 10 gold (useful for getting information, unlocking doors, or raising local opinion of you) |
| Fight | Fight with the character |

Combat



Of course, it's best to avoid a fight whenever possible, but there will be times when you'll have to fight for your cause. When this happens, the following section will help get you out alive.

There are two types of combat. Before a battle begins, select COMBAT from the System Menu to choose between:

Manual Combat - The spell menu appears during each party member's turn, allowing you to manually select the spell to be used.

Automatic Combat - Party members choose their own spells. If you want a party member to use a specific spell, press and hold **A** at the beginning of that member's turn (see *Spells*, page 12).

NOTE: Use caution when manually selecting spells during Automatic Combat; if a party member has begun an action, such as healing another party member, choosing an attack spell may cause him to kill the party member instead.

NOTE: Once a fight is in progress, you can't change the combat mode! Be sure to select your desired combat mode **BEFORE** you go into battle.

Many times combat occurs randomly. If you want to start a fight:

1. Stand facing the character you want to fight and press **C**. The TALK menu appears, offering a list of topics.
2. Press **B+START**, or D-Pad **DOWN** to highlight **FIGHT**, and press **B** to select it.

Who's Who

Generally, your party stands on the left side of the screen, the enemy or enemy party stands on the right. As they become engaged in battle, you can distinguish them by their shadows; your party has blue shadows — your enemy's are orange.

Taking Damage

Each party member's status is represented by the Strength and Magic Bars. These bars get smaller as a character takes damage, and if the Strength bar disappears completely, the character cannot survive anymore damage. If the Magic bar disappears completely, the character is able to cast only first level spells. If it looks like a party member is getting into trouble, it might be a good time to **FLEE!**

Hit Points

During the battle, each party member suffers damage in the form of "Hit Points" (HP). Messages appear telling you that your party member has taken damage from his enemy (for example: "Buc took 3 hit points"). As you take more damage, the number accumulates; the next message gives the total number of HP taken ("Buc took 6 hit points" means he took 3 the first time, and has now taken

an additional 3). Pay attention to each party member's Strength and Magic Bars to see how they're doing!

Fight Menu

During combat, press **START** to access the **FIGHT** Menu. D-Pad **UP** or **DOWN** to highlight, and press **B** to select one of the following options:

Flee

When you think your party has suffered too much damage, **FLEE** lets you attempt to escape the battle. **NOTE:** An attempt to **FLEE** takes the place of your party's attack round, and it may or may not succeed. Your enemy continues to attack unopposed for one round.

Mood

These options allow you to adjust your party's attitude during a battle. Mood can effect the positions of your party members, targeting, which spells each member uses, and the amount of magic points used to cast a spell.

Berzrk Stay on top of the enemy; be on the offensive; concentrate on one enemy, doing as much damage as possible; put

more energy (magic points) into each spell.

Advance Slightly less aggressive than **Berzrk**.
Hold Slightly more aggressive than **Wary**.
Wary Be conservative; inflict and therefore receive less damage; divide attack to cover several enemies; put less power into each spell.

Press **B** to select the highlighted option.

Saving and Loading Games

NOTE: You may only save 1 game at a time!

To save your game in progress:

1. Press **START**, and D-Pad **DOWN** to highlight **SYSTEM**. Press **B** to select.
2. D-Pad **DOWN** to highlight **SAVE**, then press **B** to select **YES**. If you've changed your mind, D-Pad **DOWN** to highlight **NO**, and press **B** to select it. **Save often!**

To load a previously saved game:

1. Access the **SYSTEM** menu as in step 1 above.

2. Press **B** to select **LOAD**.

Pausing the Game

1. Press **START**, and D-Pad **DOWN** to highlight **SYSTEM**. Press **B** to select. Your game is paused until you press **C** to exit the **SYSTEM** menu.

Quick Tips

1. **Save** your game before you heal yourself; reloading may take some of your strength and magic points.
2. **Save and reload** your game when your Hit Points are getting low (below 25% — you will always be given at least 25% of your potential when you reload).
3. **At lower experience levels**, regain health and magic by purchasing **SLEEP** and **MEALS** from inns. They are cheaper than buying **HEAL** and **POWER** from temples, and just as effective for low-level magic-users.
4. **Travel by day!** You'll have fewer encounters with the large bands of roving thieves.
5. **Pay the tax collectors** unless your party is **VERY** strong.
6. **Beating up friendly townspeople** is a good way to lower local opinion of you. When the population gets fighting mad, it's a good idea to leave town for a few days.
7. **Bribing merchants** is helpful when buying trade goods.

8. **When using Gate stones** it's a good idea to have a boat stone handy; otherwise you may end up stranded on a deserted island.
9. **If you lose a limb** during combat you'll need to visit the local temple to get healed. A simple rest will *not* bring you back to your full health potential.
10. **Keep most of your wealth in trade-goods**; this way you won't have to make such a large donation to the cathedral for resurrection.
11. **Pick up any items** you come across. You never know what may come in handy during your adventure.
12. **The value of trade-goods** varies from town to town, and each town has an item which they will pay dearly for; make sure to find out what it is.
13. **The City of Commerce** is the place where you can buy just about anything — for a price.
14. **If you get a Lottery Ticket**, **USE** it; you may win the jackpot!
15. **While travelling by sea**, **ZOOM** in various locations; you may uncover sunken treasure!
16. **To exit a building quickly**, select the **CAMP** command.
17. **Avoid some hostile encounters** by talking to friendly people from a distance, avoiding the hostile people in your way.
18. **To hide from a threatening ship**, Dino, or dragon, press **B** to **ZOOM**. When you emerge, you will usually find that they have passed you by.
19. **Ride Dinos** to avoid hostile encounters.

A Study of the King Myth



by

Thalmus the Wise



As with all who practice the Six Arts, I was raised on the legends of The Rings of Power. According to these stories, the Rings are but pieces of the Rod of Creation, the most powerful object known to us. The Rod was the tool of Nexus the Benevolent who saved our world from a slow death and gave us the Six Arts so we might one day be worthy of His glorious presence.

These Rings have been lost for centuries, and despite the teachings of the Temple of Nexus, many think that perhaps they never existed — that the Rod of Creation is but a legend. We, the Masters of the Six Guilds, have discovered strong evidence that the Rings do indeed exist, and have clues as to the locations of each one. That this is a discovery of monumental importance from a historical standpoint goes without saying. But we are now faced with a grave circumstance that makes immediate action on our parts imperative.

It seems that we are not the only ones who seek the Rings of Power; the minions of Void the

Destroyer have been unusually active across the globe — their evil has followed us throughout our search and they've managed to thwart our efforts on many occasions — Eagle, the great Master Archer was lost to us just this day.

We can only conclude that Void is aware of our quest, and contrives to stop us from reassembling the Rod of Creation, or worse, to achieve this thing himself. With the Rod in Void's hands, chaos will rule the world as it did during the Cataclysm 500 years ago, and I fear even Nexus himself will be powerless to stop it.

It falls to me to record our findings so that our work may continue. Each of us will charge our six most promising students with the task of building a strong team of adventurers (one member from each discipline) to find the Rings. We can only hope that with the help of the information in this journal, one of these groups will be successful. I have high hopes for young Buc — he shows great aptitude and honor, and this is indeed a quest of honor; the power of the Rings can only be entrusted to the noblest of beings.



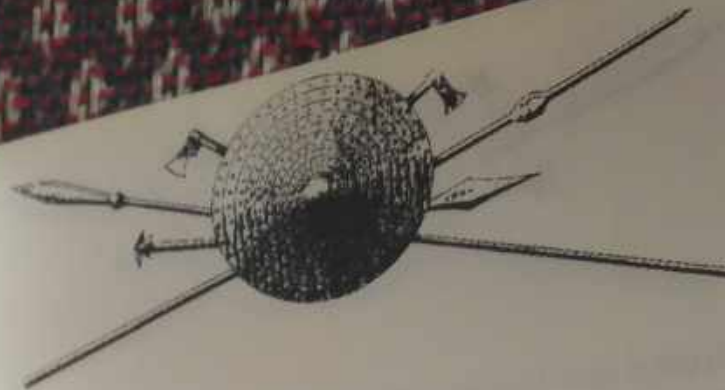
Travel

Foot Travel

Ushka Bau is a world of varied terrain; roads, swamps, desert and ice, among others. For each mile of travel on foot, a party of six consumes food and water as follows per mile traveled:



Terrain	Food	Water
Road	1 ration	1 ration
Swamp	8 rations	4 rations
Desert	7 rations	5 rations
Ice	4 rations	3 rations
Grass	4 rations	2 rations



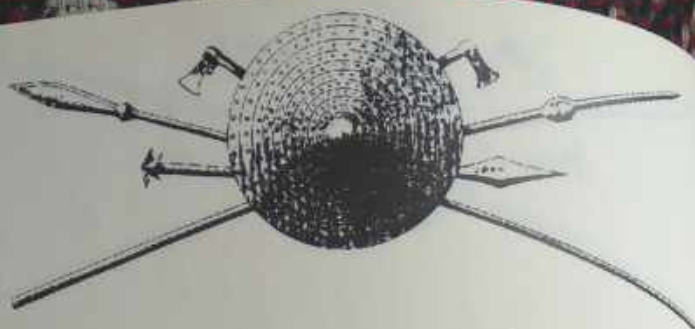
Vehicles

When resources are available (such as gold, food and water), it is more practical to travel by vehicle. Food and water rations and other resources used during travel are listed below.

Land beasts or "Dinos" can transport a party across most terrain, but are unsuitable for forest or water travel. If left alone for long periods, or without food and/or water, your Dino will run away. Dinos can be purchased from some Vehicle Masters. Supplies will be used as follows per mile travelled:



Terrain	Food	Water
Road	1 ration	1 ration
All Others	3 rations	1 ration



Boats can travel through narrow waterways and across large bodies of deep water. While at sea, a small boat provides little protection against hostile creatures which may attack you,



and as fresh water is not readily available at sea, you will use water rations faster than usual, as shown below. If a boat is left docked for long periods, it will likely be stolen or washed out to sea. Boats can be purchased from the Vehicle Master in most towns, and will be waiting for you at the dock just outside the Vehicle Master's shack. They can also be summoned using a Boat Stone, which can be purchased from the General Store in Mesa, or from some wandering merchants.

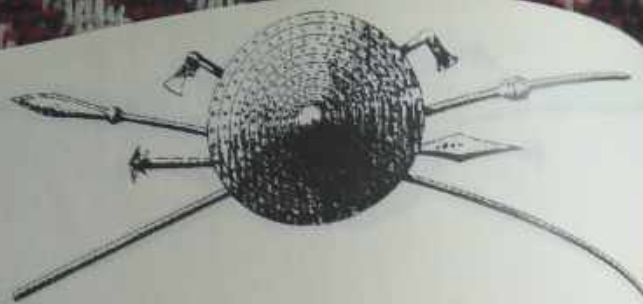


Waters	Food	Water
Shallow	1 ration	1 ration
Deep	5 rations	20 rations

Ships cannot access narrow waterways, but are much faster than boats at traversing large bodies of water, and as they are equipped with cannons, they provide much better protection against attacks.



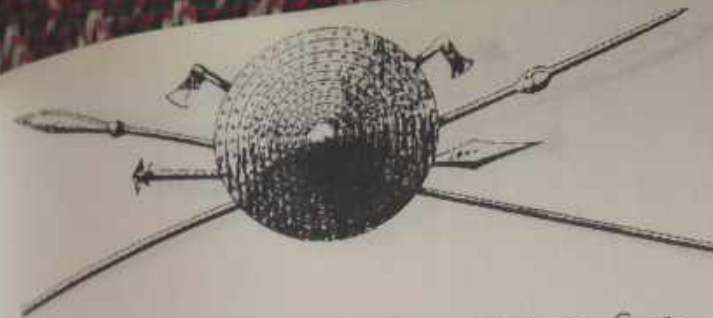
Ships cannot be bought outright; a party must buy passage on a vessel at the rate listed below. If the party can no longer afford passage, they will be set adrift in a small boat (see Boats, above). After a short time in a port the ship will set sail,



leaving the party behind. Passage can be purchased from the Vehicle Master in most towns, and will be waiting for you at the dock just outside the Vehicle Master's shack. Supplies will be used as follows per nautical mile travelled:

Waters	Food	Water	Gold
Deep	1 ration	1 ration	1

Dragons are by far the fastest mode of travel, but are voracious eaters, as is shown below. They can fly over any terrain or waterway, but must land in a clearing. Dragons must be summoned using a Dragon Stone which can be purchased from the General Stores in



Mesa, or from some wandering merchants. Supplies will be used as follows per mile travelled:

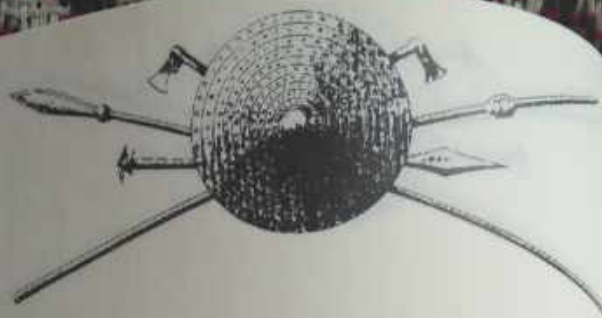
Terrain	Food	Water
All	40 rations	40 rations

The Gateways

Scattered across Ushka Bau are Gateways; magical places which can transport your party to other



Gateways in other parts of the world. To use a Gateway, one need only possess a Gate Stone, which can be purchased from General Store in Richi.

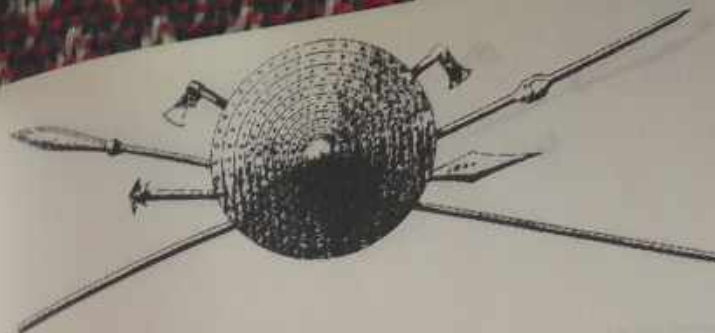


Each Gateway is a flat area of ground made up of 8 squares, and surrounded by a ring of guardian statues. Each square is linked to a specific Gateway somewhere. To be transported, stand within the circle (directly in front of a statue) and select a Gate Stone from your Inventory.

The locations of the Gateways are not widely known — lucky travellers stumble upon them occasionally, but the best way to find one is with a Flip Stone — these little stones will take you to the nearest Gateway. Purchase Flip Stones from General Stores in some towns.

Day vs. Night

Careful consideration is required when deciding whether to travel by day or by night; many tasks or quests must be accomplished during the day, while other problems can only be solved at night. Time is certainly a commodity, but there is much to be said for waiting until the time is right.



The Six Arts

The Six Arts were given to the world by Nexus at the beginning of the Golden Age. Each discipline has its own unique philosophy, and its own distinct power over the stuff of life. It is important to understand the ways of each in order to have effective dealings with those who practice them.

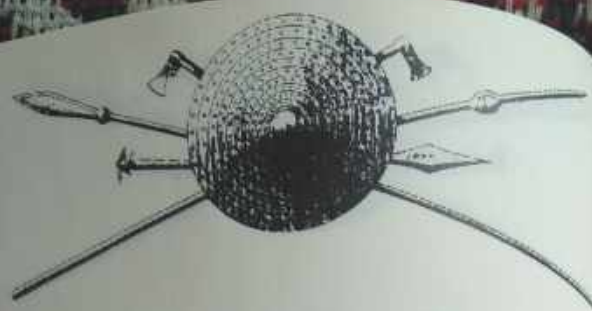
The Art of Separation

The Knights of the Holy Order of Separation are mighty warrior/magicians who have the power to rend objects (and people) asunder. They believe the meaning of life is to be found in 'separating' or disassembling objects into their component parts. They're known by the metallic armor they wear, and by the large broadsword each carries. Their symbol is the Broken Sword.



The Art of Summoning

Conjurors use their powers to call perfect forms from other planes of reality. They seek only



perfection — anything less is beneath their notice. Conjurers are blind, but have an inner vision that lets them perceive the images of this world and many others. Recognize them by the pure white cloaks they wear, and by their pure white eyes. Their sign is the Sphere.



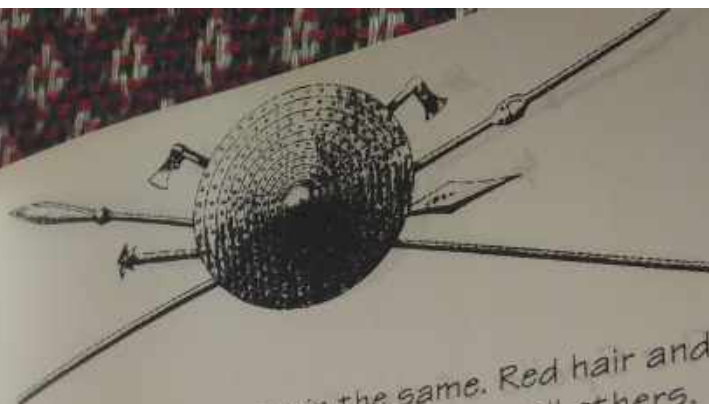
The Art of Force

This art is practiced by the Archers. They believe that motion and speed are the most important elements in the universe. Their weapon of choice is the bow, and they wear their symbol, the Arrow of Force, on a black headdress framed by pure white hair.



The Art of Change

This is the Art of the Enchanters, who can alter the very fiber of objects, changing them to whatever form pleases them. These strange folk believe that change is the essential quality of life — for



them, nothing may remain the same. Red hair and radical clothing distinguish them from all others. Their symbol is Infinity.

The Art of Body

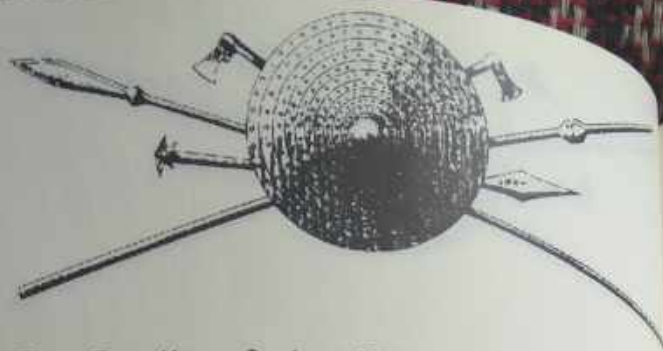
The Art of Body is that of the Necromancers. These morbid men and women have a knowledge of the body that lets them heal or cause wounds — in some cases even raise the dead. They believe that Life is but the beginning of Death. They are known by their black clothing, and the Skull symbol they wear.



The Art of Mind

The Mind is the tool of Sorcerers (such as myself), by far the most intellectual of the disciplines. Our powers give us control over the minds of others. We seek to increase the power of the mind to infinite levels. We are known by the simple cape and hood we wear, and our symbol is the all-seeing Eye of the Mind.





The Spells of the Six Arts

As young Sorcerers, you are all of first level of Sorcery, the order of Brain. Your experience is limited, and you know only a few, rudimentary spells. As you progress through nine levels of experience, you will continue to learn spells. You must acquire 100 experience points to graduate to the next level, the order of Reason, 200 for Logic, and so on. Most spells can be learned at the guilds, for a price, and it is possible to learn spells before you are at a sufficient level to cast them.

Below I have listed all spells for each of the Six Arts (you will command your party, so you should know what is available). These spells listed are grouped by the type of spell. For example, all Necromancers' healing spells are listed together. General Attack spells exist for each class, and are grouped at the beginning of each class's spell list.



Damage

The damage (Hit Points) listed for each spell is an average. As your character increases in levels, the average will also increase. For example, when your Necromancer reaches the Order of Cadaver, the Hurt spell will, on the average, cause 12 points of damage to the enemy. As his level increases, this average will also increase.

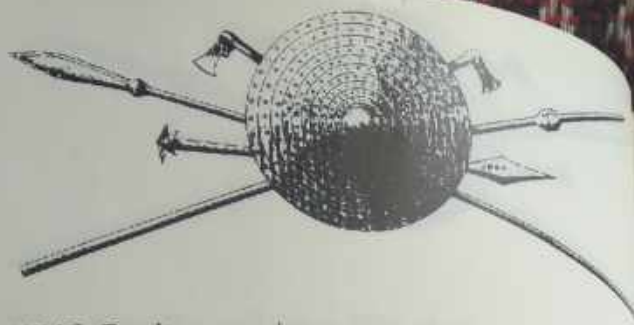
General Attack Spells

- are most likely to have an effect
- are easier to get
- take less power to cast
- can be cast several times during a combat turn

Stronger Spells

- can do more damage
- effect multiple people

Lower level spells inflict less damage and use less power. All people are born with the lowest level attack spell of their class.



HINT: Don't use a low range spell when you are low in health; you would have to get dangerously close to the enemy for an effective attack. Bullet attacks are stronger at close range.

NOTE: An asterisk (*) by a spell name means the spell affects everyone in the enemy party. An infinity symbol (∞) means an infinite number.

Sorcerers' Spells

Sorcerers use their minds to attack enemies' minds.

General Attack Spells

The Sorcerer has six general attack spells:

STUN Causes energy to flow from the Sorcerer's hands and strike the victim for 10 points of damage (range 3).



JOLT

Inflicts pain in the minds of the enemy for 12 points (range 4).

DAZE*

Causes intense pain in the minds of the enemy for 25 points (range 4).

SHOCK*

Creates unbearable pain in the minds of the enemy for 32 points (range 7).

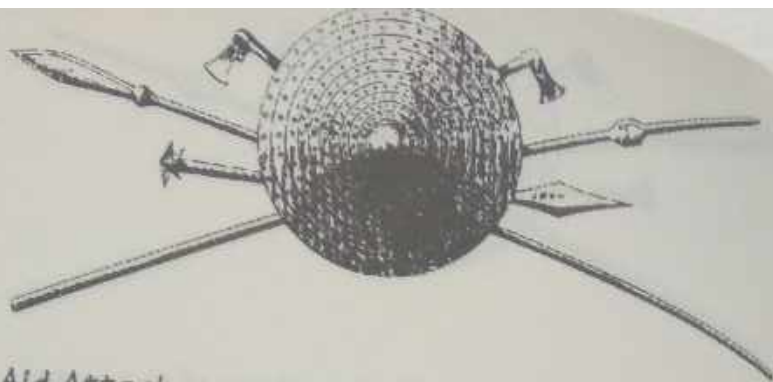
Spellbind Enemy

CONFUSE Makes enemy move spellbound (evident as sparkling). When an enemy is spellbound, they cannot attack. A spell lasts one to three rounds, and has a 33% chance of failing (range ∞).

MESMER* Causes a random number of enemies to move spellbound. When an enemy is spellbound, they can't attack. The spell lasts one to three rounds, and has a 33% chance of failing (range ∞).

Remove Spell

FREE Releases friend from a spell (range ∞).



Aid Attack

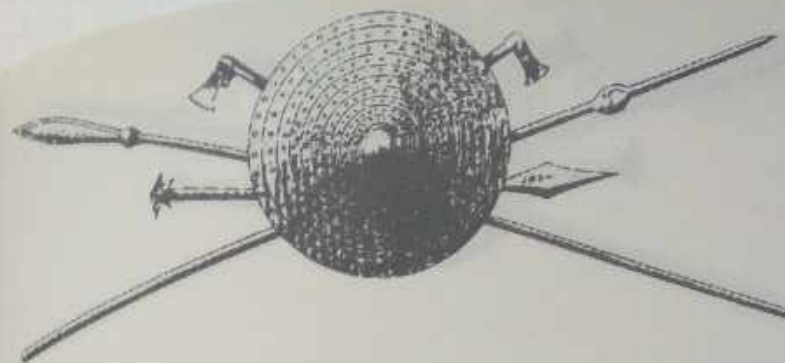
These spells are recognizable by a special sparkle.

- CLUE** Read the minds of the enemy to give your party a 25% attack aid (range 4).
- KNOWLEDGE** Read the minds of the enemy to give your party a 50% attack aid (range 6).
- HELP** Read the minds of the enemy to give your party a 75% attack aid (range ∞).

Aid Defense

These spells are recognizable by a special sparkle.

- WARN** Read the minds of the enemy to give your party a 25% defense aid (range 4).
- INFORM** Read the minds of the enemy to give your party a 50% defense aid (range 6).



- PREDICT** Read the minds of the enemy to give your party a 75% defense aid (range ∞).

Leverage

- SUPPORT** Use the powers of the Mind to give your party an attack and defense advantage of 25% (range 6).
- ASSIST** Use the powers of the Mind to give your party an attack and defense advantage of 75% (range ∞).

Screw up Minds

- INSANE** Use the powers of the Mind to drive the enemy insane and convulse his body for 30 points (range 6).
- MIRAGE** Use the powers of the Mind to make the enemy insane and see a mirage for 30 points (range 6).
- SWARM** Use the powers of the Mind to cause the enemy to go insane and see ghosts for 20 points (range ∞).



PACKS Use the powers of the Mind to make the enemy insane and see ghosts causing fear for 30 points. (range ∞)

MASTER This is the Sorcerer's super spell. It resurrects the Sorcerer's master who aids combat for 70 points of damage (range ∞)

Knights' Spells

Knights are strong attackers and warriors. They use slicing action for attack and have developed their skills, based on slicing, for combat.



General Attack Spells

The Knight has eight general attack spells:



Name	Level	Range	Damage
STAB	1	1	5
CUT	3	2	9
DICE	4	4	13
SPLIT*	5	4	15
PUREE*	6	4	25
DELETE*	8	5	35

Rend Spells

Rend spells remove body parts. When a body part is removed, the maximum health of the victim is reduced. Therefore an enemy Necromancer cannot heal the Rended character to the previous amount of full health.

Name	Level	Range	Damage
CLEAVE	2	3	8
REND	3	4	20
RIP	4	4	28
SEVER	5	4	32
SUNDER	6	4	40
DIVIDE	9	5	100



The last spell **DIVIDE** severs the head of a victim, requiring a Necromancer's **RAISE** spell to undo.

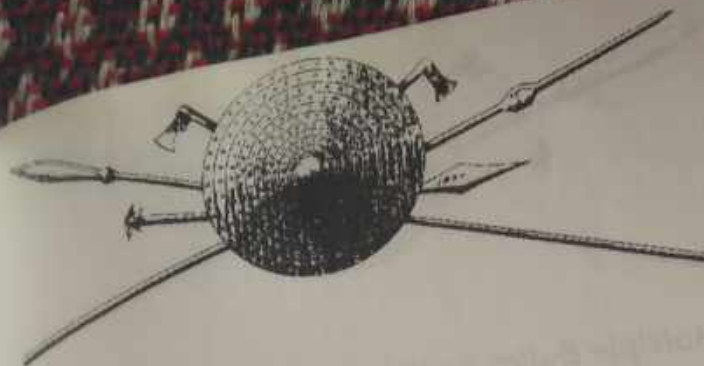
Multiple Blade Spells

Name	Level	Range	Damage (per bullet)
KNIVES	2	3	1
SWORDS	7	3	2
AXES	8	4	3
BLADES	9	4	4

Ground Spells

The Advanced Knight can split the ground as easily as he can split an enemy.

Name	Level	Range	Damage
FRIGID	6	∞	15
TORRENT	7	∞	25
LAVA	8	∞	35



Super Spell

PAIN. This Knight's super spell is his most deadly spell (range ∞).

Archers' Spells

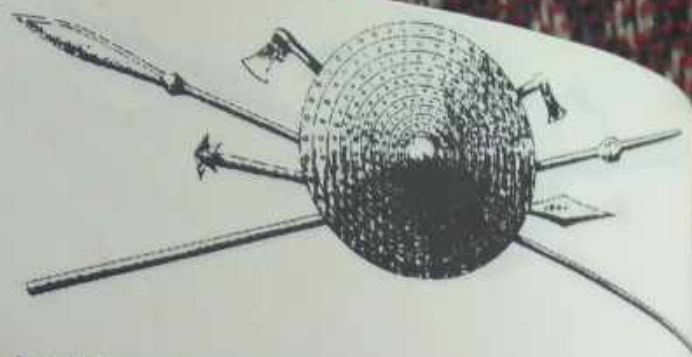
Archers have mastered the physics of force and its effects on projectiles.



General Attack Spells

Use high levels for increased range and damage:

Name	Level	Range	Damage
DART	1	5	6
ARROW	3	6	8
BRAND	5	7	12
TEMPEST*	6	∞	17
TORNADO*	7	∞	24
FIRE*	8	∞	35



Multiple Bullet Spells

The Multiple Bullet Spells attack a victim from all sides:

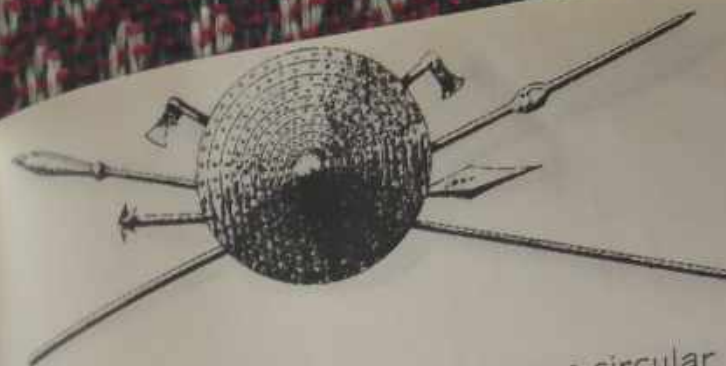
Name	Level	Range	Damage (per bullet)
AMBUSH	3	6	2
SURROUND	4	7	3
STREAM	6	7	4
PROPEL	9	∞	5

Bullet Waves

Archers can send bullets that ripple the combat plane as they travel. Friends are not harmed.

RIPPLE This level two spell causes a ripple in the combat plane to attack the enemy from an infinite range for 10 points of damage.

BLOW This level five spell causes winds to blow through the combat plane at an infinite range for 20 points of damage.



IMPLODE This level seven spell causes a circular ripple of fire in the combat plane to attack the enemy from an infinite range for 30 points of damage.

Force Spells

The Archer can use their powers involving force to manipulate the enemy's body.

SHOVE Throw a victim back two squares for 10 points of damage (level 2, range 5).

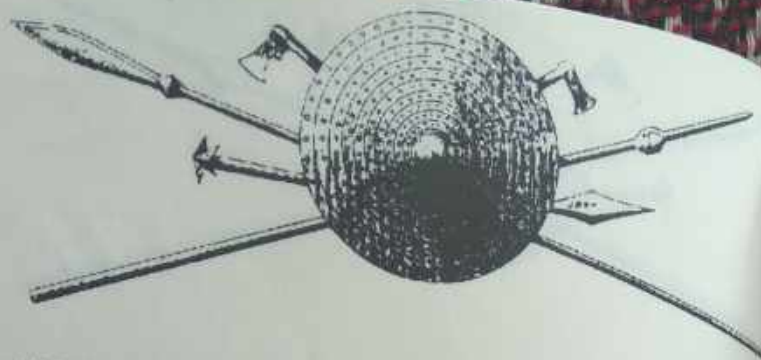
DIZZY Throw a victim around for 20 points (level 4, range 7).

FLING Fling victim around for 30 points (level 6, range 7).

Shield Spells

SHIELD Using this spell, Archers can protect one party member by placing a shield against bullets around them.

DEFEND* Archers can protect a random number of party members by placing this shield.



UNSHIELD Archers use this spell to remove a shield from a single enemy party member.

Super Spell

TWISTER This spell conjures a giant tornado that attacks your enemies for over 50 points of damage (range ∞).

Necromancers' Spells

The Necromancers have mastered skills which damage or heal the body.

General Attack Spells

Use high levels for increased range and damage:

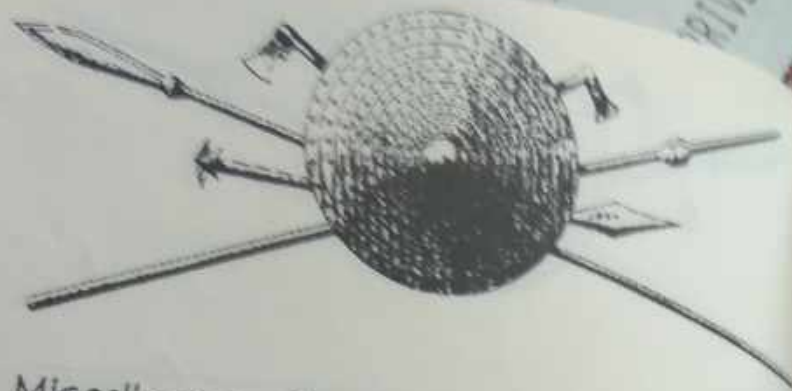


Name	Level	Range	Damage
CLAW	1	1	6
GRAZE	2	1	8
HURT	3	2	12
WOUND*	4	2	17
SLAY*	5	3	24
DEATH*	6	4	35

Healing Spells

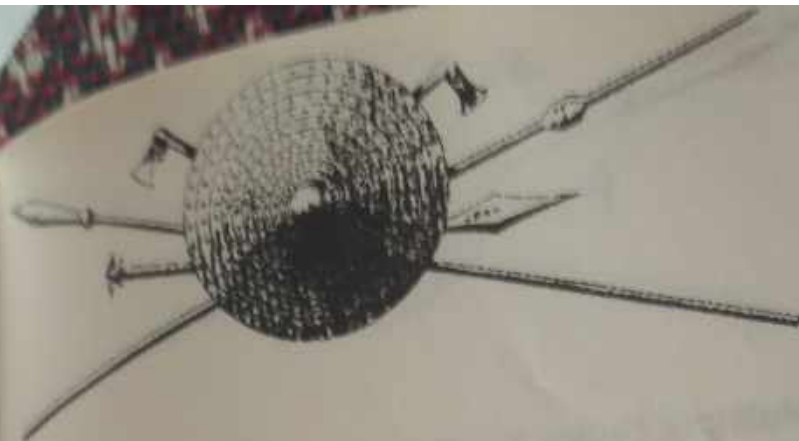
These spells are represented with the "health" bullet.

Name	Level	Range	Health
COMFORT	2	1	5
RELIEF	3	1	8
SOLACE	4	4	12
CURE	5	5	1/bullet
HEALTH*	6	6	2/bullet
RESTORE*	8	7	3/bullet
PERFECT	9	∞	70



Miscellaneous Spells

- BLIND** This spell blinds a victim for one or two rounds.
- INSANE** This spell blinds a victim for one to three rounds.
- REPAIR** This spell rejoins body parts. Use it when friends have been cleaved.
- DAZZLE** This is a multiple bullet attack and light show which dazzles the victim, leaving him off guard and vulnerable to damage.
- FREEZE** Turns an enemy to stone or ice until a 50% save is made.
- RAISE** Raises the dead during combat (if a party member cannot currently be raised, spell inflicts a great amount of damage to a random enemy; attempt to raise your dead during the next round). This spell requires a great deal of power.



Super Spell

- REAPER** This spell invokes death himself to fight for your cause. This spell incurs 50 points of damage on the enemy (range ∞).

Enchanters' Spells

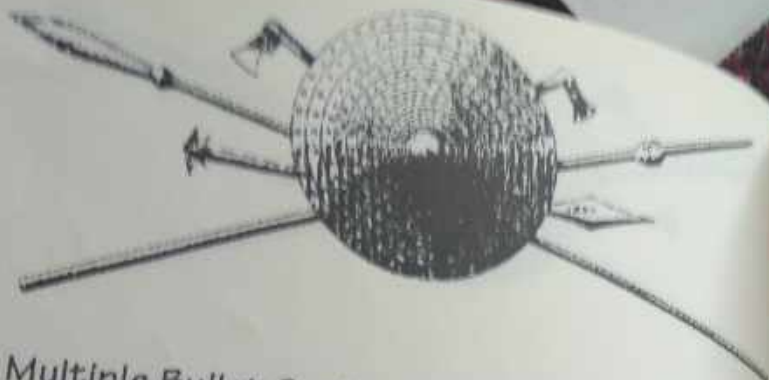
Enchanters have mastered the Art of Change.

General Attack Spells

General Attack Spells do not effectively satisfy the Enchanter's need for creativity, therefore, they only have one:

- MIX** Mixes up an enemy's atoms for 10 points of damage (range ∞ , level 1).





Multiple Bullet Spells

Enchanters have two multiple bullet spells:

SCATTER Jumbles bullets from random locations for 2 points (range 2, level 2).

FRENZY Sends a tirade of bullets for 5 points (range ∞ , level 4).

Small Ground-Ripping

These are low power, high damage spells. They place small mounds under the enemy and then drop them sharply for damage. The mounds get higher and more powerful with increasing level.

Name	Level	Range	Damage
ICEBERG	3	∞	12
WALL	4	∞	17
GEYSER	5	∞	24
LAVA	6	∞	35

Mutations

The Enchanters can change themselves into other objects which attack the enemy.

Name	Level	Range	Damage
DAGGER	2	3	8
SWORD	3	4	12
AXE	5	5	15
BEAR	6	3	16
CORPSE	7	3	20
DRAGON	8	3	30

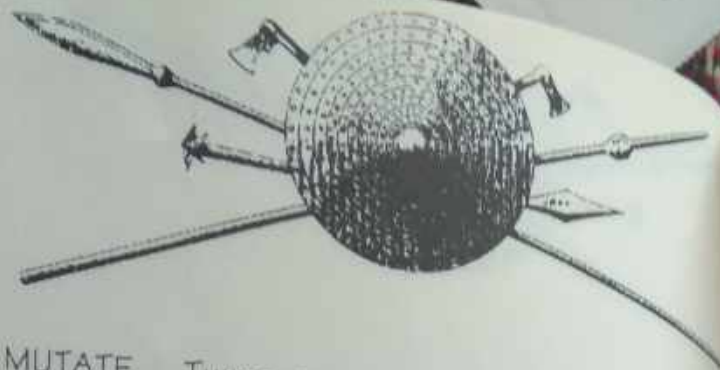
Skill Separation

The Enchanter can also separate an enemy from his class or species:

ALTER Turns one enemy into a townspeople for the remainder of combat.

MODIFY May turn more than one enemy into a townspeople for the remainder of combat.





MUTATE Turns enemy into a bear for the remainder of combat.

Miscellaneous

There are several other spells with unique capabilities.

SWAMP Creates a swamp under the enemy and does 10 points of damage.

POOL Forms a pool under the victim for 20 points of damage.

RANDOM This appeals to the random nature of Enchanters. It randomly selects a spell from ANY class and casts it.

Super Spell

WYRM Turns enchanter into a giant fire dragon which does 60 points of damage on each member of the enemy party (range ∞).



Conjurer Spells

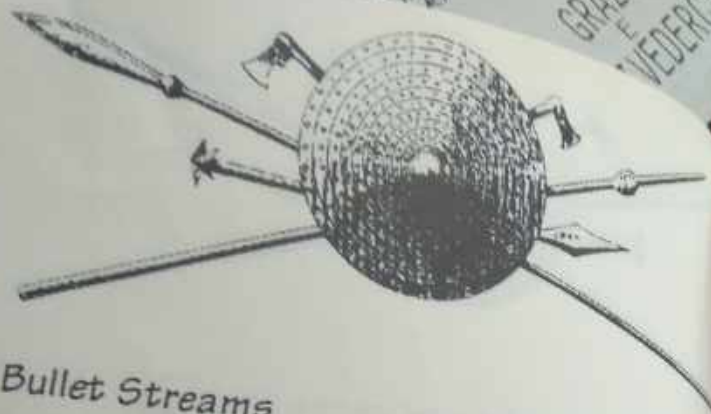
The Conjurers have mastered skills of summoning.

General Attack Spells

The general bullet attacks come in the form of gated energy from some other plane.



Name	Level	Range	Damage
SPARK	1	4	8
ROCK	3	5	12
AIR	4	6	18
ENERGY*	5	7	15
FLARE*	6	∞	20



Bullet Streams

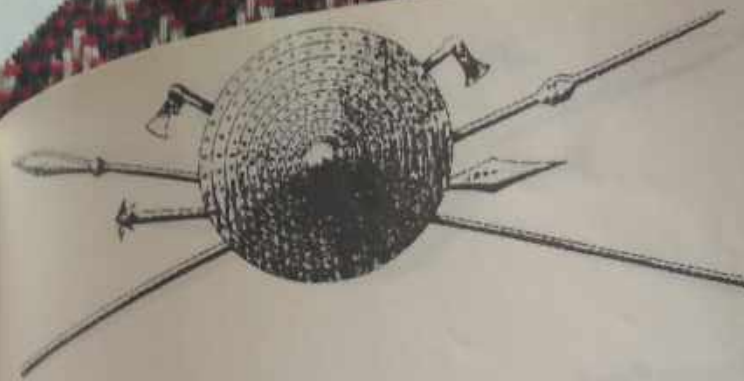
Bullet streams cause medium damage and use medium power.

Name	Level	Range	Damage (per bullet)
BLAZE	7	5	7

Whole Ground Effects

These spells use up a lot of power, but are very powerful. They do damage on the whole enemy party.

Name	Level	Range	Damage
EARTH	2	∞	7
RAPIDS	4	∞	10
ICEBERG	6	∞	15
INFERNO	8	∞	20



Multiple Bullets

Multiple bullets are a dependable, medium power, medium damage set of spells for the Conjuror.

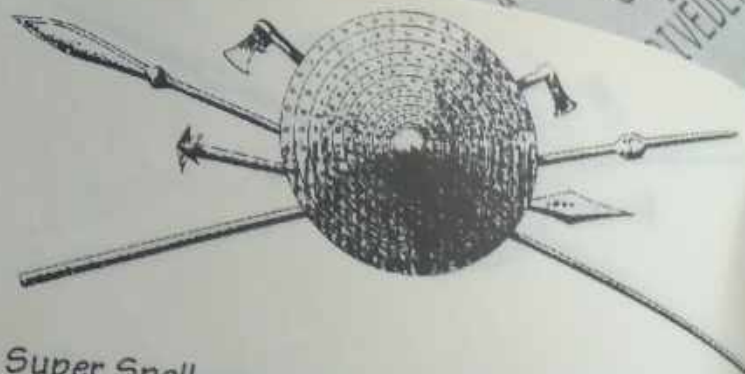
Name	Level	Range	Damage (per bullet)
DAGGERS	2	4	2
BOLTS	3	4	3
SABERS	5	5	4
AXES	6	6	5
STONES	7	7	6
FLAMES	8	∞	7

Miscellaneous

WAVE Causes a tidal wave to spread across a zoomed view doing 30 points of damage to each member of the enemy party.

MASTER Summons a Conjuror master to aid the attack for one round.

SERVANTS Causes a swarm to attack an enemy.



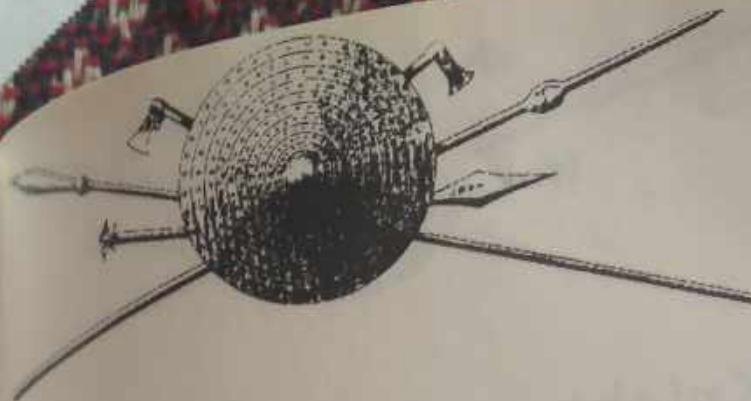
Super Spell

DJINN Summons a Djinn to help the attack, causing 60 points of damage to each member of the enemy party (range ∞).

Sorcerer

Experience levels and spells available to the Sorcerer are as follows:

Level	Order	Exp
1		
2	Brain	0
3	Reason	100
4	Logic	200
5	Intellect	400
6	Genius	800
7	Influence	1,600
8	Will	3,200
9	Thought	6,400
	Intuition	12,800



Level 1

Stun

Level 2

Clue
Warn

Level 3

Inform
Jolt

Level 4

Knowledge
Confuse
Help
Predict

Level 5

Daze
Free

Level 6

Mesmer
Insane

Level 7

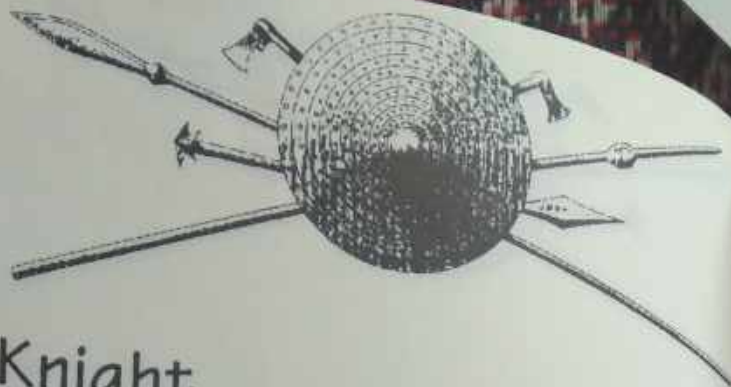
Shock
Support

Level 8

Assist
Swarm

Level 9

Mirage
Packs
Master

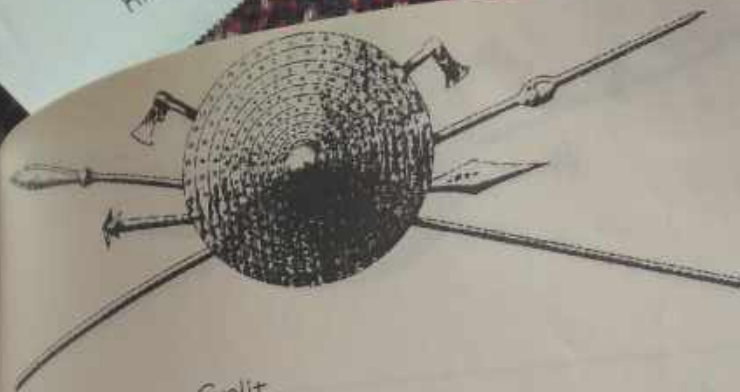


Knight

Experience levels and spells available to the Knight are as follows:

Level	Order	Exp
1	Stabber	0
2	Cutter	100
3	Slasher	200
4	Cleaver	400
5	Slicer	800
6	Splitter	1,600
7	Severer	3,200
8	Sunderer	6,400
9	Divider	12,800

Level 1	Stab
Level 2	Cleave Knives
Level 3	Cut Rend
Level 4	Rip Dice

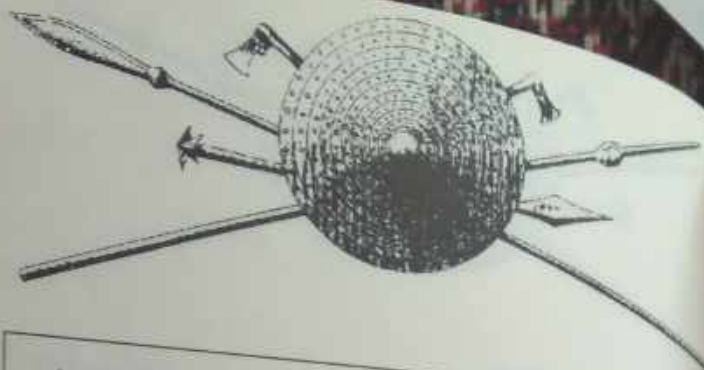


Level 5	Split Sever
Level 6	Puree Sunder Frigid
Level 7	Swords Torrent
Level 8	Delete Axes Lava
Level 9	Divide Blades Pain

Archer

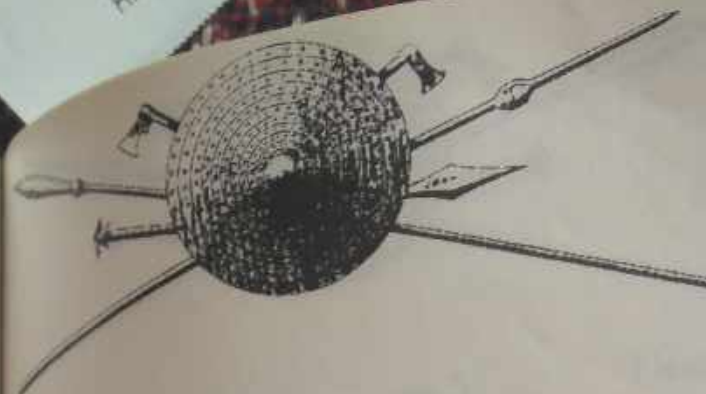
Experience levels and spells available to the Archer are as follows:

Level	Order	Exp
1	Mover	0
2	Pusher	100
3	Passer	200



4	Striker	
5	Director	400
6	Waver	800
7	Distancer	1,600
8	Seeker	3,200
9	Advancer	6,400
		12,800

Level 1	Dart
Level 2	Ripple Shove
Level 3	Arrow Ambush
Level 4	Surround Dizzy
Level 5	Brand Blow
Level 6	Tempest Stream Fling
Level 7	Tornado Implode

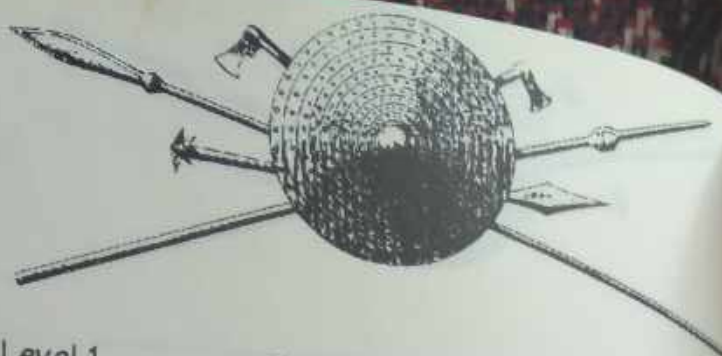


Level 8	Fire Shield Unshield
Level 9	Propel Defend Twister

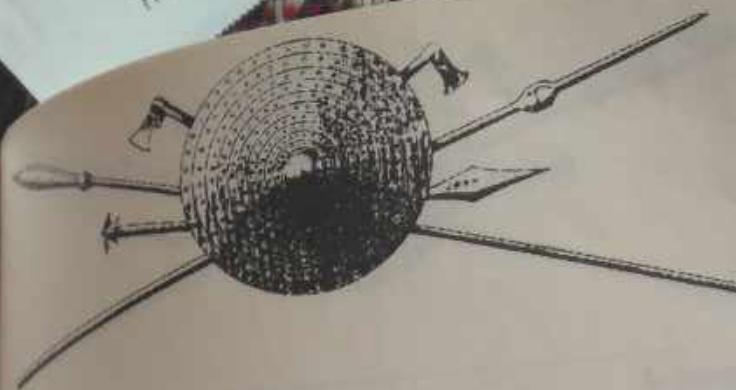
Necromancer

Experience levels and spells available to the Necromancer are as follows:

Level	Order	Exp
1	Remains	0
2	Carcass	100
3	Cadaver	200
4	Mummy	400
5	Skeleton	800
6	Bones	1,600
7	Stiff	3,200
8	Deceased	6,400
9	Corpse	12,800



- Level 1 Claw
- Level 2 Graze
Comfort
- Level 3 Hurt
Relief
- Level 4 Wound
Solace
- Level 5 Slay
Cure
Blind
- Level 6 Death
Health
- Level 7 Dazzle
Insane
Repair
- Level 8 Restore
Freeze
- Level 9 Perfect
Raise
Reaper

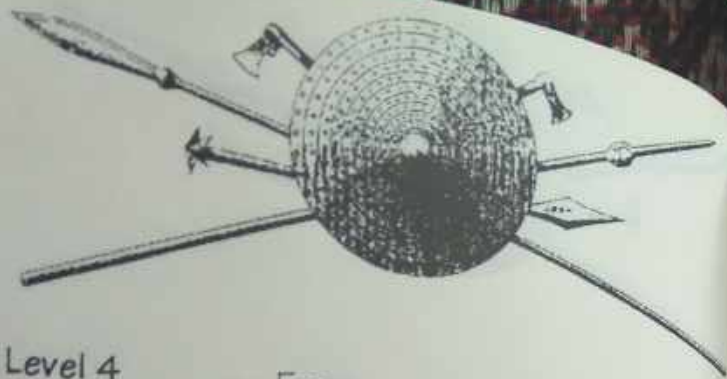


Enchanter

Experience levels and spells available to the Enchanter are as follows:

Level	Order	Exp
		0
1	Alter	100
2	Convert	200
3	Revise	400
4	Deviate	800
5	Modify	1,600
6	Permutate	3,200
7	Distinct	6,400
8	Mutation	12,800
9	Variation	

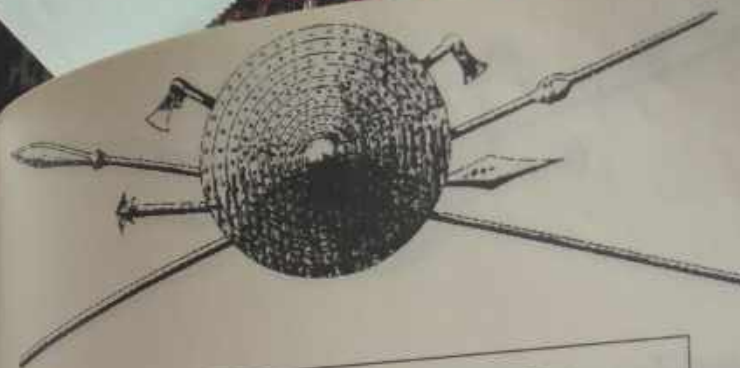
- Level 1 Mix
- Level 2 Scatter
Dagger
- Level 3 Iceberg
Sword



- Level 4
Frenzy
Wall
Swamp
- Level 5
Geyser
Axe
Pool
- Level 6
Lava
Bear
- Level 7
Corpse
Alter
- Level 8
Dragon
Modify
- Level 9
Random
Mutate
Wurm

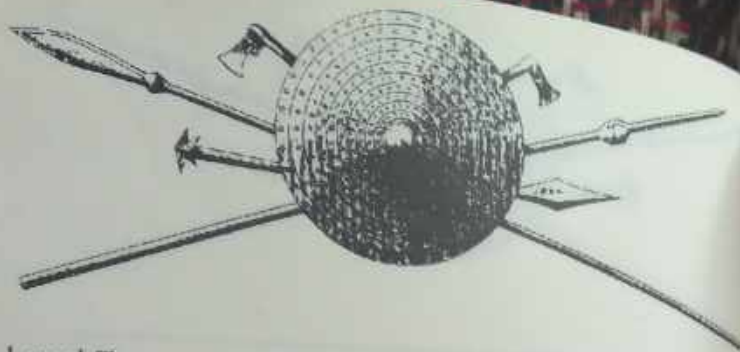
Conjurer

Experience levels and spells available to the Conjurer are as follows:



Level	Order	Exp
		0
1	Fetch	100
2	Gate	200
3	Assemble	400
4	Bring	800
5	Perfect	1,600
6	Ideal	3,200
7	Plato	6,400
8	Evocation	12,800
9	Calling	

- Level 1
Spark
- Level 2
Earth
Daggers
- Level 3
Rock
Bolts
- Level 4
Air
Rapids
- Level 5
Energy
Sabers
- Level 6
Flare
Iceberg
Axes



Level 7
Blaze
Stones

Level 8
Inferno
Flames
Master

Level 9
Wave
Servants
Djinn

Magical Stones

There are 5 types of magical Stones:

Dragon Stone: Summon a Dragon to transport your party by air (must be on clear, flat land).

Boat Stone: Summon a boat to transport your party (useful when stranded on an island).

Bridge Stone: Create a small bridge (useful for crossing streams on foot).

Flip Stone: Transport party to the nearest Gateway.

Gate Stone: Transport party from one Gateway to another.



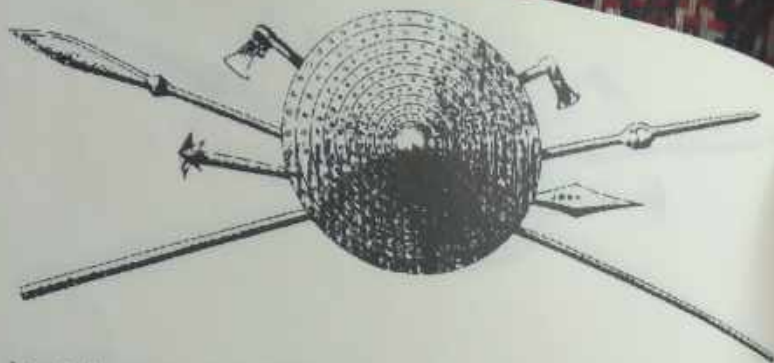
Dragon Stones, Boat Stones and Bridge Stones can only be purchased in Mesa, or from wandering merchants (usually encountered on ship voyages). Flip Stones and Gate Stones can be purchased from the General Store in Richi. All Stones are costly, and should be used wisely.

Good and Evil on Ushka Bau

Nexus

Nexus the Benevolent came to Ushka Bau hundreds of years ago and brought an end to the Age of Sorrow. Using the Rod of Creation, he restored Ushka Bau; he gave us the magic we spend our lives learning to use their powers. He is loved by all except the evil one, Void the Destroyer, and his cult.





Void

No one knows quite where he came from, but Void the Destroyer and his cult are Nexus' only opposition on Ushka Bau. 500 years ago, when Void stole the Rod of Creation and took power, his evil ruled the world for a period of 66 long years known

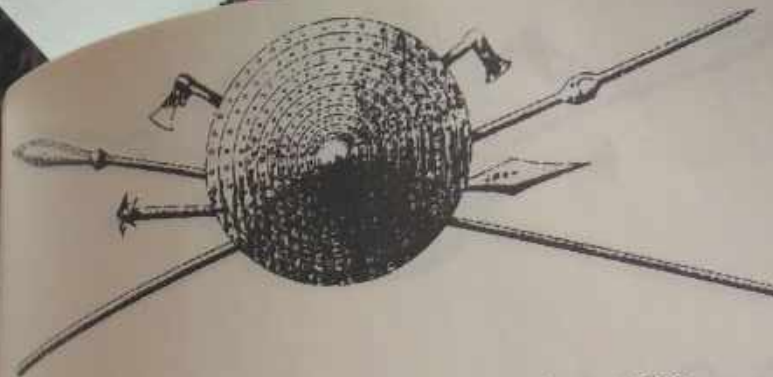
as the Cataclysm. If

he is successful in reassembling the Rod of Creation, all hope is lost.



The Red Priests

These priests were chosen by Nexus himself to run the Temple of Nexus and to guide His followers. Temples can be found in any city.

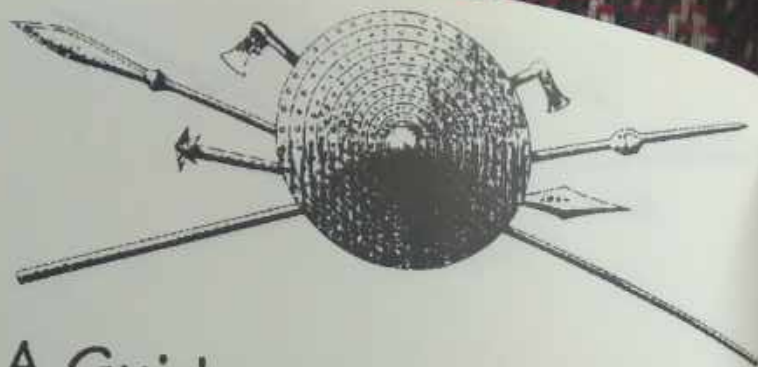


and the Red Priests are more than happy to preach His word to tired travellers. For a noble cause and a donation to the Temple, they have been known to bring a dead adventurer back to life.

The Black Priests

These so-called priests are Void's minions. They're a small but surprisingly clever group whose purpose has always been to discredit Nexus. Now they are instruments in Void's plan to regain the Rod of Creation. They are to be feared, for they delight in pain and misery and will stop at nothing to gain the Rings of Power for their demon master.





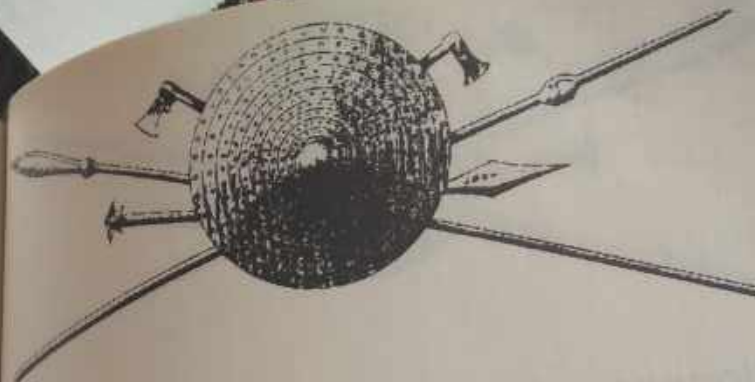
A Guide to the Cities of the World

Inns

Inns are located in most cities, and are the best place for a party to rest and eat to regain strength and magic. It will cost some gold, but it's certainly worth it to keep the party in top condition. To buy a meal or rent a room for the night, TALK to the Innkeeper behind the bar. Prices vary in each city.

Temples

Visit the Temple of Nexus to speak with the Red Priests about your quest. All Temples offer Heal (replenishes strength) or Power Up (replenishes magic points) in return for a donation. Larger Temples may offer resurrection services for a donation of gold.



General Stores

TALK to the storekeeper at the General Store in any town to restock your party's food and water stores, and to buy or sell trade-goods and other items.

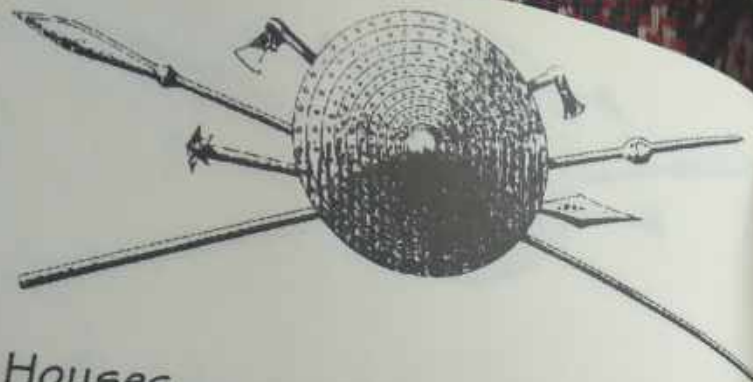
Vehicle Master

Visit the Vehicle Master to buy Dinos, boats, or ships. Some vehicles may not be available in all locations.

Tavern

Local taverns are a good place to talk to the townsfolk, or to buy a drink that will raise your magic points at the rates listed below:

Size Drink	Gold	Magic Points
Small	100	2,000
Medium	300	4,000
Large	500	10,000



Houses

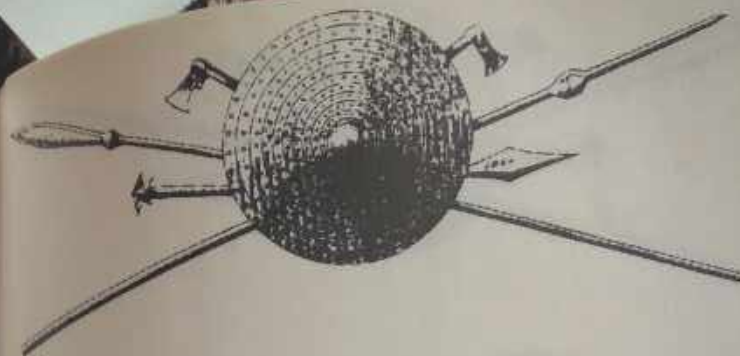
Private citizens in many cities are more than happy to feed the weary traveler — for a price. When you visit a town without an Inn, try the local houses for a meal.

Academies

Visit the Academies of each of the Six Arts to recruit new party members. Some Headmasters may require certain tasks to be performed in return for information, a useful object, or a new recruit.

Guilds

As party members earn experience points, they advance to higher experience levels. When this happens, they should visit the nearest Guild Hall of their Art to learn new spells (you may have to visit more than one Guild to find the spells you need). Guildmasters are happy to teach their spells for a price — indeed it is possible even to learn higher level spells before you are experienced enough to use them.



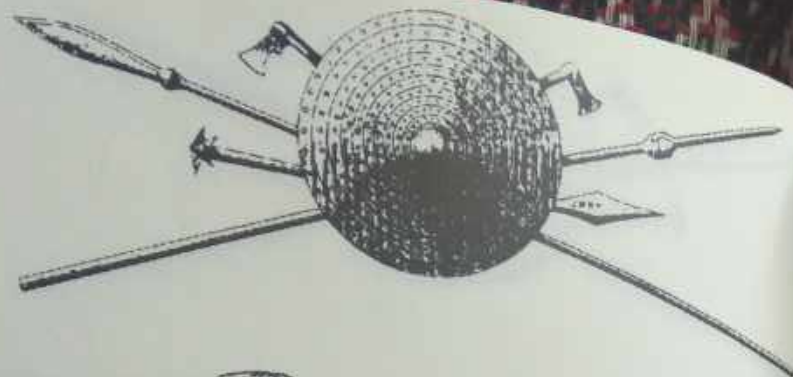
City Hall

Visit the City Hall in any town when you want to speak to someone with political power; a few coins in the Mayor's pocket can make your stay in town a lot more comfortable!

Special Notes to Buc:

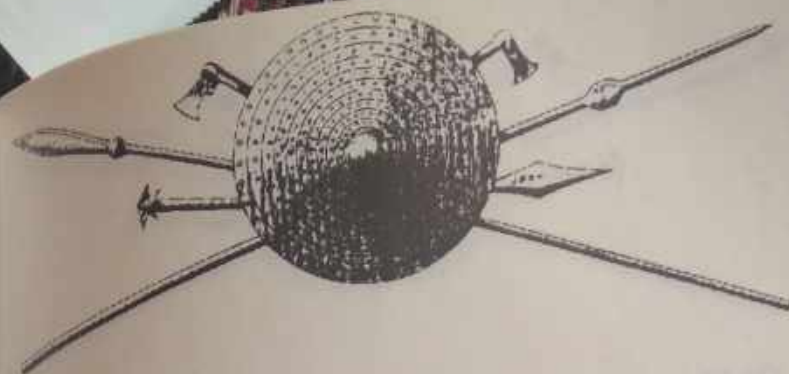
I have thought long and hard, and I feel that you are the most likely to win the Rings of Power, and the most worthy of the task. For this reason, I have compiled these special notes in addition to the text your fellow students will receive.

My colleagues, the Headmasters at the Academies of the Arts, are readying their six best students just as I am readying you. I have visited each Academy and interviewed these students — the following are my recommendations for your party:



Slash (of the Knights)

Slash is young and ambitious with a strong moral sense — the perfect hero. My good friend Hack in the City of Division can tell you where to find him.



Feather (of the Archers)

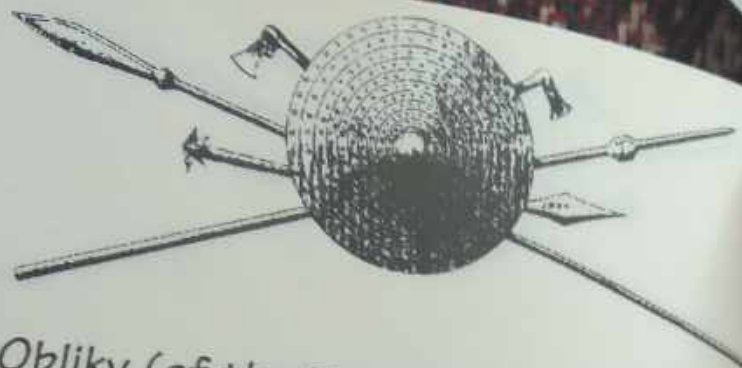
Feather is a strong-minded, aggressive young woman. She's smart, skilled with her bow, and longs for adventure. Visit the Archers' Guild in the City of Speed and speak with Guildmaster Arrow — she'll be expecting you.

Alexi (of the Conjurers)

Alexi is the favorite of her master, Haze, and with good reason — she's a model student and shows great aptitude for her Art. You'll find her in the City of Perfection.

Mortimer (of the Necromancers)

Mortimer is reasonably amiable for a Necromancer, and a top student — you'll need his healing skills on your journey. To find him, see Flemm in the City of Blood.



Obliky (of the Enchanters)

Obliky, like all Enchanters, is a little unfocused. He's a good lad, though, and I think he'll serve you well. Speak to Xylotyl of Kaos to learn his whereabouts.

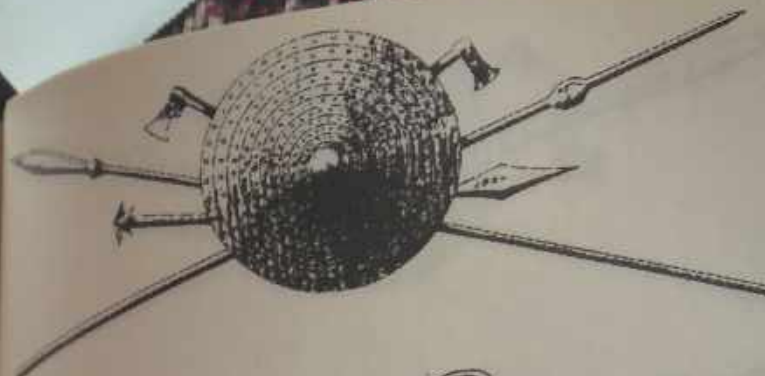
Of your quest for the Rings, I can tell you little. Below are some brief notes I made during my recent sabbatical:

The Ring of Division

This Ring rules the Art of Separation. The King of Doggania may know something of its whereabouts, if you can gain audience with him — he's recently taken ill and his regent seems very protective of him. Personally, I don't trust the regent; be wary in your dealings with him.

The Ring of Advancing

This is the Ring of the Archers. It is rumored that the Queen of Richi may know where it is hidden, but I wasn't able to learn anything during my visit — perhaps you'll have better luck with her.



The Ring of Thought

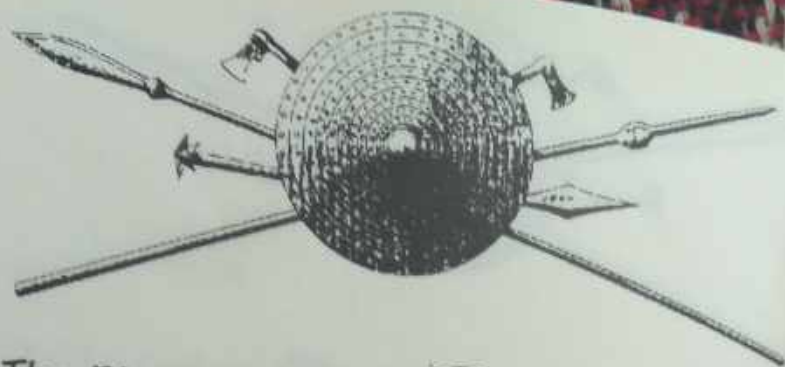
The first Ring of the Sorcerers, the Ring of Thought is shrouded in mystery. I believe the Red Priest Ak Thul in the City of the Mind holds the key to this Ring's location — visit the Temple and speak to him.

The Ring of Intuition

This is the second Ring of the Sorcerers. According to legend, this Ring was originally kept at our very own Academy of Sorcery, but was stolen by a greedy dragon. Talk to El Gripa, the grounds keeper in the Academy garden — he may have some stories to tell you.

The Ring of Will

The third Ring of the Sorcerers, the Ring of Will is rumored to be in the possession of one Keef the Thief, the leader of the Thieves Guild in Thieves Haven. He's a troublesome sort, but I suggest you find a way to make a deal with him.



The Ring of Blood

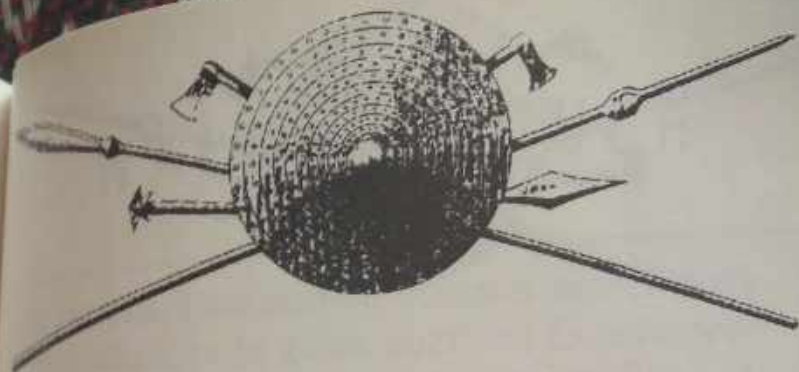
This, the second Ring of the Necromancers, is in the hands of Motarin, a corrupt Necromancer who wishes to use its power for evil. See the Guildmasters in the City of Blood for more information.

The Ring of Bile

This is the first Ring of the Necromancers. It was one of Vold's share of the Rings, and the clues indicate that he entrusted it to Pain, one of his High Priests. If you can find where he is buried, the Ring may still be with him. Talk to Curtis in the City of Blood.

The Ring of Variation

This is the first Ring of the Enchanters. I spoke with an Enchanter in the City of Kaos who believes that the answer lies in a tower on the Eastern side of the Great Desert. Visit Kaos and see what you can learn.



The Ring of Mutation

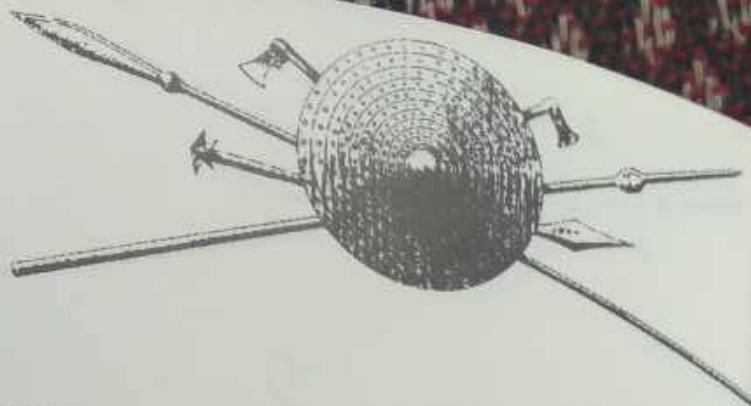
This is the second Ring of the Enchanters. If the stories are true, it has taken on the form of a woman and is living as a commoner, moving from city to city. Kaos might be a good place to start looking for this one.

The Ring of Calling

This is the first Ring of the Conjurors. When I spoke to Slice at the Guild of Pieces in Division, he told me about an old wise man who lives behind a waterfall. If you can find him, he may know something about this Ring.

The Ring of Perfection

The second Ring of the Conjurors, The Ring of Perfection is said to be hidden in a "perfect place." Visit the University Library and speak to the resident expert on Perfection — he may be of some help.



WARNING:

The following section is a solution to *Rings of Power*. If you get stuck, or need some help getting started, please keep reading. BUT if you want to solve the game on your own, READ NO FURTHER!!!

Regards,
Master Thalmus

WALK-THROUGH

WARNING: This section contains explicit hints and solutions to game puzzles!! Experienced adventurers should read this section ONLY as a last resort!

The following section is a complete, step-by-step walk through of *Rings of Power*. Before using this walk through, we suggest that you read the manual and become familiar with its terms.

In The City of the Mind

As *Rings of Power* begins, the sun is coming up over the City of the Mind. Young Buc is on his way to the Sorcerers' Academy for another day of instruction in his Art. His teacher, Master Thalmus, has just returned from a long sabbatical and has left word for Buc to meet him in the main lecture hall as soon as possible.

From this moment forward, you are Buc.

The Academy is the large building across the river from where you now stand. Follow the path before you which will take you across the bridge to the steps of the Academy. Enter through the main door.

At the Academy

Master Thalmus awaits you in the main lecture hall which is west of the entry hall. Walk through the door to the south, and through the next door to the west. Thalmus is in the room just to the north, next to the podium. Talk to him.

After your conversation, Thalmus will demonstrate a new spell. When he is finished, go to the Temple.

To the Temple

During your conversation with Master Thalmus, he instructed you to visit the temple and speak to the priests there. As you exit the Academy, take the steps leading east into the town square. The temple is the white building just to the north of the fountain.

Inside the temple, Talk to the priests. Ak Thul has something he'd like to give you. When you're finished, exit the temple and go back to the Academy. Talk to Thalmus again, and he'll send you on an errand.

Before you leave the Academy, walk through the door to the north and continue to the far north wall of Thalmus' room. Get the key from the floor and use it to open the chest. Take the map from the chest.

Walk to the east into the next room and pick up the scroll. You now have the WARN spell.

In the room just to the east, you'll find some of your fellow students. This is a good time to try out your conversational skills — see *Talking to Characters*, page 16 for more information.

To exit the Academy, go through the room to the east, and take the south door to the entry hall. Exit through the main door to the east.

The Hermit's Hut

Leave the Academy and go down the south steps. The Hermit's hut is on the hill just to the south — you can see it from here. Take the path around the hill — it leads right to his door.

Enter the hut and Talk to the Hermit. Select FIGHT from the Talk menu, and a battle will ensue. For more information on fighting, see *Combat*, page 18.

When you've defeated the Hermit, return to the Academy and talk to Thalmus again.

Following a short sequence, you are teleported to the city of Division.

City of Division

- Walk north into the city and enter the GOP (the large building on the north-east side of town).
- Find Hack (north of entrance) and talk to him.
- Go to the small Knights' Guild south of the GOP. Enter and talk to the Guildmaster about your QUEST.
- Go to the northernmost vehicle master (in front of the GOP) and buy a boat.
- Sail to north lighthouse. Enter the lighthouse and find the lighthouse keeper.
- Ask him about the CITY, then BRIBE him.
- Exit and sail north, around the city, then work your way west into the islands until you find a big island.
- Exit and find the Oasis. ZOOM in and talk to Rashiid. Ask him about JOB, CITY, and QUEST
- Return to Division. Stand just in front of the temple and ZOOM.
- Go down the ladder and battle Scourge to get the Knights' Key.
- Go back to the GOP. Walk past Hack, to the rear (west) of the building, then south to the treasury.

- SHOW the Knights' Key to the guard.
- Enter the treasury and open the locked chest. Take the Knights' Symbol.
- Go to Hack and SHOW him the Knights' Symbol.

City of Speed

- Sail around the continent to Speed.
- Enter the big Archers' Guild (large white and wood building to the south), and talk to the secretary.
- Sail South to Perfection and buy flowers, then return to Speed and give them to the secretary at the Guild.
- Go upstairs and talk to Arrow.
- Go to the guild and talk to the Archer Masters about your QUEST.
- ZOOM on the dock until you find Carp, and talk to him.
- Go to the ruin at the south end and find a Flip Stone, or BUY one from the General Store.
- Visit the prisoner in the civic center. SHOW him the Flip Stone and he will give you a Map.
- SHOW the map to Arrow. She'll give you the Archers' Symbol.

- Go to the Mines of Misery (to the east in the hills above the falls).
- Enter the mines and fight your way down. At the bottom are two Archers: the leader and Feather. Talk to the leader and SHOW her the Archers' Symbol. Feather joins you.

City of Blood

- Go to Blood (located on the south eastern end of the continent).
- Enter the Necromancers' Guild (the big white and brown building) and go down the ladder.
- Ask the guard about your QUEST.
- Go upstairs and talk to everyone. ASK the "head honcho" about your QUEST.
- Search the two shelves near him and find a key.
- Open the lab door and get the corpse.
- Go into the tavern and talk to the Necromancer about the CITY.
- Go to the graveyard up on the hill (must go at night): Take the west road up the slope. Walk around to the south and up the steep hill, then ZOOM on the tomb stone.
- Talk to the Necromancer and he will take the corpse.

- Go back to the Guild and go downstairs. Talk to Flemm.
- Go to Kaos.

City of Kaos

- TALK to the door man in the big Enchanters' Guild.
- Go to the Temple and talk to the Secretary (he's in a cage).
- Go to Cathedral (northwest — follow the road signs) and find the priest at the confessional.
- Search the books until you find a note about a mirror hidden in a crypt.
- Go to the crypt in Perfection (under the Temple), then go to the Speed city crypt (under the Temple) and search the braziers until you find the mirror.
- Go back to Kaos and SHOW the mirror to the secretary.
- Buy a bingo card from the bingo director on floor two of the big Enchanter Guild.
- Go back and SHOW the bingo card to the secretary.

- FIGHT the Black Priest and get his whip.
- Find Xylotyl on the roof of the big guild (at night) and talk to him — he will give you his symbol.
- Take Enchanter symbol back to Blood and show it to the Head Necromancer. Mortimer joins you.

City of Perfection

- Enter the big Conjurers' Guild and talk to the librarian about your QUEST.
- Go to the restaurant and talk to the customers about your QUEST. One will say that he has the key but needs a special type of wood for his brazier.
- Go to the library and find a note which tells you that the wood is in the Cave of Fire. Another note mentions a hermit who lives in an oasis near Kaos; find the hermit and talk to him.
- Go to the Lobotomy Club (in the City of the Mind) and talk to Larry about QUEST. Buy him a drink.
- Find the Conjuror's hut at 8'2", 5'4". The Conjuror wants the ogre's egg, which is in a cave in the south pole (6'6", 21'3").

- Go to the cave, battle the Conjurers there, and take the ogre's egg.
- Return to the Conjuror's hut. When she refuses to give you the key, fight her for it.
- Go to the Fire Cave (at 5'4", 10'8") and get the wood.
- SHOW the wood to the man in the Perfection restaurant and he will give you the Conjurers' Key.
- Use the key to open the door in the library; you'll find Haze on the roof.
- SHOW her the Necromancers' Symbol. If you don't have it, get it from Flemm (see *City of Blood*, page 91).
- After you give her the symbol, go to the first floor and find Alexi.
- Go to the Enchanters' Guild in Kaos. SHOW the Conjurers' Symbol to Xylotyl.
- Find Obliky upstairs in the big tavern to the south of Blood. Talk to him; he joins you.
- Fight the Enchanters who come to challenge you.

Cathedral City

- Talk to each of the priests.
- Search the shelves for notes containing valuable information.

Ring of Division

- Find your way to Doggania.
- Enter the castle and pay the guards "1,000 gold or all that you own."
- Talk to the regent.
- Go to the civic center and talk to the judge, the jailer and the prisoner.
- Talk to Fiver about the CITY. Spare his life and he'll do you a favor later.
- Talk to the jailer again and he will certify that you have completed the quest.
- Talk to the Regent about your next QUEST.
- Visit the Temple and talk to the priests about your QUEST.
- Go to the Cathedral and talk to the monk.
- Go to the City of Sunrise and Sunset (3', 22').

- Ask the boy in the fountain room about your QUEST.

- Go to the building at 3'0", 21'7". Search the dresser and find the fountain key.
- In one of the buildings is a ladder; go down to the second level and find the fountain of youth. Search it to find the Milk of Youth.
- Go back to the Doggon castle.
- SHOW the Milk of Youth to the Regent. You now have access to the rest of the building.
- Find the entrance to the King's chamber. It is locked.
- Find a servant scrubbing floors and talk to her.
- Go to the house near the town sign and talk to the people who live there.
- Go to the City of Sunrise and Sunset (3', 22").
- Talk to the residents of Sunset.
- Go to the Fire Swamp. In the center of the swamp is the witch's hut (12'0", 13'3").
- Find the cowering Fen person at 12'1", 13'7". Spare him — he will tell you where the finger bone can be found.

- USE the finger bone in the witch's presence; she'll die and you can take the lock of hair.
- Take the lock of hair to the woman in Sunset and SHOW it to her. She will give you the Iron Key.
- Return to the Doggon castle.
- use the Iron Key to open the door to the King's chambers.
- Ask the King about his JOB.
- Confront the regent. When you have defeated him, take the Milk of Youth from his body.
- Return to the King and SHOW him the Milk. The King gives you the Ring of Division.

Ring of Advancing

- Go to Richi and enter the castle.
- Enter the throne room and talk to the Queen.
- Go to the observatory and speak to the master.
- Go to Shard and speak to the master glass blower; SHOW him the specifications for the telescope lens.
- Use a dragon to fly to Mesa (see *Magical Stones*, page 71).

- Talk to the man in the Desert Fortress.
- Find the hidden square in the desert at 23'8", 13'5" with one Desert city person standing on it and ZOOM.
- Give a tome from Cathedral to the master blower.
- Give special sand to the blower in the back lab.
- Go back to Richi and SHOW the lens to the observatory master.
- Go and see the Queen for your reward, and for more information.
- Visit Cathedral and talk to the expert there.
- Go to University town and talk to the expert there.
- Return to Richi. Go into the tower and down into the crypt.
- Solve the puzzle and get the Ring of Advancing.

Ring of Bile

- Go to Blood and talk to the Necromancer at the Guild.
- Go to the graveyard and find Curtis at 16'7", 16'4". Talk to him.

- SHOW a whip to a Black Priest and he will tell you where to find the Pit of Despair.
- Go to 21', 8' and ZOOM to find the Pit of Despair.
- Work your way down; into the pit and search the records room to find clues.
- Go to the Necropolis in the great desert; it is here that Pain was buried.
- Just inside the Great Tomb is a locked door. The Tomb Keeper tells you that to get into the Tomb you must do something for him.
- Find Lucius in the Necromancy section of Magic B Us.
- Go to the Great Ampitheatre at 27', 10' and find the Head Thespian. Talk to him to get his mustache.
- Take the mustache and SHOW it to Lucius. He gives you the spell.
- Return to the Necropolis and SHOW the spell to the Tomb Keeper.
- Enter the Tomb and find your way through the maze. The Ring of Bile is in a vault at the end of the maze.

Ring of Variation

- Go to the far eastern corner of the great Desert and find Tutu's Tower.
- Go up to the top and find the Mad Enchanter Tutu. He casts a spell on you, locks you up in a cell, and leaves. Fiver shows up and lets you out.
- Find the library and search it until you find research notes on the location and nature of the Chamber of Variation.
- Fight Tutu and exit the tower.
- Go to the Paladin Keep in Cathedral.
- Go to New Sparta.
- Go to the Citadel in New Sparta. Sneak in, fight the treasury guard and get the key.
- Go back to Cathedral and get the Order of Variation.
- Go to the Asylum and talk to the residents about your QUEST.
- Go to the Chamber of Variation at 33'0", 6'2". Follow the stages in order to successfully navigate the chamber. The Ring of Variation is just beyond the chamber.

Ring of Intuition

- Go to the City of the Mind.
- Talk to the Sorcerer in the Academy Garden about your QUEST.
- Go to the city of Oxbridge.
- Talk to the people of Oxbridge about their CITY.
- Go to the Sorcerers' Guild and talk to an insane Sorcerer about your QUEST, and his JOB.
- If you search in his desk you will find a note.
- Go to each house in town until you find another insane Sorcerer. Talk to him about about CLASS.
- Go to Thieves Haven.
- Go to the inn and talk to the innkeeper about CLASS.
- Go upstairs and talk to the thief from Oxbridge.
- Fight the thief and get a map.
- Return to the house in Oxbridge and SHOW the map to the second insane Sorcerer.
- Go at night to an island west of the city (at 13'6", 4'7"). Search the island by ZOOMING until you find a ladder.

- Visit the third insane Sorcerer in his cellar. Talk to him.
- Go to the location given on the map (from the thief) and retrieve the lost Orb.
- Return to the third sorcerer and SHOW him the Orb.
- Take the Key back to Oxbridge and SHOW it to the first Sorcerer (at the Guild). Buy the dove from him.
- Go to the mountain in the desert near Necropolis (at 30'3", 11'8"). Look for a cave entrance on the second slope. Enter the cave.
- Take the Orange path. At the end of the path is a dragon; If you have the dove, the dragon will give you the Ring of Intuition.

Ring of Will

- Go to Thieves Haven and visit the Thieves' Guild. Talk to Keef the Thief about your QUEST.
- Go to the asylum and talk to the residents about your QUEST.
- Go to the island at (0'7", 19'2").
- Go to Fenopolis. If you have killed the fire swamp witch you may gain audience with the

- great Fen Ho. Talk to him about your QUEST.
- Go to the Protector City and enter the Citadel.
 - Go into the dark forest and find a talking bear who lives in a hut at 33'8", 10'5". Talk to him for a while.
 - Return to the Citadel and give the honey to the Protectors. Get a contract.
 - Return to Fenopolis and SHOW the contract to Fen Ho.
 - Return to the island at 0'7", 19'2" and find the cave which contains a maze. Work your way through the maze to the Tree chamber. Search the tree for a leaf.
 - Return to Thieves' Haven and SHOW the leaf to Keef.
 - Go to the cathedral and fight Yoppa for the Ring.

Ring of Calling

- Talk to Slice at the Guild of Pieces in Division (he's standing in front of the podium).
- Go to the cave at 30'1", 5'4" and talk to the old man.

- Go to the Pirate Hole at (30', 18') and search the rooms until you find a note.
- Go to Magicnia and talk to the merchant in the General Store about his CITY.
- Collect 5 pirate flags by defeating pirate ships at sea.
- Return to Magicnia and USE your 5 pirate flags at the General Store.
- Go to the tavern in Division and talk to the pirate. SHOW him your half of the map.
- He asks if you will buy his half of the map; answer YES and he will sell it to you, answer NO and he will just huff. You can either buy it or fight him for it.
- When you have both pieces of the map you'll have the location of the sunken ship.
- Go to the location on the map and ZOOM on the sunken ship. Find the chest that contains the crystal ball.
- Return the crystal ball to the old man in the Cave. He will give you the RING OF CALLING.

Ring of Thought

- Read the tome given to you by the priest in the City of the Mind.
- Go to Cathedral and enter the huge temple. Talk to the priest standing in the west corner.
- Talk to all the priests. Search the bookshelves near the Perfection expert and find a scrap of paper which mentions a goblet and a skull.
- Go to the locations mentioned on the note and get the goblet and the skull.
- Visit Bob at 3'5", 22'2", and SHOW him the note.
- Go to the Celestial City. Stand between the temples (at 26'3", 15'4") and Zoom. Go down the ladder.
- Talk to the priest. When he asks you a riddle, SHOW him the Sorcerers' Symbol.
- Go down the ladder and SHOW the WHIP to the second priest.
- SHOW the SKULL to the third priest.
- Go down the ladder and SHOW the GOBLET to the fourth priest.
- SHOW the RUBY to the fifth priest.

- Go through the doorway and find the Ring of Thought.

Ring of Blood

- Visit Blood, in the south eastern end of the continent, south of Division.
- Go to the Necromancers' Guild and talk to the Necromancer about QUEST.
- Go to the casino at 24', 21'. Talk to Poor Amo about QUEST, then BRIBE him.
- Go to 16'3", 11'4" and ZOOM to find Carl ("The Tall One") in Division. Speak to him about JOB. BRIBE Carl to get more information from him.
- Go to the City of the Mind and enter the Lobotomy Club. Talk to Mean Dean, the Powerlord's Lieutenant and talk to him about JOB. Fight him and get a note.
- Go to the Powerlord's Base of Operations (POBOPS) at 28', 18'. Use a dragon to fly over the wall.
- Enter the building and fight the guards. Search the bodies of the guards and take the Twisted Key.

- Find your way to the second level of the POBOPS and use the Twisted Key to open the locked door.
- Find the Powerlord's Diary on the floor.
- Fight the Powerlord's right-hand-man and get the Crowned Key.
- Use the key to enter the War Room. Fight Abattoire (the Powerlord), his personal bodyguards, and his Dragon (we hope you're up to this!). Get the key to the crypt.
- Journey to 13' 2", 1'7" and fight your way past the undead monsters to level 3 where you'll find Motarin.
- Fight Motarin. Defeat him and the Ring of Blood is yours.

Ring of Mutation

- Go to the Enchanters' Guild in Thieves' Haven and talk to the Guildmaster about your QUEST.
- Go to the Enchanters' Guild in Magicnia and talk to the Guildmaster about your QUEST.
- Go to the Enchanters' Guild in Richi and talk to the Guildmaster about your QUEST.

- Go to each of the inns and SHOW the PICTURE to the upstairs maid. When you find the right one, she will transform into the Ring of Mutation.

Ring of Perfection

- Go to the library in Oxbridge and talk to the expert on perfection about your QUEST.
- Go to the Library of Perfection and find a note about the Ring of Perfection.
- Go to Cathedral and talk to the monk about your QUEST. Search the shelves near him and find a book about the Chamber of Perfection.
- Go to the Celestial City.
- During the day, talk to the Sun priest in the Temple of the Sun about your QUEST.
- Talk to a man in the library about your QUEST. Search the shelves to find his factory pass.
- Go to Blood and find the factory at the graveyard on the hill. If you have the factory pass the guards will let you in.
- Talk to the Factory Master and get embalming solution.

- Return to the Temple of the Sun and give the embalming solution to the priest.
- Go to the third floor. Use the key to open the chest and get the sun gem.
- At night, go to the Temple of the Moon and talk to the Moon Priest about QUEST.
- Go to Sparta and SHOW the Moon Priest's request to the Marshall.
- Go to the arena and defeat the bear and the dragon.
- Return to the marshall and talk to him again.
- Return to the Temple of the Moon and find the foam pool. Search it to find the moon gem.
- Go to the Chamber of Perfection.
- Fezzik is in the chamber of perfection. SHOW him the Moon gem and the Sun gem.
- Fight Fezzik for the Ring of Perfection.

Endgame

- Talk to the priests in Cathedral about your QUEST.
- Go to 20', 11' and visit Mr. Belmont. Talk to him about your QUEST.

- Go to Mesa and search the desert fortress until you find the log of the founder of Mesa.
- Return to Mr. Belmont's house and SHOW him the log.
- Find a Bandit ID card in a bank vault in the basement.
- the Holy Seal is in the bandit hole treasury
- Go to the Bandit Hole at 30', 18'. Fight, bribe and sneak your way in to the back and SHOW your bandit ID card.
- Lenny is the treasure room guard, and he'll let you in if you helped him back in Speed.
- Go in and get the Holy Seal.
- Fight Mr. Belmont on the way out.
- Fly to the fount of heaven and USE the Holy Seal in the entrance. You must have ALL ELEVEN RINGS!
- Darius is there and will attack you. He is possessed by Void; defeat him and you have won the game.

City of Protection $\langle 8' 3'' \rangle$ (B: Balin
City of N Spada $\langle 11' 8'' \rangle$ (S: Gate Stone
20' 8" (B: Weapons
S: Blades)

INDEX

3' 22" Town far South in the
color plains

Boat: Perfection $5' 8''$
 $13' 9''$

Scroll of Nexus: House of Bob in
Sunrise

Belmond Residence: $\langle 20' 8'' \rangle$
 $11' 5''$ (B: Books $21' 5''$
S: Feniri $10' 1''$

Dragon
Guild of Keef the Thief $24' 1''$
 $17' 7''$

Casino of Lucky Luck $\langle 24' 5'' \rangle$ (B: Jewels
 $21' 0''$ S: Gems

Nekropolis $\langle 31' 1'' \rangle$
 $12' 3''$

Sunnyville
Boony Bin $\langle 31' 2'' \rangle$
 $3' 1''$

Cities

City of Blood: $\langle 14' 7'' \rangle$ (Nekropolis
 $17' 7''$ (B: Corros
S: Cast
Perfection: $\langle 4' 8'' \rangle$ (C: Wood
 $13' 8''$ (B: Flowers
S: Crystals

Cathedral $\langle 5' 3'' \rangle$ (B: Towers
 $9' 1''$ (S: Gems

Kaos: $\langle 11' 0'' \rangle$ (E: Lollary
 $9' 0''$ (S: Flip Stones

Speed: $\langle 2' 3'' \rangle$ (E: Flip Stones
 $9' 1''$ (S: Wood

Phenopolis: $7' 9''$ (Feniri)
 $17' 2''$ (S: Flip Stones

Mind $\langle 12' 1'' \rangle$ (B: Gems
 $11' 1''$ (S: Mana

Division $\langle 17' 1'' \rangle$ (B: Blades
 $10' 8''$ (S: Weapons

Dogganib $\langle 13' 3'' \rangle$ (B: Wood
 $14' 6''$ (S: Weapons

City of Commerce $\langle 15' 6'' \rangle$ (E: Everything
 $1' 9''$

Richi $\langle 23' 4'' \rangle$ (B: Gate Stones
 $4' 3''$ (S: Crystals

Magic Bus $\langle 24' 3'' \rangle$ (B: Spells)

of Maginla $\langle 30' 4'' \rangle$ (A: Treasure
 $3' 0''$ (S: Books

Library (University)
of or bridge $\langle 14' 9'' \rangle$ (B: Books
 $5' 3''$ (S: Feniri

City of Celestia $\langle 25' 2'' \rangle$
 $24' 1''$ (B: Dragon Boat

City of Mesa $\langle 14' 5'' \rangle$ (B: Crystals
Shard $\langle 18' 2'' \rangle$ (B: Crystals
 $20' 2''$ (S: Sand of Desert

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