

ELECTRONIC ARTS®



RINGS OF POWER



Andy Gavin (above left) is a Haverford College senior. Andy's army of one cannot yet compete with present world powers, so he makes do with creating and conquering worlds of his own. His career goal is to reshape the human race in his own image.

Jason Rubin (above right) is a University of Michigan senior.

Vijay Pande is at Princeton, pursuing his goal to master the laws of physics.

Amiga programmer and musician Alexander Hinds, who is a first-year student at Stanford Medical School, works on what he considers the only "real" computer, and he believes that the rest of the team uses glorified slide-rules.

G

- 1.
- 2.
- 3.
- 4.

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.



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

Directional Pad
(D-Pad)

Start

Buttons
A, B, C

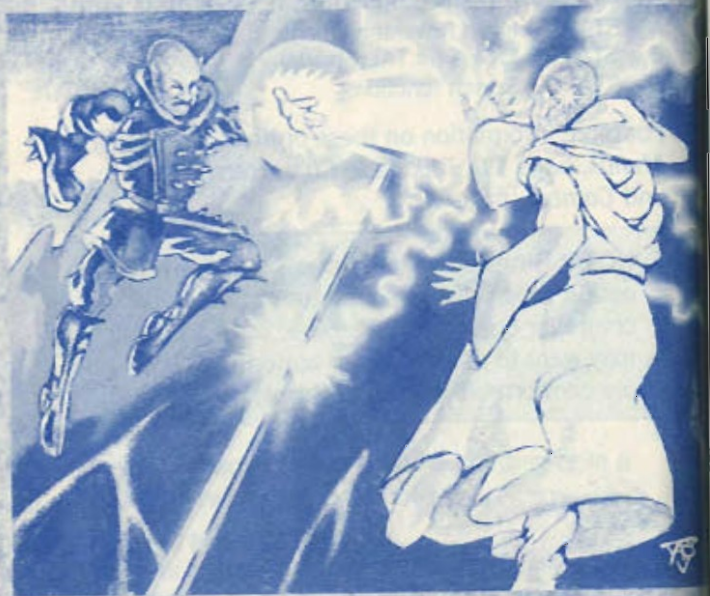


"Inside" means you are inside a building or in a "Zoom" view of your location.

Directional Pad (D-Pad)

Move your character or party and select options from menus

A History of the Kings of Power



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.

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.

5

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

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-

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

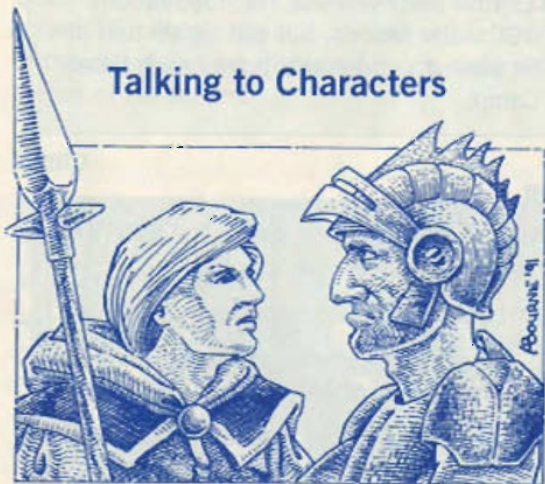


Sometimes you may want to speed up the clock (there are some things you can only accomplish during the day, others only at night), or just let

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.

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:

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

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!**

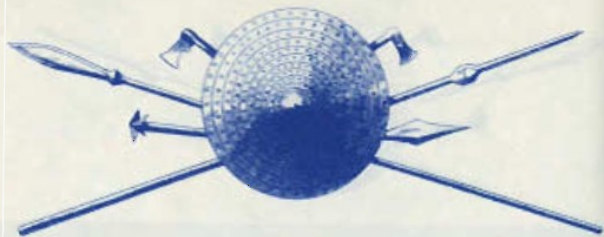
To load a previously saved game:

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

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.



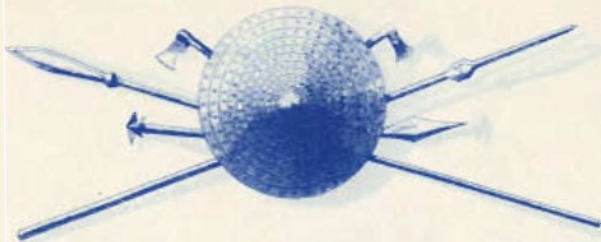
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Destroyer have been unusually active across the globe — their evil has followed us throughout our search and they've managed to thwart our efforts on many occasions — Eagle, the great Master Archer was lost to us just this day.

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.



Vehicles

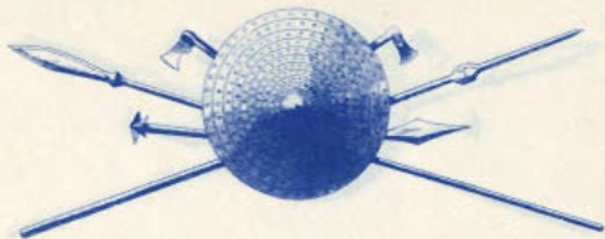
When resources are available (such as gold, food and water), it is more practical to travel by vehicle. Food and water rations and other resources used during travel are listed below.

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

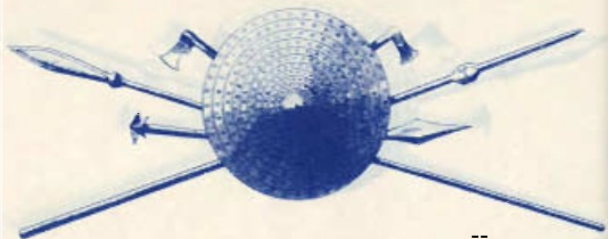


Waters	Food	Water
Shallow	1 ration	1 ration
Deep	5 rations	20 rations

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,



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

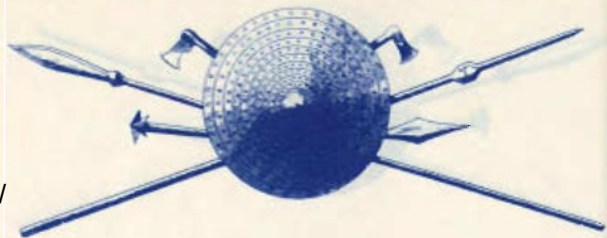
Terrain	Food	Water
All	40 rations	40 rations

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.



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.

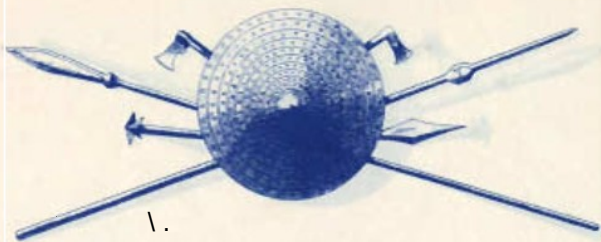
The Art of Separation

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

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



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

The Art of Body

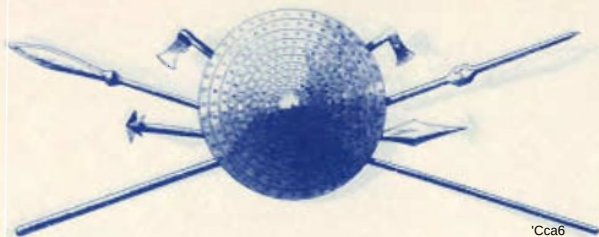
The Art of Body is that of the Necromancers. These morbid men and women have a knowledge of the body that lets them heal or cause wounds — in some cases even raise the dead. They believe that Life is but the beginning of Death. They are known by their black clothing, and the Skull symbol they wear.



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.





'Cca6

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.

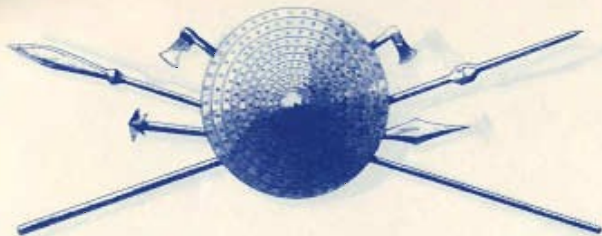
General Attack Spells

- 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.



JOLT Inflicts pain in the minds of the enemy for 12 points (range 4).^{u)}

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).

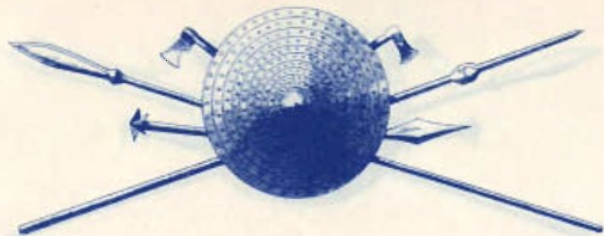
Spellbind Enemy

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 ∞).



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).

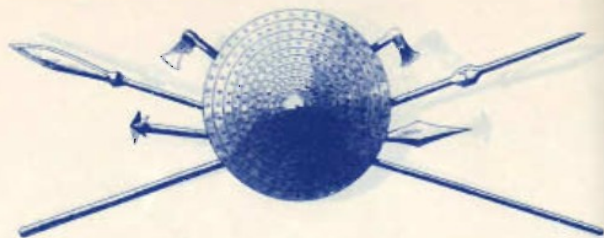
ASSIST Use the powers of the Mind to give your party an attack and defense advantage of 75% (range ∞).

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 ∞).

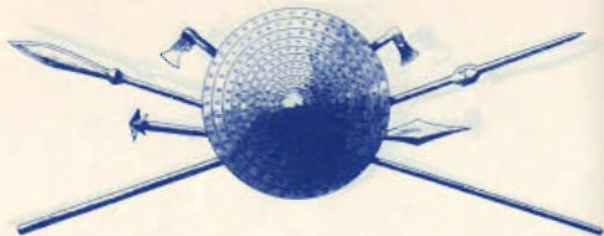


Name	Level	Range	Damage
STAB	1	1	5
CUT	3	2	9
DICE	4	4	13
SPLIT*	5	4	15
PUREE*	6	4	25
DELETE*	8	5	35

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



Super Spell

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

Archers' Spells

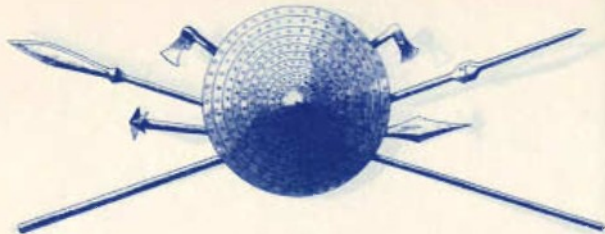
Archers have mastered the physics of force and its effects on projectiles.



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



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).

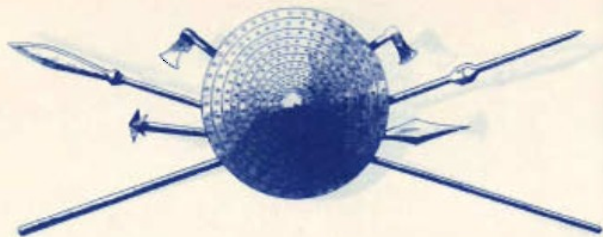
DIZZY Throw a victim around for 20 points (level 4, range 7).

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.

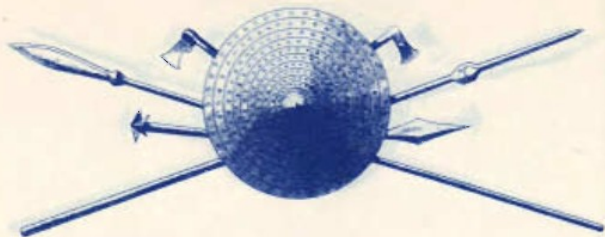


Name	Level	Range	Damage
CLAW	1	1	6
GRAZE	2	1	8
HURT	3	2	12
WOUND*	4	2	17
SLAY*	5	3	24
DEATH*	6	4	35

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



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

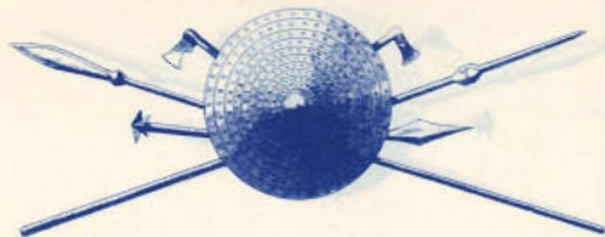
Enchanters have mastered the Art of Change.

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).





Mutations

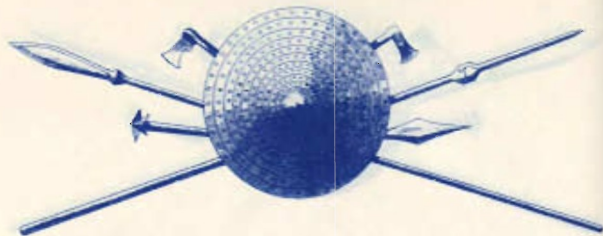
The Enchanters can change ^{9.5} themselves into other objects which attack the enemy.

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.



Conjurer Spells

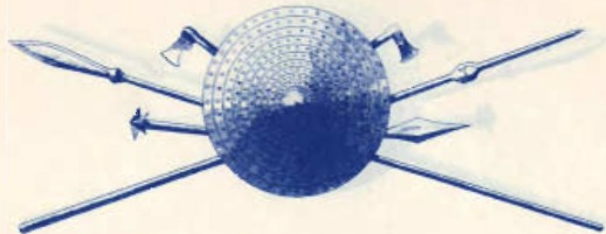
The Conjurers have mastered skills of summoning.

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



Multiple Bullets

Multiple bullets are a dependable, ²medium power, medium damage set of spells for the Conjuror.

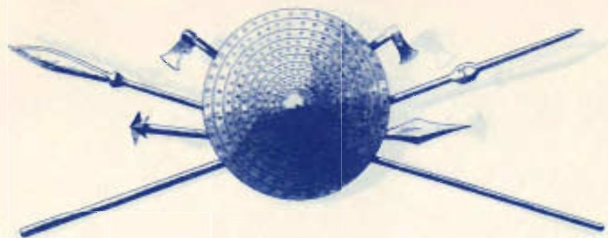
Name	Level	Range	Damage (per bullet)
DAGGERS	2	4	2
BOLTS	3	4	3
SABERS	5	5	4
AXES	6	6	5
STONES	7	7	6
FLAMES	8	∞	7

Miscellaneous

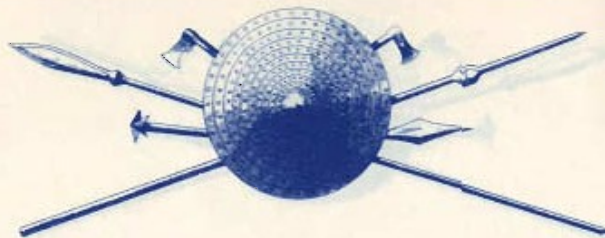
WAVE Causes a tidal wave to spread across a zoomed view doing 30 points of damage to each member of the enemy party.

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

SERVANTS Causes a swarm to attack an enemy.



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



Level 5 Split
 Sever

Level 6 Puree
 Sunder
 Frigid

Level 7 Swords
 Torrent

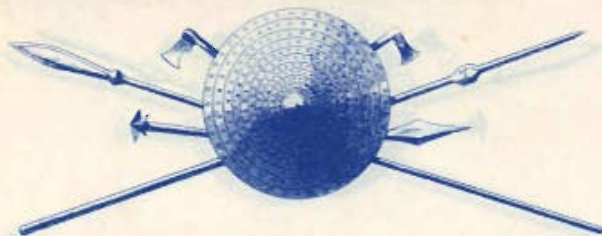
Level 8 Delete
 Axes
 Lava

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



Level 8

Fire

Shield

Unshield

Level 9

Propel

Defend

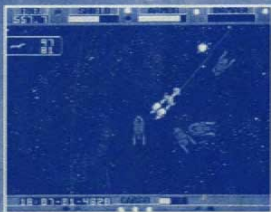
Twister

Necromancer

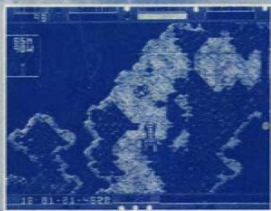
Experience levels and spells available to the Necromancer are as follows:

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

Boldly Go Where No Game Has Gone Before



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