

the Missing Ring

From DATAMOST INC.

\$29.95 for Apple II*

The newest ideas in high adventure. 1 to 5 players at a time! Each character capable of independent action and decisions! All on an intriguing quest to find the wizard's ancient ring. Takes great courage, planning and wit to win through.



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BY
TERRY ROMINE

Your quest for magical rings takes you through myriad rooms and corridors of the enchanted palace. From one to five players can undertake the quest. Each player can choose a character from the table of nine characters. One person can make the moves for each character in turn or a number of players can take turns at the keyboard. There are two sets of move keys on opposite sides of the keyboard so that two players can sit at the Apple, each with one hand on the keyboard. Both sets of move keys are always active and are interchangeable. While player two is taking his turn player three can switch seats with player one, etc. The group can stay together as a team or go separate ways exploring different chambers.

You can quit and save the game in order to break for eating or sleeping or just to be safe before attacking a particularly grizzly monster. A total of nine different games may be saved on the game disk.

At the beginning of the game or after a game has been saved you may visit the "merchant" to spend your hard earned gold on healing potions, spells, magic potions, experience, etc. Multiple characters from several games can have "accounts" with the merchant. If you succeed in exiting the labyrinth your character can keep all the accumulated gold and powers for use in a subsequent game, thus building up experience points and treasure.

Each player's move is indicated on the prompt line, and the active character will be flashing on the screen. You have a limited active time and five or six keystrokes per turn. These have to include all moves, calling of spells, invoking healing potions, etc. Sometimes you have to ready your magic spell in one turn and use it in the next turn. You will be prompted as to what magic is available at the end of your turn that may be used in the next turn. For characters that can shoot arrows or project spells, the space bar calls a flashing cursor that is moved to the target with the move keys and then fired with another press of the space bar.

We could tell you about the secret doors, which elixirs are poison, and what spell will kill what monster, but we know you are anxious to fire up the disk, and these trivia are best learned . . .

INSIDÉ THE LABYRINTHS OF THE ENCHANTED PALACE!!

KEY COMMANDS	LEFT	RIGHT
Move forward	R	O
Move back	D	L
Move right	F	P
Move left	E	K
ATTACK	SPACE BAR	
Healing Potion	H	H
Search for Secret Door	S	;
Get Treasure	T	U
Magic item/spell	B	M
Pass/end player's turn	Y	Y
Pause	Esc	Esc
Quit/save game	Q	Q
Open door with key	X	

The Following Characters are available to join the party:

- (0) Previous Character
- (1) Fighter with Sword
- (2) Wizard
- (3) Elf with bow
- (4) Dwarf with ax
- (5) Fighter with ax
- (6) Elf with sword
- (7) Dwarf with hammer
- (8) Fighter with bow
- (9) Cleric



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