

THE RETURN OF
MEDUSA



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After Cirion, Prince Royal of Morenor, had recaptured the Five Rings and defeated Medusa in the ensuing battle he set about restoring order and prosperity in his father's realm. Many a year was spent on this noble task. Finally, a golden age dawned. Rich harvests filled the granaries, rapid advances in technology were made and peace reigned between the ancient tribes. Those were years bathed in glorious memories. Cirion's subjects began to idolise him. Had it not been their Prince who had rushed to his father's aid in times of need? Had it not been him who had escaped from Meduasa's wrath and even managed to subdue her?

Thus, it came about that citizens throughout the land felt impelled to erect monuments in honour of their Prince. Fathers were proud to name their firstborn sons after a true hero of Morenor's history. Naturally, the women, too, admired the Prince. To his distress, even Cirion's looks had become those of a hero. Yet Cirion had always held his deceased brother, Logan, to be the ladies' man. Overwhelmed by his popularity and irritated by the unabashed advances of countless women, Cirion began to withdraw from society. Uncomfortable with the festivities in his honour, he increasingly avoided the public.

One evening, however, after Cirion had repeatedly and futilely attempted to drown his frustration in an excellent wine (which was now again pressed in Morenor) and was wandering through the palace garden he chanced to meet the Lady Stephanie of Oberensingen. Vivid conversation ensued.

The Lady listened sympathetically as the Prince expounded his situation and problems. The two of them talked way into the night and were surprised when a beautiful dawn broke above the roofs of Palm Village. It struck Cirion that this was the woman with whom he wanted to spend the rest of his life. She, in turn, was so taken by the Prince's character that she happily accepted his proposal.

The royal staff and courtiers were pleasantly surprised by the sudden change in the prince's frame of mind. Soon they found the blossoming relationship of Cirion and Stephanie responsible for this improvement. Word of their love spread, leaving many a maiden devastated. Tormented sighs were heaved from countless white chests throughout Morenor.

The courtiers unanimously applauded the Prince's engagement, relieved that his restless life would now become orderly and tranquil. The royal chamberlain, Bertil, saw his time come to step forward and approach the Prince with a matter that had long weighed heavily upon his mind.

One afternoon as Cirion was enjoying the golden sun in the presence of his beloved Lady, Bergil appeared. He kept a respectful distance until the Prince saw him and, smiling, beckoned him to draw closer.

"My dear Bergil, what is up?" - "Forgive my intrusion, Mylord", replied Bergil, "but there is a matter which has been of great concern to the people for a long time. You have become the greatest hero in Morenor's history.

You did not waver in a hopeless situation but showed courage and valour..." - "Bergil", the Prince interrupted, "if there is one story I can no longer bear to hear, it is that of my heroic exploits. You know that perfectly well, so just let me know what is on your mind." - "Of course, forgive me, Mylord. Well, it was frequently reported to me lately", stammered Bergil, "that your subjects do not understand why you have not been crowned King yet. After all, you have reformed the empire, brought prosperity and happiness to Morenor again and are now, above all, able to present a Queen to your people..." Abruptly, Bergil broke off his attempt to explain the people's thoughts to Cirion when he saw the Prince's reaction. Cirion's smile had frozen within seconds. Suddenly, the Prince looked pale and haggard. He rose and quickly strode towards the castle turret, leaving an exceptionally confused chamberlain behind.

"Mylord, although I can detect no fault in my comportment I shall obligingly leave your service, should I have offended you", Bergil spoke stiffly. The Prince turned towards him. "Dear me, no, my good Bergil", replied Cirion. He was struggling to regain control over the feelings that had surged through him. "It is just that...my father, ...King Aldor, ...will always remain the only true King of Morenor to me". Cirion managed to complete the sentence and strode away.

Bergil was struck by the Prince's righteousness. It was impossible for him to keep this incident to himself. The people of Morenor, touched by Cirion's noble mind, revered him all the more for it. Yet with their love grew the wish that their Prince should finally be crowned. The numerous attempts to persuade Cirion of the necessity led to his renewed withdrawal from the public.

One evening as Cirion was standing on the castle walls and was staring out into the dark night his beloved Lady joined him. "Oh, Stephanie", Cirion sighed as he turned to embrace her, "you, at least, understand me". Yet she drew back and fervently replied: "I hate to disappoint you, but all of us understand your feelings very well. Methinks it is you who do not realise how much your people love you." - "Loves me?", he echoed. "How would this be? That must be the most selfish love I have ever met!" Cirion spoke abruptly, pressing his words. "Simply because I happen to be their sovereign, and a good-natured one at that, they believe they can determine my life! But my life belongs to me and not to my people!"

"Oh, really?", she contradicted. "If that is so, why do you sacrifice your life to the benefit of your subjects? You could long since have abdicated. Some third-degree cousin hungry for power would surely love to succeed you to the throne. But no, you must be different. You insist on responsibility without ever being rewarded. Cirion, that will not work! The only thing your people really want is to reward you for your deeds, and they do that by loving you!" - "They don't love me. They love their lord. The don't care about me personally at all.

All the people need is a hat on a pole which they can bow to. it doesn't count in the least who or how I am!" - "You are wrong and you know it! They love the way you gave everything in order to save this country, the way you stood by your father and still honour him long after his death. They love the way you never gave up, never ceased to fight and how you strove to once more turn Morenor into a country worth living for. It was the people who had fled the realm that mattered to you. They also love you because you were successful! If you earnestly doubt this love of your people you are also calling my love to you in question!", she exclaimed and walked away.

She left a dumbfounded Prince behind.

The sun had just begun to crawl over the hills as Cirion firmly knocked on Bergil's door. The chamberlain, sparsely dressed, tore the door open and was about to make a cutting remark when he recognised the Prince and his fiancée.

"Mylord, what brings you here at such an early hour? And what brought you into such bad shape?" The words escaped Bergil as he noticed how crumpled and dirty the Prince's clothes were. "Bergil", Cirion answered, "we have slept far too long. Make arrangements for the coronation.

And", with a roguish look cast sidelong at Stephanie, "for a wedding". He barely finished his sentence before hurrying away with his bride. Now it was Bergil's turn to stay behind, flabbergasted.

All of the chamberlain's attempts to penetrate the mystery of last night were doomed. Enigmatic smiles were the couple's only answers to his queries.

Everybody was bewildered at the Prince's sudden change of mind but, most of all, the entire realm was in happy anticipation of the great event. During the following weeks no other topic was dwelt upon.

Everything was splendidly decorated in preparation for the wedding. Palm Village, already the most beautiful town of the realm, surpassed human ideas of Paradise by far. The spirits of the royal couple were lifted immensely, too. Soon the Prince could barely wait for the day of his coronation and his wedding to come.

On the eve of his coronation Cirion was sitting in the palace garden, enjoying a drop of wine, when he suddenly saw a wall of thick, black clouds rising from the sea. The Prince watched them with mixed feelings. On the one hand he thought of the peasants, who had complained about the long spell of fine weather. On the other hand he had hoped for sunshine on his wedding day. While he resumed his reveries of the day ahead of him the sinister clouds spread all over the sky at an alarming rate. Cirion noticed that the darkness had swallowed all the noises. He seemed to witness a rather unnatural process. Cirion was annoyed that he still was without a court magician. His insecurity grew and he nervously began to pace up and down the garden. Finally, he sought out the chamberlain.

"Bergil, I have had second thoughts. Let us forget about the entire thing." - "My lord" - Bergil had never been closer to a seizure - "that is absolutely impossible at this stage! Everything has been prepared. Think of your guests, your people and your bride. Why do you want to do this to us?" - "It is the weather", Cirion replied. "Something about it is terribly wrong. I have never seen anything like it."

For the umpteenth time Cirion wished that Dalrin were at his service now. But his father's court magician had died in his arms after telling him that he must find the five rings.

"Mylord", Bergil began with a firm voice, "if it is truly your intention to cancel the coronation festivities now I swear that your entire court will follow my example and commit suicide before your very eyes. In addition, word will spread throughout Morenor that the Crown Prince, forgive me, Mylord, cowardly ran away from his coronation just because three dark clouds appeared in the sky!" - "Bergil, you are blackmailing me!", Cirion exclaimed. - "Indeed, Mylord", Bergil answered hotly, "it is. I'm afraid there are no other means of diverting your thoughts from such foolish paths."

For an endless moment, the Prince stared at the floor. Then he raised his head and spoke: "Well, Bergil, you are right. We cannot stop the event now. I just hope that my dark forebodings dissolve into thin air." - "I am sure they will, Mylord. All will be well." Bergil tried to calm the Prince. "I must apologise, I am terribly nervous. I don't want anything to go wrong tomorrow." -

"I understand you very well, my Prince. I remember how excited I was before my own wedding." "Wedding!", Cirion exclaimed, "above all else. Bergil, if I survive the day tomorrow no demon can ever fetch me."

Later that night Cirion had somehow managed to find his way to bed. Yet sleep would not come to soothe his qualms. Cirion tossed around restlessly until he finally gave up the desperate attempt to sleep. He stepped out onto the balcony. Faintly amused, he pictured Bergil at the sight of a tired out Prince. His lungs inhaled the cool night air with deep breaths. Again, he remarked how unnaturally silent it was. A silence that had fallen over the land with the black clouds. But what was that? There was a little noise in the palace gardens which he had not heard earlier this evening. Sounds that did not seem to be made by an animal drifted up to Cirion.

The Prince, already a nervous wreck at this stage, could no longer contain his curiosity. Coat flying, he hurried out of his chamber. In the garden, however, he heard not a sound. The strange noises had stopped. An unnatural silence lay over the palace gardens once more. Angry, Cirion was about to return to his suite when suddenly he discovered footprints in a bed of roses. He followed them up to a tall bramble hedge, where they abruptly ended. The absence of any further marks on the ground suggested that their creator had chosen to vanish into thin air.

Intrigued, Cirion searched the hedge when the bushes behind him rustled. Before he could even turn his head something hard struck him from behind. Cursing his insouciance with his last conscious thought, Cirion fell to the ground.

He woke up with a splitting headache. Numbly, he registered that somebody was slapping his face with the flat of the hand. He shook his head in order to clear his thoughts and tried to focus on the person standing in front of him. He froze when he had finally succeeded. After a long pause he croaked:

"You are dead! I killed you!" - "Yes, and yet here I am, returning to you", answered Medusa. The Demon Queen continued, "Actually, I would have believed you were pleased to see me and my minions." Only now did Cirion register the sinister figures that were firmly holding an arm of his each. He quickly realised that any attempt to escape would be doomed. Instead, he gazed at Medusa, whose comely appearance he could not deny. Her friendly smile became distorted into a grimace of hatred.

"Indeed, it was you who vanquished me. And how long it took me to struggle free from my prison and reenter this time plane. Now I am back, here to stay and to avenge my defeat at your hands. I shall take revenge and finally conquer Morenor once and for all. This time you cannot prevent my triumph but shall be honoured by witnessing it as a prisoner."

Panic flooded Cirion's thoughts as he savoured the bitter reality of this outlook. The Demon Queen gleefully watched his growing despair. She added, "I spent a long time preparing for this moment. This time, there will be no mistake. Thousands of soldiers stand waiting to enter this time-plane in order to conclude my glorious deed. I have powerful means from the future at my fingertips - machines and weapons you could not even begin to comprehend. - But I must not linger. It is time to take up the reign of my new kingdom."

With an imperious gesture Medusa ordered her minions to remove the Prince. She turned and left through a door. Cirion caught a glimpse of a glittering, black field swallowing the Demon Queen before her guards tore him away and flung him into a prison cell. Its grate was thrown shut with a thundering clang and locked.

Medusa's minions proceeded to a table in the ante-room, where they settled down. Disregarding Cirion, they began to handle strange objects he had never seen before. He threw himself onto his cell bunk, dejected and ready to give in to his evil fate. With a flash of surprise he suddenly found that Medusa had not searched his clothes. Deep inside one of his pockets nestled the Prince's main key that opened most doors inside the palace.

Relief surged through him. Stealthily, he turned the key in the grate's lock and then drew the wardens' attention. One of the guards reluctantly stood up and shuffled towards the cell. Just as he came close enough Cirion shoved the grate open. It hit the warden so hard that he tumbled backwards and fell, stunned. The other guard leaped to his feet in surprise, gauged Cirion as too formidable an opponent and made for the door. Cirion realised that he could not catch up. The guard would raise an alarm and bring back a reinforcing troop. His mind racing, Cirion sought a way out. He remembered the shining field that Medusa had vanished in. No matter where it took him, it was his only path of escape from here - and the only access to whatever sources Medusa drew her power from in the future. Desperate to defeat her sinister plans, he entered the room containing the strange field, braced himself against the immeasurable danger ahead and stepped into the void...

1. Idea and goal of the game

a) The story so far

After Crown Prince Cirion had vanquished evil Medusa in Part One, "The Rings of Medusa", his realm of Morenor began to blossom. It soon became a veritable paradise. Yet this peace was soon to be shattered by utter treachery. In the night before his coronation, some years after the dreadful events wrought by the Rings, the Prince followed suspicious noises issuing from the palace garden. A foul blow on the back of his head robbed him of his consciousness. Cirion woke up in a dungeon cell of his own palace. Medusa appeared, triumphantly declaring that she would now leave for the distant future. There, undisturbed by the then long-dead Crown Prince, she would easily gain control over Morenor. This time, she snickered, there would no longer be a Cirion to unleash his wrath over her and her minions. With these words, Medusa mockingly bade Cirion farewell and stepped through a time gate that would transport her into the future. Luckily, however, the Crown Prince was able to overwhelm Medusa's guards and follow the evil queen through the time gate just before it was closed.

b) The aim of the game

Medusa draws her power from the dark crystal "Dohor". She guards it herself deep within her secret shelter, behind thirteen locked doors.

It is your objective as a player to find the thirteen keys in order to penetrate Medusa's secret dungeon. There, you must drive Medusa away and finally destroy the crystal. The keys are hidden within thirteen bunkers that house different hostile gangs. Before locating the bunkers you need to amass a certain wealth. Without it, you cannot pay and feed the army you need for your quest.

Your search for the keys will raise problems and puzzles you may only come across later in the game...

2. Point of departure

You begin the game waking up deep in the bowels of your palace dungeon. Your first aim should be to reach the surface of Morenor. There, you will need to earn money and take up the search for the thirteen keys.

There are several possibilities to earn money:

- trading
- attacking enemy gangs
- searching for, locating and exploiting natural resources
- playing roulette at the casino
- speculating at the stock market
- discovering treasure
- possibly, robbing a bank

3. The user interface

There is an information and a menu bar on every screen. The information bar shows your position and the current terrain (ie. swampland, forest etc.). It also displays a calendar, reminding you of the next payment day for your men.

The menu bar consists of several option fields and a pivoting information window in the middle. You cannot freely select any option all of the time. Instead, depending on the game situation, you will be given a limited choice of options. The darkened options are the ones currently unavailable.

These are the various options (from left to right and top to bottom on the screen):

SAVE: Can only be clicked on in shelters. Saves your game in progress.

NOTEPAD: You can take notes at will here. It might, for example, be advisable to write down the location of islands in order to find them again later.

BUY: Serves to buy a chosen item.

MAXIMUM: Is used in connection with BUY or SELL. Allows you to buy or sell the greatest possible amount or number of any items. You can see the current position of this switch by the mouse cursor. Return to single sales or purchases by clicking on MAXIMUM a second time.

TOWN INFORMATION: Displays information on the town you are currently in. You can then proceed to view your status.

OK: If you are asked something, click on OK to answer affirmatively.

ATTACK: Dispatches chosen army units into battle.

RETREAT: Calls chosen army units to retreat from battle.

INCREASE: Increases the speed of combat on the combat screen. Also used to determine an amount of money during NEGOTIATION: (see below).

SEARCH: Dispatches scouts to find mineral resources, treasure or shelter entrances.

LOAD: Loads a saved game. Only usable in shelters. Else, enter a town's tube station.

DOOR: Usually serves to exit places or situations.

SELL: This option is used to sell any of your items. Can also be chosen in conjunction with MAXIMUM.

NEW PAGE: Continues the display of a list, eg. of goods in a shop.

RADAR: When used, this device searches for hidden bunker entrances.

NOT OKAY: The opposite of OK. Answers a question negatively.

NEGOTIATION: Allows you to negotiate during battle. Possibly helps you avoid combat.

DECREASE: The opposite of INCREASE. Decreases the speed of combat or the amount of money negotiated.

MINE: Opens a mine or unearths treasure.

In the middle of the options bar there is an information window. It can be used to read information or to adjust options. A small green button at the top left-hand corner of this window pivots the window when you click on it.

There are several types of display:

- Information on the number of soldiers in your army and their wages. Clicking on the small central button at the bottom of the screen displays current information in the adjacent window.
- Options. Here, you can turn the music and/or sound effects on or off. You can also change the synchronisation frequency of your screen (50/60 Hz) or choose to restart the game (Quit). The panel in the middle of the options allows you to adjust the difficulty of the game.

0 means "very easy", whereas 1 signifies "very difficult".

- Movement in shelters. This displays the compass rose, the direction your character is facing and allows you to move him through the dungeon.

- Copyrights.

(Also see illustration in Appendix B)

How to use the window system:

Windows are mostly used in towns. At the top right-hand corner of each window there is an area to close it by clicking there. Some windows have a scroll bar at the right-hand side. Clicking this bar allows you to move the contents of the window. This may become necessary when there are more pieces of information than can be shown at a time (eg. at a department store).

4. Programme elements

The game can be roughly divided into four parts:

Landscape, towns, combat and shelters (bunkers).

4.1. Landscape

You can move around the landscape map to open mines, dig up treasure and travel from one town to another. However, you cannot cross mountain ranges. If you are leading an army you must take care to pay the soldiers on the first day of every month. Hence, it is important to always carry enough money to cover the salaries. Money you have deposited in a bank account does not pay your people.

There are two types of terrain dangerous to your army:

1. First, the swamplands. If there is not enough medical personnel in your army, your men will become ill in the swamp. They will eventually die. One ambulance man can see to 60 soldiers.
2. Secondly, the desert. Your men will become delirious and ultimately die unless there is one ambulance man for every 30 soldiers.

While moving across the map you may also encounter hostile troops that will engage you in combat.

However, it is possible to discover the enemy before that. This depends on the number of scouts accompanying your army. The more scouts there are, the greater the radius in which you can detect enemy troops. This radius decreases while searching for mineral resources, treasure and bunker entrances. It does, indeed, require higher concentration to discover these things than to make out enemies.

Beware! While hunting for treasure or minerals you cannot move your army. It has to wait for the scouts to return. Also, enemies are no longer detected within the accustomed radius, as your scouts are busy finding other things.

Should you become engaged in combat while searching, the scouts cannot participate. Remember that they still need to be paid, though.

If you are lucky enough to stumble upon treasure or resources you can open a mine and, subsequently, exploit it or unearth the riches. Click on MINE in the options bar in order to do this. Opening a mine costs 30 000. This records your claim in the land register.

If you have found resources you will need an exploitation system and an oil tower. A pumping device would come in handy, too. All of these machines can be purchased at the department stores in towns.

If you fail to drill at the exact position the scouts have detected you may not be able to exploit the resources. In this case the mine will only bring forth soil and debris. Should you then actually fill any gliders with this rubble they will be lost. - Nobody is prepared to buy "dirt" off you.

If the machines do hit the resources, however, they will continuously exploit them until your oil tanks are filled or the minerals are exhausted. Each oil tank can carry up to 300 units of a substance. You can build more tanks - at a cost. With their capacity, some sites might yield resources for a longer time.

Also, it is no longer necessary to fetch the extracted substances as often if you own several tanks. Production need not be stopped due to overflow. Up to three hoisting towers can be built per mine, increasing the output of the substance.

As monopolies are not welcomed in Morenor you can only possess 20 mines at a time. Thus, you might need to close an exhausted site before opening another. If you find and wish to secure treasure you must pay 30 000 for officially registering your claim - as with a mine. However, no exploitation systems or tanks are necessary to benefit from the riches.

4.2. Town

Towns allow a multitude of moves. You can buy or sell goods, gamble at the local casino, hire soldiers, make use of bank services, etc. All actions and transactions you can perform are carried through in the respective buildings. Simply click on a house to enter it.

While in town you benefit from suspended time. This enables you to mull over prices and consider carefully before taking crucial decisions.

Harbour

Harbours only exist in towns near rivers or the sea. Here, you can perform any action relevant to your navy: Buy a new ship, hire sailors and embark on a water voyage.

The freight on your three means of transport is also displayed in harbours. You may use gliders, trade vessels or warships. The bars indicate the current load of each after stowing your goods on board.

Gliders, for example, have room for 80 goods. Thus, if there were 40 goods on board, the used capacity would be displayed as 50%. Trade vessels can carry 800 goods and would show a used capacity of 5% if loaded with 40 goods. It is important to distinguish between trade and warships. While trade vessels carry goods and even gliders, warships only transport soldiers.

There are two ways of beginning a sea voyage:

- a) You depart with your trade vessels in order to enliven your business. As the army is left behind, you cannot disembark at other harbours to continue travel on foot.
- b) You can take your army along via warships. The soldiers can then disembark at any other town harbour. This is required to bring the army to an island, etc.

Before setting sail, remember to carry enough gold for the sailors' wages. They will insist on being paid punctually, ie. at the beginning of each month. A new ship can be commissioned, its construction taking three months. Each of the types of vessel has its advantages. You will receive a message when a ship has been completed. Then travel to the town it has been built in to take it over.

Before leaving by ship you should hire a crew to man it.

Hiring a crew takes place at the harbour tavern by offering a certain amount of money. The higher the bid, the more people are likely to join you. The left-hand side of the screen will display the wages payable by you every month.

Clicking the up and down arrows changes the amount in question. Underneath this you can see how many men are interested in your job offer. If, for example, you offer 20 gold per month you will find five people willing to join your crew. Hiring them means that their combined wages amount to 100 gold per month. If you now repeat your offer of 20 gold nobody will accept, since you have already recruited all those willing to work for this salary. If your next offer rises to 25 gold you may find one or two more sailors. Had you not hired the men for 20 gold they would still be interested now.

If you hire fewer men than are interested in the offer and then raise or lower the wages for the next lot the ones turned down previously will be offended and leave the pub. They can no longer be hired. The right-hand side of the screen shows the number of sailors needed (marked as "required"). The salaries per ship are marked as "wages".

Department store

Goods and items can be bought and sold at department stores. The left-hand side of the screen displays the price and amount available at the department store, whereas the right-hand side shows your own goods. You can adjust the amount or number in the centre and then purchase or sell the goods with BUY or SELL. The MAXIMUM option is useful in this process.

The prices of goods rise and sink with the size of a town's population. When a town has a large number of inhabitants prices will be high, as demand is great. Simultaneously, production in this town will be considerable, too. You can find out the current local population with the TOWN INFORMATION option. There also are general differences in price level between towns. If, for example, Saint Francis produces apples they will be cheapest here. The further away from the centre of production, eg. in Union City, the more expensive the apples will become.

Department stores provide you with a cargo display of your vessels and gliders, as do harbours.

Bank

Financial transactions take place at a bank. There is only one banking system in Morenor, with branches in every urban settlement. It enables you to deposit money at a branch and withdraw it in any other town. You can deposit or withdraw money or take a loan at any branch.

At the beginning of the game the bank offers an initial loan of 3000 gold. If you do not make use of the entire sum you will not be entitled to the rest of the loan. Of course, you must pay interest for any loans and receive interest for your deposit account.

Current interest rates are displayed in the General Conditions of Enterprise at every bank. Both loan and deposit interest are due when you enter the bank.

Pay attention! The local merchants at the department stores support the bank and will no longer sell you anything if you have not paid your loan interest. However, you can buy on loan for three months before the traders begin to refuse to do business with you.

In this case it is advisable to head for the closest bank and at least pay the loan interest. Since the bank has no money to give away it will consider carefully before granting a loan. This decision depends on the amount and value of goods you have as a security. The current maximum loan is shown in the "size of loan" option.

The stock market can also be accessed while in the bank building. Various bonds can be bought and sold there. You can own up to 2000 shares of a single bond. Bond prices vary according to the economic situation, population size and the amount acquired.

Bonds are bought for two purposes:

One is pure speculation, the other is taking influence in the economy of Morenor. The more shares of a kind you own, the more is invested in a specific industry. The industry will react by increasing its output. Thus, you should hold as many shares as possible of an industry that you wish to produce more.

Keep in mind that production will only increase in those towns that produce the goods in question.

Park

Parks are useful recruitment areas for your army. Pick your soldiers carefully, though. The army consists of 7 divisions:

Infantry, tanks, artillery, scouts, helicopters, ambulance men and ground troops.

Each unit has its advantages and drawbacks, depending on the terrain of a battle. Helicopters, for example, are excellent in swamps, as they do not sink but fly (as opposed to the enemy forces). At the same time they are useless in forests as they cannot reach infantry running near the ground.

Choice of race is important for the army's strike force. Large, clumsy giant scouts will do worse in battle than agile little elves.

There are 10 races with 5 attributes. Each race has its own strengths and weaknesses, making its offspring more or less suitable for certain units:

("100" is the maximum, "0" the minimum an attribute can attain)

	strength	morale	endurance	agility	intelligence
human	50	50	50	50	50
elf	40	37	28	75	70
dwarf	64	67	81	22	17
halfling	34	24	42	92	58
orc	79	33	75	44	19
gnome	16	33	26	89	86
giant	99	27	91	19	14
troll	92	32	87	21	18
ogre	85	39	79	31	16
zwarz	18	40	32	81	79

The following table shows the importance of specific attributes for the seven divisions (for example, scouts need not be strong but should prove astute).

"1" means comparatively unimportant, "5" is vital:

	intelligence	strength	morale	endurance	agility
infantry	5	5	5	1	1
tanks	1	5	1	5	3
artillery	1	5	1	3	5
scouts	1	1	5	5	5
helicopters	3	5	3	3	3
ambulance men	1	1	1	5	5
ground troops	1	5	3	5	3

This table shows the effectiveness of each unit on various types of terrain. The higher the figure the better this unit can fight on that specific kind of terrain.

	plains	forest	desert	hills	swamp
infantry	10	10	5	8	8
tanks	20	5	3	15	3
artillery	10	3	1	15	1
scouts	8	20	8	15	15
helicopters	20	3	1	20	20
ambulance men	8	10	20	15	20
ground troops	20	3	1	10	8

It is important to place the soldiers in units most suited to their race. Only then will your army be effective and successful. (Or would you like to see your troll scouts pulverised before they can even say "go"...?)

As there are not only young, strong fighters in the towns, the number of inhabitants you can recruit is limited. After all, generations need time to grow and that smart gnome you were after may nowhere to be found in town. TOWN INFORMATION tells you exactly how many recruitable people of each race live there.

Buy divisions by clicking on "unit chosen", then on "BUY". After clicking on a unit the display will switch to the next division.

In parks you can also call up how much money your entire army and crews cost you per month. This display is called "total wages". The units are listed, with the wages of each unit printed underneath its name. Below that is a table showing the army members.

Weapons

This option allows you to equip your army with additional weapons, raising its effectiveness in battle. You can buy guns, grenades or bazookas. Naturally, troops armed to the teeth with such lethal weapons are stronger than an army without them.

Barracks

You can only enter the barracks after having successfully attacked a town. If you own a town, other gangs will attempt to conquer it. Part of your army should always remain stationed at the barracks, ready to defend your town.

Again, the screen is split into two parts. On the left is your army stationed in this town. You can now transfer party of the army to and fro. On the right are several bars, indicating the time delay with which these units react upon an attack from outside. You can lay down a precise defence strategy for the troops, which they will follow when the town is assaulted.

It might, for example, be useful to let the artillery shoot back immediately upon being attacked but to wait a moment before letting the helicopters attack. This way, they can come upon the adversary simultaneously with the infantry. The further left the line in the display moves, the earlier a unit will begin combat. If the line is close to the right, this unit will wait to be attacked before actively participating in combat. Developing the right strategy is rather tricky. Try to observe and analyse the enemy's moves as carried through by the computer. It might make sense to copy the computer's strategy.

Garage

Here, you can buy "gliders" und "kerosene" to fuel them. A glider can carry up to 80 goods.

Casino

You can risk a game of roulette at the casino. Determine the amount of money you wish to wager first. Pull the jetons from the chip window onto the felt of the roulette table with the help of your mouse. After closing the chip window by clicking on its marked area the roulette bowl will begin to rotate. You can place jetons on the following fields:

The plain fields:

0 to 36:

wins amount placed x 36

rouge (red) and noir (black):	wins amount placed x 2
pair (even) and impair (uneven):	wins amount placed x 2
manque (numbers 1 to 18) and passe (numbers between 19 and 36):	wins amount placed x 2
as well as the 3 lines:	wins amount placed x 12

End the game by clicking on the closing field of the chip window after placing the last sum you wanted to stake.

Underground

In some towns characters may be held captive. They are friendly and might join you in your shelter quest. Free them from the tube system and welcome them to your party.

These characters are held prisoners in the underground tunnels:

<u>name</u>	<u>strength</u>
ARAK	40
AREMOR	178
ASCHAS	220
ISIKIN	240
KORDON	20
MAOKI	150
NAOMI	60
ROMOLUS	100
TASARKO	50
TIBRO	255

A low strength value indicates weakness, as the person has been held captive for very long.

5. Combat

Your army can fight against hostile gangs, ships or towns. This introduces the following constellations:

5.1. Army vs. army combat

If your character's figure meets that of an adversary on the landscape map the parties will fight. Your army is pictured to the left, the enemy's to the right.

Unfortunately, the size of the enemy's forces is unknown. Before engaging in battle you are asked whether you wish to send scouts to observe and find out about the adversary's strength. These missions cost money but are well worth it. Naturally, you cannot gather information on the enemy's strength without scouts in your army.

Please refer to the PARK section for calculating the army's strength.

There are two possibilities at the beginning of any combat:

- 1) You can send specific units into battle (choose a unit and click on ATTACK) or call them back (choose a unit and click on RETREAT).

The divisions move forward while attacking. This is shown at the top of the screen. Actual combat begins when your own and enemy units connect. Divisions engaged in combat are marked red. Losses depend on the soldiers of both parties.

The artillery is an exception. If it receives the order to attack it will fire immediately, inflicting instant losses upon the enemy. Of course, the same is valid for enemy artillery and your own losses.

Combat continues until an army has lost, ie. has no men left. If you lose a battle, all your possessions will be gone except for the gliders. However, the bank will condescend to lend you an initial 3000. Any accounts of yours will remain untouched! If you win the battle (a much more exciting prospect) you will receive all of the money carried by the enemy gang.

- 2) You can try to avoid combat. This is initiated by clicking on NEGOTIATION. Parley is only possible once per encounter. If you fail to reach an agreement with the hostile party you cannot negotiate with them again. There are two ways of negotiating:

You either bluff, pretending to be stronger than your foe or you attempt to bribe him into a truce (determined by INCREASE or DECREASE). An opponent may or may not be deceived by your charade, depending on the actual strength and superiority of your army.

Do not be scrooge while bribing an opponent. Remember that, should you lose, he will get all your money anyway. The size of a bribe also depends on that of your and the enemy's army.

If you have attacked a specific gang more than five times you can no longer enter their home town. Nobody there would want to do business with you. The same occurs once you have attacked and been unable to conquer a town.

(please see pictogramme in Appendix B)

5.2. Army vs. town, town vs. army combat

When attacking a town, the same "rules" are valid as for army vs. army combat. If you win, the town will be yours.

Towns have different sizes. You can see a town's relative size by its picture on the map or find out about population size by using TOWN INFORMATION. Larger towns obviously have a greater defensive force at their disposal than smaller ones.

If one of your towns is attacked by a foe you cannot intervene in the battle. Instead, you are left to hope that the combat tactics you laid down earlier (see BARRACKS) will be effective enough to let your defending army win.

5.3. Ship vs. ship combat

If two ships meet on the map they will engage in combat. The course of the battle largely depends on the number of cannons on board. Naturally, warships are at an advantage vis-à-vis trade vessels.

You stand at the prow of your ship, facing the enemy fleet. The cannon towers are manipulated directly by moving the mouse to the left or to the right. Moving the mouse up and down causes the cannon tower to

mimic these movements. You must deftly try to sink the opponent's ships before being sunk yourself.

6. Bunkers

The entire continent is penetrated by a subterranean system of air raid shelters. The bunkers date from the Great War. Partly falling into decay, they now house numerous hostile gangs. You must brave these foes to gain the thirteen keys allowing passage to Medusa's shelter. Each of these keys is hidden in a bunker. You can identify a general key by pulling it onto the eye icon with the mouse.

Before entering a bunker you must find its entrance first. The radar device helps you do this. Frequency quartzes that power these devices can be bought in any town. Clicking on LOCATE in the options bar drops the apparatus at a chosen spot. It will rotate twice, detecting any entrances in the vicinity.

If the tracking ray hits the radio tower of a bunker the device will flash. Position another radar set at an angle to the first and operate it. The radio tower is where the signals of the two tracking rays then meet. Now dispatch scouts to find the actual entrance near the radio tower. Once an entrance is found, make sure to write down its geographical position. The shelter can now be entered. Inside a shelter it is useful to switch the options of the bottom menu bar to the arrows, ie. the board containing the compass rose.

The screen basically consists of four parts:

test-tubes showing your strength, a 3-D view of the bunker, an automapping display and the options board.

The test-tube area is divided into four sections, displaying three tubes each. Each section represents a character. The tube to the left indicates hunger, the middle one shows thirst and the one symbolises strength. All of these values can be improved by food. The person to the left represents your character. The upper left-hand corner of the screen shows the condition of your torch batteries.

It is vital to keep track of the number of batteries remaining, as your light dims and finally fades out when there are not enough spare batteries left. New batteries can be bought at department stores. If a person's chemical tube is empty, this character dies. If your own character dies the game is over.

If one of the prisoners you have freed dies his or her place can be taken by a new companion you can liberate. All of the dead character's belongings will lie spread out on the floor for you and your friends to take.

Bunkers contain several significant features and objects. You may find keys for any door or keys for Medusa's main shelter. Objects are picked up with the mouse. By moving an object to a person's chemical tube (or, rather, to the area left of it) you give it to this person to carry.

(Please see Appendix C)

Clicking on a test-tube with the right-hand mouse button loads the inventory screen. This screen consists of four test tubes and a stylised human. One of the four character windows now displays the person's swag bag, holding up to eight items.

(Please see Appendix A)

Clicking on one of the four character windows with the righthand mouse button selects this person. The bag is now activated. You can then equip the character with pieces of armour to improve his or her fighting prowess.

An eye that identifies objects is placed above the human. If, for example, you move a key onto the eye it will state whether this key is just a normal one or a general key for Medusa's bunker. There also is a mouth on the screen. Moving edible items onto it will increase the person's strength. This is visible in the display.

All of the actions can either be performed with mouse clicks on the relevant arrows or by pressing the cursor or insert key (to turn left) and the Clr/Home key (to turn right). On the Amiga, you can also perform actions with the keys 1, 2, 3, 4, 5 and 6 on the numerical pad.

Various hostile encounters must be survived in order to gain access to the valuable keys. To shoot, click the mouse on the centre of the aisle you are standing in. Of course, you can only shoot with a weapon and ammunition in your hand. The identifying eye will shots are left in your magazine. Also, watch your step and the automapping screen carefully. Some walls may conceal treasure or other special features.

Treasure can contain gold or a magic crystal that enhances your powers. Each crystal you find raises your rank from fighter, magician, mogul up to master wizard. Each rank grants you certain abilities.

<u>Rank</u>	<u>Ability</u>
Fighter	-
Magician	TOWN INFORMATION see goods produced in a town
Mogul	auto-mapping view
Master Wizard	a shot of double strength

LOADING INSTRUCTIONS

Atari ST

Insert your Return of Medusa disk in drive A. Turn on the computer. The game will load and begin automatically.

Amiga

Insert your return of Medusa disk when the system requests the Workbench disk. The game will load and start automatically.

IBM PC and Compatibles

Insert your Return of Medusa disk in drive A or B, switch to this drive (by typing A: <Return> or B: <Return>), then type ROM and <Return>. If your PC has no more than 512 KByte RAM you should make sure that all resident programmes are disabled before playing Return of Medusa.

Commodore 64

Insert your return of Medusa disk in the floppy drive. Turn the computer and the drive on. Then type the following command:

LOAD **,8,1 (followed by <Return>)

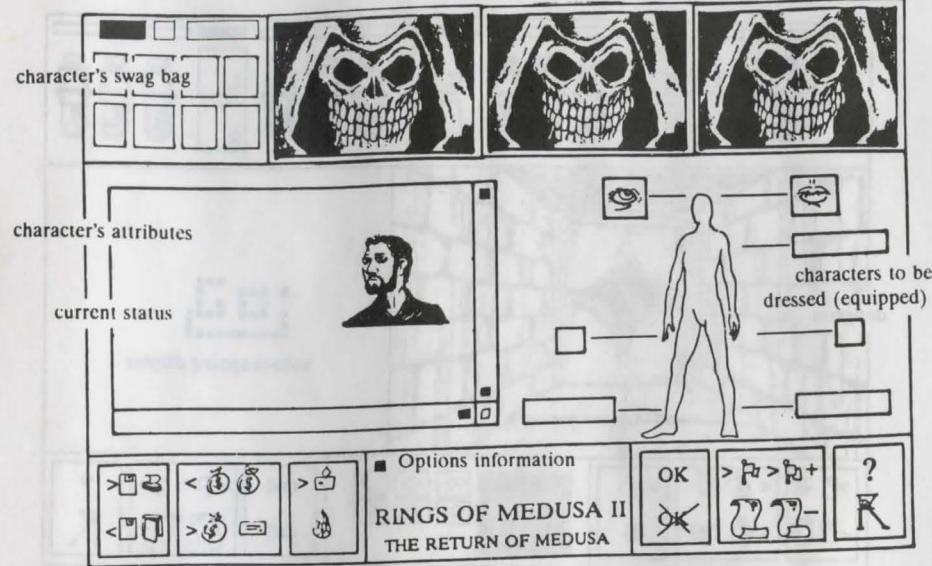
After a few seconds the game will have loaded and can begin.

HARD DISK INSTALLATION

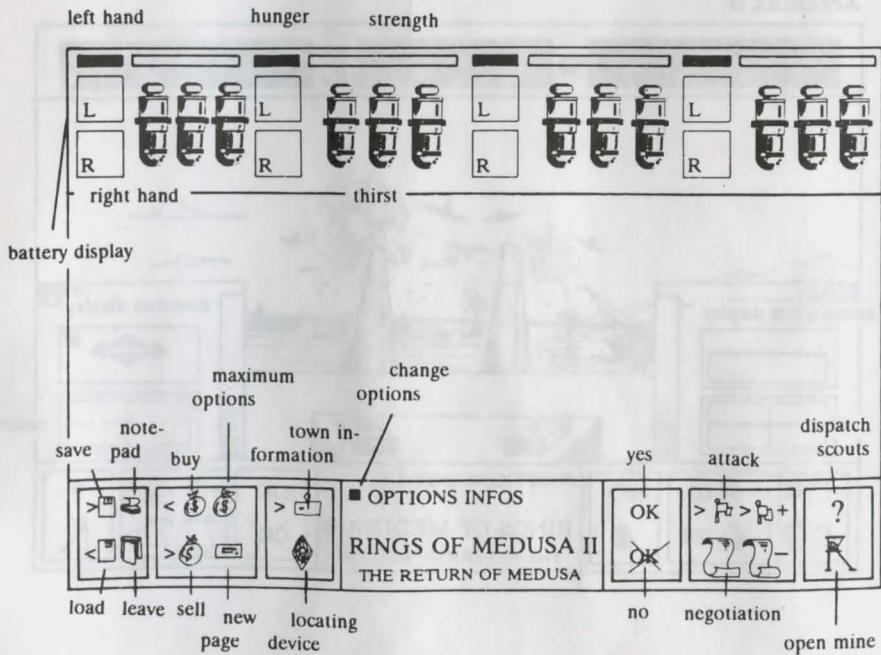
IBM PC and Compatibles

Insert programme disk A in your floppy drive and switch to this drive as explained above. Start installation by typing Install and <Return>.

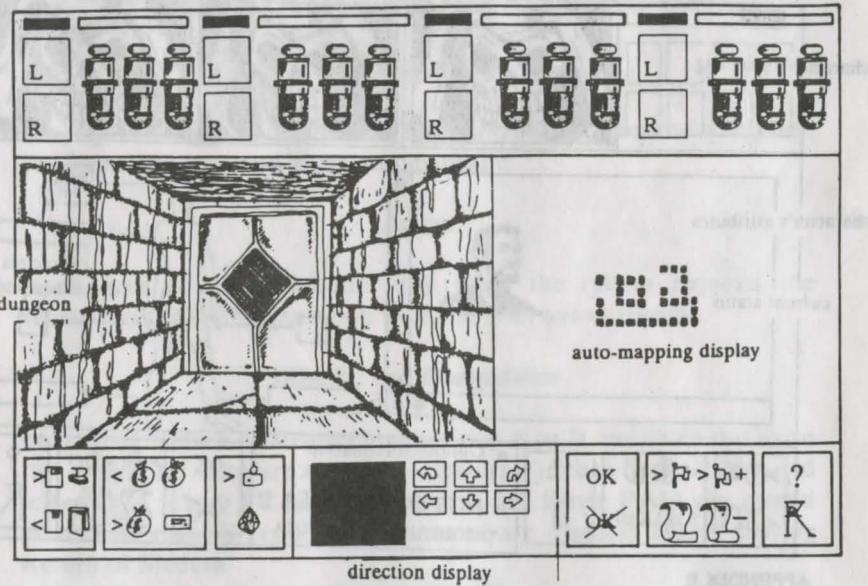
APPENDIX A



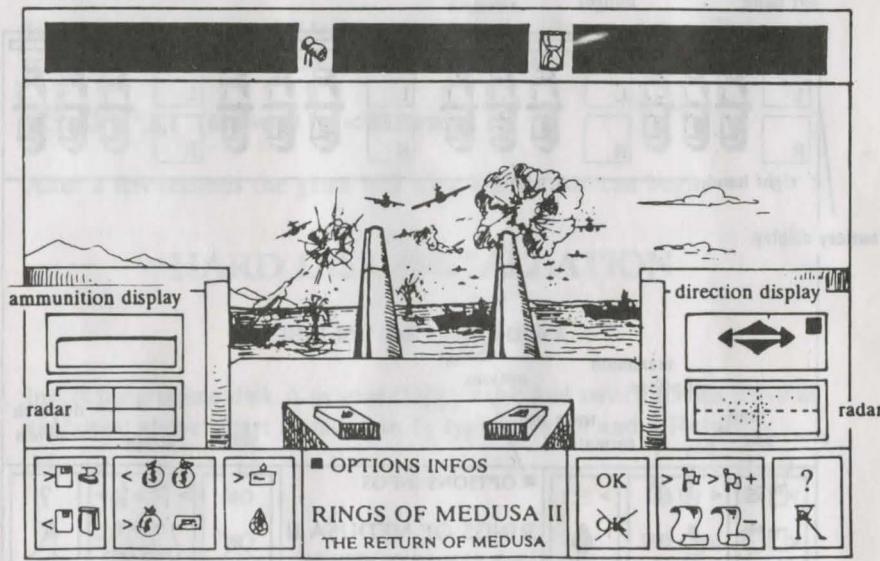
APPENDIX B

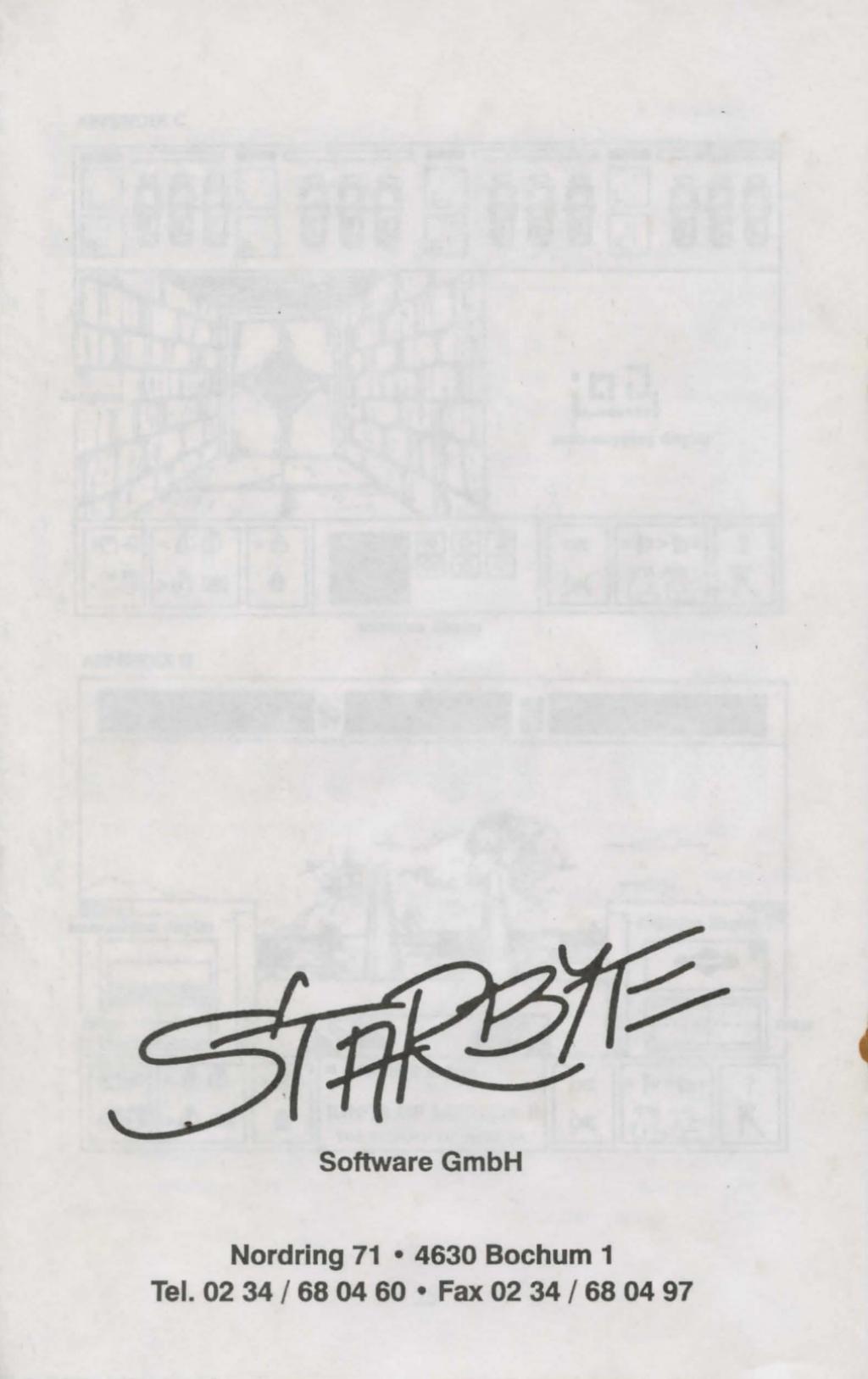


APPENDIX C



APPENDIX D





STARBYE

Software GmbH

**Nordring 71 • 4630 Bochum 1
Tel. 02 34 / 68 04 60 • Fax 02 34 / 68 04 97**