

RINGS OF ZILFIN

RINGS OF ZILFIN — ADDENDA

A new feature, LEVEL OF DIFFICULTY, has been added to Rings of Zilfin. This feature allows the player to increase the allotment of equipment with which the hero begins the game. By choosing level 0, the hero starts the game with the minimum starting equipment, making this the most difficult level of play. If a higher number is selected, the hero will begin the game with increased equipment. The higher the chosen level the more starting equipment the hero will possess and the easier it will be to win the game.

RINGS OF ZILFIN — HINTS

Introduction

The following sections are included to aid those gamers who find RINGS OF ZILFIN too difficult for their tastes. These hints are divided into two sections and each section is useful on its own merit.

The first section, GETTING STARTED, is designed to aid players in getting off to a safe and profitable beginning. This phase of the game is undoubtedly the most challenging and requires efficient use of all available resources and more. The second section, PLAYERS' NOTES, gives generally useful information for all other phases of the game.

Getting Started

This section describes a means of getting off to a good start in RINGS OF ZILFIN. The methods described herein will allow one an excellent chance of success even at the most difficult levels of play.

The key to success is to acquire a supply of gold with which to equip oneself and to buy endurance and fatigue at healers' shops. The keys to acquiring gold are twofold: surviving on the roads and trading with merchants. Survival must be assured before trading can be attempted.

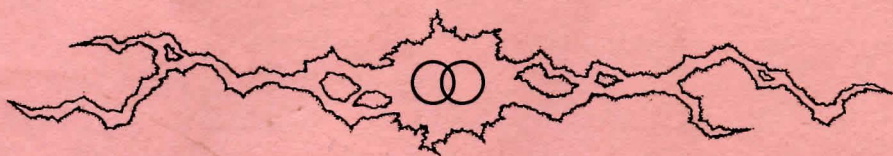
Upon leaving Sham one journeys south to Tel-Biz. Tel-Biz will be the center of early operations. From Tel-Biz journey south to Ziad. Pick all the mushrooms and plants you find along the way. After journey-

ing some distance a pool will come into view. Stop and use the arrow keys to move to the pool and drink. Be wary of proceeding too near the pool on your march as it is guarded by Goblins who can only be avoided by use of the arrow keys. After drinking from the pool, you must fight the Goblins to proceed into Ziad. Upon reaching Ziad, leave town and journey north, returning to Tel-Biz. Again, gather all plants and mushrooms along the way. After a few round trips you should have a healthy store of mushrooms and plants and a feel for combat. During this time, monitor your food supply and fatigue level. Food should be purchased at the second shop in Tel-Biz or the first shop in Ziad. Fatigue is best restored by consuming tergin mushrooms.

The next goal is to collect enough gold to serve as an initial stake toward a short but profitable career as a trader. The source for this stake will be gems stolen from the Temple of Dragos in Tel-Biz. The third building in Tel-Biz is the Temple of Dragos. Within, one must defeat a pair of fanatic worshippers and steal a gem. After gaining the gem one must leave town. Upon reentering, the gem will have been restored along with its guardians. Continue this procedure until ten or more gems have been secured. Use yurpin mushrooms to maintain endurance. If the stock of mushrooms dwindles, make a few trips south to restock. It may also be necessary to sell a gem occasionally to replace food, bow or arrows. Gems may be sold in the first building in Tel-Biz. Do so sparingly.

Once ten or more gems have been gathered, sell them and buy as much tobacco as is possible. It is also desirable to have at least five hundred endurance and a couple each of Purlet and Parzin plants for the upcoming journey. An emergency supply of yurpin and tergin mushrooms is also a good idea.

Head west to Perimon. The journey requires passage through the Feldor Forest and the dreaded K-plants. To dispatch these eat two Parzin and two Purlet plants. The next two blows will kill the K-plants. Continue the journey west to Perimon.



Upon reaching Perimon, sell the tobacco and buy ninety-nine toys. Use any extra money to visit the healers and buy endurance. The return east to Tel-Biz requires fighting the K-plants again and passing two Goblin ambushes, so be prepared and save the game before leaving Perimon.

Having returned safely to Tel-Biz, sell all toys and buy tobacco again. Restock plants between Tel-Biz and Ziad if need be and head back to Perimon. At some point it will probably be useful to visit the third shop in Ziad to buy some heavy armor and a large supply of extra bows and arrows. Continue trading until satisfied with one's kit then proceed out into the greater realm of Batinig.

PLAYERS' NOTES —

Melee Combat — The key to melee combat is to observe the opponents. Each opponent attacks after a fixed interval for a fixed amount of damage. One should strive to observe which opponents are fastest and dispatch them first although if a second opponent is only slightly slower and strikes for much more damage it might be wiser to dispose of the second opponent first.

The bow is also a handy weapon in melee. Although arrows do less damage than a sword, they virtually never miss and in the beginning stages of the game this more than compensates for their poor damage. A good technique is to weaken the opponent with a barrage of arrows then finish him with the sword thereby increasing sword skill with the minimum possible risk.

Night Combat — Night combat has no reward and is costly in terms of endurance, fatigue and bows and arrows. It is easily avoided by fleeing.

Supplies — There is no telling what items will be in demand by various merchants and persons encountered along the journey. For this reason, it is wise to carry an assortment of items, even though their uses may remain a mystery for some time. Such items can be used to replenish gold and to gain favors from inhabitants.

Rare Items — Any item which is obtained by means other than purchase in a store is likely irreplaceable and should not be parted with lightly. Offer these items only to inhabitants encountered in special locations.

Sources of Information — The realm of Batinig holds many inhabitants who will provide information found nowhere else within the game. Do not be stingy with bartenders and beggars. It also pays to talk to passers-by when the opportunity presents itself.

Magic — There is a wizard in each land who will grant increases in arcane knowledge to those who can locate him. The most useful of the arcane spells are the travel, shield and mass damage spells. A secondary benefit arises from the fact that the amount of fatigue gained at healers' temples is proportional to magic power.

Strength — Increasing strength is a two-fold process. First the potential strength must be increased by study under a swordmaster. Secondly a witch must be sought out and supplied with prihny powder to raise the actual strength. Increased strength allows the use of better swords.

Sword Skill — Sword skill represents the chance of striking an opponent. It is increased only by combat and only if the opponent is slain with a sword. Each time an opponent is slain with a sword there is a chance that sword skill will be increased by one increment. It is possible to weaken an opponent with arrows or spells and then finish up with a sword stroke thereby gaining the potential to increase sword skill.

Notes — It is helpful to take note of all locations encountered. Mark them on a copy of the game map. Remember the names of the inhabitants encountered. Make note of any beneficial pools encountered along the roads. Peruse the lore section of the rulebook for clues to the handling of difficult situations. Save the game frequently and on more than one disk.

Have fun!
