

7. THE SEA BATTLE

1. The four different types of ships are:

- A. Big ship symbol with light color: battleship
- B. Small ship symbol with light color: troop transport
- C. Big ship symbol with dark color: giant ship
- D. Small ship symbol with dark color: freighter



TYPE OF SHIP: BATTLESHIP
ORDER: NO ORDER GIVEN
CANNONS PORT: 12 STARBOARD: 12
SAIL: SET DAMAGE: 0%

THE BATTLEFIELD: A status line such as the above will appear when you use the "sword" to click on one of the ship symbols. The number of cannons determines the fighting power of the ship and the damage is shown in percentile. Sail: Set (or not) determines whether the ship will move one field in this particular turn. By pressing the fire button again you will see an object list that enables you to give specific orders to the sea units. They are:

CANNON: The designated cannons are shot straight ahead from both the port (left) and the starboard (right) side. The first target in immediate direction of the shot will be bombarded. Of course, your own ships cannot be attacked. According to the hit score a salvo can cause certain damage (in %) to the enemy ship. During the attack, enemy board cannons may be destroyed. A ship that is damaged with more than 50 percent will sink after a certain period of time. All cargo and troops will be destroyed at that time.

PORT (left) and STARBOARD (right): The ship will turn 45 degrees in the desired direction. This is only possible when sails are set.

SET SAIL and BRING IN SAIL: With these commands the ship will either be moved or stopped. It is necessary to stop a ship when there is danger of two ships colliding. A collision causes great damage to the two ships. The damage is even doubled when a ship collides head on into the side of another ship. So be careful when moving around your fleet.

OK: You can enter a special order for each ship. After all orders have been entered you have to activate "OK". The computer will execute all selected orders.

A ship will, providing the sails are set, move into the desired direction. You can fire the cannons while moving the ship. Should you change directions, however, shooting has to stop until the manouever is completed, because all sailors are needed for other activities.

If a ship tries to retreat from the battle field (move over the boundaries of the field), the computer turns the ship until it is free again to move straight ahead.

8. CLOSING REMARKS

We hope this supplement explains the most important changes to the original manual. Most of the fine details of the game will be discovered only by repeated playing. Because of restricted memory and limited graphic abilities of the Commodore 64 or 128 several rules from the original versions of RINGS OF MEDUSA had to be changed. We find we created a fine game. We think that this game was enhanced in certain aspects of the game's techniques (especially in the battle sequences). Good luck when solving this game. We hope you will enjoy it! If you have any questions, contact us:

DigiTek Software, 1916 Twisting Lane, Wesley Chapel, FL 33543 Tel: (813) 973-7733

SUPPLEMENT

for the Commodore 64/128



TABLE OF CONTENTS

1. Introduction	Page 02
2. Loading Instructions	Page 02
3. The Charts	Page 03
4. The Objects	Page 03
4.1 Objects In The Field.....	Page 03
4.2 Objects In Towns And Castles.....	Page 04
4.3 Objects In Field Battle Phase.....	Page 05
4.4 Objects In Sea Battle Phase.....	Page 05
5. Entering A Town	Page 06
6. The Ground Battle	Page 06
6.1 General Information.....	Page 06
6.2 The Movement.....	Page 07
6.3 The Fight.....	Page 07
7. The Sea Battle	Page 08
8. Closing Remarks	Page 08

1. INTRODUCTION

The C-64/128 version of RINGS OF MEDUSA was changed from its original PC and Amiga versions. Although the general rules have been implemented, this supplement will explain the differences and changes.

2. LOADING INSTRUCTIONS

Turn off the computer and disk drive. Insert the program disk with side A - MAIN DISK facing up (compared to side B - GAME DISK) into the disk drive. Turn computer and disk drive on and type the following command:

LOAD "RING*",8,1

Press the "RETURN" key. The program will load and start automatically.

3. THE CHARTS

The charts on page 18 in the original manual MUST be replaced by these:

(CODE: 100 = maximum, 0 =minimum)

	Power	Endurance	Knowledge
Human	50	50	50
Elf	33	37	72
Dwarf	79	67	19
Halfling	38	24	73
Orc	77	33	29
Gnome	20	33	87
Giant	95	27	16
Troll	84	32	19
Ogre	82	39	22
Zwark	24	40	80

Some abilities of the chart on page 18 in the original manual have been combined to one value.

Strength and Courage = Power

Agility and Intelligence = Knowledge

This next chart shows which qualities are important for each unit (e.g. scouts do not have to be strong, but knowledgeable):

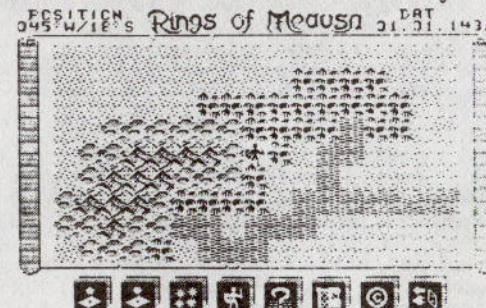
	Power	Endurance	Knowledge
Infantry	5	5	1
Cavalry	4	5	4
Artillery	1	5	4
Scouts	3	1	5
Magicians	1	2	5
Archers	2	3	4

(CODE: 1 = least important, 5 = most important)

4. THE OBJECTS

The game is controlled almost entirely by the joystick (port 2). While traveling outside of towns or castles you can move your army (shown as a single warrior with sword and shield) in all directions moving the joystick. You can also use the "S" key as the fire button and the 8 keys surrounding the "S" as direction keys. All other functions are controlled through the screen objects at the bottom of the screen. To activate the objects you are given a pointer (in the form of a sword). Activate the objects by moving the tip of the sword onto any object and pressing the fire button.

4.1. THE OBJECTS IN THE FIELD AND THEIR FUNCTIONS (from left to right):



A. **LOAD** (arrow pointing away from a computer diskette): This object enables you to load another game status from the "SAVE" diskette. Load the letter of the saved game status you wish to play. This function is useful when you started off accidentally with a wrong game but do not want to reboot again.

B. **SAVE** (arrow pointing to a computer diskette): By activating this object you can save the current game status onto a disk. **REMEMBER:** You can activate this object, like any of these eight objects, only in the field (the surrounding territory). Type in the letter you would like the game status to be saved under and insert a SAVE DISKETTE into the disk drive. You will need a formatted disk as your SAVE DISKETTE. Please consult your Commodore 64/128 user's manual for additional formatting information.

C. **COORDINATE** (four stars): This object will give you approximate locations of treasure sites. These coordinates are given to you in various towns and castles. Each treasure has four coordinates, which form a rectangle around the hidden treasure.

D. **MOVE** (symbolized by an armored warrior): This object enables continued game play and the free movement of your army to conquer towns, find treasures and beat enemy armies.

E. **SEARCH** (question mark): With this object you send your scouts out to search for treasures or raw materials. The area they cover resembles a circle and the duration of the search is 10 days. Treasures are found when you are immediately over them because they are hidden deeply in the ground. Of course, the more scouts you have to send out for search, the better the penetration of the surrounding area. This is also true for the search for raw materials or the detection of attacking armies.

Unfortunately, during the 10-day search you cannot move your army in any direction as this will risk an attack by an enemy army.

F. **MINES** (symbolized by a tiny mine): When finding a treasure or raw material site, this object will establish a mine at that place. You have to spend 30,000.00 and an existing machine but you will excavate treasures and raw materials.

G. **GAME CREDIT** (copyright symbol): With this object you can look up important information (e.g. the version number of the game).

H. **QUIT GAME** (electrical outlet box): With this object you can quit the game and start all over. (**REMEMBER:** The actual game status will not be saved. To save the current status, use the SAVE Object BEFORE ending the game.) It will bring you back to the beginning and enables you to play again, without resetting the computer.

4.2. OBJECTS IN TOWNS AND CASTLES (and their functions, from left to right):



These objects can be found in every building of the various towns and castles. They are **TRANSFER** objects, used to send money, goods and soldiers back and forth. Arrows to the right or "greater than" symbols mean that you "get" something (**BUY** or **RECEIVE**), something is being added to your current status. Arrows to the left or "smaller than" symbols indicate that you "give" something away (**SELL** or **PAY**), something is being subtracted from your current status. This becomes clear especially in the bank and store. In the stable and in the weapon shop the left half of the object table is used to decrease chosen weapons. Sometimes you might buy too many weapons and then reconsider due to a lack of money. However, you cannot **SELL** weapons that were previously chosen. The only exception to the rule are the barracks. Activating the arrows pointing to the left **INCREASE** soldiers in the army while the right ones **DECREASE**.

A. **OOPS** (arrow pointing left and right): Used when a mistake is made. All values in the particular screen will be brought back to the status **BEFORE** the numbers were changed. The only exception is the bank, where this object is used to bring the account to 0, meaning either a withdrawal of any money left on account or a payback of any existing debt.

B. **ALL AWAY** (arrow pointing to the left): Eliminates every possible item in the chosen entry (e.g. all goods will be sold or newly acquired items will be cancelled out again). **REMEMBER** the exception of the barracks where it works the opposite way. **THIS EXCEPTION APPLIES BELOW FOR LETTERS C THROUGH G ALSO.**

C. **FAST MINUS** (two "smaller than" symbols pointing left): Decreases an amount/number quickly.

D. **SLOW MINUS** (one "smaller than" symbol pointing left): Decreases amount/number one by one.

E. **SLOW PLUS** (one "greater than" symbol pointing right): Increases amount one by one.

F. **FAST PLUS** (two "greater than" symbols pointing right): Increase an amount/number rapidly.

G. **TAKE ALL** (arrow pointing to the right): **TAKE ALL** allows you to buy everything available in the chosen entry (e.g. all goods will be bought).

I. **OK** (indicated by "OK"): Acknowledges and accepts the transfer made. The transfer is programmed in a manner that any errors will be announced even before activating "OK" (e.g. it is impossible to transfer more goods than available in a chosen entry).

4.3. OBJECTS IN THE FIELD BATTLE PHASE AND THEIR FUNCTIONS (from left to right):



These objects are used to issue orders to the various units.

A. **RESERVE** (capital "R"): Move the units into the reserve field.

B. **ARTILLERY SUPPORT** (two cannons): Move the units into the artillery field.

C. **SHIELD/SWORD**: Dissolve the "Turtle Formation".

D. **RETREAT** (arrow pointing left): Moves the units back, retreating into the "Waiting Area".

E. **CROSS/SWORD** (crossed sword): Order to attack. Enemy armies which are already being attacked are indicated accordingly.

F. **MOVE FORWARD** (arrow pointing right): Order to move the army forward into the battle field.

G. **SHIELD**: Create the "Turtle Formation". The infantry is the only unit that can make this pattern, which cannot be attacked.

H. **DRAGON** (flying dragon): Order for dragon riders to take off.

I. **OK**: With this object you execute the battle order given. To prevent a premature and accidental execution of an unfinished series of orders you have to acknowledge with **YES** or **NO** whether you want to proceed. Be careful: **YES** will execute the orders given, **NO** will erase all given orders.

4.4. THE OBJECTS IN THE SEA BATTLE AND THEIR FUNCTIONS (from left to right):



These objects enable you to give orders to the sea battle units:

A. **CANNON** (a cannon): Order to fire the cannons.

B. **PORT** (arrow pointing left): Turn the ship to the left (Port).

C. **TAKE IN SAIL** (arrow pointing up): Stop the ship.

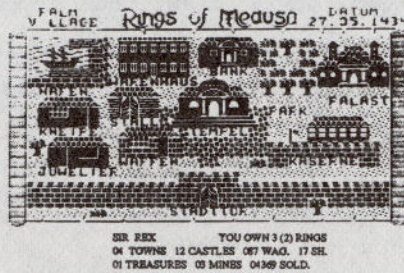
D. **SET SAIL** (arrow pointing down): Set sail to move the ship.

E. **STARBOARD** (arrow pointing right): Turn the ship to the right (Starboard).

F. **OK**: Acknowledgment and execution of orders.

These orders will be explained in further detail below.

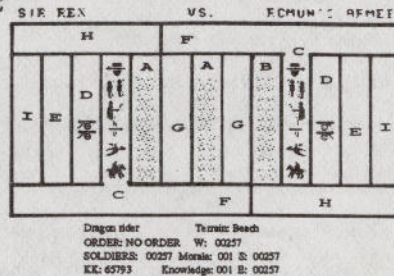
5. ENTERING A TOWN



When entering a town this picture appears on the screen. The various places are clearly marked. The individual functions of these places are described in the original manual (the MAIN MANUAL). Any changes are clearly indicated. Below is a description of the status line below the town picture:

1. "YOU OWN 3 (2) RINGS": The player owns 3 rings; two of them have been placed in the temple.
2. "087 WAG.": Number of wagons owned by the player.
3. "17 SH.": Number of ships owned by the player.
4. "04369 SOLD.": Total number of soldiers which have been placed in the player's army.

6. THE GROUND BATTLE



6.1. GENERAL INFORMATION

The battle field shown above is divided into certain areas. This detailed division allows a realistic view of a ground battle as explained below.

- Field A: Terrain of player's (own) army
- Field B: Terrain of opponent's army
- Field C: Waiting area
- Field D: Artillery field
- Field E: Reserve field
- Field F: "Move Forward" field (normal ground troops)
- Field G: Actual "Fighting" field (normal ground troops)
- Field H: "Move Forward" field (dragon riders)
- Field I: Actual "Fighting" field (dragon riders)

The picture of the battle field shows the starting formation. The artillery has its position in the artillery field (D). This unit cannot move during a battle. All other units start in the waiting area (Field C).

Explanation of status line abbreviations:

- KK: Fighting power
- W: Number of weapons available
- S: Number of shields available
- E: Number of extras available

SPECIAL INFANTRY FEATURES: The infantry is the backbone of each army. The infantry is the only unit able to form a "Turtle Formation". This order makes it impossible for enemy cavalry, archers or scouts to attack the unit. A "Turtle Formation" can only be formed in the fields C, D and E.

DISADVANTAGES: The "Turtle" cannot move anymore and only fights with half the power. The opposing artillery even causes double the damage in the infantry.
SPECIAL DRAGON RIDER FEATURES: The dragon riders perform the "dragon flight". The "dragon flight" enables the player to attack the opposing units from their weakest side: the back side.

6.2. THE MOVEMENT

If you want to give orders to a certain unit you must "talk" to the unit with the cursor (which is shaped like a sword) by moving it onto the unit and pressing the fire button. You will be given a status report about the unit. Depending on how many rings have already been placed in the temple the report will be given more or less complete. Press the fire button again and you will see a row of symbols, the "FIELD-BATTLE" chart (review 4.3 on page 5). With the objects you can now order your units. Be aware that each unit can perform only one order at a time. Exception: Each unit can attack as many enemy units as are in immediate reach. An order given by mistake can be reversed by clicking the "OK" and then answering "NO" when asked whether you want to proceed. You will then have to enter ALL orders to the individual units again. Should you wish to attack opposing units in their waiting area (Field C), you have to give your troops the MOVE FORWARD order. To return use the RETREAT order. This is not possible if the unit is in the MOVE FORWARD area at that time.

The artillery is immobile and remains in the artillery field (Field D). To protect the other units, activate the cannons using the ARTILLERY SUPPORT object. Exception: use of dragon riders. The loud noise of the cannons would disturb these noise-sensitive creatures.

Before you move the dragon riders into their special "Fighting" field (Field I), you should move other units into the "Reserve" field. It is impossible to move any more units into the "Reserve" field after the dragon riders have been moved into their "Fighting" field, since the dragon riders have already captured this field at that point. **ADVANTAGES:** Your units cannot be bombarded by enemy artillery. Also, opposing dragon riders cannot immediately attack your artillery because they have to beat the troops in the "Reserve" field first.

6.3. THE FIGHTING

You have several possibilities to utilize your units. Try different approaches and strategies. For example, you can try to attack aggressively or to remain cautious. The more cautious, passive approach, the more your units will stay in their fields and wait for the enemy attack. In this situation the only way your troops can attack is when they are actually being attacked. The only exception here is the artillery, which can bombard any enemy formation from its position.

Some important rules in the fighting mode:

A. Your artillery does not attack the enemy in the waiting area when your troops are in the actual "Fighting" field (Field G). The chance to hit portions of your own troops are just too high.

The same is true for attacks on the enemy dragon rider "Fighting" field (Field I). As long as the "Reserve" area is occupied by your troops, the artillery will not risk shooting over its own troops within such a short distance.

B. The artillery's boundaries extend to the opposing artillery. The "Reserve" area cannot be attacked via artillery.

C. The archers and the artillery are the only units which can, while in the starting position, attack enemy troops that are moving forward on the MOVE FORWARD area (Field F).

D. Archers can attack enemy dragon riders in their MOVE FORWARD area (Field H).

E. In the first round of battle in the actual "Fighting" area (Field G and I) the dragon riders and the cavalry possess double the fighting power (because of the surprise element).

F. When attacking towns and castles all attacking units have only half the power. Exceptions are: magicians (normal) and artillery (double the power).

G. Magicians which are used against dragon riders fight with double their normal power (dragons hate magicians and their fire balls).

H. Dragon riders which are in the "DRAGON FLIGHT" mode can only attack the "enemy waiting area" when they already conquered both the "Reserve" area and the "Artillery" area.