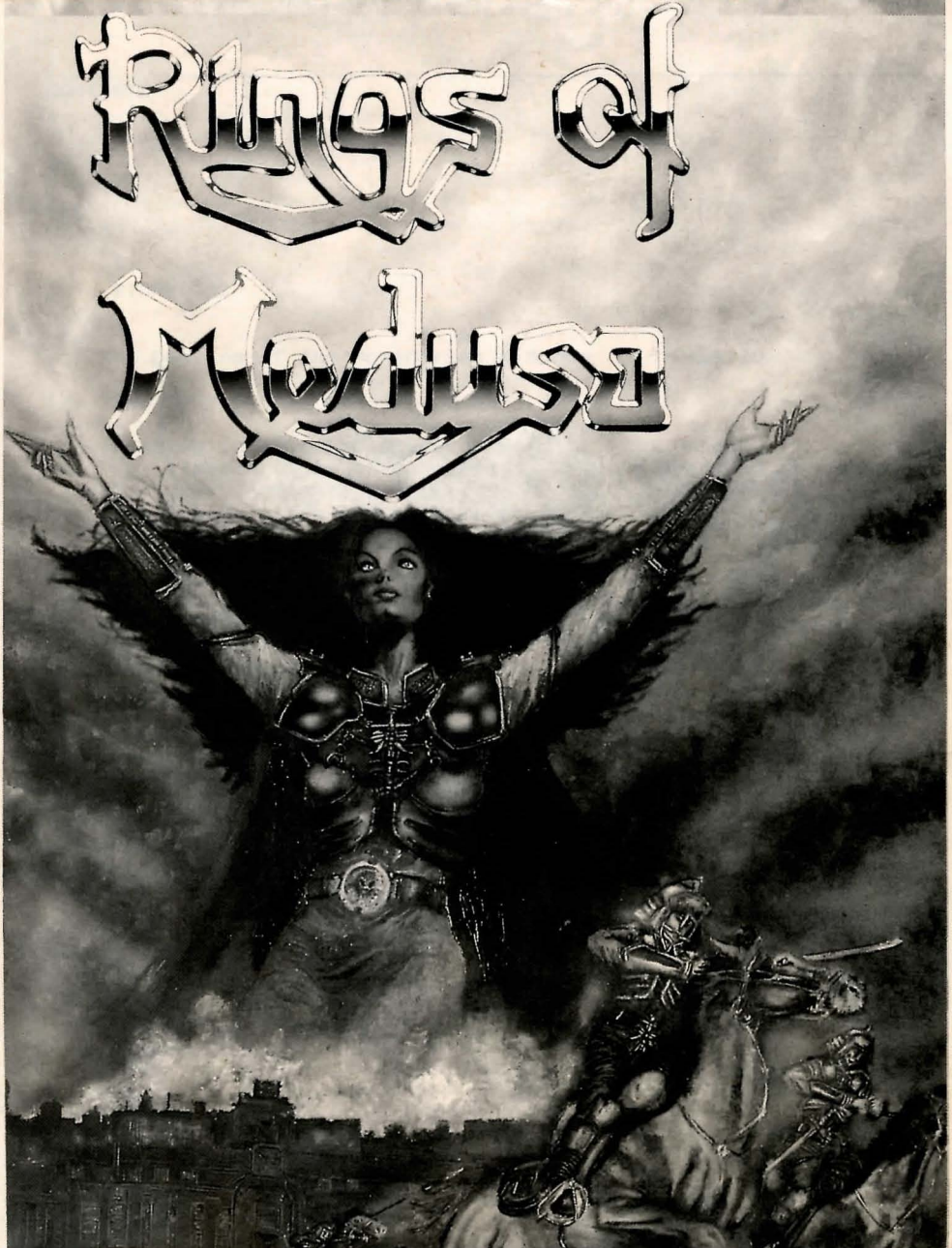
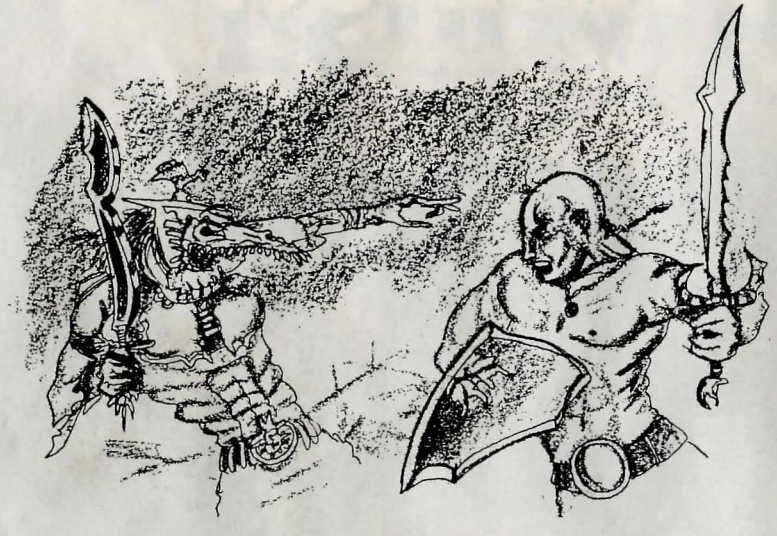
Rings of Medusa





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THE DECLINE OF THE MORENORIAN KINGDOM

Suddenly the group of riders came to a halt on top of the hill. The voyagers were treated to an incomparable view of the light in the evening sun: Palm Village, the empire's capital.
The towers of the palace were mirrored in the water of the bay. One had a feeling as if the water had a magic reflection shimmering like a golden shield to protect the town from all dangers. This vision enchanted the prince as well as his guard. For a moment all problems during the voyage had been forgotten.

"Home again," Cirion, Crown Prince of Morenor, thought. In his mind he once again saw the events of the weeks before...
He had been on an extensive voyage through the neighboring islands, when his father's message reached him.

He begged Cirion to come back home in order to help him with government affairs. Aldor, King of Morenor, wrote: "Your years of adventure are over. It is time for you to take responsibility as a crown prince, and you should slowly prepare for reigning alone, as our magicians still haven't discovered the secret to eternal life. Some day my time will come."

Furthermore, Aldor told his son about current unrests in the kingdom and that he was in need of a strong helping hand. In addition to that, Dalrin, the court magician, discovered that the balance between good and evil had developed towards the negative side. "The presence of a mighty demon shifts its influence to the material level," were Dalrin's words. Reluctantly, but obediently and completely aware of the situation, Cirion started his voyage home. Meanwhile, he was thinking about how easy life would be if his older brother, Logan, was still alive. Logan had died during the last union war, trying to save the queen from the rebels who had entered the palace. Since then, Aldor and Cirion had been alone. But the painful loss of his wife turned the king into an embittered man. He and Cirion separated after heavy disputes. Cirion, nevertheless, felt that the situation required the abandonment of all personal inclinations.
During the long voyage home he had heard lots of rumours about hordes of monsters and robber gangs marching around Morenor, dead people rising from their graves and the old tribes quarreling like in former times. Cirion did not give too much belief to these stories.

But when he finally reaches Cliffport, he had to perceive that thousands of people were escaping from the kingdom by ship and that their number was increasing daily. It had cost him much time (and a lot of gold) to convince a ship-broker to bring him and his escort to Morenor. Arriving in Porttown (there were no more ships sailing to the capital itself), the horrifying reality was far worse than all rumours: Gigantic treks of refugees moved all across the country. Thieves and plunderers were everywhere.
He was faced with a picture of terror...
Suddenly he was disturbed in his thoughts, as his horse uneasily shook its head. He wanted to calm it down, when he realized what the animal had scented. A few seconds later a group of Orcs came out of the surrounding brushwood and encircled the riders. When the Orcs drew their short swords. The soldiers realized that they were hopelessly inferior to the troop. "We are going to beat you alone" said Dorian, the captain of the escort, to the prince. "Rubbish, I will stay with you", protested Cirion. The officer desperately tried to explain the serious situation to the crown prince: "My prince, the kingdom needs you!!!" "The country needs every strong man." "Mylord, you could ride to the town and search for help!" "Every other soldier can do that. I don't want to leave you alone." "Sir, you have got the fastest horse, please ride. If not for you, then at least for me."

Cirion accepted reluctantly: "All right, but take care that you all remain in good shape." "Of course, Mylord.", said Dorian and rushed towards the Orcs with a fighting scream. His men followed him. The experienced soldiers soon had torn a gap into the row of monsters, from which Cirion's horse galloped towards the saving valley. When the prince turned around, he could clearly see that all members of his escort had been killed. At this time a possible reinforcement had arrived. He thought about returning but then realized the necessity of his action. He was still occupied with these thoughts when a long, black-feathered Orc arrow drilled into his left shoulder with incredible power, and even smashed the armour on his back.
Dazed with pain Cirion desperately tried to stay in the saddle. Somehow he managed not to fall off the horse. Finally he saw the gates of the town in front of him. He got off his horse with the intention to call the guard. But the pain overpowered him, and so he sank down to the ground. A tower guard noticed the bent figure and sent out an alarm. After a short time, some of the men from the guard crew took care of the prince. As soon as they recognized him, they proceeded to transport him to the palace.
On the way there, Cirion awoke from his unconsciousness and demanded they let him walk alone. When Dalrin appeared in the entrance of the palace, the soldiers followed his instructions. The eyes of the court magician widened with horror as he saw the

prince's wound. "Mylord, you must lie down at once, so that I can dress your wound!" demanded Dalrin (quite a young man for a magician of his quality). "I can wait with that until I have seen my father.", Cirion replied. His voice was weak, but his will was like iron. "I see that you are still a stubborn person. All right, follow me to the king's bedroom!" Dalrin said and turned to the stairs. The prince laboriously climbed the steps. Finally he reached the king's bedroom and sat down in an armchair, hastily fetched by a servant. Suddenly, Dalrin stepped behind him and tore the arrow out of his shoulder with a very fast move. Again he was flooded by a wave of pain, which died down as the magician let his powers work on the wound. When Cirion was able to think clearly again, his look fell on his father. Instantly, the prince recognized his father's physical condition. The skin was as white as the sheet, the face looked small and the hands trembled.
"Father," the succesor to the throne stuttered, "I did not know that you were in such a bad state of health. If I had known about your illness, I would certainly have...", but the king replied with a trembling voice: "You could not have done anything for me, but it is good that you are back again because the country needs you." Aldor wanted to start again, but he was too exhausted to speak. "It is the demon. He wants to poison the life of the king.", Cirion heard the magician whisper. "Why don't you do anything against it? I thought you were more than a pocket gambler!!!" said the prince as he jumped from his armchair. But a movement from his father made him calm down at once. "Dalrin does his best. But even nine more great magicians would not be enough to fight against a demon," Aldor explained. "Probably I would be of better use for you, if I were a zombie," the magician remarked sharply.
But the king shook his head vigorously. "I thought that this problem had been solved." When he saw Cirion's unappreciative look, he added: "Dalrin had consented to reach the state of undeath by magic research, to fight against the demon. Yet as long as I am alive, none of my citizens will be allowed to take such a fate voluntarily." When he heard these words, Cirion realized how much the magician tried to use his powers in favour of the king and how much he had done Dalrin wrong.
He wanted to apologize, but the magician was too busy arguing with the king: "That's exactly the point: as long as you live, I am afraid that it will not be long before you die." "Dalrin, I beg you to stop this. You should take care of my son. From now on he will be the leader of this country until I am able to reign again." Aldor said, "I..." he started again, but was interrupted by a soldier from the palace guard, who rushed into the room, gasping.

"Sioux City has fallen! The rebels have stormed it with a gigantic army. Now they are on the way down here!!!" With these words, the guard let himself fall into an armchair. For a long while, his heavy breath was the only sound that was heard in the room.
Finally, the king took the word: "Palm Village is all that remains for us. Let's get ready." He wanted to get out of his bed.
"Cirion, my boy, come on and help me up." Dalrin broke into heavy protest, but Aldor could not be dissuaded from the idea of passing the following difficult hours on his legs. The whole town prepared for the decisive fight.
Meanwhile the night had begun. Neither moon nor stars were visible. Cirion, who walked on the walls around the town, could not see anything apart from the torches on the watchtowers.
"The darkness is not natural. They try to hide their forward movements with magic powers," said Dalrin, who had stepped behind the prince. "How many magicians might they need to darken such a big area?" asked Cirion. "A demon's ways of power are nearly inexhaustable," explained the magician and continued, "It is hopeless. If we gave up, wo could save many people's lives."
"Better be dead than the servant of a demon!!!" the prince exclaimed. "Yes, you can make this decision for you, but can you also do it for all the others who are your citizens?" Dalrin thought out loud.
"What's the matter with you, Dalrin? I remember you as a brave man. The stories about you sound more adventurous than the ones about other heroes of the country, my father included. Suddenly you are attached to your life?" Cirion challenged him. "Until now, I have always seen a chance. But today...", the magician replied and turned to walk away. He had not come very far, when the sound of wings filled the night; it sounded as if the whole sky was full of gigantic birds.
Cirion was paralyzed with dismay. His head was filled with the sound. He knew that only one animal flies in this way. He wanted to go undercover, wanted to hide his body from the cruel eyes, which now appeared in the night. But he was stiffened like a pillar of salt. Dalrin recognized the situation quite fast. After he got over the initial horror, his call spread across the whole town: " D R A G O N S !"
Suddenly the unnatural darkness disappeared. The moon came forward and uncovered the huge army of the opponents. Everywhere, soldiers rushed over the walls. Everybody was ready to defend the town against the evil forces...

After several hours of fighting, the defenders' defeat slowly became visible. During a short combat break, in which Cirion relaxed from the heavy fighting, Dalrin came up to him, covered with blood, and shouted: "Prince, we'll have to give up the town

and try to flee from the country. It makes no more sense." Cirion nodded tiredly, as he also recognized the hopeless situation. As soon as he got up from the stone, he heard the signal for the escape. Chaos broke out everywhere, and he had difficulties keeping an eye on the magician. Finally, he reached his father. "We never could have made it. The demon queen Medusa herself is the leader of the army." said the king bitterly. "Medusa...," began Cirion and broke off when he remembered the horrible stories about Medusa. Really, it could hardly have been worse. "We have to leave at once, or they will catch us," urged Dalrin, and when the king nodded, the group of survivors got in motion, sneaked out of town and tried to get away unrecognized in the dark. They had already ridden for a long time. Suddenly Cirion's horse jolted and slung its rider to the ground. The prince tried to rouse himself in order to stay behind the group. Then he saw a huge red dragon rush down from the sky towards the riders. He wanted to give a warning call, when he noticed that Dalrin stretched out his arms. Moments later, a mighty fireball flew from Dalrin's hands.

The dragon cried in pain when the fireball struck him. Yet but he still came closer to the group. It looked as if the dragon wanted to fly right through the riders. But before he collided, he opened his gigantic throat and let the men feel his fire. Once again a mighty flash came out of Dalrin's hands, and then everything was on fire. The dragon, deadly wounded, dug a lane into the ground when he hit. Cirion rode towards the burning. Suddenly a human figure tumbled out of the fire. It shortly waved its right hand, and the flames were extinguished. The prince got off his horse and recognized the figure as Dalrin, who fell to the ground, covered with soot. A quick look at the remainders of the group was enough for him to realize that any possible help came too late. It was already a miracle that Dalrin had survived the burning.
"Mylord, there is a possibility of fighting successfully against Medusa. You have to...," said Dalrin and was interrupted by some heavy coughing. "Dalrin, tell me about that later. First we must get away from here," said the prince as he tried to calm him down. "No, No," Dalrin croaked energetically, "I will be gone very soon. You've got to take care of restoring the kingdom. Promise me that!" "Yes, yes, I promise. For my father, for you and for me." "Then listen!" Dalrin's voice was hardly audible. "There once was a magician who
fought against the Medusa and showed her limits succesfully. He did this with the help of five rings which were distributed all over the country after his death. If you manage to find these five rings, you could beat the Medusa with the help of a relatively huge army. So, remain incognito, find a new group of men and search for the rings. That is the last chance for the people of

this country. I hope you are not angry about the fact that I will not be with you during this task. Think about it, you are now the King of Morenor."
After these words Dalrin moved upwards again, but then every spark of life left his body. Cirion tried in vain to bring the magician's corpse back to life.
Desperately sounded his words: "King? King of what? Dalrin, you make it very easy for yourself by leaving me here alone. But nevertheless, I will do what you have said. I will search for the rings, and if it is possible, I will take revenge for all of you.

God shall bless me !!!"

Loading instructions:

Reset your computer.
Put disk A into the internal drive. Put disk B into the internal drive when the computer asks you to do so (only Atari ST). After loading the game, you can enter your name, and the game starts. During the loading you have the possibility of switching to 50 or 60 Hz by pressing the key 5 or 6 continuously.

Configurations for Rings of Medusa

Commodore Amiga 512K/Atari ST with colour monitor.

1. Idea/Aim of the game

a) Pre-story:

The player acts as the son of a king, on an unknown planet. The country flourishes and thrives, life goes on very calmly. But one day the situation changes. The people get more and more controlled by an evil force. Revolutions and wars arise. The formerly united kingdom divides. Finally, the old king finds out that a goddess called "Medusa" tries to control the people from out of the underworld, in order to conquer and rule the entire world with her army from hell.

b) Aim of the game:

The player who takes the role of the young prince is forced to stop Medusa's advance and to reunite the split kingdom. To reach that, he must fight against the goddess Medusa and defeat her again. As the opponent is a goddess, the player is not able to find her anywhere in the country.
He can only call her when he finds 5 rings, puts them together in a temple and forces Medusa to face a fight. The basic task is therefore the search for the 5 rings.
Unfortunately the king only has very little energy, and so the starting conditions for his son do not look very good. First, he has to earn some money to afford an army which is necessary to find the rings. This causes more problems, which the player realizes and induces in the course of the game.

2. Point of entry:

The player has severe financial problems, which means that he first must collect some money. There are several possibilities:

- Trade
- Attack caravans
- Conquer towns and plunder the treasuries
- Search for raw materials, find and exploit
- Find kings' treasures
- Gamble in the casino

3. Description of the program's user surface

On each screen, there is an information bar and an options menu.
The information bar tells you about the position and the subsoil on which the player is standing (e. g. swamp, forest...). Furthermore, the information bar comprises a calendar. The player is therefore always able to see how much time is left until he has to pay the next wages.

The options menu comprises many function fields and a revolving information field in the middle of the menu. It is not always possible to click on all functions. Depending on the situation, there are always a few which are selectable. The hatched fields are temporarily not selectable.

First, the description of the single functions:
(from left to right, line by line, like reading a book)

SAVING:	Can only be clicked on in a town and can be used to save a game.
NOTICE PAD:	Also only in a town, player can write notices, (e.g. the coordinates of an island).
BUYING:	Serves to buy selected things.
MAXIMUM:	A switch in combination with buying or selling, i.e. all possible articles are bought or sold. Position of the switch is visible on the mouse pointer. Switch off by clicking on MAXIMUM again.
DOOR:	Serves in most cases to leave special situations or places.

OK:	To answer a question, player clicks on here, if the question shall be answered with a "yes" (e.g. Enter Town XYZ ?).
RETREAT:	Serves to call back the selected unit in the fighting screen.
ATTACK:	Make unit attack in the fighting screen. Otherwise attack in general (e.g. of a town, bank or a castle).
INCREASE:	Serves to adjust the speed in the fighting screen, in which the fight takes places. Also a possibility while adjusting the money value during NEGOTIATIONS (see below)
SEARCH:	Send out scouts to search for raw materials or treasure.
RESTORE:	Serves to restore a saved game. Only possible in a town.
TOWN INFORMATION:	Gives you information about the town you are in.
SELL:	With this function, the player can sell his goods. Also in connection with MAXIMUM.
MORE GOODS:	Helps you to search inside the WAREHOUSE.
TREASURE:	Shows you tho know coordinates of a treasure visually.
NOT OKAY:	Like OKAY, helps you to answer questions. Here it serves as a negation.
NEGOTIATIONS:	During the fighting you can make negotiations to avoid an armed conflict whenever possible.
DECREASE:	Opposite of INCREASE.
MINE:	You can open a mine.

Furthermore, there is an information field in the centre of the option menu, in which you can adjust or read special things. There is also a green button in the upper left corner of the field, which makes the field rotate. Synchronization and effects can be switched on and off here.

(Also see the short description in Appendix A)

4. Program parts

The program can be divided up into three parts: Landscape, Town and Fight.

4.1 Landscape

In the landscape, the player can ride from one town to the other, open mines and find treasures. You have to pay attention to the fact that the player cannot ride over mountains. If the player is accompanied by an army, he has to make sure his soldiers receive their money on the first day of each month. The player therefore always should have enough money with him, so that he can pay for his army. The money which the player has on his account cannot be used for paying the soldiers' wages.

Furthermore, there are two dangerous places for the army:

a. On the one hand the swamp, in which the player's army sinks when he does have enough magicians with him who protect his army. Each magician is able to protect about 100 soldiers in the swamp.

b. The same goes for the enchanted forest, except for the fact that each magician can only protect 50 soldiers.

When he crosses the landscape, the player further must consider the fact that there are also some caravans travelling around and that he could possibly bump into these.
The player has the possibility of finding the enemy armies. This depends on the number of scouts the player takes with him. The more scouts he has, the bigger the radius in which he can see his enemies. During the search for treasures and raw materials, the search radius decreases, as the search for these goods is much more difficult than the search for armies.

But look out! During the search for raw materials or treasures, the player can no longer move his army as he has to wait for the scouts. Moreover, he is not able to see his enemies, as the scouts are being used elsewhere and can no longer enlighten the enemy's territory.

If it should come to a fight during a phase of searching, the scouts are also not at the player's disposal. The player should nevertheless keep in mind that the scout's wages must be paid.

If the player is lucky enough to find a treasure or raw materials, he must open a mine. To do that, he needs a capital of 30000 and a transportation system, which he can buy in every town. The transportation system can be bought in the warehouse under the designation "machine".

With the money and the machine, the player can open a mine (by going to the place chosen by the scouts and selects the function "MINES").

If he has not exactly hit the place named by the scouts, it is possible that he missed the raw materials reserves. In this case, the mine reveals soil and waste. If the player should now get the idea of filling his wagons with soil and waste, he will lose the corresponding number of wagons, as nobody will be ready to buy the waste from him.
But if he has found a raw material, the mine will reveal this material incessantly, until the space in the storehouse is filled or the reserves are exhausted. Each storehouse has room for 300 units of any raw material. The player has the possibility of building more storehouses, which would of course result in further costs. But the mine would be ready to reveal raw materials for a longer time. Moreover, the player does not need to fetch the raw materials as often anymore, as the production will not have to be ceased because of overfilled storehouses so soon.
It is also possible for the player, if he has more machines with him, to build up to 3 conveyor towers per mine. This has the advantage of increasing the amount of the haulage.

As the player is only allowed to own a maximum of 20 mines at one time (because of the danger of a monopoly), he must under all circumstances close exhausted mines, when he wants to open new ones.

If the player finds a treasure and wants to take it, he needs, like for the mine opening, 30000 capital and a transport system. In a treasure, there can be a ring but also a certain amount of money. Both are surely helpful to win the game.

Concerning the treasure, one can say the following things:

On the big continent, 2 of the searched rings are hidden in the treasures. 2 more rings are in the treasures on the islands and another ring is hidden among an army which is to be defeated.

4.2 The Town

In town every player can buy or sell goods, gamble in the casino, buy armies, go to the bank and so on. All player options are placed in separate, single houses. If you want to enter a house, you just have to click on the appropriate house.
In general it is an operation. A player can compare prices and make decisions because the clock is stopped.

The Harbor

The harbor can just be found in towns situated at the sea or at rivers. Here the player can do everything concerning the ships of his fleet; he can buy new ships, enlist sailors and order them to go to sea.
There's also information on the loading capacity of the three means of conveyance. You can choose between wagons, cargo or battleships. The adequate mark informs you of the loading capacity of each means of conveyance, if the chosen goods are loaded on to it. If each wagon has a loading capacity of 80 goods, the score would indicate 50 p.c., if the player has got 40 goods at this time. If he has got a loading capacity of 800 goods on his cargoship, the score of the cargoships would indicate 5 percent of the same quantity of goods. The distinction of cargo and battleships is very important. Cargoships carry goods and perhaps wagons; battleships carry soldiers only.
If the player wants to go to sea, there are two possibilities:

a) He just sets to sail with his cargoships, then he can't go ashore other harbors and continue the game on land because he has left his army behind. This possibility is just good for trading.

b) He carries his armies with battleships so that he can go ashore from every town. This is important so he can find the treasures on the islands.

If the player goes to sea, he has to keep an eye on the wages of the sailors; they want to be paid punctually at the first of the month.
Further he can give an order to build new ships. The construction of a ship takes 3 month, so the player should order it early. He can choose between different ships, whereby each has individual advantages. When the ship is finished, the player
gets a message, so that he can pick it up in the town where it has been built.

Before he can go to sea with this ship he has to enlist sailors who steer the ship.
The player has to enter the pub and enlist the sailors by offering money. The more money he offers the more sailors will be interested in the job.

"Wages/month" are placed on the left hand of the screen.
By clicking the mouse pointer to the top or to the bottom the given value can be changed. Underneath the player can see how many people are interested in the bid. If the player offers 20 per month, for example, there might be five people who are interested. If he enlists these five people, he has to pay 100 per month. If he offers again 20 per month there will be no one interested, because everyone who wanted to work for 20 per month is already enlisted. The wages have to be raised to 25 per month, for example. Then there might be a new sailor who is interested in the job. If the player had not enlisted the sailors for 20 per month, these sailors would be interested in the jobs further on.
It is important that the player only enlists 3 of 7 interested sailors for a wage and then raises or lower the wage, or even leaves the pub, so that the remaining sailors are disappointed and leave the pub themselves. This means that they are not to be enlisted anymore.
On the right side of the printed form you can see how many sailors are needed.>>NEEDED<<. From <<wages>> you know how much you have to pay for the chosen ship per month.

The store:

Here the player can buy or sell goods. On the left hand side of the screen you can see the price and quantity. On the right hand side you can see your own cargo.
The player can adjust the quantity of the goods in the middle of the screen so you can buy or sell the articles. The player of the articles always think about the maximum function.
The price of the articles are calculated by the single number of citizens, which is unstable. If there is a huge population in this town at the moment, the prices are very high, because the demand is according to the population. At the same time the production of goods in this town is at its maximum. You're able to look at the momentary population of the city information. In addition to that, there are differences of prices from town to town.

Example: If City X produces apples, this is the city where apples are cheaper than in any other town. In City Y, which could be far away, the apples are expensive (the further away the city, the

more expensive). In the store there is also a chart of the loading capacity of each means of transportation, like in the harbor.

(Please refer to Appendix B)

Bank:

In the bank the player can make his money transactions. There's just one bank system in the whole kingdom, one office in every town. If the player pays in money on a bank of Town X, he can withdraw it in every other town. The player can pay in or withdraw money on his account and he can take a credit.
In the beginning, the bank offers an initial starting loan of 3000. If the player takes just a part of the loan he has no claim to the rest of the loan. The player has to pay the interest, of course. He'll see the amount of interest in each bank's business rates and conditions. He has to pay interest on his bank account and loans. Caution: The local traders at the store support the bank. The player won't get his goods from the traders if he doesn't pay the loans (but he can buy with credit for 3 months until the traders stop business with him). He should go to the the bank immediately and pay back the loan.
The bank decides if he is worthy of a credit. He has to have an appropriate equivalent of goods; money is not an equivalent in this case. He can look at the respective credit margin at "credit scope."

The park:

The player can buy soldiers for his army in the park but he has to observe serveral things. The army is subdivided into 7 parts: Infantry, cavalry, artillery, scouts, dragonriders, wizards and archers. Every unit has advantages and disadvantages which depend upon the fighting ground. For example, the dragonriders are very good in the swanp because they are able to fly; the other units would sink.

On the other hand, the dragonriders are bad in the forest. They can't reach and fight the infantry on ground because of the dense forest. The selection of races is also very important for the strength of the army selected for the units. If the player takes the huge and clumbsy giants as his scouts, they won't achieve as much as the little and agile elves.

There are 10 races and 5 qualities each and every race has to a certain degree:

100 means maximum, 0 minimum

	Strength	Courage	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
Zwark	18	40	32	81	79

This next chart shows which qualities are important for each unit (e.g. scouts don't have to be strong, but they have to be clever):

1 is not important, 5 is very important

	Strength	Courage	Endurance	Agility	Intelligence
Infantry	5	5	5	1	1
Cavalry	1	5	1	5	3
Artillery	1	5	1	3	5
Scout	1	1	5	5	5
Dragonriders	3	5	3	3	3
Magicians	1	1	1	5	5
Archers	1	5	3	5	3

The following chart clarifies what unit is best for different scenarios (the higher the value the better the unit):

	Plain	Forest	Magic Forest	Hill	Swamp
Infantry	10	10	5	8	8
Cavalry	20	5	3	15	3
Artillery	10	3	1	15	1
Scouts	8	20	8	15	15
Dragonrider	20	3	1	20	20
Magicians	8	10	20	15	20
Archers	20	3	1	10	8

The player should attempt to put the correct race with the correct unit, otherwise the strength of the army decreases.

There is just a limited number of available people in every town. The young must grow up before they are able to fight. So it is possible that the people of one race are not avaiable yet.
In the "TOWN INFORMATION" you can see how many people are available.
In the park, the player discovers how much money he has to pay for his armies and sailors each month (total wages).
He can see the salary of a unit for each month.
Underneath that he finds the chart of the composition of his army. On the right hand side he sees the training condition of the army which consists of the respective races. This training condition determines the power of the army. The training conditions can be improved by training in the castles.

TRAINING:

The training happens only in castles. Here every part of the army can be trained for different criteria. The training costs money but it's worth it. The user functions are the same as in the store.

WEAPONS:

Here the player is able to equip his army with additional weapons, in order to increase the fighting strength of the units. He can purchase armours, weapons and extras. It should be clear that an army without armours, weapons and other equipment is much weaker than a pefectly equipped one.

PALACE:

The player is only able to enter the palace when he has attacked and conquered the previous town before.
Then he can plunder the treasury, i.e. collect the people's taxes. The taxes depend upon the total city population.

BARRACKS:

The player is only allowed to enter the barracks when he possesses a town. If he has taken a town, the other caravans strive for the reconquest of this town. Therefore the player should leave a part of his army in the barracks, as a reinforcement for his newly conquered town.The screen is again separated into two halves. On the left there is your own army, on the right, the town army. Now you can transfer parts of your army to and fro. On the right edge of the screen there are several beams which describe the time delay after which the corresponding unit joins the fighting when the town gets attacked. In this way, the player can order his people to a defense plan of the town, by setting up a strategy for the people's actions. It is, for example, wise for the artillery to start shooting at once after an attack by the enemy. The dragonriders should probably start a little bit later to reach the enemy lines together with the infantry. The further to the left the beam appears on the display, the earlier the corresponding units start the fighting. When the beam is on the far right side, The player's army waits for the enemy attack. To develop a good fighting strategy, it is useful to analyse the computer opponent and possibly to go ahead in a similar way (very difficult).

STABLE:

In the stable, the player can purchase transportation for his goods. A complete set consists of two horses and a wagon. Each provides room for a maximum of 80 goods. The user's control is the same as in the "STORE".

PUB:

Inside the pub, the player has a possibility of playing a card game similar to "Black Jack".

The rules are as follows:

Ace (A) = 11	Queen (D) = 3	Ten = 10	Eight = 8
King (K) = 4	Jack (B) = 2	Nine = 9	Seven = 7

Double Aces always wins.

Before taking a card, the player must place his bet. The player has won when he has more points than the computer, but not more than 21 (the only exception are two Aces, which always win). To reach that, he can take as many cards as he likes. Should there be an equality of points, the computer wins. The player always begins. He takes a card by selecting from the stack of cards. If he thinks that he has enough points, he must select the cancelled deck of cards. He can decide the amount of his bet by clicking on coins of different values. In case of a victory, the player gets back twice the amount of his bet. If he loses, his money goes to the bank. If he wants to leave the pub, he must click on the door in the lower right corner.

TEMPLE:

In the temple, the player receives information about the treasure, which is situated in the corresponding part of the country. Unfortunately, the priests inside each temple do not know the exact location of the treasure. Therefore, you will only hear rumors about the possible location. The actual place can sometimes differ considerably from the named one. You will also just receive one geographical coordinate. You can get two more coordinates by conquering another town inside the same part of the screen. The player will get to know about this town in the connected temple.

The player's second possibility of finding a treasure is to find a big area with one coordinate and to search through this area with his scouts.

If he has received all three coordinates, they will form a triangle, with the treasure lying in the inner field. The more coordinates you receive, the smaller the vicinity search. Furthermore, the player can get information about his status in the temple, i.e. he receives information about how many rings he has already and how many mines, ships etc. he owns.

He must also set the found rings in a five pronged star inside the temple of his choice (simply click on an empty space).
With every ring the player sets in the temple, he will receive magic skills:

1st ring: The player gets a display of his own strength and the strength of the opponent's army during a fight. Therefore, it is easier to find a strategy, as the player can now see which unit is currently strong.

2nd ring: The player gets to know which goods are produced in which town. Therefore he also knows where to get which product at the cheapest prices. This information is displayed in the corresponding "TOWN INFORMATION". With that, his trading becomes much more efficient.

3rd ring: The player does not need any more scouts to explore the surrounding country, i.e. he can see all enemies, not depending on the distance and the number of the scouts he has around him. Therefore traveling from town to town is not as dangerous.

4th ring: The strength of the player's army is increased by 50%, i.e., his army is now 50% stronger than before. This is very useful for the final fight against Medusa.

5th ring: As soon as he sets in the fifth ring, the player calls Medusa, who now accepts the final fight.

JEWELER:

Here the player can sell the precious raw materials which he excavated in his mines. There are considerable price differences. It is not useful to sell right beside the mine, as the prices will be very low. The player should instead transport the raw materials to a place where it is not possible to find them. He cannot trade with raw materials, i.e. they cannot be bought, just sold. Once again, all adjustments are done like in the "STORE".

4.3 CASTLE

Besides the towns there are also a few castles, which all have the same purpose of educating the player's army and to improve his state of training. To get inside a castle, it must be attacked or conquered.

5.0 The player's army can fight against opposing armies, ships, castles or towns.
Therefore, the following configurations are possible:

5.1 Fight Army <-> Army
If you bump into an opponent's figure with your own figure, it comes to a fight between the two parties. The player's army is on the left side, the opponent's on the right side. Unfortunately, the number of soldiers the opponent owns is not known. Because of that, you get asked at the beginning whether you want to send out your scouts to learn about the opponent's strength. This costs a lot of money, but it is well worth the engagement. If you do not own any scouts, this is of course not possible. To learn about the exact calculation of the fighting strength, refer to the section "PARK" in this manual.

When the fighting starts, the player has two possibilities:

1) He can send single units into the fight (select unit and click on attack) or he can call them back (select unit and click on retreat). During an attack, the armies start moving forward, which the player can follow on the upper edge of the screen. Only when units of his own army meets units of the opponent's army, can a proper fight proceed. The units involved in the fight are shown in red. If there are casualties, they depend on the player's own strength and the opponent's strength, as well as on the number of the the player's own soldiers and the opponent's soldiers.

One exception is the artillery. If it gets the order for an attack, it opens fire at once, which directly results in casualties for the opponent. The same goes, of course, for the opponent's artillery and the player's own casualties.

The fighting continues until one army has lost, i.e. has no more people. If the player should lose the fight, he loses everything he has with him, except his wagons. Nevertheless, the bank is so kind to hand out the starting loan of 3000 again. An already existing bank-account will not be touched! If the player wins the fight, he will receive all the money which the opponent's caravan possesses.

2) The player avoids a fight. This happens by clicking on the "NEGOTIATIONS". With the help of that, he can start negotiations. but he has only one chance. Failed negotiations cannot be started again. One possibility: Either he uses a bluff and boasts that he is the strongest, or he bribes the opponent with money (adjust with "Increase" or "Decrease"). The opponent sometimes falls for the bluff, but not always. This depends on the opponent's own superiority.

During the bribery, the player should not be too tight with his money. When he loses a fight, all the money will go to the enemies anyway. The amount of the bribery also depends on the number of the player's army and the opponent's army.

If the player has attacked a caravan more than five times, he is no longer able to enter the caravan's home town, as it will no longer trade with him.
The same goes for the situation in which a player has attacked a town directly.

(Please refer to Appendix C)

5.2 Fight Army <-> Town or Town <-> Army

If the player attacks a town or a castle, the same rules apply as in 5.1 "Fight Army <-> Army". Should the player win, he takes over the town/castle.
Naturally, not every castle or town is the same size. The size of a town or a castle can be recognized in the screen graphics, but also in the "TOWN INFORMATION." Big towns have

of course more soldiers to defend themselves than smaller towns.
If a player's town is attacked by an opponent's army, the player does not have any influence on the outcome. He can only rely on his strategy (see BARRACKS) and hope that he will win.

5.3 Fight Ship <-> Ship

If 2 ships bump into each other on the map, a sea battle begins. In this case, the outcome is dependent upon how many canons are at the player's disposal. The battleships, of course, have an advantage over the merchantmen. The player now faces one ship representing the opponent's fleet.
His task is now to hit this ship as often as possible. This can be influenced by two things: the shooting angle and the powder amount. The shooting angle can be changed by clicking on the canon in the centre of the screen.
On the right centre of the screen, you can see a section of the canon. First you must fill the canon with powder. This happens by clicking on the powder barrel on the left side.
The powder now must be visible inside the section. The powder must be stuffed by clicking on the stuffer on the far left side. This action must also be visible in the cross-section. If you want to increase the shooting distance, the canon must be stuffed and filled with more powder. If you have filled in enough powder, the ball will be loaded by clicking it on. Now the canon should be ready for shooting, which is made visible by a fuse.
If no fuse is visible, something has been done wrong (e.g. not stuffed etc.). But if everything has been performed properly, he can now fire the canon by clicking on the flame and firing the slow-match. Unfortunately, the player has to act in a limited space of time, in which he should try to score as many hits as possible. When the time is over, the final results will appear on the screen. As the player has shot with one canon as a representative of all canons, the number of hits is multiplied by the number of canons. This results in the total number of hits received by the opponent's fleet. Each ship needs 10 hits to sink. Therefore, one can ascertain in this way how many of his own and how many of the opponent's ships have been sunk. If all of the player's own ships have been sunk by the opponent, his game is over because he drowns. If the player has destroyed all of the opponent's ships, he receives some money or maybe even a ring.

Example of a possible begin for "Rings of Medusa"

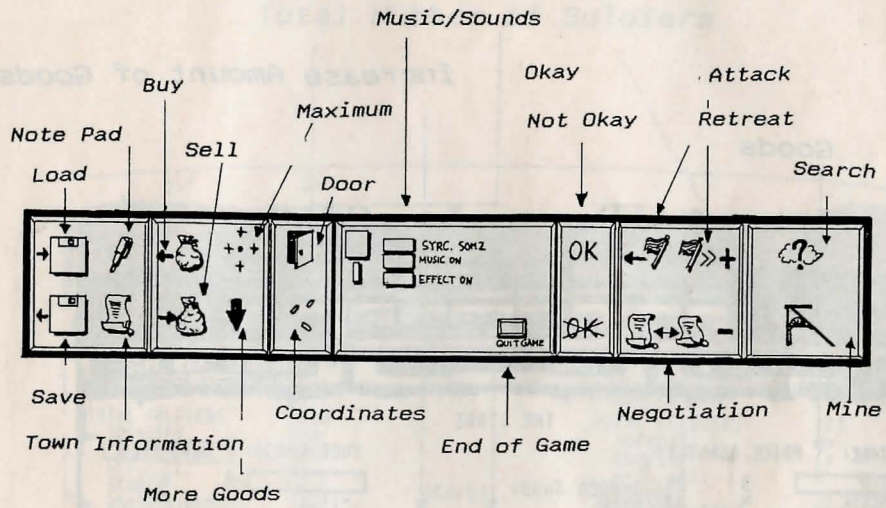
1. *If the mouse pointer is moved in the options menu, the game will be stopped until one leaves the options menu again. This is very useful to reach the negotiations during a fight, for example.*

2. *The game's score should be saved on a special disk as often as possible. You prepare this by formatting an empty disk.*

3. *Notes of a successfull start for the game:*

   1. *Go to a bank and take a credit.*
   2. *Purchase a wagon with horses in the stable.*
   3. *Trade with towns which are far apart from each other.*
   4. *Always negotiate with the opponent in case of an attack.*
   5. *Purchase scouts early in the game.*
   6. *Write down coordinates and other important things in the Notice Pad.*

50/60 HZ



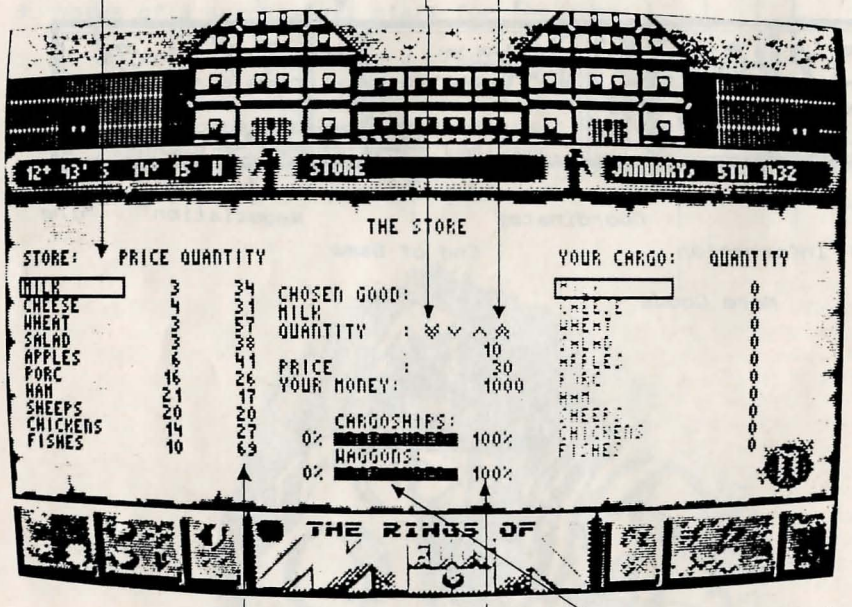
APPENDIX A

To save the status of the game, please select the "save" option in the menu. Insert a pre formatted disk (status disk) into the internal disk drive when asked. After klicking on the left house button, a cursor will appear on the lower, middle part of the screen. Please type in the name of the status file you which to save and hit the "return" key.

Decrease Amount of Goods (fast and slowly)

Increase Amount of Goods

Goods



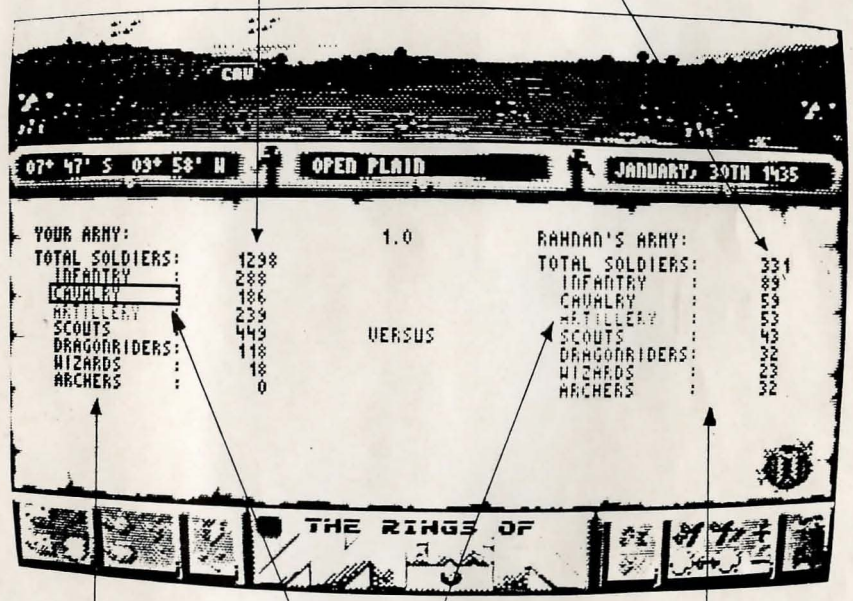
Disposable Amount

Capacity

Means of Transportation

APPENDIX B

Total Number of Soldiers

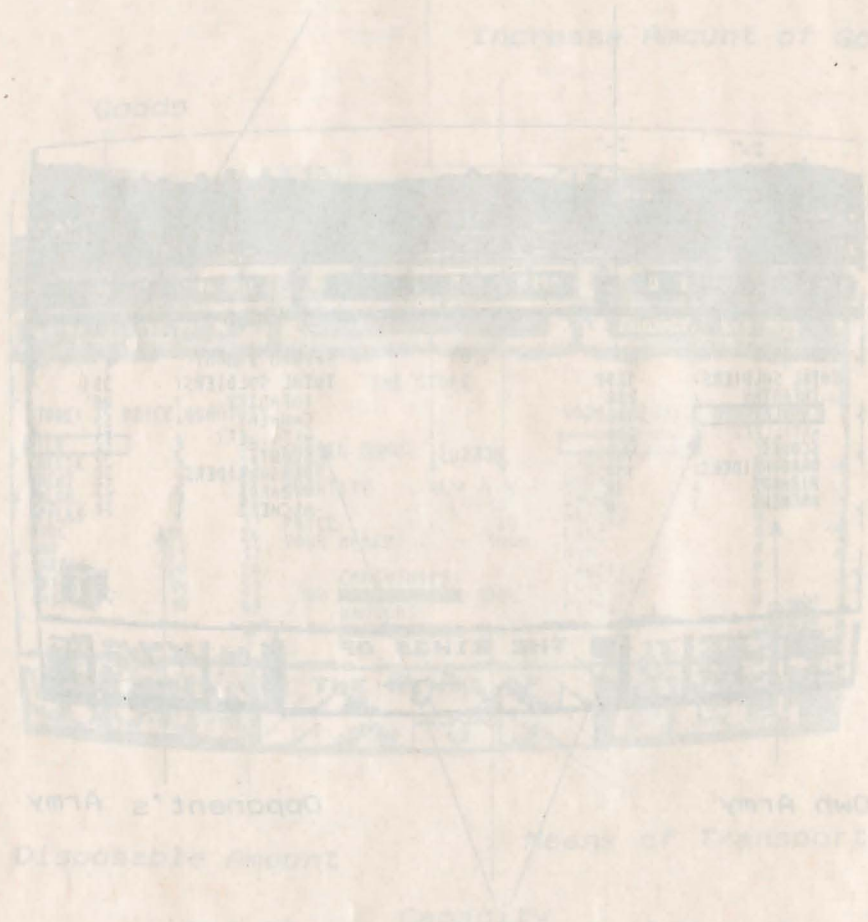


Own Army

Opponent's Army

Army Unit Involved in the Fighting

APPENDIX C



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