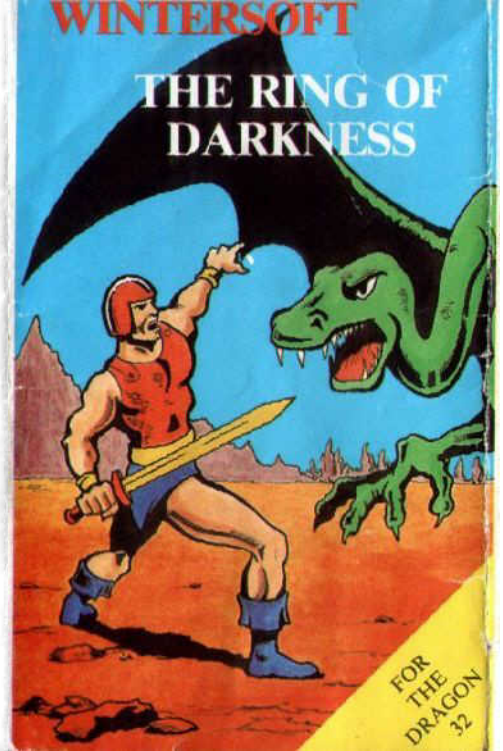
THE RING OF DARKNESS

Create your own character and travel the enchanted land. Can you survive the deepest dungeons and the curse of the ring?

WINTERSOFT

THE RING OF DARKNESS



Getting Started
1. Switch on the Dragon
2. Insert the RING cassette on START side and rewind it.
3. Depress PLAY on the cassette
4. Type CLOAD and press ENTER
5. When OK appears type RUN and press ENTER.

From this point clear instructions are given by the program.

Trouble Shooting:
If at anytime during play a program fails to load first time, adjust the tone and volume on your cassette, rewind the RING cassette, type CLOAD and press ENTER. When OK appears RUN the program.

If you accidently halt the game type: GOTO 4450 and press ENTER.

By the very nature of an adventure game we must keep these notes brief, so as not to give away any secrets. Here are a few pointers.

The RING is too large for just one program, and has therefore been written in several, both basic and machine code. At times the game will need to transfer between programs, so remember to leave the RING cassette in the player unless asked otherwise.

The game uses both sides of the cassette, which are labelled START SIDE and GAME SIDE. Have your own blank cassette ready and label it with the name of your character (which you choose yourself). You are unlikely to complete the RING in one sitting, so the blank cassette becomes your character SAVE cassette.

Throughout the game you will prompted to give the computer commands by a question mark. Most commands can be input as single letters, a complete list of which can be found overpage.

When you first start you will have to set up your own character. Different characters have very different attributes, and will greatly affect the game. For instance, a warrior is very strong, a thief may steal more effectively, and most spells cast by an Elf are unlikely to fail.

Play begins on a high resolution map of the enchanted land. Look for the red Z, that is you. Each movement you make represents one days travelling, so watch your food. In total there are almost 3000 travel days on the map.

The Commands:
R — Ready a weapon, spell or armour.
A — Attack.
C — Cast a spell
Z — Status check
E — Enter
B — Board a craft
X — Exit a craft
I — Inform and search
T — Transact
K — Climb
S — Steal
G — Get
U — Unlock
Q — Save current character status onto SAVE cassette.

Arrow Keys — Move your player, and in some cases indicate the direction in which you wish to attack.
Most other commands and responses must be given as 2 or more letters
As the game progresses technology, and the variety of goods available to you, will increase. Keep up to date with your status (status check Z). Your HIT POINTS (a measure of your mortality) and FOOD UNITS (don't starve yourself) are most important. It is also important to build up your EXPERIENCE. If either FOOD or H.P. fall to zero you will die.
We hope you enjoy playing The Ring of Darkness.

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