

ELECTRONIC ARTS®



RINGS OF POWER

EmuMovies



Andy Gavin (above left) is a Haverford College senior. Andy's army of one cannot yet compete with present world powers, so he makes do with creating and conquering worlds of his own. His career goal is to reshape the human race in his own image.

Jason Rubin (above right) is a University of Michigan senior.

Vijay Pande is at Princeton, pursuing his goal to master the laws of physics.

Amiga programmer and musician Alexander Hinds, who is a first-year student at Stanford Medical School, works on what he considers the only "real" computer, and he believes that the rest of the team uses glorified slide-rules.

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WARNING TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of video games on large-screen projection televisions.

Getting Started

1. Turn your Sega™ Mega Drive™ OFF, then insert the Rings of Power cartridge in the cartridge slot.

IMPORTANT: Always make sure your Sega Genesis is OFF before removing or inserting cartridges.

2. Turn the power switch to ON. The Rings of Power title screen appears.
3. Press START to play (if nothing appears on your screen, repeat Step 1).
4. When the options menu appears, D-Pad **DOWN** to highlight an option.



- Continue** Load a previously saved game
- Start** Start a new game
- Intro** Watch the Rings of Power introduction (press any button to return to the title screen)
- Citizens** See pictures and descriptions of Rings of Power characters
- Credits** See a list of the people who worked on the game

5. Press **B** to select the highlighted option.

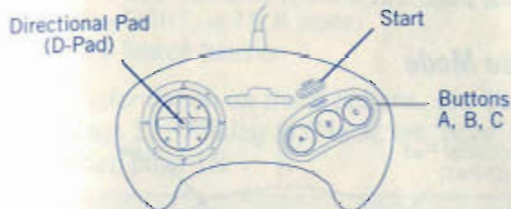


Controls

There are two sets of controls in Rings of Power: **Outside Mode** and **Inside Mode**

Outside Mode

"Outside" means you are *outside*, not inside a building or in a "Zoom" view of your location.



Directional Pad (D-Pad)

Move your character and select options from menus

Button A: AUTO MODE/FIRE

Travel forward automatically (foot or boat travel). Fire cannons (on ship) or breath fire (on Dino or Dragon)

Button B: ZOOM/ENTER

Zoom in on your current location, or enter a building or vehicle. **NOTE:** Zooming is not possible if you are standing next to the door of a building and a description of the building is on-screen.

Button C: STOP/EXIT

Stop Auto Mode, or exit a vehicle

Start

Access the Main Menu

A + START = Inven (inventory) menu

B + START = Map (must have a map)

C + START = Search

For more information on these options, see *Getting Around*, page 9; *Travel*, page 29; and *Using Menus*, page 11.

Inside Mode

"Inside" means you are inside a building or in a "Zoom" view of your location.

Directional Pad (D-Pad)

Move your character or party and select options from menus

Button A: MORE

Scroll through text messages

Button B: ACT

To look at/take/open/climb objects: D-Pad to face the object and press **B**.

Button C: TALK

Talk to characters

Start

Access the Main Menu.

A + START = Inven (Inventory) menu

B + START = FIGHT (in TALK mode)

C + START = Search function

For more information on these options, see *Using Menus*, page 11; *Talking to Characters*, page 16; and *Combat*, page 18.

NOTE: Rings of Power features a handy HELP option which displays a picture of the Sega controller on-screen (see *Help*, page 11). You may want to use the HELP option until you are comfortable with the controls.

A History of the Rings of Power



From the Book of Nexus

"Before Nexus, we lived in darkness; the sun shone as brightly as ever, but ours was a darkness of the soul. At last, in a flash of divine light, Nexus appeared, bringing with him the Golden Age.

Nexus used the Rod of Creation to restore our world; the desolate planet of Ushka Bau became a paradise. He bestowed upon each man, woman and child the gift of one of the Six Arts. For many years we prospered.

The demon Void brought an end to the Golden Age: The new world Nexus had created was one of great beauty and the love we felt for him was powerful. Seeing this, the demon's foul heart was filled with envy. He stole the precious Rod of Creation, and created an age of chaos. Thus began the Cataclysm; a reign of terror lasting 66 years.

At last Nexus confronted Void and the two fought a titanic battle for the Rod of Creation. In the end their might split the Rod in two, and each fled with half. Each then divided his half into rings and hid them to keep the other from reassembling the Rod and taking power again. Many have quested to recover the Rings and restore the Rod of Creation to Nexus. All have failed."

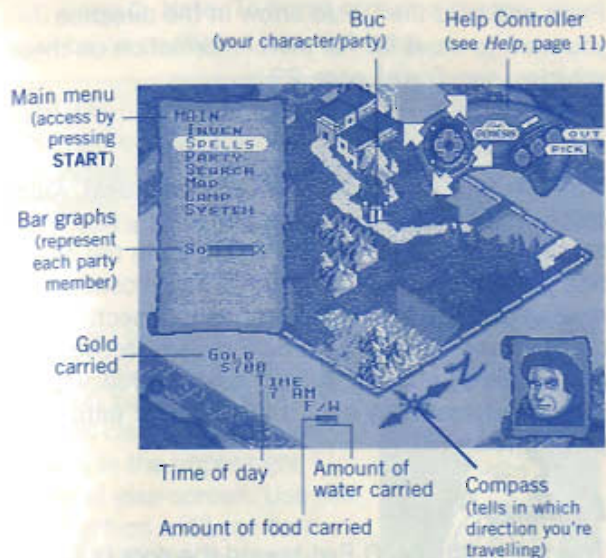
The Quest for the Rings

In the 500 years since the Cataclysm, the Rings of Power have become but a legend. Yet all have read the Book of Nexus, and know of the Sacred Quest to find the Rings and restore the Rod of Creation to Nexus. Only the noblest of men might be trusted to carry out this quest, resisting the temptation to use the Rod's power to his own ends.

You are Buc, a top student at the Academy of Sorcery, and you will be the next to undertake the Sacred Quest. You'll form a team of adventurers; a Knight, a Conjurer, an Enchanter, a Necromancer, and an Archer; and together you'll journey to every corner of your world, Ushka Bau, in search of information leading to each precious Ring. Your party will learn spells, gain experience and advance in rank as you travel from city to city, making friends and enemies, fighting battle after bloody battle. If you are successful — if you win back the Rings and return the Rod of Creation to Nexus — the rewards will be greater than a young Sorcerer can imagine.

Good luck to you and your team, and may Nexus walk with you.

The Game Screen



Getting Around

Your party is represented by Buc. Use the D-Pad to move him. The compass at the bottom of your screen tells you which direction you are travelling in.

Walking

Press and hold the D-Pad arrow in the direction you want Buc to go.

Boats, Ships, Dragons and Dinos

Press and hold the D-Pad arrow in the direction you want to move in. For more information on these vehicles, see *Travel*, page 29.

Auto Mode

While walking on a foot path (between cities), Auto Mode lets you walk forward automatically (without holding down the D-Pad arrow): D-Pad in the direction you want to go, then press **A**. You'll continue moving until you reach a city or an intersection of paths. While sailing a boat on a stream, activate Auto Mode by pressing **A**; your boat will follow the stream automatically until it hits land, or until you press **C** to stop it.

Buildings

To enter buildings, D-Pad toward the door (a picture and description of the building appears) and press **B**. To exit, walk out the way you came in.

Ladders

To climb a ladder, use the D-Pad to face it and press **B**.

Vehicles

To board a vehicle, D-Pad toward it (a picture and

description of the vehicle appears) and press **B**. To exit, press **C**. **Note:** To board or exit a dragon, you must be on or above clear, flat land.

NOTE: If you find that the D-Pad is too sensitive, you may want to turn the Diagonal controls OFF from the System menu (see *System*, page 15.)

Help

When you play Rings of Power for the first time, a picture of the Sega controller (with controls clearly marked) is present in the upper right corner of your screen. Use the HELP option until you feel comfortable with the controls, then select HELP from the System menu to remove it. Select HELP from the System menu at any time during the game to reactivate HELP.



Using Menus

1. Press **START** to see the Main Menu of options.
2. D-Pad **UP** or **DOWN** to highlight a menu item, and press **B** to select.

3. Press **C** to see the previous menu, and to exit the menus.

Main Menu

Inven (Inventory)

Inventory is anything your party has acquired and is carrying. During play, press **A+START** to access the **INVEN** menu, or select it from the Main Menu. The **INVEN** menu keeps you informed of what your party is carrying.

- Goods** Lists all trade-goods your party is carrying
Items Lists miscellaneous items
Papers Lists notes and other documents
Keys Lists which keys your party has found
Rings Lists which Rings your party has acquired

To use an item in your inventory, D-Pad **UP** or **DOWN** to highlight the item, and press **B** to select it. To read an item in Papers, just highlight the item.

Spells

To find out what spells are available to each member of your party:

1. Select **SPELLS** from the Main Menu.
2. D-Pad **UP** or **DOWN** to highlight a party mem-

ber, and press **B** to select. A list of the party member's available spells appears.

For a list of spells and their descriptions, see *The Spells of the Six Arts*, page 39.

Party

To find out about a character in your party:

1. Select **PARTY** from the Main Menu. A list of party members appears, each with a bar graph measuring strength (red) and magic (blue).
2. D-Pad **UP** or **DOWN** to highlight a party member, and press **B** to select. A message appears telling you the party member's current status and level of experience.

Search

Choose **SEARCH** from the Main Menu (or press **C+START**) while inside a building to get a full report on your location, including number of people, doors, ladders, chests and other items in the building. If you have the Sextant, your current longitude and latitude are reported as well.

Map

NOTE: you must be outside and have a map for this option to work!

Select MAP from the Main Menu (or press **B+START**) to access a full screen map of the world. D-Pad **UP**, **DOWN**, **RIGHT** or **LEFT** to scroll the map in any direction. When you have the Sextant, crosshairs will appear in the center of your screen. The longitude and latitude of the position of the crosshairs are displayed in the lower-left corner of the screen.

Camp



Sometimes you may want to speed up the clock (there are some things you can only accomplish during the day, others only at night), or just let

your party take a rest to regain strength and magic points. Select CAMP from the Main Menu to make camp until the time is right.

NOTE: Your party will use 100 food rations and 100 water rations, but will regain half of its lost strength and magic points each time you Camp.

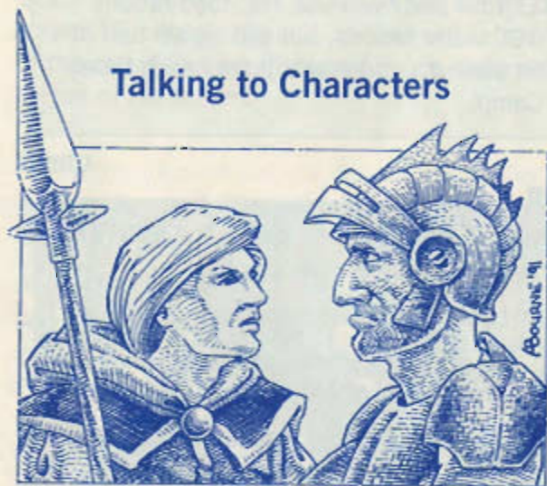
System

In addition to PAUSING the game, the SYSTEM menu contains many useful options:

- Load** Loads the previously saved game.
- Save** Saves your game in progress (limit: 1 at a time). **Save often!**
- Combat** Switches Combat modes between Manual and Auto (see *Combat*, page 18).
- Direct** Switches D-Pad between two directional modes — try it both ways and decide which is right for you.
- Diags** Turns diagonals (D-Pad) on and off (see *Getting Around*, page 9.)
- Music** Lets you listen to each song on the soundtrack.

Help Activates or deactivates an on-screen picture of the Sega controller (see *Help*, page 11).

Quit Exits to opening screen.



Talking to Characters

1. Face the character you wish to talk to and hold down **C** (if you are not facing the character, hold down **C**, then D-Pad toward the character). The TALK menu appears, offering a list of topics.
2. D-Pad **UP** or **DOWN** to highlight a topic, and press **B** to select it.
3. Press **A** (when the MORE balloon appears) to see the next message.

4. Press **C** to end the conversation.

NOTE: If the MORE balloon is **white**, you *must* press **A** to continue the message. If the MORE balloon is **yellow**, you may end the conversation by pressing **C**.

Topics

When you choose a conversational topic, Buc asks a question relating to that topic. The available topics are:

- | | |
|--------------|---|
| Job | Ask about the character's profession |
| Class | Ask which of the Arts the character practices |
| City | Ask about local trade and leaders |
| Quest | Ask about the Rings of Power, or your current quest |
| Buy | Buy an object |
| Sell | Sell trade-goods you are carrying |
| Show | Show or give an item to the character |
| Bribe | Slip the character 10 gold (useful for getting information, unlocking doors, or raising local opinion of you) |
| Fight | Fight with the character |

Combat



Of course, it's best to avoid a fight whenever possible, but there will be times when you'll have to fight for your cause. When this happens, the following section will help get you out alive.

There are two types of combat. Before a battle begins, select COMBAT from the System Menu to choose between:

Manual Combat - The spell menu appears during each party member's turn, allowing you to manually select the spell to be used.

Automatic Combat - Party members choose their own spells. If you want a party member to use a specific spell, press and hold **A** at the beginning of that member's turn (see *Spells*, page 12).

NOTE: Use caution when manually selecting spells during Automatic Combat; if a party member has begun an action, such as healing another party member, choosing an attack spell may cause him to kill the party member instead.

NOTE: Once a fight is in progress, you can't change the combat mode! Be sure to select your desired combat mode BEFORE you go into battle.

Many times combat occurs randomly. If you want to start a fight:

1. Stand facing the character you want to fight and press **C**. The TALK menu appears, offering a list of topics.
2. Press **B+START**, or D-Pad **DOWN** to highlight **FIGHT**, and press **B** to select it.

Who's Who

Generally, your party stands on the left side of the screen, the enemy or enemy party stands on the right. As they become engaged in battle, you can distinguish them by their shadows; your party has blue shadows — your enemy's are orange.

Taking Damage

Each party member's status is represented by the Strength and Magic Bars. These bars get smaller as a character takes damage, and if the Strength bar disappears completely, the character cannot survive anymore damage. If the Magic bar disappears completely, the character is able to cast only first level spells. If it looks like a party member is getting into trouble, it might be a good time to FLEE!

Hit Points

During the battle, each party member suffers damage in the form of "Hit Points" (HP). Messages appear telling you that your party member has taken damage from his enemy (for example: "Buc took 3 hit points"). As you take more damage, the number accumulates; the next message gives the total number of HP taken ("Buc took 6 hit points" means he took 3 the first time, and has now taken

an additional 3). Pay attention to each party member's Strength and Magic Bars to see how they're doing!

Fight Menu

During combat, press **START** to access the FIGHT Menu. D-Pad **UP** or **DOWN** to highlight, and press **B** to select one of the following options:

Flee

When you think your party has suffered too much damage, FLEE lets you attempt to escape the battle. NOTE: An attempt to FLEE takes the place of your party's attack round, and it may or may not succeed. Your enemy continues to attack unopposed for one round.

Mood

These options allow you to adjust your party's attitude during a battle. Mood can effect the positions of your party members, targeting, which spells each member uses, and the amount of magic points used to cast a spell.

Berzrk

Stay on top of the enemy; be on the offensive; concentrate on one enemy, doing as much damage as possible; put

more energy (magic points) into each spell.

- Advance** Slightly less aggressive than Berzrk.
- Hold** Slightly more aggressive than Wary.
- Wary** Be conservative; inflict and therefore receive less damage; divide attack to cover several enemies; put less power into each spell.

Press **B** to select the highlighted option.

Saving and Loading Games

NOTE: You may only save 1 game at a time!

To save your game in progress:

1. Press **START**, and D-Pad **DOWN** to highlight **SYSTEM**. Press **B** to select.
2. D-Pad **DOWN** to highlight **SAVE**, then press **B** to select **YES**. If you've changed your mind, D-Pad **DOWN** to highlight **NO**, and press **B** to select it. **Save often!**

To load a previously saved game:

1. Access the **SYSTEM** menu as in step 1 above.

2. Press **B** to select **LOAD**.

Pausing the Game

1. Press **START**, and D-Pad **DOWN** to highlight **SYSTEM**. Press **B** to select. Your game is paused until you press **C** to exit the **SYSTEM** menu.

Quick Tips

1. **Save** your game before you heal yourself; reloading may take some of your strength and magic points.
2. **Save and reload** your game when your Hit Points are getting low (below 25% — you will always be given at least 25% of your potential when you reload).
3. **At lower experience levels**, regain health and magic by purchasing **SLEEP** and **MEALS** from inns. They are cheaper than buying **HEAL** and **POWER** from temples, and just as effective for low-level magic-users.
4. **Travel by day!** You'll have fewer encounters with the large bands of roving thieves.
5. **Pay the tax collectors** unless your party is **VERY** strong.
6. **Beating up friendly townspeople** is a good way to lower local opinion of you. When the population gets fighting mad, it's a good idea to leave town for a few days.
7. **Bribing merchants** is helpful when buying trade goods.

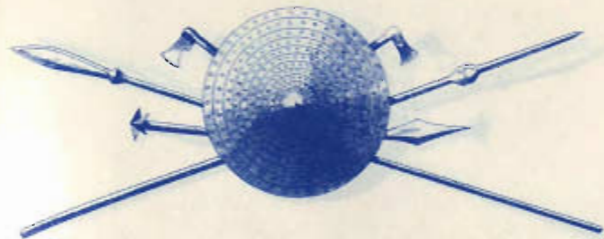
8. **When using Gate stones** it's a good idea to have a boat stone handy; otherwise you may end up stranded on a deserted island.
9. **If you lose a limb** during combat you'll need to visit the local temple to get healed. A simple rest will *not* bring you back to your full health potential.
10. **Keep most of your wealth in trade-goods**; this way you won't have to make such a large donation to the cathedral for resurrection.
11. **Pick up any items** you come across. You never know what may come in handy during your adventure.
12. **The value of trade-goods** varies from town to town, and each town has an item which they will pay dearly for; make sure to find out what it is.
13. **The City of Commerce** is the place where you can buy just about anything — for a price.
14. **If you get a Lottery Ticket**, USE it; you may win the jackpot!
15. **While travelling by sea**, ZOOM in various locations; you may uncover sunken treasure!
16. **To exit a building quickly**, select the CAMP command.
17. **Avoid some hostile encounters** by talking to friendly people from a distance, avoiding the hostile people in your way.
18. **To hide from a threatening ship**, Dino, or dragon, press **B** to ZOOM. When you emerge, you will usually find that they have passed you by.
19. **Ride Dinosaurs** to avoid hostile encounters.

A Study of the King Myth



by

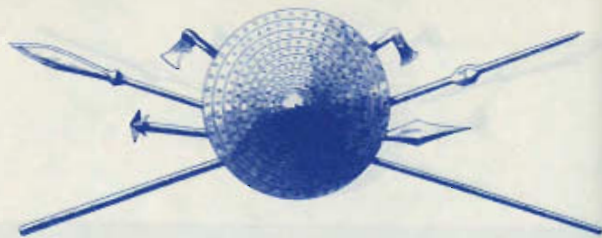
Thalmus the Wise



As with all who practice the Six Arts, I was raised on the legends of The Rings of Power. According to these stories, the Rings are but pieces of the Rod of Creation, the most powerful object known to us. The Rod was the tool of Nexus the Benevolent who saved our world from a slow death and gave us the Six Arts so we might one day be worthy of His glorious presence.

These Rings have been lost for centuries, and despite the teachings of the Temple of Nexus, many think that perhaps they never existed — that the Rod of Creation is but a legend. We, the Masters of the Six Guilds, have discovered strong evidence that the Rings do indeed exist, and have clues as to the locations of each one. That this is a discovery of monumental importance from a historical standpoint goes without saying. But we are now faced with a grave circumstance that makes immediate action on our parts imperative.

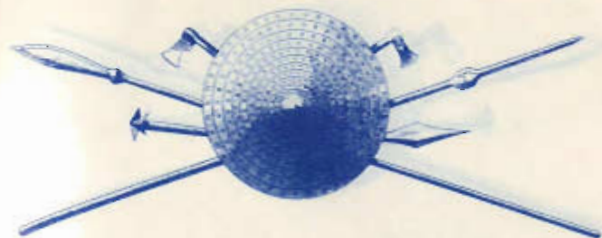
It seems that we are not the only ones who seek the Rings of Power; the minions of Void the



Destroyer have been unusually active across the globe — their evil has followed us throughout our search and they've managed to thwart our efforts on many occasions — Eagle, the great Master Archer was lost to us just this day.

We can only conclude that Void is aware of our quest, and contrives to stop us from reassembling the Rod of Creation, or worse, to achieve this thing himself. With the Rod in Void's hands, chaos will rule the world as it did during the Cataclysm 500 years ago, and I fear even Nexus himself will be powerless to stop it.

It falls to me to record our findings so that our work may continue. Each of us will charge our six most promising students with the task of building a strong team of adventurers (one member from each discipline) to find the Rings. We can only hope that with the help of the information in this journal, one of these groups will be successful. I have high hopes for young Buc — he shows great aptitude and honor, and this is indeed a quest of honor; the power of the Rings can only be entrusted to the noblest of beings.



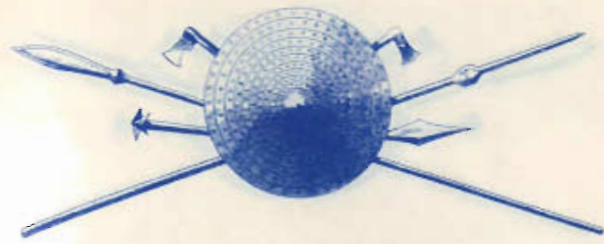
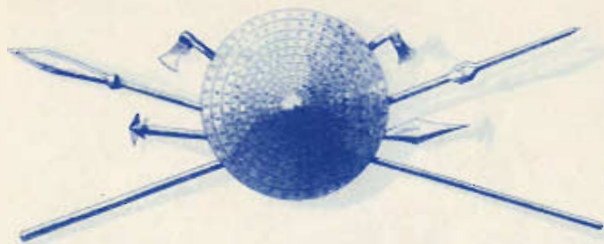
Travel

Foot Travel

Ushka Bau is a world of varied terrain; roads, swamps, desert and ice, among others. For each mile of travel on foot, a party of six consumes food and water as follows per mile traveled:



Terrain	Food	Water
Road	1 ration	1 ration
Swamp	8 rations	4 rations
Desert	7 rations	5 rations
Ice	4 rations	3 rations
Grass	4 rations	2 rations



Vehicles

When resources are available (such as gold, food and water), it is more practical to travel by vehicle. Food and water rations and other resources used during travel are listed below.

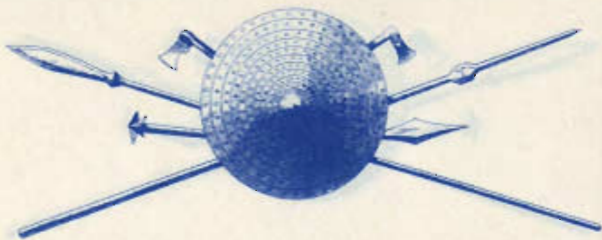
Land beasts or "Dinos" can transport a party across most terrain, but are unsuitable for forest or water travel. If left alone for long periods, or without food and/or water, your Dino will run away. Dinos can be purchased from some Vehicle Masters. Supplies will be used as follows per mile travelled:



Terrain	Food	Water
Road	1 ration	1 ration
All Others	3 rations	1 ration

Boats can travel through narrow waterways and across large bodies of deep water. While at sea, a small boat provides little protection against hostile creatures which may attack you, and as fresh water is not readily available at sea, you will use water rations faster than usual, as shown below. If a boat is left docked for long periods, it will likely be stolen or washed out to sea. Boats can be purchased from the Vehicle Master in most towns, and will be waiting for you at the dock just outside the Vehicle Master's shack. They can also be summoned using a Boat Stone, which can be purchased from the General Store in Mesa, or from some wandering merchants.



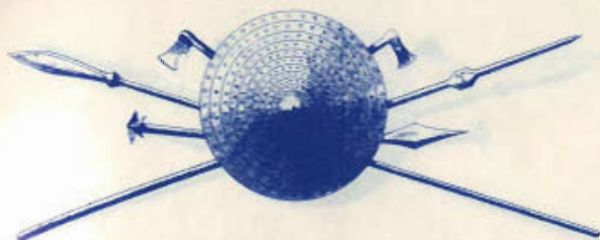


Waters	Food	Water
Shallow	1 ration	1 ration
Deep	5 rations	20 rations

Ships cannot access narrow waterways, but are much faster than boats at traversing large bodies of water, and as they are equipped with cannons, they provide much better protection against attacks.



Ships cannot be bought outright; a party must buy passage on a vessel at the rate listed below. If the party can no longer afford passage, they will be set adrift in a small boat (see *Boats*, above). After a short time in a port the ship will set sail,

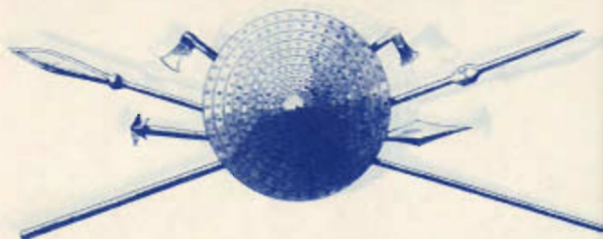


leaving the party behind. Passage can be purchased from the Vehicle Master in most towns, and will be waiting for you at the dock just outside the Vehicle Master's shack. Supplies will be used as follows per nautical mile travelled:

Waters	Food	Water	Gold
Deep	1 ration	1 ration	1

Dragons are by far the fastest mode of travel, but are voracious eaters, as is shown below. They can fly over any terrain or waterway, but must land in a clearing. Dragons must be summoned using a Dragon Stone which can be purchased from the General Stores in





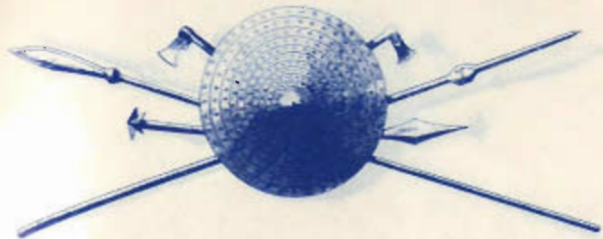
Mesa, or from some wandering merchants. Supplies will be used as follows per mile travelled:

Terrain	Food	Water
All	40 rations	40 rations

The Gateways

Scattered across Ushka Bau are Gateways; magical places which can transport your party to other

Gateways in other parts of the world. To use a Gateway, one need only possess a Gate Stone, which can be purchased from General Store in Richi.

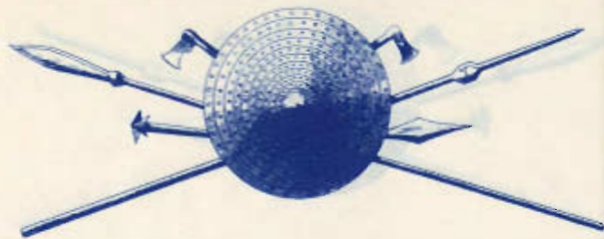


Each Gateway is a flat area of ground made up of 8 squares, and surrounded by a ring of guardian statues. Each square is linked to a specific Gateway somewhere. To be transported, stand within the circle (directly in front of a statue) and select a Gate Stone from your Inventory.

The locations of the Gateways are not widely known — lucky travellers stumble upon them occasionally, but the best way to find one is with a Flip Stone — these little stones will take you to the nearest Gateway. Purchase Flip Stones from General Stores in some towns.

Day vs. Night

Careful consideration is required when deciding whether to travel by day or by night; many tasks or quests must be accomplished during the day, while other problems can only be solved at night. Time is certainly a commodity, but there is much to be said for waiting until the time is right.



The Six Arts

The **Six Arts** were given to the world by Nexus at the beginning of the Golden Age. Each discipline has its own unique philosophy, and its own distinct power over the stuff of life. It is important to understand the ways of each in order to have effective dealings with those who practice them.

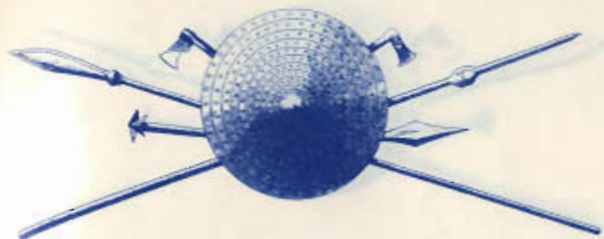
The Art of Separation

The Knights of the Holy Order of Separation are mighty warrior/magicians who have the power to rend objects (and people) asunder. They believe the meaning of life is to be found in 'separating' or disassembling objects into their component parts. They're known by the metallic armor they wear, and by the large broadsword each carries. Their symbol is the Broken Sword.



The Art of Summoning

Conjurers use their powers to call perfect forms from other planes of reality. They seek only



perfection — anything less is beneath their notice. Conjurers are blind, but have an inner vision that lets them perceive the images of this world and many others. Recognize them by the pure white cloaks they wear, and by their pure white eyes. Their sign is the Sphere.



The Art of Force

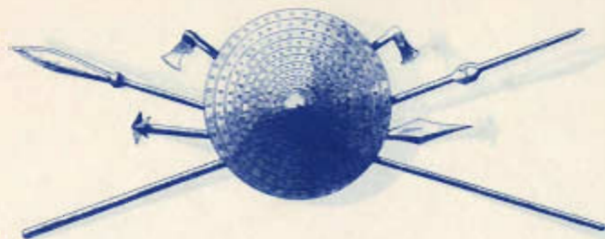
This art is practiced by the Archers. They believe that motion and speed are the most important elements in the universe. Their weapon of choice is the bow, and they wear their symbol, the Arrow of Force, on a black headdress framed by pure white hair.



The Art of Change

This is the Art of the Enchanters, who can alter the very fiber of objects, changing them to whatever form pleases them. These strange folk believe that change is the essential quality of life — for





them, nothing may remain the same. Red hair and radical clothing distinguish them from all others. Their symbol is Infinity.

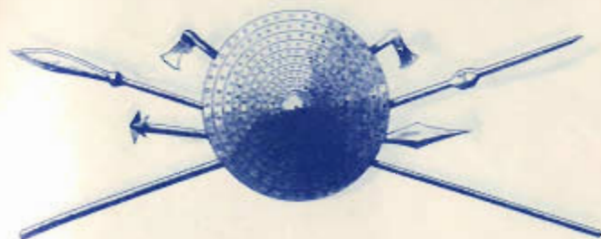
The Art of Body

The Art of Body is that of the Necromancers. These morbid men and women have a knowledge of the body that lets them heal or cause wounds — in some cases even raise the dead. They believe that Life is but the beginning of Death. They are known by their black clothing, and the Skull symbol they wear.



The Art of Mind

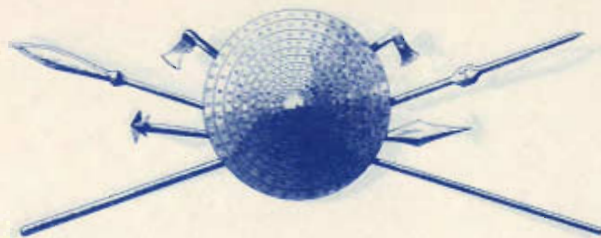
The Mind is the tool of Sorcerers (such as myself), by far the most intellectual of the disciplines. Our powers give us control over the minds of others. We seek to increase the power of the mind to infinite levels. We are known by the simple cape and hood we wear, and our symbol is the all-seeing Eye of the Mind.



The Spells of the Six Arts

As young Sorcerers, you are all of first level of Sorcery, the order of Brain. Your experience is limited, and you know only a few, rudimentary spells. As you progress through nine levels of experience, you will continue to learn spells. You must acquire 100 experience points to graduate to the next level, the order of Reason, 200 for Logic, and so on. Most spells can be learned at the guilds, for a price, and it is possible to learn spells before you are at a sufficient level to cast them.

Below I have listed all spells for each of the Six Arts (you will command your party, so you should know what is available). These spells listed are grouped by the type of spell. For example, all Necromancers' healing spells are listed together. General Attack spells exist for each class, and are grouped at the beginning of each class's spell list.



Damage

The damage (Hit Points) listed for each spell is an average. As your character increases in levels, the average will also increase. For example, when your Necromancer reaches the Order of Cadaver, the Hurt spell will, on the average, cause 12 points of damage to the enemy. As his level increases, this average will also increase.

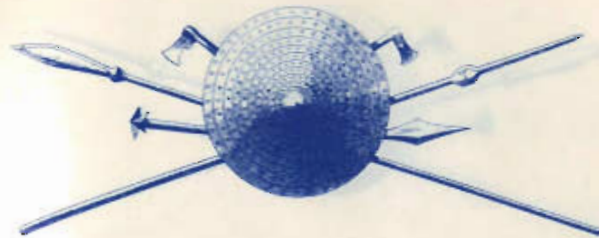
General Attack Spells

- are most likely to have an effect
- are easier to get
- take less power to cast
- can be cast several times during a combat turn

Stronger Spells

- can do more damage
- effect multiple people

Lower level spells inflict less damage and use less power. All people are born with the lowest level attack spell of their class.



HINT: Don't use a low range spell when you are low in health; you would have to get dangerously close to the enemy for an effective attack. Bullet attacks are stronger at close range.

NOTE: An asterisk (*) by a spell name means the spell affects everyone in the enemy party. An infinity symbol (∞) means an infinite number.

Sorcerers' Spells

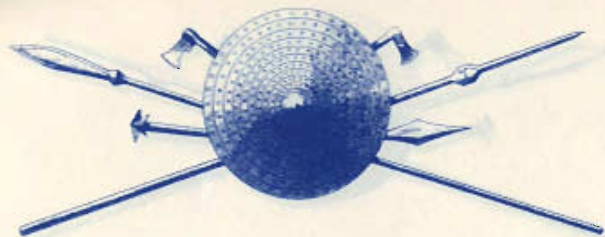
Sorcerers use their minds to attack enemies' minds.

General Attack Spells

The Sorcerer has six general attack spells:

STUN Causes energy to flow from the Sorcerer's hands and strike the victim for 10 points of damage (range 3).





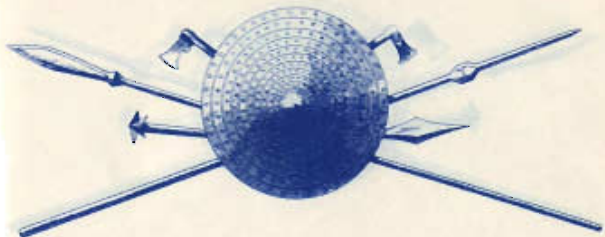
- JOLT** Inflicts pain in the minds of the enemy for 12 points (range 4).
- DAZE*** Causes intense pain in the minds of the enemy for 25 points (range 4).
- SHOCK*** Creates unbearable pain in the minds of the enemy for 32 points (range 7).

Spellbind Enemy

- CONFUSE** Makes enemy move spellbound (evident as sparkling). When an enemy is spellbound, they cannot attack. A spell lasts one to three rounds, and has a 33% chance of failing (range ∞).
- MESMER*** Causes a random number of enemies to move spellbound. When an enemy is spellbound, they can't attack. The spell lasts one to three rounds, and has a 33% chance of failing (range ∞).

Remove Spell

- FREE** Releases friend from a spell (range ∞).



Aid Attack

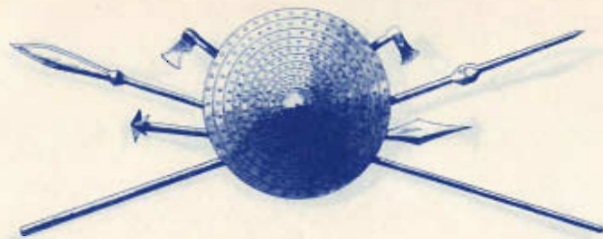
These spells are recognizable by a special sparkle.

- CLUE** Read the minds of the enemy to give your party a 25% attack aid (range 4).
- KNOWLEDGE** Read the minds of the enemy to give your party a 50% attack aid (range 6).
- HELP** Read the minds of the enemy to give your party a 75% attack aid (range ∞).

Aid Defense

These spells are recognizable by a special sparkle.

- WARN** Read the minds of the enemy to give your party a 25% defense aid (range 4).
- INFORM** Read the minds of the enemy to give your party a 50% defense aid (range 6).



PREDICT Read the minds of the enemy to give your party a 75% defense aid (range ∞).

Leverage

SUPPORT Use the powers of the Mind to give your party an attack and defense advantage of 25% (range 6).

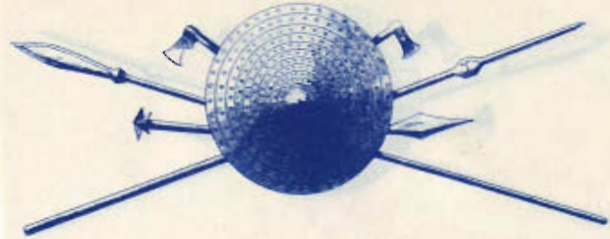
ASSIST Use the powers of the Mind to give your party an attack and defense advantage of 75% (range ∞).

Screw up Minds

INSANE Use the powers of the Mind to drive the enemy insane and convulse his body for 30 points (range 6).

MIRAGE Use the powers of the Mind to make the enemy insane and see a mirage for 30 points (range 6).

SWARM Use the powers of the Mind to cause the enemy to go insane and see ghosts for 20 points (range ∞).



PACKS Use the powers of the Mind to make the enemy insane and see ghosts causing fear for 30 points. (range ∞)

MASTER This is the Sorcerer's super spell. It resurrects the Sorcerer's master who aids combat for 70 points of damage. (range ∞)

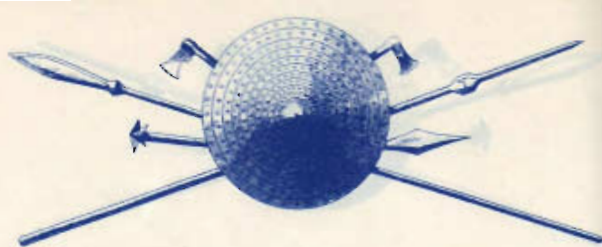
Knights' Spells

Knights are strong attackers and warriors. They use slicing action for attack and have developed their skills, based on slicing, for combat.

General Attack Spells

The Knight has eight general attack spells:



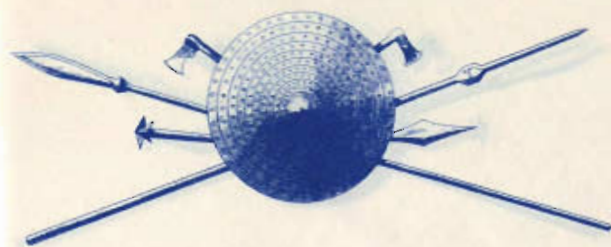


Name	Level	Range	Damage
STAB	1	1	5
CUT	3	2	9
DICE	4	4	13
SPLIT*	5	4	15
PUREE*	6	4	25
DELETE*	8	5	35

Rend Spells

Rend spells remove body parts. When a body part is removed, the maximum health of the victim is reduced. Therefore an enemy Necromancer cannot heal the Rended character to the previous amount of full health.

Name	Level	Range	Damage
CLEAVE	2	3	8
REND	3	4	20
RIP	4	4	28
SEVER	5	4	32
SUNDER	6	4	40
DIVIDE	9	5	100



The last spell DIVIDE severs the head of a victim, requiring a Necromancer's RAISE spell to undo.

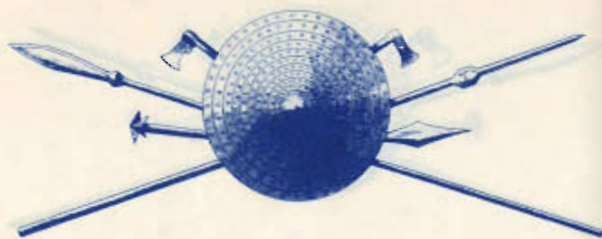
Multiple Blade Spells

Name	Level	Range	Damage (per bullet)
KNIVES	2	3	1
SWORDS	7	3	2
AXES	8	4	3
BLADES	9	4	4

Ground Spells

The Advanced Knight can split the ground as easily as he can split an enemy.

Name	Level	Range	Damage
FRIGID	6	∞	15
TORRENT	7	∞	25
LAVA	8	∞	35



Super Spell

PAIN This Knight's super spell is his most deadly spell (range ∞).

Archers' Spells

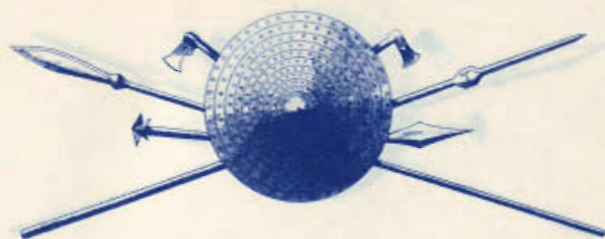
Archers have mastered the physics of force and its effects on projectiles.



General Attack Spells

Use high levels for increased range and damage:

Name	Level	Range	Damage
DART	1	5	6
ARROW	3	6	8
BRAND	5	7	12
TEMPEST*	6	∞	17
TORNADO*	7	∞	24
FIRE*	8	∞	35



Multiple Bullet Spells

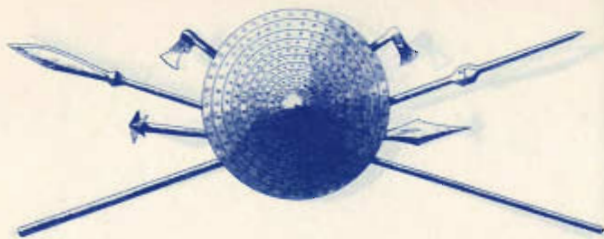
The Multiple Bullet Spells attack a victim from all sides:

Name	Level	Range	Damage (per bullet)
AMBUSH	3	6	2
SURROUND	4	7	3
STREAM	6	7	4
PROPEL	9	∞	5

Bullet Waves

Archers can send bullets that ripple the combat plane as they travel. Friends are not harmed.

- RIPPLE** This level two spell causes a ripple in the combat plane to attack the enemy from an infinite range for 10 points of damage.
- BLOW** This level five spell causes winds to blow through the combat plane at an infinite range for 20 points of damage.



IMPLODE This level seven spell causes a circular ripple of fire in the combat plane to attack the enemy from an infinite range for 30 points of damage.

Force Spells

The Archer can use their powers involving force to manipulate the enemy's body.

SHOVE Throw a victim back two squares for 10 points of damage (level 2, range 5).

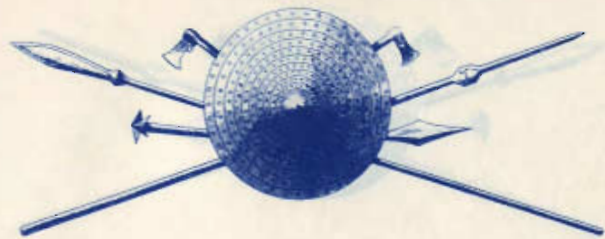
DIZZY Throw a victim around for 20 points (level 4, range 7).

FLING Fling victim around for 30 points (level 6, range 7).

Shield Spells

SHIELD Using this spell, Archers can protect one party member by placing a shield against bullets around them.

DEFEND* Archers can protect a random number of party members by placing this shield.



UNSHIELD Archers use this spell to remove a shield from a single enemy party member.

Super Spell

TWISTER This spell conjures a giant tornado that attacks your enemies for over 50 points of damage (range ∞).

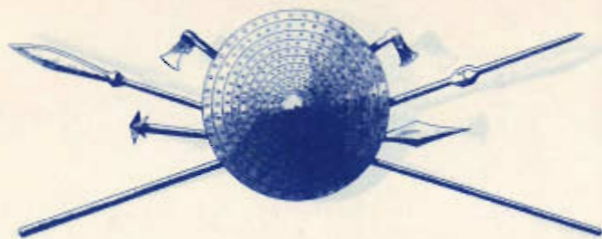
Necromancers' Spells

The Necromancers have mastered skills which damage or heal the body.

General Attack Spells

Use high levels for increased range and damage:



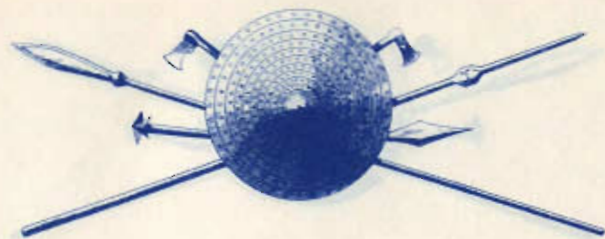


Name	Level	Range	Damage
CLAW	1	1	6
GRAZE	2	1	8
HURT	3	2	12
WOUND*	4	2	17
SLAY*	5	3	24
DEATH*	6	4	35

Healing Spells

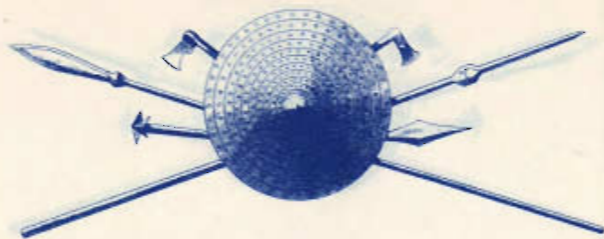
These spells are represented with the "health" bullet.

Name	Level	Range	Health
COMFORT	2	1	5
RELIEF	3	1	8
SOLACE	4	4	12
CURE	5	5	1/bullet
HEALTH*	6	6	2/bullet
RESTORE*	8	7	3/bullet
PERFECT	9	∞	70



Miscellaneous Spells

- BLIND** This spell blinds a victim for one or two rounds.
- INSANE** This spell blinds a victim for one to three rounds.
- REPAIR** This spell rejoins body parts. Use it when friends have been cleaved.
- DAZZLE** This is a multiple bullet attack and light show which dazzles the victim, leaving him off guard and vulnerable to damage.
- FREEZE** Turns an enemy to stone or ice until a 50% save is made.
- RAISE** Raises the dead during combat (if a party member cannot currently be raised, spell inflicts a great amount of damage to a random enemy; attempt to raise your dead during the next round). This spell requires a great deal of power.



Super Spell

REAPER This spell invokes death himself to fight for your cause. This spell incurs 50 points of damage on the enemy (range ∞).

Enchanters' Spells

Enchanters have mastered the Art of Change.

General Attack Spells

General Attack Spells do not effectively satisfy the Enchanter's need for creativity, therefore, they only have one:

MIX Mixes up an enemy's atoms for 10 points of damage (range ∞ , level 1).



Multiple Bullet Spells

Enchanters have two multiple bullet spells:

SCATTER Jumbles bullets from random locations for 2 points (range 2, level 2).

FRENZY Sends a tirade of bullets for 5 points (range ∞ , level 4).

Small Ground-Ripping

These are low power, high damage spells. They place small mounds under the enemy and then drop them sharply for damage. The mounds get higher and more powerful with increasing level.

Name	Level	Range	Damage
ICEBERG	3	∞	12
WALL	4	∞	17
GEYSER	5	∞	24
LAVA	6	∞	35



Mutations

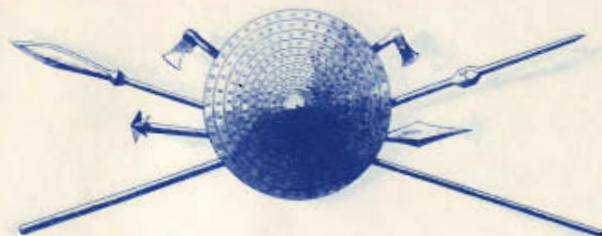
The Enchanters can change themselves into other objects which attack the enemy.

Name	Level	Range	Damage
DAGGER	2	3	8
SWORD	3	4	12
AXE	5	5	15
BEAR	6	3	16
CORPSE	7	3	20
DRAGON	8	3	30

Skill Separation

The Enchanter can also separate an enemy from his class or species:

- ALTER** Turns one enemy into a townsman for the remainder of combat.
- MODIFY** May turn more than one enemy into a townsman for the remainder of combat.



MUTATE Turns enemy into a bear for the remainder of combat.

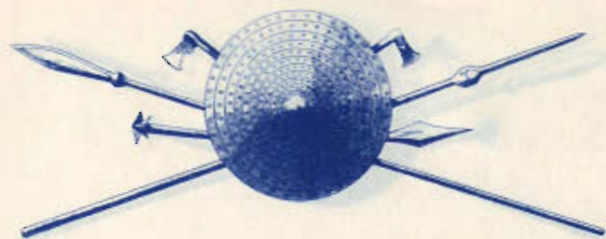
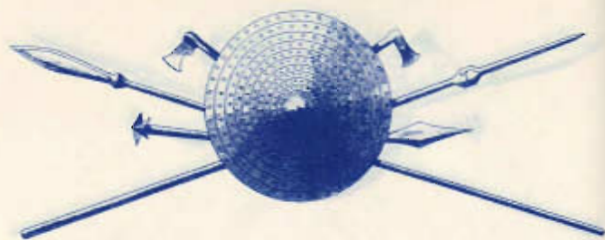
Miscellaneous

There are several other spells with unique capabilities.

- SWAMP** Creates a swamp under the enemy and does 10 points of damage.
- POOL** Forms a pool under the victim for 20 points of damage.
- RANDOM** This appeals to the random nature of Enchanters. It randomly selects a spell from ANY class and casts it.

Super Spell

- WYRM** Turns enchanter into a giant fire dragon which does 60 points of damage on each member of the enemy party (range ∞).



Conjurer Spells

The Conjurers have mastered skills of summoning.

General Attack Spells

The general bullet attacks come in the form of gated energy from some other plane.



Name	Level	Range	Damage
SPARK	1	4	8
ROCK	3	5	12
AIR	4	6	18
ENERGY*	5	7	15
FLARE*	6	∞	20

Bullet Streams

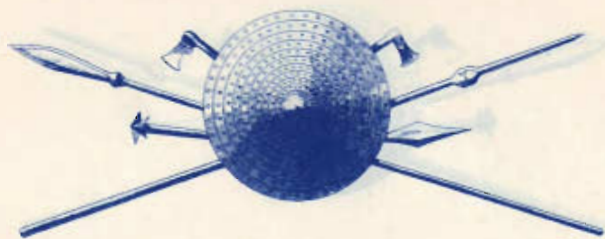
Bullet streams cause medium damage and use medium power.

Name	Level	Range	Damage (per bullet)
BLAZE	7	5	7

Whole Ground Effects

These spells use up a lot of power, but are very powerful. They do damage on the whole enemy party.

Name	Level	Range	Damage
EARTH	2	∞	7
RAPIDS	4	∞	10
ICEBERG	6	∞	15
INFERNO	8	∞	20



Multiple Bullets

Multiple bullets are a dependable, medium power, medium damage set of spells for the Conjurer.

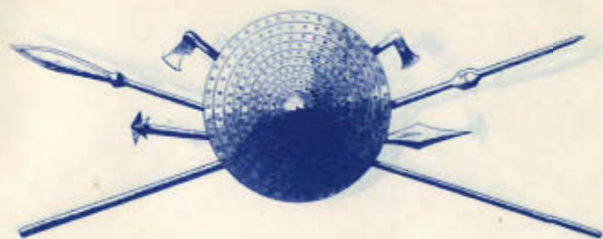
Name	Level	Range	Damage (per bullet)
DAGGERS	2	4	2
BOLTS	3	4	3
SABERS	5	5	4
AXES	6	6	5
STONES	7	7	6
FLAMES	8	∞	7

Miscellaneous

WAVE Causes a tidal wave to spread across a zoomed view doing 30 points of damage to each member of the enemy party.

MASTER Summons a Conjurer master to aid the attack for one round.

SERVANTS Causes a swarm to attack an enemy.



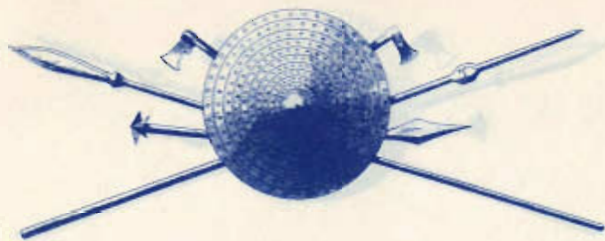
Super Spell

DJINN Summons a Djinn to help the attack, causing 60 points of damage to each member of the enemy party (range ∞).

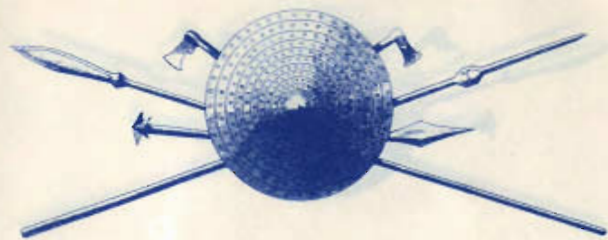
Sorcerer

Experience levels and spells available to the Sorcerer are as follows:

Level	Order	Exp
1	Brain	0
2	Reason	100
3	Logic	200
4	Intellect	400
5	Genius	800
6	Influence	1,600
7	Will	3,200
8	Thought	6,400
9	Intuition	12,800



Level 1	Stun
Level 2	Clue Warn
Level 3	Inform Jolt
Level 4	Knowledge Confuse Help Predict
Level 5	Daze Free
Level 6	Mesmer Insane
Level 7	Shock Support
Level 8	Assist Swarm
Level 9	Mirage Packs Master

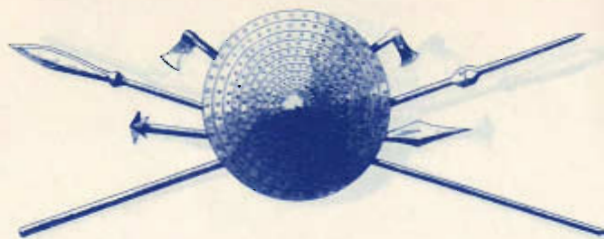


Knight

Experience levels and spells available to the Knight are as follows:

Level	Order	Exp
1	Stabber	0
2	Cutter	100
3	Slasher	200
4	Cleaver	400
5	Slicer	800
6	Splitter	1,600
7	Severer	3,200
8	Sunderer	6,400
9	Divider	12,800

Level 1	Stab
Level 2	Cleave Knives
Level 3	Cut Rend
Level 4	Rip Dice

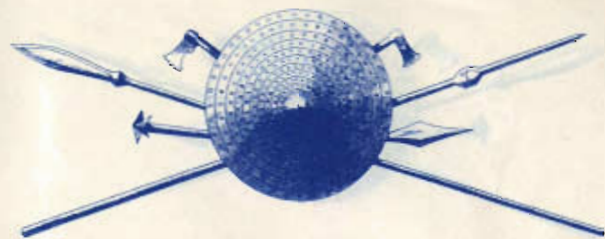


Level 5	Split Sever
Level 6	Puree Sunder Frigid
Level 7	Swords Torrent
Level 8	Delete Axes Lava
Level 9	Divide Blades Pain

Archer

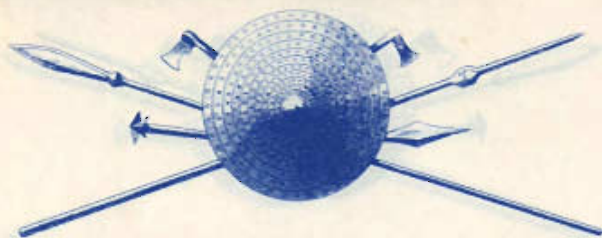
Experience levels and spells available to the Archer are as follows:

Level	Order	Exp
1	Mover	0
2	Pusher	100
3	Passer	200



4	Striker	400
5	Director	800
6	Waver	1,600
7	Distancer	3,200
8	Seeker	6,400
9	Advancer	12,800

Level 1	Dart
Level 2	Ripple Shove
Level 3	Arrow Ambush
Level 4	Surround Dizzy
Level 5	Brand Blow
Level 6	Tempest Stream Fling
Level 7	Tornado Implode



Level 8

Fire

Shield

Unshield

Level 9

Propel

Defend

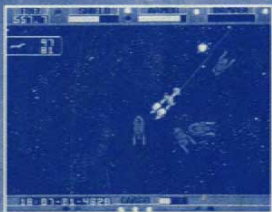
Twister

Necromancer

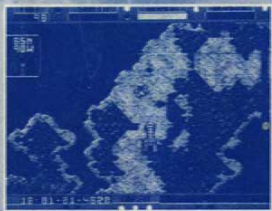
Experience levels and spells available to the Necromancer are as follows:

Level	Order	Exp
1	Remains	0
2	Carcass	100
3	Cadaver	200
4	Mummy	400
5	Skeleton	800
6	Bones	1,600
7	Stiff	3,200
8	Deceased	6,400
9	Corpse	12,800

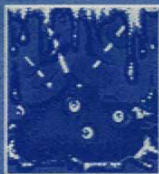
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