

# RINGS OF ZILFIN

## ATARI ST VERSION

Several enhancements have been made to the Atari ST version of Rings of Zilfin in order to take advantage of the system and to make the game easier to play. The enhancements are explained in this card. Please refer to the main rulebook for anything not covered below.

**NOTE:** You should make a copy of each disk before beginning the game. Set aside the originals and use the copies for play.

### THE MOUSE:

In addition to the keyboard, most selections in the game can be made by using the mouse and the left and right mouse buttons.

- To select an item from the menu on the right, move the mouse up or down to highlight the desired item. Click the left mouse button to select that item.
- To select an item to be used or offered, select "Inventory" from the main menu, then move the mouse left, right, up, or down to highlight the desired item. Click on the left mouse button to use or offer the item.
- To select a direction of travel from the map menu, use the mouse to highlight the desired compass point and click on the left mouse button.
- To increase the walking speed of the hero on the road, drag the mouse to the right. To decrease the speed, move it to the left.
- To select a number when given the Numbers Menu, drag the mouse in the direction of a number. Click on the left mouse button when the desired number appears.
- To select a direction of movement in the dungeons, click with the left mouse button on "Go" or "Enter" from the main menu. Drag the mouse in the desired direction of travel.

In addition to what is listed above, the left mouse button is used:

- As a substitute for the return key when the screen prompts for a return.
- To have the hero attack with an arrow or sword if either has been chosen from the menu.
- To exit the "View Map" option.



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The right mouse button is used:

- To unselect the arrow or sword options in order to choose another weapon or to make some other choice from the main combat menu.
- To see a second menu which lists the options of viewing the map, saving the game or quitting the game. This menu is not available during combat, when selecting a direction of travel, or when entering a word or a number.
- To exit the View Map Menu.

#### THE KEYBOARD:

The keyboard can also be used for making selections:

- As with other versions, enter the first letter of an option in order to select it. Two letters must be entered for a compass direction (EA for east, NW for northwest, etc.).
- To see the Inventory/Use screen, press the I, U, or ESC keys.
- To simulate the use of the mouse, use the arrow keys in place of dragging the mouse, and use the Insert key for the left mouse button and the Ctr/Home key for the right mouse button.

#### OTHER DIFFERENCES:

- The space bar does not work as a stop/start toggle. In order to stop, choose that option from the menu or press the S key. In order to start again, choose "Walk" or press the W key.
- In combat, the hero attacks when you press the left mouse button or the Insert key. The hero will attack in the direction he faces. To change facing, use the mouse or arrow keys. To change his weapon, click on the right mouse button or the Ctr/Home key, and then select the new weapon.

#### SAVING THE GAME:

- To save the game, click on the right mouse button to get the View Map Menu. Select "Save Game" with the left mouse button. If Disk 2 is not already in the drive, the screen will prompt you to insert that disk.

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