

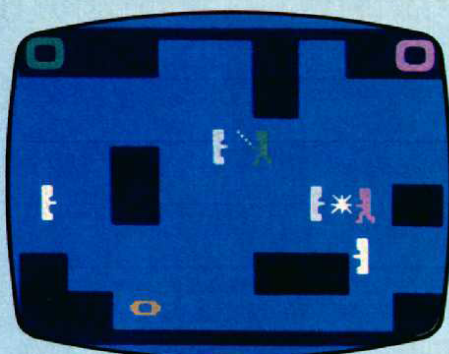
located somewhere along the bottom which must be retrieved in order to escape. If there is no ring, an arrow points the way out. Touching this arrow transports you and your friend to the surface.

Quest for the Rings is a game of teamwork. It doesn't matter who gets the ring, just as long as someone does. As a matter of fact, you may sometimes have to sacrifice yourself so your partner can snag the prize.

There are three types of monsters, each requiring a different strategy. If transported into a dungeon with only orcs, the best course is simple; the warrior should go first while the second player sticks close behind and tries to use his power to the fullest advantage. Just fight your way to the ring.

Remember, though, that the warrior's sword swings only left and right. If an orc approaches from above or below, it's time for a quick retreat. If your group doesn't have a warrior, it's going to be a little more difficult. The wizard should freeze as many orcs as possible, or if a phantom is present, walk him through the walls to the ring. Don't forget that the phantom cannot go through Inferno walls.

The second horror awaiting the



QUEST FOR THE RINGS (ODYSSEY)

heroes is a nightmare. This scenario features not only orcs, but tarantulas and bloodthirsts as well. This situation goes much easier with the help of a warrior. The tarantulas and bloodthirsts may not be killed by the warrior, but they can be knocked back a quarter of an inch or so when struck on the head. This is where teamwork comes into play. One player should fend off the horrors while the other sneaks past and grabs the ring. If no warrior is present, use a wizard to temporarily freeze the creatures. If a phantom is present, walk him into a wall and leave him there.

The last and most dangerous adversary is the dragon. There are two

strategies which may be used to defeat the dragon. The dragon goes back and forth across the middle of the screen. It senses when a player crosses his path and immediately pursues him. The dragon cannot be killed, but can be frozen temporarily by a wizard's spell or a blow from the warrior's sword. If a warrior is in play, he should walk over to the second hero and stab him with the sword. This sounds deadly, but don't fear, a character hit by the warrior's sword reappears somewhere on the right side of the screen. If he pops up under the dragon, you've got it made. Just walk over and get the ring. If not, repeat the procedure until you achieve the desired result. The only catch comes if he reappears on top of an orc or right in the dragon's path. If no warrior exists, the next best thing is for the pair of explorers to split up. One goes to the extreme left of the screen and the other to the extreme right. The person directing the hero farthest from the ring should run down the screen into the dragon's path to get his attention. Simultaneously, the other one heads down screen. While one adventurer gets fried, the other can sneak down and get the ring!

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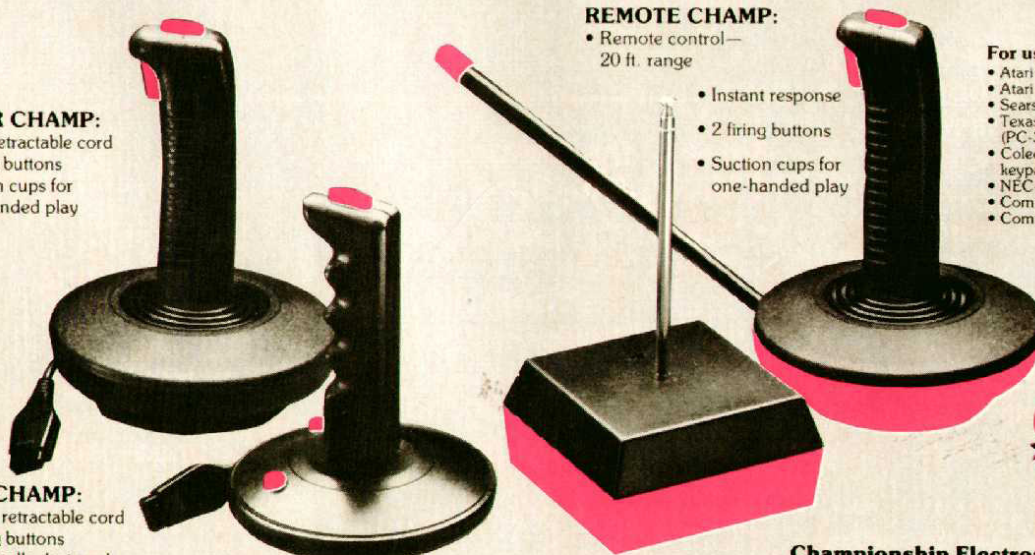
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