

## **RINGS OF ZILFIN™ HINTS**

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**Q. Where is the Dark Tower?**

**A. North Begonia "Dem Ogandur Shem".**

**Q. Where do I find the Anka Bird?**

**A. The bird is found in the mountains in the land of Sumaria. It is directly west of the Well, but the roads to get there are roundabout.**

**Q. How do I get into Demion Rocks?**

**A. Use the words Magoon Bi-thar Hazmedy given you by the wizard of Tumriz.**

**Q. Where is the riddle book?**

**A. In Tar-Im. Go to Trade Guhshar.**

**Q. How do I get into the Temple of Zaradrim?**

**A. Use the words BELIRR ONUMBA DERHALL. Use CAPS and press the RETURN key after each word. You need to have pearls.**

**Q. Where is the pass from Deloria to Begonia?**

**A. In Finduk, talk to Balin the dwarf. He will show you.**

**Q. How do I become a first level wizard?**

**A. Go to Tumriz and talk with a beggar. Eklun lives here. He will give you the words Magoon Bi-Thar Hazmedy.**

**Q. How do I become a second level wizard?**

**A. Go to Llorim and talk with a beggar. Zihtes lives here. He will give you the words Belirr Onumda Derhall.**

**Q. Where is the Grumm Tree Staff?**

**A. In the Zaradim Temple.**

**Q. Who is Jimbo's friend?**

**A. Hamshery.**

**Q. How do I become a third level wizard?**

**A. Go to Shakamin and talk to the beggar who knows Lutfeu. He makes you a third level wizard in Sumaria.**

**Q. Where is a Harp?**

**A. Go to Bogum's Cave near Ahbap in Sumaria.**

**Q. Where are the Elves?**

**A. Go to Darizmag and then go east to the cliff. Go north to the well. You will need lots of rope to descend the well. Trade the harp for the horn.**

**Q. What types of notes should I keep?**

**A. Keep track of what was in each building in the towns, what prices were for buying and selling items, what you got in the town, if you had a fight in the temple, the location of the town, etc. Draw the location of towns and any connecting roads on the map. Record the names of passersby, words or hints given by monks, and ESPECIALLY passwords given by wizards.**

**Q. What is the most important thing to do in the game?**

**A. Keep Reis alive. Follow the advice on the pink card which comes with the game. Make sure you have plenty of food, arrows, and extra bows. Make sure his statistics are at the maximum (9000) before going into the Dark Tower or Castle Graz.**

**Q. When should I save the game?**



A. Whenever you have built Reis up to a decent level. Death can occur very swiftly, especially early in the game. Save after getting through special events such as dungeons, Zaradim, etc.

Q. How important is money and how do I get it?

A. Money is very important and you get it by trading. If you have kept track of the different buying and selling prices, you should be able to make money. Pick up several of any item Reis doesn't already have. Have him pick any and all mushrooms he can.

Q. What should I do at the start?

A. Have Reis visit Telbiz, Ziad, and Perimon to build up his cash and supply of mushrooms. Do this several times. If Reis gets weak, have him visit the healers in Perimon or go E (east) from Ziad to the healers in Tolbin. Buy several pairs of elvish boots in Tolbin and make sure Reis keeps well stocked with bows and arrows from the weapon shop in Ziad.

Q. Where do I go from Ziad?

A. Head west to Tumriz. Buy silk and prihny powder and visit the wizard (talk to the beggar). You may return to Ziad for more arrows and to Tolbin for healing and to sell the silk.

Q. Where should I go from Tolbin?

A. Northeast to Belmonti. Northeast from there to the spiders, and then north to Finduk. Visit the witch and have Reis' maximum strength increased. Leave Finduk and go southeast from the spiders, through Shaktir to Castle Durheim. Train up Reis' sword skill and get some hints on the quest. When you have enough money, go to the weapon shop in Shaktir and buy a better sword. Get at least four chewbas from the temple.

Q. Where do I go from Shaktir?

A. Go north to Axitraz to buy a bunch of spice. Reis should now be a level one wizard, have increased sword strength, and be ready to leave Deloria. Return to Finduk and talk to the passersby to find the way to Begonia.

Q. How do I get to Begonia?

A. From the halfling, go east, southeast, and southeast to Tar-im. Make sure to buy a riddle book. Go north and north again to Maerdom and visit the witch. Go northwest and northwest again to Castle Razag to increase Reis' strength. Go east to Nedharm and buy a bigger sword. Go southwest and southwest again to Shentill for healers.

Q. Where do I go from Shentill?

A. Go west and then north to Derymin. Buy a key and some tea. Defeat the fanatics in the temple and get some nukh (you only need one). Go northwest, northeast, and northwest to get to the Demion rocks. Use the words the wizard in Deloria gave you to enter the tunnel.

Q. Where do I go from the Demion Rocks?

A. Go southeast and northeast to Llorim. Visit the wizard to become a second level magic user and get the words he gives you. Go northeast and northwest to Faerlot. Buy some pearls before leaving. Go north to Zaradim. Use the three words from the wizard in Llorim. When Zara appears, offer her the pearls, get some Grumm seed, and follow the instructions you've gotten on how to plant the seeds to get the staff.

Q. How do I get to the Dark Tower?

A. Go back to Faerlot (south, west, west, west) and heal Reis to his maximum. Go east and north. Use the words given by the Zilfins. Go right from the entrance. Hug the right hand wall as it twists and turns until you get to the first door. Enter the door, talk to the slaves, and exit to the right (many rooms have more than one exit). Through the next doors are the stairs to the next level. There are four levels and your goal is to talk to King Roland on the last level. If a door is locked from the inside, use your nukh.

Q. What do I do after I leave the tower?

A. Return to Faerlot and heal Reis. Go southeast, southwest, southwest, southwest, southwest, and west to Karadum.