Rings of Zilfin

In this one-character role-playing game you'll trek through four provinces in the realm of Batiniq to find a pair of magic rings needed to knock out the evil Lord Dragos. Your character, an animated stick-man, appears to walk along as the landscape scrolls past, and the buildings in each town are shown in full-screen pictures like those in graphic adventures. Interiors are shown in a window, where some of the combat and other interaction also occurs. To boost hit points, you gather and use mushrooms; other kinds of fungi and herbs endow your character with various powers.

Combat is resolved in arcade-style battles that allow some spellcasting, but is simple and quickly grows tedious (a keyboard interface is used throughout the game). After learning enough magic, however, you can avoid most combat by teleporting around, and the skill setting lets you begin with extra equipment if desired. Graphics and sound are simple, but the puzzles—which involve gathering clues and objects as in a text adventure—are *Zilfin*'s best feature. *Zilfin* is an offbeat and entertaining role-playing game for anyone who enjoys action as well as puzzle-solving. Author Ali N. Atabek may not have created another *Ultima* or *Wizardry*, but he did devise an original game design.

The Walkthrough

Combat, Magic and Money

To defeat K-plants and other tough monsters, especially early in the game, use **pof qvsmfu** and one **qbsajo** for each creature. When possible, **ep tp qsjps** to entering the location. After visiting the castle and a witch in a realm, buy a better sword. (To develop **Tusfohui**, use **qsjioz qpxefs** at the witch's hut and drink until you attain the current maximum level.) By visiting **fbdi xjabse** you will learn more magic spells. Carry at least **ufo cpxt** and **gjwf ivoesfe bsspxt** when crossing into another realm. Locations of some healing pools are pointed out to assist in the early stages.

Deloria

Telbiz to Ziad: Collecting Gems and Mushrooms

Gjhiu worshippers in temple and look to get gem. Exit town and **hjwf gjwf hpme** to beggar. Go S. to Ziad, gathering mushrooms. After defeating the goblins, move to the pool **cz qsfttjoh uif dvstps lfz** and drink. Then continue into Ziad, exit **boe tbwf**. Go N. to Telbiz, collecting more mushrooms. Repeat this cycle, selling gems when you're low on food, until you have **fmfwfo hfnt**.

On the Road to Perimon

Sell all your gems, buy **fjhiu upcbddp**, leave town and go W. Use two purlets and two parzins **sjhiu bgufs** leaving

town. Slay the K-plants and continue west to Perimon. Drink from the **tfdpoe** pool. Sell the tobacco and buy **ojofuz-ojof upzt**. Return to Telbiz and **tfmm** the **upzt**. Repeat this until you have **ojof uipvtboe** gold, the maximum. (You'll need at least four purlets and four parzins for each trip.) Then buy **ufo** prihny, **tfwfsbm ivoesfe** spice and go S.

Ziad and Tol-Bin
Buy heavy armor and more bows and arrows in Ziad. Go to Tol-Bin and buy **gjwf Fmgjti cpput**. If you have enough gold, visit the healer to boost your points. E. E. (**Qppm uxp is hppe.**) NE. Fight in Shaktir's temple to get **difxcb**. E. Enter Castle Durheim for clues and to increase sword skill. On the way through Shaktir, win another chewba. (You'll need **gpvs** for the end game.) Go to Finduk and visit the witch.

Tumriz and the Road to Begonia
Give **ufo hpme** to beggar. (Meet wizard and learn magic.) Buy more arrows and bows, then go Telbiz and buy **mput** of **tqjdf** to sell in northern Begonia. Go to **Gjoevl** and **ubml** until a **exbsg** takes you to Begonia.

Begonia

South Tivern
Talk. Say **ibntifsz**. Go to Tar-Im to buy a **sjeemf cppl** and win chewba in the temple. Also get 10 prihny powder and **npsf cpput** if you're out. Enter Castle Razag to boost sword skill, then go to Maerdom and see the **xjudi**.

Intersection, South Demion and Derymin
Say **kjncp** (at Intersection). W. Give ten gold to beggar in **Mmpsjn** to visit wizard. In South Demion, talk and say **Ibsvo**. Go to Derymin, buy a **lfz** and **uxp upsdift**. Enter the first house, win the battle and look to find the nukh. Keep it (if you get more, sell them).

North Demion's Strange Door and Zaradrim's Temple
Say **nbzgppo**. Say bi-thar. Say hazmedy. Go through tunnel. Go to Faerlot and buy **qfbsm**. At Temple of Zaradrim: say **cfmjss**, say onumda, say **efsibmm**. **Pggfs qfbsm**. Behind the temple, wait until sun vanishes and **vtf tffe** to get **tubgg**.

Dark Tower
Say **efn**, say ogandur, say **tifn**. Enter Dark Tower. Follow maps to King Rolan's cell and get **bnvmfu**. (Use **ovli** to escape when locked in a room.)

To Sumeria
Go to **Lbsbevn** and talk until a dwarf takes you there.

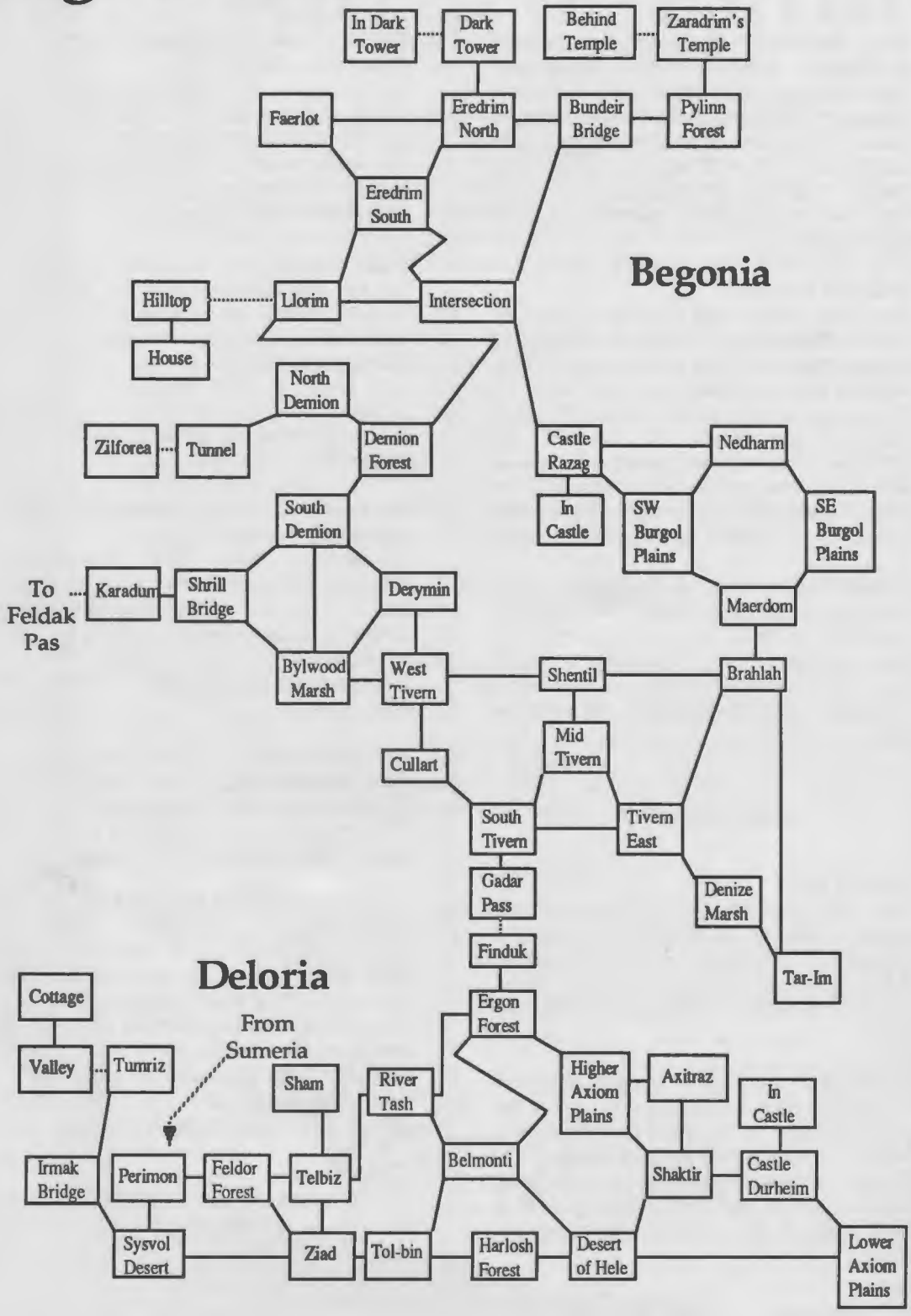
Northeast of Ahbap Desert, Shakamin and South Metsny
Say **ebmjo**. NW. NW. Enter Castle Rimline. Go to Shakamin and buy **dppljf** and two torches. Give ten gold to beggar and visit **xjabse**. Go to Waylong and visit **xjudi**. Say **dbop** in South Metsny. Buy **spqf** in Zax and win another chewba if you don't have **gpvs**.

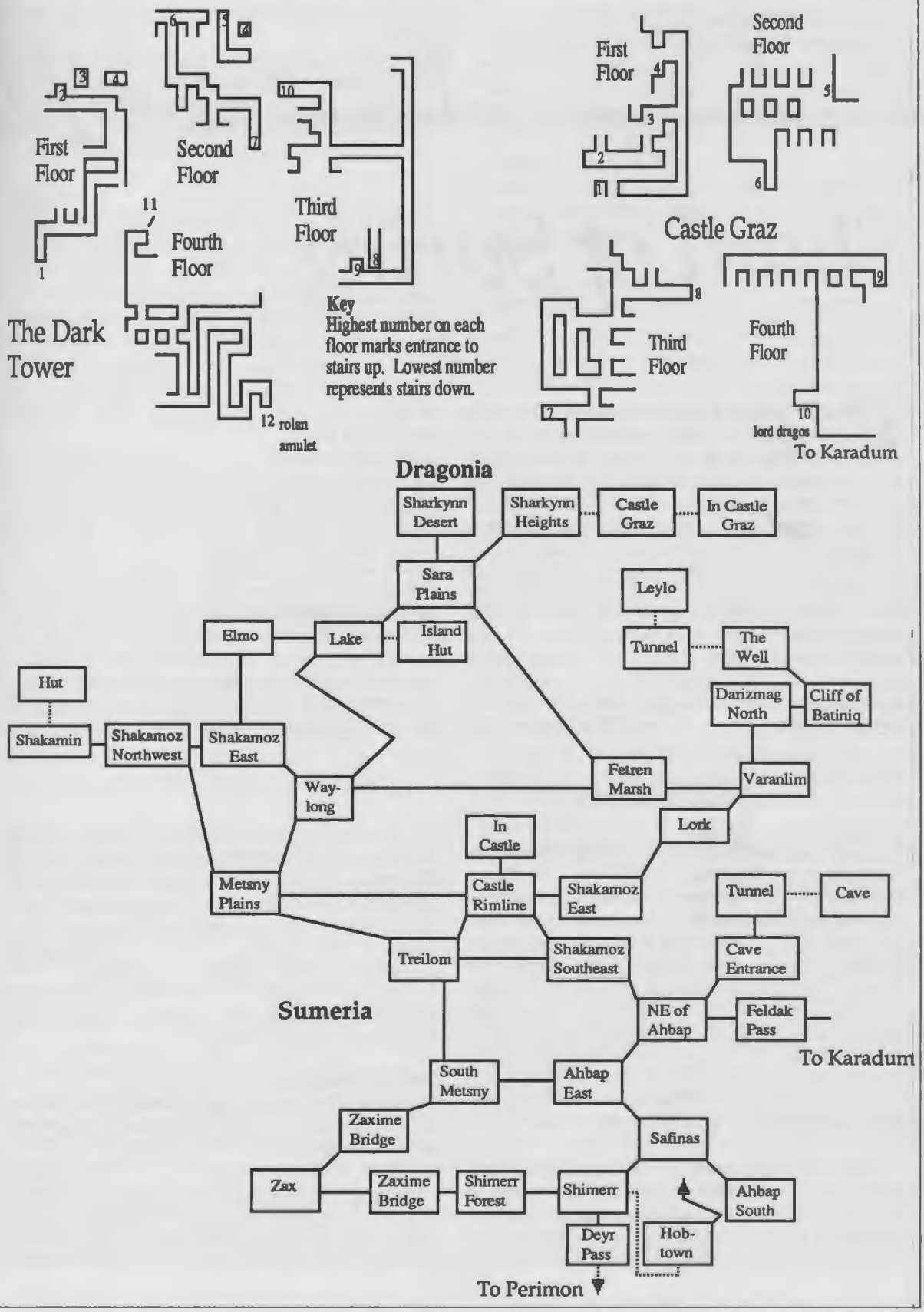
Shimerr, Safina and the Bogum
Offer **sjeemf cppl** (in Shimerr) to enter Hobtown for **sjoh**. Buy **gmvuf** in Safinas. NW. NE. NE. Enter cave. Go tunnel. Use **upsdi**. Slay dragon. Use **lfz** to get **ibsq**.

Lake Brehlent, The Well and Castle Graz
Offer **dppljf** to sea serpent. Buy **fmjyjs** (need 1,000 gold). Go to The Well and use rope. Enter tunnel. Use **gmvuf** (**uxjdf**). Offer harp. (You need **nbyjnvn foevsbodf** and **gbujhvf** points, plus as many mushrooms as you can find to survive the end game.) Go to Sharkynn Heights and use **ipso**. Use cloak. Go to Castle Graz. Offer **difxcb** four times. Enter Castle Graz.

Castle Graz
Follow maps to reach Lord Dragos. **Esjol fmjyps**. Say **tvcnju**. Say **uiz**. Say **sjoh**. Say **zpllpm**.

Rings of Zilfin




First Floor
Second Floor
Third Floor
Fourth Floor
The Dark Tower
12 rolan amulet
Key
Highest number on each floor marks entrance to stairs up. Lowest number represents stairs down.
First Floor
Second Floor
Castle Graz
Third Floor
Fourth Floor
lord dragos
To Karadum
Dragonia
Sharkynn Desert
Sharkynn Heights
Castle Graz
In Castle Graz
Sara Plains
Leylo
Elmo
Lake
Island Hut
Tunnel
The Well
Hut
Darizmag North
Cliff of Batiniq
Shakamin
Shakamoz Northwest
Shakamoz East
Fetren Marsh
Varanlim
Way-long
Lork
In Castle
Metsny Plains
Castle Rimline
Shakamoz East
Tunnel
Cave
Treilom
Shakamoz Southeast
Cave Entrance
Sumeria
NE of Ahbap
Feldak Pass
To Karadum
South Metsny
Ahbap East
Zaxime Bridge
Safinas
Zax
Zaxime Bridge
Shimerr Forest
Shimerr
Ahbap South
Deyr Pass
Hob-town
To Perimon

The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a	i = h	p = o	w = v
c = b	j = i	q = p	x = w
d = c	k = j	r = q	y = x
e = d	l = k	s = r	z = y
f = e	m = l	t = s	a = z
g = f	n = m	u = t	
h = g	o = n	v = u	

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