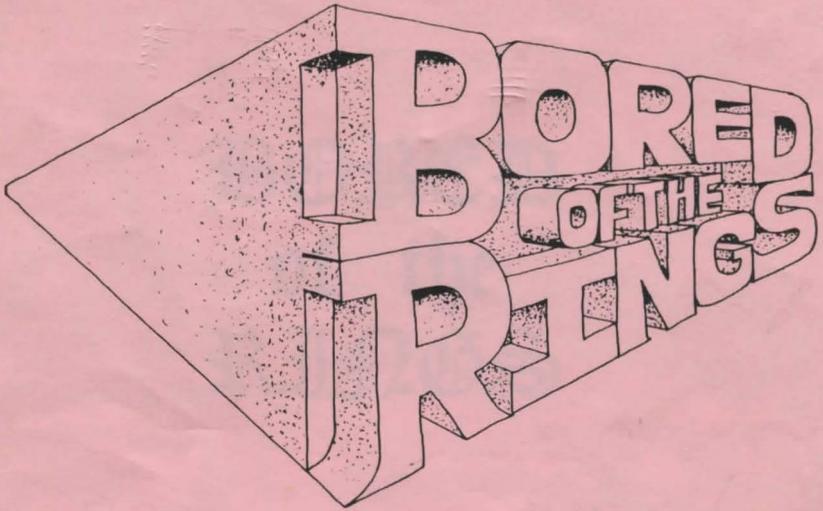


DELTA 4 presents



I BORED
OF THE
RINGS

The graphic features a diamond shape with a stippled texture. Inside the diamond, the words "I BORED OF THE RINGS" are written in a bold, blocky, sans-serif font. The text is arranged in three lines: "I BORED" on the top line, "OF THE" on the middle line, and "RINGS" on the bottom line. The letters are white with black outlines and are set against the stippled background of the diamond.

PROLOGUE

Concerning Boggits

This game is predominantly concerned with 2 things: boggits and the making of money.

Of boggits, little is to be said. They are a little poeple, smaller than the bearded dwarfs but every bit as disgusting. Of the making of money, much could be told. As greedy, satirical social outcasts, we at DELTA 4 decided to write the once and for all best adventure game in the world, " Lord Of The Rings ". Sadly, the rights were sold to somebody else so we did this game instead.

Before all you Tolkienesque fantasy lovers start jamming our phone line with protest, let me say that I am a great admirer of JRRT who I believe to be one of the best fantasy writers of all time. This game is not supposed to detract from his works in any way.

Concerning Pipe-Weed

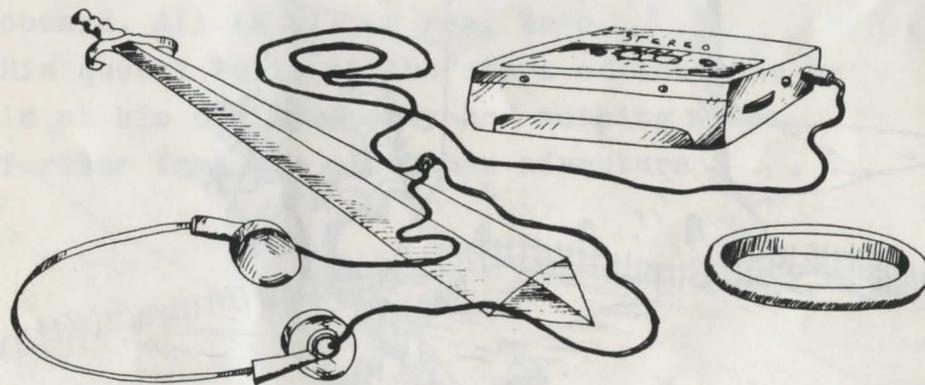
This epic game does not feature pipe-weed as smoking can be seriously detrimental to your health (especially if you catch fire).

Of The Ordering Of The Shire

The Shire, home of the boggits from some time during one of the vaguely defined ages, was fortunate in that it suffered little from the wonderful phenomena which we today know as bureacracy. It was cleanly divided into 4 segments or " farthings ". The exact purpose of this remains to this day unclear but it provided what must surely be considered a realistic alternative to our present postcode system of regional definition.

Of The Finding Of The Ring

Bimbo Faggins (who has the ring at the start of our story) would only ever say that he had found the ring in the road somewhere.*



* See " The Boggit ", soon from DELTA 4.



The dark, sinister tower of Isengard.
(Not featured in the game)



The Wiffy Mountains

ABOUT FORDO AND HIS QUEST

Fordo Faggins, originally Fordo son of Bogo, had been adopted by his uncle Bimbo. He was a feeble yet fat boggit and, in the truest tradition of feeble yet fat boggits, was a coward. All in all, a real hero.

His quest? Well, at the start of the game he is at his uncle's party and nothing seems further from his mind than adventure





Giblet the dwarf, after his "accident".

PLAYING INSTRUCTIONS

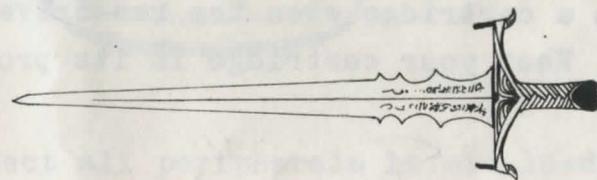
The computer will accept commands in ordinary English such as "GET THE LONG SWORD PLEASE" but these can usually be shortened to just a verb+noun phrase like "GET SWORD".

The speech format is name+phrase eg. "GANDALF HELLO THERE OLD CHUM".

Typing INVENTORY or just I will list what you are carrying. To save a game position on tape type SAVE and load an old position with LOAD. To end the game type QUIT.

Somewhat Useful Words

GET, TAKE, DROP, NORTH, SOUTH, EAST, WEST, UP, DOWN, IN, OUT, NE, NW, SE, SW, KILL, SHOOT, EXAMINE, READ, LIFT, HIDE, PRESS, OPEN, CLOSE, INVENTORY, CRY, HELP, LOAD, SAVE, QUIT, SCORE, TURNS, WEAR, REMOVE, THROW, BUY, GIVE, INSERT, GO (object/direction), CLIMB, EAT, DRINK, WAIT, PLANT, TIE.



LOADING INSTRUCTIONS

CASSETTE VERSION

1. Place cassette in tape recorder and rewind
2. Connect EAR socket on Spectrum to EAR socket on tape recorder
3. Type LOAD "" then press the ENTER key
4. Press the PLAY button on your recorder

If you experience problems loading this game try a different volume setting on your tape recorder (a lower setting is often best, reducing distortion).

MICRODRIVE VERSION

1. Place cartridge in drive 1
2. Type RUN and then press the ENTER key
3. When the menu appears, select the option required

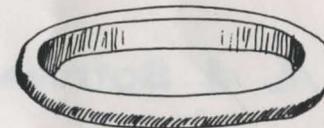
Do not leave the cartridge in the drive when turning the power on or off. Never insert or remove a cartridge when the red drive light is on. Keep your cartridge in its protective case.

THE PROGRAMS

Due to the immense size of the game and other factors not fit to be discussed here, "Bored Of The Rings" is in 3 parts. Parts 1 and 2 are on tape 1 (or cartridge 1) and part 3 is on tape 2 (or cartridge 2). On completing the first part, you will be given the password(s) needed to access part 2. The password(s) for part 3 will be supplied on the completion of part 2.

There is a fourth, bonus program on tape 2 (or cartridge 2) called "SCEPTICAL". This too requires some form of entry code which will be revealed some time in the future.

All 4 programs use LOAD "" (tape) or can be selected from the menu (microdrive).



Disconnect all peripherals before loading.

ACKNOWLEDGEMENTS

" Bored Of The Rings " was written by Fergus McNeill using Gilsoft's " The Quill " and " The Illustrator ".

The cover and other booklet illustrations are by Jonathan Walker. The map of Middle Earth is by Fergus McNeill.

Thank you to all the people who provided me with coffee and incentive (two things without which this game couldn't have been finished) and to Jason for the loan of his tape deck when mine went wrong.

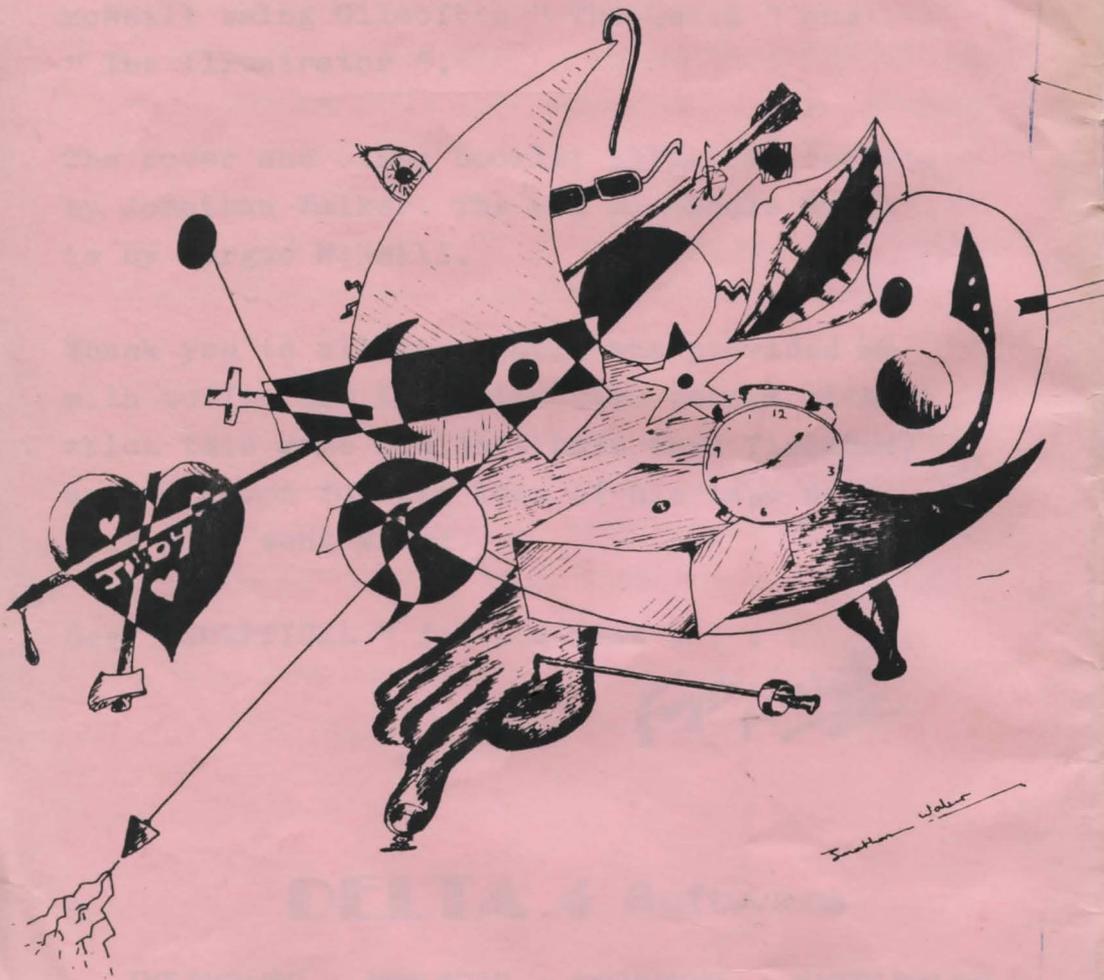
See " SCEPTICAL " for the rest

Fergus McNeill

DELTA 4 Software

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- Telephone Bishop's Waltham 5800 -



"MEANING OF LIFE" BY JONATHAN WALKER.
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