

Lord of the Rings

Amstrad PCW



Welcome to Lord Of The Rings, a text adventure game based on the first book of J R R Tolkien's famous Lord Of The Rings trilogy - The Fellowship Of The Ring.

In the adventure game you are able to take the role of any of the four Hobbits: Frodo, Sam, Merry or Pippin. Frodo carries a magic ring, whose capture by the Dark Lord Sauron would spell the end of the Hobbit world. You will need all of the cunning and luck at your disposal to keep the ring out of Sauron's hands.

Three Rings for the Elven-kings under the sky.
Seven for the Dwarf lords in their halls of stone,
Nine for Mortal Men doomed to die,
One for the Dark Lord on his dark throne
In the Land of Mordor where the Shadows lie.
One Ring to rule them all, One Ring to find them,
One Ring to bring them all and in the darkness bind them
In the Land of Mordor where the Shadows lie.

Best of luck my furry-footed friend. The fate of the entire world of Middle Earth rests upon you alone, but don't let that pressure you...

Don't forget to press the RETURN key after typing a command.

Loading

To play the game, load CP/M (which was supplied with your computer) until it shows the prompt message 'A>'. Insert the Lord Of The Rings disk in drive 'A', and type the command:

LOR (and press the RETURN key)

This then gives a choice of playing one of three different parts of the game: The Beginners Game, Part 1 and Part 2.

Playing

To get you in the mood for these games, we suggest that you first play the Lord Of The Rings Beginners game.

In the Beginners Game, you should be able to complete the game without difficulty by alternately typing the command HINT, and taking notice of the reply. Once you have played through the game with hints, try again without hints to see if you can get the maximum SCORE.

Lord Of The Rings Part 1 is very similar to the Beginners Game, but it would be boring if it was exactly the same, so many of the problems have been changed in Part 1 to make them more difficult - Tom Bombadil will not rescue you from every problem, you have to solve most of them yourself. Characters in the game may give you HELP, but you have to ask them for it like: SAY TO TOM "HELP". We have also taken away the HINT and SCORE com-

mands, so it's not too easy. There are other helpful commands and magic words in the game, but it is for you to discover them during play.

We recommend you to make a map of the Beginners Game, this may help you with Part 1, though there are many more locations in Part 1, which you will also need to explore.

Lord Of The Rings Part 2 is best played having loaded the items you were carrying at the end of Part 1 - only then can you take the CANDLE into Part 2. This is a much more long lasting light source than the BOX OF MATCHES that Part 2 gives you otherwise.

But, you can if you wish play Part 2 on its own, when it forms a really challenging adventure.

Giving commands to the game

The Lord Of The Rings games include a very sophisticated program, INGLISH, which can understand instructions typed in everyday language.

The rules of INGLISH are simple, each instruction is normally of the form "verb-then-noun", though verb only, and direction only sentences are valid, such as:

WAIT
or SOUTH
the latter implying
GO SOUTH

You can make up quite complex sentences which INGLISH will understand:

LIGHT THE WOODEN PIPE WITH THE MATCH

Prepositions are allowed, as in everyday language:

PICK UP THE RING
TURN THE LIGHT ON
PUT THE GOLD INTO THE BAG

A major part of the game comes from instructing other characters to perform actions, and here you need the quotation marks key, and the SAY TO command, as in:

SAY TO PIPPIN "GIVE THE GOLD TO ME"

Many words can be abbreviated, particularly useful are the ten directions of travel: N, S, E, W, NE, SE, NW, SW, U (for UP) and D (for DOWN).

Here is a list of other useful sample sentences:

GO THROUGH THE DOOR
TAKE THE PIPE FROM THE BOX
SAM "CLIMB TREE"
BECOME PIPPIN (not allowed in Beginners Game)
FOLLOW STRIDER
KILL WOLF WITH SWORD

TAKE ROPE
INVENTORY
DROP ROPE
GIVE ROPE TO SAM
EXAMINE ROPE
SAVE
LOAD
SCORE (Beginners Game only)
HINT (Beginners Game only)
SAY TO TOM "HELP"
PAUSE
PRINT (Copy output to printer)
NOPRINT (Stop printing output)
QUIT

If you use the PRINT command on a daisywheel machine, make sure your printer is pretending to be a Matrix printer, and set the character pitch to 12, so the lines of text will fit on A4 paper.

Also bear in mind that CP/M printing doesn't have any margins, so put your paper in the machine about an inch to the left of where you would for LocoScript.

Saved Games

When you die, or use the QUIT command, the game has to load a saved game position, and you have to type in the name of the saved game you want to load from drive A.

To help you, three saved games are provided on the Lord Of The Rings disk, which correspond to the starting positions of the Beginners Game, Part 1 and Part 2. They are called:

bgnew.sav
p1new.sav
p2new.sav

their names must be typed in exactly correctly when requested. If you try to load a saved game position from the wrong part of the game, it will be rejected.

There are actually four types of saved game files which the programs recognise: beginners game, part 1, part 2, and special end of part 1 positions which can be loaded in at the very beginning of part 2.

In preparation for saved games, we suggest you use the CP/M DISCKIT program to format a blank disk which you can subsequently use for all your saved games.

To save a game position at any point, just type in the command:

SAVE

and follow the instructions on the screen.

The special end of part 1 saved game is only saved when the program realises you have completed part 1. This happens automatically. Then the program asks to load a part 1 saved

game, in case you want to replay the ending to try and improve your lot.

To swap from one part of the program to another (such as when leaving Part 1 in order to load Part 2 and continue the adventure), either reload CP/M by holding down the SHIFT and EXTRA keys and pressing EXIT, or by the trick of getting the program to ask for a saved game file name, pressing the STOP key and retyping the:

LOR

command at the 'A>' prompt which appears in the middle of the screen.

Hard disk drives

You will notice that the Lord Of The Rings programs always use drive 'A' for their saved games. If you have a hard disk drive and it calls itself 'A' this may cause problems. You should copy all the files from the Lord Of The Rings disk to your hard disk drive 'A' and then you will be able to work from that disk drive without problems.

Hints on playing adventure games

What to do if you keep dying in the same place: Try avoiding that place in those circumstances - there is probably something there that is killing you, and until it goes, or you find a different way round it, you are not going to get any further. Maybe you forgot to bring the light needed to see the problem, then you may well just see a message of the sort: IT IS DARK. YOU ARE DEAD. TRY AGAIN?, frustrating, but all part of playing adventure games.

HOW TO COPY THIS DISK

**PCW8256, PCW8512, PcW9256 &
PcW9512+ users**

This disk can be copied using DISCKIT.

PCW9512 users with 3 inch disks

Three inch disks are supplied on PCW8256 180K format disks. The PCW9512 can load and run the programs on this disk. The disk can be copied using the program 8000COPY.COM which can be found on your CP/M system disk. Please see your PCW manual for 8000COPY user instructions.

Please telephone (0274) 636475 if you require advice.

**MAKE A COPY OF THIS DISK NOW!
ACCIDENTS DO HAPPEN**

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