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THE LAND OF MORDOR

SPITE-BOUACH

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ORCISH
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THE
WASTELANDS

ORODRVIN

BARAD-DÛR

MINAS
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PLATEAU OF GORGOROTH

CIRITH
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NÛRLEN

khano



The Final Challenge for Power

To Load The Crack of Doom

Commodore 64/128 Version

1. Turn on your disk drive, computer, and monitor. When the red "in use" light on the disk drive is off, insert the Crack of Doom disk. C128 users must align their hardware for C64 software (type GO64 or press the Commodore key while turning on the computer).
2. At the READY prompt, type LOAD "*"8,1 [Return] and wait two minutes for the program to load. Type Y(es) for pictures or N(o) for text only.
3. When the game begins, you see text, and (if pictures were chosen) a picture appears. Press any key to return to text. If <MORE> flashes on the screen, press any key to return to text.
4. The Crack of Doom is programmed to play in "real time." To halt the game at any point, simply hit the spacebar once. To restart play, hit the backspace key. You can also type PAUSE to halt play. Neither selection represents a "turn" in the game.

5. To SAVE a game, see below. To load a saved game, type LOAD [Return]. Enter the name of the saved game you would like to load. Type LOOK after you LOAD a saved game to see where you are.

6. To leave the game, type QUIT [Return]. At this point you can type "newgame" when the program asks for a file name to start a new game from your program disk. Two cautions: 1. It's a *better idea* to turn off the computer and start from scratch to clear memory, and 2. If you were playing without pictures in your last game, the same status will prevail in your new game. (If you selected pictures, you'll get pictures again.)

To Save Games in Progress

Save games on a disk other than the program disk. The disk must be formatted. Each disk holds 7-8 games.

Type SAVE [Return] at the point you wish to save. Replace the program disk with a blank formatted disk or a Crack of Doom saved game disk. Type a name for the game [Return]. The screen colors change while the game is saved.

As prompted, replace the program disk and press a key to continue.

Quickly replace the program disk after loading a saved game. Some machines may register two keypresses for one and automatically proceed after loading a saved game. If the program tries to read a picture from your saved game disk, it can be corrupted.

If you are not playing with pictures, you may leave the saved game disk in the drive once the program has been loaded into memory.

Use upper *or* lower case for file names. Commodore DOS may not find your saved game if you type "CELL" for the game you saved as "cell."

To Print

Type PRINT [Return], then turn on your printer. While you are using PRINT, the pictures are not displayed. To view them again, type NOPRINT and turn off the printer. Low memory may inhibit PRINT on some machines.

Hints and Tips

Read the user's guide for complete playing instructions.

Turn off the computer before loading Crack of Doom to ensure that resident memory is cleared out. A fast-load cartridge is not recommended.

The program may not load if any peripheral is attached to the disk drive. Detach all peripherals, turn off the computer, and start again (reattach the printer after the program is loaded). Or, turn on the connected peripherals and reload. A printer connected but turned off may be the problem.

If you are using non-Commodore equipment, refer to the back of the package and the Software Compatibility Statement in the user's guide.

A Note to Users

We appreciate your comments about this program. Please write to us at:

Addison-Wesley Publishing Company
Consumer Software Support
Route 128
Reading, MA 01867

Please return your registration card to Addison-Wesley. See the user's guide for complete warranty information.

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