



The West of
MIDDLE-EARTH
at the End of the Third Age



ruth linstromberg 1984

IBM 13652-X

The Adventure Continues

IBM PC and PCjr

1. Insert your IBM DOS 2.0 (or higher) disk into the A drive and turn on the computer.
2. At the A prompt, type FOR1 to load Part One, or FOR2 to load Part Two.
3. A title screen will appear. Press the Return key or wait. Then follow the prompts that appear on the screen.
4. When you have completed Part One, be sure to save the game to load into Part Two.

The Fellowship of the Ring Software Adventure can be displayed in either 40 or 80 columns, and you can choose the display style that you prefer. On the IBM PC or PCjr, you can display the text in 40 columns either by typing "mode co40" at the A prompt and pressing Return before removing the DOS disk, or follow the steps above and enter the loading command as "FOR1/4". Conversely, you can type "mode co80", or "FOR1/8" to change to 80 columns. Then continue from Step 2.

To Save Games in Progress

1. Type SAVE at the point you wish to stop.
2. Type in a name for the saved game, and press RETURN. (See your DOS manual if you are unsure of filename restrictions.)
3. When prompted, remove the program disk, insert a blank, formatted disk (or a saved game disk that you have already used), and press RETURN.
4. Be sure to remove the saved game disk and replace the program disk before continuing with play.

If the program fails to load and you are using any non-IBM equipment, please refer to the Software Compatibility Statement on page 16 of the User's Guide.

This program has been designed for use with the IBM Color Graphics Adaptor and will not work with *any* Enhanced Graphics Adaptor (EGA).

The English Vocabulary

Movements

NORTH (N)	NORTHEAST (NE)
SOUTH (S)	NORTHWEST (NW)
EAST (E)	SOUTHEAST (SE)
WEST (W)	SOUTHWEST (SW)
UP (U)	DOWN (D)

Action Verbs

ATTACK	GO THROUGH	
BLOW	HELLO	SLASH
BREAK	KILL	SLICE
BUY	KNOCK ON	SMASH
CARRY	LIFT	SMOKE
CLIMB	LIGHT	STRANGLE
CLOSE	LOCK	STRIKE
CROSS	OPEN	SWIM
DRINK	PAY	TAKE
DROP	PICK UP	THANK
EAT	PULL	THROW
EMPTY	PUT ON	TURN
EXAMINE	PUT OUT	UNLOCK
FILL	READ	UNROLL
FOLLOW	RUN	WAIT
GET	SAY TO	WEAR
GIVE TO	SHATTER	

Special Commands

BECOME	LOOK	SAVE
HELP	NOPRINT	SCORE
INVENTORY	PRINT	
LOAD	QUIT	

To Print: Turn on your printer and type the PRINT command. Text will be printed as it appears on the screen.

Note to Users: We can never be sure that a program of this size and complexity is completely bug-free. We are, therefore, continually working to improve *The Fellowship of the Ring Software Adventure* and would appreciate your comments and suggestions. Please feel free to write us at:

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