

The Lord of the Rings, Vol. I

IBM/Tandy & 100% Compatibles Reference Card

Getting Started

Lord of the Rings will run on an IBM/Tandy or 100% compatible with at least 640K memory in VGA mode and 512K in CGA, EGA or Tandy modes. Lord of the Rings will work with DOS versions 2.1 - 4.01. Note that if you are using DOS 4.0 640K may be required. Before you begin, make backups of all of your Lord of the Rings disks. (Refer to your DOS User's Manual for instructions on how to make backups.) Make sure you play only with your backup disks.

Loading Instructions

1. Boot your computer with DOS. If you have a mouse, make sure the driver is loaded. If playing with a mouse, make sure it is connected.
2. Insert your backup Lord of the Rings Disk ONE into your floppy drive. If the disk is in your A: drive type:

A:

(Substitute the correct letter if different.)

3. If you would like to install Lord of the Rings onto your HARD DISK, you will need 1,750K free on your hard disk. Type:

INSTALL C:

This will create a directory called LORD from your root directory and install into that. You can install into your D: drive or any other by typing in that letter instead of "C". For example, to install into a GAMES directory on your D: drive, you would type:

INSTALL D:\Games

4. The first time you run Lord of the Rings, you will want to run the SETUP program. Type:

SETUP

If you have installed onto your hard disk, make sure you are in the LORD directory by typing:

CD \LORD

Use the arrow keys to configure Lord of the Rings to your system. The Up/Down keys select the categories while the Left/Right arrow keys change the default settings. You **MUST SAVE** the configuration when you are finished.

5. When you are finished configuring LOTR to your system, type:

LORD

If you are loading from your HARD DISK make sure you are in the LORD directory by typing in:

CD \LORD

Then type:

LORD

Movement

You control the leader of your party. The other members of your party will follow at their own pace. **USING MOUSE:** Move the mouse pointer around the map until the arrow is pointing the direction you wish to travel. Press and hold the left mouse button until you wish to stop traveling in that direction. To change direction while moving, simply move the mouse so that the pointer is pointing a new direction. **USING KEYBOARD:** Move your party by pressing the arrow keys on your keyboard. Hold the key down for continuous travel.

Icon Menu

USING MOUSE: Press the right mouse button to bring up (or remove) the icon menu. Move the mouse pointer so that it is pointing to the icon you want to select and press the left mouse button. Press the right mouse button again to exit the icon menu without selecting.

USING KEYBOARD: Press the SPACE BAR to bring up (or remove) the icon menu from the keyboard. To select one of the

icons, use the first letter of each icon as follows:

(A)ttack
(V)iew Character
(G)et
(U)se
(S)kill
(M)agic
(T)alk
(L)eader
(C)hoose Who
e(X)it

For specific actions from within each icon, point to the action or character desired and click with the left mouse button or press the corresponding number.

Some actions require you to type in a word or phrase. For these actions type in the word or phrase and type:

<enter>

when finished.

Menu options explained

ATTACK: Selecting this option during any combat situation will attack any enemy within range.

VIEW CHARACTER: This displays the statistics for any character whose picture is currently shown on screen.

GET: This allows you to either take treasure or items that you find or purchase items from merchants.

USE: This allows the character shown to use items, trade items, or discard items. This also serves as the character's inventory.

SKILL: This allows the character shown to use whatever skills he/she may possess.

MAGIC: This allows the character shown to use magic spells or words of power. See your manual for more detailed descriptions of magic spells and words of power.

TALK: This allows you to interact with NPC's in the game. From the sub-menu you may try to recruit NPC's, Dismiss characters in your party, Question NPC's, or simply Talk to NPC's. It is generally a good idea to allow the NPC to Talk first and then Question him on what he says.

LEADER: This allows you to choose a new leader for your party. This should be the party member who possesses the most skills and magic.

CHOOSE WHO: This allows you to choose another party member to access his skills, magic, or inventory.

EXIT: This exits the icon menu.

Distance

Note that characters need to be fairly close to each other to talk, trade, or use some skills (such as perception). Characters also need to be relatively close to enemies they are attacking. If you see an NPC on screen but are unable to Talk to him, he either has nothing to say (very rare) or you need to move a little closer. Likewise, trading with a party member will not work if he is too far away. You may have to have the leader double back to close the distance between party members. Spells in combat and bows do not have to worry about range...they affect everything on screen.

Options Menu

There are a few commands which can be accessed from the map movement mode. They are accessed from the keyboard only by pressing the the letter "O" for (O)ptions. The options available are as follows:

(S)ave -- Saves your current game where you stand. This will overwrite your previously saved game so be careful where and when you save.

(L)oad -- Loads your previously saved game. Your current game will be lost.

(Q)uit -- Quits the game and returns you to DOS. You might want to save your game first before quitting.

(P)ause -- Pauses the game where you are.

Miscellaneous

You can skip by the cartoon sequences by pressing the </escape> key. Text and cartoon screens are advanced by pressing the right mouse button or <ENTER> key.

If last minute changes were made to the program, refer to a file named Readme.doc on the disk.