

The Lord of the Rings

Amiga Reference Card

REQUIREMENTS

Lord of the Rings requires an Amiga 500/1000/2000/2500 or 3000, one disk drive, one megabyte of memory and a colour monitor. For best performance, a hard disk drive is suggested.

Interplay recommends that you make a back up of the Lord of the Rings diskettes before play or installing to your hard drive. Lord of the Rings is not copy-protected for your benefit. You must only make backups for your personal use.

Lord of the Rings is in stereo.

HARD DRIVE INSTALLATION

The HDINSTALL program, located on Lord Disk 1, will install Lord of the Rings to your hard drive. You can install Lord of the Rings to your hard drive by launching the HDINSTALL program from the Workbench screen. From the CLI, you can type HDINSTALL if Lord Disk 1 is located in DF0: and the CLI prompt shows the current disk to be DF0:.

The HDINSTALL program will then prompt you to enter the desired location for Lord of the Rings. After typing in the pathname, you will be prompted to insert the other disks at the required time.

Lord of the Rings needs approximately two megabytes free on your hard drive to install.

STARTING THE PROGRAM

To start the program from the hard drive, open the folder containing the Lord of the Rings icon and launch the LORD program.

To start the program from the hard drive using the CLI, change to the proper subdirectory and type LORD to begin.

To start the program using the disk drives, insert the Lord Disk 1 when prompted for the Workbench diskette. Lord of the Rings will then load itself automatically. If you are playing on diskettes, be sure to play off of backups. The Lord Disk 2 must remain write enabled, while it is suggested that Lord Disk 1 and Lord Disk 3 are write protected.

MOVEMENT

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

THE ICON MENU

Press the right mouse button once to bring up 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 cancel the menu.

Using the keyboard, press the SPACE BAR to bring up the icon menu. To select one of the icons, use the first letter of each icon as follows:

(A)ttack

(T)alk

(V)iew Character

(L)eader

(G)et

(C)hoose who

(U)se

(O)ptions

(S)kill

(ESC)ape

(M)agic

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

Some actions require that you type in a word or phrase. For these actions simply type in the word or phrase and press **Enter** when finished.

MENU OPTIONS

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 treasures you find or items that you purchase 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 word of power. See your manual for more detailed descriptions of magic spells and words of power.

TALK: This allows you to talk with and/or question NPCs (Non-player characters) and members in your party.

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 temporarily choose another party member to access his skills, magic or inventory.

OPTIONS: This brings up the options menu (see below).

ESCAPE: This exits the icon menu.

DISTANCE

Note that characters need to be fairly close to each other to talk, trade or use certain skills (such as perception). Characters also need to be close to enemies they are attacking. If you see an NPC on the 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 and bows in combat do not have to worry about range...they can affect anything on the screen.

THE OPTIONS MENU

There are some commands that do not directly relate to the story of the game. These options control the game environment. They are accessed from the keyboard by pressing the letter "O" for (o)ptions or by selecting the options icon menu. The options available are as follows:

- (S)ave:** Saves your current game where you stand. You can have up to two saved games at any one time. Be careful where and when you save.
- (L)oad:** Loads one of your previously saved games. Your current game will be lost. You cannot load a game during combat.
- (Q)uit:** Quits the current game and returns you to Workbench or the CLI. You might want to save your game before quitting.
- (P)ause:** Pauses the game where you are.
- (M)sound on/off:** This toggles between turning the sound on and off. This controls the sound effects and the music.

MISCELLANEOUS SUBJECTS

You can skip the opening cartoon sequences by pressing the **ESCAPE** key. Text and cartoon screens are advanced by pressing the right mouse button or the **ENTER** key.

The day/night counter at the top to the screen in the centre of the golden bar helps show what time of day it is. Some events are time related, keep a close eye on the day/night counter.

Characters have a maximum of ten skills. Being taught a skill a second time does not improve the character's ability in that skill; it just wastes the skill slot.

If you believe that you will want to start a New Game during the middle of a game, save a game immediately in the second slot when you first start. Starting a New Game erases both save game slots.

In addition to those listed in the manual, the following people deserve recognition for the work they have done:

Programmed by: Frank Pearce of Silicon & Synapse, Inc

Directed by: Alen Adaham of Silicon & Synapse, Inc.

Sound FX by: Scott La Rocca

Music by: Charles Deenen

Playtesting by: The Interplay Testing squad

Cover Art: Greg and Tim Hildebrandt

Special Thanks to: J.R.R Tolkien & Sasha

CUSTOMER SERVICE

If you have any queries about this product, Electronic Arts' Customer Service Department can help. Call (0753) 546465 or 549442 Monday to Friday between 9:00am and 6:00pm. Please have the product and the following information to hand when you call. This will help us answer your question in the shortest possible time:

- Type of computer you own
- Any additional system information (like type and make of monitor, printer, hard disk, etc.)
- Type of operating system
- Description of the problem you are having



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