

# The Lord of the Rings™ Enhanced CD-ROM Reference Card

## Getting Started

You need the following computer equipment to play The Lord of the Rings.

- 386SX or better computer
- 530K free low memory and 1MB free expanded (EMS) memory
- Expanded-memory manager software such as EMM386.EXE, QEMM, or 386MAX
- Adlib Gold, Pro Audio Spectrum, Sound Blaster, or Sound Blaster Pro sound card
- MPC-standard CD-ROM drive (that is, a CD-ROM drive with a transfer rate of at least 150K per second using 40% of CPU bandwidth)
- Microsoft™ Mouse or compatible
- 16-bit VGA card
- Speakers or headphones

The Lord of the Rings plays digitized sound through your sound card AND plays CD sound directly from your CD drive. If your sound card does not have a CD sound attachment, you should make a "splitter cable" to attach your speakers to both your sound card and your CD-ROM drive's audio port.

You need 530K free low memory and 1MB free expanded memory to play. To see how much memory you have free, type MEM (in DOS 5.0 or higher) or CHKDSK (earlier versions of DOS). If you need more low memory free, try removing TSR programs listed in your CONFIG.SYS and AUTOEXEC.BAT files, and make sure the statement DOS=HIGH is in your CONFIG.SYS. For more information on freeing up low memory, see your DOS manual.

## Loading Instructions

To play The Lord of the Rings, you must install some files on your hard disk. Here are the steps to follow to install the game.

1. Boot your computer with DOS.
2. Install The Lord of the Rings by typing

D:

INSTALL

from the DOS prompt. If your CD-ROM drive is other than D:, substitute that letter in the first command.

3. Answer the questions asked in the INSTALL program.
4. To play, type LORD.

## Tutorial

To see a tutorial that will teach you about the command interface, press (I) on the title screen. Make sure your computer is set up to output CD sound.

## Movement

You control the leader of your party. The other members of the party will follow at their own pace. Move the mouse pointer around the map until the arrow is pointing in the direction you want to go. Press and hold the left mouse button until you want to stop. To change direction while moving, just move the mouse until the arrow points in a different direction.

## Icon Menu

As mentioned in the Tutorial (see above), press the right mouse button to bring up (or remove) the icon menu. Move the mouse pointer so it points 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 any option.

If you want to use the keyboard instead, you can press the space bar to bring up (or remove) the icon menu, and then use the following commands:

(A)ttack	(M)agic Use
(V)iew Character	(T)alk
(G)et Item	(L)eader Choice
(U)se Item	(O)ptions Menu
(S)kill Use	e(X)it Icon Menu

After you select an icon, more options may appear. Just click on the option you want, or press the corresponding number on the keyboard.

Some actions require you to type in a word or phrase. For these actions, type the word then press the <enter> key.

## Menu Options Explained

**Attack:** Attacks any enemy within range, when selected in a combat situation.

**View Character:** Displays statistics for the character whose picture is currently shown on the screen.

**Get Item:** Allows you to either take treasure or items you find, or purchase items from merchants.

**Use Item:** Allows the character shown on the screen to use, trade, or discard items. This also lets you see the character's inventory.

**Skill Use:** Allows the character shown to use whatever skills he or she may possess.

**Magic Use:** Allows the character shown to use magic spells or words of power. See the manual for more descriptions of magic spells and words of power.

**Talk:** Talks to another person (an "NPC") in the game. From the submenu, you may try to recruit NPCs, *Dismiss* characters in your party, *Question* NPCs, or simply *Talk* to an NPC. It is generally a good idea to let the NPC talk first and then *Question* him on what he says.

**Leader Choice:** Chooses a new leader for your party. This should be the party member who possesses the most skills and magic.

**Options Menu:** Lets you view your Automap, save the game, load an old game, turn music and sound effects on and off, or quit the game.

**Exit:** 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 wish to attack. 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 you're too far away. You may have to walk the leader back to close the distance between party members. Spells in combat and bows do not have to worry about range; they can affect anything on the screen.

## Video window

While watching a video, you can use the VCR controls (rewind, stop, pause, and play) on the bottom of the screen by clicking on them with the mouse pointer.