

J.R.R. Tolkien's
Riders of Rohan™

IBM and compatibles QUICK REFERENCE CARD

SYSTEM REQUIREMENTS

Riders of Rohan requires a minimum of 640k system memory to play. There must be at least 540k free memory to run the program, RAM resident programs may reduce this free memory below the required 540k. DOS 3.0 or higher is also required. A VGA, MCGA or EGA graphics card is required. Adlib and Soundblaster sound boards are supported.

INSTALLING GAME TO A HARD DISK

There must be at least 2.5 megabytes of available space to install the game. Log to the floppy disk drive which contains disk 1. Then install to the appropriate hard drive letter. For example, type `INSTALL:C<Enter>`. Follow the prompts. The program creates a directory entitled ROHAN, and loads the program into that directory.

STARTING THE GAME

Once the program is installed, log to the hard drive letter which contains the program. Log to the Rohan directory (Type `CD\ROHAN<Enter>`). Type `ROHAN<Enter>` to start the game.

RUNNING THE GAME FROM FLOPPY DISK

Two disk drives are required along with a formatted disk for save games. Insert Disk 1 in the appropriate drive and type `ROHAN<Enter>`. Follow the prompts. If you have two kinds of floppy drives (5.25 and 3.5) on your computer, you must copy the files from the 5.25 disks AS THEY APPEAR ON THOSE DISKS to 3.5 disks, except for disk 1. For example, copy the files from 5.25 disk 2 to a formatted 3.5 disk. Name the 3.5 disk, disk 2. Continue process for all eight 5.25 disks. You should now be able to play the game with 1 5.25 disk (disk 1 - in A drive) and 7 3.5 disks (disks 2-8 should be played on your B drive). Insert 5.25 disk 1 in the appropriate drive and type `ROHAN`. follow the prompts.

NOTE

What follows is a listing of the computer controls for playing Riders of Rohan. It is a brief list and we encourage you to read the manual for a comprehensive explanation of the rules.

COPY PROTECTION

After the credits you will be asked to locate a word in the game manual. Type in the word and continue on with the game.

MAIN MENU

After completing the copy protection the game will take you to the main menu. There are six choices: New game, start a new game; Old game, resumes saved game; View units, info on military units that appear in Rohan; Practice, hone your skills in the duel, archery, and magic duel; View characters, info on characters that appear in Rohan; Quit, return to dos.

MAIN MAP OF ROHAN: The game starts on the western map of Rohan. Moving the cursor to the right of the screen will scroll to the eastern map of Rohan.

MOUSE CONTROLS

Selecting units: <Left-click> on unit.

Moving units: <Left-click> on destination or path, <Right-click> to end.

Dividing units: <Left-click> to select units, <Done> to finish.

File menu: <Left-click> anywhere except a unit, character, or city. Pull down and scroll as in regular menus.

City Info: <Left-click> on city icon.

Quitting game: <Right-click> anywhere on main map.

KEYBOARD CONTROLS

Moving cursor: <Arrowkeys> or <Shift-Arrowkey> to move faster.

Selecting units: <Enter> when cursor is on unit.

Moving units: <Spacebar> to select destination or path, <Enter> to end.

Dividing units: <Spacebar> to select units and characters, <D> to finish.

File menu: <Spacebar>. Scroll through menus with <Arrowkeys>.

City info: <Enter> with cursor over city.

Quitting game: <Esc> on the main map.

CHARACTER ADVENTURES: When characters are travelling alone they will sometimes encounter bands of orcs and dunlendings. This sequence will involve Archery, if Legolas is present, and a Skirmish. There is also a choice of using Quick Combat to resolve the battle.

ARCHERY MOUSE CONTROLS

Movement: <Left-click> to the right or left of archer when he is ducking.

Aim: Move cursor back and forth across screen.

Duck: Move cursor below archers' knees.

Stand: Move Cursor above archers' knees.

Fire: <Left-click>

ARCHER KEYBOARD CONTROLS

Movement: <Left-arrowkey>, <Right-arrowkey> in a duck. Keypad <4>, <6>.

Aim: Same as movement only when standing.

Duck: <Down-arrowkey> or keypad <2>

Stand: <Up-arrowkey> or keypad <8>

Fire: <Spacebar>

SKIRMISH MOUSE CONTROLS

Movement: <Left-click> on ground behind enemy and behind character.

Sweep: <Left-click> below enemies waist.

Thrust: <Left-click> on enemies mid-section.

Chop: <Left-click> on enemies head.

Duck: <Left-click> below characters waist.

Parry: <Left-click> on characters mid-section.

Block: <Left-click> on characters head.

SKIRMISH KEYBOARD CONTROLS

Movement: <Left-arrowkey> and <Right-arrowkey>. <Shift-4> and <Shift-6> with keypad.

Sweep: <Z> or keypad <1>

Thrust: <X> or keypad <4>

Chop: <C> or keypad <7>

Duck: <,> or keypad <3>

Parry: <.> or keypad <6>

Block: </> or keypad <9>

Note: To use Keypad, <Numlock> must be on.

MAGIC DUEL: If Gandalf uses too much magic in a battle a messenger from Mordor may be sent to investigate.

MOUSE CONTROLS

Movement: <Left-click> on ground in front of and behind Gandalf.

Levitate: <Left-click> above Gandalf's head.

Shield: <Right-click> on Gandalf.

Fireball: <Right-click> on enemy.

Lightning: <Left-click> on enemy.

High block: <Left-click> on Gandalf's head.

Low block: <Left-click> on Gandalf's legs.

KEYBOARD CONTROLS

Movement: <Left-arrowkey> and <Right-arrowkey>; Keypad <4> and <6>

Levitate: <Up-arrowkey> or keypad <8>

Shield: <Down-arrowkey> or keypad <2>

Fireball: <Ctrl-spacebar> or keypad <3>

Lightning: <Spacebar> or keypad <9>

High block: <Shift-up arrowkey> or keypad <Shift-8>

Low block: <Shift-down arrowkey> or keypad <Shift-2>

PARLAY CONTROLS: Occasionally you will meet people in your travels. It is critical that you make good decisions in these encounters, it can make the difference between victory and defeat.

MOUSE CONTROLS

Read text: <Left-click> anywhere on page.

Re-read text: <Right-click> anywhere on page.

Select option: <Left-click> on choice.

KEYBOARD CONTROLS

Read text: <Enter>

Re-Read text: <Esc>

Select option: <Arrowkeys> scroll selections, <Enter> to choose.

BATTLES: When a Rohirrim army encounters a Saruman army a battle will ensue. Remember, though the Rohirrim are out numbered they have better trained forces and the advantage of great mobility.

MOUSE CONTROLS

Movement: Same as main map.

Fire: <Left-click> on enemy unit.

Pause: <P>

Battle info: <Left-click> anywhere except on a unit.

Current movement paths of Rohan units: <M>

KEYBOARD CONTROLS

Movement: Same as main map

Select units: <Tab> scrolls through units, <Shift-tab> scrolls back.

Fire: Position cursor on enemy unit and press <Enter>.

Pause battle: <P>

Battle info: <I>

Current movement paths of Rohan units: <M>

SIEGES: Sieges are similar to the usual battle menu with the exception of RAID. Select a unit or character with the mouse, <Left-click> or keyboard, <Spacebar>. Scroll through the selections with the <Arrowkeys> if using the keyboard.

GAME CONTROLS

<Ctrl-P> - Pauses the game. Unpause with a <Left-click> or <Enter>

<Ctrl-S> - Sound on/off