



THE LAND OF MORDOR

Return to the Magical World . . .

To Load The Shadows of Mordor

IBM PC Version

1. Insert DOS 2.0 or higher into drive A. Turn on the computer and monitor. At the A> prompt, replace the DOS disk with the Shadows program disk.

2. Type "som" (Return) to load the program. For 40-column text, enter "som/4".

3. Press Return to move past the title screen and again to call up the picture question. Type Y(es) for pictures. Type the names of the hobbit characters you want to be during this game.

4. When the game begins, you will see text, and (if pictures were chosen) a picture appears. Press any key to return to text. If *MORE* flashes on the screen, press any key to return to text.

5. See below for saving instructions. To load a saved game, type LOAD (Return). Name which saved game to

load. Type LOOK after you LOAD a saved game to see where you are.

6. To leave the program, type QUIT (Return). Control-C returns to DOS.

To Save Games in Progress

Games must be saved on a disk other than the program disk. The disk must be formatted by DOS. It will hold 15 games.

Type SAVE (Return) at the point you wish to save. Replace the program disk with a blank formatted disk, or a disk containing only Shadows saved games. Type a name of up to 8 characters (plus an optional 3-character extension) (Return). When the game has been saved, remove the saved game disk and insert the program disk. Press any key to continue.

If you have two disk drives and are playing with pictures, leave the program disk in drive A and insert the saved game disk into drive B. Type SAVE (Return). Type "b:" in front of the

file name, or the program will try to save your game to the program disk.

If you have one disk drive and are not playing with pictures, you may leave the saved game disk in drive A once the program has been loaded into memory.

To Print

Turn on your printer and type PRINT (Return). Text is printed as it appears on the screen. Type NOPRINT to stop.

Hints and Tips

Read the user's guide for complete playing instructions.

This program was designed for use with the IBM Color Graphics Adapter (CGA). It does not fully support the Enhanced Graphics Adapter (EGA) or other graphics boards. If you have trouble loading the program, please refer to the back of the package and the Software Compatibility Statement in the user's guide.

To use this program with pictures, you must have a *color graphics card* installed (monochrome graphics cards are not compatible with the program). If you have a monochrome *monitor* and a color graphics card, the pictures will appear but they will not be in color.

A Note to Users

We appreciate your comments about this program. Please write to us at:

Addison-Wesley Publishing Company
Consumer Software Support
Route 128
Reading, MA 01867

This package includes a Software Warranty Registration card. Please complete and return this card to Addison-Wesley. See the user's guide for complete warranty information.

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