



The West of
MIDDLE-EARTH
at the End of the Third Age

blue mtns
(ERID LUIN)

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harlindon

BAY OF BELFALAS

hobbiton-on-the-hill

Michel Delving

the shire

minhiriath

FORODWAITH

north downs

Weather Top

midgewater marshes

BREE

south downs

CARADHAS

hollin

morja gate

Loth Lorien

MISTY MOUNTAINS

POORNHILL

ruth linstromberg 1986

The Adventure Continues

To Load The Fellowship of the Ring Commodore 64/128 Version

1. Turn on your disk drive, computer, and monitor. When the red "in use" light on the disk drive is off, insert Side A of the Fellowship program disk (label facing up and out).

2. At the READY prompt, type LOAD "*"8,1 {Return}. If you are using a Commodore 128, be sure that you are in 64 mode and that your disk drive is properly aligned for Commodore 64 software (enter 64 mode with the GO64 command).

3. Type Y(es) if you want pictures. Type the names of all the hobbit characters you want to play during this game. If no name is entered, the program default is Frodo.

4. When the game begins, you will see lines of text, and (if pictures were chosen) the illustration appears. Press any key to return to text. If <MORE> flashes at the top of the screen, press any key to view the rest of the text.

5. When you successfully complete Part One, the program allows you to make a special save. This is the only saved game file that can be loaded into Part Two.

6. To enter Part Two, insert Side B of the Fellowship disk (label facing down). Type LOAD "*"8,1 {Return}. To load an ending from Part One, type Y(es) at the prompt, and insert your saved game disk.

7. To leave the program, type QUIT {Return} and follow the instructions on the screen. If the game ends and you are asked to load a 'newgame,' it is a good idea to turn the computer off and start again. By 'newgame' the program means the name of a saved game.

To Save Games in Progress

Type SAVE {Return} at the point you wish to stop. Replace the Fellowship of the Ring program disk with a blank formatted disk, or a disk containing only previously saved Fellowship games. Type a name for the saved

game {Return}. The background color changes while the program saves the game. When prompted, replace the program disk and press any key to continue. Type LOOK after you LOAD a saved game to see where you are.

To Print

Type PRINT {Return}, then turn on your printer. While you are using the PRINT function, the program graphics are not displayed. To view pictures again, type NOPRINT and turn off the printer.

Hints and Tips

Be sure to read the user's guide for complete playing instructions.

Turn the computer off before loading The Fellowship of the Ring. This ensures that resident memory is completely cleared out.

The disk will not load if a printer or any other peripheral is attached to the disk drive. If the program fails to load, detach all peripherals, turn off the computer and start again (the printer

can be reattached once the program is loaded).

If you are using any non-Commodore equipment, please refer to the back of the package and the Software Compatibility Statement on page 3 of the user's guide.

Unlike the Commodore version of The Hobbit Software Adventure, The Fellowship of the Ring Software Adventure does not have music.

A Note to Users

This package includes a Software Warranty Registration card. Please complete and return this card to be eligible for additional support and to receive information about new software titles. Turn to page 3 of the user's guide for complete warranty information.