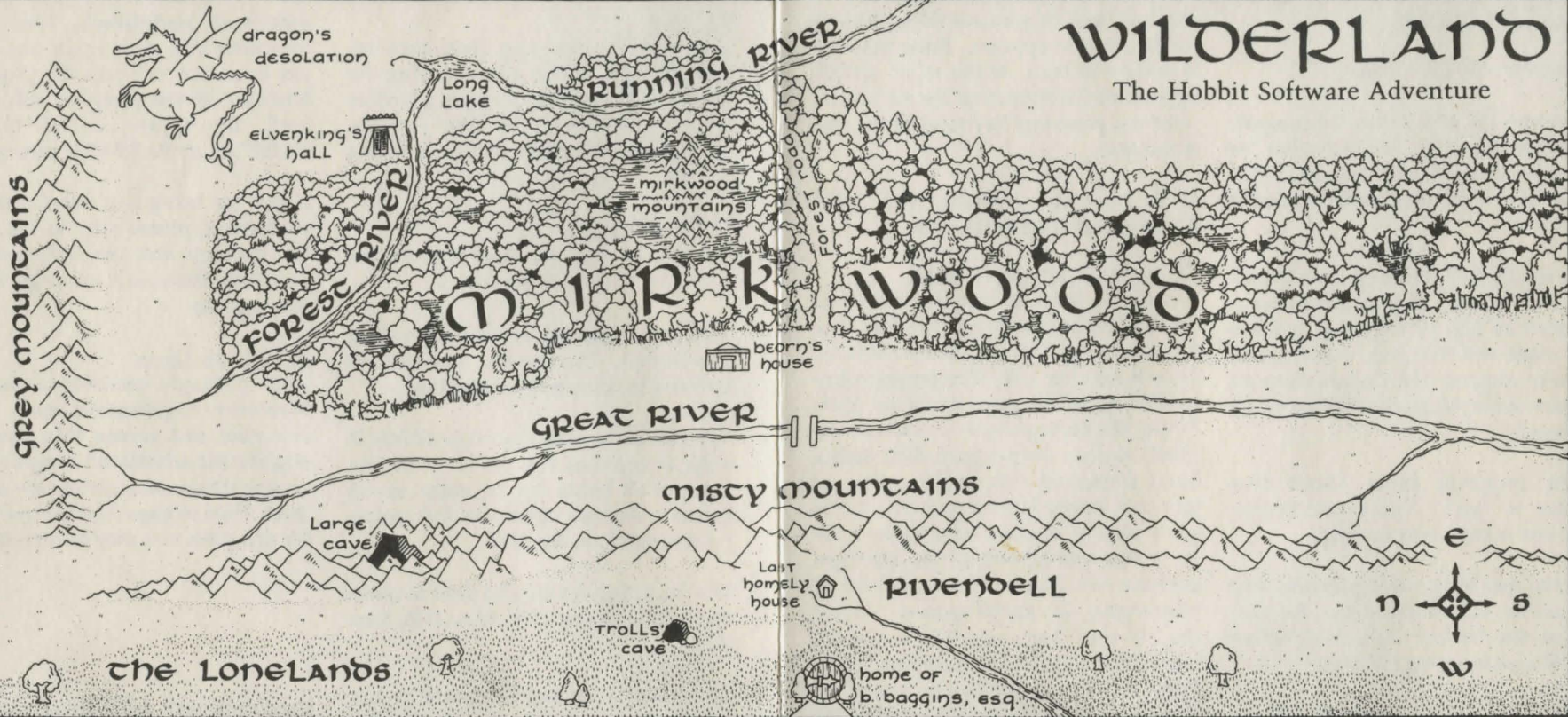


WILDERLAND

The Hobbit Software Adventure



Inside Information for a Thief in the Night

To Load The Hobbit

Commodore 64/128 Version

1. Turn on the disk drive, the computer, and the monitor. When the red "in use" light on the disk drive is off, insert Side A of the Hobbit 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. The program takes about two minutes to load. The music begins about one minute into loading.

4. Type Y(es) if you want pictures. Flip the disk to Side B [Return]. Be sure that the red "in use" light is off before removing or inserting the disk.

5. When the game begins, you will see the word LOOK in the communications

window, and (if pictures were chosen) the illustration appears. Press any key to return to text. If the word MORE appears at the bottom of the adventure window, press any key to view the rest of the text.

6. To leave the program, type QUIT [Return] and remove the disk.

To Save Games in Progress

When you want to save a game, type SAVE [Return], making sure that you are accessing Side B. Press Return. Type a number 1-8. The program immediately saves your game to disk. When the saving areas on Side B are filled, replace the program disk with a blank formatted disk (which will contain only saved Hobbit games). It is a good idea to make a note of the locations that correspond to the numbers because this is your only method of identifying the saved games. When the "in use" light goes off, insert the requested side of the program disk. Press Return before continuing play. 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 Hobbit. This ensures that resident memory is completely cleared out.

You can make a backup copy of Side B only; it contains the graphics for the game and holds up to eight saved games. Do not cover the left write-protect notch on the disk.

The function keys may be used to move North (F1), South (F3), West (F5), East (F7).

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 the program still fails to load, try typing LOAD "HOBBIT.BACK" ,8,1 at the READY prompt.

If you are using any non-Commodore equipment, please refer to the back of the package and the Software Compatibility Statement on page 4 of the user's guide.

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 4 of the user's guide for complete warranty information.

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