THE TWO TOWERS
IBM/Tandy and 100% Compatibles
Reference Card

Getting Started

The Two Towers will run on an IBM/Tandy or 100% compatible with at least 640K memory in VGA and EGA mode and 768K in Tandy Graphics mode. *The Two Towers* will work with DOS versions 3.1 - 5.0. Before you begin, make backups of all of your *Two Towers* disks. (Refer to your DOS User's manuals for instructions on how to make backups). It is recommended that you optimize the hard disk of your system before installing *The Two Towers*.

Loading Instructions

1. Boot your computer with DOS. If you have a mouse, make sure the driver is loaded. If playing with a mouse, make sure it is connected.

2. Insert your backup **Two Towers Disk ONE** into your floppy drive. If the disk is your A: drive, type:

A: (Substitute correct letter if using a different drive).

3. Type
Install
This will prompt you to the appropriate drive that you wish to install *The Two Towers*, and to any other information that is necessary to configure *The Two Towers*.

Converting Characters from *Lord of the Rings, Volume One* to *The Two Towers*.

There is a program called **CONVERT.EXE** which will convert characters from *Lord of the Rings, Volume One* to *The Two Towers*. First, copy either **DATA1.BIN** or **DATA2.BIN** to the **TOWERS** directory. Then, type
CONVERT
This will convert your files to *The Two Towers*.

Movement

You control the leader of your party. The other members will follow at their own pace. **USING MOUSE:** Move the mouse pointer across the screen until the arrow is pointing in the direction you wish to travel. Press and hold the left mouse button until wish to stop traveling in that direction. To change the direction while moving, simply move the mouse so the pointer is pointing in a new direction. **USING KEYBOARD:** Move your party by pressing the arrow keys on your keyboard. Hold the key down for continuous travel.

Icon Menu

USING MOUSE: Press the right mouse button to bring up (or remove) the icon menu. Move the mouse pointer so it is pointing to the icon that you wish to select and press the left mouse button. Press the right mouse button again to exit the icon menu without selecting.

USING KEYBOARD: Press the space bar to bring up the icon bar from the keyboard. To select one of the icons, use the following keys as follows:

Keyboard Commands

Non-Combat	In Combat	Cartoons
(A)utomap	(A)ttack	[ESC] skip cartoon
(D)iscard Item	(M)agic (spell)	[SB] cycle thru text
(G)et Item	(S)kills	
(L)eader (new)	(U)se	
(M)agic (spell)	(V)iew Character	
(O)ptions	[ESC] Go to Next Character	
(S)kills	[ENTER] Remove Text Scroll	
(T)alk		
(U)se		
(V)iew Character		
[SB] Raise Options Menu		
[ESC] Leave Options Menu		
[ENTER] Leave Automap		

Menu Options

AUTOMAP: This allows you to get a full screen view of your surroundings. Not usable within buildings. The *A* key is not available when the icon bar is active. This acts as a *hot key* during normal play.

DISCARD ITEM: This command removes an item from your inventory.

GET ITEM: This allows you to pick up an item that is close to you.

LEADER: This allows you to pick a new leader for your party.

MAGIC: This allows the character shown to use magic spells or words of power. Consult your manual for examples.

OPTIONS: This allows you to (L)oad a saved game, (S)ave your game, (Q)uit your game, (P)ause your game, turn (M)usic On/Off, (T)oggle Sound FX On/Off, Display (A)utomap.

SKILLS: This allows the character to use whatever skills he/she may possess.

TALK: This allows you to interact with characters who are not in the Fellowship (NPCs). From the sub-menu you may try to (R)ecruit NPCs, (D)ismiss characters from your party, and (Q)uestion them. "NEWS" is usually a good question with which to start a conversation. You cannot use the **Recruit** or **Dismiss** commands except through the **Options** menu. This acts as a *hot key* during normal play.

USE: This allows the character to use items, trade items, show items, discard items, or use items. This also serves as the character's inventory.

VIEW CHARACTER: This displays the statistics for any character whose picture is currently onscreen.

ATTACK: Selecting this option during any combat situation will attack any enemy within range.

Distance

Note that the characters need to be fairly close to each other to talk, trade, or use some skills (such as perception). Characters need to be fairly close to enemies in order to attack them. Spells and bows do not need to worry about range, they can affect anyone on screen.

Readme.Doc

Refer to README.DOC to the minimum hard drive requirements and the minimum memory requirements needed to run *The Two Towers*. To access this file, use a text processor, or type the following:
TYPE README.DOC

Additional Credits

PROGRAMMING ASSISTANCE
Mike Burton, Michael Quarles

ADDITIONAL DESIGN
Taco Nathan

SOUND ASSISTANCE
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LEAD PLAYTESTING
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ADDITIONAL PLAYTESTING
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MANUAL ILLUSTRATIONS
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