

L O R D O F T H E R I N G S

LOADING PROBLEMS?

Do not worry that while loading the program it appears not to load one of the files on the tape. This is a saved game position which you only need if you want to start the game again by typing QUIT, when you should rewind the game tape to the beginning, press a key on the computer and press PLAY on the tape recorder. This time the computer will ignore other files on the tape and only load the saved game position.

If there is a real loading error you will discover this in the normal course of events:-

Spectrum/Amstrad: Computer resets, or the tape runs to the end without the game starting.

Commodore: Border turns white and the tape stops.

BBC: "Data" or "Block" error messages appear on the screen.

To get round these problems, alter your tape volume and tone settings as necessary, move the tape recorder as far away from your television/monitor as possible, consult your computer manual and:-

Spectrum/Amstrad: Switch the computer off and on, rewind the tape to the beginning and start loading again.

Commodore: Rewind the tape very slightly, press PLAY again and the program should carry on loading.

BBC: Rewind the tape to a point before the errors started and press PLAY.

For your information the tapes contain the following files:-

BASIC loader

Machine Code loader

Title screen

Initial game position saved game file

Game Program

Spectrum, Commodore and BBC users will find two copies of the Beginners game, one on side B of each tape, the two copies are identical, except for the name of the first file.

COMMANDS THAT DO NOT WORK

Unfortunately these include PRINT, RUN, UNLOCK, ROLL, UNROLL and SCORE.

BUGS and CRASHING

If you are finding these problems please find enclosed a hint/help sheet which hopefully will help you.

HELP!

If you require some help type in the word "HINT".

C64 LORD OF THE RINGS - PROBLEMS WITH SAVED GAMES.

C64 Lord of the Rings saved games files use the same fast loader (Pavloda) as used on the program tapes. You may experience slightly more frequent loading problems with saved games than with the original program tapes because your recorder cannot work with the same quality and signed strength as the duplication equipment used to produce the program tapes. These errors cause the screen to turn white and the tape to stop, rewinding the tape very slightly and pressing PLAY again gives the computer another chance to load the data. If no problems persist, treat the situation as for any loading error. Ensure that your tape recorder is as far away from you television as possible, as the two can interfere with each other. Clean your tape recorder heads. Check that there is no other electrical equipment in your house which is causing electrical interference, such as thermostats. If necessary, have your tape recorder overhauled by a competent audio engineer.

LORD OF THE RINGS HELP SHEET

In the beginners game please use the command HINT rather than HELP which is indicated in the booklet (the command HELP also has uses you will discover later in the game).

Some vocabulary words, e.g. UNLOCK are not understood: The vocabulary changes between the three games in the pack and words are only understood in the game they need to be understood, this means, for example you need to think of other ways of getting through locked doors in the Part 1 game.

Some words, e.g. THANK, do not function entirely as expected. This should not detract from playing the game, as any such word is not absolutely necessary to complete the game.

Stuck in the Dark Tunnel in part 1: We advise you to take some light into the tunnel, otherwise you will run into problems, as you would in real life. Use the command LIGHT MATCH to light it (STRIKE means hit).

Other characters do not do what you asked them to: Complex use of AND and punctuation can sometimes lead to the wrong instruction being obeyed by the wrong person. Keep things simple and you should be alright.

Saved games: You will notice that there is a saved game on each tape immediately after the title screen and before the game proper. This is all that has to be reloaded when you are killed or you type the command LOAD or QUIT when playing the game. Before doing anything risky, such as stepping out onto the East Road, you are advised to SAVE your positions so you can load it back. If you are killed this saved game can be loaded back rather than the initial position from the tape.

At the end of Part 1 the East Road ends as the way is barred by three black Riders. You must kill these to proceed to Part 2 (the game saves a short objects list file). The game then allows you to reload a saved game for part 1 in case you wanted to play it differently, to gather different objects.

Cont/...

Page 2...

In general if you run into problems and need further hints appropriate information can be found in one of three sources, the book, the instruction booklet (clues are hidden in some of the wording), and the beginners game HINTS (it is worth replaying the beginners game if you get stuck in part 1).

Controlling different characters: To BECOME MERRY or any other character than FRODO, you must be playing Part 1 or Part 2 (not the beginners game) and have specified the character you wanted to be at the beginning of the game, otherwise the computer will continue to control them.

Good Luck - and always remember that as in any adventure half the fun is in finding out what you can and cannot do.

HINT SHEET FOR LORD OF THE RINGS - GAME 1

This hint sheet is designed as a simple aid for players of "THE LORD OF THE RINGS" game 1 who have run into problems during the course of play. The hints below are not designed to give away the whole game, but rather to help you solve common problems which are found throughout the game.

If you constantly run into difficulties in the use of English, I strongly recommend that you make a thorough study of the game instructions before resuming play. The instructions are well supplied with examples which cover all aspects of the ENGLISH language, and how to use it in this particular game.

Most problems involving general play technique are easily solved by playing the Beginner's Game, and learning how to play the game by using the HINT option provided. The Beginner's Game is designed to familiarise you with the quirks of the Lord of the Rings game. Please use it if you come into difficulties with English phrases or general play technique. If you are stuck at any point in the Beginner's Game, simply enter the command HINT. This will give you suggestions for solving the problems, and will help you with the main game.

HINTS

During the first part of the game, you WILL encounter Black Riders.

sufficient.

if Radagast is physically spoken to. Merely saying the magic work is not (described in the text as "Pale Green Jewels"). Elfstones only become magical The only way to combat Black Riders is through the use of Magic elfstones

Radagast

Radagast may be found in the Blue mountains observatory to the west of your home in Hobbiton. You may not enter the observatory without passing the test required of you by the Monk. Killing the monk will not solve any problems.

The Barrow Wight

at him.

The Barrow Wight causes many problems. The best technique for defeating him is to rob him of everything that he possesses, and then to THROW an elfstone

Farmer Maggot

Farmer Maggot is easily passed by simply telling him your name. He will accept any name, but he is friendlier if you tell him a name that he knows.

To be able to cross the ford at Rivendell

To be able to cross the ford at Rivendell, you must be mounted on the white stallion. The horse must be climbed onto, and then has to be told where to go. Once across the ford, the horse is no longer needed. To use the horse, simply find it (no, I'm not going to tell you where), and then climb into it. You will only be safe when you are completely out of the ford.

Avoid the Caradhas pass

Although quick, the casualties that you take in crossing the passes ruin your chances of ever getting through the second game, should you decide to play on.

The clue to opening the Moria Gates

The clue to opening the Moria Gates is right before your eyes. Simply look at the gates, and you will see the opening instructions

Moria

Moria cannot be safely entered without Gandalf. Gandalf is your safe ticket to the outside world once you enter the Mines of Moria. Don't lose him!

In general, however, most of your problems will be caused by incorrectly expressing what you wish your character to do. Study the list of verbs in the game instructions, and carefully read the descriptions of locations and objects to minimise the time it will take you to hit on the correct phrase for an action.

A book "Playing the Lord of the Rings" is currently being prepared, and will prove to be a valuable aid for any "Lord of the Rings" owner. Till then, Good Luck.